

The Bulletin of the International Go Federation

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RANKA

January
1985

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The International Go Federation

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Message from the President

As the new year dawns, I feel sure that all of you are greeting it with fresh hope and renewed ambitions. Thanks to your enthusiastic support and cooperation, the International Go Federation, which was formed with the aim of spreading go throughout the world and of promoting peace and friendship, enters its fourth year of existence. It can now boast of a total of 31 member countries. The World Amateur Go Championship, the organizing of which is the main function of the I.G.F., is also going from strength to strength and the 7th championship will be held in May this year in Tokyo.

Go has now spread to over forty countries around the globe with 30,000,000 players, and it is our task to propagate the game even further on an organized basis and to increase the number of go fans, so that both in fact and in name the game can become 'world go', transcending racial and national boundaries and contributing to world peace and the progress of mankind.

The International Go Federation will make the utmost efforts to realize the above objectives and will be most grateful for your continued assistance and cooperation.



I would like to conclude my message by wishing good health and prosperity to all of you around the world who love the game of go.

A handwritten signature in black ink, appearing to read 'S. Asada', written in a cursive style.

Shizuo Asada
President
International Go Federation

6th World Amateur Go Championship

For the fifth time, a Chinese player has won the world amateur go championship. In the first championship to be run on the Swiss system, Wang Qun of China took the trophy with a perfect 7-0 record. Oriental players – Yoo (age 17) of Korea and Hirata of Japan – also took second and third place, but European players also made a very strong showing, taking the next four places. As the chart on page 3 shows, there were actually five players tied on five points, but the SOS system (sum of opponents' scores) was used as a tie-breaker.

This was the first time the Swiss system was used in the world championship – or in any go tournament in Japan – and it added a lot to the interest of the competition. The tournament was considered a great success and use of the Swiss system will continue in future tournaments. One slight modification of the Swiss in effect in the 1984 tournament was that the top three place-getters in the 1983 tournament, that is, China,



The clash between Japan and China in Round 7

Korea and Japan, were seeded to meet each other in the closing three rounds.

Top place-getters



1st: Wang Qun (China)



2nd: Yoo Chang-hyeok (Korea)



3rd: Hirata Hironori (Japan)



4th: Ronald Schlemper (Holland)

6th World Amateur Go Championship

Player	Round							SOS
	1	2	3	4	5	6	7	
1. Wang Qun (China)	1 12	2 9	3 4	4 8	5 7	6 2	7 3	32
2. Yoo (Korea)	1 11	2 15	3 16	4 9	5 3	5 1	6 4	32
3. Hirata (Japan)	1 18	2 7	3 8	4 16	4 2	5 5	5 1	32
4. Schlemper (Holland)	1 27	2 20	2 1	3 13	4 10	5 14	5 2	30
5. Macfadyen (U.K.)	0 8	1 30	2 18	3 17	4 11	4 3	5 7	23
6. Colmez (France)	0 16	0 19	1 22	2 27	3 24	4 9	5 10	21
7. Suc (Yugoslavia)	1 14	1 3	2 25	3 11	3 1	4 8	4 5	31
8. Kan (Hong Kong)	1 5	2 25	2 3	2 1	3 13	3 7	4 20	30
9. Kraszek (Poland)	1 24	1 1	2 13	2 2	3 16	3 6	4 19	30
10. Hansen (Denmark)	0 13	1 14	2 12	3 21	3 4	4 15	4 6	29
11. Budig (W. Germany)	0 2	1 23	2 19	2 7	2 5	3 17	4 16	27
12. Beck (Austria)	0 1	1 29	1 10	2 19	3 17	4 18	4 15	26
13. Shin (U.S.)	1 10	2 17	2 9	2 4	2 8	3 26	4 18	25
14. Kis Kos (Hungary)	0 7	0 10	1 28	2 23	3 20	3 4	4 24	23
15. An (Australia)	1 30	1 2	1 24	2 25	3 26	3 10	4 12	20
16. Lee (Canada)	1 6	2 26	2 2	2 3	2 9	3 23	3 11	29
17. Olsson (Sweden)	1 22	1 13	2 20	2 5	2 12	2 11	3 26	25
18. Danek (Czech.)	0 3	1 28	1 5	2 29	3 21	3 12	3 13	25
19. Tan (Singapore)	0 25	1 6	1 11	1 12	2 28	3 24	3 9	23
20. de la Banda (Spain)	1 29	1 4	1 7	2 28	2 14	3 25	3 8	22
21. Paatero (Finland)	1 28	1 24	2 26	2 10	2 18	2 22	3 29	18
22. Tan (Philippines)	0 17	0 27	0 6	1 30	1 29	2 21	3 28	17
23. Bassarsky (Argentina)	0 26	0 11	1 30	1 14	2 27	2 16	3 25	17
24. Nicolet (Switzerland)	0 9	1 21	2 15	2 26	2 6	2 19	2 14	25
25. Jones (N.Z.)	1 19	1 8	1 7	1 15	2 22	2 20	2 23	24
26. Sasaki (Brazil)	1 23	1 16	1 21	2 24	2 15	2 13	2 17	22
27. Burlini (Italy)	0 4	1 22	1 29	1 6	1 23	1 28	2 30	20
28. Chairasmisak (Thailand)	0 21	0 18	0 14	0 20	1 30	2 27	2 22	18
29. Quintero (Mexico)	0 20	0 12	1 27	1 18	1 19	2 30	2 21	18
30. Roll-Lund (Norway)	0 15	0 5	0 23	0 22	0 28	0 29	0 27	21

Players are listed in order of placings.

Small numbers after each cumulative score are the opponent's number.

SOS (Sum of Opponents' Scores) was used to break ties.

Note: Chairasmisak and Quintero actually tied for 28th place.

Japan v. China (Round 7)

White: Wang Qun

Black: Hirata Hironori

13 April 1984

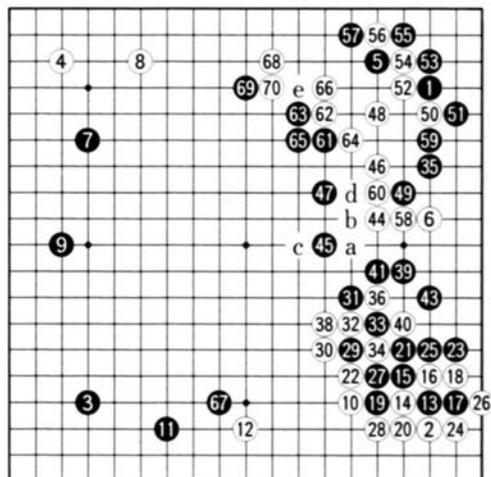


Figure 1 (1 – 70)

37: ko; 42: at 34

Figure 1 (1 – 70)

Black 15. Black 16 would be more peaceful. The result to 29 is unsatisfactory for Black, as White 6 becomes an ideal splitting move, separating Black into two on the right side.

Black 31 is good style. Black 35 purposely lets White cut at 36: Black has to play all-out as he fell behind in the sequence to 29. Still, 36 gives him a lot of trouble.

Black 45. A little thin – better shape would be Black 'a', White 'b', Black 'c'.

White 46. Too leisurely – White should play 'd', aiming later at White 'a', followed by a cut below 45. Black's severe peep at 49 turns the tables and puts him back in the game. White attempts to get sabaki with 50, but it is not easy. He has to give Black profit with 52 to 56 to set up a connection at 58.

Black 67 lets White off the hook. Hirata played here to defend against the threat of the counter-attack beginning with White 'a', but he should have kept up the pressure by blocking at 'e'.

Figure 2 (71 – 152)

Black 73. The wrong move in this area, according to Otake, who advocated attaching at 'a'. Alternatively, Black could play 100, forcing White 'b', then defend the centre with Black 88.

Black 75 is a slack answer to 74. White is aiming at the cut with 84 and 86, so Black should cap at 82 (after exchanging Black 100 for White 'b').

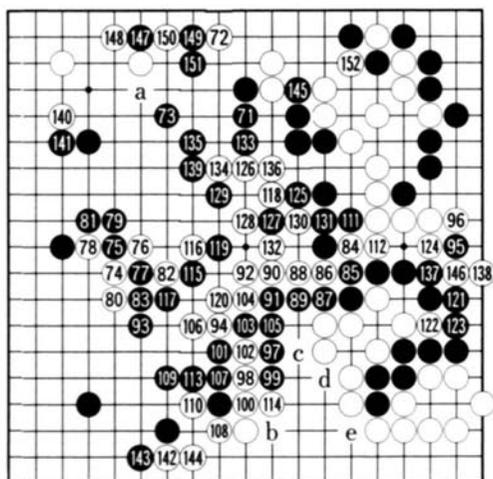


Figure 2 (71 – 152)

Black 93. Black would lose if he gave up these two stones, so he has to gamble that he can save his group after White 94.

White 98. Black now has cause for keen regret that he did not play the forcing move of Black 100 at some stage, as then he could link up his group with 97.

Black cannot escape after White 98, so 97 was his last chance. There doesn't seem to be any better move, but in a group discussion of the game Ninomiya 1-dan discovered that attaching at 'c' would have saved the black group. The variations are very complicated, but 'c' works because White has bad aji (mainly at 'd' and 'e') in his own group.

Black attacks desperately in the centre, but there is no way that he can win the semeai. After 136, he is two moves behind.

Black resigns after White 152.

(Comments extracted from a discussion led by Sakai 9-dan and published in 'The 6th World Amateur Go Championship'.)

As this game shows, Wang did not have as easy a time winning as his 7-0 record might indicate, but actually there was another game, against Janusz Kraszek of Poland, in which he came within an ace of being defeated.

China v. Poland

White: Wang Qun (China)
Black: Janusz Kraszek (Poland)
 10 April 1984

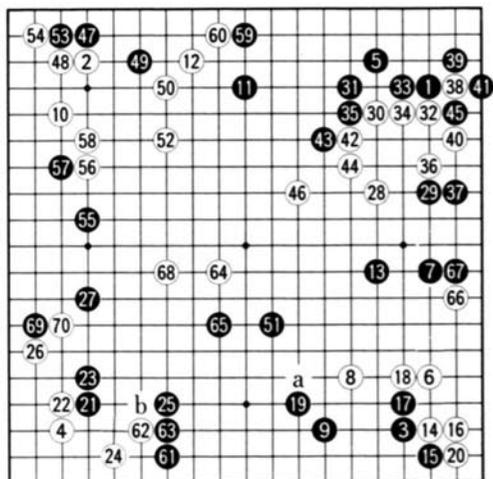


Figure 1 (1 - 70)

Figure 1 (1 - 70)

White 28. White should attach at 'a' to reduce the potential size of Black's centre moyo.

Black 47 should be at 61.

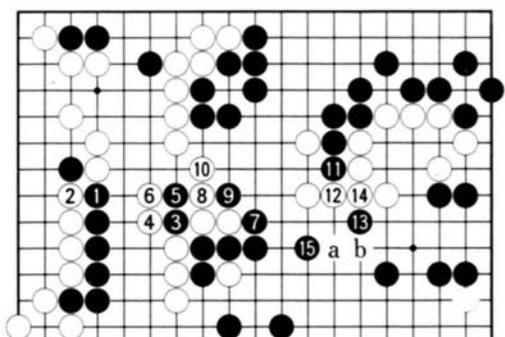
White 52. A perfect opportunity to destroy the bottom area by attaching at 'b'.

Figure 2 (71 - 138)

Black 93 starts a very severe attack, though Black misses his first chance with 97. If instead he extended at 98, White would be in bad trouble: if he tried to save his two stones, his group on the right would be endangered.

White 102 is an overplay. If Black followed Dia. 1 with 103, he could kill the white group. After 15, his only weak point is at 'a', but Black 'b' should cope with that.

White 104 is bad. White should attach at 'a' to



Dia. 1

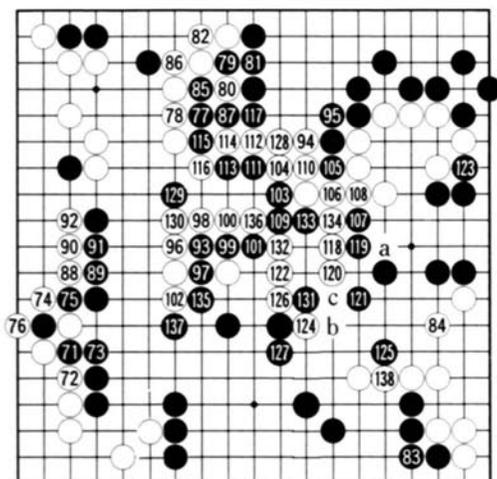
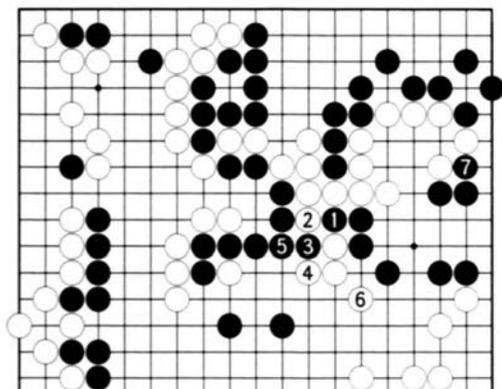


Figure 2 (71 - 138)



Dia. 2

try to make a second eye.

Black 121. If at 1 in Dia. 2, White would have had to resign. Otake and Sakai (referees for the tournament) were watching with bated breath, but Kraszek, in time trouble, missed his chance. Perhaps he thought it was too good to believe, since the cut with 1 and 3 was obvious. White might try for a semeai with 6, but his prospects of winning it would be almost nil. After the game, Wang admitted that he had thought his group was going to die.

Black 123. Black 'passes' a move and throws away his last chance. Black 'b' or 'c' might still have killed the white group.

Ironically, the 'dead' group secures a handsome life with 124 to 136, and White takes the lead. The historic upset became a might-have-been.

Moves 139 to 225 omitted. White wins by 15½ points. (Commentary by Kamimura Haruo 8-dan.)

Holland v. Korea (Round 7)

White: Yoo.Chang-hyeok (Korea)

Black: Ronald Schlemper (Holland)

13 April 1984.

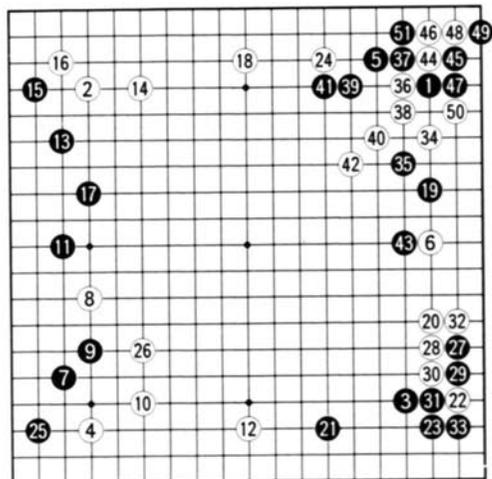


Figure 1 (1 - 51)

This game was another very creditable showing by a Westerner against one of the Oriental 'big three'.

Figure 1 (1 - 51)

Black gets an excellent opening in this game, but either 19 or 25 at 26 would make it even better.

White 40. White should cut at 44 now. For his part, Black should play 41 at 47. White 44 helps White relieve the pressure on his group.

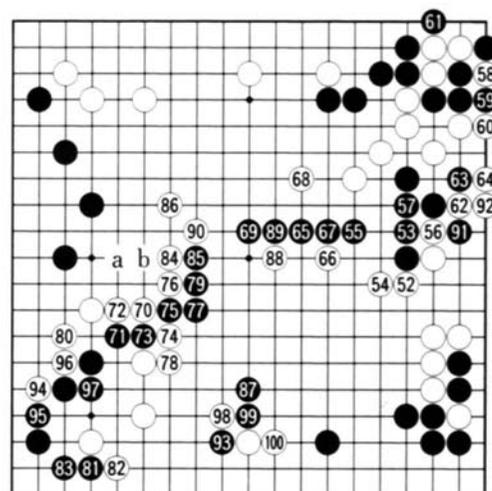


Figure 2 (52 - 100)

Figure 2 (52 - 100)

Black 85. Solid, but the peep at 'a' is better.

Black 87. Black 'a' is still the vital point. If White 'b', Black could make superb shape by extending at Black 90. In contrast, it is White who gets dominating centre thickness with 90.

Black 93 shows the right spirit: Black has to cover his centre weakness by starting a fight.

White 98. Very aggressive.

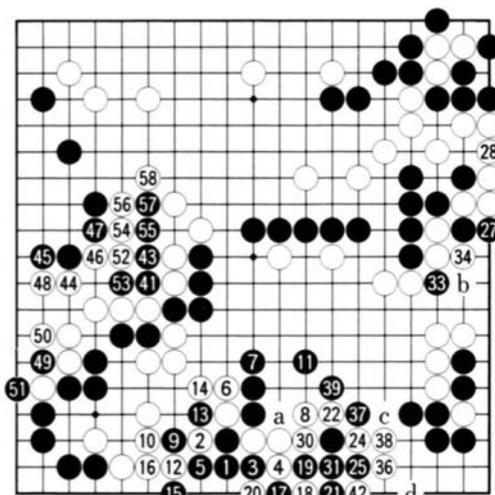
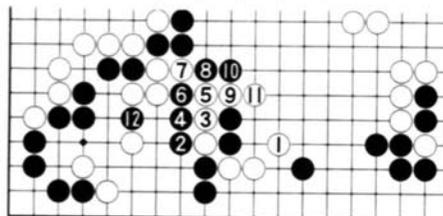
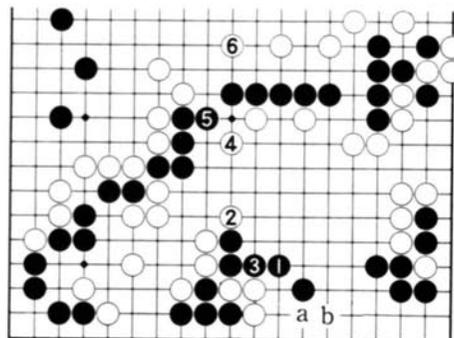


Figure 3 (101 - 158)

Ko: 23, 26, 29, 32, 35, 40



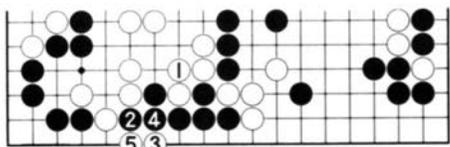
Dia. 1



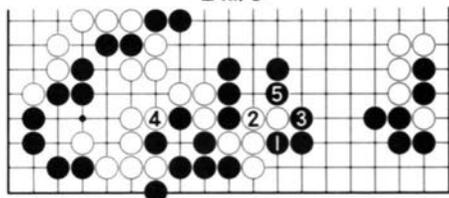
Dia. 2

Figure 3 (101 - 158)

White 2. If at 1 in Dia. 1, White collapses after 2 to 12.



Dia. 3



Dia. 4

White 6. If at 9, White loses the fight after Black 'a'.

Black 7. If at 1 in Dia. 2, Black wins the seme-ai, but White would play 2 in sente (after first exchanging 'a' for Black 'b'), then catch the centre group with 4 and 6.

White 12 and 14 give Black an extra liberty: 12 should be at 13. That wins, as shown in Dia. 3. However, Black lets White off the hook with 17: to win he just had to follow Dia. 4.

Black 41. Black's only absolute ko threat is at 'b', but White has threats at 'c', 42, and 'd'.

This game could have gone either way. Both sides made possibly fatal slips, but the fortunes of war favoured Yoo.

Black resigns after White 158.

(Commentary by Sakai 9-dan)

U.K. v. West Germany (Round 5)

White: Matthew Macfadyen (U.K.)

Black: Stefan Budig (West Germany)

12 April 1984

Figure 1 (1 – 75)

Black 21. Black gets a very painful result in this corner. Since he played tenuki with 19, he should be content to dodge White's attack, dropping to the second line with 21 at 'a'; if then White 25, Black plays 23.

White 30. Bigger is 'b'. Black 33 must be at 'c'. White takes the lead with 34.

White 46. Unnecessary – White should play 48. If Black 46, White defends with 'd'.

Black 47, heading towards White's wall, is wrong; it should be at 50.

White 58. A little unsubtle. A more interesting way to attack would be White 'e', Black 'f', White 'g', Black 'h', White 61.

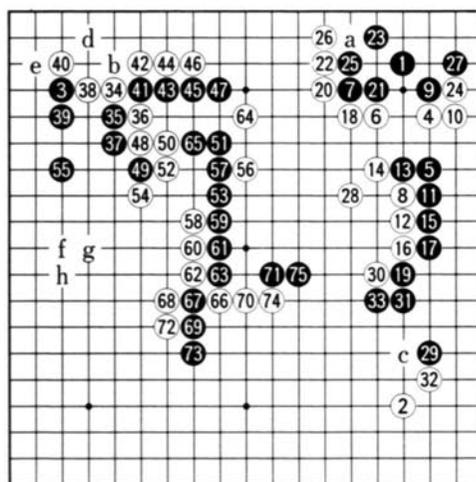


Figure 1 (1 – 75)

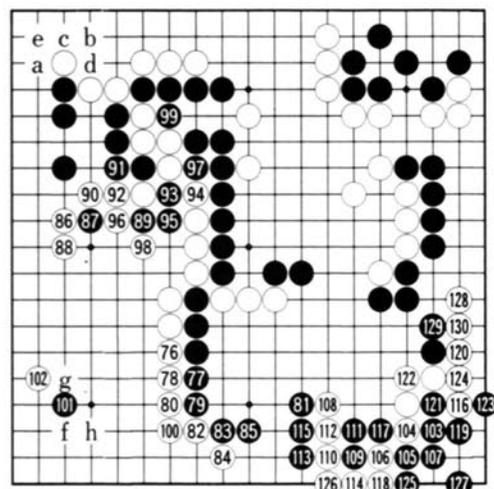


Figure 2 (76 – 130)

Figure 2 (76 – 130)

Black 87. Wrong direction – Black must have at 'a'. White 'b' to Black 'e' follow, after which White would play 'f' and Black would cut at 100. That would be a reasonable game.

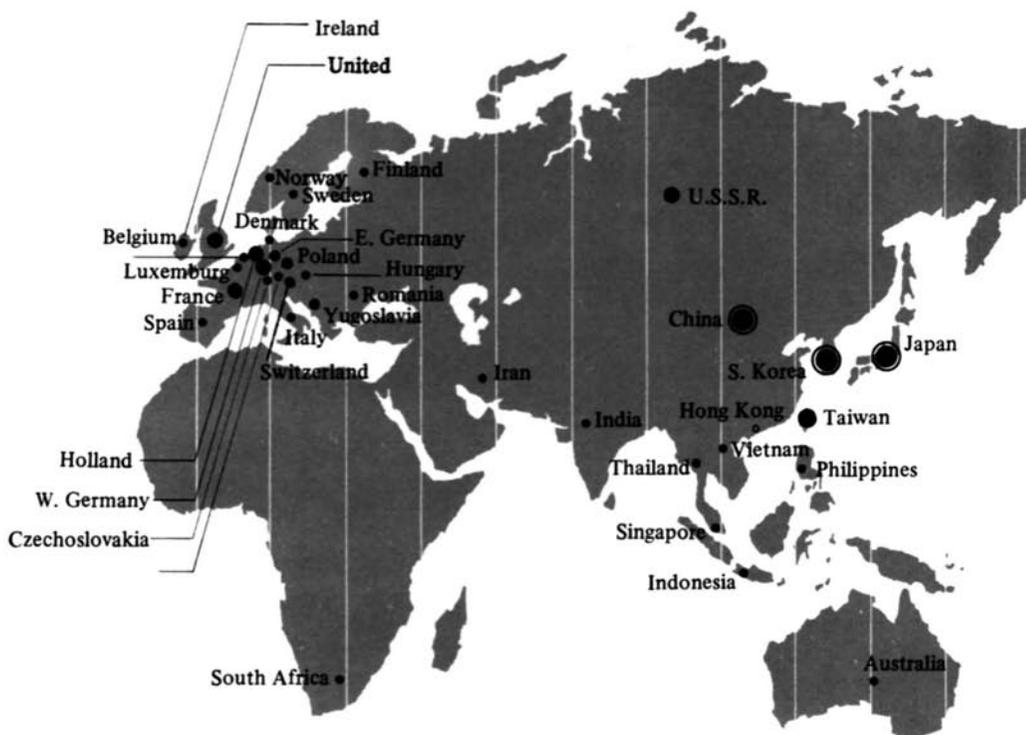
Black resigned after White 130, but he should at least have had a go at living in the bottom left corner. Kamimura 8-dan and Kanashima 8-dan both commented that Black would have a 50–50 chance of living (with 'g' or 'h'), though they were reluctant to give any variations. If Black had a go, anything might happen.

Black resigns after White 130.

(Commentary by Kamimura Haruo 8-dan)

Countries Playing in the 6th WAGC

Hong Kong, Japan, China, Philippines, South Korea, Singapore, Thailand, Austria, Denmark, Czechoslovakia, F.R. Germany, Finland, France, Hungary, Italy, Netherlands, Norway, Poland, Spain, Sweden, Switzerland, United Kingdom, Yugoslavia, Canada, U.S., Mexico, Australia, New Zealand, Brazil, Argentina (30 countries)



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21. Philippines	J. Lua	Enterprise Bldg., Rm-906 524 Quintin	

GO AROUND THE WORLD

THE WORLD GO POPULATION



- | | |
|--------------------|----------------|
| 22. Poland | L. Dziunowicz |
| 23. Singapore | C. G. Hor |
| 24. Spain | A. W. An-Po |
| 25. Sweden | P. I. Olsson |
| 26. Switzerland | T. Takase |
| 27. Thailand | S. Tansittipat |
| 28. United Kingdom | N. R. Tobin |
| 29. U.S.A. | T. G. Benson |
| 30. Yugoslavia | P. Gaspari |
| 31. Romania | G. Paun |

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Recent News

Japan-China Super Go

The keen interest in the recent international rivalry between Japan and China has given birth to an unprecedented new tournament: the NEC Japan-China Super Go Match, sponsored by 'Igo Club', the China Weiqi Association, the New Physical Education Magazine, and NEC (Nippon Electric Company). Japan and China are each represented by an eight-man team; one game is played at a time and each player keeps playing until he is defeated. The match ends when all eight players on one team have been defeated. In theory, one player could by himself defeat the entire opposing team. The games will be played alternately in Japan and China during 1985.

The line-ups of the two teams are as follows:

<i>China</i>	<i>Japan</i>
Wang 6-dan	Yoda 5-dan
Chiang 7-dan	Kobayashi Satoru 8-dan
Shao 7-dan	Awaji 9-dan
Ch'ien 6-dan	Kataoka, Tengen
Ts'ao 8-dan	Ishida Akira 9-dan
Liu 8-dan	Kobayashi Kochi, Judan
Ma 9-dan	Kato, Oza
Nieh 9-dan	Fujisawa Shuko 9-dan

As can be imagined, the Japanese team is the strong favourite, and some people are predicting that the Chinese won't get past around Ishida. The Chinese probably have other ideas, and a showdown between Nieh and Shuko would be something to look forward to.

Two of the games have already been played. In the first, played in Tokyo, Yoda beat Wang, but in the second, played in China, he lost to Chiang. That means that in the third game Chiang will face Kobayashi Satoru. The Yoda-Wang game is given on page 14.

Cho Defends Meijin Title

Cho Chikun had his narrowest squeak yet in the Meijin title, when the challenger, Otake Hideo, who has previously done very badly against Cho, swept to a 3-0 lead against him in the 9th Meijin title match. Beginning in the fourth game, however, Cho summoned all his legendary resources and launched a powerful counterattack. He more than compensated for his disastrous start by swamping the challenger in the next four games. That makes it five years in a row Cho has won the Meijin title, and four of those times it was against



Cho defends the Meijin title.

Otake. The final game, played on 14, 15 November, is given on page 13.

Next Kisei Challenger?

The next Kisei challenger will be a newcomer to the title match. In the third stage of the 9th Kisei tournament, which decides the challenger, the favourites, such as Otake, Kato, and Rin, have all been eliminated, and the two players remaining, who will face each other in a best-of-three playoff, are Takemiya and Kobayashi Koichi. Neither has yet challenged for the Kisei title, though Kobayashi did make an unsuccessful (2-4) challenge for Cho's Honinbo title in 1982, while Takemiya was the one from whom Cho won that title (4-2) the previous year. Whoever wins, we should see a very interesting clash in the title match.

Ishida Leads in Tengen Title

Ishida Yoshio, former Meijin-Honinbo, is within one win of taking the Tengen title from the current title-holder, Kataoka Satoshi 7-dan. Ishida won the third game of the title match, played on 3 December, by 2½ points and now leads the series 2-1.

Kikuchi Wins Nihon Ki-in Championship

Kikuchi Yasuro, a perennial winner of the Amateur Honinbo title (14 times, including 1984) will be the Japanese representative in the 7th WAGC. Kikuchi, who played in the 1st WAGC, qualified by winning the 8th Nihon Ki-in Championship. The final is given on page 14. The Japanese will be expecting Kikuchi to do better than in 1979, when he had the bad luck to run into Ch'en Tsu-te, the Chinese player who came second to Nieh, in the first round.



Mr. Asada receiving the Okura Prize from Mr. Yoshihiro Inayama, President of the Nihon Ki-in

Asada Shizuo, the President of the International Go Federation, has been chosen as one of the recipients of the 1984 Okura Prize. This prize, created as a memorial to Baron Okura, the founder of the Nihon Ki-in, is awarded to persons who have played an outstanding role in promoting go. Also receiving the Okura prize with Mr. Asada were Yoshikuni Ichiro (IGF Counselor) and Cho Nantetsu (Honorary President of the Hanguk Kiwon).



Cho Hun-hyen 9-dan, Korea's top player

Japan v. Korea

On 9 November, a match was held between two four-man teams representing Japan and Korea, though actually the top player for Japan, Rin Kaiho, is from Taiwan. The position was rather

similar to the Japan-China match earlier in the year in which the top player for Japan was a Korean.

The result of the match was a 3-1 victory for Japan, but Cho Hun-hyen 9-dan, the top Korean title-holder, scored a personal triumph by defeating Rin. In the other games, Kato defeated Suh 8-dan, Takagi defeated Yoon 8-dan, and Onda 4-dan defeated Lim 4-dan.

Fujisawa Shuko visited Seoul with the Japanese team and he played a TV fast game with Cho, which was won by the latter. The Rin-Cho game is given on page 15.

Go in the Orient

Japan: 378 professional players (Nihon Ki-in 263, Kansai Ki-in 115); go population: ten million; Nihon Ki-in chapters and affiliated clubs: 1,300.

China: 10 professional players (soon to be increased); go population: 10,000,000; China Weiqi Association has 29 branches.

South Korea: 88 professional players; go population: 4,000,000; Hanguk Kiwon branches: 30.

Current Title-holders

Japan

Kisei: Cho Chikun 9-dan
 Meijin: Cho
 Honinbo: Rin Kaiho 9-dan
 Judan: Kobayashi Koichi 9-dan
 Tengen: Ishida Yoshio 9-dan
 Oza: Kato Masao 9-dan
 Gosei: Otake Hideo 9-dan

China

National Champion title: Ch'en Lin-hsin 6-dan
 New Physical Education Cup: Ma Hsiao-ch'un 9-dan
 All-China Number One Ch'ship: Ma 9-dan
 All-China Women's Number One: K'ung 7-dan

South Korea

Wang Wi (King): Cho Hun-hyen 9-dan
 Kuk-soo (National Champion): Cho
 Kuk-gi (National Go): Cho
 Myungin (= Meijin): Suh Bong-soo 8-dan
 Paewang (Monarch): Cho
 Chaigowi (Top Position): Cho
 Kiwang (King of Go): Suh
 Daewang (Great King): Cho

*Suh 1984 U.S. Champion
Charles Huh to Play in WAGC*

Sang Mo Suh is the new U.S. Champion. Suh first won the Western Championships, held at the beginning of September, then defeated the winner of the parallel Eastern Championships, Joong Ki Kim, 2-0 in a playoff held at the end of October. The competition to become the U.S. representative at the 7th WAGC was won by the Western contender, Charles Huh of Seattle, who defeated the Eastern contender, Young Kwon of New York, in a playoff held at the beginning of December.

1st U.S. Go Congress

The First United States Go Congress will be held from August 10 through 18, 1985, at Western Maryland College, Westminster, Maryland, under the auspices of the American Go Association. Events will include a lightning tournament, a five-round main tournament, a handicap tournament, a weekend tournament, and a 13x13 tournament. Professional players from China, Korea and Japan will be in attendance, and there will also be various other recreational activities arranged. Accommodation will be available at the college.

For more information, contact:

Haskell Small
3220 44th St. N.W.
Washington, D.C. 20016
Tel. 202-244-4764

Kobayashi Chizu and Redmond Visit L.A.

Kobayashi Chizu 5-dan and Michael Redmond 4-dan, the latter a native of California, led a group of Japanese amateurs on a visit to Japan Expo '84, which was held in Los Angeles on November 23 to 25. During their visit, the two professionals gave go lectures and played teaching games. Michael Redmond also played a game, which he won, with Jimmy Cha 4-dan, former Korean professional now resident in L.A.

1984 Canadian National Go Tournament

This tournament was held from 6 to 8 October in Edmonton. The winner of the top division was June Ki Beck 6-dan, who becomes the Canadian Open Champion. Second place was taken by Myung Chul Shin 6-dan, who becomes the Canadian Champion and the WAGC representative. Kawamura Masamichi 7-dan of the Nihon Ki-in (Kansai branch) attended the tournament and acted as referee.

Hong Wins 1984 European Championship

Hong Tay You 6-dan of Korea became the 1984 European Champion by winning all his games in the nine-round Main Tournament (an open tournament) at the 28th European Go Congress, held at Porrentruy Jura in Switzerland from 21 July to 4 August. Hong was on his way home after spending a year studying medicine in the United States. Second was Yoo Jong Su 6-dan of Korea/Germany with eight wins. Next came four players on six points, so a playoff was held. The final placings were:

3rd: Matthew Macfadyen 6-dan (U.K.)
4th: Pierre Colmez 4-dan (France)
5th: Rittner 4-dan (W. Germany)
6th: Robert Rehm 5-dan (Holland)

This was the first European Go Congress held in Switzerland. A total of 204 players from 21 countries attended, including 17 woman players. There were 46 players from France, which shows how it is developing as a go power, followed by 36 from Holland, 30 from West Germany, 29 locals, 13 Japanese, 11 British, and 6 Austrians.

A number of professional players were also in attendance: Wang Ju-nan 8-dan and Hua I-kang 8-dan from China, Kim 6-dan from Korea, and Saijo 8-dan and Hagiwara 4-dan from Japan.

2nd Paris Meijin Tournament

This tournament was held in three stages from 27 October to 4 November, 1984, with a total of 124 players participating in the three classes. The system is for the top two placegetters in C Class (6-kyu down) to join in the B Class (1- to 5-kyu), from which the top six place-getters join in A Class. Winner of A Class and Paris Meijin for 1984 was Jerome Hubert 4-dan. Second was Andre Moussa 5-dan and third Charles Mary 3-dan. Among the prizes for the winner was a return air ticket to Tokyo.

Hahn 1984 Australian Champion

The winner of the 1984 Open Australian Championship, held on September 1 and 2 on Queensland's Gold Coast, was Dae Hahn 6-dan, who won all five of his games. Equal second were G. Kim 4-dan and Greg Parker 1-dan, both on three wins. Equal fourth were John Chen 3-dan and Neville Smythe 2-dan, also on three wins. A playoff held among Parker, Chen and Smythe to decide the WAGC representative was won by Chen.

Recent Games

1. Meijin Title, Final Game

White: Cho Chikun

Black: Hideo Otake

Played on 14, 15 November 1984

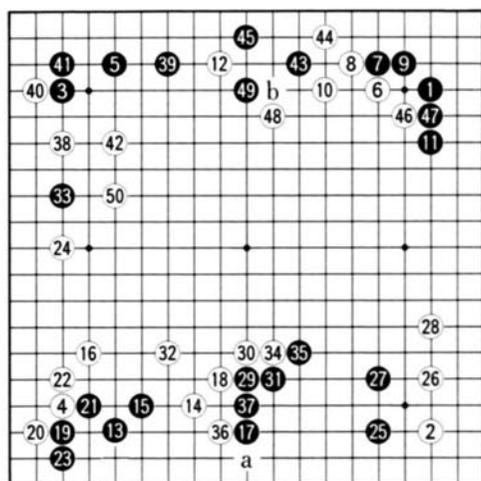


Figure 1 (1 – 50)

Figure 1 (1 – 50)

Black 37 is an unusual idea. In theory, it makes inefficient shape, but it is more powerful than 'a'.

Black 39 is also unusual. Instead of starting a fight with the conventional jump to 50, Black focuses on the invasion at 43.

White 48. White plays lightly, avoiding the standard joseki move in this pattern of 'b'.

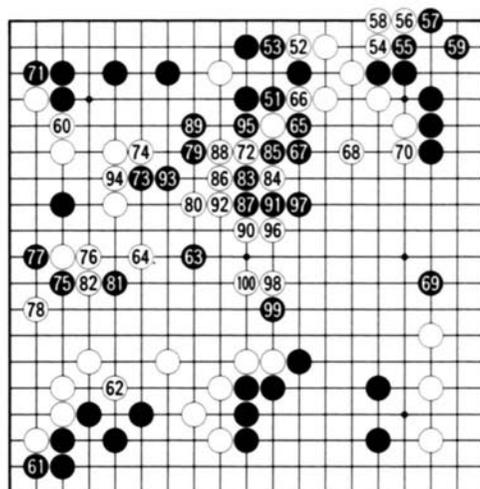


Figure 2 (51 – 100)

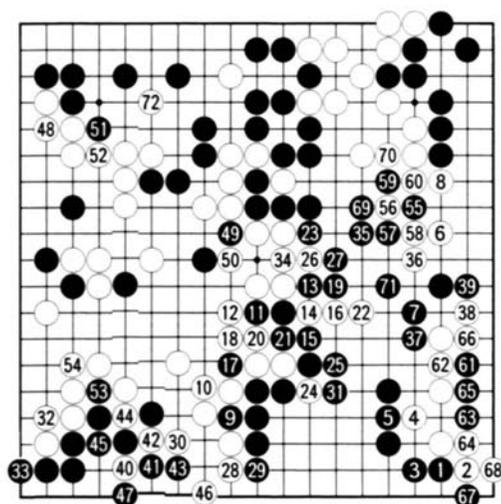


Figure 3 (101 – 172)

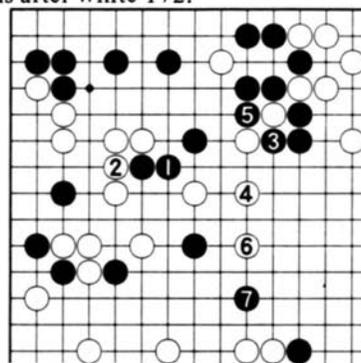
Figure 2 (51 – 100)

The result to 53 is a kind of furikawari (exchange) of the top for the upper left side, but White seems to have had a little the better of it.

Black 65 was much regretted by Otake, who wished he had played Black 68, White 65, Black 88. In that case, Black could still have aimed at attacking White, while Black 88 would have worked well with 63. In the figure, White secures his group up to 70 and gets a promising game.

Black 75 is a desperate attempt to upset White's lead, but it ends in failure. The decisive mistake is 83. White keeps sente in the continuation to 94 and so is able to wall off a large centre with 96 and 98, which is enough to win. Kato Masao commented that with 83 Black should have followed the diagram below.

The game is close on the board when Otake resigns after White 172.



2. Japan v. China

This is the first game from the Japan-China series described in our news section.

White: Yoda Norimoto 5-dan (Japan)

Black: Wang Chien-hung 6-dan

Time: 3 hours each. Komi: 5½

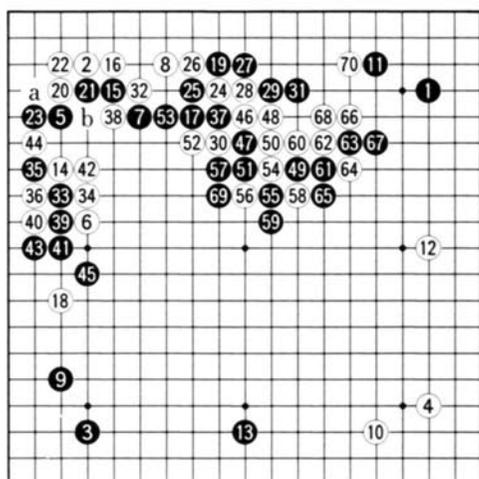


Figure 1 (1 – 70)

Figure 1 (1 – 70)

Black 21 and 23 are too heavy. Black should play 21 at 'a' (apparently Wang was worried about White 'b'). White 32 is very severe and gives White an early lead. Wang decides to sacrifice his heavy stones.

Black 49 is a strong move: it puts Black right back into the game.

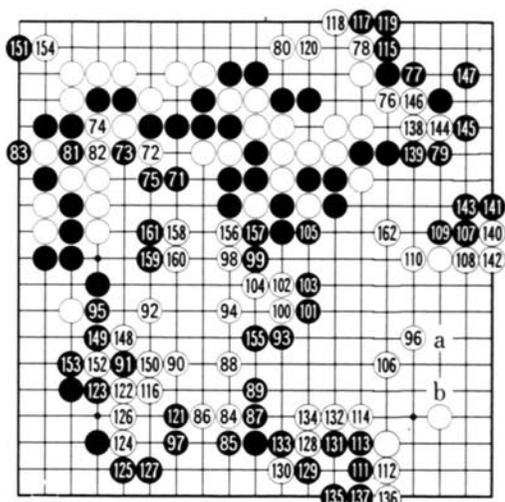


Figure 2 (71 – 162)

Figure 2 (71 – 162)

The result to 83 is equal.

Black 93. Black 94 would be more severe.

Black 95. Black 'a' would be more aggressive.

Black 97. Black should invade at 'b'. At the least, he would get a ko. His over-pacific play lets White take the lead again with 106. Actually, Wang had thought that the exchange to 83 was good for him, which explains why he played so conservatively after that. His faulty positional judgement proved costly.

Black 155 should be at 160. When White plays 156 to 162, the game becomes even on the board.

Moves 163 to 230 omitted. Black resigns. (From a commentary by Ishida Akira in 'Igo Club'.)

3. Nihon Ki-in Amateur Championship

This is the tournament used to select the Japanese representative in the WAGC. Below is the 1984 final.

White: Kikuchi Yoshiro

Black: Shimada Yoshihiro

Played on 22 October 1984. Commentary by Kobayashi Satoru 8-dan.

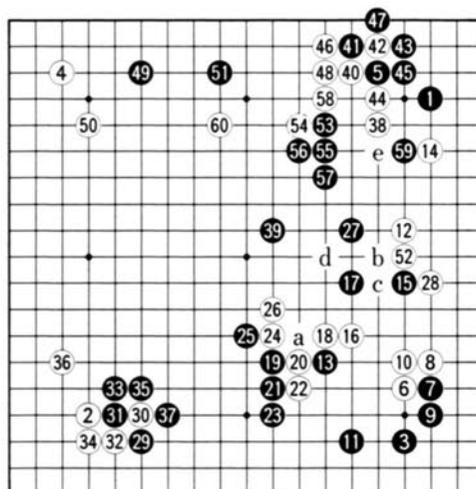


Figure 1 (1 – 60)

Figure 1 (1 – 60)

Black 21 is an interesting idea (if Black 22, he was afraid of White 'a', Black 21, White 'b', Black 'c', White 'd'), but 23 should be at 24. White builds useful thickness with 24 and 26.

White 28. Too negative – White should jump to 'e' to make best use of 24 and 26.

Black 35 should of course be at 37, but inexplicably White fails to seize the opportunity to extend at 37 with 36.

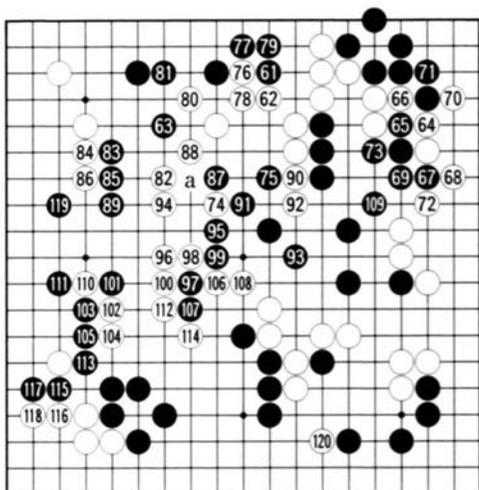


Figure 2 (61 – 120)

Figure 2 (61 – 120)

White 82 is an overplay: it should be at 'a'.
 Later White has to add a stone at 94.

Figure 3 (121 – 202)

Black 21 expects White 'a', but White counters with the severe peep at 22. Black has to let White grab four stones up to 32. Black 21 should have been at 74 (aiming at 59).

Black 37. Black 44 is better, as White 42 and 44 hurt Black's eye-shape. This group dies after White 52 to 56 (if Black 86, White 'b', Black 102, White 'c').

White 86 is not necessary.

Black resigns after White 202.

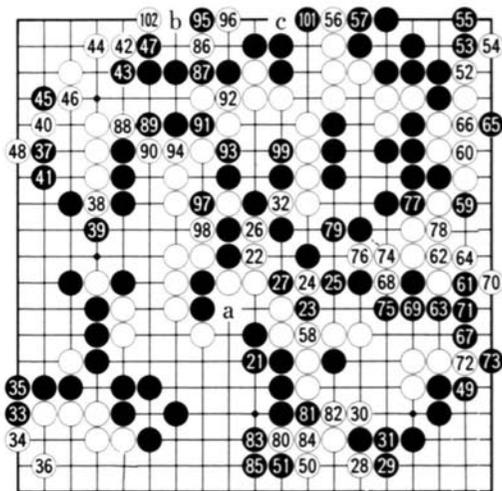


Figure 3 (121 – 202)
 100: takes (right of 97)

4. Japan v. Korea

White: Cho Hun-hyen 9-dan

Black: Rin Kaiho, Honinbo

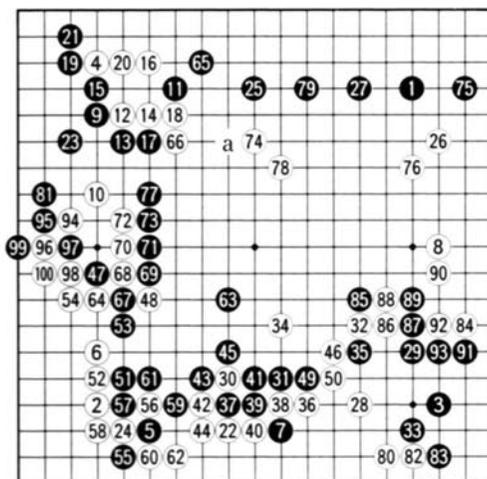


Figure 1 (1 – 100).

Figure 1 (1 – 100). Black 27 is a slack move which lets White seize the initiative; it should be at 'a'. White 32 and 34 are light, skilful moves.

Black plays another slack move with 35, while White plays superbly with 48 and 54. Black counterattacks with 65, but by 76 and 78 White is confident of victory.

Figure 2 (101 – 162). Black's last counterattack with 15 fails to upset White's lead.

Black resigns after White 162.

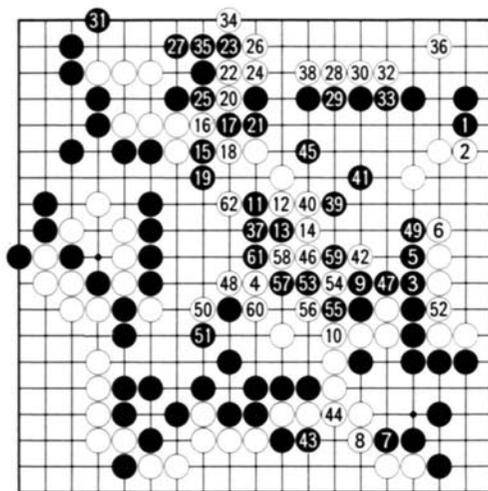


Figure 2 (101 – 162)

Proposed Publication of an International Go Yearbook

In accordance with the wishes expressed by many of our members, it is proposed to publish an "International Go Yearbook", which would give an overview of developments in international go throughout the year, in October 1985 (tentative date).

In order to make the yearbook as comprehensive as possible, we would like to request all member countries to send us reports on go activities in their countries. With your cooperation, it should be possible to produce a yearbook full of information which would give a complete picture of go activity around the world.

The kind of information that we would like to have is as follows:

An outline of the go organizations in your country, including:

- name of the organization
- regulations and a graph of organization structure
- number of members (with a breakdown into age, sex, occupation, go strength)
- annual budget (1984, 1985)
- activities (competitions, teaching, PR, etc.)
- national go population, features of special interest
- and any other information of interest

Representative game records

Other materials (including the most recent issues of go magazines and newsletters).

THE 7TH WORLD AMATEUR GO CHAMPIONSHIP

1. Tournament sponsors: The Nihon Ki-in, Japan Air Lines
2. Organizer: The International Go Federation
3. Support: The Ministry of Foreign Affairs, the Agency for Cultural Affairs, the Japan Foundation
4. Venue: The Nihon Ki-in (Tokyo)
5. Date: Tuesday, 21 May 1985 to Friday, 24 May 1985
6. Participants: 33 players from 33 countries
7. Entry

Participants (competitors and guest officials) are requested to forward the designated entry form, accompanied by five full face black and white photos, 5cm x 5cm, to the Tournament Office by 15 February 1985.

8. The contact address is:

The Tournament Office
7th World Amateur Go Championship
c/- The Nihon Ki-in
7-2, Gobancho
Chiyoda-ku, Tokyo 102
Tel. (03) 263-2464

Message from the IGF

This is the first issue of the International Go Federation bulletin, *Ranka*. We hope that it will serve as a bridge to link the federation and go organizations and go fans around the world.

The title, *Ranka*, is taken from an ancient Chinese legend about go. A woodcutter, coming upon two mountain sages enjoying a game of go, paused to watch the game. When the game finished, so much time had passed that he found that the handle of his axe had rotted away.

"Ranka", the literal meaning of which is "the rotted axe handle", has become a poetic name for go.

1985 promises to be a busy year, with the 7th WAGC being held in May, followed by the publication of the first International Go Yearbook in October. As mentioned above, we hope to include news about go activities in all our member countries, so we would be very grateful for your cooperation in sending us material.

I.G.F. Office

