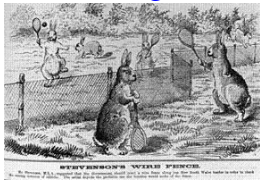


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Stevenson's wire fence ^[4]

Fencer,

a [private chess engine](#) by [Shaun Press](#) ^[1], and successor of [Vanilla Chess](#). It uses [bitboards](#) to [generate moves](#) and evaluate [mobility](#) and has a pretty fast [evaluation](#) but a slower move generator. The [king safety](#) function encourages it to launch attacks which work well against humans but not that much against other programs. Shaun mentioned [valuing pieces](#) as {1,4,4,6,12} instead of {1,3,3,5,9}, without any noticeable problems, and it appears [Hydra](#) had also headed in that direction, valuing minor pieces closer to 4 pawns than 3 ^[2]. Fencer played the [NC3 2004](#), [NC3 2005](#) and [NC3 2006 Australasian National Computer Chess Championships](#), where it run on a [P4](#) under [Linux](#) ^[3].

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[NC3 2006](#), round 5, [Awesome](#) - [Fencer](#) ^[5]

```
[Event "NC3 2006"]
[Site "RedHill, Canberra, Australia"]
[Date "2006.08.20"]
[Round "5"]
[White "Awesome"]
[Black "Fencer"]
[Result "0-1"]
```

```
1.d4 e6 2.e4 Nf6 3.e5 Nd5 4.c4 Nb4 5.a3 N4c6 6.Be2 Qh4 7.Nf3 Qg4 8.d5
exd5
9.cxd5 Ne7 10.Ng5 Qf5 11.f4 d6 12.Bd3 Qg4 13.e6 Qxd1+ 14.Kxd1 fxe6 15.
f5 exd5
16.Ne6 Bxe6 17.fxe6 Nbc6 18.Bb5 a6 19.Bxc6+ Nxc6 20.Nc3 d4 21.Nd5 O-O-
O 22.Nf4
Re8 23.g3 g5 24.Nh5 h6 25.Re1 Nd8 26.Re4 c5 27.Kd2 Rxe6 28.Rxe6 Nxe6 2
9.Ke2 d5
30.Nf6 d3+ 31.Kxd3 Bg7 32.Nxd5 Rd8 33.Ke4 Nd4 34.Rb1 b5 35.Be3 Re8+ 36
.Kd3 c4+
37.Kd2 Rd8 38.Ne7+ Kb7 39.Kc1 Nb3+ 40.Kc2 b4 41.Nf5 bxa3 42.bxa3 Rd3 4
3.Bxg5
Rc3+ 44.Kd1 hxg5 45.Nxg7 Ka7 46.Nf5 Rf3 47.g4 Rf2 48.Ne3 Rd2+ 49.Ke1 R
xh2
50.Rd1 c3 51.Rd3 Ra2 52.Rxc3 Rxa3 53.Nc2 Ra2 54.Kd1 Rb2 55.Rh3 Rb1+ 56
.Ke2 Nc5
57.Rh5 Rb2 58.Kd1 Ne4 59.Kc1 Rb5 60.Rh7+ Rb7 61.Rh5 Rf7 62.Ne3 Rf3 63.
Nf5 a5
64.Rh7+ Kb6 65.Rh6+ Kc5 66.Re6 Kd5 67.Ra6 Rc3+ 68.Kd1 Rc5 69.Ne3+ Kd4
70.Nf5+
Kd3 71.Rh6 Nf2+ 72.Ke1 Nxg4 73.Rh3+ Kc4 74.Nd6+ Kb4 75.Rg3 Nf6 76.Rf3
Re5+
77.Kf1 Nh5 78.Rf2 Rd5 79.Rb2+ Kc3 80.Rb6 Kd4 81.Nb5+ Ke3 82.Nc3 Rd3 83
.Rc6 Nf4
84.Kg1 g4 85.Kh2 Kf3 86.Kh1 g3 87.Rb6 Rxc3 88.Rb1 Rc2 89.Rf1+ Rf2 90.R
e1 Rh2+
91.Kg1 Nh3+ 92.Kf1 g2# 0-1
```

See also

- [Rabbit](#)
- [Vanilla Chess](#)

Forum Posts

- [2005 National Computer Chess Championships](#) by [Shaun Press](#), [Chess Chat](#), July 17, 2005
[Re: 2005 National Computer Chess Championships](#) by [Shaun Press](#), [Chess Chat](#), July 17, 2005 »
[Point Value](#)

External Links

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- [NC3 2004 - List of Entries](#)
- [NC3 2005 - List of Entries](#)
- [NC3 2006 - List of Entries](#)

Misc

- [Fencer \(disambiguation\)](#) from Wikipedia
- [Fence \(disambiguation\)](#) from Wikipedia
[Fence \(mathematics\)](#) from Wikipedia
- [Dingo Fence](#) from Wikipedia
- [Rabbit-proof fence](#) from Wikipedia
- [Split-rail fence](#) from Wikipedia
- [Aussie Snake Fence & Aussie Snake Trap](#)
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References

1. [^](#) [Private Engine List](#) from [Ron Murawski's Computer-Chess Wiki](#)
2. [^](#) [Re: 2005 National Computer Chess Championships](#) by [Shaun Press](#), [Chess Chat](#), July 17, 2005
3. [^](#) [NC3 2005 - List of Entries](#)
4. [^](#) Cartoon in response to Mr Stevenson's (M.L.A.) suggestion for the erection of a [rabbit fence](#) between [New South Wales](#) and [Queensland](#) to check the [invasion of rabbits](#), copied and digitized from an [image](#) appearing in The Queensland Figaro, August 2, 1884, p. 129., [Rabbit-proof fence from Wikipedia](#)
5. [^](#) [NC3 2006 - Final Standing 2006 Games](#)

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