

NEWS, INFORMATION, TOURNAMENTS AND REPORTS

VOTING FOR THE MEPHISTO AWARD

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Readers might be interested to know how the jury of five people decides the destiny of the Mephisto Award, which is given every year for the publication which, in the opinion of the jury, makes the biggest contribution to computer chess.

Each of the members of the jury may nominate up to three publications. A publication must be in English, or the nominating juror must provide an English translation. The complete list of up to 15 publications is notified to all jury members. Any jury members who do not have all of the publications are then sent the ones they are missing.

Each juror compiles his own ranking list of all the publications. If a juror has written one or more of the publications on the list, he does not include them in his ranking list. Instead, the average ranking of the other jurors is used in place of his own ranking for his own publication, and the rankings of the other publications on his list are adjusted accordingly.

For each juror's list, a publication in first place scores 20 points, second place gets 14 points, third gets 13, then 12, 11, 10, ... and so on. If a juror places two or more publications equal in ranking, then these publications share equally the points available for the corresponding places. Thus a tie for first place between two papers would be worth $(20+14)/2 = 17$ points to each of them.

The points scored by each publication on each list are added to determine the winner. There is a tie-breaking system in the unlikely event of two or more publications sharing the best total score. The system makes it very likely that a publication which is ranked first by a majority of jurors (three) will win the award.

The 1989 award will be given for publications dated between April 1st 1988 and March 31st 1989. The award will be announced and presented at the 20th ACM Computer Chess Championship, in Reno, Nevada, November 12th to 15th.

ROOK AND BISHOP VERSUS ROOK: THE CONTROVERSIAL ENDGAME

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Of all of the decisions that FIDE (World Chess Federation) has made over the past forty years, the one that has met with the greatest negative reaction from the World's GMs and IMs was a strictly technical one: FIDE's General Assembly decreed in December 1984 that henceforth the "50-move" rule will be extended to 100 moves for the endgame of Rook and Bishop vs. Rook. Whereas before the defender had to labor 50 moves without losing his Rook or King, now that laboring requires 100 moves of effort. If we consider that the first 40 moves of a game (the average GM game lasts slightly over 40 moves) are allotted four hours for both players, the new "100-move" rule adds just by itself another 10 hours and 100 moves to the game.