

# Bulletin 5

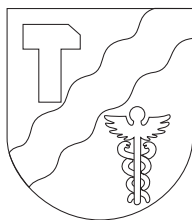
Zhuyeqing Tea 54<sup>th</sup> European Go Congress  
2010 24 July - 7 August, Tampere, Finland  
[www.egc2010.fi](http://www.egc2010.fi)

1€



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## European Go Congress 2010 Bulletin

Chief editor Lauri Paatero,  
Editors Kalle Timperi, Jaakko Virtanen  
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## Notice Boards

Please remember to check Notice Boards at  
the Aleksanteri school!

Registration lists for side events are there.



## New books

The congress bookshop has several new titles available.

### Alexander Dinerchtein & An Younggil: New moves

This book is about new moves in joseki and fuseki. The moves under investigation have an experimental, if not tricky character, and cannot be found in any other books. Essential reading for strong players because they can be played in many situations.

### Kim Sung-rae: This is Haengma

Haengma is a Korean go baduk term that has no equivalent in Japanese or Chinese. It is not easy to explain what it means. Even the Koreans differ of opinion about its precise meaning. Kim, who is a teacher of teachers uses the term for basic moves like kosumi and one point jump to move into the centre. This book is for single digit kyu players and low dan players.

### Yuan Zhou: Understanding Dan level play

Zhou has written many books with game analysis. His analyses are always with the aim of teaching kyu players. In this book he analyses his games in the Prime Minister cup 2009.

### John Fairbairn: 9-dan Showdown.

The third volume of the games of Go Seigen. (The others are "kamakura" and "Final summit".) This volume covers the games between Go and Fujisawa. Fairbairn has combined information from many sources, not easily accessible for westerners. Next to the go technical commentary there are numerous historical and bibliographical details in this book that give you the impression he witnessed the games in person.

### The best Game records of 2009.

Collection of the best games of 2009. About 50 games with little commentary. The games are mostly from international Korean Tournaments, between Chinese Japanese and Korean professionals. Bilingual Korean/English. Commented by Jeong Dong-sik, translated by Diana Koszegi.

### Baek Sung-ho: The master of Haengma

This book is about the use of basic moves like one point jump, knights move and kosumi in the middle game. Very useful to improve your middlegame fighting. Unlike other Oromedia books in English only. Translation by Diana Koszegi.



## Catalin Taranu

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**Nihon Ki-in 5 dan professional living in Romania.**

Catalin moved to Japan in 1995 and after two years of study, become professional in 1997. In June 2001 he reached the professional rank of 5-dan. He returned to Europe in April 2004. At the moment he lives in Bucharest and is actively involved in promoting and teaching Go (<http://www.catalingoschool.com/>). He has founded the Saijo Association in Bucharest, Romania. Taranu's teacher is Saijo Sensei.



### Go Song Evening

As is traditional in the Congress, on the last Friday we will have a go song evening.

The exact place has not yet been decided. If the weather is good, the song evening is likely to be held outdoors. Welcome!



# Commented Game

This is round 2 game between Catalin Taranu (Black) and Ilya Shikshin (white). Early in the game black gets lead, but pervasiveness of white turns game around.

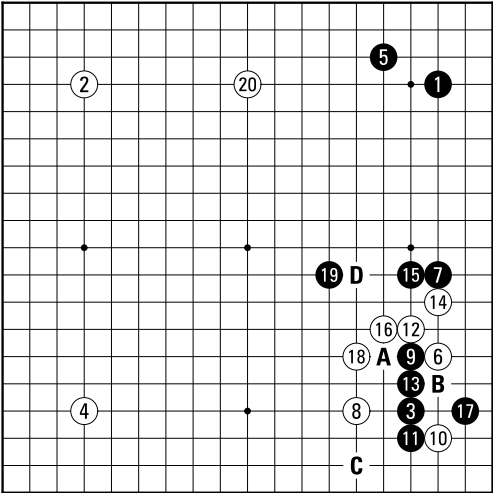
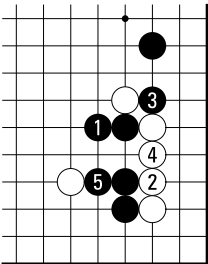


Diagram 1 (1-20)

Black 7: This fuseki is very popular nowadays.

Black 13: Recently there are all kinds of developments for this move, A or B are often seen in recent pro games. Probably my move surprised Ilya.

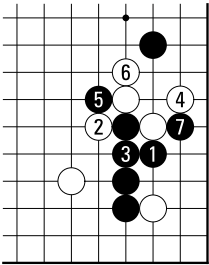


Variation 1

Variation 1: Possible continuation after A.



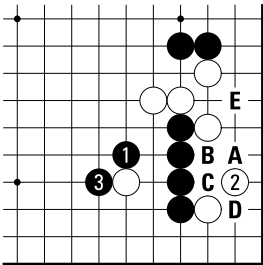
Variation 2: This shape is most natural, it is interesting to notice the timing of the black atari 7.



Variation 2

White 14 (Diagram 1): This move is usually not good for white, the shape is good for black.

Variation 3: This variation looks better than move 17 in the real game, later the sequence from A to E is painful for white.



Variation 3

White 18 (Diagram 1): White 14 - Black 15 exchange was bad but because of it white manages to confine black in the corner. The sente moves around C (diagram 1) are annoying for black.

Black 19: This shape is a bit thin but black is taking the risk in exchange for speed in the center. D was natural.



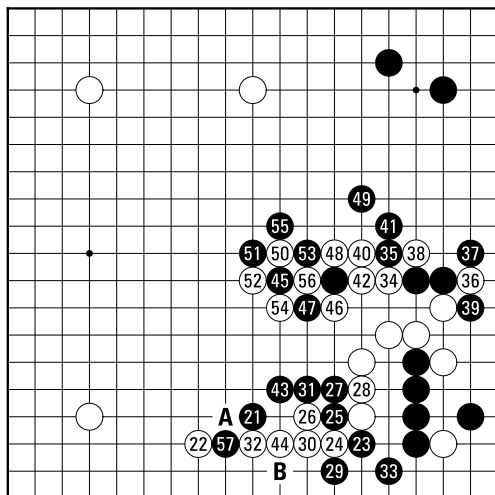
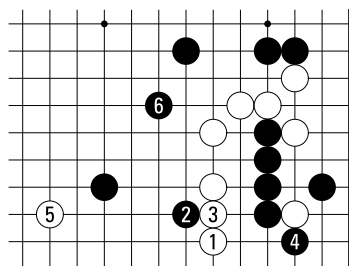


Diagram 2 (21-57)



Variation 4

Variation 4: Considering the later development it was probably better to play White 1 kikashi first instead of white 22. Black intended to attack like this, the continuation is difficult for both.

Black 23 (Diagram 2): Because white omitted the kikashi, black got the opportunity to counterattack.

Black 29: This move is painful but unavoidable, the ladder is good for white.

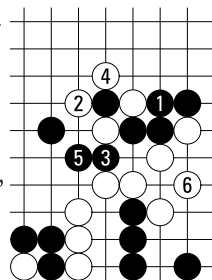
Black 33: Coming back here with good shape is nice feeling for black, the corner aji is removed. The vital extension at black 43 will be sente later. Also, the 14 secure points in the corner are big.

White 34: White would very much like to play at A, but then the left side group is in danger. The real game moves are painful for white.

White 38: This is a tesuji that skillfully exploits the thinness of black's shape.

Black 39: This is fighting spirit, white loses big on the left side.

Variation 5: Black would have liked to resist here, but the result seems unclear. If white lives, the center capture may prove too big.



Variation 5

White 44 (Diagram 2): This is a serious mistake, B is much better shape.. Now black A becomes sente.

Black 45: I felt very good in this position.

Black 49: This move also has a very nice feeling to it, the game continues to deteriorate for white.

White 52: The cut is extremely severe, but it might also be an overplay that speeds up the end of the game. But white feels behind and tries very hard.

Black 55: This ponnuki is great feeling for black.



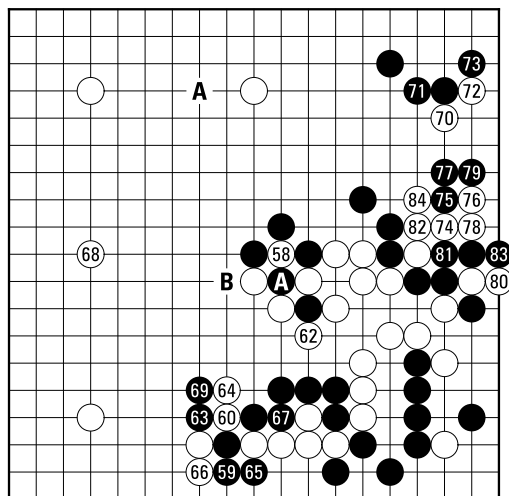
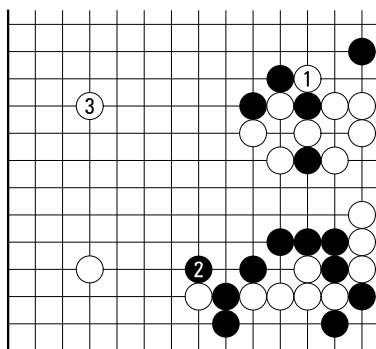


Diagram 3 (58-84)

61 at A.

White 60: White 60 is again an overplay.



Variation 6

Variation 6: White has no choice but to finish the sequence. Black gets good shape but white can still stake the game on the center territory.

White 62 (Diagram 3): To be forced to capture here is very painful for white. This is really the end of this game.

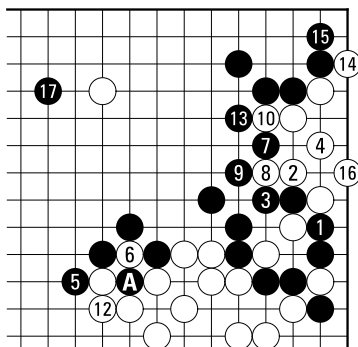
White 68: White cannot afford to play on the lower side. If black gets this move, the game finishes without a fight.

Black 69: At this point I positively thought the

game is over.

White 74: This move was resourceful and provoked my first serious mistake.

Black 77: The move that changed the flow of the game.



Variation 7

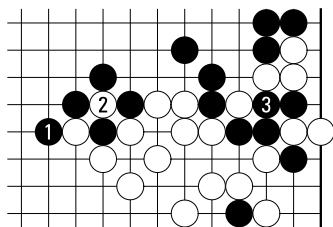
11 at A.

Variation 7: If black played here instead of Black 77, the game would have probably ended in a safe victory for him.

In the variation, on top of largely leading in territory, black also has the initiative and is very thick. White stands no chance.

White 80 (Diagram 3): White 80 was the goal of the kosumi white 74. In my hurry to win quickly I overlooked this move.

Black 81: This move shows that I was already upset by my mistake, it was wiser here to stop fighting and switch to a severe attack at A. Also, the atari B in sente (variation 8) is extremely big and could truly end the game, so it is good timing to play it now.



Variation 8



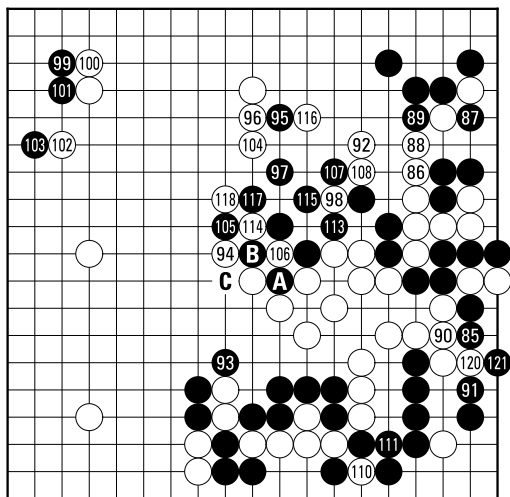


Diagram 4 (85-121)

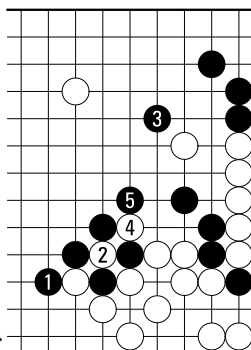
109 at A, 112 at 106, 119 at B.

Black 85: Black's territory on the lower right increased, but the loss incurred on the other side is really big. Black lost a lot here.

White 92: Black is still leading but the game is unclear now, I lost the chances to win safely.

Variation 9: This atari is very important, but I hesitated a lot to play it. In the end not playing it may be one of the reasons for losing this game.

Continuation in the variation could have been interesting to try.



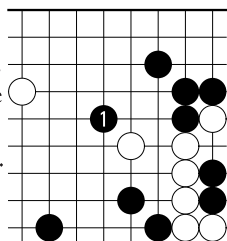
Variation 9

Black 93 (Diagram 4): This move is very big.

White 94: This counter is severe, now black may not easily get the atari in sente at C.

Variation 10: The correct way instead of black 95, as Saijo sensei showed me after the game. White is at a loss how to continue.

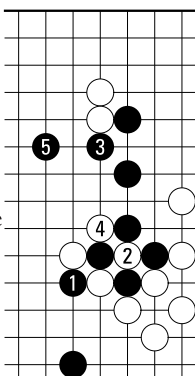
Black 99 (Diagram 4): This sansan is a declaration of victory, but it may in fact be a dangerous road to walk.



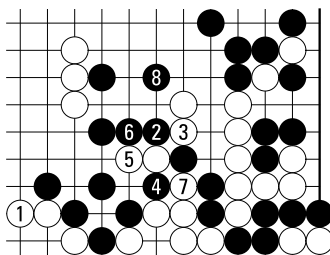
Variation 10

Variation 11: According to Saijo sensei this is the true feeling. During the game I considered this variation but I didn't play it because it seemed weak to lose the ko fight. But in fact this was the safe way to victory.

White 104 (Diagram 4): This is the vital point in this fighting.



Variation 11



Variation 12

Variation 12: If white plays normal moves he will lose instantly. His only chance is to resist in the ko-fight.

After this variation white is way behind in territory and there is no place left to fight.

White 110: This ko-threat loses one point.

White 114: White goes all out.

White 118: This is really too much, but white is out of options.



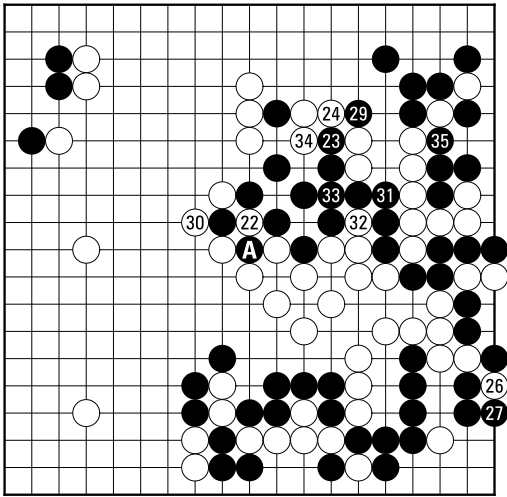


Diagram 5 (122-135)  
 25 at A, 28 at 22.

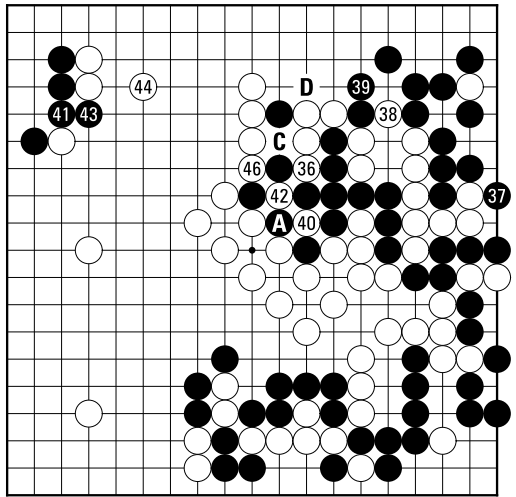
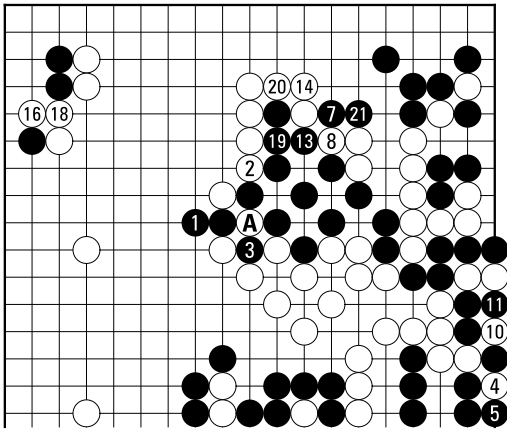
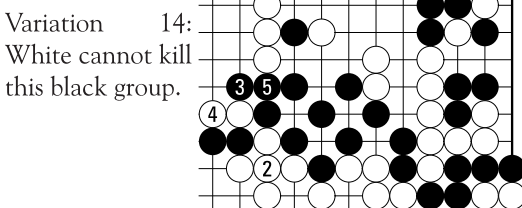


Diagram 6 (136-146)  
 45 at A.



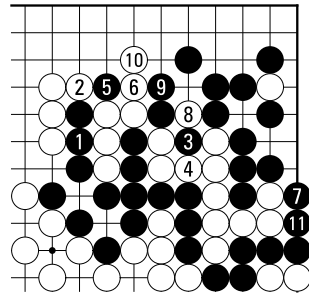
Variation 13

6 at A, 9 at 3, 12 at A, 15 at 3, 17 at A.  
 Variation 13: Instead of 123 Black should have extended, white cannot continue this fight. After Black 15 there are no ko threats left. After Black 21 the game is over.



Variation 14

Variation 14:  
 White cannot kill this black group.



Variation 15

Variation 15: With this black wins the semeai and the game is over.

White 140 (Diagram 6): White was lucky to get this ko, but he is still very far from winning.

White 146: In the center white wins with a double ko, which makes any other ko for black easy to win.

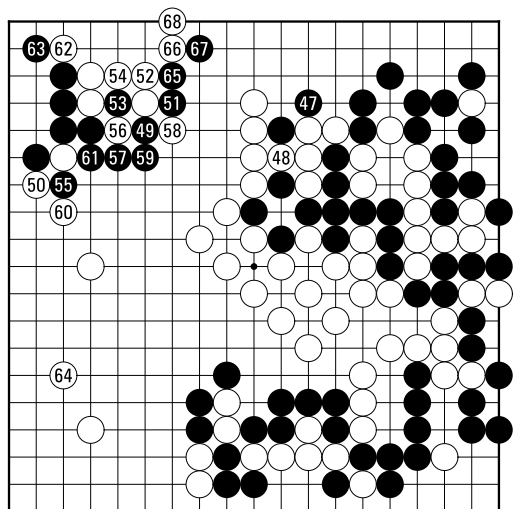
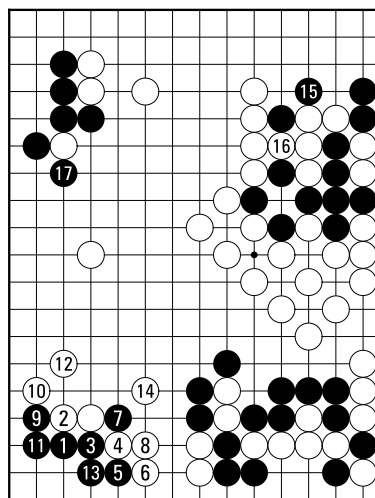
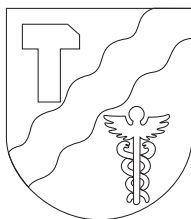


Diagram 7 (147-168)

Black 147: This move gets some profit on the side but loses the double ko aji, so it should be saved for later.

At this point I entered byoyomi. I am very weak in byoyomi and I lost many good games because of time shortage. This is why I should have played safe and easy to understand moves.

Variation 16: The sansan is a move that wins easy this game and in a very clear way.

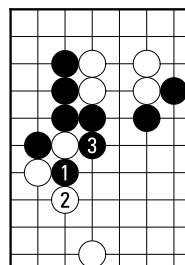


Variation 16

If black played like this there would be no way to turn the game for white.

Black 149 : This is a risky move, of course white is losing so he is not going to answer in a normal way.

Black 53 (Diagram 7): Strange move, there must have been many lights in my head at that time, the combination of age, short time, fatigue and heat must have gotten me good.



Variation 17

Variation 17: Black should still play normal moves.

Black 161 (Diagram 7): Black is losing with each move, already white got to play two large moves and still black's attack is doing nothing.

White 164: White gets chances now to make the game close.

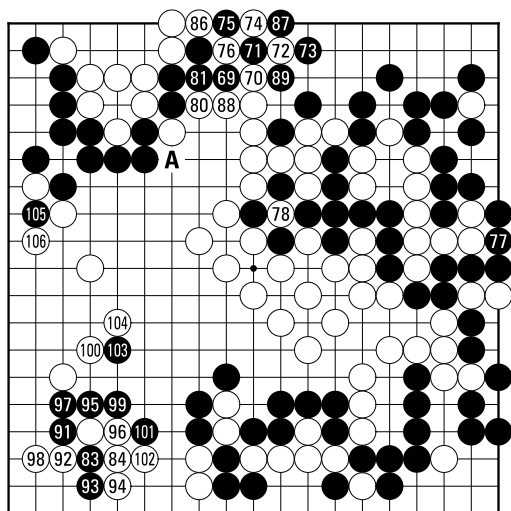


Diagram 8 (169-206)

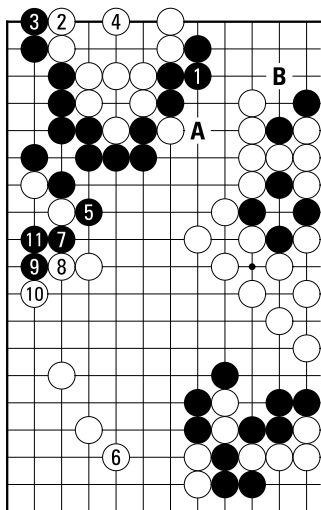
79 at 71, 82 at 76, 85 at 71, 90 at 76.

Black 169: This is again a terrible mistake due to time trouble.

Variation 18: The correct shape. After this the game is clearly over.

A and B are miai for black so the four stones are not in danger.

After 11 black is safely ahead.

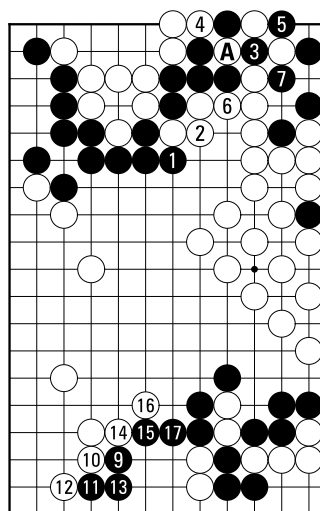


Variation 18

White 170: Black is in damezumari so he cannot play semeai.

White 182: Black lost these stones already, but the atari at A (Diagram 8) would make a difference of about 2 points.

Variation 19: Black lost a lot on the upper side

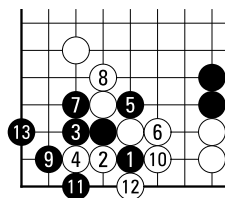


Variation 19

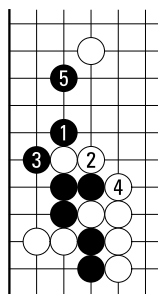
8 at A.

but if he calms down he can still easily win this game.

Variation 20: Even now, if black plays here the game is still clearly a



Variation 20



Variation 21: Another big chance to finish the game.

Living on the side is enough.

Black 205 (Diagram 8): Still, even if the game became very close, switching to this capture still means a victory for black.

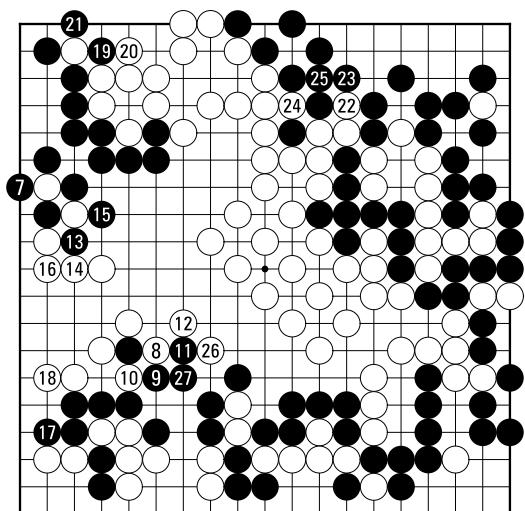
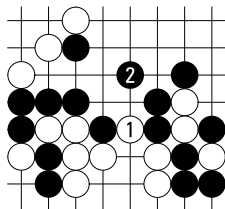
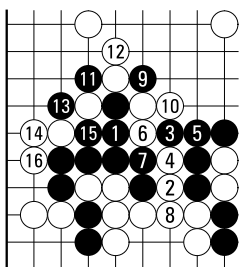


Diagram 9 (207-227)

Variation 22: White 208 cannot cut.



Variation 22



Variation 23

Variation 23: Connecting with black 209 is dangerous, black gets captured.

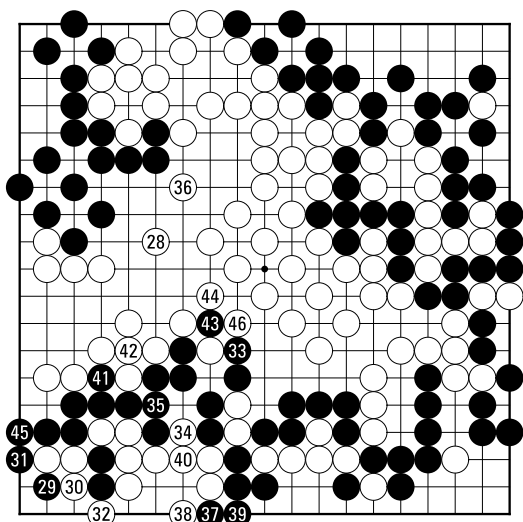


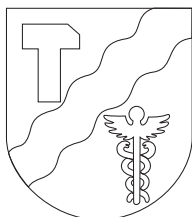
Diagram 10 (228-246)

Black 45: This is the last losing move, if black connected in the center it would still be black's win.

White 46: With this move finally white got the win.

For me it was a shocking loss, probably the worst way to lose from my entire career. For Ilya, congratulations for the incredible mental power and endurance that led him to this important win, a win that certainly affected very much the outcome of this year's European Championship.

White won by 2.5 points.



**KABA**

Korea Amateur Baduk Association

Simo Eerola

## Go Congress Football Cup

Go players love to play also games other than go. This was seen in the Go Congress Football Cup which was played on Wednesday during the first week of the Congress. In total 15 teams took part, each having five or six players. There was a lot of fighting spirit in the games, nice goals and energetic playing.

The cup started with three preliminary groups where five teams played against each other. Two teams from each group continued to the next stage, where two groups of three teams decided who will play in final and bronze games.

Games started around 6 p.m. and just before 11 p.m. the final game was over. Hereby we announce the winners:

Winner of Go Congress Football Cup is team Benni Germany.

Second place to Arsenal, third place to Italy with Schweinsteiger and fourth place goes to RUS.

Thanks to all teams participating and remember, it's not the win but a good game. If you still think that you should have done better, there might be a new Football Tournament on second week Thursday and Friday from 2pm to 4pm. Games will be played on a grass field, where also the national league division games are played. Only eight teams can register. Check out the notice board!

Kalle Timperi



# Interview of Alexandre Dinerchtein

**This interview was done before first game. Unfortunately due to editorial slip-up publication got delayed from intended bulletin 2.**

What do you think about your chances this year?

I don't think that my Go is getting weaker, but I understand that some candidates study Go more seriously than me. Nowadays I mainly review professional games. I have no time to play strong opponents and it's a big minus. When I stayed in Korea between 1997 and 2003 I was able to play several games with Korean inseis every day. Now I play inseis too, but they are Insei-League.com inseis and I usually give them some handicap.

Why don't you play in any side events?

Usually I am too tired after my games in the main tournament. We have long thinking time and I try to use it till the end. I remember that during my first EGC in Tuchola-1995 I played in all events and even in self-paired lighting marathon. If you see that you have no chances in the main tournament, you try to find another tournament to win!

Did you show good results at EGC in 1995?

I was regular 3-dan amateur and it was hard to achieve anything in the main tournament, but I got some prizes in side events: magnetic Go board and Ing clocks. I was happy!

You won nine European championships. Which was the hardest one for you?

S-Peterburg's Go Congress. I meet my future wife here and it was difficult to find time for Go.

I noticed that it's really difficult to play, when

your girlfriend is sitting near your table: I lost one of such games and never asked her to stay in the tournament room again. Now it's easier – she can watch my games on KGS :)

Do you prepare for your games?

Yes. I know my opponents well and I try to use their weak points. For example, I know that it's hard to fight with Ilya Shikshin, so I prepare peaceful fuseki for our games. Some top players like Pal Balogh or Ondrej Silt are good at fuseki (it's the strongest part of most Japanese ex-inseis), so I choose active strategy and we usually fight with each other.

How about Catalin Taranu? According to EGD you have 3-3 score with him.

With Catalin my goal is to get the acceptable position before yose starts. He is usually on byoyomi in yose, so it's my favorite stage in our games :)

Slate&Shell just published your first book about hamete, will you use any of these ideas?

Yes, for sure. Top players, don't forget to buy my book and read it! Kyu players, you can read it too and see how my tricks work on 6-7 dans! Don't give them any hints please. I will even ask Peter Zanveld to close his shop during fuseki stages :)



**KABA**

Korea AmateurBaduk Association



# Main tournament results after round 7

Pl.	Name	Str	Co.	MMS	1	2	3	4	5	6	7	Pt	SOS
1	Kang, Kyoungnang	7d	kr	30	18+	5+	8+	3+	2-	6+	4+	6	204
2	Shikshin, Ilya	7d	ru	30	11+	4+	9+	12+	1+	8+	3-	6	203
3	Kachanovskyy, Artem	6d	ua	30	13+	30+	7+	1-	15+	5+	2+	6	201
4	Kim, JungHyeop	7d	kr	29	34+	2-	35+	18+	12+	9+	1-	5	199
	Burzo, Cornel	6d	ro	29	6+	1-	19+	37+	31+	3-	11+	5	199
6	Dinershteyn, Alexand	7d	ru	29	5-	46+	30+	14+	7+	1-	13+	5	198
	Kim, Chaelim	7d	kr	29	33+	15+	3-	21+	6-	25+	12+	5	198
8	Mero, Csaba	6d	hu	29	38+	14+	1-	63+	11+	2-	16+	5	197
9	Jabarin, Ali	5d	il	29	31+	32+	2-	13+	60+	4-	26+	5	195
10	Pop, Cristian	7d	ro	29	14-	65+	20+	11-	27+	29+	17+	5	193
11	Törmänen, Antti	6d	fi	28	2-	25+	24+	10+	8-	23+	5-	4	201
12	Taranu, Catalin	7d	ro	28	29+	22+	17+	2-	4-	51+	7-	4	198
13	Silt, Ondrej	6d	cz	28	3-	27+	36+	9-	62+	31+	6-	4	196
	Surin, Dmitriy	6d	ru	28	10+	8-	28+	6-	16-	87+	44+	4	196
15	Matsumura, Naoki	6d	jp	28	20+	7-	56+	29+	3-	16-	42+	4	195
16	Kaitschick, Stefan	5d	de	28	24+	17-	29-	66+	14+	15+	8-	4	194
17	Van Zeijst, Rob	7d	nl	28	55+	16+	12-	31-	21+	35+	10-	4	193
18	Lin, Viktor	5d	at	28	1-	59+	55+	4-	33+	26-	80+	4	192
19	Kössö, Janne	4d	fi	28	79+	23+	5-	28-	48+	57+	36+	5	191
20	Kai, Naoyuki	6d	jp	28	15-	61+	10-	91+	23-	39+	32+	4	190
	Mitic, Nikola	5d	rs	28	30-	96+	34+	7-	17-	43+	37+	4	190
22	Teuber, Benjamin	6d	de	28	41+	12-	37-	26-	92+	34+	29+	4	189
	Li, Martin	5d	se	28	45+	19-	95+	56+	20+	11-	31+	5	189
	Radmacher, Bernd	5d	de	28	16-	47+	11-	93+	25-	58+	33+	4	189
	Kuronen, Juri	4d	fi	28	133+	11-	75+	34+	24+	7-	35+	5	189
26	Debarre, Thomas	5d	fr	28	--	44+	65+	22+	32+	18+	9-	5	188
	Nyyssönen, Juuso	4d	fi	28	104+	13-	59+	38+	10-	62+	30+	5	188
28	Imamura, Toru	4d	fr	28	99+	38+	14-	19+	36+	--	--	4	181
29	Savolainen, Javier	5d	fi	27	12-	42+	16+	15-	39+	10-	22-	3	195
30	Blomback, Fredrik	5d	se	27	21+	3-	6-	60-	50+	73+	27-	3	194
	Corlan, Lucian	5d	ro	27	9-	95+	32+	17+	5-	13-	23-	3	194
32	Yoshihara, Kazuo	6d	jp	27	40+	9-	31-	43+	26-	55+	20-	3	192
	Fenech, Antoine	5d	fr	27	7-	35-	41+	58+	18-	46+	24-	3	192
	Salignon, Jérôme	5d	fr	27	4-	39+	21-	25-	41+	22-	127+	3	192
35	Knauf, Torsten	4d	de	27	107+	33+	4-	52+	37+	17-	25-	4	191
	Määttä, Janne	4d	fi	27	52+	58+	13-	47+	28-	40+	19-	4	191
	Nikula, Miika	4d	fi	27	71+	40+	22+	5-	35-	59+	21-	4	191
38	Chwedyna, Kamil	4d	pl	27	8-	28-	67+	27-	46-	98+	56+	3	189
39	Jasiek, Robert	5d	de	27	100+	34-	71+	40+	29-	20-	59+	4	186
40	Manojlovic, Lazar	5d	rs	27	32-	37-	100+	39-	56+	36-	58+	3	185
	Tang, Chingshu	5d	tw	27	22-	56-	33-	75+	34-	93+	62+	3	185
42	Berben, Tobias	4d	de	27	92+	29-	66-	65+	61+	64+	15-	4	184
	Eerbeek, Alexander	4d	nl	27	96-	68+	45+	32-	90+	21-	81+	4	184
	Petru, Oancea	4d	ro	27	61-	26-	99+	98+	66+	60+	14-	4	184
	Seibt, David	4d	de	27	23-	79+	43-	74-	101+	61+	73+	4	184
	Hella, Tuomas	3d	fi	27	141+	6-	78+	96+	38+	33-	57+	5	184
47	Yanov, Daniil	4d	ru	27	101+	24-	90+	36-	57-	97+	60+	4	182
48	Damberg, Victor	3d	se	27	145+	72+	60-	95+	19-	92+	64+	5	180
49	Lajunen, Pekka	4d	fi	27	58-	73-	137+	64-	117+	67+	78+	4	179
	Markó, Péter	3d	hu	27	84+	67-	174+	69+	30-	90+	68+	5	179
	Avram, Laura	2d	ro	27	143+	142+	135+	54+	70+	12-	63+	6	179
52	Kato, Takehiko	6d	jp	27	36-	94+	57+	35-	53+	--	--	3	178
	Sora, Sorin Adrian	4d	ro	27	95-	91-	134+	94+	52-	74+	55+	4	178
54	Simons, Andrew	2d	uk	27	214+	150+	138+	51-	94+	70+	72+	6	174
55	Verhagen, Rudi	5d	nl	26	17-	57+	18-	62-	63+	32-	53-	2	188
	Drost, Andreas	4d	nl	26	94+	41+	15-	23-	40-	66+	38-	3	188
57	Marz, Manja	4d	de	26	62+	55-	52-	76+	47+	19-	46-	3	187
	Paatero, Lauri	4d	fi	26	49+	36-	77+	33-	91+	24-	40-	3	187



Sannes, Pål	4d no	26	90+	18-	27-	81+	84+	37-	39-	3	187	
Visala, Kari	3d fi	26	109+	107+	48+	30+	9-	44-	47-	4	187	
61 Zandveld, Peter	4d nl	26	44+	20-	63-	77+	42-	45-	90+	3	186	
62 Tamura, Akira	4d au	26	57-	101+	96+	55+	13-	27-	41-	3	185	
63 Jantunen, Markku	3d fi	26	136+	108+	61+	8-	55-	83+	51-	4	183	
64 Negi, Yohei	3d uk	26	91-	147+	72+	49+	74+	42-	48-	4	182	
65 Wu, Ci-Yang	6d tw	26	108+	10-	26-	42-	71+	--	--	2	181	
Ainali, Ville	3d fi	26	139+	133+	42+	16-	44-	56-	113+	4	181	
Connor, Thomas	3d be	26	146+	50+	38-	70-	102+	49-	112+	4	181	
Landgraf, Marc	3d de	26	80+	43-	76-	137+	105+	82+	50-	4	181	
Ouchterlony, Erik	3d se	26	74+	93-	82+	50-	85+	80-	97+	4	181	
Tel, Michiel	3d nl	26	77-	105+	108+	67+	51-	54-	103+	4	181	
71 Kyung, Kwangsoo	6d kr	26	37-	104+	39-	90-	65-	94+	92+	3	180	
Budahn, Michael	3d de	26	134+	48-	64-	122+	129+	75+	54-	4	180	
Crosby, Matthew	3d uk	26	137+	49+	91-	101+	93+	30-	45-	4	180	
Holappa, Antti	3d fi	26	69-	136+	104+	45+	64-	53-	114+	4	180	
Kuroda, Hideo	3d jp	26	102+	97+	25-	41-	149+	72-	115+	4	180	
76 Doganay, Kivanc	3d tr	26	93-	106+	68+	57-	79-	123+	98+	4	178	
77 Kettenring, Thomas	3d de	26	70+	99+	58-	61-	97-	161+	116+	4	177	
Milu, Mihai	3d ro	26	142+	90-	46-	133+	96+	91+	49-	4	177	
79 Urabe, Yoshimichi	4d jp	26	19-	45-	98-	138+	76+	--	--	2	176	
Puha, Timo	3d fi	26	68-	--	142+	104+	120+	69+	18-	4	176	
81 Khandov, Alexey	2d ru	26	184+	123+	145+	59-	112+	103+	43-	5	175	
82 Ritakallio, Samuel	3d fi	26	135+	92-	69-	178+	99+	68-	91+	4	174	
Zaloudkova, Klara	2d cz	26	152+	118+	97-	116+	135+	63-	125+	5	174	
84 Ohlenbusch, Arne	3d de	26	50-	109+	107+	97+	59-	--	--	3	172	
85 Metta, Carlo	2d it	26	106-	182+	144+	145+	69-	136+	100+	5	171	
86 Turlot, Quentin	2d fr	26	176+	137-	103-	148+	146+	134+	93+	5	169	
87 Yonemura, Kenji	4d jp	26	--	--	--	--	--	14-	122+	1	168	
Vanhala, Simo	2d fi	26	150-	184-	182+	153+	95+	140+	111+	5	168	
89 Melcer, Florian	3d fr	26	--	--	--	--	--	102+	128+	2	160	
90 Uno, Shigehiko	5d jp	25	59-	78+	47-	71+	43-	50-	61-	2	185	
Akiya, Tatsushi	3d jp	25	64+	53+	73+	20-	58-	78-	82-	3	185	
92 Miyazaki, Nobuyoshi	5d jp	25	42-	82+	93-	100+	22-	48-	71-	2	184	
Grzeschniok, Anton	3d de	25	76+	69+	92+	24-	73-	41-	86-	3	184	
94 Jipp, Thomas	4d de	25	56-	52-	133+	53-	54-	71-	141+	2	181	
Kimura, Hiroshi	4d jp	25	53+	31-	23-	48-	88-	--	--	1	181	
96 Ibata, Atsuhiko	5d jp	25	43+	21-	62-	46-	78-	--	--	1	180	
Eerola, Simo	3d fi	25	174+	75-	83+	84-	77+	47-	69-	3	180	
Mattila, Ilkka	2d fi	25	144+	113+	79+	44-	100+	38-	76-	4	180	
99 Chang, Hsiao-Yin	5d tw	25	28-	77-	44-	107+	82-	--	--	1	178	
Terwey, Matthias	4d de	25	39-	114+	40-	92-	98-	202+	85-	2	178	
101 Noguchi, Hidenori	4d jp	25	47-	62-	102+	73-	45-	--	--	1	177	
Marz, Michael	3d de	25	75-	103+	101-	121+	67-	89-	133+	3	177	
103 Virtanen, Jaakko	2d fi	25	110+	102-	86+	146+	134+	81-	70-	4	176	
104 Suzuki, Tsuneyuki	5d jp	25	27-	71-	74-	80-	174+	--	--	1	175	
Aksüt, Hüsrev	2d tr	25	156+	70-	111+	106+	68-	113-	143+	4	175	
106 Moisis, Oiva	2d fi	25	85+	76-	109+	105-	179+	125-	135+	4	174	
107 Sawada, Susumu	5d jp	25	35-	60-	84-	99-	181+	--	--	1	173	
108 Komoto, Tadashi	5d jp	25	65-	63-	70-	134-	133+	--	--	1	172	
Takeda, Yasushi	3d jp	25	60-	84-	106-	119-	197+	180+	134+	3	172	
Müller, Pascal	2d de	25	103-	159+	113+	120-	114-	153+	155+	4	172	
Städtler, André	2d de	25	118-	177+	105-	143+	121+	163+	88-	4	172	
Kyöttilä, Toni	1d fi	25	157+	194+	184+	118+	81-	119+	67-	5	172	
113 Nicolaie, Lucian	2d ro	25	182+	98-	110-	176+	137+	105+	66-	4	171	
Weiland, Marcus	2d se	25	175+	100-	146-	181+	110+	117+	74-	4	171	
Lukkari, Pekka	1d fi	25	124+	175+	119+	117-	178+	144+	75-	5	171	
Nevala, Mikko	1d fi	25	187+	188+	139+	83-	142+	124+	77-	5	171	
117 Chung, Siu Hong	2d nl	25	--	151+	141+	115+	49-	114-	163+	4	170	
Roads, Francis	2d uk	25	111+	83-	216+	112-	130-	177+	144+	4	170	
Cornejols, Dominiqu	1d fr	25	203+	160+	115-	109+	150+	112-	140+	5	170	
Haga, Sverre	1d no	25	219+	176+	123+	110+	80-	122-	154+	5	170	