

Among the commercial computer participants are FRITZ, GENIUS, HIARCS, M_CHESS PRO, THE KING, CHESSICA, REBEL, THE KING TASC-BASE, KALLISTO, VIRTUAL CHESS, NIMZO, ISICHESS, W_CHESS

Four programs will play via a remote distance connection CILKCHESS, HITECH, ZUGZWANG and DARK THOUGHT

Moreover, a large group of amateur entries will participate We mention GANDALF, ANT, CD 2 0, NOW, DIEP, DAPPET, CHEIRON, SHREDDER, FERRET, ARTHUR, CAPTURE, BIONIC, GOLDBAR, MAX CHESS AEGON '97, HEKTOR, SCHACH 3 0, RAJA, XXXX II, DIOGENES

We would like to attend you on the participation of CLEVER & SMART It is the successor of DREIHIRN [see also Althofer's contribution elsewhere in this issue – Ed] For DREIHIRN or DOUBLE-FRITZ with Boss a human being decided on the move by selecting a proposed move In CLEVER & SMART the decision will be made by a program, in this case by the World Microcomputer Chess Champion Program SHREDDER Moreover, some commercially-available chess programs will also participate, such as MEPHISTO GENIUS 68030/60 MHz, R30 2 2 and R40 2 5

There is no entry fee for spectators The game scores will be accessible via Internet Moreover, some games in progress can be followed on Internet

THE INTERNATIONAL COLLOQUIUM BOARD GAMES IN ACADEMIA

**Leiden, The Netherlands
April 6-10, 1997**

A de Voogt¹

Baarn, The Netherlands

The third International Colloquium on Board Games in Academia will take place in Leiden, The Netherlands, from April 6 to 10, 1997 Scholars using board games in research and scholars interested in research on board games are invited Lectures on board games will deal with distinct topics mostly seen from an interdisciplinary perspective

It is the third colloquium on board games, after the initial colloquium at the British Museum in London in 1990, and the second colloquium at the Leiden University in 1995 Board-games research is receiving increasing attention as shown by the first day of the 1997 colloquium programme containing a group of entirely new researchers in the field

Programme:

April 7 (dedicated to board-games research and language)

A van der Stoep	<i>Board games, language and Miss Bourion</i>
P Mebben	<i>Rithmomachia, the Philosopher's Game – a mediaeval battle of numbers</i>
Th Depaulis	<i>Inca Dice and Board Games</i>
L Verbeeck	<i>Bul a Maya Board Game</i>
B Rothohler	<i>Mehen, God of the Board Games</i>

April 8 (dedicated to mancala-games research and theoretical issues)

Dr V Eagle	<i>Classification of mancala</i>
Dr U Schadler	<i>Mancala in Roman Asia Minor?</i>
IGM Y Averbakh	<i>About the transformation of race games into war games</i>
A Fourn	<i>Simultaneous blind bao demonstration</i>

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April 9 (dedicated to museum and archeological research)

C Goodfellow *Historical Children's Board Games 1772-1850*
 Dr I Finkel *A Classification of Graffiti Games of the Roman Empire* (by R C Bell)
 N Ivanova *Russian Chess Museum chess pieces*
 I Riddle *Taeft and the Anglo-Saxons*

April 10 (contrasting people and machines)

Dr Matsubara *Differences between Shogi and Western Chess from a computational view*
 Dr Finkel *Life and work of Faulkner*

The programme is subject to change For hotel reservation or registration forms, please contact

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THE 1996 ICCA BEST-ANNOTATION AWARD

D Levy¹ and T A Marsland²

London, England / Edmonton, Canada

In ICCA Journal, Vol 15, No 4, pp 235-236 we announced the ICCA Best-Annotation Award for the first time We received two entries for this first Award, viz THE CHESSMASTER 4000 TURBO and M_CHESS PRO 3.5 A jury nominated by the Board of ICCA declared THE CHESSMASTER 4000 TURBO the winner of the 1993 ICCA Best-Annotation Award (see Vol 17, No 2, pp 106-108)

The 1994 ICCA Best-Annotation Award has been presented to Jeff Mallett's Innovation Program, Sherrills Ford, North Carolina (see Vol 18, No 1, pp 38-43) The 1995 ICCA Best-Annotation Award has been given to FRITZ 4.0 especially to its analysis component by Matthias Wullenweber) (see Vol 19, No 2, pp 135-136)

Unfortunately, no entries were received by December 31, 1996 for the 1996 ICCA Best-Annotation Award We understand that there was a prospective entry of some merit, but the owners of the program had forgotten the deadline for entries

We hope that 1997 will produce a significant improvement in both the quality and quantity of entries in relation to the past years The ICCA believes that a good annotation program will make a significant contribution to the chess world

Call for Entries for the 1997 ICCA Best-Annotation Award

Annotation programs should be submitted on disk to David Levy and/or Tony Marsland, complete with full operating instructions in English, to arrive not later than December 31st, 1997 The software on the disk must run under a standard system, such as DOS, MacOS, Windows or Unix

Background information for the previous competitions can be found in previous issues of the Journal and on the ICCA home page URL <http://www.cs.unimaas.nl/icca/>

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