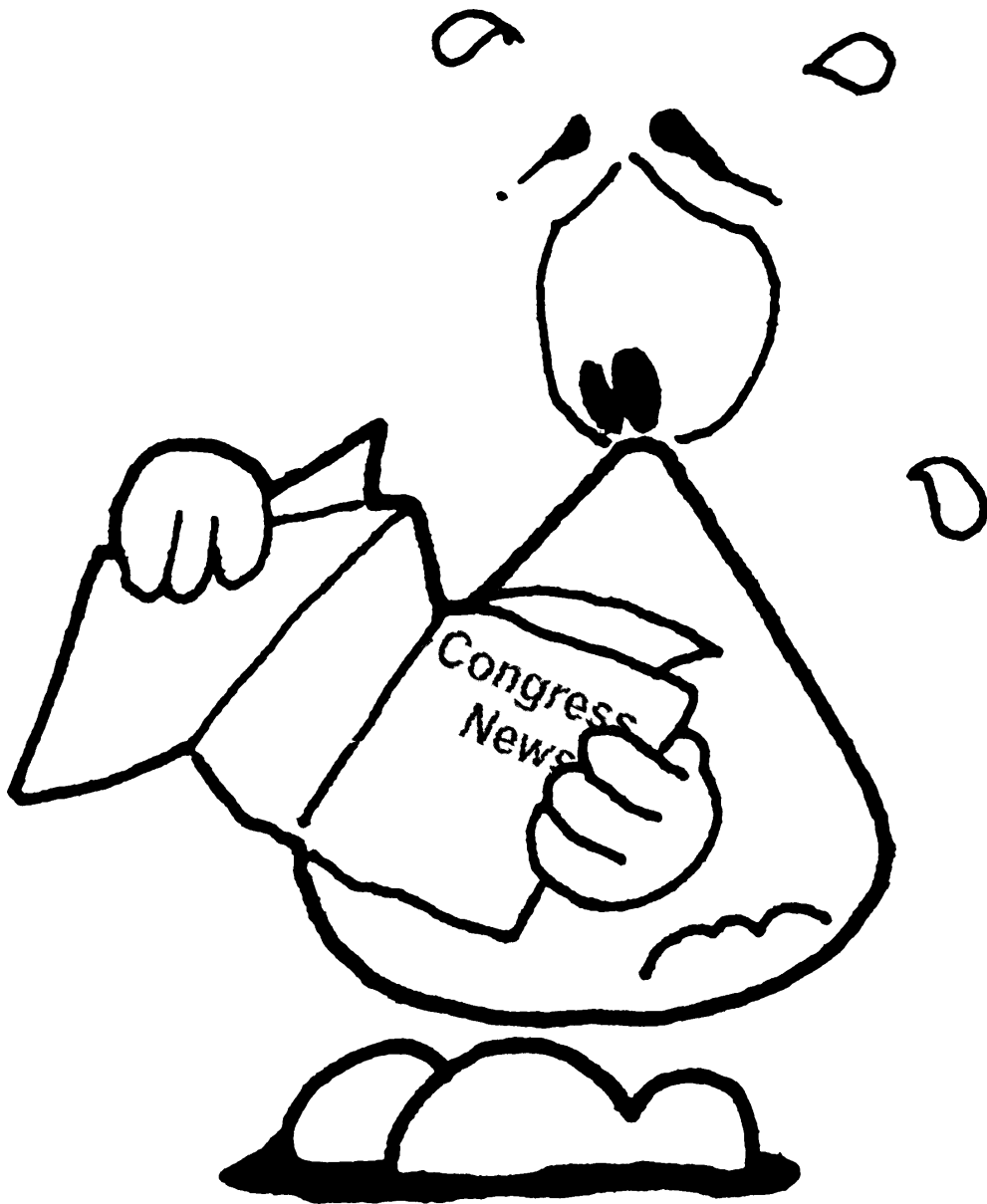


CongressNews

Nº 1
20.7.1996



Foreword

Hi there!

This is the first issue of the CongressNews. It will come out nearly every second day, presenting tournament news, commented games, professional lessons, sightseeing tips and reports, tournament tables, cartoons and whatever you can think of - a *yellow press page* with the latest gossip is also planned. Anyway, nothing will come from nothing. We need your support to make the CongressNews to a living mirror image of what really happens on the congress.

We see our main task in ensuring the essential contents and serving with the manpower to enter articles and to do the layout. All further contributions must come from the participants of the congress. We can help you to solve the technical problems but we will not be able to write all articles by ourselves (that would bore you anyway). Do you need any suggestions?

- Write a short note about the delicious restaurant you went to yesterday evening.
- Write down the comments a professional gave you.
- Write about your personal motivation to participate in the Abano-Congress.
- Make your complaints about the congress public (we do not hope there will be any reason).
- ...

Anything is welcome. The CongressNews Syndicate (the editors) will read all articles and decide on how and when to publish them.

The Syndicate is completely independent from the organizers of the congress. This was our precondition and means that we are prepared to be critical to the congress and its organizers if necessary.

Who the hell is the Syndicate? As we write these lines one day before the congress starts only two names are fixed: Jost Bartholomäus and Christoph Gerlach. We have been responsible for the German Go-Journal (DGoZ) for two and a half years now and asked the main organizer of the congress - Gionata Soletti - last year, if he would welcome us as the producers of the congress newspaper in Abano and he agreed. We expect (and hope) that the Syndicate will grow to three or four persons during the first days of the congress. We will have our own room where the Syndicate can meet (see the plan of the congress building in this issue), where the computers are located and where other participants of the congress can get in touch with us. Everyone who wants to contribute to the CongressNews can meet us each day between 17:30 and 18:00.

We would like to say a few words about the contents of this first issue. Most articles have an informational character and we received them only a few hours before we went to print. We will probably not be able to find all mistakes (English is not German!).

At last but not least we wish you lots of fun at Abano Terme.

The CongressNews Syndicate



Jost Bartholomäus



Christoph Gerlach

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Introduction

Welcome to the 40th European Go Congress in Abano Terme

In the many Go congresses in which we have participated over the years we have noticed that the first need of any Go player is to become acquainted with the grounds in which he will be spending the greater part of his two week "Go vacation", so let's start with a description of the congress site. As you probably have noticed during registration you have at your complete disposal bar and lounge where you can buy food and drinks for reasonable prices. We have also set up a restaurant area dedicated to morning breakfast and lunch. The price list for these services you will find posted. The playing area is divided into two sections: The larger one dedicated to weak players and the smaller to strong ones. In the bar you will also find what we have called "The Wall": This is dedicated to giving to all participants, in the greatest possible detail, information on who we are, where they are, what they will do, the tournament results and what they can do in their free time. A separate section will give you details on the past history of Go in Italy and of Go in general. We have set up a closed circuit video system in the restaurant area, and our plan is to ask the top players to play one game in the evening, to telecast it and have it commented by one of the professionals present at the congress. Further details will be given later on.

You may ask yourselves why we chose Abano Terme for the Italian Go Congress. There are a number of reasons and some you may guess. Abano is in the heart of one of the most beautiful historic areas of Italy: think of the chance of you have to play Go and also visit towns like Venice, Padua and Verona, all within a 50 to 80 km range from the congress site, not to mention the countryside and the Colli Euganei. But these are not the only reasons: We also thought about finding a place that would be within easy reach from most of the countries the participants to the Go Congress would be coming from. The Venice airport with shuttle, bus and rail connections, the freeway, the railway station at Padua and a bus service that stops right in front of the Congress site allow everyone to reach us with no difficulty at all.

Speaking about the hotels, we have tried to give a wide range of prices to meet anyone's needs, but with an eye on quality for money. But we

must stress a few points: Since we have obtained special conditions from the hotel managements, you must remember that breakfast is not included in the rates, though we have organised to have it served at low prices in the Congress area. For the same reason the use of the swimming pools of Alexander and Italia hotels is not allowed. The guests of Eden hotel may, however, make a limited use of the pool facility as long as they do not disturb the other guests. To provide you with some "refreshing" recreation we have obtained special price tickets to the public swimming pool for Lit. 5.000 (5 DM). The opening hours will be posted on the wall.

Let us now spend a few words on the philosophy of this tournament. When we started to organise this tournament, some five years ago, we had a discussion amongst us as to whether money should be given as prizes or not. The argument in favour of money prizes was that of attracting high Dan players. Against this argument we had two mayor points:

1) A ruling which has been introduced since the birth of our Federation which prohibits money prizes.

2) The will to promote friendship and not antagonism.

The ruling against money prizes was, and still is, strongly supported by our Federation. We (as Federation) feel that amateurs should play for the game and not play for something coming out of the game. The reason being that as long as professionals exist the idea of a 'professional amateur' is somehow disturbing. Therefore our decision has been the following: - There will be only five money prizes: For the first five competitors. All other players will receive prizes in other forms (cups, wine etc.). - These five prizes will not be very high, we still do not know the exact amount but certainly the London New Year Tournament will have a higher first prize. We do not want to say that we are doing the right thing and the organisers of the other tournaments are wrong; we only want to stress our opinion and hope to create a movement against money prizes in amateurs tournaments. By the way, with the money 'saved' money we will have the possibility of: - Giving a welcome and farewell party, lowering entrance fees for players who have limited financial capabilities (whichever country

Introduction

they come from) and give a (we hope) nice gift to all.

In the name of friendship and enjoyment we also decided to include the "Midnight Smoking and Drinking Blitz". The MSDB is a new event for a Go congress, which will give hard-line Go-Players an opportunity to stay up late playing, and the chief the chance to smoke his beloved "Toscano" cigar. The genesis of this event goes way back to Hamburg '88; all nights at a bar called Absaloon there was a blitz event. Those who participated were charmed by the unorganised atmosphere of the friendly games (and the drinks!). Now that we have the chance of organizing a congress we would like to recreate the Absaloon spirit. Of course during this tournament smoking and drinking is mandatory!

In a few words, we would like all of you to enjoy the game, the country and the people of Italy.

The Organizers of the Abano Go Congress

The Wall

In this congress we have tried to organize all information in one area; this has been named "The Wall". On its sides you will find:

- Information and pictures of the organizers and of the professionals.
- A day by day schedule with the information about: commentaries, simultaneous games and side events.
- The tournament results.

Apart from this main area there are other places worth seeing:

- The notice board of our sponsors.
- A tourist site: Maps of Abano, Venice and of the Veneto region with informations.
- The marathon tournaments zone.
- The area dedicated to the past history of Go in Italy, and of Go in general.

A research on Go players

As you have certainly noticed at the registration you have all been given a questionnaire to answer. It is our hope that all of you will answer it. The organizers are here to help if you need translations, or if you have doubts about how to fill it in.

This research is the first to be organized on such a big scale; the results will be published in the last number of the congress news. It is our hope that the findings will help the National and the European Federations in their decision making.

We would like to spend a few words on the importance of this research; many decisions are made each year by associations and federations. Many of them do directly and indirectly influence the life of a Go player (rules, time limits, support in specific projects, location of tournaments). All these decisions are made on data which is partial, in the sense that it is empirical or at most is the result of partial debates. The congress offers a unique opportunity: to have so many players from so many countries offers the possibility of a *real* survey. This is the reason why we ask all of you to spend ten minutes of your time to answer the questions. The more answers we receive the more accurate this experiment will be, and the better its results, which in ultimate analysis will hopefully help to improve the Go world.

As with real researches all answers will be kept confidential, and the results will be given in an aggregated form (e.g. 64% of total ...); your personal data will not be used in other ways.

Once again thank you for the time you will take to help us in this experiment.

Organized Trips

As usual there will be organized trips, mainly the ones on the first and second Wednesday. These two main trips will obviously be to Venice.

But Veneto is not only Venice, for those wanting to see more we will organize also trips to Padua (the city of St. Anthony and of Giotto).

For those who see congresses as something more than just Go we recommend our "gastro-nomic trips", in which we will organize "eating and drinking" trips to the family run restaurants of the colli Euganer. We recommend a good appetite!

Another trip is an evening trip to Verona to see the world renowned open air opera. Even if it is a bit expensive (more or less 100.000 Lit), is a one time occasion. This year the operas are Bizet's Carmen and Verdi's Aida.

Further information

Further information will be provided in the next issues and at "The Wall".

The Organisers

The organizers of the Congress



Linda Poletti
Treasurer; contact her for financial reasons



Luca Falcone
General congress and tourist information



Nicoletta Corradi
Booking of hotels



Isamu Oka
Japanese contacts



Maurizio Vitari
Organizer of the side tournaments



Fernando Fernandez
Less important problems, tournament rules, chief-referee



Paolo Montrasio
Congress organizer



Francesca Mauri
Congress organizer

And we hope to receive Photos from the other organizers as well:

Gionata Soletti
Important & big problems, "Chief organizer"

Luciano Ghelli
FIGG President

Abe Keiichiro
Japan, P.R.

Franasca Anonacci
Congress organizer

Gigi Abieri
Stone Age Director

Professionals at the congress

Huang Jinxian (6 Dan), 51, China

Stays from 18.7. to 4.8.1996.

Professional of the Chinese Weiqi Association and coach of the Henan Province. He began to learn Go at the age of 10. From 1963 to 1970 and from 1972 to 1975 he was a member of the Chinese National team. In 1975 he became a coach of the Henan provincial team. He became 5 Dan in 1982 and 6 Dan one Year later. Since then he has been a Weiqi Coach and his work has proved to be very successful, for among his students are Liu Jaoguang (9 Dan), Wang Jianghong (9 Dan) and Feng Yun (8 Dan).

Fang Tianfen (8 Dan), 33, China

Stays from 18.7. to 4.8.1996.

Professional of the Chinese Weiqi Association. Fang began to play at the age of 6 and to have professional training at the age of 11. When 13, he started to attend all kinds of professional Weiqi matches at home and abroad. In 1982 he became a 4 Dan and in 1989 8 Dan. He was the national champion of 1995, also he became first in the Rapid Weiqi Match 1986, 4th in Qiwang (Weiqi King) and had good results in many other matches. From 1989 to 1993 he studied in the Computer Department of Shanxi University. Majoring in software, he became an expert. He has produced lots of Weiqi software. At July the 28th this Congress has to provide him his birthday party!

Enda Hideki, (7 Dan), 30, Japan

Stays from 21.7. to 23.7.1996.

He is disciple of Tsujii (6 Dan) and became 1 Dan in 1983, 6 Dan in 1990 and 30 yesterday. He enjoyed his honeymoon in East Germany a few years ago.

Mito Yukari (2 Dan), 31, Japan

Stays from 31.7. to 4.8.1996.

She is disciple of Hayase Hiroshi (9 Dan) and became 1 Dan in 1986.

Yoshida Mika (6 Dan), 25, Japan

Stays from 20.7. to 26.7.1996.

She is disciple of Muzino Horisho (9 Dan) and became 1 Dan in 1986 and 4 Dan in 1990.

Muraoka Shigeyuki (9 Dan), 40, Japan

Stays from 24.7. to 29.7.1996.

He is disciple of Shiraishi Yutaka (9 Dan) and became 1 Dan in 1971, 8 Dan in 1988

Shigeno Yuki (2 Dan), 30, Japan

Stays from 29.7. to 2.8.1996.

She is disciple of Shimamura Toshihiro (9 Dan) and became 1 Dan in 1986.

Kitano Ryo (5 Dan), 26, Japan

Stays from 24.7. to 31.7.1996.

He is disciple of Hirose Hiroshi (9 Dan) and became 1 Dan in 1991 and 2 Dan in 1991.

Nakayama Noriyuki (6 Dan), 63, Japan

Stays from 27.7. to 29.7.1996.

Disciple of Suzuki Oro (8 Dan) he became 1 Dan in 1962 and 6 Dan in 1992. He is a prolific writer and has written over 50 Go books. The only one translated to English is well known "The Treasure Chest Enigma". As he has visited several Congresses he is well known in Europe.

Nakano Yasuhiro (5 Dan), Japan

Stays from 20.7. to 26.7.1996.

Kim Pyonmin (4 Dan), Korea

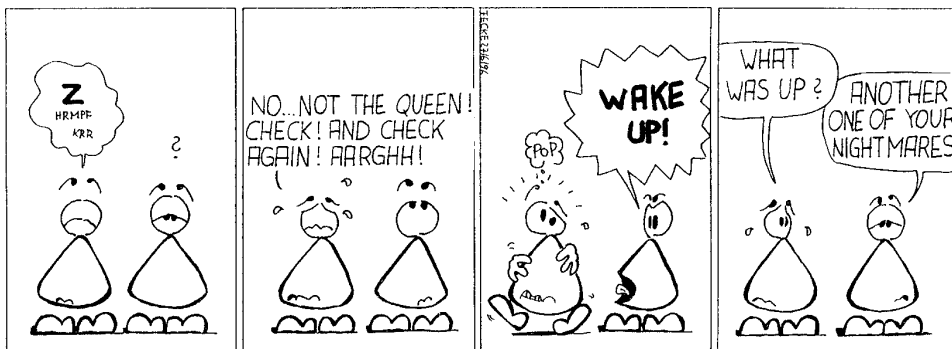
Stays from 24.7. to 29.7.1996.

Pong Jho Chun (7 Dan), Korea

Stays from 26.7. to 3.8.1996.

Kyo Chui Oh (6 Dan), Korea

Stays from 26.7. to 3.8.1996.



Time Schedule

Saturday, 20.7.	<p>09:00 - 19:00 Registration</p> <p>20:00 - 21:00 Opening Ceremony</p> <p>21:00 - 24:00 Games & Drinks</p>	Wednesday, 24.7.	<p>9:30 Pair Go</p>
<p>10:00 1st Round Main</p> <p>13:30 - 14:30 Lunch Break</p> <p>23:00 - Dawn Midnight Smoking & Drinking Blitz</p>	Sunday, 21.7.	<p>10:00 4th Round Main</p> <p>13:30 - 14:30 Lunch Break</p> <p>18:00 Team Tournament Preliminaries</p> <p>23:00 - Dawn Midnight Smoking & Drinking Blitz</p>	Thursday, 25.7.
Monday, 22.7.	<p>10:00 2nd Round Main</p> <p>13:30 - 14:30 Lunch Break</p> <p>17:00 EGCC Meeting</p> <p>18:00 13x13 Tournament Preliminaries</p> <p>23:00 - Dawn Midnight Smoking & Drinking Blitz</p>	Friday, 26.7.	<p>10:00 5th Round Main</p> <p>13:30 - 14:30 Lunch Break</p> <p>17:00 EGF Meeting</p> <p>18:00 Team Tournament Finals</p> <p>23:00 - Dawn Midnight Smoking & Drinking Blitz</p>
<p>10:00 3rd Round Main</p> <p>13:30 - 14:30 Lunch Break</p> <p>18:00 13x13 Tournament Finals</p> <p>23:00 - Dawn Midnight Smoking & Drinking Blitz</p>	Tuesday, 23.7.	<p>09:00 - 11:00 Registration Weekend</p> <p>12:00 1st Round Weekend</p> <p>16:00 2nd Round Weekend</p> <p>20:00 3rd Round Weekend</p> <p>23:00 - Dawn Midnight Smoking & Drinking Blitz</p>	Saturday, 27.7.

Time Schedule

Sunday, 28.7. 10:00 4th Round Weekend 14:00 5th Round Weekend 18:00 Prizegiving Weekend and first week Main 23:00 - Dawn Midnight Smoking & Drinking Blitz	Thursday, 1.8. 10:00 8th Round Main 13:30 - 14:30 Lunch Break 18:00 Lightning Tournament Preliminaries 23:00 - Dawn Midnight Smoking & Drinking Blitz
10:00 5th Round Main 13:30 - 14:30 Lunch Break 18:00 9x9 Tournament 23:00 - Dawn Midnight Smoking & Drinking Blitz	Friday, 2.8. 10:00 9th Round Main 13:30 - 14:30 Lunch Break 18:00 Lightning Tournament Finals 22:00 Song Party
Tuesday, 30.7. 10:00 6th Round Main 13:30 - 14:30 Lunch Break 23:00 - Dawn Midnight Smoking & Drinking Blitz	Saturday, 3.8. 10:00 10th Round Main 13:30 - 14:30 Lunch Break 18:00 Prizegiving & Farewell
10:00 Rengo Tournament 13:30 - 14:30 Lunch Break 23:00 - Dawn Midnight Smoking & Drinking Blitz	Sunday, 4.8.

Tournaments

The Main Tournament

With ten rounds distributed over the two weeks of the congress and the longest time limits this is indeed the Main Tournament. There will be one round of the Main Tournament on each day except the two Wednesdays and the weekend 27th/28th.

Schedule: Sunday 21st, Monday 22nd, Tuesday 23rd, Thursday 25th, Friday 26th, Monday 29th, Tuesday 30th, Thursday 1st, Friday 2nd and Saturday 3rd.

We will put up the draw before 9:00 every morning. The games will start at 10:00 (sharp!). If any player is not present the organizers will start the clock anyway. Players arriving 60 minutes late after the starting time (or not at all) will lose by forfeit. If both players are absent the game will be classified as 0-0.

Location: Main Hall.

Registration: You can register until 8:00 on Sunday the 21st July.

System: Ten rounds MacMahon.

The MacMahon-Bar will be at IV Dan.

There will be a MacMahon super group with 32 top players one point above the MacMahon-Bar. The 32 players will be chosen by the EGF.

No handicap will be used above I Dan, reduced handicap (difference of the current MacMahonScore of the players minus two) below.

The pairing program used is "MacMahon 2.20" by Christoph Gerlach. In the extremely unlikely event that you will be paired twice against the same opponent we will change the draw. If, for any other reason, you feel the draw is not ideal, please notify the organizers to improve the quality of the pairing algorithm in the future.

If, for any reason, you are not playing in any of the rounds, please inform the organizers in advance (the day before) - then it is no problem. If you are absent in any round and fail to inform us you will not be paired for the rest of the tournament, we have no way of knowing if you want to play unless you tell us so!

The results have to be reported using the sheets that are shown in the illustration near this text. Please fill in the sheets fully as this will help the organizers to enter results quickly into the program. It is especially important to know your table number.

Time limits: IV - VII Dan (and first 16 boards): 2½ hours + 1 minute byo-yomi

I - III Dan: 2 hours + 45 seconds byo-yomi

I Kyu and below: 1½ hours + 45 seconds byo-yomi

Anybody can take a lunch break (max. one hour), starting at 13:30. You are not allowed to interrupt your game for lunch before 13:30.

Rules: The first 16 board play with IGF (Japanese) rules with 5½ Komi.

The rest of the tournament will be played using Ing rules with 8 Komi.

The Weekend Tournament

Schedule: Saturday 27th, Sunday 28th.

There will be two rounds on Saturday (14:00 and 17:00) and three on Sunday (10:00, 14:00 and 17:00).


Location: Main Hall.

Registration: You can register until 13:00 on Saturday 27th.

Tournaments

Don't ever forget to mark the winner.

Room number

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Please fill in this form and hand it to the organization office, otherwise both players will be given a 0-0																								

Please write the number of the board into this field (important!).

Mark here, if the game was decided by counting.

Mark here if the game was decided by resignation.

Mark here if the opponent didn't show up. You must call a referee before doing so.

Fill in the handicap you actually used in the game.

The result form. There will be boxes in every room where you can put the completed forms. They will be collected by the organizers.

- System:** Five rounds MacMahon.
 No handicap will be used above 1 Dan, reduced handicap (difference of the current MacMahonScore of the players minus two) below.
- Time limits:** 1 hour + 30 seconds byo-yomi.
- Rules:** This tournament will be played using Japanese rules and 5½ Komi.

Pair-Go (2 player teams)

- Schedule:** Wednesday 24th, starting at 9:30.
- Location:** Main Hall.
- Registration:** Teams have to register before 8:00 on Wednesday 24th.
 A team must consist of one male and one female player.

Tournaments

- System:** Five (or six) rounds Swiss-System - depending on the number of teams.
Full handicap will be used, where the team grade is the mean of the member grades.
The World Pair Go Championship Rules will be used which also include that the female player moves first in a team. Another important rule is a punishment of three Komi if a member of a team moves when it is not his/her turn.
- Time limits:** 30 minutes per team, no byo-yomi.
- Rules:** This tournament will be played using Japanese rules and 5½ Komi.

Rengo (3 player teams)

- Schedule:** Wednesday 31st, starting at 9:30.
- Location:** Main Hall.
- Registration:** Teams have to register until 8:00 on Wednesday 31st.
- System:** Five (or six) rounds Swiss-System - depending on the number of teams.
Full handicap will be used where the team grade is the mean of the member grades.
Special bonus points (will be added to the number of wins) for:
1 point for female presence
1 point for each different nationality
1 point for each 8 grade difference between players
- Time limits:** 45 minutes per team, no byo-yomi.
- Rules:** This tournament will be played using Japanese rules and 5½ Komi.

Lightning

- Schedule:** Thursday 1st (starting at 18:00), Friday 2nd.
- Location:** Main Hall.
- Registration:** You can register until 16:30 on Thursday 1st.
- System:** Qualification with groups of six players. The first two players of each group will qualify for the finals (five or six rounds Swiss-System).
Full handicap will be used in this tournament (for handicaps greater than nine stones a system will be posted on "The Wall").
- Time limits:** 10 minutes, no byo-yomi.
- Rules:** This tournament will be played using Japanese rules and 5½ Komi.

Midnight Smoking and Drinking Blitz

- Schedule:** Starts nearly every night (see time schedule) at 23:15/24:00.
- Location:** M.S.D.B. zone (very close to the bar!).
- Registration:** Epicurean Go players can participate - a special registration is not necessary.
- System:** Depending on the number of participants, the players will be sorted in all vs. all groups of six. So as soon as we have at least four groups (24 players) we will start. After one circuit the groups will be changed and the tournament will be restarted. The end will be whenever the players decide. Probably between one and two o'clock.
During the tournament smoking and drinking will be encouraged!

Tournaments

- Prizes:** During the night: One free beer to the winner of each group.
For the winner of the tournament: Prizes and ... beer.
- Time limits:** 15 minutes, no byo-yomi.
- Rules:** This tournament will be played using the Japanese rules and 5½ Komi.

Marathon tournaments

There are several marathon tournament that are held. The traditional ones are the Marathon (usually with a time limit of around one hour) and the Marathon Blitz. Additional to that there will be a Marathon Pair and a Friendship tournament. Details about the system of the marathon tournaments will be published on the "marathon bulletin board" near the bar. The following information is common to all marathon tournaments.

- Schedule:** From Sunday 21st until Saturday 3rd.
- Location:** Anywhere.
- Registration:** Anyone can take part in this tournament. You do not have to register explicitly.
- Rules:** The marathon tournaments will be played using Japanese rules and 5½ Komi.

Team (4 players team)

- Schedule:** Thursday 25th (starting at 18:00), Friday 26th.
- Location:** Main Hall.
- Registration:** All teams have to register before 16:30 on Thursday 25th.
- System:** Five (or six) rounds Swiss-System - depending on the number of teams.
Teams consist of four players. See "The Wall" for further details.
Full handicap will be used. There are special bonus points (added to the number of wins) for:
1 point for female presence
1 point for each different nationality
1 point for each 8 grade difference between players
- Rules:** This tournament will be played using Japanese rules and 5½ Komi.

9x9-Tournament

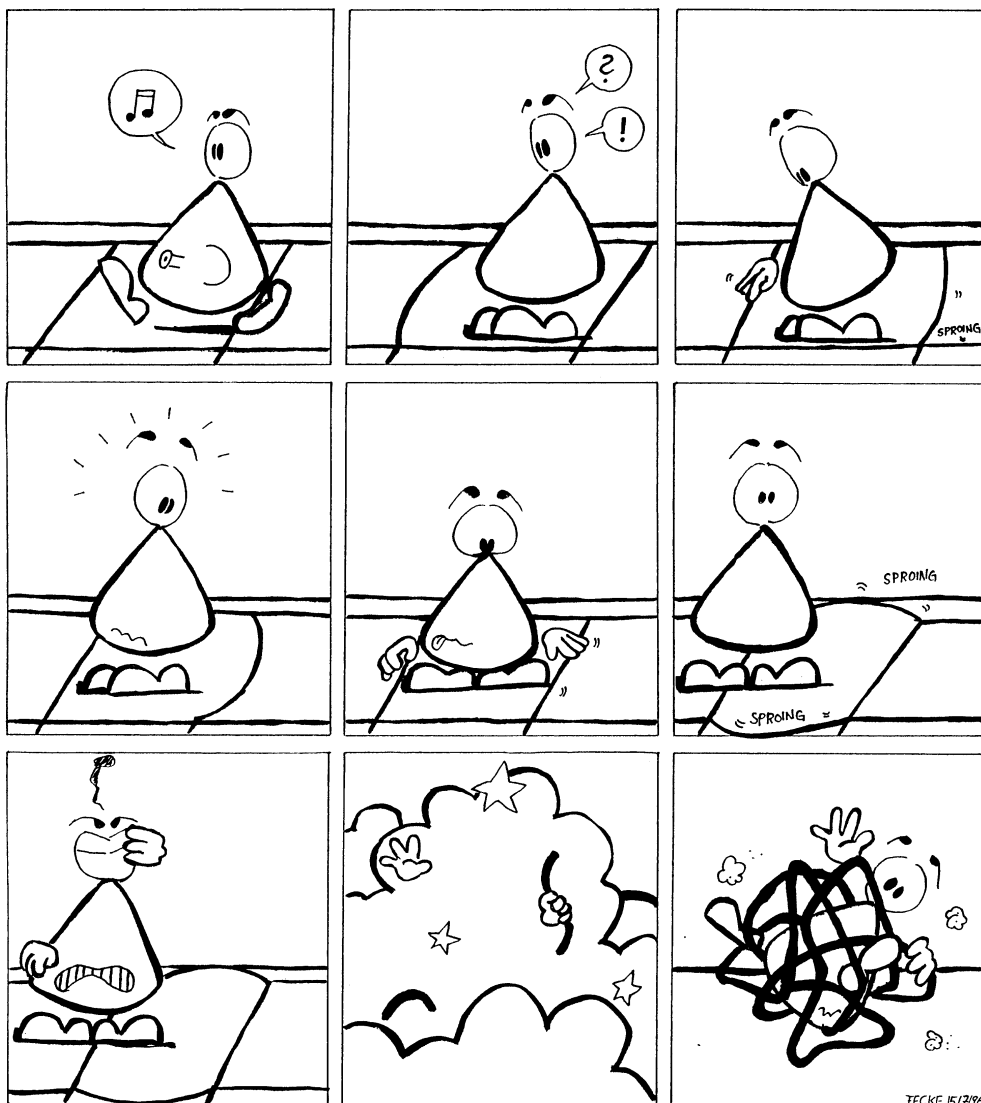
- Schedule:** Monday 29th, starting at 18:00.
- Location:** Main Hall.
- Registration:** You have to register before 16:30 on Monday 29th.
- System:** Qualification in groups of six players. The first two players of each group will qualify for the finals (five or six rounds Swiss-System).
The handicap system will be on "The Wall"
- Time limits:** 10 minutes, no byo-yomi.
- Rules:** This tournament will be played using Japanese rules and 5½ Komi.

13x13-Tournament

- Schedule:** Monday 22nd (starting at 18:00), Tuesday 23rd.

Tournaments/Cartoon

- Location:** Main Hall
- Registration:** You have to register before 16:30 on Monday 22nd.
- System:** Qualification in groups of six players. The first two player of each group will qualify for the finals (five or six rounds Swiss-System).
The handicap system will be on "The Wall".
- Time limits:** 12 minutes, no byo-yomi.
- Rules:** This tournament will be played using Japanese rules and 5½ Komi.



The pairings of the main and the weekend tournament

(by Christoph Gerlach)

The pairings of this congress will be generated by my pairing program with is simply titled "MacMahon". It has been used in the Grand Prix Tournaments in Amsterdam and Hamburg and more than 30 other tournaments. I write this article because I think you should know something about the strategies which my program uses to calculate the pairing. If you don't bother with whom you are playing and if you will never complain about being drawn down the second time or playing with white the third time in a row, you don't have to read any further - play Go instead, it's more enjoyable.

The pairing algorithm divides into two parts. The first part is some code that is the MacMahon-System and it produces a large amount of numbers that are used by the second part which calculates the optimum pairing due to minimize the cost of the total pairing. There is not much to say about the second part. It is based on the "Maximum Weight Perfect Matching Algorithm" which was invented by a mathematician named Edmonds in the late sixties. Surprisingly this algorithm solves the pairing problem within $O(n^3)$ which is almost nothing with less than 1000 players and the fast computers that are available nowadays. But most important is the fact that the second part always finds the optimum solution! This is the main difference between my program and the other available programs. After you have defined what you want to receive (the first part of the algorithm) you are 100% sure that the result will be exactly like what you have defined.

Though discussion should be concentrated on the question: What do we want to receive? The answer isn't that easy. In fact, only two things are widely accepted:

1. Two players should never be paired twice within one tournament.
2. If it is not possible to find an opponent within the same MacMahon-Group the opponent should be chosen from a nearby group and it is always better to pair two players one group down than one player two groups.

Except these two fundamental rules there are a lot of other goals you may think of if you try to define what a "good" pairing should be like:

- Two players of the same club/country should not be paired.
- If a player was drawn down once, he should not be drawn down again.
- Within a group the strongest players should be paired against the weakest players.
- The colours of the players should alternate.
- At the end of the tournament each player should have played with black and white the same number of times.
- and so on...

You will find out that it is not at all clear what the MacMahon-System should be like. At the top you clearly do not want that players of the same club are forbidden to be paired. In the lower regions this is more important.

As this is not the right place to discuss how a pairing should be generated I would prefer just to explain what my implementation of the MacMahon System is like.

My program divides the players into two groups before the cost-function is evaluated: The top players and the rest. The boundary is chosen by the initial number of players in the top MacMahon bar. My program will define as many MacMahon groups (starting from the very top) to the top group as necessary to have at least the number of players in the top group as there have been in the top MacMahon bar initially.

The characteristics of the pairing within the top group (and someone of the top group playing anyone) are:

- The club, the country and the colours in previous games of the players are ignored.
- The relative strength of the players within one MacMahon group is evaluated. The strongest player (due to the in use tie breaker which may be the rating in any round but never the initial strength of the players) gets 100 points and the weakest 0 points. Players with the same number of points are treated exactly the same. Then:
 - The strongest players are matched against the weakest players within one group.
 - If somebody has to be drawn down, the strongest player in the group will be chosen (because he already had the strongest opponents before to justify his MacMahonScore;

Pairing/Ing

all other players of his group had an easier draw so far; this gives some compensation) and if somebody has to be drawn up, the weakest player will be chosen.

The characteristics of the pairing within the rest are:

- All players within one MacMahon group are matched randomly.
- It produces a specified amount of costs to match two players from the same country or the same club.
- It is cheaper to match players if the black/white-balances of these players become more balanced-out (this will make it likely to have black and white the same number of times - anyway, not meeting someone of your club is more important).
- If somebody has to be drawn up/down, the weakest/strongest player of the group will be chosen just like in the top group, but the program tries to avoid a match of players with a difference in strength of three or more grades (also within the same MacMahon group).

My program does find the global optimum given by the rules defined above. Some rules overweigh all others (like not matching the same opponent again), other are in concurrence (like avoiding the matching of two players of the same club and avoiding the matching of two players with a difference in strength of three or more grades which have the same weight in the cost function). Therefore the rules are not strict. If you imagine a tournament with only two players of course they will meet again in each round because it is still the best thing the program can do. If it happens to you that you have to play against someone of your own club (or other violations of the rules above) always keep in mind that the program optimizes these rules for all players. If the program behaves like this there was hardly a choice. Someone had to play against someone else of his own club and it was just bad luck that it hit you (I ensure you that choices like this are completely random). Sometimes I try to guess what my program will do next. Usually I am wrong because I overlooked something. The program has always been right.

I will do a presentation of the current version of my program together with a possible discussion about the MacMahon-System during this congress. The exact time is not fixed yet, so watch this space if you are interested.

(Almost) everything you need to know about the Ing rules

(brief resume from an 84 pages book)

The main tournament, except the top 16 boards, is played with Ing Rules.

What the players should do:

1) Before the game:

Check the stone bowls. Both bowls should be completely filled with stones, this simple procedure is used to verify that your set has exactly 180 black and 180 white stones. This is very important because the stones are used in the counting process to fill in the empty spaces.

2) During the game:

The most important difference with the Japanese rules is that you can 'suicide' a group of stones (but not a single one). This may be a source of Ko-threats or even change the life status of a group.

It is also important to play the neutral points (dame), as every played stone counts, not just the empty spaces.

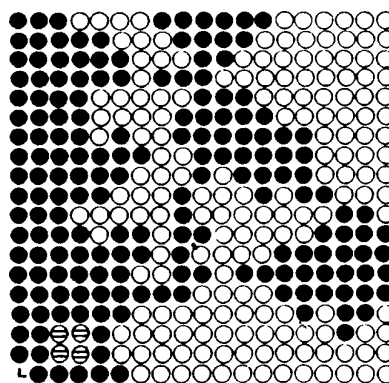


Diagram: White placed four stones into the black territory in the lower left (the Komi) but still one empty point was left within the black territory. So Black won by one point.

3) After the game:

To count the game just put all the stones into the territories of the same colour; all the stones must be used, captured ones as well as those not played. The player who uses all his stones and still has empty spaces on the board is the winner. The margin of victory is two times the number of stones that can not be filled in plus one.

As the games are played with an 8 points Komi, the white player should put four stones into the black territory before starting the counting procedure. Before leaving the table, put the stones back into the bowls to be sure that no stone was lost during the game.

If any problem comes up during the counting, please contact one of the organizers.

How to set the time limits and byo-yomi on the Ing Go timer

1) Press down the ON/OFF (4) key

TO SET THE TIME LIMITS

The times for the main tournament are the following:

IV - VII Dan: 2½ hours + 1 minute byo-yomi

I - III Dan: 2 hours + 45 seconds byo-yomi

1 Kyu and below: 1½ hours + 45 seconds byo-yomi

- Press down the SET/RUN (6) key
- Press down the BT/RS (7) key
- Use the black button (1) to set the hours
- Use the white button (10) to set the minutes
- Press the BT/RS (7) key
- Press the SET/RUN (6) key

Example: to set 1:30 hours time limit

- Press down the SET/RUN key
- Press down the BT/RS key
- Press the black button until 1 appears on the display
- Keep the white button pressed until 30 appears on the display
- Press the BT/RS key
- Press the SET/RUN key: the timer is now ready for play

TO SET BYO-YOMI SECONDS

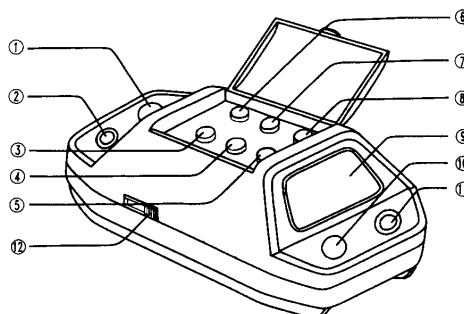
- Press down the SET/RUN (6) key
- Press the black button (1) ONCE
- Keep the white button (10) pressed until the desired number of seconds appear on the display
- Press the SET/RUN (6) key

Example: to set a 45 second byo-yomi

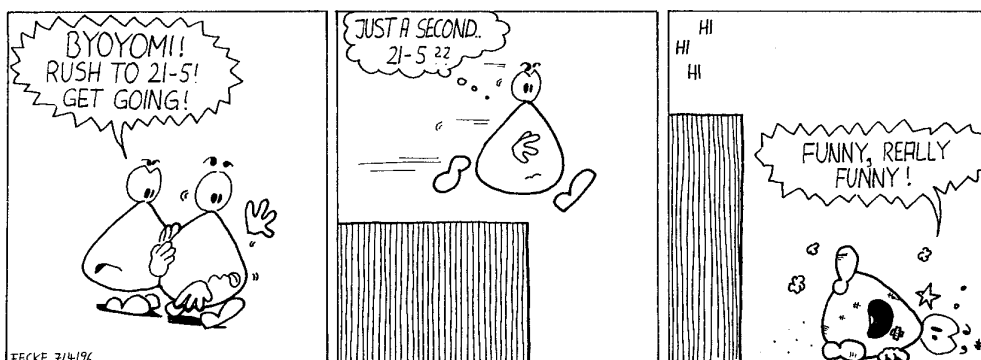
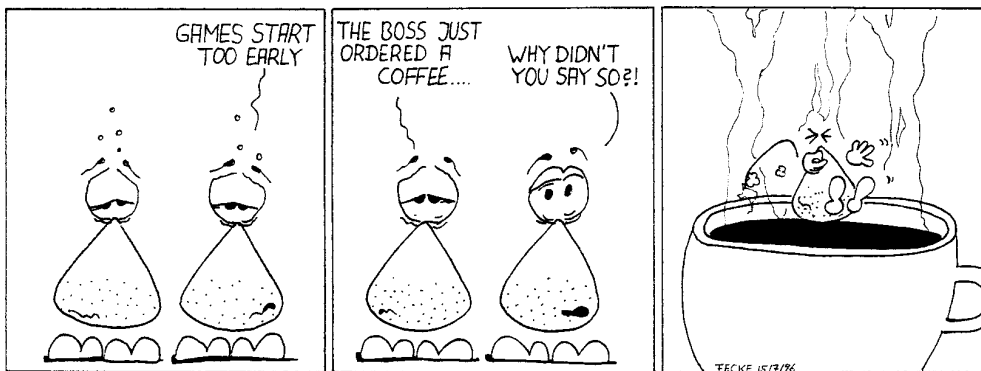
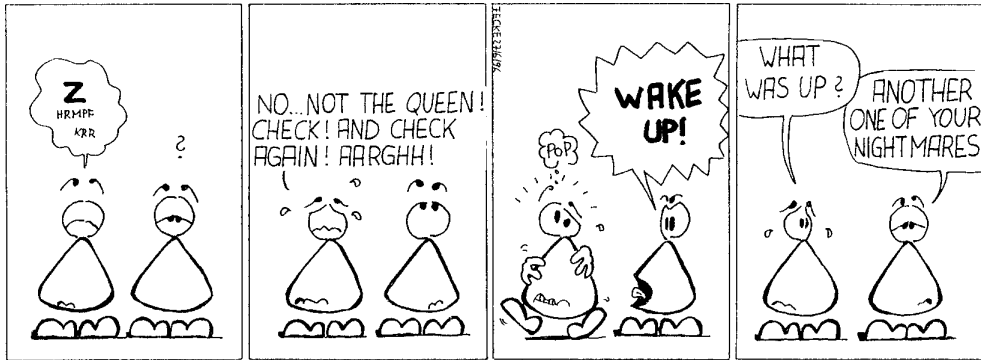
- Press down the SET/RUN key
- Press the black button ONCE
- Keep the white button pressed until 45 seconds appear on the display
- Press the SET/RUN key

OTHER FEATURES

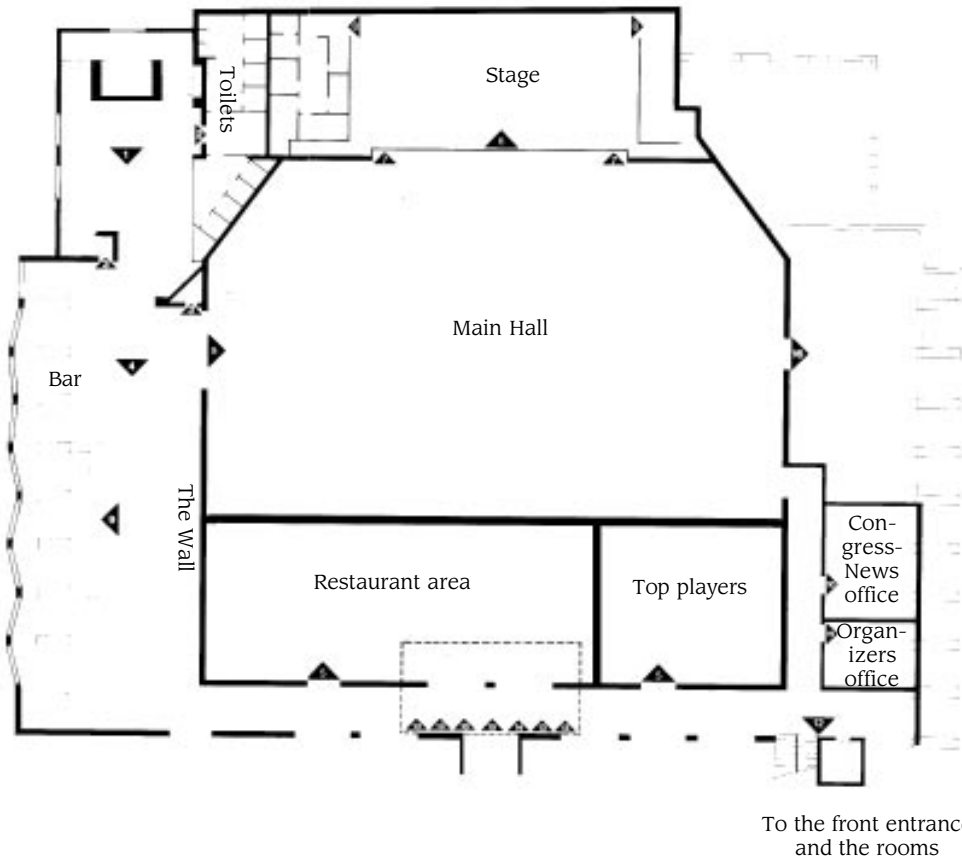
- The black and white ENG/CHN (3/5) keys let you choose between English and Chinese languages
- The small black and white buttons (2/11) allow you to look at the opponent's remaining time
- Volume level adjust (12)



Cartoons



The Congress Site



Main Hall

All the big events will happen in the main hall. Most of the players will have their games there.

Restaurant Area

Here breakfast and lunch will be served; prices will be given in the next issue.

Bar

This is the chillout zone of this party. Here you refresh yourself and always find other people to play Go or do other things- how about a nice game of phantom-Rengo. "The Wall" is also there.

Top Players

In this room the European championship takes place. Starting in the afternoon professionals will comment games and give lessons here.

City map of Abano Terme

