International CSVN Tournament
5-7 June 2009

Location is again "Leids Denksportcentrum", Robijnstraat 4, 2332 KE Leiden, The Netherlands.

Programmers Tournament

The complete time schedule:

Friday 5 June 2009

11:50    location open
12:00-13:00    arrival, installation and opening
13:00-16:00    1st round
16:15-19:15    2nd round
19:30-22:30    3rd round

Saturday 6 June 2009

08:50    location open
09:00-09:45    arrival & installation
09:45-12:45    4th round
13:00-13:40    Member meeting CSVN
13:45-16:45    5th round
17:00-20:00    6th round

Sunday 7 June 2009

08:50    location open
09:00-09:45    arrival & installation
09:45-12:45    7th round
13:00-16:00    8th round
16:15-19:15    9th round (last)
19:20-20:00    Price ceremony

Information for potential participants. On all three days three rounds will be played. On Friday the location will open at 11:50. On Saturday and Sunday at 08:50. On Saturday there will be a special break at 13:00 for the CSVN Member Meeting. The games are played with 90 minutes per player for the whole game. Some rules:

- The registration fee per program is € 25,-. This can be paid at the start of the tournament. CSVN membership is not necessary.
- The programmer, being somebody who wrote a main part of the program, needs to register together with the other team members, who have done their share of work on the program.
• The source code of the program may not contain recognizable parts from published programs, unless the creators are in the team. In case of doubt the team gives the organization the possibility to look at the code and give comments on it.
• Legal use of end game databases and opening books are allowed.
• The number of processor cores for running the program is restricted to 8 cores (analog to the ICGA WCCC tournament in Pamplona 2009).

Those who are planning to take part, are requested to register through email (jan.krabbenbos@wanadoo.nl) or normal mail with Jan Krabbenbos, Karper 101, 3824 LV Amersfoort, The Netherlands. He is interested in the following information:

• The name of the program and the names, roles and presence of the team members.
• Names of all authors of the source code of the program.
• Mail and email addresses.
• Indication of playing strength.
• Type computer and number of cores where the program will run on.
• Used algorithms, operating system and compiler.
• Size of the program (in lines of source code) and the opening book.

We will enjoy your participation!

19th Users Tournament

The 19th Users Tournament will be played on 6 and 7 June 2009. The chess computers allowed are all machines up to 1700 ELO. Registration fee is € 5,-.

You can enter by writing an email to Ries van Leeuwen (m.vanleeuwen@alice.nl) with information about the chess computer you are bringing to the tournament.

We will enjoy your participation!

1st Engine Users Tournament

The CSVN introduces a new one day rapid chess tournament for chess engines. In a 7 round Swiss tournament the users will play with the chess engine of their choice games of 30 minutes per game per player on bring-it-yourself hardware (no remote playing allowed).

The only restriction for this tournament is: only one engine of each available chess engine may play in the tournament. That means that there is only one Fritz11, Shredder10, Rybka 2.2 or Rybka 3 playing in the tournament, independent of the hardware. The entrance of the engines is based on first come, first serve principle.

Registration fee is € 5,-.

The complete time schedule:

Saturday 6 June 2009

08:50 location open
09:00-09:45 arrival, registration & installation
09:45-10:45  1st round  
10:50-11:50  2nd round  
12:00-13:00  3rd round  
13:00-13:40  Member meeting CSVN  
13:45-14:45  4th round  
14:50-15:50  5th round  
16:00-17:00  6th round  
17:10-18:10  7th round  
18:15          Prize ceremony  

Those who are planning to take part, are requested to register through email  
jan.krabbenbos@wanadoo.nl or normal mail with Jan Krabbenbos, Karper 101, 3824 LV  
Amersfoort, The Netherlands. He is interested in the following information:  

• The name and version of the chess engine.  
• Mail and email addresses of the participant.  
• Type of computer and number of cores where the chess engine will run on.  
• CSVN membership is not needed.  

We will enjoy your participation!  

Update information on the tournaments you can find on the CSVN web site: http://  
www.csvn.nl.