

THE 1986 ACM/IEEE CONFERENCE
Computer Chess at the ACM/IEEE Computer Society Fall Joint
Computer Conference
November 1-5, 1986
Dallas, Texas

ICCA Communication
by M. Newborn

The 1986 ACM/IEEE Computer Society Fall Joint Conference will host the 6th World Microcomputer-Chess Championship in addition to hosting the 17th ACM's North American Computer-Chess Championship. A five-round Swiss-style tournament is planned for the ACM's NACCC beginning with two rounds on Sunday, November 2nd followed by one round on each of the following three days.

The WMCC is a six- or seven-round Swiss-style. Provisionally, the schedule will be as follows. The first and second rounds will be played Saturday, November 1st at 1 p.m. and 7:30 p.m. The third round is scheduled for Sunday, November 2nd at 8:30 a.m., the fourth round for Monday, November 3rd at 10 a.m., the fifth round for Tuesday, November 4th at 10 a.m. and sixth round for Wednesday, November 5th at 10 a.m. The seventh round and the final schedule will be notified to contestants later; contestants must be prepared to play on the evening of Saturday, October 31st, or the afternoon of Wednesday, November 6th, or at any other time during the tournament designated by the Tournament Committee.

The winner of each event will receive a \$2000.00 prize; trophies will also be awarded to the top three finishers in each event. The ACM's NACCC will take place in the Anatole Hotel in Dallas while the ACM's WMCC is scheduled for the Dallas Infomart.

The world's best experimental and commercial computers are expected to compete. In the ACM's NACCC, Cray Blitz (Hyatt, Gower and Nelson), the current World Champion, and Hitech (Berliner et al.), the winner of the ACM's 16th NACCC, are expected to battle the title. Play should be approaching the Grandmaster level. The best commercial products, including those from companies in the U.S.A., Great Britain and Germany will provide intense competition in the WMCC. The WMCC will take place during the days while the ACM's NACCC will take place in the evenings. To apply to enter or for further information, please write to Monty Newborn, School of Computer Science, McGill University, 805 Sherbrooke Street West, Montreal, Quebec H3A 2K6, Canada, using the entry form in this Journal when applicable.



Photo by M.T. Fürstenberg

The Editors' dispute.

DUTCH (Jaap van den Herik) against Ostrich (Monty Newborn) with Tony Marsland as the third party. Harry Nefkens (r) and Letty Raaphorst (l) are keenly watching their Dutch stakes.

Entry Form
The ACM's 17th North American Computer-Chess Championship
November 2-5, 1986 Dallas, Texas

Author(s) of the program: _____

Please indicate the order in which you wish names listed in any printed material about the tournament. Note that this entry can be submitted only by one of the author(s) of the program.

Name and address for correspondence: _____

Affiliation (University, Company, etc.) (optional): _____

Work telephone: _____ Home telephone: _____

INFORMATION ABOUT THE PROGRAM

Name: _____

Experience (if the program has not participated in major tournaments recently or is better than previous results, please explain in some detail):

Rating: _____ Source of Rating: _____

Language: _____ Memory space for program: _____, for search: _____

Opening-book size: _____ # of nodes/sec (term. and non-term.) searched: _____

Any special hardware or software features: _____

INFORMATION ABOUT THE COMPUTING SYSTEM TO BE USED DURING THE TOURNAMENT

Name and manufacturer of computer(s): _____

RAM size: _____ Word size: _____ Instr./sec/computer: _____

Location of computer: _____

Do you want a TI Silent 700-equivalent at the tournament? (Yes or No): _____

If you plan to use a remote computer, how do you plan to communicate with it?

(Over a data network or regular long distance line?) _____

Who will come to Dallas to represent your program? _____

Date: _____ Signature: _____

Deadline for entries is September 30, 1986. Return this form to Ken Thompson, Room 2C519, Bell Laboratories, Muray Hill, New Jersey 07974, U.S.A.

The 17th ACM's North American Computer-Chess Championship

1986 Tournament Rules

1. Each entry is a computing system and one or more human operators. A listing of all chess-related programs running on the system must be available on demand to the Tournament Director (TD). Each entry requires at least one full-time operator (i.e., one operator cannot assist with more than one entry).
2. Participants are required to attend a meeting at 1 p.m. on Sunday, November 2nd, for the purpose of officially registering for the tournament. Rules will be finalized at that meeting. The TD has the right to choose an alternate to replace any entry which fails to appear.
3. The tournament is a five-round Swiss-style tournament. The first and second rounds will be played Sunday, November 2nd at 2 p.m. and 8 p.m. The third round is scheduled for Monday, November 3rd at 7:30 p.m., the fourth round for Tuesday, November 4th at 7:30 p.m. and the fifth round for Wednesday, November 5th at 7:30 p.m.
4. Trophies will be awarded to the first three finishers. The order of finish will be determined by the total number of points earned. If two or more teams have an equal number of points, the sum of the opponents' point will used as a second factor. If a tie still remains, the opponents' opponents' points, etc., will be used.
5. A prize of \$2000 will be awarded to the program which finishes the tournament with the most points. In the event of a tie, the prize will be divided equally.
6. Unless otherwise specified, rules of play are identical to those of "human" tournament play. If a point is in question, the TD has the right to make the final decision.
7. Games are played at a speed of 40 moves per player in the first two hours and 20 moves per player per hour thereafter.
8. The TD has the right to adjudicate a game after five hours of total clock time. The adjudication will be made on the premise that perfect chess will be played by both sides from the final position. Every effort will be made by the TD to avoid adjudication.
9. A team may request the TD to stop its clock at most twice during the course of a game because of technical difficulties. The clock must be restarted each time after at most 15 minutes. If a team using a remote computer can clearly establish that its problems are not in its own computer system but in the communication network, the TD can permit additional time-outs.
10. Terminal located at the tournament site must communicate directly with remote computers, i.e., there cannot be any human intermediary at the remote location.
11. Each team that uses a terminal must position the terminal on the game table in such a way that the opponent has a good view of it. An operator can only (1) type in moves and (2) respond to requests from the computer for clock information. If an operator must type in any other information, it must be approved ahead of time by the TD. (This might happen if there is noise on the communication line and, for example, a CR must be typed to clear the line.) The operator cannot query the system to see if it is alive without permission of the TD.
12. If a failure occurs during the course of a game, the program parameters must be reset to their values at the time the game was interrupted. An operator error made when starting the game or when restarting in the middle of a game after a failure cannot be corrected.

13. If an operator types in an incorrect move, the TD must be immediately be notified. The clock will be stopped. The game must then be backed up to the point where the error occurred. The clock of the side which made the error is left unchanged while the TD will back up the clock of the other side an amount equal to that lost. If no record is available, the TD will assume each move required three minutes. Both sides may adjust program parameters after such an error with the consent of the TD. The TD may not allow certain parameters to be changed, e.g., the contempt factor.
14. A team must receive the approval of the TD to change from one computing system to another. The new system cannot be any more powerful than the original.
15. Each game is officially played on a chess-board provided by the Tournament Committee. The official clock is provided by the Tournament Committee.
16. At the end of each game, each team is required to turn in a game listing to the TD.

The President comments:

I would like to have some discussion on rules of the computer-chess tournaments. Therefore I invite all readers to send me their suggestions for changes or improvements. Also, evaluations of existing rules are welcome.

The 6th World Microcomputer-Chess Championship

1986 Tournament Rules

1. Each entry is a micro computing system and one or more human operators. A listing of all chess-related programs running on the system must be available on demand to the Tournament Director (TD). Each entry requires at least one full-time operator (i.e., one operator cannot assist with more than one entry). The Tournament Committee (TC) reserves the right to introduce in restriction on the weight of the micro computing system, e.g., that it is no more than 25 kilogram, and will do so if it feels that one or more entries are not micro-computers in the usual spirit of these tournaments.
2. Participants are required to attend a meeting at 12 noon on Saturday, November 1st for the purpose of officially registering for the tournament. Rules will be finalized at that meeting. This date may be shifted to Friday, October 31st as the case may require.
3. The tournament is a six- or seven-round Swiss-style tournament. Participants will be notified on exact schedule later; the details will be settled by the TC but are unknown at the time of this publication (see also the announcement of the *The 1986 ACM/IEEE Conference*.)
4. Trophies will be awarded to the first three finishers. The order of finish will be determined by the total number of points earned. If two or more teams have an equal number of points, the sum of the opponents' point will used as a second factor. If a tie still remains, the opponents' opponents' points, etc., will be used.
5. A prize of \$2000 will be awarded to the program which finishes the tournament with the most points. In the event of a tie, the prize will be divided equally.
6. Unless otherwise specified, rules of play are identical to those of "human" tournament play. If a point is in question, the TD has the right to make the final decision.
7. Games are played at a speed of 40 moves per player in the first two hours and 20 moves per player per hour thereafter.
8. The TD has the right to adjudicate a game after five hours of total clock time. The adjudication will be made on the premise that perfect chess will be played by both sides from the final position. Every effort will be made by the TD to avoid adjudication.

9. A team may request the TD to stop its clock at most twice during the course of a game because of technical difficulties. The clock must be restarted each time after at most 15 minutes.
10. Each team that uses a terminal must position the terminal on the game table in such a way that the opponent has a good view of it. An operator can only (1) type in moves and (2) respond to requests from the computer for clock information.
11. If a failure occurs during the course of a game, the program parameters must be reset to their values at the time the game was interrupted. An operator error made when starting the game or when restarting in the middle of a game after a failure cannot be corrected.
12. If an operator types in an incorrect move, the TD must be immediately be notified. The clock will be stopped. The game must then be backed up to the point where the error occurred. The clock of the side which made the error is left unchanged while the TD will back up the clock of the other side an amount equal to that lost. If no record is available, the TD will assume each move required three minutes. Both sides may adjust program parameters after such an error with the consent of the TD. The TD may not allow certain parameters to be changed, e.g., the contempt factor.
13. A team must receive the approval of the TD to change from one computing system to another. The new system cannot be any more powerful than the original.
14. Each game is officially played on a chess-board provided by the Tournament Committee. The official clock is provided by the Tournament Committee.
15. At the end of each game, each team is required to turn in a game listing to the TD.
16. There is an entry fee of \$550 (US). If received before September 30, the fee is \$500 (US). Checks should be made out payable to the Association for Computing Machinery.

The President comments:

I would like to have some discussion on rules of the computer-chess tournaments. Therefore I invite all readers to send me their suggestions for changes or improvements. Also, evaluations of existing rules are welcome.



THE ANATOMY OF A BEAUTY.

Grandmaster Hort and Prof. Berliner in the arena after Hitech's astounding announcement of a mate in eight.

Entry Form
The 6th World Microcomputer-Chess Championship
November 1-6 (possibly also October 31), 1986
Dallas, Texas

Author(s) of the program: _____

Please indicate the order in which you wish names listed in any printed material about the tournament. Note that this entry can be submitted only by one of the author(s) of the program.

Name and address for correspondence: _____

Affiliation (University, Company, etc.) (optional): _____

Work telephone: _____ Home telephone: _____

INFORMATION ABOUT THE PROGRAM

Name: _____

Is your entry a special-purpose chess computer?(Yes or No) _____

Is your entry a program that runs on a general-purpose micro?(Yes or No) _____

Experience (if the program has not participated in major tournaments recently or is better than previous results, please explain in some detail):

Rating: _____ Source of Rating: _____

Language: _____ Memory space for program: _____,for search: _____

Opening-book size: _____ # of nodes/sec(term. and non-term.)searched: _____

INFORMATION ABOUT THE COMPUTING SYSTEM TO BE USED DURING THE TOURNAMENT

Name and manufacturer of computer: _____

CPU Type(6502,68000,etc.): _____ RAM size: _____ Word size: _____

Instr./sec: _____

Who will come to Dallas to represent your program? _____

Date: _____ Signature: _____

Deadline for entries is September 30, 1986. Return this form to Ken Thompson, Room 2C519, Bell Laboratories, Muray Hill, New Jersey 07974, U.S.A. The entry fee is \$500 (US). Please forward a check with your entry. It is not necessary for it to accompany this form, but the entry fee after September 30, 1986 is \$550 (US). Please make check payable to the ACM (Computer Chess Committee). Note: there is a limit of three entries per organization. The Acceptance Committee will have the final say regarding the acceptances of each application.