



World Bridge Games

Daily Bulletin

Beijing / China



3rd -18th October 2008

Co-Ordinator: Jean-Paul Meyer, Chief Editor: Brent Manley, Layout Editor: George Hatzidakis, WebEditor: Akis Kanaris, Photographer: Ron Tacchi, Editors: Phillip Alder, Mark Horton, Barry Rigal

Bulletin 1 - Saturday, 4 October 2008

SMART GAMES FOR SMART PEOPLE



History was made at 8:32 p.m. on Friday when China State Councillor Madame Liu Yandong declared the 1st World Mind Sports Games open for competition in five sports.

Participants in Bridge, Go, Chess, Xiangqi and Draughts, representing 143 countries and regions, were on hand for the opening ceremonies at the Olympic Sports Center Gymnasium.

With the flags of the nations on display behind him, World Bridge Federation President Jose Damiani told players, "You are the ones who will show the world that you can combine harmony and honor even in tough competition." Damiani is also president of the International Mind Sports Association.

Earlier in the day, Damiani and Dr. Paul G. Hoglund, representing the General Association of International Sports Federations, encouraged bridge players in the Open, Women's and Senior competitions to play well and with fairness.

At the Olympics venue, Youth bridge players and the representatives of the other sports were welcomed by Guo Jinlong, mayor of Beijing, and Liu Peng, president of the Chinese Olympic Committee.

Liu said the mind sports games were "a dream come true" for the city. Guo told the gathering, "We hope you will take with you a fond memory of Beijing."

The official opening of the WMSG was followed by an elaborate stage production representing the disciplines of the competition.

Today's Coverage

ROUND 1

Hungary - China (O)	VG
Australia - England (O)	BBO
Norway - Egypt (O)	BBO
Israel - Netherlands (O)	BBO
Canada - China (W)	OurGames
Italy - Finland (O)	OurGames

ROUND 2

Canada - Italy (O)	VG
France - Brazil (O)	BBO
Iceland - Poland (O)	BBO
Denmark - South Africa (O)	BBO
Latvia - China (O)	OurGames
Italy - USA (W)	OurGames

ROUND 3

Poland - Egypt (O)	VG
China - Russia (O)	BBO
Romania - Japan (O)	BBO
England - USA (S)	BBO
Brazil - Pakistan (O)	OurGames
Bermuda - Australia (W)	OurGames



OPEN TEAMS



TODAY'S PROGRAM



ROUND 1

GROUP A

1	Trinidad	Denmark
2	Estonia	Slovakia
3	Brazil	Bye
4	Romania	France
5	China Macau	Pakistan
6	Ireland	Japan
7	Italy	Finland
8	Albania	Canada
9	Kenya	South Africa

GROUP B

1	Portugal	Latvia
2	Austria	Russia
3	Scotland	French Polynesia
4	Jamaica	San Marino
5	Korea	Sweden
6	Israel	Netherlands
7	China Hong Kong	Mexico
8	Argentina	India
9	Hungary	China

GROUP C

1	New Zealand	Iceland
2	Norway	Egypt
3	Guadeloupe	Bermuda
4	Chinese Taipei	Bosnia
5	Ukraine	Singapore
6	Spain	Chile
7	Belgium	Bulgaria
8	Morocco	Bangladesh
9	Georgia	Poland

GROUP D

1	Venezuela	Indonesia
2	Thailand	Philippines
3	Lebanon	Botswana
4	Lithuania	Turkey
5	Australia	England
6	Serbia	Reunion
7	Germany	Greece
8	Belarus	Switzerland
9	USA	Jordan

ROUND 2

GROUP A

1	Trinidad	Albania
2	Denmark	South Africa
3	Finland	Ireland
4	Japan	China Macau
5	Pakistan	Romania
6	France	Brazil
7	Bye	Estonia
8	Slovakia	Kenya
9	Canada	Italy

GROUP B

1	Portugal	Argentina
2	Latvia	China
3	Mexico	Israel
4	Netherlands	Korea
5	Sweden	Jamaica
6	San Marino	Scotland
7	French Polynesia	Austria
8	Russia	Hungary
9	India	China Hong Kong

GROUP C

1	New Zealand	Morocco
2	Iceland	Poland
3	Bulgaria	Spain
4	Chile	Ukraine
5	Singapore	Chinese Taipei
6	Bosnia	Guadeloupe
7	Bermuda	Norway
8	Egypt	Georgia
9	Bangladesh	Belgium

GROUP D

1	Venezuela	Belarus
2	Indonesia	Jordan
3	Greece	Serbia
4	Reunion	Australia
5	England	Lithuania
6	Turkey	Lebanon
7	Botswana	Thailand
8	Philippines	USA
9	Switzerland	Germany

ROUND 3

GROUP A

1	South Africa	Slovakia
2	Kenya	Bye
3	Albania	Denmark
4	Brazil	Pakistan
5	Romania	Japan
6	China Macau	Finland
7	Ireland	Canada
8	Italy	Trinidad
9	Estonia	France

GROUP B

1	China	Russia
2	Hungary	French Polynesia
3	Argentina	Latvia
4	Scotland	Sweden
5	Jamaica	Netherlands
6	Korea	Mexico
7	Israel	India
8	China Hong Kong	Portugal
9	Austria	San Marino

GROUP C

1	Poland	Egypt
2	Georgia	Bermuda
3	Morocco	Iceland
4	Guadeloupe	Singapore
5	Chinese Taipei	Chile
6	Ukraine	Bulgaria
7	Spain	Bangladesh
8	Belgium	New Zealand
9	Norway	Bosnia

GROUP D

1	Jordan	Philippines
2	USA	Botswana
3	Belarus	Indonesia
4	Lebanon	England
5	Lithuania	Reunion
6	Australia	Greece
7	Serbia	Switzerland
8	Germany	Venezuela
9	Thailand	Turkey

Important Information for all Players and Participants

Smoking Regulations

These Championships are totally non-smoking. Anyone wishing to smoke must go outside at the end of the session. You may not go to smoke during a session.

Mobile Phones & other electronic devices

There are penalties for anyone taking Mobile phones or any other electronic device capable of sending or receiving data into the playing area.

Alcoholic Drinks

Alcoholic drinks are not permitted in the playing areas at any time

Dress Code

Players are asked to take note of the recognition of Bridge as a Sport by the IOC. The WBF requests that players should, at all times, be dressed appropriately; this is particularly the case

at the Opening Ceremony and at the Prize Giving Ceremony or Victory Banquet, when it is expected that teams should at least be uniformly dressed even if a team uniform is not available. During play, appropriate dress would, for example, be an open-necked shirt, or a smart polo or sweatshirt worn with trousers or skirt as appropriate. Shorts and open-toed sandals may not be worn during play.

Convention Cards

Players are reminded of the requirement to have two identical, fully completed, convention cards at the table at all times for the use of their opponents.

Systems

Players are reminded that HUM and Brown Sticker Conventions are not permitted at any stage of the Championships.

WOMEN TEAMS



TODAY'S PROGRAM



ROUND 1

GROUP E

1 Palestine	Portugal
2 Egypt	Belarus
3 Reunion	Guadeloupe
4 Norway	England
5 Lithuania	Thailand
6 Brazil	Japan
7 USA	India
8 Poland	Italy
9 China Hong Kong	Trinidad

GROUP F

1 France	Scotland
2 Estonia	Argentina
3 Indonesia	Kenya
4 Bermuda	Philippines
5 Jordan	Serbia
6 Russia	Australia
7 Canada	China
8 Finland	Denmark
9 Venezuela	Spain

GROUP G

1 Barbados	Mexico
2 Morocco	New Zealand
3 Jamaica	South Africa
4 Germany	Latvia
5 Chinese Taipei	Turkey
6 Greece	Pakistan
7 Korea	Hungary
8 Netherlands	Ireland
9 Singapore	Sweden

ROUND 2

GROUP E

1 Palestine	Poland
2 Portugal	Trinidad
3 India	Brazil
4 Japan	Lithuania
5 Thailand	Norway
6 England	Reunion
7 Guadeloupe	Egypt
8 Belarus	China Hong Kong
9 Italy	USA

GROUP F

1 France	Finland
2 Scotland	Spain
3 China	Russia
4 Australia	Jordan
5 Serbia	Bermuda
6 Philippines	Indonesia
7 Kenya	Estonia
8 Argentina	Venezuela
9 Denmark	Canada

GROUP G

1 Barbados	Netherlands
2 Mexico	Sweden
3 Hungary	Greece
4 Pakistan	Chinese Taipei
5 Turkey	Germany
6 Latvia	Jamaica
7 South Africa	Morocco
8 New Zealand	Singapore
9 Ireland	Korea

ROUND 3

GROUP E

1 Trinidad	Belarus
2 China Hong Kong	Guadeloupe
3 Poland	Portugal
4 Reunion	Thailand
5 Norway	Japan
6 Lithuania	India
7 Brazil	Italy
8 USA	Palestine
9 Egypt	England

GROUP F

1 Spain	Argentina
2 Venezuela	Kenya
3 Finland	Scotland
4 Indonesia	Serbia
5 Bermuda	Australia
6 Jordan	China
7 Russia	Denmark
8 Canada	France
9 Estonia	Philippines

GROUP G

1 Sweden	New Zealand
2 Singapore	South Africa
3 Netherlands	Mexico
4 Jamaica	Turkey
5 Germany	Pakistan
6 Chinese Taipei	Hungary
7 Greece	Ireland
8 Korea	Barbados
9 Morocco	Latvia

Important Information for all Players and Participants

Rulings and Appeals

The WBF Code of Practice applies in all events at these championships. The attention of players is drawn particularly to the fact that the appeals committee bases the hearing of each appeal on the expectation that the ruling of the director is free of significant error and appropriate to the facts. An appeals committee will change the ruling made by the director only if totally convinced by the appellant's case. For this reason, players who are inclined to appeal a ruling are asked to bear these considerations in mind:

1. The Chief Tournament Director is at the top of his profession and the team of directors he has assembled include a number of senior directors with exceptional experience of world championships.

2. If any question arises as to the application of the law to the

facts of a case, there is consultation among these directors.

3. In reaching decisions that involve bridge judgment, the directors consult a number of expert players for their opinions. Consequently, only the strongest arguments will overturn rulings that are never made on impulse or without proper consultation.

National Representatives

We remind all players, but in particular the less-experienced players in the Youth Teams, that they are here to represent their countries in a World Event. We are sad to note that there has already been an incident at the BICC involving the police, and do not expect behaviour of this kind at World Championships. The WBF requires participants to behave with decorum and expects no further problems with police or security; in addition it is important that staff and hotel accommodation are treated with respect at all times.

SENIOR TEAMS



TODAY'S PROGRAM

ROUND 1

GROUP K

- | | |
|------------------|-----------------|
| 1 Denmark | New Zealand |
| 2 USA | Hungary |
| 3 Wales | France |
| 4 Sweden | England |
| 5 Japan | China Hong Kong |
| 6 Brazil | Pakistan |
| 7 Estonia | South Africa |
| 8 Chinese Taipei | Kenya |

GROUP L

- | | |
|---------------|-----------|
| 1 China | Egypt |
| 2 Thailand | Canada |
| 3 Netherlands | Ireland |
| 4 Italy | Australia |
| 5 Indonesia | Reunion |
| 6 Germany | India |
| 7 Guadeloupe | Poland |
| 8 Belgium | Finland |

ROUND 2

GROUP K

- | | |
|-------------------|----------------|
| 1 Denmark | Estonia |
| 2 New Zealand | Kenya |
| 3 Pakistan | Japan |
| 4 China Hong Kong | Sweden |
| 5 England | Wales |
| 6 France | USA |
| 7 Hungary | Chinese Taipei |
| 8 South Africa | Brazil |

GROUP L

- | | |
|-------------|-------------|
| 1 China | Guadeloupe |
| 2 Egypt | Finland |
| 3 India | Indonesia |
| 4 Reunion | Italy |
| 5 Australia | Netherlands |
| 6 Ireland | Thailand |
| 7 Canada | Belgium |
| 8 Poland | Germany |

ROUND 3

GROUP K

- | | |
|------------------|-----------------|
| 1 Kenya | Hungary |
| 2 Chinese Taipei | France |
| 3 Estonia | New Zealand |
| 4 Wales | China Hong Kong |
| 5 Sweden | Pakistan |
| 6 Japan | South Africa |
| 7 Brazil | Denmark |
| 8 USA | England |

GROUP L

- | | |
|---------------|-----------|
| 1 Finland | Canada |
| 2 Belgium | Ireland |
| 3 Guadeloupe | Egypt |
| 4 Netherlands | Reunion |
| 5 Italy | India |
| 6 Indonesia | Poland |
| 7 Germany | China |
| 8 Thailand | Australia |

Today's Schedule

- 11.00 Open- Women-Senior Teams, Round 1**
- 14.20 Open- Women-Senior Teams, Round 2**
- 17.10 Open- Women-Senior Teams, Round 3**



WBF President's Opening Speech



Madam Liu Yandong,
State Councillor
Dear Presidents of
the International and
National Federations
of Mind Sports,
Dear Players, Dear
Friends,

The Beijing Olympic
Games and the Para-
lympics were a
tremendous success
for China and the

entire world.

It is our pleasure to congratulate our Chinese friends for the quality of the organization and the performance of their athletes.

We of the International Mind Sports Association are very confident that the first edition of the World Mind Sports Games will be held along the same lines and will prove that if "civilizations varied, wisdom unbounded," they do not have boundaries. This will be the case here, where we are able to gather 3,000 players representing 140 different countries and regions.

The magnificent preparations done by the Chinese Organizing Committee in cooperation with IMSA will, hopefully, result in a successful event.

Thank you very much my friends, thank you from the bottom of my heart and on behalf of all the players.

Players, my friends, thank you all for being here with us and prepared to play in your different Mind Sports with the same spirit of fairness.

You are the ones who will show to the world that we can combine harmony and honour even in tough competition.

I am sure you will find here in Beijing the best conditions of play thanks to the kindness of the Chinese people, authorities and volunteers and thanks also to the help of our sponsors who will all become friends of our Smart Games for Smart People.

I would now like to invite China State Councillor Madame Liu Yandong to announce the opening of the first World Mind Sports Games.

José Damiani

Beijing, China – October 2008

Men's Individual Session I

by Phillip Alder

The first of the three sessions of the Individual tournaments set a world bridge championship record, being the only time play has taken place before the opening ceremony.

There were 36 men and 24 women in their separate events. I followed Bob Hamman for this session. Unfortunately, there were far more errors made than good plays. For example...

Board 3. Dealer South. East-West vul.

♠ J 10 7 6 ♥ A Q 8 2 ♦ A 3 ♣ A K 7	<div style="background-color: #008000; color: white; padding: 10px; margin: 0 auto; width: 60px; height: 60px; display: flex; flex-direction: column; align-items: center; justify-content: center;"> N W E S </div>	♠ A K Q 3 ♥ 9 4 ♦ 7 2 ♣ Q J 8 6 4	♠ 9 8 4 ♥ 10 7 6 3 ♦ Q 9 6 4 ♣ 10 5
---	--	--	--

West <i>Zaleski</i>	North <i>Jassem</i>	East <i>Hamman</i>	South <i>Cope</i>
1♣	1♠	Pass	Pass
INT	Pass	Pass	2♦
Pass	Pass	Pass	All Pass

West, Romain Zaleski from France, led the club ace, Hamman playing his ten. The easiest way to defeat the contract was to continue with the club king and another club for East to ruff. Then a heart shift would easily produce six tricks.

West found another line, shifting to the spade seven at trick two. Declarer, Tim Cope from South Africa, won in the dummy and played a diamond to his jack. West won with the ace and persevered with another spade. South won in the dummy, played a diamond to his ten, cashed the diamond king, and led his last club.

At this point, West must go in with his ace, after which the defense will take two hearts and a diamond. But West ducked, permitting declarer to win in the dummy and to discard his last club on the top spade.

Declarer continued accurately by ruffing a club in his hand and exiting with the heart king. West won with his ace and cashed the queen, but South had to score either the heart jack (if West led his last heart) or the diamond eight with a coup en passant (if West played his last spade).

Plus 90 gave North-South exactly average, 8 out of 16 matchpoints. But minus 100 would have given East-West 10 matchpoints.

Then came the first slam:

Board 4. Dealer West. All Vul.

♠ A Q J 9 6 ♥ A 4 3 ♦ A K 10 ♣ Q 3	<div style="background-color: #008000; color: white; padding: 10px; margin: 0 auto; width: 60px; height: 60px; display: flex; flex-direction: column; align-items: center; justify-content: center;"> N W E S </div>	♠ 10 7 5 4 ♥ J 10 9 7 2 ♦ Q 3 ♣ 9 7	♠ K ♥ K Q 8 6 ♦ J 5 2 ♣ A K 8 6 2
---	--	--	--

West <i>Zaleski</i>	North <i>Jassem</i>	East <i>Hamman</i>	South <i>Cope</i>
1♠	Pass	2♣	Pass
2♦	Pass	3NT	Pass
6NT	All Pass		

East-West were partly hampered by the system, in which a 2NT rebid by East would have been nonforcing. But if West had opened 2NT, Hamman probably would have used Gerber twice before bidding the excellent 7NT contract.

Four pairs reached the grand slam, so making 6NT with an overtrick was worth only 4 matchpoints.

Board 10. Dealer East. All Vul.

♠ J 10 9 6 5 4 ♥ 8 ♦ J 10 4 3 ♣ K J	<div style="background-color: #008000; color: white; padding: 10px; margin: 0 auto; width: 60px; height: 60px; display: flex; flex-direction: column; align-items: center; justify-content: center;"> N W E S </div>	♠ A 7 ♥ K Q 5 2 ♦ 8 2 ♣ Q 9 8 6 3	♠ Q 3 ♥ A 7 6 4 3 ♦ A 5 ♣ 7 5 4 2
--	--	--	--

West <i>Sun</i>	North <i>Hanlon</i>	East <i>Liaqat</i>	South <i>Hamman</i>
2♠	Dble	Pass	INT
Pass	Dble	3♠	Pass
Pass	Pass	Dble	3NT
			All Pass

Hamman nearly passed out the double of three spades, but assuming declarer guesses clubs, he must take seven tricks: four spades, one heart, one diamond and one club.

East's double of 3NT looks wrong with only a doubleton

spade. Partner has clearly made a modern-style overcall.

West, Shaolin Sun from China, led the spade jack.

Declarer gave it some thought, after which he was confident that East, Farrukh Liaqat from Pakistan, had both missing aces to justify his double. And if so, surely West had the club king for his vulnerable overcall.

So, Hamman took the first trick in his hand and cashed the club ace. The club jack was a happy sight. South continued with the club ten and lost only three tricks: one heart, one diamond and one club. Plus 950 was another 16.

This deal was also exciting.

Board 12. Dealer West. North-South Vul.

♠ K Q J 9 8 4 2 ♥ 6 2 ♦ K 9 6 ♣ 8	<table style="border: 1px solid black; width: 60px; height: 60px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠ A 7 6 ♥ 7 5 4 ♦ Q 4 3 2 ♣ A 9 7	♠ 5 ♥ A Q J 10 8 3 ♦ A 7 ♣ Q 6 4 3
N						
W E						
S						
West	North	East	South			
Zhao	Jie Li	Hamman	Lasut			
4♠	All Pass					

Jie Li from China was dissuaded by the vulnerability from overcalling five hearts. And in a way he was right, because double-dummy defense (club ace, club ruff, spade to the ace, club ruff) gets 500. But no East would find that.

One declarer went down in Four Spades, presumably playing a diamond to his king at some point.

Jie Zhao from China won North's club lead with dummy's ace, ruffed a club in his hand, drew two rounds of trumps ending in the dummy, ruffed the last club, and exited with a heart.

Note that even three rounds of hearts by the defense would not help. Declarer would ruff in his hand and perforce get the diamonds right. But South took the heart and shifted to the diamond jack, North winning with his ace.

Plus 420 gave East-West 11 matchpoints.

If I heard correctly, at one table, West opened only Three Spades. North, Geir Helgemo from Norway, overcalled Four Hearts. Then, after Four Spades - Pass - Pass, Helgemo balanced with a double. South ran via 4NT, which left North in Five Clubs. East led the spade ace and failed to

find the diamond shift, so the contract made for a cold top.

The final board of the session featured the best defensive play.

Board 22. Dealer East. East-West Vul.

♠ A K ♥ 8 6 5 3 2 ♦ 8 6 4 ♣ K 8 4	<table style="border: 1px solid black; width: 60px; height: 60px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠ Q J 10 9 3 ♥ A ♦ K 10 2 ♣ A 7 5 3	♠ 6 4 ♥ K Q 10 4 ♦ A 5 3 ♣ Q J 9 6
N						
W E						
S						
West	North	East	South			
Hamman	Gower	Keaveney	Baldursson			
INT	Dble	1♠	Pass			
3♠	All Pass	2♣	Pass			

At IMPs, East, Gay Keaveney from Ireland, would have immediately raised to Four Spades. But at matchpoints, he decided to protect his plus score. He was theoretically correct, but in practice wrong.

South, Jon Baldursson from Iceland, led the diamond queen. North, Craig Gower from South Africa, won with his ace and returned a diamond. Now declarer played in textbook fashion. He won with his king and played three rounds of clubs. He could not be stopped from ruffing a club in the dummy to win ten tricks: five spades, one heart, one diamond, two clubs and the club ruff.

Plus 170 was worth just under average: 7 matchpoints out of 16.

At every table East was in spades, five times at the two-level, once at the three-level and three times in game. The diamond queen was led every time, and eight of the nine declarers won ten tricks. The only North to find the killing defense was Patrick Huang from Chinese Taipei. (At his table, the auction was as above, except that South threw in a sporty Two-Diamond advance over East's Two-Club rebid.) He won the first trick and shifted to a trump. And when he got in with a club, he played another trump to kill the ruff. Plus 100 was a deserved cold top. This makes Huang an early candidate for the International Bridge Press Association's defense of the year award, to be given at the next world championships in Sao Paulo.

Senior Teams

All Senior teams should note that, owing to the change in the draw made following the withdrawal of the Turkish Senior Team, both groups will now play 15 matches. This means that there will only be two matches on Monday 6 October, Wednesday 8 October and Friday 10 October. These will start at 11.00 and 14.20 hours.

Programme note

There are two additional staff members, not mentioned in the Programme. Terry and Lesley Collier will be working with the duplication team in the Youth Championships.

Man & Machines

Mark Horton examines the five Mind Sports being contested here in Beijing, with a look at some of the stars in each and the development of computer playing engines in each of them.

Draughts

There is little doubt that the greatest player of all time was Dr. Marion Tinsley, who was World Champion from 1955-1958 (when he withdrew from Championship play) and 1975-1991. Tinsley never lost a World Championship match, and lost only nine games (two of them to the Chinook computer program) in his entire 45 year career.

The Chinook program had finished second at the U.S. Nationals in 1990, but the American Checkers Federation and the English Draughts Association refused to allow a computer to play for the world title. Unable to appeal their decision, Tinsley resigned his title as World Champion and immediately indicated his desire to play against Chinook. The unofficial yet highly publicized match was quickly organized, and was won by Tinsley, 4-2 (with 33 draws) in a match.

In one game, Chinook, playing with the white pieces, made a mistake on the tenth move, whereupon Tinsley remarked, 'You're going to regret that.' Chinook resigned after move 36! The ACF and the EDA were placed in the awkward position of naming a new world champion, a title which would be worthless as long as Tinsley was alive. They granted Tinsley the title of World Champion Emeritus as a solution.

In August 1994, a second match with Chinook was organized, but Tinsley withdrew after only six games (all draws) for health reasons. Don Lafferty, rated the number two player in the world at the time, replaced Tinsley and fought Chinook to a draw. Tinsley was diagnosed with pancreatic cancer a week later and he died seven months later. He claimed to have spent approximately ten thousand (10,000) hours studying checkers while in graduate school.

England's Norman Littlewood was a top class Draughts player who later turned to Chess, rapidly becoming a regular International.

In July 2007 Jonathan Schaefer an expert in artificial intelligence, working at the University of Alberta in Edmonton Canada announced that Chinook was now unbeatable.

Chess

The royal game has had no shortage of stars, but opinion is divided as to who is the best player of all time. The American grandmaster, Robert James Fischer revolutionised the game and until the advent of Russia's Gary Kasparov was generally considered to be the all-time number 1. In the (unofficial) FIDE ratings Bulgaria's Veselin Topalov is in pole position, but a lot of attention focuses on 18-year old Magnus Carlsen, whom many expect to win the world title one day. The World Chess Championship 2008 between the Champion, India's Viswanathan Anand and the previous World Champion, Vladimir Kramnik, will take place in Bonn, between 14 October and 2 November 2008.

Hungary's Judit Polgár is by far the strongest female chess player in history. In 1991, she became a Grandmaster at the age of 15 years and 4 months, at that time the youngest person to do so. She is the only woman on FIDE's Top 100



Gary Kasparov and Anatoly Karpov who met 144 times in the World Championship

Players list, and has been as high as number eight.

Nowadays chess is dominated by computers.

The idea of creating a chess-playing machine dates back to the eighteenth century. Around 1769, the chess playing automaton called The Turk became famous before being exposed as a hoax. The field of mechanical chess research languished until the advent of the digital computer in the 1950s.

For a time in the 1970s and 1980s it was unclear whether any Chess program would ever be able to defeat the best human players. In 1968, Scottish International Master David Levy (who created the UK based Mind Sports Olympiad) made a famous bet that no chess computer would be able to beat him within ten years. He won his bet in 1978 by beating Chess 4.7 (the strongest computer at the time), but acknowledged that it would not be long before he would be surpassed. In 1989, Levy was defeated by the computer Deep Thought in an exhibition match.

Deep Thought was still below World Championship Level, as Garry Kasparov demonstrated in two sterling wins in 1989. However, in 1996 during match with IBM's Deep Blue Kasparov lost his first game to a computer at tournament time controls, the first time a reigning world champion had lost to a computer using regular time controls. However, Kasparov won three and draw two of the remaining five games of the match, for a convincing victory.

In May 1997, an updated version of Deep Blue sensationally defeated Kasparov 3½-2½ in a return match. The latter claimed that IBM had cheated by using a human player during the game to increase the strategic strength of the computer. A documentary, mainly about the confrontation, was made in 2003, titled *Game Over: Kasparov and the Machine*. IBM keeps a web site of the event. IBM dismantled Deep Blue after the match and it has not played since. However, other 'Man vs. Machine' matches continue to be played.

In the early 2000s, commercially available programs such as Junior and Fritz were able to draw matches against Garry Kasparov and his successor, 'classical' world champion Vladimir Kramnik.

In 2005, Hydra, a dedicated chess computer with customized hardware and sixty-four processors and also winner of the 14th IPCCC in 2005, defeated England's Michael Adams (ranked seventh in the world) 5½-½ in a six-game match.

In November-December 2006, Kramnik played Deep Fritz. This time the computer won, the match ended 2-4. In the first five games Kramnik steered the game into a typical 'anti-computer' positional contest. He lost one game (overlooking a mate in one), and drew the next four. In the final game, in an attempt to draw the match, Kramnik played the more aggressive Sicilian Defence and was crushed.

Commercial chess-playing computers are now available at a very low cost. There are many programs such as Crafty, Fruit and GNU Chess that can be downloaded from the Internet for free, and yet play a game that with the aid of virtually any modern personal computer, can defeat most master players under tournament conditions. Top commercial programs like Rybka, Fritz & Shredder have surpassed even world champion caliber players at every form of time control.

Speaking of Computers and the forthcoming World Championship match, here is part of an interview from the SPIEGEL, one of Europe's largest new portals, with the World Champion, Vishy Anand:

SPIEGEL: How did you prepare for the World Championship?

Anand: I have been studying Kramnik since the end of April, up to ten hours a day, here at home in my cellar, where I have my office. I have a database and construct game plans. I try to neutralise positions in which Kramnik is strong. He is doing the same thing with my game, which



Vladimir Kramnik - the man who dethroned Kasparov

I must of course take into consideration. Let me put it this way: I must remember that he is thinking about what I am thinking about him. In any case one is working for months with the computer, trying to find new paths.

SPIEGEL: Computers are becoming more and more important. Has chess become a preparation game – whoever is better prepared wins?

Anand: That was always the case. Today we analyse our games with the computer, in the 16th century people did it with a board. That is only a gradual difference. Preparation for a world championship was always an arms race, in previous times with books, then with seconds, today with computers. The computer is an excellent training partner. It helps me to improve my game.

SPIEGEL: But if chess becomes a computer game and every move is calculated by the machine, then isn't the human being simply moving the pieces, and won't every game end in a draw?

Anand: No. Actually I was always pessimistic. Ten years ago I said that 2010 would be the end, chess would be exhausted. But it is not true, chess will not die so quickly. There are still many rooms in the building which we have not yet entered. Will it happen in 2015? I don't think so. For every door the computers have closed they have opened a new one.

SPIEGEL: What do you mean by that?

Anand: Twenty years ago we were doing things that don't work today because of computers. We used to bluff our way through games, but today our opponents analyse them with a computer and recognize in a split second what we were up to. Computers do not fall for tricks. On the other hand we can undertake more complex preparation. In the past years there have been spectacular games that would not have been possible without computers. The possibility of playing certain moves would never have occurred to us. It is similar to astrophysics: their work may not be as romantic as in previous times, but they would never have progressed so far with paper and pencil.

Meanwhile the 16th World Computer Chess Championship is already under way here in Beijing as part of the Computer Games Championship. After five rounds two programs are in the lead, with 4.5 points: Rybka (USA) and Hiarcs (England). The hardware being used by the participating programs ranges from a 40-core system to a Nokia cellphone!

Chinese Chess

Xiangqi has a long history. Though its precise origins have not yet been confirmed, the earliest literary reference comes from the 9th century.

Robert Hübner is a respected German chess Grandmaster, chess writer, and papyrologist (recognised as an expert in Egyptian hieroglyphics). Additionally, Hübner is known as one of the world's best xiangqi players not from China.

A paper written by Shi-Jim Yen, Jr-Chang Chen, Tai-Ning Yang & Shun-Chin Hsu suggests that the first Chinese-chess program was probably written around 1982. The earliest human-computer Chinese-chess competition was the annual ACER cup, which was held in Taiwan between 1985 and 1990. Since 1999 a regular human vs. computer com-

petition has been held in Taiwan. It is anticipated that the strongest program is expected to win against a human top player before 2010.

Go

Go is a strategic board game for two players. It is known as wéiqí in Chinese.

With the advent of major international titles from 1989 onward, it became possible to compare the level of players from different countries. Korean players like Lee Chang-ho, Cho Hunhyun, Lee Sedol and Park Young-Hoon dominated international Go and won an impressive number of titles. Several Chinese players also rose to the top in international Go, most notably Ma Xiaochun, Chang Hao and Gu Li. Remarkably, Japan currently lags behind in the international Go scene.

Historically, as with most sports and games, more men than women have played Go. Special tournaments for women exist, but until recently, men and women did not compete together at the highest levels. However, the creation of new, open tournaments and the rise of strong female players, most notably Rui Naiwei, have in recent years highlighted the strength and competitiveness of emerging female players.

Knowledge of the game has been scant elsewhere for most of the game's history. A German scientist, Oskar Korschelt, is credited with the first systematic description of the game in a Western language in 1880. A famous player of the 1920s was Emanuel Lasker, a former world chess champion during that time. It was not until the 1950s that more than a few Western players took up the game as other than a passing interest. In 1978, Manfred Wimmer became the first Westerner to receive a professional player's certificate from an Asian professional Go association. In 2000, a Westerner, Michael Redmond, finally achieved the top rank awarded by an Asian Go association, 9 dan. In total, as of 2008, only nine non-Asian Go players have ever turned professional.

Edward Lasker, a chess IM, was a leading American chess and Go player. Lasker was deeply impressed by 'Go'. He first read about it in a magazine article by Korschelt which suggested Go as a rival to Chess, a claim which he found amusing. Later on, his interest was piqued again when he noticed the record of a Go game on the back of a Japanese newspaper being read by a customer of a cafe where they played chess. He and his friend Max Lange (not to be confused with the more famous chess player with the same name) took the paper after he had left, and deciphered the diagram, but the game was not complete. The position led them to assume that the notation under the game would indicate a black victory, but being unable to read Japanese, they had to ask another Japanese customer at the cafe. To their surprise, it was a resignation by black. Only after three weeks of study was Max Lange able to understand the reason for white's victory. This experience led them to a deeper appreciation for the game, and they studied it in earnest, but were unable to interest other chess players.

After two years, Emanuel Lasker, then the world chess champion, returned to Germany. When Edward told him that he had found a game to rival chess, he was skeptical, but after

being told the rules, and playing one game, he understood that Go was strategically deep. They started studying go with Yasugoro Kitabatake, a Japanese student, and after two years were able to beat him with no handicap.

Kitabatake arranged a game for Edward, Emanuel and Emanuel's brother Berthold, against a visiting Japanese mathematician, and strong Go player. The Laskers took a nine-stone handicap, and played in consultation with each other, considering their moves deeply, but their opponent beat them effortlessly and without taking much time to think. After the game, Emanuel suggested to Edward that they travel to Tokyo to study Go. In 1911, Edward got a job at AEG. After a year at the company, he tried to get transferred to the Tokyo office, but as the company only posted fluent English speakers in Tokyo, he went to work in England first. He was detained there during World War I, and never made it to Tokyo. He was, however, given permission to travel to the USA by Sir Haldane Porter, who remembered that he had won the London chess championship in May 1914. Lasker was instrumental in developing Go in the USA, and together with Karl Davis Robinson and Lee Hartman founded the American Go Association.

In one of his books Lasker describes a game between two Masters (long before the advent of the use of clocks) – 'On the morning of the third day, only two moves were made.'

Go has long been considered a difficult challenge in the field of Artificial Intelligence and has not yielded as easily as Chess. The first Go program was written by Albert Zobrist in 1968 as part of his thesis on pattern recognition. Recent developments have brought the best programs to a good dan level on the small 9x9 board; however, while the techniques which have brought such progress in the 9x9 case have been applied on the 19x19 board with some success, dan level play has not yet been reached at least with publicly available software on ordinary personal computers.

Currently, the best Go programs running on stock hardware are ranked as (1-3 kyu). Only a decade ago, very strong players were able to beat computer programs at handicaps of 25-30 stones, an enormous handicap that few human players would ever take. There is a case where the winning program in the 1994 World Computer Go Championship, Go Intellect, lost all 3 games against the youth players on a 15 stone handicap. In general, players who understood and exploit a program's weaknesses could win with much larger handicaps than typical players.

On August 7, 2008, the computer program MoGo running on 25 nodes (800 cores) of the Huygens cluster in Amsterdam beat professional Go player Myungwan Kim (8p) in a handicap game on the 19x19 board. The handicap given to the computer was nine stones. The game was broadcast live on the KGS Go Server. In after-game commentary, Kim estimated the playing strength of this machine as being in the range of 2-3 amateur dan. Later, on August 26, Mogo beat an Amateur 6d with five stones of handicap, this time running on 200 cores of the Huygens cluster.

On September 4, 2008, the program CrazyStone running on an 8-core personal computer won against 30 year old female professional player, Aoba Kaori (4p), receiving a handicap of eight stones. The time control was 30 seconds

per move. White resigned after 185 moves. The game was played during the FIT2008 conference in Japan.

These results can be viewed as evidence pointing towards the possibility of amateur dan-level play if contemporary software is combined with strong hardware, but more games will need to be played at this level until solid conclusions of any kind can be drawn.

Bridge

No man has ever become a superstar at both Bridge & Chess, but Irina Levitina was twice a finalist in the Women’s World Chess Championship and has won four World Bridge Championships. It is not uncommon for chess players to relax by playing bridge, and vice versa.

I managed to locate this story from the Capablanca Memorial Chess Tournament played in Cienfuegos in 1972. Jan Hein Donner was important participant because he wrote great stories about his chess adventures, and I strongly recommend his masterpiece ‘The King’. (As an aside, Donner was the first Grandmaster from the West to lose to a player from China – here is the game:

Liu Wenzhe (2200) - Donner,J (2490), Buenos Aires, 1978: 1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Be2 Bg7 5.g4 h6 6.h3 c5 7.d5 0-0 8.h4 e6 9.g5 hxg5 10.hxg5 Ne8 11.Qd3 exd5 12.Nxd5 Nc6 13.Qg3 Be6 14.Qh4 f5 15.Qh7+ Kf7 16.Qxg6+ Kxg6 17.Bh5+ Kh7 18.Bf7+ Bh6 19.g6+ Kg7 20.Bxh6+ 1-0)

In Cuba, Donner was the tournament favourite, but things went badly. The after dinner bridge was much better. Here he is in action partnering David Levy (of the Computer Chess bet fame) against the Bulgarians, Minev and Spiridonov.



Zia Mahmood

trumps, cash two hearts and then enjoy the 3-3 spade break.

Following years of limited progress, the field of computer bridge has made major advances. In 1996 the American Contract Bridge League (ACBL) established an official World Computer Bridge Championship, to be held annually along with a major bridge event. The first Computer Bridge Championship took place in 1997 at the North American Bridge Championships in Albuquerque. Since 1999 the event is a joint activity of the American Contract Bridge League and the World Bridge Federation.

In Zia Mahmood's book, *Bridge, My Way* (1992), Zia offered a £1,000,000 bet that no 4-person team of his choosing would be beaten by a computer. A few years later the bridge program GIB, brainchild of American computer scientist Matthew Ginsberg, proved capable of expert declarer plays like winkle squeezes in play tests and in 1996, Zia withdrew his bet. Two years later, GIB became the world champion in computer bridge, and also defeated the vast majority of the world's top bridge players from the 1998 Par Contest (including Zia). However, such a par contest measures technical bridge analysis skills only, and in 1999 Zia beat various computer programs, including GIB, in an individual round robin match staged at Andrew Robson's Bridge Club.

Further progress in the field of computer bridge has resulted in stronger bridge playing programs, including Jack and Wbridge5. A series of articles published in 2005 and 2006 in the Dutch bridge magazine IMP describes matches between five-time computer bridge world champion Jack and seven top Dutch pairs including a Bermuda Bowl winner and two reigning European champions. A total of 196 boards were played. Jack defeated three out of the seven pairs (including the European champions). Overall, the program lost by only a small margin (359 versus 385 imps).

Despite the rise of the machines, human players continue to be fascinated and excel at these challenging Mind Sports, as we will see once more here in Beijing.

Dealer North N/S Vul

♠ 7 5 2
♥ J 10 9 6 3
♦ 8 4
♣ K Q J

N
W E
S

♠ A K Q 4
♥ A K
♦ A 9 3
♣ A 8 4 2

♠ J 8 3
♥ Q 7 2
♦ K Q 10 7
♣ 9 6 5

♠ 10 9 6
♥ 8 5 4
♦ J 6 5 2
♣ 10 7 3

West	North Levy	East	South Donner
	Pass	Pass	2♣
Pass	2♥	Pass	2♠
Pass	3♣	Pass	4♣
Pass	5♣	Pass	5NT
Pass	7♣	All Pass	

West led the king of diamonds and I cannot resist quoting Donner's remark when the dummy was revealed: 'I make it a rule never to argue at the bridge table and swear I didn't bat an eyelid.'

He won the diamond lead, unblocked the top hearts, crossed to dummy with a trump and ruffed a heart with the ace of clubs, felling West's queen. Now declarer could draw



SCHEME FOR THE WOMEN'S TEAMS TOURNAMENT (3 GROUPS)

At the end of the round robin, the first five placed teams in each group, plus the sixth placed team with the best percentage VP score will qualify for the round of 16.

NOTE: The percentage of VPs is calculated by dividing the VPs actually won by the team by the maximum number of VPs the team could have won (this being 25 times the number of matches played). Any ties (including a tie for 'best 6th') will be resolved by IMP quotient.

The pairing for the round of 16 will follow the procedure outlined below:-

1) All the teams qualified 1st, 2nd and 3rd will have their VP percentage calculated (see note above).

2) The team first of a group with the best VP percentage will choose its opponent from among the worst third, the fourths, fifths and sixth of the other two groups. This match will be numbered 1.

3) The process of choosing opponents proceeds in the following order: the second best first, the third first, the best second, the second best second, the third second, the best third and the second best third. Each team choosing its opponent from amongst the worst third, the fourths, fifths and sixth of the other two groups – but see also point (4) below. These matches will be numbered 2 through 8, according to the sequence of choices.

4) Re-matches will not be allowed in the round-of-16. This may mean that a team's actual choice of opponents may become limited in order to avoid some later team being inevitably involved in a re-match.

5) For the round of 8 (quarter-finals) the matches will be the following:

Match 9 – winner of match 1 against winner of match 8
Match 10 – winner of match 2 against winner of match 7
Match 11 – winner of match 3 against winner of match 6
Match 12 – winner of match 4 against winner of match 5

6) For the round of 4 (semi-finals) the matches will be the following:

Match 13 – winner of match 9 against winner of match 12
Match 14 – winner of match 11 against winner of match 11

7) The losers of matches 13 and 14 will play-off for the third place (match 15) and the winners of these two matches will play the final (match 16).

WORLD INDIVIDUAL MASTERS - Session I

MEN

Rank	Name	Country	Percentage
1	Tor HELNESS	NOR	62,22
2	Zhong FU	CHN	59,66
3	Qiao Jing WANG	CHN	57,95
4	Tom HANLON	IRL	57,10
	Krzysztof JASSEM	POL	57,10
6	Andreas KIRMSE	GER	56,25
7	Michel LEBEL	FRA	55,40
8	Henky LASUT	INA	54,83
9	Geir HELGEMO	NOR	54,55
10	Franky Steven KARWUR	INA	53,41
	Bob HAMMAN	USA	53,41
12	Craig GOWER	RSA	52,56
	Gay KEAVENEY	IRL	52,56
	Farrukh LIAQAT	PAK	52,56
15	Jon BALDURSSON	ISL	51,42
	Carlos PELLEGRINI	ARG	51,42
17	Jie LI	CHN	51,14
18	Ishmael DELMONTE	AUS	50,57
19	Michael GROMOELLER	GER	50,28
20	Xin LI	CHN	49,72
21	Alexander DUBININ	RUS	48,86
22	Albert FAIGENBAUM	FRA	48,30
23	Andrei GROMOV	RUS	48,01
24	Subhash GUPTA	IND	47,73
25	Herve MOUIEL	FRA	47,16
26	Patrick K. H. HUANG	TPE	46,88
27	Krzysztof MARTENS	POL	46,31
28	Gabriel CHAGAS	BRA	45,45
29	Tim COPE	RSA	44,60
30	Zejun ZHUANG	CHN	43,47
31	Marcelo BRANCO	BRA	42,90
	Thomas BESSIS	FRA	42,90
33	Richard FREEMAN	USA	41,76
34	Romain ZALESKI	FRA	41,19
35	Jie ZHAO	CHN	40,34
36	Shaolin SUN	CHN	40,06

WOMEN

Rank	Name	Country	Percentage
1	Anne-Frederique LEVY	FRA	69,05
2	Montserrat MESTRES	ESP	61,90
3	Catharina MIDSKOG	SWE	56,19
4	Ru YAN	CHN	54,76
5	Gabriella OLIVIERI	ITAL	52,38
	Ewa HARASIMOWICZ	POL	52,38
7	Gianna ARRIGONI	ITA	51,43
8	Yi Qian LIU	CHN	50,95
	Lily KHALIL	EGY	50,95
10	Hongli WANG	CHN	50,00
11	Margaret BOURKE	AUS	49,05
	Wenfei WANG	CHN	49,05
13	Tatiana PONOMAREVA	RUS	48,57
14	Victoria GROMOVA	RUS	48,10
	Zeenat AZWER	PAK	48,10
16	Sandra PENFOLD	ENG	47,62
	Ming SUN	CHN	47,62
	Yu ZHANG	CHN	47,62
	Kyoko SHIMAMURA	JPN	47,62
	Bimal SICKA	IND	47,62
21	Marianne HARDING	NOR	45,71
	Elizabeth McGOWAN	SCO	45,71
23	Ann Karin FUGLESTAD	NOR	42,38
24	Morella PACHECO	VEN	37,14



Notice



The following is substituted for the previous text in Section 26 of the General Conditions of Contest:

26. Screen regulations

Screens will be used whenever possible in a World Bridge Championships.

26.1 Description of the Operation.

The North and East players sit on the same side of the screen throughout. It is North's responsibility to place the board on, and to remove the board from, the bidding tray. It is West's responsibility to adjust the screen aperture. The sequence is this: North places the board on the bidding tray. The aperture is closed (and remains so during the whole of the auction period) so that the bidding tray can just pass under it. The players remove the cards from the board.

Calls are made with the cards from the bidding box. The player places the selected call in the bidding tray, which will be visible only on the player's side of the screen. A player's first call should touch the extreme left of his own segment of the bidding tray, with subsequent calls overlapping neatly and evenly to the right.

After two players on the same side of the screen have made their calls, North or South (as the case may be) slides the bidding tray under the centre of the screen so as to be visible only to the players on the other side. They then make their calls in like manner and the bidding tray is slid back again. This procedure is continued until the auction is completed.

After all four players have had the opportunity to review the auction (equivalent to the right of having the auction restated) the players replace their bidding cards in their respective bidding boxes.

After a legal opening lead is faced, the screen aperture is opened the minimum necessary to permit all players to see the dummy cards and the cards played to each trick.

26.2 Alerts and explanations

a) A player who makes an alertable call as defined in Appendix 3 must alert his screen-mate, and partner must alert on the other side of the screen when the bidding tray arrives there. The alert must be made by placing the Alert Card over the last call of the screen-mate, in his segment of the bidding tray; the alerted player must acknowledge by returning the Alert Card to his opponent. A player may, by written question, ask for an explanation of an opponent's call; the screen-mate then provides a written answer.

b) At any time during the Auction a player may request of his screen mate, in writing, a full explanation of an opponent's call. The reply is also in writing.

c) At all times from the commencement of the Auction to the completion of play each player receives information only from his screenmate about the meanings of calls and explanations given. Questions during the play period should be in writing with the aperture closed. The screen is raised after the response has been made.

26.3 Modification of Laws when Screens are in use.

A. An irregularity passed through the screen is subject to the normal laws, with the following provisions:

1. Law 35 applies in the case of an inadmissible call.

2. If a player infringes the law and, inadvertently*, the irregularity is passed through the screen by his screenmate the latter has accepted the action on behalf of his side in situations where the laws permit LHO to accept it. This includes the case of a Law 25B change of call.

B. Before an irregularity is passed through the screen the offender or his screenmate shall draw the Director's attention to it. Infringing calls shall not be accepted and shall be put right without other rectification, any other irregularity shall be rectified and the Director ensures that only the legal auction is passed through the screen. A Law 25B substituted call may be accepted by the screenmate. No player on the other side of the screen shall be informed of any matter resolved before the tray is passed through the screen unless subsequently the application of a law requires it.

C. The screenmate should attempt to prevent an opening lead out of turn. Any opening lead out of turn shall be withdrawn without other rectification if the screen has not been opened. Otherwise:

1. when the screen has been opened through no fault of the declaring side (and the other defender has not led face up) Law 54 applies.

2. when the declaring side has opened the screen the lead is accepted. The provisional declarer becomes the actual declarer. Law 23 may apply.

3. when two opening leads are faced by the defending side the incorrect lead is a major penalty card.

4. for a card faced by the declaring side see Law 48.

D. If a player takes more than a normal amount of time to decide upon his call neither player on his side of the screen shall call attention to the fact. If a player on the side of the screen receiving the tray considers there may be unauthorized information consequent upon an abnormally slow return of the tray the procedure in Law 16B2 applies.

In no circumstances will a delay of up to 20 seconds be considered to have implications.

E. A player who removes his bidding cards from the tray is deemed to have passed.

(*otherwise Law 23 may apply)



With reference to section 24.1 of the General Conditions of Contest, please note that with screens in these Championships a call will be considered to have been made when the bidding card is placed in position on the tray and released.