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**Chompster**,

a [private chess engine](#) by [Scott Farrell](#) written in [Java](#), primary [board representation](#) is [bitboard](#) <sup>[1]</sup>. Chompster uses [IID](#), [PVS](#), [null move pruning](#), aged [transposition table](#) à la [Diep](#), [extensions](#), and [book learning](#) <sup>[2]</sup>. Chompster played various [Australasian National Computer Chess Championships](#) and [CCT Tournaments](#).

## Forum Posts

- [chompster beats diep at 45 10 ... nearly](#) by [Scott Farrell](#), [CCC](#), January 15, 2003
- [to Peter Kappler - re:Grok](#) by [Scott Farrell](#), [CCC](#), November 13, 2003

## External Links

- [Private Engine List](#) from [Computer-Chess Wiki](#) by [Ron Murawski](#)
- [Australian Chess Federation newsletter | Aussies in Computer chess](#) » [CCT7](#)
- [Chomp \(disambiguation\)](#) from Wikipedia

## References

1. <sup>^</sup> [to Peter Kappler - re:Grok](#) by [Scott Farrell](#), [CCC](#), November 13, 2003
2. <sup>^</sup> [2006 National Computer Chess Championships](#)

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