

Civilizations varied, wisdom unbounded



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THE JOY OF A BRIGHT DAY



The Aigo Tournament 2008

Opening address by the IMSA President



Ladies and Gentlemen:

I am impressed to welcome so many students on the occasion of the 1st World Mind Sports Games here in Beijing. Let me first extend my congratulations to the Chinese participants for the good results they have obtained so far in these games. Chinese Xiangqi is

the most advantageous game for the Chinese players in the WMSG. Besides, Chinese players also are doing well in the games of Go and Chess, as well as in Bridge.

The spirit of the WMSG is "Civilization Varied, Wisdom Unbounded." Today, I am very honoured to see a new kind of wisdom: Aigo Chess. It is very interesting, because Xiangqi

and Chess are appearing on the chess board at the same time, which makes the game more interesting and competitive.

Aigo Chess brings the Chinese culture and the Western culture together and it creates an opportunity for the Chinese to learn more about Western culture and for the world to learn more about Chinese culture.

Today, I am proud to see so many youngsters from Peking and Tsinghua Universities to play Aigo Chess together. I believe that Aigo Chess will become a popular game very soon. Maybe, one day Aigo Chess can also be one of the games in the World Mind Sports Games. We are looking forward to this day, even more so because you are our future!

José Damiani



Today's Programs

Bridge

Open Teams, Women Teams, Senior Teams:

At CNCC:

11.00 hrs – 13.20 hrs.: Quarterfinal, segment 1

14.20 hrs – 16.40 hrs.: Quarterfinal, segment 2

17.10 hrs – 19.30 hrs.: Quarterfinal, segment 3

Junior Teams, played at BICC:

Under 21, Under 26 and Under 28:

10.00 hrs – 12.50 hrs.: Semifinals, segment 1

13.50 hrs – 16.40 hrs.: Semifinals, segment 2

17.10 hrs – 20.00 hrs.: Semifinals, segment 3

Youth Pairs (-28), played at BICC

10.30 hrs. – 14.00 hrs.: Preliminary, session 3

15.30 hrs. – 19.00 hrs.: Preliminary, session 4

Chess

Rapid Pairs (mixed):

10.00 hrs. -13.30 hrs: Semifinals

15.00 hrs. -19.00 hrs: Finals

Draughts

100 square men and 100 square women:

10.00 hrs.: Final

16.00 hrs.: Barrages (tie-breaks)

64-square Individual Men

10.00 hrs. – 13.30 hrs.: Round 1

16.00 hrs. – 19.30 hrs.: Round 2

64-square Individual Women

10.00 hrs. – 13.30 hrs.: Round 1

16.00 hrs. – 19.30 hrs.: Round 2

Go

Teams, women:

10.00 hrs. – 13.30 hrs.: Round 3

15.00 hrs. – 18.30 hrs.: Round 4

Xiangqi

Teams, women:

09.00 hrs. – 12.00 hrs.: Round 1

15.00 hrs. – 18.00 hrs.: Round 2

Teams, men:

19.30 hrs.: Draw

Chess Results Rapid Mixed Pairs Preliminary - Ranking after 9 Rounds

Rk.	Team	Games	TBI				
15	Hungary	9		15	Hungary	9	9
16	USA	9	15	16	USA	9	9
17	South Africa	9	13	17	South Africa	9	9
18	Philippines	9	12	18	Philippines	9	9
19	Luxembourg	9	11	19	Luxembourg	9	8
20	England	9	11	20	England	9	8
21	Mexico	9	11	21	Mexico	9	8
22	Finland	9	11	22	Finland	9	8
23	Netherlands	9	11	23	Netherlands	9	7
24	Lithuania	9	11	24	Lithuania	9	7
25	Denmark	9	10	25	Denmark	9	7
26	Turkmenistan	9	10	26	Turkmenistan	9	7
27	Japan	9	10	27	Japan	9	5
28	Chinese Taipei	9	10	28	Chinese Taipei	9	4
29	Ireland	9	10	29	Ireland	9	1

Medal Standing for the 1st World Mind Sports Games

Country (Region)	Gold	Silver	Bronze
1 China	5	4	4
2 Korea	1	3	2
3 Ukraine	1	2	1
4 Norway	1	1	0
Bulgaria	1	1	0
6 Russia	1	0	1
7 D.P.R.Korea	1	0	0
Sweden	1	0	0
Ecuador	1	0	0
10 France	0	1	0
India	0	1	0
12 Singapore	0	0	1
Vietnam	0	0	1
Greece	0	0	1
China Hongkong	0	0	1
Malaysia	0	0	1

Draughts competition reaches the climax

Belarussian Gantvarg won his game against Tokusarov from Russia and thereby secured his participation in the semifinals.

For Georgiev it was enough to have a draw for the second time against Chizhov. According to Chizhov "this advantage is like weight lifting in the same category with a 100 kilo weight difference between the contestants". Needless to say, it was a draw again and Georgiev reached the semifinals. The game between Latvian Valneris and Ukrainian Anikeev ended in a draw too. The Latvian proceeds to the semifinals.

Getmanski from Russia also reached the semifinals. He got some unexpected help from his opponent Ndjofang from Cameroon who brought his phone to the tournament. Elsewhere in this issue you will find out about the effect of this move.

At the women's play-off, Russian team member Tansykkuzhina chose

the direct route to the next round, she won her game against Litvinenko, one of the three Ukrainian women who played in the quarterfinals.

Two Dutch women played against each other in the playoffs. Chub played a very strong game while Hoekman could not do anything else than to accept a draw.

The game between Balthazi and Tkachenko was also one between two fellow country women of which only one would go on. It ended up being Balthazi giving world champion Tkachenko a free day tomorrow.

Another draw occurred between Latvian Golubeva and Russian Sheshtakova. This pushed the Latvian to the semifinals.

All of the players in the semifinals agreed to a draw and therefore will be playing barrages after the deadline for this Daily Bulletin edition. Our readers will find the results on www.wmsg-draughts.org

Round of 8 - Men

Alexander Georgiev - Alexei Chizhov 1* - 1

Anatoli Gantvarg - Iwan Tokusarov 2 - 0

Guntis Valneris - Yuriy Anikeev 1* - 1

Jean-Marc Ndjofang - Alexander Getmanski 0 - 2*

Round of 8 - Women

Tanja Chub - Nina Hoekman 1* - 1

Tamara Tansykkuzhina - Lyudmilla Litvinenko 2 - 0

Olga Balthazi - Darya Tkachenko 1* - 1

Natalia Sheshtakova - Zoja Golubeva 1 - 1*

Semifinals

Georgiev - Gantvarg 1-1 (barrage will follow)

Valneris - Getmanski 1-1 (barrage will follow)

Chub - Tansykkuzhina 1-1 (barrage will follow)

Balthazi - Golubeva 1-1 (barrage will follow)

Aigo: I + I = II



Yestrrday morning, many of our guests from abroad will have wondered what was going on in the park across the BICC. The answer is simple. It was the annual Aigo Chess meeting between Beijing's two greatest universities: Peking University and Tsinghua University. The two have cherished a long-time friendly rivalry, comparable to, for example, the traditional rivalry between Oxford and Cambridge Universities in the UK.

AIGO is also the name chosen by a company specialising in Digital Technology. Because AIGO President, Mr Feng Jun, was kind enough to have a conversation with me, I am in a position now to inform you more in detail about the concept of AIGO.

Apart from a game, AIGO is an acronym for "All Inspiration Goes into One." In Chinese, however, Aigo means: "Love for your mother," which can, of course, also mean your motherland. The idea behind it is very easy: if you join forces, you are more likely to reach any of your goals than if you keep on fighting each other. It is symbolised by the headline over this story: I + I makes no longer 2 but no less than II.

Joining the forces was beautifully brought into practice during the Closing Ceremony of this manifestation. Under bright sunshine, Mr Feng Jun kindly requested all students present to shake hands with the opponent sitting at their table. If one keeps in mind that there were 400 tables in play, one can imagine this has certainly been an emotional moment for the 800 young players attending. "You and me, heart to heart," that's what AIGO is aiming at...

Joining the forces, however, also has a global aspect in this era of globalization. Xiangqi comes from the East and Chess comes from the West. If the two succeed in understanding each other better, they will manage to avoid the traditional conflicts in future. We should not forget that, historically speaking, most conflicts arose from misunderstandings.

We should realise that avoiding a conflict is basically very simple. If we all stress the points where we are good at, and try to find as many people as possible who each have different virtues, we will have made the first and most important step. This is why, in AIGO's opinion, this 1st World Mind Sports Games for them is the platform "par excellence" to present this attitude. The IMSA and the WBF would never have been able to organise this magnificent event without the help and the experience of the Chinese organisers but the other side of this beautiful coin is that the Chinese, in return, are realising very well that they could not have organised this event without the help from abroad by the IMSA and the WBF.

AIGO also is an important sponsor of this 1st WMSG so we all should be grateful to them, too. More important, however, is the company's philosophy: the better we get to know each other, the lesser the chance that an insoluble conflict will arise. Maybe, it's not the generation of those born in the "sixties or even earlier who will effectively attack and remove this problem, but it certainly is our hope that a future generation, hopefully already the generation of students who played in this event, will find this ultimate way out.

The Interaction between WXF and IMSA

Although the World Xiangqi Federation (WXF) is not a member of the International Mind Sports Association (IMSA), it is continuously strengthening its communications with IMSA through the Daily Bulletin since the start of 1st World Mind Sports Games (WMSG).

On the afternoon of Oct. 4th, WXF held a work meeting in Beijing chaired by its President Timothy Fok Tsun-Ting and attended by the WXF Executive Committee and the team leaders. The meeting confirmed: WXF shall develop more member units so as to overcome the bottleneck that blocks the way to IMSA. The news report on the meeting was covered in full in the IMSA Daily Bulletin.

The Xiangqi competition committee attaches great importance to creating publicity for Xiangqi through the Daily Bulletin. Until today, eight issues have been published, in which there were over 20 reports on Xiangqi. Its contents covered introductions to WXF and the Chinese Xiangqi Association (CXA), resumés of the Xiangqi gold medal winners, interviews with Hu Ronghua and Xu Yinchuan, impressions from foreign players and the results of each day.

BRIDGE

OPEN TEAMS ROUND OF 16 - Results

Match	Total
1 Italy India	135 - 69
2 Poland USA	127 - 100
3 Brazil China	125 - 134
4 Norway Turkey	145 - 84
5 Israel Romania	102 - 170
6 England Bulgaria	143 - 98
7 Netherlands Estonia	99 - 89
8 Germany Belgium	210 - 89

WOMEN TEAMS ROUND OF 16 - Results

Match	Total
1 Germany Brazil	158 - 32
2 Poland China	40 - 176
3 USA Spain	161 - 73
4 Netherlands Denmark	86 - 98
5 England Singapore	175 - 122
6 France Sweden	122 - 106
7 Finland Turkey	126 - 144
8 Russia Italy	118 - 97

SENIOR TEAMS ROUND OF 16 - Results

Match	Total
1 USA Belgium	139 - 82
2 Canada Hungary	97 - 150
3 Australia Pakistan	137 - 120
4 France Egypt	135 - 136
5 Indonesia China Hong Kong	144 - 58
6 Chinese Taipei Netherlands	50 - 139
7 Japan Germany	152 - 129
8 Poland England	57 - 107

Xu Yinchuan, another great name in Xiangqi

Some days ago, I had the privilege of having a conversation with Mr Hu Ronghua, the Commander of Xiangqi in China. Today, I was honoured again when Mr Xu Yinchuan was willing to have a conversation with me, shortly after his great performance in the Individual Men event. Eight wins and just one draw in his 9 games make him a very clear and worthy winner. Congratulations to China and to him!

You will find his already quite long palmares on the right. Having read this, it looked to me as if I was on my way to meet another representative of the older generation but this turned out to be quite wrong. I met a boyish-looking 33-year old man who started off by graciously accepting my congratulations and then informing me that he, like so many Chinese, was taught the first principles of the game at primary school. Just like a few other board and card games, Xiangqi is a normal school subject, belonging to the sports department (both physical and mind sports are included here).

Mr Xu Yinchuan then went on to stress the main difference between mind sports in general and physical sports: it will cost you much, much more time. If you really want to study the game to depth, you had better play at night right into the wee hours (not every night, of course...) and even then you will find out that this game is so intriguing that it leaves you little time for leisure and entertainment.

Mr Xu comes from Guangdong. Western connoisseurs of Chinese gastronomy will immediately associate this city with the world-famous Cantonese cuisine and yes: the transcription of the city's name into English used to be "Canton." As a consequence, his mother tongue is Cantonese, a Chinese language which a native speaker of Mandarin Chinese, the country's primary language, would not easily understand.

Next, Mr Xu Yinchuan noted a marked difference between bridge and the other sports being played here at the WMSG: bridge is the only team sport of the five. Still, in Xiangqi, like in the other individual sports, you can always sit together and discuss the intricacies of the game, which will in all probability raise the level of all players involved in such a session.

Finally, the big problem for any competitor in Mind Sports; what to do if you lose a game? To Mr Xu, this is easier said than done. He still feels a little depressed when (occasionally-Ed.!) he loses a game, but he is convinced that you have to learn to accept defeat, no matter how competent a player you are. More important, however, is to learn from your defeats: at which point of the game and why did you lose? If you manage to find this out, you can avoid the same trap next time. Defeat, however, has this particular advantage: it increases your desire to win the next game so you will concentrate even better.

Xu Yinchuan



Male Chinese Xiangqi International Grandmaster
Born in Huilai, Guangdong Province, 1975

Champion of Men's Team Event at the China National Xiangqi Championships in 1989, 1993, 1999, 2000, 2001 and 2002

Champion of Men's Team Event at the Asian Xiangqi Championships in 1992, 1994, 1996, 1998, 2002 and 2006

Champion of Men's Individual at the China National Xiangqi Championships in 1993, 1996, 1998, 2001 and 2006

Champion of Men's Individual at the Asian Xiangqi Championships in 1995

Champion of Men's Individual at the World Xiangqi Championships in 1999, 2003 and 2007

Champion of Men's Team Event at the World Xiangqi Championships in 1999, 2003 and 2007

Champion of Men's Xiangqi Team Event at the China National Sports Congress in 2000 and 2002

Champion of Men's Xiangqi Individual at the China National Sports Congress in 2002

Champion of the China National Xiangqi League Division A in 2004, 2006 and 2008

Champion of Men's Xiangqi Individual at the 1st World Mind Sports Games in 2008

ALCOHOL

There have been two incidents with drunken participants: one in the playing area and one on the streets, at night, causing an injury.

Both cases are unacceptable.

The IMSA and Chinese organisation demand this must not happen again.

Go Teams Women

Group 1	cp	Group 2	cp
1 Korea	4	1 Great Britain	4
2 Germany	4	2 Chinese Taipei	4
3 DPR Korea	4	3 China	4

Draughts for smart dummies

Smart games for smart people. Most mind sports are about outsmarting the other person, this is also true in draughts. The goal of draughts is to capture all of your opponents game pieces. This requires some intelligence and skill. In this article the rules of the international 10x10 game will be explained.

The international game is played on a board with 100 squares. Sitting behind the board, there must be a black square in the most bottom left corner. Twenty black game pieces and twenty white game pieces are placed on the black squares at opposing sides of the board. The two middle rows are left free of game pieces. Only the black squares are used.

The player with the white game pieces begins the game by moving a token one square diagonal to the right or left. You can only move the game pieces forward as there are no backwards moves allowed except if you are capturing your opponents game piece. You can capture your opponents game piece by jumping over it to another free square. Capturing is obligatory! You can capture as many game pieces as possible in one move, that is if the free spaces give you the opportunity. When there are more options on capturing, you are obliged to take the option where you can capture the most game pieces. Jumping over the same game piece in one move is not accepted, but crossing a free square repeatedly is no problem.

When you reach the opposite side of the board your game piece will be crowned king, this is distinguished by placing one of the opponent's game pieces on top of your game piece. Mind you: this only happens when the game piece stops at the end of the board, not when it passes through on a manoeuvre. A king can move multiple squares in one move on the same line. The other advantage of a king is that it is allowed moving both forward and backward. After capturing a game piece, you can choose at which square to stop your king, it does not necessarily have to be the immediately next square. When you have the possibility of capturing pieces with a game piece and a kinged game piece both, you have a free choice. No obligations there.

When your opponent runs out of game pieces, you win! When the opponent cannot make any move at all, the victory is yours and yours alone. Enjoy playing international draughts!

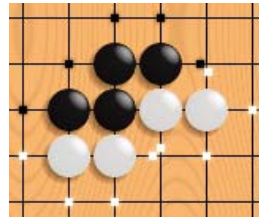
Today's Awards Presentations

14th Medal	Draughts 100-square Individual Women
15th Medal	Draughts 100-square Individual Men
16th Medal	Chess Pairs Rapid Mixed

All awards will be presented in the Convention Hall No. 3, BICC, Ground Floor.

A special occasion for Go

by James Davies



After taking second place in the World Amateur Go Championship in 2005 and third place in 2006, Jo Taewon of DPR Korea has reached the top of the amateur go world by winning the gold medal in the individual open

competition at the 2008 World Mind Sports Games. The final game was close all the way. Both Jo and his opponent, Ham Youngwoo of the Republic of Korea, built territory and took no risks. Ham, playing white, appeared to have a small advantage for most of the game. Just before the end, it also appeared that Jo had run out of time, but Ham generously allowed Jo to play on, and also let him connect the final ko. As it turned out, white's lead had been a little smaller than it seemed. Jo won the game by half a point.

The playoff for the bronze medal was won by Lee Yonghee of the Republic of Korea. China's Wang Chen resigned when he was unable to save a large group of stones in the center.



The red-uniformed DPR Korean team, which had been following the final game closely with Japanese pro 9-dan Enda Hideki, disappeared shortly after the game ended and reappeared at the evening awards ceremony, the young men clad in black suits and ties, the young women in strikingly coloured traditional hanbok. It was a smiling trio that accepted the medals from Martin Stiassny and bouquets from Shigeno Yuki of the International Go Federation, and then joined hands in a victory salute. Ham and Lee looked even happier about the outcome than Jo, but it was Jo who got a standing ovation from the audience. The Republic of Korea has gained a third silver medal and a second bronze, but in the clear skies over Beijing, the gold star was shining in the north.

The True Story of Ah Q for Xiangqi Competition



Here I'm talking about another Ah Q, a Xiangqi player named Aqil Kabatal, who is present here at the 1st World Mind Sports Games (WMSG) but is living in the United Arab Emirates (UAE). In fact, this Aqil is quite similar to the one we all know. Yesterday at BICC, he showed great tact in offering cigarettes to the reporters and said in a sort of Sichuan accent: "I know about Lu Xun and I have read the English version of The True Story of Ah Q. I love my name. The one who has given me the name must have been a fortune-teller!"

The 45-year-old Aqil has just been learning Xiangqi for one and a half months, so we can't expect too much of him. On Oct. 9th, the frequently frustrated Aqil finally resigned in the 5th round. Guo Liping, the deputy team leader of Chinese Xiangqi delegation and a former world champion, specifically expressed her sympathy on the phone. Aqil explained to her, "My brain has been doing overtime for days; I'm too tired...". However, this afternoon, he appeared at the venue in good spirits again and suffered from the sharp moves by a former-Chess-coach player.

Aqil very much regretted the loss of the game. He showed us self-mockingly how he suddenly was defeated in the match. "It seems you're the only one who has lost all his matches. There are three rounds left. Will you still take part?" Aqil looked at me surprisingly and retorted, "Why not? I know all the others here have been studying Xiangqi for at least 15 years, whereas I just did so one and a half months. It's natural for me to lose. What's more, I'm just playing to use my head and make friends now. If you wonder how excellent I am, come and see my performance at the next WMSG."

Aqil is actually a businessman. He has his own company and factory in Dubai and Shenzhen. His business ranges from art work and tourism to foreign commerce and trading consultancy. The reason why he became acquainted to Xiangqi is his Chinese friend Tang Zhengang, who some day taught him some basic skills within half an hour and left him an English Xiangqi book for beginners. Instantly Aqil liked

the game and enrolled his name for the 1st WMSG with Tang Zhengang as his coach.

"What can Xiangqi bring to a UAE player's life?"

Aqil replied, "The common ground for Xiangqi and business lies in the use of one's head. I love this game and I'm kind of a nostalgic person. Xiangqi always brings me back to the ancient theatre of war. I just believe in one thing in my life, that is, whatever others can do, I can. Of course, in the process, you can't deceive yourself, just as you can't in business. What I mean is, one should have faith and faithfulness at the same time." These words lingered for long in my mind.

At the end of the conversation, Aqil proudly told me he's going to set up a Xiangqi club when he's back in Dubai. "The first coach is definitely myself", He also expressed his intention of having Guo Liping as his master, "That way, people will be more concerned about my performance at the next WMSG."

Who said Xiangqi is only engaging to the Chinese?

A 21st century way of losing your match

One of the pairings in yesterday's quarterfinal of the men's 100-square draughts was between Alexander Getmanski (Rus) and Jean-Marc Njodofang. The latter originally comes from Cameroon but is now actually living in the Netherlands. They had to play just one match to decide who would proceed into the semis; if there would be a draw, they would continue playing later in the day, with less and less time allowance until either player would emerge the winner.

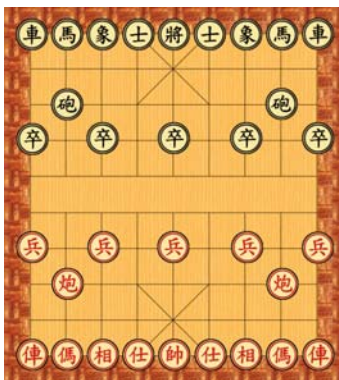
As it happened, Getmanski went through to the semis though he did not actually win the game on the draughts board. At a certain moment during the match, Jean-Marc's mobile phone rang. This meant he had to forfeit the game...as had happened to him several times before, in national competitions in the Netherlands.

By-laws about mobile phones in draughts competitions are a lot stricter than for example in bridge competitions. If your mobile phone rings at draughts, you immediately lose the game in progress. At bridge, the approach is different. You are not allowed to have your mobile phone with you, not even if it is duly switched off. This is to prevent the possibility of sending messages to your team-mates during play. From time to time, there are random checks of handbags and more. If you are caught, it might well cost you up to 100 Euros but at least, you won't lose your match immediately.

Which way of dealing with handphones do you prefer, dear reader?



Ranking of Men's Individual Xiangqi 男子个人象棋赛名次公布



N ^o . 代号	Team 代表队	Name 姓名	Points 积分	Rival's point 对手分	Victory game 胜局
1	CHN 中国	Xu Yinchuan 许银川	17	103	8
2	CHN 中国	Hong Zhi 洪智	16	107	7
3	MAS 马来西亚	Look Kongdwa 陆光铎	13	107	6
4	VIE 越南	Nguyen Thanh Bao 阮成保	13	95	6
5	MAC 中国澳门	Lei Kamfum 李锦欢	12	108	5
6	PHI 菲律宾	Chong Heungming 庄宏明	12	108	5
7	HKG 中国香港	Wong Hok Him 黄学谦	12	100	5
8	VIE 越南	Nguyen Hoang Lam 阮黄林	12	96	5
9	TPE 中华台北	Yang Dhung Yu 杨宗谕	12	86	5
10	INA 印尼	Setiawan 尤泽标	11	94	4
11	HKG 中国香港	Chou Sai Kit 周世杰	11	93	5
12	MAC 中国澳门	Tou Kongvai 杜光伟	11	84	4
13	CAN 加拿大	Zheng, Ximing 郑熙明	11	83	5
14	TPE 中华台北	Chiang Chung Hao 江中豪	11	82	5
15	NED 荷兰	Ye Rongguang 叶荣光	10	93	5
16	GER 德国	Pu Fangyao 濮方尧	10	91	4
17	MAS 马来西亚	Chan Heanwei 曾显威	10	89	3
18	USA 美国	Shen Gary Hao 沈浩	10	86	3
19	USA 美国	Tse Richard 谢文川	10	84	5
20	INA 印尼	Bunyamin 黄世文	10	83	3
21	SIN 新加坡	Yong Kiat Choo 朱永吉	10	82	4
22	FRA 法国	Dang Nicolas 邓清忠	10	82	4
23	FRA 法国	Phung Kim Dang 冯丹	10	79	5
24	CAM 柬埔寨	Heng Chamnan 邱亮	9	94	4
25	ITA 意大利	He Zhimin 何志敏	9	92	4



Xiangqi Contest Winners List 象棋竞赛获奖名单

Events 项目	金牌	银牌	铜牌
Men Rapid 男子快棋	 Wang Yang 汪洋 CHN 中国	 Jiang Chuan 蒋川 CHN 中国	 Chi Yu Kuen 赵汝权 HKG 中国香港
Women Individual 女子个人	 Wang Linna 王琳娜 CHN 中国	 Zhao Guanfang 赵冠芳 CHN 中国	 Ngo Lan Huong 吴兰香 VIE 越南
Men Individual 男子个人	 Xu Yinchuan 许银川 CHN 中国	 Hong Zhi 洪智 CHN 中国	 Look Kongdwa 陆光铎 MAS 马来西亚

XIANGQI STANDINGS WOMEN TEAMS AFTER ROUND 2 - STARTING POSITIONS ROUND 3

Desk NO	Red			Black		
	N ^o .	NOC	Sum Pt	Pt	N ^o .	NOC
1	2	USA	1 -	8	INA	2
2	3	AUS	4 -	1	UKR	1
3	4	SIN	2 -	7	VIE	2
4	5	CHN	4 -	6	CAN	0



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