F L A S H

The next issue of the ICCA Newsletter will have the complete results of the 13th ACM North American Computer Chess Championship. For the first time in history four programs tied for first place, with three points out of a possible four: BELLE, CRAY-BLITZ, NUCHESS, and CHAOS. Don't miss the next issue to read about this exciting tournament.

USCF Adopts Official Rules for Play Involving Computers

7. CLOCK TIMES
   The operator may communicate the clock times to the computer only if the computer initiates the request.

8. MEMORY UNIT EXCHANGE
   The operator may change or insert memory units when the computer requests this and identifies the unit to be inserted, by description or by generating a coded signal or message with a single predetermined meaning. Diskettes, disk cartridges, tapes, ROM cartridges ("program modules" in commercial machines), and the like are all considered equivalent forms of memory units.

9. DRAW OFFERS AND RESIGNATION
   The operator may offer a draw, accept a draw, or resign on behalf of the computer. This may be done with or without computer consultation.

10. TIME FORFEITS
    The operator may claim the game in cases where the opponent has exceeded his time limit.

11. ADJOURNMENT
    The operator shall carry out the necessary adjournment formalities.

12. SCORE
    The operator and/or the computer must keep a score of the game.