



BULLETIN 1

Saturday July 6, 2002

On Friday, July 5, 2002 the 7th Computer Olympiad was opened. Below we reproduce the opening speech by the alderman of Maastricht Mr. J. Jacobs, give a report on the Players Meeting, the basic ranking of the chess programs, the results of the first round, a report on the Scrabble Match humans against the World Champion Scrabble program MAVEN, the results of Shogi and LOA.

1. Opening Speech

Welcome to the
7th Computer Olympiad
in Maastricht

by Mr. J. Jacobs
Alderman of Finances and Culture of Maastricht

Ladies and Gentlemen,

On behalf of the Mayor and the City Council of Maastricht I would like to welcome you as participants of the 7th Computer Olympiad. With much pleasure I have observed that this year the Computer Olympiad will be held again in Maastricht. In my function of Alderman of Finances and Culture of Maastricht, I feel privileged to open the Olympiad officially. In the Computer-Games Olympiad, three noteworthy characteristics of Maastricht, namely Culture, Games, and Science, come together in a symbiotic harmony.

Maastricht is proud to host the Computer Olympiad for the third time. The first time was eleven years ago, in 1991. And, of course, we all remember last year's Computer Olympiad, which was a successful event in the framework of the University's celebration of its 25th birthday. Now, in 2002, I would like to speak of a tradition. In my opinion Culture, Games and Science belong to Maastricht in the same way as the rivers Meuse and Jeker belong to the city. In this perspective it is my pleasure to welcome you, participants, in this magnificent townhall.

A few words on Maastricht, its history, its townhall and its place in Europe may be in order. Let me start with the last issue. Maastricht has been at the very beginning of the actual implementation of the European Union and I can assure you that in those times, say 1994, it was challenged by many countries whether we should progress in the way we finally did. Today we form a real community with most European countries. This is best embodied in the fact that you do not have to change any currency when coming from a "neighbouring" country. We are proud of our Euro and consider it a big step forward. I admit that it is true that many of you still have to change their money, since they come from even farther, namely from Japan, Taiwan, New Zealand, Israel, Canada or the USA. Whatever the case, you are welcome in our community and we hope that you will experience how really connected Europeans feel themselves at this moment.

Not everywhere in the world we face such a community feeling. Currently we live in times of aggression and fights. Therefore it is my belief that a well-developed community feeling and a true sharing of culture, science and games is an appropriate means to understand each other and to have respect for the existing differences.

After this reflection on the current state of the world, I would like to restrict myself to only a few words on Maastricht and on this townhall. Maastricht is one of the oldest cities of the Netherlands. Its history goes back to the times of the Roman Empire, when parts of Julius Caesar's army crossed our borders and built bridges over the river Meuse. Recently, we have excavated ruins of that time. Around 2000 we were giving our city a new modern face by building new offices and houses. Preparing the ground for these massive and impressive buildings we found many relics. These findings delayed the building with some months but it was worth the trouble, since now we are in possession of particular memories of our history. For those of you, who have some spare time during the Olympiad – or who stay afterwards some days in our city – a visit to the well-known Bonnefanten Museum is recommended.

The townhall is a prominent architectonic performance. The hall was built from 1659-1664 by the famous architect Pieter Post. Of course, I can provide you with many details, but I assume architecture is not your cup of tea. Therefore, I only would like to draw your attention to the double stairs, a wall painting, and the hall itself.

As you may understand, Maastricht is also pleased to host the 10th World Computer Chess Championship and the Open World Draughts Championship 2002. It is the first time in history that either such a World Championship is held in our city. Both tournaments provide me with the opportunity to recall the performances of four countrymen in these domains. For you who are knowledgeable in the field they are, of course, players like Doctor Max Euwe, Doctorandus Piet Rozenburg, Ton Sybrands and Harm Wiersma. Once arrived at this stage, I am honoured to single out a few participants for a personal welcome. First of all, I am honoured that the current World Chess Champion of all categories, the program SHREDDER participates in this tournament, as does the current World Microcomputer Chess Champion, the program JUNIOR. Therefore I would like to welcome their authors Mr. Stephan Meyer-Kahlen (from SHREDDER) and Mrs. Amir Ban and Shay Bushinsky (from JUNIOR). Immediately after these Chess World Champions I would like to welcome the authors of the current unofficial Draughts World Champion, Mr. Nicolas Guibert and the previous Dutch World Computer-chess Champion, Mr. Frans Morsch. Welcome to Maastricht, gentlemen and may the city be an inspiration to your programs.

These words of welcome should be extended to all other participants who are involved in the impressive list of games. It is with deep respect that I mention the games of which I have thought that they would never be mastered by a mere computer program, namely Bridge, Go, Scrabble, Backgammon, Chinese Chess, Japanese Chess (also called Shogi), Lines of Action and the newer games, such as Amazons. I am very much impressed by the decisions which can be taken by the current computer programs.

Since I am not familiar with the field of computer science I dare to ask the question: where is the end of the mimicry of intelligent behaviour. When listening to your experts, I believe that we must understand that there will be soon electronic football players, electronic coaches and even robots which can judge a court case. I hope that before this happens politicians may have their say and from my point of view I can inform you: I love culture and human deliberations, especially when they go along with a fine dinner and a beautiful glass of wine.

Coming to an end, I would like to state that the Municipality of Maastricht is grateful for the support by all organisations related to Maastricht and to the University, which made this Olympiad possible. I am very pleased that some major sponsors understand the importance of this event. In particular, I am very happy with the adequate cooperation between our city, of which I am a representative, our University, where the tournament takes place and the many computer firms, such as SUN, SGI and the Regenboog Sittard. Together with the scientific organisation NWO, they brought us here in Maastricht.

Finally, I would like to thank the IKAT organisation (IKAT stands for Institute for Knowledge and Agent Technology) for all effort performed to organize this Olympiad; in particular my compliments to Mrs.

Hellemons, the chair of the organisation committee. She made you play and I hope that the week to come will be competitive, sportive and relaxed.

I actually hope on real competition. Being forced to use the last resources of your programs will show progress in development. Such an exhibition is good for science, in the spirit of games, and, of course bound to be part of culture. All that is good for the city of Maastricht.

Therefore, I now officially declare the 7th Computer Olympiad for opened.

I thank you for your attention.

2. Report on the Players Meeting

1. The Chairman opened the meeting on 12.30. He welcomes David Levy, the President of the ICCA, and Hiroyuki Iida, the Secretary-Treasurer of ICCA.

Moreover, he requested a moment of attention to the passing away of Mrs. Coby Louwman, the wife of Jan Louwman. She was a more than regular visitor of our championships.

2. The Chairman explained the financial circumstances of the tournament as mentioned in the papers (withdrawal of the main sponsor) and informed the audience on the number of 18 participants. In the programme booklet still the number of 20 is mentioned, but here we have two withdrawals, too.
3. The usual ICCA ruling applies, which means that participants of the WCCC2002 should be member in good standing (3-years membership rule).
4. The tournament ruling

Summary: 5 hours per round

time control 60 moves in two hours + ½ hour to finish the game

one title for the World Computer Chess Champion 2002-2005

one title for the World computer Speed Chess Champion 2002

schedule see programme booklet

ranking is decided by the Swiss System (opponent points), with one exception (please note: addition to previous published rules) namely with regard to article 9, which follows in the final version below.

Article 9:

Tie-braking rule for the first places (a) if precisely two participants are tied for the first place, a play-off match of one game (each player one hour) is played. Should that game be drawn two blitz games of 10 minutes each are played. If that match results in 1-1 then a sudden-death game decides.

(b) if three or more participants are tied for the first place, then the two participants ranked more highly according to the reduced sum of the opponent's score will play the play-off match as defined under (a). [the reduced sum means that the two extreme results (best and worst) are not included in the sum of the opponent's score]

5. The Tournament Director is Jaap van den Herik. Assistant TD: Jos Uiterwijk.

In cases of emergency potential assistants are: David Levy, Jonathan Schaeffer, Tony Marsland.

Committee of Appeal: Chair: David Levy

Member: Jonathan Schaeffer/Tony Marsland

Player member: Mr. Hüber (first member)

Mr. Isenberg (second member)

Mr. Donninger (third member)

6. Questions on the rules

1. No use of clocks when both sides are in the opening book

2. A programmer may adjust the internal clock three times in the first-sixty moves.
(or adapt the time settings after every ten moves, if the program requests so)

7. Communication is near the TD's table

8. PGN-files should be handed in to Jos Uiterwijk or Jeroen Donkers

9. The original ranking is:

No	Name	No	Name
1	SHREDDER	10	ISICHESS X
2	JUNIOR	11	IKARUS
3	QUEST	12	POSTMODERNIST
4	GOLIATH	13	SJENG
5	DIEP	14	SHARKY
6	BRUTUS	15	CHINITO
7	PARSOS	16	XINIX
8	INSOMNIAC	17	NOONIANCHESS
9	WARP	18	SPIDERCHESS

10. The Schedule is given under tournaments results.

11. Additional remarks:

Other games

Workshop in the evenings of Saturday, Sunday and Monday

Blitz Tournament: Tuesday afternoon

Invitation for the participants dinner on Thursday evening at 19.00 hours; register at the information desk Sunday or Monday.

The setting was closed at 13.20 hours

3. Scrabble

Brian Sheppard's program MAVEN played four demonstrative games. MAVEN is originally an English Scrabble program. Last Friday Sheppard successfully defended the MAVEN results in a ceremony, which earned him a doctor's title. The title of his Ph.D. thesis reads: *Towards Perfect Play of Scrabble*. For the Olympiad he had built a Dutch version.

Saturday first a training game was played. Please note that every content is of scientific value.

The four actual demonstration games had the following result.

MAVEN won two games convincingly, this made for 4-0. Sheppard mixed up one game, by making a mistake in the input. MAVEN was more than one hundred points ahead and should certainly have won this game, but according to official rules we may count any deficit as a loss.

The fourth game was even more particular. In the endgame MAVEN finished as the first with emptying its rack. According to the American rules the game then stops and remaining points are doubled in favour of the winner. According to this count the game was drawn. However, the Dutch rules are completely different: (1) if the first finisher is the initial starter of the game, then the opponent still has a turn and (2) at the end the points are not doubled. According to this counting the human beings won the game.

The atmosphere was friendly and in fact it was a learning experiment. So it was decided that the match was drawn. A good result for both.

After the invited lecture of the Workshop, the Dutch Scrabble players understood how well MAVEN was constructed, add what the value was of their performance. Great.

10th World Computer Chess Championship

Round 1

Results

No	Name	Total	Result	Name	Total
1	Shredder,	[0]	1:0	IsiChess X,	[0]
2	Ikarus,	[0]	==	Junior,	[0]
3	Quest,	[0]	1:0	Postmodernist,	[0]
4	Sjeng,	[0]	1:0	Goliath,	[0]
5	Diep,	[0]	1:0	Sharky,	[0]
6	Chinito,	[0]	0:1	Brutus,	[0]
7	ParSOS,	[0]	1:0	XiniX,	[0]
8	NoonianChess,	[0]	0:1	Insomniac,	[0]
9	Warp,	[0]	1:0	SpiderChess,	[0]

Games of round 1

Quest - Postmodernist

1.e4 c5 2.Nf3 g6 3.d4 cxd4 4.Nxd4 Nc6 5.c4 Bg7 6.Be3 Nf6 7.Nc3 Ng4 8.Qxg4 Nxd4 9.Qd1 Ne6 10.Rc1 Qa5 11.Qd2 d6 12.Be2 Bd7 13.O-O Bc6 14.Rfd1 Bxc3 15.Rxc3 Bxe4 16.c5 Rd8 17.cxd6 Bc6 18.Bf4 Nxf4 19.Qxf4 O-O 20.Rh3 g5 21.Rg3 h6 22.h4 Rxd6 23.Rxd6 exd6 24.hxg5 Qe5 25.gxh6+ Kh8 26.Qg4 Be4 27.Qg7+ Qxg7 28.hxg7+ Kg8 29.gxf8=R+ Kxf8 30.Bf3 Bxf3 31.Rxf3 Ke7 32.Rb3 b6 33.Ra3 a5 34.Rb3 a4 1-0

Chinito – Brutus

1.e4 c5 2.Nf3 d6 3.d3 Nc6 4.d4 cxd4 5.Nxd4 Nf6 6.Bb5 Qb6 7.e5 Bg4 8.Bxc6+ bxc6 9.Ne2 dxe5 {game ended due to technical problems of Chinito} 0-1

NoonianChess - Insomniac

1.Nf3 d5 2.g3 Nf6 3.Bg2 c6 4.O-O Bg4 5.d3 Nbd7 6.Nbd2 e5 7.e4 dxe4 8.dxe4 Bc5 9.Qe2 h5 10.Nb3 h4 11.gxh4 Rxh4 12.Qd3 Bxf3 13.Bxf3 Ng4 14.Bxg4 Rxg4+ 15.Kh1 Qf6 16.f3 Rh4 17.Rd1 Rxh2+ 18.Kxh2 O-O-O 19.f4 Rh8+ 20.Kg2 Qg6+ 21.Qg3 Qxe4+ 22.Qf3 Rh2+ 23.Kxh2 Qxf3 24.Rd3 Qf2+ 25.Kh3 Qf1+ 26.Kg3 Bf2+ 27.Kf3 Be1+ 28.Ke3 Qf2+ 29.Ke4 Qe2+ 30.Re3 Nf6+ 31.Kxe5 Qb5+ 32.Kd6 Bb4+ 33.Nc5 Qxc5# 0-1

Sjeng - Goliath

1.e4 c5 2.c3 Nf6 3.e5 Nd5 4.d4 cxd4 5.Nf3 Nc6 6.Bc4 Nb6 7.Bb3 d6 8.exd6 Qxd6 9.Na3 dxc3 10.Qxd6 exd6 11.Nb5 cxb2 12.Bxb2 Rb8 13.Ng5 Be6 14.Nc7+ Ke7 15.Ncxe6 fxe6 16.Nxe6 Ne5 17.O-O Nec4 18.Bd4 Kxe6 19.Bxb6 Rc8 20.Bxa7 d5 21.Rae1+ Kd7 22.Bd4 Rc6 23.Re2 Rh6 24.Ba4+ Kc7 25.Rc1 Rh4 26.Bxg7 Bxg7 27.Re7+ Kd6 28.Rxg7 Ne5 29.Bb5 b6 30.a4 Rd4 31.g3 Nc4 32.f4 h5 33.Rg6+ Kc7 34.f5 Rf8 35.Re1 Kd8 36.f6 Nd6 37.Re6 Nc4 38.Rg7 Rd2 39.Ra7 1-0

ParSOS - XiniX

1.e4 e6 2.Nf3 d5 3.exd5 exd5 4.d4 Bd6 5.Bd3 Nf6 6.Qe2+ Be6 7.Ng5 Qe7 8.Nc3 a6 9.Nxe6 fxe6 10.Bg5 O-O 11.O-O Nc6 12.Rae1 h6 13.Be3 e5 14.dxe5 Bxe5 15.Kh1 Qb4 16.Bd2 Qxb2 17.Rb1 Qa3 18.Rxb7 Rfe8 19.Qf3 Rad8 20.Nxd5 Rxd5 21.Bh7+ Kxh7 22.Qxa3 Rxd2 23.Qf3 Nd8 24.Rbb1 g6 25.Rfe1 Kg7 26.Re2 Rxe2 27.Qxe2 Re6 28.h3 h5 29.g4 Nd5 30.Qd3 Rd6 31.gxh5 Nc3 32.Qe3 Nc6 33.Rg1 Nd5 34.Qf3 Nde7 35.hxg6 Rf6 36.Qe2 a5 37.h4 Rxg6 38.Rxg6+ Kxg6 39.Qg4+ Kh7 40.Qe6 Kg7 41.h5 Kf8 42.f4 Bh8 43.h6 Ke8 44.h7 Kf8 45.a4 Kg7 46.f5 Kxh7 47.f6 Bxf6 48.Qxf6 Kg8 49.Kg2 Kh7 50.Kg3 Kg8 1-0

Diep - Sharky

1.d4 d5 2.c4 dxc4 3.Nf3 b5 4.a4 c6 5.axb5 cxb5 6.e3 Bd7 7.Nc3 Nf6 8.Ne5 a6 9.Be2 Ra7 10.b3 e6 11.bxc4 bxc4 12.Bxc4 Qc8 13.O-O Qc7 14.Qd3 Bc8 15.Bb2 Rb7 16.Na4 Ra7 17.Rfc1 Qd8 18.Nb6 Qxb6 19.Bb5+ axb5 20.Rxc8+ Qd8 1-0

Ikarus - Deep Junior

1.d4 d5 2.Nf3 c6 3.c4 Nf6 4.e3 e6 5.Nc3 Nbd7 6.Bd3 dxc4 7.Bxc4 b5 8.Be2 Bb7 9.O-O Be7 10.e4 b4 11.e5 bxc3 12.exf6 Bxf6 13.bxc3 O-O 14.Rb1 Qc7 15.Bf4 Qxf4 16.Rxb7 Nb6 17.g3 Qf5 18.Ne5 Bxe5 19.Bd3 Qf6 20.Qh5 g6 21.Qxe5 Qxe5 22.dxe5 Rfb8 23.Rc7 Rc8 24.Rxc8+ Rxc8 25.Be4 c5 26.f4 Rd8 27.Rc1 Rd2 28.Rc2 Rxc2 29.Bxc2 f6 30.exf6 Kf7 31.Kf2 Kxf6 32.Ke3 e5 33.Be4 Ke6 34.fxe5 Kxe5 35.Bf3 Nc4+ 36.Ke2 a5 37.Kd3 Nd6 38.c4 Kf5 39.Bc6 Kg4 40.Bg2 g5 41.a3 h6 42.Kc3 Nf7 43.Bd5 Nd6 44.Bg2 Nc8 45.Kd2 Nd6 46.Kc3 1/2-1/2

Shredder - Isichess

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Nf6 5.Nxc6 bxc6 6.e5 Qe7 7.Qe2 Nd5 8.c4 Ba6 9.b3 O-O-O 10.Bb2 g6 11.Qd2 Nb6 12.Bd3 d5 13.cxd5 Bxd3 14.Qxd3 Rxd5 15.Qa6+ Kb8 16.O-O Bg7 17.Na3 Qb4 18.Rad1 Ra5 19.Nc2 Qc5 20.Qd3 Rxa2 21.Rb1 Ka8 22.Rfc1 Rxb2 23.Rxb2 Bxe5 24.Ra2 Nd5 25.b4 Qb5 26.Qa3 Qb7 27.Ne1 Nxb4 28.Rb1 c5 29.Nf3 Bd6 30.Rab2 f5 31.Ng5 a6 32.Nf3 Re8 33.Qb3 Qd5 34.Qa4 Re7 35.Rd2 Qc4 36.Qd1 h6 37.Rc1 Qe6 38.Qf1 g5 39.Re1 Qf7 40.Ra1 Ka7 41.Rb2 c4 42.Nd2 Qh5 43.g3 c3 44.Rxb4 Qe2 45.Rba4 cxd2 46.Rxa6+ Kb7 47.Qb1+ Kc8 48.Qxf5+ Re6 49.Rxd6 cxd6 50.Ra8+ Kd7 51.Ra7+ Kc6 52.Qc2+ Kd5 53.Ra5+ Kd4 54.Qb2+ Kc4 55.Qb5+ Kc3 56.Ra3+ Kd4 57.Ra4+ Kc3 58.Qb4+ Kc2 59.Ra2+ Kd3 60.Ra3+ Kc2 61.Rc3+ Kd1 62.Qb1# 1-0

Warp - SpiderChess

1.d4 d5 2.c4 e6 3.Nc3 a6 4.cxd5 exd5 5.Bf4 Nc6 6.e3 Bb4 7.Bd3 Nge7 8.a3 Bxc3+ 9.bxc3 Ng6 10.Bg3 O-O 11.Qh5 Nce7 12.Nf3 Bd7 13.Ng5 h6 14.Nxf7 Rxf7 15.Bxg6 Nxb6 16.Qxg6 Qe7 17.Be5 Bf5 18.Qh5 Bd3 19.Qd1 Bc4 20.h4 Qe6 21.Rh3 Raf8 22.Rg3 Qf5 23.f4 Re7 24.Rb1 b6 25.Kf2 Rfe8 26.Rb2 Qd3 27.Qxd3 Bxd3 28.Rh3 Bf5 29.Rh1 b5 30.Ra1 c6 31.a4 Re6 32.h5 Bg4 33.Rh1 R6e7 34.Kg3 Bf5 35.Ra1 Bd3 36.axb5 Bxb5 37.Kf3 Bd3 38.Rb6 Rc8 39.g4 Ra7 40.Ra5 Bb5 41.g5 hxg5 42.fxg5 Rf7+ 43.Bf4 Re7 44.Ra3 Re6 45.Ra2 Rce8 46.Kg3 Bc4 47.Ra1 Bd3 48.Kf3 Rf8 49.Ra2 Rfe8 50.Kf2 Bc4 51.Ra1 Rf8 52.Kg3 Rfe8 53.Rb2 Rf8 54.Rb7 Rf7 55.Rb6 Rf8 56.Be5 Rfe8 57.Re1 Bb5 58.e4 Bd3 59.exd5 cxd5 60.Rb7 R6e7 61.Rb3 a5 62.Kh4 a4 63.Rb2 Rc8 64.Ra1 Ra7 65.Ra3 Rf8 66.Kg3 Be4 67.Bd6 Rfa8 68.Bc5 Ra6 69.Rb7 Bd3 70.Re7 Bc4 71.Re5 Rb8 72.Ra1 Bb3 73.Rae1 Raa8 74.Ba3 Rc8 75.R1e3 Bc4 76.Kg4 Rab8 77.g6 Rd8 78.Bd6 Ra8 79.Re7 Bb5 80.Be5 Rd7 81.Bxg7 Rxe7 82.Rxe7 Re8 83.Ra7 Be2+ 84.Kg5 Bd3 1-0

Cross Table

No	Name	Feder	Rtg	1
1.	Shredder,		100	10:W
2.	Junior,		99	11:D
3.	Quest,		98	12:W
4.	Goliath,		97	13:L
5.	Diep,		96	14:W
6.	Brutus,		95	15:W
7.	ParSOS,		94	16:W
8.	Insomniac,		93	17:W
9.	Warp,		92	18:W
10.	IsiChess X,		91	1:L
11.	Ikarus,		90	2:D
12.	Postmodernist,		89	3:L
13.	Sjeng,		88	4:W
14.	Sharky,		87	5:L
15.	Chinito,		86	6:L
16.	XiniX,		85	7:L
17.	NoonianChess,		84	8:L
18.	SpiderChess,		83	9:L

Standings

Place	Name	Feder	Rtg	Loc	Score	M-Buch.	Berg.	GP
1-8	Shredder,		100	1		0.0	0.00	43.75
	Quest,		98	1		0.0	0.00	43.75
	Diep,		96	1		0.0	0.00	43.75
	Brutus,		95	1		0.0	0.00	43.75
	ParSOS,		94	1		0.0	0.00	43.75
	Insomniac,		93	1		0.0	0.00	43.75
	Warp,		92	1		0.0	0.00	43.75
	Sjeng,		88	1		0.0	0.00	43.75
9-10	Junior,		99	0.5		0.5	0.25	22.67
	Ikarus,		90	0.5		0.5	0.25	22.67
11-18	Goliath,		97	0		1.0	0.00	9.33
	IsiChess X,		91	0		1.0	0.00	9.33
	Postmodernist,		89	0		1.0	0.00	9.33
	Sharky,		87	0		1.0	0.00	9.33
	Chinito,		86	0		1.0	0.00	9.33
	XiniX,		85	0		1.0	0.00	9.33
	NoonianChess,		84	0		1.0	0.00	9.33
	SpiderChess,		83	0		1.0	0.00	9.33

Pairing round 2

No	Name	Total	Result	Name	Total
1	ParSOS,	[1]	:	Shredder,	[1]
2	Insomniac,	[1]	:	Quest,	[1]
3	Warp,	[1]	:	Diep,	[1]
4	Brutus,	[1]	:	Sjeng,	[1]
5	Junior,	[.5]	:	Goliath,	[0]
6	IsiChess X,	[0]	:	Ikarus,	[.5]
7	Postmodernist,	[0]	:	XiniX,	[0]
8	Sharky,	[0]	:	NoonianChess,	[0]
9	SpiderChess,	[0]	:	Chinito,	[0]

Lines of Action

Results

MIA III	- Pete	1-0
(T-T)	- YL	0-1
(T-T)	- MIA III	0-1
YL	- Pete	1-0
MIA III	- YL	½-½
Pete	- (T-T)	0-1

Standings

MIA III (Winands)	2.5
YL (Bjornson)	2.5
(T-T) (Iida)	1
Pete (Wallin)	0

Shogi

Results

Shotest	- ISShogi	0-1
Spear	- Tacos	0-1
Tacos	- Kanazawa	0-1
ISShogi	- Shotest	1-0
Shotest	- Tacos	1-0
ISShogi	- Kanazawa	1-0
Shotest	- Spear	1-0
Spear	- ISShogi	0-1
Tacos	- ISShogi	1-0
ISShogi	- Tacos	1-0

Standings

ISShogi (Tanase)	5
Shotest 5.6 (Rolasson)	2
Tacos (Iida)	2
Kanazawa (Todoroki)	1
Spear (Grimbergen)	0