



THE THIRD MIND SPORTS OLYMPIAD

Olympia Conference
Centre, London

21 - 29 August 1999



Price £5.00
Admission by programme

THIS, THE WISEST OF MEMBERS (4, 6, 4, 3, 5)



The Chairman's Welcome

I am delighted to welcome you to the Third Mind Sports Olympiad – the biggest yet. This year the total prize fund will exceed £100,000, and many new features have been introduced for competitors in the event.

The Mind Sports Olympiad has established itself as the world's premier championship for thinking games and activities. In the previous two years over 4,000 competitors from 64 different countries have participated, including numerous world champions and brain stars such as Michael Adams, Dominic O'Brien, Harm Wiersma and Ron King.

This year will see the creation of a new interactive website, and the development of regional Olympiads, initially in Asia, but subsequently in other parts of the world as well.

We feel it particularly appropriate to hold an Olympiad at Olympia, in the Conference Centre. As well as its particularly suitable name, this is an ideal setting for our event in many other ways, and we hope you enjoy your visit.

Lord Hardinge of Penshurst
Chairman



Top: Tony Buzan, Raymond Keene and Sir Brian Tovey open the First Mind Sports Olympiad in 1997.

Bottom: The assembled prizewinners from the First Mind Sports Olympiad.

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THE THIRD MIND SPORTS OLYMPIAD



**OLYMPIA CONFERENCE CENTRE
LONDON, 21-29 AUGUST 1999**

£100,000 PRIZE FUND

**For MSO I and II over 4,000 participants from 64 separate countries
competed for MSO gold, silver and bronze medals**

Abalone	Dominoes	Mind Mapping
Backgammon	Draughts (8x8)	Othello
Bridge	Draughts (10x10)	Oware
Chess	Entropy	Pentamind
Chess Problem Solving	GIPI	Poker
Chinese Chess	Go (19x19)	Quiz
(XiangQi)	Go (13x13)	Rummikub
Continuo	Go (9x9)	Scrabble
Countdown	Hex Dame	Shogi (Japanese Chess)
Creative Thinking	Intelligence	Skat
Cribbage	Lines of Action (LOA)	Speed Reading
Crossword Puzzles	Mastermind	Stratego
Decamentathlon	Memory Skills	Twixt
Diplomacy	Mental Calculations	Zatze

OPEN TO EVERYONE!!

For the first time, titles and ratings are to be gained in all tournaments.

THE MIND SPORTS OLYMPIAD IS A NON-SMOKING EVENT

To enter Tel: 01707 659080 Fax: 01707 661160

Email: dlevy@intelligent-group.com or write to Mind Sports Olympiad,
PO Box 13388, London NW3 5FB. Website: <http://www.mindsports.co.uk/>



Mind Sports Olympiad Website

To coincide with the Third MSO we are delighted to announce the launch of a very much upgraded web site. This website will have the same URL as before, namely: <http://www.mindsports.co.uk/>

When you visit the new site you will find, amongst other things, that you can play other users at approximately 50 different games from six different game categories. These games are from the 'Zillions of Games' collection and we are delighted to be working with Zillions Development Corporation on the creation of the site. Using the site is *absolutely free!*

Other features of the new site include a Mind Sports 'webzine' which will bring you news and feature articles, regularly updated. Our news editor is Jonathan Tisdall, an International Grandmaster at Chess and a professional Mind Sports journalist. (Please send him news and articles to: jtisdall@usa.net).

We are also launching sections on Creative Thinking, hosted by Bill Hartston (william.hartston@express.co.uk), and an ever growing links section which caters for all Mind Sports and Mental Skills. The links section is edited by our webmaster, Chris Dickson (mso@dickson.demon.co.uk).

Another feature of the site is the publication of the MSO ranking lists which are based on performances at the Olympiads. All the results from the First and Second Mind Sports Olympiads (1997 and 1998) have been used to calculate the rankings. When the current Olympiad ends we will be updating the rankings with the latest results so (apart from the crossword puzzlers) you should find your name in the ranking lists if you have competed in at least one MSO.

Although the new site represents a great improvement on what was there before, we are not resting on our laurels. Within a few months many more features will be added as well as many more games from Zillions. We intend to build the world's best Mind Sports website ever. Remember, everything on the site is *absolutely free!*



Pictures in concentration. Two of the most popular Mind Sports, Draughts (above) and Chess (facing page).

Mind Sports and the MSO



The Mind Sports Olympiad is an annual games festival in which all the contests are thinking games. The concept of an overall Olympiad for thinking activities is completely new. There have, however, been Olympiads devoted to certain specific activities. Since 1927 there have been Chess Olympiads, which are held every two years. There are also Bridge Olympiads every four years and Mathematics Olympiads every year. And in 1989 the first Computer Olympiad took place in London – an event in which all of the competitors were computer programs! What is unique about the Mind Sports Olympiad is that it combines more than 40 thinking activities in one spectacular event.

Why a Mind Sports Olympiad?

Since the dawn of civilisation some ten thousand years ago, history has recorded that men and women have been games players. The earliest writings of ancient civilisations regularly make reference to games similar in concept to tic-tac-toe (noughts and crosses). As a civilisation progressed, so did the complexity of its games.

The trend of the growth of games over the centuries has been a fascinating one, and has now reached a point of critical mass that not only gives rise to, but inevitably leads to the Mind Sports Olympiad. Fascinatingly, all major games have followed an identical growth pattern:

Stage 1: A single originator or small group of originators come up with a new creative idea for a game testing mental skills.

Stage 2: The new game is introduced to a wider range of players, and a small band of cognoscenti forms a loosely knit group of players.

Stage 3: The loosely knit group becomes an informal 'club'.

Stage 4: The club becomes more formalised, and multiplies, giving birth to other clubs similar in form to the original.

Stage 5: Players emerge who become the recognised leaders, experts and theorists of the game.

Stage 6: Formal competitions are organised, and local champions appear.

Stage 7: Literature is produced on the background and theory of the game, and formalised rules become established game-law.

Stage 8: National and international competitions arise, and a World Champion is crowned. Concurrent with this stage is the proliferation of articles, magazines and books on the subject, and the evolution of different 'schools' of thought on the game.

A natural limitation to the growth of games has been the fact that in most instances the number of players is two, occasionally three or four, and rarely more. Unlike a physical sporting event the diminutive size of the board usually limits spectatorship to a handful.

Contrast this with the number of spectators in the Roman Colosseum or the modern sports stadium, and we can readily see one of the reasons for the historical dominance of physical sports over mental games as spectator events.

Despite these limiting barriers to the growth of Mind Sports as spectator events, the expansion in recent years has been staggering. The game of Chess, once perceived as a contest for old men with grey beards, first hit the front page headlines in 1972 when the mercurial American genius Bobby Fischer wrested the World Championship crown from Russia's Boris Spassky in Reykjavik. Since then, Chess and its most prominent personalities have increasingly become media stars.

A measure of the growth of interest in Mind Sports is reflected in the increased prize fund for major contests. In 1969 the World Chess Championship match was worth around 3,000 roubles (less than \$3,000) to the winner. In 1993 Kasparov and Short contested a purse of £1.7 million, considerably in excess of the top two prizes at Wimbledon or any golf tournament. The Fischer-Spassky match of 1992 attracted an even larger prize fund, namely \$5 million.

Concurrent with the explosion of interest in mind games, is a similar explosion of interest in measuring mental skills, competing in them, and forming organisations based on them. Witness the dra-

matic growth of Mensa, the high IQ society, whose membership in England alone increases by over 2,000 per year, that membership having as one of its major hobbies the playing of thinking games and the solving of thinking puzzles.

This newly accelerating growth of interest in the mental arena has reached an explosion point. Local, national and international competitions proliferate; virtually all important newspapers and magazines carry articles, columns and feature sections on Chess, Bridge and brain-twisters.

In recent years the 'Tournament of the Mind' in *The Times* and the *Mastermind* programme on BBC TV have attracted big followings. Hundreds, in some cases a thousand or more competitors descend on towns and cities for Scrabble, Monopoly, Go, Chess, Bridge and other championships, and the demand for literature, clubs, playing venues and competitions increases steadily.

And now competition on the mental battlefield can be seen and entered, instantaneously, via the Internet, by far more spectators and competitors than for the physical battlefield.

For information, results, news and the opportunity to challenge our games programs visit our web site: <http://www.mindsports.co.uk/>

Alternatively, write to us at: Mind Sports Olympiad, PO Box 13388, London NW3 5FB, England.

Or e-mail: dlevy@intelligent-group.com



Frequently Asked Questions

This section answers many of the questions that we have often been asked concerning the Mind Sports Olympiad.

What is the Mind Sports Olympiad?

It is an Olympiad for 'thinking' games. The competitors play each other at a variety of well-known strategy games, such as Chess, Bridge, Backgammon, Scrabble, Othello and Go, and will compete for gold, silver and bronze medals, and for other prizes.

Why organise a Mind Sports Olympiad?

There has been an explosive growth of physical sports in the 1980s and 1990s. Now, with increased leisure time and more people working from home, Mind Sports will be the great growth area into the 21st century. And above all, MSO is great fun for the players and spectators. Anyone in the world can take part!

How many events may each competitor enter?

Most participants will enter only one competition, though it is possible to take advantage of the scheduling and compete in several tournaments. Also, there will be a 'Pentamind' competition for those who are adept at five or more different games, and a 'Decamentathlon' where players can test their wits on situations from ten different games and skills.

Which games and skills will there be?

In addition to the best known, classic, thinking games, there will be tournaments for a number of more recently invented games, which have achieved worldwide popularity, including Abalone, Continuo, HexDame, Lines of Action, Mastermind, Rummikub, Stratego and Twixt. There will also be tournaments for some of the best strategy

games from Africa and Asia: Chinese Chess, Shogi (Japanese Chess) and Oware. Creative Thinking will monitor the contestants' speed, flexibility and originality in verbal, conceptual, imaginative, artistic and engineering thought. The Intelligence Championship will test the standard Intelligence Quotient skills. Speed Reading competitors will be tested on an unpublished text to determine their average number of words read per minute and their percentage comprehension. Mental Calculations will find the world's best at mental arithmetic. Memory Skills will include the ability to remember whole packs of playing cards, as many digits as possible of a long number, passages of text, etc.

How will the Olympiad be organised?

There will be different competitions to cater for each game and skill. The format for most events will be the Swiss system, in which every contestant plays in every round. None of the contests will be knock-out tournaments. In Go we shall be using the McMahon system.

What are the prizes?

Gold, Silver and Bronze medals will be awarded for the top adults and the top juniors in each competition. In addition there will be cash and other prizes.

Do I need to record my game?

The rules vary from one game to another. An announcement will be made by your tournament director.

How do I find out what is happening in my tournament?

The pairings and results will be posted in your playing area. The results and leading scores will also be published in *Olympiad News*, the daily newspaper of the MSO, which will be given out free.

What happens in the event of a dispute?

The tournament director's decision is normally final. However, any player has the right of appeal but an appeal must be accompanied by a cash deposit of £20 which is returned if the appeal is upheld. An appeal will be heard by a committee of three people – the tournament director who made the original decision, another expert in

that game who is nominated by the player who makes the appeal and the Chief Arbiter.

What do I do when my game is over?

Simply fill in the result form provided and take it to your tournament director's desk.

How do I compete for the Pentamind medals?

Just enter tournaments for five different games or mental skills and get a Pentamind card from the registration desk. You will score Pentamind points according to where you finish in each tournament. The players with the highest total Pentamind scores win the medals.

What games and skills are tested in the 'Decamentathlon'?

Bridge, Chess, Creative Thinking, Draughts 8x8, Go, Intelligence, Mastermind, Memory Skills, Mental Calculations and Othello.

What time in the evening will Olympia close?

When everything, including any entertainment or social event, has finished; usually around 9.30pm.

Will there be an awards ceremony?

Yes, every day at 2.30pm and 8.00pm in the Auditorium.

Will smoking be permitted at Olympia?

No. The entire event is strictly non-smoking.

Where will the Mind Sports Olympiad be held next year?

Next year's MSO will also be held at Olympia, from August 19-27, but this time in the National Hall which has 9,000 m² of floor space (approximately 100,000 square feet). We intend to smash the record for the largest number of entries at any Olympiad ever, which currently stands at 10,744 for the 1996 Olympic Games at Atlanta.



Rankings and Titles

Some games and thinking sports have their own systems for giving players titles and ratings. However, at the Mind Sports Olympiad a new system is being set up which will give players a ranking for all events in which they compete.

The Mind Sports Olympiad Ranking System

The Third Mind Sports Olympiad is being marked by the launch of a unified MSO ranking list which measures players in the same way for every game and mental skill. A player's ranking in a particular discipline is based on where he or she finished in that Mind Sport in each of the Olympiads in which (s)he competed. Stronger tournaments, as determined by the average rankings of the players just prior to the event, will be given more weight in the calculations than will weaker tournaments. And recent tournaments are weighted more highly than past tournaments in order to reflect the current form of the players. Once a player is ranked he cannot simply rest on his laurels – those who do not compete will see their rankings decay slightly, due to a small percentage drop for each year they are inactive.

The inaugural MSO ranking list for every Mind Sport will be published on our web site shortly before the start of the 1999 Olympiad, together with full details of the calculations leading to the rankings. At the end of the Olympiad a new list will be published which takes into account this year's results.

Mind Sports Olympiad Titles

Alongside the MSO ranking list a system of MSO titles is also being inaugurated at this year's Olympiad. Participants will be eligible, in each game and mental skill, for the titles: MSO Grandmaster, MSO International Master and MSO Candidate Master.

The rules for gaining one of these titles are simple:

MSO Grandmaster in a particular Mind Sport – a player must win two gold medals or one gold and two silvers.

MSO International Master – two silver medals, or one silver and two bronze, or one gold and one bronze.

MSO Candidate Master – two bronze medals or one bronze and one silver.

The only restriction beyond these norms is that for titles in a few Mind Sports where there are evening tournaments with fewer rounds than the main events, competitors must have played at least a certain number of games in the tournaments in which they won their medals. This number is 20 in Chess (excluding 5-minute and 10-minute events) and the number for other events will be announced at the start of the Olympiad.

Medals won in the first two Mind Sports Olympiads may be included in the tally. The first titles and their accompanying certificates will be presented during this Olympiad and title winners will be announced in the pages of *Olympiad News* as well as on our web site (<http://www.mindsports.co.uk/>).



The Organisers

MSO is now in its third year following two very successful events in 1997 and 1998. The brains behind this project are:

Julian Hardinge – MSO Chairman

Lord Hardinge of Penshurst is the strongest chessplayer in the House of Lords and once defeated 10-times British champion Dr Jonathan Penrose. Julian was educated at Eton and Trinity College, Cambridge and now works for John Smiths bookshop in Glasgow. He is Director on International Sales and a member of the Board of Book Tokens Ltd. Julian became Chairman of MSO on the retirement of Founding Chairman Sir Brian Tovey in December 1998.

Raymond Keene OBE – MSO Chief Executive

Raymond Keene OBE is *The Times* chess correspondent, a chess grandmaster and a lecturer and consultant to governments and leading businesses on Mind Sports and their application to analytic, creative and strategic thinking. He has recently lectured to audiences as diverse as the Liechtenstein Global Trust, the House of Commons, the Tate Gallery, Amoco and the Korean government.

Raymond holds the world record for the number of published books on Chess and thinking skills (102 and counting!) and his columns on Chess, Mind Sports, thinking and IQ appear weekly in *The Times*, *The Sunday Times* and *The Spectator*. He can play 107 games of chess simultaneously and remember most of them afterwards! Raymond has organised numerous national and international Mind Sports events and two World Chess Championship matches.

Tony Buzan – MSO Director

Tony Buzan is the world's leading author, lecturer and advisor to governments, business and the professions on the brain, learning and thinking skills. He is the originator of Mind Mapping, the

thinking tool popularly called 'the Swiss army knife of the brain'!

Among his 82 best-selling books, the classic *Use Your Head* has catapulted him to the position of the BBC's number one selling international author. His latest works include the revolutionary *Brain Smart Leader*, published August 1999. Tony's other initiatives include the foundation of the Brain Trust Charity, the £30,000 Brain of the Year award and the co-founding of the Mind Sports Olympiad, with its key perception that mental skills and disciplines can be transformed into both sporting contests and educational initiatives. Tony and his Buzan Centres have clients around the world, including numerous multi-national corporations.

David Levy – MSO Games Director

David Levy is an International Chess Master and author of 55 books on Chess, games and computer science. He has been intimately involved with the organisation of two World Chess Championship matches, namely Kasparov-Karpov, London 1986, and Kasparov-Short, London 1993. He was also the founding father of the highly successful computer Olympiads, co-organiser of the first Man vs. Machine World Championship, the Draughts clash between Dr Marion Tinsley and Chinook in London 1992, and, as President of the International Computer Chess Association, he has been a driving force in the creation of chessplaying programs.

Lady Mary Tovey – MSO Secretary

Lady Mary Tovey is a Mind Mapping expert and co-organiser of the Festival of the Mind, held at the Royal Albert Hall in 1995. Mary has been a key board member of MSO since its inception in 1997. She has immense experience on the international diplomatic circuit and lectures authoritatively on mental improvement techniques. She is editor of *Synapsia* magazine – ask for your free copy at the Mind Sports Olympiad!

Dan Glimne – Chief Arbiter

Dan Glimne is one of the world's most respected games authorities. He has published over 50 games (with total sales of nearly one million) in more than a dozen countries, and written eight books. In addition to his role with the Mind Sports Olympiad, Dan was organiser and chief arbiter for the 1982 and 1991 World Othello Championships and the 1996 Swedish Monopoly Championship.

MSO 1999 at a Glance



The Third Mind Sports Olympiad takes place from Saturday 21 August until Sunday 29 August 1999. The following table indicates the days and times on which events take place.

Events marked 'am' are from 10.00am-2.00pm; 'pm' are from 3.30pm-7.30pm; 'eve' are from 6.30pm-9.30pm; 'am + pm' from 10.00am-2.00pm and 3.30pm-7.30pm; 'pm + eve' from 3.30pm-9.30pm; 'am + pm + eve' from 10.00am-2.00pm and 3.30pm-9.30pm.

Regarding fees: the first figure is the adult entry fee, the latter is the junior (under-18 on August 21st). All fees are in UK pounds.

See below for notes (N).

EVENT	DAY TIME	FEES
Abalone		
World Championship	23-24 am	£13/£5
Backgammon		
Beginners' (N)	21 pm + eve	£13/£5
First weekend, Swiss format	21-22 pm + eve	£20/£8
Olympiad Championship (N)	23-27 pm + eve	£20/£8
Second weekend, Olympiad format	28-29 pm + eve	£20/£8
Bridge		
Mixed Pairs (N)	23 eve	£10/£4
Beginners' Mini-Bridge (N)	24-26 am	£10/£4
Multiple Teams of 4 (N)	24 am + pm	£15/£6
Pairs Championship (N)	25-26 am + pm	£30/£12
Open Pairs (N)	26 pm	Included
Novices' Pairs (N)	27 eve	£10/£4
Ladies' Pairs (N)	27 eve	£10/£4

EVENT	DAY TIME	FEES
Bridge (continued)		
Men's Pairs (N)	27 eve	£10/£4
Senior's Pairs (N)	27 eve	£10/£4
Swiss Pairs (N)	28 am + pm	£15/£6
Swiss Teams of 4 (N)	29 am + pm	£15/£6
Bridge on the Internet by Bridge Player LIVE!		
-visit www.bridgeplayer.com		

Chess		
MSO Masters	21-28 pm + eve	
	29 1:30-7:30pm	variable
First Saturday 10-minute	21 am	£13/£5
First Saturday 5-minute	21 pm	£13/£5
First Sunday 10-minute	22 am	£13/£5
First Sunday 5-minute	22 pm	£13/£5
Olympiad 30-minute Championship	23-27 am	£25/£10
Mon/Tue Evenings 25-minute	23-24 eve	£15/£6
Wed/Thu Evenings 25-minute	25-26 eve	£15/£6
UK Chess Challenge Terafinal (N)	28 9:30am-6:15pm	N/A
Second Saturday 10-minute	28 am	£13/£5
Second Saturday 5-minute	28 pm	£13/£5
Second Sunday 10-minute	29 am	£13/£5
Second Sunday 5-minute	29 pm	£13/£5

Chess Problem Solving		
Olympiad Championship	22 pm	£13/£5
Chinese Chess		
10-minute tournament	21 pm	
	22 am + pm	£18/£7
Olympiad Open Championship	23-26 am + pm	£25/£10
European Championship	27-29 am + pm	£20/£8

Continuo		
World Championship	22 am	£13/£5

Countdown		
Auditions	23-25 2:15-3:15pm	Free
(August 23 and 24 by pre-qualification only)		

EVENT	DAY TIME		FEES
Creative Thinking			
World Championship	22	am	£13/£5
Cribbage			
5-card Individual Championship	28	am	£13/£5
5-card Pairs Championship (N)	28	pm	£13/£5
Crossword Puzzles			
<i>The Times</i> Crossword Ch'ship (N)	21	2pm + 8pm	N/A
Decamentathlon			
World Championship	22	pm	£13/£5
Diplomacy			
Olympiad Championship	21	am/pm/eve	£13/£5
Dominoes			
Straight Pairs Championship (N)	29	am	£13/£5
5s and 3s Pairs Championship (N)	29	pm	£13/£5
Draughts 8x8			
Beginners tournament	26	am	£13/£5
British and Irish Open Ch'ship	27-28	am + pm	£20/£8
	29	am	
Draughts 10x10			
10-minute tournament	21	am + pm	£15/£6
Rapid Play Championship	22-26	pm	£25/£10
World Blitz Championship	27-29	pm	£18/£7
Entropy			
World Championship	23-24	pm	£13/£5
GIPF			
Olympiad Championship	29	am + pm	£13/£5
Problem Solving Championship	28	pm	Included
Go 13x13			
Olympiad Championship	21	am + pm	£13/£5

EVENT	DAY TIME		FEES
Go 9x9			
Open Championship	22	am	£13/£5
Beginners' tournament	22	pm	£13/£5
Go 19x19			
Olympiad Championship	26-28	am + pm	£25/£10
Rapid Play Championship	29	am + pm	£13/£5
HexDame			
Olympiad Championship	22	am	£13/£5
Intelligence			
Saturday tournament	21	pm	£13/£5
World Championship	24-27	am	£20/£8
Learn and play new games			
Learn new games	29	am	£13/£5
Play new games	29	pm	
Lines of Action			
World Championship	25-26	pm	£13/£5
Mastermind			
Olympiad Championship	23-24	pm	£13/£5
Memory Skills			
World Championship	26-27	am + pm	£25/£10
Mental Calculations			
World Championship	24	eve	£13/£5
Mind Mapping			
World Championship	22	am + pm	£13/£5
Othello			
European Championship	21-22	am + pm	£20/£8
Olympiad Championship	23-26	pm	£20/£8
5-minute Championship	27	am	£13/£5
Beginners' tournament	28	pm	£13/£5

EVENT	DAY TIME		FEES
Oware			
Under-11 International Ch'ship	21	10am-9pm	£8
Under-18 International Ch'ship	22	10am-9pm	£8
International Championship	23-27	eve	£20/£8
Teach-in and beginners' tournament	25	am + pm	£10/£4
Pentamind			
World Championship (N)	Ongoing		Free
Poker			
World Amateur Championship (N)	21-27	am	£15/day (max £60)
Amateur Texas Hold'em No-Limit	28-29	am	£20/£8
Quiz			
British Championship (N)	22	am	N/A
Rummikub			
Olympiad Championship	25	am + pm	£18/£7
Scrabble			
Olympiad Championship	21-22	am + pm	£20/£8
Weekday Championship	23-27	am	£20/£8
Evening Championship	23-25	eve	£15/£6
Shogi			
Pan-Atlantic Championship	22-23	pm	£25/£10
	23-25	am	
Skat			
Olympiad Championship	21-22	am + pm	£20/£8
Speed Reading			
World Championship	23	am	£13/£5
Stratego			
World Individual Championship	26	pm	£20/£8
	27	am + pm	
World Team Championship	28	am	Free

EVENT	DAY TIME		FEES
Twixt			
World Championship	25	am	£13/£5
Zatre			
Olympiad Championship	26-27	am + pm	£20/£8

Notes

Backgammon for Beginners

The winner(s) of this tournament will be allowed to join the Week-end Swiss format tournament, free of charge, starting in round 4 on August 22 and carrying over the score from the 3 rounds of the beginners' tournament. To be eligible for the beginners' tournament a player must NOT have won any tournament organised by the British Isles Backgammon Association or by the National Backgammon Players' Society.

Backgammon Championship

With opportunities for players to re-enter a second time (for £15, juniors £6) and a third time (for £5, juniors £2).

Bridge

Entry fees for Bridge are per player.

Bridge (Mini-Bridge)

In addition to the regular Bridge tournaments we are also organising three sessions of Mini-Bridge (also known as 'Taste Bridge'). These sessions will run from 10am-2pm each day, Tuesday August 24 – Thursday August 26. The first few minutes of each session will be a teach-in, run by the English Bridge Union, *for people who have no previous experience whatsoever*. You can learn to play Mini-Bridge immediately and within a few minutes you will be sitting down to play your first few hands! All participants in each of these Mini-Bridge sessions will play in an event as soon as their teach-in is finished, it is as easy as that! Entry fees for Mini-Bridge are per player per session.

Chess

The UK Chess Challenge Terafinal is by qualification for 40 school-children only.

Cribbage

Entry fees for Cribbage are per player.

Crossword Puzzles

The Times Crossword Puzzle Championship is by qualification only. The qualifying puzzle has been published in *The Times*. One heat will be held on August 21 with the finals later on the same day.

Dominoes

Entry fees for Dominoes are per player.

Pentamind World Championship

To compete for the Pentamind medals enter tournaments for five or more different games or mental skills, *at least one of which must have three or more playing sessions and the total number of sessions included must be at least 10*. You will score Pentamind points according to where you finish in each tournament. The participants with the highest total Pentamind scores will win the medals and the overall highest score wins the Pentamind prize of £1,000 plus a prize in kind. You may enter as many tournaments as you wish for a maximum entry fee of £75 (juniors £30). If you wish to enter multiple tournaments this is by far the cheapest way of doing so and it qualifies you for extra medal opportunities. Participants may include only one beginners tournament or Mini-Bridge in their 'five best' results. A Pentamind participant who enters a tournament and then withdraws from it before playing at least half of the games will have that tournament included in his score calculations. No player may enter for tournaments which clash in the playing schedule.

Poker World Amateur Championship (played without money)

This tournament is played in seven sections of different games. Medals will be awarded in each section. The World Amateur Champion will be the player with the best aggregate result from any four sections. The entry fee is £15 per section with a maximum fee of £60.

The seven sections are: August 21: Five-card draw; August 22: Hold'em; August 23: Razz; August 24: Canadian stud; August 25: London Lowball; August 26: Omaha; August 27: Seven card stud. All games to be played pot-limit, and with the blinds and/or antes increasing every 20 minutes.

Quiz

The British Quiz Championship is by qualification and invitation only.



Playing Schedule and Prizes

The pages that follow contain the detailed playing schedule and prize fund for the Third Mind Sports Olympiad. Note that although the morning sessions will, as usual, start at 10:00am, the start of the afternoon playing session will be 3:30pm (15:30), half an hour earlier than in previous years. All prizes and entry fees are in pounds sterling (£). Note that the first entry fee given is for adults and the second (in brackets) is for juniors (under-18 on 21st August 1999).

This year we have extended the Olympiad from seven days to nine, significantly increasing the number of tournaments on offer. For those who wish to take part in several tournaments we have a special entry fee of £75 (£30 for juniors) for which you may enter as many events as you wish (excluding the MSO Masters Chess Championship), so long as they do not clash in the playing schedule. For example, you could enter 11 Chess tournaments for a total of £75!

In addition to the cash prizes, which this year total £100,000, Gold, Silver and Bronze medals are awarded to the leading players in every tournament and to the leading juniors (who are under 18 years of age on 21 August 1999). We also expect there to be additional prizes in kind, as in previous years.

Almost all of the tournaments at the Mind Sports Olympiad are run on the Swiss system. This means that you do not get knocked out of a tournament if you lose a game – you continue to play against opponents who have approximately the same score as yourself and you continue to play every round no matter what your score may be.

Abalone – Total Prize Fund £500

World Championship

August 23-24, 10am-2pm

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50

Backgammon

Beginners' Tournament

August 21, 3:30-9:30pm

Swiss system

The winner(s) of this tournament will be allowed to join the first Weekend event, free of charge, starting in round 4 on August 22 and carrying over the score from the 3 rounds of the Beginners' tournament.

Entry fee: £13 (£5)

First Weekend Tournament

August 21-22, 3:30-9:30pm

Swiss system

6 rounds, 3 on each day; matches to 7 points. There will be a playoff for 1st place if necessary.

Entry fee: £20 (£8)

Olympiad Championship

August 23-27, 3:30-9:30pm

Olympiad format: Qualifying rounds on August 23rd-26th with matches to 9 points; finals on Friday 27th with matches to 11 points.

Entry fee: £20 (£8)

Weekend Championship

August 28-29, 3:30-9:30pm

Olympiad format: Qualifying rounds on August 28 in groups of 8; finals on August 29.

Entry fee: £20 (£8)

Please note: There are no prizes in the Backgammon tournaments as (except in licensed premises) it is against the law in England. (Backgammon is considered by the English courts to be a game of chance and not a game of skill!)

Bridge – Total Prize Fund £10,000

Mini-Bridge (Bridge for beginners)

August 24-26, 10am-2pm

Entry fee: £10 (£4) per player

Once again we are offering everyone the chance to learn Mini-Bridge from an expert, with the support of the English Bridge Union. Each day the session will start with a lesson on how to play

Mini-Bridge. Everyone is welcome, even those who know absolutely nothing about Bridge. After the lesson you will immediately take part in a small Mini-Bridge tournament which will last about 3 hours. Medals are awarded to the first three places each day.

Mixed Pairs

August 23, 6:30-9:30pm

Entry fee: £10 (£4) per player

Prizes: 1st £300; 2nd £150; 3rd £50

Multiple Teams of Four

August 24, 10am-2pm and 3:30-7:30pm

Entry fee: £15 (£6) per player

Prizes: 1st team £600; 2nd team £300; 3rd team £100

Pairs Championship

August 25-26, 10am-2pm and 3:30-7:30pm

Entry fee: £30 (£12) per player

Prizes: 1st pair £3,000; 2nd pair £1,500; 3rd pair £500

Open Pairs (for those who do not qualify for the Pairs Championship finals)

August 26, 3:30-7:30pm

Free entry

Prizes: 1st pair £300; 2nd pair £150; 3rd pair £50

Ladies' Pairs, Men's Pairs, Novices' Pairs, Seniors' Pairs

August 27, 6:30-9:30pm

Entry fee: £10 (£4) per player

Prizes in each of the four sections: 1st pair £300; 2nd pair £150; 3rd pair £50

Swiss Pairs

August 28, 10am-2pm and 3:30-7:30pm

Entry fee: £15 (£6) per player

Prizes: 1st pair £600; 2nd pair £300; 3rd pair £100

Swiss Teams

August 29, 10am-2pm and 3:30-7:30pm

Entry fee: £15 (£6) per player

Prizes: 1st team £600; 2nd team £300; 3rd team £100

Bridge On The Internet – Total Prize Fund £1,000(*)

As in previous years there will be a virtual Bridge tournament for those who are unable to be at the Olympiad in person. This is an individual tournament and is being organised once again by Bridge Player LIVE! For full details please send an e-mail enquiry to: info@bridgeplayer.com or visit www.bridgeplayer.com.

In addition to the medals for the three leading players we are awarding a prize of two air tickets to London for the Fourth Mind Sports Olympiad (August 19th-27th 2000) plus £500 each to cover hotel and other expenses.

* plus two air tickets to London

Chess – Total Prize Fund £20,000

The 1999 Mind Sports Olympiad offers 13 Chess tournaments. The true enthusiast can play in up to 11 of them!

Olympiad Championship

August 23-27, 10am-2pm

15 round Swiss system (3 rounds per day)

Rate of play: all the moves in 30 minutes

Entry fee: £25 (£10), but free entry for Grandmasters

Prizes: 1st £1,500; 2nd £800; 3rd £500; 4th £250; 5th £150 plus 8 rating prizes of £100 each (details to be announced)

Monday-Tuesday evening tournament

August 23-24, 6:30-9:30pm

6 round Swiss system (3 rounds per day)

Rate of play: all the moves in 25 minutes

Entry fee: £15 (£6)

Prizes: 1st £500; 2nd £200; 3rd £150; 4th £100; 5th £50

Wednesday-Thursday evening tournament

August 25-26, 6:30-9:30pm

6 round Swiss system (3 rounds per day)

Rate of play: all the moves in 25 minutes

Entry fee: £15 (£6)

Prizes: 1st £500; 2nd £200; 3rd £150; 4th £100; 5th £50

First Saturday 10-minute tournament

August 21, 10am-2pm

7 round Swiss system

Rate of play: all the moves in 10 minutes

Entry fee: £13 (£5)

Prizes: 1st £250; 2nd £100; 3rd £75; 4th £50; 5th £25

First Saturday 5-minute tournament

August 21, 3:30-7:30pm

7 round Swiss system (each round is a two-game match)

Rate of play: all the moves in 5 minutes

Entry fee: £13 (£5)

Prizes: 1st £250; 2nd £100; 3rd £75; 4th £50; 5th £25

First Sunday 10-minute tournament

August 22, 10am-2pm

7 round Swiss system

Rate of play: all the moves in 10 minutes

Entry fee: £13 (£5)

Prizes: 1st £250; 2nd £100; 3rd £75; 4th £50; 5th £25

First Sunday 5-minute tournament

August 22, 3:30-7:30pm

7 round Swiss system (each round is a two-game match)

Rate of play: all the moves in 5 minutes

Entry fee: £13 (£5)

Prizes: 1st £250; 2nd £100; 3rd £75; 4th £50; 5th £25

Second Saturday 10-minute tournament

August 28, 10am-2pm

5 round Swiss system

Rate of play: all the moves in 10 minutes with 10 seconds added after every move

Entry fee: £13 (£5)

Prizes: 1st £250; 2nd £100; 3rd £75; 4th £50; 5th £25

Second Saturday 5-minute tournament

August 28, 3:30-7:30pm

7 round Swiss system

Rate of play: all the moves in 5 minutes with 5 seconds added after every move

Entry fee: £13 (£5)

Prizes: 1st £250; 2nd £100; 3rd £75; 4th £50; 5th £25

Second Sunday 10-minute tournament

August 29, 10am-2pm

5 round Swiss system

Rate of play: all the moves in 10 minutes with 10 seconds added after every move

Entry fee: £13 (£5)

Prizes: 1st £250; 2nd £100; 3rd £75; 4th £50; 5th £25

Second Sunday 5-minute tournament

August 29, 3:30-7:30pm

7 round Swiss system

Rate of play: all the moves in 5 minutes with 5 seconds added after every move

Entry fee: £13 (£5)

Prizes: 1st £250; 2nd £100; 3rd £75; 4th £50; 5th £25

UK Schools Chess Challenge Terafinal

August 28, 9:30am-6:15pm

Entry by pre-qualification only.

MSO Masters – Total Prize Fund £10,000

Our strongest tournament this year is the inaugural MSO Masters, a 9-round Swiss which offers players opportunities to achieve IM and GM norms. Play will take place each day, August 21st-28th, 3:30 to 9:30pm, and on August 29th 1:30 to 7:30pm. The rate of play will be 40 moves in 2 hours followed by all remaining moves in 1 hour.

This event will be registered with FIDE, the World Chess Federation, the British Chess Federation and will be part of the Onyx Grand Prix.

Entry fees for the MSO Masters are as follows:

Grandmasters – free entry

Women Grandmasters – free entry

International Masters – free entry

Women International Masters – free entry

Players rated 2400 or higher – £20

Players rated 2300-2399 – £40

FIDE Masters – £40

Women FIDE Masters – £40

Players rated 2150-2299 – £50

Players rated 2001-2149 – £75

Players without international ratings:

National rating 2001 (BCF 175) or higher – £100

National rating 2000 (BCF 174) or lower – £150

Entry fees for players under 21 and over 60 on August 21st and physically handicapped players will be 50% of the above.

Prizes for the MSO Masters will be:

1st £3,000; 2nd £1,750; 3rd £1,200; 4th £750; 5th £600; 6th £450; 7th £300; 8th £250; 9th £200

There will also be £150 prizes in each of the following categories:

Female

Aged 16 or over but under-21

Aged 12 or over but under-16

Aged under 12

Girl aged 14 or over but under-21

Girl aged under-14

Aged 50 or over

Rated 2200-2399

Rated 2001-2199

Unrated

This £10,000 prize fund is guaranteed. No player may win more than one cash prize in the MSO Masters.

Gold, Silver and Bronze medals will be awarded in the above categories and in those below, provided there are at least three entries in the category: Aged under-21; Aged under-18; Aged under-16; Aged under-14; Aged under-12; Girl aged under-21; Girl aged under-18; Girl aged under-16; Girl aged under-14; Girl aged under-12; Aged over-40; Aged over-60. Note that players may win medals in up to two different categories.

Chess Problem Solving – Total Prize Fund £500

Olympiad Championship

August 22, 3:30-7:30pm

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50.

Chinese Chess (Xiang Qi) – Total Prize Fund £6,000

10-minute tournament

August 21, 3:30-7:30pm; August 22, 10am-2pm and 3:30-7:30pm

Up to 12 rounds

Entry fee: £18 (£7)

Prizes: 1st £500; 2nd £300; 3rd £200

Olympiad Open Championship

August 23-26, 10am-2pm and 3:30-7:30pm

Up to 8 rounds

Entry fee: £25 (£10)

Prizes: 1st £1,500; 2nd £900; 3rd £600

European Championship

To be eligible a player must be resident in Europe, studying in Europe, or working in Europe.

August 27-29, 10am-2pm and 3:30-7:30pm

6 rounds

Entry fee: £20 (£8)

Prizes: 1st £1,000; 2nd £600; 3rd £400

Continuo – Total Prize Fund £500

World Championship

August 22, 10am-2pm

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50

Countdown

August 23-25, 2:15-3:15pm

Free entry

This tournament is based on the popular Channel 4 TV programme *Countdown* and is conducted by the producer Mark Nyman, who is also a former World Scrabble Champion. The tournament takes the form of a series of questions which will be used by Mark Nyman to help select contestants who will appear on the TV programme.

Note that participation on August 23 and 24 is by prior qualification only. Anyone who has not already appeared on the television programme *Countdown* may enter the *Countdown* tournament on August 25th by writing to: *Countdown* Office, Yorkshire Television, The TV Centre, Leeds LS3 1JS.

Creative Thinking – Total Prize Fund £500

World Championship

August 22, 10am-2pm

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50

Cribbage (5-Card) – Total Prize Fund £2,000

British Open Individual Championship

August 28, 10am-2pm

Entry fee: £13 (£5)

Prizes: 1st £1,000

British Open Pairs Championship

August 28, 3:30-7:30pm

Entry fee: £13 (£5) per player

Prizes: 1st £1,000

Crossword Puzzles

The Times Crossword Championship

August 21, qualifier at 2pm and finals at 8pm

All participants must have pre-qualified via a special puzzle to be published in *The Times*.

Prizes: To be announced by *The Times*

Decamentathlon – Total Prize Fund £500

World Championship

August 22, 3:30-7:30pm

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50

Diplomacy – Total Prize Fund £500

Olympiad Championship

August 21, 10am-9:30pm with breaks as appropriate

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50

Dominoes – Total Prize Fund £2,000

British Straight Pairs Open Championship

August 29, 10am-2pm

Entry fee: £13 (£5) per player

Prizes: 1st £1,000

British 5's and 3's Pairs Open Championship

August 29, 3:30-7:30pm

Entry fee: £13 (£5) per player

Prizes: 1st £1,000

8x8 Draughts (Checkers) – Total Prize Fund £4,000

Beginners tournament

August 26, 10am-2pm

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £120; 3rd £80; 4th £60; 5th £40

British & Irish Open Championship

August 27-28, 10am-2pm and 3:30-7:30pm; August 29, 10am-2pm

2 rounds per playing session

Entry fee: £20 (£8)

Prizes: 1st £1,300; 2nd £900; 3rd £600; 4th £400; 5th £200

10x10 Draughts (Dames) – Total Prize Fund £8,000

10-minute tournament

August 21, 10am-2pm and 3:30-7:30pm

10 minutes per player for all the moves, number of rounds depending on the number of entries.

Entry fee: £15 (£6)

Prizes: 1st £350; 2nd £250; 3rd £150; 4th £100; 5th £50

This is a qualifying tournament for the World Blitz Championship.

Rapid Play Championship

August 22-26, 3:30-7:30pm

60 minutes per player for all the moves. Two games per day, 10 rounds.

Entry fee: £25 (£10)

Prizes: 1st £1,200; 2nd £1,000; 3rd £800; 4th £300; 5th £200; 6th-10th £100 each

10-minute Championship

August 27-29, 3:30-7:30pm

Entry by qualification and invitation only.

10 minutes per player for all the moves, four games per day.

Entry fee: £18 (£7)

Prizes: 1st £1,000; 2nd £750; 3rd £500; 4th £200; 5th £150; 6th-10th £100 each

Entropy – Total Prize Fund £500

World Championship

August 23-24, 3:30-7:30pm

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50

GIPF – Total Prize Fund £500

Olympiad Championship

August 29, 10am-2pm and 3:30-7:30pm

7 rounds

Entry fee: £13 (£5)

Prizes donated by Schmidt Spiele: 1st £300; 2nd £150; 3rd £50

GIPF Problem Solving

August 28, 3:30-7:30pm

Free entry to participants in the GIPF Olympiad Championship

Go – Total Prize Fund £8,500

A lecture on Go for beginners will be given by Paul Smith on 22nd August at 2.15pm.

9x9 Beginners tournament

August 22, 3:30-7:30pm

8 rounds, 12 minutes per player

Entry fee: £13 (£5)

Prizes: 1st £150; 2nd £50

13 x 13 Championship

August 21, 10am-2pm and 3:30-7:30pm

10 rounds, 20 minutes per player

Entry fee: £13 (£5)

Prizes: 1st £500; 2nd £250; 3rd £150; 4th £100

9x9 Championship

August 22, 10am-2pm

8 rounds, 12 minutes per player

Entry fee: £13 (£5)

Prizes: 1st £400; 2nd £200; 3rd £100

19 x 19 Olympiad Championship

August 26-28, 10am-2pm and 3:30-7:30pm

6 rounds, 90 minutes per player

Entry fee: £25 (£10)

Prizes: 1st £2,000; 2nd £1,200; 3rd £800; 4th £500; 5th £300; 6th £200

19x19 Rapid Play tournament

August 29, 10am-2pm and 3:30-7:30pm

6 rounds, 30 minutes per player

Entry fee: £13 (£5)

Prizes: 1st £800; 2nd £400; 3rd £250; 4th £150

HexDame – Total Prize Fund £500

Olympiad Championship

August 22, 10:00am-2:00pm

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50

Intelligence – Total Prize Fund £2,000

Saturday tournament

August 21, 3:30-7:30pm

Entry fee: £13 (£5)

Prizes: 1st £400; 2nd £200; 3rd £100

World Intelligence Championship (questions set by Mensa)

August 24, 10-11am; August 25, 10am-noon; August 26, 10am-noon;

August 27, 10am-2pm

Entry fee: £20 (£8)

Prizes: 1st £700; 2nd £400; 3rd £200

Learn And Play New Games

Learn new games on August 29, 10am-2pm

Play new games on August 29, 3:30-7:30pm

Entry fee: £13 (£5)

Lines Of Action – Total Prize Fund £500

World Championship

August 25-26, 3:30-7:30pm

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50

Mastermind – Total Prize Fund £500

August 23-24, 3:30-7:30pm

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50

Memory Skills – Total Prize Fund £5,000

World Championship

August 26-27, 10am-2pm and 3:30-7:30pm

Entry fee: £25 (£10)

Prizes: 1st £2,000; 2nd £1,250; 3rd £1,000; 4th £500; 5th £250

Mental Calculations – Total Prize Fund £500

World Championship

August 24, 6:30-9:30pm. NOTE: The printed entry form has the wrong time for this event.

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50

Mind Mapping – Total Prize Fund £500

World Championship

August 22, 10am-2pm and 3:30-7:30pm

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50

Othello – Total Prize Fund £7,000

European Championship

August 21-22, 10am-2pm and 3:30-7:30pm

Entry fee: £20 (£8)

Prizes: 1st £2,000; 2nd £1,000; 3rd £500

Olympiad Championship

August 23-26, 3:30-7:30pm

Entry fee: £20 (£8)

Prizes: 1st £1,200; 2nd £600; 3rd £300

5-minute Championship

August 27, 10am-2pm

Entry fee: £13 (£5)

Prizes: 1st £400; 2nd £200; 3rd £100

Beginners tournament

August 28, 3:30-7:30pm

Entry fee: £13 (£5)

Prizes: 1st £400; 2nd £200; 3rd £100

Oware – Total Prize Fund £500

Junior under-11 International Championship

August 21, 10am-9pm

Entry fee: £8

Prizes in kind

Junior under-18 International Championship

August 22, 10am-9pm

Entry fee: £8

Prizes in kind

International Championship

August 23-27, 6:30-9:30pm

Entry fee: £20 (£8)

Prizes: 1st £300; 2nd £150; 3rd £50

Oware teach-in and beginners' tournament

August 25, 10am-2pm and 3:30-7:30pm

Entry fee: £10 (£4)

Prizes in kind

Pentamind – Total Prize Fund £1,000

World Championship

To compete for the Pentamind medals and prize participants must enter tournaments for five or more different games or mental skills. *At least one of these must have three or more playing sessions and the total number of sessions counted must be at least 10.* You will

score Pentamind points according to where you finish in each tournament according to the formula $[(p - n) \times 100] / [p - 1]$ where p represents the number of players in the tournament and n represents the participant's position in the tournament.

The participants with the highest total Pentamind scores from their five best tournaments for different games or mental skills will win the medals and the overall highest score wins the Pentamind prize of £1,000.

You may enter as many tournaments as you wish (excluding the MSO Masters Chess tournament) for a maximum entry fee of £75 (juniors £30). If you wish to enter for many tournaments this is by far the cheapest way to do it and it qualifies you for extra medal opportunities.

You may include only one beginners' tournament or Mini-Bridge in your 'five best' results. A Pentamind participant who enters a tournament and then withdraws from it before playing at least half of the games will have that tournament included in his score calculations. No player may enter for tournaments which clash in the playing schedule.

Poker

World Amateur Championship

This tournament is played in seven sections of different games. Medals will be awarded in each section. The World Amateur Champion will be the player with the best aggregate result from any four sections. The entry fee is £15 per section with a maximum fee of £60 for four or more tournaments.

All seven sections are from 10am-2pm. They are:

August 21 Five-Card Draw

August 22 Hold Em

August 23 Razz

August 24 Canadian Stud

August 25 London Lowball

August 26 Omaha

August 27 Seven-Card Stud

Amateur Texas Hold'em No-Limit Championship

August 28-29, 10:00am-2:00pm

Please note: There are no cash prizes in the Poker tournaments as

(except in licensed premises) it is against the law in England. (Poker is considered by the English courts to be a game of chance and not skill!) The three aggregate winners will be awarded autographed copies of Stewart Reuben's book *Pot-Limit and No-Limit Poker*.

Quiz – Total Prize Fund £500

British Quiz Championship

August 22, 10am-2pm

Entry by pre-qualification or invitation only

Prizes: 1st £300; 2nd £150; 3rd £50

Rummikub

Olympiad Championship

August 25, 10am-2pm and 3:30-7:30pm

Entry fee: £18 (£7)

Prizes donated by Goliath Games Ltd: to be announced.

Scrabble – Total Prize Fund £6,000

NB: In each tournament, every player will decide in advance whether to play for the SOWPODS prizes (both US and British dictionaries allowed) or the OSW prizes (British dictionary only allowed); legality of words will be determined by the appropriate dictionary.

Olympiad Championship

August 21-22, 10am-2pm and 3:30-7:30pm

Entry fee: £20 (£8)

Prizes: SOWPODS – 1st £1,200; 2nd £800; 3rd £400

OSW – 1st £200; 2nd £100; 3rd £50

Weekday Championship

August 23-27, 10am-2pm

Entry fee: £20 (£8)

Prizes: SOWPODS – 1st £750; 2nd £550; 3rd £250

OSW – 1st £200; 2nd £100; 3rd £50

Evening tournament

August 23-25, 6:30-9:30pm

Entry fee: £15 (£6)

Prizes: SOWPODS – 1st £550; 2nd £350; 3rd £200

OSW – 1st £150; 2nd £100; 3rd £50.

Shogi – Total Prize Fund £5,000

Pan Atlantic Championship

August 22, 3:30-7:30pm; August 23, 10am-2pm and 3:30-7:30pm;

August 24-25, 10am-2pm

Entry fee: £25 (£10) but waived for US or European players who enter via their national Shogi federation by August 2nd.

Prizes: 1st £500; 2nd £400; 3rd £300; 4th £200 for the best Americans/Europeans. 5th £150; 6th £100; 7th £50 (all players eligible for 5th-7th prizes); £800 for the winning team (i.e. Europe or America) to be distributed between all players in the team in proportion to the number of games played for the team.

There will also be an additional £2,500 allocated by national Shogi organisations/representatives in the USA, Russia, Norway, Sweden, Germany, the Netherlands, Belgium, France and the UK.

Skat

Olympiad Championship

August 21-22, 10am-2pm and 3:30-7:30pm

Entry fee: £20 (£8)

Prizes: medals only

Speed Reading – Total Prize Fund £500

World Championship

August 23, 10am-2pm

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50

Stratego – Total Prize Fund £5,000

World Individual Championship

August 26, 3:30-7:30pm; August 27, 10am-2pm and 3:30-7:30pm

Entry fee: £20 (£8)

Prizes: Seniors – 1st £888; 2nd £555; 3rd £444; 4th £300; 5th £200; 6th-7th £100; 8th-11th £75 each; 12th-15th £50 each; 16th-20th £25 each

Juniors – 1st £200; 2nd £125; 3rd £75; 4th £50; 5th-8th £25

World Team Championship

August 28, 10am-2pm

Entry fee: TBA

Prizes: 1st team £500; 2nd team £400; 3rd team £300

Twixt – Total Prize Fund £500

World Championship

August 25, 10am-2pm

Entry fee: £13 (£5)

Prizes: 1st £300; 2nd £150; 3rd £50

Zatre – Total Prize Fund £500

Olympiad Championship

August 26-27, 10am-2pm and 3:30-7:30pm

Entry fee: £20 (£8)

Prizes: 1st £300; 2nd £150; 3rd £50



A-Z of Events

A few of the games featured in the Mind Sports Olympiad may be unfamiliar to some visitors to the event. Here is a brief description of each game and skill. Thanks are due to David Pritchard, former editor of *Games & Puzzles*, for much of the following information.

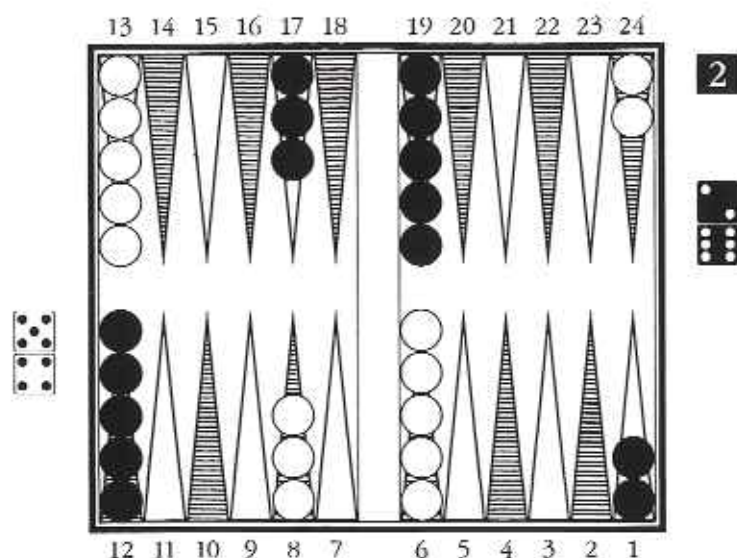
Abalone

The popular two-player strategy game Abalone was invented by two Frenchmen, M. Lalet and L. Levi, in 1988. The game is played on a hexagonal board composed of 61 cells in a regular pattern. Each player (White/Black) has 14 marbles in their own colour. You move (push) your own men, either singly or as a line, in any direction. The object is to push six of your opponent's balls off the board.

Backgammon

Backgammon is a race game the origins of which can be traced back to antiquity and specifically to the Roman game Tabula and the Muslim game Nard. Popular in medieval times, the game was in decline in Britain until the relatively recent introduction of the doubling cube. (The doubling cube permits players to double the stakes in turn, up to 64 or more times the original bet.) Today there is an international circuit that attracts the gambling elite, but Backgammon also has a place as a family and social game.

Although the play is highly skilful, the fact that the moves rely on the fall of the dice introduces a large element of luck. In the long run the better player will always win, but the beauty of the game is that even a novice can win the odd game against a world champion. Fundamentally, backgammon is a simple race game. The object is to move the pieces around the board towards your inner table. Once all 15 of your pieces have arrived in the inner table, they can be 'borne off', i.e. removed from the board. The first player to remove all their pieces from the board is the winner.



Bridge

The game we now call Bridge is Contract Bridge (the same game as Auction Bridge but with a more sophisticated scoring system). It was developed from Whist via Biritch, Auction Bridge and Plafond. The game dates from 1925 and is generally credited to Harold S. Vanderbilt who, together with friends, worked out the rules during some experimental games on a sea journey.

Ely Culbertson popularised Contract Bridge in the 1930s and 1940s since when several tournament systems have been devised and refined. Duplicate Bridge is a form of play in which the chance element inherent in social rubber bridge is eliminated by allowing contestants to play the same hands. All players must declare the conventions (artificial bidding systems) they are using. Tournaments are commonly Pairs (the same couples play together throughout) or Team of Four. In team contests scores are often converted into IMPs (International Match Points). There is a World Bridge Federation in addition to national organisations.

Chess

The name 'Chess' is derived from the Persian word 'Shah', meaning a king or ruler. This word is also related to 'check' and may even be cognate with the words Caesar, Kaiser and Czar, respectively denoting rulers in the Roman Empire, the German Empire and the Russian Empire. The earliest written reference is from an ancient Persian poem of the late sixth century AD, the *Chatrang Namak*.

Around 1475 Chess underwent a rule change which led to the pieces becoming more dynamic, essentially leading to the Western or 'international' form of the game. It was at this time that castling was introduced, pawns gained the privilege of advancing two squares on the first move, and the queen was transformed from a waddling cripple of a piece (the Arabic vizier), to one of devastating mobility.

It is doubtless the almost overnight increase in the strength and manoeuvrability of the queen which explains the joyous adventures and excursions with it, the giving of check being particularly popular, whether it advanced a player's cause or not. This can be observed in the recorded games of the new chess up to the early 17th century.

Chess is a game that symbolises warfare, so the increased firepower of the queen surely reflects the introduction of artillery in the mid-

♠ K Q 8 7 6 5
♥ A J 4
♦ K Q 7 2
♣ —

♠ A J 10 4
♥ 5
♦ 8 6 5
♣ A Q 5 4 3

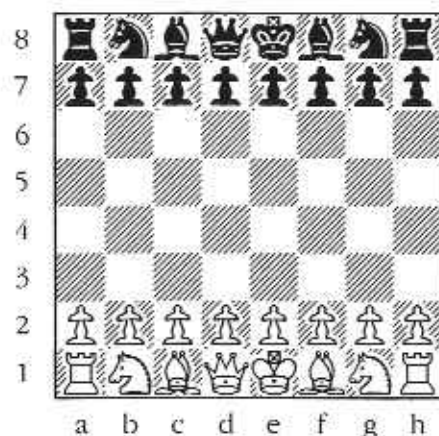


♠ 9 3
♥ 10 6 3 2
♦ 10 4 3
♣ J 10 8 7

♠ 2
♥ K Q 9 8 7
♦ A J 9
♣ K 9 6 2

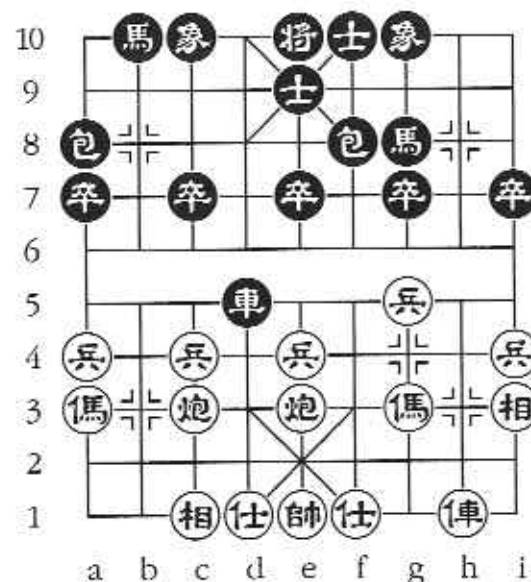
15th century sphere of battlefield technology. The sudden advances in chess must, overall, also be explicable in terms of the Renaissance dynamic, the increasingly urgent perception of distance, space and perspective which distinguishes that phase of human intellectual development.

Columbus discovered the New World for Spain in 1492, and it was fitting that the fresh impetus for chess, as it arose from the tortuous Arabic and medieval form, should also have come from Spain. Why was the spread of the new Chess after 1475 so rapid? The answer, often overlooked, is that Spain at that time was the dominant centre for world communication, and thus spread the new Chess globally through its explorations and conquests.



Chinese Chess (Xiang Qi)

The origins of Chinese Chess are obscure, but it is approximately coeval with Chess. It is perhaps the world's most popular game given the population of China and the fact that most Chinese people know how to play it. Chinese Chess is played with 16 pieces a side on the intersections (arranged nine by ten) of a board which has a central dividing 'river'. The object, as in Chess and Shogi, is to checkmate the opposing king. It is a highly tactical game but one that lacks a strong diagonal-moving piece. The World Championship is a recent innovation and Chinese Chess now has a growing, enthusiastic following in the West.



Continuo

A pattern-matching tile game, ideally for two players, Continuo was invented by Maureen Hiron in 1982 and has sold over five million copies in a total of 37 countries. The game consists of 42 cardboard tiles, each tile divided into 16 (4x4) small squares. Each square is of a single colour and a tile may have either two or three different colours (there are only four colours – blue, green, yellow and red – in total). Players draw tiles and lay down one in turn such that it abuts at least one tile already on the table. The player scores all squares of a group of the same colour where at least one square on the placed tile is contiguous with at least one square of the tile it abuts. A group of squares may cover several tiles. The winner is the player with the highest score when all tiles have been played.

Countdown

This tournament is based on the popular Channel 4 TV programme *Countdown* and is conducted by Mark Nyman, producer of the programme, who is also a former World Scrabble Champion. The tournament takes the form of a series of questions which will be used by

Mark Nyman to help select contestants who will appear on the TV programme.

Creative Thinking

The Creative Thinking World Championship comprises three tests of 30-45 minutes, with two 30-minute breaks. Contestants will be set a variety of tasks involving imagination and originality. Points will be scored for: Creative Fecundity – the ability to produce a large number of ideas in a limited time; and Pure Originality – the ability to come up with ideas that other people don't consider. The scoring system will, however, reward quality more highly than quantity.

Cribbage

This popular card game, a favourite of working men's clubs and pubs, has been credited to the colourful Sir John Suckling (1609-1642), known as the 'greatest gamester'.

Cribbage is a points-scoring game in which cards count their pip value with aces scoring one point and all court cards scoring ten points. The game is played with a standard pack without jokers. A peg board is used to keep score, the winner being the first to reach or pass 61 points in singles or 121 points in pairs.

There are individual and pairs championships at the MSO, both in five-card cribbage.

Crossword Puzzles

Word-squares and puzzles have existed since the birth of Christ and opinions differ on how a true crossword differs from other word puzzles. However, there is little doubt that the modern puzzle evolved from Arthur Wynne's diamond-shaped 'Word Cross' published in the *New York World* on 21 December 1913.

Wynne thought his brainchild 'just another puzzle', but it immediately became a weekly feature and he worked with enthusiastic readers to develop the 'cross-word'. It soon became the symmetrical, mainly square design we see today. His paper remained the only one to use crosswords until 1924 when two Harvard graduates published a collection of its puzzles. Within the year, over 400,000 copies were sold and the publishing firm of Simon and Schuster was established.

Crossword mania erupted and, in London, *The Times* reported: 'All America has succumbed to the crossword.' A man shot his wife when she would not help with his crossword. Doctors gave a warning of 'a risk of developing neurotic traits through frustration' and of 'crossword patterns damaging the sight'.

The honest crossword compiler follows two simple rules: a clue must contain a reference to the meaning of the whole solution and, although the compiler does not have to mean what he says, he must say what he means.

Decamentathlon

The Decamentathlon is a one-day challenge in ten different games and mental skills: Bridge, Chess, Creative Thinking, Draughts (Checkers) 8x8, Go, Intelligence, Mastermind, Memory Skills, Mental Calculations and Othello (Reversi). Anyone taking a calculator, including calculator watches etc., into the tournament, will be disqualified.

Each of the 10 games and mental skills will be worth a maximum of 100 points. It is possible to win the Decamentathlon even if you are unable to attempt all 10 sections – if you do well enough on those that you do attempt then you may score more points than someone who attempts all 10 sections but performs less well overall.

The first skill to be tested is Memory. The Memory Skills test consists of two parts:

- a) memorising a normal deck of 52 playing cards which have been shuffled; and
- b) memorising as many digits as possible of a long number.

Each of the other nine sections will consist of a written test. In chess, for example, you will be shown some positions from games and asked to write down what you think is the best move.

Diplomacy

The board game Diplomacy was invented by Allan B. Calhamer, an American, in 1954. It is played on a stylised map of Europe at the turn of the last century. The players assume the roles of the Great Powers at that time: England, Germany, France, Russia, Austria-Hungary, Italy and Turkey. Land and sea power are almost equally

significant, each player starting with three armies/fleets which are manoeuvred according to simple rules. There are initially twelve unallocated supply bases scattered around Europe. Each of these earns an extra army or fleet for the occupier. The aim of the game is to emerge as the dominant power.

Diplomacy is a game of pure skill. Players write down their movement orders, which are then revealed simultaneously, conflicting orders being resolved according to a few basic rules. What sets the game apart, however, is the negotiating phase which takes place before each move. In this phase players engage in head-to-head diplomacy, striking up alliances (many probably to be broken later), integrating tactics, or otherwise agreeing on actions to be taken.

Diplomacy is a classic, one of the best board games of the last fifty years. It has an army of devoted followers, many of whom play by correspondence.

Dominoes

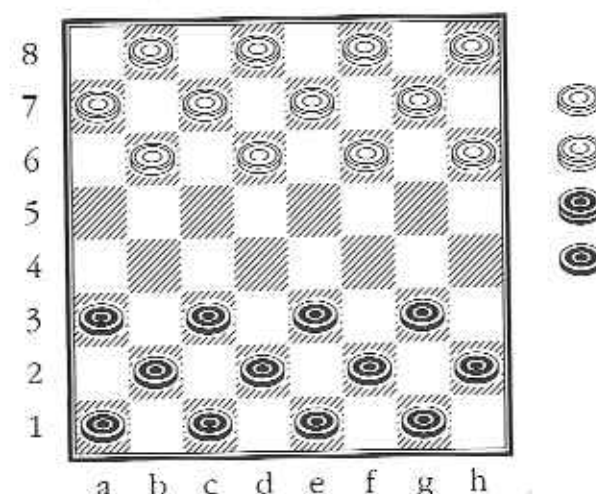
Dominoes is the second most popular pub game after darts, though strictly speaking, dominoes are, like playing cards, tools for many different games rather than a game as such.

A set of dominoes is commonly called a pack. The double-six pack is in use for the two pairs games being played in the Olympiad – the Block or Straight game and Fives and Threes, both partnership games. A double-six pack is composed of 28 different tiles, which represent every possible throw of two dice plus blanks. The two games are played in much the same way, but with different methods of scoring. Despite their apparent simplicity, domino games are highly skilful.

Draughts (Checkers)

Unlike Chess, Draughts (Checkers) has never been properly internationalised, with the result that the game is played with different boards and under different rules in different countries. The 8x8 game we know as Draughts is strictly Anglo-American; the 'international' game, Dames, played on a 10x10 board, is a loose description only (the Greeks and Turks, for example, play quite different games). International draughts is by far the more complicated of the two, and is dominated by players from the Netherlands and the former Soviet Union.

Draughts players, like Go players, like to credit their game with a long and distinguished history, but the evidence points to its invention in medieval Europe, probably France, in about the 12th century.



Entropy

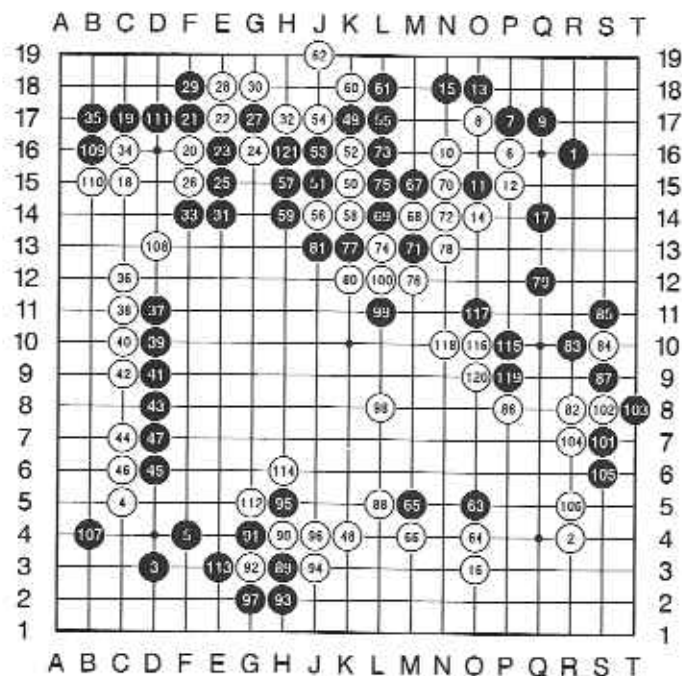
Entropy is a two-player abstract strategy game that is generally considered to be a modern classic. It was invented by Dr Eric Solomon and accorded the rare 100% rating by *Games & Puzzles* magazine's Games Test Panel in 1981. The marketed game uses a 5x5 board, but the version we are using gives a much more sophisticated and skilful game. It involves a 7x7 board (not chequered) and 49 counters, seven each of seven different colours. One player is Order, the other Chaos. All the counters are placed in a bag and are drawn, one at a time and unseen, by Chaos, who places them on any empty square on the board. Each time a counter is placed Order can move any one counter on the board, including the one just played, like a rook in chess. The object of Order is to form patterns, both horizontally and vertically, which Chaos strives to prevent. A pattern is any line of two or more adjacent counters which is identical if the order is reversed. (There are 30 different possible patterns.) When all the counters are played (so the board is now full) the position is scored using a straightforward system and the players reverse roles.

GIPF

GIPF is a strategic game for two players. The basic rules are simple: on your turn, you introduce one piece into play until you have four in a row. Each time you get a row of four pieces, you remove it from the board and capture any of your opponent's pieces which extend the row. This way of capturing pieces creates completely different positions on the board time and again. The aim is to form successive rows of at least four pieces, until your opponent has no pieces left to bring into play.

GIPF has had excellent reviews all over the world and was nominated for Spiel des Jahres in Germany and the Toy Award in Belgium. *Games Magazine* (US) mentioned it as the best abstract game of 1998. It has been said by many that the game has all the qualities to become a classic.

Go



Go is a two-player abstract game played on a board of 19x19 points with a sufficiency of black and white stones (pieces). A 13x13 and a

9x9 board are sometimes used, mainly by beginners or for instructional purposes. The origins of the game are obscure, but Go players frequently refer to their game being 4,000 years old, a gross exaggeration. The game was invented in China, but its spiritual home has long been Japan, where it supports a corps of professional players, teachers and commentators. It is also extremely popular in Korea.

The game starts with an empty board and each player in turn places a stone on a vacant point with the object of enclosing territory (unoccupied points). A secondary aim is to surround and capture opponent's stones. The game looks deceptively simple but is as profound as any game ever invented – one slip can result in irretrievable collapse. Expert play, to the tutored eye, has an elegance rarely found in other games. There is considerable research, especially on opening play, and the game has an extensive literature.

HexDame

HexDame is becoming very popular in Holland and some other countries. The game differs from draughts in that capture is multidirectional and the king is long-range. This provides for absolutely stunning combinatorial possibilities. In that light calling the game draughts is a sorry circumstance: it suggests far more similarity than is actually the case.

HexDame is not a new game: the rules are exactly the same as the square game's: only the board, with its more complicated honeycomb grid, is different. Already HexDame equals, if not surpasses, its ancestor's tactics. Its margin for draws is substantially smaller, not only because strategical concepts, quite different from Dame's, are still in their infancy, leading to bigger errors, but also because less material is needed in the endgame to force a win.

Intelligence

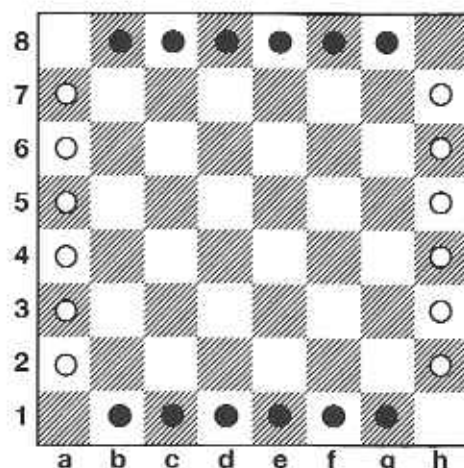
The intelligence tournaments at the Mind Sports Olympiad are being set and marked by Mensa, the high IQ society. For those participants whose mother tongue is not English, it is possible to compete for a set of 'restricted' medals (and Pentamind points) by participating in all the non-linguistic tests.

Learn and Play New Games

This will feature lectures and simultaneous displays by games experts. The aim of this will be to help people improve their play and learn more about the games. It will be possible to learn new games in the morning and then play competitively in the afternoon.

Lines of Action

Lines of Action (LOA) is a two-player abstract game invented by the late Claude Source. It is a cult game in America and Europe and is much played by correspondence. An 8x8 draughts (checkers) board and men (12-a-side) are used. The starting position has the pieces arranged around the perimeter squares with the corners empty and the pieces of like colour facing one another. Pieces move in any direction exactly the number of squares that there are pieces on that line, including the piece moving. Thus in the starting position every piece can move exactly two squares. Capturing is possible, but the game has a unique object: to combine one's pieces in a single group. This poses a perpetual problem of when to capture. By doing so you may split a group, but you also reduce the number of opponent's pieces; in theory making it easier to unite the men. A player left with a single piece wins, remaining with a group of one.



Mastermind

Mastermind is a two-player code-breaking game which was invented by Marco Meirovitz and is based on the Victorian pencil-and-paper game of Bulls & Cows (amongst other names). Components are a peg board together with a sufficiency of pegs in eight colours. One player, the code-setter, secretly sets a code of four colours which may include repeated colours. The second player, the code-breaker, attempts to solve the code by placing four colours in sequence. There is a simple scoring system.

Memory Skills

Memory championships are a recent growth area in Mind Sports. The World Championships were held at Simpson's-in-the-Strand in London every year since 1993 before becoming part of the Mind Sports Olympiad. Individual events in the Memory Skills championship will include: speed memorisation of a shuffled pack of cards; memorisation of several packs of cards; memorisation of spoken numbers; memorisation of binary numbers; and memorisation of names and faces.

Mental Calculations

This tournament will be a written test in which the participants are allowed to write down only the answer to each question. No intermediate calculations or notes may be written down, either on the test paper or elsewhere. Anyone taking a calculator, including calculator watches, etc., into the tournament room, will be disqualified.

Questions will be graded so that the first ones can be answered by most schoolchildren, while the later ones will be very difficult even for the most numerate adults.

Mind Mapping

Mind Mapping is a technique devised by Tony Buzan to record and develop thought, take notes, prepare for lectures and organise your life generally. His *The Mind Map Book* has been a best-seller and last year's inaugural Mind Mapping championship was a huge success, with three of the world's top Mind Mappers in contention!

Othello

A two-player abstract board game, Othello was 'perfected' by Goro Hasegawa in 1971, who named it after his favourite Shakespearean character. However, apart from one small rule change, the game is identical to Reversi, which was invented by Lewis Waterman in around 1880.

The game takes place on an 8x8 board. There are 64 men, which are circular discs, one side white, the other black. The centre four squares of the board are 'dressed' with two pieces of each colour uppermost placed diagonally one to the other. A play consists of placing a man on any empty square with one's own colour uppermost. If a piece or pieces of the opposite colour are trapped between it and a piece of the same colour, the opponent's men are reversed to create a line of men of the player's colour. There is no capturing. The winner is the player whose colour is in the majority when all the squares are occupied.

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

Oware

Oware ('fours'), is also known under a variety other names, and is but one of the four hundred or more mancala games. It is played by any number of players from two to six (but not five; two is best) using a 12-cup board. It is the royal game of the Ashantis and is confined mainly to Ghana and Sierra Leone. The other principal man-

cala of West Africa is Ayo, the national game of Nigeria, which uses the same board but is played by only two players and to very different rules.

The game starts with four beans or stones in each of the 12 cups. The players face each other with the board lengthways between them. The first player picks up all the stones from any cup on his side of the board and sows them one at a time, anti-clockwise, into succeeding cups. Sowing continues with stones being captured at times. The winner is the player who captures the most stones.

Pentamind

The Pentamind World Championship is the ultimate challenge for athletes of the mind. Modelled on the Pentathlon of physical sports, this event tests which men and women are most adept at playing a multitude of games and mental skills. Unlike its physical cousin, the Pentamind rules do not specify which five games the contestant must play. Anyone taking part in five or more tournaments for *different* games or mental skills may enter for the Pentamind Championship. No extra time or effort is involved on the part of the participant. If you take part in more than five tournaments, we will count your five best Pentamind scores. The only restriction is that at least one of the tournaments included must extend over three playing sessions or more and the total number of sessions must be at least 10, to ensure that some heavyweight games are included in the tally.

The scoring system for Pentamind is as follows. If you win a tournament (any tournament) you score 100 Pentamind points. If you finish last in a tournament you score 0 Pentamind points. If you finish in n th place in a tournament in which there are p players in the final tournament table (this means p players who have completed at least half of their games in the tournament), then your Pentamind score is calculated from the following formula:

$$\text{Pentamind score} = [(p-n) \times 100] / [p-1]$$

For example, if there are 50 players in a tournament and you finish 2nd you score:

$$(50-2) \times 100 / 49 = 97.96 \text{ Pentamind points}$$



Mind Sports bring together all ages and cultures.

Poker

The card game of poker is associated in popular imagination with Wild West saloons and high-rolling gamblers. It is a game of psychology, bluff, and the application of the laws of probability. Any manageable number can play. The object of the game is to win the pool by declaring the best hand (players with better hands may have dropped out of the bidding, having been persuaded that they were unlikely to win).

The basic poker hand is of five cards. The highest possible hand is a Royal Flush (AKQJ10 all of the same suit) followed by a straight flush (a run of five cards of the same suit), four of a kind (for example, four aces), a full house (three of kind, plus a pair), a flush (five cards of the same suit), a straight (five cards in sequence, regardless of suit), three of a kind, two pairs, and one pair, in that order. Where hands match, the highest card or highest outside card determines the winner. There is an almost infinite number of poker games based on this hierarchy.

The MSO offers seven different games. Inexperienced players will receive a little coaching and explanation before each event.

Quiz

This year we introduce the British Quiz Championship. Participants have qualified for the finals by invitation or by answering general knowledge questions on Teletext. The quizmaster for the finals will be Magnus Magnusson, presenter of *Mastermind* on BBC TV.

Rummikub

Rummikub is a multi-player tile game based on the card game Rummy. Invented by Ephraim Hertzano, the game was first marketed in Israel in the early 1950s and now enjoys worldwide popularity. There are 106 tiles numbered 1-13, two of each value in four different colours plus two jokers; also racks on which the players stack their hands screened from the other players. The object is to assemble tiles in melds or runs, as in rummy. Exposed tiles can be juggled by players in order to accommodate their unwanted tiles. The object is to be the first to dispose of all one's spare tiles.

Scrabble

The world's premier word game for 2-4 players (best for two), Scrabble was developed over a 15-year period by two Americans, Jim Brunot and Alfred Butts, and was launched in 1949 by Brunot. The game didn't take off until 1952 when Macy's, the New York department store, ran a promotion, but in the next two years over 4,000,000 sets were sold in America. It was introduced into the UK in 1954 by J. W. Spear & Son and now more than 20,000 players compete annually in the UK Championship. The game is played on a 15x15 board (of which 61 squares have premium scoring values) with 100 letter tiles and racks for holding them. Letters are drawn unseen and players score by forming words on the board.

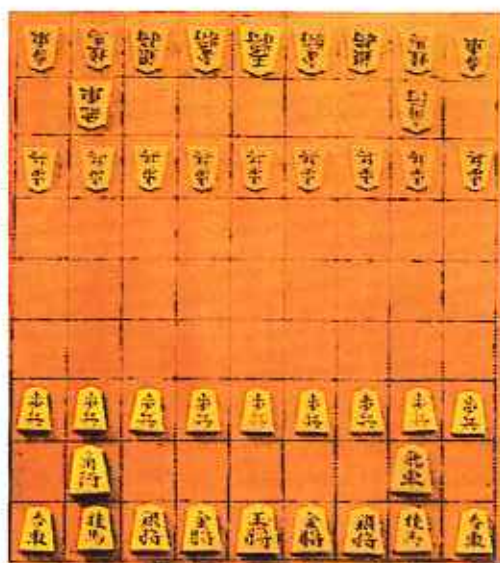
Shogi (Japanese Chess)

A two-player strategy game of the Chess family with 20 pieces a side on a 9x9 board, Shogi was believed to have originated around the 13th century, but new research, based on recent finds of ancient pieces, suggests an earlier date.

9	8	7	6	5	4	3	2	1	
香	桂	銀	金	王	金	銀	桂	香	一
	飛						角		二
歩	歩	歩	歩	歩	歩	歩	歩	歩	三
									四
									五
									六
歩	歩	歩	歩	歩	歩	歩	歩	歩	七
	角						飛		八
香	桂	銀	金	玉	金	銀	桂	香	九

Shogi is played on the cells (they are not quite squares) of the unchequered board. Each side has pawns and pieces that do not pre-

cisely correspond to those of international Chess, but the object remains that of all Chess games – to mate the king. Two distinguishing features of the modern game are: captured pieces are retained by the captor and may re-enter the game (having changed sides) at any time; and all pieces and pawns (with a couple of exceptions) can promote on reaching any of the farthest three ranks of the board. Because pieces can change sides, they are wedge-shaped, their allegiance being shown by the way they point. Shogi is the national game of Japan, played by millions and supporting a corps of professional players and commentators. The previous diagram depicts the standard representation of the board whereas the following shows the board and pieces used for play.



Skat

A trick-taking game for three players, Skat is Germany's national card game. The rules were first codified in 1886; and the game is now controlled by the Deutscher Skatverband. A 32-card pack is used (a standard pack less the 2-6 in each suit).



Synapsia magazine features articles on all aspects of thinking, brain power and Mind Sports. Please claim your free copy during the Mind Sports Olympiad or contact The Buzan Centres, 54 Parkslane Road, Poole, Dorset BH15 2PX.

Speed Reading

Speed reading tests are primarily based on the reading of novels. The reader has to read an entire novel as quickly as possible, subsequently giving a presentation to people who have already read the novel in depth. This presentation has to include knowledgeable comments about and integration of the following main areas: characters, setting, plot, philosophy, symbolism, language level, literary style, metaphor, themes and historical context. The World Championship will comprise two readings, each followed by questions.

Stratego (l'Attaque)

Stratego is a two-player basic war game; inventor unknown. It has a long history and is quite possibly based on *The Jungle Game*, which has a longer and even more obscure history. Play takes place on a 10x10 board with 40 men a side. Players set up their forces freely on their own side of the board with the ranks of the pieces concealed. Combat is hand-to-hand with the lower-ranking piece eliminated. The object is to capture the opponent's flag which, once placed, cannot be moved. Every game starts from a different position.

Twixt

Twixt is a two-player path-forming strategy board game and was invented by Alex Randolph. The game is played on a square board with a regular pattern of holes and pieces in two colours. Players place a peg in turn into any empty hole. Pegs of the same colour that are a (Chess) knight's move apart are physically linked. The aim is to form a linked path across the board from one side to the other, the opponent trying to achieve the same objective with the other two sides (i.e. the paths are at right angles to each other).

Zatre

This modern game has attracted an increasing band of enthusiasts in Austria, Germany, and elsewhere in Europe. The game is mathematically based with the pieces represented by tiles carrying numbers between one and six in the manner of Dominos. The board resembles that of Scrabble with a pattern of special squares.

Abalone, Continuo, Diplomacy, Entropy, Lines of Action (LOA), Mastermind, Mind Maps, Othello, Rummikub, Scrabble, Stratego, Twixt and Zatre are all registered trademarks.

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