I should like to comment briefly on those aspects of the Washington tournament which I considered to be most significant and/or most interesting. From a general standpoint I think that this event will be remembered for the fine performances turned in by the two microprocessor-based programs. Sargon did particularly well and Mike was perhaps a little unlucky not to score an extra half point in the final round. These two programs clearly demonstrate that within a few years it will be possible to have expert strength chess machines that are easily portable.

I hope to be able to promote microprocessor chess in Europe by helping to organize further micro tournaments (we had one in London in September). A micro event is tentatively planned for November 1st through 3rd in London, as part of the exhibition put on by the magazine Personal Computer World. Anyone interested in taking part should contact me. It is likely that in 1980 the PCW tournament will be the first Microprocessor World Championship. I am going to recommend to the ICCA that this year's event act as a qualifying tournament and that if another micro championship is held in the USA, then that, too, can be a qualifying competition for the World Championship. Someone in the USA is needed to find an organizer for this event but remember the costs are almost zero - there are no telephone charges and the contestants pay their own fares and hotel bills.

Two specific incidents stand out in my memory from the tournament in Washington. Firstly, the game between BLITZ and BELLE produced the most beautiful combination ever played by a computer program. The end of that game was a sheer delight to watch and the main alternative variation, which BLITZ avoided, would have been just as pleasing. After ...RxRP!, had BLITZ replied NxN Q-R5; N-N3, BELLE would have played ...QxN!!; PxQ dis ch N-B6 mate! This last move blocks the check on Black's king, defends the rook on KR7, checks the white king with the knight and opens up a diagonal for another check from the black bishop. In all my years of tournament experience I cannot recall seeing a move which accomplished so much.
The other memorable moment of the tournament arose in the game between BELLE and CHESS 4.7. The critical position of that encounter deserves a diagram.

In this position CHESS 4.7 (to move) can win by playing 21...PxP! for example 22 B-R7ch KxB 23 PxNch KxP 24 B-R6ch K-N1 25 BxR QxB, threatening 26...BxN as well as 26...B-R3. Instead, Black chose 21...NxBch?? and after 22 QxN PxP 23 Q-N6 PxRch 24 NxB, White has a won game. The reason that CHESS 4.7 went into this variation is that after 24 NxB it evaluates the position because it considers the position to be quiescent - the 6-ply search beginning with 21... NxBch is not examined any further.

For many years I have been advocating the use of a third criterion for deciding when to consider a position worthy of deeper search. In addition to looking at all checks and captures I feel that programs should examine direct threats. In this case CHESS 4.7 ought to have realised that in its "quiescent" position White had a devastating threat. Had it done so, CHESS 4.7 would have avoided the move 21...NxBch and almost certainly found 21...PxP.