

Human vs. Computer Go Competition @ FUZZ-IEEE 2015

Date: Aug. 02, 2015 Place: On KGS Rule: Chinese Rule

Time	Game	Size	Min/Side	H	Komi	White	Black	Result
08:00 09:30	1-1-1	19x19	45	0	0.5	Wen-Chih Chen (6D): fuzz2015	Zen: Zen19S	B+9.5
10:00 11:30	1-1-2	19x19	45	0	0.5	Zen: Zen19S	Wen-Chih Chen (6D): fuzz2015	B+Res
12:00 13:30	1-1-3	19x19	45	0	0.5	Wen-Chih Chen (6D): fuzz2015	Zen: Zen19S	B+Res

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Date: Aug. 03, 2015 Place: On KGS Rule: Chinese Rule

Time	Game	Size	Min/Side	H	Komi	White	Black	Result
08:00 09:30	2-1-1	19x19	45	4	0.5	Ping-Chiang Chou (6P): fuzz2015	Zen: Zen19S	W+Res
	2-2-1	19x19	45	4	0.5	Shi-Jim Yen (6D): fuzz6d	CGI: FUZZ15CGI	B+Res
10:00 11:30	2-1-2	19x19	45	4	0.5	Ping-Chiang Chou (6P): fuzz2015	Zen: Zen19S	W+Res
	2-2-2	19x19	45	4	0.5	Shi-Jim Yen (6D): fuzz6d	CGI: FUZZ15CGI	B+Res
12:00 12:30	2-1-3	19x19	45	5	0.5	Ping-Chiang Chou (6P): fuzz2015	Zen: Zen19S	B+Res
	2-2-3	19x19	45	4	0.5	Shi-Jim Yen (6D): fuzz6d	CGI: FUZZ15CGI	Cancelled

Human vs. Computer Go Competition @ FUZZ-IEEE 2015

Date: Aug. 04, 2015 Place: Room 405, Kadir Has University / Cibali Campus, Istanbul, Turkey Rule: Chinese Rule								
Time	Game	Size	Min/Side	H	Komi	White	Black	Result
11:00 12:30	3-1-1	19x19	45	4	0.5	Ching-Nung Lin (6D): fuzzy6d	JIMMY: JimmyFuzz	W+Time
	3-2-1	19x19	45	2	0.5	Francesco Marigo (4D): fuzzy4d	CGI: FUZZ15CGI	W+Res
13:00 15:00	3-1-2	19x19	45	4	0.5	Ching-Nung Lin (6D): fuzzy6d	JIMMY: JimmyFuzz	W+Res
	3-2-2	19x19	45	2	0.5	Francesco Marigo (4D): fuzzy4d	CGI: FUZZ15CGI	W+Res
15:00 16:30	3-1-3	19x19	45	5	0.5	Ching-Nung Lin (6D): fuzzy6d	JIMMY: JimmyFuzz	W+Res
	3-2-3	19x19	45	3	0.5	Francesco Marigo (4D): fuzzy4d	CGI: FUZZ15CGI	W+Res