



Tournament programs in American checkers 2016

Aim of the game:

- selecting the best computer program in the checkers tournament
- popularization of computer programs in American checkers

Organizer:

Krzysztof Grzelak - Poland

System of the game:

- tournament will be played the system " round-robin " consisting of seven rounds
- during the tournament referee will use the openings 11 men ballot
- scoring tournament - loss 0 points, draw 1 point, victory 2 points
- each game will consist of two parties
- the sum of the two parties give the result of the whole game
- time of game - 15 minutes
- about place of programs in the tournament decides - the largest amount of points in the tournament and the system Sonneborn-Berger
- tournament will run the program ChessArbiter

The time and the place of the game:

- tournament will start 30 august 2016 in the town Kórnik in Poland

Concluding remarks:

- referee main tournament - Krzysztof Grzelak