

THE 1992 WORLD MICROCOMPUTER-CHESS CHAMPIONSHIP CANCELLED

David Levy

ICCA President

This is to advise you, with regret, that there will be no World Microcomputer-Chess Championship during 1992.

We have been in discussion with various possible sponsors and organizers for almost one year. We have had strong expressions of interest from Austria, Germany and Spain, but up to now none of these discussions has resulted in any firm sponsorship. In view of the fact that, at the time of this decision, we are already at the end of August and all participants would need time to prepare for the event, the ICCA feels that it would be better to make a firm decision now that there will not be a Microcomputer World Championship during 1992. This decision will not be changed even if a sponsor comes forward at this late stage.

We are already in discussion with possible sponsors for 1993. The most likely scenario is that the 1993 tournament will be held during the Kasparov v (Short or Timman) World Championship match in Los Angeles, probably during August. Another possibility exists in Germany. You will be notified as soon as a definite decision has been taken about 1993.

THE 1993 UNIFORM-PLATFORM COMPUTER-CHESS TOURNAMENT

Don Beal

London, England

Following the successful running of the 1992 QMW Uniform Platform Computer Chess Tournament, QMW will hold a similar tournament in 1993. The provisional date is 2-6 August. As in 1992, programs will run on identical machines, and there will be two divisions: (1) the "PC" division for programs running under MSDOS on IBM-PC compatibles, and (2) the "C"-language division, for programs written in C that can run under UNIX.

Each game will be played without human operators or human intervention (unless a computer or network failure occurs). The two chess programs will run in separate computers, but both computers will be connected to a network, and will be able to communicate using communication software supplied by the organisers. A supervisor program in a third computer on the network (invisible to the competing programs) will monitor and record the game progress. The organisers will supply all the computers.

Existing programs need modification for automatic play. The modification is designed to be simple for a chess programmer to make. The communication software is provided by the organisers and details of how to modify existing programs will be supplied to anyone who might be interested in participating. The automation of actual play means that attendance at the event is optional, thus potentially saving considerable time and money, and creating more flexibility for those who do attend.

All program submissions will be handled as confidential unless the programmer indicates that confidentiality is not important. Original discs will be returned, no copies will be made, and C compilations will be performed without human inspection of C code or copies made. The tournaments will be Swiss system, with one round for every 2 entrants. It is expected that 2 (possibly 3) rounds will be played each day.

For 1993, the distinction between amateur and professional entrants is abolished. Titles of Overall Champion, and Runner-up, will be awarded in each division. Entries from full-time students are at reduced rate. To cover costs, there will be an entry fee for all programs of 40 pounds. The fee will be reduced to 30 pounds if the payment is made before 30 April 1993. Entries from full-time students are 20 pounds and 15 pounds, respectively. Initial submission of the program (for confirmation of compatibility) has to be made by July 1, but a final version can be submitted up to July 19.

Accommodation in University Halls is available for participants who wish to be present (if booked by 31 May) at 25 pounds per night, and hotel accommodation at a variety of prices can be arranged.

For more details write to:

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CALL FOR PAPERS

ADVANCES IN COMPUTER CHESS 7

July 1-2, 1993
Maastricht, the Netherlands

The seventh conference of the triennial "Advances in Computer Chess" series will be held in Maastricht, the Netherlands, on July 1-2, 1993, at the University of Limburg, Bouillonstraat 3. It will report on the latest research results and work-in-progress in the field.

Submissions and acceptance

Contributions are invited from authors who have new results or ongoing work to report on any aspect of computer chess or related theory. Papers should ideally be 3,000 to 4,000 words in length, though papers of any length will be considered. The papers will be published as a book under the editorship of Don Beal and Jaap van den Herik.

Papers (3 copies) should be sent to:

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or
Jaap van den Herik
University of Limburg
Faculty of General Sciences
Department of Computer Science
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to arrive not later than **April 23, 1993**. Authors will be notified of acceptance by **June 8, 1993**. Authors of accepted papers will be requested to make their paper available in machine-readable form (WP or Ascii formats are acceptable).

Any additional information on the conference can be obtained by sending mail or email to Jaap van den Herik or Tons van den Bosch at the address listed below.

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