
NEWS, INFORMATION, TOURNAMENTS AND REPORTS**RULES FOR AWARDING THE
FREDKIN INTERMEDIATE PRIZES
(As communicated by Dr. Hans Berliner)**

In July of 1981, two additional intermediate prizes were announced in connection with the Fredkin Foundation prize fund for Computer Chess. These prizes were \$ 5,000.-- for achieving a 2200 rating (FIDE or equivalent) and \$ 10,000.-- for achieving a 2500 rating. These ratings correspond to what is internationally accepted as the standard for a Master and Grandmaster player respectively.

The following paragraphs set forth the ground rules under which these prizes are to be awarded. It should be noted that the rules are designed to measure the current performance of a program as accurately as possible while not penalizing it for having been a weaker player in the past. Thus the performance rating is based on 25 contiguous games rather than the published rating by a national federation or other organizing body. We are also taking care to assure that games that qualify for the measuring process be played at a high level of competition open to a large class of players. With this in mind, the rules follow:

A program qualifies for a given Fredkin intermediate prize if and only if:

1. It has played 25 consecutive games in competitions as defined below, and achieved the appropriate performance rating over this set of games. Performance rating is computed according to the definition in the ELO/U.S. Chess Federation/FIDE formula. It should be noted that this makes the measure independent of the rating of the program at the start of the sequence.
2. In order to qualify, a game must be played in a competition that is open to anyone, and played in a jurisdiction (city, state, region, etc.) that has a population of at least 100,000 persons, and sanctioned by FIDE or a FIDE affiliate. Thus city championships of cities of lesser populations would (for instance) be excluded from consideration. However, sanctioned regional championships played in out-of-the-way places

are not disqualified in this manner as the intent of such competitions is to bring together players over a large geographic region.

3. Not more than one-half the games in the sequence of 25 can be played in the same jurisdiction or region, unless said jurisdiction is a country of population of at least 100 million persons, in which case no more than one-half the games can have been played in one particular region of that country.
4. At least 8 of the games must be played against players that, at the time of the game, are rated no lower than 100 ratings points below the level that the program must achieve in order to receive the award, and at least 3 of these must be against players rated higher than this target level.
5. If a program plays in a competition that does not qualify according to the above, that competition will be excluded from the sequence without affecting the validity of prior performances. No competition that qualifies according to the above may be excluded from the sequence.
6. A certified record of the games having been played and the names and ratings of the opponents must be furnished by the Federation(s) under whose jurisdiction the games were played, or if this is impossible equivalent certification is required.
7. Claims should be submitted to: Hans Berliner, Fredkin Prize Committee, Computer Science Dept., Carnegie-Mellon University, Pittsburgh, Pa., 15213. Since there is only one prize of each kind, the first valid claimant will receive it. In case valid competing claims are submitted to the Committee within 30 days of each other, these will be considered as having qualified equally, and the prize will be shared among the qualified programs.
8. In case of questions of interpretation of the above, the decision of the Fredkin Prize committee, after having heard due appeals, will be final.

For the Fredkin Prize Committee

Hans J. Berliner, Chairman

David J. Slate

(One position currently vacant as a result of Dr. Euwe's death)

[Minor textual changes have been supplied by the Editorial Board.]