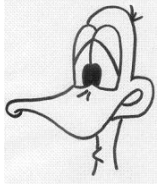


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Duck ^[1]

Duck,
a chess program written in [C](#) by
[Dennis Breuker](#), competing at three
[Dutch Open Computer Chess](#)
[Championships](#), the [DOCCC 1989](#),
the [DOCCC 1992](#), and with the
same version the [DOCCC 2000](#),
further playing the [4th Computer](#)
[Olympiad 1992](#) in [London](#).

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Description

from [Mark Uniacke's](#) report on the [4th Computer Olympiad 1992](#) ^[2]:
[Search techniques](#) used are [minimal-window](#), [alpha-beta](#) with [extensions](#)
for [check evasion](#), [recaptures](#), [singular moves](#) and [promotions](#). [Move](#)
[ordering](#) is by [history heuristic](#), [refutation](#) and [transposition-table](#)
[moves](#) and [captures](#). Positional values may range up to +/- 1 Pawn.
Development time is 2 years on a very part time basis.

Prover

Prover was a [Proof-Number Search](#) implementation for chess, using chess-specific routines of Duck. Provers only goal was [searching for mate](#) ^[3].

See also

- [Bird](#)

Publications

- [Dennis Breuker, Victor Allis, Jaap van den Herik \(1994\). *How to Mate: Applying Proof-Number Search*. *Advances in Computer Chess 7*, reprint as *Mate in 38: Applying Proof-Number Search* from *Ed Schroder's Programmer's Stuff site* » *Proof-Number Search*](#)

Forum Posts

- [1 Hour CCR Test/Zarkov and Duck/Updated Summary](#) by [Peter Berger](#), [CCC](#), May 14, 2001 » [CCR One Hour Test](#)

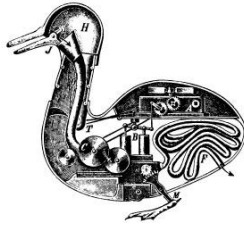
External Links

Chess Engine

- [Duck's ICGA Tournaments](#)
- [Duck](#) by [Dennis Breuker](#) (Dutch)

Duck Misc

- [Duck from Wikipedia](#)
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- [Ducks Unlimited from Wikipedia](#)
- [Digesting Duck](#) by [Jacques de Vaucanson](#)



- [Duck \(disambiguation\) from Wikipedia](#)
- [Citroën 2CV from Wikipedia](#)
- [List of fictional ducks from Wikipedia](#)
- [Pat Metheny](#) & [Anna Maria Jopek](#) - [Cyranecka](#) ([Leszek Możdżer](#) - Piano), [YouTube](#) Video

References

1. [△] [Duck](#) by [Dennis Breuker](#) (Dutch)
2. [△] [Mark Uniacke](#) (1992). *The Chess Tournament of the AST 4th Computer Olympiad*. [ICCA Journal](#), Vol. 15, No. 3
3. [△] [Dennis Breuker](#), [Victor Allis](#), [Jaap van den Herik](#) (1994). *How to Mate: Applying Proof-Number Search*. [Advances in Computer Chess 7](#), reprint as [Mate in 38: Applying Proof-Number Search](#) from [Ed Schroder's Programmer's Stuff site](#) » [Proof-Number Search](#)

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