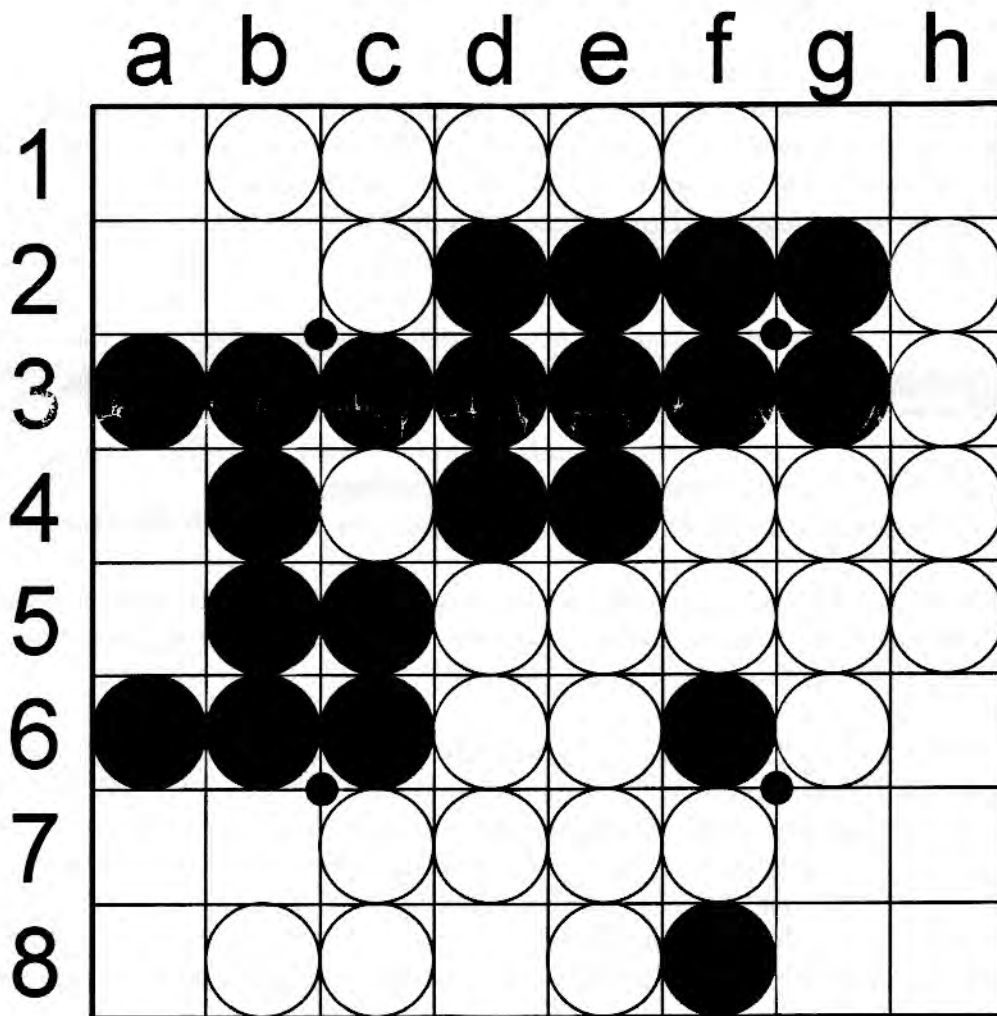


WFB

# Oz thello

No.2  
August 1996

Newsletter of the Australian Othello Federation



Marc TASTET - Graham BRIGHTWELL  
Brussels, July 1996

*Black to play and win 33-31*

# EDITORIAL

*Sorry for this slightly late issue of OZthello, but I was hoping to include a report on the All-Japan championships, and it never arrived... Perhaps in the next issue.*

*Only a couple months left before the big international Othello rendez-vous in Tokyo, Japan : the XXth Othello World Championships. For the first time this year there will be prizemoney involved, with 6000.00 \$US to be shared among the top three places. The players who have already qualified for Tokyo so far are Takeshi Murakami (All-Japan champion), Masaki Oyanagi (All-Japan Ladies champion), Takashi Nishimura (All-Japan Junior champion), Brian Rose (US Nationals finalist), David Parsons (US Nationals runner-up), Dominique Penloup (1995 French champion) and Marc Tastet (winner of the Brussels International).*

*So what's been happening around the world ?*

*In the USA, David Parsons remains undefeated and soared to 3<sup>rd</sup> place in the USOA rating list (behind Brian Rose and David Shaman). At the US Nationals (see report in this issue) Parsons drew Brian Rose in the final round but Rose won on tie-break.*

*In Europe, anglo-belgio-american David Shaman has had a great start to the season (winning in Cambridge and Copenhagen) and is now sure to win the European Grand Prix. David will attend the Belgium National championships this year as he has been a resident of Belgium for the past few years. France's new national champion Dominique Penloup has also had a great year winning the Florence international and was the first to qualify for the 1996 French team (joined recently by 1992 world champion Marc Tastet).*

*The big news from Japan; Takeshi Murakami has finally won the All-Japan championships and will no doubt be favourite to win the World Championships.*

*And finally we have just received news that Joel Feinstein won his fifth British championship.*

*Meanwhile back home in Australia, sadly, not much has happened. Due to time constraints and lack of funds only the South Australia Open, among the scheduled tournaments was held, and was won by Gabriele Jones. Well done Gabriele!*

*The 1996 Australian Othello National Championships will be held on Saturday, October 5<sup>th</sup>, in Canberra at the University House (on the grounds of the Australian National University). I encourage all of you to join us for what should be a great opportunity to meet other Othello players from around the country. Everyone is welcome and there will be players of all level present. The good news from MATTEL, our sponsors, is that they are sponsoring the event, however the bad news is that they cannot afford to sponsor us for Japan. So we are now seeking other sources of sponsorship and any help or even ideas would be much appreciated.*

*I hope to see you all in Canberra in October,*

*George ORTIZ  
AOF Secretary*

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OZthello, P.O. Box 5075, University of Canberra, Bruce ACT 2617, Australia.

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## Cover Puzzle :

Brussels Finals, Game 2

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

Tastet 30 - 34 Brightwell

The position represented on the cover occurred in the second game of the best-of-three finals between Marc Tastet (France) and Graham Brightwell (England) at the recent Brussels International tournament.

Tastet won the final series 2-1, but had he found the winning move 45 in this particular game there wouldn't have been a need for a third game. There is only one winning move (Tastet's 45.h6 leads to a draw). See if you can find it!

*Solution on page 13*

## Australian Othello Federation, PO Box 6, Stirling, SA 5152, Australia

The AOF is a non-profit organisation, dedicated to promote the game of Othello in Australia. Membership to the AOF is available to Australian residents for A\$10 per year (A\$6 per year for students) and A\$12 per year for non-residents. First year membership includes a free copy of Othello: Brief & Basic by Ted Landau (only applies for Australian residents). Directors of the federation are Simon Jones (President), Roslyn Michaels (Vice-president), George Ortiz (Secretary), Geoff Hubbard (Treasurer).

Email : [sjones@hal9000.net.au](mailto:sjones@hal9000.net.au)

Web page: <http://blitzen.canberra.edu.au/othello/home.html>

## Internet News

### The International Internet Othello Association

*by Kevin Hall*

While Othello is popular, proficient players often live very far apart. With the growing popularity and availability of the Internet, it is only natural that many players turn to this medium to play Othello (as well as many other games). And while Internet play continues to grow, there has been very little effort for setting standards : each country/federation has its own system for pairings, tournaments, ratings, tiebreaks, even how the game is played (eg time rules, scoring, etc...).

As players come from all over the globe, the IIOA (International Internet Othello Association) was initiated by Hugo Calendar in June to promote, encourage, and provide a common framework for Internet Othello play. The IIOA is directed by 5 elected council members: Hugo Calendar, Joel Feinstein, Serge Julien, Robert Stevahn, and Kevin Hall.

Online play has some obvious advantages: transcripts are easy to collect and analyze, and distances are unimportant. However, there are disadvantages: lack of verification of whether players use outside assistance, time problems due to Internet lag (contrary to popular belief, the Internet is not instantaneous), and not all Othello players have readily available or affordable access. Hopefully the IIOA can provide a central body for federations and organizations to work with on many of these issues, improving Othello play for players everywhere.

### Internet Grand Prix 1996 mid-season report

*by Sebastian Kopec*

This year's Internet Grand Prix is a much tighter competition than last year. With two more tournaments to go, any of the current top 6 players can still win the title. Tomohiro Fukami of Japan is still far ahead with 510 points, and will be looking to win one more tournament to put him in a good position to snatch the title. A surprise win by Hugo Calendar in the last IGP tournament (July) has put the Swede in contention. Hugo played very well and went undefeated in that tournament which included an upset win against Tatsuya Mine of the USA, who finished third at the World Championships last year. The Australians are out of contention for the individual title but should finish with a good overall team result.

**1996 Internet Grand Prix standings (top 10)**

Rank.	Name (Country)	Jan	Mar	May	Jul	Sep	Nov	TOTAL
1.	Tomohiro Fukami (J)	170	140	200	(60)	---	---	510
2.	Hugo Calendar (SWE)	26	(25)	75	200	---	---	301
3.	Joel Feinstein (GB)	---	200	75	---	---	---	275
4.	Bintatsu Noda (J)	170	---	---	90	---	---	260
=5.	KwhanSoo Kim (KOR)	---	---	140	---	---	---	140
=5.	Tatsuya Mine (USA)	---	---	---	140	---	---	140
7.	Geoff Hubbard (AUS)	(20)	60	25	30	---	---	115
8.	George Ortiz (AUS)	20	90	---	---	---	---	110
9.	Ola Hansson (SWE)	75	30	---	---	---	---	105
10.	Simon Jones (AUS)	75	---	---	---	---	---	75

Only the best three tournament results are counted in the total for each player.



20<sup>TH</sup> ANNIVERSARY SPECIAL: **Tokyo 1977-Tokyo 1996**

This year we will be celebrating the XXth Othello World Championships in Tokyo. In the last 20 years we have seen some great players and many great games. Here are just a few of those exciting moments in the history of the Othello World Championships.

**Tokyo 77 - Finals, Game 2**

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

**Inoue 45 - 19 Heiberg**

**Hiroshi Inoue, the first World Champion**

It was clear in this first World Championship in Tokyo that the Japanese were much stronger than the rest of the world. As proved by Hiroshi Inoue going undefeated and having little trouble in the finals against Thomas Heiberg of Norway.

**London 80 - Finals, Game 1**

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

**Cerf 44 - 20 Mimura**

**The mighty Japanese are not invincible!**

American Jonathan Cerf creates history with this first game of the 1980 finals. For the first time a Japanese is beaten in a World Championship game. Cerf also won the second game to become the first "non-Japanese" world champion.

**Melbourne 84 - Finals, Game 2**

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

**Taniguchi 15 - 48 Ralle**

**Un francais champion du monde!**

Paul Ralle, of France, exceeds all expectations as he becomes world champion at the age of 16! With 2 superbly timed X-square moves (34 & 36), Ralle leaves Japan's Ryoichi Taniguchi in a hopeless position and then simply coasts to victory.

**Athens 85 - Finals, Game 2**

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

**Ghirardato 5 - 59 Takizawa**

**Italy joins the "European force"**

Italy's Paolo Ghirardato becomes the fourth player from Europe to challenge Japan in the finals of a World Championship. But Masaki Takizawa proves too strong for the Italian and crushes Ghirardato by a record score of 59-5!

Milan 87 - Finals, Game 3

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

Ralle 26 - 38 Ishii

**Clash of the Titans**

For the first time two ex-world champions clashed in the finals. It was also the first time a third game was required to determine the title. Ken'Ichi Ishii of Japan comes out victorious from this marathon match winning his second world championship.

Paris 88 - Semi-finals, Game 1

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

Murakami 0 - 64 Brightwell

**The most famous wipe-out**

In the first semi-finals, British Champion Graham Brightwell takes a calculated risk at move 28 in an attempt to "over-evaporate" Takeshi Murakami. Short on time, the Japanese player makes two minor mistakes leading to a spectacular wipe-out.

Warsaw 89 - Finals, Game 2

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

Tamenori 40 - 24 Brightwell

**Tamenori, a legend is born !**

In a repeat of the previous year's finals in Paris, Japanese champion Hideshi Tamenori defeats Graham Brightwell in two straight games and becomes the first player ever to win three world championships!

Barcelona 92 - Finals, Game 2

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

Tastet 34 - 29 Shaman

**The first "Japanese-less" finals.**

In this second game of the finals, after playing a well prepared opening Marc Tastet has a slight advantage over David Shaman but the game is still close in the endgame and the Frenchman does well to find the winning line.

### London 93 - Finals, Game 2

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

Shaman 36 - 28 Caspard

#### Another American wins in London!

13 years after Jonathan Cerf's exploit in the very same city, David Shaman becomes the second American world champion.

### Melbourne 95 - Finals, Game 2

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

Tamenori 38 - 26 Shaman

#### Tamenori, the legend continues...

In this epic battle between two of the world's best players, Hideshi Tamenori enters a league of his own, winning his fifth world championship!

## 1996 US Nationals

by Clarence Hewlett

The 1996 National Championship was held on July 13,14 in Somerset, New Jersey, at the DEXCON gaming convention. Anyone could play in the qualifying rounds on Saturday, July 13th. The participants were a mixture of hard core Othello players and some beginners who had never met the hard core players before. Altogether 24 players took part in the qualifying rounds, and 13 of these qualified for play in the final all day tournament on Sunday. Of course, for the most part, the hard core players ran roughshod over the beginners!

The play on Sunday was a 7 round Swiss style tournament, in which the time limit was 30 minutes per player per game. The pairings were done by computer, so that when some players thought that the pairings were not necessarily completely fair, they could put the blame on the computer instead of the tournament director!

After the 7 rounds the results were as follows, using strength of opposition tie-break:

1. Brian Rose	6.5 / 7	8. Kevin Hall	3
2. David Parsons	6.5	9. Phil Randolph	3
3. Tatsuya Mine	5	10. Sergei Khoteev	2
4. Michael Buro	5	11. Warren Smith	1.5
5. Travis Snow	4	12. Sylvia Bokor	1.5
6. Atsuko Mine	4	13. Rob Nicholls	1 (4 rounds only)
7. Amy Rosenthal	3		

Two players, Rose and Parsons, thus qualified for places on the U.S. team for the world championship, which will be played in Japan in November. The third member of the U.S. team will be selected at our Grand Prix tournament to be played in September.

*Clarence Hewlett is the President of the United States Othello Association (USOA) and was the tournament director at the US Nationals. Clarence is also the Editor of "Othello Quarterly".*

# Internazionale di Firenze

by Paolo Fasce

Twenty-three players turned up for the Italian leg of the European Grand Prix held for the first time in Florence (in previous years the tournament was held in Rome and Milan, next year it may be held in Genova). Three frenchmen (Penloup, Tastet, and Nicolet), two Danes (Jensen and Feldborg), a Swede (Hugo "Internet" Calendar), a "cosmopolitan" (David Shaman) and of course the Italians.

The French and "Belgians" dominated this tournament in which Dominique Penloup, French Champion, won the finals two games to nil against David Shaman who has been dominating the European Grand Prix this year. Only Erik Jensen and Dominique defeated Shaman in the preliminary 11 rounds. Erik beat Shaman 33-31 in the last round when David was already sure of making the finals.

Alessandro Tucci had a great performance, winning against four foreigners (the French team and Jensen) but lost in the last round to another Italian player, Pierluigi Stanzione (our youngest Master), taking away his chances of making the finals.

1. Penloup, Dominique	{F}	8 +2/2	13. Comerci, Michele	{I}	6
2. Shaman, David	{USA}	9 +0/2	14. Castellano, Giorgio	{I}	6
3. Tastet, Marc	{F}	8 +2/3	15. Romano, Benedetto	{I}	5.5
4. Feldborg, Karsten	{DK}	8 +1/3	16. Sperandio, Roberto	{I}	5.5
5. Jensen, Erik	{DK}	7	17. Barnaba, Donato	{I}	5.5
6. Stanzione, Pierluigi	{I}	6.5	18. Corradi, Federica	{I}	5
7. Tucci, Alessandro	{I}	6	19. Fasce, Paolo	{I}	5
8. Nicolet, Stephane	{F}	6	20. Bellini, Emanuele	{I}	4
9. Calendar, Hugo	{S}	6	21. Fanello, Roberto	{I}	3
10. Silvola, Andrea	{I}	6	22. Piazza, Lorenzo	{I}	3
11. Vecchi, Elisabetta	{I}	6	23. Bellini, Alessandro	{I}	1
12. Menozzi, Giuseppe	{I}	6			

Paolo Fasce is the President of the Italian Othello Federation (FNGO), and is an active player in Italy and on the Internet.

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

Shaman 22 - 42 Penloup

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

Penloup 42 - 22 Shaman



# Opening Strategy - Part II

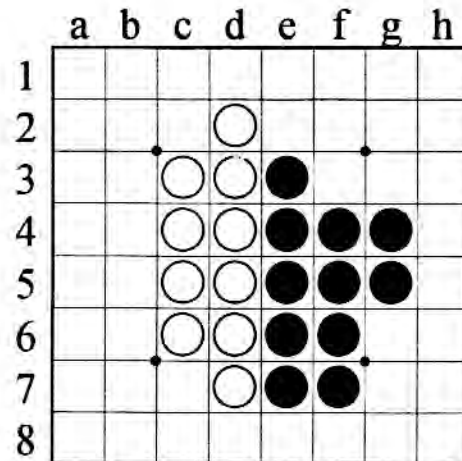
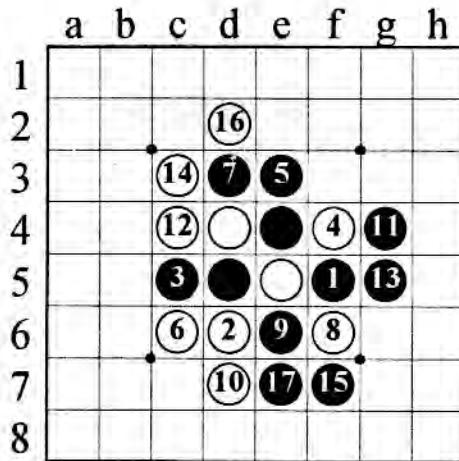
by George Ortiz

In the last issue I described some of the “classic” opening principles; such as having fewer discs than the opponent, occupying the center of the position, avoiding flipping frontier discs, avoiding early edges, etc... Although these principles are worth applying in most cases, we will now see that there are a few other popular opening strategies which disobey at least one of those “classic” principles and yet can be very effective.

## Double-walling

One should usually avoid forming “walls” in Othello, since they tend to dramatically limit mobility. However a wall can be desirable if it pressures the opponent to form one as well and/or if it is likely he will have to “break through” first. This is known as double-walling or the “wall strategy”.

This can be an attractive opening strategy, especially if you can force your opponent to “break” first which will usually open up obvious new quiet moves. However if it becomes quickly apparent that you will have to break your opponent’s wall first, it might be wise to immediately revert to a more classic strategy such as controlling the center of the position (easier said than done!).



The “rotating flat” is a very popular continuation of the Rose opening. After Black’s “flat” move 11 g4, both players make a series of waiting moves in an attempt to contain each other’s mobility on opposite sides of the position. This leads to a double-wall formation. After 17.e7 both players will typically continue with waiting moves (18.f2, 19.c8, 20.f3, 21.c7,...) to avoid “breaking through” the opponent’s wall which results in slowly rotating the position in a clockwise direction around the center.

Black will then usually try to run White out of safe moves by taking edges in the South and East. Experience has shown however that the rotating flat is slightly better for White, as Black will often fail to run White out of moves and will eventually have to break through the Western White wall. Perhaps this is why the Tamenori-Rose variation (11.g3, 12.c4, 13.b4) is now more in favour.

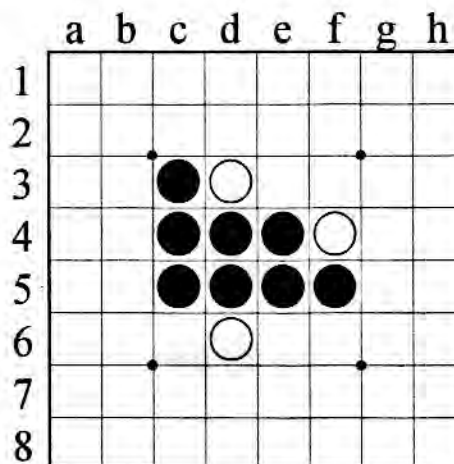
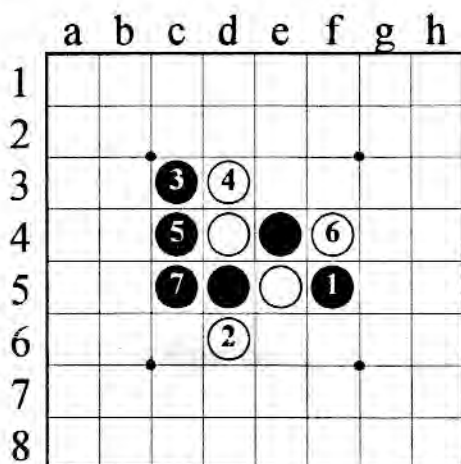
## Checkerboarding

It is generally accepted that it is a lot easier to control the game if you have fewer discs than your opponent. But in some cases the best way to minimize your opponent's mobility is by controlling the center of the position with a majority of discs leaving the opponent's discs scattered along the periphery; this is known as checkerboarding.

The "checkerboarded" player will typically be left with only a few scattered frontier discs which will tend to block out each other's moves. That player will then usually have to choose between two options : either "regroup" early at all cost or make a few waiting moves delaying "reconnection" to when the opponent's position is more vulnerable (due to the large number of discs).

The main goal of checkerboarding is to secure a firm control of the center and try to force the opponent to make "bad" moves (which flip many frontier discs) before he can regain center control.

It is however extremely risky to extend this strategy into the mid-game as it will become increasingly difficult to prevent the opponent from "re-grouping" and so checkerboarding should really only be used to gain a positional advantage in the opening phase.



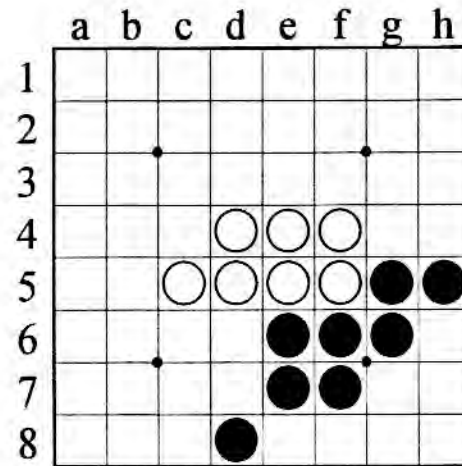
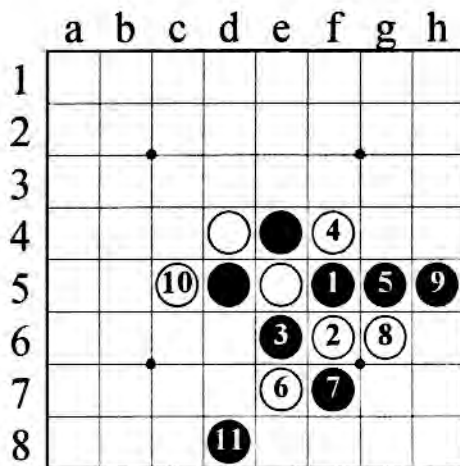
The **central Tiger** (also known as the **Rose-BILL** in the US) is the oldest and still among the most popular variations of the Tiger opening (moves 1 to 5). The position reached after the "central" move 7.c5 is quite typical of checkerboarding. Notice that although Black has more than twice as many discs as White, Black has much greater mobility. This is because Black controls the center-position and White's discs are strongly "checkerboarded" (scattered and blocking each other).

White has two options in this position :

- 8.b4 , a fairly "loud" move but which reconnects White's position immediately.
- 8.b3 , a waiting move, encouraging further checkerboarding by Black (typically 9.c2) but which prepares for a more effective "reconnection" later on (the most common variation these days is the Tamenori, 8.b3, 9.c2, 10.e6).

## Edge-grabbing

The “classic” Othello strategy preaches against taking edges early in the game. However those of you who have been wiped-out by a player who was “creeping along the edges” will know that in some cases, early edges can pay off! Although most openings present opportunities for resolving edges early in the game, some openings are almost custom-made for edge-grabbing, because of their ability to quickly “pull” the game towards an edge. This strategy, known as “hiparri” (pulling) in Japan is however a very risky one. The gamble is that if you can run your opponent out of safe moves early enough you should have an easy win, otherwise if the opponent can hold on and force you to “open” (move away from the edges) you will most probably lose as your early edges become liabilities.



The **Heath** opening (moves 1 to 5) is known in Japan as “Tobidashi” which means “jumping out” because move 5.g5 jumps out of the “sweet sixteen” (central square). The next 6 moves are taken from a game in which Takeshi Murakami, a “tobidashi” expert, defeated two-times World Champion Masaki Takizawa. Although these lines are quite uncommon (8.c5 or 8.h5 is the preferred response to 7.f7) they serve as a good example of a dangerous “hiparri”.

Note how Black’s initial “edge-grabbing” move 9.h5 wins a tempo by guaranteeing the last move on that edge (unless White moves to h7 which is far from safe). This would not have been the case if Black played 9.h6 since White could then play “opposition” with 10.h4. Gaining early tempos is crucial to successfully run the opponent out of moves and is what “hiparri” is all about.

After 11.d8 (see above diagram) the position is dangerously turning into what Ted Landau refers as an “edge double wall” (Othello: Brief&Basic). Here White has to be very careful not to unnecessarily “feed” Black with free tempos along the edges (for instance 12.e8 would be suicidal!) and instead try to pull the game back to the center (12.d7 is probably the best option).

White’s choices are limited but fairly obvious and the real challenge is for Black to successfully run White out of safe moves before it’s too late (if Black is forced to play to the West or North, his position will quickly deteriorate). This is why “creeping along the edges” is such a risky strategy : once initiated there is no going back!

# Game Analysis : Parsons vs Rose

by Colin Springer

Brian Rose and David Shaman have dominated the American Othello scene for more than a decade. With Shaman electing to play for Belgium this year, many experts expected Rose to breeze to the title of US Champion. These expert's didn't count on David Parsons.

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

Parsons 32 -32 Rose

Both Rose and Parsons won all their other games, so the title was decided by this match. Parsons built a strong midgame position, but after a few inaccuracies on both sides the game ended in a draw! Having a better strength-of-opposition, Rose won the title on the tie-break.

In this crucial game, Rose chose the perpendicular, Parsons countered with the Tiger and continued with 7.f6 (the Stephenson). Play continued in a standard way through 18.h5. After 19.c6, the game is in fairly new territory (although Parsons has played this sequence before in his game with M. Yamanaka at the 1995 World Championships). Although 19.a6 is more commonly played than 19.c6, I believe Parsons' choice to be the better move.

	a	b	c	d	e	f	g	h
1								
2								
3			●	●	●	○		
4		○	●	●	●	●		
5		○	○	●	●	○	○	○
6		●	●	○	●	○	○	
7					●	●		
8					●			

After Black's 21.e8

After Rose's reasonable 20.b4, Parsons chose 21.e8.

21.c7 may have been slightly more accurate for Black (after a line such as 21.c7 e8 a3, White may have trouble finding a strong response). In either case, I think it's likely that Black has a small advantage at his point.

In this position, Rose chose 22.g3 (?). Almost certainly, 22.d7 is a better choice since it takes away both of black's best options : d7 and g4. A line such as 22.d7 a3 f8 should work better for White than the continuation as played.

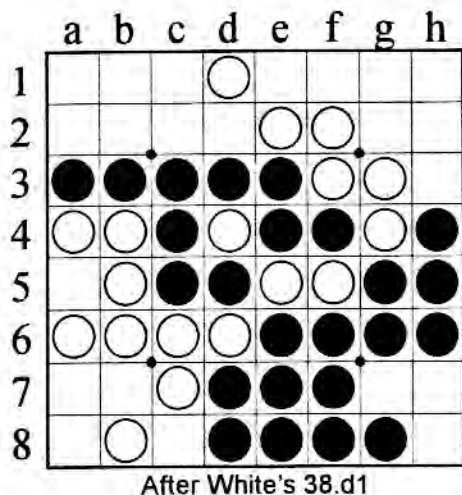
	a	b	c	d	e	f	g	h
1								
2					●	○		
3	●	●	●	●	●	○	○	
4	○	○	●	○	●	○		
5		○	●	●	○	○	○	○
6	○	○	○	○	●	○	○	
7			○	●	●	●		
8		○		●	●	●	●	

After White's 34.b8

Parsons is now well ahead. Rose's mobility is currently limited only to the North. In fact, if it were White's turn there would be no question that Black should be able to win. As a result, Black's goal is to find a sequence which doesn't disturb the board too much leading to a position in which White is forced to initiate play to the North in an unfavourable way.

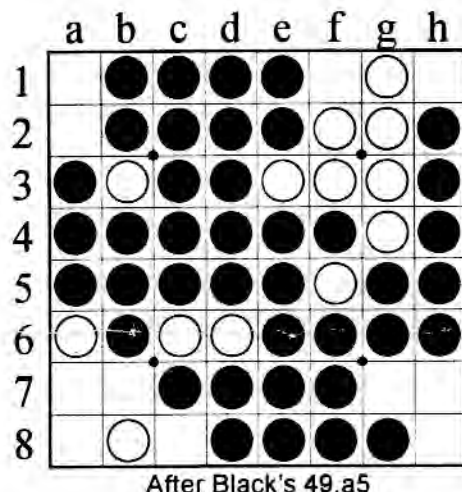
Parsons' 35.h4 (?) almost achieves this; after 35.h4 h3 g4, White would be forced to play to the North. However White can improve on 36.h3 with 36.g4; then after 37.h6 White has a nice move with 38.d1.



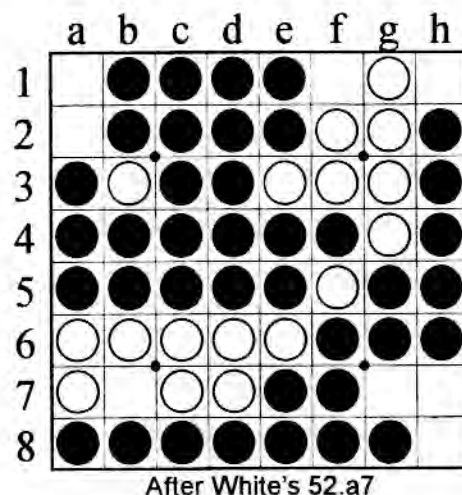


At move 39, Parsons chose e1, after which he had almost no mobility and Rose was in control. 39.h3 is better (preventing White from playing there and forcing him to the North). Indeed after 39.h3 d2 b2(!) Black loses by 2 with perfect play.

Move 44 presents Rose with a difficult choice. He picked 44.c2, which leads to a more difficult win than necessary. His best choice would have been 44.b2 which wins fairly easily. 44.b2 allows White to play out the odd North-West region, getting the last move, and forcing black to initiate play to the South-West. Indeed, with perfect play 44.b2 wins by 10 whereas 44.c2 wins by only 2.



The natural sequence played to reach this position is in fact correct, but again it's difficult for White to know how to play. Black's 49.a5 threatens 51.a7 after this Black can take both h1 and f1 (a *swindle*). To prevent this, White needs to keep a disc on the a6-f1 diagonal. Rose's solution was to play 50.c8 a8 a7, thus ensuring continued access to f1. There are two big problems with this line however. The first is that after this line, Black has a win by 2; even more of a problem is the fact that Black can play 51.a7 instead of 51.a8, offering White the South edge in return for setting up the swindle with h1 and f1. 51.a7 is an easy win for Black (wins by 14 with perfect play), so Rose was very lucky that Parsons missed it.



Parsons missed his last chance to win at move 53. His choice of 53.b7 looks reasonable. However close inspection reveals that 53.h1 is better (leading to a win by 2 rather than a draw). The difference between these lines is exactly the disc on b5 : after 53.h1 54.f1 55.b7 56.h7 Black maintains b5 whereas after 53.b7 54.h7 55.h1 56.f1 White wins the b5 disc.

The rest of the game was played perfectly by both sides.

Thanks are due to my computer program ECLIPSE without which I'd have been unable to find many of the sequences above.

Colin Springer is among the highest-ranked players in the USOA. Originally from Ontario, Colin represented Canada at the 1991 Othello World Championships. The full version of this game analysis can be found on the Internet at <http://www.math.umn.edu/~springer/othello/index.html>

# 6<sup>th</sup> Brussels International Tournament, July 27-28

by Graham Brightwell

This was both the best-attended Brussels International ever, and the best-attended European Grand Prix event of the year so far (though doubtless Paris will beat it). A number of lesser-known Belgian players turned up, as did a party of Italians, some of whom were supported by their games company as compensation for their not being able to travel to last year's World Championship in Melbourne.

Round 1 pairings at Grand Prix tournaments are traditionally unseeded and this time Marc Tastet vs David Shaman was thrown up, a battle of two recent World Champions. Tastet lost, and was rewarded for his efforts with a bye in the next round. Shaman went on to lose to Greg Johnson shortly after.

I scrambled past two Italians, Stanzione and Barnaba, in rounds 3 and 4, with more than a little luck, and found myself in the lead on my own. Then I almost, but not quite, threw away endgame wins against Tastet and Dominique Penloup, and finished the day unbeaten and two points clear of the field.

On the second morning, I managed to preserve my 100% record after a few more alarms, and it rapidly became obvious that the other player on form was Tastet. A last round win over Penloup sealed his place in the final. Since neither of the two finalists was in contention for the European Grand Prix, David Shaman was confirmed as the winner. He seemed even more excited at the prospect of moving into second place in the Belgian Grand Prix though, as this looked like assuring him of a spot on the Belgian team for the World Championships. He still lost the 3<sup>rd</sup>-4<sup>th</sup> match 2-1 to Penloup.

On to the Final, and my winning streak came to an end with a bang as I lost the first game 59-5. Something went badly wrong early, and nothing went better later. I sneaked a win in Game 2, but Marc played very well to win the third game in convincing fashion, and take home the traditional Mannequin Pis official replica trophy.

*Graham Brightwell is Chairman of the British Othello Federation and Editor of the BOF Newsletter.*

1. Tastet, Marc	{F}	9/11 +2/3	21. Mutti, Andrea	{I}	5
2. Brightwell, Graham	{GB}	11 +1/3	22. Herbeuval, Olivier	{B}	4
3. Penloup, Dominique	{F}	7 +2/3	23. Lecat, Renaud	{B}	3
4. Shaman, David	{US/B}	8 +1/3	24. Van Landendonck, Michel	{B}	2
5. Calendar, Hugo	{S}	7	25. Dohogne, Yves	{B}	2
6. Andriani, Sandry	{F}	6.5			
7. Johnson, Greg	{US}	6			
8. Barnaba, Donato	{I}	6			
9. Jensen, Erik	{DK}	6			
10. Romano, Benedetto	{I}	6			
11. Alard, Serge	{B}	6			
12. Andriani, Bintsa	{F}	6			
13. Cordy, Alexandre	{F/B}	6			
14. Stanzione, Pierluigi	{I}	5.5			
15. Daix, Alexandre	{B}	5.5			
16. Fasce, Paolo	{I}	5.5			
17. Viviani, Alberto	{I}	5			
18. Vecchi, Elisabetta	{I}	5			
19. de Grey, Aubrey	{GB}	5			
20. Cagley, Leslie	{US}	5			

Finals, Game 3

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

Brightwell 27-37 Tastet

**Solution to cover puzzle :** the correct move 45 in Game 2 was 45.g8, which wins by 2 discs.

# The Bulletin Board

## Updates

### April

Masaki Takizawa wins the prestigious Japanese Meijin title (defeating K.Sakaguchi).  
David Parsons wins the Midwest Open (Chicago).  
David Shaman wins the Copenhagen International defeating Erik Jensen (Denmark) in the finals.  
Gabriele Jones wins the South Australia Open (Adelaide).

### May

Tomohiro Fukami wins the 3rd Internet Grand Prix tournament of 1996.  
Dominique Penloup wins the Florence International defeating David Shaman in the finals.  
Erik Jensen wins the Nordic Championships defeating Karsten Feldborg in the finals.

### June

Roberto Sperandio wins the XIth Rome Open and the Italian Grand Prix.  
Karsten Feldborg wins the Kristianstad Open (Sweden).

### July

Hugo Calendar wins the 4<sup>th</sup> IGP'96 tournament.  
Brian Rose wins the 1996 US Nationals.  
Marc Tastet wins the Brussels International defeating Graham Brightwell in the finals.

### 1996 European Grand Prix standings (top 5)

Rank.	Name (Country)	Cambridge	Cop'hagen	Florence	Brussels	Paris	TOTAL
1.	David Shaman (USA/ B)	200	200	140	(60)	---	540
2.	Marc Tastet (F)	---	30	90	200	---	320
2.	Dominique Penloup (F)	10	---	200	90	---	300
4.	Eric Jensen (DK)	---	140	40	8	---	188
5.	Graham Brightwell (GB)	40	--	---	140	---	180

## Upcoming Tournaments

**Australian Othello National Championships** - Saturday, October 5, 1996 - Canberra.  
The tournament will start at 10:00am at the Seminar room of the University House (at the Australian National University campus). Five rounds Swiss will be played followed by a best-of-three finals.  
For more information on the tournament or accommodation, contact George Ortiz on (06)251-64-50

**XXth Othello World Championships** - November 7-10, 1996 - Tokyo, Japan.  
The World Championships will be held at the Palace Hotel in Tokyo. There will be a welcoming reception on the evening of Wednesday November 7<sup>th</sup>.

## AOF Elections

The annual AOF council elections will be held after the Australian Nationals on Saturday October 5<sup>th</sup>, if you cannot make it to Canberra but still wish to vote, please send your nominations to  
AOE Elections, PO Box 5075, University of Canberra, Bruce ACT 2617