

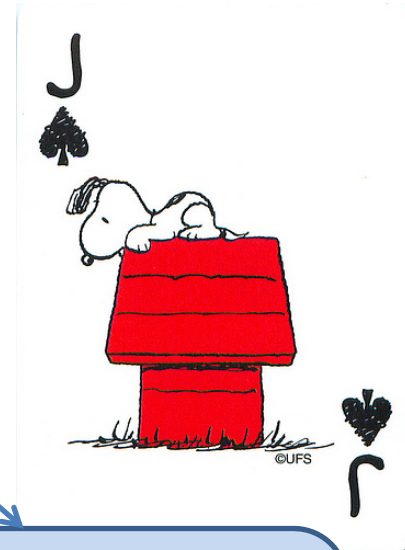
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Brighter, Smarter, Wiser: Distinction & Benefits of Mind Sports

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**SIMILARITIES AND
DIFFERENCES BETWEEN
PHYSICAL AND MIND SPORTS**



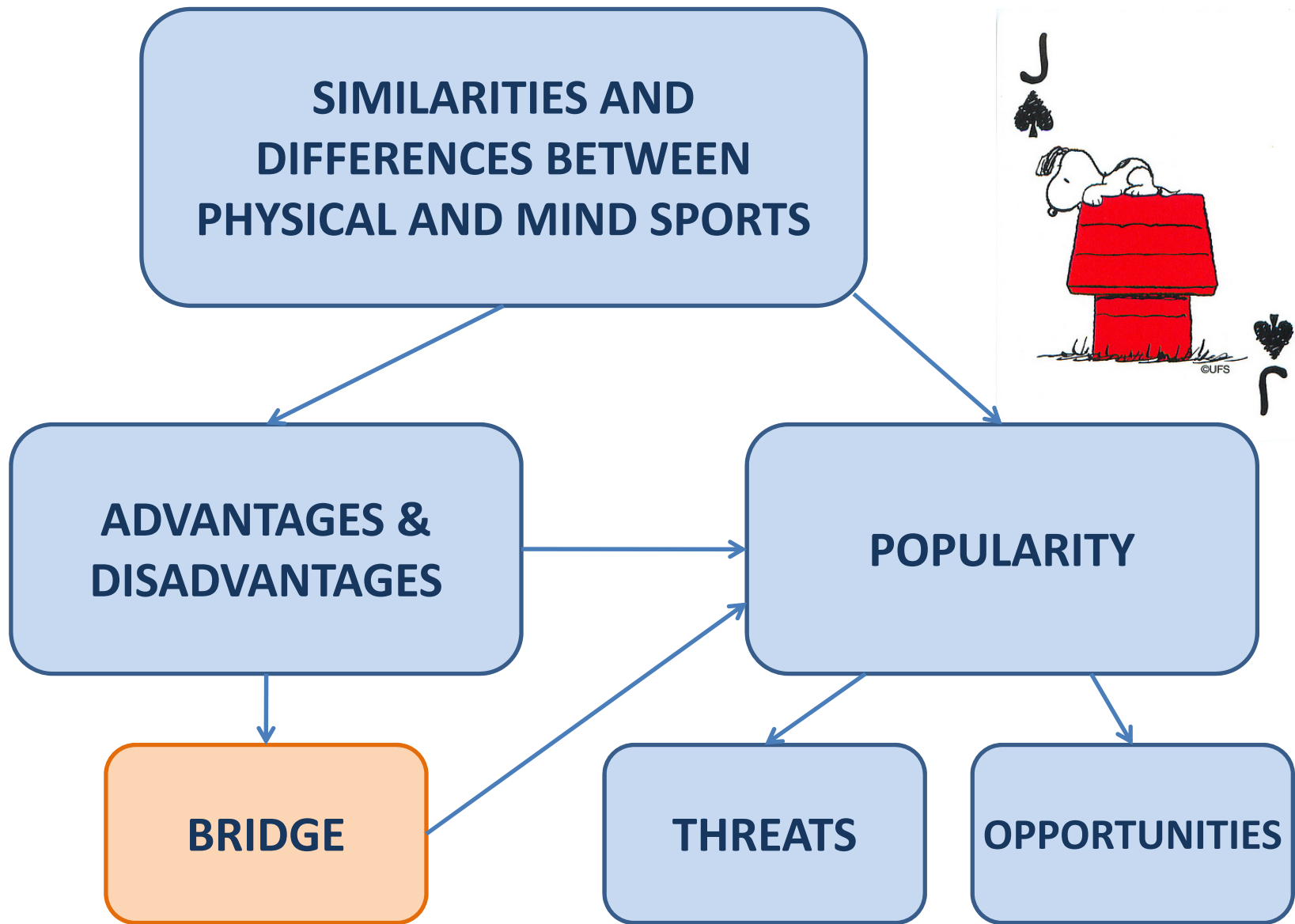
**ADVANTAGES &
DISADVANTAGES**

POPULARITY

BRIDGE

THREATS

OPPORTUNITIES



Global Association of International Sport Federations

For an activity to be a sport it is needed that it contains elements of:

Fair play, discipline, universal rules, ethical code, training, competition and performance.

Sport should not:

- (1) rely on any element of **luck** integrated into the competition;
- (2) pose an undue **risk to the health** and safety of its participants;
- (3) be in no way **harmful** to any living creature;
- (4) rely on equipment provided by a **single supplier**

Mind sports

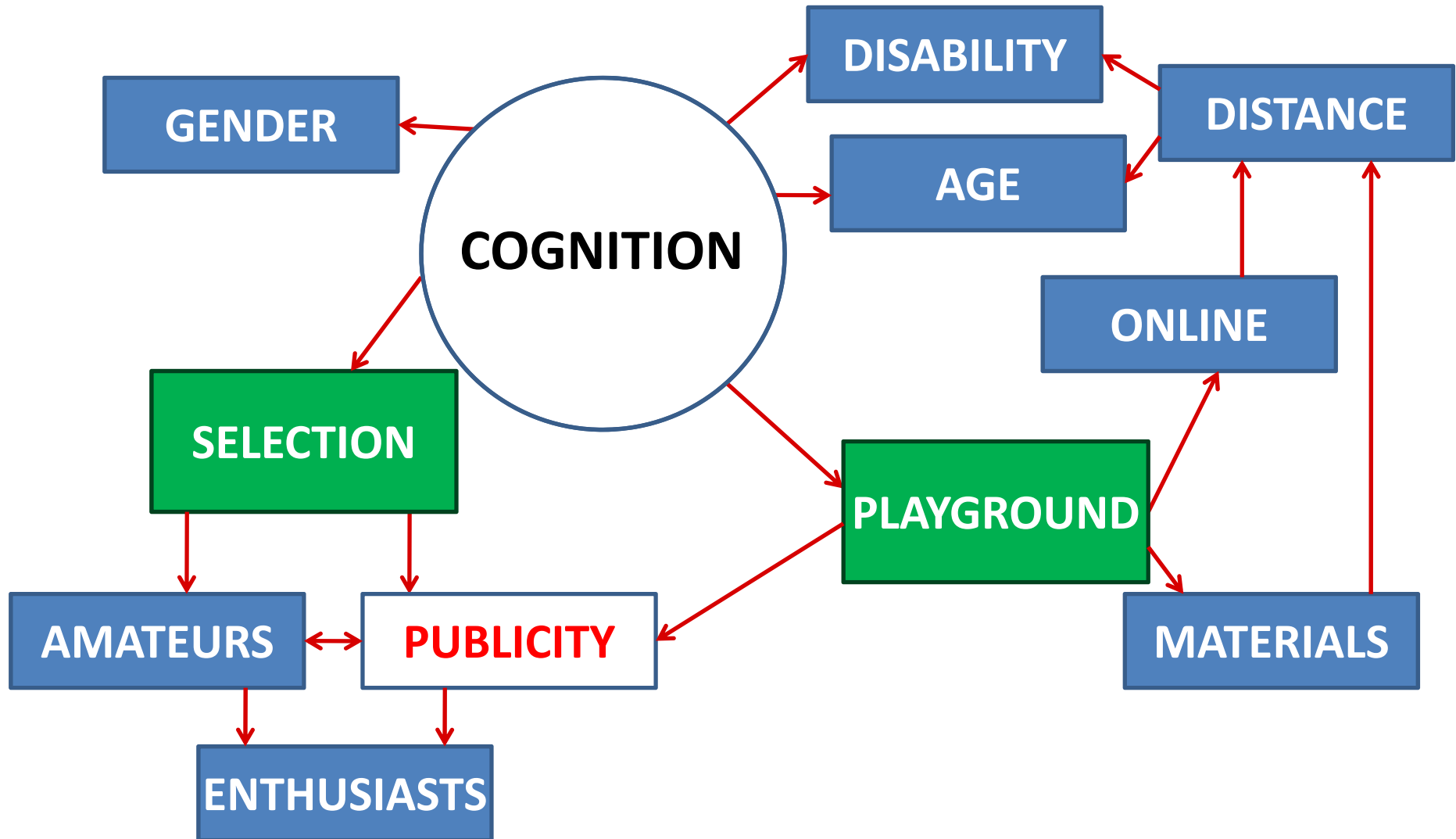
Chess, Chinese chess, Draughts (Checkers), Go, Contract Bridge

Terminology

- General: Match, Round, Move, Performance, Attack, Defense, Players, Game, Field, Section, Seed, Swing
- Format: Round Robin, Play Off, Knock-out
- Play: Aggressive, Robust, Passive, Dynamic, Bold
- Active verbs: Sacrify, Enter, Force, Jump, Pull, Push, Shift, Switch, Block
- Other sports: Gambit (box and chess) or Uppercut (box and bridge).

When West jumped to 4 hearts, North doubled, but South escaped to 4 spades. He overtook the lead, ran all his hearts, exited with a spade and threw West in, and finally squeezed him (in clubs and diamonds).

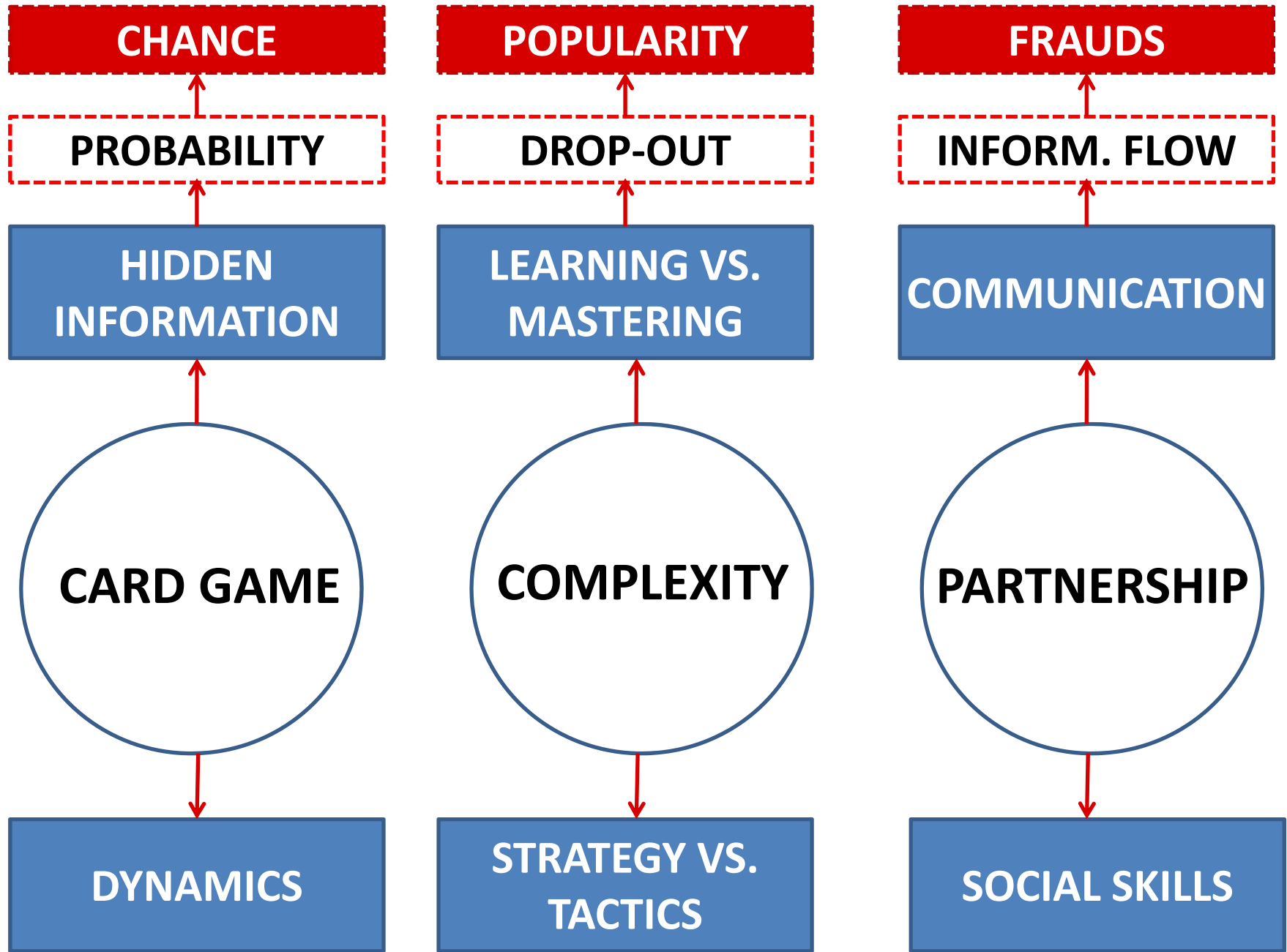
MIND SPORTS: DISTINCTION





Mind sport paradox

<u>FEATURE</u>	<u>MIND</u>	<u>PHYSICAL</u>	<u>GAMES</u>
PUBLICITY	LOW	HIGH	MEDIUM
TEMPO	SLOW	FAST	FAST
VISUAL EFFECTS	MINIMAL	MAXIMAL	MAXIMAL
REQ. KNOWLEDGE	DEPENDS	LOWER	DEPENDS
INTELECT. EFFORT	HIGH	LOW	LOW-MED
AVAILABILITY	MAXIMAL	LIMITED	MAXIMAL
EXPERIENCE	MAXIMAL	LIMITED	LIMITED



Age & Bridge

STRENGTHS

health

competition

learning, improving

affiliation

overcoming generation gap

free-time

travelling

online play

THREATS

effort to learn

stereotypes

promotion: serious vs. social

promotion: youth vs. seniors

segregation

online play

Recommendations:

- ➔ Entertaining commentators, profiles and comments of the players, enhanced dynamics (by showing only most interesting stages of games), and accompanying stories should make broadcasts more appealing and therefore more profitable.
- ➔ Mind sports are suitable for people of all ages, but shouldn't be promoted as activities for elderly.
- ➔ Conferences such as this one, should be organized on regular basis, while experts in various areas from different countries should connect to research topics of interest and organize work-shops, case studies and apply for EU projects.

Dziękuję.

Thank you!