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Clubfoot logo ^[5]

Clubfoot,

a very basic [UCI open source chess engine](#) written by [Shawn Chidester](#) in [C++](#). It was started as a real-world example of how to implement a UCI chess engine using the [Senjo](#) UCI adapter ^[1]. It uses [0x88](#) board representation, [null move pruning](#), [PVS](#) with [aspiration windows](#), [iterative deepening](#), [IID](#), [transposition table](#), [killer heuristic](#), [check extensions](#), and [late move reductions](#) using a custom version of the [history heuristic](#) - among other common concepts.

This engine is available as source code ^[2], and [Dann Corbit](#) has provided binaries ^[3]. Links to 32 and 64 bit binaries for Windows and Linux are now also available in the Clubfoot README, found in the github source repository ^[4].

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Selected Games

Here is a sample 5 minute game to demonstrate the strength - or lack thereof - of Clubfoot.

```
[Event "Clubfoot vs Komodo"]
[Date "2015.03.07"]
[Round "1"]
[White "Clubfoot-1.0.2eb8144"]
[Black "Komodo-5-64bit"]
[Result "0-1"]
[ECO "A29"]
[Opening "English"]
[Time "14:08:16"]
[Variation "Four Knights, 4.g3 d5 5.cxd5 Nxd5 6.Bg2 Nb6 7.O-
O Be7 8.a3"]
[TimeControl "300"]
```

```
1. c4 e5 2. Nc3 Nf6 3. Nf3 Nc6 4. g3 d5 5. cxd5 Nxd5 6. Bg2 Nb6 7. O-
O Be7
8. a3 O-
O 9. d3 Be6 10. e3 Qd7 11. b4 f6 12. d4 exd4 13. exd4 Rad8 14. Re1
Rfe8 15. Be3 Nd5 16. Qd3 Nxc3 17. Qxc3 Bf8 18. Rac1 Bd5 19. h4 a6 20.
Rcd1
Na7 21. Qd3 Nb5 22. Ra1 Be4 23. Qc4+ Qd5 24. Qxd5+ Bxd5 25. Red1 Bb3
26. Re1 c6 27. Bf1 g6 28. Bxb5 axb5 29. Bf4 Kf7 30. Rxe8 Rxe8 31. Re1
Rd8
32. Bc1 Be6 33. Bb2 b6 34. Rc1 Bd5 35. Nd2 Re8 36. Kf1 Bh6 37. Rc2 Re7
38. f4 g5 39. fxg5 fxg5 40. hxg5 Bxg5 41. Ba1 Kg6 42. Bb2 Kh5 43. Bc1
Be3
44. Rc3 Bxd4 45. Rd3 c5 46. Bb2 Bc4 47. Nxc4 bxc4 48. Rxd4 cxd4 49. Bx
d4 b5
50. Kf2 Kg4 51. Bb2 Rd7 52. Be5 Rd3 53. Ke2 Rxa3 54. Kd2 h5 55. Ke2 Rx
g3
56. Kf2 h4 57. Ke2 h3 58. Kf2 h2 59. Bxg3 h1=Q 60. Be5 Qf3+ 61. Ke1 Qd
3
62. Kf2 Qd2+ 63. Kf1 Kf3 64. Bg3 Kxg3 65. Kg1 Qe1# 0-1
```

See also

- [Bitfoot](#)
- [Disease](#)

Forum Posts

- [Clubfoot \(UCI\) by Shawn Chidester](#) by [Norbert Raimund Leisner](#), [CCC](#), March 07, 2015
[Re: Clubfoot \(UCI\) by Shawn Chidester](#) by [Dann Corbit](#), [CCC](#), March 10, 2015
- [Introducing Bitfoot](#) by [Shawn Chidester](#), [CCC](#), June 08, 2015 » [Bitfoot](#)
- [New Clubfoot and Bitfoot release builds available](#) by [Shawn Chidester](#), [CCC](#), September 07, 2015

External Links

Chess Engine

- [Clubfoot source code on github.](#)
- [SenjoUCIAdapter source code on github](#)

Misc

- [Club foot \(disambiguation\) from Wikipedia](#)
- [Club foot from Wikipedia](#)
- [Club foot \(furniture\) from Wikipedia](#)

References

1. [^ zd3nik/SenjoUCIAdapter · GitHub](#)
2. [^ Clubfoot source code on github.](#)
3. [^ Re: Clubfoot \(UCI\) by Shawn Chidester](#) by [Dann Corbit](#), [CCC](#), March 10, 2015
4. [^ Clubfoot source code on github.](#)
5. [^ Compressed Logo \(9KB\) captured from Clubfoot/Clubfoot-Logo.png at master · zd3nik](#) (415 KB)

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