

**8x8 Ratings****The British 8x8 Rating List** *maintained by David Haigh*

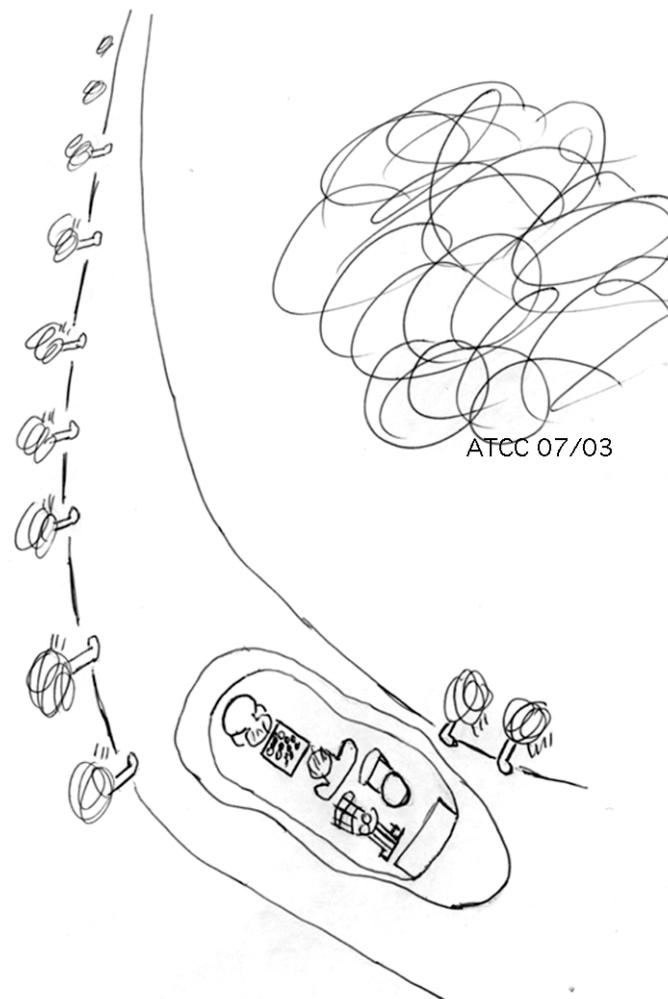
Current British players' ratings after the 2003 Oadby Regional Tournament  
(rating order)

	games	rating		games	rating
1 Garry Edmead	308	1937	28 Julian Bache	10	1193
2 Imre Leader	575	1893	29 Yvette Campbell	22	1143
3 Graham Brightwell	786	1872	30 Carolyn Lysons	38	1134
4 Michael Handel	449	1813	31 Richard Brand	30	1132
5 Ian Turner	531	1599	32 Chin Lee Lim	10	1125
6 Guy Plowman	412	1577	33 Margaret Plowman	36	1114
7 Geoff Hubbard	246	1552	34 Michael Zabaida	5	1109
8 Phil Marson	723	1529	35 Alexander Baron	30	1108
9 Louis Mitchell	37	1507	36 David Haigh	503	1106
10 Iain Barrass	512	1485	37 Jeremy Dyer	13	1088
11 Aubrey de Grey	672	1452	38 Mac Bannister	37	1087
12 Jeremy Das	282	1419	39 David Pearce	6	1071
13 Mark Wormley	523	1389	40 John Horton	18	1062
14 Matthew Selby	246	1376	41 Adelaide Carpenter	211	1003
15 Ken Stephenson	217	1369	42 Gareth Morinan	5	1000
16 Chris Welty	24	1365	43 Peter Horlock	12	992
17 Mark Richards	12	1293	44 Elaine Rutherford	3	968
18 Roy Arnold	857	1290	45 Robert Lloyd	6	929
19 Beng Tan	13	1279	46 Jonathan Zabaida	6	904
20 Stephen Rowe	112	1277	47 Nigel Wedgeburrow	7	903
21 Julian Richens	85	1257	48 Nathalie Lecordier	5	874
22 Martin Fancy	23	1250	49 Lyndon Gurr	6	861
23 Iain Forsyth	465	1225	50 Dale Gantry	7	810
24 David Kotin	33	1223	51 Tony Boyle	3	759
25 Andy Aspden	17	1209	52 Adam Gul	5	616
26 Ben Pridmore	95	1207	53 Paul Davies	3	578
27 Josiah Lutton	35	1206	54 Kali Turner	13	368

# Looks like Things are finally going my way

The Newsletter of the British Othello Federation

July 2003



---

**INFORMATION**


---

Aubrey says: I'm afraid there's no news yet about the availability of sets from the new UK franchisee, Character Games of New Malden. I will be contacting them to discover how things are going, but chances are they are aiming for a pre-Christmas launch of new sets. Anyone who feels inclined to chivvy them along is encouraged to phone them on 0161 633 9808.

The British Othello Federation is an independent body. With paper version of the Newsletter, an annual subscription for a British resident costs £6 (with the first year's membership including a copy of the instructional book *Othello: Brief and Basic*) or ten years for £55; an overseas subscription costs £8 per year or £75 for ten years. If you would prefer to receive *only* electronic copies of the Newsletter the cost is £5/£45 for national/international. Cheques or postal orders payable to the *British Othello Federation* should be sent to Aubrey de Grey (address below) or you can pay by credit card on the BOF web site, <http://www.ugateways.com/bofmain.html>. The price of *Othello: Brief and Basic* for existing members is £6.

<b>Contents:</b>	<b>Puzzle</b>	<b>page 3</b>
	<b>Game analyses, tournament results</b>	<b>4-19</b>
	<b>Upcoming tournaments</b>	<b>20-21</b>
	<b>Correspondence</b>	<b>22-31</b>
	<b>Rating lists</b>	<b>32</b>

**Contributors:** Roy Arnold, Iain Barrass, Graham Brightwell, Aubrey de Grey, David Haigh, Michael Handel

**Addresses of Officers:**

Chairman: Aubrey de Grey, 1 Beaconsfield Terrace, Victoria Road, Cambridge CB4 3BP. Phone 01223-366197 home, 01223-333963 work, email [ag24@gen.cam.ac.uk](mailto:ag24@gen.cam.ac.uk)

Secretary: David Haigh, 62 Romsey Road, Winchester, Hants. SO22 5PH. Phone 01962-853826

Treasurer: Mark Wormley, Flat 45, Rowntree Wharf, Navigation Road, York YO1 2XA. Phone 01904-656205

Newsletter Editor: Adelaide Carpenter, 1 Beaconsfield Terrace, Victoria Road, Cambridge CB4 3BP. Phone 01223-366197 home, 01223-333961 work, fax 01223-333992, email [atc12@mole.bio.cam.ac.uk](mailto:atc12@mole.bio.cam.ac.uk)

**3.2 Consultation: During the course of the game, a player may not consult any notes or exchange information of any kind with another person, with the exception of a tournament official.**

It is NOT written that you must not exchange information with a computer, so that you could play using a computer!!!

This clearly shows that the approach consisting of thinking, "Is it forbidden in the rules? No, then, it's allowed." is completely wrong. Many things which are not forbidden in the rules are actually forbidden.

For example, in Amsterdam, a younger player started the first game listening to a walkman, loud enough to disturb his opponent (though I don't think that was the purpose) and Jan asked him to switch it off, of course.

I completely agree with Graham that it would be silly to add in the rules that it is forbidden to listen to a walkman while playing. You would never finish adding such stupid rules.

Graham wrote:

>As a rough guide, I reckon it's acceptable to make notes about the *past* of >the game but not about the *future*.

I agree with that on principle. However, I sometimes write my opponent's move before he/she actually plays it when it's a forced move. Is that legal? The player who started this discussion on this list reminded me that in a game we played 10 years ago, at move 50 or 52, I had found a forced sequence ending with a nice swindle (there was one unlikely empty square at the end). To impress my opponent, I wrote the forced sequence on my transcript, put a cross on the square which was going to stay empty, and wrote the final score (8-56) on my transcript sheet before even starting to play the sequence. Now my opponent claims (joking, as usual) that this was cheating...

Maybe I should retire too...

**Puzzle hint D:** Now try to sort out what other moves can happen while the main sequence is played out. Don't worry about the colour of the g2 disc until you appreciate why it's a problem.

**Covers**

The cover drawing and issue title were chosen before any analytic articles were submitted; many thanks to Graham and Michael for spontaneously writing articles that fit them! Note that which player is actually thinking the title is deliberately left ambiguous.

and also in case either player wants to check that fact or its position. \*Surely\* this is permissible (by Graham's rule of "already past") -- and could be used for any other single-number function? though in practice I bet it would be quicker to recount your discs than search out where the blip move 30 had been if'n you couldn't remember "30".

Date: Thu, 23 Jan 2003 19:47:58 +0000 (GMT)

From: Imre Leader <I.Leader@d...>

Hmm. It is annoying that one can't see one's opponent's scoresheet, as quite often in a tournament I have thought something like "if I do the Heath, what will he reply -- has the Heath been played against him earlier on or not?"

If I'd been able to see, I am sure I would not have been able to resist looking. So that is clearly "intent to cheat". So I have to join Garry too, but in a tent.

Date: Thu, 23 Jan 2003 22:39:59 +0100

From: Matthias Berg <othello-deutschland@g...>

If you do that during a game I could agree that might be cheating. but what if you do that before the game? That is similar to asking his earlier opponents what was played. That can hardly be cheating, can it? Thor should be forbidden then ;)

Date: Thu, 23 Jan 2003 22:48:09 -0000

From: Ian Turner <ian.turner@r...>

Adelaide, The only reason we buy you beer is to get you to drink it!!

Date: Wed, 29 Jan 2003 12:35:17 +0100

From: Marc Tastet <Marc.Tastet@f...>

[.....]

Guy asked:

>Is it cheating to flip your opponents pieces when he's not looking?

>Is it cheating to look through the Thor database whilst on a toilet trip in the >middle of a game?

I would answer "No" to the first question, of course; otherwise your opponent could make you lose on time just by not looking at the board, preventing you from flipping his discs...

But I would answer "Yes" to the second question, though nothing about that is written in the WOC rules.

The only thing in the rules about all that is:

**Meanwhile, Back In That Other Universe** by Graham Brightwell

Of course, no megalomaniac in his right mind would try to take over the world while Imre Leader was British Othello champion, which was all very well as far as it went, but once Imre was toppled there was rather a backlog. Which didn't bother me, since thwarting them was Garry's job now, or so I thought.

But somehow it was my door that got knocked on late at night. Their excuses got more and more far-fetched: "Garry is resident in a secret installation codenamed Wellingborough, and we have no means of locating that facility;" "Humanity has been nominated as Best Newcomer at the Galactic Intelligent Species Awards, and Garry has been picked up by an IFO to represent the human race;" until finally they gave up: "Garry has retired and gone off to live in a cave."

What was worse, the puzzles were getting tougher. Only the dumbest evil genius had a masterplan that could be undone using a superdupercomputer, ever since some idiot let slip that the secret service had built one. Retroanalysis was in fashion, and it seemed like every week I had some puzzle to solve. The one below was typical.

I was sat in front of a computer screen, faced with the standard opening position. I had to make a sequence of legal moves, playing both sides, to get white discs at a2, c2, c5 and g2, black discs at b5 and b6, and a disc of some colour at a1, as shown below. The only problem was, if I played to any of the squares marked x in the diagram, a Weapon of Mass Destruction would annihilate Belgium (after some discussion, this was held to be undesirable). If I achieved the task, then the world would be safe for another week or two.

?			x				
○	x	○		x		○	
	x			x		x	
	x						x
	●	○				x	x
	●		x				
x	x	x	x				x
x	x					x	x

Squares marked x are unoccupied; the six discs shown are of the specified colours; ? is a disc of an unspecified colour; and empty squares could be occupied or not.

*Problem:*

Find a game sequence leading to a position consistent with the conditions shown.

It turned out to be quite delicate, and I reckon there are just 24 solutions, all very similar. You only have to find one.

There are four hints buried through the rest of this Newsletter, beginning on page 7; solution and proof will be in the next issue.

### **How To Win a Grand Prix Tournament (Cambridge 2003)**

*by Michael Handel with commentary by Graham Brightwell*

This was going to be just another tournament. Very normal build-up. Practice was limited to the occasional thrashing courtesy of Ian Turner, or Zebra, or any number of online opponents. So I had no illusions, but perhaps I failed to bring along the standard bag of anxieties. Arriving in Cambridge with the usual lack of sleep, I immediately took the wrong turn at the first meaningful junction. You would have thought I knew Cambridge by now. Joel's training kicked in there.

I stay with Geoff + Kath over the weekend. That was different. Always stayed at Aubrey's before. Mixed reaction to that: I love Aubrey + Adelaide, but I often wake in the mornings with difficulty breathing. Very odd, I don't know what the problem is. I heard that Shaman has the same trouble in their house. Geoff tells me that the eventual champion has stayed at his house every year since the year x. That's a good sign, but I actually thought "I know Andreas is a danger."

I got no sleep Friday night either, on account of the most vicious snoring from a fellow player. It lasted all night, with no let-up... so... I read a newspaper, wandered barefoot on the grass outside... and re-arranged Geoff's fridge magnets into a poem. Somebody, who shall remain nameless, urged me very persuasively to tell the world who kept me awake. I just can't do it, she might kill me :)

Saturday: Turnout strong. Two current world semi-finalists, plus Graham, Stéphane, Emmanuel and threatening numbers of threatening types.

Round 1: Bye. Ideal moment to get some sleep. For some reason I instead watched Nicolet wrench it back from totally, extremely, very, and then slightly dead. Must have been tough on his opponent.

Round 2 vs Campbell. I tried very hard to complicate things beyond my understanding and then to mess up. Failed.

Round 3 vs Lazard. Ancient opening, we have done this before. Last time I played 18b3 and struggled. This time I move ahead but don't find a kill. 44g2 would have been more professional; still, my opponent did all the right things and I was sincerely impressed by the way he squeezed out 31 discs. Better for me to leave out the pair h3-h7 and go 52g7 straight away. That leads to a totally different endgame and too hard for me to calculate, so I went for the win instead. A reasonable game.

Date: Thu, 23 Jan 2003 18:28:04 -0000

From: "greedy10101 <garry@e....>" (Garry Edmead)

If I can explain what I have been doing in the past concerning my "cheating". When counting the endgame I first count how many discs I have on the board at that present moment. I write this figure down. I then count a line, if it wins I play it cause I just can't be bothered to count something else. If it loses I look at my written number and start again counting a new line. So the only number I'm writing down is the number of my discs on the board at that moment. If someone instead of writing this number down just circles the number on their transcript sheet, would this be deemed legal? I'm not too worried about the answer as I have retired now.

P.S. I have lots of new neighbours now (Guy, Graham, Emmanuel, Adelaide.....) so I'm having a party tonight where we can all sit round the fire which we made from Guy's tree and tell stories about our cheating. Feel free to come along!!!!

Date: Thu, 23 Jan 2003 19:00:54 -0000

From: Jeremy Das <jdas@c...>

Is it cheating to use your psychic powers to make your opponent not only imagine they are listening to Kylie Minogue singing "I should be so lucky" but actually sing along with it in their head? If so, you can expect to see me at Garry's party.

Date: Thu, 23 Jan 2003 19:55:38 +0000

From: Adelaide T C Carpenter <atc12@m....>

>P.S. I have lots of new neighbours now (Guy, Graham, Emmanuel, >Adelaide.....) so I'm having a party tonight where we can all sit round the >fire which we made from Guy's tree and tell stories about our cheating. >Feel free to come along!!!!

You have more neighbours than that, mate! unless all those British players who have paid for the beer they "bribed" me with (to do exactly what, I wonder?) are innocent --

Besides which, remember that Graham is going to take you to court to force you back into the game. Enjoy your freedom while it lasts!

And pass the ale, please?

When I as table judge take the transcript, I leave the point of my pencil pointing to the last move: both to help me remember what its number was

clear that it's illegal to make notes to represent what the position might look like in the future (which means that all computers play illegally?). Somewhere between these extremes lies the boundary. As a rough guide, I reckon it's acceptable to make notes about the *past* of the game but not about the *future*. But the Rules are less than clear, so one could certainly debate that.

By the way, is it cheating to look at a transcript from an earlier round of the tournament during a game? I confess that I would have to retire too ....

Date: Thu, 23 Jan 2003 16:33:47 +0000

From: Adelaide T C Carpenter <atc12@mole.bio.cam.ac.uk>

I've never noticed anyone making notes on endgame positions either but on the other hand I hadn't been watching for such. I've been acquiring my feel for "proper behaviour" from observing what the top players do, and they don't, so I had assumed that this was universally agreed! Clearly not, so this discussion has been useful.

Very few players manage to do their endgame counts without expressing them in some fashion but I can't see how this could be considered "cheating" -- for example, I've noticed one player who moves his lips to the figures: but this won't benefit \*him\* and will benefit his opponent only if he makes a mistake and his opponent can figure out which line that was in. More reliable for that opponent to do his own counts!

On a lighter note: some years ago the British National Tournament was interrupted by a fire alarm -- so we stopped the clocks, tramped outside, and milled around until the "all clear" was announced. During the milling Joel Feinstein came over to me (the TD) for a ruling: he couldn't stop thinking about his position and felt that it was cheating to do so since it wasn't on his clock's time! (I told him it was all right to do so since his opponent had exactly the same opportunity but if he really felt he should do something he should go chat with his opponent.)

And on the "second hand": using both seems to be the default for newcomers. I personally haven't had any say anything other than "Thanks for telling me!" when I've explained why not, but they do need to be told, preferably by the first live opponent; I had one such still using both on his fifth game at the Christmas friendly --

>Emmanuel, there's a vacant hole in the ground next to the tree (into which I >am moving) next to the cave (into which Garry has moved) if you want it.

Erm. What counts as a bribe? If the over-lunch beer counts then I too have to move to the wilds of Wellingborough!

56	31	55	28	27	26	30	60
18	46	20	22	25	21	59	37
15	19	2	3	12	23	32	52
14	7	1	○	●	6	33	34
17	9	4	●	○	11	42	35
16	8	10	5	38	39	43	36
49	41	24	13	44	47	54	53
50	51	29	48	40	45	58	57

Lazard 31: Handel 33

32	33	15	22	45	24	51	50
34	27	11	10	19	18	49	48
35	14	7	9	2	38	13	47
29	17	1	○	●	12	39	44
26	28	6	●	○	5	16	37
31	21	8	25	4	3	20	40
46	58	23	30	41	52	54	56
59	60	36	42	57	43	53	55

Handel 36: Brightwell 28

Round 4 vs Brightwell. Graham's moves 26-30 are weak, and I don't need a second chance. I suppose this means I am on form. Handel-Brightwell games are getting sillier and sillier, because we have played thousands of times already, with me Black every time. I prefer not to use the same opening twice. Beginning c4e3f2 is only a matter of time. A passable game.

45	40	35	43	42	29	44	47
46	38	30	13	11	24	52	51
32	23	8	1	4	25	50	49
34	26	9	○	●	5	37	48
39	10	2	●	○	7	31	36
33	41	6	3	12	14	27	28
58	60	21	17	15	16	54	53
59	57	22	18	19	20	56	55

Leader 40: Handel 24

Round 5 vs Leader. I found move 3 insulting. I have half a dozen ways to beat everything Black tries. We played down last year's Leader-Tastet final for a while, then I had second thoughts. The whole game is forced and very boring, except right at the end: 30-34 White. Is this how I want to win games? A glorified memory test? But the late endgame has 2 very odd moves: open board x-squares get flipped back and forth. Would I remember what to do? I was not confident. No matter, I can play this winning line instead. Then I deviated again, just for the sake of it. And then I switched off completely. Imre never broke a sweat. Zero out of ten.

*[The thrilling Leader-Tastet game is on p19 of Spoldgy Words. White is winning in that game (though never 34-30) until he gets too ambitious at 46. The flipping of the open-board x-squares in that game happens after that fatal blunder; Michael is referring to some other line that I haven't uncovered. In the game above, Michael varies from Leader-Tastet at 28*

*and is winning until 34, when it is very important to gain tempo in the north with 34d1. -- GB]*

Round 6 vs Vecchi. This time I succeeded in making life too difficult for myself. Took me the whole game to do it, but worthwhile: 45h7 is a blunder to be proud of. Vecchi played well despite lots of pressure.

58	57	34	37	38	47	48	52
59	60	13	16	12	44	49	54
23	15	7	9	2	39	19	27
36	8	1	○	●	10	20	26
32	18	6	●	○	5	14	25
35	22	21	11	4	3	17	40
51	41	31	29	28	24	46	45
50	43	33	42	30	56	55	53

		○	○	○			
		○	○	○	○		
●	○	○	●	○	○	●	●
○	○	●	○	●	○	●	●
○	○	○	●	○	○	○	●
●	○	●	●	●	○	○	○
	●	●	○	○	○		
	●	●	○	○			

Black to play at 45

Handel 22: Vecchi 42

*[The only winning line at 45 is f8-a8-a7; now if White plays g8-h7-g7 then Black cuts the diagonal with g1, while if White takes the edge with h2, then Black sacrifices against it with g8. After 45h7? g7!, Black's only way to cut the diagonal is b2-a1-g1, but that costs too much.*

*Elisabetta Vecchi beat Imre as well as Michael; she was leading the tournament on Saturday night. -- GB]*

Saturday night. You could have set off a nuclear bomb, claimed c4c5 is good for White and put a ferret down my trousers. It would not have mattered, I slept very very soundly. I bet I snored too.

Round 8 vs Eng. There are so many players out there who totally mature after playing in a World Championship. Eng is one of them, and I did not want to underestimate him. Move 3 did not offend me at all. Unfortunately I was unable to concentrate and got rather outplayed. At 36 I still harboured vague hopes, but Martin's sequence 37-39 was outstanding. Even after the game I failed to appreciate how good this was, and suggested alternatives. But 40b8 left me staring at g7, after which I must collapse. Luckily for me, g7 never happened.

Is it cheating to bribe the tournament referee?

If the answer to any of these questions is 'yes', then I too will retire from the game. My Edinburgh Regional Champion trophy 1992 is already in the post. My new address is:

Up a tree  
Next "door" to a cave  
In which Garry lives  
Wellingborough.

Date: Thu, 23 Jan 2003 17:14:51 +0100

From: Emmanuel Lazard <Emmanuel.Lazard@d....>

If the answer to Guy's last question is "yes", may I ask another one? Is accepting a bribe when you're tournament referee cheating? If so, I too will retire from the game.

Date: Thu, 23 Jan 2003 16:14:01 -0000

From: "Plowman, Guy" <guy.plowman@c...>

Emmanuel, There's a vacant hole in the ground next to the tree (into which I am moving) next to the cave (into which Garry has moved) if you want it.

Date: Thu, 23 Jan 2003 16:06:38 +0000 (GMT)

From: Graham Brightwell <graham@t....>

Dear Garry,

I hereby accuse you of not cheating, and I will drag you through the courts to compel you to house the trophy in a specially built cabinet in your new cave. (I understand there is a nearby tree that can be chopped down for this purpose.)

The Rules of Chess are long and complex (and not just because of all the amendments to the fifty-move rule, or whatever), because every conceivable thing that could happen at a chess board has happened, and someone has had to rule on it. The Rules of Othello are not as thorough, and rather more is left to the discretion of the tournament referee. I'm not sure whether that's ultimately a good or a bad thing, but I generally come down against adding ad hoc rules just because they would have solved one particular peculiar problem (which *always* seem to come with extra complications) that has arisen somewhere.

On the particular issue of writing notes during a game, it's clearly desirable to take a transcript and unobjectionable to write (e.g.) "37?" by the transcript to indicate that you think your move 37 was silly. It ought to be

before even being discussed just because of this signature... But this event showed us that we really have to make this "second hand" rule clearer.

This only reflects my humble opinion.

Date: Thu, 23 Jan 2003 13:44:03 +0100

From: Matthias Berg <othello-deutschland@g...>

Not sure if I want to roll up the whole discussion again. The council decided and we're fine with it. Alex said signing the sheet was accepting the result. In the council it wasn't a "fact" that signing the sheet = accepting the result or if it's "only" signing the end score. I signed because I wouldn't be able to go to the tourney director to ask him about the rules without telling everyone "no I don't accept it before I talked with the TD". Anyway, the rules should become clearer and all I want is that the rules be applied to everyone equally. I wrote down endgame numbers only in two games ... those in Brussels.

Date: Thu, 23 Jan 2003 13:24:43 -0000

From: "greedy10101 <garry@e,,>" (Garry Edmead)

I feel ashamed, all my hard work and achievements have come through cheating by writing down a number. I apologise to anyone I have beaten by cheating and have decided to retire from the game and live in a cave far far away. Once again I'm so so sorry.

P.S. The trophy is in the post

Date: Thu, 23 Jan 2003 14:03:07 -0000

From: Mark Wormley <mark@w...>

Garry: Sorry that you are leaving us :-)

However all negatives have a positive and that is that I will be one place higher in the ratings next time they are updated.

Date: Thu, 23 Jan 2003 14:36:08 -0000

From: "Plowman, Guy (" <guy.plowman@c...>

Garry has just made his last call from his mobile phone. It actually cut out as he went deeper into the Wellingborough mountainside. He just wanted me to pass on his apologies one final time.

From my point of view this whole conversation brings up extra issues like:

Is it cheating to flip your opponent's pieces when he's not looking?

Is it cheating to look through the Thor database whilst on a toilet trip in the middle of a game?

50	56	37	38	30	39	60	59
27	57	13	34	32	11	55	58
26	15	8	1	4	28	18	20
25	17	9	○	●	5	19	33
24	10	2	●	○	7	16	35
23	29	6	3	12	14	21	22
48	36	31	41	43	44	52	54
47	40	49	42	46	51	45	53

Eng 28: Handel 36

52	51	48	47	22	34	56	57
50	53	32	17	20	29	45	39
49	31	2	3	4	7	24	38
42	33	1	○	●	18	26	37
46	27	6	●	○	19	30	36
58	25	13	9	8	5	41	35
59	60	16	14	10	21	40	54
44	23	15	11	43	12	28	55

Handel 35: Hoehne 29

				○	○		
		○	○	○	○		●
	●	○	○	●	○	●	●
	●	●	●	○	●	○	●
	●	●	○	○	○	●	●
	●	●	●	●	●	●	●
		●	●	●	○	○	
	●	●	●		○	○	

White to play at 42

Round 9 vs Hoehne. Andreas gets well ahead but refuses to force it. Even though 42a4 is poor, the replies 43 and 45 happen instantly because I have no choice. Possibly this threw him a little. Anyway 46a5 is a blunder after which I have a choice of wins.

*[At 42, White should take his win: 42e8-h8-h7-g2 and now the cleanest put-away is h1-g1-b7. Once this doesn't happen, Michael seizes his chance and the finish is clinical: this is what you need to do to win tournaments. -- GB]*

Round 10 vs Nicolet. Stéphane has thrashed me when it matters over the years. Yes, he is a giant player, but more importantly he consistently held himself together a lot better than I did. After our 'recent' 3rd/4th play off (bad games, got crushed), I felt I could never beat him. Therefore this game was a total surprise. Not only did I win, but it was strangely easy. Afterwards I mentioned the way I felt to Stéphane; his reaction was very polite and very surprised. He knows what I am capable of through the internet (I tend to do the crunching there) but that's not the real world. I feel that Nicolet could win any tournament, if he wants. Still, this is not a great game by any means.

**Puzzle hint A:** The place to start is a2. How can this square come to be occupied? Next hint page 15

53	54	39	55	40	56	48	46
52	49	42	30	29	27	57	21
43	41	2	3	6	13	16	15
50	17	1	○	●	9	14	11
26	20	4	●	○	8	10	45
36	31	7	18	23	5	19	12
51	58	28	32	33	22	44	24
59	38	60	35	34	25	37	47

Handel 43 Nicolet 21

[Actually it all hinges on one move: Stéphane needs to play 36g7 before Michael goes to g8; this is a tempo-gain while a6 is not urgent. Although g7 looks risky because White has no access to h5 just at the moment, he can arrange it whenever Black cuts the diagonal. -- GB]

And so it finished with Graham and myself on 9. It would have been Imre on 9 as well, but Takuji was determined to get revenge for losing to him lots of times in Amsterdam, and they drew in the last round. I would love to report my games with Kashiwabara and de Grey, but unfortunately I must instead refer you to round 1 of the Final.

42	40	31	12	39	30	60	59
43	41	7	6	24	11	58	55
27	10	2	3	8	25	29	32
38	5	1	○	●	9	28	53
36	23	4	●	○	20	26	34
37	17	15	16	13	14	35	33
49	44	18	21	22	56	46	50
48	52	47	19	57	45	54	51

Brightwell 32 Handel 32

Unfortunately, White needed to be every bit as careful,

			○	●	●		●
		○	○	●	●	●	●
	○	○	●	●	○	●	●
○	○	●	○	●	●	○	
	●	○	●	●	●	○	○
		●	●	●	○		○
			●	●	●		

White to play at 36

Final Game 1. Zebra evaluates my 18c7 as far superior to its own book move (f5) especially when it finally understands that 19d8 is the only desperate shot for black. Zebra is plain wrong surprisingly often and I certainly enjoy proving that. With 26g5 I begin to lose the thread, concentrating less on correct play and too much on what is hard to beat. I did feel, for example, that 38e1 was correct play, but I favoured what happened because I knew that 44b7 would demand accuracy from Black. I was delighted at the opportunity to play this 'Tamenori' x-square for the first

allowed?" or some such). I would certainly have said something immediately. I've just phoned Graham, and he says that he too has never seen Garry do that. So if no one has ever complained to Garry it may be because we don't know that he is doing it!

B) Mattias said something like "If the Othello community wants to be more relaxed than the Chess community, that is fine." But this gives the impression that in the discussion about Shaman-Berg there was a view of "well, yes, officially and technically it is a win for Berg, but we are relaxed so we won't apply the rules rigorously." There was NO such discussion. Speaking as someone who actually voted for Matthias in the vote, I can say clearly that the reason there were differences of opinion was because the rules were not clear. To be precise, there were two problems...

1) For the error of flipping using a second hand, the rules do NOT say what the punishment/action should be. If the rules did say then that would be very different. This is in complete contrast to the rules on time-default or the rules on flipping error. Well, again part of the argument is about whether or not this counts as "flipping error" or something else. Usually flipping error is taken to mean flipping the wrong pieces, and here the rules are clear (table judge presses clock *etc*). So it depends whether you think using a second hand is a "flipping error" or is a different kind of thing.

[Actually, even if you think that this DOES count as a flipping error it is still not clear, because the rules say the offending player must "correct his mistake". What would that mean here? There are many possibilities.]

2) At what point does the game end? For usual correction of moves, the rules are clear: a move can be corrected/challenged until the next move is played. But if it is move 60 then there is no next move, and the rules fail to say what to do. So is it when the scoresheet is signed, or is there no limit?

Date: Thu, 23 Jan 2003 12:20:51 +0100

From: Alex Cordy &lt;acordy@h...&gt;

Just a few comments on the ongoing discussion on rules.

About taking notes during a game I really think that it can't be allowed and the point from Jeremy (where does it stop then?) is a very good one.

About the bear or any other "unnecessary" material I think it should be up to the opponent to accept it or not, but I have no idea what the rules say about it.

Finally about the game Shaman-Berg, I voted against Matthias not because of any "more relaxed community" but because he had signed the transcript sheet and in doing so accepted the result. In my opinion Matthias had a point but you can't complain after accepting the result! If you keep the comparison with chess, I think the complaint would have been rejected

rule that will allow limited helpful note-making but stop it getting out of hand. I have seen one British player apparently using some counting technique with their fingers -- I could be mistaken -- and I see no reason why that should be discouraged or prohibited.

As for Matthias' lucky germania bear -- be warned: when we meet OTB it may have to contend with my Beanie Baby moose, whose disarming smile could probably neutralise the effect of even the luckiest fellow creature -- thus depriving me of my excuse for losing 64-0. ;)

From: "Jan C. de Graaf" <jan.de.graaf@o...>

Date: Thu Jan 23, 2003 7:04 am

Subject: RE: [British\_Othello] Rules

You're an accepted cheater Garry...(joke) I vaguely remember reading somewhere that one is not allowed to have/use notes during the game. In some way writing down numbers and then using them a few minutes later is sort of having notes. Although I can count very well (at least to +32) I have significant difficulty remembering the previously counted line(s). Still it never occurred to me to write down counted lines...It just felt like something not done...

Just my personal feeling. I would however propose to have it be forbidden if such a rule ever comes into question. It's just like writing down "don't ever go *\*there\** unless *\*this-and-that\**" during the game. I feel one should do everything by his/her grey matter.

Date: Thu, 23 Jan 2003 10:29:32 +0000 (GMT)

From: Imre Leader <I.Leader@d...>

Sorry, just two comments on recent things said by Garry and Matthias:

A) About notes: I agree that the official rule saying "no notes" does not explain what "notes" are -- it does not make clear if this refers to things written before the game or to things written before/during the game.

I must say I have always understood it to mean *all* notes (apart from the actual transcript), including ones made during the game. So for example writing down endgame count numbers or writing down a position and then writing down possible future positions (so that you would not need to *visualise* the future position, since you would have *drawn* it in front of you!) and all things like that would not be appropriate. But it is true that the rules do not make it clear exactly what "notes" means.

But my main thing here is that I was very interested that Garry said that he has always been doing it and no one has complained. I have NEVER noticed Garry doing it. If I had noticed, I would have complained straight away (I do not mean I would have said "hey, cheating", but "Is that

but I barely had time to get my moves in. Aubrey had no trouble with this endgame. He asked me to explain my last few moves: I wanted to avoid Black's g1 (after my g2) sweeping the g column. He nodded in appreciation, but he was right all along and I am glad I never came close to claiming correct play. A good game, except for the end. One day I will sort my endgame out. These late blunders are becoming embarrassing.

○	○	○	○	○	○		
●	●	●	●	●	○		
●	●	○	●	●	○	○	○
○	●	○	○	○	○	○	
○	●	○	○	○	○	○	○
●	●	●	●	●	●	●	●
		●	●	○			
		●					

White to play at 44

*[This is a close game all the way through. I was expecting to be able to leave the Northeast region for parity, but Michael's splendid 46g7 made it look impossible: actually it's not quite so, and I really do have to play 47h7!-h8-a8/b8, although this only draws. I chose something worse, and it all seemed to be going wrong until Michael misjudged 56: f7 didn't look right to me either, as the value of playing second into that 2-square region seems (and is) enormous.*

*A draw in Game 1 reduces it to that very odd beast: a 2-game match. The primary aim in Game 2 is to maximise the number of discs whatever the position; crossing the threshold of 32 is not particularly important. Which turns out to be a good thing for me! -- GB]*

58	54	38	49	34	39	51	52
59	57	30	35	31	32	50	53
19	25	27	37	2	41	36	45
60	12	1	○	●	18	33	44
23	9	6	●	○	5	20	21
22	13	8	7	4	3	28	42
26	24	14	10	11	29	46	40
55	56	15	16	17	48	47	43

Handel 33 Brightwell 31  
(time; 27-37 on board)

Final Game 2. After some initial scares I come out well ahead. White is forced into everything, including 40h7, which totally throws me. The first sequence I look at is h6-h4-f3. It's very close, and I am Black. This frustrates me the way it shouldn't. So I quickly reject the line, figuring I can do more with the corner. I wasn't expecting h6; that's a serious miscalculation, and it is not until after White physically gains the tempo with g7 that I finally understand my situation is hopeless. h7 was an excellent move. Then the clock wins, sadly, and that is basically why I won this tournament.

		○		○	●		
		○	○	●	○		
●	●	●	○	○		○	
	●	●	●	○	○	●	
●	●	○	●	○	○	●	●
○	○	○	○	●	○	○	
○	○	○	●	●	●		○
		●	●	●			

Black to play at 41

*[This opening has my name on it, and I ought to know what to play against it. I more-or-less do, but I get the move-order wrong at 16; f4-a3-d8-e8 is significantly better, since it leaves d6 white, keeping him off two moves, while letting me play f8-g8-b7 if I care to. When I do play this x-square at 24, there is less oomph to it and I find myself having to spend the entire mid-game worrying about how to keep a black disc on the diagonal to prevent the a8 swindle (Zebra commends the x-square, but thinks I should play 26c3-a8-a5 rather than get into the tactical battle). I use up a lot of time figuring out what might just survive, and then out of the blue comes the opportunity to play (effectively) 42h6-h8-g7 and instantly transform the game. It's all flowing my way, but then suddenly I am not sure what to play at 58. In fact all three moves win, but using all the remaining time on my clock doesn't. This is the first time I've lost on time in a won position with a digital clock: I reckon I'd just got too blasé.*

*But so what? This last drama cost me 6 discs and was not the biggest error in the ending. Furthermore I knew this and told everyone so immediately. The reason Michael won the tournament is that I messed up the next game! -- GB]*

Final Game 3. Well, I eventually played 20c1, and I thought Graham was going to win it after all. I seemed depressingly forced into everything. Zebra disagrees, claiming White has done nothing wrong and should

50	31	20	30	26	21	39	54
35	51	17	15	16	13	55	44
34	25	8	7	2	11	12	37
33	27	1	○	●	10	14	40
32	28	6	●	○	5	19	43
29	36	18	9	4	3	56	24
48	38	22	23	53	42	45	59
47	49	52	41	46	57	60	58

Brightwell 18 Handel 46

proceed with 30d8. I spend over 15 minutes on move 30, leaving myself less than 4 on the clock. It didn't matter to me, because a bad move would end it right there. Then I played a losing move 30. Making Black take b1 was all I could do to complicate. We played quickly from there, as you might imagine, and I was extremely fortunate: the game flow discouraged Graham from taking stock at the right time. Don't be fooled, I feel sure Graham has been very hard on himself, but I would never say move 37 is a blunder, it's a completely natural reaction. 37c8 could only happen after careful analysis, which

my lucky germania bear to WOC ;o) ) is it allowed to place it on the table or if the opponent wants it to be removed do I have to remove it? I believe in a friendly playing condition, so I wouldn't want to argue with my opponent, but what does the rules say about it? My opponent could check if there is any information on or in it that could help me? Or is it kinda forbidden to have anything on the table besides the board, the clock and the notation sheet?

From: "greedy10101 <garry@e...>" (Garry Edmead)

Date: Wed Jan 22, 2003 10:33 pm

Subject: Rules

I have been playing in tournaments for over 10 years and I must admit I have ALWAYS scribbled down numbers to help me with working out endgame scores. Not one person has ever complained about me doing this so I have always believed this to be "in the rules". If you do prove this is to be illegal could you please notify me so I can send my British Championship trophy back for cheating.

From: "Roy Arnold" <arnie@a...>

Date: Wed Jan 22, 2003 11:48 pm

Matthias Berg [mailto:othello-deutschland@g...] wrote:  
>tell me where it says that in the rules?

### 3.2 Consultation: During the course of the game, a player may not consult any notes ...

However, one could argue a case for it being allowable for a player consulting his or her own notes that were written during the course of a game -- looking at his or her own or opponent's transcript to make corrections (in the absence of a table referee).

[----]

From: "Jeremy Das" <jdas@c...>

Date: Thu Jan 23, 2003 12:56 am

Subject: Re: woc Re: [British\_Othello] Poll results for British\_Othello

I always took it for granted that any kind of note making that could improve one's play was not allowed. If nobody has complained about this it's probably because they didn't notice! :)

If it is allowed then where would it stop -- would drawing pictures of future positions to make sure you haven't missed anything be allowed? Even if everyone thought of it as desirable in principle, it seems difficult to make a

**Correspondence on "Cheating" that originally appeared on the UK Othello discussion lists** *compiled, edited, and condensed by Adelaide Carpenter: who is just as confused as the average reader will be about exactly what the issues were, but aspects of this sequence are now part of the ongoing history -- see other articles in this issue*

From: Ovion Jacques <dupon52@y...>

Date: Wed Jan 22, 2003 9:16 am

Subject: woc Re: [British\_Othello] Poll results for British\_Othello

I was not present at Amsterdam but I would have been glad to say "Go Mathias, Go"... especially at the end of the first day.

Is there an active German representative on the European or World councils ???

Active enough to modify world rules not only to say what is forbidden or not but also to say that someone has lost one's match if he does not comply with the most obvious\*\*\* rules?

[-----]

From: "Jan C. de Graaf" <jan.de.graaf@o...>

Date: Wed Jan 22, 2003 8:05 pm

I \*think\* you are not allowed to write down numbers during play. Especially not when it seems to be helping you with counting the endgame. I myself always have trouble remembering the result of the "other" line I just counted, still I never considered writing anything down but my moves. I'm sure some rule says that you're not allowed to help yourself using notes, these ARE notes...although very fresh notes.

From: Matthias Berg <othello-deutschland@g...>

Date: Wed Jan 22, 2003 8:13 pm

Tell me where it says that in the rules?

In most exams you are not allowed to bring any written or printed stuff with you, but if you start writing your own notes (everything you just memorised for 5 minutes) after the exams begins, no one would say you cheated. If you don't write down end-game counting, you could use your fingers to help you memorise some numbers. Would that be cheating?

From: Matthias Berg <othello-deutschland@g...>

Date: Wed Jan 22, 2003 8:25 pm

Now that we are discussing othello rules on the BOF list.... there is something else I would like to know the rules about.

If I believe that a thing could bring me luck for the game (e.g. I brought

doesn't appear necessary; this is, after all, the deciding game in the final, where you want time enough for the endgame, not the midgame. Nevertheless, after 37, Black's edges become liabilities at last, there is no answer to parity, and White's time constraints become immaterial.

	●	●	●	●	●		
●		●	○	○	○		
●	●	○	●	○	○	○	
●	○	●	○	●	○	○	
●	○	○	○	○	●	○	
●	○	●	●	●	●		○
		○	●				

Black to play at 37

*[Sorry, but I insist on calling 37 an awful blunder. Of course, my plan is to get access to a7 and g1, take them, and run Michael out of moves. Michael is perfectly right that he should use up time making sure that doesn't happen. Equally, I should spend as much of my time as necessary trying to get the critical next few moves right, whereas what I actually did was play the game-losing 37h3 immediately. I just didn't put in the effort to appreciate that Michael's rather obvious x-square at b7 was going to gain enough tempo and force me to collapse. The right move, blatantly, is 37c8, either because it's critical to get that move in before b7, or because this sets up the swindle after b7, as you prefer. Had I played that, Michael would have gone to b7 regardless, I would presumably have played a8 and won the race to a7; the game would be far from over, but Michael's shortage of time would probably have cost him in the end.*

*After my instant 37h3, I am pretty much instantly dead. I'd like to understand all the reasons for this meta-blunder, so I can avoid doing it again. Michael's comment about the pace of the game is surely pertinent, but I ought to be experienced enough by now to resist that and dictate the pace myself. My time default at the end of the previous game could have been a factor, but really I don't believe I suffered too much mental anguish from that. The best I can offer is just that I was tired: this was my fourteenth game of a tough weekend, and I don't think I was able to muster as much concentration as a Grand Prix final game requires. One French player of a similar vintage puts this down to advancing old age, which is one factor I'm not going to be able to eliminate!*

*Whatever, Michael was impressive. You can see that for yourself. In my view he was way overdue for a big tournament win, and I predict this will be the first of many. -- GB]*

So, I won. The first non-Cambridge Brit to do so. Every name on that trophy is a legend to me, and now Handel appears beside them. It's such an honour I can't tell you, a huge reward for the work I did (admittedly) many years ago. Maybe I will put another effort in soon and see where it takes me.

**Handel vs Brightwell** by *Graham Brightwell*

I've played a number of exciting games against Michael Handel recently, including the Final of the Cambridge Open, which, if all goes to plan, is reported elsewhere (*pages 8-11 -- Ed*). In the game you're about to see, what's at stake is "only" 2nd place in the Wellingborough Regional. Mind you, at the time of writing, it could be that the result of this game decides the Grand Prix. That's a little scary.

I'm going to hide the full game from you for a while: it's at the end of the piece, but please don't look at it just yet.

Let's start in the middle. Here I am, contemplating the option of 38c1. Before we start the in-depth analysis, I should warn the reader that neither player is indulging in much of that during the actual game.

			●	●	○		
				●	●		
	●	●	○	●	●	●	●
		○	●	●	●	●	●
	○	●	●	●	●	●	●
		●	●	●	●	●	●
		●	●	●	●		●
		●	●	●	●		

White to play at 38

This potential move to c1 has its drawbacks. Indeed, it leaves Michael with two options, neither of which appeal to me greatly. He could either (a) reply 39a6 immediately, ending the game, or (b) spend as much time as he likes figuring out whether there is a wipeout available, but then give up on it and play 39a6 anyway. (As a matter of fact, after 38c1, both 39b4 and 39c2 are wipeouts with perfect play, but it would be very hard to be sufficiently certain about that to turn down the 60-4 win.)

So, why am I even thinking about 38c1 ?

Well, I've never actually been wiped out in a tournament game, and I'm not particularly looking to start here and now. If I carry on and hope for something better to turn up, it could be that what I get is something worse. But no, that's against the spirit of competition and would upset the small audience that has stopped to watch this road accident of a game. I play 38c2, announcing to the aforementioned audience that I could have had 4, and hope for something better to turn up.

Before seeing what does turn up, let's have a quick look at the skid marks on the road. Here is the game through move 38.

			37	33	36		
		38		32	35		
	29	31	30	5	23	34	21
		28	○	●	4	18	20
	22	3	●	○	1	16	19
		6	2	7	13	17	24
		12	9	14	8		25
		11	27	10	26	15	

- > Standard Single £23.50 B&B
- > Standard Twin £20.00 per person B&B
- > En Suite Single £28.50 B&B
- > Hotel single £45.00 room and £6.00 breakfast
- > Hotel Twin £22.50 per person and £6.00 breakfast
- > Hotel Double £22.50 per person and £6.00 breakfast
- >
- > \* A one-stop booking service for accommodation, both for the
- > above-mentioned rooms and for a large number of additional hotels of
- > various standards and with price-ranges to suit all budgets.
- > \* Self-service lunches at very low prices.
- > \* Snacks, sandwiches, confectionery and beverages on a cash basis
- > adjacent to the largest playing hall.
- > \* Social events will include at least one party and one barbecue.
- > \* Bar area for socialising and playing games in the evenings.
- > \* Cash and other prizes to be announced shortly.

**Doncaster Nationals** by *Iain Barrass*

Sorry for the slight delay. The details are:  
 20 and 21 September  
 St. John Ambulance HQ,  
 St. Sepulchre Gate West  
 Doncaster

[I'll have to check postcode later on, which I don't have now (or access to).]

Essentially this is the same place as has been used at most of the recent Doncaster events (regionals and nationals). Access is easy from the train station and the bus stations. Slightly more tricky by car and parking may be limited. Full details are available on request (to me: <iain.barrass@st-johns.oxford.ac.uk>).

It could be possible to organise an evening meal for the Saturday if people indicate that they want to come. There may be other opportunities for individual meal type things but there aren't usually many "quiet" pubs in the middle of town on Saturday nights.

see also: <http://homepages.shu.ac.uk/~rcarnold/britishchampionships.html>

### MSO 7 will be at Manchester Conference Centre at UMIST, August 16-25 from Aubrey de Grey

Final confirmation just received (4 Apr 2003): MSO 7 will be at Manchester Conference Centre at UMIST (University of Manchester Institute of Science and Technology). This is less than 10 minutes walk from Manchester's main train station, Piccadilly. The accommodation is 2 minutes walk away.

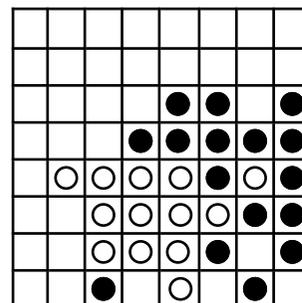
The Othello schedule will be the same as for previous years when the MSO was ten days long AND THERE WILL BE AT LEAST 700 POUNDS WORTH OF PRIZE MONEY DISTRIBUTED ACROSS THE OTHELLO EVENTS:

16/8 am, 17/8 am: 10x10 Quick-play (25 min/player, 6 rounds)  
 16/8 pm, 20/8 pm, 23/8 pm, 25/8 am: 8x8 Beginners (each 15 min, 6 rounds)  
 17/8 pm: 8x8 Blitz World Championship (5 min/player, 9 rounds)  
 18/8 pm, 19/8 pm, 20/8 pm: 10x10 World Championship (50 min, 6 rounds)  
 21/8 pm, 22/8 pm: 8x8 Quick-play (15 min/player, 10 rounds)  
 23/8 am+pm, 24/8 am+pm, 25/8 am: 8x8 European Championship (30 min, 12 rounds + playoffs)

Here is the previously circulated info. I hope to have more information on prizes in due course. (*See above*)

- > The 7th Mind Sports Olympiad will take place from Saturday August 16th to Monday August 25th inclusive. By reverting to the 10-day format we will be able once again to offer more than 100 tournaments encompassing more than 40 Mind Sports.
- >
- > The permanent move has been made possible through generous sponsorship provided by our hosts. Dates have already been agreed for the following four years, with the event starting each year on the corresponding Saturday and ending on the bank holiday Monday (the last Monday in August).
- >
- > \* Excellent playing site within 2 minutes walk of more than 500 student and hotel bedrooms.
- >
- > \* Accommodation at very competitive rates for the different qualities of bedroom (all prices include VAT):

The opening is the Inoue, and there's nothing especially good or bad about the line we play until move 25. White is ahead after move 7 and is a little further ahead at this point.



White to play at 26

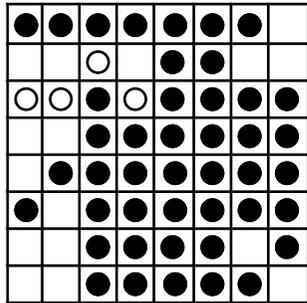
In retrospect, I have to admit that 26f8 looks ill-advised. Afterwards, Michael asked about 26g3; during the game I looked very briefly at this but decided that it isn't leading anywhere after 27f2. In fact, I can then just play into the North with 28d2 or 28c3, and I am ahead. Rather than stopping to think about the alternatives, I just stuck with the plan I'd already formed and played 26f8. Only after 27d8 did I stop to look at just how much of a mess I'm in. Did I mention that this game doesn't feature me at my best?

Michael's moves 29 and 31 play themselves really. Actually, I am relieved when he gets on with 31c3; I am even more afraid that he'll start with 31b8 and then play c3 next time. After 31c3, at least I have a clear plan: get to either g2 or b7, without allowing h2/g1 or b8/a7 as a response, and then I'll be able to follow up with the other, after which he'll have to let me get a wedge and force my way to h8 and g7, winning. (The fact that this is exactly what ends up happening should not be taken as evidence that my position has any real merit.) On closer inspection, there's really not much to choose between 31b8 and 31c3 for Black: both should win comfortably.

What, I hear you ask, does WZebra say about the next few moves? Well, it says that my best plan is to get c3 white, then play g7 at some moment that h8 is not a legal response, so that I have a few discs to flip through his mass with my next move, just before he does get to h8. Then if I play really well I might get 20-odd discs. WZebra may be a fantastically strong player, but it has a lot to learn about playing humans!

So, now maybe my choice at 36 makes sense? After he takes back with 37g1, I then get to play 38g2 and I win. Did I mention that this is not a game I'm proud of? Michael is perfectly capable of spotting and thwarting this poor excuse for a plan, and now I'm lying face-down by the wreck of my burning position.

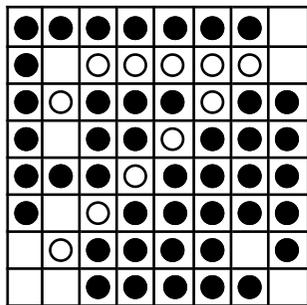
After 38c2 (*i.e.*, some move other than 38c1), the game goes 39g1 (which WZebra says is very bad: 39b2 is 64-0) 40a3 (40g7!! is WZebra's recommendation, of course; this time it gets me 16 discs) 41c1!! (removing my access to g7 and wiping me out) 42b1 (had I seen that this was going to happen, I would have played 40g7, or even 38c1) 43a1 (P) 44a6 (P).



Black to play at 45

I have to confess that the game is not being played in quite the serious atmosphere that one has a right to expect. I am giggling, and muttering under my breath, as I spot each new indignity, and Michael isn't thinking quite as long and hard about his moves as he could. Both of us assume I'm on the way to the scrapheap, and when Michael selects his next move, neither of us have the faintest suspicion that he's about to make one of the biggest blunders in the history of the game.

OK, dear reader, you've had long enough. What should Black play at move 45? a2 or a4? a4 or a2? Can it possibly matter? Surely not. Well, 45a4 would be followed automatically by 46a5 47a2 (P) 48d2, and the game would reach its evitable conclusion. But Michael's immediate reaction (and, to be fair, that of every other expert present who was asked for a snap judgement) is 45a2. Perforce I play 46a4, and now to his horror Michael realises that my c2 disc is staying put, and that he has unwanted access to d2, allowing me to get to g2 after all! He does the best he can by playing d2 before a5, so 47d2 48g2 49a5 50b7.



Black to play at 51

Michael sees that nothing is going to work. The closest line he has available to him now is 51b6-a7-b4-b2-a8-b8-h2-h1-(P)-h8-(P)-g7, which is 29-35. Michael tries 51a7, probably because he thinks it's right rather than with any expectation that I'll play 52a8??? (53b6!). After that, the game plays itself from my side, and it turns out that I have more discs at the end.

We play through the game and realise the hideous truth. "I'm going to be famous", says Michael (surely he already is). "You won: you can write it up."

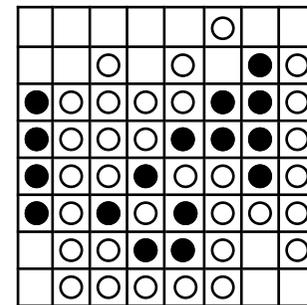
So I did. Sorry to inflict it on you. I am reliably informed that Posterity will want to have the whole game inflicted upon it, so here it is.

*Handel 27 Brightwell 37*

43	42	41	37	33	36	39	55
45	54	38	47	32	35	48	56
40	29	31	30	5	23	34	21
46	53	28	○	●	4	18	20
49	22	3	●	○	1	16	19
44	52	6	2	7	13	17	24
51	50	12	9	14	8	60	25
59	58	11	27	10	26	15	57

down for the boot-insertion option every time. Well, maybe not this time: there is one feature here suggesting that "playing on" ought to be quite safe, namely the odd region in the South-East. The point is that, even if Black has to play out the North edge and manages not to run White out of moves, he will still have the options of either playing parity or playing out the region for a tempo. Of course, it could go wrong, but if you can't see exactly how the forcing line (41g2) works out, then maybe this is the time to chicken out.

Of course, this is with hindsight: I have a lot of sympathy with Guy's choice of 41g2. The next few moves are forced, but here he is with another decision to make, and this time it so happens that the game depends on it.



Black to play at 45

We're getting one end of the diagonal each, but which one should Guy take? He can either settle for what he's already earned, with 45a8-a7-g8, or force me to give him the opposite end instead, with 45a7. The first option wins by 8 or 10 discs, basically because Black still has control (very important after a corner-exchange like this) and can sweep out discs starting with c1. Not so clear, I agree.

After Guy's unfortunate choice of 45a7, it's very important that I play 46f2 rather than g1. To see the point, play through the game and see how awful the 2-square region g7-g8 is for him; if I play 46g1, then after similar sequences he will be able to play g7 and keep the g-file. In the game, he can flip either the g2 disc or the g3 disc, but not both. The ending isn't perfect, but the themes are clear: this way it is White who is sweeping down the left-hand files, getting just enough discs to win.

Final scores: Graham Brightwell 7/7, Michael Handel 6, Guy Plowman 5, Steven Rowe 4, Roy Arnold 3, Jeremy Dyer 1.5, Ben Pridmore 1, Gareth Morinan 0.5.

**Puzzle hint C:** Once you've worked out how a1 can be occupied and c2 is white, it is time to think about move 1. You should have a long list of squares that are empty until late in the game; how can the game get going? Try to link the beginning of the game to the first few moves of the main sequence. If you find yourself concluding that h1 happens before b5, you're on the right track! Final hint page 31

**London Regional 2003** by Graham Brightwell

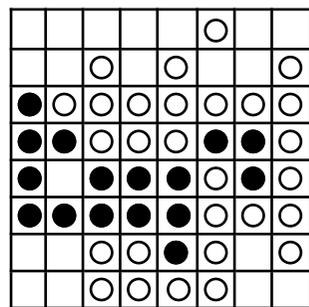
I struck a deal with Guy Plowman: he would sort out the venue and I would run the tournament. Since the number of players (including me) who turned up was eight, it was even convenient for me to play as well as organise. In this but not any other context, I need to thank Eurostar for not providing a fare cheap enough to entice Marc Tastet over the Channel.

The tournament featured two inexperienced but already dangerous players, namely Jeremy Dyer and Gareth Morinan. These two drew in Round One, and then Gareth had close losses to Ben Pridmore and Michael Handel. Unfortunately, he didn't make it back to the tournament after lunch: we were sorry to learn later that he had his wallet stolen.

Jeremy finished the tournament with a fine win over Ben, who didn't seem to be at his best. Steven Rowe had another solid tournament and stayed in contention for the Grand Prix. At the top of the table, I had a rare unexciting game with Michael, but the specimen below provided me with enough thrills for one day.

57	56	55	54	51	34	48	47
52	58	24	53	29	46	41	28
39	36	35	15	2	12	33	25
38	19	1	○	●	7	16	26
30	42	6	●	○	5	13	31
37	23	14	10	4	3	8	27
45	43	22	17	11	9	60	32
50	44	20	18	21	40	59	49

Plowman 29 Brightwell 35



Black to play at 41

The bad moves early in the game are: (a) 14c6 (h6 is recommended), (b) 19b4 (e2 is very strong), (c) 23b6 (b5 works out better), (d) 30a5 (I should play f8 and allow the Stoner trap), (e) 34f1 (f8 keeps it tight).

Guy is way ahead in the position shown, but it's dangerous to assume that the game is going to win itself, and in fact he is confronted with a tricky decision here. Should he just "play on", with 41a2 or 41c1 or something? Or should he "put the boot in" with 41g2 42b5 43b7, forcing me to give up a corner? Detailed analysis won't resolve this one: certainly Black should expect to win either way, but which is the surer thing? In the abstract, put me

**Other Regionals and Grand Prix** by Roy Arnold

East Midland Regional: PLOWMAN IN A PICKLE.

British Champion Garry Edmead scoffed rumours of his retirement and began this year's campaign thus proving parenthood has made him a stronger player. However the same could not be said for his one-time Wellingborough team-mate Guy Plowman (whom Edmead shared last year's EMR title with) as he flopped. Handel could not repeat the Cambridge International heroics of two weeks earlier though it looked possible that he would wipe out Graham Brightwell in the fifth round (*see game analysis beginning on page 12*).

Result: 1. Garry Edmead 6/6; 2. Graham Brightwell 5; 3= Michael Handel, Geoff Hubbard (both 4); 5= Roy Arnold, Stephen Rowe (both 3); 7= Yvette Campbell, Guy Plowman (both 2); 9. Adelaide Carpenter 1.

South West Regional:

A somewhat hastily arranged South West Regional in Oxford saw only three players at Oxford. Each played each other twice and had two byes. Result: 1. Stephen Rowe 5.5/6; 2. Iain Barrass 3.5; 3. Julian Richens 3

Oadby Regional, July 12 (*contributed by Adelaide*)

Despite being too late to play the first round, and therefore losing to Stephen who had the bye (pairings arranged by Aubrey), Michael Handel won the rest of his games to end up equal first on 4/5 with Geoff Hubbard; Stephen Rowe 3, Aubrey de Grey 2, Roy Arnold 1 1/2, Adelaide Carpenter 1/2. This new Regional's venue was acclaimed a success and we all encourage Stephen to continue to organise one!

This year's British Grand Prix was exciting. Stephen took the lead by winning Oxford; Graham re-took it, but barely, at Cambridge, increased his lead at London, but then had to be abroad for the last Regional at Oadby. Stephen did rise above Graham but Michael rose further and is this year's champion. Final ranking: Handel 560, Rowe 550, Brightwell 540

**Puzzle hint B:** Once you've sorted out how the a-file can be played out, think about how the b5 and b6 discs can be black. Now list all the reasons why the c5 disc should be black, and work out how, nevertheless, it can be white. Don't worry about getting a legal game just yet: allow either side to pass and sort out the complete history of the Western region. You should find that there is a long sequence of moves whose order is pretty much forced (the "main sequence"). Next hint page 19

**MSO Cambridge (the Cambridge Regional)** by *Adelaide Carpenter*

Aubrey was this Regional's organiser but since he was out of the country on the day I refereed it. I had printed out various things like the most recent rating list but left all that in my office; fortunately I already had the notes for the committee meeting at home, as well as my referee kit (including lots of ancient transcript sheets -- both Aubrey and I had forgotten about that!). 8 AM Stephen Rowe rang to say his train was delayed, with no idea how long. I said we'd cope. Loaded lots of sets, clocks and kit in car and got to venue early enough so that parking there was easy. Ben was already there and he helped me move tables *etc.* Ca 9:30 Geoff arrived, with Michael and Ian on his heels; then Imre afraid he was late, then Graham. Still no Stephen but he had rung to say he was coming so I set pairings for 7 rounds of round robin with him as first bye: and the rest around the circle in order of arrival (switching Graham and Stephen just because of the way my arrows had started -- all this is important, it turned out). This did mean that Graham and Imre played their game the first round; I didn't worry about that on the grounds that five of the six players present were in the top seven of the rating list so two of the round-one games had to be between those top 5 anyway, and my having forgotten that most recent ratings list would mean any attempt to try to do round one properly would have been approximate since only I of those there had seen it, but Graham really would have preferred that I had done something else (he didn't say that in so many words but he kept bringing the topic up) -- he'd lost, of course. I finally showed him my star and why the order and he shut up, accepting order of arrival to be as good a randomiser as any!

Still no Stephen by round two, when he should have played Imre. So I had Imre start his clock. And Imre couldn't stop talking about how I should do something other than just let Stephen lose his games on time until he did arrive. However, when Stephen did make it in time for round three, Imre grovelled.

Over lunch the topic of how many points should be awarded for Stephen's missed rounds arose. I said I'd wait to tell how I'd done it but was willing to accept instruction. It got tossed around a bit -- everyone agreed 40-24 for a Swiss but no one could think of a rational reason for a round-robin; eventually consensus settled on 64-0, which is what I'd done.

Between us Graham and I got the committee meeting done; the question of whether we were quorate did arise, settled by us committee members dubbing the rest of the tournament as temporary committee for the purpose. This did turn out to be legal because a) a quorum for the

purpose requires four real members before any co-option and b) we did have four (me, Graham, Geoff -- and Ian Turner, who wasn't sure he still was a committee member).

When we broke for lunch Imre was on 3, having beaten Graham, time for Stephen, and Bye; however, Michael then beat Imre, giving, after round 4, four people on 3 (Graham, Michael, Imre, and Ian). Round 5 Imre beat Ian, taking him out of the leaders; then in round 6 Ian beat Michael, taking him out in turn, leaving only Graham and Imre on 5 points. And Imre had more discs, but only because of that 64-0. They both won their last games but Graham failed to engineer a wipeout so Imre came first by 20 discs. Had I chosen 40-24 instead, Graham would have won by 4 discs.

The venue was the usual MSO noisy, though the door closer had been fixed since last year; it no longer slams if left to shut itself. However, everyone still expected it to slam so \*held it open while it was closing\* thereby letting in unnecessary hall noise! Of course the place was swarming with screaming infant chess players.

Oh yes, clocks. I'd taken spare batteries + proper screwdriver; and indeed one of the clocks stopped working in round 2. I changed its batteries then had difficulty getting it to work. Eventually I worked out that its internal connections are sufficiently loose that they can come apart; did what I could to secure them but wasn't fully successful -- that clock stopped in the next two rounds. Fortunately all three instances time wasn't an issue! The last couple of rounds I kept an eye on that clock so I could reset it with something better than a guess but it behaved itself. I now think this was its original problem too, rather than batteries; these clocks do warn you about low batteries, as I found when a second one started flashing "Bat". However, I'd already used up all I had with me so pressed Geoff's clock into service.

So I duly sent the cards off to the Keeper of the Lares and Penates, David Haigh; and he reminded us that a) ANY missed game, regardless of type of tournament, gets a part score, and b) that that score should be 44-20. So at that point it seemed that Graham and Imre had tied. However, David proceeded to check the cards carefully and found that I'd entered the discs for one of Imre's other games incorrectly (40-16 rather than the correct 48-16); so Imre really did win after all!

Final results: Seven players, seven round all-play-all. Imre Leader and Graham Brightwell both won 6 games, with Imre having the higher disc count; third equal Michael Handel and Ian Turner on 5; fifth equal Geoff Hubbard, Ben Pridmore, and Stephen Rowe on 2. Each of the top three and the bottom three cycled.