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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 It now looks forward to the 16 unpublished EGTs computed by August 9th (Haworth, 2005) and presumed to be still in existence, particularly as Marc Bourzutschky’s FEG results (2006c) independently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 records 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 KRBNKQN 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:

- **KRBNKQN**: 8/1R6/8/6N1/5K2/1B6/3k3n/7q w, Black wins, DTC/Z = maxDTC/Z = 517m
- **KQBNKQN**: Nn3k1/8/8/8/8/8/8/1K2B3 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)

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


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Dear Kirsan,

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

Regards, Guy

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