The Art of the Flag

by TCC

Contents

1 Introduction

As the popularity of Chess has exploded over the past few years, the general inclination has been to play in *faster* time controls. More traditional classical time controls such as **90+30** are simply too slow to be engaging, and as such, tournaments have evolved towards faster and more exciting time controls. It is becoming more and more crucial for players to move quickly, as they could lose through running out of time. With that, we introduce the main subject of this document: Flagging. The general definition of flagging is to make the opponent run out of time, and it is a highly versatile tool in fast time controls such as Bullet. Flagging is often regarded as a barbaric style of playing, but those who believe so have clearly overlooked the various intricacies involved in a successful flag.

Moving fast only serves as a foundation for flagging, and many complex strategies must be employed to achieve the greatest effect. This includes predicting moves, pressuring the opponent through attacks, and using an advantageous position to burn time. These techniques are by no means trivial, and require much practice to master.

This book is meant to serve as an introductory guide to the thought process and techniques used during flagging. Although the methods mentioned in this document can be applied to Over-the-Board chess, note that it is much more effective in online chess.

At the end of each chapter you will find practice problems, the solutions to which can be found at the back of the book. These questions are meant to consolidate your understanding, and shouldn't be too difficult. At the back will also be a glossary of terms that are potentially unfamiliar. Before starting, make sure you are familiar with chess notation.

One other thing that must be mentioned is the fact that much of the techniques incorporated in this book rely on the fact that there is no Increment. If there is increment, then the opponent can gain back their lost time very quickly.

2 Premoves

Let's start with the basics: Premoving. A premove is when you make your next move (or next several moves, for that matter) before your opponent makes their move. Then, when your opponent moves, your premove, if legal in that position, will be played automatically. Premoves save time because they are instantly played. In this chapter, we will explore the effect of premoves, the different types of premoves, and how to apply them effectively.

2.1 Platform Differences

It is imperative to recognize the differences in premoving between separate chess platforms. The minute differences can cause a massive change in playing style and strategy. Here, I've included the features of premoves on the two largest online chess platforms, Chess.com and Lichess.

2.1.1 Chess.com

On Chess.com, premoves take 0.1 seconds each. This means that for any given amount of time, there exists a maximum number of premoves you'll be able to play before running out of time. We call this limit the move capacity. However, on Chess.com, you are able to make multiple premoves into the future. However, note that if one of the premoves in the chain becomes invalid when it is played, then succeeding premoves will be cancelled as well. This link provides instructions on how to enable premoves, and additional details.

After you make a move, if you make another move, it will register as a premove, and the squares will change to red.

Figure 1: An example of a premove.

Due to the fact that premoves take time, the remaining time needs to be handled more carefully to ensure that your move capacity is enough to checkmate the opponent easily. The multiple premove feature can also results in some very interesting games.

2.1.2 Lichess

Lichess only allows one premove at a time, but it is instant, and does not expend any time. The downside is that only one premove is allowed at a time, making time scrambles much more difficult. Premoves on lichess generally look the same as premoves on chess.com. The advantage of lichess premoves is that you can make many moves despite having extremely little time, which can be helpful in endgames. But the inability to premove multiple moves ahead makes time scrambles that much more difficult. For instructions on how to enable premoves on lichess, visit this link.

2.2 Types of Premoves

Generally speaking, there are three types of premoves: Safe, unsafe, and recapture. They are each useful in different situations.

2.2.1 Safe Premoves

These are premoves that will not lose more than a pawn in material, no matter what the opponent plays. Examine the following position:

Figure 2: Black to move.

What move here is considered a *safe* premove for white? Some Candidate Moves include Bc4, Bd3, Nf3 and Ne2. Let's calculate what can happen in each scenario. If Bc4 is premoved, then if black plays b5, d5 or Bg4 on their move, white loses a lot of material because black is able to capture either the queen or the bishop. If Bd3 is premoved, white could potentially lose the queen if black plays Bg4. But if either Nf3 or Ne2 is premoved, the most black could do is Bxd4, which wins a pawn. This means that both Nf3 and Ne2 are safe premoves, while Bd3 and Bc4 are not. Of course, other safe premoves exist in this position, but finding them will be left as an exercise for the reader.

Generally, to find safe premoves, consider potential threats that your opponent can make, and ensure that they are all covered. In the example above, a prominent potential threat is Bg4, which attacks the queen. By playing a move which blocks the d1-g4 diagonal, white takes care of this potential threat.

Safe premoves are most commonly applied in the opening, when the position is very closed and there isn't much play on the board. The limited number of threats during this section of the game makes it ideal for safe premoves. If executed well, several safe premoves can save multiple seconds.

2.2.2 Recapture Premoves

Recapture premoves are premoves where a piece is recaptured, in anticipation that the opponent will capture that piece on their move. These premoves are almost always very safe, because the premove only gets played if the piece is captured.

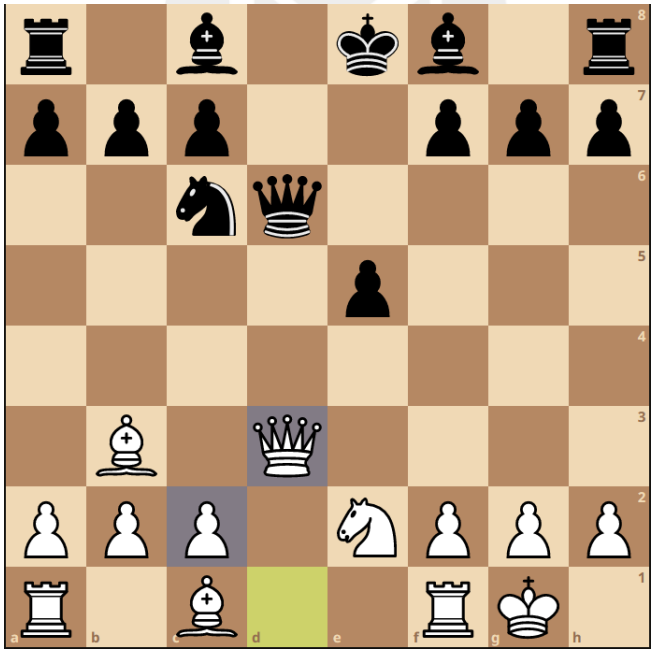


Figure 3: An example of a recapture premove.

Here, white premoves cxd3, predicting that black will play Qxd3. If black plays another move, such as Be7, then the premove simply gets cancelled.

Recapture premoves are the most common type of premoves, as there is practically no risk, and are very obvious to find. They are effectively because the time that is normally taken to recapture is saved.

2.2.3 Unsafe Premoves

Unsafe premoves are exactly that: premoves that are unsafe. Here is one of the most famous examples: The Lefong. Named after a FIDE Master in Montreal, the Lefong is a trick more commonly used in games between lower rated players.

Figure 4: Is Bg7 a safe premove for black?

In this position, white can play the devious move Bh6??, anticipating that black will premove Bg7. If black indeed premoves Bg7, white plays Bxg7!. Black will lose the rook as well, and almost certainly the game. Thus, Bg7 is not a safe premove, making it an *unsafe* premove. However, if white wants to take advantage of Bg7, there is a certain factor of risk. If black does not premove Bg7, then Bh6 is blundering a piece.

When considering premoves, moves like Bh6 must be considered. A premove that seems reasonable can suddenly become a massive blunder. Although unlikely,

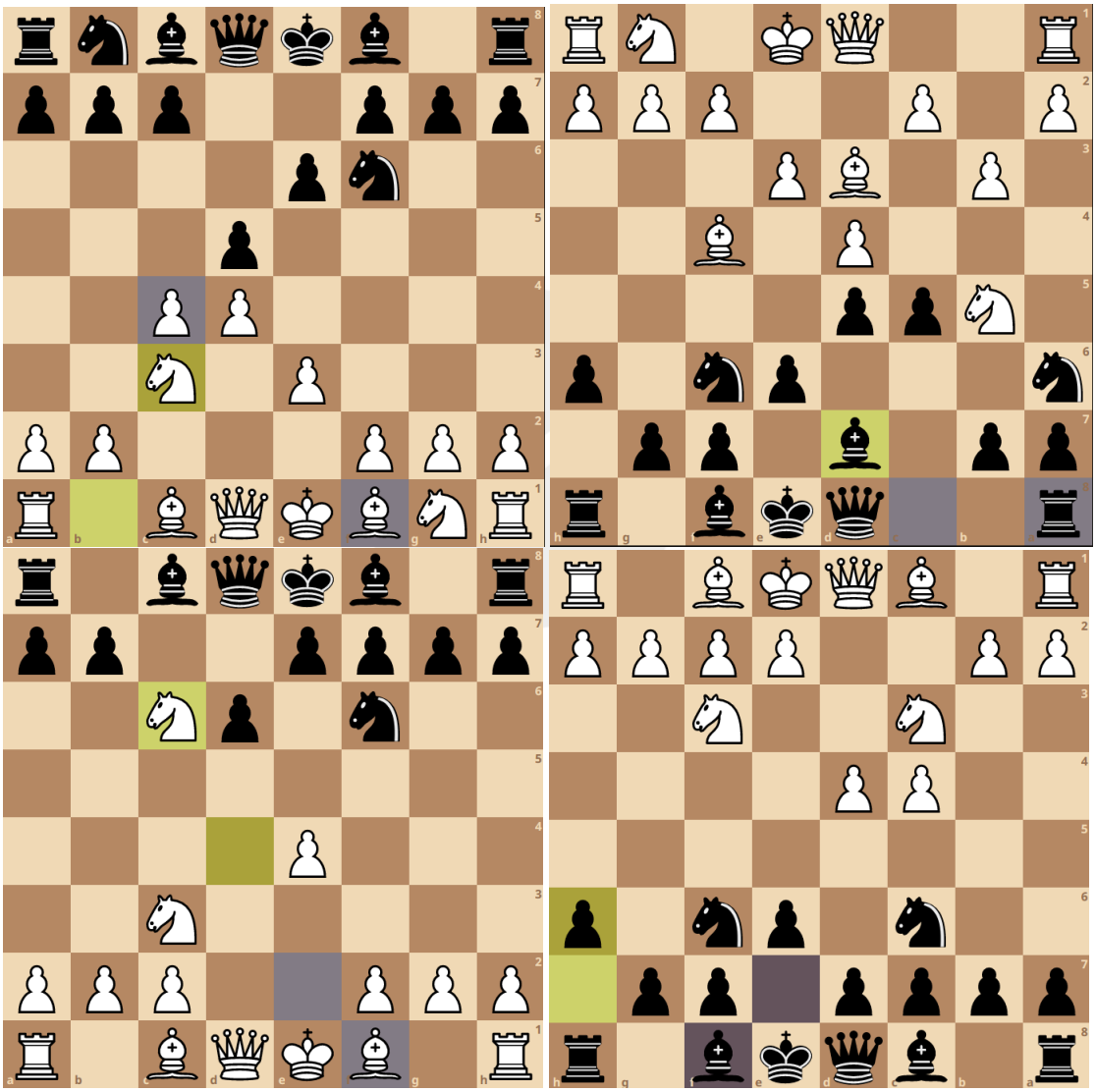
the opponent could realistically play these moves, attempting to catch a premove. However, some premoves lose material even if the opponent plays a perfectly normal move.

Figure 5: A very unsafe premove.

Black can play d4 or e4, both good moves that gives black more space. The premove Nc3 then blunders a piece. In fact, while getting this image, my opponent played e4 here and I lost the game. It's best to avoid premoves of this category.

2.3 Practice Problems

[2.31] Classify the following premoves as safe, unsafe, or recapture. If it is unsafe, determine if white needs to take risk to take advantage of the premove.



3 Soft Flagging

Soft flagging is the process of flagging gradually, through techniques that gain small amounts of time without much risk. It generally involves non-aggressive moves that slowly eat away at the opponent's clock. This style mostly suits players who enjoy more positional play, rather than large attacks and tactical play. The two techniques I've included in this chapter are premove prediction and conversion.

3.1 Premove Prediction

First, let's take a look at how we can predict premoves from the opponent. If the opponent premoves, they save time by moving quickly, so we would like to avoid that. If we can predict their premove and make their premove illegal, then it will be cancelled. They now have to play a different move, costing time. Examine the below position where it is white to play:

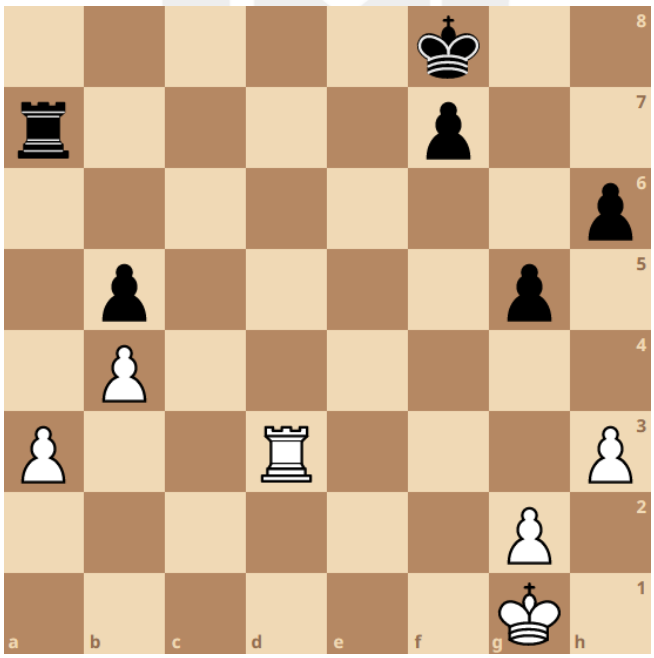


Figure 6: A sample endgame.

In this position, both sides have equal material, and it's clearly drawn. Thus,

to win, white needs to utilize the Art of the Flag to attempt to win on time. Examining the Candidate Moves of black, the most logical move is Ke7. This is will likely be premoved by black, as white doesn't currently have any moves that can win material. For example, if white plays Rd6, after black's premove Ke7 registers, although white is able to take on h6, black takes on a3. Thus, we can anticipate that black will indeed play Ke7, and try to prevent them from doing so. We want to find a move that will make the move Ke7 illegal, so that black will have to waste time playing another move. From this perspective, Re3 is very logical, cutting off the king from the e file. (Although Rd7 also serves to block the premove, black takes the rook) Even if they actually premoved a different move like Kg7, we don't lose much from going Re3, so there are no real disadvantages.

Let's look at a famous example of premove prediction.

In the Speed Chess Championship (SCC) 2021, **GM Hikaru Nakamura** faced off against **GM Amin Tabatabaei** in the finals. The bullet portion consisted of 1+1 games, and in a game where Hikaru was playing with the black pieces, the following position appeared:

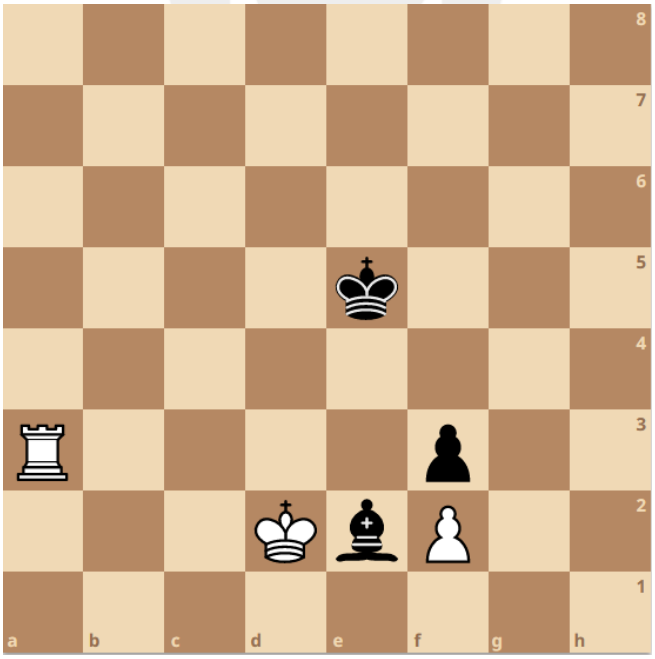


Figure 7: Black to move.

Amin had about 0.7 seconds in this position, while Hikaru had 5. So, the most obvious course of action for Hikaru is to flag Amin. But how can he do so? Once Amin takes the pawn on f3, even if Hikaru flags him, it would be a draw due to Insufficient Material. The pawn cannot be moved, and it seems inevitable that this would lead to a draw. In fact, Amin premoves Rxf3, believing that the game will be drawn. However, Hikaru finds the brilliant move Bd3! blocking Amin's premove, and thus forcing him to make another move. Amin doesn't have enough time to react to this, and Hikaru wins on time.

As the example above has shown, learning how to flag is useful, and applicable to actual games.

One limitation of premove prediction is that to predict a premove, the opponent has to play a premove. If the opponent never premoves, there is nothing you can do. Also, some positions are simply too complicated to predict a premove, so the major application of premove prediction is in endgames. One thing to note is that a premove prediction such as the one made in Figure 7 is very risky, and should be considered in **desperate situations.**

3.2 Conversion

One of the skills that the absolute top chess players are so good at is converting an advantage. They might have a Positional Advantage, and convert that into a favourable endgame. Being able to change the form of the advantage is crucial to being able to exert pressure in different ways, and eventually break through the defences.

As per the topic of this document, this segment will explore how other forms of advantage can be transformed into a time advantage, and vice versa.

The most difficult part is that a time advantage is very different compared to other forms of advantage. With positional advantages and material advantages, there is a physical advantage within the position. However, time is separate from the position on the board, so it can only be influenced indirectly through various means.

For example, a positional or material advantage can be sacrificed in order to create a position that will be easy to play and ideally risk-free. If this can be accomplished, the opponent will have to spend time defending, while we can simply blitz moves. Let's identify how we can do this.

Some endgames may be drawn, but one side is able to exert a lot of pressure. Perhaps the most famous example of this is rook and 3 pawns against rook and 2.

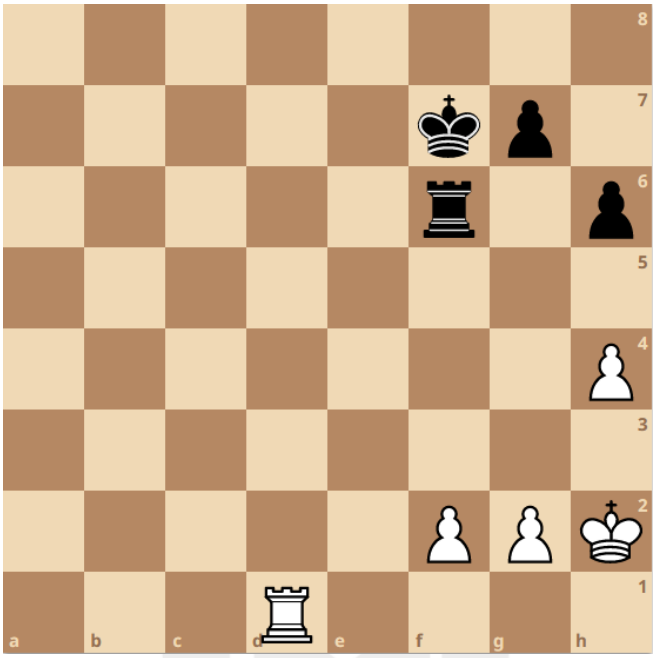


Figure 8: Rook and 3 vs Rook and 2.

It's undeniable that this endgame is that much easier to play for the side with 3 pawns due to the extra material. Thus, it is possible to sacrifice some advantage in order to reach this endgame, the opponent will face pressure on the clock (and position) for the rest of the game.

Let's see how we can liquidate and transfer to this endgame from the following position:

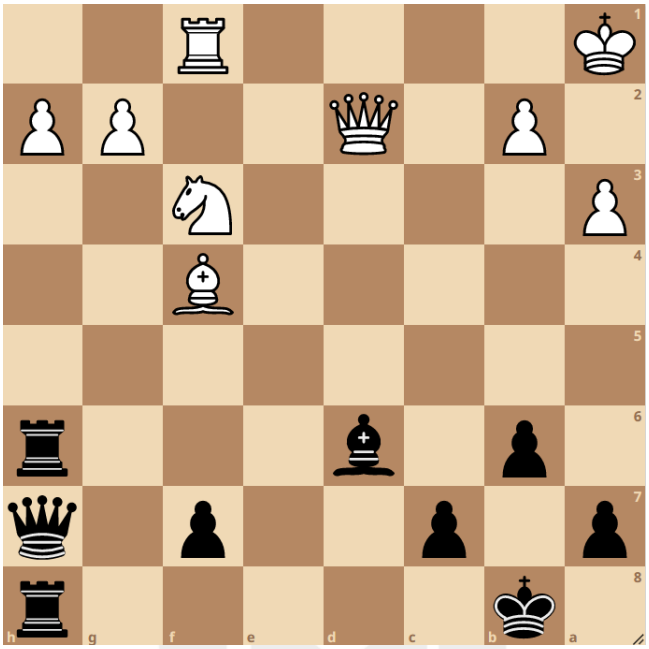


Figure 9: Black to move.

As observed, black is up an Exchange in this position. However, it's not immediately clear how black can win, especially if they have low time. So, a way forward is too liquidate material and transfer into an endgame which is easy to play. But how can black get a rook and 3 vs rook and 2 endgame from this position?

Starting with Bxf4, white is forced to recapture with Qxf4. Black is then able to play Rxh2, sacrificing back the exchange. After Qxh2 (order does not matter here), Qxh2, Nxh2, and Rxh2, the only major piece left for both sides is the rook. White has two choices here; take on f7 allowing black to take on g2 and transfer to a rook and 3 vs rook and 2 endgame, or defending the pawn and playing rook and 4 vs rook and 3. Either way, black is comfortable and is pressing for a win.

So, we are clearly able to convert a material advantage to a time advantage, but what about the opposite? Is it possible to convert a time advantage to a material advantage?

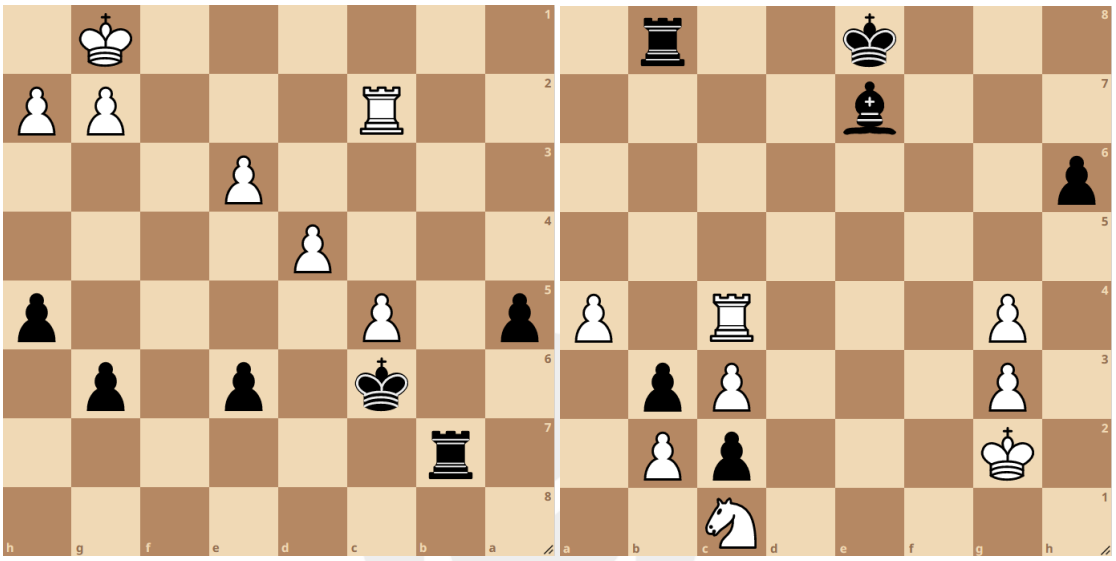
The short answer is yes, but there are many limitations. The success of this tactic depends on many factors: the current position, how well the opponent is able to find moves under pressure, and how much time they actually have. The conversion between time and material really only works if the current position

is complex, and your opponent has low time, *and* they don't play well under pressure.

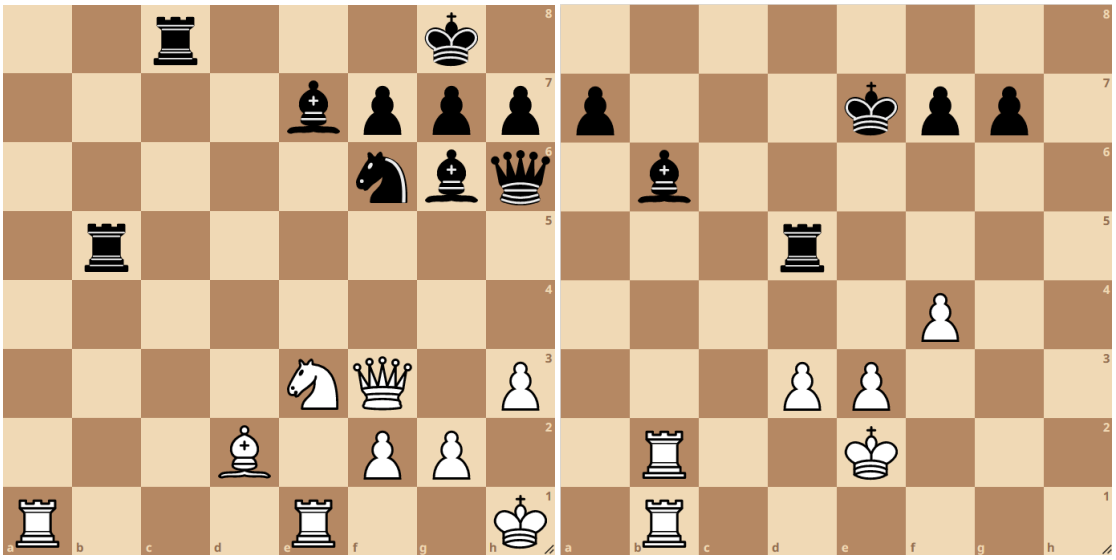
If these criteria have been satisfied, the next step is to make the position as complicated as possible. If the opponent makes a mistake under the time pressure, you will be able to capitalize. There are many ways to complicate the position, and not one "correct" way. Some commonly used strategies include sacrificing material for an attack, keeping Major Pieces on the board, and making highly tactical moves that require a lot of calculation to navigate.

3.3 Practice Problems

[3.31] Predict the opponent's premove the in following positions:



[3.32] Convert the following positions to an endgame where you will have a time advantage:



4 Hard Flagging

Compared to soft flagging, hard flagging is much more aggressive, as the goal is to flag the opponent through checks and sacrificing material. It's also much more risky to pull off, and should generally only be used when the opponent has very low time. Hard flagging is the not-so-pretty side of flagging that no one likes facing, but if it gets the job done, it gets the job done. (like fourier transform)

4.1 Check Chaining

This is likely the easiest concept across this entire document. The idea is to simply check the opponent constantly, forcing them to move their king. If you can move faster than your opponent during a check chain, then you will gain time. If you can't, then you've only succeeded in helping your opponent.

Let's begin with a simple example.

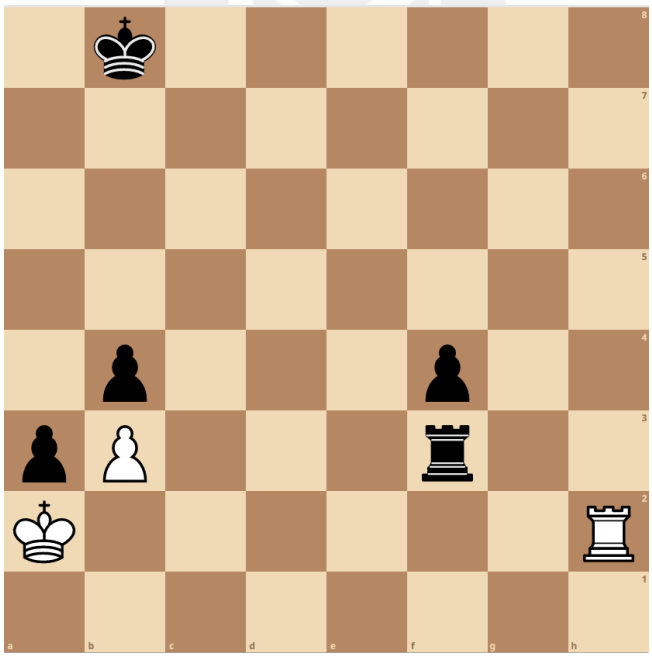


Figure 10: White to move.

Here white is down two pawns, and obviously losing. However, the black king is exposed, and the white rook is in perfect position to harass it. We can check

the king along the h file, and the only way black can end this is to run the king down the board so that it can be protected by the pawn and the rook. However, this will take at least 5 moves to accomplish, which is also 5 moves where black can lose time. The white rook will continue checking the king as it moves down the board, forming a check chain.

You could argue that playing this way allows black to win easily, which is true. However, white is already completely losing anyways, so it's strategically advantageous to try to flag black. It's a simple trick really, but surprisingly effective and commonly used.

Here's another example:

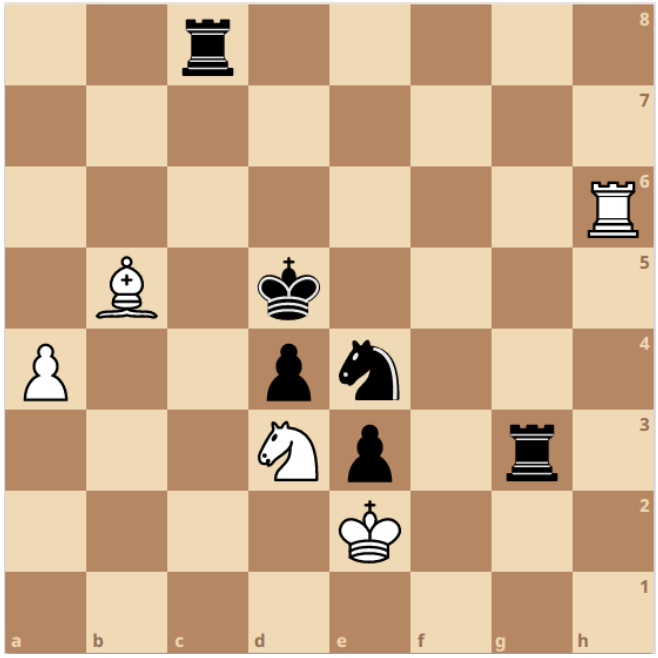


Figure 11: White to move.

Again, white is losing in this position, but notice that the black king is rather boxed in by the white pieces. Conveniently, this allows white to give a series of checks. To begin the check chain, there are really two moves that can be played: Nb4+ and Nf4+. Both of them work in this scenario. If the black king goes to c5, then we simply move the knight back to d3 with check, and they are forced to repeat. So, the black king must go to e5, where we will deliver a check with Nd3+. If black doesn't want a repetition, they must go to f5, and we can finish

the check chain with Bd7+. Note that white does not win the rook in this case, because black counterattacks white's rook with Kg5.

It can sometimes be difficult to gain time using check chains, due to the fact that it's much easier to keep moving the king. Nevertheless, it is very useful, most notably in positions where the opponent's king is exposed.

4.2 Desperado

Desperado moves are defined to be slightly advantageous moves made with a piece that is trapped and will inevitably be captured. In the context of flagging, desperado moves are moves that are made to gain some time advantage by sacrificing a piece.

Similar to check chaining, desperados work off of the fact that the king must move when in check. So, if you can sacrifice material to maximize the number of checks you can give, your opponent will scramble to make moves quickly. Another important aspect of this technique is to make the checks as unexpected as possible, so that it takes the opponent more time to react to the move.

Take a look at the following position:

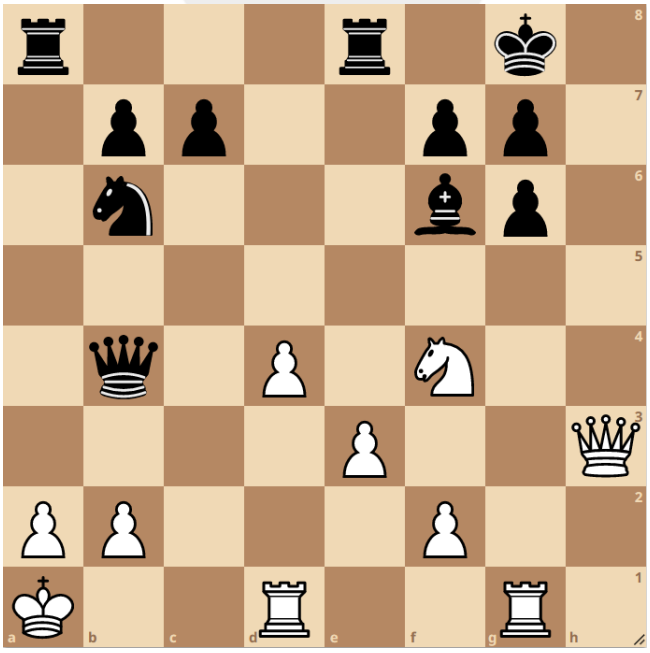


Figure 12: White to move.

White is down 4 points of material, and has a bad position. Black is mounting a huge queenside attack, and although white can try to attack with Rh1, black can simply go Kf8 and escape with the king. But let's say we notice that black is left with only 5 seconds. How can black be flagged using desperado moves? Qh8+, and black is forced to take. Now Rh1, and although black can block with the bishop, that only serves to as a blunder. So, the black king is forced back to g8, and we can sacrifice the rook with Rh8+! forcing black to take once again. Now we can repeat this process with the other rook (Rh1+, Rh8+), and when all of this is complete, the black king is on h8. White can now deliver a final check with Nxg6+.

For the price of a lot of material (quite a lot of material) we have forced black to make 6 moves. Desperado moves generally have a high cost-to-return ratio, so only use them if you're confident that they will succeed.

Now, the majority of examples that I have included thus far depicts a losing position, and needing to flag to have a chance at winning. But this can give an incorrect perception of flagging. In fact, flagging can also be used if the position is winning. It is merely a means to ascend to victory.

Let's see an example of this.

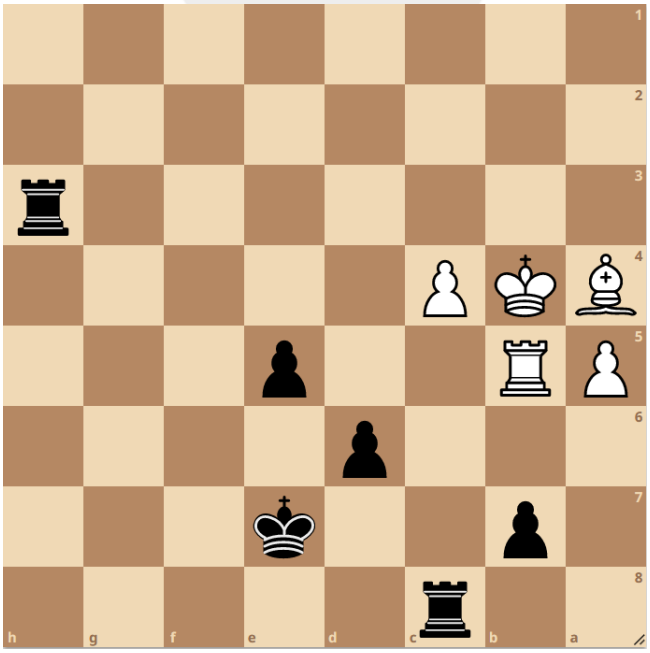


Figure 13: Black to move.

Stockfish gives an evaluation of -5 in our favour, but why win by checkmate when you can flag them in style? By playing Rxc4+ and capturing the pawn that defends their king, the white king is now exposed to checks from our other rook. Kxc4, Rh4+, Kb3. Note that if white plays Kd5 after Rh4, black delivers checkmate with rd4#. After Kb3, Rh3+, Ka2, Rh2+, white finally blocks with Rb2. Black can take and easily flag white in the resulting endgame.

Here we've actually started with a desperado, and continued with a check chain. In fact, there are numerous different combinations that can be made. The true Masters of Flagging are able to connect these techniques seamlessly.

4.3 Intentional Blunders

In lower time controls, players are forced to move quickly, and this can often cause them to overlook certain moves. This is something that can be taken advantage of, through the use of intentional blunders. A blunder is intentionally made, in hopes that the opponent will miss it.

The moves should be as unexpected as possible, so that the opponent is unable to identify and react to it quickly. Consider the following position:

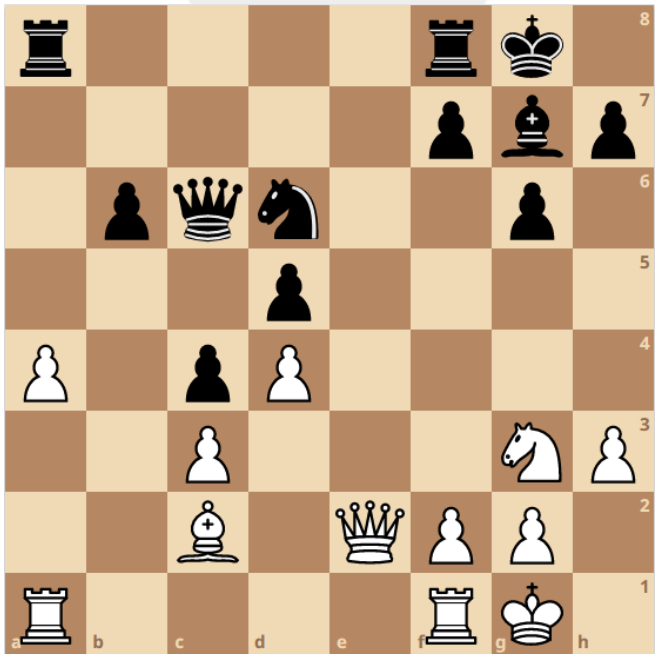


Figure 14: White to move.

It's a relatively equal game at this point, but we would like to initiate some shenanigans. First, notice that no piece defends the queen. This is interesting, but there isn't really a way to attack it. The knight and rooks are much too far away, and the bishop is blocked by the pawns. That leaves only the queen, but the queen also has no access, except for... the e8 square. At first, you might not even notice that this is an option due to how absurd it seems to place your queen onto a square defended by 4 pieces. This means that it's perfect for an intentional blunder.

However, once Qe8 is played, it's pretty obvious that the queen can be captured. That's why subtlety is also an important part of executing intentional blunders. Examine the position below:

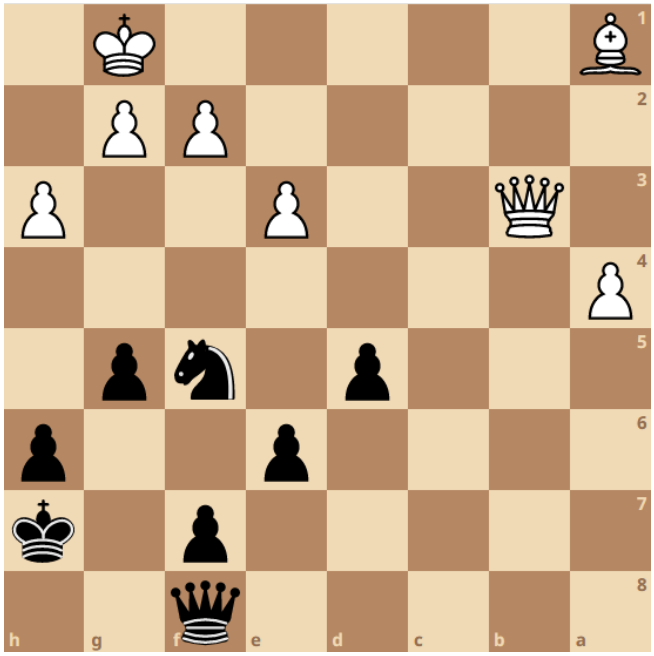


Figure 15: Black to move.

Here, white has the outside passed pawn, and has a big advantage, justifying our decision to take risks. Playing a move like Qb4 or Qa3 would be suicide, as white can immediately recognize that black just blundered a queen. But notice that there is a bishop on a1, and the entire diagonal is vacant. Thus, we can play the move Qh8!! and catch white off guard if they are moving quickly. This move is also very subtle, and long diagonals are notoriously difficult to see. There is a

very good chance that white will end up blundering.

Intentional blunders should be applied with care, and only when there is enough incentive to play it. It can turn a losing position into a winning one, but it can also turn a losing position to a completely hopeless position. This technique is not meant to gain time, but is instead meant to punish the opponent for moving too quickly. Try using this on opponents who like to premove a lot or just move quickly in general.

4.4 Time Scrambles

You can't flag without time scrambling, and it really wouldn't be fair if I did not at least feature it here. The simple definition of a time scramble is a situation where both players are very low on time (generally below 10 seconds) and are trying to flag the other person with complete disregard for chess principles. This does happen in the majority of bullet games, so it's important to understand what to do. Not only do you need to use the techniques from this chapter to hard flag the opponent, but you also have to be wary of them using it against you. The main focus of this section will be explaining how to flag the opponent efficiently while ensuring that they do not flag you.

The first critical part of a time scramble is checks. I've already mentioned why this is important previously, so I won't explain it again here. Apply check chains and desperados to crush the opponent's remaining time.

The second critical part is king safety. Guard your own king against checks and attacks, so that you are able to focus on attacking. Try to predict how the opponent will check you, so that you can escape it quickly.

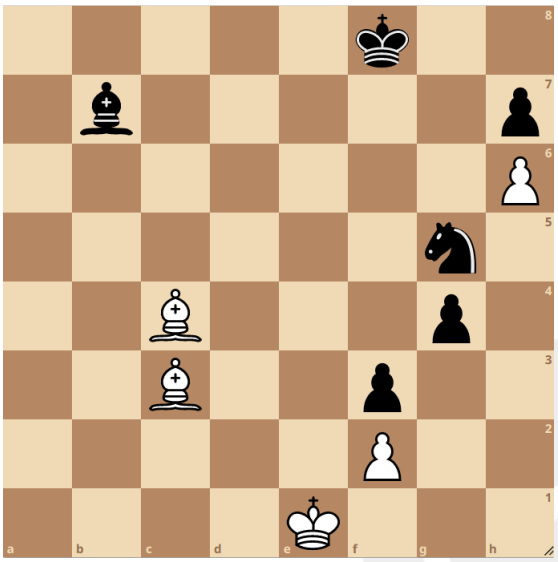
The third critical part is to of course move quickly. Time scrambles are all about moving fast, and responding to checks quickly. Make sure to practice your mouse speed and reaction time.

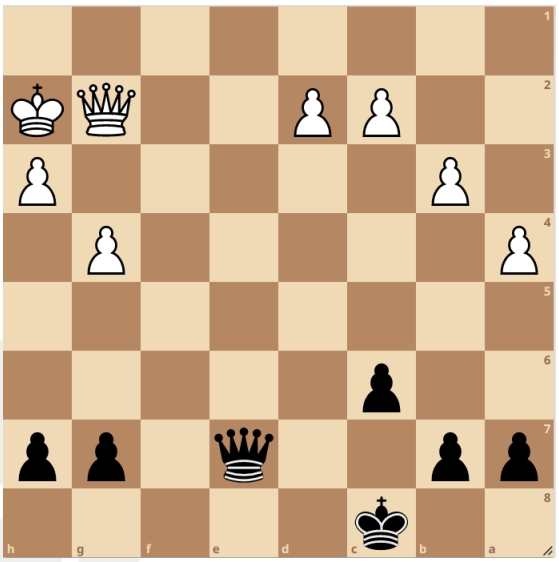
The last critical part is experience. By being through more time scrambles, you gain experience about what to do. This can also help with muscle memory and recognizing patterns.

It also helps to watch some time scrambles by high-level bullet players. A good example is GM Andrew Tang, who is recognized as one of the fastest players. His Youtube channel can be found here.

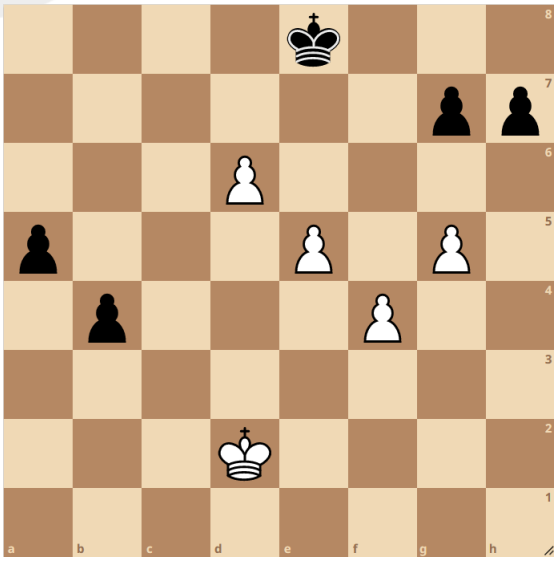
4.5 Practice Problems

[4.31] Find a check chain in each of the following positions:

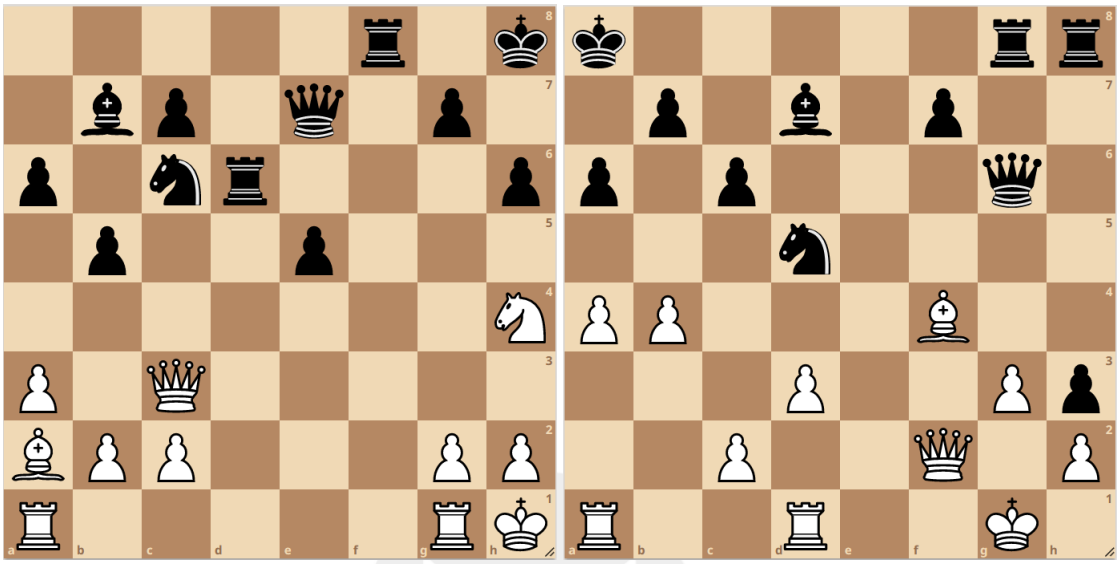




[4.32] Find desperado moves in the following positions:



[4.33] Find the best example of an intentional blunder in the following positions:



5 Additional Tips

Below are some helpful tips, or topics too short to deserve their own section.

- In a time scramble, make small moves, or moves where you don't have to move a long distance. This saves time.
- To practice getting faster, consider playing very fast time controls like Ultrabullet. (or practice against stockfish level 1)
- A lot of the concepts here are difficult to immediately apply, so consider practicing in slower bullet time controls like 1+1 or 2+1.
- When in a time deficit, try to move at a consistent speed, but don't rush to move as fast as possible. Also, try to simplify the position and trade off pieces to make the position less complex, and easier to play.
- You can consider using keyboard mode on lichess, which allows you to make moves very quickly. However, this is frowned upon by certain members of the chess community.
- As with any skill worth learning, flagging comes with a lot of practice. Mouse speed, pattern recognition and strategies all require massive amounts of time to master.
- Even in bullet, there is a wide range from time controls from $\frac{1}{4}+0$ to 2+1. Try out different time controls and determine which one is right for you.
- On lichess, you can go into preferences - chess clock and set "tenths of seconds" to always. This makes the clock more accurate, which is especially helpful in bullet. You can also consider going to preferences - game behaviour and set "promote to queen automatically" to always. This ensures that no time is wasted when promoting a pawn.

6 Conclusion

Although flagging is an intriguing technique, it should not serve as a crutch, and *is not* a substitute for skill. Being skilled at chess is equally important, and a mixture of the two will serve you well in a journey towards bullet mastery. This document is by no means a comprehensive guide, and there are many more advanced techniques. It's simply meant as a starting point to inspire you to explore and consider flagging from a more methodical standpoint.

Welcome to the wonderful world of flagging.

To conclude this handout, I would like to introduce a few topics that are slightly off-topic, but still relevant.

Managing tilt is an important aspect of playing bullet. When you lose many games in a row, get flagged in a winning position, or make a mouseslip, it is very frustrating. When this happens, consider taking a break from playing bullet. Playing more games will only make you more tilted, and lose more rating.

There is also the topic of bullet etiquette. It's generally considered to be rude if you win, then queue again instead of accepting a rematch. Also, don't be toxic to your opponent in the chat. It's also rude to flag the opponent when you are losing, but hey, if you've read through this entire book, there's no point in following this rule.

Finally, here is my favourite ultrabullet game of all time. This game was played between **GM Andrew Tang** and the chess AI **Leela Chess Zero (Lc0)** on lichess during a match. You can find the game at around the 2:01:32 mark in the video. With only 15 seconds on his clock, Andrew Tang manages not only to blitz out 69 moves, but also finds a brilliant discovered attack and avoids a stalemate. This is truly *the* pinnacle of bullet chess at the human level.

If you found any errors or have any concerns, DM me on discord at TCC#7036.

Thank you for reading!

7 Solutions

Solutions are listed by the order questions appear under each section, in a sinistrodextral fashion (left to right, top to bottom).

[2.31]
Recapture
Unsafe, white does need to take risk (Bc7). Other moves only win a pawn.
Safe, no Bg4 threat and black needs to recapture.
Unsafe, white can play the perfectly fine move d5 and win a piece.

[3.31]
Nb4, predicting Rxd4
Rf7, predicting Kf1 or Kf2
Re4, predicting Bg5 (funnily enough, this is also the top move given by Stockfish)

[3.32]
Nd5, Nxd5, Bxh6, Gxh6, white has a queen for three pieces. If Nd5, Qxd2, Nxe7, Kh8, Nxc8.
Rxb6, axb6, Rxb6, white has rook and three against rook and two

[4.31]
Bb4+, Ke8, Bb5+, Kd8(Kf7, Bc4+, Kg6, Bd3+, Kxh6, Bf8+), Ba5+, Kc8 completes the check chain
Qe5+, Kg1(Qg3, Qe2+, Kh1, Qf1+, Kh2), Qe1+, Qf1, Qg3+, Kh1

[4.32]
Rxb7+, Kxb7, Qb2+(here Rb1 doesn't work due to Ka8, Rb8+, Rxb8), Kc8, Qb8+, Kxb8(Kd7, Rd1+, Ke7, Qb4, black is in some trouble), Rb1+, Ka8, Rb8+
d7+, Kxd7, e6+, Kxe6, f5+, Kxf5

[4.33]
Be6, blocking the rook and allowing Ng6+ with a fork
Bb8, preparing Qa7#

Glossary

Notation	Description
Bullet	a category of Time Control in chess, generally ranging from 30 seconds to 2 minutes.
Candidate Moves	Moves that seems logical, and are considered before deciding on a specific move to play.
Chess	An board game played with a board and pieces which is considered to be one of the most intellectually challenging of its category.
Chess.com	The most popular chess website, with millions of users.
Exchange	When a minor piece has been traded for a rook.
Flagging	The process of running out of time on the clock.
Increment	An amount of time added to the player's clock every time they make a move.
Insufficient Material	When neither player has enough pieces to be able to checkmate the other.
Lefong	The infamous lefong is when a bishop is placed on a3, a6, h3 or h6 after the other side has fianchetto'd the bishop.
Lichess	A very popular chess website after chess.com, but is completely free and open source.
Major Pieces	Pieces that are worth a lot of material, namely the rook and the queen.
Over-the-Board	A chess game that is played on an actual chessboard, with tangible pieces.

Notation	Description
Positional Advantage	An advantage that derives from the placement and relationship between the pieces.
Speed Chess Championship	A yearly tournament hosted by chess.com, which consists of matches between Grandmasters in 5+1, 3+1, and 1+1 time controls.
Stockfish	A computer engine made for playing chess, and is the regarded as the best chess engine as well as the most commonly used.
Ultrabullet	Each side starts with 15 seconds, and no increment.