

The Mother Of Pearl Cloud

The Newsletter of the British Othello Federation

July 1996

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White to play and win

The third game of the Cambridge Open Final
Shaman vs. Edmead

British players can also lose Grand Prix tournaments
at move 54 in the third game of the final!

See pp.19-20.

INFORMATION

Othello is manufactured and marketed by Peter Pan Playthings, Swindon.

The British Othello Federation is an independent body. Annual subscription for British residents costs £6 (with the first year's membership including a copy of the instructional book *Othello: Brief & Basic*). Ten years membership is available for £55. An overseas subscription costs £8 per year, or £75 for ten years. Cheques or postal orders payable to the *British Othello Federation* should be sent to David Haigh. The price of *Othello: Brief & Basic* for existing members is £6.

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Editorial by *Graham Brightwell.*

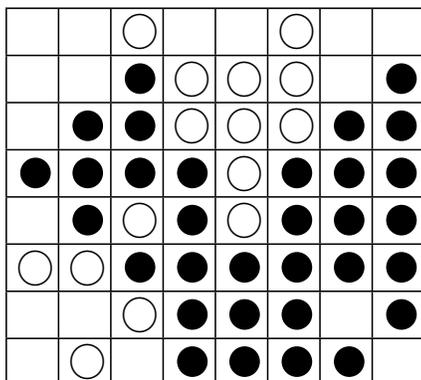
As you may remember, there was a plan to have three newsletters this year. It was closer to happening than you might think, as I had a moderate amount of material in mid-May, and was all set to get on with it “tomorrow”, but somehow tomorrow never came. My apologies. All things considered, it seemed best to stick to the two-newsletter schedule, and have this one a little larger than the last one, at any rate. The next newsletter will be dated January 1997. Hopefully you’ll get it in February, as usual.

That next newsletter will be the last one I edit. It’s been fun, but I’ve just about run out of time, energy and ideas, and it’s really about time someone else sees what they can do. Anyone who thinks they might be interested is welcome to talk to me about what’s involved. If you think a transition period is a good idea, then I’d be very happy to have the January number be a collaborative effort. That might also be the only way to stop that issue being a **really** self-indulgent one.

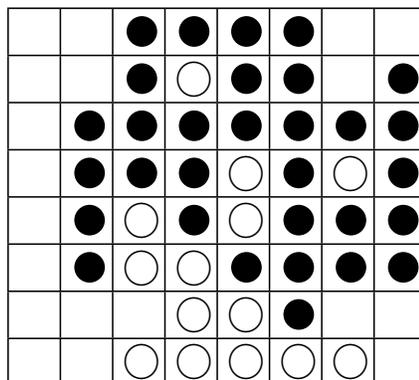
The title? Well, it was suggested to me by Phil Marson, but I’m not sure I quite understand all the subtleties of it. As far as I could gather, Pearl Cloud is an old lady Iain Forsyth met, whose mother used to play Reversi in the Victorian era. But Phil thought Iain was talking about a meteorological phenomenon, or something like that. Does it matter?

Puzzles by *Hugo Calendar.*

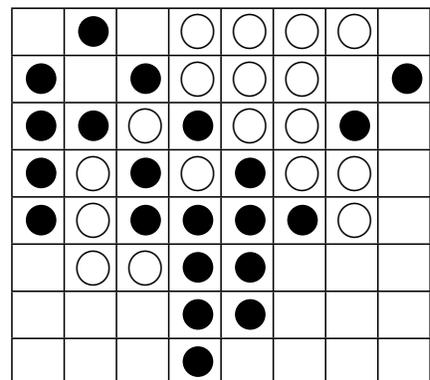
The idea in these puzzles is to take a corner in the number of moves specified. These puzzles are all taken from games I’ve played and, in contrast to many take-a-corner puzzles, these present a situation where it is actually a good idea to solve the puzzle and take a corner, if one wants to win the game. Answers on p.30.



White in five



White in four



White in five

Forthcoming Events

British National Championships 1996

This year's National Final will be held earlier than usual, on the weekend of August 17th-18th. The venue will be the beautiful city of Doncaster. Those who have qualified will receive individual invitations, and further details, with this newsletter.

Venue:

St. John Ambulance Headquarters
156 St. Sepulchre Gate West
Doncaster

Organisers:

Eileen Forsyth
49 Balmoral Road
Doncaster DN2 5BZ
01302-364626

Sue Barrass
17 Newhall Road
Kirk Sandall
Doncaster DN3 1QQ
01302-882476

As usual, the weekend activities will start with the Federation's Annual General Meeting, at 1:00p.m. on Saturday 17th August. Please would those who are coming for the weekend make an effort to arrive for the A.G.M., as we need as many people as possible contributing to Federation policy. (It's usually more entertaining than perhaps it sounds!)

The British National Final will start after the A.G.M. finishes, probably at about 3:30p.m. There will be three rounds that evening, and six more the following day, starting at 9:00a.m. After the end of the regular tournament, there will be a one-game final, and – if the third and fourth placed finishers have the same number of points – a play-off for third place.

Because of recent low attendances at the Challengers' tournament, this will probably not run this year. If however you have not qualified for the National Final, but want to play in a tournament on the Sunday, please get in touch with the organisers *as soon as possible*; if there is sufficient interest, then the tournament will after all take place, and the winner will qualify for next year's Final.

Other Events

The top three in the National Final will qualify to represent Britain in the 1996 World Championships, scheduled to take place in Tokyo in the second week of November. Last year we failed to send anyone to the World Championships in Melbourne, which suggests that those finishing outside the top three this year might well have a chance to win a British cap. The World Championship is always

a lavish event, but the Tokyo occasions are special even by those standards. Let's make sure Britain is represented this time!

Closer to home, the 13th Paris International Tournament will take place over the weekend of August 31st - September 1st. Further details are not available at this time; for more information, please contact the FFO (French Othello Federation) on (0033) 1 45 35 55 86, or ask your local Leading Player.

B.O.F. Accounts

This is a brief summary of the Federation accounts, prepared by the Treasurer, Phil Marson, correct as of May 1996. These accounts refer to the part-year from October 1995.

	Income	Expenditure
Nationals 1995		195.00
Cambridge International 1996	185.00	
Regionals 1996 (Total)	27.85	
Insurance		102.50
Newsletter		190.00
Subscriptions	204.00	
Sub-totals	416.85	487.50
Profit (Loss)		70.65
Balances		
Current Account October 1995	226.76	
Interest on Current Account	0.56	
Deposit Account October 1995	200.34	
Interest on Deposit Account	1.00	
Profit on year to date		70.65
Current Account May 1996	156.67	
Deposit Account May 1996	201.34	
Total Funds currently available	358.01	

The Swiss System *by Magnus Maestro.*

The Swiss system is a rather complicated pairing procedure in use in all tournaments that are too large for all-play-all. The basic idea is that, in each round, a player is paired against someone on the same score, whom they haven't played before in the tournament. Of course, this isn't always exactly possible, and doesn't usually define the pairing exactly, so here are a list of factors taken into account to determine pairings, in order of priority.

1. No-one should play the same opponent twice in the tournament.
2. Players should be paired against others on the same score. If this is not possible, then pairing is done so that everyone plays someone on as near to the same score as possible. What this often means in practice is that one person from a higher score group "floats down" to meet someone from a lower score group "floating up". In implementing this and other rules, the top of the tournament takes precedence over the bottom.
3. Players should get an equal number of whites and blacks, or as close as possible to an equal number. This principle can be used to decide which player gets a float, as well as how to pair inside a score group.
4. Players should, where possible, alternate whites and blacks.
5. The total number of up-floats received by each player should be as close as possible to the number of down-floats.
6. Ratings are often used to determine pairings in early rounds. The usual way this is done is for the top-rated player to play the player rated just below half-way in the score group, and the second-rated player to play the next player down, etc.

If there are an odd number of players, a fictitious player "Bye" is introduced, who always loses. Bye is always paired against the lowest player who hasn't previously received a bye, usually before any other pairings are carried out.

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

Barrass 38 Wormley 26

The transcript opposite, an interesting and exciting game between Iain Barrass and Mark Wornley, played at a recent Doncaster mini-tournament, was sent to me by Roy Arnold at the suggestion of the players.

Anyone else who has played an interesting game, and would like to see it in print, is most welcome to send transcripts to the newsletter editor. Feel free also to give comments on the games.

TOURNAMENT REPORTS

The 1996 Regionals *compiled by Graham Brightwell*

... with a lot of help from Roy Arnold, and others.

We had eight Regional tournaments this year, with attendance totalling a hugely disappointing fifty-four. Twenty-four different people played. Phil Marson was the most frequent attender with six, followed by Roy Arnold with five. Of those who played, all but two qualified for the National Final. The unfortunate Jeremy Das should remember that the trick is to play at the **end** of the season, not in the first two regionals when there are lots of non-qualifiers around. Notable non-appearances came from John Lysons, Mike Handel, Eileen Forsyth and Ken Stephenson. Ken was unfortunate in that he had intended to play in the Mansfield regional, which was cancelled due to a Combination of Circumstances.

Onto the individual reports. Not all of these were intended as reports by those who wrote them, so apologies to anyone who would have put it differently if they'd known I was going to publish it.

Nottingham. March 23rd *by Joel Feinstein.*

Eight players managed to find the notoriously well-hidden Nottingham University Staff Club in order to compete in this year's Nottingham regional.

The tournament took the form of a seven round all-play-all tournament. I was the non-playing referee, and I was able to watch some very exciting games.

As usual, there were plenty of upsets, some excellent play and some bad luck. Going on ratings, Iain Barrass was the top seed, with Aubrey de Grey seeded second. After six rounds, Aubrey was in the lead with six wins, and Iain was alone in second place with five, having lost to Phil Marson in the fifth round.

Aubrey and Iain had to play in round seven. Aubrey won the game convincingly, and so won the tournament by two clear points. Only Jeremy Das came close to beating Aubrey; he lost on time in a tight endgame position.

Bruce Kyte played well above his rating, beating everyone except Iain and Aubrey to finish equal second with Iain. So Bruce, Iain and Aubrey qualified for this year's British Championships.

Congratulations to Aubrey on finally winning an Othello tournament!

Final results: 1. Aubrey de Grey 7 (Q), 2. Iain Barrass 5 (Q), 3. Bruce Kyte 5 (Q), 4. Phil Marson 4, 5. Jeremy Das 3, 6. Roy Arnold 2, 7. Mark Wormley 2, 8. Adelaide Carpenter 0.

Sheffield. April 6th *by Roy Arnold.*

The tournament started late as Phil Marson (who had the sets and clocks in his car) had some problems finding the venue, even though some of the players managed to get there quite easily. Making his debut was one of Mark Wormley's friends, Mike Kirkden, who in his first game beat Colin Hands 40-24. The third round saw three big upsets with Wormley going down 35-29 to Roy Arnold, Colin Hands beating Phil Marson 46-18 and the shock of the tournament, Kirkden getting his second victory, this against Jeremy Das 37-27. Round four saw the old rivals Marson and Iain Barrass meet and it was Barrass who was on top (44-20). Next round it was Hands' turn to beat Das (41-23). The final round saw Arnold go down 39-25 to Hands.

Iain Barrass, Mark Wormley and Phil Marson all finished on 5/7. Phil's Sonneborn-Berger tie-break was worse than the other two, and Iain edged out Mark by 19 discs.

Final results: 1. Iain Barrass 5, 2. Mark Wormley 5 (Q), 3. Phil Marson 5 (Q), 4. Colin Hands 4 (Q), 5. Iain Forsyth 3, 6. Roy Arnold 2, 7. Jeremy Das 2, 8. Michael Kirkden 2.

Wellingborough. April 13th *by Roy Arnold.*

The first round saw Adelaide Carpenter get wiped out by her husband, but then in the following round she got her first shock victory, this against Roy Arnold. The game of the third round was without any doubt between Joel Feinstein and Aubrey de Grey, which ended drawn. Round four and Adelaide repeat her giant-killing act, this time thrashing Bruce Kyte 52-12. After a quite fifth round, round six saw Roy finally break his duck – and in some style as well – by beating Guy Plowman 42-22, thus pulling off the shock result of the tournament, quite possibly of the year as well. The last round saw Guy lose again, this time 35-29 to 'Buffalo' Phil Marson, who had an excellent tournament to finish second. In the end, Joel Feinstein had a clear winning margin ahead of the impressively strong field.

Final results: 1. Joel Feinstein $6\frac{1}{2}$ (Q), 2. Phil Marson 5, 3. Aubrey de Grey $4\frac{1}{2}$, 4. Guy Plowman 4 (Q), 5. Garry Edmead 4 (Q), 6. Adelaide Carpenter 2, 7. Roy Arnold 1, 8. Bruce Kyte 1.

Eastbourne. April 20th *by Rodney Hammond.*

The Eastbourne Regional was an interesting event, although lack of numbers did make it non-profitable. Only four players turned up: Ian Turner, Graham Brightwell, Ashley Hammond and myself. We played a double Round Robin, with each player playing every other twice, once with each colour. A rating upset was in the offing.

The first two rounds went to form. As we entered the third round, Ashley and Rodney fought for the wooden spoon and Ian and Graham went for the win! Ian played superbly, and Graham found himself losing quite early. Despite his best efforts, he was unable to get back into the game. 3 to Ian, 2 to Graham, 1 to Rodney, and Ashley yet to score. Rounds 4 and 5 followed the earlier pattern; round 6 was the rematch! Rodney beat Ashley for third place, so all attention was focussed on Ian and Graham. Could Graham win one back and resort to disc count to win? The clocks were pushed to the limit, but as the final disc was flipped both players checked their tally and a draw was declared!

Final results: 1. Ian Turner $5\frac{1}{2}$ (Q), 2. Graham Brightwell $4\frac{1}{2}$, 3. Rodney Hammond 2 (Q), 4. Ashley Hammond 0 (Q).

Portsmouth. May 18th *by Bye.*

I played seven thrilling games, and sadly lost them all, but at least I qualified for the National Final at my first attempt of the season! Ian Turner won convincingly, and Colin Hands had a good tournament. We were particular pleased to welcome newcomer Mac Bannister from High Wycombe, who played very well against me, and had some exciting games with other players. There was an amusing incident at lunch, where David Haigh entertained us all with a witty anecdote, and Roy Arnold showed us a trick or two.

Final results: 1. Ian Turner 7, 2. Colin Hands 5, 3. David Haigh 4, 4. Roy Arnold 3 (Q), 5. Mac Bannister 2 (Q), 6. BYE 0 (Q).

Oxford. May 25th *by Matthew Selby and friends.*

The Oxford Regional was attended by exactly the right number of people for a seven-round all-play-all. Matthew Selby (Oxford and England) had a good win over Jan Haugland (Oxford and Norway), but missed out on a tournament victory due to a surprise defeat by Iain Forsyth (Doncaster and England). So Jan won his first British tournament; unfortunately he will be away on the date of the Nationals.

Final results: 1. Jan Haugland 6 (Q), 2. Matthew Selby $5\frac{1}{2}$ (Q), 3. Phil Marson $4\frac{1}{2}$, 4. Iain Barrass 4, 5. Bruce Kyte 4, 6. David Haigh 2, 7. Iain Forsyth 1 (Q), 8. Mac Bannister 1.

Cambridge. June 8th *by Graham Brightwell.*

Seven players turned up for the Cambridge Regional. A quick look at the rating list showed that the country's top three players were all (a) very close together (in terms of rating, that is) and (b) playing in this tournament. With Phil Marson, Aubrey de Grey, Roy Arnold and Adelaide Carpenter to provide a stiff test, dramatic events were on the cards.

The first big clash was Feinstein v. Leader, where a Feinstein win would have put him in the Maillot Jaune Virtuel. But Leader has been here before and, although Feinstein seemed to have chances, Leader won big in the end. Then it was Leader v. Brightwell, and Leader tried a line of the chimney that, unbeknownst to him, Ian Turner had beaten Brightwell with at Eastbourne. It's a line where White forces Black (Brightwell) to sacrifice a corner early, and somehow Leader didn't work up as much pressure as Turner did, and Brightwell had enough control to win the endgame.

Three more wins, and Brightwell would have been very close to the Number One spot, and events (or rather opponents) seemed to be conspiring in his favour as first de Grey and then Marson messed up reasonably straightforward endgame wins. But there was still Feinstein, who showed the value of internet games against strong programs by producing an opening surprise – an isolated C-square at move 27. Brightwell didn't cope very well with this, while Feinstein was in his element, and cruised home.

The tournament? Leader won on tie-break, amassing comfortably more discs than his rivals.

The ratings? After all that the only big gainer was Phil Marson, whose win over Aubrey de Grey moved him up to within spitting distance of key rival Iain Barrass. Oh yes, and Roy Arnold had a shock victory over Adelaide Carpenter. Final results: 1. Imre Leader 6 (Q), 2. Graham Brightwell 6, 3. Joel Feinstein 6, 4. Phil Marson 4, 5. Aubrey de Grey 3, 6. Roy Arnold 2, 7. Adelaide Carpenter 1 (Q).

Doncaster. July 6th *by No-one.*

No details on this one, as Phil Marson spits all over his rivals.

Final results: 1. Phil Marson $5\frac{1}{2}/6$, 2. Iain Forsyth $4\frac{1}{2}$, 3. Iain Barrass 4, 4. Mark Wormley 2, 5. David Haigh 1, 6. Maurice Kent 1 (Q).

Here is the complete list of qualifiers (by right) for the XXth British Championships, Doncaster, August 17th & 18th, 1996, in alphabetical order. (Thanks to Roy Arnold for compiling this.)

Name	From:	Qualified at:
Roy Arnold	Sheffield	Portsmouth Regional
Mac Bannister	High Wycombe	Portsmouth Regional
Iain Barrass	Doncaster	Nottingham Regional
Graham Brightwell	London	1995 British Championship
Adelaide Carpenter	Cambridge	Cambridge Regional
Aubrey de Grey	Cambridge	Nottingham Regional
Garry Edmead	Wellingborough	Wellingborough Regional
Joel Feinstein	Nottingham	Wellingborough Regional
Iain Forsyth	Doncaster	Oxford Regional
David Haigh	Winchester	1995 Challengers
Ashley Hammond	Eastbourne	Eastbourne Regional
Rodney Hammond	Eastbourne	Eastbourne Regional
Colin Hands	Batley	Sheffield Regional
Jan-Kristian Haugland	Norway (*)	Oxford Regional
Maurice Kent	Doncaster	Doncaster Regional
Bruce Kyte	Nottingham	Nottingham Regional
Imre Leader	Cambridge	Cambridge Regional
Phil Marson	Edwinstowe	Sheffield Regional
Guy Plowman	Wellingborough	Wellingborough Regional
Matthew Selby	Oxford	Oxford Regional
Ian Turner	ex-Portsmouth	Eastbourne Regional
Mark Wormley	York	Sheffield Regional

(*) Qualified due to being UK-resident for 183 days.

The Cambridge Open *by Karsten Switnes.*

All kinds of traditions were broken at this year's Cambridge Open. First, it didn't take place in the University Centre, and second it didn't feature Imre Leader as a player. Imre confined his involvement to booking the Lubbock Room, in his college, Peterhouse. The change of venue worked perfectly well, and saved the Federation some money, but Imre, we missed you.

Almost as shocking as the lack of our Leader was the lack of our Tastet. Marc evidently decided that winning once was enough for one lifetime, and to leave the French challenge to others, notably Caspard, Penloup and Lazard.

With both of last year's finalists out, what of the 1994 finalists, Nicolet and Handel? No, neither of them turned up either. 1993 winner David Shaman did

play, and probably started favourite. Other overseas players included our first Norwegian (Jan Haugland, based in Oxford) and our first Japanese (Hiroyuki Abe, based in Paris). Our favourite Belgian, Serge Alard, was back again, as were our favourite Madagasque, Bintsa Andriani, and our favourite Americo-Germans, Greg Johnson and Leslie Cagley.

The tournament went as tournaments do, with various people winning and losing to each other, and occasionally drawing. Garry Edmead and Guy Plowman hit the front early, and stayed there or thereabouts throughout. Graham Brightwell went into the lead with 4/4, but then lost four games in a row for the first time that he can remember (Edmead, Shaman, Plowman and Johnson did the damage, since you ask). Penloup started well, and then fell back into the pack. Shaman started well, and didn't.

Going into the last round, it looked like it could be tense. Shaman and Edmead had 8/10, with Caspard and Plowman on $7\frac{1}{2}$, and the rest at a respectful distance. In the end, the two leaders won handily, while those following both tripped up.

Plowman lost rather tamely in the 3rd/4th match, but the Final was a thriller. Edmead won the first game with a full-blooded extraction running Shaman out of moves. Shaman came back with a win following a classic early X-square. In the third game, Edmead seemed to come out the opening well-behind, but kept himself alive by taking on a daring X-square of his own. The ending changed hands a couple of times, with Garry making the traditional final game-losing blunder at the traditional move 54.

After the tournament, we went for the traditional Indian meal, and the traditional good time was had by all.

Final results:

1.	David Shaman	(USA)	9	+2	Jan Haugland	(N)	6
2.	Garry Edmead	(UK)	9	+1	Iain Barrass	(UK)	6
3.	Emmanuel Caspard	(F)	$7\frac{1}{2}$	+2	Serge Alard	(B)	6
4.	Guy Plowman	(UK)	$7\frac{1}{2}$	+0	12. Bintsa Andriani	(MAD)	$5\frac{1}{2}$
5.	Graham Brightwell	(UK)	7		13. Aubrey de Grey	(UK)	5
6.	Emmanuel Lazard	(F)	$6\frac{1}{2}$		14. Phil Marson	(UK)	4
7.	Greg Johnson	(GER)	6		15. Hiroyuki Abe	(J)	3
	Dominique Penloup	(F)	6		Roy Arnold	(UK)	3
					17. Leslie Cagley	(GER)	2

European Grand Prix Round-Up *by Graham Brightwell.*

After his win at Cambridge, Brussels-based American David Shaman declared his intention to go to all the Grand Prix tournaments this year, and make a serious bid for the title. Depending on whom you believe, David also declared his intention to break the record number of Grand Prix points in a season, or to win all the Grand Prix tournaments, or to win all the tournaments that count towards the French qualification process, or to win every tournament in the Western world.

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

Jensen 24 Shaman 40

The second Grand Prix tournament of the year was held in Copenhagen in April, and the winner was . . . David Shaman. He and Denmark's Erik Jensen both scored 9/11 in the Swiss, and Shaman won 2-0 in the Final. The games were not very close fought, and only of interest to ultra-fanatical Shaman supporters, so we'll stick to just one of them. The highlight of the game is the trademark Shaman sacrifice starting at 42, which those of you sufficiently devoted to play through the game will doubtless recognise.

Karsten Feldborg (Denmark) was third, ahead of Nils Berner (Sweden), Torben Vallund (Denmark) and Marc Tastet (France). Twelve played.

This year, the Milan Open moved to Florence from its traditional venue of Rome. David Shaman scored 9/11 for the third tournament running, and he was joined in the Final by France's Dominique Penloup (8), who edged out Tastet and Feldborg on tie-break. Again, the Final resulted in a one-sided 2-0 victory, but this time Shaman was the loser. Tastet beat Feldborg 2-1 for third. Twenty-three played, including no less than 16 Italians. Die-hard Penloup fans can drool over his wins in Fforum 41.

With two events to come, David Shaman has 540 Grand Prix points, and will win the whole thing unless either Penloup or Jensen does the Brussels-Paris double. Dominique Penloup is second in the standings with 210, ahead of Jensen 180, Feldborg 150, Edmead 140 and Tastet 120.

Normally I advise you all to come to Paris (31st August - 1st September) to see the climax of the Grand Prix. This year it'll probably be all over by then, but you should of course come to Paris anyway!

GAME ANALYSES

Games from the Cambridge Open *by Magnus Maestro.*

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

Shaman 23 Edmead 41

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

Edmead 28 Shaman 36

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

Shaman 33 Edmead 31

The three games of the final (above) were all very interesting. In the first game, Garry’s opening preparation worked well: the idea of playing 14e2 15d2 before taking the edge at h5 seemed to give some extra power to his extraction. David didn’t fight very hard against this – surely 25d1 is just playing into the extractor’s hands? Anyway, David had to sacrifice an awful lot just to reach an endgame where he didn’t have parity (or indeed anything much else). One-nil to Garry, but the Cambridge Open has a knack of producing come-from-behind Final wins.

In Game 2, 20b7 was a shock to most people, but actually it’s been played before, by Marc Tastet in the 1994 Paris Open – Marc won too. The point is that this is a position where White is fundamentally doing well, except that he doesn’t have any moves. The X-square will gain tempo, getting four of the six moves into the region, plus a wedge or two, while Black will have to collapse on the rest of the board. Garry keeps it close, but in the end just loses any semblance of control. There really is nothing better at 47.

A full analysis of the third game appears in Fforum 40. Basically, Garry gets in trouble early, and finds himself very short of moves around 30, being unable to flip the e6 disc without allowing Black a6 and a7. Hence the X-square; as the game continuation shows, this isn’t always going to gain tempo, or even a wedge, but it does keep White alive at not too great a cost. And it works, in the sense that after Black errs at 45, White is in a winning position.

the North-West region. It shouldn't actually work, but White's choice of 42g6 is very unnatural and game-losing (42f7 and 42d1 both win). At this point, Black could be said to have parity, since a1-b1-b2-d1-g5 is an odd region in which all White can do is play out a pair! Black can now win by playing 43c8, the idea being that either he can follow with g8, gaining tempo, or White plays b8 leaving the potentially awkward South-West region odd. Indeed, each of 43, 44 and 45 is a game-loser, with c8 being the winning move. After that, it's too late, as Garry demonstrates by playing the only winning move at 50: it's vital to keep the parity by not playing into the South-West region, but the natural 50f7 51g8 doesn't do this, so 50g7! it has to be.

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

Caspard 33 Haugland 31

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

Black to play and win.

A neat Emmanuel Caspard win next. In the above position, Black has to play to the West without giving White access to g2. The only winning move is 43b2! White gets the corner for no obvious compensation, but Black has parity and control. Play thereafter is a bit inaccurate, but Black is always winning.

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

Plowman 33 Andriani 31

g8 f8 g7 h8 h7 g1 f1 h1 P g2 is a draw.) Looking further back, the sequence starting with 23 is very cute, and probably the best way to stay alive in a critical position.

Finally a none too convincing Plowman win. Guy spots the swindle that wins by 2, but misses the prettier one that wins by 4: 55g1 gets three of the four moves in the region. Before that, 52 is a large blunder, with 52b7 winning comfortably: with a region like the North-East here, it is imperative not to allow Black access to the corner. The threat of a swindle in that region ought to dominate the play in the South, but I'm not quite sure I understand why 43d8 is so much better than the move Guy chose. (43d8 c7 a6 b7 a8 b8 e8 a7 c8

Turner vs. Brightwell – Eastbourne Regional by Ian Turner.

I was leading this tournament by a point with one round to go; however I have to play the current British champion in the last round, and he has enough disc-count to win the tournament if he wins. A tricky situation you would think, but here is what happened.

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

Turner 32 Brightwell 32

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

After move 15.

I play a Heath opening against Graham's diagonal, following a line made famous when Graham beat Murakami at the Paris international in 1993. I was happy to see Graham playing 16h4 rather than h7, which I have seen before and think is the stronger move.

Graham writes: The move 15h6 is due to Imre Leader. I think the two move 16s are about equally strong. The usual move 17 is to g3, which I do think is stronger than Ian's choice.

After 18d6, I was looking to see if I could gain two tempos playing in the bottom right hand corner with both g7 and g8. However there are a number of things to look out for; firstly if I go to g7, then access to h7 is a problem unless I can play g8 before he takes the corner. Secondly he needs to cut the diagonal before I can play g8, so I have to bide my time.

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

After move 25.

At 25, I decide that it is time to offer the sacrifice, judging that Graham won't cut off access to g7 by playing c4 as it would reduce his mobility drastically.

There's something to be said for playing off, say, 25c8 26c7 before going to g7, to reduce White's options a little. After 25g7, the consequences of 26c4 are very hard to analyse; will White be able to get to h8 before Black gets to g8? 26c7, resolving the issue in the South-East, is the less exciting option. – Graham

Luckily Graham cuts the diagonal with 26c7, and things are looking up. I

have to be careful as we play out the left edge of the board, as losing a tempo could be fatal. Eventually, much as I don't want to, I have to take the piece at e2. I choose f1 rather than e1 because, following e1-d1, I would not be able to play f2 because of a swindle with f1 followed by h8.

There is truth in this, but after e1-d1 Black can just play c1 or f1, so I think 33e1 should still be met by 34c4. – Graham

At 35 and 37, I can't play the obvious c3 because of h8, h7 to follow.

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

White to play and win at 42.

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

Black to play and win at 53.

The move 40a2 appears to be mistimed, as it allows me to gain a tempo with 41c8, which is a big sacrifice but probably worthwhile.

41c8 actually costs one disc in the perfect play line, but is certainly the thing to try. White can win by playing 42h8-h7-g2!, after which Black needs to play 45a7 for access to d8. But that takes away most of Black's flexibility, and White has what is more or less a parity win; perfect play is 46c2, d8, b8, f2, h2, b7, e1, h1, g1, b1, b2, a1, c1, a6, a8, 28–36. The only other way to win at 42 is 42h8-h7-c2-d8-g2, followed by a bizarre and complex line. Since what I did play was c2-d8-h8-h7, then I really ought to have recognised that h8-h7-c2-d8 was bound to be an improvement. – Graham

Analysis shows a 34-30 win after 45h7: b8, f2, g1, h1, g2, h2, c1, a7, b7, a8, a6, a1, e1, b1, b2. After minor errors at 46 and 48, I have a 37-27 win.

I thought long and hard about move 53, but couldn't see a better line. Suffice it to say that I throw away a win missing a swindle at h1 and g1. The winning line is b7, h2, a6, a8, h1, b2, a1, g1.

Still a 32-32 result kept me a point clear at the end of the tournament, so I was happy enough with the day.

Yes, Ian played very well, apart from right at the end, and deserved both his tournament win and his leap up the rating list. Well done! – Graham

ELECTRONIC OTHELLO

Othello on the Internet *by Joel Feinstein.*

Othello on the internet is on the rise! There are now regular online tournaments, Othello ladders and even an internet Othello Summer Olympics!

If you want to play Othello online against players from all over the world, you can log in to the Internet Othello Server (IOS) at Paderborn (or the Japanese equivalent, JIOS). To reach IOS, You need to telnet to host 131.234.28.29, specifying port number 5000. On my machine this is done by typing:

```
telnet 131.234.28.29 5000
```

The server in Japan is the same, but you use host number 165.93.117.31 instead. Don't worry! The commands there are in English, not Japanese!

You will be asked for a username: type anything you like (between 2 and 8 characters long). As long as no-one else has chosen the same name, you will not be asked for a password. Once you are in, the command **help** will give you a list of available commands. The command **who** will show you who else is logged on. If you can't figure anything out, use the **yell** command, as in

```
yell Somebody tell me how to use this thing!
```

Someone will probably help you out.

When you connect to IOS this way you obtain only a text display. But there are now clients available for Sun, PC and Mac which will give you a pretty graphics display.

Further developments include the recent formation of the International Internet Othello Association (IIOA). For information on this and links to other interesting Othello web pages, etc. look at the Othello page of the IIOA president, Hugo Calendar (Sweden). The URL is

```
http://www.csd.uu.se/hugo/othello/
```

There are many other fine Othello pages out there. In particular, Mark Brockington has created the Guide to the Game Othello, whose URL is

```
http://web.cs.ualberta.ca/brock/othello.html
```

If you don't have a web browser, but you have email, then you can still join various email mailing lists about Othello (maintained by Hugo). If you want further details, you can email me (jff@maths.nott.ac.uk), or Hugo (hugo@minsk.docs.uu.se).

The Internet Grand Prix

There are six Internet Grand Prix tournaments per year. They run in alternate months, and are open to all human players on IOS. (In the other six months there are tournaments in which computers are also allowed. These are very tough!) Having spent a few months away from the Othello board, my comeback tournament was the second tournament of the year on IOS on March 9th.

The start times of these tournaments vary in order to be fair to players in different time zones. The official start time for this one was 6am British Summer Time. Hugo Calendar ran the tournament (having had far too little sleep). There were 8 players, and we played a 6 rounds Swiss tournament. I emerged as the winner with 6/6, but I was very lucky in a couple of endgames. The full results were as follows (information obtained from the `othello-announce` email mailing list). “Login” means the username on IOS.

	Name	Login	Location
1.	6/6 Joel Feinstein	Joel	UK
2.	5 Tomohiro Fukami	fukami	Japan
3.	4 George Ortiz	froggy	Australia
4.	3 Geoff Hubbard	kryten	Australia
5.	2 Ola Hansson	unic	Sweden
	2 Hans Tap	Noland	Sweden
	2 Sebastian Kopec	seby	Australia
8.	0 MinGu Lee	wanted	South Korea

The next IGP tournament was on Saturday May 19th. This time the start time was 15:00 British Summer Time. Again it was a six round Swiss tournament, this time with eleven players taking part. The tournament director was Geoff Hubbard (Australia).

I started well, and was clear leader with 4/4, but lost in the last two rounds to Fukami and Hugo. Geoff Hubbard’s tournament direction and Fukami’s play were rather impressive when you consider which time zones they are in!

Here are the full results (some players did not play their full set of games for various reasons): 1. fukami $5\frac{1}{2}$, 2. kks150 $4\frac{1}{2}$, 3. hugo, joel 4, 5. mic, Noland 3, 7. arnie, Vernon, lpg 2, 10. kiys 1/1, 11. itikawa 0/1.

I did not play in the tournament on July 6th, since it started at 22.00 British Summer Time. But Hugo Calendar went through the night to win it with 7/7.

At the moment Tomohiro Fukami is well clear of the rest in first place in the IGP, Hugo is second, and I am third. But with two tournaments to go there are still 8 players who can win. Hugo would only be one grand prix point ahead of me except that there is an excellent rule which gives some bonus grand prix points to the volunteer tournament organisers!

Anyway, I hope to see you all on IOS!

The Internet Ladder Tournament *by Hugo Calendar.*

The ladder tournament is an ongoing tournament on the Internet. For the first forty rounds, one game was played per week, and participation, decent at first with just over ten people, eventually grew to well over twenty.

The idea is that the participants are ranked in order of ability, and every other round the even numbered players play the player just below, and otherwise play the player just above – if the lower ranked player beats the higher ranked player, then the players' positions are switched. In this way the players are always playing someone of about their own level, and the contest is always to get as high up on the ladder as possible. You always know in advance who you will be playing, so you even have a chance to prepare against your opponent, if that player has any favorite openings.

I started the ladder in April, 1995, hoping to create a workable ongoing tournament. Colin Springer, who had run ongoing Internet tournaments with Swiss-style rotation, found that people were very likely to stop playing or not take the tournament seriously enough to play all of their games. Needless to say, this makes a tournament a bad experience both for the director and the players who take the tournament more seriously. With all this in mind, I knew that I had to create a tournament where flakey behaviour could be dealt with gracefully (deletion!) so that the other players wouldn't be put off, and entry and exit on the fly also would be accommodated*. The ladder seems to function alright in this respect. Most people enter at the bottom, but especially experienced players can enter higher up. In the worst scenarios, where people enter and leave in inopportune ways, sometimes it becomes necessary to insert a "ghost player" (which always resigns) to preserve certain ladder dynamics.

The ladder has been going on for a year now, and I directed the first twenty weeks. Directing turned out to be a very heavy burden, requiring my attention many times every day, and so I stepped down as director, and the ladder would surely have been dismantled if Kevin Hall, (aka "illya" on IOS), didn't step in and take over for a twenty week term.

After forty weeks, the ladder has proved a great success, with only two problems worth mentioning: (1) one week is too little time for many people to arrange a match time, and (2) directing the ladder takes too much energy and time. In

* I should give credit to David Shaman, who put the idea of having a ladder tournament in my head at the 1995 Copenhagen International Open, when he mentioned that the only type of tournament the Danes didn't have was a ladder tournament. Of course, the Danes, who meet every Tuesday evening to practice and challenge each other according to their many tournaments and rules (no wonder they're as good as they are!), now also have a ladder.

recognition of these problems, the ladder was split into two ladders after round 40. On one ladder, the players still play every week, and on the other, the players play once every two weeks. The Ladder has now also been automated – the Ladder Director Program is run on a special account, (`ladder@mendel.berkeley.edu`). Through this program, you can “register” in the ladder database and then “join” one or more ladders (more than two may be created in time). Information about how to use the automatic director program can be acquired by sending electronic mail to the ladder account or by typing `tell ladder help` on IOS (`ltell help` or even `lt h` also works – thanks to Igor Durdanovic, who runs the Internet Othello Server, for helping me to integrate the ladder program with IOS).

After an initial period, people seem to have gotten the hang of using the automated ladder director program. Players need only play their matches with the correct colors and the correct times, and the ladder director program will automatically register their transcript and scores. If this somehow fails, players can use the “report” command. The most recent results can be seen with the “pairings” command (use `ltell pairings 2-week` on IOS, for example), and transcripts, already available through the World Wide Web before (see <http://mendel.berkeley.edu/ladder/>), can now also be gotten using ladder commands – an option to get a PostScript pretty-printed version through the ladder director is also in the works, thanks to Johan Hoegberg (account `moor` on IOS).

If you get access to the Internet Othello Server and can play every week or every other week, please join us on the Internet Ladder Tournament. Playing times are negotiated by the players themselves, who must be somewhat flexible in what times they can play, considering that the players are from all corners of the world, and have very different schedules.

- - - - -

Advertising Cassio *by Joel Feinstein.*

You may remember that in previous issues we advertised Thor and Icare, two excellent programs for PCs. But what do you do if you have a Macintosh instead? Perhaps you have a PC emulator, but if not you should get yourself a copy of Cassio, an excellent program for Macs, written by Stephane Nicolet. Cassio combines a strong Othello playing program with the Thor database and a collection of addictive Othello solitaires (like Icare). Cassio has a very useful feature for analysing endgames: when you finish a game, you can ask it to analyse the endgame. It will start from the end and work backwards, telling you which moves were correct, which moves were wrong, what you should have played instead, and what the perfect play lines and scores were from those positions. (Fortunately it never works its way back to move 1).

Unlike Thor, Cassio is in French only. This is not much of a problem, although it did take me a while to find out how to change the level of play! Cassio is freeware, and all the files you need are available by anonymous ftp from the Paderborn ftp server, `ftp.uni-paderborn.de` in the directory `unix/othello/pd/mac`.

It is not possible to fit Cassio and the solitaires onto one floppy disk, so I do not feel able to send copies to all those who are interested. But if you need any advice on downloading the files, I will be happy to help. I can be phoned – 0115-9514968, faxed – 0115-9514951, emailed – `jff@maths.nott.ac.uk`, or written to – Mathematics Department, University of Nottingham, University Park, Nottingham NG7 2RD.

Marc Tastet adds:

A new database for Thor and Cassio is available on the ftp server of Paderborn: `ftp.uni-paderborn.de` in the directory `/unix/othello/pd/pc`. A standard version of the compressed file is

1086312 Mar 30 23:14 dba.thq

(this version is OK for Mac and PC). A zipped version of this file is

1086424 Mar 30 23:14 dba_thq.zip

The zipped file is larger than the original one (!) but it allows you to get the file through Netscape. To get the file uncompressed, you have to run `Decompac'thor` on Mac or `thq2dba.exe` on PC.

Advertisement.

Othello Strategy And Tactics

Hugo Calendar, Editor

105 Pages, Beta Release, No Cover

This book is a collection of articles, analyses and puzzles meant to help the beginning or intermediate player become advanced. Articles are authored by Johathan Cerf, David Shaman, (both have been world champion), Karsten Feldborg, (1994 world championship finalist), etc.

The book is sold at the cost of reproducing and mailing it. To order the book, send the given amount to me at the address below. Sending cash is probably easiest. All orders are sent by airmail, unless I bring it to an event in person.

The cost is US\$8 if I deliver in person, US\$10 to send to an address in Europe, and US\$20 otherwise. Please write to me:

Hugo Calendar, Ostermalmsgatan 14A, 722 14 Vasterås, Sweden

or email: `hugo@csd.uu.se`.

MISCELLANY

News from Doncaster *by Eileen Forsyth.*

Early January found eight players raring to start the new Othello session – it was Maurice Kent’s turn to do the pairings. Mark Wormley emerged as overall winner, with Phil Marson second, Bruce Kyte third and John Beacock fourth. In February, Phil did the pairings and was the evening’s winner, ahead of Roy Arnold and Iain Barrass.

On Saturday February 17th we headed for York and Mark’s delightful flat overlooking the River Foss, with the remarkable view of the Minster. Mark was hosting the mini-tournament – Roy is reporting on this elsewhere [*i.e., in some other newsletter, I presume – Ed*]. One of the highlights was the marvellous ‘cordon bleu’ buffet which Mark’s ‘chef brother’ Carl had prepared – we were spoilt for choice with the succulent cuisine.

Roy did the pairings for our March ‘get-together’, with Phil again winning all three games, ahead of Mark (second) and Iain Forsyth (third). We missed Iain Barrass, who had responsibilities at a St. John Ambulance Brigade meeting that evening.

We were very pleased to see Colin Hands in April, up for the Easter vacation from Portsmouth University. Mark was first, followed by Iain Barrass and Roy, with Maurice on the pairings.

May found us rather thin on the ground, both Maurice and John having other commitments. I played to make up the numbers. Iain Barrass won all his games, with Phil second and Mark third.

At the time of writing, Iain Barrass, Colin and Maurice are all in the thick of their exams; we do wish them well.

Some news from around the world. First, you might care to note that the French Othello Federation has changed its address – it is now: FFO, B.P.383, 75626 Paris Cedex 13, France.

Secondly, there is a new English language Othello periodical called *Ozthello*, published by (did you guess?) the Australian Othello Federation, PO Box 6, Stirling, SA 5152, Australia (email: sjones@ha19000.apana.org.au). The first issue features articles by Aubrey de Grey, David Parsons, Hugo Calendar, and all the top Australian players. The cost is A\$12 per year,

Knigh't's Othello *by Phil Marson.*

Here's a little puzzle for which you can use your Othello set. The shortest solution will win a year's free membership of the BOF (out of the goodness of my heart and pocket). In the event of a tie, the first to reach me by the closing date of 31st August 1996 will receive the prize.

The Puzzle.

In the top left-hand corner of an Othello board arrange 25 discs, black face up, in a 5×5 square (i.e, a1 to e5). Now remove the centre disc (c3). This is the starting position.

At each move, do the following. Move any piece (black or white), knight fashion (i.e, like a knoght in chess) to fill the empty square (e.g., b1 to c3) and in so doing, turn it over. If any discs are available to be flipped according to the normal rules of Othello, flip them.

The object is to turn all the discs white face up.

For the more mathematically adventurous, do the same on a 4×4 square, removing any disc at the start (because a 4×4 square has no central disc). So far, I have been unable to turn all the discs white. I will also give a year's free membership of the BOF either to the first person who *can* turn all the discs white on a 4×4 board, or to the first person who can prove (in a way I can understand) that it's impossible. [*Phil's decision as to what he is or is not capable of understanding is final! – Ed.*]

Puzzle Answers

Here are Hugo Calendar's answers to his puzzles on p.3.

(1) Though it may at first look very dangerous, the correct move is b7. Black can cross the a8-h1 diagonal safely, and threaten to take the a8 corner with either d1 or e1. What is easy to miss is that White can wedge with c8 after Black's a8 (turning the b7 disc from a6!), so crossing the diagonal isn't as significant as it may have seemed at first. d1 and e1 should be treated as a pair, where White plays the one that Black doesn't. Black can also safely play a5, but White a7 matches it – Black thereby only precludes a possible a5-a6 or a6-a7 wedge after an a8 corner capture – and White still has a future wedge with c8, since a5 turned the c7 disc.

In short, Black can play out two pairs (d1-e1 and a5-a7) before being forced to give away a corner directly or take a8, allowing for h8 in two. Whatever happens, White should get almost all of rows 7 and 8 and columns g and f, and a good amount more.

This position occurred in an Internet Ladder Tournament match between Tatsuya Mine and myself. Perfect play after the original b7 yields a 44-20 win

for White (me). All other moves lose miserably. I played b1 in the actual game, which I went on to lose 59-5.

(2) The idea here is to get Black to initiate play in the South-West region of the board. This can be accomplished by playing out the North-East region with, for example, g2-h1-g1. Black is then forced to play either c7-b8-b7 or b7-c7-b8, thus surrendering the a8 corner. Black could also start play in the South-West before filling in the North-East region, but White can then follow up on the South-West sequences accordingly ahead of time. An alternate plan is to start with g1 instead of g2, with similar results.

This position occurred in the 1995 Kristianstad Open in Sweden between me (White) and Erik Nielsen. In the actual game, I didn't do as prescribed above, but instead opened up the Western front, and soon found myself losing.

(3) After White h3, Black h4, White h5, and Black h6, White should play c7. Black can then only safely play c8 or a6, and White should respond to either with b7, forcing Black to give up a corner.

This position is a variant on the first game I ever played against David Shaman. In the actual game, White (David) failed to play a4 at move 34, to which I'd surely have responded a5, resulting in the position in the puzzle. He prematurely played the sequence given above, to which I responded b2 since, in our game, I could flip the b3 disc. I came out ahead (!), but only managed to hold on to 32 discs.

Othellists – No.5.

European Grand Prix Tournament Winners.

Year	“Milan”	Cambridge	Copenhagen	Brussels	Paris
1986	Puget	Leader	Leader		Shaman
1987	Brusca	Bhagat	Bhagat		Ralle
1988	Ghirardato	Shaman	Feldborg		Leader
1989	Puget	Feldborg	Murakami		Brightwell
1990	Brusca	Bhagat	Feldborg		Leader
1991	Marconi	Leader	Feldborg	Leader	Murakami
1992	Tastet	Brightwell	Brightwell	Penloup	Brightwell
1993	Marconi	Shaman	Feinstein	Leader	Murakami
1994	Tastet	Nicolet	Jensen	Brightwell	Nakajima
1995	Penloup	Tastet	Edmead	Brightwell	Murakami
1996	Penloup	Shaman	Shaman		

The Cambridge and Paris International tournaments started before 1986, but that was the year of the first Grand Prix. The Italian leg was held in Rome in 1991 and 1993-5, and in Florence this year.

Ratings

The Rating List *maintained by David Haigh.*

Lots of interesting developments this time. Joel Feinstein enters the top two, Ian Turner enters the top ten, Phil Marson goes ahead of Iain Barrass, and Omah Dog is now a top-forty player.

An era ends, as Peter Bhagat becomes officially inactive.

1	Imre Leader	408	1853	21	Colin Hands	152	1197
2	Joel Feinstein	379	1827	22	Chris Wakelin	45	1184
3	Graham Brightwell	410	1818	23	John Bass	89	1160
4	Garry Edmead	189	1744	24	Simon Turner	90	1156
5	Guy Plowman	277	1709	25	Michael Kirkden	7	1154
6	Michael Handel	293	1689	26	Roy Arnold	489	1151
7	Jan Haugland	24	1621	27	David Haigh	355	1125
8	Ian Turner	237	1561	28	Richard Brand	24	1117
9	Paul Smith	123	1543	29	Maurice Kent	43	1101
10	Aubrey de Grey	420	1535	30	Adelaide Carpenter	120	1050
11	Phil Marson	387	1512	31	Vincent Milner	4	1022
12	Iain Barrass	324	1472	32	Rodney Hammond	58	1019
13	John Lysons	202	1467	33	Ali Turner	92	997
14	Terry Bean	50	1423	34	Myles Harvey	71	994
15	Ken Stephenson	210	1379	35	Mac Bannister	12	968
16	Jeremy Das	216	1360	36	Spencer Barriball	10	881
17	Matthew Selby	206	1358	37	Ashley Hammond	38	818
18	Mark Wormley	349	1321	38	Wayne Lay	7	817
19	Bruce Kyte	109	1315	39	Eileen Forsyth	206	685
20	Iain Forsyth	338	1245	40	Omah Dog	1	666

Finally, we received the following cryptic message from a Mr. A. de Grey:

e6 d6 c7 f7 f6 d7 c6 b5 b6 g7 c4 b7 f4 b3 c5 g4 c3 b2 f5 d3 g3 g6 c2 g2 e3 f2 f3 d2
32 choices – had to be possible.