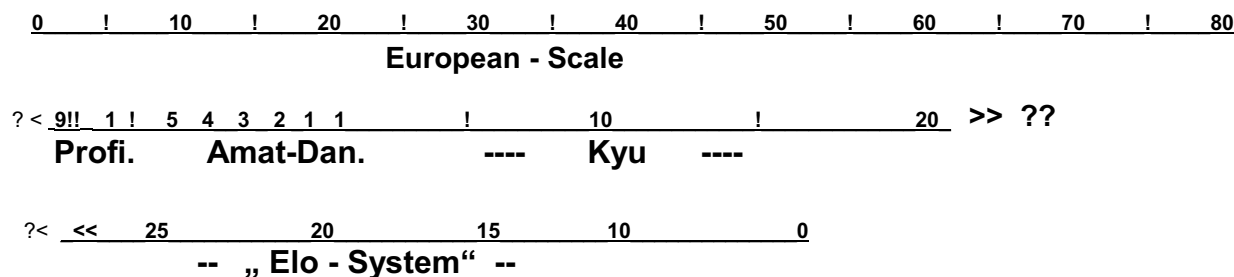


## 1. Scaling of the strength of play:



## 2.) Description of the Euro-Scaling-System:

The scale goes from zero = 0 for the theoretical strongest play, what may be estimated to be ca.-12-Profi-Dan. (Exact, precise, correlation is yet not - known). The other end is considered at „80“ to be around 30-Kyu for the weakest beginners.

- The important new criterium is the fact to scale all strength on a linear ratio from 0-to-80 ; (not by 3-separate Systems as: Profi; Amat.Dan; and Kyu)
- The interval is deliberately taken 2-steps for 1-stone-handicap, i.e. 1-Kyu- unit or 1-Amat-Dan-unit.
- The best correlation to the traditional japanese-scale may be taken at the: 1-Amat.-Dan = 18-Euro.-Scale; and 1-Kyu = 20-Euro.-Scale. Tereby establishing the whole system.

## 3.) Merits of the Euro.-System,appriciation.

As we consider Go to be a perfect logic game, (game of complete-information) there does exist certainly - without any doubt! - some optimum game with some optimal strategy. This means that there are zero = 0 Null ! mistakes. It is estimated to be 11 or 12 Profi-Dan.-playerstrength, or 0,5 to 1 handicap-stone ahead of nowadays top player.

This optimum is not yet very precise (+0,5 point) however clearly existing. The scale starts at this point = 0, zero. For weaker play continuously-linear the scale advances by 2-steps for one handycapstone, equivalent to 12 points of victory, or 6-points for one step of Euro.-scale. And until to the end at 80 Euro.-sc. (or 40 stone-handycap) it has to be counted for the bloody, innocent, beginners.

- Neutral:- may be judged the performances regarding point-of-view of normal players. Whether Elo-System or Euro-system, both yeald a classification - ranking with sufficiently reliable data.
- Advantages:- must be enumerated manifold: - It is more satisfactory to have linear scale from start-to-end entirely covering the entire system.- As it is not a ranking-scale, but proportion-fixed-scale, results enable more direct calculation.
- By respecting the hight-of-victory it enables more exactly and quicker to fix strength and progress of participants. - By seriously evaluating data of scattering it is possible to manifest the strength of play of a collective of players: indipendantly from nation, from time and age, women or men.
- Disadvantages:- there are none known to me. Only it is nowadays not familiar known. And the experience of how to evaluate big tournaments is not in use.

## 4.) History.

This new system has been put forward after WW.I. ^ 1922 in Germany and in Austria, in a slightly different way. Well appreciated and supported it was by: E.Lasker (chess-champion), Prof.Pfaundler, F.Dueball, Bruno Rueger, and the Japanese-Masters. It was published by Bruno Rueger in his Go-Journal 1922. All over Europe it had been in use for longtime. After WW.2. it got out of practice only in the early 70er years. Considerable work on this has been done by Mr. Franco Pratesi (Italy) E-mail: pratesi@dmti.unifi.it , he published in British Go-Journal nr.120 Aut.2000 a paper on „Ranking System of Bruno

Rueger“.

### 5.) **Conclusion.**

The Euro-System represents a perfect means to evaluate properties of the game of Go. Not only it yields the properties of players the ranking of their strength in optimal clear manner, it puts as well stress to Go as a mathematical system. Nowadays as research try to find out more about artificial intelligence and efficiency of programming, -it is just Go to be the most complex system under trial. There appears this property to expose a linear scaling of complexity i.e. strength of play and a very good information.

As we expect more information together with modern life, Go seems to fit positive into this development. Of course, there are many other values with Go to appreciate: Art, Beauty, Tradition, Culture of other countries, Psychology. Now there seems to add one more jewel to the treasure: that is the quantitative scaling.

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