



## BULLETIN 5

Tuesday July 9, 2002

### 10th World Computer Chess Championship Round 5

In the chess tournament we again had in interesting round with several games between favorites. Shredder and Quest made a draw. This gave Brutus the opportunity to catch up with Shredder by defeating Warp. Junior also came up again by defeating ParSOS. As a result we have still a tight leading pack, with Shredder and Brutus leading, followed by Quest and Junior by a half point. At the end of the chess report we also give a full list of hardware and “brainware” details for the participating chess programs. If you note any mistakes or omissions, please notify the tournament directors.

#### Results

No	Name	Total	Result	Name	Total
1	Shredder,	[3.5]	==	Quest,	[3]
2	Warp,	[3]	0:1	Brutus,	[3]
3	Junior,	[2.5]	1:0	ParSOS,	[2.5]
4	Ikarus,	[2.5]	==	Sjeng,	[2.5]
5	Diep,	[2]	1:0	Goliath,	[2]
6	NoonianChess,	[1.5]	0:1	IsiChess X,	[2]
7	XiniX,	[1.5]	1:0	Insomniac,	[1.5]
8	SpiderChess,	[1]	==	Postmodernist,	[1]
9	Chinito,	[1]	1:0	Sharky,	[0]

#### Standings

Place	Name	Feder	Rtg	Loc	Score	M-Buch.	Berg.	GP
1-2	Shredder,		100	4	10.0	12.75	100.00	
	Brutus,		95	4	9.5	11.75	50.00	
3-4	Junior,		99	3.5	8.5	9.00	40.00	
	Quest,		98	3.5	8.5	8.50	37.33	
5-9	Ikarus,		90	3	8.5	7.50	34.67	
	IsiChess X,		91	3	8.5	7.00	32.00	
	Warp,		92	3	8.0	6.25	29.33	
	Diep,		96	3	8.0	5.00	26.67	
	Sjeng,		88	3	6.5	5.75	24.00	

10-11	ParSOS,	94	2.5	9.0	5.50	21.33
	XiniX,	85	2.5	5.5	2.25	18.67
12-13	Goliath,	97	2	8.0	2.00	16.00
	Chinito,	86	2	5.0	1.50	13.33
14-17	Insomniac,	93	1.5	8.5	3.00	10.67
	SpiderChess,	83	1.5	8.0	2.75	8.00
	Postmodernist,	89	1.5	6.0	2.75	5.33
	NoonianChess,	84	1.5	5.5	0.75	2.67
18	Sharky,	87	0	6.5	0.00	

## Cross Table

No	Name	Feder	Rtg	1	2	3	4	5
1.	Shredder,	100	10:W	7:W	6:D	2:W	3:D	
2.	Junior,	99	11:D	4:W	5:W	1:L	7:W	
3.	Quest,	98	12:W	8:W	9:D	6:D	1:D	
4.	Goliath,	97	13:L	2:L	14:W	15:W	5:L	
5.	Diep,	96	14:W	9:D	2:L	10:D	4:W	
6.	Brutus,	95	15:W	13:W	1:D	3:D	9:W	
7.	ParSOS,	94	16:W	1:L	17:W	11:D	2:L	
8.	Insomniac,	93	17:W	3:L	13:D	9:L	16:L	
9.	Warp,	92	18:W	5:D	3:D	8:W	6:L	
10.	IsiChess X,	91	1:L	11:D	16:W	5:D	17:W	
11.	Ikarus,	90	2:D	10:D	18:W	7:D	13:D	
12.	Postmodernist,	89	3:L	16:D	15:L	17:D	18:D	
13.	Sjeng,	88	4:W	6:L	8:D	18:W	11:D	
14.	Sharky,	87	5:L	17:L	4:L	16:L	15:L	
15.	Chinito,	86	6:L	18:L	12:W	4:L	14:W	
16.	XiniX,	85	7:L	12:D	10:L	14:W	8:W	
17.	NoonianChess,	84	8:L	14:W	7:L	12:D	10:L	
18.	SpiderChess,	83	9:L	15:W	11:L	13:L	12:D	

## Games of round 5

### Warp - Brutus

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2 d5 5.cxd5 Qxd5 6.Nf3 c5 7.Bd2 Bxc3 8.Bxc3 cxd4 9.Nxd4 e5 10.Nf3 Nc6 11.Rd1 Qc5 12.Rd2 Be6 13.e3 O-O 14.a3 Rfc8 15.Bd3 Bc4 16.Be4 a5 17.Bxc6 Qxc6 18.Bxe5 Ne4 19.Rd1 Qg6 20.Bg3 Ba6 21.Qb1 Re8 22.Rd4 Rac8 23.a4 Qb6 24.b4 axb4 25.Rxe4 Rxe4 26.Qxe4 b3 27.Qd4 Qg6 28.Bc7 Qc2 29.Qd2 Qxc7 30.Nd4 Qc1+ 31.Qxc1 Rxc1+ 32.Kd2 Rxh1 0-1

### Junior - ParSOS

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qa5 4.d4 Nf6 5.Bc4 Nc6 6.Nge2 Bd7 7.O-O e6 8.Bf4 O-O-O 9.Nb5 a6 10.a4 Qb4 11.Bd3 axb5 12.axb5 Nb8 13.Ra8 Nd5 14.Qa1 Nb6 15.c3 Qb3 16.Nc1 Qd5 17.c4 Qh5 18.Ra7 Bd6 19.Be2 Qg6 20.Bxd6 Bxb5 21.Bxc7 Kxc7 22.cxb5 N8d7 23.Nd3 Ra8 24.Rc1+ Kb8 1-0

### Ikarus - Sjeng

1.e4 c5 2.Nc3 Nc6 3.Nf3 Nf6 4.Bb5 Qc7 5.O-O a6 6.Bxc6 dxc6 7.d4 cxd4 8.Qxd4 Bg4 9.e5 Rd8 10.Qa4 Bxf3 11.exf6 Bd5 12.Rd1 Qd7 13.Be3 gxf6 14.Bb6 Rc8 15.Qa5 Rg8 16.Nxd5 cxd5 17.Rxd5 Qg4 18.g3 Rg5 19.c3 e6 20.Re1 Be7 21.Rxg5 fxg5 22.Qe5 h5 23.a3 h4 24.Qe3 Qf5 25.Qd4 hxg3 26.hxg3 Bc5 27.Bxc5 Qxc5 28.Qe4 Qb5 29.Qh7 Ke7 30.Qg7 Rc5 31.b4 Rd5 32.Qg8 Qc4 33.Qa8 Qxc3 34.Qxb7+ Rd7 35.Qe4 Qxa3 36.Qe5 Qxb4 37.Qxg5+ Kd6 38.Rd1+ Kc7 39.Qc1+ Kd8 40.Qg5+ Qe7 41.Qg8+ Qe8 42.Qg5+ Qe7 1/2-1/2

### XiniX - Insomniac

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nf6 5.Qd3 d5 6.exd5 Nxd5 7.Be2 Bb4+ 8.c3 O-O 9.O-O Bd6 10.Nd2 Nf4 11.Qf3 Qh4 12.g3 Nxe2+ 13.Qxe2 Qe7 14.Nc4 Bc5 15.Bf4 f6 16.b4 Bxd4 17.Bd6 Qf7 18.Bxf8 Bxc3 19.Rac1 Qxf8 20.Rxc3 Qxb4 21.Rd1 Nc6 22.Rcd3 Qc5 23.Nd6 e5 24.Nxc8 Rxc8 25.Rd7 Kh8 26.Qg4 Rg8 27.Rc7 Qf8 28.Rdd7 f5 29.Qd1 Nd4 30.Rxb7 a5 31.Qh5 a4 32.Qf7 Qxf7 33.Rxf7 h6 34.Ra7 Kh7 35.Rxa4 Kg6 36.Rd7 f4 37.Ra5 Kf6 38.Rd6+ Ne6 39.Raa6 Re8 40.a4 Kf5 41.g4+ 1-0

### Noonian Chess - IsiChess

1.Nf3 c5 2.e4 d6 3.g3 Nc6 4.d3 g6 5.Bg2 Bg7 6.Nc3 Nf6 7.Bg5 O-O 8.O-O Rb8 9.Qd2 b5 10.Bh6 Nd4 11.Bxg7 Kxg7 12.Nxd4 cxd4 13.Nd5 Nxd5 14.exd5 Bd7 15.Rae1 e5 16.Rc1 b4 17.b3 Qc7 18.f4 f6 19.fxe5 dxe5 20.Ra1 Rfc8 21.Rf2 Qc5 22.Qe1 Rc7 23.Qe4 Qd6 24.Raf1 f5 25.Qe1 Rbc8 26.Qd1 Be8 27.h4 Bf7 28.Qd2 Rxc2 29.Qxc2 Rxc2 30.Rxc2 e4 31.dxe4 fxe4 32.Bxe4 Qxg3+ 33.Rg2 Qxh4 34.Rgf2 Qg4+ 35.Bg2 Bxd5 36.Re1 d3 37.Kf1 Bxg2+ 38.Rxg2 Qh4 39.Rg1 d2 40.Rd1 Qh2 41.Ra1 Kf6 42.Rd1 Kf5 43.Rxd2 Qxd2 44.Rg3 Kf4 45.Rg2 Qd1+ 46.Kf2 g5 47.Rxg5 Qc2+ 48.Kg1 Kxg5 0-1

### Shredder - Quest

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2 d5 5.cxd5 Qxd5 6.Nf3 c5 7.Bd2 Bxc3 8.Bxc3 cxd4 9.Bxd4 Nc6 10.Bxf6 gxf6 11.e3 Bd7 12.Be2 Qa5+ 13.Qd2 Qxd2+ 14.Kxd2 Rg8 15.g3 Rd8 16.Rhd1 e5 17.Ke1 Ke7 18.a3 Bg4 19.b4 a6 20.Rxd8 Rxd8 21.Rc1 f5 22.h3 Bxf3 23.Bxf3 e4 24.Be2 Ne5 25.a4 Ke6 26.Rc7 Rb8 27.h4 Kd6 28.Rc3 Ra8 29.a5 Rb8 30.Kf1 b5 31.axb6 Rxb6 32.Ra3 Nc6 33.Bxa6 Rxb4 34.Bc8 Rb5 35.Ra2 Rc5 36.Ba6 Ne5 37.Be2 Rc6 38.Kg2 h6 39.Kh3 Ke6 40.Ra6 Rxa6 41.Bxa6 Kd5 42.Kg2 Ng4 43.Bc8 Ke5 44.Kg1 1/2-1/2

### SpiderChess - Postmodernist

1.Nf3 Nf6 2.d4 d5 3.c4 e6 4.e3 dxc4 5.Bxc4 c5 6.O-O a6 7.Bb3 Nc6 8.Nc3 cxd4 9.exd4 Be7 10.d5 exd5 11.Nxd5 Nxd5 12.Bxd5 O-O 13.Be3 Bf5 14.Bxc6 bxc6 15.Re1 Qxd1 16.Raxd1 Rfe8 17.b3 Be4 18.h3 Bb4 19.Bd2 a5 20.Bxb4 axb4 21.Nd2 Bd5 22.Rxe8+ Rxe8 23.Nf1 Kf8 24.Ne3 Be6 25.Rc1 Ra8 26.Rc2 Ke8 27.f4 Ke7 28.g4 Kd6 29.Kf2 f6 30.Rd2+ Kc5 31.h4 Ra7 32.h5 Bd5 33.Nd1 Be4 34.Nb2 Kb5 35.Ke3 Bd5 36.Nd3 g6 37.hxg6 hxg6 38.Kf2 Be6 39.g5 fxg5 40.fxg5 Rd7 41.Re2 Rxd3 42.Rxe6 Rd2+ 43.Kf3 Rxa2 44.Rxg6 Rb2 45.Rg7 Rxb3+ 46.Kf2 c5 47.g6 Rd3 48.Rf7 Rd8 49.g7 Rg8 50.Ke3 Ka4 51.Kd2 Kb3 52.Kc1 c4 53.Rf3+ Ka2 54.Rf7 Ka3 55.Kc2 Ka4 56.Rb7 Rc8 57.Rc7 Re8 58.Rxc4 Re2+ 59.Kd3 Rg2 1/2-1/2

### Diep - Goliath

1.d4 Nf6 2.c4 d6 3.Nf3 g6 4.Nc3 Bg7 5.e4 Bg4 6.Be3 O-O 7.Be2 Nfd7 8.Ng1 Bxe2 9.Ngxe2 c5 10.d5 Na6 11.O-O Nc7 12.f4 a6 13.b3 b5 14.Rb1 b4 15.Na4 a5 16.Ng3 Rb8 17.e5 Rc8 18.Ne4 Na6 19.Qf3 dxe5 20.f5 Nf6 21.fxg6 hxg6 22.Ng5 Qd6 23.Qh3 Qd7 24.Qg3 Qc7 25.Qh4 Rfd8 26.Rbe1 Qb8 27.Bc1 Qa7 28.Rxe5 Re8 29.Bb2 Rcd8 30.Re4 Qc7 31.Be5 Qb7 32.Ref4 Rxd5 33.cxd5 Qxd5 34.Bxf6 1-0

### Chinitos - Sharky

1.e4 c5 2.c4 Nc6 3.Nc3 g6 4.Nf3 Bg7 5.Be2 d6 6.O-O f5 7.exf5 Bxf5 8.d3 e5 9.Bg5 Qd7 10.Nh4 Be6 11.Ne4 Nge7 12.Bf6 Kf7 13.f4 exf4 14.Rxf4 Nf5 15.Bxg7 Kxg7 16.Nxf5+ gxf5 17.Qe1 Rhf8 18.Ng5 Qe7 19.Qg3 Rg8 20.Nxh7+ Kh8 21.Qh4 Qxh4 22.Rxh4 Kg7 23.Ng5 Rge8 24.Rh7+ Kf6 25.Nxe6 Rxe6 26.Bf3 Rae8 27.Rh6+ Kg5 28.Rxe6 Rxe6 29.Bxc6 bxc6 30.Kf2 Rf6 31.Re1 f4 32.Re7 a5 33.Ra7 Rf8 34.Rxa5 Kf6 35.Ra6 Ke5 36.b3 Rg8 37.Rb6 Rh8 38.h3 1-0

### Pairing round 6

No	Name	Total	Result	Name	Total
1	Brutus,	[4]	:	Junior,	[3.5]
2	Sjeng,	[3]	:	Shredder,	[4]
3	Quest,	[3.5]	:	Diep,	[3]
4	IsiChess X,	[3]	:	Warp,	[3]
5	XiniX,	[2.5]	:	Ikarus,	[3]
6	Goliath,	[2]	:	ParSOS,	[2.5]
7	Insomniac,	[1.5]	:	Chinito,	[2]
8	NoonianChess,	[1.5]	:	SpiderChess,	[1.5]
9	Postmodernist,	[1.5]	:	Sharky,	[0]

## List of hardware and brainware for the chess programs

program	Author(s)	Country	Opening book	Endgame tables	hardware
SHREDDER	S. Meyer-Kahlen	Ger.	S. Necchi	Nalimov	Dual AMD Athlon MP 2100
JUNIOR	A. Ban – S. Bushinsky	Israel	B. Alterman	Nalimov	Dual PIV 2.2 Ghz / PIII 1 Ghz
QUEST	F. Morsch – M. Feist	Neth.	A. Kure	Nalimov	Dual AMD Athlon MP 2000+
GOLIATH	M. Borgstaedt	Ger.	E. Gûnes	Nalimov	AMD XP 1500
DIEP	V. Diepenveen	Neth.	M. Arturo Ochoa	Own table	Teras (60 processors 500 Mhz)
BRUTUS	C. Donn timer	Austria	A. Kure	Nalimov / own	Xilinx Virtix FPGA and AMD 1 Ghz
PASSOS	R. Huber	Ger.	Own book	Nalimov	Dual PIII 1Ghz
INSOMMIAC	J. Robertson	USA	J. Zwinger	Nalimov	AMD XP 2100
WARP	P. McKenzie	NZ	Own book based on Hudson's collection	No tables	Pentium IV 1.7 Ghz
ISICHESS X	G. Isenberg	Ger.	Own book	Own table	AMD 2.1 Ghz
IKARUS	M. Kolss – M. Kolss	Ger.	Own book	Nalimov	AMD Athlon 2000+
POSTMODERNIST	A. Williams	UK	Own book, based on Dann Corbit's collection	Nalimov	Pentium IV 1.7 Ghz
SJENG	G-C. Pascutto	Be.	Own book	Nalimov	AMD Athlon 1800
SHARKY	J. Kominek	USA	Own book	No tables	Pentium III 500 Mhz
CHINITO 2.1	E. Castillo – P. Tang	Spain, France	Own book	No tables	Pentium IV 1.7 Ghz
XINIX	T. Werten	Neth	Own book	Nalimov / own	AMD Athlon 2000+
NOONIANCHESS	G. Robertson	USA	Own book, based on Bob Hyatt's pgn file	Maybe Nalimov's at the last match	Penitum IV 2 Ghz
SPIDERCHESS	M. Giepmans	Neth	Own book, based on Dann Corbit's collection	No tables	AMD XP 2000

## Report on the Bao games

The two Bao programs to play in the Olympiad were

APPRENTICE (D. Beal)  
BAO 1.0 (J. Donkers)

Unfortunately, Don Beal withdrew his program at the very latest moment. Therefore we complemented the demonstration games scheduled previously with two human-computer games.

The demonstration was given by Alex de Voogt en Rob Nierse. They explained the rules and played some games with each other.

### Bao demonstration games

Thereafter, the program BAO 1.0 by Jeroen Donkers played two games, one against each of Dutch Bao-experts, Alex de Voogt and Rob Nierse. The program played North (second player) and used 10 seconds per move. The long-move limit was set to 100 stone movements. (The rules of Bao and the notational system can be found at [www.cs.unimaas.nl/~donkers/games/bao](http://www.cs.unimaas.nl/~donkers/games/bao))

### Alex de Voogt vs BAO 1.0

1: A7L\* a5L; 2: A6L\* a5L; 3: A3L a5R; 4: A1 a5L; 5: A2L\* a2L\*; 6: A1L\* a3L\*; 7: A3R\* a5R; 8: A7 a5R; 9: A7L\* a5R; 10: A3R a7L\*; 11: A3R a5R; 12: A3R a7R\*; 13: A3R\* a5R; 14: A6R\* a6R\*; 15: A8L\* a7L\*; 16: A5R a6L\*; 17: A5R a5L; 18: A7R\* a1; 19: A5R a8L\*; 20: A8L\* a3L; 21: A7 a1; 22: A5L a2>; 23: B7R\* a5R; 24: B1L\* b3L; 25: B8L\* a3L; North (BAO 1.0) wins

At move 22, BAO 1.0 found a win in 17 ply. De Voogt played suboptimal, so at move 23, BAO 1.0 had a win in 11, followed by a win in 5 at move 24 and win at move 25.

The average search depth was 18 ply at the start of the game, increasing to 23 ply with a maximum of 25 ply at move 19 (27 ply in extensions).

### Rob Nierse vs. BAO 1.0

1: A6L\* a5R; 2: A3R a5L; 3: A8 a8L\*; 4: A3L a7L\*; 5: A5L a3R; 6: A1 a5L; 7: A2 a3L\*; 8: A7 a1; 9: A5L a5L; 10: A6R a2; 11: A5L a3R; 12: A2 a5L; 13: A5R a1; 14: A5R a6R\*; 15: A2 a8>; 16: A8 a7; 17: A6L a5R; 18: A6R a6L; 19: A5R a1; 20: A5R a5L; 21: A2 a5R; 22: A6L a5L; 23: A6L b7R; 24: A5R\* a4L; 25: B8R a7L; 26: A6L\* b4R; 27: A5R a7L; 28: A6L a5R; 29: A4L a3L; 30: A4R b3L; 31: A7L\* a2R; 32: B1L b7R; 33: A4L\* a1L\*; 34: B5R\* a4R\*; 35: B7R b1L; 36: B3L a7L; 37: B2L b8R; 38: A5L\* a4R; 39: B4R\* a1L\*; 40: B6R\* a4L; 41: B8R\* a7L; 42: B7R a4L; North (BAO 1.0) wins

Although Bao 1.0 won this game too, the program took 22 moves more than needed due to an error at the root level of the search tree (at move 20, Bao 1.0 correctly found that move a5R ends the game immediately, but it played a5L).

The final result therefore is:

De Voogt – BAO 1.0	0 – 1
Nierse – BAO 1.0	0 – 1

## Lines of Action

### New results

(T-T)	- Pete	1-0
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### Standings

YL (Bjornson)	6.5
MIA III (Winands)	5.5
T-T (Iida)	2
Pete (Wallin)	0

## Go 19x19

### New results

GnuGo	- Star of DongHwa	1-0
Star of DongHwa	- GnuGo	0-1

### Standings

Go Intellect (Chen)	5
GnuGo (Wallin)	4
Go4++ (Reiss)	4*
Star of DongHwa (Yen)	2*
Ether (Lu)	0

\*Awaiting an official protest by Go4++ against the 1-0 result of the Star of DongHwa – Go4++ game.

## Go 9x9

### New results

Go Intellect	- Magog	1-0
Magog	- Go Intellect	0-1

### Standings

Go Intellect (Chen)	7
Go4++ (Reiss)	5
GnuGo (Wallin)	4
Magog (vd Werf)	2

### Dots and Boxes

#### Results

Seicho	- ControlFreak	0-1
ControlFreak	- Seicho	1-0

#### Standings

ControlFreak (Fraser)	2
Seicho (Iida)	0
Stod (Globus)	0

### Amazons

#### New results

Tanazon	- 8QP	0-1 (with 4 points)
Tanazon	- Amazong	0-1 (with 22 points)
8QP	- Antiope	1-0 (with 14 points)
Aska	- Amazong	0-1 (with 18 points)

#### Standings

Amazong (Lieberum)	4	with 78 points
8QP (de Koning)	2	18
Invader (Avetisyan)	2	10
Tanazon (Tanase)	1	8
Aska (Iida)	1	6
Antiope (Tegos)	0	0

### Chinese Chess

#### New results

Abyss'99	- XieXie	0-1
Shiga8.1	- Abyss'99	1-0
XieXie	- ELP	0-1

#### Standings

ELP (Chen)	6.5
Shiga 8.1 (Yen)	3
XieXie (Tang)	3
Abyss'99 (Marsland)	0.5

