

# NEW EXPERIENCE TOURNAMENT, BEIJING.

## Tournament

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



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

## Rule (We call it “1-26” for short)

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

## “1-26” Rule prospect

1. balance

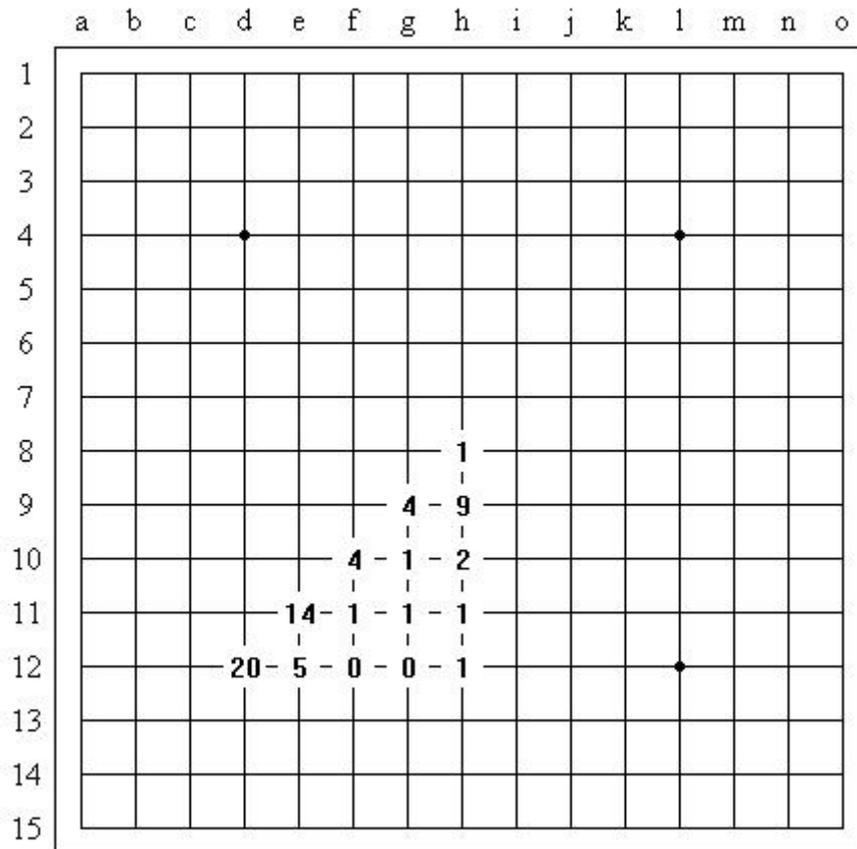
In this rule, tentative white player chooses the opening position, this is different from RIF. So, tentative white player may get more advantage than in RIF.

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

2. home preparations

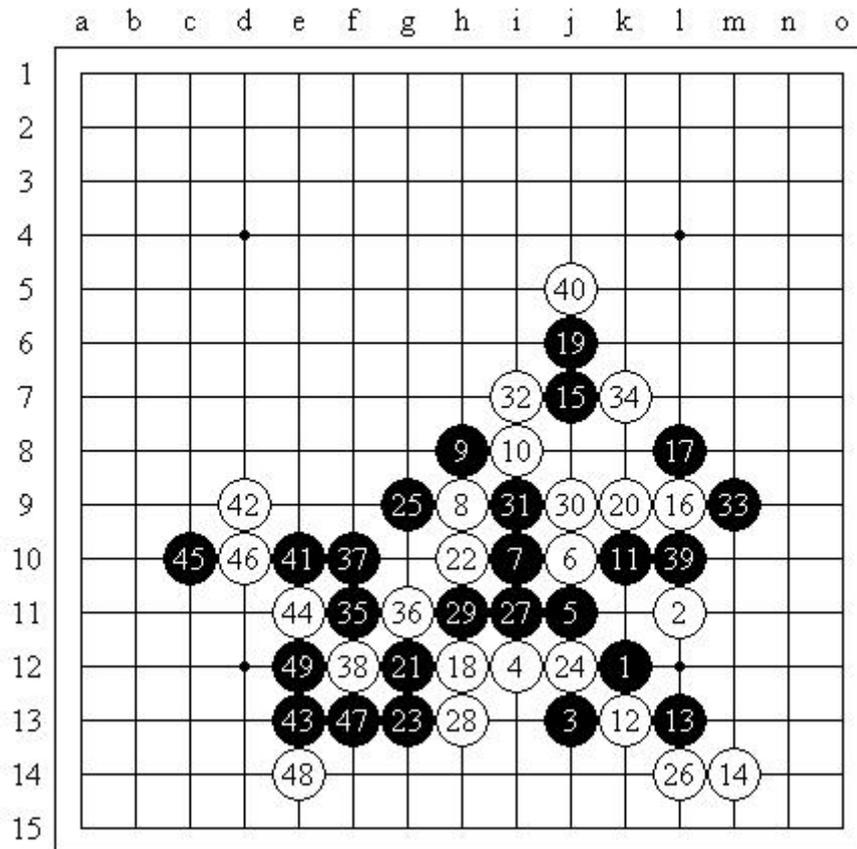
To make strategy for the very player before the tournament is useless.



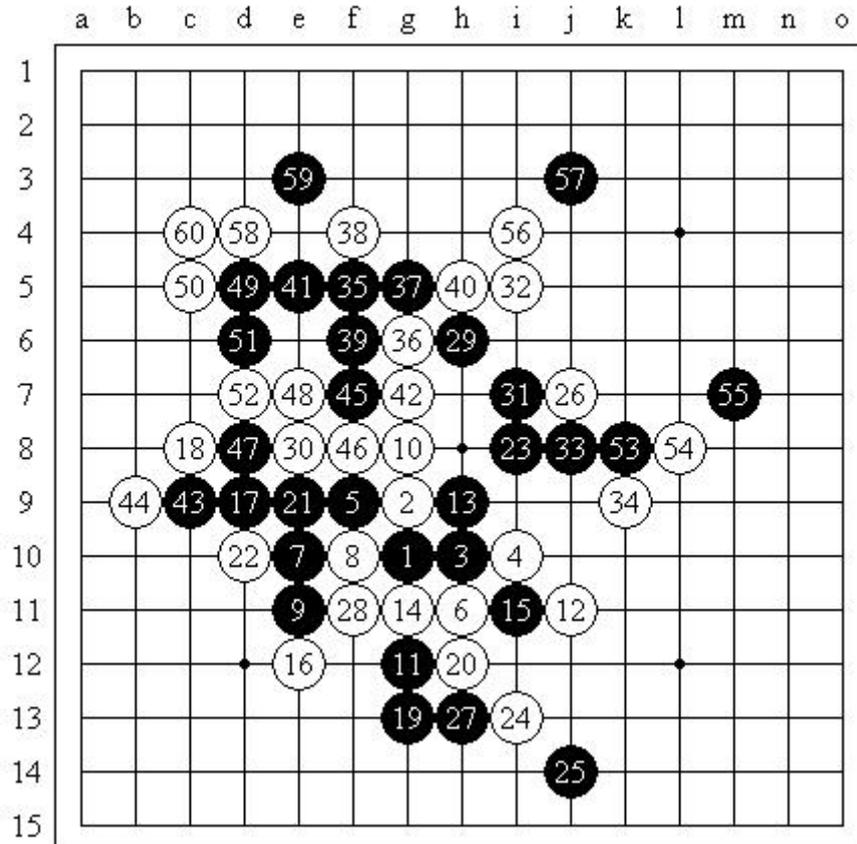


1. Many players liked the 1<sup>st</sup> stone near H8, because they can rely on RIF theory and the edge problems are fewer than other situations.
2. Many players liked the 1<sup>st</sup> stone at the corner(such as D12 point, totally 20 times), they were curious about it and they also thought if so,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

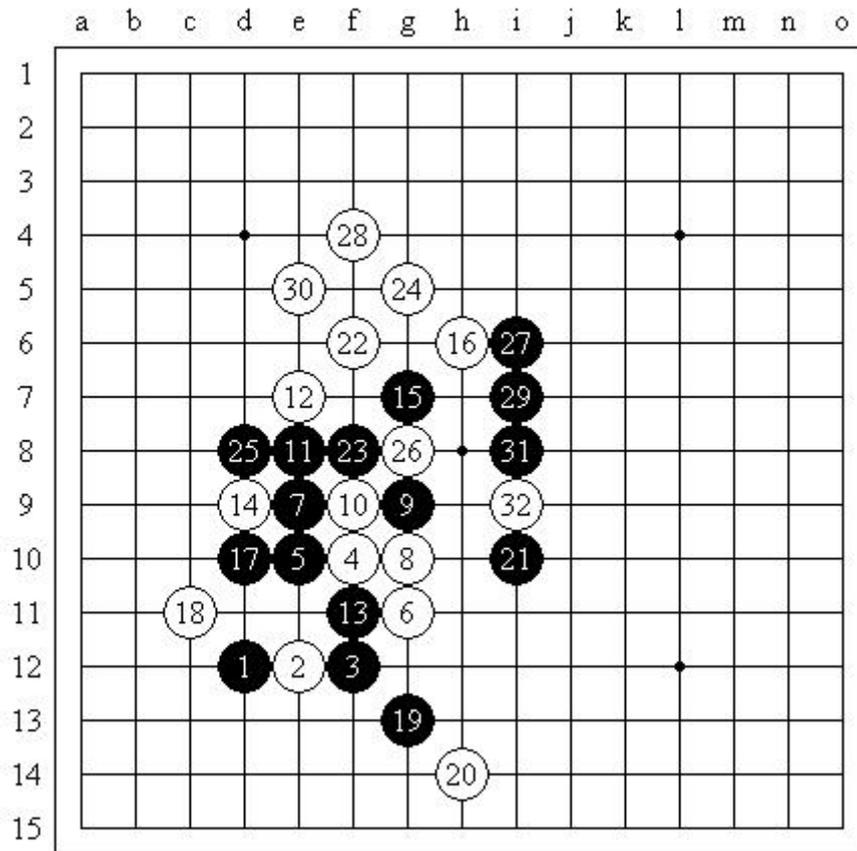
Usually, after opening, tentative white players didn' t choose to swap and more white winning than black. Maybe these data says black is less advantage than white in this rule, but after serious studying and searching, this phenomenon can disappare.



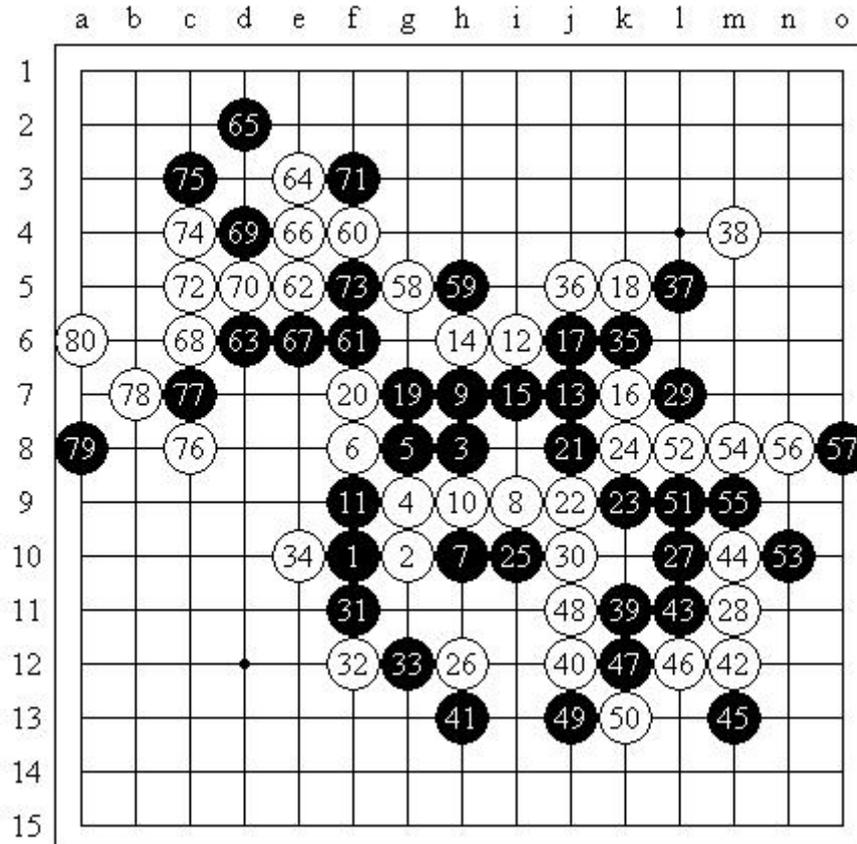
Round 1: k12-l11-j13, -, **B: Li Yi**, W: Wu Gang, 5A=i11, 1-0



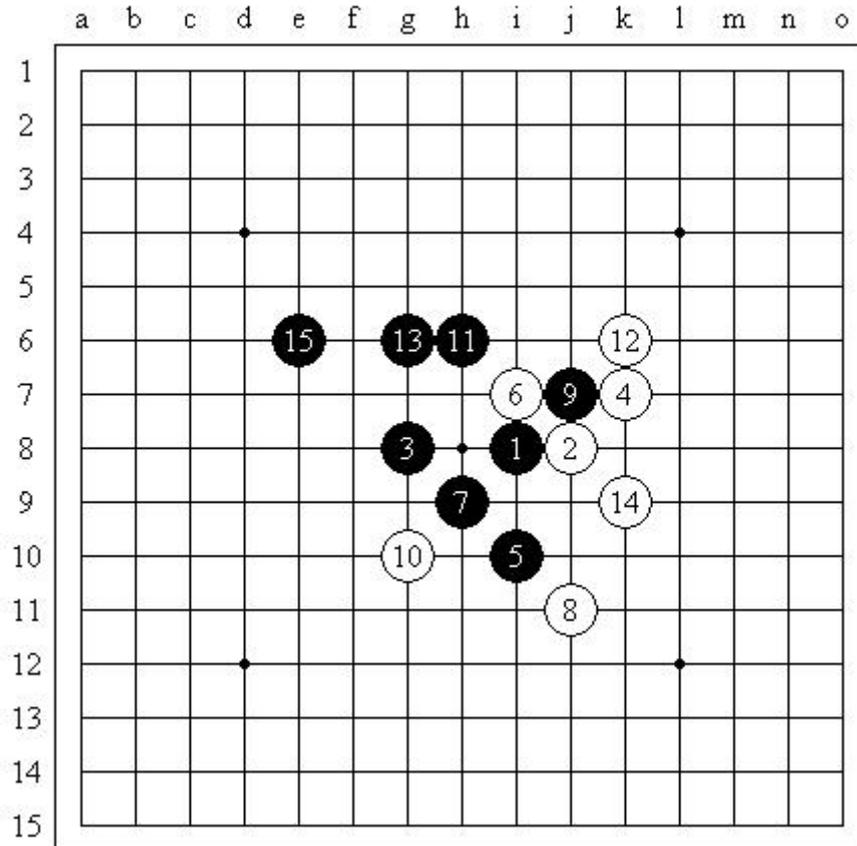
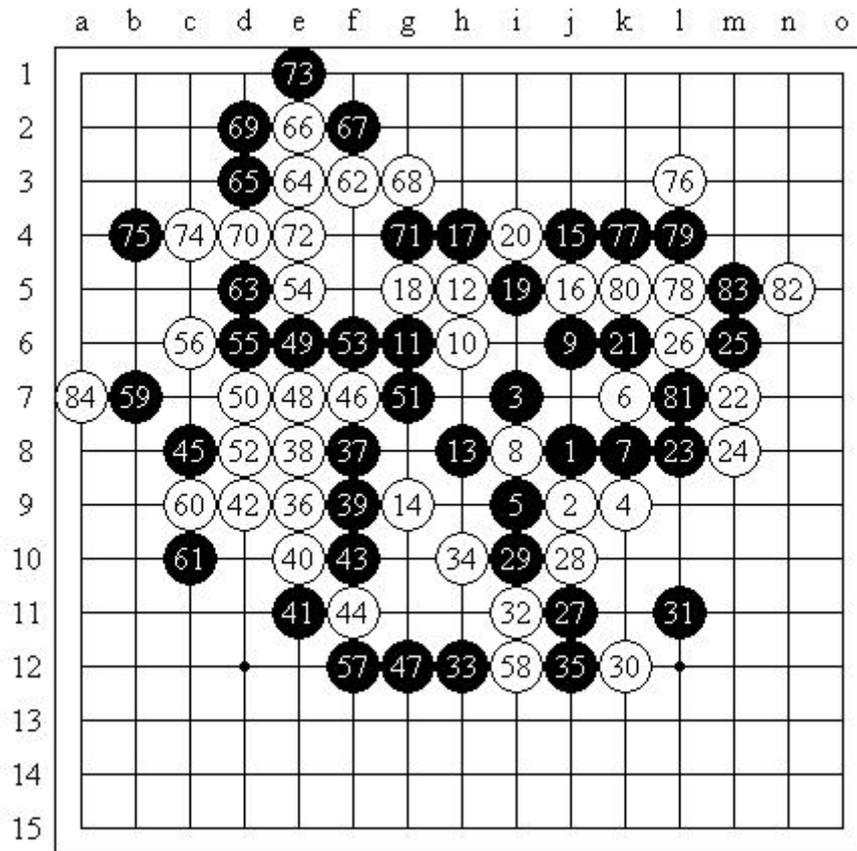
Round 2: g10-g9-h10, -, **B: Qiu Yunfei**, W: Li Yi, 5A=h11, 1-0



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



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



Translated into English by Wu Chenghao  
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