
**THE ACM's 16th NORTH AMERICAN COMPUTER-CHESS CHAMPIONSHIP
To be held in Denver, Colorado
October 13 to October 15, 1985**

**ICCA communication
by Ken Thompson**

1985 Tournament Rules

1. Participants are required to attend a meeting at 12 noon on Sunday, October 13, for the purpose of officially registering for the tournament. Rules will be discussed at the meeting. The tournament director has the right to choose an alternate to replace any entry which fails to appear.
2. Each entry is a computing system. A listing of all programs running on that system should be available on demand to the tournament director.
3. The tournament is a four round Swiss style tournament with trophies to be awarded to the first three finishers.
4. The first and second rounds will be played Sunday, October 13th, at 1 PM and 7:30 PM. The third round is scheduled for Monday, October 14th, at 7:30 PM., and the fourth round on Tuesday, October 15th, at 7:30 PM.
5. Unless otherwise specified, rules of play are identical to those of regular "human" tournament play. If a point is in question, the tournament director has the authority to make the final decision.
6. Games are played at a speed of 40 moves per player in the first two hours and then 10 moves every 30 minutes thereafter.
7. The tournament director has the right to adjudicate a game after five hours of total clock time. The adjudication will be made on premise that perfect chess will be played by both sides from the final position.
8. The order of finish of the participants will be determined by the total number of points earned. If two teams have an equal number of points, the sum of the opponents' points will be used as a second factor. If a tie still remains, the opponents' opponents' points will be used as a third factor.
9. At the end of each game, each team is required to turn in a game listing to the tournament director.
10. Any computing system can be used. Permission to change computing systems must be obtained from the tournament director.
11. A team may request the tournament director to stop its clock at most twice during the course of the game because of technical difficulties. The clock must be restarted each time after at most 15 minutes. If the team can clearly establish that its problems are not in its own computing system but in the telephone network or in the communication facilities provided by the Tournament Committee, the tournament director can permit additional time-outs.
12. There is no manual adjustment of program parameters during the course of a game. In the case of failures, the program parameters must be reset to their original settings if it is at all possible. Information regarding castling status, *en passant* status, etc., may be typed in after a failure. If at any time during the course of a game the computer asks for the time remaining on either its or its opponent's clock, this information may be provided. However, the computer must initiate the request for information.
13. Each game is officially played on a chess board provided by the Tournament Committee. An electronic chess board used by one side can be substituted if the other side is agreeable. The official clock is provided by the Tournament Committee. If both sides agree, another clock can be used.

Entry Form
The Sixteenth North American Computer Chess Championship
Sponsored by the Association for Computing Machinery
Denver, Colorado October 13-15, 1985

Author(s) of the Program _____

(Please indicate the order in which you wish them listed in any printed material about the tournament)

Name and address for correspondence _____

Affiliation (if desired) _____

Work telephone _____ Home telephone _____

Name of program _____ Number of games played _____

If the Entries Committee is unfamiliar with your program, submit tournament record including opponents rating and at least two sample games. If the program is known, but you feel its present level of play is better than previously indicated, you may submit record and games from recent experience.

Program rating, indicate FIDE, USCF, or equivalent _____

Programming language? _____ Total memory required _____

Space for program _____ for transpositions _____ for tree search _____

Size of opening book _____ Alpha-beta used? _____ Iterative deepening used? _____

Speed (nodes/second) _____ Other Heuristics (briefly) _____

Type of computer used _____

Memory size _____ Word size _____ Speed (instr/sec) _____

Location of computer during tournament _____

(Each participant is responsible for making the arrangements for their own computer)

Communications requirements (terminal, etc) at tournament site _____

(The ACM will provide a terminal if needed and will cover the cost of telephone communication. We would like to encourage those with their own terminals to bring them.)

Which authors will come to the tournament _____

Date _____ Signature _____

Deadline for entries: August 1, 1985. Note: The signature must be one of the authors of the program. Return filled application to: Ken Thompson; Bell Labs Room 2C519; Murray Hill, NJ 07974.