Report on the ICCA Meeting

1. 40 moves in 2 hours followed by 20 in 1, finished by adjudication
2. 40 moves in 2 hours followed by 40 in 1, finished by adjudication
3. 40 moves in 2 hours followed by all moves in 1 hour
4. All moves in 3 hours.

The audience presented discussion on several points, which we have summarized as follows.

- What should be the rule for communication?
- Whether or not to use adjudication?
- Whether to use the Fischer clock (there was much debate about whether it might help)?
- What is the impact of the proposed time frame on the availability of computers in North America?

After considerable discussion the consensus was that

- 40 moves in the first two hours followed by 60 moves in the next hour would generally lead to positions which were clear;
- only a few games would reach 100 moves; they would place no great burden on the adjudication team;
- after 100 moves, a draw would be the expected result for adjudication; a win for one side would only result from a clear-cut recommendation of the adjudication team; in particular the adjudication team should take into account the perceived ability of the designated winner in its play during the game in question.

From this consensus, the ICCA Board immediately agreed with the time schedule of playing 100 moves in three hours by 40 moves in 2 hours and 60 moves in one hour. Hence, it was decided to stop at 100 moves of play; a definite ruling about what happens after 100 moves will be announced in the tournament rules. A suggestion by Robert Hyatt to experiment with this scheme in the current tournament was declined.

The meeting closed on schedule, with all participants agreeing that the time-control discussion was fruitful.

JOHANSEN vs. DEEP THOUGHT II: A CORRECTION

The Editorial Board

In the September 1991 issue of this Journal two games played by Deep Thought II against Australia’s second-strongest chess-player, IM Darryl Johansen, during the 12th IJCAI event were published (page 152).

Unfortunately, in the moves of the second game serious errors have been published. For clarity, we give the complete correct game below. We apologize for any inconvenience.

D. Johansen - Deep Thought II EO 10.1
Sydney (IJCAI’91) Game 2