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WaDuuttie,

a private 32-bit chess engine by [Maarten Claessens](#), initially based on [TSCP](#). It already participated since 2008 in [Olivier Deville's OpenWar](#) tournaments ^[1] and various [rating lists](#), and played the [1st Open Internet Tournament](#) of the [CSVN](#) in May 2014, where it ran on 1 core of a [Intel Core i7-2600](#) CPU at 3.40Ghz, using 512 MiB of memory ^[2], to score 4/7, fifth place out of 10.

Forum Posts

- [Re: new/updated engines](#) by [Olivier Deville](#), [Winboard Forum](#), November 03, 2008
- [New engine matches \(NEM\) results...](#) by [Leo Dijksman](#), [WBEC-Ridderkerk forum](#), September 01, 2009
- [OpenWar 8th Edition : standings after round 40](#) by [Olivier Deville](#), [OpenChess Forum](#), March 12, 2011
- [OpenWar 8th Edition : final standings](#) by [Olivier Deville](#), [OpenChess Forum](#), April 25, 2011
- [Re: CSVN 1st Open Internet Tournament: Results and games](#) by [Maarten Claessens](#), [CCC](#), May 28, 2014

External Links

- [BayesianElo Ratinglist](#) of [WBEC Ridderkerk](#), edition 1 - 18. July 2011

References

1. [^] [Re: new/updated engines](#) by [Olivier Deville](#), [Winboard Forum](#), November 03, 2008
2. [^] [Re: CSVN 1st Open Internet Tournament: Results and games](#) by [Maarten Claessens](#), [CCC](#), May 28, 2014

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