

THE 2ND WORLD MIND SPORTS GAMES LILLE FRANCE



9-23
AUGUST
2012



DAILY BULLETIN

Editor: Jos Jacobs • Lay Out Editor: Akis Kanaris

Issue No. 3

Monday, 13 August 2012

The Winding Road To Beijing



picture by courtesy of Jacek Pawlicki, Draughts TD

Csaba Merö (left) and Dimitrij Surin (right)

Today, the Go Tournament gets underway but some important Go matches were played here over the weekend. Ten European players competed for three Beijing berths, giving them the right to participate in the SportAccord World Mind Games in December 2012.

Csaba Merö from Hungary duly qualified, as did Ilja Shikshin from Russia (he actually won the event) and Jan Hora from the Czech Republic who took the 3rd qualifying spot. Congratulations to all of them and have a nice trip.

Today's Program

Bridge

Open, Women's & Senior Teams:

- 10.30 hrs: Round Robin, round 10
- 14.00 hrs: Round Robin, round 11
- 17.00 hrs: Round Robin, round 12

Chess

- 09.30 hrs: Course
- 16.30 hrs: initiation

Go

- Men's & Women's Individual tournament:
- 14.30 hrs: Opening
- 15.00 hrs: Round 1

Draughts

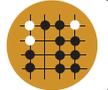
- 10.00 hrs: WCup round 4
- 16.30 hrs: Rapid tie-break
- 17.30 hrs: Blitz tie-break
- 18.00 hrs: GL tie-break

Xiangqi

- Men's & Women's Individual tournament:
- 09.00 hrs: Round 4
- 14.00 hrs: Round 5
- 16.10 hrs: Round 6



All Systems Go?



Ancient History

Go was invented more than 3000 years ago in China, though some think it was nearer to 4000 years. In the beginning, the game had a close connection with the laws of nature, politics and economics, strategy and intelligence, and it was also a theocratic tool for the ancient emperors to rule society. The game is mentioned in the Analects of Confucius, the greatest ancient work of Chinese philosophy and ethics, written in the 6th century BC. It came to Japan about 1,500 years ago via the Korean peninsula, and became popular at the Japanese court among the Imperial family, the aristocracy and court ladies. It makes several appearances in the 11th century masterpiece "The Tale of Genji", often described as the world's first novel. Later, it spread to the warrior classes and the Buddhist priesthood and eventually flourished throughout the country.

Japan 1600-1868

The game of Go made its most significant development during the Edo period (1603-1868). The central figure was the first head of the Honinbo school, Sansa (1559-1623), who taught the three warlords who ruled Japan during his lifetime, Nobunaga, Hideyoshi, and Ieyasu. Sansa became the head of the state Go Academy (Godokoro) and established the system of hereditary Go schools. The head of the four Go schools (Honinbo, Yasui, Inoue, Hayashi) would compete for the honor of their schools in games played at Edo Castle in the presence of the Shogun. Many great players, such as Dosaku, Jowa and Shusaku, appeared during the Edo period. State support of Go, in the form of stipends for professional players, made possible great advances in the level of Go skills and theory during the Edo period, and this laid the basis for the modern prosperity of the game.

Japan: the Modern Era

After modernization and westernization began in the Meiji period (1868-1912), various new Go organizations appeared. Stimulated by the advances in Go technique in Japan, the game started to enjoy a revival in China, its original homeland. Also, during the Meiji period, Westerners visiting Japan learnt the game and began to teach it in Europe and America. In 1924, the different Go organizations in Japan combined to form the Nihon Ki-in or the Japan Go Association. This is still the main Go body in Japan; it promotes the playing of professional and amateur Go among people of all ages in Japan and around the world. The game first became strongly established in the 1920s and 1930s in the U.S. and in Europe. One result was the founding of the European Go Championship in 1938, a tournament which remains today the most important European tournament. Today numerous tournaments are held throughout the year in many countries throughout the world, including those held by the Iberoamerican Go Federation, in Canada, Australia or elsewhere. Most prominent are the European Go Congress (held in a different European country each year) and the American Go Congress.

International Events

The history of international tournaments on a worldwide basis begins with the holding of the 1st World Amateur Go Championship in 1979 in Tokyo. Only 15 countries participated in the 1st championship, but the number increased steadily, reaching 29 in 1982. These 29 countries became the initial members of the International Go Federation (IGF), which was officially founded on 18th March 1982. The IGF has now expanded to more than 70 members.

Go in Korea

Go (known in Korea as Baduk) was transmitted to Korea before it came to Japan, but, unlike the latter, Korea did not establish a professional system until after World War II. The founding father of Korean Go is Cho Nam-chul 9-dan (born in 1923). Cho came to Japan in 1937 to become a disciple of Kitani Minoru and he returned home in 1943. Cho founded the Hanguk Kiwon (Korean Go Association) in September 1955. By the turn of the century, the number of professional players who were members had increased to around 170; they competed for prize money in around 15 tournaments sponsored by newspapers and other organizations. By the 1980s, Korean Go had caught up with Japanese Go, so this practice of studying in Japan became rarer. The top Korean player of the 80s was Cho Hun-hyun, who holds the Korean record for most titles won. In the 90s, he yielded the top place to his disciple, Yi Chang-ho, who is one of the greatest players in the history of Go. Korean Go really came into its own in the 90s, with the establishment of a number of international tournaments. Players such as Cho and Yi and also Yu Chang-hyeok began to dominate the international scene, with the result that Korea has taken the lion's share of international victories. Thanks to their successes, Go has become very popular in Korea, especially among children, and today it is estimated that one in four Koreans knows how to play the game, the highest degree of popularity in the world.

Go in China

The game of Go was invented in China where it is known as Wei Qi. At the beginning of the modern era (beginning of the 20th century), Go was at a low ebb in China because of the state of political disunity. However, the greatest player of the 20th century, Go Seigen, was born in China in 1914; he went to Japan in 1928 and in the middle of the century dominated Japanese Go. After the Communist revolution in 1949, the government promoted Go as an intellectual sport. In the 1960s, a series of Go exchanges with Japan began, with teams from each country touring the other in alternate years. The series was suspended during the Cultural Revolution, but was resumed in 1972. Chinese players improved rapidly and in the 1980s they won a majority of their games with Japanese players in Japan-China international matches, thus confirming that China had become established as one of the top three Go-playing countries. These days Go has become extremely popular in China, which probably has the biggest Go-playing population of any country, and many strong young players are emerging.



What is Draughts?



Draughts (British English) **checkers** (American English) is a group of abstract strategy board games between two players which involve diagonal moves of uniform pieces and mandatory captures by jumping over the enemy's pieces. Draughts developed from alquerque. The name derives from the verb to draw or to move.

The most popular forms are international draughts, played on a 10×10 board, followed by English draughts, also called *American checkers*, played on an 8×8 checkerboard, but there are many other variants including several played on a 12×12 board.

Draughts (or checkers) is played by two players, on opposite sides of a playing board, alternating moves. One player has dark pieces, and the other has light pieces. It is against the rules for one player to move the other player's pieces. The player with the light pieces makes the first move unless stated otherwise. A move consists of a player moving their piece diagonally to an adjacent unoccupied square. If the square is occupied by an opponents' piece, it may be captured (and removed from the game) by jumping over it to the unoccupied square one square beyond the opponents piece. The playable surface consists of using only the dark squares of a board with alternating light and dark squares. A piece may move only diagonally into an unoccupied square. Capturing is mandatory in most official rules, although some people play with variant rules that make capturing optional when presented. In all variants, the player who has no pieces remaining or cannot move owing to being blocked loses the game, unless otherwise stated.

Uncrowned pieces (*men*) move one step diagonally, and (may) capture opponents' pieces by moving two consecutive steps in the same direction, jumping over the opponent's piece on the first step. Multiple opposing pieces may be captured in a single turn provided this is done by successive jumps made by a single piece; these jumps do not need to be in the same direction but may zigzag changing diagonal direction. In English draughts men can capture only forward, but in international draughts they may also capture (diagonally) backwards.

When a man reaches the *crowthead* or *kings row* (the farthest row forward), it becomes a king, and is marked by placing an additional piece on top of the first man, and acquire additional powers including the ability to move backwards (and capture backwards, in variants in which they cannot already do so). As with non-king men, a king may make successive jumps in a single turn provided that each jump captures an opponent man or king.

In international draughts, with the flying kings rule-kings can move as far as they want along unblocked diagonals. This move can (but need not) end by a capture in the usual way, jumping over an opposing piece to an adjacent unoccupied square. Since captured pieces remain on the board until the turn is complete, with flying kings it is possible for a king to reach a position where he is blocked from moving further by a piece he has just captured.

Flying kings are not used in English draughts, in which a king's only advantage over a man is the ability to move and capture backwards as well as forwards.

Naming

In most non-English languages (except those that acquired the game from English speakers), draughts is called *dames*, *damas*, or a similar term that refers to ladies. Men are usually called *stones*, *pieces*, or some similar term that does not imply a gender; men promoted to kings are called *dames* or *ladies* instead. In these languages, the queen in chess or in card games is usually called by the same term as the kings in draughts. A case in point includes the Greek terminology, in which draughts is called "ντράμα" (*dama*), which is also one term for the queen in chess (the men are known as "pawns").

Invented variants

- Suicide checkers (also called anti-checkers, giveaway checkers or losing draughts) is the *misère* version of checkers. The winner is the first player to have no legal move: that is, all of whose pieces are lost or blocked.
- Les Vauriens/Mule Checkers is a checkers variant in which some pieces affect the outcome as in suicide checkers, while the rest are treated normally.
- Lasca is a checkers variant on a 7×7 board, with 25 fields used. Jumped pieces are placed under the jumper, so that towers are built. Only the top piece of a jumped tower is captured. This variant was invented by World Chess Champion Emanuel Lasker.
- Cheskers is a variant of checkers invented by Solomon Golomb. Each player begins with a bishop and a "knight" (which jump with coordinates (3,1) rather than (2,1) so as to stay on the black squares), and men reaching the back rank promote to a bishop, knight, or king.
- Tiers is a complex variant of checkers that allows players to upgrade their pieces beyond kings.
- DaMath is a checkers variant utilizing math principles and numbered chips popular in the Philippines.
- Standoff is an American checkers variant using both checkers and dice.
- Philosophy shogi checkers is a variant on a 9×9 board, game ending with capturing opponent's king. Invented by Inoue Enryō and described in Japanese book in 1890.
- Dameo is a variant played on a 8×8 board, that was invented by Christian Freeling in 2000. The rules for the movement and capturing are similar to those of Armenian draughts. A special "sliding" move is used for moving a line of checkers similar to the movement rule in Epaminondas.
- Hexdame is a literal adaptation of the game International draughts to a hexagonal gameboard. The game was invented by Christian Freeling in 1979.

Games sometimes confused with draughts variants

- Halma is a game in which pieces can move in any direction and jump over any other piece, friend or enemy. Pieces are not captured. Each player starts with 19 (two-player) or 13 (four-player) pieces in one corner and tries to move them all into the opposite corner.
- Chinese checkers is based on Halma, but uses a star-shaped board divided into equilateral triangles. Despite its name, this game is not of Chinese origin, nor is it based on checkers.

Development of Time Allowance

From Marathon to 100m race. An essay on the developments in thinking time

by Lee HongRyul, Baduk columnist for Chosun Daily

In all mind sports, time limits are in operation. They may be varied to create different formats of competition, such as Rapid games, Blitz games, Speedcard games but whatever time limit is in use, the directors would always take care that they are observed correctly by the players. Any offender thus is quite liable to incur a penalty.

Below, you will find a column on the subject by the Korean Go writer and columnist Lee HongRyul

As you can see, the basics of time limits in Go are vastly different from what chess, draughts and bridge players are accustomed to. But what are the consequences of it? Let's look at Lee HongRyul's opinion.

Is the player gone to the toilet? Who cannot win if one thinks for a whole day? ... "This is quite a familiar scene when friendly rivals play each other. Well, I kind of agree with them. I also think that I would not lose against anyone if time allowance is unlimited for Baduk games to make long research possible. However, high ranking players say "The thinking time for weak players is just resting time." Anyway, in Baduk, time allowance frequently becomes the point of contention even among weak amateurs. It is only basic to have strict time provision in professional games. Then how long should be the ideal time allowance?

It is Japan that formalized the game of Baduk first. But during the Shogunate period, there was no time provision for Baduk matches. It was common that a game between families took from 10 days, to 15 days. The famous blood vomiting Baduk game was played in this period. The longest time allowance was made for the game played in Japan in 1938, dawning era of Modern Baduk. It was the game between the last Honinbo Shusai and a young promising player called Kitani. The Honinbo's retirement game. The time allowance was 40 hours for each player.

Due to Shusai's illness, the game was interrupted a few times. It was completed after 158 days with 15 sealed moves. The record reads that Kitani spent 34 hours and 19 minutes while Honinbo Shusai Meijin used 19 hours and 57 minutes. Shusai Meijin passed away soon after the game presumably due to exhaustion from the ordeal. He literally took the game with life and death determination.

From this period onwards, the concept of time allowance settled down. 10~15 hours for a player which is used up over 3 days. Then when the first Honinbo title match was launched in 1938, the time limit got reduced to 8 hours per a player. And until this day, 8 hour/2 day time allowance has continued in Japan's 3 major title games.

Japanese have worshiped Baduk as "the way" and "the national sport". And their perspectives and pride toward Baduk are undercurrent in insisting this tradition. Although they cannot reverse the time to the Shogunate era when a few months were taken for a game of Baduk, "8 hours" is still

standing firm for playing the best possible game. Japan as the "Suzerain state for Baduk" is deeply rooted in the consciousness of Japanese. That shows in their ranking of world championships lower than the Japanese three major domestic ones. Lightning game Baduk championships crop up these days. But Japan maintains 8 hour time allowance for the 3 major title matches like their ancestral tablet.

Starting from the year 2004, Japan has made an important change. They revised the time limit from 4~5 hours for a player to 3 hours in the preliminary rounds for the title matches except lightning games. Although it does not appear very significant, for Japanese who have insisted the long playing time is the essential requirement for the Baduk development, it is a big compromise. Moreover, they confessed that it is to adjust themselves to "international standards".

Japan, as you know, has been struggling for nearly 10 years in Baduk. In the International competitions, the titles usually go to Korean players and Japanese players barely manage to save face. Shall we have a look at the time limits of various international competitions? LG Cup, SamSung Cup, Chunlan Cup, and Fuzitsu Cup all allow 3 hours for a player whereas Ing cup only allows 2.5 hours and when they use up their time allowance, 2 points every 30 minutes get reduced. Don't you find it interesting to see proud Japan struggling to find a way to end their continuous defeats in international competitions by bending their pride and adopting "international standards"?

to be continued



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Important notice!

The Grand Palais is a non smoking area
It is thus forbidden to smoke inside the
Grand Palais



On a regular daily basis BridgeTopics.com will transmit videos giving impressions from the Grand Palais in Lille about the 2nd World Mind Sports Games, by means of interviews with players and personalities of all sports.

The link is: <http://www.bridgetopics.com/2012-2nd-world-mind-sports-games>



XIANGQI RESULTS

INDIVIDUAL MEN (30'+20")

Ranking after 3rd round

Pl.	Name	Country	1	2	3	4	Pts	Tie
1.	Nguyen, Thanh Bao	Vietnam	7b1	9r1	6r1	5b	3.0	6.0
2.	Jiang, Chuan	China	24r1	22b1	14r1	3b	3.0	4.0
3.	Wan, Chunlin	China	33r1	8b1	10r1	2r	3.0	4.0
4.	Xie, Jing	China	13r½	23b1	18r1	8b	2.5	4.5
5.	Chan, Chun Kit	Hongkong	18r½	32b1	17r1	1r	2.5	3.5
6.	Pu, Fangyao	Germany	29b1	15r1	1b0	11r	2.0	6.0
7.	Shen, Gary Hao	USA	1r0	28b1	22r1	14b	2.0	5.0
8.	Zhang, Qiang	China	30b1	3r0	29b1	4r	2.0	5.0
9.	Xue, Zhong	Germany	28r1	1b0	23r1	13b	2.0	5.0
10.	Woo, Tsung Han Alvin	Singapore	35b1	11r1	3b0	12r	2.0	5.0
11.	Hsu, Wei Kuo	Netherlands	19r1	10b0	27r1	6b	2.0	4.5
12.	Trenh, A Sang	Vietnam	27r1	17b½	13r½	10b	2.0	4.5
13.	Lei, Kamfum	Macau	4b½	34r1	12b½	9r	2.0	4.5
14.	Dao, Quoc Hung	Vietnam	34b1	26r1	2b0	7r	2.0	4.0
15.	Ng, Jun Ming	Singapore	25r1	6b0	32r1	16b	2.0	3.5
16.	Lau, Leo KC	Canada	22r0	24b1	26b1	15r	2.0	3.0
17.	Yu, Hung Wai	Hongkong	21b1	12r½	5b0	20r	1.5	6.0
18.	Nguyen, Hoang Lam	Vietnam	5b½	31r1	4b0	26r	1.5	6.0
19.	Wong, Ho Yee	Hongkong	11b0	30r1	20b½	21r	1.5	4.5
20.	Gu, Yi Qing	Canada	23r0	33b1	19r½	17b	1.5	2.5
21.	Chan, Tou Kueng	Macau	17r0	25b½	36r1	19b	1.5	2.5
22.	Che, Keng Bo	Macau	16b1	2r0	7b0	27b	1.0	7.0
23.	Chen, Fazuo	United Kingdom	20b1	4r0	9b0	30r	1.0	6.0
24.	Huang, Chunlong	United Kingdom	2b0	16r0	34b1	32r	1.0	5.0
25.	Chen, Jian Song	Netherlands	15b0	21r½	31b½	29r	1.0	4.5
26.	Sechting, Martin	Germany	36r1	14b0	16r0	18b	1.0	4.0
27.	Tessen, Jörn	Germany	12b0	35r1	11b0	22r	1.0	4.0
28.	Chea, Christophe	France	9b0	7r0	35b1	31r	1.0	4.0
29.	Vuibert, Jerome	France	6r0	36b1	8r0	25b	1.0	4.0
30.	Chen, Jun	Germany	8r0	19b0	33r1	23b	1.0	3.5
31.	Wang, Huichuan	Netherlands	32r½	18b0	25r½	28b	1.0	3.0
32.	Ng, Wai Ho	Hongkong	31b½	5r0	15b0	24b	0.5	5.5
33.	Shao, Samuer	France	3b0	20r0	30b0	34r	0.0	5.5
34.	Nguyen, Marc-Antoine	France	14r0	13b0	24r0	33b	0.0	5.0
35.	Shen, Jerry	USA	10r0	27b0	28r0	36b	0.0	4.0
36.	Girmy, Xavier	France	26b0	29r0	21b0	35r	0.0	3.5

INDIVIDUAL WOMEN (30'+20")

Ranking after 3rd round

Pl.	Name	Country	1	2	3	4	5	6	7	8	Pts	Tie
1.	Chen, Lichun	China			1		1			+	3.0	3.00
2.	Han, Bing	China						1	1	+	3.0	1.00
3.	Tang, Dan	China	0			1				+	2.0	2.00
4.	Cao, Fhuong Thanh	Vietnam			0		1	1			2.0	2.00
5.	Yu, Xiao Lan	Netherlands	0			0			1		1.0	0.00
6.	Wu, Caifang	Germany		0		0			1		1.0	0.00
7.	Take, Aki	USA		0			0	0			0.0	0.00
8.	bye		-	-	-						0.0	0.00

DRAUGHTS RESULTS

OPEN - Final Standings Round 3

Title	Name	Fed.	FMJD	Total						
1	GMI	Baliakin, Alexander	NED	A 2390	36	64	Lemaire, Maxime	FRA	0	12
2	GMI	Boomstra, Roel	NED	A 2402	36	65	MF Machtelinck, Kevin	FRA	A 2170	12
3	GMI	Chizhov, Alexey	RUS	A 2375	33	66	MF Depaepe, Jimmy	BEL	A 2128	12
4	MI	Misans, Roberts	LAT	A 2332	33	67	Kollner, Odon	HUN	0	12
5	MF	Trofimov, Ivan	RUS	A 2277	32	68	Darry, Boris	FRA	A 1944	12
6	GMI	Valneris, Guntis	LAT	A 2406	30	68	Kawashita, Kazuaki	JPN	0	12
7	GMI	Virny, Vadim	GER	A 2386	30	70	Xiong, Zhiyong	CHN	B 2101	12
8	MI	Lagoda, Yuriy	UKR	A 2234	29	71	Cao, Xu	CHN	0	12
9	GMI	Schwarzman, Alexander	RUS	A 2410	28	72	Surkov, Aleksandr	RUS	B 2191	9
10	MF	Van Der Stap, Peter	NED	A 2214	28	73	Ji, Weiming	CHN	0	9
11	MI	Ndonzi, Flaubert	FRA	A 2361	28	74	Tserenbyamba, Erdemb.	MGL	0	7
12	MI	Shaibakov, Ainur	RUS	A 2323	27	75	Duplouy, Sebastien	FRA	A 2108	3
13	GMI	Amrillaev, Mourodoulo	RUS	A 2339	27	76	Penkalo, Alex	HUN	A 1967	0
14	GMI	Getmanski, Alexander	RUS	A 2365	27	77	Egels, Freddy	BEL	A 1911	0
15	MF	Luteyn, Frits	NED	A 2242	27	78	Omata, Mitsuo	JPN	0	0
16	GMI	Anikeev, Yuriy	UKR	A 2327	25	79	Wiskerke, Evert M.	NED	A 1969	0
17	MF	Bobkov, Juri	UKR	A 2211	25	80	Kollner, Barnabas	HUN	0	0
18		Gerritsen, Thijs	NED	A 2145	25	81	Kawachi, Masato	JPN	0	0
19	GMI	Georgiev, Alexander	RUS	A 2445	24	82	Xu, Songren	CHN	0	0
20		Kosobudzki, Lukasz	POL	A 2098	24					
21	MI	Aligna, Massinga Damien	CMR	C 2300	24					
22	GMI	Watoetin, Evgueni	BLR	A 2326	24					
23	GMI	Kirzner, Igor	UKR	A 2271	24					
24	MF	Van Ijzendoorn, Martijn	NED	A 2222	24					
25		Enkh-amgalan, Enkh-erd.	MGL	B 2091	24					
26		Andreev, Aisen	RUS	A 2137	24					
27		Isabirye, Dan	UGA	0	24					
28	MF	Marynenko, Dmytro	UKR	A 2130	24					
29	GMI	Thijssen, Kees	NED	A 2341	23					
30	GMI	Meurs, Pim	NED	A 2372	21					
31		Diakite, Abdoulaye Ka	MLI	B 2125	21					
32		De Cokere, Hein	BEL	A 2028	21					
33	GMI	Heusdens, Ron	NED	A 2316	21					
34		Deleg, Battulga	MGL	A 2194	21					
35		Filimonov, Andrej	RUS	A 2113	21					
36	MI	Tolchykau, Andrei	BLR	A 2333	21					
37	GMI	Dul, Erdenebileg	MGL	A 2307	20					
38		Zeng, Qianrang	CHN	A 1994	20					
39		Salahov, Ramil	AZE	B 2014	20					
40		Ldokov, Alexander	RUS	A 2149	20					
41	MF	Ravjir, Manlai	MGL	B 2189	19					
42		Gao, Wenlong	CHN	A 2099	18					
43		Eyebe, Jean Marie	CMR	0	18					
44		Van De Weerdhof, Erik	NED	A 2150	16					
45		Tserenbyamba, Otgonb.	MGL	B 1953	16					
46		Groenendijk, Jan	NED	A 2154	15					
47		Permyakov, Anton	RUS	A 2118	15					
48	MF	Kychkin, Nikolai	RUS	A 2118	15					
49	MF	Tuvshinbold, Otgonb.	MGL	A 2143	15					
50		Slezak, Mariusz	POL	A 2048	15					
51		Budis, Oskar	POL	A 2054	15					
52	MF	Reszka, Damian	POL	A 2136	15					
53		Smeitink, Niek	NED	A 2109	15					
54		Wang, Henqxin	CHN	0	15					
55		Villaeys, Alain	FRA	B 1950	15					
56		Pikiniar, Vasyil	UKR	A 2018	14					
57		De Jager, Edwin	NED	A 2106	13					
58	MF	Kudriavcev, Valery	LTU	A 2227	12					
59	MI	Mariko, Mamoutou	MLI	B 2226	12					
60		Ruesink, Henk	NED	A 2118	12					
61		Nurgazyev, Aizat	KAZ	0	12					
62		Dorj, Ganbold	MGL	B 2073	12					
63		De Vries, Janes	BEL	A 1970	12					

WOMEN - Final Standings Round 3

Title	Name	Fed.	FMJD	Total	
1	MIF	Shestakova, Natalia	RUS	A 2254	36
2	GMIF	Nogovitsyna, Matrena	RUS	A 2291	32
3	MIF	Motrichko, Viktoriya	UKR	A 2250	30
4	MFF	Leopoldova, Nika	RUS	A 2235	30
5	MFF	Wu, Mei-jhi	NED	A 2138	28
6	GMIF	Pashkevich, Irina	BLR	A 2220	27
7	MIF	Fedorovich, Olga	BLR	A 2304	25
8	GMIF	Balthazi, Olga	UKR	A 2277	25
9	GMIF	Hoekman, Nina	NED	A 2334	24
10	MIF	Abdullina, Olesia	LAT	A 2210	24
11	GMIF	Milshina, Elena	RUS	A 2236	24
12	MIF	Doumesh, Vitalia	NED	A 2214	24
13		Magone, Zane	LAT	A 2084	24
14		Sukhee, Nyamgerel	MGL	B 1970	24
15	MFF	Sobakina, Ayyyna	RUS	A 2218	23
16	MFF	Idrisova, Aygul	RUS	A 2237	21
17	GMIF	Tansykkuzhina, Tamara	RUS	A 2333	21
18		Flisikowska, Arleta	POL	A 2109	21
19		Erdenetsogt, Mandakhn.	MGL	B 2173	20
20		Batdelger, Nandintsetseg	MGL	0	18
21		Yan, Jia	CHN	0	16
22	MIF	Fedorovich, Darja	BLR	A 2243	16
23	MIF	Sadowska, Natalia	POL	A 2233	16
24		Zhao, Hanqing	CHN	B 2088	16
25		Munkhbaatar, Nyamjarg.	MGL	B 2046	15
26		Lian, Bo	CHN	0	15
27		Zhang, You	CHN	0	15
28	MFF	Azarova, Nurguyana	RUS	B 2097	13
29		Popova, Angelina	RUS	A 2041	12
30		Shi, Sixuan	CHN	B 1999	12
31		Sohi, Parvez	IND	0	12
32		Gambarowa, Wafa	AZE	C 2213	12
33		Gombosuren, Enktuya	MGL	0	12
34		Kychkina, Ayanika	RUS	B 1975	12
35		Mederska, Katarzyna	POL	A 2002	9
36		Xu, Siqi	CHN	0	9
37		Fang, Wenxi	CHN	0	7
38		Kollner, Dora	HUN	0	0
39		Sohi, Parwaan	IND	B 1900	0