

The Sixteenth
ACM North American
Computer Chess Championship

Denver, Colorado
October 13-15, 1985
A Special Event at ACM-85

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WELCOME AND OVERVIEW

For the sixteenth consecutive year, the ACM is hosting a major computer chess event at its Annual Conference. In the early years the programs barely played respectable chess, but over the years they have gradually improved to the point where they now play at the Master level. And there is general optimism that they can improve more. During the course of the tournament, the authors will have the chance to discuss their latest ideas with their colleagues and get new ideas to implement in their own programs.

While the field is a bit smaller than usual, the quality is quite strong. Robert Hyatt, Burt Gower and Harry Nelson will use a four processor Cray computer to defend their ACM title. Their program, CRAY BLITZ, won the world championship in 1983 at the ACM Annual Conference in New York. It will face strong competition from several programs including BEBE, runner-up for the world championship in 1983, CHAOS, HITECH, which searches 175,000 nodes/second using specially designed VLSI circuitry, and PHOENIX, running on a network of VAX 780's and SUN workstations. An exciting four rounds is anticipated.

The audience might observe that the computers are getting bigger and faster every year. This year, there are three multiprocessing systems, two Cray computers, two Amdahl computers, one home brewed (BEBE), and a couple of strong microcomputers. There are very exciting things happening in the world of computer architecture and chess.

In addition to the tournament, a panel discussion on "Chess programs: from the basement to the marketplace" should provide the audience with an interesting view of the commercial chess world. A technical session will feature two papers on some of the latest developments. And-- a special Turing Test will be given on Monday, October 14th, to see who is best at telling man from machine.

Rick Wittekind and Garth Courtois have done an excellent job in handling the local arrangements and we want to extend them a big thanks. A thanks also goes to Mike Valvo, who will serve again as our Tournament Director. Last but not least, the participants deserve a special thanks for coming here, given all the problems of putting together and running increasingly more complex systems. We hope the audience enjoys the show; feel free to ask questions and express your emotions and opinions.

Monty Newborn, Chairman, ACM Computer Chess Committee
Hans Berliner, Tony Marsland, Kathe Spracklen,
and Ken Thompson, Members.

IMPORTANT TIMES AND PLACES

Required meeting of all participants: 12:00 pm, Sunday October 13th
in the Breckenridge Room.

Schedule of Rounds:

Round 1:	1:00 pm	Sunday	October 13th
Round 2:	7:30 pm	Sunday	October 13th
Round 3:	7:30 pm	Monday	October 14th
Round 4:	7:30 pm	Tuesday	October 15th

Location: The tournament will take place in the Breckenridge Room
of the Denver Raddison Hotel.

Admission: Included in Same-day Conference Registration, or \$5/day
or \$10 for all three days.

ACM Computer Chess Committee Luncheon: 12:00 noon Monday October 14.
Non-committee members are welcome to attend. Place to be announced.

Turing Test: Monday October 14 in the Breckenridge Room at 1:30 pm.

ICCA Meeting: October 14 at 5:30 pm in the Breckenridge Room.

Panel Session: "Chess Programs: From the Basement to the Marketplace,"
Tuesday October 15th at 2:00 pm.

Technical Paper Session: Tuesday October 15 at 4:00 pm.

Awards Luncheon: Wednesday October 16 at 12:00 noon.

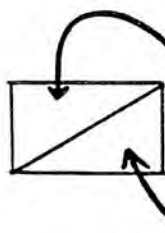


MATING DANCE PERFORMED BY OSTRICHES ON "NOVA"

SCORECARD
ACM'S SIXTEENTH NORTH AMERICAN
COMPUTER CHESS CHAMPIONSHIP

TEAM	ROUNDS				TOTAL POINTS	FINAL PLACE
	1	2	3	4		
1. AWIT						
2. BEBE						
3. CHAOS						
4. CRAY BLITZ						
5. HITECH						
6. INTELLIGENT SOFTWARE						
7. LACHEX						
8. OSTRICH						
9. PHOENIX						
10. SPOC						

Code:



Number of opponent

Total points

PARTICIPANTS IN THE ACM'S SIXTEENTH
NORTH AMERICAN COMPUTER CHESS CHAMPIONSHIP

AWIT	Tony Marsland, Computing Science Department, University of Alberta, Edmonton, Alberta, Canada, T6G 2H1.
BEBE	Tony Scherzer, SYS-10 Inc., 2117 Stonington Avenue, Hoffman Estates, Illinois 60195.
CHAOS	Mike Alexander, Fred Swartz, and Jack O'Keefe, c/o FS, Computing Center, University of Michigan, 1075 Beal Avenue, Ann Arbor, Michigan, 48109.
CRAY BLITZ	Robert Hyatt, Albert Gower, and Harry Nelson, c/o RH, 1020 Gordon Woods Drive, Birmingham, Alabama, 35244.
HITECH	Carl Ebeling, Hans Berliner, Gordon Goetsch, Andy Palay, Murray Campbell, and Larry Slomer, c/o HB, Computer Science Department, Carnegie- Mellon University, Pittsburgh, Pennsylvania, 15213.
INTELLIGENT SOFTWARE	Mark Taylor, David Levy, and Kevin O'Connell, c/o DL, 11 Loudoun Road, London NW8 0LP, England.
LACHEX	Burton Wendroff, MS B284, Los Alamos National Laboratory, Los Alamos, New Mexico, 87545.
OSTRICH	Monty Newborn, School of Computer Science, McGill University, Montreal, Quebec, Canada, H3A2K6.
PHOENIX	Jonathan Schaeffer, Department of Computer Science, University of Alberta, Edmonton, Alberta, Canada, T6G 2H1.
SPOC	Jacques Middlecoff, SDI/Cypress Software, 1450 Koll Circle, Ste. 108, San Jose, California, 95112.
Standby:	
BELLE	Ken Thompson, Joe Condon, c/o KT, Bell Laboratories Room 2C 519, Murray Hill New Jersey, 07974.

COMPUTING SYSTEM INFORMATION

<u>Program</u>	<u>Computing System(Location)</u>	<u>Language</u>	<u>Memory Space</u>	<u>Book Size</u>	<u>Nodes/Sec.</u>
AWIT	Amdahl 5860 (Univ. of Alberta) 24 mb, 32 bits, 13 mips	Algol W	.75 mb	10 k	10
BEBE	Custom Chess Engine, (at site) 65 kb, 16 bits, 10 mips	Assembler	65 kw + tt	3.5 k	20 k
CHAOS	Amdahl 5860 or 1200 (Amdahl Corp, Sunnyvale) 16 mb, 32 bits, 10 mips	FORTRAN	6 mb	10 k	70
CRAY BLITZ	Cray X-MP 48 (Cray Corp., Men. Hts)FORT/Assm. 8 mw, 64 bits, 420 mips (4-processor machine)		8 mw	50 k	100 k
HITECH	SUN with special chess circuitry 3 mb, 32 bits, .8 mips (Carnegie-Mellon Univ.)	C	600 kb	4 k	175 k
INTELLIGENT SOFTWARE	Apple IIE (6502-based) with accelerator (at site)	Assembler	64 kb	3 k	500
LACHEX	Cray X-MP 48 (Mendota Heights) 8 mw, 64 bits, 105 mips	FORT/Assm.	1.16 mb	NA	50 k
OSTRICH	8 DG computers: 1 Eclipse S/120, 6 Nova 4s, 1 Nova 3, (McGill Univ.) 32 kw/comp, 16 bits, 1 mips/comp.	Assembler	24 kw/comp.	2.5 k	1.2 K
PHOENIX	Network of VAX 780s and SUNs (10 in parallel) (Univ. of Alberta)	C	220 k + tt	5 k	540
SPOC	IBM PC (at site) 128 kb, 16 bits, 4.77mhz	8086 Assemb.	80 kb	.5 k	300
BELLE	DEC 11/23 with chess circuitry (Bell Laboratories)	C	NA	NA	160 k

HISTORY OF THE MAJOR TOURNAMENTS

World Championships

<u>Year</u>	<u>City</u>	<u>Winner</u>	<u>Runner-up</u>
1974	Stockholm (at IFIPS-74)	KAISSA; Donskoy, Arlazarov ICL 4/70	CHESS 4.0; Slate, Atkin; CDC 6600
1977	Toronto (at IFIPS-77)	CHESS 4.6; Slate, Atkin, CDC Cyber 176	DUCHESS; Truscott, Wright, Jensen, IBM 370/165
1980	Linz	BELLE; Thompson, Condon, PDP 11/23 with special hardware	CHAOS; Alexander, Swartz, Berman, O'Keefe, Amdahl 470/V8
1983	New York (at ACM-83)	CRAY BLITZ; Hyatt, Gower, Nelson, Cray X-MP	BEBE; Scherzer, Chess Engine

ACM's North American Championships

1970	New York	CHESS 3.0; Slate, Atkin, Gorlen, CDC 6400	Daly Chess Program; Daly, King, Varian
1971	Chicago	CHESS 3.5; Slate, Atkin, Gorlen, CDC 6400	TECH; Gillogly, PDP 10
1972	Boston	CHESS 3.6; Slate, Atkin, Gorlen, CDC 6400	OSTRICH; Arnold, Newborn, DG Supernova
1973	Atlanta	CHESS 4.0; Slate, Atkin, Gorlen, CDC 6400	TECH II, Baisley, PDP 10
1974	San Diego	RIBBIT; Hansen, Crook, Parry, Honeywell 6050	CHESS 4.0; Slate, Atkin, CDC 6400
1975	Minneapolis	CHESS 4.4; Slate, Atkin, CDC Cyber 175	TREEFROG; Hansen, Calnek, Crook, Honeywell 6080
1976	Houston	CHESS 4.5; Slate, Atkin, CDC Cyber 176	CHAOS; Swartz, Ruben, Winograd, Berman, Toikka, Alexander, Amdahl 470

ACM's North American Championships (continued)

1977	Seattle	CHESS 4.6; Slate, Atkin, CDC Cyber 176	DUCHESS; Truscott, Wright, Jensen, IBM 370/168
1978	Washington	BELLE; Thompson, Condon, PDP 11/70 with chess hardware	CHESS 4.7; Slate, Atkin, CDC Cyber 176
1979	Detroit	CHESS 4.9; Slate, Atkin, Cahlander, CDC Cyber 176	BELLE; Thompson, Condon, PDP 11/70 with chess hardware
1980	Nashville	BELLE; Thompson, Condon, PDP 11/70 with chess hardware	CHAOS; Alexander, O'Keefe, Swartz, Berman, Amdahl 470
1981	Los Angeles	BELLE; Thompson, Condon, PDP 11/23 with chess hardware	NUCHESS; Blanchard, Slate, CDC Cyber 176
1982	Dallas	BELLE; Thompson, Condon, PDP 11/23 with chess hardware	CRAY BLITZ; Hyatt, Gower, Nelson, Cray 1
1983	Not held as the North American Championship that year but as a World Championship. See the information above on these championships.		
1984	San Francisco	CRAY BLITZ; Hyatt, Gower, Nelson, Cray X-MP (4-processor)	BEBE; Scherzer, Chess Engine and FIDELITY EXPERIMENTAL; Spracklen, Spracklen, 6502-based Fidelity machine.



Report on a Meeting

ACM's Fifteenth North American Computer Chess Championship

D. Kopec San Diego State University

M. Newborn McGill University

CRAY BLITZ, the current world champion chess program written by Robert Hyatt, Albert Gower, and Harry Nelson of the University of Southern Mississippi, took first place in the ACM Fifteenth North American Computer Chess Championship held during the Association's 1984 annual conference. Running on a four-processor CRAY X-MP computer, CRAY BLITZ won the four-round Swiss System tournament with a perfect 4-0 score, a full one-point margin over its nearest rival. During the past three years CRAY BLITZ has established itself as the most successful of all the programs, having been runner-up in the 1982 ACM tournament and winner of the 1983 World Championship before its triumph in this event.

The outcome of the competition was far from certain until the contenders were well into the games of the final round. NUCHESS had maintained a strong position against CRAY BLITZ, and it seemed possible that no less than four programs of the fourteen competing might tie for first place with identical 3-1 scores: CRAY BLITZ and NUCHESS, FIDELITY EXPERIMENTAL, and the winners of the BEBE versus NOVAG EXPERIMENTAL and CHAOS versus PHOENIX games. Nevertheless, CRAY BLITZ prevailed when NUCHESS failed to press its advantage, leaving three teams one point behind the winner.

BEBE (Tony Scherzer, SYS-10 Inc., Hoffman Estates, Illinois) and FIDELITY EXPERIMENTAL (Dan and Kathe Spracklen, Fidelity Computer Products, San Diego) shared second place with identical 3-1

scores and equal tie-break points. BEBE, playing on a custom-built bit sliced machine, also tied for second place last year. FIDELITY EXPERIMENTAL's tie for second place this year was the best performance by a microcomputer program to date, only losing to CRAY BLITZ in the first round.

CHAOS took fourth place with the same 3-1 score as the two second-place winners but scored lower on tie-break points. One of the oldest and most consistent of the participants, CHAOS, also suffered its only defeat to CRAY BLITZ.

A fifth-place score of 2.5/4 by BELLE (Ken Thompson, Joe Condon, Bell Laboratories) was surprisingly low for the former world champion and the only USCF master-rated program in the event.

Tony Marsland (moderator) along with panel members Robert Hyatt, Monroe Newborn, Tony Scherzer, and Ken Thompson held a panel discussion entitled "Chess on Non-standard Computer Architectures," which focused on special purpose chess hardware (Scherzer, Thompson) and parallel search systems (Hyatt, Marsland, Newborn). By the end of the discussion, a long-familiar discontent was reiterated by several members of the audience: What has happened to the knowledge representation approach and the attempts to model human cognition through chess programming?!

THE GAMES

Following are two annotated games and a listing of moves from a third. Readers interested in the results of

other recent ACM tournaments will find them reported in the September 1983 and August 1984 issues of *Communications*.

Symbols

- ! = A very good move
- !? = An interesting move
- ?! = A dubious move
- ? = A blunder
- ?? = A losing move

Round 2

BELLE-NUCHESS Sicilian Defense

In chess games between relatively well-matched human opponents a material advantage plays a significant role in the final outcome. This is ordinarily the case in computer chess games as well, where material takes the highest priority. However, there are special cases (positions) wherein the normally accepted relative values of the pieces do not hold true and some knowledge or deep understanding of the position is of much greater importance. In such situations a sacrifice is often required to transform a material advantage into a winning position. We see in the following game that BELLE was not quite ready to make the necessary sacrifice. BELLE managed to win NUCHESS's queen for two minor pieces. However, some material sacrifice (such as a rook for an advanced pawn and knight) was necessary for BELLE to take advantage of its material lead and remove Black's remaining trumps. Instead, BELLE tried to maintain a material advantage at all costs and gradually became entangled in an uncharac-

teristically passive and hopeless position.

1. e4 c5 2. c3

The "c3 Sicilian" has been in BELLE's library for the past few years and NUCHESS may well have been prepared for it.

2. ... e6 3. d4 cxd4 4. cxd4 d5

5. Bd3 dxe4 6. Bxe4 Nf6 7. Bc2

The game has now transposed in a queen's pawn opening and thus White's isolated queen-pawn represents both a strength (space) and a potential weakness.

7. ... Nc6 8. Nf3 b6

A provocative move in that Black delays castling kingside (e.g.,

7. ... Be7) in order to seek the most active deployment of its queen's bishop.

9. O-O Ba6 10. Re1 Bb4

11. Nc3 O-O 12. a3 Be7

13. Bg5 Qd6

Well played. NUCHESS develops actively around the queen's pawn.

14. b4?

Before this move both programs have played logically, deploying their forces as two experienced humans might, while refraining from any unnecessarily committal moves. The text is weakening and anti-positional, giving Black potential en-

try points on the queen bishop's file via the c2, c3, and c4 squares.

14. ... Bc4 15. Ne5 b5?!

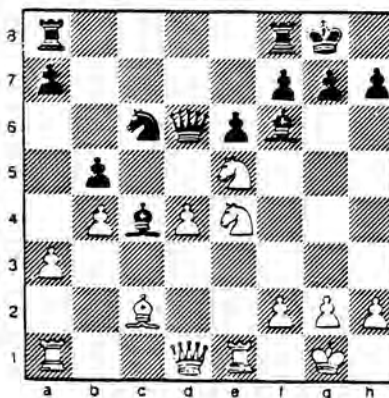
Interesting, although instead Black should now safely liquidate with

15. ... Nxe5 16. dxe5 Qxd1

17. Raxd1 Nd5 etc.; the text is also punishable by 16. Nxc6 Qxc6

17. Ne4.

16. Bxf6 Bxf6 17. Ne4!



Position after 17. Ne4!

Black is now confronted with an attack on its queen (which must guard the queen's knight on c6) and the threat of 18. Nxf6+ and if 18. ... gxf6, then White can force mate starting with 19. Bxh7+! then if 19. ... Kxh7 (or 19. ... Kh8 20. Qh5) 20. Qh5+ Kg7 21. Qg4+ Kh7 (or h8) 22. Re3. Black most

likely saw all this. The only way, however, that Black could have avoided this whole mess was to have played something other than 15. ... b5.

17. ... Bxe5 18. Nxd6 Bxd6

With Black having only a bishop and knight for a queen, White's victory should be a matter of simple technique, but it does require a plan and some smart exchanges.

19. Rd3 Ne7 20. Bxc4?

Better was first 20. Rc1 or 20. Qe2 to avoid giving Black a passed pawn. But BELLE, feeling itself well ahead was anxious to reduce material.

20. ... bxc4 21. Rc1 Rac8

22. Qe2 c3 23. Qa6?

A poor excursion. 23. Qf3 Nd5

24. Re3! Bf4 25. Rc2 would lead to a favorable transition ensuring White's victory. But while ahead, BELLE must have felt no compulsion to sacrifice material.

23. ... Bf4 24. Rc2 Ra8

25. Qb7? Nd5 26. Ree2 Bd2

27. Qa6 g6 28. Re4 Rfc8

During the past nine moves White has completely lost the thread of the game while Black's position has been strengthened.

29. Kh1 Rf8 30. Rh4 Bg5

31. Rh3 Be7

Unwilling to sacrifice, BELLE spurns a number of opportunities to sim-

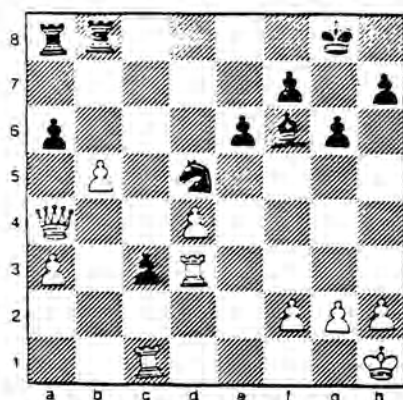
FINAL STANDINGS

Program	Authors	Computer	Points	Plac
CRAY BLITZ	Hyatt, Gower, Nelson	Cray X-MP (4 processor)	4	1
BEBE	Scherzer	Custom-built bit-sliced machine	3	2
FIDELITY EXP	Spracklen, Spracklen	6502-based Fidelity machine (at site)	3	2
CHAOS	Alexander, Swartz, O'Keefe, Berman	Amdahl 5860	3	4
BELLE	Thompson, Condon	PDP 11/23 with special hardware	2.5	5
NUCHESS	Slate, Blanchard	Cray 1M	2	6
PHOENIX	Schaeffer	Amdahl 5820	2	7
NOVAG EXP	Kittinger, McDonald	6502-based Novag machine (at site)	2	8
INTELLIGENT SOFTWARE EXP	Taylor, Lang, Levy, O'Connell	Apple II (at site)	2	9
SCHACH 2.7	Engelbach	Burroughs 7900	1.5	10
OSTRICH	Newborn	Mltiproc. sys. (8 Novas)	1	11
AWIT	Marsland	Amdahl 5860/2	1	12
MERLIN	Kaindl, Wagner, Horacek	CDC Cyber 176	1	13
XENARBOR	Miller	IBM 3081	0	14

Note: Teams finishing with an equal number of points were ordered based on the number of points won by their opponents. If a tie remained, their opponents' opponents' points were counted. BEBE and FIDELITY EXP were still tied after this was done.

plify and ease the technical task with Rxc3.

32. Qa4 Bf6 33. Rd3 Rfd8
34. b5 Rdb8 35. Rc1 a6!



Position after 35 ... a6.

Suddenly Black forces a dangerous opening of files on the queenside.

36. bxa6 Rb6 37. a7 Rb7
38. Ra1 Rxa7 39. Qd1 Rb2

White's continuous passive play enables this to be the decisive incursion.

40. f3 c2 41. Qf1 Bg5 42. g3 Rab7
43. f4 Rb1 44. Rf3 Bf6 45. f5 Bxd4
46. Rxb1 cxb1 = Q (0-1).

Round 3

CRAY BLITZ-BEBE Sicilian Defense

1. e4 c5 2. d4

White initiates the Morra Gambit which can lead to a dangerous attack if Black does not know the theoretical replies.

2. ... cxd4 3. Nf3

White mixes play. The standard Morra Gambit continuation is

3. c3 dxc3 4. Nxc3. Now if Black plays 3. ... e5 4. c3 (not 4. Nxe5? Qa5+) transposes into a favorable version of the gambit.

3. ... Nc6 4. Nxd4 Nf6

5. Nc3 d6 6. f4

A very aggressive continuation, which Black meets accordingly with a sharp reply. Other quieter moves for White are 6. Bc4, 6. Be2, and 6. Bg5.

6. ... Qb6 7. Nb3 e5

This move continues the sharp play, although 7. ... e6 was a viable, more solid alternative.

8. Qe2!

A fine move (probably not in CRAY BLITZ's book) preparing to drive Black's queen with 9. Be3.

8. ... Bg4 9. Qb5 Qxb5

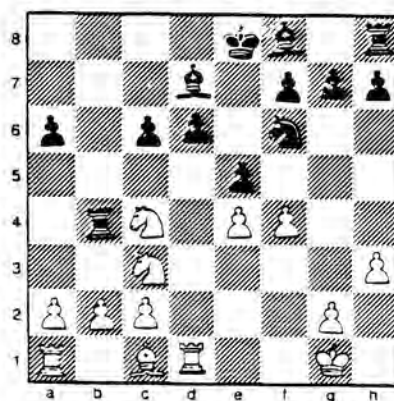
10. Bxb5 a6?

A time-wasting move whose defects will only show up later. Better was 10. ... Bd7 with a sound position. Now the threat of f5 trying to trap the bishop on g4 will persistently loom, although here 11. f5 fails to Nxe4 12. Nxe4 Bxf5, etc., with good compensation for the piece.

11. Bxc6+ bxc6 12. 0-0 Rb8?!

Suddenly Black's position is difficult. Tactical resources still save its bishop now after 13. f5 d5 14. h3 d4, etc. However, because the bishop on g4 is not safely placed, White has a significant lead in development. Black's rook does not really threaten and it should hasten to castle kingside instead.

13. Na5 Bd7 14. Rd1 Ng4?
15. h3 Nf6 16. Nc4 Rb4 17. b3!



Position after 16. ... Rb4

An excellent move that highlights the difficulties in Black's position and illustrates the flaws in BEBE's play.

17. ... d5 18. exd5 Bc5+

In a desperate position, BEBE again tries to find salvation through tactics, but to no avail. There are already too many problems with its position.

19. Kh2 Bd4 20. dxc6 Bxh3

21. Nd6+

White can choose from a number of winning continuations, e.g., 21. Kxh3 Bxc3 22. c7 Ke7 (or 22. ... 0-0 23. Rd8) 23. Ba3, which give Black not even a glimmer of hope.

21. ... Ke7 22. Kxh3 Kxd6

On 22. ... Bxc3 23. Ba3 wins anyway.

23. Ba3 a5 24. Bxb4+ axb4

25. Nb5+ Kxc6 26. Nxd4+ exd4

27. Rxd4

White now simply exploits its big material advantage.

27. ... Nd5 28. a3 bxa3

29. c4 Nb4 30. Rxa3 Re8

- If 30. ... Nc2 31. Ra6+ Kb7

32. Rdd6.

31. Ra7 Re3+ 32. Kh4 Kc5

33. Rd8 Rxb3 34. Rc8+ Kd4

35. Rxf7 g6 36. Rxh7 Rc3

37. g3 (1-0).

Round 4

NUCHESS-CRAY BLITZ English Opening

NUCHESS played a superb final-round game against CRAY BLITZ. NUCHESS maintained a strong initiative deep into the end game before a "breakdown," due to its lack of understanding of the concept of an outside passed pawn, which CRAY BLITZ capitalized on after 45. Rxc6??.

1. c4 e5 2. Nc3 Bb4 3. a3 Bxc3

4. dxc3 Ne7 5. g3 d5 6. cxd5 Qxd5

7. Qxd5 Nxd5 8. Bg2 Nb6 9. a4 0-0

10. a5 Nc4 11. Ra4 Nd6 12. a6 Nd7

13. Be3 Nb6 14. Rh4 Rd8 15. axb7

- Bxb7 16. Bxb7 Nxb7 17. Nf3 Rd5

18. c4 Ra5 19. 0-0 Ra2 20. Rd1

- Rxb2 21. c5 Nc8 22. Rd7 f6 23. Rg4

- g6 24. Rh4 h5 25. Rxc7 Nd8

26. Ra4 Rb7 27. Rxb7 Nxb7

28. Ra6 Kf7 29. Nd2 Nd8 30. Ne4 f5

31. Ng5+ Kg7 32. Nf3 Nf7

33. Nxe5 Nxe5 34. Bd4 Kg8 35. Bxe5

- Ne7 36. e3 Kf7 37. Rf6+ Kg8

38. Kg2 Rc8 39. Kf3 Re8 40. Ra6

- Ra8 41. Kf4 Kf7 42. Kg5 Rg8

43. Rf6+ Ke8 44. Bd6 Nc8 45. Rxc6??

- Rxc6+ 46. Kxc6 Nxd6 47. cxd6 a5

48. g4 hxg4 49. Kxf5 a4 50. e4 a3

51. Kxg4 a2 52. e5 a1 = Q

53. f4 Qg1+ 54. Kf5 Qxh2 55. e6

- Qc2+ (0-1).

ACM'S FIFTEENTH NORTH AMERICAN COMPUTER
CHESS CHAMPIONSHIP (NACCC)
San Francisco, California, October 7-9, 1984
RESULTS and GAMES (Ken Thompson)

	rate	perf	1	2	3	4	total
1 Cray Blitz	2200	2459	2+0	4+■	3+0	6+■	4
2 Fidelity X	1900	2041	1-■	11+0	9+■	10+0	3
3 Bebe	2100	2107	12+■	10+0	1-■	8+0	3
4 Chaos	1800	2046	11+■	1-0	13+■	7+0	3
5 Belle	2200	2016	7=■	6-0	12+■	13+0	2½
6 Nuchess	2150	2087	8=0	5+■	7=0	1-0	2
7 Phoenix	0	1981	5=0	9+0	6=■	4-■	2
8 Novag X	1900	1896	6=■	12+0	10=■	3-■	2
9 Intelligent Software X	0	1788	13+■	7-■	2-0	11+0	2
10 Schach 2.7	0	1722	14+0	3-■	8=0	2-■	1½
11 Ostrich	1750	1558	4-0	2-■	14+0	9-■	1
12 Awit	0	1600	3-0	8-■	5-0	14+■	1
13 Merlin	0	1506	9-0	14+■	4-0	5-■	1
14 Xenarbor	1400	1172	10-■	13-0	11-■	12-0	0

Round 1

cray blitz — fidelity x 1 e4 c5 2 d4 cxd4 3
 ♖f3 e5 4 c3 ♗a5 5 ♗b3 f6 6 ♖c4 ♖h6 7
 ♗xh6 g×h6 8 ♖g8 ♖d8 9 ♗f7 ♖xg8 10
 ♗xg8 ♖e8 11 ♗xh7 ♗b5 12 b3 ♗c6 13
 O-O dxc3 14 ♖xc3 b6 15 ♖d5 ♗d6 16 ♖h4
 ♖a6 17 ♖f5 ♗a3 18 ♗g6+ ♖d8 19 ♗xf6+
 ♖c8 20 ♖fc1+ ♖c4 21 ♖xc4+ ♗c5 22 ♗xf8+
 ♖b7 23 ♖xc5 bxc5 24 ♗xc5 ♖c6 25 ♖d6+
 ♖b8 26 ♗b5# 1-0

phoenix — belle 1 d4 d5 2 ♖g5 f6 3 ♖f4
 ♖c6 4 ♖f3 g5 5 ♖g3 g4 6 ♖g1 h5 7 h3 e5 8
 h×g4 ♖xg4 9 c3 exd4 10 cxd4 ♖ge7 11 f3
 ♖e6 12 e3 ♖f5 13 ♖f2 ♗d6 14 ♖d3 ♖b4 15
 g4 ♖xd3+ 16 ♗xd3 ♗b4+ 17 ♖c3 ♖g7 18
 O-O-O O-O-O 19 ♗g6 ♗e7 20 ♖h4 ♖e8
 21 g5 ♖f7 22 ♗d3 f×g5 23 ♗f5+ ♖b8 24
 ♖xg5 ♗d7 25 ♗x7 ♖xd7 26 e4 ♖g8 27
 ♖h3 d×e4 28 f×e4 ♖e6 29 ♖f4 ♖g4 30 ♖d3
 ♖g7 31 ♖e3 ♖f7 32 ♖g5 ♖f8 33 ♖d5 ♖h8
 34 ♖b1 ♖d6 35 ♖c1 ♖b5 36 a4 ♖xd4 37
 ♖xd4 ♖xg5 38 ♖xc7 ♖e2 39 ♖a3 ♖g4 40
 ♖e6 ♖fg8 41 ♖xh8 ♖xh8 42 ♖c5 h4 43
 ♖d7+ ♖a8 44 ♖f6 ♖f4 45 e5 ♖d8 46 ♖e3
 ♖f3 47 ♖d3 ♖h8 48 ♖dc3 ♖c6 49 b3 ♖f5 50
 ♖d5 ♖xe5 51 ♖c7+ ♖b8 52 ♖a6+ bxa6 53
 ♖xc6 h3 54 ♖xa6 h2 55 ♖h1 ♖g5 56 ♖c6
 ♖h3 57 ♖b2 ♖gg3 58 ♖c2 ♖xb3+ 59 ♖c1
 ♖a3 60 ♖hx2 ♖xh2 61 ♖xh2 ♖xa4 ½-½

nuchess — novag x 1. c4 e5 2 ♖c3 ♖f6 3
 ♖f3 ♖c6 4 g3 ♖b4 5 ♖g2 O-O 6 O-O ♖e8
 7 a3 ♖xc3 8 dxc3 d6 9 ♖e3 ♖e6 10 ♗a4
 ♖g4 11 ♖g5 ♖xe3 12 ♖xe6 ♖xe6 13 f×e3
 ♗g5 14 ♖xc6 ♗xe3+ 15 ♖f2 ♖f6 16 ♖af1
 ♖xf2 17 ♖xf2 bxc6 18 ♗xc6 ♖f8 19 ♗xc7
 ♗c1+ 20 ♖g2 ♗xb2 21 ♗xd6 ♗xc3 22 c5
 h6 23 c6 ♗d4 24 ♗xd4 exd4 25 ♖f5 ♖c8 26
 ♖c5 ♖f8 27 ♖f3 ♖e7 28 ♖e4 ♖d6 29 ♖a5
 ♖c7 30 ♖a6 ♖c5 31 a4 f6 32 h4 ♖c4 33 ♖a5
 g6 34 ♖a6 h5 35 ♖a5 ♖xc6 36 ♖xa7 ♖e6+ 37
 ♖f3 ♖e3+ 38 ♖f2 ♖c3 39 ♖b7 ♖e6 40 a5
 ♖a6 41 ♖b5 f5 42 ♖b6 ♖xa5 43 ♖xg6 ♖e5
 44 ♖g5 ♖c2 45 ♖f1 ♖xe2 46 ♖xf5 d3 47
 ♖c5+ ♖d1 48 ♖xh5 d2 49 ♖c5 ♖e1+ 50 ♖f2
 ♖e2+ 51 ♖f1 ♖e1+ 52 ♖f2 ♖e2+ 53 ♖f1
 ½-½

awit — bebe 1 c4 e5 2 ♖c3 ♖f6 3 ♖f3 ♖c6
 4 d3 d6 5 g3 g6 6 ♖g2 ♖g7 7 O-O O-O 8
 ♖b1 a5 9 a3 ♖d7 10 ♖g5 h6 11 ♖d2 g5 12
 ♗b3 b6 13 a4 g4 14 ♖e1 ♖d4 15 ♗a2 ♖c6
 16 f3 h5 17 h4 g×h3 18 ♖xh3 ♖d7 19 ♖xd7
 ♗xd7 20 ♖g2 ♖a6 21 ♖h1 ♖fa8 22 b4 axb4
 23 ♖xb4 ♖e6 24 ♖h4 ♖c5 25 ♖c2 ♖xa4 26
 ♖xa4 ♖xa4 27 ♖xa4 ♗xa4 28 ♗xa4 ♖xa4 29
 ♖b4 c5 30 ♖c6 ♖a2 31 ♖g5 ♖xe2+ 32 ♖f1
 ♖b2 33 ♖e7+ ♖h7 34 ♖xf6 ♖xf6 35 ♖xh5+
 ♖g7 36 ♖f5+ ♖g6 37 g4 ♖b1+ 38 ♖g2
 ♖b2+ 39 ♖f1 ♖g7 40 f4 f6 41 ♖xd6 exf4 42
 ♖e4 ♖b1+ 43 ♖e2 ♖h6 44 ♖xc5 bxc5 45
 ♖xc5 ♖g1 46 d4 ♖xg4 47 ♖b5 f3+ 48 ♖d3
 ♖c1 49 ♖b8 ♖xd4+ 50 ♖xd4 f2 51 ♖g8+

♟f5 52 ♟c3 f1 ♟ 0-1

schach 2.7 — xenarbor 1 e4 c5 2 ♞f3 ♞c6 3 d4 cxd4 4 ♞xd4 ♞f6 5 ♞c3 e5 6 ♞db5 d6 7 ♟g5 a6 8 ♟x16 ♟x16 9 ♞a3 b5 10 ♟d5 ♟d7 11 ♞e2 ♟g8 12 ♟d3 ♟e6 13 ♞b1 ♟a5+ 14 ♟c3 ♟xc3+ 15 ♞bxc3 ♟e7 16 O-O-O ♟d7 17 ♞d5 ♟xd5 18 exd5 ♞a7 19 ♞g3 ♟c7 20 ♟d3 ♟h8 21 ♞f5 ♟f8 22 ♟he1 ♟g8 23 ♟e4 h6 24 ♟d3 ♟b7 25 ♟h3 ♟c8 26 ♞xh6 ♟xh6+ 27 ♟xh6 ♟h8 28 ♟xf6 ♟xh2 29 ♟xd6 ♟c7 30 ♟f6 ♟d7 31 ♟f3 a5 32 ♟xe5 ♟h1+ 33 ♟d2 ♞c8 34 ♟g4 ♟c7 35 d6 ♞xd6 36 ♟xd6 b4 37 ♟f3+ ♟b8 38 ♟b5+ ♟c8 39 ♟g4+ ♟d7 40 ♟xd7 ♟h4 41 ♟c5+ ♟b8 42 ♟e5 ♟h3 43 ♟b5+ ♟c8 44 ♟xf7+ 1-0

ostrich — chaos 1 e4 c5 2 c3 ♞f6 3 e5 ♞d5 4 ♟c4 ♞b6 5 ♟b3 ♞c6 6 ♞f3 d6 7 O-O dxe5 8 ♟e2 f6 9 ♞h4 g6 10 ♞a3 ♟d7 11 d3 e6 12 ♞f3 ♞a5 13 ♟d2 ♞xb3 14 axb3 ♟c6 15 ♞c4 ♞xc4 16 bxc4 ♟e7 17 ♟h6 ♟f7 18 ♞d2 g5 19 ♟h5+ ♟g8 20 ♟h3 ♟d7 21 ♟fe1 a6 22 ♞b3 ♟d8 23 ♟e3 ♟f7 24 ♟h5+ ♟g8 25 h3 ♟a4 26 ♞c1 ♟e8 27 ♟f3 ♟c6 28 ♟g4 f5 29 ♟e2 ♟g6 30 ♟xg5 ♟xg5 31 ♞b3 ♟xe3 32 fxe3 ♟xd3 33 ♞xc5 ♟xe3 34 ♟d2 ♟xh3 35 ♟d8+ ♟f7 36 ♟c7+ ♟e8 37 ♟xc8+ ♟e7 38 ♟c7+ ♟e8 39 ♟c8+ ♟f7 40 ♟c7+ ♟f6 41 ♞d7+ ♟xd7 42 ♟xd7 ♟g3 43 ♟f1 ♟e3+ 44 ♟f2 ♟h4 45 ♟d2 ♟xd2 46 ♟xd2 ♟xc4 47 ♟d7 b5 48 ♟d6 a5 49 ♟b6 b4 0-1

merlin — intelligent software x 1 e4 c5 2 c3 d5 3 exd5 ♟xd5 4 d4 e6 5 ♞f3 ♞f6 6 ♟e2 ♞c6 7 O-O ♟d7 8 dxc5 ♟xc5 9 ♟c2 e5 10 ♟d1 ♟e6 11 b4 ♟b6 12 ♞g5 ♟e7 13 ♞d2 h6 14 ♞ge4 ♟f5 15 b5 ♞d8 16 ♞d6+ ♟xd6 17 ♟xf5 ♟e6 18 ♟d3 e4 19 ♟g3 e3 20 fxe3 ♟xe3+ 21 ♟xe3+ ♟xe3+ 22 ♟h1 ♟xd2 23 ♟xd2 ♞e4 24 ♟e1 O-O 25 ♟d4 ♞c5 26 ♟ad1 ♞de6 27 ♟d5 a5 28 ♟f3 ♟fc8 29 ♟g1 a4 30 ♟g3 a3 31 ♟d6 ♞g5 32 ♟g4 ♟e8 33 ♟d5 ♞ge4 34 ♟f4 ♞xc3 35 ♟f3 ♞xd1 36 ♟xd1 ♟a5 37 b6 ♟a6 38 ♟c7 ♟e6 39 ♟d8+ ♟h7 40 ♟d5 ♟e1+ 41 ♟f2 ♟e7 42 ♟f3 ♞e6 43 ♟e4+ g6 44 ♟xb7 ♞xc7 45 ♟xa6 ♞xa6 46 ♟a8 ♞c5 47 ♟xa3 ♟g7 48 ♟a5 ♞b7 49 ♟b5 f5 50 ♟b3 ♟f6 51 a3 g5 52 ♟e3 ♟xe3+ 53 ♟xe3 ♟e5 54 h4 adjudicated 0-1

Round 2

chaos — cray blitz 1 d4 d5 2 c4 e6 3 ♞c3 ♞f6 4 ♟g5 ♞bd7 5 e3 ♟b4 6 cxd5 exd5 7 ♟d3 c5 8 ♞ge2 c4 9 ♟c2 h6 10 ♟h4 ♟b6 11

O-O O-O 12 h3 ♟e8 13 ♟a4 ♟xc3 14 bxc3 ♞e4 15 ♟c2 ♟e6 16 ♞f4 ♟d6 17 f3 ♞g5 18 ♟fe1 a6 19 ♟d2 b5 20 ♟c2 ♞f6 21 ♟ab1 ♟d7 22 ♟b4 a5 23 ♟b2 b4 24 ♟h1 ♟ac8 25 ♟g3 bxc3 26 ♟xc3 ♟a6 27 ♟eb1 a4 28 ♟h4 ♟c7 29 ♟b6 ♟a8 30 ♟b4 ♟cc8 31 ♟c3 ♞gh7 32 ♟g3 a3 33 ♞e2 ♟c6 34 ♟d6 ♞d7 35 ♟b4 ♟e6 36 ♟f4 ♞hf8 37 ♟f5 ♟ee8 38 ♟d6 ♞e6 39 ♟g1 g6 40 ♟xe6 ♟xe6 41 ♟f4 g5 42 ♟g3 ♟ce8 43 ♟f2 ♞f6 44 ♞g3 ♟f8 45 ♞f5 ♞h5 46 g4 ♞g7 47 e4 ♞f5 48 ♟xf5 ♟d6 49 ♟g3 ♟d7 50 ♟b8 ♟a4 51 exd5 ♟xd5 52 f6 ♟dd8 53 ♟b4 ♟a7 54 ♟b6 ♟e2 55 ♟b8 ♟ee8 56 ♟b6 ♟g8 57 ♟e5 ♟d7 58 ♟h2 ♟a8 59 ♟g2 ♟f5 60 ♟b5 ♟e6 61 ♟g1 ♟d3 62 d5 ♟d1+ 63 ♟g2 ♟e2+ 64 ♟g3 ♟d7 65 d6 ♟xb5 66 ♟xb5 ♟xa2 0-1

bebe — schach 2.7 1 e4 e5 2 ♞f3 ♞c6 3 ♟b5 a6 4 ♟a4 ♞f6 5 O-O ♟e7 6 ♟e1 b5 7 ♟b3 d6 8 c3 O-O 9 h3 ♞b8 10 d3 ♞bd7 11 ♞bd2 ♟b7 12 ♞f1 ♞c5 13 ♟c2 a5 14 ♞g3 c6 15 d4 ♞cd7 16 ♞f5 ♟e8 17 ♟g5 ♟f8 18 dxe5 ♞xe5 19 ♞xe5 ♟e5 20 ♟f3 ♟b6 21 ♞h6+ ♟xh6 22 ♟xf6 ♟g5 23 ♟xg5 h4 24 ♟f5 ♟g7 25 ♟ad1 g4 26 ♟xg4 ♟c7 27 e5 d5 28 ♟f5 h6 29 e6 fxe6 30 ♟xe6 ♟c8 31 ♟h7+ ♟f8 32 ♟de1 1-0

belle — nuchess 1 e4 c5 2 c3 e6 3 d4 cxd4 4 cxd4 d5 5 ♟d3 dxe4 6 ♟xe4 ♞f6 7 ♟c2 ♞c6 8 ♞f3 b6 9 O-O ♟a6 10 ♟e1 ♟b4 11 ♞c3 O-O 12 a3 ♟e7 13 ♟g5 ♟d6 14 b4 ♟c4 15 ♞e5 b5 16 ♟xf6 ♟xf6 17 ♞e4 ♟xe5 18 ♞xd6 ♟xd6 19 ♟d3 ♞e7 20 ♟xc4 bxc4 21 ♟c1 ♟ac8 22 ♟e2 c3 23 ♟a6 ♟f4 24 ♟c2 ♟a8 25 ♟b7 ♞d5 26 ♟ee2 ♟d2 27 ♟a6 g6 28 ♟e4 ♟fc8 29 ♟h1 ♟f8 30 ♟h4 ♟g5 31 ♟h3 ♟e7 32 ♟a4 ♟f6 33 ♟d3 ♟fd8 34 b5 ♟bd8 35 ♟c1 a6 36 bxa6 ♟b6 37 a7 ♟b7 38 ♟a1 ♟axa7 39 ♟d1 ♟b2 40 f3 c2 41 ♟f1 ♟g5 42 g3 ♟ab7 43 f4 ♟b1 44 ♟f3 ♟f6 45 f5 ♟xd4 46 ♟xb1 cxb1 ♟ 0-1

novag x — awit 1 e4 c5 2 ♞f3 d6 3 d4 cxd4 4 ♞xd4 ♞f6 5 ♞c3 a6 6 ♟e2 e6 7 O-O ♟e7 8 f4 O-O 9 ♟h1 ♟d7 10 e5 dxe5 11 fxe5 ♞e8 12 ♟f3 ♟c7 13 ♟e2 ♟c5 14 ♞b3 ♟b4 15 ♟f2 f5 16 ♟d2 ♞c6 17 ♞d5 ♟xe5 18 ♞xb4 ♟xb2 19 ♞xc6 bxc6 20 ♟xc6 ♟xc6 21 ♟xe6+ ♟h8 22 ♟xc6 ♞f6 23 ♟c3 ♟ac8 24 ♟xc8 ♟xa1+ 25 ♞xa1 ♟c8 26 ♟xf6 ♟b8 27 ♞b3 ♟xf6 28 ♟xf5 ♟e8 29 ♟g1 ♟c8 30 ♟xf6 ♟xc2 31 ♟xa6 ♟b2 32 ♟a7 h5 33 ♟f1 h4 34 ♟g1 ♟b1+ 35 ♟f2 ♟g8 36 ♞d2 ♟b2 37 ♟e3 ♟f8 38 a4 ♟a2 39 a5 ♟a3+ 40 ♟f2 ♟e8 41 a6 ♞d8 42 ♞c4 ♟a2+ 43 ♟f3 h3 44

Qe3 Qc8 45 Qg3 Qb8 46 Bb7+ Qa8 47
Qxh3 Ba3 48 Be7 Bxa6 49 g4 Bh6+ 50 Qg3
Bg6 1-0

phoenix — intelligent software x 1 d4 d5 2
Qg5 Qc6 3 e3 h6 4 Qh4 Qf6 5 c4 Qg4 6 f3
Qf5 7 cxd5 Qxd5 8 Qc3 Qe6 9 e4 Qxe4 10
fxe4 Qxe4 11 Qge2 O-O-O 12 Qb3 Qg4 13
Qf2 e6 14 Qg3 Qb4 15 Qe2 Qxc3+ 16 bxc3
Qxf4 17 O-O Qd5 18 Qa3 Bb7 19 c4 Qxg2
20 Qxg2 Qd6 21 Qxd6 Bxd6 22 Qe4 Bdd8
23 Bb1 f5 24 Qc3 b6 25 d5 exd5 26 cxd5
Qe7 27 Qa6+ Qb8 28 Qg3 Qc8 29 Bxf5
Qd6 30 Qxd6 Bxd6 31 Bf7 Bg6+ 32 Qf3
Bf6+ 33 Bxf6 gxf6 34 Be1 h5 35 Be7 Bg8 36
Qb5 Bc8 37 Qxc8 Qxc8 38 Bxc7+ Qd8 39
d6 Qe8 40 Qd4 1-0

xenarbor — merlin 1 d4 d5 2 c4 c6 3 Qf3
Qf6 4 Qc3 dxc4 5 a4 Qf5 6 Qe5 Qbd7 7
Qxc4 Qc7 8 g3 e5 9 dxe5 Qxe5 10 Qf4 Bb8
11 Qxd8+ Qxd8 12 Qxe5 Qc2 13 Qxf6 Qxf6
14 Qe3 Qb3 15 Qh3 Qb4 16 Qed1 Qxd1 17
Bxd1 Qxc3+ 18 bxc3 Qxc3+ 19 Qf1 Qb4 20
Qd7+ Qe7 21 Qf5 Qxa4 22 Qg2 Qf6 23
Qb1 Qe6 24 h4 a5 25 h5 Qg4 26 f3 Qc4 27
Qf2 b5 28 e3 Qc3 29 h6 Qb2+ 30 Qg1
Qe2 31 hxg7 Qxd1+ 32 Qf2 Qd2+ 33 Qf1
Bg8 34 Bh6+ f6 35 Qf5+ Qxf5 36 e4+ Qe5
37 Bh5+ Qd4 38 e5 Qe3 39 Qg1 Qf2+
time forfeit 0-1

fidelity x — ostrich 1 e4 d5 2 exd5 Qf6 3
d4 Qxd5 4 c4 Qb6 5 Qf3 Qg4 6 Qe2 Qc6 7
d5 Qxf3 8 Qxf3 Qe5 9 b3 g6 10 Qb2 Qg7 11
Qc3 O-O 12 Qe2 Qed7 13 O-O Qxc3 14
Qxc3 e5 15 Qb4 Be8 16 c5 Qc8 17 Qc2 Qf6
18 Qb5 Be7 19 c6 Qd6 20 cxb7 Bb8 21 Qc6
Qf8 22 Qc5 Qd8 23 Qxa7 Bxb7 24 Qxb7
Qxb7 25 Qc6 Qd6 26 a4 Qde8 27 Bb1
Bd7 28 Bfe1 e4 29 Qc5 Qb8 30 f3 exf3 31
Bd3 Qd8 32 gxf3 Qg7 33 Be5 Qge8 34
Qf2 h5 35 Qe1 Qh7 36 Bb2 Qef6 37 Bde2
Qg7 38 Qe7 Qb8 39 b4 h4 40 h3 Qa7 41
Qc5 Qb8 42 a5 Qc8 43 Qe7 Qg8 44 Bb2
Qh8 45 Bb4 Qc8 46 Be2 g5 47 f4 Qg6 48
fxg5 Qxg5 49 Bg4+ Qh5 1-0

Round 3

cray blitz — bebe 1 e4 c5 2 d4 cxd4 3 Qf3
Qc6 4 Qxd4 Qf6 5 Qc3 d6 6 f4 Qb6 7 Qb3
e5 8 Qe2 Qg4 9 Qb5 Qb5 10 Qxb5 a6 11
Qxc6+ bxc6 12 O-O Bb8 13 Qa5 Qd7 14
Bd1 Qg4 15 h3 Qf6 16 Qc4 Bb4 17 b3 d5
18 exd5 Qc5+ 19 Qh2 Qd4 20 dxc6 Qxh3 21
Qd6+ Qe7 22 Qxh3 Qxd6 23 Qa3 a5 24

Qxb4+ axb4 25 Qb5+ Qxc6 26 Qxd4+ exd4
27 Qxd4 Qd5 28 a3 bxa3 29 c4 Qb4 30 Bxa3
Be8 31 Ba7 Be3+ 32 Qh4 Qc5 33 Bb8
Bxb3 34 Bc8+ Qd4 35 Bxf7 g6 36 Bxh7 Be3
37 g3 1-0

nuchess — phoenix 1 f4 d5 2 Qf3 Qg4 3 e3
Qd7 4 Qe2 e6 5 O-O Qd6 6 c4 Qg6 7 Qc3
dxc4 8 Qxc4 Qb6 9 Qe2 O-O 10 Qb3 Qf5
11 d4 Qxc3 12 bxc3 c5 13 Qd2 Qc7 14 a4 c4
15 Qh5 a6 16 Qb2 Qd5 17 h3 Qf5 18 Qe5
Qxe5 19 fxe5 f6 20 Qa2 fxe5 21 Qxc4 Qb6
22 a5 Qd6 23 Qb3 exd4 24 cxd4 Qe4 25
Qd3 Qxd3 26 Qxd3 Bb8 27 Bxf8+ Bxf8 28
Bf1 Qf6 29 Qb3 Qd5 30 Qb2 Bc8 31 Bc1
Bc6 32 Qa3 e5 33 Qb4 Bxc1+ 34 Qxc1 exd4
35 exd4 Qb5 36 Qa3 Qxb4 37 Qxb4 Qf7 38
Qf2 g5 39 Qe2 Qd5 40 Qd2 h6 41 Qd3
Qe6 42 Qc4 Qd6 43 h4 gxf4 44 Qxh6 b5+
45 axb6 Qxb6+ 46 Qd3 a5 47 Qg5 a4 48
Qxh4 Qd5 49 Qg5 a3 50 Qc2 Qb4+ 51 Qb1
Qd5 52 Qe7 a2+ 53 Qb2 Qc2 54 Qxa2 Qe3
55 g3 1/2-1/2

schach 2.7 — novag x 1 e4 e5 2 Qf3 Qc6 3
Qb5 a6 4 Qxc6 dxc6 5 Qc3 f6 6 d4 exd4 7
Qxd4 Qd6 8 O-O Qe7 9 Qc4 b5 10 Qb3
c5 11 Qd5 c4 12 Qc3 O-O 13 Bb1 Qh8 14
Qf4 Qxd5 15 Bxd5 Qb7 16 Bb4 Qe7 17
Qxd6 cxd6 18 Bb1 Qxe4 19 Bxd6 Bb8 20
Bb4 Qb7 21 Be1 Qf7 22 Qa5 Bxd4 23
Qxd4 Qd5 24 Qf3 Qf5 25 Qa3 Qg8 26
Qd4 Qg4 27 Qf3 b4 28 Qe3 Qxf3 29 Qxf3
Qxf3 30 gxf3 a5 31 Be4 Bc8 32 c3 Qf7 33
Qf1 g6 34 Qg2 bxc3 35 bxc3 h6 36 a4 Bc6
37 f4 Bc5 38 h4 Bc6 39 f3 Bc7 40 Qf2 Bc8
41 Qe2 Bc7 1/2-1/2

merlin — chaos 1 e4 c5 2 c3 Qf6 3 e5 Qd5
4 d4 cxd4 5 Qf3 Qc6 6 cxd4 d6 7 Qc4 Qb6
8 Qb5 e6 9 O-O Qe7 10 Qc3 d5 11 Qc2
Qd7 12 Qf4 Bc8 13 Bb1 Qxe5 14 Qxe5
Qxb5 15 Qxg7 Qxf1 16 Bxf1 Bg8 17 Qxh7
Qd7 18 Qe5+ Qc7 19 Qb5+ Qb8 20 Qxh7
Bxg7 21 Qxg7 Qd7 22 Qg3+ Qa8 23 Qc3
Qb4 24 Qe5 Qc7 25 Qh3 Qxc3 26 Bc1
Qxd4 27 Bxc7 Bxc7 28 Qd3 e5 29 Qg3 Bc8
30 Qg7 Qxb2 31 Qf1 Qd4 32 Qxe5 Bc1+ 33
Qe2 a6 34 Qg8+ Bc8 35 Qe6 Qxe5 36
Qxe5 Bc2+ 37 Qf3 Bxa2 38 Qd6 Qa7 39
h4 Bc2 40 g4 a5 41 h5 Bc3+ 42 Qf4 a4 43 f3
a3 44 Qe5 Bc4+ 45 Qf5 Bb4 46 Qa1 Qc4
47 h6 Qe3+ 48 Qe6 Qc2 49 Qa2 Bb6+ 50
Qd7 Qb4 51 Qf2+ Qa8 52 Qc5 a2 53
Qxb4 a1 54 Qf8+ Qa7 55 h7 Qa4+ 56
Qd8 Qa5+ 57 Qe8 Qc7 58 Qf7 Qe5+ 59
Qf8 Bf6 60 h8 Qg5 61 Qxf6 Qxf6+ 62

Qf7 ♗f3 63 g5 ♗f5 64 ♖g8 d4 0-1

intelligent software x — fidelity x 1 Qf3 c5
2 g3 Qc6 3 Qc3 d5 4 d3 d4 5 Qe4 e5 6 Qg2
f5 7 Qed2 Qf6 8 Qc4 e4 9 Qfe5 Qxe5 10
Qxe5 ♗a5† 11 Qd2 ♗b6 12 Qc4 ♗a6 13 e3
Qe6 14 ♗e2 Qe7 15 O-O O-O 16 a4 ♗c6
17 dxe4 fxe4 18 f4 ♗a6 19 b3 Qd6 20 Bf1
Qf5 21 exd4 cxd4 22 a5 Qc5 23 Qh1 e3 24
Qe1 Qd7 25 ♗d3 Bxd8 26 Qe5 Qb5 27
♗f5 Qd5 28 ♗h3 Bfe8 29 b4 Qf8 30 Qf3
Qf6 31 c4 Qxc4 32 Qxc4 ♗xc4 33 Qxb7 d3
34 b5 d2 35 Qc6 dxe1 Q 36 Bxe1 Bxe7 37
Bac1 ♗b4 38 a6 Bxd2 39 ♗f5 ♗b2 40 ♗h3
Qg4 41 Qd5† Qh8 42 Qg1 Bxh2 43 ♗g2
♗t2† 44 ♗x2 exf2† 45 Qf1 fxe1 ♗† 46
Bxe1 Bf2† 47 Qg1 Bxe1# 0-1

awit — belle 1 c4 e6 2 Qc3 d5 3 cxd5 exd5
4 d4 Qe7 5 e3 Qf6 6 Qd3 O-O 7 Qf3 b6 8
O-O Qb7 9 Bf1 Qe4 10 Qe5 f5 11 ♗b3 a5
12 a3 Qxc3 13 ♗xc3 Qb4 14 axb4 axb4 15
Bxa8 bxc3 16 Bxa3 cxb2 17 Qxb2 Qd7 18
Bxa7 Qxe5 19 dxe5 ♗b8 20 Bxa1 c6 21 h3
g6 22 B7a4 Bc8 23 Qc3 b5 24 Bb4 ♗c7 25
g4 fxg4 26 hxg4 Bxa8 27 Bxa8† Qxa8 28 f4
♗a7 29 Qd2 ♗a2 30 Qe1 ♗a3 31 Qxb5
cxb5 32 Bxb5 ♗xe3† 33 Qf2 ♗c1† 34 Qh2
♗xf4† 35 Qg3 ♗d2† 36 Qh3 ♗h6† 37 Qg2
d4† 38 Qf1 ♗c1† 39 Qe2 ♗c4† 40 Qf2
♗xb5 0-1

ostrich — xenarbor 1 e4 c5 2 c3 Qf6 3 e5
Qd5 4 Qc4 e6 5 Qxd5 exd5 6 d4 ♗b6 7
dxc5 Qxc5 8 ♗d2 ♗e6 9 Qf3 h6 10 b4 Qe7
11 O-O O-O 12 Bd1 Qc6 13 ♗xd5 ♗xd5
14 Bxd5 f5 15 b5 Qd8 16 Qa3 Qxa3 17
Qxa3 Qe6 18 Qc4 Qc7 19 Bc5 Qe8 20 Qd6
Qxd6 21 exd6 a6 22 b6 Bf6 23 Bf1 Qf8 24
Bd5 a5 25 Bfe5 g6 26 a4 f4 27 Qd2 Qg7 28
Qc4 f3 29 g3 Bfe6 30 Bxe6 dxe6 31 Bc5 Qf7
32 Qe5† Qe8 33 Bxc8† Bxc8 34 d7† Qd8
35 dxc8 ♗† Qxc8 36 h4 g5 37 hxg5 hxg5 38
Qh2 Qd8 39 g4 Qe7 40 Qxf3 Qf6 41 Qg3
e5 42 Qd2 Qe6 43 Qb3 Qd5 44 Qxa5 Qc5
45 Qxb7† Qxb6 46 Qd6 Qa5 47 Qe4 Qxa4
48 Qxg5 Qb3 49 Qe4 Qb2 50 g5 Qb3 51
g6 Qc4 52 Qg4 Qd3 53 Qf5 1-0

Round 4

nuchess — cray blitz 1 c4 e5 2 Qc3 Qb4 3
a3 Qxc3 4 dxc3 Qe7 5 g3 d5 6 cxd5 ♗xd5 7
♗xd5 Qxd5 8 Qg2 Qb6 9 a4 O-O 10 a5
Qc4 11 Bxa4 Qd6 12 a6 Qd7 13 Qe3 Qb6 14
Bh4 Bd8 15 axb7 Qxb7 16 Qxb7 Qxb7 17
Qf3 Bd5 18 c4 Bxa5 19 O-O Bxa2 20 Bd1

Bxb2 21 c5 Qc8 22 Bxd7 f6 23 Bg4 g6 24
Bh4 h5 25 Bxc7 Qd8 26 Bxa4 Bb7 27 Bxb7
Qxb7 28 Bxa6 Qf7 29 Qd2 Qd8 30 Qe4 f5
31 Qg5† Qg7 32 Qf3 Qf7 33 Qxe5 Qxe5 34
Qd4 Qg8 35 Qxc5 Qe7 36 e3 Qf7 37 Bf6†
Qg8 38 Qg2 Bc8 39 Qf3 Bf8 40 Bxa6 Bxa8
41 Qf4 Qf7 42 Qg5 Bg8 43 Bf6† Qe8 44
Qd6 Qc8 45 Bxg6 Bxg6† 46 Qxg6 Qxd6 47
cxd6 a5 48 g4 hxg4 49 Qxf5 a4 50 e4 a3 51
Qxg4 a2 52 e5 a1 ♗ 53 f4 ♗g1† 54 Qf5
♗xh2 55 e6 ♗c2† 0-1

bebe — novag x 1 e4 e5 2 Qf3 Qc6 3 Qb5
a6 4 Qa4 Qf6 5 O-O b5 6 Qb3 d6 7 Qg5 d5
8 exd5 Qd4 9 d6 Qxb3 10 dxc7 ♗xc7 11
axb3 h6 12 Qf3 e4 13 Bf1 Qe7 14 Qc3 exf3
15 Qxb5 ♗c5 16 ♗xf3 ♗xb5 17 ♗xa8 ♗b7
18 ♗xb7 Qxb7 19 d4 Qd7 20 c4 Qb4 21
Bf2 Bd8 22 d5 Qxd5 23 cxd5 Qxd5 24 Bxa6
Qxb3 25 Bf4 Qc5 26 Qe3 Qc7 27 Bxa1 Qd5
28 Qf4† Qc6 29 Bxa4 Qe6 30 Qe5 Bd2 31
Qxg7 Qxf2† 32 Qh1 Qd5 33 Qc3 Bc2 34
Bxa6† Qc7 35 B6a5 Qc6 36 Bxa6† Qc7 37
B6a5 Qc6 38 Bxa8 Qb6 39 Bg8 f5 40 Bg6†
Qb5 41 Bd1 Qe4 42 Qd2 Bxb2 43 Qxh6 f4
44 Bg5† Qc6 45 Bc1† Qd6 46 Qg7 Bf2 47
Bd1† Qc6 48 Qe5 Qe3 49 Bg4 Qc2 50 Bxa1
Qd5 51 Qb8 f3 52 gxf3 Bxf3 53 Bf1† Qe6
54 h4 Qf5 55 Bga4 Qf7 56 Qg2 Bf2† 57
Qg3 Bf1 58 Qf4 Qf2† 59 Qg2 Qd3 60 Bd5
Qe2 61 Bd7† Qg6 62 h5† Qxh5 63 Bd2
Qb6 64 Bxe2 Bg1† 65 Qh2 Bb1 66 Bg2
Bb5 67 Bxa6 Bf5 68 Qg3 Bf6 1-0

chaos — phoenix 1 d4 c5 2 d5 e5 3 e4 d6 4
c4 g6 5 Qc3 Qg7 6 Qd3 Qe7 7 Qge2 O-O 8
Qd2 f5 9 f3 Qa6 10 Qg5 Qb4 11 Qb1 h6 12
Qh4 g5 13 Qf2 fxe4 14 Qxe4 Qf5 15 O-O
Qd7 16 a3 Qa6 17 ♗b3 Qc7 18 Qxf5 Qxf5
19 ♗xb7 Bf8 20 ♗c6 ♗xc6 21 dxc6 Bxb2
22 Bxb1 Bxb8 23 Qg3 Bxb1 24 Bxb1 Bxb1†
25 Qxb1 Qe7 26 Qe4 Qe8 27 Qxd6 Qxd6
28 Qxc5 Qec8 29 Qd2 Qf7 30 Qf2 Qe6 31
Qe3 Qxc4† 32 Qxc4 Qd5 33 Qb4 Qxc4 34
Qe4 Qb5 35 c7 Qb6 36 Qf5 a5 37 Qc3
Qxc7 38 Qg6 Qf8 39 Qxa5† Qc6 40 Qb4
Qxb4 41 axb4 Qe7† 42 Qxh6 g4 43 Qg5
gxf3 44 gxf3 Qb5 45 Qf6 Qd5† 46 Qxe5
Qxb4 47 h4 Qd3† 48 Qf5 Qc5 49 f4 Qc6 50
h5 Qd7 51 h6 Qf8 52 Qf6 Qd7 53 Qf7
Qh7 54 Qg7 Qe7 55 Qxh7 Qf7 56 f5 Qf6
57 Qg8 1-0

fidelity x — schach 2.7 1 e4 e5 2 Qc4 Qf6 3
d3 c6 4 Qf3 d5 5 Qb3 Qd6 6 Qc3 Qe6 7
Qg5 ♗a5 8 O-O Qbd7 9 exd5 Qxd5 10
Qe4 Qc7 11 Qd2 ♗a6 12 Qf5 O-O 13

♖xe6 fxe6 14 ♗g4 ♖a8 15 ♗h3 ♕d8 16 a4
 ♜c7 17 ♜d6 ♖e7 18 ♕c4 ♗b6 19 ♜c8
 ♗xb2 20 ♖a2 ♗d4 21 c3 ♗c5 22 ♕e3 ♗a5
 23 ♜xe7+ ♕xe7 24 ♕xe6+ ♜xe6 25 ♗xe6+
 ♖f7 26 ♗xd7 ♕f8 27 ♗h3 ♗xc3 28 ♕a7
 ♗b3 29 ♖aa1 ♗b4 30 ♗e6 ♗a5 31 ♕b8
 ♗d8 32 ♕xe5 ♗xd3 33 ♖ab1 ♗a6 34 ♖b3
 c5 35 ♖b6 ♗a8 36 ♖fb1 ♕e7 37 ♖xb7 ♗d8
 38 ♖xe7 ♗xe7 39 ♖b8+ 1-0

belle — merlin 1 e4 e5 2 ♕c4 ♜f6 3 d4
 exd4 4 ♜f3 d5 5 exd5 ♕b4+ 6 c3 ♗e7+ 7
 ♕e2 dxc3 8 bxc3 ♕c5 9 O-O O-O 10 c4
 ♕g4 11 ♜c3 ♜a6 12 h3 ♕f5 13 ♜d4 ♕g6 14
 ♕e3 ♜b4 15 a3 ♜a6 16 ♗c1 ♖ad8 17 ♖d1
 ♕b6 18 ♕d3 ♕xd3 19 ♖xd3 ♜e4 20 ♜f5
 ♗e5 21 ♕xb6 axb6 22 ♜xe4 ♗xf5 23 ♗e1
 ♖a8 24 ♖b1 ♖fb8 25 ♖e3 ♖c8 26 ♖bb3 ♗f4
 27 ♖g3 ♗e5 28 ♖be3 ♗d4 29 ♗d2 ♗xd2
 30 ♜xd2 ♜c5 31 ♖e7 ♗f8 32 ♖e1 ♖a4 33
 ♖c3 ♖ca8 34 ♜b1 f6 35 f3 f5 36 g4 f4 37
 ♗g2 ♗f7 38 h4 ♖e8 39 ♖xe8 ♗xe8 40 ♜d2
 ♗e7 41 ♜e4 ♜xe4 42 fxe4 ♗d6 43 ♗f2
 ♗e5 44 ♗f3 ♖a8 45 ♖d3 ♖a5 46 ♖b3 g6 47
 g5 ♖a4 48 ♖c3 ♖a8 49 ♖b3 ♖d8 50 ♖b2
 ♖e8 51 ♖b4 ♖h8 52 ♖b5 ♖f8 53 ♖b1 ♖c8 54
 ♖b2 ♖d8 55 ♖b4 ♖c8 56 ♖a4 c6 57 dxc6
 bxc6 58 ♖a7 ♖h8 59 a4 ♗d4 60 ♖b7 ♗c5 61
 ♗xf4 ♖f8+ 62 ♗e3 ♖h8 63 ♖c7 h6 64 ♖g7
 hxg5 65 hxg5 ♖a8 66 ♖xg6 ♖xa4 67 ♖f6
 ♖xc4 68 ♖f5+ ♗d6 69 g6 ♖c3+ 70 ♗f4 ♖c1
 71 g7 ♖f1+ 72 ♗g5 ♖g1+ 73 ♗f6 ♖xg7 74
 ♗xg7 ♗e6 75 ♖f6+ 1-0

intelligent software x — ostrich 1 ♜f3 e6 2
 d4 d5 3 ♕f4 ♕d6 4 ♕xd6 ♗xd6 5 ♜c3 ♜c6
 6 e3 a6 7 ♕e2 ♜f6 8 a3 O-O 9 ♗d3 ♖b8 10
 O-O ♕d7 11 ♖fd1 b5 12 ♗f1 ♖be8 13 h3
 e5 14 dxe5 ♜xe5 15 ♜xe5 ♖xe5 16 f4 ♖e6
 17 ♜xd5 ♜xd5 18 ♗xd5 ♖xe3 19 ♗xd6
 cxd6 20 ♖xd6 ♖fe8 21 ♕d3 ♕c8 22 a4 bxa4
 23 ♖xa4 ♖e6 24 ♖xe6 ♕xe6 25 ♖xa6 g6 26
 c3 ♖b8 27 b4 ♖c8 28 ♖a3 ♕c4 29 ♕xc4 ♖xc4
 30 g3 ♗g7 31 ♗e2 ♖e4+ 32 ♗d3 ♖e1 33 c4
 ♖g1 34 ♗d4 ♖g2 35 b5 ♖b2 36 ♗e5 ♖c2 37
 ♗d5 ♖b2 38 g4 ♗f6 39 ♖a6+ ♗g7 40 b6
 ♖b3 41 h4 h5 42 g5 ♖d3+ 43 ♗c5 1-0

xenarbor — awit 1 d4 ♜f6 2 c4 g6 3 ♜c3
 d5 4 ♕f4 ♕g7 5 e3 c6 6 cxd5 ♜xd5 7 ♜xd5
 ♗xd5 8 ♜f3 ♕f5 9 ♕e2 O-O 10 h3 ♖d8 11
 ♕c7 ♖c8 12 ♕xb8 ♖xb8 13 O-O ♖d8 14
 ♗b3 ♗xb3 15 axb3 ♕f6 16 ♖fc1 a5 17 ♜d2
 ♕g5 18 ♖c5 ♖d5 19 ♖xd5 cxd5 20 b4 ♖c8
 21 f4 ♕h4 22 ♜f3 ♕g3 23 ♕b5 axb4 24 ♜e1
 ♕e4 25 ♕d7 ♖c7 26 ♕g4 ♕xe1 27 ♖xe1 h5
 28 ♕f3 ♕xf3 29 gxf3 ♖c2 30 b3 ♖b2 31 ♖c1

♖xb3 32 ♖c7 ♖xe3 33 ♖xb7 ♖xf3 34 ♖b8+
 ♗g7 35 ♖xb4 ♖xh3 36 ♗g2 ♖d3 37 ♗f2
 ♗f6 38 ♗e2 ♖a3 39 ♖b2 ♗f5 40 ♗f1 ♖a4
 41 ♖e2 ♖xd4 42 ♖e5+ ♗e4 43 ♖xe7 ♖xh4+
 44 ♗g1 f5 45 ♖e2 g5 46 ♖d2 d4 47 ♖c2 h4
 48 ♗h2 ♗f3 49 ♗g1 ♗e3 50 ♖c7 d3 51
 ♖c3 ♗e2 0-1

1985 TOURNAMENT RULES

1. Participants are required to attend a meeting at 12 noon on Sunday, October 13, for the purpose of officially registering for the tournament. Rules will be finalized at the meeting. The Tournament Director has the right to choose an alternate to replace any entry which fails to appear.
2. Each entry is a computing system. A listing of all programs running on that system should be available on demand to the Tournament Director. Any computing system can be used. Permission to change from one system to another may be granted by the Tournament Director.
3. The tournament is a four round Swiss style tournament. The first and second rounds will be played Sunday, October 13th, at 1 PM and 7:30 PM. The third round is scheduled for Monday, October 14th, at 7:30 PM, and the fourth round on Tuesday, October 15th at 7:30 PM.
4. Trophies will be awarded to the first three finishers. The order of finish will be determined by the total number of points earned. If two teams have an equal number of points, the sum of the opponents' points will be used as a second factor. If a tie still remains, the opponents' opponents' points will be used as a third factor.
5. Unless otherwise specified, rules of play are identical to those of regular "human" tournament play. If a point is in question, the Tournament Director has the authority to make the final decision. Games are played at a speed of 40 moves per player in the first two hours and then 20 moves every hour thereafter. The Tournament Director has the right to adjudicate a game after five hours of total clock time. The adjudication will be made on the premise that perfect chess will be played by both sides from the final position.
6. A team may request the Tournament Director to stop its clock at most twice during the course of a game because of technical problems. The clock must be restarted each time after at most 15 minutes. If a team can clearly establish that its problems are not in its own computing system but in the telephone network or in the communication facilities provided by the Tournament Committee, the Tournament Director can permit additional time-outs.
7. There is no manual adjustment of program parameters during the course of a game. In the case of failures, the program parameters must be reset to their original settings if it is at all possible. Information regarding castling status, en passant status, etc., may be typed in after a failure. If at any time during the course of a game a computer asks for the time remaining on either its or its opponent's clock, this information may be provided. The computer must initiate the request for information.

1985 TOURNAMENT RULES (continued)

8. Each game is officially played on a chess board provided by the Tournament Committee. An electronic chess board used by one side can be substituted if the other side is agreeable. The official clock is provided by the Tournament Committee. If both sides agree, another clock can be used.
9. At the end of each game, each team is required to turn in a game listing to the Tournament Director.

Counteract the ostrich factor



There's no point burying your head to escape

COMPUTER CHESS LITERATURE

Books:

- Bell, A., (1978) The Machine Plays Chess?, Pergamon Press, Oxford.
- Botvinnik, M. M., (1970) Computers, Chess, and Long Range Planning, Springer-Verlag, New York.
- Clarke, M. R. B., (1977,1980,1982) Editor, Advances in Computer Chess I,II, and III, Edinburgh University Press and Pergamon Press.
- Frey, P., (1977,1983) Editor, Chess Skill in Man and Machine, Springer-Verlag, New York.
- Hayes, J. and Levy, D., (1976) The World Computer Chess Championship, University of Edinburgh Press.
- Levy, D., (1976) 1975 U.S. Computer Chess Championship, Computer Science Press, Potomac Maryland.
- Levy, D., (1976) Chess and Computers, Computer Science Press, Potomac, Maryland.
- Levy, D. (1976) 1976 Computer Chess Championship, Computer Science Press, Potomac, Maryland.
- Levy, D. and Newborn, M., (1980) More Chess and Computers, Computer Science Press, Potomac, Maryland.
- Levy, D. and Newborn, M., (1981) All About Chess and Computers, Computer Science Press, Potomac, Maryland.
- Newborn, M., (1975) Computer Chess, Academic Press, New York.
- Newborn, M., (1979) "Recent Progress in Computer Chess", Advances in Computers, Volume 19, Academic Press, New York.
- Spracklen, D. and Spracklen, K., SARGON: A Computer Chess Program, Hayden Book Company, Rochelle Park, New Jersey (1978)

Magazines:

In recent years, articles on computer chess have appeared in many magazines and technical journals including Abacus, Sports Illustrated, Scientific American, Science Magazine, Nature, The Mathematical Intelligencer, Chess Life, ACM's SIGART Newsletter, The Journal of Artificial Intelligence, Graduate Engineer, Discouverer, and many others.

THE ACM COMPUTER CHESS COMMITTEE

In 1979, the ACM established the Computer Chess Committee as a standing committee on the Management Board responsible for organizing computer chess events within the ACM. In 1984, the Committee was transferred to the Management Board. The Committee's main responsibility is organizing the annual ACM North American Computer Chess Championship. This event has been held annually since 1970. Currently, the Committee Members are Monty Newborn (Chairman), Ken Thompson, Tony Marsland, Kathe Spracklen, and Hans Berliner. Ben Mittman, former President of the ICCA and "Manager" of the Northwestern University chess program, CHESS 4.9 (and other versions) was a member of the Committee until several months ago when he resigned and was replaced by Hans Berliner.

THE INTERNATIONAL COMPUTER CHESS ASSOCIATION

Established at the Second World Championship in Toronto in 1977, this international organization has about seven hundred members. It was formed by the programmers and is an organization primarily intended to serve them. The ICCA Journal publishes technical and non-technical articles on computer chess and is the foremost publication of its kind. Authors of articles should send them to Jaap van den Herik, Delft University of Tech., Dept. of Math and Informatics, 2628 BL Delft, Neth. The Journal publishes four times a year. Individuals interested in becoming members should write to William Blancjard, 360/253 Blackthorn Lane, Warrenville, Illinois 60555, USA. Dues are \$10 plus a \$5 surcharge annually. Officers are Monty Newborn, President, Johann Enroth, Vice President, and William Blanchard, Secretary/Treasurer.

1985 Computer Chess Turing Test

Can one tell, just by examining the quality of the chess game, whether a chess player is computer or human? That is the question we will ask during the Monday, October 14 Computer Chess Turing Test. This will be a 'hidden room' test, where the information coming from the hidden room will be used to detect the identity, computer or human, of a chess player. Some efforts will be made to hide computer and human traits which we don't want examined, such as timing of the moves and the rapid typewriter response of the computer. 1985 is our first year at such a test. We are not conducting a rigorous scientific experiment, but it could be used to lay a foundation for one.

We will run eight tests in parallel. Alex Fishbein will play eight opponents, all rated below master level. Moves will be transmitted back and forth using computer terminals.

There will be efforts to hide some properties of the chess playing computers. All chess moves made in the hidden room will be passed to a computer terminal operator, who will in turn send the move to the master in a standardized chess notation (White's opening move N-KB3 would be transmitted as "G1 F3".) Special efforts will be made to assure accuracy of chess moves.

We hope to use only the qualities of the chess moves to differentiate between computer and human opponents. The hidden room players will be instructed to play their normal chess style, and not attempt to 'emulate' how a computer might perform.

There will be audience participation. A prize will be awarded to the first audience member who correctly identifies all eight hidden-room opponents within a limited number of guesses. The following is the test entry form.

Turing Test Selection Form

Name	phone
BOARD OPPONENT (circle one)	BOARD OPPONENT (circle one)
Board 1 computer human	Board 5 computer human
Board 2 computer human	Board 6 computer human
Board 3 computer human	Board 7 computer human
Board 4 computer human	Board 8 computer human

