

The Bulletin of the International Go Federation

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RANKA

YEARBOOK
1988

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The International Go Federation
7-2, Gobancho, Chiyoda-ku
Tokyo 102, Japan.
Tel. (03) 263-2464

On the Publication of the 1988 Yearbook

Thanks to the cooperation of all the members of the International Go Federation, we are able to bring to you the fourth issue of *Ranka*. Our aim is not only to help spread go but also to strengthen the bonds between us by presenting to lovers of the game all over the world news about the latest developments in international go.

This issue is mainly devoted to a report on the World Amateur Go Championship, which is the most important activity of the federation and which, we hope, makes a contribution to popularizing the game and raising its level around the world. The 9th championship was held last year in Beijing, making it the first to leave Japan. The great success of this championship, viewed against the background of the increasing world-wide popularity of go, has brought nearer the day when the championship will travel to other parts of the globe. The reports on new go activity in countries such as Iceland, Malaysia and Romania in the 'Go Around the World' section of this issue also bear witness to the progress in the internationalization of the game.

Go is a strange and wonderful game — even if you cannot communicate by language, exchanging just a few black and white moves on the go board will create a friendship that will last for one hundred years. With this conviction, the International Go Federation will continue its



efforts to promote mutual understanding and cultural exchange among the peoples of the world through go in the hope of thus making a contribution to progress and world peace.

A handwritten signature in black ink, appearing to read 'S. Asada', with a long horizontal flourish extending to the right.

Shizuo Asada
President
International Go Federation

From the IGF Office

Thanks to the cooperation of all our members, our bulletin *Ranka* has now reached its fourth year. This year's issue is another compact one like last year's, but we hope that the abbreviated coverage of world go that this has resulted in will not be too much of a disappointment to our readers.

Next year we plan to publish our second full-length yearbook. To make it as complete and comprehensive as possible, we would like to call upon all members for their unstinting co-operation. We look forward to hearing your opinions about the bulletin and to receiving reports on go activity in your country so that

we can make progress towards our goal of making *Ranka* a bridge linking the go-playing countries of the world.

I would like to take this opportunity to mention that in January this year the President of the IGF, Mr. Asada, also assumed the post of Chairman of the Board of Directors of the Nihon Ki-in.

1 March 1988.

Yusuke Oeda
Office Manager
IGF

9th World Amateur Championship

The 9th World Amateur Go Championship was held in Beijing from 12 to 16 May 1987. This was the first time that the championship had left Japan. The hard work and generous hospitality of the China Weiqi Association ensured that it was a great success, and everyone who took part greatly enjoyed the opportunity to play go in the homeland of the game.

The Japanese representative, Imamura Fumiaki, expressed his gratitude by giving his best to the tournament and taking first place. He became the first player ever to win the tournament for a second time; it was also only the second time that a non-Chinese player won the tournament. Imamura first broke the Chinese near-monopoly on the top amateur title in 1980, when the WAGC was a knockout tournament; this time he won by the narrowest possible margin and needed his share of good luck to come out on top.

Three players — Imamura, Yu Bin of China, and Lee Kwan Chol of Korea — ended in a 7-1 tie; Imamura and Yu were tied on SOS (sum of opponents' scores), the first method for breaking a tie; they were also tied on SODOS (sum of defeated opponents' scores), so Imamura took first place by virtue of the fact that he had defeated Yu in their encounter in the second round. Poor Lee, who bested Imamura but lost to Yu, had to be content with third place.

The tournament was held at the Holiday Inn Lido Hotel, located about halfway between the airport and downtown Beijing. The playing room was actually in the Lido Club, a sports club run by the hotel; part of the club was still under construction.

On the day before the tournament began, the 11th, a goodwill match between the participants and Chinese amateurs was held at the China-Japan Friendship Go Hall. (This three-storey building, opened in July 1986, was built with funds donated by leading Japanese companies and donated to the China Weiqi Association. Its first head is Wang Runan 8-dan.) The Chinese team included writers, university professors, and high-ranking members of the People's Liberation Army. The result was a 21-10 (+ 3 draws) victory for the WAGC team.

The same night, a welcome party was held in an enormous banquet hall at the Beijing Hotel. Among the guests were prominent politicians and



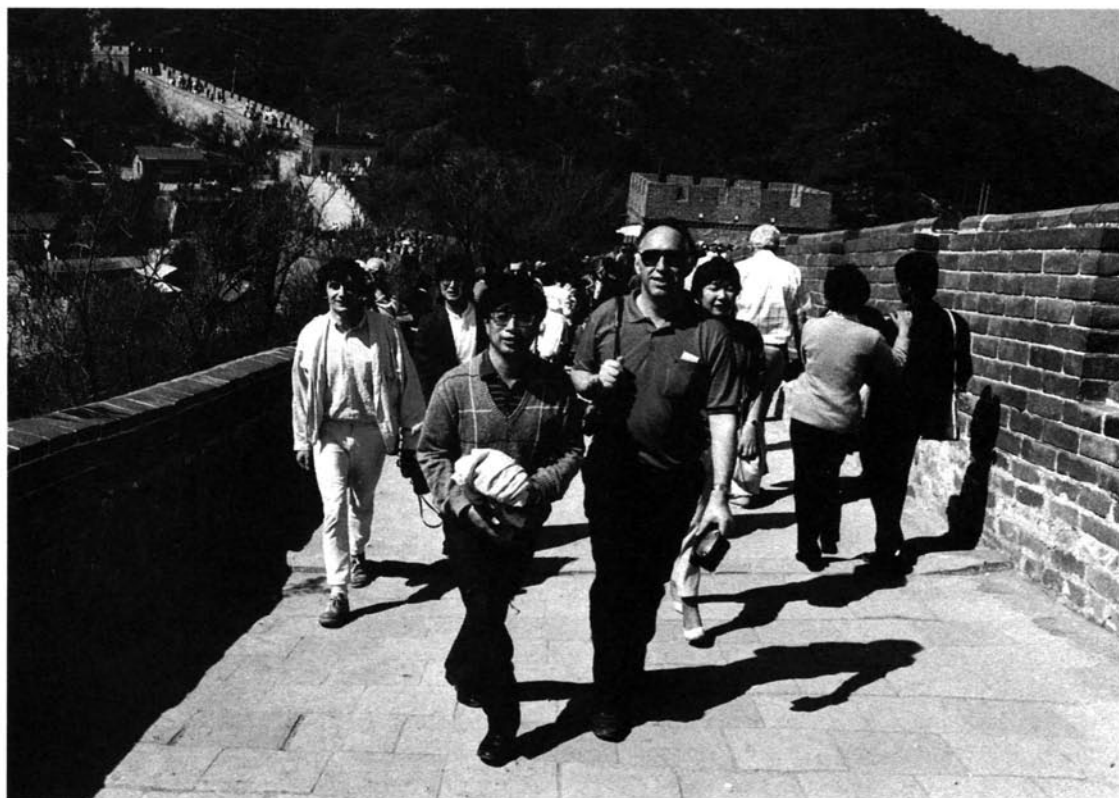
Imamura Fumiaki of Japan: 1987 World Amateur Go Champion

a large tour group of Japanese amateurs, including a delegation from the Takadanobaba Go Club (the first and only Far Eastern member of the American Go Association).

The next day the tournament began at 9 a.m. One innovation this year was that instead of deciding the colours solely by nigiri each round, a new ruling (proposed by Les Lanphear of the AGA) was adopted according to which the player who had taken black the fewer times in his preceding games automatically took black.

The first excitement came in the second round, when the luck of the draw matched the favourites, Japan and China. In previous championships, the Swiss system had been modified to prevent the top place-getters in the previous year from being matched against each other in the early rounds, but this year, apart from the first round, in which the countries finishing in the top eight last year were not matched against each other, it was left completely up to chance. The result was that much of the drama seemed to be taken away from the tournament, and, in fact, after Japan won this game the daily coverage in the Chinese newspapers dropped off quite a bit.

Going on past results, the reporters could have been forgiven for thinking that the outcome of the tournament was now a foregone con-



Sightseeing at the Great Wall on the rest day: Primo Garofalo, Imamura, Helmut Wiltschek

clusion, but the drama was restored in the 6th and 7th rounds when Lee of Korea beat Imamura, then lost to Yu, creating a three-way tie going into the final round. At this stage, Imamura had a slight edge, as he was ahead of Yu in SOS points, 33 to 32, while Lee, on 31, was effectively out of the running for first place. In the final round, all three were drawn down, as there was no one else on six points, so it was easy to predict that the tie would be maintained to the end. The main interest then became how the players contributing to the respective SOS and SODOS scores of Imamura and Yu did in their final games. As it happened, China caught up one point here, so the result was a tie all down the line, on outright points, SOS and SODOS. That meant that the final tie-breaking rule was put into effect, for the first time in the history of the championship, and Imamura emerged the winner because he had defeated Yu in their individual encounter.

In the following pages, we present some of the key games from the tournament.



Year by year the number of members in the International Go Federation is expanding steadily. The newest member is Malaysia, which was admitted to the IGF at the General Meeting held the day before the tournament began. Here Michel Gilbert of Belgium is playing the Malaysian representative, Teong Lok Yeo.

9th World Amateur Go Championship

Player \ Round	1	2	3	4	5	6	7	8	SOS
1. Imamura (Japan)	1 ²²	2 ²	3 ¹⁵	4 ⁴	5 ⁶	5 ³	6 ⁷	7 ⁵	42
2. Yu Bin (China)	1 ¹³	1 ¹	2 ¹⁹	3 ¹⁵	4 ⁴	5 ¹⁴	6 ³	7 ⁶	42
3. Lee (Korea)	1 ⁵	2 ²⁰	3 ²³	4 ¹⁰	5 ¹⁴	6 ¹	6 ²	7 ⁹	40
4. Tsang (Hong Kong)	1 ³⁴	2 ⁵	3 ⁶	3 ¹	3 ²	4 ¹⁷	5 ¹⁴	6 ⁷	37
5. Choi (Canada)	0 ³	0 ⁴	1 ²⁵	2 ³⁰	3 ¹⁶	4 ⁸	5 ¹¹	5 ¹	40
6. Macfadyen (U.K.)	1 ²⁹	2 ¹⁸	2 ⁴	3 ²⁴	3 ¹	4 ¹⁵	5 ¹³	5 ²	39
7. Kraszek (Poland)	0 ⁸	1 ²⁷	2 ³⁰	3 ¹⁸	4 ¹⁰	5 ¹¹	5 ¹	5 ⁴	38
8. Song (Brazil)	1 ⁷	1 ¹⁰	1 ¹²	2 ⁹	3 ²⁰	3 ⁵	4 ¹⁶	5 ¹⁷	37
9. Pocsai (Hungary)	1 ¹¹	2 ²⁴	2 ¹⁴	2 ⁸	3 ¹⁸	4 ²²	5 ¹²	5 ³	36
10. Michel (France)	1 ²⁵	2 ⁸	3 ¹⁶	3 ³	3 ⁷	3 ¹²	4 ²⁹	5 ¹⁹	36
11. Heiser (Luxem.)	0 ⁹	1 ²⁹	2 ²²	3 ¹²	4 ¹³	4 ⁷	4 ⁵	5 ¹⁴	35
12. Bogdanov (U.S.S.R.)	0 ²⁰	1 ²⁵	2 ⁸	2 ¹¹	3 ²⁶	4 ¹⁰	4 ⁹	5 ¹⁸	34
13. Rittner (W. Germany)	0 ²	1 ³²	2 ¹⁷	3 ¹⁶	3 ¹¹	4 ¹⁹	4 ⁶	5 ²²	34
14. Matsuda (U.S.A.)	1 ²⁸	2 ²³	3 ⁹	4 ²⁰	4 ³	4 ²	4 ⁴	4 ¹¹	40
15. Gosteli (Switz.)	1 ³²	2 ¹⁹	2 ¹	2 ²	2 ²²	2 ⁶	3 ³¹	4 ²³	33
16. De la Banda (Spain)	1 ³⁰	1 ³¹	2 ¹⁰	2 ¹³	2 ⁵	3 ²⁰	3 ⁸	4 ²⁵	32
17. Westhoff (Hollanc)	0 ¹⁸	1 ²⁶	1 ¹³	2 ²³	3 ²⁴	3 ⁴	4 ²⁷	4 ⁸	32
18. Wiltschek (Austria)	1 ¹⁷	1 ⁶	2 ³¹	2 ⁷	2 ⁹	3 ²⁴	4 ²²	4 ¹²	32
19. Garofalo (Italy)	1 ³³	1 ¹⁵	1 ²	2 ²⁶	3 ²¹	3 ¹³	4 ²⁸	4 ¹⁰	32
20. Yeat (Singapore)	1 ¹²	1 ³	2 ³⁴	2 ¹⁴	2 ⁸	2 ¹⁶	3 ³²	4 ²⁸	30
21. Matoh (Yugoslavia)	0 ²⁴	0 ²¹	1 ³³	2 ³¹	2 ¹⁹	2 ²⁸	3 ²⁶	4 ²⁷	22
22. Laatikainen (Finland)	0 ¹	1 ²¹	1 ¹¹	2 ²⁷	3 ¹⁵	3 ⁹	3 ¹⁸	3 ¹³	37
23. Tung (Australia)	1 ²⁶	1 ¹⁴	1 ³	1 ⁷	2 ²⁹	2 ²⁷	3 ²⁴	3 ¹⁵	31
24. Tan (Philippines)	1 ²¹	1 ⁹	2 ²⁸	2 ⁶	2 ¹⁷	2 ¹⁸	2 ²³	3 ³⁴	28
25. Sgall (Czech.)	0 ¹⁰	0 ¹²	0 ⁵	1 ²⁸	1 ²⁷	2 ³²	3 ³³	3 ¹⁶	28
26. Johannsson (Sweden)	0 ²³	0 ¹⁷	1 ²⁹	1 ¹⁹	1 ¹²	2 ³⁰	2 ²¹	3 ³³	27
27. Bro-Jorgensen (Denmark)	0 ³¹	0 ⁷	1 ³²	1 ²²	2 ²⁵	3 ²³	3 ¹⁷	3 ²¹	26
28. Phease (N.Z.)	0 ¹⁴	1 ³⁴	1 ²⁴	1 ²⁵	2 ³¹	3 ²¹	3 ¹⁹	3 ²⁰	24
29. Chairasmisak (Thailand)	0 ⁶	0 ¹¹	0 ²⁶	1 ³³	1 ²³	2 ³⁴	2 ¹⁰	3 ³²	24
30. Yeo (Malaysia)	0 ¹⁶	1 ³³	1 ⁷	1 ⁵	1 ³²	1 ²⁶	2 ³⁴	3 ³¹	22
31. Quintero (Mexico)	1 ²⁷	1 ¹⁶	1 ¹⁸	1 ²¹	1 ²⁸	2 ³³	2 ¹⁵	2 ³⁰	26
32. Gilbert (Belgium)	0 ¹⁵	0 ¹³	0 ²⁷	1 ³⁴	2 ³⁰	2 ²⁵	2 ²⁰	2 ²⁹	25
33. Christoffersen (Norway)	0 ¹⁹	0 ³⁰	0 ²¹	0 ²⁹	1 ³⁴	1 ³¹	1 ²⁵	1 ²⁶	22
34. Castro (Argentina)	0 ⁴	0 ²⁸	0 ²⁰	0 ³²	0 ³³	0 ²⁹	0 ³⁰	0 ²⁴	25

Note: De la Banda, Westhoff and Wiltschek actually tied for 16th place.

Top place-getters



1st: Imamura (Japan)



2nd: Yu Bin (China)



3rd: Lee (Korea)



4th: Tsang (Hong Kong)



The competitors are introduced at the reception.



The friendship match

Games from the Championship

Japan v. China (Round 2)

When this surprising pairing was announced for the second round, nobody had any trouble predicting that it would decide the championship, but it is unlikely that anyone foresaw the way it actually came to influence the final results.

As usual, the Chinese representative was a rising young player from whom much is expected in the future. In recent years, the Chinese have restricted their qualifying tournament to players who have not previously appeared in the WAGC, so every year the Chinese representative is an unknown quantity for the other competitors. Actually Imamura commented that it was better this way: if he had realized how strong Yu was, he might have been more nervous. Unknown to him, Yu had played three games against three young professional 6-dans touring China two months earlier in a group led by Fujisawa Shuko. He had won each game taking white, which gives an idea of his strength. (Also, soon after the tournament Yu played against the touring Japanese team in some of the matches in the annual Japan–China go exchange; he lost a game to Yoda 6-dan, the top player of the younger generation in Japan, but won his best-of-three match against Oya Koichi 6-dan 2–0.)

White: Imamura Fumiaki (Japan)

Black: Yu Bin (China)

Komi: 5½; time: 90 minutes each.

Commentary by Ma Xiaochun 9-dan.

Figure 1 (1 – 40). *An ambitious fuseki*

Black 5 is unusual, but Ma commented that he had seen it before. Yu obviously wanted to

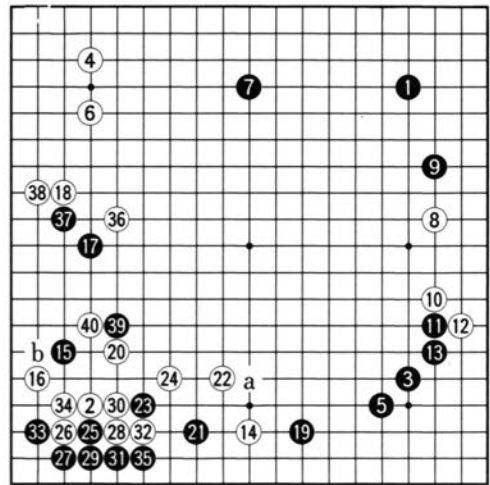
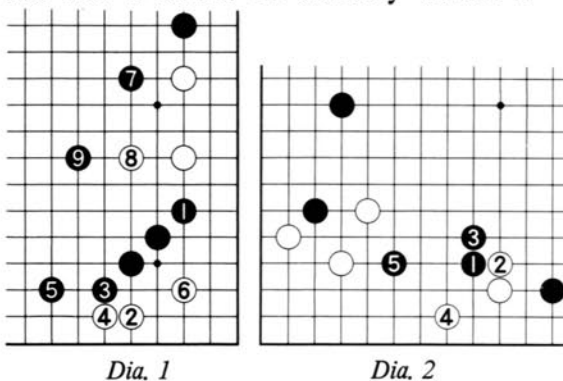


Figure 1 (1 – 40)

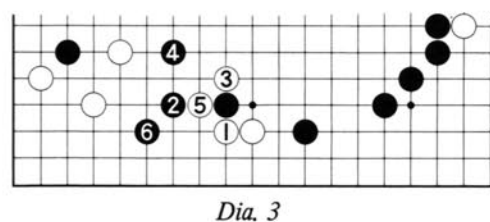
emphasize the centre.

Black 11 is a violent follow-up – the usual idea would be 1 in Dia. 1, but the problem with Black's corner formation is that it fails to secure the corner. White can easily live inside with 2 to 6. Black might continue by attacking with 7 and 9, but if White settles this group satisfactorily, he will take the lead.

Black 21. Black can't let White make good shape with 'a', but 21 is a little heavy. Reducing lightly as in Dia. 2 is preferable. If White follows Dia. 3, Black breaks into the bottom area and aims at attacking White's corner.

White takes the lead when he seals Black in with 22 and 24. Struggling to live inside the white net will only help White to strengthen his position.

Black 35. Black can't permit White to block at 35 in sente. Also, by taking away White's base, Black 35 indirectly helps the two black stones on the left side. However, White gets a good attack going with 36. The fact that Black can't play 'b' in sente increases the pressure on him.



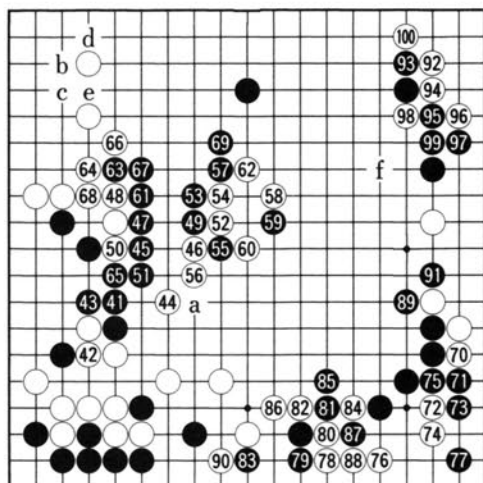


Figure 2 (41 – 100)

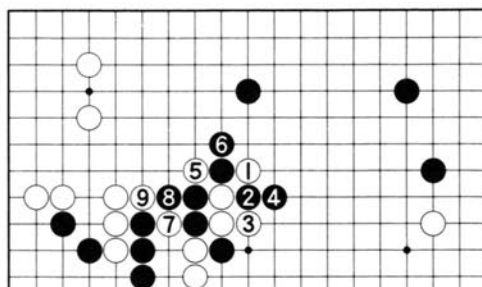
Figure 2 (41 – 100). *Imamura takes the lead.*

Black 43 is negative: he should jump out into the centre with 'a'. The game is over when White attacks with 44 and 46. Black is forced to flee with 47, which helps White to strengthen his top area with 48. White is not only ahead in territory now, he also has superior thickness. (Despite Ma's comment that the game is over, there's still a lot of action after this.)

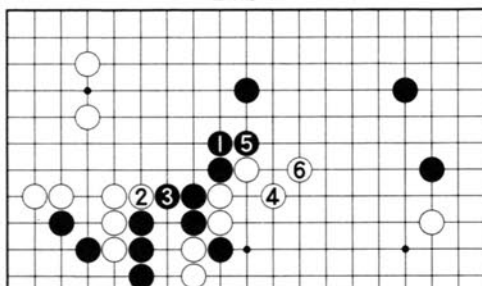
White 58 is slack: White should hane at 1 in Dia. 4. Resisting with 2 and 4 is unreasonable, as White can cut off the left-side group with 5 to 9. Black would therefore have to answer patiently with 1 in Dia. 5, but then White would be able to build thickness in the centre with 4 and 6. This would simplify the game, which would be to White's advantage.

Black attacks the defect in White's shape with 59 before making shape with 61 to 69. However, the forcing moves of 63 and 65 in this sequence are actually bad moves, as they help White to solidify his position at the top. After 64 and 66, the bad aji in White's corner disappears. Black should just extend at 69 with 63, then aim at Black 'b' (if White 'c', Black 'd'; if instead White 'd', then Black 'e').

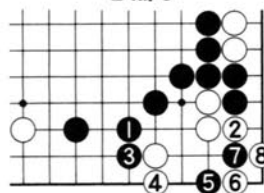
Black 77. If at 1 in Dia. 6, White gets a ko. The remainder of this fight is too complicated to describe here. Briefly, if Black goes all out to kill the white invader, he can do so, but White will be able to use his group as a sacrifice to squeeze from the outside. In the game Black prefers to take the outside himself, but still



Dia. 4



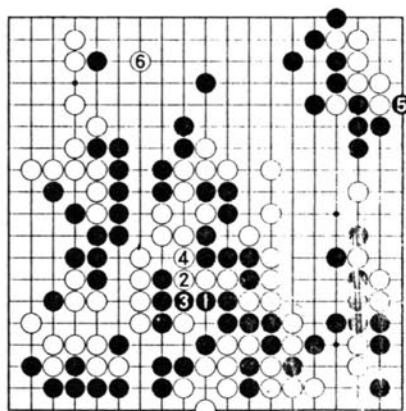
Dia. 5



Dia. 6

the result to 91 is a success for White.

White 92. White is ahead in territory, so simply reducing Black's moyo with 'f' would be good enough.



Dia. 7

Figure 3 (101 – 150). *Wrapping it up*

White 12 is aggressive – White could afford to compromise with 12 at 20 (Black would then move out with 'a'). According to Imamura, he thought that the game was too close to give way

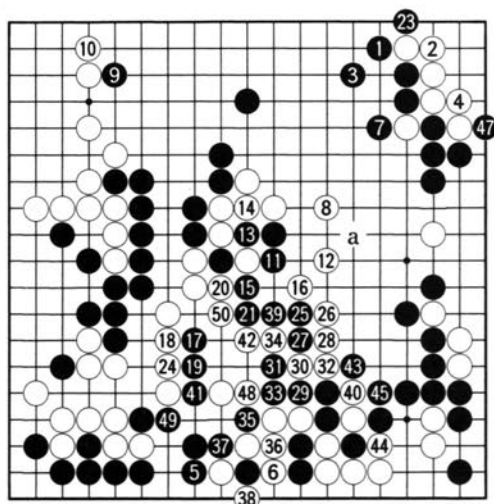


Figure 3 (101 – 150)

22: ko (left of 11); 46: connects (left of 44)

here, but actually there was no need for him to get into this centre fight.

However, despite being in byo-yomi, Imamura played with precision, giving Black no chance to get back into the game.

Black 43. If Black forces with 1 and 3 in Dia. 7, then captures the corner group with 5, White switches to 6 and keeps the lead.

Figure 4 (151 – 200), Figure 5 (201 – 290)

Two kos start in the endgame, but neither affects the result.

Black resigns after White 290.

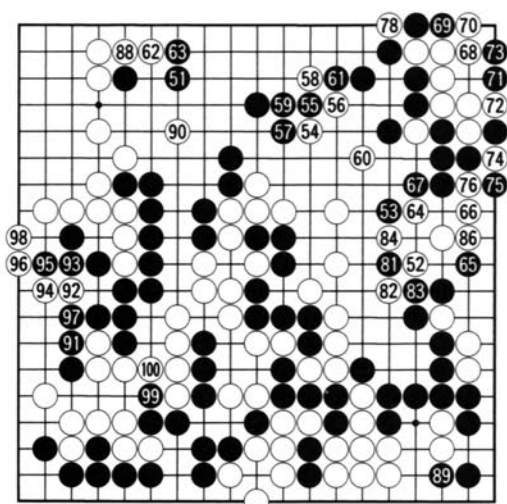


Figure 4 (151 – 200)

77: ko; 79: right of 78; 80, 85: ko;
87: connects the ko

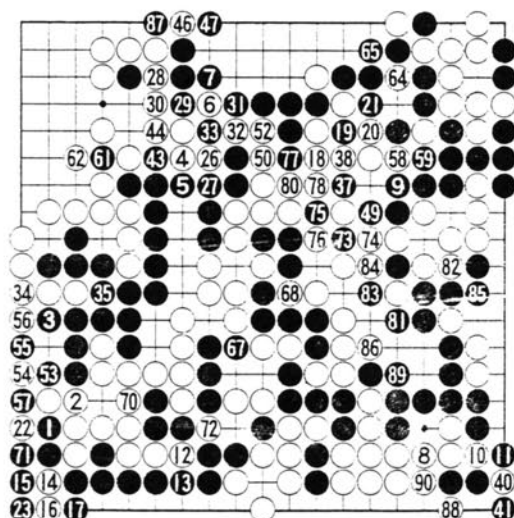


Figure 5 (201 – 290)

24: at 14; 25: takes; ko (at 6): 36, 39, 42, 45,
48, 51; ko (at 54): 60, 63, 66, 69;
79: connects (below 37)



Victory in the second-round clash between the favourites goes to Imamura.

Japan v. Korea (Round 6)

This is the game that everyone expected to decide the tournament. Lee and Imamura were the only players with no losses, so it was only logical to suppose that the winner of their game would go on to win the tournament. The convincing fashion in which Lee won this game only gave the spectators all the more reason to believe this.

White: Imamura Fumiaki (Japan)
 Black: Lee Kwan Chol (Korea)
 Played on 15 May 1987.
 Commentary by Rui Naiwei 8-dan.

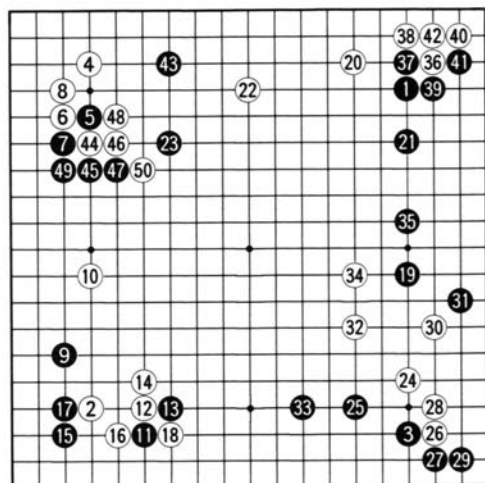


Figure 1 (1 – 50)

Figure 1 (1 – 50). Imamura's slow start

This was a bad fuseki for White. Black develops rapidly with moves like 19 and 23 and keeps one step ahead of White.

White 24 is a difficult point. White is unable to settle his group here: Black 31 drives him out into the centre and while White is escaping, Black solidifies his territory with 33 and 35.

Black 49 is a strong move: Black welcomes the fight after 50.

Figure 2 (51 – 100). An ineffective attack

White 56, provoking Black 57, looks bad: the black groups at the top and on the left both look unattackable now. Rui suggested following Dia. 1 instead. Moving out at the top will be difficult for Black after 5; White can also aim at 'a'. Instead of 2, Black will probably move out with 'b', but White can play 'c' and attack Black on a large scale (if Black went back now and defended with 2 and 4, White would attack at 'd', getting a better position than in the game).

Black 59. Better left unplayed, as 60 strengthens White and weakens Black in the centre.

Black 61 gives White the tesuji of 62, enabling White to threaten Black's base on the

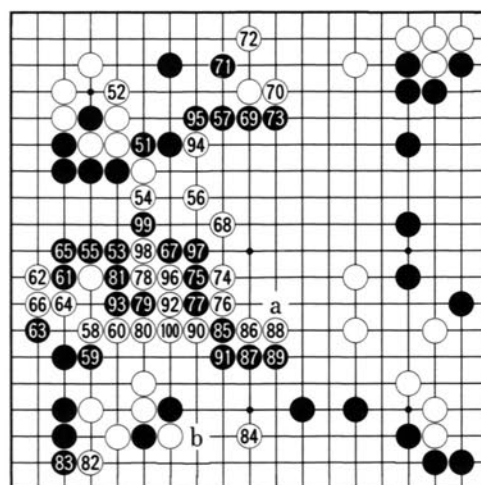
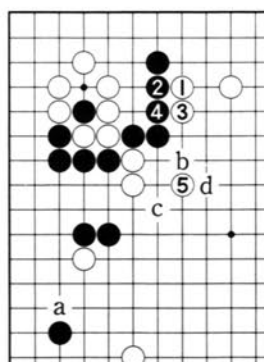
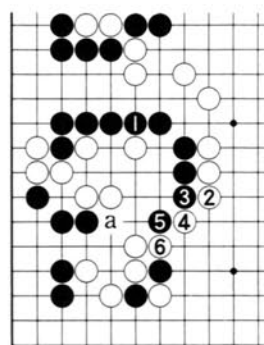


Figure 2 (51 – 100)



Dia. 1



Dia. 2

side. Black should just jump to 67. These two slack moves in a row give White a chance to get back into the game.

Black 71, 73. Black strengthens his top group and stakes the game on the survival of his group on the left side.

Black 79 is a good answer to the peep. If Black simply connected at 1 in Dia. 2, White would seal him in with 2 to 6. Black can't cut with 'a'.

White 82, 84. White gives up hope of attacking Black effectively, so he switches to territory. Black then counterattacks with 85.

White 86. Jumping to 'a' would be more peaceful: Black 87 and 89 are severe and make Black 'b' a serious threat.

Figure 3 (101 – 150). Lee keeps the lead.

White 8 is an overplay. White expected his follow-up at 10 to work well, but Black 11 is a well-timed counter. White should have used 8 to

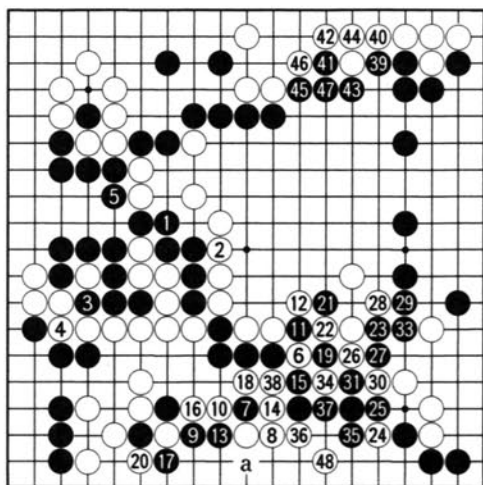
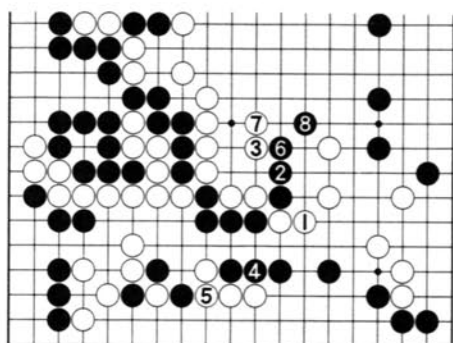
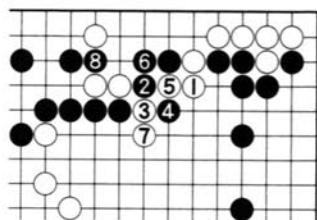


Figure 3 (101 - 150)

32: ko (at 6); 49: at 19; 50: connects (at 11)



Dia. 3



Dia. 4

defend at 9 (Black 8 and White 'a' would follow, making a close game).

White 12. If at 1 in Dia. 3, the continuation is good for Black.

The exchange from 28 to 38 is even, but White remains a little behind.

Black 41 is severe. If White counters with 1 in Dia. 4, he has no answer to 2. White 42 is therefore forced, but with 43 to 47 Black eliminates the last remaining weakness in his position. After this, White has no chance of catching up.

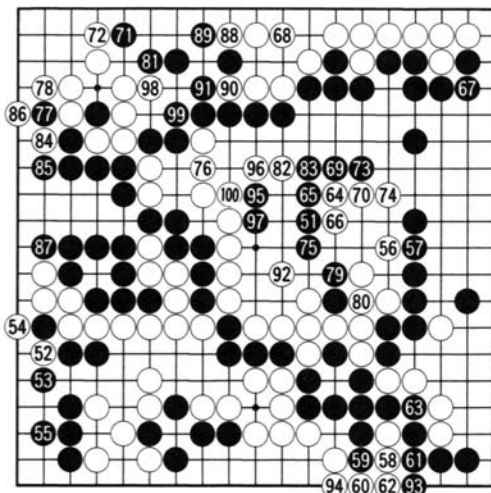


Figure 4 (151 - 200)

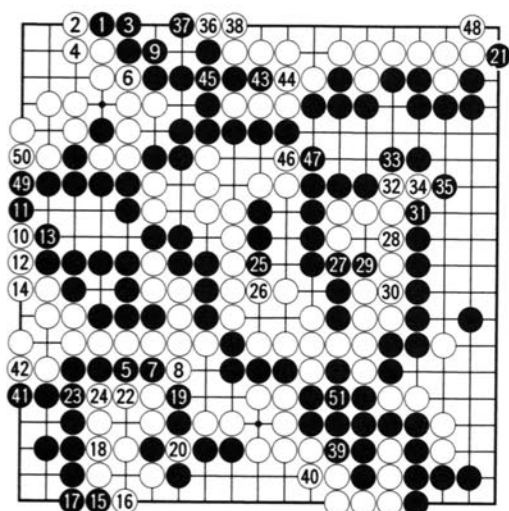


Figure 5 (201 - 251)

Figure 4 (151 - 200), Figure 5 (201 - 251).
Lee in the box seat

After so decisively beating Imamura, who had scored a solid win over Yu, Lee must have felt very optimistic about his chances of taking the tournament.

Black wins by $5\frac{1}{2}$ points.

Korea v. China (Round 7)

This was the game that threw the tournament wide open again. Perhaps the tension got to Lee, for he did not play nearly as well as in the previous round.



After defeating Imamura and taking the sole lead in the 6th round, Lee (on the left) must have been confident of his chances of becoming Korea's first world amateur go champion.

White: Lee Kwan Chol (Korea)

Black: Yu Bin (China)

Played on 16 May 1987.

Commentary by Sanno Hiroataka 9-dan.

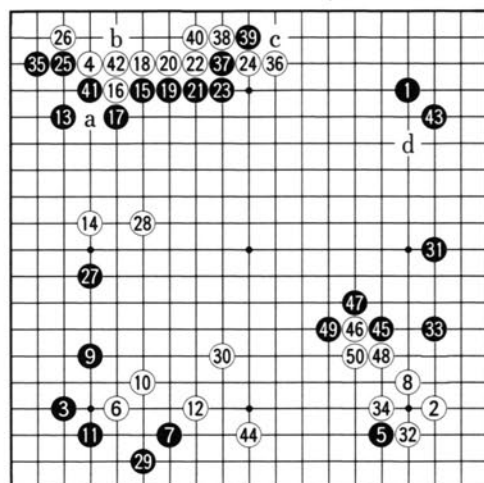
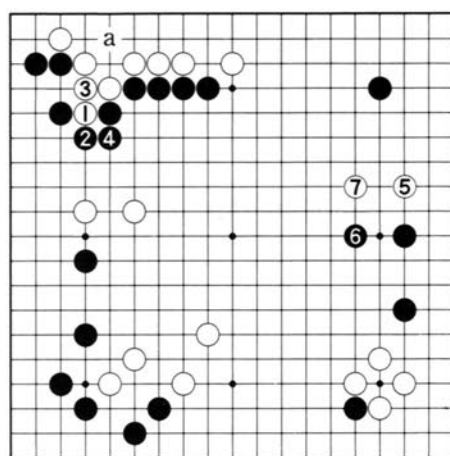


Figure 1 (1 - 50)

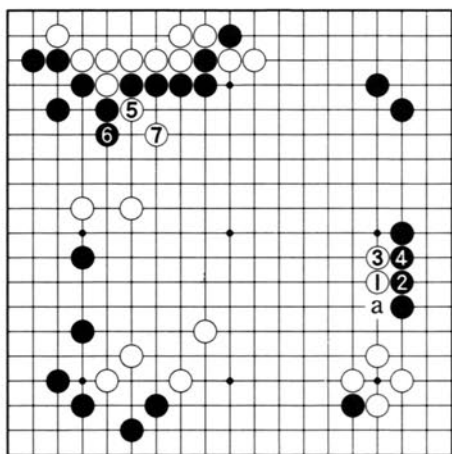
Figure 1 (1 - 50). White plays passively.

White 14 shows that White wants to play a leisurely game, 15 that Black wants to start a



Dia. 1

fight. White refuses to be provoked, answering patiently with 16 and 18. This is just a little negative on White's part: there is no reason to avoid the fight arising from the taisha joseki (16 at 'a'). Lee's tight play perhaps shows that he was thinking too much about winning the tournament and not enough about winning the game.



Dia. 2

Black 25. Well-timed – Black can aim at ‘b’ later.

White continues to let Black dictate the flow of the game. Around 36, it’s surely time for White to rebel. He could take sente with 1 and 3 in Dia. 1, defending against Black ‘a’, then use his thickness on the bottom right to invade at 5. Breaking up the right side like this would make the game even.

Black 37. Another well-timed forcing move. If White plays 40 at ‘c’, Black plays ‘b’. In other words, the defensive move of 36 is not proving of any use.

Black 43. It’s hard to choose between 43 and ‘d’, but either way Black is ahead.

White 44. Solidifying territory is only a good policy when one is ahead or at least has an even game. Since the reverse is the case here, Black welcomes a move like 44. More to the point would be forcing with 1 and 3 in Dia. 2, setting up the cut at 5. White is behind, so he must look for a chance to start a fight. If Black counters with 2 at ‘a’, White in turn counters at 2 and his thickness below should help him in the fight.

White 46 looks severe, but when Black compromises with 47, the result cannot be called a success for White.

Figure 2 (51 – 74). Black lets White back into the game.

Black 53. A solid move, which shows that Black is confident he’s ahead, but blocking White’s access to the centre with ‘a’ would be more severe. Depending on how White responded,

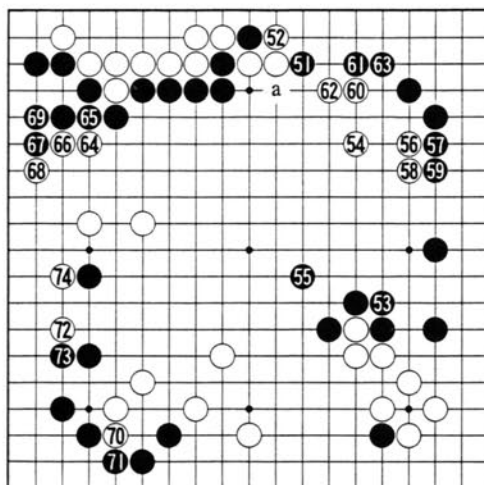
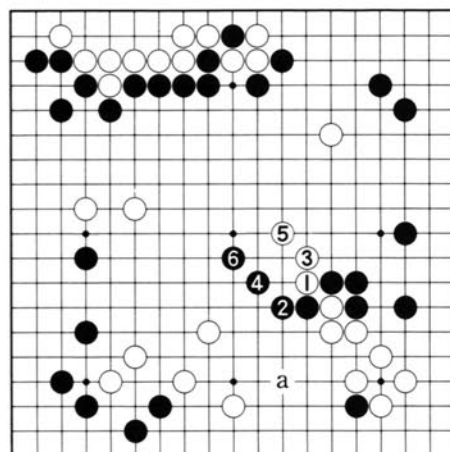


Figure 2 (51 – 74)



Dia. 3

Black could either build centre territory or solidify his top right corner, but either way he would get a satisfactory result.

White 54 takes advantage of Black’s failure to take the initiative at the top. White is further helped by Black’s over-solid answer at 55. This defensive move is probably slack – Black should have been able to counterattack with ‘a’. If White cut at 1 in Dia. 3, Black could resist with 2. When he escapes with 6, Black need have no fears for his group; on the contrary, White is the one who has to worry, as Black threatens to split open his bottom formation with ‘a’.

The sequence to 62, reducing Black’s moyo, makes the game close. The difference is that overall Black is thick, White thin. Yu Bin now shows his real strength in the way he exploits the weakness of White’s positions.

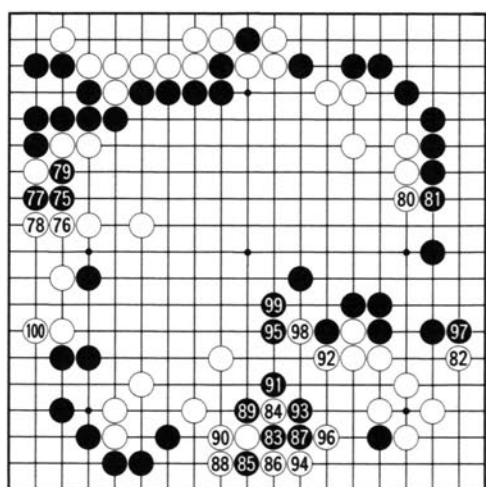
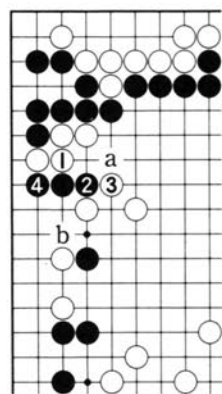
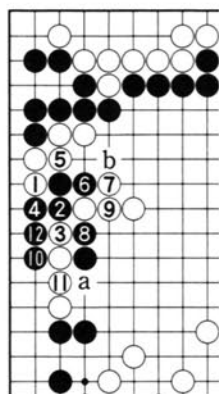


Figure 3 (75 - 100)



Dia. 4



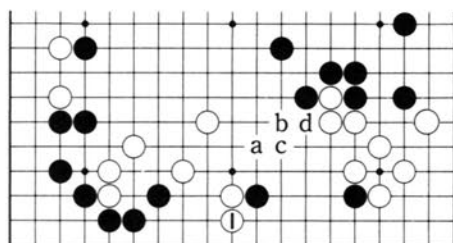
Dia. 5

Figure 3 (75 - 100). *Yu shows his real strength.*

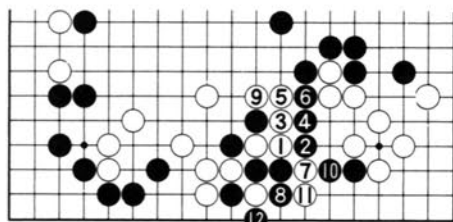
Black 75 is the first step. If White tries to resist with 1 in Dia. 4, he comes to grief after Black 2 and 4 – if next White ‘a’, Black ‘b’. Countering with 1 in Dia. 5 fares no better; Black wriggles through the centre of White’s position and after 12 ‘a’ and ‘b’ are miai for him.

Black 83 is even more severe. Even for top-level amateurs, answering this kind of move is difficult. White attempts to capture Black with 84, but Black 85 is a good counter. Instead of 84, a calmer approach would be to descend solidly at 1 in Dia. 6. If next Black ‘a’, White can attack at ‘b’; if instead Black ‘c’, White can attack at ‘d’ – either way, things would probably have been more difficult for Black.

Black 91 puts White at a loss. If he leads his



Dia. 6



Dia. 7

stone out with 1 in Dia. 7, Black links up with 2 to 6. Cutting at 7 doesn’t work, as White must take gote with 9. This result would be a disaster.

By 99, White’s territory at the bottom has been reduced to 25 points, so Black’s lead is now beyond doubt. White switches to the good endgame point of 100, but hereafter Black is content to respond docilely to White’s moves, as his lead cannot be touched.

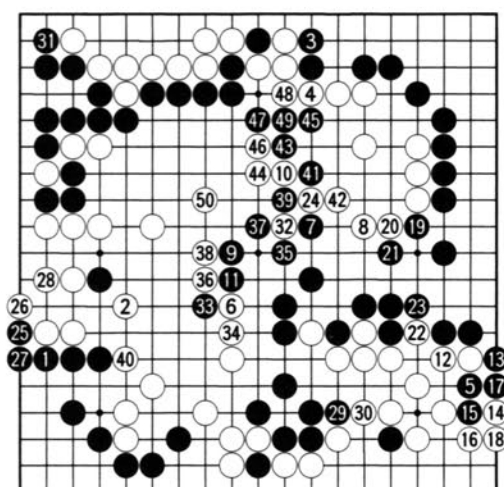


Figure 4 (101 - 150)

Figure 4 (101 - 150), Figure 5 (151 - 237)

This game illustrates how the pressure of being the front-runner can affect one’s play. Lee didn’t look like the same player who defeated



Lee suffers a painful loss to Yu.

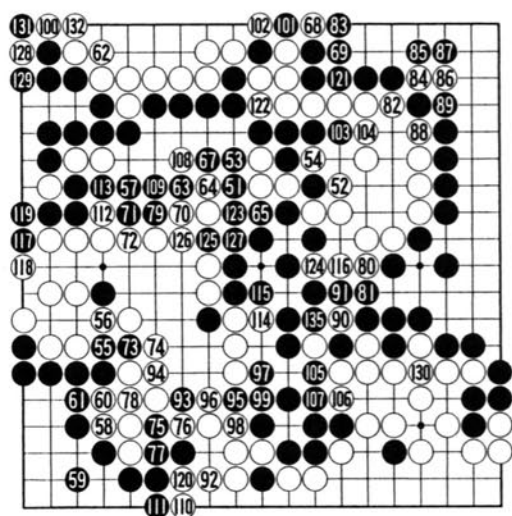


Figure 5 (151 – 237)

66: connects (left of 52); 133: connects (at 128); 134: ko (at 68); 136: connects (below 90); 137: ko (at 101). Black wins and connects the ko.

Imamura.

As the top three entered the final round, all on 6–1 scores, their SOS tallies (including their 8th-round opponents) were 38 for Japan, 37 for China, and 36 for Korea. That meant that Lee was in effect already out of contention for

the top honours. Japan had had the good luck to have played four of the countries (Hong Kong, Canada, U.K., Poland) with five points, as against two each for China and Korea. The luck of the draw was a major factor in this tournament.

Black wins by 6½ points.

Luxembourg v. U.S.A.

This is the eighth-round game that actually decided the top two placings. Matsuda had played Yu, so if he had beaten Heiser, Yu's SOS score would have gone up one point, giving him the championship. Neither player was aware that there was so much riding on the result of their game.

Laurent Heiser, aged 19, was the youngest player in the tournament – for the second year in a row. Last year, when Luxembourg made its debut in the tournament, he took 10th place and was one of the surprises of the tournament; this time he was clearly a stone stronger, though he dropped down one place.

His opponent, Takao Matsuda, was, at 60, the oldest competitor. He has been playing go for 45 years. In 1980 he took 11th place in the 2nd WAGC.



The Matsuda–Heiser game was more important than the players realized.

White: Takao Matsuda (U.S.A.)
 Black: Laurent Heiser (Luxembourg)
 Played on 16 May 1987.
 Commentary by Otake Hideo.

Matsuda underestimated his opponent's strength.
 White 48. Better to hane at 'a', then pull back at 'b'. Black has no trouble dealing with this attack.

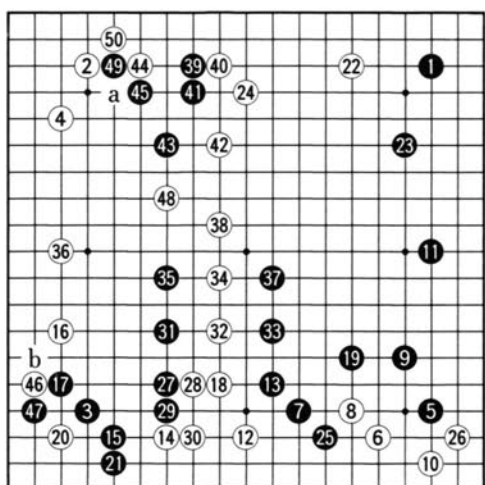


Figure 1 (1 – 50)

Figure 1 (1 – 50). *Underestimating the opponent?*
 White tests Black's strength with the placement at 20, but Black answers calmly with 21. Judging by his play, it seems possible that

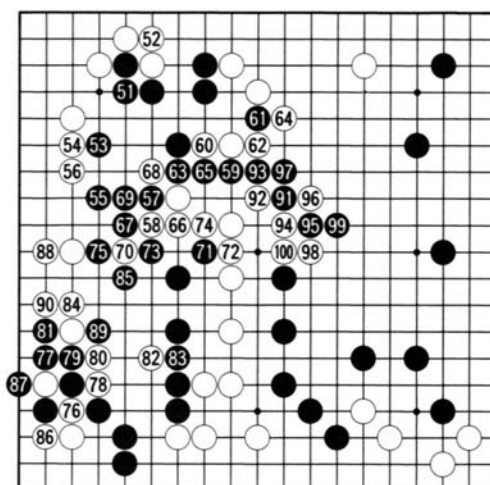


Figure 2 (51 – 100)

Figure 2 (51 – 100). *Black on top*
 White 60 at 93 would be more peaceful.
 White 64. Better to block at 65: once Black connects at 65, the game is quite tough for White.

White 76 is a desperation move. White obviously knows that he is behind, but even so he should just pull back at 77.

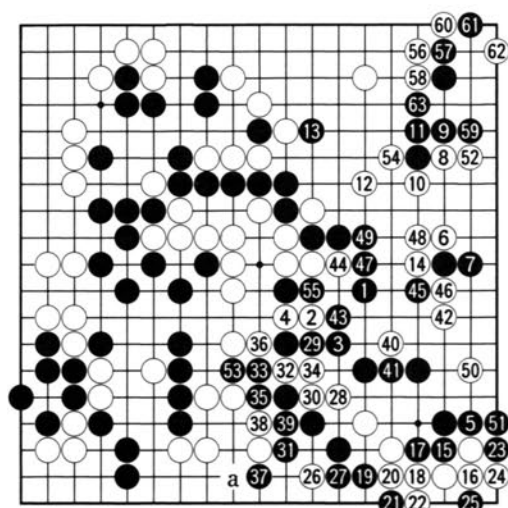


Figure 3 (101 - 163)

Figure 3 (101 - 163). *An important win*

White 38 is the final losing move. If instead White had blocked at 'a', he might still have had a chance of getting back into the game later on.

White resigns after Black 163.

Hong Kong v. Poland (Round 8)

This is the game which decided who would take 4th place. Tsang was playing in his 2nd WAGC. He took 17th place in the 5th WAGC, but this was because he had the bad luck to run into Ma Xiaochun in the first round of what was then a modified knockout tournament. Kraszek holds the record for most appearances in the WAGC, with six. His best performance was the previous year, when he took 6th place.

White: Tsang Pingfai (Hong Kong)

Black: Janusz Kraszek (Poland)

Played on 16 May 1987.

Commentary by Sanno Hirotaka 9-dan.

Figure 1 (1 - 23). *Problems in the fuseki*

White 12. The variation with 1 in Dia. 1 would also be powerful. After 6, White could

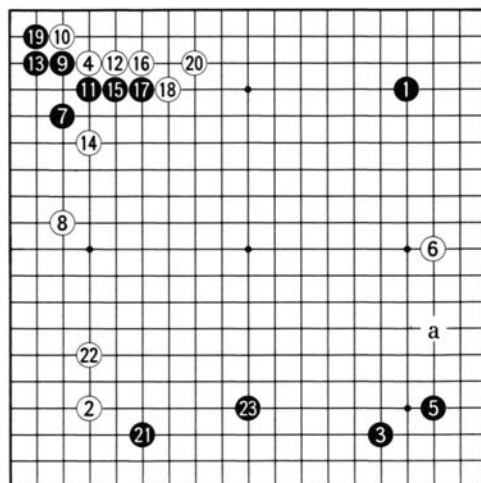
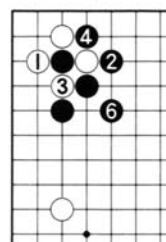
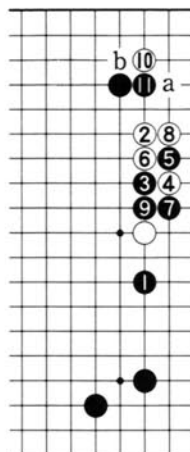


Figure 1 (1 - 23)

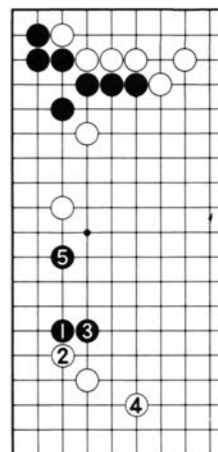


Dia. 1

5: connects



Dia. 2

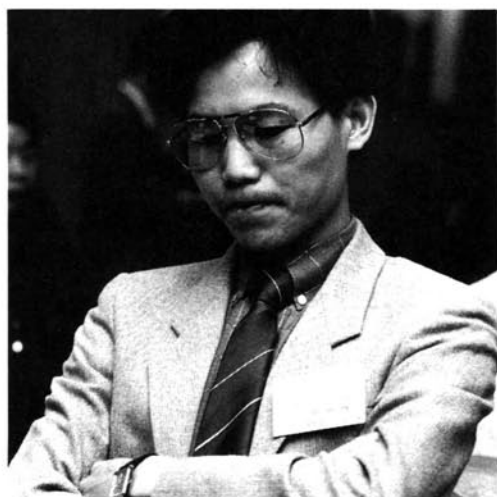


Dia. 3

tenuki and switch to 'a' on the right side, giving him a speedy development.

White 14 is unusual. White's idea is to settle the shape at the top by inviting Black to push along at 15, but Black is of course quite satisfied to live in sente up to 19.

Black 21. The biggest move is 1 in Dia. 2. If White 2, Black starts a fight by invading at 3.



Tsang Pingfai

If White plays 'a' after 11, blocking at 'b' is good for Black.

If Black wants to play 21 in the bottom left area, then the correct approach move is 1 in Dia. 3. After extending to 5, Black can attack the two white stones above.

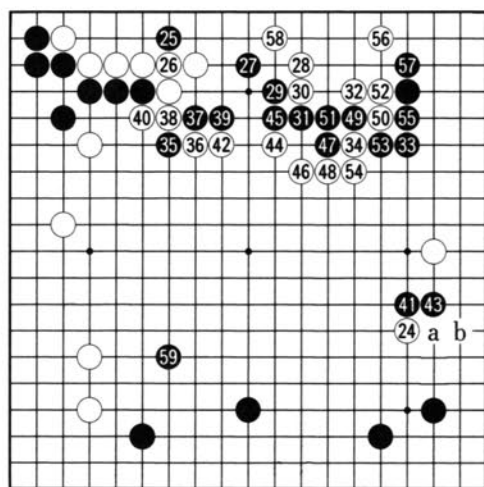
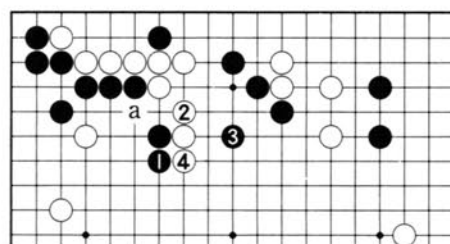


Figure 2 (24 – 59)

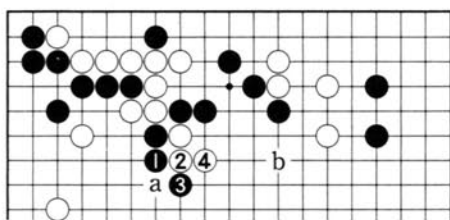
Figure 2 (24 – 59). A profitable exchange for White

White 24. White gets to play first on the right side, but extending to 'a' is normal – the gap at 'b' here is worrying.

Black decides to attack at the top with 25. When White counterattacks with 28, he fights back strongly with 29 to 35. However, Black is a



Dia. 4



Dia. 5

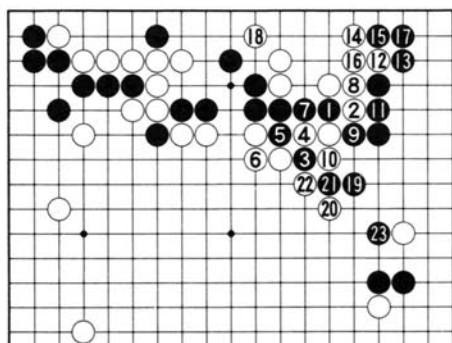
little over-extended, especially with 35. More solid would have been jumping to 44 with 31, followed by White 31, Black 45.

White 36 is a severe move exploiting Black's thinness. Black has no way of making proper shape in reply. Countering with 37 is immediately shown to be unreasonable. White pushes through with 40 and seals in the top left black group. Instead of 37, extending to 1 in Dia. 4 would be more peaceful, but then White 2 makes miai of splitting Black's centre position into two with 'a' and attacking the black group at the top. If Black defends against the latter threat with 3, White 4 increases the pressure on Black.

Black 41 sets up a ladder. Breaking up White's position with 43 is good, of course, but sealing Black in with White 42 and 44 is better. This exchange is favourable for White. Trying 41 at 1 in Dia. 5 does not work; when White pushes down with 2, the situation is out of Black's control. Next, 'a' and 'b' are miai for White.

Although the black group at the top has been captured, Black can still use it as a sacrifice to solidify his neighbouring positions. However, the crude move of 47 is not the way to go about it. Black may be able to separate White with 49, but White gets such a solid shape in the centre that the result is bad for Black. Instead of 47, Black should follow Dia. 6.

Dia. 6. Wedging in at 1 is the tesuji. If White answers at 7, Black escapes with Black 5, White 6, Black 4, so White must play 2. Black 3 is then the follow-up tesuji. If one compares the result



Dia. 6

to 10 here with that to 54 in the figure, the big difference is that Black is left with the aji of escaping at 22. White is able to live at the top with 12 to 18, but Black secures his side territory with 19 to 23. This result would keep him in the game.

Up to 58, White has captured the black group and built powerful thickness from the centre through to the left side. The issue has been virtually decided.

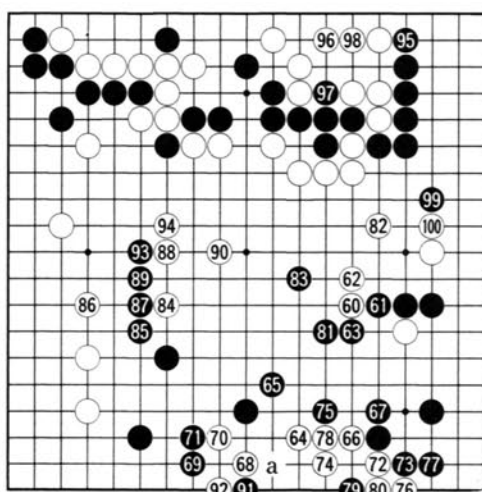
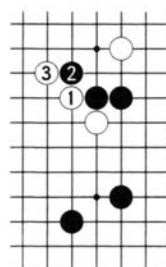


Figure 3 (60 – 100)

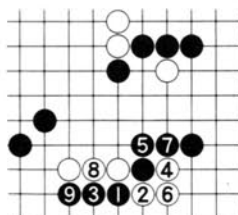
Figure 3 (60 – 100). The gap widens.

White slips up with 60: this is a bad follow-up to his excellent play at the top. White should play 1 and 3 in Dia. 7, the idea being to exploit Black's shortage of liberties. This would be the best way to settle the shape if one is to play around here.

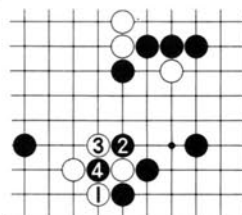
Black 61 and 63 work perfectly in securing the bottom right, which is why 60 was bad. Invading at 64 once Black has reinforced with 63 is



Dia. 7



Dia. 8



Dia. 9

very dangerous. The conclusion is that White should have used 60 to invade immediately at 64.

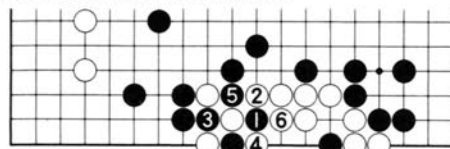
Black 67 is probably a slack move. The only way Black can make a game of it is to attack severely with 1 in Dia. 8. If White cuts at 2, Black fights with 3 to 9. His aim is to annihilate White. If White switches 2 to 1 in Dia. 9, Black can be content to capture with 2 and 4. He has plenty of ko threats at the top.

The gap widens when White lives so easily with 68 to 80. Black now has no target to aim at. If it were a territorial game, invading the bottom left corner would be big, but Black already has no chance of winning a territorial contest.

Black 81 takes aim at the white stones on the right, but White connects solidly with 82.

White 84 aims at checking the expansion of Black's moyo, but securing the left side with White 85 would be simpler.

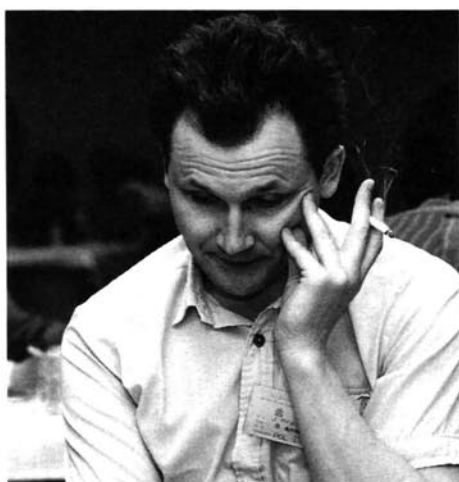
White 92. Pulling back at 'a' is correct. Because of 92, Black can aim at cutting off a stone in sente as in Dia. 10, though of course this would not affect White's lead.



Dia. 10

Figure 4 (101 – 188). No chance of an upset

Black keeps fighting, looking for a chance to upset White's lead, but White plays solidly. Black finally has to resign – if Black 'a' after 88,



Janusz Kraszek

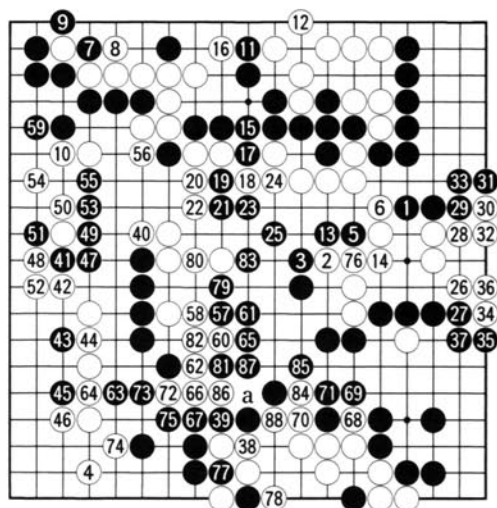


Figure 4 (101 – 188)

he is about 30 points behind.

For the second year in a row, Kraszek showed that he was one of the top Western contenders for a high place, but once again he was unable to force his way into the ranks of the Far Eastern group at the top of amateur go. However, it was not for want of trying.

Black resigns after White 188.

Poland v. Luxembourg (Round 6)

This is an important game from the 6th round – important not only because the winner would get his 5th point but also because winning would

almost guarantee a place near the top of the second group in the tournament.

White: Laurent Heiser (Luxembourg)

Black: Janusz Kraszek (Poland)

Played on 15 May 1987.

Commentary by Jiang Zhujiu 9-dan.

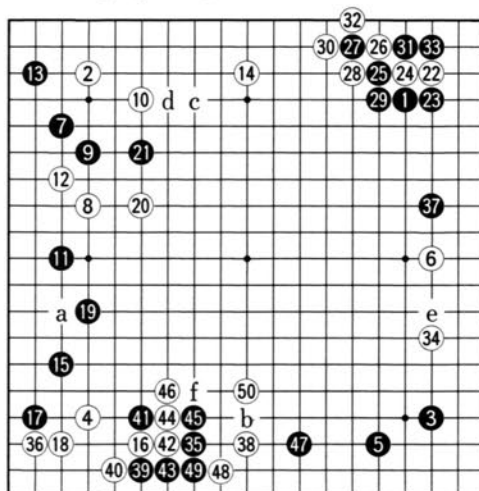
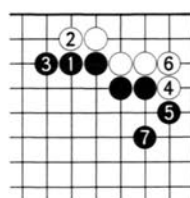
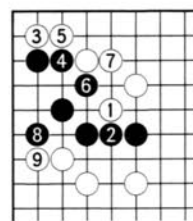


Figure 1 (1 – 50)



Dia. 1



Dia. 2

Figure 1 (1 – 50). *Strategic mistakes in the fuseki*

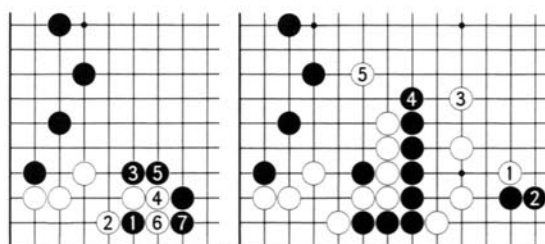
White 18 is a little slack in this position; instead White should jump to 20, making miai of sealing Black in with White 21 and invading at 'a'. If Black continued with 18, White could be satisfied with extending to 'b'.

White 22 is premature; White should defend at 'c', which would provide some support for his weak group on the side.

Black 27 is a mistake. Black should follow the basic joseki in Dia. 1, making miai next of attaching at 'd' and extending to 'e'. In the game, White builds thickness up to 32, which weakens Black's group on the top left. White can take away Black's eyes by attacking as in Dia. 2.

White 34. White 'b' would be bigger.

Black 37 is a mistake in direction: this area is almost worthless. If Black had strengthened



Dia. 3

Dia. 4

himself as in Dia. 3, he would have had a good game. White 38 is a sharp invasion.

Black 41 is now too heavy: Black should jump lightly to 'f'. The result to 60 in Figure 2 is good for White.

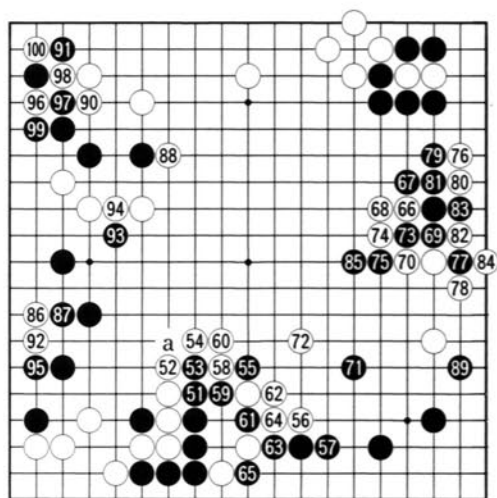


Figure 2 (51 – 100)

Figure 2 (51 – 100). *Black takes the lead.*

White 54 is bad – better to extend solidly at 'a'. Alternatively, White could play the peaceful sequence in Dia. 4. Personally, Jiang commented, he would try to settle the group as in Dia. 5. The result to 5 would be good enough for White. In contrast, Black takes the lead when he links up his groups up to 65.

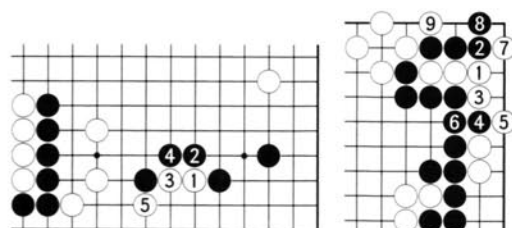
White 76 aims at cutting at 81 and at saving two stones as in Dia. 6.

Black 89 is slack. Perhaps Black expected it to be sente, but instead White attacks at the vital point of 90.

Figure 3 (101 – 150). *Missed opportunities*

The result to 7 is painful for Black; once again White takes the lead.

White 22 should be at 'a'.



Dia. 5

Dia. 6

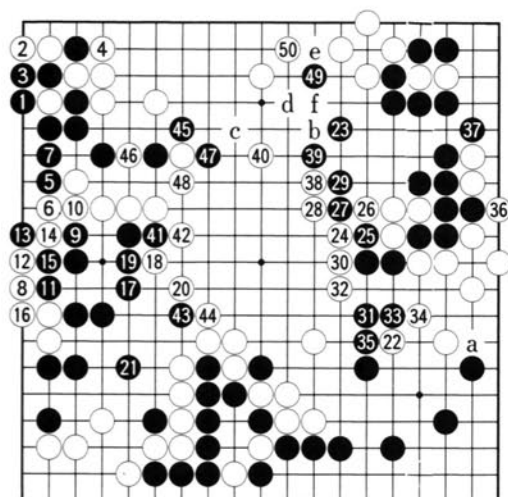


Figure 3 (101 – 150)

White 24 loses points. White should jump to 27 instead; if then Black 24, White can dodge to 38, followed by Black 26, White 'b'.

White 48 is a mistake. If instead White plays at 'c', Black is dead. White misses an ideal opportunity to wrap up the game.

White 50. White would still have had a chance if he had counterattacked with 'd' and fought the ko after Black 'e', White 'f'.



Laurent Heiser

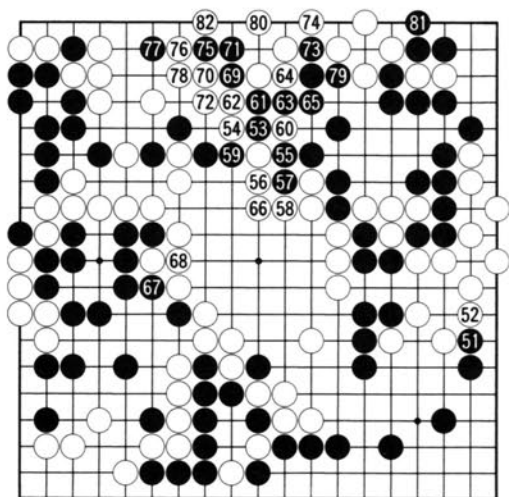


Figure 4 (151 - 182)

Figure 4 (151 - 182). The final upset

The cut of Black 69 is a tesuji which sets up sente moves at 79 and 81. This turns the game around again.

Moves after 182 omitted.

Black wins by 3½ points.

U.S.S.R. v. Austria (Round 8)

White: Helmut Wiltschek (Austria)

Black: Victor Bogdanov (U.S.S.R.)

Played on 16 May 1987.

This was the second appearance by a Soviet Union player in the championship. Victor



Victor Bogdanov

Bogdanov managed to improve upon the performance of Ivan Detkov the previous year by one point and three places. He is a university lecturer who has been playing go for ten years. Below, with some very brief comments, is his final-round game, which featured aggressive play by both sides. His opponent is Helmut Wiltschek, making his fourth appearance in the WAGC.

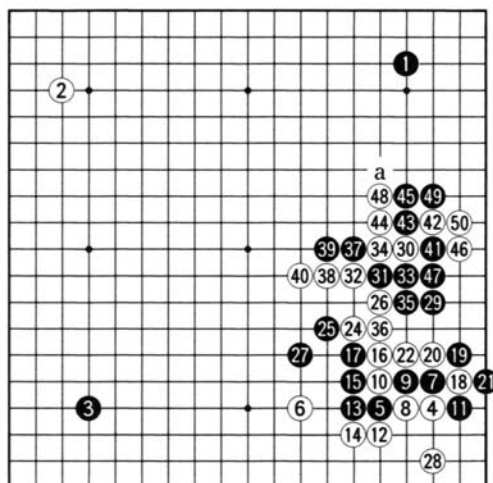


Figure 1 (1 - 50)

23: connects

Figure 1 (1 - 50)

Black 33 should be a throw-in at 36. Black's next move, 35, serves no purpose.

Black 49. The hane at 'a' works much better.

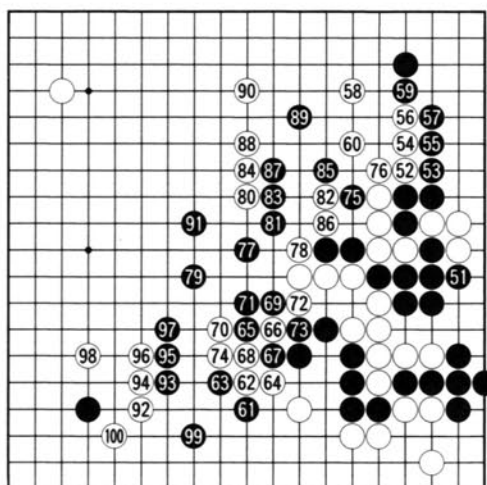


Figure 2 (51 - 100)

Figure 2 (51 – 100)

White 58. White 78 is better.

Black 61 is a bad move: Black should push along at 78. White punishes Black for his over-play with 62 and takes the initiative. The result up to 74 is good for White.

Nonetheless, Black keeps fighting vigorously and manages to turn the game around.

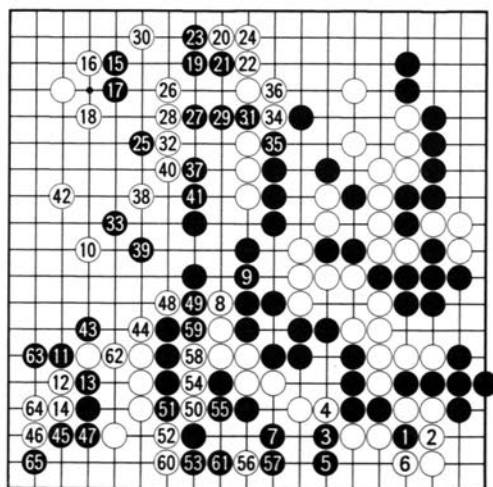


Figure 3 (101 – 165)

Figure 3 (101 – 165)

White resigns after 165.

Austria v. Holland (Round 1)

To conclude our coverage, here is a game from the first round in which a joseki mistake decides everything.

White: Helmut Wiltschek (Austria)

Black: Arend-Jan Westhoff (Holland)

Played on 12 May 1987.

Figure 1 (1 – 17)

The problem arises when Black plays the descent variation with 17.

Figure 2 (18 – 51)

White 18 is an experimental move that doesn't work. Once White has played 16 in Figure 1, he should play the leisurely variation with 1 and 3 in Dia. 1. If Black 4, White can counterattack with 'a'.

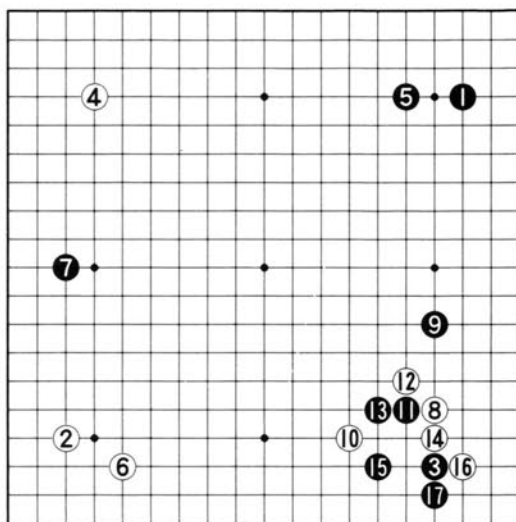
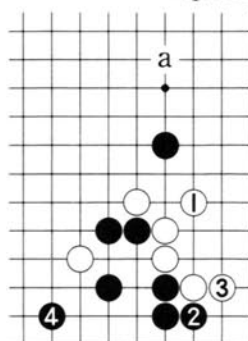
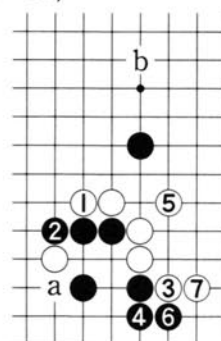


Figure 1 (1 – 17)



Dia. 1



Dia. 2

To go back a little, instead of 16 in Figure 1, the correct order of moves in the joseki is to push along at 1 in Dia. 2 before the hane at 3. Black 4 is, of course, a strong move; Black is not afraid of White 'a', so after 7 he will switch to Black 'b'.

Black 19 makes miai of 23 and 20. When White defends against the latter move, Black turns at 23, securing a base and getting a superior result.

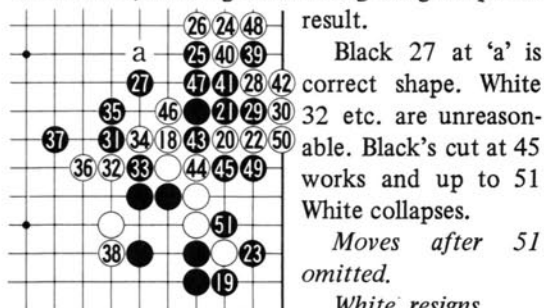


Figure 2 (18 – 51)

Black 27 at 'a' is correct shape. White 32 etc. are unreasonable. Black's cut at 45 works and up to 51 White collapses.

Moves after 51 omitted.

White resigns.

International Go

The section which follows does not claim to be a comprehensive coverage of international go during 1987. Considering how hectic the international scene has become recently, such a coverage is beyond the scope of this bulletin. Instead, in the space available we have just chosen to present a few games which may be of interest to the reader.

Japan v. U.K.

The game below was played the day after the world championship finished. Kobayashi Chizu, who is one of the best friends Western go has, is also very popular in Japan; she was visiting China as the 'technical adviser' to a 'cultural delegation' of writers making their second tour of China. The game was played at the Japan-China Friendship Go Hall and was published in a Japanese magazine. The idea was to see how a top Western player compared to a professional, but as it happened the game didn't establish the upper limits of Macfadyen's strength.



Kobayashi Chizu

White: Kobayashi Chizu 5-dan
3 stones: Matthew Macfadyen, amateur 6-dan
 Played on 17 May 1987 in Beijing.

Figure 1 (1 – 50)

White seems to do well with her invasion at the bottom, but Black builds thickness and waits for a chance to attack.

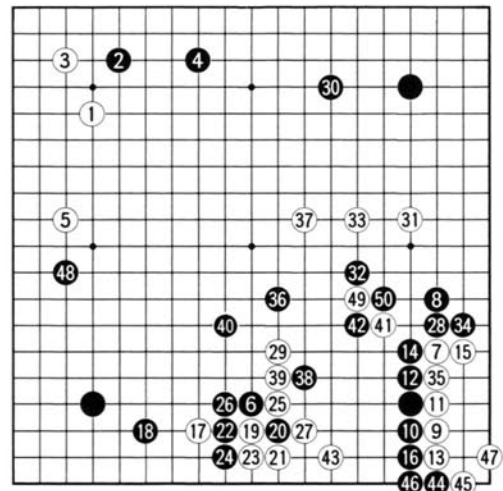


Figure 1 (1 – 50)

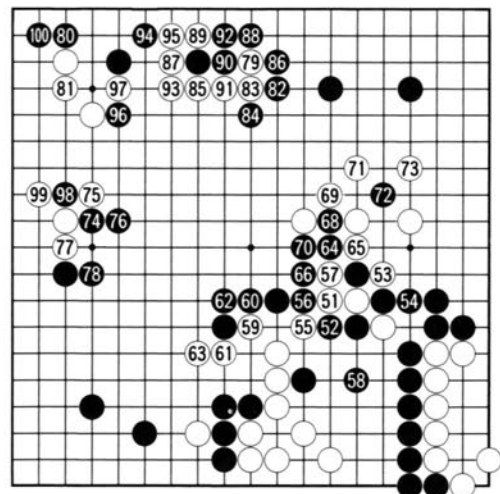


Figure 2 (51 – 100)

67: connects

Figure 2 (51 – 100)

Up to 73, Black survives the attack and builds useful thickness in the centre.

Chizu commented that she was astonished by the peep at 94. It would never occur to her to try

to live in the corner like this, she said. Whether it's good or not is a moot point.

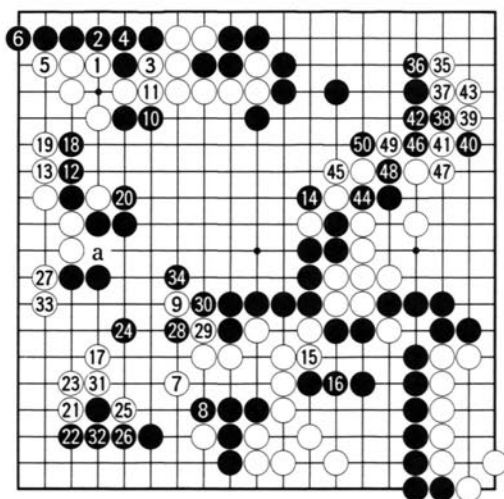


Figure 3 (101 – 150)

Figure 3 (101 – 150)

Black 18, 20. Black ignores 17 and stakes the game on the centre. Chizu regretted missing the opportunity to push through at 'a' and cut with 21. This would have been hard for Black to deal with. Instead, she played moves with 21 and 23 which didn't worry Black and gave him a chance to defend at 24.

Black gains more from building thickness in the centre with 24 to 34 than White gains on the side. White now has no chance of winning.

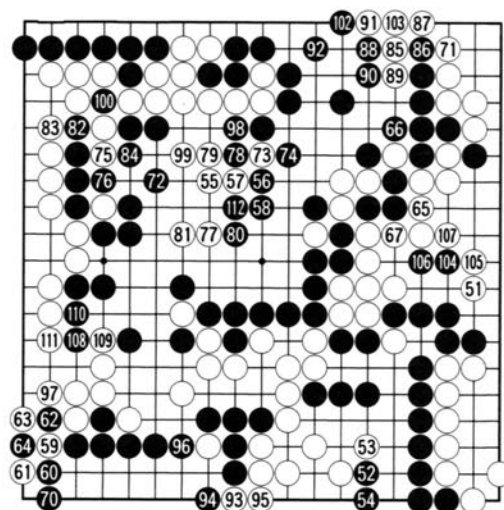


Figure 4 (151 – 212)

68: connects; 69: ko; 101: retakes



Matthew Macfadyen

Figure 4 (151 – 212)

White resigns after Black 212.

15th Japan–China Goodwill Series

One of the highlights of international professional go in the Far East during 1987 was the tour of China made by a Japanese team immediately after the WAGC. This tour was the 15th in a series in which Japanese and Chinese teams alternate in making tours of each other's country. Recently these tours have perhaps been a little overshadowed by the Japan–China Super Go series, which have a more spectacular knock-out format and are played continuously throughout the year, but the annual goodwill tours play a more important role in go exchange between the two countries.

This year the Japanese sent a solid team captained by the player of the year, Kato Masao. The team performed up to expectations – with the exception of Kato! The team won 32 out of 56 games, making this the second most successful of the eight tours of China made so far in the series, but Kato was only able to win two of his seven games. This dismal performance is all the most astonishing in view of the fact that his performance in professional tournaments in Japan

15th Japan-China Go Exchange

Player	20 May Beijing	22 May Beijing	24 May Beijing	26 May Chongqing	28 May Yangtze	31 May Yangtze	3 June Wuhan	Score
Kato	Nie lost : R	Nie lost : $3\frac{1}{2}$	Shao won : R	Jiang lost : R	Ma lost : R	Ma won : R	Ma lost : R	2—5
Awaji	Ma won : R	Ma won : $2\frac{1}{2}$	Fang won : R	Jian lost : R	Jiang lost : R	Jiang won : R	Jiang won : R	5—2
Sonoda	Tsao lost : $4\frac{1}{2}$	Tsao won : R	Tsao lost : $3\frac{1}{2}$	Chen won : R	Liu lost : R	Liu won : R	Liu won : $3\frac{1}{2}$	4—3
Kamimura	Wang Qun won : R	Wang lost : R	Wang won : $6\frac{1}{2}$	Rui lost : R	Tsao won : $\frac{1}{2}$	Tsao lost : R	Tsao won : R	4—3
Hikosaka	Qian lost : $1\frac{1}{2}$	Qian won : R	Qian lost : $\frac{1}{2}$	Yang Hui lost : $\frac{1}{2}$	Shao won : R	Shao won : R	Rui lost : R	3—4
Imamura	Song won : R	Song won : R	Jang S. won : R	Wang J. lost : R	Chen lost : $2\frac{1}{2}$	Chen won : R	Chen won : R	5—2
Yoda	Rui lost : $6\frac{1}{2}$	Rui won : R	Rui lost : R	Liu lost : R	Fang won : R	Fang won : R	Yu Bin won : R	4—3
Oya	Jang W. won : R	Jang W. won : R	Wang J. won : R	Liang won : R	Yu Bin lost : $1\frac{1}{2}$	Yu Bin lost : $1\frac{1}{2}$	Yang Hui won : $1\frac{1}{2}$	5—2
Team result	4—4	6—2	5—3	2—6	3—5	6—2	6—2	32—24

was close to being the best of his 23-year career.

Following recent practice, the feature of the tour was the 16 best-of-three individual matches, ten of which were won by the Japanese. Kato lost his matches with Nie and Ma, but Awaji partly made up for that by defeating Ma.

Below we present some of the more interesting games from the tour.

Kato v. Nie

White: Kato Masao Meijin

Black: Nie Weiping 9-dan

Played on 10 May 1987 in Beijing.

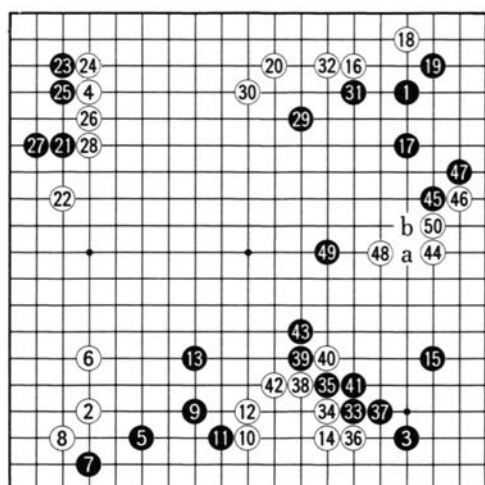


Figure 1 (1 — 50)

This game is from the first match of the tour. To date, Kato had had a good lead over Nie in the goodwill matches, having won six games out of seven, but he lost to Nie in the 1st Super Go series, so his overall record was 6—2.

Figure 1 (1 — 50)

Nie follows an aggressive moyo strategy in the opening. Instead of the conservative move of 'a', he builds up his moyo by attacking with 33 and 35.

Black 43. Black could defend his moyo with 'b', but White would get good thickness with White 43.

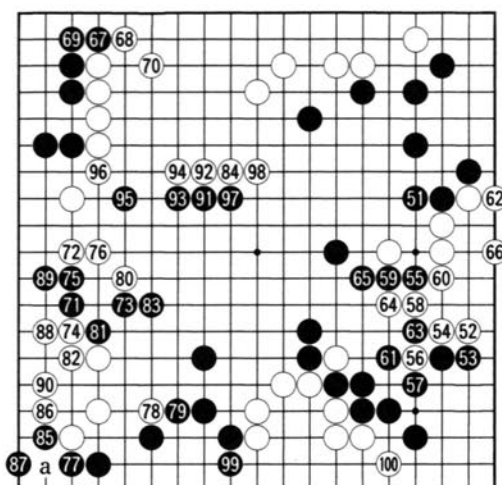


Figure 2 (51 — 100)

Figure 2 (51 – 100)

Black 55. A hane at 63 would just make it easier for White to make eyes, so Black attacks White's eye shape. However, White 56 is a good move. When White lives up to 62, he takes the lead.

White 82. Close to being the losing move – it should be at 88.

White 84. White would have kept his lead if he had blocked at 'a'. The continuation to 90 is bad for White; the game is now close.

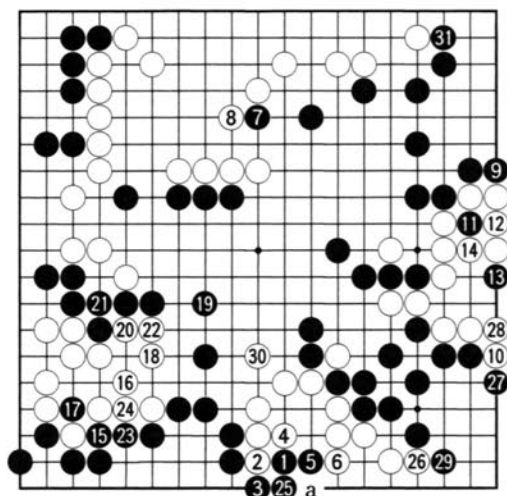
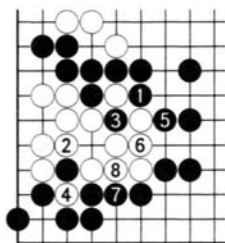


Figure 3 (101 – 131)



Dia. 1

Figure 3 (101 – 131)

White 22 loses the game: it should be a throw-in at 25. If Black attacks as in Dia. 1, White secures his second eye with a double ko; if Black then switches to 'a' in the figure, the white group at the bottom would be alive as it stands, so White could switch to 31. The issue would then be decided in the endgame. In contrast, Black 25 is sente; White loses about five points here.

Moves 132 to 213 omitted. White resigns.

Awaji v. Ma

Playing on the second board for Japan, Awaji was the mainstay of the Japanese team. He defeated Ma two straight in their match, which is quite an accomplishment against the number two Chinese player, and also took the honours 2–1 against Jiang Zhujiu, another dangerous opponent. He was one of three Japanese players who scored 5–2 on the tour. He was very satisfied with improving on his record on his previous tour of China in 1985, when he scored 3–3–1 (including a loss to Ma and a win against Nie). (A report on the 1985 tour is given in the 1986 Yearbook; the 1986 Chinese tour of Japan is covered in the 1987 Yearbook and Go World 46 and 48.)

White: Awaji Shuzo 9-dan

Black: Ma Xiaochun 9-dan

Played on 24 May 1987 in Beijing.

Commentary by Awaji.

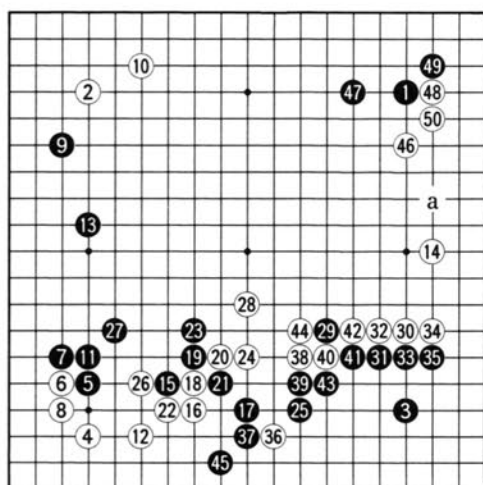


Figure 1 (1 – 50)

Figure 1 (1 – 50)

Black 17. Better at 'a'.

Black 19. There is no good move for closing off the bottom right corner, so Black tries to secure it in the process of attacking White.

In the continuation, Black gets a 40-point area to go with his 20 points on the left side, but Awaji was confident he could match that with his right-side moyo.

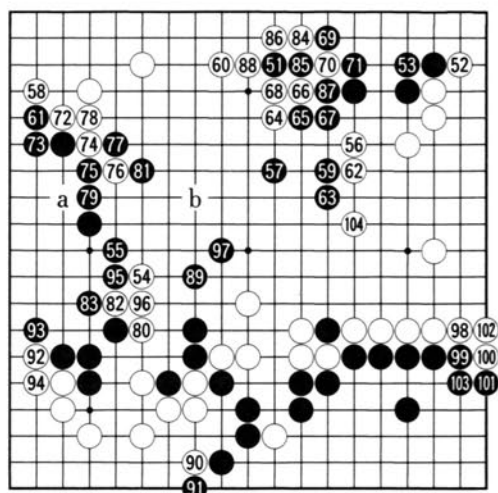


Figure 2 (51 - 104)

Figure 2 (51 - 104)

White 60 is slack. This was a good chance to invade at 'a', which would have ended the game. White 64 is an attempt to make up for this mistake.

Black 65 loses the game by letting White break into the top right. Up to 70, Black loses about five points. Instead of 65, Black should have defended at 66; if next White 65, Black could escape at 'b', and the game would then be decided by the extent to which White harasses his centre group.

Awaji was sure of victory after he played 88. Thereafter, he concentrated on playing solidly and wrapping up the win. He concluded his commentary at this point.

Moves 105 to 206 omitted. White wins by $2\frac{1}{2}$ points.

Sonoda v. Liu

Sonoda always plays interesting go, as readers who remember his extraordinary game against Ma during the 1986 Chinese tour of Japan will agree (the game is given in GW46). Liu, for his part, enjoys a reputation as the most aggressive of the Chinese players, so it is only natural that the sparks fly in this clash from the final match of the tour.

White: Sonoda Yuichi 9-dan

Black: Liu Xiaoguang 8-dan

Played on 3 June 1987 in Wuhan.

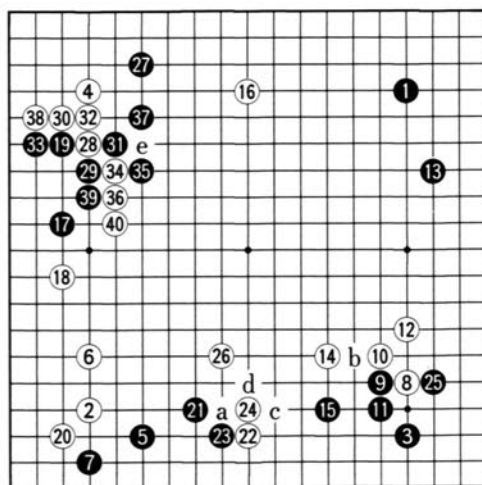


Figure 1 (1 - 40)

Figure 1 (1 - 40). Black's bad fuseki

Black 7 works badly in combination with 9, as after 10 to 15 Black is left with too big a gap in the centre. If Black wants to play 9, 7 should be at 'a'; having played 7, 9 should be the ordinary move at 25.

White 14. Essential - Black 'b' would be a good follow-up to 13.

White 22. Invading just before Black can close off the bottom with 'c' is perfect.

Black 23. If Black 'd', White would easily live at the bottom.

Black 35. Unreasonable - Black should just extend to 'e'.

Figure 2 (41 - 80). A furious fight

A complicated fight starts on the left side. Note the effectiveness of playing 45 instead of just extending at 48. Once launched on this fight, the stones acquire their own momentum and the sequence to 80 flows naturally.

Black has managed to live on the left side, but that's all. With his capture of two small groups of stones, White has as much territory as Black, but the latter is handicapped by the weakness of his top-left group. All this seems to put White about five points ahead.

Figure 3 (81 - 120). White keeps up the pressure.

White 88. White should peep at 'a' first, which would forestall Black's counterattack at 89.

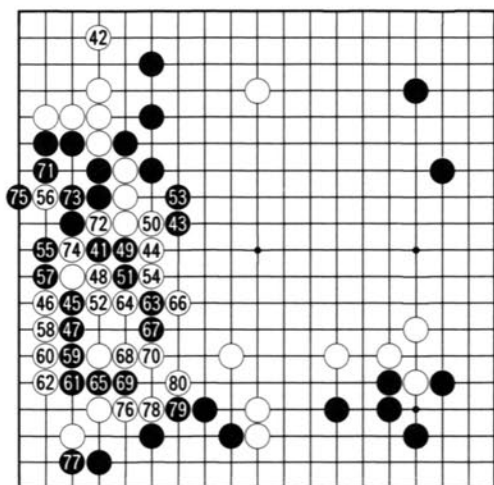


Figure 2 (41 – 80)

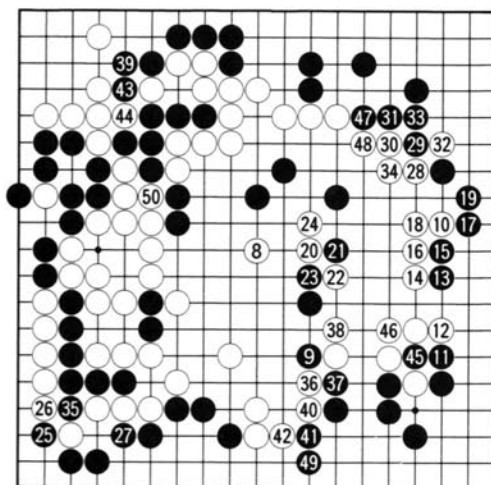


Figure 4 (108 – 150)

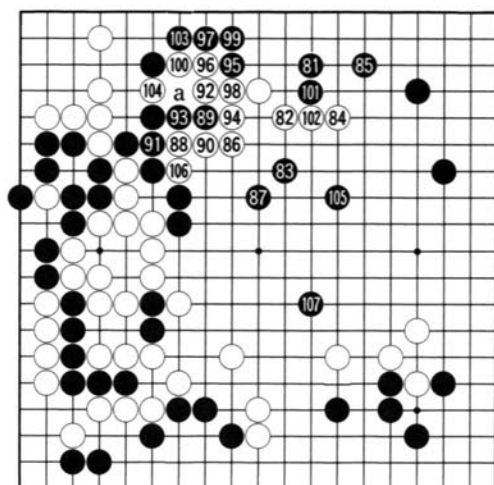
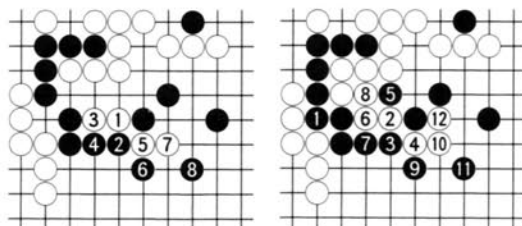


Figure 3 (81 – 107)



Dia. 1

Dia. 2

Black 105 defends against the cut shown in Dia. 1. Black sets up a geta.

White 106. If Black connects at 1 in Dia. 2, White can now cut with 2 and 4.

Figure 3 (108 – 150). A large centre

White 28. Simpler to connect at 35. The black

stones come back to life with 35, but White takes adequate compensation in the centre. This puts him ahead on the board.

Move 151 to 213 omitted. White wins by $3\frac{1}{2}$ points.

Oya v. Yu

This is one of the three games played by Yu Bin, who had just missed out by a whisker on becoming world amateur champion. Yu, aged 20, is an employee of the Japan–China Friendship Go Hall in Beijing. His opponent, Oya (aged 21), is one of four young players on the Japanese team. For the previous touring team, the Japanese tried to put together a strong team, so they



Oya Koichi

selected four 9-dans and four 8-dans; this time they decided to give younger players international experience. The Chinese responded in the same spirit, giving younger players a chance instead of just playing their top players.

This game is from one of the two matches played during a six-day voyage down the Yangtze River from Chongqing (Chungking) to Wuhan, a distance of 1,274 kilometres. This was probably the first time that professional matches have been played on board a ship.

White: Oya Koichi 6-dan

Black: Yu Bin 6-dan

Played on 28 May 1987.

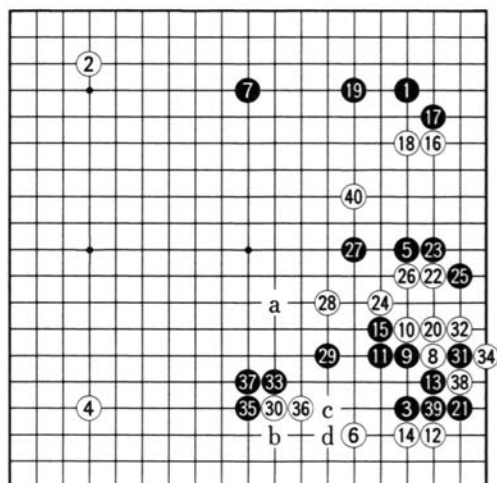


Figure 1 (1 - 40)

Figure 1 (1 - 40). Black's slack start

Black 35 is a mistake: Black must connect at 38. The eyeless white group would have to run out with 'a'; Black could then hane at 36, followed by White 'b', Black 'c', White 'd'. Having White live in sente with 38 is painful.

Figure 2 (41 - 75). No time for niceties

The game now gets even more complicated and still only two stones have been played in the left half of the board.

Black 43 does not look like a very good peep, but the fighting becomes so furious that stylistic niceties become irrelevant. White seems to take the initiative by discarding his six stones in the centre.

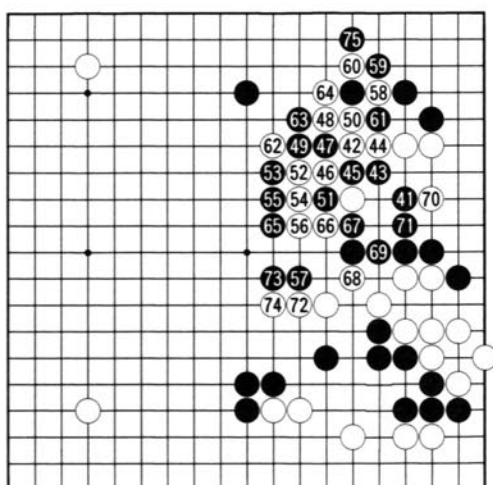


Figure 2 (41 - 75)

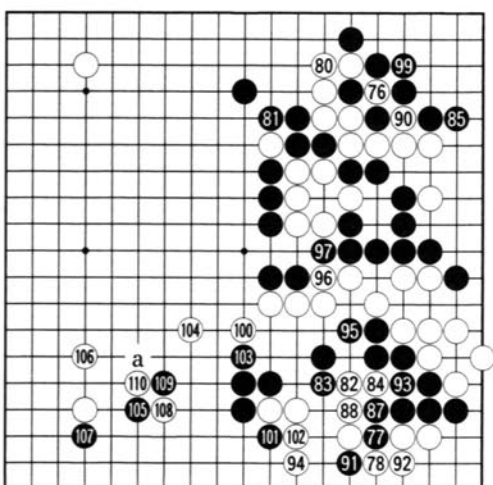


Figure 3 (76 - 110)

Ko: 79, 86, 89; 98: captures (at 76)

Figure 3 (76 - 110). The second front

White shifts his attack to the bottom black group. With 104 the play finally moves into the other half of the board.

Black 107 is an overplay: Black should simply jump to 'a'. White 108 is a severe counterattack.

Figure 4 (111 - 150). Overcautious

White 40 is slack. Since White has just set up a connection on the right edge with 34, he should use this move to defend the left side. When Black breaks it up with 41 and 43, the game becomes close.

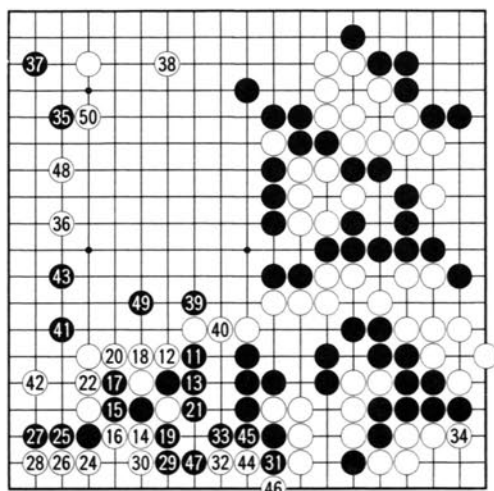


Figure 4 (111 - 150)
23: connects

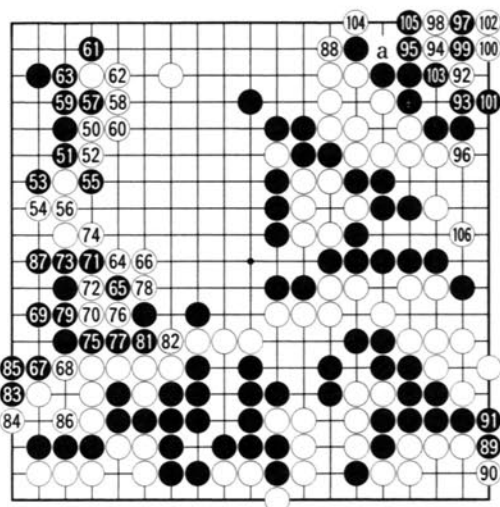
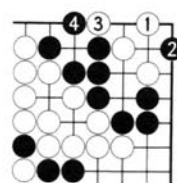


Figure 5 (151 - 206)
80: connects (at 65)

Figure 5 (151 - 206). The lead changes hands.

Black 89 could have lost the game: Black must connect at 'a'. However, White fails to take advantage of this slip. White 96 should be at 97, which would lead to the ko in Dia. 1. Black has more ko threats, so his group would not die, but White would get enough profit elsewhere to win. This mistake finally decided the game.

Yu won the second game by the same margin and in doing so earned the respect of the young Japanese players. If he follows the usual pattern of his predecessors in the WAGC, the next few years could well see him develop into one of



Dia. 1

China's top players.

Moves 207 to 315 omitted. Black wins by 1½ points.

Yoda v. Rui Naiwei

To conclude our coverage of this tour, here is a game between Japan's top young player and the current Chinese number one woman player. Rui, Yang Hui, and Kong Shangming more than hold their own in competition with the top men players, and in this game Yoda finds out why.

White: Yoda Norimoto 6-dan

Black: Rui Naiwei 8-dan

Played on 24 May 1987 in Beijing.

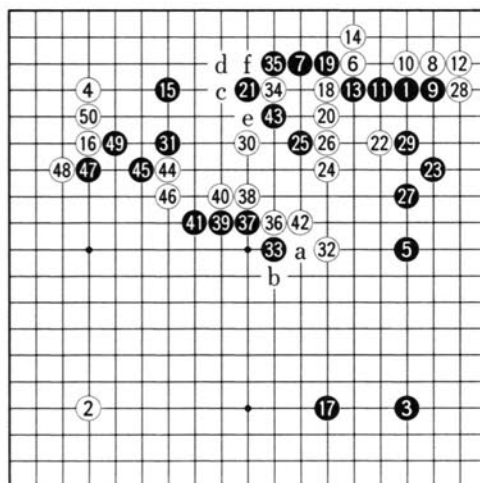


Figure 1 (1 - 50)

Figure 1 (1 - 50)

The shape of the game is decided by Yoda's hane at 18, which is the perennial theme of this pattern. Rui counters aggressively and secures the advantage with her attack at 33.

Yoda: 'White 42 had to be at 'a' . . . If next Black 'b', then White should play 'c', Black 'd', White 'e', Black 'f'. White 42 is the losing move.'

Calling 42 the losing move may be overstating

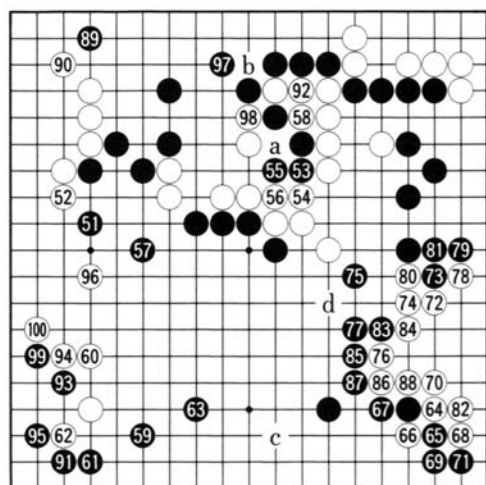


Figure 2 (51 - 100)

the case, but apparently Yoda was quite disheartened when he saw Black 43. White is forced to attach at 44, which helps Black to build strength in the centre.

Figure 2 (51 - 100)

White 56. White must play 58 first, as then Black would not tenuki (once White answers 55 at 56, the black stones become light). In that case, Black would have to connect at 'a', so White could next connect at 92; if then Black 98, White could cut at 'b', capturing the stones at the top. This way Black would not get to play 57 in sente.

White 64. Yoda: 'I could not be confident of living if I invaded at 'c'. Moreover, if White in-

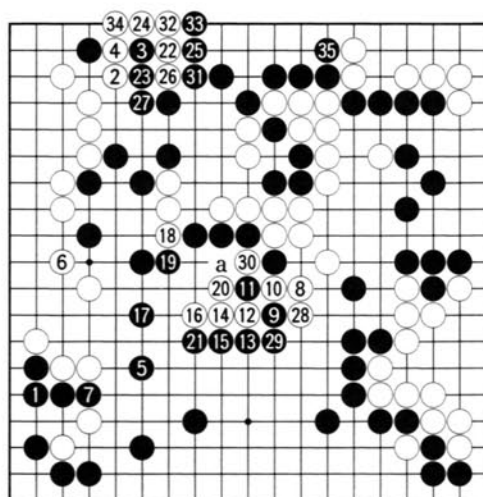


Figure 3 (101 - 135)

vades at the bottom, the right side becomes black territory. So I thought I'd start by destroying the bottom right area, then destroy the bottom later, but perhaps instead of 64 I should just have jumped calmly to 'd'.

Figure 3 (101 - 137)

The endgame begins with Black comfortably ahead.

White 12. Yoda: 'If White answered at 20 instead of 13, I intended to make a nuisance of myself, but when Black answered solidly, my fangs were drawn.'

Black 21. Black doesn't need to play a ko with 'a'.

Moves 136 to 175 omitted. White resigns.

Professional Go in Korea

As it has for the past decade, Korean go revolved around one player: Cho Hun-hyun, whose dominance of his country's go scene is without parallel in the history of professional go. Cho started the year with ten titles, so for most of the year he was engaged in a number of simultaneous title defences. This often meant playing two games a week — not an easy schedule for a tournament pro, but not too much for Cho, apparently, for of the nine title matches of which we know the result he has only lost one. A quick look at these results will indicate what an extraordinary player he is.

21 January: Cho defends the 17th Myungin (= Meijin) title 3-1 against his main rival, Suh Bongsoo 9-dan.

10 February: Cho rebuffs Suh again in the 11th Kiwang title, winning 4-1 (taking the title for the third year in a row).

16 February: Cho defeats Jang 7-dan 3-0 in the 26th Chaigowi title (sixth year in a row).

20 February: Cho defeats Suh 8-dan (no relation to Suh 9-dan) 3-1 in the 5th Daewang title (fourth year in a row).

6 March: Cho suffers an uncharacteristic 0-3 loss to Suh in the 30th Kuksoo title, giving Suh

Go Around the World

The following is a brief survey of activity in the go-playing countries of the world during 1987, together with some background information. This section is part of the cumulative coverage of world go begun in the 1986 Yearbook. Eventually, we hope, it will provide a complete picture of the development of go in every corner of the globe.

Argentina

A History of Go in Argentina

Go was introduced into Argentina, at least as far as the population of Western origin is concerned, in 1970 by Mr. H. Fernandez Long, former president of the University of Buenos Aires, who had read an article about the game in a journal for architects. He managed to get hold of a book in English published by the Nihon Ki-in and he built his own board and set of stones. In November 1970 he gave a talk on the subject at the invitation of the Argentine Engineers Centre, and this led to the formation of the first group of players.

During 1971 several courses were given and nearly 400 people became familiar with go, which had actually been played for many years in the local Japanese and Korean communities. This initial success led to the manufacturing of the first semicommercial boards and stones.

The Argentine Go Association was founded on 11 November 1971 after the first tournament was organized, and Mr. A. Moderc became the first president. After that a great number of tournaments were organized, some of them being sponsored by newspapers, journals, banks and so on. In 1973 a young teenager, Fernando Aguilar — now 6-dan and our strongest player — started to compete and win tournaments, including the 1st Argentine Championship.

In 1974 Mr. Fernandez Long and Mr. Moderc published the first go book in Spanish (Introduction to Go), which became a bestseller, and the game started to spread more widely. This process was reinforced by the visit in 1975 of Mr. Iwamoto Kaoru and two other professionals, which led to a lot of publicity for the game.

In 1977 the 1st South American Go Championship was organized in Brazil with the following results:

1st: Chang 7-dan

2nd: Uyama 7-dan

3rd: Kawai 6-dan, Aguilar 5-dan, Son 5-dan.

Go became better known in 1978 when the popular magazine *Joker* began a series of articles which lasted three years. In the same year the Nihon Ki-in organized a seminar in Tokyo for teachers and invited our association to send a representative (Franklin Bassarsky).

In 1979 the 1st WAGC was held in Japan and Argentina sent two representatives, F. Aguilar and Daniel Leiberman (the latter, aged 14, was the youngest player in the tournament). During this year we organized the 2nd South American Go Championship and the first three places were taken by Argentine players (Aguilar, Eduardo Lopez Herrero, Bassarsky). This tournament was also honoured with the presence of Mr. Iwamoto. In 1980 Aguilar and Lopez Herrero participated in the 2nd WAGC. During 1981 Lopez Herrero played in the 3rd WAGC, an instruction tour was made by Saijo 7-dan, and the Go Club Buenos Aires was founded. In 1982 Aguilar took 5th place in the 4th WAGC, becoming the first Westerner to finish so high up. Also, the Argentine Go Association joined the IGF.

From 1983 to 1987, Argentina participated in all the WAGCs, our representatives being Roberto Alaluf, Bassarsky, H. Pernia, Alaluf, and C. Castro.

Present situation

Unfortunately, go activities in Argentina are declining because of the difficult economic conditions, which severely affect the country in general and our association in particular. Moreover, we have lost our own building, so go activities are held within the framework of the Argentine Chess Club but as a subsidiary activity. The lack of our own infrastructure (classrooms, library, etc.) precludes the possibility of increasing the number of players in a meaningful way.

In order to try to overcome these problems, we

are keeping in close contact with the Argentine-Japanese Association in an attempt to obtain financial support to build a Cultural Centre in which go would be one of the main activities.

(Report from Hugo D. Skolnik)

Australia

1987 Australian Championships

The 1987 Australian Go Championships were held in Canberra on 29, 30 August at Ursula College. The competition at the top was very intense, with three 5-dans fighting it out. The result was a victory for Choon-Sik Moon, a Korean student living in Sydney. He had a perfect score of 7-0. In second place was Rika Miyazaki of Japan, whose only loss was to Moon in the fourth round. Since neither of the above players is an Australian citizen, the Australian championship was awarded to Kwang-Ho An of Sydney, who scored 5-2. He also becomes Australia's representative at the 10th WAGC.

The rest of the tournament went pretty well according to ratings, though one or two players may have had their egos bruised by surprise results. On a more negative note, the kyu section was very poorly attended. In a rather chaotic tournament, marked by non-arrivals and sudden withdrawals of competitors, Clive Katerelos of Melbourne defeated all comers and was a deserved winner. It shouldn't be long before he takes his place in the dan ranks.

The main tournament included four players who were playing as shodans for the first time. They all got to play reasonably strong players, and the experience should serve them well. As has become standard, Australia's own 9-dan Song-Sheng Wu was on hand to play games and give commentaries.

Australia-New Zealand Go Match

Immediately after the championships, the 4th biennial Australia-New Zealand Go Match was held. To state the dismal truth, the Australian team was demolished, the final score being 3-13 in favour of the Kiwis. It is clear that Song-Sheng Wu's visit across the Tasman earlier this year was a phenomenal success in raising the level of N.Z. go.

The point-scorers for Australia were third board Stephen Reye, with two wins, and second board Clive Davies, with one win. The top N.Z.

scorer was Alan Guerin, who playing on the fourth board won all his games; the other three players each won three games

Fourth World Youth Championship

Australia's representative in this tournament, held in Hong Kong from 8 to 10 August, was Howard Ing 7-kyu. He was accompanied by Song-Sheng Wu as National Coach and Devon Bailey as Delegate.

Third AGA Go Camp

This camp was held at Smiggins Holes, a popular ski resort in the winter, from 9 to 16 January. The tradition of a fabulous week away from it all, established at Mt. Buller in May 1986, was well maintained. The venue for the camp was the Vaski Alpine Lodge, located on a promontary above Lake Jindabyne. Altogether, there were 23 participants, 14 of whom attended the whole week of lessons. The highlight, of course, was the patient and good-humoured instruction of Wu 9-dan.

(Report from Jan Trevithick)

Canberra Junior Go Club

Australia's first junior go club was started in Canberra in May 1987. Following a series of lessons to a group from the Canberra Gifted Children's Association, we decided to set up a permanent club for children.

The club meets for three hours each Saturday, and members of the Canberra Go Club provide instruction and supervision. We have taught over 20 children between the ages of eight and 13, and we have six or seven regular members. A certificate system has been devised to keep track of the children's progress, as well as a rating system.

Future plans include visiting the local primary schools to promote the game. In the longer term, we are aiming at an interschool competition.

(Report from Stephen Reye)

Go in Tasmania

Tasmania, Hokkaido's sister state, lies approximately 300 kilometres south of the Australian mainland, on the 42nd latitude south. Hokkaido lies on the 42nd north. While Tasmania has yet to produce a Kobayashi Koichi, it is the centre of go teaching in the more southerly latitudes. In Hobart, the capital of Tasmania, Dr. David Evans

has been teaching go for the past decade. At present he has ten primary school students, 15 secondary school students and 12 older people in an adult education program. Both David and his wife are members of the Society of Friends (Quakers) and are interested in social work, as a consequence of which David teaches go in prison. He reports only mixed success with the prisoners, as they tend, after graduation, to leave go and drift back to their former profession (crime).

Like Hokkaido, Tasmania is famous for its magnificent scenery, lofty mountains, picturesque rivers and forests; the last possess some of the most beautiful hardwood trees in the world: blackwoods, huon pine, Myrtle, sassafras, to name a few. Another of David's hobbies is making go boards out of this splendid timber.

Much of the west coast and all of the southwest are covered by great rainforests, on whose northern edge is nestled a 240-hectare cattle ranch, another centre of go teaching. The strange prerequisite for working on this farm is that applicants must be enthusiastic students of go. The proprietor has about 15 go students, three of whom are around 2-kyu. Ralph Gaby, the leading apprentice on the farm, rose from 18-kyu to 2-kyu in just four months and went on to play for Australia in the World Youth Championship a couple of years ago. Tasmanians share his eagerness to put their mark on the go world.

(Report from Don Potter)

Austria

1986 Austrian Championship

This tournament attracted an enormous number of competitors. The strong top section was again won by Helmut Hasibeder 6-dan, who won all his games.

Austria-Yugoslavia Match

As in previous years, a team match between Austria and Yugoslavia was held. In the spring of 1987, a meeting was held in Yugoslavia, which was won 13-3 by Austria.

The Yugoslavian team tried to take its revenge when a second meeting was held in the autumn in Austria, but this match ended up an 8-8 draw.

(Report from Dr. Walter Hodl)

Krems Wins the EGF-Donaupokal Go Tournament

This tournament, organized by the EGF for go clubs in towns along the Danube (Donau), the biggest river in Europe, was held for the third time this year. The team from Ulm (W. Germany) defeated Regensburg (also W. Germany) and Linz (Austria) in the Western Group, while Budapest defeated Bratislava (Czech.) and Belgrade in the Eastern Group.

The final games were held in Krems. Budapest was not able to come to Krems. The Krems Go Club (Voest-Alpine Krems) won this tournament in 1984 and 1985. It secured a victory over Ulm, so the trophy remains in Krems. Members of the Krems team were A. Emsenhuber 3-dan, Felkel 1-kyu, Bauer 4-kyu, and Bruckner 7-kyu.

(Report from Ing. W. Zickbauer)

Address change: Dr. Alfred Kriegler, President, Austrian Go Federation, Scheibelreitergasse 12, A 1190 Wien. Tel. (0222) 32 62 61.

Belgium

Belgian go is advancing by leaps and bounds, with the number of competitors in the national championship increasing by a third every year since the tournament was inaugurated in 1985. The third championship, a six-round round robin, ended in a tie between Alain Wettach 1-kyu and Marc Ginoux 1-kyu. A playoff was held and was won by Ginoux. Sharing third place were Vincent Lemaitre, Michel Wettach, and Guy Dusauroy, all 2-kyu.

Address change. New address of Michel Gilbert, the official contact for the Belgian Go Federation: 18 Place Loix, B 1060 Brussels.

Canada

Major Tournaments in Montreal in 1987

The 1st Montreal Open Tournament, held on 10, 11 January, was won by Louis Leroux 5-dan of Montreal with six straight wins. This six-round event, which attracted 34 players and which was organized by the Montreal Go Club, was divided into four sections. The winners of the other

three sections were: Liao Ke Quiang 2-dan (Montreal), Pierre-Olivier Tremblay 3-kyu (Hull), and Rick Leir 6-kyu (Ottawa).

The 7th Winter Tournament, February 28, was won by Hsiung Dao-Ming 4-dan of Ottawa. This three-round event, which attracted 31 players and which is sponsored by the Consulate-General of Japan and organized by the Association Quebecoise des Joueurs de Go, was divided into four sections. The winners of the remaining three sections were: Liao Ke Quiang 3-dan, Jean Hebert 1-dan, and Mario Carriere 3-kyu, all from Montreal.

The 8th Montreal Honinbo Tournament, held in February and March, was won by the defending champion, Louis Leroux 5-dan, who defeated the winner of the Honinbo League, Ota Yuzo 5-dan, 2-0. This is the fifth year in a row that Louis has successfully defended his title.

The 3rd Shodan Challenge Tournament, held from February to April, had an entry of 14 players this year. A round-robin event organized by the Montreal Go Club, it was won by Tibor Bogнар with 11 victories out of 13 games. Second place went to Denis Labelle with a score of ten wins, and third place was shared by Paul Dumais and Randall Goodwin with nine victories each. All place-getters were shodan.

The 9th Quebec Open Tournament, held on 16 and 17 May, was won by Ota Yuzo 5-dan with six straight wins. This six-round event, which attracted 41 players, is organized by the Association Quebecoise des Joueurs de Go and is divided into four sections. The winners of the other three sections were: Houman Zolfaghari 2-dan (Quebec City), Denis Labelle 1-dan (Montreal), and Barry Nolin 3-kyu (Ottawa).

(Report from Steven J.C. Mays)

China

1987 was a year of mixed results for China in international go. As reported on pages 25 and 26, China was bested in the annual series of goodwill matches with a touring Japanese team. On the other hand, after losing an initial lead, China fought back to draw even in the 3rd Super Go series. After a seesaw start, Liu Xiaoguang 8-dan won four games to take China to a 5-1 lead; two-time Honinbo challenger Yamashiro Hiroshi

9-dan then put Japan back into the picture with five wins in a row before succumbing to China's number two, Ma Xiaochun 9-dan. The year thus ended with the score even at 8-8. The new year started well for China when Ma defeated Takemiya Honinbo in Beijing on 9 February 1988. Japan is now down to its last player, Kato, while China still has Nie in reserve.

Below is a brief report on some of China's internal tournaments in 1987.

Tsao Wins First Title

Tsao Dayuan 9-dan finally won his first title when he defeated Ma Xiaochun on 20 January to take the 8th New Physical Education Cup 3-1. Tsao earned the right to challenge Ma when he won the league 7-1; previously he had failed in three attempts to take this title.

New 9-dans

Two players won promotions to 9-dan in the rating tournament held from 10 to 23 June in Wuhan City. They are Qian Yuping and Jiang Zhujiu. There are now seven 9-dans in China.

182 players from all over the country participated in this tournament, 133 of them dan-holders and 49 hoping to win official promotion to 1-dan (ten were successful).

Nie Wins 1st Weiqi Best Ten

This is a new tournament in which the ten most popular players, selected in a readers' poll conducted by the magazine *Go Universe*, compete over six rounds. First place was taken by the number one player in the poll, Nie Weiping, with six straight wins. Second was Qian (6th in the poll) and third Ma (2nd).

Yu Bin Challenger for New Physical Education Cup

Yu Bin, now 7-dan, has made extraordinary strides since being pipped by Imamura for first place in the 9th WAGC; success in this tournament has been the stepping stone to success for many of the current top Chinese players in the past, but it doesn't usually come so fast. In a ten-round Swiss tournament (changed from the previous league at the request of the players) held to decide the challenger for the 9th New Physical Education Cup, which was completed on 17 November, Yu took first place with a score of

8-2. A look at the other place-getters will reveal the magnitude of this achievement. The final placings were:

- | | |
|-----------------------|----------------------|
| 1. Yu Bin 7-dan | 7. Chang 6-dan |
| 2. Liu 8-dan | 8. Wang Qun 8-dan |
| 3. Nie Weiping 9-dan | 9. Chang Xuan 7-dan |
| 4. Sung Xuelin 7-dan | 10. Hua 6-dan |
| 5. Jiang Zhujiu 9-dan | 11. Rui Naiwei 8-dan |
| 6. Ma Xiaochun 9-dan. | |

One doesn't know whether to be more astonished by the excellent showing of the 20-year-old Yu or the poor performances of Nie and Ma (both of whom lost to Yu). Yu will meet Tsao Dayuan 9-dan in the best-of-five title match, the first game of which was scheduled to be played in Holland in January.

Czechoslovakia

History of Go in Czechoslovakia

In effect, the playing of go in Czechoslovakia began early in the 1960s at the chess club Slavia Komensky in Ples. There were still less than ten players at the beginning of the 70s, when the first independent go club was established at Trade Union Club Tesla Karlin in Prague. Further go clubs were founded in succession at various institutions and organizations. In the second half of the 70s an (unofficial) Association of Czechoslovak Go Clubs and Players was set up with the goal of spreading go and coordinating and organizing the nationwide go life. At present, it brings together almost 30 clubs with more than 300 players and it is trying to become a member of the Czechoslovak Association of Physical Training. Every year the clubs organize about 15 weekend tournaments (with handicaps or on even, run on the Swiss or MacMahon system). The top event is the Czechoslovak Go Championship.

Go sets produced domestically have already been sold for several years, but we are still lacking in original literature. Apart from some rather brief introductory articles in newspapers and magazines, the first extensive essay in Czech on the rules and the history and the organization of the game will soon be published in one of our popular magazines, one of the issues of which

will be devoted completely to go, checkers, chess and other board games. Occasional visits by Japanese professional and amateur players help with the propagation and improvement of the game in our country.

When there was only one club in Prague, its players — namely J. Rohlena and M. Kocandrl — were unrivalled. The latter won the 1st Czechoslovak Go Championship held in 1975 in Prague. But then there was a period of dominance by Slovak players from Bratislava: M. Jadron won the Championship in Bratislava (1976), Vl. Lassak in Brno (1977), M. Poliak in Lovosice (1979) and in Prague (1980). The only exception was Kocandrl from Prague, who won in Plzen in 1978. After this period, Czech players have again made headway, in particular Vladimir Danek from Prague, winner of the Championship in Liberec in 1981, Nymburk in 1982, Karlovy Vary in 1984, Ostrava in 1986, and Nymburk in 1987. His series of victories has only been interrupted by P. Winkelhofer of Plzen in Bratislava in 1983 and by Jiri Sgall of Prague in Olomouc in 1985. Danek 5-dan is currently the strongest Czechoslovak player.

Since the 70s our players and clubs have initiated international contacts with players from the German Democratic Republic, Poland, Hungary, Yugoslavia, the Federal Republic of Germany, Austria, and others in the form of matches, participation in foreign tournaments, and the organizing of international tournaments. The Prague February tournament has taken its place in the ranks of the major European tournaments. In recent years close to 150 players have usually taken part, more than half of them coming from abroad. It has now been included in the Grand Prix d'Europe de Go.

To date our players have not participated regularly or in large numbers in the European Go Championship. The only exception was the 1986 championship in Budapest, where the top player in a 30-strong Czechoslovak contingent, Danek, took seventh place. As a rule, however, our players have participated in the WAGC. To date, our representatives have been Lassak, Kocandrl, Poliak, Danek (three times), Winkelhofer, and Sgall. The best result was Danek's sixth place in Osaka in 1983.

(Report by Dusan Prokop and Jiri Rakosnik)

Denmark

Events during 1987

25, 26 January: Ambassador's Cup in Copenhagen (a handicap tournament) won by Lone Rasmussen 7-kyu from Odense.

17-19 April: 1987 Scandinavian Open held in Copenhagen. Winner in Group A and Nordic Master: Frank Hansen 5-dan (Copenhagen). Group B: Volker Kraus 1-kyu (Germany); Group C: Thomas Heshe 9-kyu (Arhus); Group D: Sten Rudkjøbing 17-kyu (Arhus).

12, 13 September: Supermax-Triathlon (go, chess, bridge). Twelve pairs from Denmark, Germany, and Sweden competed in go, chess and bridge. First place went to W. Lauth and Egbert Rittner of West Germany (they placed first in go, fourth in bridge and sixth and seventh in chess).

23-25 October: Danish Go Championship in Odense. In the Master group the result was a three-way tie for first among Frank Hansen, Ulrik Bro-Jørgensen 1-dan (Arhus) and Jan Frederiksen 1-dan (Copenhagen), who all won four out of five games. The playoff was won by Hansen, with Frederiksen coming second and Bro-Jørgensen third. The Candidate group was won by Stig Tjur 1-dan of Copenhagen. The Open group (a handicap tournament for beginners) was won by Niels Rahbek 10-kyu of Copenhagen.

International Events in 1988

21-23 May: Six-round tournament run on the MacMahon system, open to all players, to be held in Odense. This tournament is part of the European Grand Prix de Go. The occasion is the 1000th Anniversary of Odense. Contact: Erik Nielsen, Oppermansvej 15, 1. tv, DK 5230 Odense M. Tel. 09180929.

27, 28 August: Triathlon in go, chess and bridge to be held in Kerteminde. Contact: Svend Novrup, Faredammen 14, DK 5300 Kerteminde. Tel. 09233183.

Address changes/corrections

Københavns Go Klub, Københavns Ungdomscenter, Suhmsgade 4, 2nd floor. Open Tuesday and Thursday evening. Contact: Jan Frederiksen, Bredevej 26, 2830 Virum. Tel. 02857451.

Odense Go Club: Odense Bridgecenter, Kottesgade 25, 2. Open Thursday evening. Contact:

Erik Nielsen, Oppermansvej 15, 1. tv. 5230 Odense M. Tel. 09180929.

Arhus Go Klub: Risskov Bibliotek, Fortebakken Rydevænget 35, 2. th. 8210 Arhus V. Tel. 06156270.

Danish Go Association

Secretary: John Nielsen, Havelokken 19, DK 5210 Odense NV, Denmark.

European Go Federation

1987 European Go Championship

The 31st European Go Championship, held in Grenoble from 25 July to 8 August, was won by Matthew Macfadyen of Great Britain. The tournament system was changed this year, with the top four place-getters in the main tournament (in which there were about 350 competitors) gaining places in the semifinals. The top qualifier was Lazarev 6-dan of the U.S.S.R., who scored seven wins out of a possible eight. He was joined by Macfadyen, Rob van Zeijst (Holland/Tokyo), and Frederik Donzet (France), who all scored six wins. In the semifinals, Lazarev beat van Zeijst and Macfadyen beat Donzet; Macfadyen then triumphed in the final to win his second European Championship. Lazarev's second place was the best performance yet by a player from his country. Third place was shared by van Zeijst and Donzet, who agreed to forgo a playoff.

The Weekend Tournament was won by van Zeijst with a perfect 5-0 score, followed by Matthew Macfadyen on 4-1.

The first European Computer Go Championship was also held. The 19x19 section was won by Janusz Kraszek's *Star of Poland*.

1988 European Go Congress

The 32nd Congress will be held in Hamburg from 23 July to 6 August. Contact: Deutscher Go-Bund e.V., Postfach 605454, D-5000 Hamburg 60.

Grand Prix d'Europe

In 1987 the EGF launched a new series of tournaments called Grand Prix d'Europe. This series incorporates existing tournaments with good international reputations and large numbers

of participants in a special series with a cumulative points system. There is only one Grand Prix tournament per country. The Grand Prix tournaments are:

La Chaux-de-Fonds (Switzerland): 2nd weekend in October

Brussels: 1st weekend in November

London: New Year

Prague: 2nd weekend in February

Paris: Easter

Hanover: April

Budapest: 1 May

Amsterdam: Ascension

Odense (Denmark): Whitsun

The top ten place-getters in the above tournaments will receive qualification points. The annual circuit culminates with the Main Tournament at the European Go Congress, in which the points will count as double, followed by the prize-giving.

Computer Go

Beginning with the 1987 European Go Congress in Grenoble, the EGF has instituted the European Computer Go Championship on 9x9 and 19x19 boards. Winner on the 19x19 board in the first championship was Janusz Kraszek's *Star of Poland*, while on the small board five programs tied for first place. At the moment there are programs of approximately 15-kyu strength available. Europe would be interested to meet the Japanese 5th generation at the Hamburg (26–31 July 1988) or subsequent congresses.

Report from: Anton Steininger
Secretary, EGF
PB 139
A-4021 Linz, Austria.

Federal Republic of Germany

The highlights of go in West Germany during 1987 were:

1. Tournament of Essen (16–18 January), which included the preliminary rounds of the German Ch'ship. There were 133 participants. The main tournament was won by Christoph Kerkmann 2-dan of Dusseldorf. The following eight players qualified for the Ch'ship Final out of a field of 16: Egbert Rittner 5-dan, Michael

Katscher 5-dan, Stefan Budig 4-dan, Jens Gillwald 3-dan (all of Hamburg), Lutz Mattner 5-dan (Hanover), Jurgen Mattern 6-dan (Berlin), Kai Maass 3-dan (Berlin), and Hans Pietsch 4-dan (Bremen).

2. Hanover-Messe-Tournament (11, 12 April). With 153 participants, this was the second biggest German tournament of the year. The winner was Jurgen Mattern with 5–0.

3. German Go Festival in Cologne (6–8 June). 164 participants in 52 teams competed in this, the top event of the year. For the first time there was a delegation from the U.S.S.R. The winning team was Vienna (Hasibeder 6-dan, Wimmer 6-dan, Wiltschek 6-dan, Scheid 4-dan), followed by a Dutch team (Janssen 5-dan, Eijkhout 4-dan, Claassen 4-dan, Cremers 4-dan) and Hamburg (Rittner, Budig, Behnke 4-dan, Franke 3-dan).

4. Final of the German Ch'ship in Hamburg (1–4 October). The winner was Egbert Rittner, followed by Stefan Budig and Lutz Mattner.

5. Hamburg Monkey Jump (Affensprung) (22 November). A new record for this tournament was set with 146 competitors. First prize went to David Schoffel 5-dan (Cologne); second was Rittner and third Maass.

(Report by Jan Ruten-Budde)

1987 Germany Cup

In January 1987 the German Go Association introduced the first Germany Cup. Twelve major tournaments were selected as cup tournaments: Essen, Bremen, Castrop, Hanover, Boblingen, Cologne, Kaiserlautern, Dortmund, Freiburg, Berlin, Munich, and Hamburg (Affensprung).

Cup participants start in one of the three following sections, regardless of any further promotions:

Section A: dan level

Section B: 1- to 9-kyu

Section C: 10-kyu and below.

In each tournament a player can earn between one and six cup points, depending on his score, which has to be above 50%. However, only the top six scores are used in calculating the player's final points tally, the theoretical maximum being 36 points.

Altogether, there were 1,192 participants in the 12 cup tournaments, making the 1987 Germany Cup a great success. The winner of Section A was the rising star Hans Pietsch 4-dan (age 19) of Bremen, who outmanoeuvred a lot of veteran

players. The top placings in the three groups were:

Group A. 1. Hans Pietsch (21 points), 2. Martin Dieterich 4-dan of Mainz (19), 3. Jurgen Mattern (17).

Group B. 1. Michael Konarkowski 3-kyu of Freiburg (22), 2. Rainer Blumel 1-kyu of Essen (21), 3. Christoph Gerlach 1-kyu of Hanover (15).

Group C. 1. Torsten David 3-kyu (he started as 10-kyu) of Erlangen (24), 2. W. Sauer 5-kyu of Boblingen (15), 3. Lutz-Peter Schroder 10-kyu of Bremerhaven (14).

As the total number of participants shows, the German Go Federation seems to be well prepared for the 1988 European Go Congress in Hamburg. There will, of course, be another Germany Go Cup in 1988. (*Report from Jochen Fassbender, Managing Director of the Germany Cup*)

Finland

Go Activity has started in a new centre, Tampere. The contact address is: Veikko Lahdesmaki, Sudenkatu 7 B 14, SF-33520 Tampere.

Below are the contact addresses for the Helsingfors Go Club:

Chairman: Keijo Alho, Kuusitie 8 A 14. Tel. 358-0-483401 (home), 358-0-144946 (work).

Secretary: Matti Siivola, Rautkalliontie 4 E 77, 01360 Vantaa. Tel. 358-0-18511 (work).

France

Moussa Wins French Championship

Andre Moussa 5-dan of Paris has become national champion for the eighth time, defeating Pierre Colmez 5-dan of Grenoble 2-0. This was Colmez's fourth unsuccessful challenge to Moussa in this title. Colmez has long been recognized as one of France's top three, but against Moussa he seems to be powerless.

1987 Paris Tournament

The three-day Paris Easter Tournament attracted a record 282 players. The first excitement came in the second round, when Robert Rehm 5-dan of Amsterdam beat the favourite, Yoo Jong-Su of Cologne. However, Rehm lost to Moussa in the fourth round, and Moussa in turn

lost to Yoo; Maeda 5-dan of Paris also scored five wins and so joined the above three in a four-way tie. Based on SOS scores, however, Moussa took first place, with Rehm second, Yoo third and Maeda fourth.

Change in office

The current president of the Federation Francaise de Go is Pierre Decroix, BP 95, F 75262, Paris - Cedex 06.

Holland

In the 80s, Dutch go is being led by her locally unbeatable champion Ronald Schlemper. Unfortunately, he only plays in the Dutch championships and in some European championships. He does, however, conduct training sessions for young and talented players. His commentaries on classical games are studied at his classes and later they are worked out in some detail for publication in the bimonthly Dutch go magazine. These efforts have greatly helped to build up the strength of Dutch go players. Quite a few players have joined the dan ranks, some of them moving rapidly from shodan to 3-dan. This could be described as the main characteristic of recent developments in Dutch go: the growth in strength of players in the group immediately below the top level. This growth can be measured in the rise in the average strength of the contenders for the Dutch championship in the 80s: in 1984 the twelve players averaged almost 3-dan; in 1987 it was more than 4-dan.

We may not have done badly after just a few decades of experience with go, but still we can't help envying the position of Dutch chess, with its legion of strong amateurs, its professionals, its publicity and tournament sponsorship, backed up by an organization that can find and train youngsters from an early age. We would need top players and top tournaments to gain similar publicity for go. Go-playing in elementary schools is still very rare. Recently, efforts have been made to produce new materials for teaching children. To stimulate improvement, diplomas with colours like the judo ranks are issued.

So the situation seems hopeful: go could gain

more adherents in a country where games of strategy and tactics are very popular; yet at the same time it's not easy for a small go association competing for attention with big established sports like chess.

1987 tournaments

The 1987 Dutch Championship saw yet another flawless performance by Ronald Schlemper 7-dan, who was undefeated in all six games. Frank Janssen, recently promoted to 5-dan, came second with 5-1, followed by Robert Rehm on 4-2. Rene Aaij 4-dan, Jan van der Steen 3-dan, and Mark Boon 3-dan all retained their places in the league by scoring 3-3.

Fifteen teams of three players each competed in the school clubs championship. The players rated up to 2-dan. Blaucafel (Wim de Schrijver, Raymond Zwiers, and Alice de Haan) just managed to defend their title.

The youth championship was shared by three players who ended in a perfect tie. They were Andre Alfenaar, Sjef Ederveen, and Wim de Schrijver.

The Dutch club championship was won for the second year in a row by the Amsterdam team of Rehm, Cas Muller 5-dan, and Peter Zandveld 4-dan.

In the Qualifiers tournament, 32 players fought for eight rounds for the six vacant places in the 1988 championship tournament. The unusual number of wins by shodans against 4-dans was remarkable and resulted in the prompt promotion of the two shodans as soon as the tournament was over. Final placings were:

1. Michiel Eijkhout 4-dan: 7 wins
2. Erik Puyt 4-dan: 6
3. Paul Boersma 1-dan: 6
4. Arend-Jan Westhoff 4-dan: 6
5. Walther Warnaar 3-dan: 6
6. Matti Groot 3-dan: 5
7. Erik Kaper 3-dan, Rinus Spit 1-dan: 5.

Tonny Claasen won the 14th Charlemagne tournament in Nijmegen. Being ahead in SOS points, he was able to afford to lose to Peter Zandveld in the final round. 92 players participated, 17 of them dan-holders.

Frank Janssen won the Dutch lightning go title, the Leyden Lakenfeest and the Utrecht tournaments with perfect scores. Heerlen saw

another win by a Cologne player: David Schoffel 5-dan with 4-1. Walther Warnaar came second, also scoring 4-1. Warnaar did win in Leyden; Erik Puyt won in Eindhoven 5-0.

The Amsterdam tournament was bigger than ever and with stronger players than ever: 238 competitors, 70 of them of dan strength. Only the European championships attract a stronger field. This year 20 players were of the top European level, that is 4-dan or stronger, 4-dan being the qualifying level for the European Ch'ship. Like last year Jong-su Yoo won all his six games. Former European champions Wolfgang Isele and Jurgen Mattern came second and third, with 5-1 and 4-2 respectively. Hans Pietsch's fourth completed the West German monopoly of the top places. Frenchman Pierre Colmez came fifth, followed by locals Janssen, Muller, and Rehm (all with four wins).

A large contingent of Dutch players, outnumbered only by the home contingent, took part in the European Go Congress in Grenoble. The congress saw the reappearance of a former European Champion (1981), Rob van Zeijst, taking a holiday from his job in Japan to keep his country's flag flying as the reigning champion Ronald Schlemper (who incidentally has won all 18 games in the last two championships) was not defending his title. Van Zeijst failed to maintain Dutch supremacy, but he at least took third place. Rene Aaij came 9th, earning promotion to 5-dan, and Frank Janssen 11th (both had six wins).

To stimulate participation by strong players in local and foreign tournaments, the Dutch Go Federation has come up with the idea of awarding points for every good result, tournaments with strong players yielding more points. After a year, the players at the top of the final list will get subsidies to enable them to compete in the European Go Congress.

In 1987 we saw yet another Dutch player leave to improve his skill by playing in the Far East. Ron Polak scored 7-1 in the 1987 London N.Y. tournament as a shodan; a few months later in Paris, now 2-dan, he scored 5-1 for the third consecutive time, which took him up to 3-dan. The year before he had won the special prize of the Paris tournament: a trip to Korea to study with professionals. After the Grenoble congress, he finally took up his prize.

Computer go

After a hesitant start, with a championship with only three contenders, computer go finally seems to have got off the ground in Holland. First Robert Rehm wrote the program Goliath, which came fifth on the 9x9 board and fourth on 19x19 in the 1986 world championship in Taiwan. The next step was trying to unite interested programmers to do the job more thoroughly. Over a dozen people seemed to be both interested and more or less qualified; unfortunately, hardly anybody had enough time to do real work on the project, so it is back in the hands of a few active programmers, each working on his own program. One of these, Logo-go by Peter Dullemeier, appeared in the Dutch Computer Go Championship. But still no one was able to beat Alan Scarff's Microgo.

Five programs played in the Leyden Eastern tournament, which was won by Goliath 1. Goliath 2 by Mark Boon (who had already had his own go program and who wrote the user interface for Goliath 1) did reasonably well in the 1987 European Computer Go Championship, finishing first in a five-way tie on the 9x9 board with Goliath 1, Microgo and others. In the 19x19 competition, Goliath 2 came third, losing a won game in the final round against the tournament winner on time, with only a few dame points left. Goliath 2 participated in the 1987 world championship in Taiwan. [This was the third annual congress; there were participants from six countries and three continents.]

A few other strong dan players are in the process of compiling programs and are expected to compete in the future. They are all experienced programmers, so we can look forward to some interesting developments.

So far only two Dutch programs have been put on sale: Rehm's Goliath 1 and Albert van der Kloet's Go-spel, which has not yet appeared in tournaments. His program LorD solves life and death problems.

Computer go around the world has been stimulated by the world championships in Taiwan and the premiums for handicap games won against strong humans. In Holland Robert Rehm has set a target for programmers to aim at by betting that he will still be able to give any computer program nine stones and win in the year 2000.

(Report from Peter Dijkema)

Hungary

Summer Go Camp

One of the most pleasant go holidays in Europe is the annual Hungarian Summer Go Camp. Traditionally Austrians, Germans, Italians and Eastern Europeans enjoy Hungarian hospitality in the countryside. In 1987 the camp was held outside Miskolc in a school under tall oak trees. Our Chinese guests gave lectures and played a lot of games. One of the highlights was the rengo (team go) match one evening between China and Europe (with a three-stone handicap), which finished after three hours' hard fighting in favour of the Orientals. The visits to a pleasant cafe downtown provided delightful relaxation away from go.

(Report from Anton Steininger)

Main go events of 1987

Fules Cup (April): won by Kis Kos 3-dan. Fules is a weekly magazine which sponsors the tournament.)

Hungarian International Championship (May): won by Muller 4-dan of Austria, second Gondor 5-dan of Hungary, third Mutabzija 5-dan of Yugoslavia. This will be a Grand Prix tournament in 1988.

Hungarian International Handicap Tournament (November): won by Gondor, second Pocsai 5-dan of Hungary, third Kelemen 3-dan of Hungary.

Hungarian Cup (January to June): won by Buzas 3-dan, second Kis Kos.

Hungarian National Championship. The final stage of this tournament is an eight-player league. Pocsai, Gondor, Kelemen, and Buzas retained their places from last year. Joining them are Varga, Rigo, Ersek, and Teby, who won their way through the preliminary rounds. The league was played in November and December, but results are not yet to hand.

(Report from Barnbas Varga)

Iceland

Go activity has got under way in Iceland, though still on a small scale. Eight players have got together to form the Icelandic Go Organization (IGO). Their strength ranges from 12- to 7-kyu. Two of the players were ranked in

the Scandinavian Open in Copenhagen at Easter.

Contact: Sigurdur Haraldsson, Baronsstigur 39, IS 101 Reykjavik. Tel. (91) 10369.

Malaysia

The Malaysian Go Club was formed in 1985 under the leadership of Mr. Tian Kok Wah, who was elected as president, with only a small group of enthusiasts. Initially, its activities were limited to playing go at its meeting place every Saturday and Sunday. As time went by, its membership began to grow, owing to the efforts put in by all the members in promoting go among their friends, relatives, colleagues, and so on.

Gradually the need to form a national body for better coordination came to be felt. Application was made for governmental approval, while an orchestrated effort was made by members from various states, who chipped in with their support. After a few months of anxious waiting, the approval finally came on 25 July 1986. Thus, the Malaysian Go Association (MGA) was formed! Special mention must be made here of the unreserved encouragement and support received from the president, Mr. Tian, who singlehandedly made the rounds of the various government bodies concerned in his enthusiasm to make this national association a reality.

The first national go tournament was held on 17 January 1987, with quite a number of players participating. The champion, Mr. Yeo Teong Loke 4-dan, was later selected to represent Malaysia at the 9th World Amateur Go Championship, held in Beijing in May. A few months later, one of the younger players, Mr. Loh Weng Sum 1-dan, was selected to represent the country at the 4th World Youth Go Championship, held in Hong Kong on 8–11 August 1987. Accompanying him was his mentor, Mr. Lee Choon Huat 4-dan, who did Malaysia proud by receiving a favourable 5th placing in the team leaders' event. With participation in such international events, the word go has gained prominence in the local press as a new and interesting board game. At present, the MGA is conducting go classes at the primary-school level and at private clubs. It also hopes to be able to reach out to the secondary-school level too, in order to create a vast pool of resources whereby future players can be chosen

for further training and equipping.

The game of go once used to belong to a small and exclusive group of old folks, who had migrated to Malaysia from mainland China, but with the formation of the MGA and the advent of a new breed of young players, we have reached a turning point in the history of go in this country. This had led to a whole new beginning. It is our hope that not only will go become a household word but also that in the near future it may even become an instrument to help further cross-cultural understanding and better relationships among the different elements in our multiracial society, thus making Malaysia a true go-playing nation.

(Report from Tian Kok Wah)

New Zealand

The 1987 NZGS Congress

The 1987 Congress was held in Wellington from 26 to 29 August and was hosted by the Japan Information & Cultural Centre. The low turnout was a little disappointing (ten in the Ch'ship Section, only five in the Reserve), but this congress will be remembered as one of the most exciting and unusual we have had.

Despite the small number of players and a full eight rounds to sort them out, the Ch'ship Section ended in a five-way tie. With no time to resolve it, a decision was made to hold a mini-championship among these five players in November. In this playoff, Ray Tomes emerged the victor over Kyle Jones, David Coughlin, Colin Giersen, and Stanley Wang.

In contrast, the Reserve Section was a clean-cut affair, with Russell Buchanan winning all his games, though they included a one-point win over Phil Savage.

The Handicap Section was won by Ray Tomes, with four wins in five games.

The match against Australia is reported in the section on Australia. Here we might just mention the outstanding performance of Alan Guerin, who arrived in Australia feeling demoralized after only winning three games in the N.Z. championship. His return to form could not have been more timely; he spearheaded the N.Z. victory by winning all his games.

Philippines

Address change

The Go Club of the Philippines, 560 Quintin Paredes St., Yujuico Building (Far East Bank), Room 405 and 505 Binondo, Manila. Tel. 40-05-31 to 35 Local 215 and 335 or 47-59-86 and 21-58-16. PR Officer: Jesus Lua; Director: Frank Tan.

Poland

Four main go events were held in Poland during 1987. They were:

1. The Warsaw Go Tournament, held in Warsaw on 19–21 June. After some lean years, this MacMahon-system tournament has developed into a full-fledged international tournament. This year there were 79 participants from Czechoslovakia, East Germany, Hungary, and of course Poland. The winner was Christian Wohlfarth 4-dan (GDR), Janusz Kraszek 5-dan of Poland came second, and third was Jan Lubos 3-dan, also from the host country.

2. On their way home from the European Go Championship, two Chinese players made the first visit ever by Chinese professionals to Poland. They stayed in Warsaw for two days and visited the Warsaw Go Club, where they played teaching games.

3. On 14–17 September, the first Friendship Go Delegation from the Kansai Ki-in, with Mr. Shirakami, came to Warsaw. There were three professional players, led by Hashimoto Shoji 9-dan, 11 strong amateurs, and a number of others in the group. A friendship match was played, the professionals played some simultaneous games, and many, many friendly games were played. Mr. Hashimoto gave us a lecture with some game commentaries.

4. About 100 players took part in the preliminaries of the Polish Championship. The final stage of this was a league held on 26–29 November.

(Report from Krzysztof Grabowski)

Romania

Romanian Go in 1987

1987 was a good year for Romanian go. The main event was the achievement of official

recognition for the game: a go commission was established under the guidance of the Romanian Chess Federation. The secretary of the commission is Dr. Gheorghe Paun, and there is a working group made up of the secretaries of the 25 or so go clubs throughout the country. The first steps taken by this commission were the drawing up of rules concerning ranking, the organization of a national championship and other tournaments, and the editing of an internal bulletin. The first national championship was scheduled for the autumn. The semi-final, in which 20 to 24 players competed for the six to eight places in the final, was held at the end of October in Bucharest. The final was part of a 'Logical Games Festival', organized by the Romanian Chess Federation in November at Herculane, a well-known tourist spot. The winner of the final was Emil Sergiu Irimie.

Besides the various tournaments that make up the national championship, the go commission also organizes four local tournaments which enjoy nationwide participation. They are the Timisoara tournament in March, Cluj-Napoca in May, Craiova in September, and Brasov, a team tournament held at the end of November. In each of the first three tournaments, the first two places were taken by Zhang Haitao of the People's Republic of China and Sumiya Haruya of Japan, both of whom are 4-dan and working on doctoral dissertations in Romania. The third place alternated between Radu Baci 4-dan and Mihai Bisca 3-dan. (At the moment, Romania has eight dan players, but we expect at least ten other young go fans, now at the 1- or 2-kyu level, to join the dan ranks in the near future.)

We also have some good news concerning go equipment. The previous two sets (mentioned in last year's Yearbook) continued to be produced (and sold!) — one for 37 lei, which is very cheap indeed, and the other for 100 lei — but a standard go set, with a nice board, wooden bowls and plastic stones, is now ready. It should definitely enjoy a great success, both in Romania and abroad (it attracted interest when shown at the European Go Congress in Grenoble). Also, the two go books in Romanian, *Initiere in Go* (Introduction to Go, second edition) and *250 de probleme de Go* (250 Go Problems), both written by Gh. Paun and published by Recoup, the manufacturer of the new go set, continue to sell

and be reprinted. There are two more books in preparation: one, by Radu Baciú, is a collection of games with commentary from Romanian tournaments, and the other is a translation by Flavius Florea of a Japanese book.

Helping to popularize the game are Gh. Paun's columns on go in *Rebus* (articles of various types, under the impressive title of 'Almost all about go') and in *Viata Studenteasca* (tsume-go); short notes on go are also published by *Stiinta si tehnica* magazine, as well as by various almanacs.

For the near future, we have great plans, of course. First, we shall organize go commissions in each district of Romania. Next, we shall register the players, thus popularizing the rating system (at the present only about 200 players are included in it, but we hope to have a thousand players in the list by the end of next year). There is now only one school go club, in a Bucarest lycee; two other school groups were expected to be organized in the autumn. Also, a weekly go lesson for children will be organized at a 'sport school' in Bucarest (it already has chess lessons: inclusion of go in the chess federation makes this development possible).

One of the most important events of 1988 will be the organization of an international tournament at Timisoara in July during the First World Children's Chess Championship (the invitations will be distributed by local organizers). Also, we hope that in 1988 Romania will be able to make appearances at the WAGC and the European Go Congress. (This year Lucretiu Calota 1-dan, a 17-year-old lycee student from Brasov, finished 103rd in a field of 337 at Grenoble.)

I have focussed here on the present and immediate future of Romanian go, but actually this is the real history of go in our country, because go only first began to be publicized here in 1983 with my column in *Stiinta si tehnica* and this was also the year of the first go clubs. Previously, there had been some isolated developments in Timisoara, where Dr. Walter Schmidt 3-dan has been playing go since 1940 and where a go group came into existence soon after 1960. Another go group formed in Bucarest after 1971, when some students at the Architecture Institute learnt the game under the guidance of a member of the Japanese Embassy (Radu Baciú is a product of this group). So Romanian

go has a history of just five years and a pre-history of about four decades.

(Report from Gheorghe Paun)

Sweden

There are about 100 go players in Sweden. About 40 belong to the Stockholm Go Club, 30 to the Goteborg Go Club, 20 (?) to the clubs in Enköping, Vasteras and Karlstad, and some 15 others are scattered around the country. The strongest ranked players are four 3-dans, four 2-dans, and three shodans.

We do not have many national or international tournaments in Sweden. The Swedish Open Championship was held in June at the Stockholm Go Club, and the annual Goteborg Open took place at the beginning of November. The former was won by Ulf Olsson 3-dan of Goteborg, with second place going to Jin Li 3-dan of Stockholm. The 1986 Goteborg Open was won by Harold Lee of London.

There is also the Scandinavian Championship, which alternates among the Nordic countries. This year it was held in Copenhagen and was won by Frank Hansen 5-dan of Copenhagen, who beat Jin Li in a playoff.

Apart from the above tournaments, the main event of 1987 was the visit by two Japanese professionals, Saijo Masataka 8-dan and Kanai Masami 4-dan, who stayed in Stockholm for four days and played simultaneous games and gave lectures on three different occasions. These attracted a lot of public interest in go and also encouraged the Swedish players.

During the year we also arranged a two-week exhibition about go at a public library in Stockholm.

(Report by Dag von Arnold)

Swedish Go Clubs

Stokholm Go Klubb

Meets at St. Paulsgatan, Wed. 18:00–23:00.
Contact: Box 45099, S-10430. Tel. Dag van Arnold, 08-313680.

Goteborgs Go Klubb

Meets at Skolgatan 21, Wed. 18:00–23:00.
Contact: Lars Pennsjo, Ostra Skansgatan 20, S-41302 Goteborg. Also: Ulf Olsson, tel. 031-243685.

Enkopings Go Klubb

Contact: Sven-Erik Korsner, Fjardhundragatan 6, S-19934 Enköping. Tel. 0171-36226.

Vasteras Go Klubb

Contact: Rune Tenngam, Akarhagsgatan 6D, S-72337 Vasteras. Tel. 021-107088.

Karlstad Go Klubb

Contact: Lennart Ljung, Postlada 5522, S-65590 Karlstad. Tel. 054-36557.

United Kingdom

1987 British Go Congress

The 1987 British Go Congress, held at the University of Reading on 10–12 April and sponsored by ICI Office Systems, attracted 120 players. Overall winner was John Rickard 3-dan of Cambridge. Second place went to Matthew Macfadyen 6-dan (CLGC). The lightning tournament was won by T. Mark Hall 3-dan of Bristol, with Alan Scarff second.

The Challengers League

The Challengers League, held on 23–25 May, was won by Piers Shepperson with a perfect record of seven wins. This performance earned him a promotion to 4-dan. Second was Jim Barty with five wins; third place went to Sam Perlo-Freeman with four wins. The fourth player to retain his place in next year's league was Eddy Shaw (three wins).

1987 British Youth Tournaments

The British Youth Championship was held on 18 July at Cookham and was sponsored by Equity & Law. Winner of the under-14 section was Samuel Beaton, the under-16 and overall winner was Matthew Cocke, and the under-18 was won by Leigh Rutland.

The British Schools Championship was won for the fourth year running by Furze Platt School, equalling the record of Leeds School, which won for the first four years. The other two schools competing this year were Stowe School and the Gyosei International School of Milton Keynes.

Anglo-Japanese Match

The annual London match was held over three

rounds on 29 boards, the Japanese winning by 48–39. Some of the prizes were presented by the Asahi newspaper.

British Championship: Progress Report

The latest report as we go to press has the British Championship tied 2–2 between the challenger Piers Shepperson and Terry Stacey. The match is a best-of-five.

London Open

The 14th London Open Go Congress was held from 31 December 1987 to 3 January 1988 and was sponsored by Hoskyns Group plc. First place, which carried a prize of £500, in the field of 162 competitors from 15 European and Asian countries was taken by Terry Stacey, who won all his eight games. Second place was shared by Robert Rehm from Amsterdam and Hans Pietsch from Bremen.

U.S.A.

A Settled Group

The Third US Go Congress

by Roy Laird

The Third US Go Congress filled several buildings on the Mount Holyoke College campus in Western Massachusetts from August 8–16. With 160 players in the main tournament and 225 total attendees, it continued the record-breaking tradition established last year, drawing more players and professionals than ever. Despite a two-day deluge that started on Sunday, a fire alarm that cleared the main hall for an hour on Friday, applause and laughter from a theater group in a tent 100 feet away and a parade (yes, a parade) complete with brass band during the first round on Saturday, a fabulous time was had by all.

This will also be remembered as the Congress where New Mexican Janice Kim, fresh from winning her professional shodan credentials from the Hankuk Kiwon, made her professional debut in America.

Ivy League Setting

The Congress occupied two stately, ivy-

covered dorms and a nearby Conference Center. The main tournament took place in a wonderful auditorium with forty-foot ceilings, a balcony and space enough for 100 boards. A casual playing area containing another 30 boards was set aside on the second floor. Some of the more popular events, such as the team professional match and Bruce Wilcox's lectures, were sometimes held in this area. A smaller room with a demonstration board and seating for about thirty was busy more or less continuously with lectures and game analysis. Popular events competed with each other, lectures and simultaneous events spilled over into the cafeteria downstairs, and at one point 3-on-1 teaching games had to be set up in a wide hallway.

Each day followed a set similar pattern. At 9 a.m. the major games of the day began — a round in the Congress Championship, a five-round Swiss-MacMahon with 1 3/4 hours per player. Pro game analysis would begin at about 10:30, and as games finished players would wander in to watch or offer a game for comment. Others played casual games, or perhaps official games in the handicap tournament. After lunch, a variety of professional events were scheduled — simultaneous games, lectures, teaching games. More than one complaint was heard that too much was going on, it was impossible to get to it all.

The Saturday lightning tournament is becoming a tradition. Run this year by Ken Koester, it is an ideal first activity, since it provides an opportunity to meet several opponents in a short period of time. And at 12 minutes a player with no overtime, what better way to relax after a long trip to the Congress?

Each evening featured a tournament in an unusual form of go. On Monday Phil Straus conducted a 13x13 tournament. As he said in his enthusiastic call for participants that morning, 'For once you don't have to worry about large moyos.' On Tuesday Don Wiener conducted a team go tournament, with three people to a side. Later that night Terry Benson organized a round of rengo kriegspiel, a four-player version that must be seen to be believed. On Thursday, Dan Hewins directed a 9x9 tournament. At least thirty people 'got small' with him. Farther down the hall, Jim Smith 5-dan, his wife and three children seemed to be engrossed in their own

little 9x9 tournament. The family that plays together stays together.

Using a sort of 'Deals On Wheels' technique, AGA president Terry Benson spent the week organizing a series of mealtime discussions of critical issues, in preparation for the annual meeting of the National AGA Board on Friday. A ratings commission was established; a unified national championship was planned for next year's Congress in Berkeley; and the AGA's newly elected regional VP's were announced — 1988 Congress Organizer Ned Phipps of Berkeley (West), Club Coordinator Roger White of Cleveland (Central), and Youth Coordinator Chen-dao Lin of New York (East).

Many other issues were discussed throughout the week of the Congress, and various study groups and task forces began to coalesce. For example, a women's caucus met and over twenty people signed up for a special interest group on teaching go to children.

By the time the National Board met on Friday, most subjects had been thoroughly discussed. This enabled Benson to move through the agenda as if playing a lightning game, affirming consensus with a stroke of his gavel — a white go stone which he struck on a board in front of him.

A Musical Interlude

Sunday evening, Haskell Small and Marvin Wolfthal presented a concert that included the world premiere of Small's work for two pianos, 'A Game of Go', which sets to music a famous game of Shusaku. (The game itself, with commentary, can be found on pp. 328-41 of *Invincible: The Games of Shusaku*.) Over 100 people attended this exciting evening, which Wolfthal and Small began by presenting masterful readings of Schubert and Chopin. After intermission, Small and Kathryn Lewis, who ably rendered the second part, 'played' the Shusaku game while Wolfthal operated the computer-assisted video display, reading the score in the darkened audience. Wolfthal, who specializes in modern American composers, ended the concert with a performance of a Griffes sonata.

Other Entertainments

The Go Masters, the historic joint Chinese-Japanese film production that has been called



Janice Kim playing a simultaneous (Photo by Ken Koester)

'an Eastern Gone With The Wind', was shown on Tuesday night and was so popular that it ran again on Wednesday. Several people also attended and enjoyed *The Foreigners*, a comedy performed in a tent directly outside the playing hall. Wednesday was a day off from official activities and several trips were scheduled. There was a trip to Sturbridge, a river cruise and a small excursion to the nearby Armand Hammer exhibit, a collection of classical art. A few dozen fanatics remained behind to play more games in the handicap tournament.

The Professionals

Thanks to the generous support of the Hankuk Kiwon (The Korean Go Association), the Nihon Ki-in (The Japan Go Association) and, this year for the first time, the China Weiqi Association, the Congress was lucky enough to have a total of eleven professionals in attendance for the entire event.

Nakayama Noriyuki, pro 5-dan, a familiar and distinguished figure in Western go, attended with the Japanese tour group. He is the author of *The Treasure Chest Enigma* and a new best-seller

in Japan, *The World Of Go*. He has attended all three Congresses. On one entertaining evening he tried to play John Ganley to a tie (he missed by one point!)

The professionals wanted to work hard, and they did. Barbara Calhoun spent most of her time making the professional events go smoothly. Everyone who wanted to play a pro got at least one simultaneous game, and a few boards actually went unoccupied in the 10-on-1, 3-on-1 seats were of course less available, but here also everyone who wanted one got one, though kyu players are not really able to make use of this level of analysis.

The list of attending professionals was an especially distinguished one this year, headed by four 6-dans. Chun Sam Jho has become a familiar figure, since he is the only pro who has worked full-time at each Congress. In Korea he has a popular go newspaper column. Masanori Izumitani is a former Director of the Nihon Ki-in and now hosts a popular daytime show entitled 'You Can Play Go, Too.' He won the 5-dan section of the Kisei in 1979. O-yang Shichen, a Chinese citizen, is living in the Boulder area. For the

next year he will study structural engineering under the sponsorship of the Chinese government. Yi-lun Yang of the American Go Institute, has been living in Los Angeles and conducting a 'total immersion' program with a group of young students there. He has also taught brief, intensive courses for adults.

In addition, the People's Republic of China sent an official representative for the first time, Ms. He Xiaoren pro 5-dan. Another Chinese pro, Lili Niu 5-dan, came to the Congress after spending several weeks in Rochester, NY, on a private visit to the local go club. James Kerwin pro 1-dan gave an opening lecture on Sunday and several other lectures during the week. A co-analysis with former US Champion Ron Snyder was especially effective.

There are two professionals we haven't mentioned yet, because they belong together. Jeong Soo-hyun pro 5-dan is known as 'The Professor' in Korea. He is one of the main Korean go theorists and he contributes regularly to *Baduk* magazine. He is also, at 31, a rising star in the Korean go world. He returned to play the quarterfinals of two major tournaments.

Six years ago, he met New Mexican Janice Kim, then 11 years old. Her talent and determination impressed him so much that he made a special arrangement with her father to teach her, hopefully to bring her to professional level. In the years since then, enduring the scorn of a patriarchal society and isolation from her family, she has fought her way through the Korean professional training league. In fact she is only the third Korean woman pro — and intends to become the first 2-dan.

Janice won her professional credentials on August 1, just eight days before the Congress was to begin. When she arrived on Wednesday, she had been a professional for less than two weeks. She had never played a simultaneous exhibition, though she had played some two-on-one teaching games. But she was eager to try anything and everything. 'Go is in my blood,' she said. 'I have to do it every day or I get withdrawal symptoms.'

On Thursday Janice played her first American event as a professional — and her first three-on-one exhibition. Ned Phipps 6-dan, her strongest opponent, is one of the strongest players on the

West Coast and has played in Japan representing the US in the World Amateur Championship. Terry Benson 1-dan was well on his way to winning his section of the main tournament and a promotion to 2-dan a few days later. Laura Yedwab 2-dan of San Francisco is probably America's strongest woman amateur. With Phipps on black, Benson on five stones and Yedwab on four stones Janice went to work. When the smoke had cleared, Phipps had resigned but Benson and Yedwab had won — by one point each. As if this were not close enough, after the exhibition Janice found a black stone in her pocket! (An interesting variation of the Kibi legend.)

In her second 3-on-1 a few days later, Janice managed a sweep of all three dan-level opponents.

On Friday, Janice began the day by offering commentary on the day's games. Then in the afternoon she presented one of Mr. Jeong's recent games from memory, with variations. Mr. Jeong sat quietly, watching proudly. At one point, he leapt up with enthusiasm to elaborate further on a point in careful, precise English.

The professional highlight of the Congress occurred Saturday night, when six professionals played a team go exhibition match, with comments by Mr. Jeong. It was a good-natured 'Battle Of The Sexes', with Ms. He and Ms. Niu joined by Janice Kim on black. White was played by Mr. Izumitani, Mr. Yang and Mr. Chun. Black lost an early advantage with a mistake in the corner, but managed to regain the lead in the late middle game. Nevertheless, Black did not deal properly with an invasion and lost in a closely fought match.

Local Talent

Several Americans gave presentations, and they were very well attended. One who drew large crowds was Bruce Wilcox, whose NEMESIS go-playing program was selected as BYTE magazine's July Game Of The Month. His unorthodox ideas horrified some of the professionals and perhaps correctly so, but revolutionary ideas are seldom appealing at first glance. John Bender, a young player who in less than two years has convinced his fellow Philadelphians that he is of mid-dan level, spoke to 40 and 50 people at a



Lili Niu 5-dan of China (Photo by Ken Koester)

time when his lectures were scheduled.

There was a good deal of commerce this year. Ishi Press International appeared from Saturday till Tuesday. In addition, the AGA did a brisk business on back issues, T-shirts and bumper stickers reading 'Honk If You Play GO'. T-shirts from IPI and NEMESIS were also available, the latter featuring the rules and a sample game, with score, on the back (160 words). On Friday Juno Park of the National Go Society appeared with a selection of fine boards.

The Main Congress Championship was won by Mr. Ito, a member of the Japanese tour group who also won the lightning tournament. Another visitor took second place, but former US Champion Ron Snyder upheld US honor by coming in third.

The Easterns came and went on Saturday in a sort of blur. The winner was Kim Dae-yol who, like Janice Kim, studied with Mr. Jeong in Korea before moving to New York last year. Longtime AGA organizer Don Wiener, a perennial 5-dan, finally earned the right to call himself 6-dan by going 5-0 in the -1 band, climbing up to take third place overall, ahead of at least two former World Amateur representatives. By Sunday all was calm and players were quietly, happily playing and talking in the main area while others helped to pack up.

Bill Saltman has joined the exclusive ranks of those who have organized successful Congresses. His name, and those of Haskell Small and Chris Kirschner, his predecessors, were engraved on

a plaque that will now travel to future Congresses. Bob McGuigan and Micah Feldman also worked hard to pull everything together. Katherine Wolfthal and Sam Zimmerman spent more time than anyone in the office working on the pairings for the Congress Championship and the Easterns. Somehow, though, Sam found time to play his five games in the Congress Championship — and win them all!

Once things got rolling, Wanda Metcalf and Chris Garlock, among others, pitched in as needed in many ways. Using Zimmerman's pairings, John Goon directed the main tournament. Frank Fallon helped to run the store. And to Richard Simon, Bob High, Steven Mays, John Ganley, and everyone else who helped to monitor events, conduct overtime, move chairs, post announcements, and all the other little things that make a Congress — thanks for helping out, we'll see you in Berkeley!

U.S. Championship

The new U.S. Champion is Xu Chuan-zuan, who won a best-of-three match played with Kim Dae-yol, the Eastern Contender, at the Manhattan Go Club on 14, 15 November. Kim won the first game; then at the end of the second game there was some confusion when Xu's flag fell during overtime, and it turned out that the tournament rules had not been made clear to him. For a while the issue of the game seemed in doubt, but Kim graciously decided to allow the game to continue unchallenged, thus ceding certain victory to Xu. Xu also won the third game and with it the title.

As neither Xu nor Kim is a U.S. citizen, the right to compete in the 10th WAGC was contested by Don Wiener from the east and Lim Jung Ho from the west. Lim won the three-game match two straight.

U.S.S.R.

The major event of the year was the foundation of the U.S.S.R. Go Federation. This long-awaited official recognition of go should give a major impetus to go development in the U.S.S.R. The U.S.S.R. also joined the European Go

Federation, becoming its 19th member. The participation by Soviet players in the European Go Congress is described in the EGF section.

Contact address is:

Moscow, Lushnetskaya Embankment 8

USSR Go Federation

Vladislav Baturenko, Chairman

Yugoslavia

1987 was a very active year for Yugoslav go. Some of the main events, beginning with late 1986, are listed below.

10th Yugoslav Team Ch'ship (14–16 November 1986): 12 teams competed in two groups. The winner was the Nis team of Petrovic, Stankovic, Jukic, Mitic, and Zlatanovic with 22½ points. Second was the Ljubljana team of Klemencic, Flajs, Ekart, Gaspari, and Korelc on 16 points, and third was the Spartak team from Subotica on 13½ points.

18th Ch'ship of Slovenia (12–14 December): 23 dan players participated in this tournament, which was won by Igor Bizjak with a 6–1 score; next were Mutabzija and Klemencic.

25th go anniversary (22 December): to celebrate the 25th anniversary of official go activity in Yugoslavia, the first club, Go drustvo Ljubljana, which was founded on 22 December 1961, published a bulletin and organized a lightning tournament.

The Championship of Serbia (14, 15 March 1987) was won by Rade Petrovic (6 points)

ahead of Kosta Andjelic and Miodrag Stankovic (both on 5 points).

Austria–Yugoslavia team matches: team matches on eight boards were held on 28, 29 March in Maribor in Yugoslavia and on 26, 27 September in Hartburg in Austria. The overall winner was Austria by 21 to 11.

The Championship of Croatia (16, 17 May) was played over five rounds with 12 players and was won by Mladen Smud (4½ points), with Alibasic second (4 points).

The Yugoslavi Championship (11–14 June) was won by Rade Petrovic on 6–1; second place went to Jure Klemencic, also on 6–1, and third to Zoran Mutabzija on 5–2. 16 players competed.

Kansai Ki-in go mission: a delegation of professional and amateur players from the Kansai Ki-in visited Ljubljana and Belgrade on 12–14 September. The professionals — Hashimoto Shoji, Ikeda Ryuji, and Okahashi Hirotaka — played simultaneous games. A ten-board team match was held between the visiting amateurs and a local team and the result was a 5–5 draw. The delegation was officially received by the mayor of Ljubljana.

The current officers of the Yugoslav Go Association (Go savez Jugoslavije) are:

President: Dragan Kugler

Secretary: Slobodan Dragosavac

Vice President and international liaison officer: Peter Gaspari (address: Aleseva 3, 61210 Ljubljana-Sentvid)

Vice President: Mladen Smud.

(Report from Peter Gaspari)

The 1988 Ranka Yearbook

Published by the International Go Federation
c/- The Nihon Ki-in, 7-2 Gobancho,
Chiyoda-ku, Tokyo 102. Tel, (03) 263-2464.

Edited by Oeda Yusuke.

Compiled and translated by John Power.