NEW EXPERIENCE TOURNAMENT, BEIJING.

Tournament

At 26th, Jan 2008. We hold a tournament under this rule at Na Wei Renju Club. Totally 24 people took part in it. Time Control is 30 mins per player and after that, 1 move within 1 min (like 30/1(1) in ORC). And they played 6 round by Swiss Rule.



You can see top 8 players in the photo above. From left: Wu Gang(8), Qiu Yunfei(5), Li Yi(2), Cao Dong(1), Wang Shuo(3), Liang Dawei(6), Wang Liqun(4), Li Peng(7).

Rule (We call it "1-26" for short)

- 1. Tentative white gives the 1st black stone, it should be inside 9X9 square.
- 2. Tentative black gives the 2nd and 3rd stones near the 1st stone, and the 3 stones must form an RIF opening(totally 26 choices)
- 3. Tentative white chooses the color.
- 4. Black player should give 2 choices for white to choose at the 5th move in the whole game, as
- 5. Black has forbidden as in RIF.

"1-26" Rule prospect

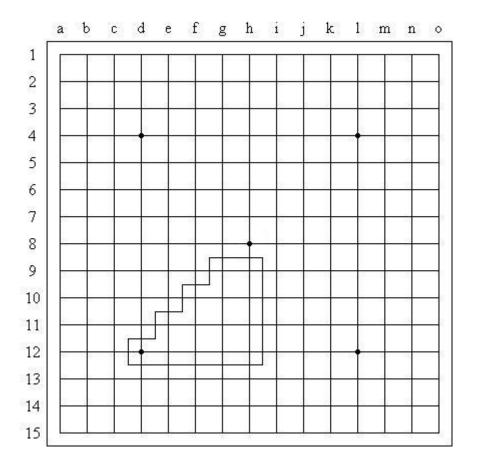
1. balance

In this rule, tentative white player chooses the opening position, this is different from RIF. So, tentative white player may get more advantage than in RIF.

How to make the game balance? Maybe the strategy exists. It means both two sides can find strategy for them to play by their real power, certainly, the power is just only under this rule. Now we haven't got a method. But most of the skills in this rule are the same as in RIF, just only edge problem and side choosing. In fact, the balance situations under RIF rule are not balance in this rule, all are decided by the opening positions.

2. home preparations

To make strategy for the very player before the tournament is useless.



And other preparations, such as learning theory. VERY MUCH! If one want to learn all, he must recite AT LEAST 932 opening theory. (in average, it maybe more than 1300 openings, and 50 times than RIF) Though we can do a little change in some RIF theory, this new rule affects theory very much.. At least, no one can win the game by theory under this rule.

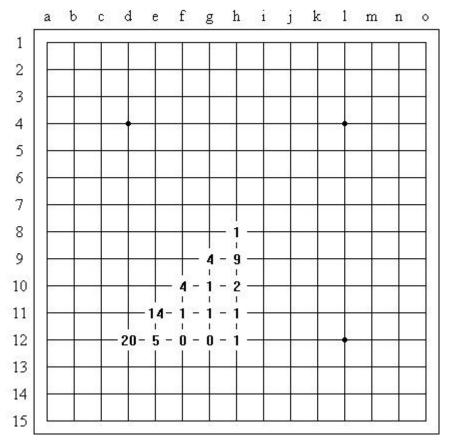
3. Attacking and Defencing

It is more easily to say than doing: from the corner to go to middle gradually.

In this tournament, 12 games per round and totally 72 games, besides some games which player gave up the right, there are 64 games status:

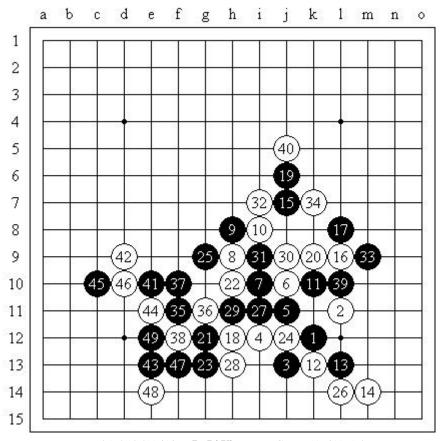
Swap: 31.2%, Non-swap: 68.8%, Black win: 45%, White win: 50.3%, Draw:4.7%.

Opening moves(the 1st stones' positions):

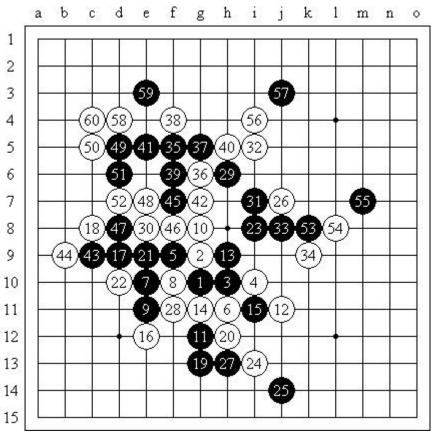


- 1. Many players liked the 1st stone near H8, because they can rely on RIF theory and the edge problems are fewer than other situations.
- 2. Many players liked the 1st stone at the corner(such as D12 point, totally 20 times), they were curious about it and they also thought if so, no theory to rely on.
- 3. Also many players liked putting the 1st stone on the catercorner of the boared.
- 4. Other opening moves were few, maybe those points had no funny.

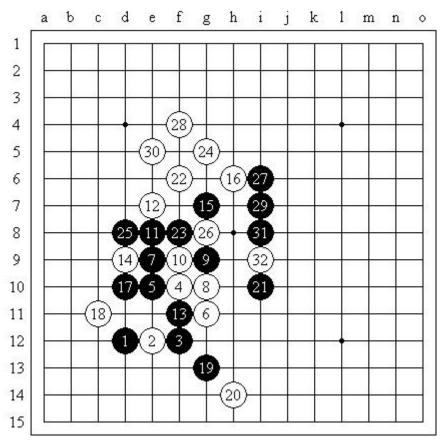
Usually, after opening, tentative white players didn't choose to swap and more white winning than black. Maybe these data says black is less advantage than white in this rule, but after serious studying and searching, this phenomenon can disappare.



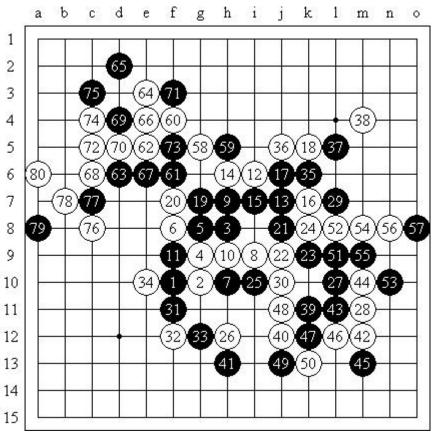
Round 1: k12-l11-j13, -, **B: Li Yi,** W: Wu Gang, 5A=i11, 1-0



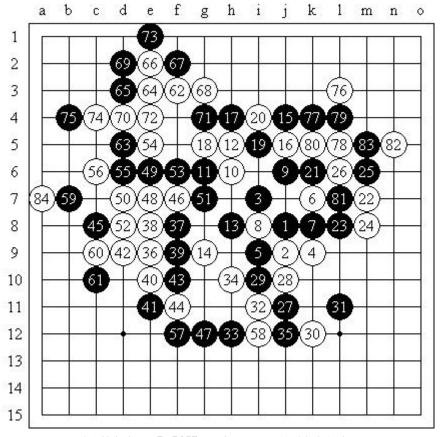
Round 2: g10-g9-h10, -, **B: Qiu Yunfei,** W: Li Yi, 5A=h11, 1-0



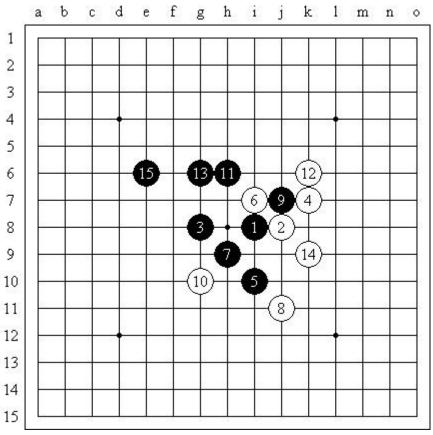
Round 3: d12-e12-f12, R, B: Wang Shuo, W: Li Yi, 5A=g10, 0-1



Round 4: f10-g10-h8, -, **B: Xie Lei,** W: Li Yi, 5A=g11, 0-1



Round 5: j8-j9-i7, R, **B: Li Yi,** W: Cao Dong, 5A=k8, 0:1(Time out)



Round 6: i8-j8-g8, -, **B: Li Yi,** W: Wang Liqun, 5A=h7, 1:0

Translated into English by Wu Chenghao Published by Sun Lijing, Rifchina..