

CHESS ENDGAME NEWS

G.M^cC. Haworth¹

Reading, UK

The *Endgame Tables Online* initiative and p2p community (Kryukov, 2006) has made available all published Nalimov DTM EGTs. It now looks forward to the 16 unpublished EGTs computed by August 9th (Haworth, 2005) and presumed to be still in existence, particularly as Marc Bourzutschky's FEG results (2006c) independently confirm all Nalimov's published 3-3p DTM EGT statistics including those for KPPKPP.

The sequence of Konoval-Bourzutschky announcements about the DTC/Z records² continues: 290 moves in KRRNKRR on October 17th, 330m in KQBNKQB on March 11th (Bourzutschky, 2006a; Haworth, 2006) and now a big leap to 517m with 24 KRBKNQN positions on May 26th (Bourzutschky, 2006b). The latest figure incidentally eclipses by exactly 200 moves the 317m in KQBNKQN (Krabbé, 2006a/b), itself a notable 300m+ discovery despite not quite being in the chronological sequence of records. Further, Bourzutschky (2005, 2006a) has published the sole KBBNNKQ full-point mzug and the first full-point mzug with neither Knight nor Pawn. He also makes some chessic observations about 'general' wins and draws, and notes (Beasley, 2006) that over 100 studies have been cooked using 7-man EGTs. Some illustrative positions:

KRBKNQN: 8/1R6/8/6N1/5K2/1B6/3k3n/7q w, Black wins, DTC/Z = maxDTC/Z = 517m
 KQBNKQN: Nqn3k1/8/8/Q7/8/8/8/1K2B3 w, DTC/Z = maxDTC/Z = 317m
 KBBNNKQ: the unique full-point mzug 8/8/8/8/4q3/2k4N/5B2/N1K2B2 w/b (DTC/Z = 7m & 41m)
 1. Bb5 Qh1+ 2. Ng1 Qh6+ 3. Kb1 Qg6+ 4. Ka2 Qe6+ 5. Ka3 Qd6+ 6. Ka2 Qd5+ 7. Bc4 Qxc4+
 KRBBKQB: 8/8/8/8/2b2q2/B7/1R3B2/2k1K3 w/b, unique full-point mzug (DTZ = 96m and 2m)

Stefan Meyer-Kahlen, working with Eiko Bleicher, has added 3-5-man Win/Draw/Loss (WDL) EGTs to SHREDDER's artillery. The RAM-resident EGTs reduce the requirement for and time taken to access Nalimov DTM EGTs. The computation of WDL EGTs gives a quicker route to the discovery of maxDTC/M/Z and can potentially accelerate the subsequent generation of a DTx EGT as position values are known. We look forward to 6-man WDL EGTs and some WDL statistics from the same quarter.

References

- Beasley, J. (2006). One minor piece ahead *may* be enough. *British Endgame Study News*, Vol. 11, No. 2, pp. 330-332.
- Bourzutschky, M.S. and Konoval, Y. (2005). 7-Man Endgame Databases. *EG*, Vol. 11, pp. 493-510.
- Bourzutschky, M. (2006a). <http://216.25.93.108/forum/viewtopic.php?p=777&highlight=#777>. New Endgame Record: 330 moves.
- Bourzutschky, M. (2006b). <http://216.25.93.108/forum/viewtopic.php?t=2860>. New 7-man results.
- Bourzutschky, M. (2006c). Private communication of 26th June.
- Haworth, G.M^cC. (2005). 6-Man Chess Solved. *ICGA Journal*, Vol. 28 No. 3, p. 153.
- Haworth, G.M^cC. (2006). Chess Endgame News. *ICGA Journal*, Vol. 29 No. 1, p. 40.
- Krabbé, T. (2006a). <http://www.xs4all.nl/~timkr/chess2/diary.htm>, item 311. White wins in 317 moves.
- Krabbé, T. (2006b). <http://www.xs4all.nl/~timkr/chess2/diary.htm>, item 316. White wins in 517 moves.
- Kryukov, K. (2006). <http://kd.lab.nig.ac.jp/chess/tablebases-online/> *EGTs Online* p2p initiative.

Dear Kirsan,

More interesting chess? How about replacing the 50-move rule with a ~~250~~-move rule?

Regards, Guy

1,000-

500-

May 2006

Oct. 2005

Sept. 2005

¹ 33, Alexandra Rd., Reading, Berkshire, RG1 5PG, UK. Email: g.haworth@reading.ac.uk

² DTC = Depth to Conversion; DTZ = Depth to (move-count) Zeroing (move), i.e. to P-push, capture and/or mate.