

CHess 960

YEARBOOK 2025

Edited by Arno Nickel



EDITION MARCO
BERLIN

Contents

It's Only Rock 'n Roll (<i>Preface I</i>)	6
Pure Excitement from the First Move (<i>Preface II</i>)	8
The Story of Chess 960 (<i>From Fischer to Carlsen</i>)	11
The Four Horsemen of the Apocalypse	26
With a Little Help of My Friends or Fish Again Today	41
Stockfish Evaluations of All 960 Starting Positions	53
Freestyle Chess G.O.A.T. Challenge · Weissenhaus 2024	213
Preliminaries (<i>Game 1-28</i>)	213
Knockout Stage (<i>Game 29-61</i>)	237
57th Biel Chess Festival 2024 · <i>Accentus Chess 960</i>	262
Masters · GM 1 (<i>Game 62-76</i>)	262
Challengers · GM 2 (<i>Game 77-91</i>)	272
GM 1 vs. GM 2 (<i>Game 92-103</i>)	287
2024 Champions Showdown Chess 9LX · Saint Louis (<i>Game 104-148</i>)	295
2024 Singapore · Freestyle Chess Summit (<i>Game 149-150</i>)	333
FIDE Guidelines January 2023 · Rules for Chess 960	336
Freestyle Chess Players Club	338
List of Games	339
List of Games by Starting Position	342
List of Games by White's Name	345
List of Games by Black's Name	348

Pure Excitement from the First Move

PREFACE II

Arno Nickel

There are thousands of chess books, but few on *Chess 960*, even though this revolutionary take on our ancient game of chess is enjoying increasing popularity and media attention. Given the many different starting positions, it should come as no surprise that our innovative chess variant also goes by many different names: *Fischer Random Chess*, *Chess 9LX* and more recently *Freestyle Chess*. No other innovation on the board has ever generated so much attention and investment of ideas, energy, and money. Perhaps one even needs to go back to the Renaissance, i.e., the 15th/16th century, to properly understand and appreciate the significance and impact of Bobby Fischer's advance in the 1990s – *Chess 960* is rightly recommended as the chess of the future. It is not something completely different from classical chess, but a logical development and addition to it. For this reason alone, it has immediately attracted the interest of the best chess players in the world and a legion of international title holders. Some sponsors have recognized this earlier than the vast majority of chess enthusiasts, who have settled comfortably into their old habits and view everything new with suspicion and aversion.

While every tournament player today is aware of the practical problems caused by the gigantic growth of opening theory and the simultaneous availability of (also growing) game databases, many have come to terms with this or know no other way of playing chess. It is inconceivable today that a titan like Emanuel Lasker, when he travelled to the tournament in New York in 1924, only began to study the latest opening theory on the passenger steamer ... Blessed times. As is well known, Lasker won the tournament with a lead over Capablanca, Alekhine, Marshall, Réti and other big names. Many a tournament player today hardly dares to sit down at the chessboard unprepared. The fear of losing rating points is greater than the curiosity for an exciting game.

Anyone who experiences *Chess 960* as a welcome relief from the pressure of preparation and memorising countless opening variations and can engage with curiosity in the randomly arranged piece positions of *Chess 960* is in luck. They are entering new territory where the same rules apply as in classical chess. Although many things may seem unfamiliar and confusing at first glance, you have the choice of castling to either side and often middlegame positions are created that are almost indistinguishable from classical chess. This was made possible above all by the castling rules adapted to classical chess. Instead of 'long' and 'short' castling, we prefer to speak of c-castling (king on c1, rook on d1) and g-castling (king on g1, rook on f1), whereby these castlings arise from the most diverse piece positions. The only requirement for the starting position: one rook must be on a square to the left of the king, the other on a square to the right of the king.

In the three decades since *Chess 960* entered the stage, it has been played almost exclusively with short time formats, usually 25 to 45 minutes per player and game and with a 10 to 30 second increment per move, depending on the tournament and competition. There were and still are even shorter time formats, including blitz chess, which is particularly prevalent in online chess. The first ‘long’ tournament games with 90 minutes for the first 40 moves and then 30 minutes for the rest of the game, as well as a time bonus of 30 seconds per move from move 41, were another step forward promoted by Magnus Carlsen in 2024.

In terms of image, *Chess 960* has thus advanced from a type of rapid chess to a chess variant on a par with classical chess. The fact that *Chess 960* has also been played in correspondence chess since 2011 by ICCF, which is a member of FIDE, with its own World Cup and its own rating, has gone almost unnoticed by the wider chess public. This is probably due to both a lack of publicity on the part of ICCF and the volatile, sometimes diffuse and confusing way in which *Chess 960* has developed in its pioneering phase, largely limited to rapid chess. It could almost whisper to us: ‘I’m not here for you to produce new theories and encyclopaedias. You should just play and have fun!’

No theory at all? In fact, this is only half the truth. It would contradict human nature, which is dedicated to the spiritual. We definitely want to explore and understand what we do and play. That’s also part of culture and aesthetic enjoyment. In any case, we want to get a better overview and gain deeper insights into the world of *Chess 960*, which has nothing to do with cramming opening variations and copying the development of classical chess. Such an endeavour would be doomed to failure anyway, given the large number of possible starting positions.

And so comes this first volume, Volume 2025, of the CHESS 960 YEARBOOK, with rich and rare material and carefully compiled articles:

- on the history of *Chess 960* since the 1990s,
- providing useful information and tabular overviews of *Chess 960* and its rules,
- on the value of chess engines for exploring *Chess 960*
- from the human view and practice, shared by IM *Santiago Beltrán*
- with White’s four best first moves in all starting positions according to *Stockfish*,
- with statistics on *Stockfish*’s 3’840 evaluated opening lines,
- with all *Chess 960* games of the most important tournaments in 2024:
Weissenhaus, Biel and *Saint Louis* (150 games, provided with annotation symbols and based on interactively generated deep *Stockfish* analyses)
- with indexed game lists, sorted by order in the book, by player names (White and Black) and by starting positions.

This CHESS 960 YEARBOOK is intended to be instructive and useful not only for active players, but for anyone who appreciates comprehensive information and wants to

stay up to date. Readers can compare games and variations from their own practice with games of top players in the same or similar starting position - not for memorizing opening lines, but for further self-study according to their own approach.

Further periodical volumes of the CHESS 960 YEARBOOK are already planned, each with the most important games of the previous year, which in 2026 will probably contain the *Freestyle Chess* events of 2025: *Weissenhaus/Germany* (7-14 February), *Paris/France* (8-15 April), *New York/USA* (17-24 July), *Delhi/India* (17-24 September), *Cape Town/South Africa* (5-12 December), but also other top-class events with world-class players. And of course with further essays and documentations.

In addition, I would also like to see the most important *Chess 960* games of the past presented and annotated in special editions of the YEARBOOK, and may be also in kind of retrospectives in the periodical issue. There are currently no plans to make all of this available digitally. If that will change over time, we will inform you. Perhaps it's possible to offer additional information on a website, but the print issue of the CHESS 960 YEARBOOK has its own merits and practical value, which should be preserved and supported in our *Modern Times*.

Berlin, March 2025

Arno Nickel

PS: In this book there are two different spellings for *Chess 960*, separated or together. Organisers usually write it together, we have decided to use the separate spelling, but we also *quote* the combined version: *Chess960*.

The Story of Chess 960

FROM FISCHER O CARLSEN

While *Chess 960* received the greatest media attention in February 2024 due to the *Freestyle Chess G.O.A.T. Challenge* in Weissenhaus, Germany, it can look back on a long and remarkable history.

On 1 September 1992, when Bobby Fischer appeared at the press conference for his ‘rematch’ against Boris Spassky in Sveti Stefan/Montenegro, he surprised the more than 200 journalists with the suggestion that in future the position of the pieces on the back rank should be drawn in order to keep chess alive. Otherwise, the game of chess would lose its original appeal due to the increasing amount of opening theory and it would increasingly become just a matter of memorising variations.

The idea itself was not new, but the fact that one of the best chess players of all time had made it his own was. For ‘*Shuffle Chess*’ there were initially no rules as to how the pieces should be arranged on the back rank. The kings could stand in the corner and everyone could have two bishops of the same colour. Pure chaos, good for fun perhaps, but not as an alternative to ‘serious’ chess. Standing symmetrically opposite each other, 5040 starting positions were possible. With different-coloured bishops as the default, it was still 2880.



Bobby Fischer and Zsuzsa Polgár in Budapest around 1993,
experimenting with randomised starting positions

When Fischer left Yugoslavia for Budapest in 1993, he took every opportunity to try out shuffle chess with chess friends. In his *‘Memories’* (2018), Vlastimil Hort reports on 10-minute games that he played with Fischer in Budapest in September 1993. At that time, they had not yet played with the rule that the king must be between the rooks. Fischer also played shuffle chess frequently with the three Polgár sisters, Susan (Zsuzsa), Sofiá and Judit, and eventually came to the realisation that it would be useful to

introduce castling into shuffle chess in the same way as in classical chess. Only with this adaptation to classical chess would the new chess variant have a chance of being taken seriously by professional chess players and amateurs and be suitable for competition.

Various sources, including GM Svetozar Gligorić in his book *'Shall we play Fischer-random Chess'* (B. T. Batsford Ltd., London, 2002), state that Fischer formulated his new rules as *Fischer Random Chess (F. R. Chess)* as early as September 1993. However, no evidence could be found that they were published at that time. They were probably only known to a small circle of insiders for a long time, which explains why there were no public competitions based on his rules until 1996, or at least why no such competitions became known.

The official launch of *Fischer Random Chess* took place at a press conference in Buenos Aires on 19 June 1996. Fischer emphasised that his new chess variant promoted creativity and talent over memorising openings and preparing games. These arguments are still relevant today. His further justification of FCR preventing unauthorised game and match fixing was certainly not equally convincing, especially as he claimed that entire World Championship matches had been fixed after his time.

A match between grandmasters Eugene Torre and Pablo Ricardi was also announced to present the new format. However, following a dispute between Fischer and the organisers, the match scheduled for 12 July was cancelled.



Péter Lékó,
Chess960-World Champion 2001

The first international FRC tournament was held in Kanjiza, a small town in Yugoslavia near the border of Hungary. The tournament was a round robin with 12 players and a mixture of rapid and blitz chess – 25 minutes for the first 20 moves and 5 minutes for the rest of the game. The winner was 17-year-old Péter Lékó, born in the nearby town of Subotica and one of the two participating grandmasters, with $9\frac{1}{2}/11$ points ahead of the Yugoslav GM Stanimir Nikolić ($9/11$).

It took another five years before the first FRC match between two world-class players took place in 2001 - on the initiative of Hans-Walter Schmitt. Péter Lékó and Michael Adams met at the *Chess Classic Mainz* for a match of 8 rapid games. Time control for each player was 25 minutes per game. Lékó defeated Adams $4\frac{1}{2} : 3\frac{1}{2}$ and was then regarded as the unofficial FRC World Champion.

In 2002, Hans-Walter Schmitt and his team introduced the name *Chess 960* instead of *Fischer Random Chess*. They thought that in order to establish the new chess variant as a serious alternative to classical chess, it would be better not to identify it with the name of a grandmaster and with terms such as

‘random’. On the other hand, the name should be clear and understandable for everyone. Under the new name, the *FiNet Open* was launched as a qualifying tournament for a *Chess960 World Championship*. 131 participants, including 34 grandmasters and a total of over 50 title holders from all over the world, took part, and after 11 rounds of rapid chess, GM Peter Svidler (RUS) emerged as the winner and challenger to *Chess960 World Champion* Peter Lékó.

This laid the foundation for an extremely successful series of high-class *Chess 960* events. The number of participants in the *FiNet Open* continued to grow, reaching 278 in 2007, including 56 grandmasters. A total of 827 players took part in the *FiNet Open* 2002-2009, including 177 grandmasters. Many came to Mainz regularly or more than once.

2001–2009 *Chess960 World Championship* at Mainz

Year	Format	Champion	Runner-up	Score	Open Winner
2001	Rapid match	P. Lékó (HUN)	M. Adams (ENG)	4½–3½	
2002	Rapid Open				P. Svidler (RUS)
2003	Rapid match	P. Svidler (RUS)	P. Lékó (HUN)	4½–3½	L. Aronian (ARM)
2004	Rapid match	P. Svidler (RUS)	L. Aronian (ARM)	4½–3½	Z. Almási (HUN)
2005	Rapid match	P. Svidler (RUS)	Z. Almási (HUN)	5–3	L. Aronian (ARM)
2006	Rapid match	L. Aronian (ARM)	P. Svidler (RUS)	5–3	E. Bacrot (FRA)
2007	Tourn.*/final	L. Aronian (ARM)	V. Anand (IND)	2–2*	V. Bologan (MDA)
2008	Rapid Open				H. Nakamura (USA)
2009	Tourn.*/final	H. Nakamura (USA)	L. Aronian (ARM)	3½–½	A. Grischuk (RUS)

*double round robin

*tie-break 1½–½ (blitz)

In view of the increasing popularity of the new chess variant, especially among title holders, FIDE was finally prepared to include *Chess 960* in the appendix of its rules in 2008/2009. Even though the World Chess Federation did not yet decide to organise its own *Chess 960* competitions, this represented a considerable upgrade.

The loss was all the more bitter when the end of the *Chess Classic Mainz* was announced in February 2011 after funding was no longer secured. Cuts had already had to be made in 2010, and the *Chess960 World Championship* fell victim to this.

Hans-Walter Schmitt’s comprehensive approach as the spiritus rector of *Chess 960* is demonstrated by the numerous accompanying events. In 2006, for example, *Chess 960* World Championships for women, juniors and seniors were also organised as part of the *Chess Classic Mainz*.

Russian grandmaster Alexandria Kosteniuk defeated the No. 1 German female chess player, Elisabeth Paehtz, in a rapid chess match 5½ : 2½. She defended her title in 2008 against the Ukrainian grandmaster Kateryna Lagno (a Russian citizen since 2014) with 2½ : 1½ after a previous four-player tournament in which the Lithuanian GM Viktorija Cmilyte and the Russian GM Natalia Zhukova were defeated.

The only *Chess 960* match of the juniors in 2006 was won by the Indian GM P. Harikrishna with 4½ : 3½ against the German GM Arkadij Naiditsch, while in the

reason why *Fischer Random Chess* has won the favour of the chess community, including the top players and the World Champion himself. This could not go unnoticed by FIDE: It was time to adopt and integrate this style of chess.'

The quarter-finals were played online on *Chess.com* from 4 to 6 October 2019. Each match consisted of three stages:

- 1) two rapid games with 45 min./40 moves plus 15 min. for the rest (no increment),
- 2) two more rapid games with 15 minutes (plus 2 seconds increment),
- 3) two blitz games (3 minutes plus 2 seconds increment).

The scoring system was as follows: 3 points for the long rapid games, 2 points for the short rapid games, and 1 point for blitz games.

In addition to six GMs who had qualified online - Peter Svidler, Wesley So, Vladimir Fedoseev, Alireza Firouzja, Vidit Gujrathi, Ian Nepomniachtchi - Fabiano Caruana and Hikaru Nakamura took part in the quarter-finals as seeded players.

Caruana, So and Nepomniachtchi qualified for the semi-finals. Carlsen was seeded as the fourth participant.

The semi-finals and final followed the same format with rapid and blitz games as in the quarter-finals, but with twice as many games in each of the three stages.

In the semi-finals, Wesley So beat Nepomniachtchi 13 : 5, and Carlsen defeated Caruana 12½ : 7½. No blitz games were required in either match. So and Carlsen thus qualified for the final, while Nepomniachtchi and Caruana played for third place.

In the final, Wesley So sensationally defeated Magnus Carlsen 13½ : 2½ to become the first FIDE World Champion in Fischer Random Chess. Ian Nepomniachtchi won the duel for third place with 12½ : 5½ against Fabiano Caruana.



Wesley So – 1st official Chess960 World Champion in 2019

The second FIDE World Championship in Fischer Random Chess followed a similar format from 25 to 30 October 2022 in Reykjavík. Four participants qualified online on

chess.com and *Lichess* in August/September: Vladimir Fedoseev, Matthias Bluebaum, Nodirbek Abdusattorov and Hikaru Nakamura. Four other players were seeded: Wesley So, Magnus Carlsen, Ian Nepomniachtchi and Hjorvar Steinn Gretarsson (nominated by the Icelandic Chess Federation).

In the quarter-finals, the eight players were drawn into two groups of four, in which each player played each other four times. The two best players in each group qualified for the semi-finals.

Time control was 25 minutes for the first 30 moves and a further 5 minutes from move 31 plus 5 seconds per move.

New starting positions were announced 15 minutes before the start of the game, with players able to consult with their registered second.



Ian Nepomniachtchi defeating Magnus Carlsen, but losing the Armageddon vs. Hikaru Nakamura



Hikaru Nakamura, FIDE Fischer Random Chess World Champion 2022

In Group A, Abdusattorov (10 p.) and Nepomniachtchi (7) qualified ahead of So (6) and Gretarsson (1). In Group B, Carlsen and Nakamura (each 9) qualified ahead of Fedoseev (5) and Bluebaum (1).

In the semi-finals, Nakamura won the first three rapid games against Abdusattorov, while Nepomniachtchi won three out of four rapid games against Carlsen, meaning that no further games were necessary in either case.

In the final, Hikaru Nakamura beat Ian Nepomniachtchi after a 2 : 2 score in the rapid games in Armageddon (with White, 15 minutes against 13 minutes) to become the second FIDE World Champion in Fischer Random Chess.

The third *FIDE World Fischer Random Chess Championship*, originally scheduled for February 2024, did not take place yet, as no bid from an organizer with a minimum prize fund of \$400,000 had been received by October 2023.

Freestyle Chess G.O.A.T. Challenge

The *Freestyle Chess G.O.A.T. Challenge* at Gut Weissenhaus in Wangels, Germany, from February 9 to 16, 2024, was an 8-player over-the-board tournament, the first major *Chess 960* tournament with a classical time control.

The event was organized and sponsored by Jan Henric Buettner, owner of the Weissenhaus resort, and co-organized by five-time World Chess Champion Magnus Carlsen. The total prize fund for the event was \$200,000.



The two finalists Magnus Carlsen and Fabiano Caruana

The name *Freestyle Chess* was introduced to present the event in a spectacular way for the media and a mass audience. Buettner coordinated closely with Magnus Carlsen, who handpicked the seven other competitors: Ding Liren, Fabiano Caruana, Alireza Firouzja, Gukesh D, Nodirbek Abdusattorov, Vincent Keymer and Levon Aronian. FIDE World *Chess 960* Champion Hikaru Nakamura was invited but cancelled due to scheduling problems as he wanted to prepare for the upcoming Candidates Tournament.

The event started with a round-robin rapid tournament to determine the pairings for the main event.

Preliminaries (February 9 and 10):

- Round robin tournament (each against each)
- Rapid time control: 25 minutes per game + 10 seconds per move
- Tiebreak: 1) direct encounter, 2) number of wins, 3) Sonneborn Berger
- The pairings for the quarter-finals result from the ranking in the round robin: 1 vs. 8, 2 vs. 7 etc.

The Four Horsemen of the Apocalypse¹

Santiago Beltrán

When Fischer proposed in 1996 to randomize the initial position of the pieces on the first rank, it led to the emergence of starting positions that are more unbalanced than the classical one.

We will look for the four most dangerous for Black, the four *horsemen* of the title, who make unique moves almost from the start if White plays precisely.

I have based the selection on two criteria, the study of the Norwegian supercomputer *Sesse* that ran through *Stockfish 9* all 960 positions in 2018² (which means that needs revision) and my humble personal experience.

A basic statistical calculation shows that the average of *Sesse's* valuations is 0.18, lower than the 0.22 of the classical initial, with a deviation of 0.0953. Which, if we assume a normal distribution, means that 95% of the positions should have a valuation between 0.0068 and 0.3668. Looking at *Sesse's* classification, there are 37 positions with a rating higher than 0.37, which represents 3.85%, slightly more than the 2.5% expected. I will select initially four of these 37.

However, from a human perspective, chess engines have a serious flaw. You could say that its defect is to be perfect. It is not able to assess the difficulty for humans to find certain moves. That is, in some positions the unique saving move or the winning combination can be terribly difficult or almost trivial for humans, and yet the engine can give the same rating. It cannot take account of people's subjectivity, which is also different for each human. Our brain relies on experience and our judgement, including our ability to play the position, depends on it.

In *Sesse's* study, the most unbalanced positions, with ratings higher than 0.50, turned out to be positions 80, 79, 77 and 868. Are these the four worst for Black? I am going to present the ones that I found most annoying, they will not always match the ones mentioned.

Chess 960 could almost be called 480 if we consider that each position has its symmetry with respect to the vertical of the board.³ When I examine a position, I will not take into account its twin, which may be equally difficult for Black but would add almost nothing to these lines. It's true that castling, made imitating classical chess, breaks full symmetry.

1 This is a completely revised and expanded new version of of the essay 'Critical Positions in Chess 960' published in: *Pocket Chess 2025* (edited by Stefan Löffler), pp. 194-205, Berlin 2024; translated to German, 'Kritische Stellungen im 960', in: *Schachkalender 2025*, (same editor), pp. 106-117.

2 https://docs.google.com/spreadsheets/d/1JVT6_ROlCTtMmazzBe0lhGv54rB6JCq67QOhaRp6U/edit?gid=0#gid=0 ; for more details cf. p. ... here in the *Yearbook*

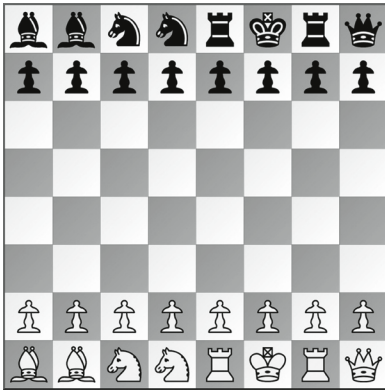
3 <https://www.mark-weeks.com/cfaa/chess960/c960str.h> ; for more details cf. p. ... here in the *Yearbook*; cf. <https://chessforallages.blogspot.com/2009/02/chess960-twins.html>;

When commenting on the use that humans make of the *Stockfish* proposals, I have based myself on *Lichess*⁴ statistics. I have also looked for games between titled players except from bullet games.

When comparing the players' favourite moves with *Stockfish*'s suggestions, I relied on the *Lichess* statistics. I also looked for games between title holders, with the exception of bullet games.

Let's present the positions.

I) Position 80



We see both bishops pointing at the opposite queen and king. The weakness of d7 allows a knight mate, against which Black must find the right defense. But ... b6 to cover d7, would block the bishop on a8.

The four strongest first moves that *Stockfish* 17 gives are 1.g4, 1.h4, 1.g3 and 1.b4.

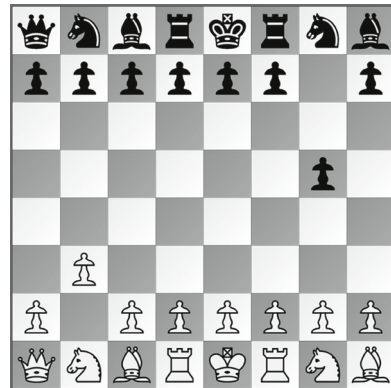
1.b3 is the most popular move among humans with 37% opposing the bishop to the queen on the long diagonal of dark squares. I'm including myself here, as it's also my favourite move when I'm lucky enough to get this position with White. However, after

1...b6 the computer evaluation drops to 0.20 which suggests that White has lost most of the expected advantage.

We already have White's first move according to the engine 1.g4, made by only 2% of humans, and now is a symmetrical defense possible for Black?

1.g4 g5 2.h4 and the symmetry ends soon as after 2... h5 3.hxg5 Bxg5 (3...hxg4 4. Bxh8 Bxh8 leads to the loss of a pawn) 4. d3 Bg8 5. e3 hxg4 6. Bxh8 Bxh8 7. e5 b6 8.b3, with 2.35 despite the expected material equality for the moment. So it is better not to rely on symmetry. And holding g5?

1.g4 g5 2.h4 h6 3. d3 e6 Black tries to hold g5, prevent the attack on d7 and seeks to develop his bishops as well as hinder the development of his white counterparts. The possibilities for both sides grow exponentially although White maintains an advantage close to 1.00. A theme that I have seen recurring in various variations is the surrender of the bishop on a1 to hunt down the black queen. Similar to that wonderful first move by *Carlsen* (Black) against *Nakamura*, Reykjavik 2022⁵, played in position 295:

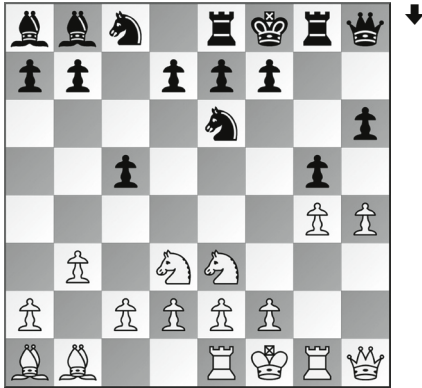


⁴ <https://lichess.org/> ;
cf. e.g. <https://lichess.org/qflw5Sqa/white>

⁵ see p. 37

An example of what I mean would be

1.g4 g5 2.h4 h6 3.♖d3 ♖e6 4.♗e3 c5 5.b3!



And now **5...♙xa1 6 c3** followed by **♗c2**. Therefore after 4 ♗e3 the threat b2–b3 is very annoying.

So a symmetrical defense is not recommended.

Another different defense, can Black try to adapt the tactical blow of the queen hunt on b3 and go for b6?

1.g4 ♖d6 2.b3 (2...♗c4 isn't a threat because of 3.♙d5, but not 3.♗d3??) **♗e6 3 c4 b6!** And now **4.♙xa8 c6**. This resource can be key to try to balance the position with Black. Naturally White does not capture the bishop on a8, but after the ugly f3 Black's position will be inferior, but not hellish. After 3.c4 there are four games in the *lichess* database of players with low rankings and none of them saw 3...b6

Stronger is **3.♗d3** to respond to 3...b6 **4.♗e5!** With a decisive advantage due to the mate on d7 and after ♙d8 the bishop on a8 can be captured with impunity, but Black can continue with **3...f6**, with the same idea of continuing with b6 avoiding ♗e5, so **4.c4 b6!** and if **5.♙xa8 c6** followed by **6...♗c7**.

Some incredible tactical complications on move 3, amazing. It will happen with other initial positions.



(position after 4...b6!)

If 5.f3, Black is fine.

Other non-symmetrical defenses.

1.g4 h5 2.g5 g6 3 c4 c5 4.♗d3 ♖e6 5.b3! And as seen before, if **5...♙xa1**, the black queen will be trapped and lost after **♗c3–c2**.

Other moves by White.

1 g4 is an excellent move and perhaps the best, it restricts the bishop on a8 and the symmetrical defense is not recommended, but it is not the only interesting move. For example **1.g3** is also given by the engine and is probably similar.

However, in this section I would like to give a more human player's point of view. Starting with a search for weaknesses we can find the d7 pawn. Being a central pawn it cannot be attacked on the first move. So if we try to threaten d7 on the next move, White's first move should be **1.♗d3**. This is not the engine's first choice, but the second or third.

After **1.♗d3** both **1....♗d6** and **1...b6** immediately lose to **2.♗e5**, but not **1...b5**, which keeps the b6 square open to defend d7 and opens the long white diagonal.

The *Stockfish* evaluations of the 960 starting positions are primarily concerned with the following questions, for which the tabular overview provides valuable information:

- a) How big is White's advantage in each starting position, if there really is one?
- b) How many and which starting positions are considered significantly unbalanced?
- c) Are there common characteristics for unbalanced starting positions?
- d) What are the dominant characteristics as well as the strengths and weaknesses of each starting position? (Critical squares, lines and diagonals; centre control: king safety; piece activity; interplay of pawns and pieces)
- e) Does White have several almost equivalent first moves in the respective starting position or is the choice of good moves very limited?
- f) Which typical pawn structures and which kind of piece play does *Stockfish* aim for?
- g) Do different starting moves lead to different positions or does *Stockfish* favour move changes in favour of one type of position?
- h) How important is castling⁵ compared to classical chess?
- i) Does Black try and succeed to equalise with symmetrical moves?
- j) Do starting position lead to a dynamic struggle with sharp tactical threats or do they proceed rather calmly with a tendency to equalise?

Not all questions can be answered immediately and definitively. We are still at the beginning. Our statistical analyses below should be useful for this purpose.

How should *Stockfish* evaluations be interpreted?

Stockfish was already very powerful in the years before the release of *AlphaZero*, but after a series of spectacular defeats of *Stockfish* 8 and 9 against the AI project in late 2017 and 2018, it was fundamentally redesigned to better recognize and apply long-term effective motifs and maneuvers for attacking and counterplay, often at the expense of positional weaknesses and by sacrificing pawns or pieces.

AlphaZero had shown how effective 'machine learning' can be when very powerful hardware with a huge memory capacity, at that time from Google, simulates and analyses millions of games in a short time, gradually improving its understanding of chess.

5 Just how complex *Chess 960* is shown, among other things, by the many different ways of castling. For example, there are some starting positions in which castling is already possible on the first move (with Kf1/Rg1 or analogously Kf8/Rg8, but also Kd1/Rc1 or Kd8/Rc8), while in numerous other cases more than two squares between king and rook would have to be vacated to make castling possible. In practice, spectacular castling over the whole back rank can be observed from time to time (e.g. 0-0 with Kc1/Rg1 after Kg1/Rf1). As the terms 'short' and 'long' castling are inappropriate in *Chess 960*, the terms 'c' and 'g' castling are also used to differentiate between them. In our test series with *Stockfish 16* we also analysed the frequency of castling

“In June 2020, *Stockfish* introduced the efficiently updatable neural network (NNUE) approach, based on earlier work by computer *shogi* programmers. Instead of using manually designed heuristics to evaluate the board, this approach introduced a neural network trained on millions of positions which could be evaluated quickly on CPU. On 2 September 2020, the twelfth version of *Stockfish* was released, incorporating NNUE, and reportedly winning ten times more game pairs than it loses when matched against version eleven. In July 2023, the classical evaluation was completely removed in favor of the NNUE evaluation.” (Wikipedia) Since *Stockfish* supports up to 1024 CPU threads in multiprocessor systems, you can imagine what it means that since 2013 *Stockfish* has been developed using a distributed testing framework called *Fishtest*, where volunteers can donate CPU time to test program improvements.

Stockfish 17 was released in September 2024. In the CCCRL 40/15 (15m/40 moves) computer chess ranking of 28 February 2025, various *Stockfish* versions (including 16 and 16.1) are at the top, *Stockfish 17* is listed there with an Elo of 3641.⁶

In the special ranking list for *Fischer Random Chess*, CCCRL 40/2 FRC, *Stockfish 17* is in first place with Elo 4062⁷, only 20 points ahead of *Stockfish 16*. The old version *Stockfish 9*, which will also be mentioned later, still has Elo 3684, 378 points behind the top rider, but still 518 points ahead of the former star of chess engines, *Rybka 4.1*. These figures may illustrate the enormous increase in playing strength that has taken place in the field of chess engines over the last 15 years.

As far as *Stockfish* is concerned, this background is relevant in our context insofar as all 960 starting positions have already been evaluated by a supercomputer and the evaluations (without specifying moves, as far as we know) have been published on the Internet⁸. In January 2018, the Norwegian programmer Steinar H. Gunderson carried out a test with *Stockfish 9* on his computer *Sesse* and ran the engine in every starting position up to depth 39. His results have since been cited many times as reference values.

Stockfish 9 rated the classical starting position (518) at +0.22 in favour of White. Two-thirds of all other starting positions were below this value; 23 achieved values between +0.40 and +0.50 in White's favour. The top values were +0.52 and +0.57, as can be seen in detail in the overview below. So far, neither *Stockfish* nor any other chess engine has shown a starting position that gives White a decisive advantage⁹.

For our analyses (as of January 2024) we used the latest version of *Stockfish 16* on a workstation with 32 cores, 64 GB RAM, 6-man endgame tables, *Windows 10*, *ChessBase 17*, *Fritz 18*. Later, for the games, we switched to *Stockfish 16.1* and 17.

6 https://computerchess.org.uk/ccrl/4040/rating_list_all.html

7 <https://computerchess.org.uk/ccrl/404FRC/>

8 https://docs.google.com/spreadsheets/d/1JVT6_ROOICTtMmazzBe0lhGv54rB6JCq67QOhaRp6U/edit?gid=0#gid=0

9 Cf. also the essay ‘The Four Horsemen of the Apocalypse’ by S. Beltrán in this book, p. 26-40

An advanced developer version of *Stockfish 16* was used throughout to evaluate the 960 starting positions¹⁰. As we were not only interested in the evaluation of the 960 starting positions, but also in their characteristics and potential, we chose an extended approach with the following settings:

a) Minimum calculation depth: 40 plys ('brute force' / individual branches of the variation tree *Stockfish* calculates much deeper, sometimes up to 90 plys and more - so-called 'extensions').

Numerous starting positions were evaluated at even greater depths, as indicated in each case. This was due to the technical and organisational circumstance that the processes in multi-variant mode had to be controlled manually (in addition to office work). Greater depths are generally welcome as a gain in data.

b) *Stockfish* should display the 4 best (i.e. highest rated) move sequences for White for each starting position. We therefore speak of the '4-variations mode'. Ideally, this means that several candidate moves with the same computing power are evaluated and not most of the computing power is used on the candidate move evaluated by one engine. This broad-based but time-consuming procedure should not only improve the accuracy and significance of the calculations (in contrast to the 1- variation mode), but also provide information on whether *Stockfish* considers different moves and move sequences to be equivalent or whether there are relevant evaluation differences. After all, there are often move conversions, so that identical positions can arise despite different starting moves. In some starting positions, *Stockfish* arrives at one and the same position for all four first moves shown.

c) For the presentation in the book, only one line of text is available for each of the 3,840 *Stockfish* move sequences (4 x 960) for reasons of space, so that on average only the first 8 to 9 moves of a variation are shown in the book, whereas *Stockfish* actually shows an average of 26 moves (the length varies between 19 and 30 moves). However, the 8 to 9 starting moves of each variation allow you to get an idea of how *Stockfish* assesses and treats the respective starting position. (To save space, the symbols for check and captures are omitted in the tabular overview).

How accurate are *Stockfish's* ratings?

The ratings of engines change with increasing depth of calculation and the corresponding positions, as long as no clear result such as mate or draw is displayed. It follows that the ranking of favoured move candidates can also vary when new depths of calculation are reached. As a rule, however, one or other tendency will prevail with increasing calculation depth, be it towards equalisation or an increasing advantage, unless (as is often the case with endgame studies and sacrifices in the long term) a deeper-lying point is hidden behind the current calculation horizon of the engine.

10 *Stockfish 16* was released on 30/06/2023, *Stockfish 16.1* on 24/02/2024, *Stockfish 17* on 06/09/2024.

The evaluations at the end of each line of our tabular overview are therefore only to be understood as a rough measure of how *Stockfish* assesses the prospects of a positional advantage from White's point of view. If no significant evaluation differences between move sequences are displayed (e.g. less than 0.10), there is even a high probability that the ranking of the variants will change even more frequently in the course of further calculations. It may even be the case that one of the 4 moves most recently favoured by *Stockfish* drops out of the favourite group completely or temporarily as the calculations deepen further and a new candidate move emerges. Overall, however, it can be observed that it is highly probable that 3 of the 4 candidate moves are among the best moves in all calculation stages. (More on this topic based on the test results below).

If, according to *Stockfish*, there are no clearly favoured 4 move candidates for a starting position, then it can be assumed that other starting moves of approximately equal value can also be considered, which have only just missed out on being among the 4 favourites shown. This is all the more true from a human perspective and game motivation, which by nature follow different criteria than a chess engine.

Statistical analysis of the *Stockfish* evaluations

Firstly, comparing our results with those of *Stockfish* 9, the aforementioned reference value of +0.22 (*Stockfish* 9) for the classical starting position (518) is largely confirmed by *Stockfish* 16 with +0.21, whereby, incidentally, in our test of depth 50, 1.e4 is shown as the best move, followed by 1.d4 (+0.19), 1.Sf3 (+0.15) and 1.c4 (+0.10). In this case, both engine versions agree that the classical starting position is relatively, though not completely, balanced and White has several op

However, if we compare the values for all 960 starting positions, things look different. The overall valuation level is higher on average for *Stockfish* 16. 272 starting positions (28.3 %) are valued higher than +0.30, while *Stockfish* 9 only shows 97 starting positions (10.1 %) at this level. A comparison of specific starting positions reveals further differences. Some positions that *Stockfish* 9 rates as favourable for White are more likely to be rated as balanced according to *Stockfish* 16, and vice versa.

Evaluation	Stockfish 9	Stockfish 16
0.00-0.10	224	60
0.11-0.20	389	347
0.21-0.30	250	281
0.31-0.40	78	180
0.41-0.50	17	65
0.51-0.60	2	18
0.61-0.70	0	7
0.71-0.80	0	1
0.81-0.90	0	1
	960	960

STARTING POSITION – 1



1.b4 b5 2.h4 h5 3.e3 e6 4.♖e2 ♜cd6 5.♘g3 a5 6.a3 ♜h6 7.♗h5 ♜e7 8.♜h3 ab4 9.♞b4 ◀0.17/41
 1.c4 c5 2.♜cd3 b6 3.h4 h5 4.b4 cb4 5.♜e5 ♜f6 6.♞b4 ♜c7 7.♞b2 ♜e5 8.♞e5 ♞e5 ◀0.17/41
 1.d3 c5 2.b4 cb4 3.♞b4 e6 4.e4 b6 5.c4 ♜e7 6.h4 h5 7.♜f3 ♜g6 8.♜e2 ♜e7 9.♞d2 f5 ◀0.09/41
 1.e3 c5 2.c4 e6 3.h4 h5 4.b3 ♜e7 5.♜e2 ♜f5 6.♜f4 b6 7.♜h5 ♜h7 8.♜h2 g6 9.♜f4 ◀0.05/41

STARTING POSITION – 2



1.d4 d5 2.c4 e6 3.h4 h5 4.♜e3 ♜d6 5.c5 ♜e4 6.b4 b6 7.♜d3 bc5 8.dc5 a5 9.a3 ab4 ◀0.29/40
 1.h4 h5 2.d4 d5 3.b3 ♜d6 4.e3 b6 5.c4 e6 6.♜c3 c5 7.dc5 bc5 8.♜d3 d4 9.♜a4 de3 ◀0.18/40
 1.b4 h5 2.e4 b5 3.h4 e5 4.a3 d6 5.c4 a6 6.♜e3 ♜e6 7.g3 g6 8.♜b3 c5 9.♜c1 cb4 10.ab4 ◀0.15/40
 1.e4 b5 2.h4 h5 3.b4 e5 4.a3 a6 5.c4 d6 6.♜e3 ♜e6 7.♜b3 c5 8.♜h3 ♜h6 9.d3 ♜c6 ◀0.13/40

STARTING POSITION – 3



1.b4 b5 2.e4 0-0 3.g3 f5 4.d3 g6 5.♜h8 ♞h8 6.♞b2 ♞g8 7.♜e3 e5 8.0-0 ♜b6 9.ef5 ◀0.18/42
 1.b3 b5 2.e4 e5 3.♜d3 g6 4.f4 f6 5.fe5 fe5 6.0-0 ♜f7 7.♜3f2 0-0 8.g3 ♜cd6 9.♜e3 ◀0.13/42
 1.g3 b6 2.♜a8 ♞a8 3.b3 e5 4.♜d3 g6 5.f4 ef4 6.gf4 ♜g7 7.♜g7 ♜g7 8.♞b2 ♜d6 ◀0.08/42
 1.♜d3 b5 2.b3 ♜e6 3.e4 c5 4.g3 ♜d6 5.f4 g6 6.♜h8 ♜h8 7.c3 c4 8.♜3f2 b4 9.0-0 h5 ◀0.04/42

STARTING POSITION – 4



1.h4 h5 2.d4 b5 3.♜f3 d5 4.b3 ♜f6 5.c4 c6 6.♜d3 a6 7.♜e3 ♞b7 8.g3 ♜e6 9.a4 ♜e8 ◀0.32/41
 1.d4 b5 2.h4 h5 3.c3 a5 4.♜d3 b4 5.b3 d5 6.♜e3 c6 7.c4 ♜f6 8.♜f3 ♜e6 9.g3 ♞b7 ◀0.32/41
 1.♜e3 ♜f6 2.d4 b5 3.h4 h5 4.b3 d5 5.♜f3 ♜e6 6.♜e1 c6 7.c4 a5 8.♜d3 ♞b7 9.g3 ♜e4 ◀0.27/41
 1.e3 c5 2.c4 e6 3.h4 h5 4.b3 ♜e7 5.♜e2 ♜f5 6.♜f4 b6 7.♜h5 ♜h7 8.♜h2 g6 9.♜f4 ◀0.05/41

STARTING POSITION – 5



1.d4 d5 2.b3 h5 3.c4 dc4 4.bc4 c5 5.e3 ♜f6 6.♜f3 b5 7.cb5 a6 8.dc5 ab5 9.♜b2 ♜b7 ◀0.28/40
 1.b4 b6 2.♜f3 c5 3.c4 e6 4.bc5 bc5 5.♜c3 d6 6.h4 ♜f6 7.e3 ♜bd7 8.d3 h5 9.e4 ♜g4 ◀0.25/40
 1.c4 c5 2.e3 h5 3.b3 ♜f6 4.d4 d5 5.♜f3 cd4 6.ed4 ♜c6 7.♜e2 ♜f5 8.♜c3 e6 9.♜d1 ♜c2 ◀0.25/40
 1.b3 c5 2.c4 h5 3.e3 ♜f6 4.d4 cd4 5.ed4 d5 6.♜f3 ♜c6 7.♜e2 ♜f5 8.♜d1 e6 9.♜c3 ♜c2 ◀0.18/40

STARTING POSITION – 6



1.d4 ♜bc6 2.b3 e5 3.d5 ♜b4 4.♜e3 b5 5.♜c3 c6 6.♜d1 ♜c5 7.a3 ♜e3 8.ab4 ♜b6 9.dc6 ◀0.35/40
 1.b3 e5 2.e4 b6 3.h4 h5 4.d3 d6 5.♜e3 ♜d7 6.g3 g6 7.f4 ef4 8.gf4 ♜e6 9.f5 ♜f4 ◀0.13/40
 1.e4 e5 2.b3 b6 3.d3 h5 4.h4 d6 5.♜e3 ♜d7 6.g3 g6 7.f4 ef4 8.gf4 ♜e6 9.f5 ♜f4 ◀0.13/40
 1.h4 e5 2.h5 h6 3.e4 ♜e6 4.b4 d6 5.c3 ♜e7 6.d4 0-0 7.♜d2 ♜d7 8.♜f3 c6 9.a4 ♞b8 ◀0.09/40

STARTING POSITION – 955

1.a4 a5 2.g4 g5 3.d3 d6 4.♖a3 ♘fe6 5.♙c3 ♙c5 6.♗g3 ♔d7 7.♗ge4 ♗e4 8.♙e4 e6 9.e3 ♠0.17/43
 1.g4 g5 2.a4 a5 3.d3 d6 4.♗d2 ♗fe6 5.♙b3 h5 6.h3 ♖a6 7.♗f1 hg4 8.hg4 ♔d7 9.♙a5 ♠0.14/43
 1.f4 f5 2.g4 fg4 3.♗g4 d6 4.a4 a5 5.d4 ♗d7 6.♙c3 ♙b6 7.e3 ♔d7 8.♗g5 ♗e8 9.♗h4 ♠0.08/43
 1.d3 a5 2.a4 f5 3.f4 d6 4.♗d2 ♗fe6 5.g3 ♙c5 6.♙c4 g6 7.♗a5 ♖a7 8.♗e3 b6 9.♙b3 ♠0.03/43

STARTING POSITION – 956

1.c3 e5 2.g3 f6 3.e4 a5 4.d4 ed4 5.cd4 a4 6.f4 c6 7.d5 a3 8.♗d2 ab2 9.♙b2 f5 ♠0.32/40
 1.e4 e5 2.g3 f6 3.c3 a5 4.d4 ed4 5.cd4 a4 6.f4 c6 7.♔d3 g5 8.fg5 fg5 9.♙c2 ♗e6 ♠0.25/40
 1.d4 d5 2.g3 f5 3.c3 g6 4.f3 e5 5.e4 fe4 6.fe4 c6 7.♗f3 de4 8.♙e4 ♗f6 9.♗d1d2 ♗e4 ♠0.23/40
 1.g3 f5 2.f4 ♗f6 3.c3 g6 4.a4 a5 5.e4 fe4 6.♙e4 c6 7.d4 ♗e4 8.♗e4 ♗g7 9.♗f3 d6 ♠0.15/40

STARTING POSITION – 957

1.e4 e5 2.g3 a5 3.a4 g6 4.f4 ef4 5.gf4 f5 6.e5 ♗e6 7.♙e3 g5 8.fg5 ♔g5 9.♙f3 c6 ♠0.31/40
 1.a4 a5 2.e4 e5 3.g3 g6 4.f4 ef4 5.gf4 f5 6.e5 ♗e6 7.♙e3 g5 8.fg5 ♔g5 9.♙f3 c6 ♠0.29/40
 1.f4 f5 2.a4 a5 3.g3 g5 4.fg5 e5 5.h4 h6 6.g6h6 ♖a6 7.d3 ♗h6 8.♗f3 ♗d6 9.c3 e4 ♠0.24/40
 1.g3 f5 2.a4 a5 3.f4 g5 4.fg5 e5 5.h4 h6 6.g6h6 ♖a6 7.d3 ♗h6 8.♗f3 ♗d6 9.c3 e4 ♠0.23/40

STARTING POSITION – 958

1.e4 e5 2.g3 g5 3.a4 a5 4.♙h3 ♗e6 5.♗d3 f6 6.♙c3 ♗g7 7.f4 g4 8.♙g2 h5 9.h3 ♖a6 ♠0.35/41
 1.♙c3 f5 2.f4 ♗c6 3.♗d3 ♗d6 4.g4 g6 5.a4 a5 6.gf5 gf5 7.♙b5 ♔d8 8.♙g2 ♗f6 9.c3 ♠0.26/41
 1.a4 a5 2.♗d3 f5 3.f4 ♗c6 4.g4 g6 5.♙c3 ♗d6 6.gf5 gf5 7.♙b5 ♔d8 8.♙g2 ♗f6 9.c3 ♠0.25/41
 1.f4 f5 2.g4 g6 3.♗d3 ♗c6 4.♙c3 ♗d6 5.gf5 gf5 6.♙c5 ♔d8 7.♔d1 ♔g7 8.♙g2 a5 ♠0.19/41

STARTING POSITION – 959

1.a4 f5 2.f4 a5 3.g3 g6 4.♙c3 ♗c6 5.e4 fe4 6.♗e4 ♗d6 7.c3 ♖e8 8.♗d6 ed6 9.♙c2 d5 ♠0.19/44
 1.g4 g6 2.f4 f5 3.gf5 gf5 4.a4 a5 5.♖a3 d6 6.♗f3 ♗f6 7.♗d4 ♗e4 8.♗e1 ♔d5 9.d3 ♠0.16/44
 1.f4 f5 2.a4 a5 3.g3 g6 4.♙c3 ♔c3 5.dc3 ♗f6 6.♗d3 ♔d5 7.♔d5 ♗d5 8.e4 fe4 9.♙c5 ♠0.16/44
 1.g3 f5 2.f4 a5 3.a4 g6 4.♙c3 ♗c6 5.e4 fe4 6.♗e4 ♗d6 7.c3 ♖e8 8.♗d6 ed6 9.♙c2 d5 ♠0.15/44

STARTING POSITION – O (960)

1.h4 c5 2.c4 h5 3.b3 b6 4.♗f3 ♗f6 5.d4 cd4 6.♗d4 ♗e6 7.f3 ♔d8 8.♗e6 de6 9.♗f2 ♠0.22/42
 1.b3 c5 2.c4 b6 3.h4 h5 4.♗f3 ♗e6 5.e4 ♗f6 6.♖e1 ♗g4 7.♗e3 ♗e3 8.de3 f6 9.♗d2 ♠0.21/42
 1.c4 c5 2.h4 h5 3.b3 b6 4.♗f3 ♗e6 5.♖e1 ♗f6 6.e4 ♗g4 7.♗e3 ♗e3 8.de3 f6 9.♗d2 ♠0.19/42
 1.b4 b6 2.h4 c5 3.bc5 bc5 4.c4 h5 5.e3 ♖h6 6.f4 f5 7.♗f3 e6 8.♖h3 ♔d6 9.♗g5 ♗f6 ♠0.10/42

Weissenhaus 2024 Preliminaries 7 Rounds Rapid



Starting Position 33

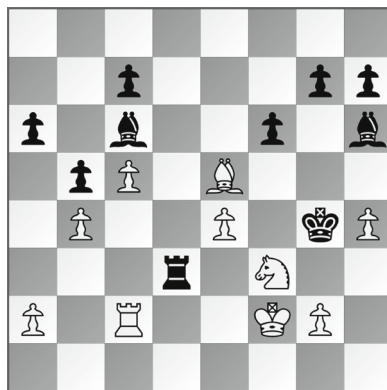
1 D. Gukesh – A. Firouzja
Freestyle Chess G.O.A.T. Challenge
Rapid (25m + 10s), 1st Round
Weissenhaus, 09.02.2024

1.b4 b6 2.c4 e5 3.f4 exf4 4.♖xf4± ♗g5
5.♜g3 f6



6.♖f2= [6.♖f1!? ♜g6 7.c5 ♘e7 (7...♖e8 8.♗b3† ♜f8±) 8.♗b3† ♗d5 9.♘c3 ♗xb3 10.♘xb3±] 6...♘d6 7.c5 [7.♗b3!? ♘e4 8.c5† ♖f7 9.♗xf7† ♜xf7 10.♜b3† ♜e6 11.♖f5 ♘c6 12.♜xe6† ♜xe6 13.♖xg5=] 7...♘e4 8.♗b3† ♖f7 9.♗xf7† ♜xf7 10.♜b3† ♜e6 11.♜xe6† [11.♖f5!? ♘c6 12.♜xe6† ♜xe6 13.♖xg5 ♘xg5 14.h4 ♘e4 15.d3 ♘g3 16.♖h3=] 11...dxe6 12.h4 ♘xf2 13.♜xf2 ♗h6 14.♘b3 ♗d5 15.♖c1 b5 16.♘d4 a6 17.♖c2 [17.♖d1!? ♖d8 18.♘c3 ♗b7 19.e3

♗c8 20.♘f3 e5 21.♘e2 ♘c6 22.♗c3] 17... ♘c6 [17...g6!? 18.♘c3 ♗a8 19.e3 e5 20.♘f3 ♖d8 21.a3 ♗g7 22.e4 ♘c6] 18.♘c6 ♗xc6 19.d3 e5 20.♗c3 [20.♘d2 ♖d8 21.♗c3 g6 22.a3 ♗g7 23.g3 h5 24.♖c1 ♗f8 25.♘f3] 20...♖d8 [20...e4 21.♗d2 exd3 22.exd3 g5 23.♖c3 ♖d8 24.♖a3 ♗b7 25.♗e3 ♜g6] 21.♘d2 ♜e6 22.♘f3 ♜f5 23.e4† ♜g4 24.♗xe5 ♖xd3

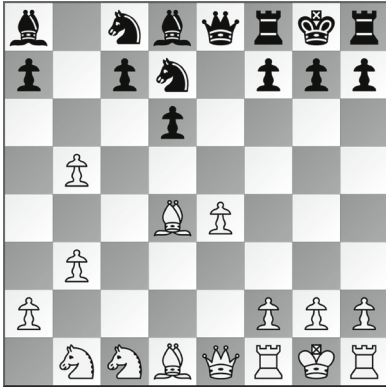


25.♗xc7??-+ [25.♖e2 ♗f4 26.♘h2† ♗xh2 27.♗xh2 ♖d4 28.♗xc7 ♗xe4 29.c6 ♜xh4 30.♗g3†] 25...♗xe4 26.♖e2 ♗xf3 27.gxf3† ♖xf3† 28.♗g2 ♖c3 29.♖e4† ♜f5 30.♖e7 ♖c2† 31.♜f3 ♖xa2 32.♗g3 ♖a3† 33.♜g2 ♖c3 34.♖a7 ♜g4 35.♗e1 ♖c2† 36.♜f1 ♜f3 37.♖xa6 ♗e3 0-1

2 M. Carlsen – V. Keymer
Freestyle Chess G.O.A.T. Challenge
Rapid (25m + 10s), 1st Round
Weissenhaus, 09.02.2024

[Pos. 33] 1.e4 e5 2.b3 d6 [2...b5!? 3.d3 d6 4.f4 f5 5.♘d2 ♘d7 6.fxe5 dxe5 7.♖xf5 ♖xf5 8.exf5 ♘d6 9.0-0 0-0=] 3.d4= [3.♘e2 h5 4.h4 ♘d7 5.♘g3 g6 6.d3 b6 7.♘d2 ♗f6 8.f4 ♜d8 9.♘e2±] 3...♘d7 [3...exd4!? 4.♗xd4 c5 5.♗b2 b5 6.♘d2 ♘d7=] 4.c4 exd4 5.♗xd4

b5± [5...c5 6.♘b2 b5 7.cxb5 ♖xe4 8.♗xe4
♙xe4 9.♗d2 ♘b7=] 6.cxb5

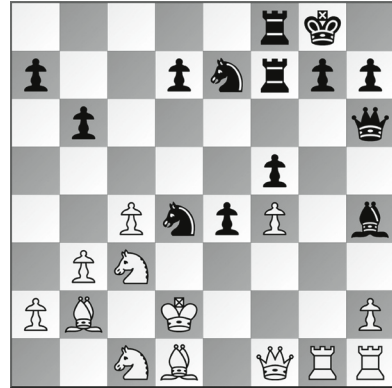


6...♗xe4 [6...♙f6!? 7.♙xf6 ♖xf6 8.♗c3
♖xe4 9.♖xe4 ♙xe4 10.h4 h5 11.♖e2 (11.
♙h3 d5± 12.a4 ♙h6 13.♖e2 c6 14.bxc6 ♙xc6
15.♗d2±) 11...d5 12.a4 c6 13.bxc6 ♗xc6±]
7.♗xe4 ♙xe4 8.♗c3 ♘b7 9.♗d3= [9.♙g4
c5 10.bxc6 ♙xc6 11.♗d3 h5 12.♙e2±] 9...
a6 10.♙f3 ♙xf3 11.gxf3 axb5 12.♖xb5
c6 13.♙c1 cxb5 14.♙xc8 ♙b6 15.♙xf8†
♗xf8 16.♙xb6 ♖xb6 17.♖b4 ♗e7 18.♗g2
♙c8 19.♗d1 g6 20.f4 ♙c5= 21.♗f3 ♗e6
22.♙e1† ♗d7 23.♗d1 ♗e6 24.♙e1† ♗d7
25.♗d1 ♗e6 ½–½

□ 3 L. Aronian – N. Abdusattorov
Freestyle Chess G.O.A.T. Challenge
Rapid (25m + 10s), 1st Round
Weissenhaus, 09.02.2024

[Pos. 33] 1.c4 c5 2.b3 b6 3.d4 cxd4 4.♙xd4
e5 5.♙b2 f5 6.e4± [6.h4 h5 7.♗c3 ♙h6 8.e3
♖a6 9.♗d3 ♖c5 10.♖xc5 bxc5 11.♙h3=]
6...♙xe4 7.♗d2 ♙xg2 8.♗xg2 ♗g6† 9.♗h3
♗h6† 10.♗g2 ♗g5† 11.♗f3 e4† 12.♗e2
♗h5†= [12...♙f6 13.♙xf6 ♗xf6 14.b4 ♙e8
15.♙fg1 0-0 16.♗f1 ♗h8 17.h4 ♖d6±] 13.f3
♙h4± [13...♖c6=; 13...exf3? 14.♗d3+–]

14.♙fg1 ♙f7 15.♗f1 0-0 16.♖b1?± [16.
♙c2 ♖e7 17.♗d1 d5 18.♖e2 ♖bc6 19.fxe4
dxe4 20.♗c1 ♖b4 21.♙g2± (21.♙b1)] 16...
♖c6 17.♖c3 ♖d4†?!= [17...♗h6 18.f4
♖8e7 19.♗d2 d5 20.♗c2 d4 21.♖d5 ♖xd5
22.cxd5 ♖b4†±] 18.♗d2 ♗h6† 19.f4 ♖e7



20.♙a3?–+ [20.♖1e2 ♖f3† 21.♗c2 d5
22.♙g3 ♙xg3 23.hxg3 ♗c6 24.♖g1 ♖d4†
25.♗b1=] 20...b5?!± [20...d5 21.♙g3 ♙d8
22.♖1e2 ♖xe2 23.♙xe7 ♙xe7 24.♙xe2
dxc4†–+] 21.♙c5 ♗f6 22.♙h5 g6 23.♖1e2
♖xe2?!= [23...♖e6 24.♙xe7 ♙xe7 25.♗c2
bxc4 26.♖d5 ♗f7 27.♙xg6 cxb3† 28.axb3
hxg6±] 24.♙xe2 d5 25.♖xb5± [25.♙xe7
♗xe7 26.♖xd5 ♙d8 27.♗h3 ♙f6 28.♗e1
♙xd5 29.cxd5 ♗b4†=] 25...♙d8 26.♗c2
♖c6?+– [26...d4 27.♖xd4 ♙xd4 28.♗c1 ♖c6
29.♗b1 ♙d8 30.♙d1 ♖d4 31.♙xd4 ♙xd4±]
27.♖c3 [27.cxd5!? ♙xd5 28.♙a3+–] 27...d4
28.♖d5 ♗e6 29.♗b1 ♙b7 30.♗h3 ♙f6
31.♖xf6† ♗xf6 32.♙a3 a5 33.♙b2 a4 34.c5
axb3 35.♙c4† ♗g7 36.♙xb3 ♗e7 37.♗xf5
e3 38.♗d3 ♙xb3 39.axb3 ♗f8 40.♙a3
♙b8 41.♙g2 ♙a8 42.♙a2 ♗e6 43.f5 gxf5
44.♙f1 ♗e7 45.♗c1 ♗e4 46.♗xe4† fxe4
47.♙f4 ♗e6 48.♙xe4† ♖d5

(see next diagram)

Singapore 2024 Freestyle Chess Summit 2 Games Match

P 87



□ 149

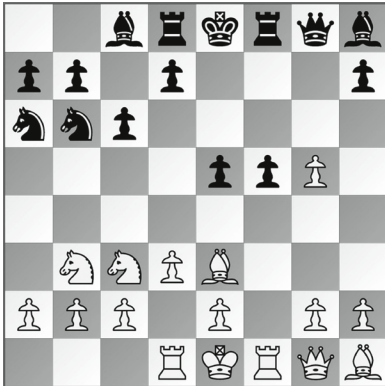
M. Carlsen (2831)

– F. Caruana (2805)

Freestyle Chess Summit, (90m + 30s)

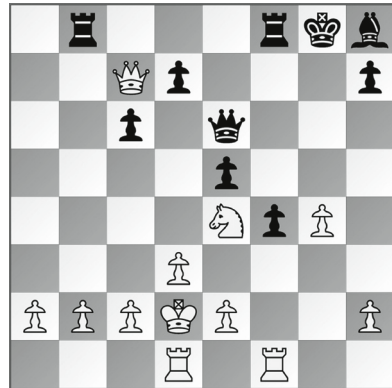
Singapore (SGP) (1.1), 21.11.2024

[P 87] 1.f4 ♖b6 2.♗c3 f5 3.♗b3 ♖a6 4.d3 c6 [4...g6 5.g3 d6= 6.♗d2 (6.a3 ♗f6 7.♗d2 c6 8.0-0-0=) 6...♖b4 7.0-0-0 ♗d7 8.♗b1 0-0-0 9.♗b5 ♗xb5 10.♗xb4 ♗b8 11.c4 ♗e8=] 5.♗e3± g5 6.f×g5 e5



7.g4 [7.a4!? d5 8.a5 ♖a8 9.♗xa7 d4 10.♖a4 ♗xg5 11.g3 ♖h8 12.♗b6± 0-0 13.e3 ♗g7 14.0-0-0 ♗h6 15.♗b1 (15.♗de1 ♗xg1 16.♗b1 ♗xg1 17.♗xg1 ♗e3 18.♗gf1=) 15... ♗xg1 16.♗f2 ♗g5 17.♗e2 ♗g7 18.♗de1 ♗e3 19.♗xg1 d×e3 20.♗xg1 ♗de8 21.♗c3 ♗e6 22.♗c5 ♗c5 23.♗xg5±] 7...f4 8.♗xb6 [8.♗d2 ♗xg5 9.0-0-0 d5 10.e3 ♗xg4

11.♗f2±] 8...a×b6 9.♗x♖b6 [9.h4 b5 10.♗e4 d5 11.♗f5 ♗x♗f5 12.g×f5 ♗x♗f5 13.0-0-0 (13.e4 ♗f7 14.♗g4 d4 15.♗e6† ♗f8 16.♖e2 ♗e7 17.♗f5† ♗f7 18.♗h3=) 13...♗f7 14.♗b6 ♗g6±] 9...♗xg5 10.♖a5= [10.♗f3 0-0 11.0-0-0 d5 12.h4 ♗e7 (12...♗xh4 13.g5 ♗g7 14.♖a5 ♗d7 15.♗g1 ♗e7 16.♗b1 ♗h3 17.♖x♗d5 c×d5 18.♗x♗d5† ♗h8 19.♗h1 ♗e6 20.♗a7 ♗e3 21.♗x♗e3 f×e3 22.♗x♗e6 ♗x♗e6 23.♖c4 ♗f2 24.♗de1 ♖b4 25.♖x♗e3 ♗x♗a2† 26.♗c1 ♗e6 27.♗hf1±)] 10...0-0 11.♗e4 ♗h4† [11...d5! 12.♖x♗b7 (12.♗f5 ♗e7 13.♗x♗c8 ♗x♗c8 14.♗x♗b7 ♗h4† 15.♗d2 ♖c5 16.♗b6 ♖d7 17.♗b7 ♖c5=) 12...d×e4 13.♖x♗e4 ♗h4† 14.♗d2 ♗x♗b7 15.♗x♗b7 ♗a8 16.♗b3† ♗g7=] 12.♗d2 ♗e7 13.♗f5 ♖c5 [13...♗g7 14.♗c1 ♖c5 15.♖e4 ♖e6 16.♗x♗e6† ♗x♗e6 17.♗b1 ♗de8=] 14.♖e4 ♖e6 15.♗x♗e6† [15.♖x♗b7 ♗x♗b7 16.♗x♗b7 ♗b8 17.♗x♗e6† ♗x♗e6 18.♗c7 ♗f6=] 15... ♗x♗e6 16.♖x♗b7 ♗x♗b7 17.♗x♗b7 ♗b8 [17... ♗g7 18.g5 ♗b8 19.♗c7 ♗x♗b2 20.♗c1 d5=] 18.♗c7



18...♗x♗b2? [18...♗f6 19.♖x♗f6† ♗x♗f6 20.♗c1 ♗e6 21.b3=] 19.♗b1+– ♗x♗a2 20.♗x♗b2 ♗x♗b2 21.♗x♗d7 ♗b4† 22.c3 ♗b2† 23.♗e1 ♗g7 24.♗e6† ♗h8 25.♗f3 ♗c1† 26.♗f2 ♗h1 27.♗h3 f3 28.e×f3 1-0

P 180



150

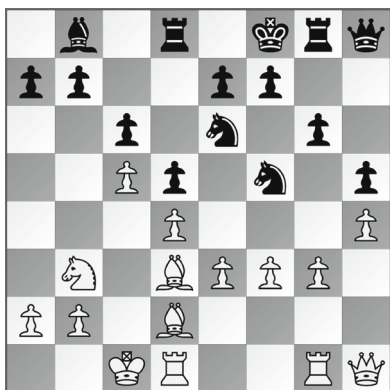
F. Caruana (2805) –

M. Carlsen (2831)

Freestyle Chess Summit, (90m + 30s)

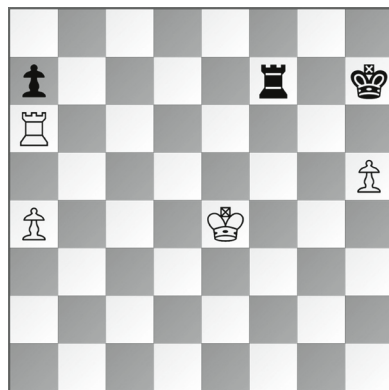
Singapore (SGP) (1.2), 22.11.2024

[P 180] 1.c4 c6 2.d4 d5 3.c5 h5 4.h4 ♖f6
5.g3 g6 6.♘b3 ♘g4 7.♘d3 [7.♗g2 ♘c7
8.f3 ♘h6 9.♙f4 f6 10.♘d3 ♙d7 11.0–0–0
0–0–0 12.♙d2 ♘f7 13.♘f4 ♗h7 14.g4 ♘e6
15.♘xe6 ♙xe6 16.gxh5 ♗xh5 17.♙xg6 (17.
♙h1 ♙f5 18.e4 dxe4 19.fxe4 ♗g4=) 17...
♗xh4 18.♙h1 ♗g3 19.♗xg3 ♙xg3=] 7...
♙f5 [7...e5 8.f3 e4 9.♘f4 exf3 10.exf3 ♘h6
11.♗h2 ♘c7 12.♗d2 ♗f6 13.♗f2 ♙g7
14.♙e1 ♙de8 15.♙e5=] 8.f3 ♘h6 9.♙g5
♘c7 10.0–0–0 ♘e6 11.♙d2 ♙xd3 12.♙xd3
♘f5 13.e3



13...b6?! [13...♘xg3 14.♗h3 ♘f5 15.♙xg5
gxh5 16.♙xg8+ ♗xg8 17.♗xh3 ♘g7 18.♗h3
♘e6=] 14.f4+ ♘h6+ [14...♘c7 15.♙b1 ♗f6
16.♗f3 ♗e6 17.a4 ♙c8 18.♙c1 ♙h8 19.cxb6
axb6 20.♙c3 ♗d7 21.♙gc1 ♘e6 22.a5 bxa5
23.♙b5 ♘d8 24.♙a6 ♙c7 25.♘c5 ♗e8 26.e4
dxe4 27.♗xe4 ♙a7 28.d5 cxd5 29.♗xd5
♙g7 30.♙b5 ♗g8 31.♙e3 ♙c7 32.♙g1+;
14...♗f6 15.♗f3 ♘c7 16.♙b1 ♗e6 17.a4

(17.♙c1 ♘e8 18.cxb6 axb6 19.♙c2 ♘f6
20.♙gc1=) 17...♙c8 18.♙c1 ♙h8 19.♙c3
b5 20.♘a5 bxa4 21.♙a3 ♘b5 22.♙xa4 ♙c7
23.♘b3+] 15.♙b1 ♘g4 16.♗f3 ♗f6 17.♙c1
bxc5 18.♘xc5 ♘xc5 19.♙xc5 e5 20.dxe5±
[20.♗d1 exd4 21.♗a4 ♘f2 22.♙xc6 ♙d6
23.♙b5 ♙xc6 24.♙xc6 0–0 25.exd4 ♙c7
26.♙e1 ♘g4 27.♙c3+] 20...♙xe5 21.♙gc1=
[21.♙c2 ♙b8 22.♙c1 0–0 23.♙f1 ♙c3
24.♗e2 c5 25.f5 ♙xb2 26.♙xb2 c4 27.♙a1
♗a6 28.♙xc4 dxc4 29.fxg6 fxg6 30.♙xf8+
♙xf8 31.♙d4=] 21...♙xb2 22.♙xc6 ♘e5
23.♙xf6 ♘xf3 24.♙xb2 ♘xd2 25.♙c7 0–0
26.f5 [26.♙c2 ♘c4 27.♙xc4 dxc4 28.♙xc4
♙fe8=] 26...♘e4 27.♙xe4 dxe4 28.fxg6
♙d2+ 29.♙c1 ♙d3 30.gxf7+ ♙g7 31.♙f4
♙xe3 32.g4 hxg4 33.♙xg4+ ♘f6 34.h5 ♙f3
35.♙xe4 ♙xf7 36.♙xf7+ ♙xf7 37.♙a4
♙c3+ 38.♙d2 ♙c7 39.♙a6 ♙g7 40.♙e3
♙h7 41.a4 ♙f7 42.♙e4



42...♙g7?+- [42...♙b7 43.♙d5 ♙f7 44.♙e6
♙b7 45.♙d6 ♙f7 46.♙a5 ♙f4 47.♙xa7+
♙h6

A) 48.a5 ♙f5 49.a6 ♙f6+ 50.♙e5 (50.♙c7
♙f7+ 51.♙b6 ♙f6+ 52.♙c5 ♙f5+ 53.♙b6
♙f6+) 50...♙b6 51.♙a8 ♙g7 52.a7 ♙a6=;
B) 48.♙e5 ♙b4 49.a5 ♙b5+ 50.♙d6 ♙f5
51.a6 ♙f6+ 52.♙e5 ♙b6 53.♙a8 ♙g7

54.h6† ♖xh6 55.♔d5=]

43.♔d5?=[43.a5 ♖b7 44.♞d6 ♖b5 45.♞d5 ♖b1

A) 46.♞d7†? = ♔h6 47.♖xa7 ♖b5 48.a6

A1) 48...♖b1? 49.♖b7+- ♖a1 50.a7 ♖a5 51.♔d4 ♖a4† (51...♔xh5 52.♖b5†+-)

52.♔c5 ♖a5† 53.♔b6 ♖a2 54.♖b8+-;

A2) 48...♖b4† 49.♔d5 ♖b6 50.♔c5 ♖f6 51.♖a8 ♔g7 52.h6† ♔h7 53.a7 ♖a6=;

B) 46.♔e5 ♖b2 47.♔d6 ♖b3 48.♔c6 ♖b2 49.♖b5 ♖e2 50.♔b7 ♖e7† 51.♔a6 ♔h6 52.♖b7 ♖e5 53.♖xa7 ♖e6† 54.♔b5+-]

43...♖f7 44.♖e6 ♖f4?+- [44...a5= 45.♔c6 ♖f4 46.♔b5 ♖f5† 47.♔b6 ♖xh5 48.♖e7† ♔g8 49.♖a7 ♖h6† 50.♔xa5 ♔f8=]

45.a5 ♖f5† 46.♖e5 ♖f6 47.♖e7† ♔g8 48.♖xa7?=[48.♔e4 ♖h6 49.♖e5 ♖c6

A) 50.♖f5 ♖d6 51.♔e5 ♖a6 52.♔d4 ♖c6

53.♔d5 ♖a6 54.♔c4 ♖h6 55.♔b4 ♖h7

56.♔b5 (56.♖c5 ♖b7† 57.♔c4 ♖f7 58.♔b5 ♔h8 59.♔c6 ♖f6† 60.♔b7 ♖f7† 61.♔b8

♖f6 62.♔xa7 ♔g7 63.h6†+-) 56...♖h6 57.♖d5 (57.♖c5 ♔f8 58.♖d5 ♔e8 59.♔c5 ♖a6 60.♔d4) 57...♔f8 58.♔c5 ♔e8;

B) 50.♔f5 ♔f8 51.♖e6 ♖c1 52.♔g6 ♖g1† 53.♔h7 ♖h1 54.h6 ♖g1 55.♖a6+-]

48...♖f5† 49.♔c4 ♔h8 50.a6 ♖f6 51.♔d4 ♖c6 52.♔e4 ♖f6 53.♔e5 ♖c6 54.♔f5 ♖b6

55.♔g5 ♖c6 56.♔f5 ♖d6 57.♔e5 ♖c6 58.♖a8† ♔h7 59.♔d5 ♖f6 60.♔c5 ♖f5†

61.♔d6 ♖f6† 62.♔e7 ♖c6 63.♖a7 ♔h8 64.♔f7 ♖b6 65.♔e8 ♖d6 66.♖a8 ♔h7

67.♔e7 ♖c6 68.♔e8 ♖d6 69.♔e7 ♖c6 70.♔d7 ♖f6 71.h6 ♖xh6 72.♖a7 ♔g8

73.♔c7 ♖f6 74.♖a8† ♔g7 75.♖f8 ♖xf8 76.a7 ♖f7† 77.♔b8 ♖xa7 78.♔xa7 ½-½



Freestyle Chess Players Club

You can find more detailed and official information at <https://www.freestyle-chess.com/>

Player	Born	Nationality	World Rank (02/25)	World Rank Best
Magnus Carlsen	1990	Norway	#1 (ELO 2833)	#1 (ELO 2882)
Fabiano Caruana	1992	USA	#2 (ELO 2803)	#2 (ELO 2844)
Hikaru Nakamura	1987	USA	#3 (ELO 2802)	#2 (ELO 2816)
Ding Liren	1992	China	#17 (ELO 2734)	#2 (ELO 2816)
Nodirbek Abdusattorov	2004	Uzbekistan	#6 (ELO 2766)	#4 (ELO 2783)
Alireza Firouzja	2003	France	#7 (ELO 2760)	#2 (ELO 2804)
Ian Nepomniachtchi	1990	Russia	#9 (ELO 2754)	#2 (ELO 2795)
Wesley So	1993	USA	#11 (ELO 2747)	#2 (ELO 2822)
Anish Giri	1994	Netherlands	#23 (ELO 2728)	#3 (ELO 2798)
Wei Yi	1999	China	#8 (ELO 2755)	#8 (ELO 2763)
Viswanathan Anand	1969	India	#10 (ELO 2750)	#1 (ELO 2817)
Arjun Erigaisi	2003	India	#4 (ELO 2801)	#3 (ELO 2801)
Dommaraju Gukesh	2006	India	#5 (ELO 2777)	#5 (ELO 2794)
Leinier Domínguez	1983	USA	#13 (ELO 2741)	#8 (ELO 2768)
Praggnanandhaa, R.*	2005	India	#14 (ELO 2741)	#8 (ELO 2757)
Santosh Gujrathi Vidit	1994	India	#25 (ELO 2721)	#14 (ELO 2747)
Levon Aronian	1982	USA	#12 (ELO 2745)	#2 (ELO 2830)
Shakhriyar Mamedyarov	1985	Azerbaijan	#20 (ELO 2731)	#2 (ELO 2820)
Vincent Keymer	2004	Germany	#19 (ELO 2731)	#12 (ELO 2743)
Alexander Grischuk	1983	Russia	#43 (ELO 2687)	#3 (ELO 2810)
Jan-Krzysztof Duda	1998	Poland	#15 (ELO 2739)	#12 (ELO 2760)
Lê Quang Liêm	1991	Vietnam	#16 (ELO 2739)	#14 (ELO 2741)
Maxime Vachier-Lagrave	1990	France	#22 (ELO 2729)	#2 (ELO 2816)
Yu Yangyi	1994	China	#28 (ELO 2715)	#10 (ELO 2765)
Parham Maghsoodloo	2000	Iran	#47 (ELO 2680)	#12 (ELO 2742)
Richard Rapport	1996	Hungary	#26 (ELO 2718)	#5 (ELO 2776)

* Rameshbabu

Extract from the presentation of the FCPC on the official homepage of the organiser:

“(…) Our mission is to create a unique platform where chess grandmasters of the highest calibre come together to showcase their skills, exchange ideas and share the fascination of this royal game. The Freestyle Chess Players Club has assembled a hand-picked group of 26 top chess players by invitation. (…) The club offers its members exclusive benefits, including access to high-profile tournaments and the opportunity to socialise with like-minded players in a first-class location.”

The FCPC is also mentioned in the rules and regulations for the Freestyle Chess Grand Slam Tour.

Apart from two ‘wild cards’ for their members (who complete the field of 12 participants), it says:

“3.2.1 Qualifiers who do not take up their place in the Grand Slam can be replaced by any FCPC-member, to be determined by the Organizer. 3.2.2 Admission to the FCPC is granted to every player once he has reached a classical ELO rating of 2725 or higher. Membership of the FCPC expires automatically once a player’s classical ELO rating stays below 2725 for a period of 12 consecutive months.”

List of Games

No.	White	Black	Events	Starting Position	Result
1	Gukesh	– Firouzja	Weissenhaus 2024	P 033	0-1
2	Carlsen	– Keymer	Weissenhaus 2024	P 033	½-½
3	Aronian	– Abdusattorov	Weissenhaus 2024	P 033	½-½
4	Ding	– Caruana	Weissenhaus 2024	P 033	0-1
5	Abdusattorov	– Ding	Weissenhaus 2024	P 701	1-0
6	Firouzja	– Caruana	Weissenhaus 2024	P 701	½-½
7	Keymer	– Aronian	Weissenhaus 2024	P 701	1-0
8	Gukesh	– Carlsen	Weissenhaus 2024	P 701	1-0
9	Aronian	– Gukesh	Weissenhaus 2024	P 292	0-1
10	Ding	– Keymer	Weissenhaus 2024	P 292	0-1
11	Carlsen	– Firouzja	Weissenhaus 2024	P 292	½
12	Caruana	– Abdusattorov	Weissenhaus 2024	P 292	½-½
13	Keymer	– Caruana	Weissenhaus 2024	P 791	1-0
14	Firouzja	– Abdusattorov	Weissenhaus 2024	P 791	0-1
15	Gukesh	– Ding	Weissenhaus 2024	P 791	1-0
16	Carlsen	– Aronian	Weissenhaus 2024	P 791	1-0
17	Ding	– Carlsen	Weissenhaus 2024	P 927	0-1
18	Caruana	– Gukesh	Weissenhaus 2024	P 927	1-0
19	Abdusattorov	– Keymer	Weissenhaus 2024	P 927	½-½
20	Aronian	– Firouzja	Weissenhaus 2024	P 927	½-½
21	Gukesh	– Abdusattorov	Weissenhaus 2024	P 336	0-1
22	Aronian	– Ding	Weissenhaus 2024	P 336	1-0
23	Carlsen	– Caruana	Weissenhaus 2024	P 336	½-½
24	Firouzja	– Keymer	Weissenhaus 2024	P 336	1-0
25	Caruana	– Aronian	Weissenhaus 2024	P 207	1-0
26	Abdusattorov	– Carlsen	Weissenhaus 2024	P 207	1-0
27	Ding	– Firouzja	Weissenhaus 2024	P 207	½-½
28	Keymer	– Gukesh	Weissenhaus 2024	P 207	1-0
29	Abdusattorov	– Ding	Weissenhaus 2024	P 513	1-0
30	Keymer	– Aronian	Weissenhaus 2024	P 513	½-½
31	Caruana	– Gukesh	Weissenhaus 2024	P 513	1-0
32.	Firouzja	– Carlsen	Weissenhaus 2024	P 513	1-0
33.	Ding	– Abdusattorov	Weissenhaus 2024	P 607	½-½
34.	Aronian	– Keymer	Weissenhaus 2024	P 607	1-0
35.	Gukesh	– Caruana	Weissenhaus 2024	P 607	½-½
36.	Carlsen	– Firouzja	Weissenhaus 2024	P 607	1-0
37.	Firouzja	– Carlsen	Weissenhaus 2024	P 885	0-1
38.	Carlsen	– Firouzja	Weissenhaus 2024	P 925	1-0
39.	Gukesh	– Keymer	Weissenhaus 2024	P 636	0-1
40.	Ding	– Firouzja	Weissenhaus 2024	P 636	0-1
41.	Carlsen	– Abdusattorov	Weissenhaus 2024	P 636	1-0
42.	Aronian	– Caruana	Weissenhaus 2024	P 636	1-0
43.	Keymer	– Gukesh	Weissenhaus 2024	P 295	1-0
44.	Firouzja	– Ding	Weissenhaus 2024	P 926	½-½
45.	Abdusattorov	– Carlsen	Weissenhaus 2024	P 926	½-½
46.	Caruana	– Aronian	Weissenhaus 2024	P 926	1-0
47.	Aronian	– Caruana	Weissenhaus 2024	P 597	1-0
48.	Gukesh	– Keymer	Weissenhaus 2024	P 597	1-0

No.	White	Black	Events	Starting Position	Result
49.	Caruana	– Aronian	Weissenhaus 2024	P 295	1-0
50.	Keymer	– Gukesh	Weissenhaus 2024	P 295	½-½
51.	Aronian	– Caruana	Weissenhaus 2024	P 099	0-1
52.	Caruana	– Aronian	Weissenhaus 2024	P 712	0-1
53.	Aronian	– Caruana	Weissenhaus 2024	P 589	0-1
54.	Caruana	– Carlsen	Weissenhaus 2024	P 949	0-1
55.	Abdusattorov	– Aronian	Weissenhaus 2024	P 949	½-½
56.	Firouzja	– Gukesh	Weissenhaus 2024	P 949	1-0
57.	Keymer	– Ding	Weissenhaus 2024	P 949	1-0
58.	Carlsen	– Caruana	Weissenhaus 2024	P 090	1-0
59.	Aronian	– Abdusattorov	Weissenhaus 2024	P 090	1-0
60.	Gukesh	– Firouzja	Weissenhaus 2024	P 090	½-½
61.	Ding	– Keymer	Weissenhaus 2024	P 090	0-1
62.	Shankland	– Praggnanandhaa	Biel Masters 2024 (GM1)	P 036	0-1
63.	Lê Quang Liêm	– Martirosyan	Biel Masters 2024 (GM1)	P 036	½-½
64.	Keymer	– Mishra	Biel Masters 2024 (GM1)	P 036	1-0
65.	Mishra	– Praggnanandhaa	Biel Masters 2024 (GM1)	P 180	1-0
66.	Keymer	– Lê Quang Liêm	Biel Masters 2024 (GM1)	P 180	½-½
67.	Martirosyan	– Shankland	Biel Masters 2024 (GM1)	P 180	1-0
68.	Praggnanandhaa	– Martirosyan	Biel Masters 2024 (GM1)	P 345	1-0
69.	Lê Quang Liêm	– Mishra	Biel Masters 2024 (GM1)	P 345	1-0
70.	Shankland	– Keymer	Biel Masters 2024 (GM1)	P 345	0-1
71.	Keymer	– Praggnanandhaa	Biel Masters 2024 (GM1)	P 071	0-1
72.	Lê Quang Liêm	– Shankland	Biel Masters 2024 (GM1)	P 071	½-½
73.	Mishra	– Martirosyan	Biel Masters 2024 (GM1)	P 071	½-½
74.	Praggnanandhaa	– Lê Quang Liêm	Biel Masters 2024 (GM1)	P 589	½-½
75.	Martirosyan	– Keymer	Biel Masters 2024 (GM1)	P 589	1-0
76.	Shankland	– Mishra	Biel Masters 2024 (GM1)	P 589	1-0
77.	Saleh Salem	– Samunenkov	Biel Challengers 2024 (GM 2)	P 036	1-0
78.	Donchenko	– Vaishali	Biel Challengers 2024 (GM 2)	P 036	1-0
79.	Bjerre	– Maurizzi	Biel Challengers 2024 (GM 2)	P 036	1-0
80.	Saleh Salem	– Donchenko	Biel Challengers 2024 (GM 2)	P 180	½-½
81.	Vaishali	– Bjerre	Biel Challengers 2024 (GM 2)	P 180	0-1
82.	Samunenkov	– Maurizzi	Biel Challengers 2024 (GM 2)	P 180	0-1
83.	Bjerre	– Saleh Salem	Biel Challengers 2024 (GM 2)	P 345	1-0
84.	Donchenko	– Samunenkov	Biel Challengers 2024 (GM 2)	P 345	1-0
85.	Maurizzi	– Vaishali	Biel Challengers 2024 (GM 2)	P 345	0-1
86.	Saleh Salem	– Maurizzi	Biel Challengers 2024 (GM 2)	P 071	½-½
87.	Donchenko	– Bjerre	Biel Challengers 2024 (GM 2)	P 071	1-0
88.	Samunenkov	– Vaishali	Biel Challengers 2024 (GM 2)	P 071	0-1
89.	Vaishali	– Saleh Salem	Biel Challengers 2024 (GM 2)	P 589	0-1
90.	Maurizzi	– Donchenko	Biel Challengers 2024 (GM 2)	P 589	0-1
91.	Bjerre	– Samunenkov	Biel Challengers 2024 (GM 2)	P 589	½-½
92.	Saleh Salem	– Praggnanandhaa	Biel Festival 2024 GM 1-GM 2	P 285	0-1
93.	Bjerre	– Mishra	Biel Festival 2024 GM 1-GM 2	P 285	0-1
94.	Donchenko	– Lê Quang Liêm	Biel Festival 2024 GM 1-GM 2	P 285	½-½
95.	Vaishali	– Keymer	Biel Festival 2024 GM 1-GM 2	P 285	0-1
96.	Maurizzi	– Shankland	Biel Festival 2024 GM 1-GM 2	P 285	½-½
97.	Samunenkov	– Martirosyan	Biel Festival 2024 GM 1-GM 2	P 285	0-1
98.	Praggnanandhaa	– Donchenko	Biel Festival 2024 GM 1-GM 2	P 921	½-½
99.	Shankland	– Bjerre	Biel Festival 2024 GM 1-GM 2	P 921	1-0

No.	White	Black	Events	Starting Position	Result
100.	Keymer	– Saleh Salem	Biel Festival 2024 GM 1-GM 2	P 921	1-0
101.	Lê Quang Liêm	– Vaishali	Biel Festival 2024 GM 1-GM 2	P 921	1-0
102.	Martirosyan	– Maurizzi	Biel Festival 2024 GM 1-GM 2	P 921	1-0
103.	Mishra	– Samunenkov	Biel Festival 2024 GM 1-GM 2	P 921	1-0
104.	Nakamura	– So	Saint Louis 2024 Chess 9LX	P 774	1-0
105.	Aronian	– Shankland	Saint Louis 2024 Chess 9LX	P 774	½-½
106.	Caruana	– Oparin	Saint Louis 2024 Chess 9LX	P 774	1-0
107.	Sevian	– Robson	Saint Louis 2024 Chess 9LX	P 774	½-½
108.	Dominguez	– Kasparov	Saint Louis 2024 Chess 9LX	P 774	0-1
109.	Shankland	– Caruana	Saint Louis 2024 Chess 9LX	P 363	0-1
110.	Oparin	– Sevian	Saint Louis 2024 Chess 9LX	P 363	0-1
111.	So	– Kasparov	Saint Louis 2024 Chess 9LX	P 363	1-0
112.	Nakamura	– Aronian	Saint Louis 2024 Chess 9LX	P 363	1-0
113.	Robson	– Dominguez	Saint Louis 2024 Chess 9LX	P 363	0-1
114.	Dominguez	– Oparin	Saint Louis 2024 Chess 9LX	P 828	½-½
115.	Kasparov	– Robson	Saint Louis 2024 Chess 9LX	P 828	½-½
116.	Sevian	– Shankland	Saint Louis 2024 Chess 9LX	P 828	½-½
117.	Caruana	– Nakamura	Saint Louis 2024 Chess 9LX	P 828	1-0
118.	Aronian	– So	Saint Louis 2024 Chess 9LX	P 828	0-1
119.	So	– Robson	Saint Louis 2024 Chess 9LX	P 504	1-0
120.	Aronian	– Caruana	Saint Louis 2024 Chess 9LX	P 504	½-½
121.	Oparin	– Kasparov	Saint Louis 2024 Chess 9LX	P 504	½-½
122.	Shankland	– Dominguez	Saint Louis 2024 Chess 9LX	P 504	1-0
123.	Nakamura	– Sevian	Saint Louis 2024 Chess 9LX	P 504	1-0
124.	Sevian	– Aronian	Saint Louis 2024 Chess 9LX	P 898	1-0
125.	Kasparov	– Shankland	Saint Louis 2024 Chess 9LX	P 898	1-0
126.	Dominguez	– Nakamura	Saint Louis 2024 Chess 9LX	P 898	0-1
127.	Robson	– Oparin	Saint Louis 2024 Chess 9LX	P 898	½-½
128.	Caruana	– So	Saint Louis 2024 Chess 9LX	P 898	1-0
129.	Nakamura	– Kasparov	Saint Louis 2024 Chess 9LX	P 238	½-½
130.	Caruana	– Sevian	Saint Louis 2024 Chess 9LX	P 238	½-½
131.	Aronian	– Dominguez	Saint Louis 2024 Chess 9LX	P 238	1-0
132.	So	– Oparin	Saint Louis 2024 Chess 9LX	P 238	0-1
133.	Shankland	– Robson	Saint Louis 2024 Chess 9LX	P 238	½-½
134.	Kasparov	– Aronian	Saint Louis 2024 Chess 9LX	P 447	0-1
135.	Robson	– Nakamura	Saint Louis 2024 Chess 9LX	P 447	0-1
136.	Sevian	– So	Saint Louis 2024 Chess 9LX	P 447	0-1
137.	Dominguez	– Caruana	Saint Louis 2024 Chess 9LX	P 447	½-½
138.	Oparin	– Shankland	Saint Louis 2024 Chess 9LX	P 447	½-½
139.	Sevian	– Dominguez	Saint Louis 2024 Chess 9LX	P 501	1-0
140.	Nakamura	– Oparin	Saint Louis 2024 Chess 9LX	P 501	½-½
141.	Aronian	– Robson	Saint Louis 2024 Chess 9LX	P 501	½-½
142.	So	– Shankland	Saint Louis 2024 Chess 9LX	P 501	1-0
143.	Caruana	– Kasparov	Saint Louis 2024 Chess 9LX	P 501	1-0
144.	Robson	– Caruana	Saint Louis 2024 Chess 9LX	P 559	0-1
145.	Dominguez	– So	Saint Louis 2024 Chess 9LX	P 559	½-½
146.	Shankland	– Nakamura	Saint Louis 2024 Chess 9LX	P 559	0-1
147.	Kasparov	– Sevian	Saint Louis 2024 Chess 9LX	P 559	1-0
148.	Oparin	– Aronian	Saint Louis 2024 Chess 9LX	P 559	0-1
149.	Carlsen	– Caruana	Singapore Freestyle Summit	P 87	1-0
150.	Caruana	– Carlsen	Singapore Freestyle Summit	P 180	½-½