

The Bulletin of the International Go Federation

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RANKA

YEARBOOK
1993



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1993 Ranka Yearbook

On the Publication of the 1993 Yearbook	2
Editor's Foreword	3
Compiler's Foreword	3
The 14th World Amateur Go Championship	4
Special Game Commentary	22
The 4th Yokohama-Sotetsu Cup	26
The 3rd International Amateur Pair Go Championship	32
The 6th Japan-China Super Go Series	37
The 7th Japan-China Super Go Series	61
Go Around the World	64

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On the Publication of the 1993 Yearbook

The aim of this magazine, which was founded in 1985, is to present news about developments in international go to go fans around the world in order to popularize the game more widely and to strengthen the bonds of friendship among all those who love the game. Thanks to the generous cooperation of all the members of the International Go Federation, we have since then published an issue every year and are now able to present our ninth issue to our readers.

This issue is devoted to a coverage of three tournaments that have made important contributions to the internationalization of go and to increasing its popularity around the world: the 14th World Amateur Go Championship, the staging of which was the IGF's largest enterprise last year, the 4th Yokohama Sotetsu Cup, and the 3rd International Amateur Pair Go Championship.

Go is a strange and wonderful game: even if the players do not understand each other's language, playing just a few games with each other will help them to understand each other and become friends. There are now nearly 50 countries that play go, and the go population of the world easily exceeds thirty million. Go has firmly established itself as a 'world game', both in name and in fact.

We will be very happy if this magazine can play a role in promoting such developments

by serving as a source of information about go. The International Go Federation will continue its efforts to promote international cultural exchange and contribute to world peace by helping to spread go around the world.

On the occasion of publishing this magazine, we would like to thank all members for your cooperation. We look forward to your continued assistance in the future.



Shizuo Asada
President
International Go Federation

15 February 1993

Editor's Foreword

Thanks to the generous cooperation of all our members, *Ranka*, the annual bulletin of the International Go Federation, has now reached its ninth issue. Our second, fifth, and eighth issues took the form of comprehensive yearbooks presenting information about go from an international perspective, and were well received by our readers.

This yearbook, which is of medium size, focusses on the three international amateur tournaments staged in Japan last year and also presents a comprehensive report on an international professional tournament. We also present a number of reports contributed by member countries on their go activities.

We hope that readers will find this bulletin of interest and that it will serve to inform them

about recent developments in international go. In order to improve *Ranka* further, so that it will serve as a bridge on a global scale linking go players everywhere, we welcome comments and suggestions. We also look forward to contributions from around the world.

In closing, we would like to express our gratitude to all the people around the world whose cooperation and assistance have made the publication of this bulletin possible.

Yusuke Oeda
Office Director
IGF

Compiler's Foreword

The IGF Office would like to thank all the contributors to this issue of *Ranka* for their generosity in responding to our requests for submissions. Thanks to you, we have been able to present yet another comprehensive report on go activity around the world to go with our coverage of the international amateur tournaments held in Japan. Since we began the section entitled 'Go Around the World' in the 1986 Yearbook, our second number, we have published reports from 45 countries, which certainly supports Mr. Asada's claim that go is enjoyed in nearly 50 countries around the world. To supplement the games section, we have included as many games from the Super Go series between Japan and China as we could find space for.

In this issue we have attempted to present as comprehensive a picture as possible of

developments in world go, but, insofar as game analyses are concerned, the availability of printed game commentaries has led to a bias towards tournaments staged in Japan. Three major international tournaments for amateurs were staged here last year, but lack of information prevented us from covering a fourth, held overseas, the World Youth Wei-ch'i Championship. Fortunately that omission was remedied by the report from the U.S.

On a personal note, I would like to thank James Davies for standing in for me while I was absent from Japan for most of last year on a sabbatical. It is thanks to his efforts that we have been able to present such a substantial bulletin.

John Power

The 14th World Amateur Go Championship

Victory Goes to Japan's Great Veteran
Player
New Record of 40 Competing Countries



Kikuchi Yasuro has been almost unchallenged as Japan's top amateur for three decades. Finally he adds the most-coveted amateur trophy to his collection.

The 14th World Amateur Go Championship was held at the Japan Convention Center, also known as Makuhari Messe, in Chiba City from 25 to 31 May. Victory went to the oldest competitor, Kikuchi Yasuro. Aged 63, Kikuchi was making his fourth appearance in the WAGC and finally he was able to add this title to his laurels. To prevail, however, he had to rely on his superior SOS tally, as there was actually a three-way tie for first place.

The scale of the 1992 tournament reflected the continuing success of the dedicated efforts of go fans to popularize their game around the world. For some years the number of competing countries had been hovering on the verge of 40 without quite reaching it. The participa-



The tournament in full swing. Closest to the camera but completely oblivious to it is Noel Mitchell of Ireland.

tion of a new go-playing country from South America, Venezuela, finally brought the total to this mark.

With the map of the world, at least in Eastern Europe, being redrawn the way it is, there is no predicting what the tournament will look like in a decade's time, of course. Conspicuous for their absence still are players from Africa and the Middle East, so these areas will have to be the focus of go missionaries in the future. Let's hope it's not true that go doesn't suit hot countries.

The first contestant ever from Venezuela was Dr. Calixto Cifuentes, a 3-kyu who had been playing go for a year. Significance for him lay in taking part this time rather than in winning, but he can take heart from the example of Ireland, which was making only its third appearance in the championship. The WAGC is a very tough arena, but Ireland's representative, Noel Mitchell, has been steadily getting stronger and has advanced to dan level, thanks to the stimulus of top-flight competition.



The 'new face' in the tournament, Calixto Cifuentes of Venezuela, meets the press. He is a doctor who lives in Caracas; he has been playing go for a year.



The game — and some of the SOS points — that clinched victory for Kikuchi. His 8th-round opponent was Laurent Heiser of Luxembourg, who maintained his excellent record of consistency at the WAGC by taking 4th place.



Rin Kaiho, Chief Referee, 'launches' the tournament with his speech at the Opening Ceremony on 25 May.

Youthful Stars and the Favourite

This year Japan entered its top amateur player, Kikuchi Yasuro. Although he was the oldest contestant at 63, he had a great year leading up to this tournament, winning the Japanese Amateur Best Ten and taking second place in the Amateur Honinbo tournament, besides, of course, winning the WAGC qualifying tournament. Considering that his fellow countryman Imamura Fumiaki had won three World Championships, Kikuchi's results so far were a little puzzling. He was competing for the fourth time, but his highest finish had been second place in 1986. He was installed as the favourite nonetheless.

The youngest contestant was Mun Yong-sam, a 13-year-old from DPR Korea. Chang Hao of China had won the championship at age 13 two years ago, and Hsia Hsien-yu of Chinese Taipei had taken second place at the same age last year, so not surprisingly there was some expectation that the tournament might produce another 13-year-old star.

Even so, Kikuchi's toughest challenge was expected to come from China, a country with an endless supply of strong new talent. Although most of its past contestants could have been described as reserve professionals, or full-

fledged professionals for the first decade (players of the calibre of Nie Weiping and Ma Xiaochun, for example), last year China began selecting genuine amateurs. Han Qiyu, who qualified by winning the amateur All-China Wanbao Cup, is 39 years old and has a full-time job as a public servant in Hefei.

Korea, birthplace of such superstars as Cho Chikun and Cho Hun-hyun, was another strong contender. Over the drawn-out eight-round struggle, Lee Yong-man's age (29) might give him an edge in youth and stamina over the Chinese and Japanese veterans. A tough three-way fight for first place was predicted.

No Upsets on Day One

The game between Kikuchi and prize-hopeful André Moussa of France was the centre of attention in Round 1. Camera lenses also focused on 13-year-old Mun and on Cifuentes, the newcomer from Venezuela. Moussa is one of the top European players, but Kikuchi proved too much for him. Mun had no trouble handling Noel Mitchell of Ireland. Cifuentes lost to Sorin Gherman, a 20-year-old Romanian university student, the natural result when a 3-kyu is matched against a 5-dan.

Rounds 1 and 2 were essentially warm-up rounds, but the composition of the ten-strong group of players with two wins gave some indication of how the tournament would go. Nine of these players filled the top nine places (the other dropped to 15th — see the tournament chart on page 8).

Three Countries Undefeated

Since the tournament was being run by the Swiss system, only five players remained undefeated after round 3, and round 4 left only three. The war of attrition among the top contestants had begun.

DPR Korea's Mun lost to Laurent Heiser, while Chinese Taipei's Kou Yu-pang fell to Kan Ying of Hong Kong. A former *insei* at the Nihon Ki-in, Kan had reached 7-dan by the age of 20. She finished 7th the previous year.

China clashed with Korea in round 4. Han lost a tough game, but that did not put him out of the running for first place. Heiser also suffered his first loss, to Kan. Macfadyen of the U.K. had dropped a point in round 3, so the



Alexei Lazarev of the Russian Federation plays Han of China in the third round.

Western representatives had all fallen one step behind the lead. At the other end of the tournament, there were three players who were probably feeling anxious because they had yet to put their first win on the board.

Showdown Day

Day three was showdown day. Kikuchi cleared a major hurdle by defeating Lee in round 5. He then had an easy win over Kan of Hong Kong in round 6, allowing him to save his strength for the last day.

China had lost to Korea in round 4, so Kikuchi was the only player to come out of the third day with an unblemished record. China, Korea, Hong Kong, and Luxembourg had five wins apiece. Heiser was just one win away from securing a prize. Chinese Taipei, DPR Korea, the Netherlands, and the United Kingdom were following right behind. France's André Moussa had recovered smartly from his first-round loss by picking up four wins in the next five rounds. The Russian Federation, Austria, and the USA also had hopes of a high finish.

Victory to Kikuchi

On the last day the championship was thrown into confusion when Kikuchi lost by half a point to Han of China in round 7. China, Japan, and Korea were deadlocked. The champion would not be known until the results of the final round were computed.

Kikuchi's victory, however, was decided the moment he beat Heiser. By this time the critical games were over, and the sums of his opponents' scores could be calculated. Kikuchi had the top SOS among the players who finished on 7-1. China and Korea were tied on SOS, but Lee edged Han for second place because he had won their individual encounter. Heiser (4th), Macfadyen of the UK (5th), and Kou of Chinese Taipei (6th) were the players in the six-win group. The top two players in the eight-strong five-point group, Kan of Hong Kong (7th) and Janssen (Netherlands) rounded out the circle of prize-winners.

14th World Amateur Go Championship

Place	Name	1	2	3	4	5	6	7	8	SOS
1	Kikuchi (Japan)	1 ¹⁰	2 ²¹	3 ⁸	4 ¹³	5 ²	6 ⁷	6 ³	7 ⁴	44
2	Lee (Korea)	1 ²⁴	2 ¹⁶	3 ⁵	4 ³	4 ¹	5 ¹⁸	6 ⁷	7 ⁸	42
3	Han (China)	1 ²⁹	2 ¹⁴	3 ⁹	3 ²	4 ¹⁵	5 ⁵	6 ¹	7 ¹⁰	44
4	Heiser (Luxem.)	1 ¹³	2 ¹⁸	3 ¹⁵	3 ⁷	4 ⁸	5 ⁶	6 ⁹	6 ¹	41
5	Macfadyen (UK)	1 ²³	2 ²⁸	2 ²	3 ⁹	4 ¹⁰	4 ³	5 ¹⁷	6 ⁷	40
6	Kou (Ch. Taipei)	1 ¹²	2 ³⁰	2 ⁷	3 ¹⁹	4 ¹¹	4 ⁴	5 ¹³	6 ²⁰	37
7	Kan (Hong Kong)	1 ²²	2 ²⁶	3 ⁶	4 ⁴	5 ²⁵	5 ¹	5 ²	5 ⁵	44
8	Janssen (Neth.)	1 ⁷	2 ²⁷	2 ¹	3 ¹⁶	3 ⁴	4 ²²	5 ¹¹	5 ²	40
9	Lazarev (Russ. Fed.)	1 ²⁰	2 ²⁵	2 ³	2 ⁵	3 ²¹	4 ¹⁷	4 ⁴	5 ¹⁵	39
10	Moussa (France)	0 ¹	1 ^{31C}	2 ²⁶	3 ²¹	3 ⁵	4 ²⁵	5 ¹⁵	5 ³	39
11	Kim (USA)	1 ¹⁹	1 ¹⁵	2 ¹⁸	3 ²⁰	3 ⁶	4 ¹²	4 ⁸	5 ²⁵	36
12	Flood (Norway)	0 ⁶	1 ²⁴	1 ¹³	2 ^{31B}	3 ¹⁴	3 ¹¹	4 ²³	5 ¹⁹	36
13	Spiegl (Austria)	0 ⁴	1 ⁴⁰	2 ¹²	2 ¹	3 ²⁶	4 ¹⁶	4 ⁶	5 ¹⁸	36
14	Mattern (Germany)	1 ^{31A}	1 ³	2 ¹⁷	2 ¹⁵	2 ¹²	3 ³⁹	4 ²⁴	5 ¹⁶	32
15	Mun (DPR Korea)	1 ³⁹	2 ¹¹	2 ⁴	3 ¹⁴	3 ³	4 ²⁰	4 ¹⁰	4 ⁹	38
16	Yeo (Malaysia)	1 ^{31B}	1 ²	2 ³⁰	2 ⁸	3 ²⁹	3 ¹³	4 ²⁶	4 ¹⁴	35
17	Gondor (Hungary)	0 ⁸	1 ³⁴	1 ¹⁴	2 ²⁴	3 ¹⁹	3 ⁹	3 ⁵	4 ³⁶	34
18	Ariya (Thailand)	1 ^{31C}	1 ⁴	1 ¹¹	2 ³⁵	3 ³⁴	3 ²	4 ^{31A}	4 ¹³	34
19	Cipra (Czech.)	0 ¹¹	1 ^{31A}	2 ²⁸	2 ⁶	2 ¹⁷	3 ³⁰	4 ²¹	4 ¹²	33
20	Tse (Singapore)	0 ⁹	1 ³⁸	2 ²⁹	2 ¹¹	3 ²⁷	3 ¹⁵	4 ²²	4 ⁶	32
21	Chang (Canada)	1 ³⁵	1 ¹	2 ^{31B}	2 ¹⁰	2 ⁹	3 ³⁴	3 ¹⁹	4 ^{31C}	32
22	Lee (Brazil)	0 ⁷	1 ³⁷	2 ²³	2 ²⁵	3 ²⁶	3 ⁸	3 ²⁰	4 ²⁹	31
23	de la Banda (Spain)	0 ⁵	1 ³⁵	1 ²²	2 ³⁰	2 ¹³	3 ²⁸	3 ¹²	4 ²⁷	31
24	Laatikainen (Finland)	0 ²	0 ¹²	1 ³⁷	1 ¹⁷	2 ³⁶	3 ²⁷	3 ¹⁴	4 ^{31B}	31
25	Gherman (Romania)	1 ⁴⁰	1 ⁹	2 ²⁷	3 ²²	3 ⁷	3 ¹⁰	4 ^{31C}	4 ¹¹	30
26	Giedrojć (Poland)	1 ³⁸	1 ⁷	1 ¹⁰	2 ³⁶	2 ²²	3 ^{31A}	3 ¹⁶	4 ²⁸	28
27	Phease (NZ)	1 ³⁴	1 ⁸	1 ²⁵	2 ²⁸	2 ²⁰	2 ²⁴	3 ³⁷	3 ²³	29
28	Carrillo (Chile)	1 ³⁷	1 ⁵	1 ¹⁹	1 ²⁷	2 ^{31B}	2 ²³	3 ³⁴	3 ²⁶	29
29	Lazarevic (Yugo.)	0 ³	1 ³⁶	1 ²⁰	2 ³⁸	2 ¹⁶	2 ^{31C}	3 ³⁵	3 ²²	28
30	Quintero (Mexico)	1 ³⁶	1 ⁶	1 ¹⁶	1 ²³	2 ³⁵	2 ¹⁹	2 ^{31B}	3 ³⁸	27
31A	Wettach (Belgium)	0 ¹⁴	0 ¹⁹	1 ³⁶	1 ³⁴	2 ³⁸	2 ²⁶	2 ¹⁸	3 ³⁵	26
31B	Frederiksen (Denmark)	0 ¹⁶	1 ³⁹	1 ²¹	1 ¹²	1 ²⁸	2 ³⁷	3 ³⁰	3 ²⁴	26
31C	Fontaine (Switz.)	0 ¹⁸	0 ¹⁰	0 ³⁴	1 ³⁸	2 ³⁹	3 ²⁹	3 ²⁵	3 ²¹	26
34	Lindstedt (Sweden)	0 ²⁷	0 ¹⁷	1 ^{31C}	2 ^{31A}	2 ¹⁸	2 ²¹	2 ²⁸	3 ⁴⁰	24
35	Reye (Australia)	0 ²¹	0 ²³	1 ⁴⁰	1 ¹⁸	1 ³⁰	2 ³⁸	2 ²⁹	2 ^{31A}	23
36	Tan (Philippines)	0 ³⁰	0 ²⁹	0 ^{31A}	0 ²⁶	0 ²⁴	1 ⁴⁰	2 ³⁹	2 ¹⁷	22
37	Almiron (Argentina)	0 ²⁸	0 ²²	0 ²⁴	0 ^{31C}	1 ⁴⁰	1 ^{31B}	1 ²⁷	2 ³⁹	21
38	Burlini (Italy)	0 ²⁶	0 ²⁰	1 ³⁹	1 ²⁹	1 ^{31A}	1 ³⁵	2 ⁴⁰	2 ³⁰	20
39	Mitchell (Ireland)	0 ¹⁵	0 ^{31B}	0 ³⁸	1 ⁴⁰	1 ^{31C}	1 ¹⁴	1 ³⁶	1 ³⁷	21
40	Cifuentes (Venezuela)	0 ²⁵	0 ¹³	0 ³⁵	0 ³⁹	0 ³⁷	0 ³⁶	0 ³⁸	0 ³⁴	21

Games from the Tournament

The following is a selection of some of the important games from the tournament, beginning with the three crucial games, among China, Japan, and Korea, that decided the top three places. Each of these countries won one and lost one against the other two, which is what caused the three-way tie for first place.

Round 4: Korea v. China

White: Lee Yong-man (Korea)

Black: Han Qiyu (China)

Played on 28 May 1992.

Commentary by Matsumoto Tokuji 7-dan.

This was the first clash in the tournament between two of the Asian powerhouses of go, and so the first game that would be likely to have a direct bearing on the final result. Both players were participating in the WAGC for the first time.

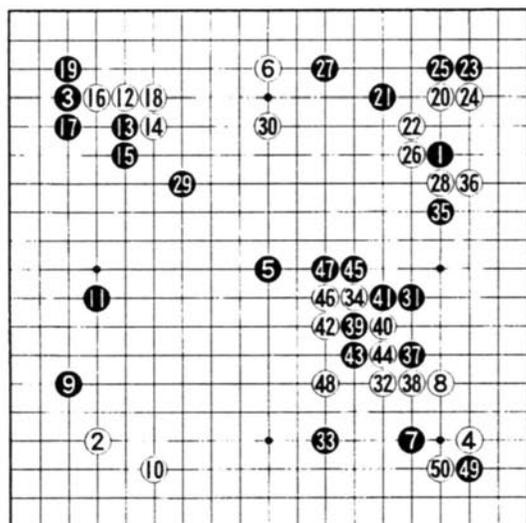


Figure 1 (1-50)

Figure 1 (1-50). A novel fuseki

Black's 1-3-5 opening was startling. It was not necessarily bad (you can play anywhere in the opening), but it would take strong play to follow through effectively.

White 6 was a difficult move. Perhaps White 12 would be the standard move here. Since White played 12 after White had built up the left side with 11, Black 13 worked well.

After White 28 in the top right, Black took a good point at 29. White was vexed at having to reply at 30.

Had White answered Black 31 on the right side he would have been forced into a low position, so he resisted with 32 and 34. Black attached at 39 and linked to the centre with 47, making his stone on the centre point effective.

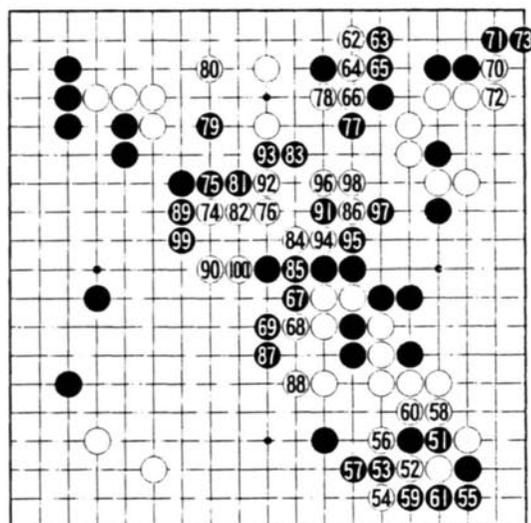


Figure 2 (51-100)

Figure 2 (51-100). Satisfied with the moyo

Because of White's centre strength, he was bound to resist at 52, but Black was prepared for this emergency. Descending at 55, he gave up two stones and connected across the bottom. The result through 61 left White overconcentrated and Black perfectly satisfied.

White 62 was a sharp move, but it ignored the problem of Black's left side. Black 67 and 69 made this framework very deep. White 74 reduced it, but Black was now able to get good shape while attacking with 75 on. Black 97 strengthened Black's right side, then Black 99 turned the left side into secure territory.

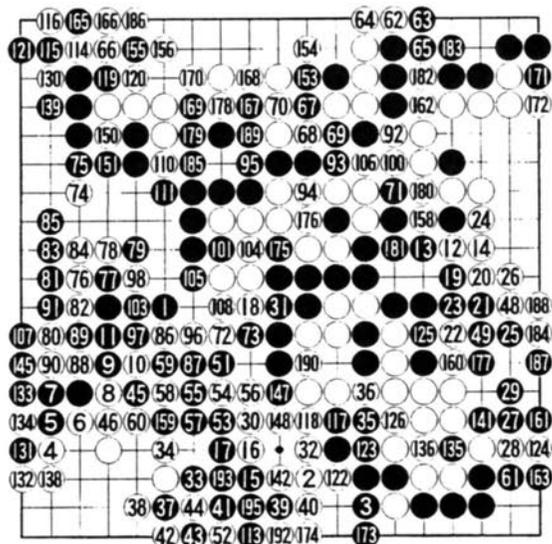


Figure 3 (101–295)

47 (37)	112 (10)	140 (10)	152 (10)
50 (44)	127 (43)	143 (45)	157 (45)
99 (45)	128 (37)	144 (134)	164 (135)
102 (11)	129 (45)	146 (10)	181 (52)
109 (45)	137 (131)	149 (45)	194 (131)

Figure 3 (101–295). *A bitter upset*

After defending the left side with 1 to 11, Black had 50 points there. White 12 and 14 enlarged the right side, but Black 15 tore up the bottom. White 18 started a tense fight.

The result from White 52 through Black 57 was that Black linked his bottom group to the centre, but White got the large endgame move at 66. The game was close.

White had to play 68 at 69. Black 69 was sente, so Black was able to cut off and kill the centre with 71.

White's game had collapsed in an instant, but then Black made an overplay. White recovered, and Han went down to bitter defeat. If he had connected at 88 instead of playing Black 81, the game would have been over.

White wins by 11 1/2 points.

Round 5: Japan v. Korea

The next crucial game came in the 5th round, between two of the three players (the other was Kan) sitting on four straight wins.

After turning the tables on China in round 4 the previous day, Lee must have viewed this game as his final hurdle. If he could beat both China and Japan, he could bring Korea its first championship.

This was also the first really testing game for Kikuchi. There was just as much pressure on him as on Lee.

White: Kikuchi Yasuro (Japan)

Black: Lee Yong-man (Korea)

Played on 29 May 1992.

Commentary by Matsumoto 7-dan.

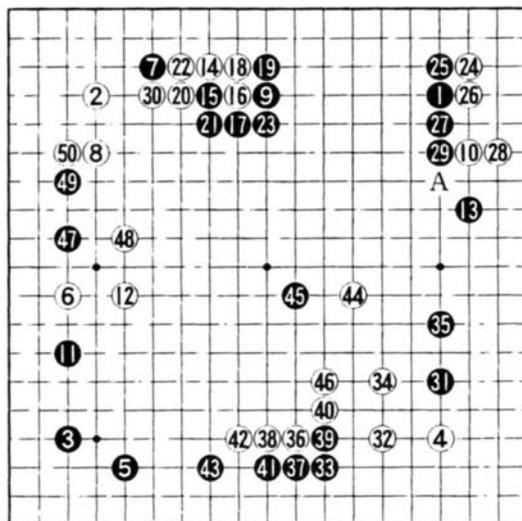


Figure 1 (1–50)

Figure 1 (1–50). *Kikuchi makes a good start.*

White 6. Since this extension goes a line further than usual, Black 7 could also be played at 50.

If Black had played 13 before 11, White could not have invaded so easily at 14. Black 19 at 20 would then have posed more of a threat to the left side. White got settled in the top right corner with 24, then returned to 30. Black's territory at the top was small, and White already had a promising game.

Black 35 was played out of concern for White A presumably, but White now pressed Black painfully with the sequence from 36 to 43. White 44 also worked well, limiting Black's centre.

Black made a forcing move at 45, then dove headlong into the left side at 47. This was a do-or-die move.



Kikuchi clears a major hurdle by defeating Lee.

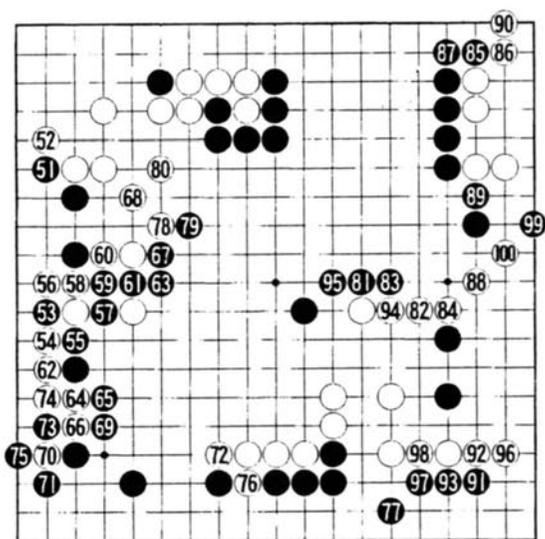


Figure 2 (51–100)

Figure 2 (51–100). Ineffective thickness

Playing Black 55 at 56, letting White connect at 55, then trying to live in an enclosed area would be unwise. Black therefore cut at 55 and switched to an outside strategy, but this gave White too much profit from 62 to 68. Turning at 67, Black managed to relate his outward-facing left side to his position at the top, but the potential of this framework was limited by the white power at the bottom.

Black 73 and 75 resulted in a loss when White broke through the lower side with 76. Black may have miscalculated here.

Black expanded his upper framework with 81, but White gained adequate compensation by taking the two black stones on the right side.

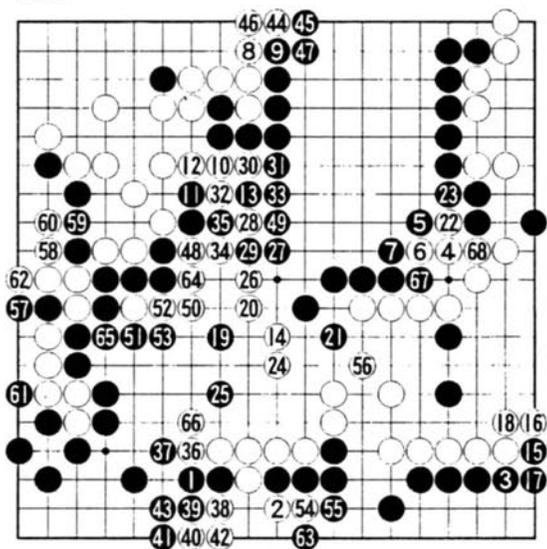


Figure 3 (101–168)

Figure 3 (101–168). A comfortable win

White 4 and 10 reduced the size of the black territory at the top, while White 14

reduced the centre. If Black had answered 14 by surrounding the top, White would also have gotten territory.

Black sprang his trap at 57, but it failed when White answered at 58. This may have been where Black miscalculated.

When White played 66 he had a huge and irreversible lead. His 50 points in the top left outweighed Black's 40 points in the upper right. Kikuchi had gotten over his first hurdle. To borrow a phrase from sumo wrestling, he had fought like a grand champion and pushed his opponent right out of the ring.

Black resigns after White 168.

Round 7: China v. Japan

White: Kikuchi Yasuro (Japan)

Black: Han Qiyu (China)

Played on 30 May 1992.

Commentary by Matsumoto 7-dan.

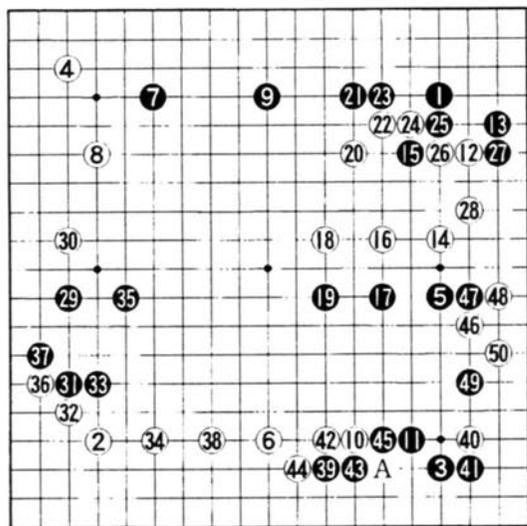


Figure 1 (1-50)

A four-hour marathon

In the first six rounds Kikuchi won all his games and compiled a good SOS score, but the seventh round was to be decisive. If he beat Han of China, he would be virtually assured of the championship. If he lost, he would probably finish even with two other players, and the tie would have to be broken by SOS.

The game started at 9:30 a.m. Kikuchi played well and right through the game he seemed to the spectators to be ahead. Who could have guessed that this game would

stretch through extended byo-yomi to last for over four hours or that it would end in a half-point upset?

Figure 1 (1-50). *Both sides destroy territory.*

The top right became firmly settled through White 26, and the exchange of Black 27 for White 28 made it even firmer. Black then sped over to the left side to play 29.

Black's placement of 39 solidified the corner. If White blocks with 42 at 43, Black fights back by pushing up at 42 and cannot be captured. Through 45, Black defended his corner while taking side territory from White.

White countered at 46, doing the same kind of damage to Black's right side that Black had done to White's lower side.

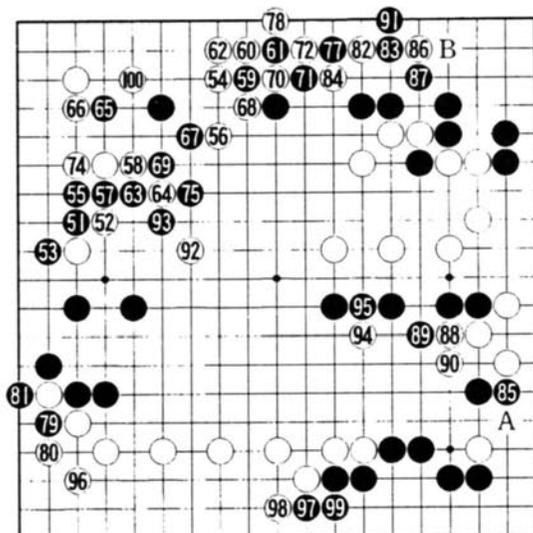


Figure 2 (51-100)
73: ko (at 59); 76: ko (at 70)

Figure 2 (51-100). *Upheavals*

Black 51 and 53 are a territory-destroying tesuji. White invaded the upper side at 54, hoping that Black's reply there would create better variations on the left side. Black ignored him, pushing up with 55 and 57.

White 69 would have been more prudent than 64. Black's cut at 69 led to major upheavals in the top and centre. Both sides played spiritedly, except that Black 77 gave in too quickly. Black should have kept fighting the ko.

Black 85, forestalling A, is big.

White B, instead of 90, would also have been a good move. Even if White gets cap-

tured in the corner, he loses nothing if he can apply a squeeze from the outside.

When White got to play 100, the stage was set for a decisive endgame.

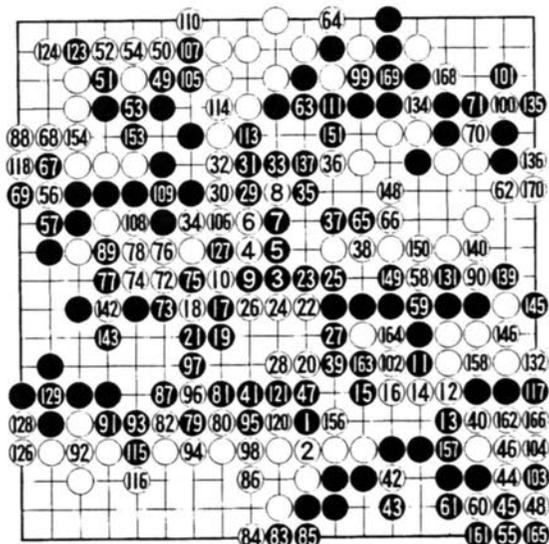


Figure 3 (101–271)

112: below 64; 119: at 56; 122: at 18; 125: at 75;
130: at 10; 133: at 127; 138: at 10; 141: at 127;
144: at 10; 147: at 127; 152: at 10; 155: at 127;
159: at 10; 160: at 79; 167: at 103; 171: at 48

Figure 3 (101–271). A photo finish

Han was now in byo-yomi, but he showed no signs of agitation.

White 8 would have been safer at 29. White was playing the position for all it was worth, but White 8 left the cut at 29.

White 26 was an overplay. If White had defended at 27 and forced Black to make the worthless connection at 26, White would have been clearly ahead.

White's exchange of the centre for the bottom right left the margin extremely close and the lead unclear. The game teetered on. In the end Han prevailed by the narrowest of margins.

Black wins by 1/2 point.

Round 5: Luxembourg v. Netherlands

White: Frank Janssen (Netherlands)

Black: Laurent Heiser (Luxembourg)

Played on 29 May 1992.

Commentary by Matsumoto 7-dan.



Laurent Heiser

Clash of Youth

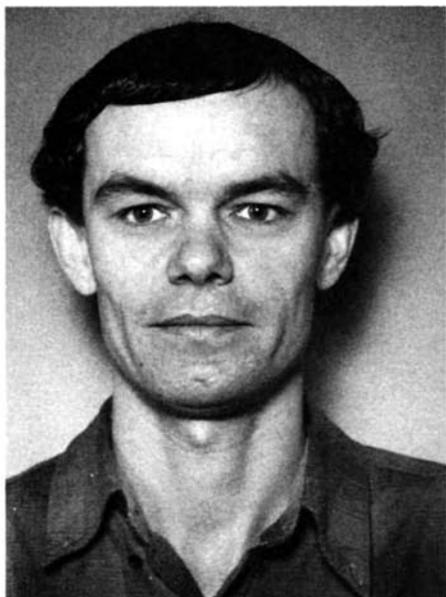
In the 13th WAGC a Dutchman, Ronald Schlemper, created a sensation by taking 3rd place and beating Imamura Fumiaki. Considered Europe's leading player, Schlemper had also finished 3rd in 1988. His closest rival is Laurent Heiser, a 24-year-old university student who was playing in the championship for the seventh time this year. Heiser had placed in the best eight for the past three years, taking 6th place, then 4th, then 6th again. With Schlemper absent this year, Heiser was the leading candidate to break the oriental grip on the top five spots.

Or so it seemed until Frank Janssen appeared, for he defeated Schlemper in the Dutch Championship. Now Heiser would have to overcome Janssen before he could hope for a high finish. Janssen, who took 8th place in 1990, is a youthful 33 years old. A dedicated go player, he pursues a career as a go instructor. His loss to Kikuchi in round 3 had been unavoidable, but he had easily disposed of opponents from Hungary, New Zealand, and Malaysia. Heiser had also suffered one loss before this game, to Kan of Hong Kong.

Figure 1 (1–50) (next page). Black makes the better start.

Black 17 in the top left has been popular

recently. White sacrificed two stones in the corner to gain a powerful position on the upper side.



Frank Janssen

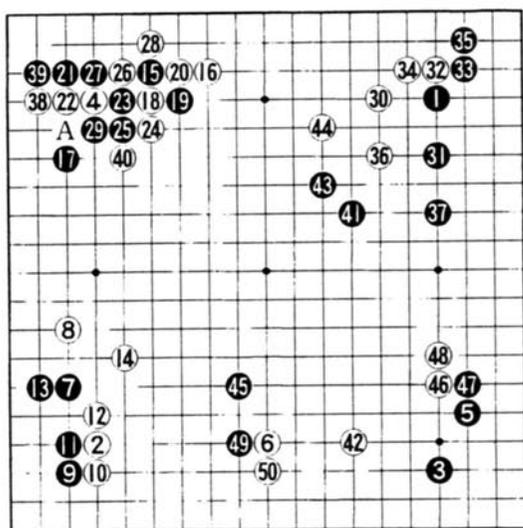


Figure (1-50)

White 38 was played to make the hane at 40 more severe. If White had simply played 40, however, Black would have had to reply, because of the threat of White A

Black 41 took possession of the junction between the two frameworks. Black now had the easier game.

Instead of 45, Black could have played to surround the right side. White made a timely reduction of this area with 46.

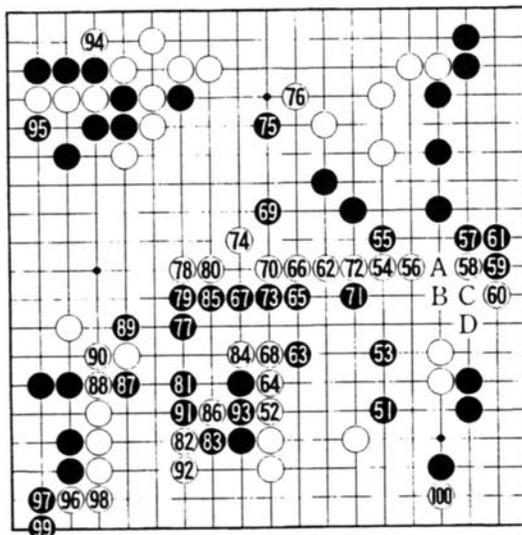


Figure 2 (51-100)

Figure 2 (51-100). The game goes well for White.

Defending the right side was worth more than destroying the white territory at the bottom.

White 52 reinforced the bottom. When Black attacked the right side at 53, White was ready with a defence at 54.

White 58 and 60 were good style. If Black plays 61 at A, White makes shape with White B, Black C, White D. White's jump to 62 put the black stones below in jeopardy, and when White pushed through at 68, he became strong on the lower side.

The result through 92 was that White got territory at the bottom and a strong position on the right. He had a promising game.

Figure 3 (101-253). White misses his chance.

White took the lead by stealing the territory in the bottom right corner. If Black plays 7 at 11, White answers at 31 and starts a ko. White has too many ko threats, such as 16 in the top left corner and 68 in the bottom left, for Black to be able to win the ko.

Black 33 was the last large endgame move. White 36 threatened the large black group in the centre. White 42 cut this group off, forcing Black to defend at 43.

White 44 was small. If White had reduced the black territory at the bottom by clamping at 113, Black would have had to escape with worthless connecting moves: Black 44, White

46, Black 94. Instead, Black got territory at the bottom with 45, and the game now turned on half a point. Heiser emerged the lucky winner.

Black wins by 1/2 point.

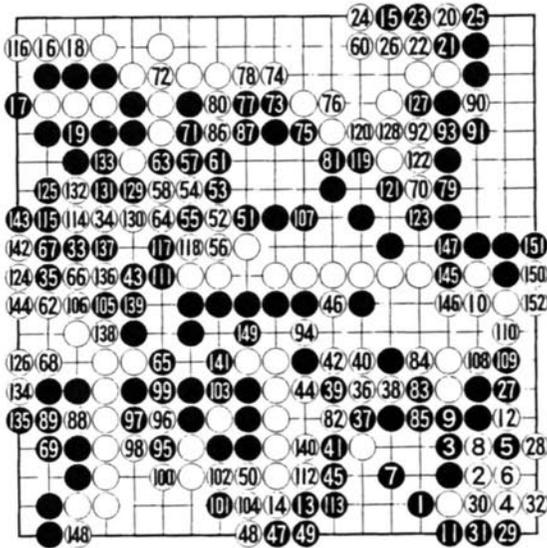


Figure 3 (101–253)
59: at 20; 153: at 96



Matthew Macfadyen

Round 5: Macfadyen v. Moussa

This game pits perennial British and French champions against each other. Matthew Macfadyen, who is 38, was competing in the world championship for the sixth time. He finished 5th in 1984 and 6th in 1987, which in itself is enough to mark him as one of Europe's

strongest players.

André Moussa, who was competing for the fourth time, finished 6th in 1985. He is nearly the same age as Macfadyen, 37.

Both players had already lost to stronger opponents: Macfadyen to China, Moussa to Japan. With 3–1 scores, each needed a victory to stay in contention for a prize.

White: Matthew Macfadyen (UK)

Black: André Moussa (France)

Played on 29 May 1992.

Commentary by Matsumoto 7-dan.

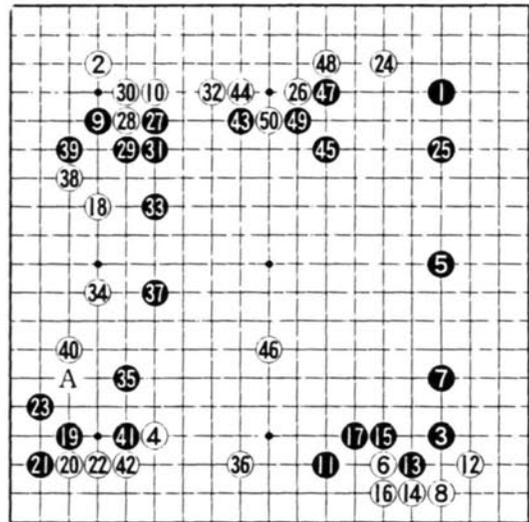


Figure 1 (1–50)

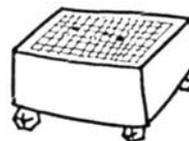
Figure 1 (1–50)

Black 9 established a ladder. Even with an unfavourable ladder, however, White can play 16 at 17, then use 18 as a ladder breaker.

Black does not get a bad result if he plays 21 at 22. The result through 23 was locally somewhat to Black's disadvantage.

Black 35 was an interesting move, giving Black the alternatives of a capping play at 37 and an attack on the lower side, but Black 41 was a stopgap manoeuvre. Black A would have made better shape.

Black 43 began enlarging the centre. Both sides found imaginative moves here, such as White 46.



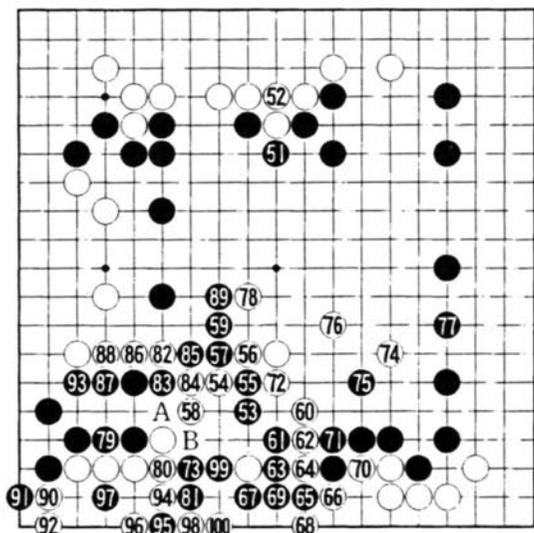


Figure 2 (51–100)

Figure 2 (51–100)

Black 53 cut off the white stone in the centre. White played a knight's move at 54, but attaching at 83 would have been better. When Black extended at 59, White was in trouble.

White 72 could not be omitted, so Black was able to attack White's corner with 73. The cutting sequence started by White 60 had been unreasonable.

After Black 79 and 81, White's corner was short on eyes. White could only cut at 82 and try his luck in a capturing race.

Black 93 was lax. Black A would force White B, so Black could have destroyed White by turning at 94.

Figure 3 (101–214)

Black's cut at 1 made the corner a *seki*. White had been rescued.

White could have won the capturing race by playing 8 at 76, but capturing the black group at the bottom would not necessarily have been good if Black gained a large territory on the right and in the centre.

After White shifted his weight into the centre with 14 and 16, the lead was up for grabs.

Black 19 was probably the losing move. It failed as an attack, because White linked to the top easily with 20 to 34. When White played 42 and went on to break into the right side, the game was his by a wide margin.

Black resigns after White 214.

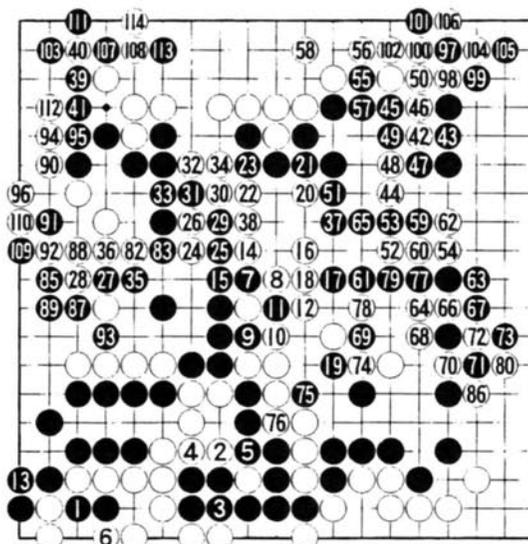


Figure 3 (101–214)

81: ko (left of 72); 84: ko (at 72)

The immediate result of this win was to earn Macfadyen a match with China in the next round. Though he lost that, he still retained enough momentum to secure 5th place. Despite his loss, Moussa continued with two wins, but that also earned him a pairing against China. That snuffed out his hopes of a placing in the top eight.



André Moussa

Round 5: USA v. Chinese Taipei

White: Kou Yu Pang (Chinese Taipei)

Black: J.K. Kim (USA)

Played on 29 May 1992.

Commentary by Matsumoto 7-dan.



Kou Yu Pang of Chinese Taipei

Aged 25, Kou won the National Amateur Best Ten in 1991. He is a company employee who lives in Taipei.

There is no shortage of go talent in Chinese Taipei. Last year their representative was Hsia Hsien-yu, a 13-year-old boy genius who scored seven wins and one loss and nearly won the championship. This year it was the 25-year-old Kou, who, like Kikuchi of Japan and Kan of Hong Kong, holds a 7-dan rank. Kou lost to Kan in round 3, which put the championship out of reach (it's hard to get a good SOS when you lose so early), but he ran right over opponents from Norway and Czechoslovakia.

In the past, America has finished in the top eight four times. It has a large go population with many oriental players and plenty of strength at the upper levels. Playing for the first time, Kim had defeated opponents from Czechoslovakia, Thailand, and Singapore.

Figure 1 (1-50)

The fuseki pits the *san-ren-sei* against the Chinese opening. Black committed himself to a central framework by playing 13, which ex-

plains 15 to 19 on the right side, but Black A would have been more severe than 17.

Black 25 was an unsound reply to White 24, leaving Black with no good answer to White 42. Black needed to reinforce at 44 instead of playing 29.

Black 35 was played to get settled in the bottom left, but Black had nothing to fear if he had extended one space to B.

White 42 was a tesuji. Black resisted with 43 and 45, but White took the lead by cutting off a black stone with 48 and 50.

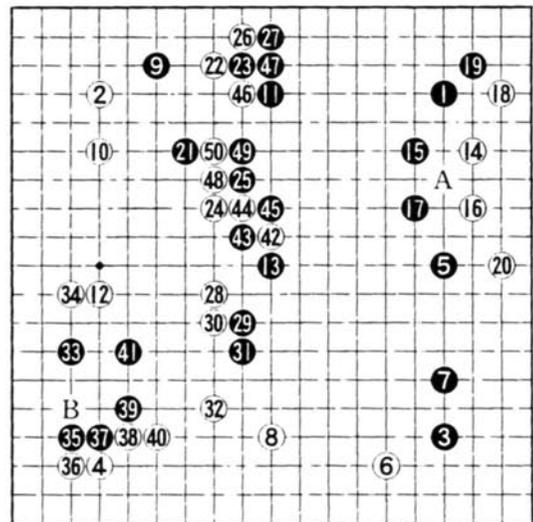


Figure 1 (1-50)



Joong Ki Kim of the USA

Kim, an amateur 6-dan, is 41. Employed by the post office, he lives in Battle Creek, Michigan.

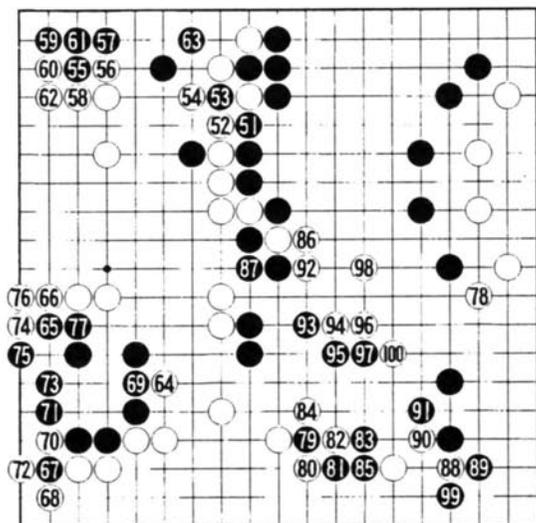


Figure 2 (51–100)

Figure 2 (51–100)

Through 54, White gained power in the centre and a large potential territory on the left side. Black saved his stone at the top by invading at 55, but lived miserably in the sequence through 63.

White 64 began harassing the black group in the bottom left. White made gains in sente through 76, then played 78. All he needed to do now was to limit Black's framework. Black could not win by surrounding territory, so he struck at White's lower side with 79. Backed up by the *ponnuki* at 84, however, White was able to go into action at 86 in the centre and reduce Black to a small area at the top.

Figure 3 (101–224)

Black secured a respectable 30 points of territory in the bottom right, but White destroyed more than that amount in the centre while making eight points of territory for himself. Black ended up with only 35 points at the top, including the top left corner.

Black's territories at the top and in the bottom right totaled 65 points. Subtracting White's eight points in the centre gives 57. This was less than White had on the left side and in the lower left.

At the end Black blundered with 121. He resigned when White captured five stones with 124, but the outcome had been settled before this. Kou proved to be the stronger.

Black resigns after White 224.

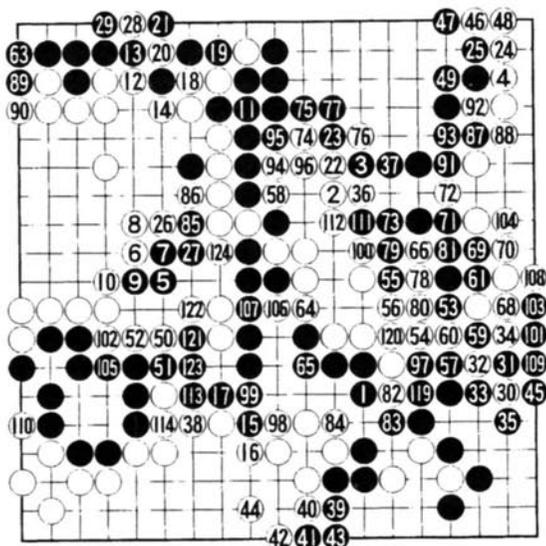


Figure 3 (101–224)

62: at 32; 67: at 59; 115: below 20; 116: at 32;
117: at 20; 118: at 59

Round 4

Hong Kong v. Luxembourg

White: Kan Ying (Hong Kong)

Black: Laurent Heiser (Luxembourg)

Played on 28 May 1992.

Commentary by Matsumoto 7-dan.

An outstanding game

Kan Ying was the only woman among the contestants. A former Nihon Ki-in *insei* (apprentice professional), she has returned home to Hong Kong to attend university. She has represented Hong Kong in the world championship for the last three years.

Chan Ka Yui, an ex-Chinese player, won the championship for Hong Kong in 1986. Kan must have longed to duplicate his feat, but first she had to subdue Laurent Heiser, who was hoping to steal one of the top places from the big five of the Far East. She and Heiser had both started with three straight wins, so the winner of this game could be fairly sure of finishing in the top eight. Their match was one of the outstanding games of the fourth round.

Figure 1 (1–50)

Ignoring Black 7, White developed quickly by approaching the bottom right corner at 8.

Since White had influence in the bottom left, playing the counter-pincer of 17 to create influence at the top was a good strategy for Black.

White entered this sphere of influence at 30. Having strengthened the right side by jumping to 28, she had no fear of a fight on the upper side. Black could accordingly have played 37 at A to create a safe base there.

Black 41 started an attack in the top left, but after 48 White is left with a large move at B.

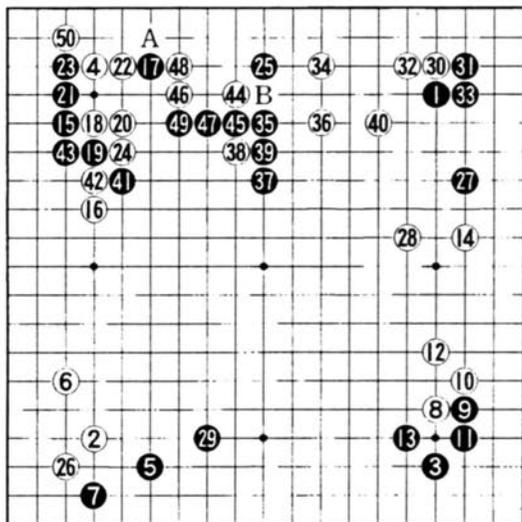


Figure 1 (1-50)

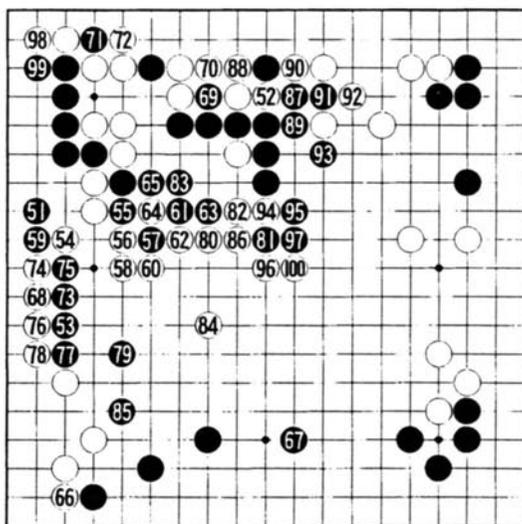


Figure 2 (51-100)

Figure 2 (51-100)

When Black defended the left side with 51, White pushed through at 52 on the upper side.

White had outmanoeuvred Black in this fight.

Black's hope lay now in an attack on White in the centre, but White's resistance with 54 to 60 made this attack ineffective, and after defending the bottom left corner with 66, White had a vicious placement at 68 that gouged out the left side. The four black stones on the left had to scurry for safety with 79 and 85 while White 80 to 86 reinforced the centre.

Black defended his group at the top with 87 to 93. If 93 is omitted, White plays there, and Black is in danger: After pushing along at 100, White had a clear lead.

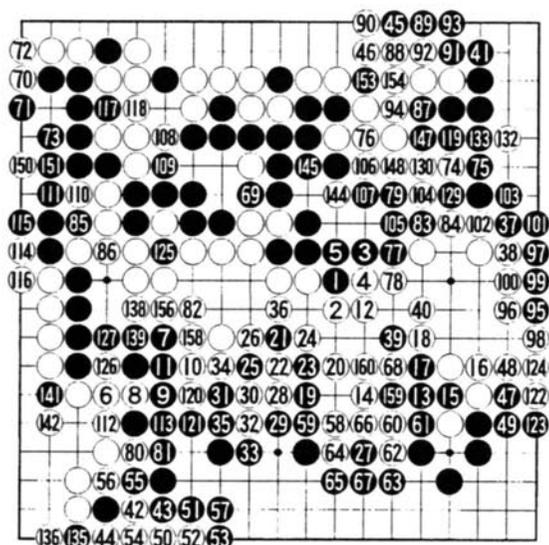


Figure 3 (101-260)

ko (over 125): 128, 131, 134, 137, 140, 143, 146, 149, 152, 155; 157: connects (above 125)

Figure 3 (101-260)

Heiser had miscalculated in thinking that he could recoup the loss of the upper side by attacking White in the centre. White raked in territory in the bottom left, the white territory at the top remained intact, and the attack on White's centre never materialized.

All that Black accomplished in the meantime was to surround the bottom. That territory was large, but it did not measure up to what White got at the top and in the centre, so Kan notched her fourth win. Next she beat Kwong-Moon Lee of Brazil to raise her score to 5-0 and guarantee her place in the top eight. Heiser also did well in the succeeding rounds.

White wins by 9 1/2 points.

Round 4 The Netherlands v. Malaysia

White: Yeo Cheong Tat (Malaysia)

Black: Frank Janssen (Netherlands)

Played on 28 May 1992.

Commentary by Matsumoto 7-dan.



Yeo Cheong Tat

The doughty Dutchman

Frank Janssen arrived for the championship a certified contender. First, there was his 8th-place finish in his previous appearance in 1990. Then there was the fact that he works as a go instructor; in Japan he would be called a teaching professional. Finally, he comes from the Netherlands, home of Ronald Schlemper, Europe's foremost player, whom he beat in the 1991 Dutch championship. This year Janssen lost to his rival Heiser of Luxembourg, in the game given earlier, but he still managed to slip into 8th place.

Making his first appearance in this tournament, Yeo Cheong Tat had no luck against the top players but managed to post an even win-loss record to take 16th place.

Figure 1 (1-50)

White A, not 12, is the joseki. It hurts to let Black play 15 and 17 in sente.

White invaded remorselessly at 20, but Black dodged out of the way by abandoning 9, 15, and 17 and built a good position up to 29.

White 38 and 40 strengthened Black at the

top, but they can be considered as an emergency measure to counter Black's power on the left side. Next, White attacked the top right corner with a double approach at 42, hoping to generate confusion.

It was not easy to decide between Black 43 and B. If White had played 48 at C, he would have gotten settled easily. White 48 and 50 were a little risky, considering the presence of Black 41.

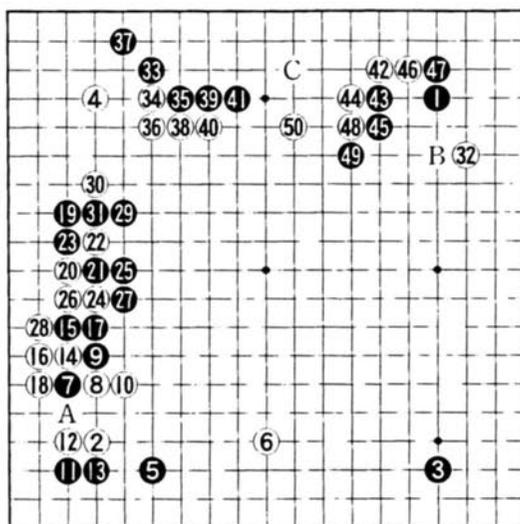


Figure 1 (1-50)

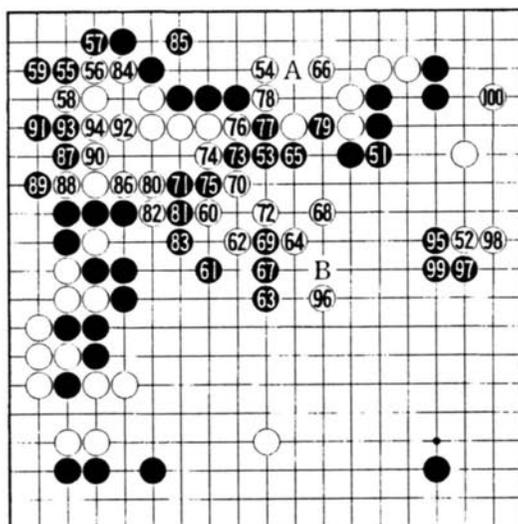


Figure 2 (51-100)

Figure 2 (51-100)

Black calmly connected at 51, threatening a severe pincer at 52 next. White therefore extended to 52 himself. Now that Black was strong in the upper right, he could attack

White's top group with 53, which also threatened the white stones in the upper left. White should have played 54 at A to make a stronger shape.

Black kept up the attack by removing White's base with 55. In the ensuing sequence White made two mistakes. First, he should have omitted White 66 and escaped at B. Next, instead of playing 68, he should have connected at 69 to avoid being cut. Although White lived in the top left, his position had become very weak.

Figure 3 (101-221)

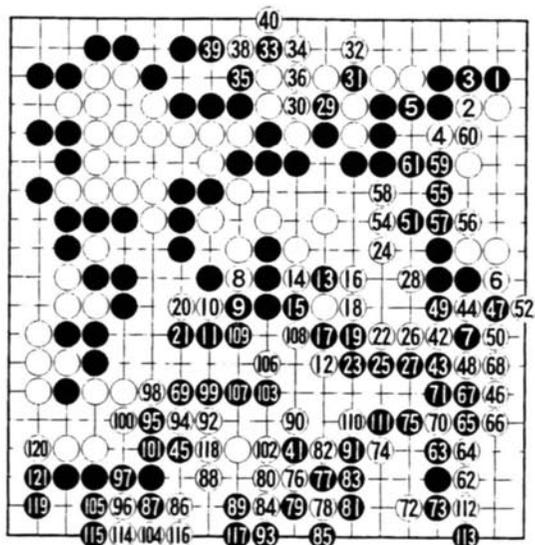
White's strategy was apparently to make the game close by chopping Black's territory into small pieces. Black got territory in the bottom left, top left, centre, bottom right, and other places, but was unable to make a large territory anywhere. At the same time, however, White's stones were divided into numerous groups, some of which got into serious trouble.

White 12 was cut off by Black 13. White's centre group lived, and the cut-off stone at 12

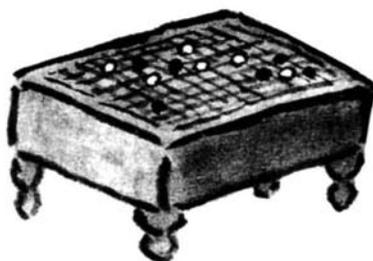
joined up with the larger group at the bottom, but this large group could not make two eyes, so White had to resign.

White resigns after Black 221.

(Translated by James Davies)



*Figure 3 (101-221)
37: below 31; 53: at 44*



Special Game Commentary: Kikuchi v. Heiser

To conclude our coverage of the world championship, we would like to present a detailed commentary on Kikuchi's final-round game, given by the Chief Referee for the tournament, Rin Kaiho. This game was the final hurdle that stood between Kikuchi and his long-coveted world championship.

White: Kikuchi Yasuro (Japan)

Black: Laurent Heiser (Luxembourg)

Played on 30 May 1992 (Round 8).

Commentary by Rin Tengen.

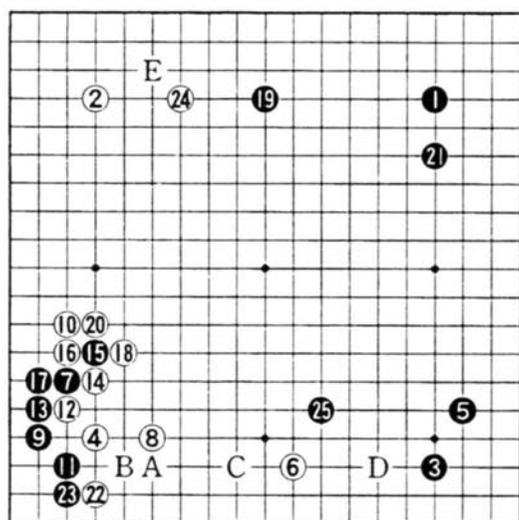


Figure 1 (1-25)

Figure 1 (1-25). *The moyo takes priority.*

When Black makes the corner enclosure of 5, the bottom becomes the area of primary importance, since an extension to the left from 3 and 5 would be very big. White therefore plays 6.

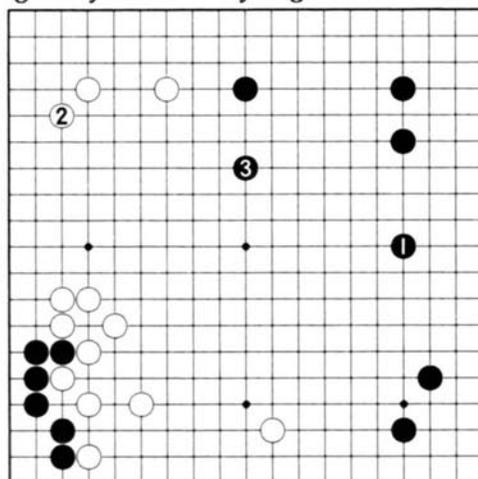
Black 7. Black A, White B, Black 8, White 14, Black C, White D would also be a good strategy.

The aim of Black 7 and 9 is to build a base on the left side. White counterattacks with 10; the continuation to 20 makes effective use of his influence in the top left. The aim of Black 15 is to develop quickly by giving Black a sente ladder-breaking move at the top.

Black 21. I'd prefer to make an approach move at E first. White 24 is a good point.

Black 25. Black is too concerned with

White's bottom left influence. Occupying the large point of 1 in *Dia. 1* would build a magnificent position. White 2 is a good point. Black could then expand the top with 3, getting a moyo that's really large in scale.



Dia. 1: an imposing moyo

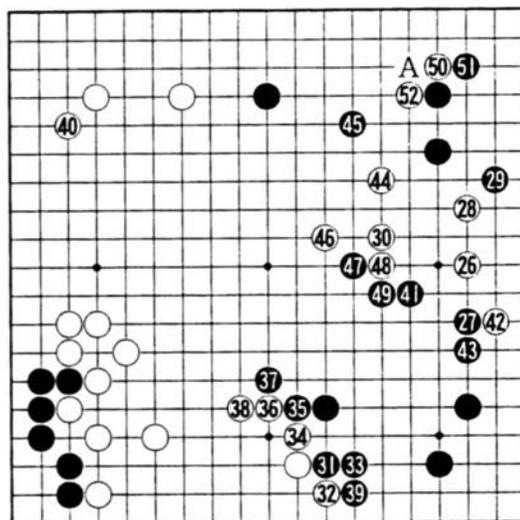


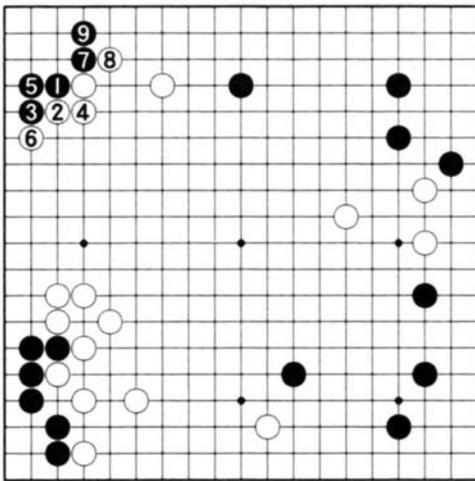
Figure 2 (26-52)

Figure 2 (26-52). *Black fails to maintain the advantage of the first move.*

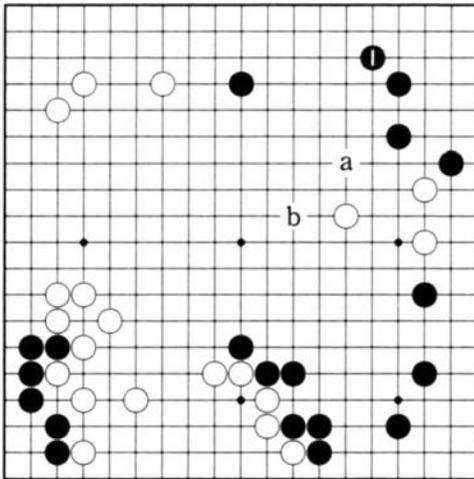
Taking the large point of 26 is essential. Black 27 and 29 are also natural: Black steals White's base and drives him out into the centre.

Black 31 is small. The biggest place to play is surely the top left. Black could destroy white territory with 1 in *Dia. 2*. The continuation

from 2 to 9 is a common pattern. If Black restricted White's moyo to the left side like this, it would be easy to formulate a strategy in which Black could erase the moyo while attacking the white group on the right side.



Dia. 2: the biggest move for 31



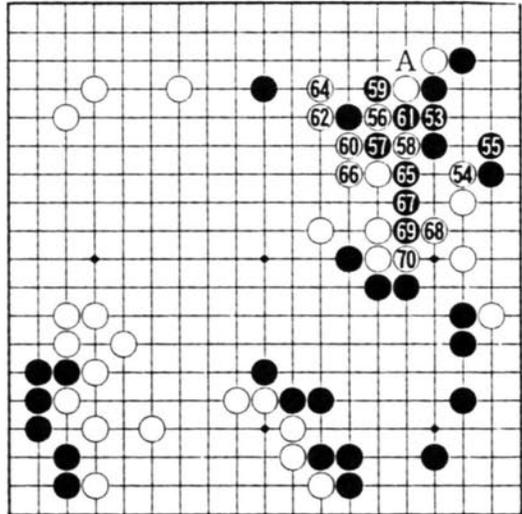
Dia. 3: a wait-and-see policy

White switches to the superb point of 40. The game has already become quite close on the board.

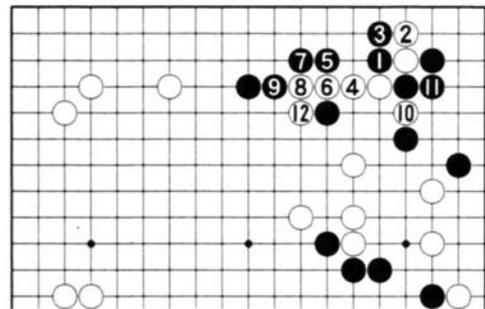
Black 41 is the wrong direction of play. Black has a very strong framework on the bottom right, so it won't hurt him at all if White invades there. Therefore, if he wants to attack, he should play at 'a' or cap at 'b' in *Dia. 3*. Actually, at present there's no chance either move would worry White much, so the thing to do is to guard the corner with 1 and just wait to see what White does. I can't say that that

would give Black a good game, but White would still be far from sealing victory.

Answering 44 with 45 looks like the natural flow. However, Black's corner position is thin. White reinforces in the centre with 46, forces with 48, then invades at 50. I would have liked to see Black use 47 to defend at A.



*Figure 3 (53-70)
63: ko (at 57)*



Dia. 4: better for 53

Figure 3 (53-70). Jeopardizing his lead

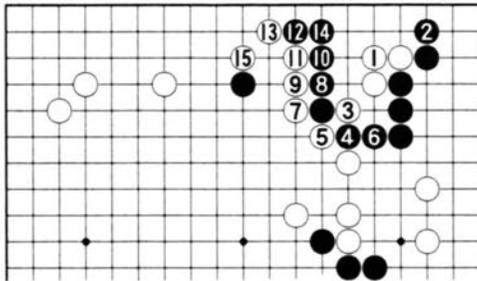
Black 53 is too submissive: he should resist with 1 and 3 in *Dia. 4*. The best White can do is to extend to 4, so Black can secure the top with 5 to 9. After White 12, Black would probably turn his attention to reducing the left side.

Kikuchi regretted White 56. 'Why didn't I connect at A? I was afraid I'd thrown the game away here.'

Perhaps fatigue was getting to the 62-year-old Kikuchi on the afternoon of the fourth day. What he seems to have done is to play a later move out of order in the sequence he was

reading. Heiser showed his mettle by immediately seizing this opportunity to get back into the game. Black 57 and 59 set up a superb squeeze.

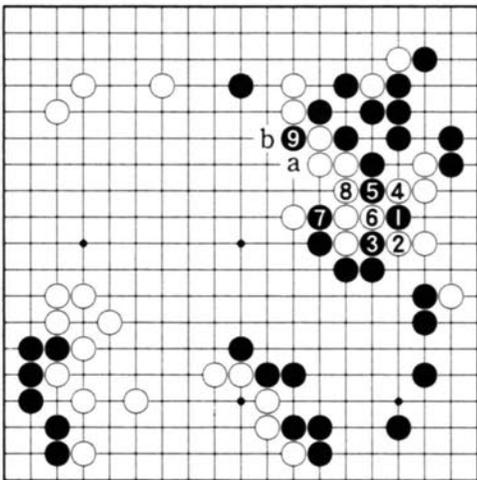
White 56 had to be at 1 in *Dia. 5*. Answering at 2 is the only move, so White then plays 3. This way Black doesn't get a squeeze. Even if he cuts with 4 and 6, White sacrifices the corner stones and cuts off a black stone.



Dia. 5: what White meant to play?

Black 63 gives a ko, but White has no ko threats. White therefore switches to 62 and 64, but the result when Black captures at 65 is very painful.

White 66. Grin and bear it: that's the only choice for White.



Dia. 6: Black's missed opportunity

Black 67 is terrible: it spoils everything. If Black attacked with 1 in *Dia. 6*, White would have no choice but to link up with 4 and 6. He is short of liberties and has bad *aji*. If Black played 7, then cut at 9, White would be faced with a disadvantageous fight. If White 'a', Black 'b' threatens the two white stones above. White has no prospect of mounting an attack himself.

Because of the crude move of 67, Black's group was the one to come under pressure. Kikuchi was lucky.

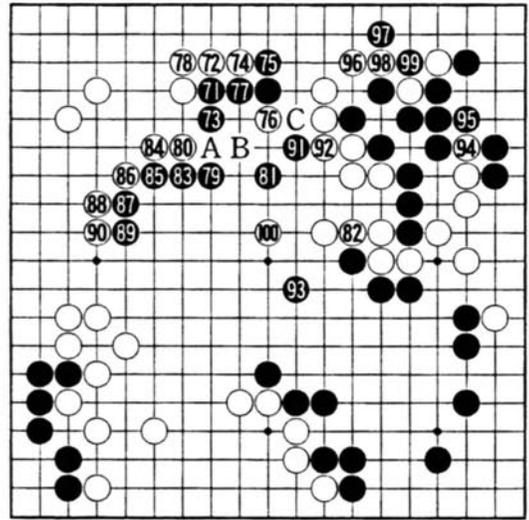
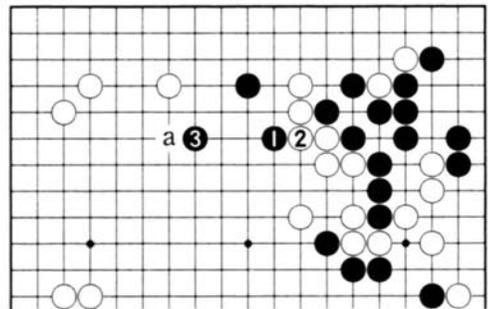


Figure 4 (71-100)



Dia. 8: a better strategy

Figure 4 (71-100). Safety first

The contact play of 71 is dubious. Presumably Black's aim is to attack the white group to the right, but White 76 makes the black stones heavy and helps White to solidify the top left. Instead, Black should have peeped at 1 in *Dia. 8*. If White 2, he could then move out lightly into the centre with 3. Black could also consider going one line further with 3 at 'a'; if White tries to split him into two, he sacrifices the two stones at the top and concentrates on reducing the left side. Even though Black makes shape with 79 and 81 in the figure, his position is still thin.

White 82 makes White thick: it is fully worth devoting a move to.

Rather than attack White, Black has no choice but to defend his eyeless group at the top. Being compelled to fix up his shape with

83 on is very painful, as these moves help White. In effect, just 'following orders' with 84 on is good enough: White can secure his territory without having to exert himself in an attack. Instead of 100, White could probably attack with A, Black B, White C, but White's own liberties are also reduced. Safety-first moves suffice to take a comfortable lead.

Figure 5 (101–172). Increasing the lead

Black secures one eye. Black then just manages to link up at the top, but by this time White is ahead on the board.

Black 49. Black 56 would be safer. Black has no ko threats when White starts the ko.

Capturing four stones in the centre gives White a big lead.

Moves after 172 omitted. White wins by 26 1/2 points.

(Kido, July 1992. Translated by John Power.)

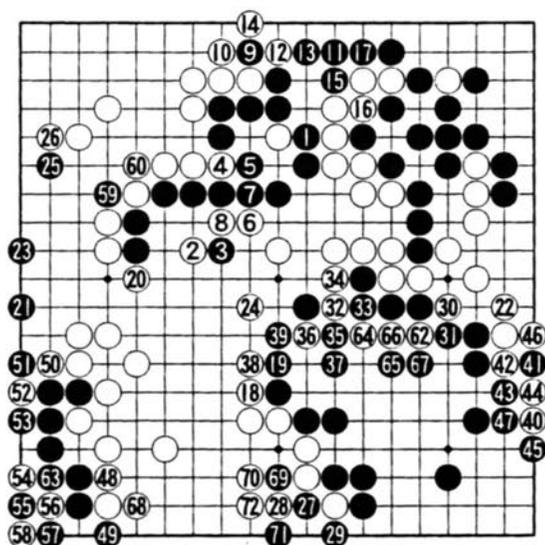


Figure 5 (101–172)
61: ko (at 55)



The 4th Yokohama-Sotetsu Cup World Women's Amateur Go Championship



The Opening Ceremony



The 1992 Champion, Yao Xiaomin of China. Yao works as a go coach in Nanjing. This was China's first victory in the WWAGC.

Now in its fourth year, this tournament has become securely established as the top amateur tournament in women's go throughout the world. In 1992 it was held in Yokohama from 15 to 18 October. The number of competitors invited had been increased to 26, but unfortunately the representative of the Russian Republic was unable to attend. Even so, the 25 national representatives from around the world who competed made it the biggest championship so far. The International Go Federation would like to express its gratitude to the sponsors, the Sagami Railway Company and the City of Yokohama, whose enthusiasm for promoting go has made this tournament possible.

This year victory went to Yao Xiaomin of China. Actually, like the WAGC, the tournament ended in a three-way tie, though not among the same countries. Yao, Yoon Youngsun of Korea, and Chang Kaisim of Chinese Taipei all finished with 6-1 scores. Yao and Yoon also had the same SOS and SODOS scores, but Yao prevailed because she had won their individual encounter. Yao's loss had come at the hands of Chang, who took 3rd place.



Lone Mortensen of Denmark loses in the last round to Suzanne Malo of Canada.

Yamashita Chifumi of Japan, one of the pre-tournament favourites, was beaten into fourth place because of losses to China and Korea. Placing 5th was Rika Kyriakakis, a naturalized Australia citizen. As Miyazaki Rika, she was one of the stars of university women's go in

Japan; her younger sister is Miyazaki Shima 2-dan, a winner of the Women's Meijin and Women's Kakusei titles, and her younger brother is Miyazaki Ryutaro 3-dan, so she certainly has the right family background.



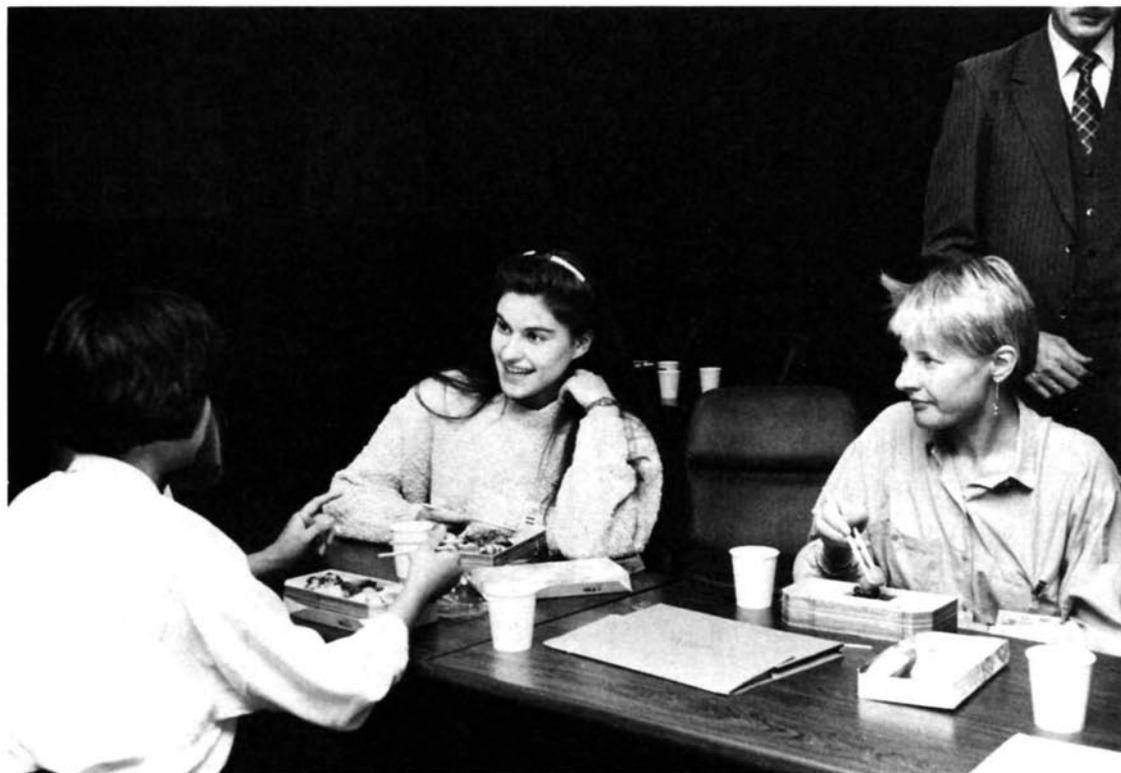
Anna Hamelius of Sweden playing Veronika Varga of Hungary



The spectators take a keen interest in the game between Rika Kyriakakis of Australia and Eleonore Gruber of Austria.



Adela Ibanez of Spain playing Maria Irene Buaya of the Philippines. Watching is Ruxanda Gheorgescu of Romania.



Relaxing between games: Eleonore Gruber of Austria and Anna Hamelius of Sweden.



Yamashita Chifumi of Japan has a few captured stones in her game against Emilia Grudzinska of Poland.

Sixth place went to Yong Weiwu Peng of the USA. Peng, a New York resident, is a 4-dan who was making her first appearance in the tournament. She headed a large group on four points. She was followed by the top European, Veronika Varga, a university student from Budapest.

Choe Una of DPR Korea completed the eight prizewinners. Though she had been playing go for only a year, Cho had a 2-dan rating. An elementary-school pupil from Pyon-

gyang, she was the youngest contestant. The fact that she lives in DPR Korea is a sign that go activity is picking up there. Last year they were represented by a North Korean citizen living in Japan. Go promotion is now being taken seriously in North Korea, and starting in 1993 there are plans to send children to China to study go.

The tournament chart and a brief commentary on the game between China and Korea follow.

4th World Women's Amateur Go Championship

Place	Player	1	2	3	4	5	6	7	SOS	SODOS
1	Yao Xiaomin (China)	1 ⁸	2 ⁵	3 ⁴	4 ¹¹	5 ²	5 ³	6 ⁶	34	28
2	Yoon Young-sun (Korea)	1 ³	2 ¹⁰	3 ⁷	4 ⁵	4 ¹	5 ⁴	6 ⁸	34	28
3	Chang Kaisim (Ch. Taipei)	0 ²	1 ¹⁹	2 ¹⁴	3 ⁶	4 ⁷	5 ¹	6 ⁹	30	24
4	Yamashita Chifumi (Japan)	1 ⁶	2 ⁹	2 ¹	3 ¹⁷	4 ¹¹	4 ²	5 ¹⁴	30	18
5	Rika Kyriakakis (Australia)	1 ²⁶	1 ¹	2 ¹⁸	2 ²	3 ⁸	4 ¹⁰	5 ¹²	27	15
6	Yong Weiwu Peng (USA)	0 ⁴	1 ¹³	2 ¹²	2 ³	3 ¹⁷	4 ¹⁵	4 ¹	31	14
7	Veronika Varga (Hungary)	1 ¹⁶	2 ¹²	2 ²	3 ¹⁰	3 ³	3 ⁹	4 ²⁴	29	13
8	Choe Una (DPR Korea)	0 ¹	1 ²³	2 ¹⁵	3 ⁹	3 ⁵	4 ¹⁸	4 ²	29	12
9	Monika Ibing (Germany)	1 ¹⁸	1 ⁴	2 ²⁰	2 ⁸	3 ¹⁶	4 ⁷	4 ³	28	13
10	Suzanne Malo (Canada)	1 ¹³	1 ²	2 ²³	2 ⁷	3 ¹⁸	3 ⁵	4 ¹⁵	27	12
11	Alison Jones (UK)	1 ¹⁴	2 ²⁰	3 ²²	3 ¹	3 ⁴	3 ¹²	4 ¹⁶	26	11
12	Eleonore Gruber (Austria)	1 ¹⁹	1 ⁷	1 ⁶	2 ¹⁴	3 ²²	4 ¹¹	4 ⁵	25	12
13	Helene Coulombe (France)	0 ¹⁰	0 ⁶	1 ¹⁹	2 ²²	2 ¹⁵	3 ²¹	4 ¹⁷	22	11
14	E. Grudzinska (Poland)	0 ¹¹	1 ²⁴	1 ³	1 ¹²	2 ²³	3 ¹⁹	3 ⁴	26	7
15	Lone Mortensen (Denmark)	0 ²²	1 ²¹	1 ⁸	2 ²³	3 ¹³	3 ⁶	3 ¹⁰	23	9
16	Anna Hamelius (Sweden)	0 ⁷	0 ¹⁸	1 ²¹	2 ²⁰	2 ⁹	3 ²²	3 ¹¹	23	8
17	Marianne Diederer (Neth.)	1 ²¹	1 ²²	2 ²⁵	2 ⁴	2 ⁶	3 ²⁰	3 ¹³	22	7
18	Lenka Dankova (Czech.)	0 ⁹	1 ¹⁶	1 ⁵	2 ²⁵	2 ¹⁰	2 ⁸	3 ²⁶	21	4
19	Adela Ibanez (Spain)	0 ¹²	0 ³	0 ¹³	1 ²⁴	2 ²⁶	2 ¹⁴	3 ²⁵	20	3
20	Helena Niinisalo (Finland)	1 ²⁵	1 ¹¹	1 ⁹	1 ¹⁶	2 ²⁴	2 ¹⁷	3 ²²	19	5
21	Vera Rupel (Slovenia)	0 ¹⁷	0 ¹⁵	0 ¹⁶	1 ²⁶	2 ²⁵	2 ¹³	3 ²³	16	3
22	Lim Sijing (Singapore)	1 ¹⁵	2 ¹⁷	2 ¹¹	2 ¹³	2 ¹²	2 ¹⁶	2 ²⁰	24	6
23	Valerie Kurz (Switz.)	1 ²⁴	1 ⁸	1 ¹⁰	1 ¹⁵	1 ¹⁴	2 ²⁶	2 ²¹	19	2
24	Ruxandra Georgescu (Romania)	0 ²³	0 ¹⁴	1 ²⁶	1 ¹⁹	1 ²⁰	2 ²⁵	2 ⁷	16	1
25	Maria Irene Buaya (Philipp.)	0 ²⁰	1 ²⁶	1 ¹⁷	1 ¹⁸	1 ²¹	1 ²⁴	1 ¹⁹	17	0
26	Irina Danilchenko (Russian Fed)	0 ⁵	0 ²⁵	0 ²⁴	0 ²¹	0 ¹⁹	0 ²³	0 ¹⁸	19	0

Round 5: China v. Korea

White: Yao Xiaomin (China)

Black: Yoon Young-sun (Republic of Korea)

Played on 17 October 1992.

Commentary by Kamimura Haruo 9-dan.

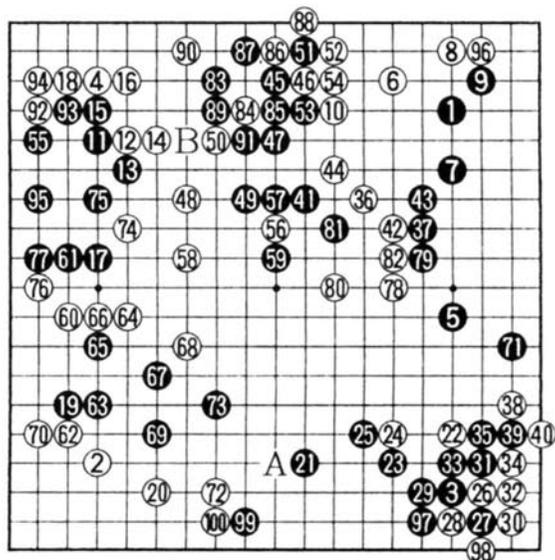


Figure 1 (1–100)

Figure 1 (1–100)

The first problem point of the fuseki is Black 19. This must be an extension to A. Black 21 and 23 also feel too narrow. Black's development is not quite satisfying.

White 28. There's nothing wrong with playing the *tsukehiki* (attach-and-extend) joseki with 31.

Black 29 should be an atari at 31.

White 36 feels good: it's an excellent move.

Black 41. Probably Black should invade immediately at 45.

White 58 may look normal, but it's a slack move. Once White has peeped at 56, she should invade at 66. Yao has outstanding strength, but her weakness may be that she's slow at wrapping up a win. Even so, White is doing well when she gets to take the large point of 70.

White 86 is too small; crawling at 97 is the urgent move.

Black 91. The *hanekom*i of Black B would have been more interesting.

White 96. White 97 would be bigger. White has to be careful: Black has taken advantage of her minor slips to make the game very close.

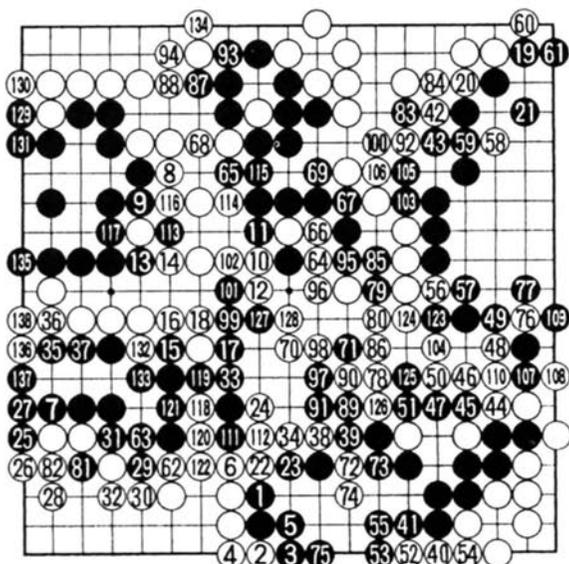


Figure 2 (101–238)

Figure 2 (101–238)

White 10 is leisurely: this is Yao's style.

White 28 is a major blunder. White has to add an extra stone at 32 — unbelievable. This was a rare chink in Yao's armour.

Black 71. In retrospect, this can be labeled the losing move. Black seems to have concluded that White 78 captured 71. If Black had resisted and tried to pull out her stone and White in turn had refused to compromise, White would have collapsed.

Since Black resigned herself prematurely to losing this stone, the issue was decided.

Yao later lost a game to Chang of Chinese Taipei, but that was probably due to the pressure of imminent victory. In steadiness and strength, she was the top player in the tournament.

White wins by 2 1/2 points.

(Go Weekly, 3 November 1992)

The 3rd International Amateur Pair Go Championship



Komori Shoji and Minatogawa Sachiko playing Kanai Tomoko and Matsuta Yoichiro in the final.

The third pair go championship was held at the Hotel Edmont in Iidabashi on 28 and 29 November 1992. This year teams from 14 countries, an increase of two on the previous year, participated in the main tournament. The winning team was the Okinawa-Kyushu combination of Minatogawa Sachiko and Komori Shoji, who also won the first championship.

The pair system is becoming more and more popular, both inside and outside Japan, so it probably needs little explanation by now. A pair tournament was held at the European Go Congress in August, and on New Year's Day 1993 NHK TV telecast a pair game between the Rin family and the Kato family (Rin Kaiho and his daughter beat Kato Masao and his son).

The key rules in the championship are that the members of a team must be male and female, they play alternate moves, and they are not allowed to consult each other. (For a more detailed explanation, see *Go World* 62 and 63.)

Team competition seems to foster a much more convivial atmosphere than ordinary tournaments and is making a real contribution to popularizing go.

The first International Amateur Pair Go Championship was held in 1990 but with only limited international participation. In 1991, 11 overseas countries were invited to send teams. This time that was increased to 13 overseas teams, which were seeded into the Main Tournament; there they joined 21 teams from different areas of Japan who had won their way through the preliminaries.

The tournament was won, for the second time, by the team of Komori Shoji and Minatogawa Sachiko. These two won the first tournament and came second in the second, so they seem to have the right combination of strength and teamwork.

The previous year a Chinese team won, but this time none of the overseas competitors made it past the quarterfinals. The Matsuta-

Kanai team that took second place was responsible for eliminating the Chinese team and the Hong Kong team. The prize for first place was a trip to Hawaii, for second place a trip to Guam.

Just for the record, the overseas participants were:

Canada: Orah Costello, Young Chaye

China: Ma Wei, Yang Yi

Chinese Taipei: Cheng Shu Chin, Chan Chang Yan

Czechoslovakia: Lenka Dankova, Vladimir Danek

France: Monique Berreby, Denis Feldman

Germany: Birgit Ohlenbusch, Felix Schaden-dorf

Hong Kong: Kan Ying, Chan Way Kit

Korea: Joung Ae Koung, Lim Dong Kyun

Netherlands: Yvonne Roelofs, Peter Zandveld

Poland: Katarzyna Koenig, Jan Lubos

Russian Federation: Irina Danilchenko, Ivan Detkov

U.K.: Kirsty Healey, Matthew Macfadyen

U.S.A.: Judy Schwabe, Thomas Hsiang

Final

White: Minatogawa (2), Komori (4)

Black: Matsuta (1), Kanai (3)

Komi: 5 1/2 points

Commentary by Kobayashi Koichi Kisei.

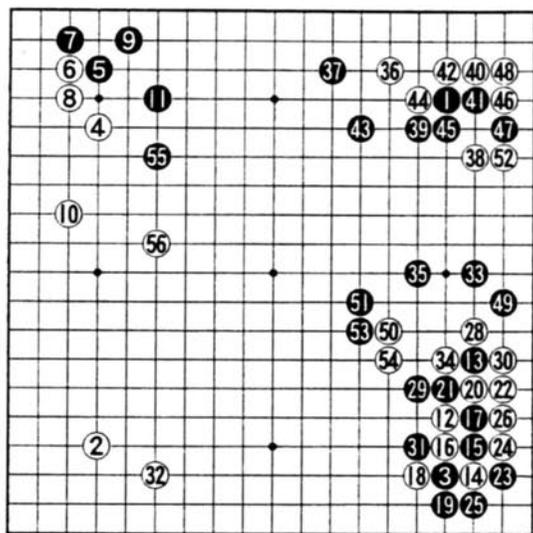
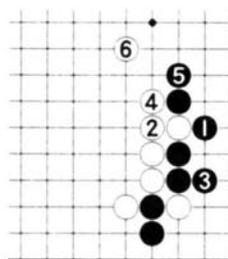
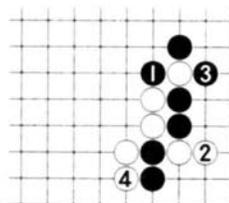


Figure 1 (1-56)
27: connects (at 14)



Dia. 1



Dia. 2

Figure 1 (1-56)

Minatogawa has an aggressive style. The play in this game seems to indicate that Komori adapted himself to her style. In pair go, it is essential for the stronger player in a team to do this.

Komori's White 4 was probably played to fit in with Minatogawa's style. In another game, she answered a small-knight approach move to her star-point stone with a two-space enclosure. That gives you an idea of her style. Komori: 'She's frighteningly powerful, but she knows almost no josekis. So I didn't want to play any josekis...'

Komori's words are borne out by Minatogawa's 22: this is a joseki mistake. Before that, however, *Dia. 1* shows the usual joseki for Kanai's 21. If instead Black cuts at 1 in *Dia. 2*, White must descend at 2. The result would be equal.

Kanai's 49 is severe.

White 52 goes for territory, defying Black to attack the group below.



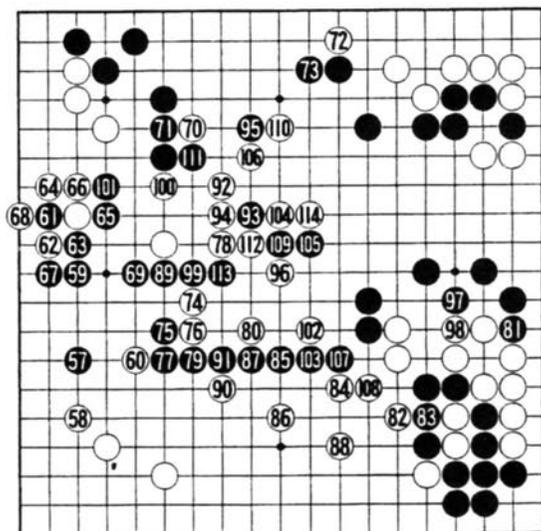
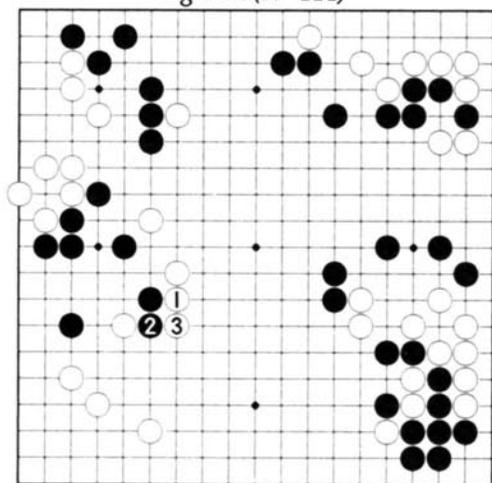


Figure 2 (57-114)



Dia. 3

Figure 2 (57-114)

White is on the defensive in this figure.

When Komori played White 76, his plan was to keep pushing down as in *Dia. 3*, in the hope of taking some of the pressure off the centre group, but Minatogawa defiantly took up position with 78.

Black 99 is very severe: the centre white group is looking forlorn.

However, Black 113 is a mistake in direction. When White pushes along with 114, the chances of saving the group begin to look good.

Figure 3 (115-131)

On the verge of saving the group, Minatogawa blunders with 30. Komori probab-

ly played 28 as an extra forcing move before living. His plan was probably to have Minatogawa force with 1 in *Dia. 4* before he connected at 3. If White plays this way, Black has to give up any idea of killing the group. If Black plays 'a', White cuts with 'b', Black 'c', White 'd', making *miai* of capturing two stones with 'e' and three stones at the top.

If Komori had known his partner would play 30, he would probably have simply connected at 31 instead of 28.

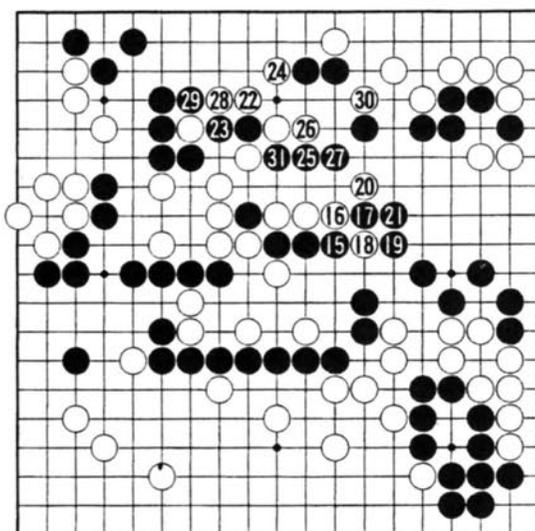
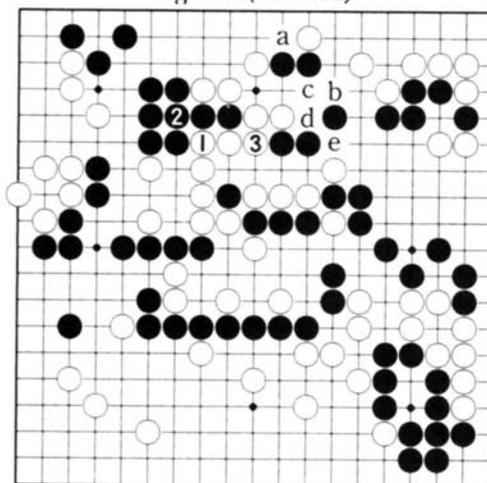


Figure 3 (115-131)



Dia. 4

Figure 4 (132-159)

Komori: 'I was thinking of resigning when I realized on seeing Minatogawa's move at 38 that her fighting spirit was still alive and kicking, so that made me feel like playing on.' Actually, his move at 32 had been played with

the intention of dying an honourable death. White's connection at 34 denied him the opportunity to set the scene for a resignation.

Astonishingly, this game turns into an upset.

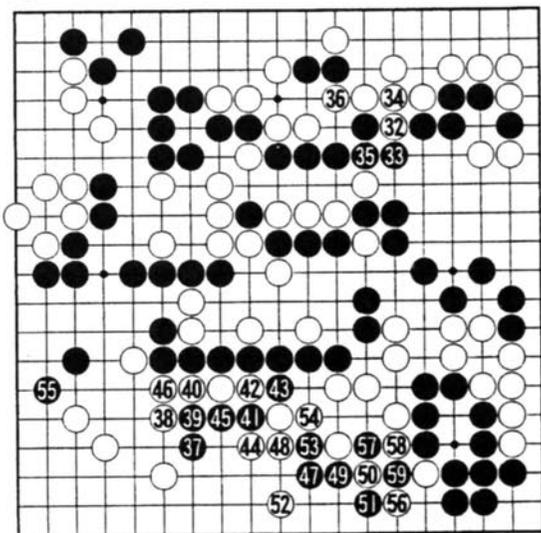
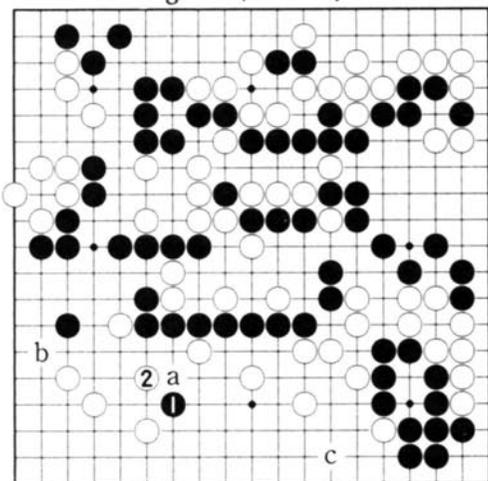


Figure 4 (132-159)



Dia. 5

Dia. 5. White has to start a fight somewhere, so a move like Black 1 is just what the doctor ordered. All Black had to do to secure a safe win was to play ordinary, tame endgame moves like Black 'a', 'b', 'c', and so on.

In the midst of this sudden crisis for Black, Matsuta played a move, Black 47, that was lavishly praised by Kobayashi Kisei. White captures the four stones with 48, but linking up with 49 maintains Black's lead. The only thing is that Black should immediately cut at 57 instead of 55.

White now has a chance.

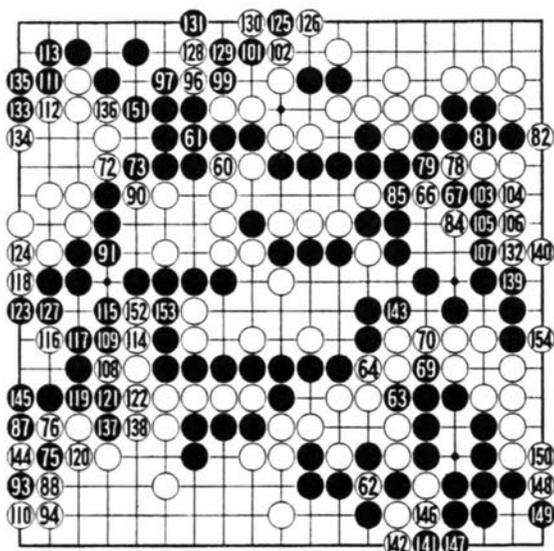
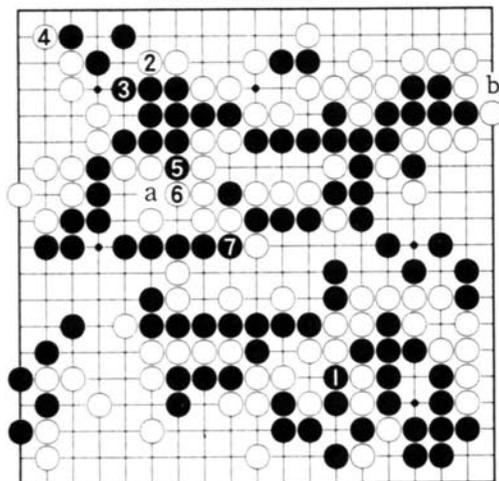


Figure 5 (160-254)

ko (over 62): 65, 68, 71, 74, 77, 80, 83, 86, 89, 92, 95, 98; 100: connects



Dia. 6

Figure 5 (160-254)

Although Black is forced to play a ko, the lead has still not yet changed hands. Black's centre territory is so big that Black can afford to give up a little.

As you can see, White has to answer every ko threat Black makes and still win the ko. This is a very heavy burden, but it does not prove to be too much for the Minatogawa-Komori team. Minatogawa's fighting spirit seems to have inspired her team.

Even so, there were two ways of winning the game that Black let slip. First, White 96 is not a ko threat. If Black used 97 to finish off the ko with 1 in *Dia. 6*, White can't win the

capturing race after 7. Black has the threat of the throw-in at 'a'.

Also, Black 99 should have been the bigger ko threat of 'b' in *Dia. 6*; that way, White would probably have run out of ko threats. Matsuta, who played 99, may have made a mistake in evaluating the territorial balance, as his team was in *byo-yomi*.

On paper, the Minatogawa-Komori team was not the strongest team, going by their combined dan total anyway, but they have certainly shown the greatest skill in playing their best as a team (forgetting White 130 for a moment).

White wins by 3 1/2 points.
(Igo Club, February 1993)

To conclude, the reader may be interested to see the Kato-Rin team game referred to earlier. Rin's partner was his daughter, Yoshimi (Fangmei in Chinese), who is in the third year of junior high (probably making her 15 years old); Kato's was his son, Kazumasa, who is in the second year of junior high. Both are about amateur 3-dan.

The rules were not quite the same as in the pair go championship. The parents were allowed 20 seconds a move, the children 40 seconds; also, a big difference, each team was allowed to consult three times.

White: Kato Kazumasa (2), Masao (4)

Black: Rin Yoshimi (1), Kaiho (3)

White 46 (Kazumasa) is just a little slack; it should be at 119 or the invasion of 82.

The Rin team had their first consultation on 65. Kaiho, saying 'It would be terrible if this group died,' indicated the Black 65-101 combination for living. Yet instead of 101 he played at 67. When the Kato team left the room to consult on 74, Yoshimi reproached her father: 'Why did you play here? It's different from what you said.' The game recorder burst out laughing.

White 114, played by Kazumasa but at Masao's bidding in a consultation, did not bring about a very good result.

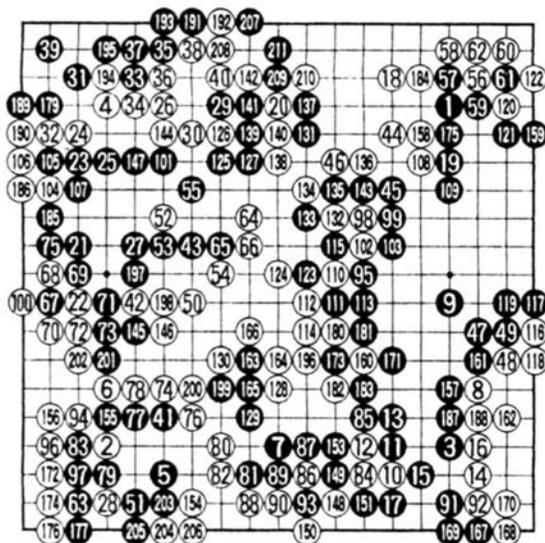
Black 137 is the only real mistake of the game.

Kato 9-dan resigned on seeing 211. Even if White had played 210 at 211, White would then have to add two more stones, putting the white team about ten points behind on the board.

Rin: 'The point of 210 was to tell his father to resign.'

Both parents expressed themselves as surprised at how well their children played. Playing with a partner who is much stronger does seem to lift the level of your play.

White resigns after Black 211.



152: ko; 178: connects (at 93)

International Go: Professional

The 6th Japan–China Super Go Series

The featured article in this section is a comprehensive survey of the 6th Super Go series between Japan and China. We continue the coverage of the 6th series begun in our 1992 Yearbook, then just have room to fit in the first game of the 7th series.

The 6th Super series perhaps represents a turning point in the history of this international contest. Previously China had dominated the series, with its team winning four out of the first five series. However, Japan turned the tide in the 6th series, winning a showdown between the rival team captains for the first time. Japan continued by leading all the way in the 7th series, in which they are ahead 5–2 as we go to press.

One reason often given for the Chinese success in the 1980's is that their players took the Super Go much more seriously than the Japanese. The latter have never fielded a team made up only of their top players, usually because they are too busy with title matches,

which offer much more substantial financial rewards, and also more prestige, than the Super Go. The Chinese, on the other hand, are strongly aware that they are playing for the honour of their country, and competition for the places on the team is very keen. Winning a couple of games against Japan is the ideal way for a young player to make his international debut, and it counts for more than success in an internal tournament.

Recently, however, some of the younger Japanese players like Komatsu and Yoda have been taking the Super Go very seriously, and their enthusiasm has perhaps spurred on their team. Go fans can only gain from the enhanced spirit of competitiveness on both sides.

Our coverage of the 6th series begins with the 9th game, so below is a review of the preceding games.

Zheng Hong 6-dan of China started well by defeating Komatsu Hideki 7-dan, Ogata



Kato (right) wins the 6th Super Go for Japan by defeating the formidable Nie Weiping.

Masaki 7-dan, and Yoda Norimoto 8-dan. He then lost to Kataoka Satoshi 9-dan, who also defeated Liao Guiyong 8-dan and Liang Weitang 7-dan to even the score at 3-3. Kataoka then lost to Zhang Wendong 8-dan, who in turn lost to Awaji Shuzo 9-dan of Japan. That tied the score again, 4-4, and brings us up to the first game in this issue, Awaji versus Chen Linxin 8-dan.

Game 9: Awaji v. Chen

White: Awaji Shuzo 9-dan

Black: Chen Linxin 8-dan

Played in Dalian City on 31 October 1991.

Commentary by Komatsu Hideki, then 7-dan.

With China having won four of the five Super series played so far, Japan badly needed a success to redeem its honour. As noted above, China had got off to a good start, with the relatively unknown Zheng winning the first three games, but somehow the Japanese had managed to pull even, thanks to Kataoka Satoshi and Awaji Shuzo. The pressure was now on the latter, a former challenger for the Honinbo and Meijin titles, to put his team ahead for the first time. His opponent in this game, Chen Linxin, was born on 20 March 1963. He became a professional in 1986, when he was 7-dan, and earned promotion to 8-dan in 1988. He has won the national championship twice. Soon after this game, on 8 November, he won the New Physical Education Cup league 6-1, earning the right to challenge Nie Weiping for the title (Chen won the title 3-1).

Awaji was accompanied on the trip to China by Japan's next batter, Kobayashi Satoru, just in case he didn't come through.

Figure 1 (1-32). White's 'order'

Black 13. Simply answering at 15 has become more common recently, according to Komatsu.

White 18 is a special strategy: White puts in an 'order'. Usually he plays at 32 immediately, but Awaji wants to live in the corner first. Black goes along with him, so White gets what he wants. That doesn't mean that White takes the lead, of course.

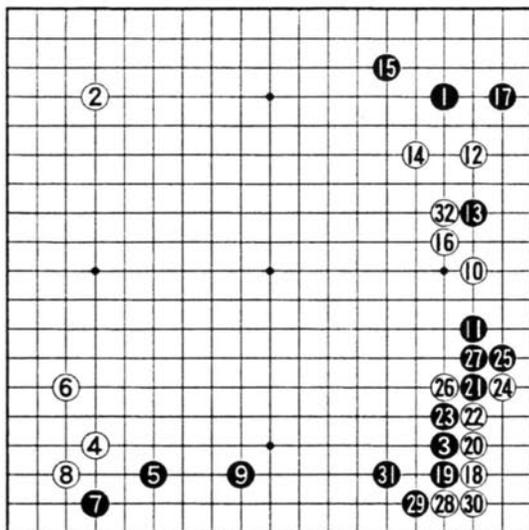


Figure 1 (1-32)

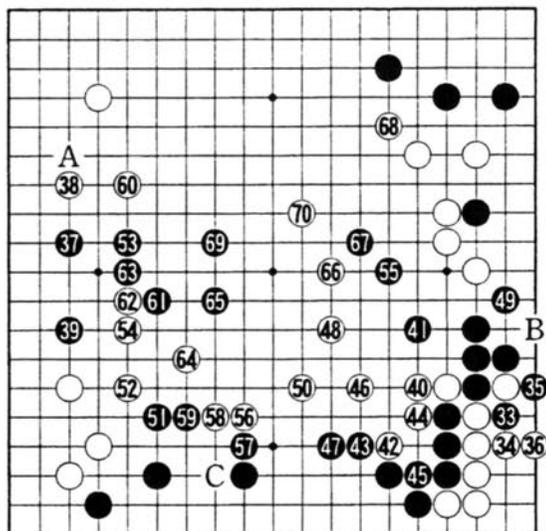


Figure 2 (33-70)

Figure 2 (33-70). Initiative to White

White 36 is an interesting move. It leaves Black with the possibility of setting up a *mannen-ko* (ten-thousand-year ko) in the corner (as he does with 71 and 85 in Figure 3). Usually White lives with a move two spaces below 36, but White 36 threatens the eye space of the black group above.



Japan takes the lead for the first time.

Black 14 by blocking at 2 in *Dia. 2*, Black can counter with the combination of 3 and 5. If White resists with 6, he collapses after 7 to 11; if instead White 6 at 7, Black links up with a move below 3.

White 14 eliminates all the bad *aji* in the corner and is a very big move in itself. The difference from Black 14 is decisive.

Black picks up the two stones he wanted up to 29, but White builds thickness at the top with 30 to 34 and makes sure of victory. His last source of concern is removed when he reinforces at 42, eliminating the threat of the ko. The only thing is that he should have played White 43 first.

Figure 5 (144–248). *Japan goes one up.*

The moves in this figure do not affect the lead.

White wins by 4 1/2 points.

(*Kido*, January 1992)

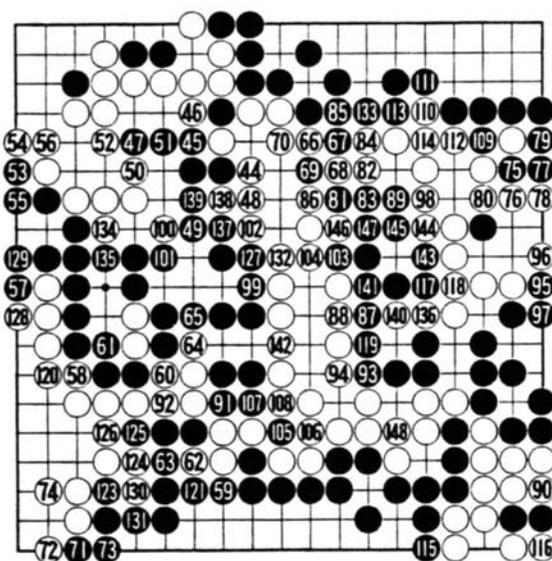


Figure 5 (144–248)
122: connects (at 105)

Game 10: Awaji v. Yu Bin

White: Yu Bin 9-dan

Black: Awaji Shuzo 9-dan

Played in Dalian on 2 November 1991.

Yu Bin, at 24, has recently established himself as one of China's top players. After taking 2nd place in the 9th WAGC, played in Beijing in 1987, he turned professional in 1988 and was promoted to 8-dan the same year. He reached 9-dan in June 1991 and took 2nd place in the 1991 individual championship. He has

won the Qiwang (king of go) title and the 9th New Physical Education Cup.



Yu Bin

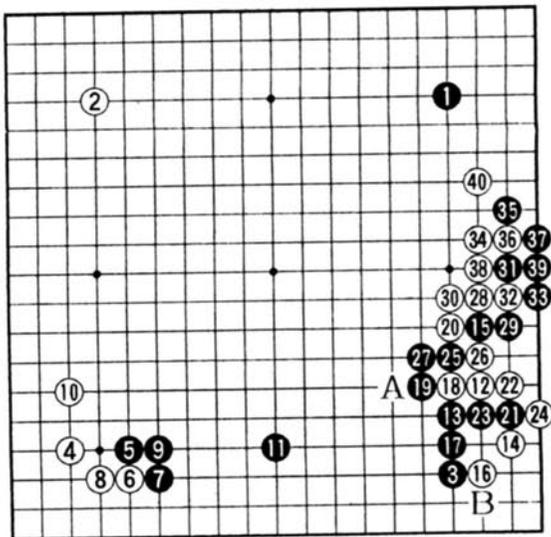


Figure 1 (1-40)

Figure 1 (1-40). A dubious innovation

White 20 is a new move, but it seems unreasonable. Usually White turns at 25 or hanes at 27 (Black A, White 20 follow). Black seizes his chance to wedge in with 21 and 25.

Kobayashi Satoru: 'This is the first time I've seen White 20. Has the Chinese side already researched it?' Apparently not, for the Chinese players in the pressroom were as surprised as Kobayashi. They investigated it thoroughly now, but couldn't find any good continuations for White. Nie looked crestfallen: 'It's no good for White. He'll lose immediately.'

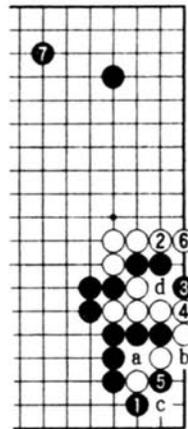
After 30 Awaji sank into thought. Kobayashi Satoru: 'Black has a good move at 1 in Dia. 1. After 6, capturing at 'a' and 'b' will be

sente. He can switch to 7 at the top for an overwhelming lead. If White plays 2 at 'c', he loses his stones after Black 'a', White 5, Black 'd.'

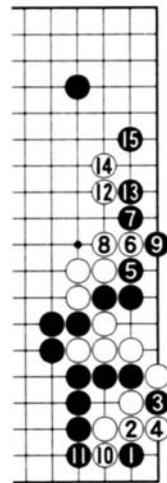
Instead of 31, Black could also turn at 32, followed by White 31, Black 36, but Dia. 1 is simplest.

After 90 minutes, half his time allowance, Awaji finally played, but Black 31 was a blunder. Awaji: 'I tried too hard, looking for a better move than 1 in Dia. 1. I ended up choosing a more difficult move.'

According to Komatsu Hideki 7-dan, Rin Kaiho discovered an even better move than 1 in Dia. 2. The placement of 1 in Dia. 2 is a brilliancy. If White resists with 2, the continuation is forced. White can't get eye shape, so the game would be over.



Dia. 1



Dia. 2

Black 35 is also funny. Black has no choice but to crawl at 36. With every move now, Black's position just gets worse.



Awaji Shuzo

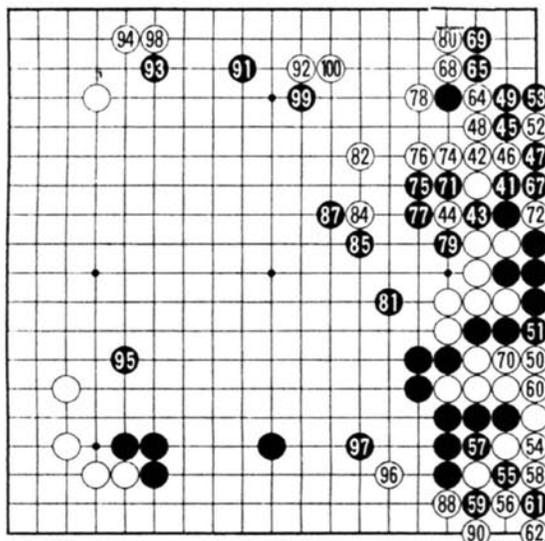
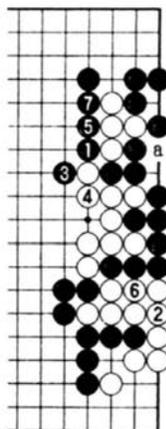


Figure 2 (41–100)

63: ko; 66: ko; 73: retakes; 83, 86, 89: ko



Dia. 3

Figure 2 (41–100). Missing a chance to wrap up the game

Awaji had made a serious misreading when he played 31; when he finally woke up to it, he had to change course with 55. He had planned to cut at 1 in *Dia. 3*. Black loses the seven stones on the side, but he picks up four stones at the top — or so Awaji thought. The problem is that White can play 6 at 'a', capturing nearly everything at no cost.

White 66. If at 67, the game would have been over. This slip gives Black a chance to recoup his fortunes a little by cutting at 71. Not that he catches up, of course.

Black's only chance is to take a very big centre.

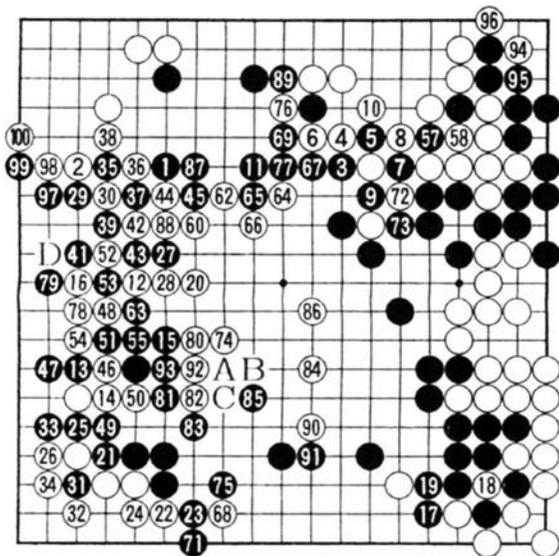


Figure 3 (101–200)

40: connects (at 35); 56: ko (at 52); 59: ko;
61: connects (at 52); 70: ko (below 5)

Figure 3 (101–200). White keeps ahead.

Black goes all out with 1, 3, and 11.

Black 35 is the last chance to create meaningful complications, but White simply compromises and gives up a few stones. That keeps his lead safe.

Kobayashi Satoru: 'Instead of 77, Black should expand the bottom area by attaching at A, followed by White B, Black C. Or instead of 79 he should descend at D; once he misses this point, he has no chance of winning.'

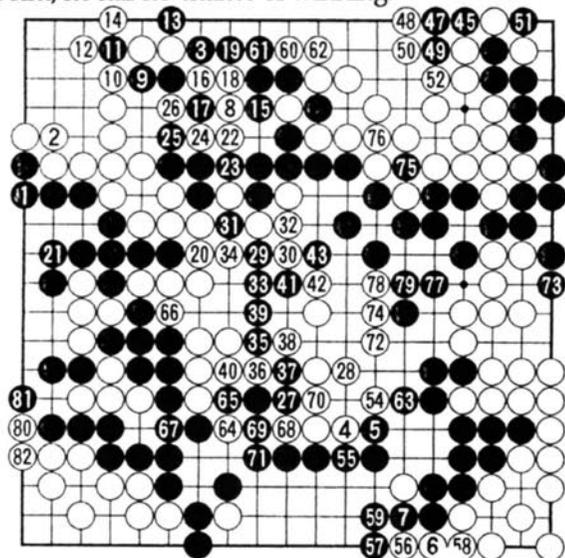


Figure 4 (201–282)

44: ko (above 31); 46: connects (at 31);
53: connects (right of 45)



Yu Bin evens the match again.

Figure 4 (201–282). 5-all

Black made valiant efforts to catch up, but he was handicapped by his initial blunder right to the end.

Awaji: 'That was a terrible oversight. I fell into my bad habit of trying too hard.'

Yu: 'I was tense before the game. Particularly because I had white . . . I couldn't make up my mind between White 20 in Figure 1 and White 25 and 27, and I impulsively played 20. I felt I had a win after winning the ko in the centre.'

Black resigns after White 282.

(Go Weekly, 19 November 1991)

Game 11

White: Kobayashi Satoru 9-dan

Black: Yu Bin 9-dan

Played at the Nihon Ki-in on 18 December 1991.

Commentary by Hane 9-dan.

This was the first game between these two players. In contrast to Yu Bin's territorial style, which is similar to Japanese players like Ishida Yoshio and Yamashiro Hiroshi, Kobayashi

Satoru favours thickness, putting him more in the lineage of players like Otake Hideo. In this encounter, thickness has the edge on territory.

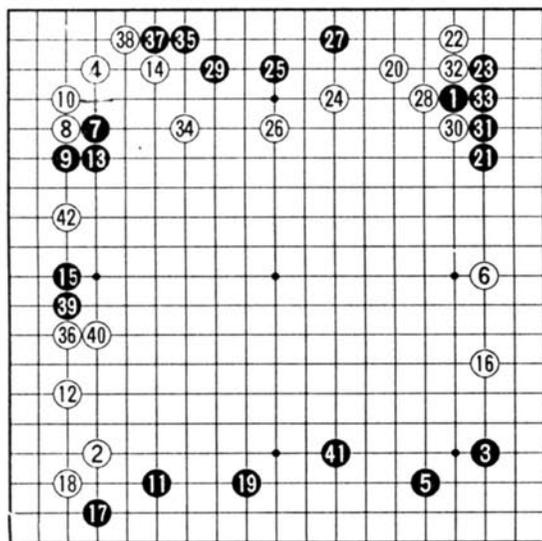


Figure 1 (1–42)

Figure 1 (1–42). White's slow start

The tone of the game is decided by the play at the top. Referring to the sequence from 25 to 29, Nie commented: 'This is painful for White. Black is leading.'

Kobayashi more or less recognized this. 'Was my fuseki slack?' he asked after the game. Perhaps White should have played 20 at 21.

White does build thickness up to 34. The question is whether he will get a chance to use it.

Black 39 is meant to deter White from invading above, thus gaining time for Black to defend at 41. White invades at 42 regardless.



Kobayashi Satoru

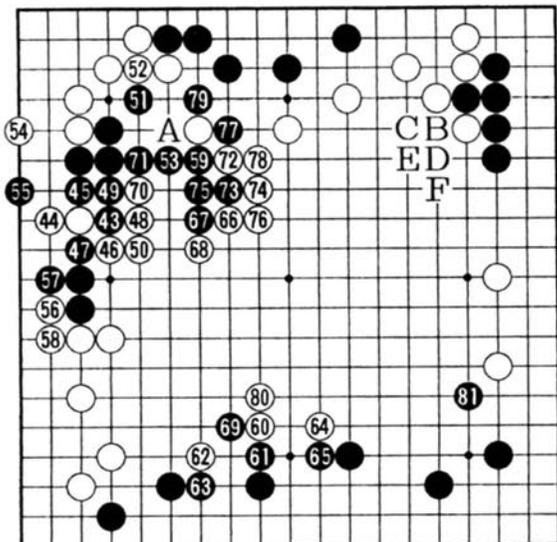


Figure 2 (43-81)

Figure 2 (43-81). *Helping the opponent*

Black moves into the centre with 51 and 53, but he could also consider living immediately with a hane at 58, followed by Black 56.

White's centre moyo starts to take shape with 60 to 66.

Black 67 to 79 help the opponent to wall off the centre. Instead of 67, it's better simply to hane at 69; if then White 72, Black lives with A. Yu Bin perhaps underestimated the effectiveness of White's thickness. After 80 the game is now promising for White.

Black 81 is also dubious. Kobayashi had expected Black B through F, limiting the scale of White's centre moyo.

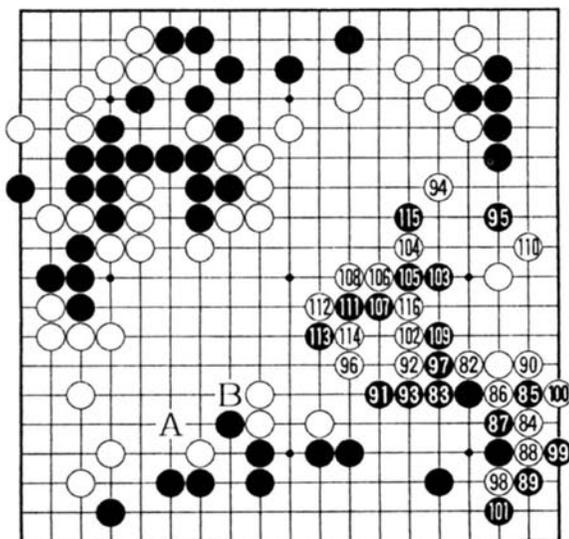


Figure 3 (82-116)

Figure 3 (82-116). *Missing a good move*

After the game Yu bitterly lamented playing 91. This should have been at 92. Black 91 shows that Yu was misreading the territorial balance.

Kobayashi: 'When I pressed at 96, I thought I was definitely ahead.'

White 102. This is Kobayashi's chance to secure the centre with White A. Even after this, he misses other chances to play A. (Apparently he had thought the move to play here was White B, but A is better.) White suffers major damage when Black pushes into this area soon after. Fortunately for him, he has enough of a lead to absorb the loss.

Figure 4 (117-232). *Japan in the lead again*

This game was decided by Kobayashi's superior positional judgement. Losing through bad judgement rather than a reading error is very painful for a professional — the former is harder to rectify than the latter — and Yu

looked quite unhappy after the game.

For the second time in the series Japan had gone into the lead.

White wins by 4 1/2 points.

(Go Weekly, 7 January 1992)

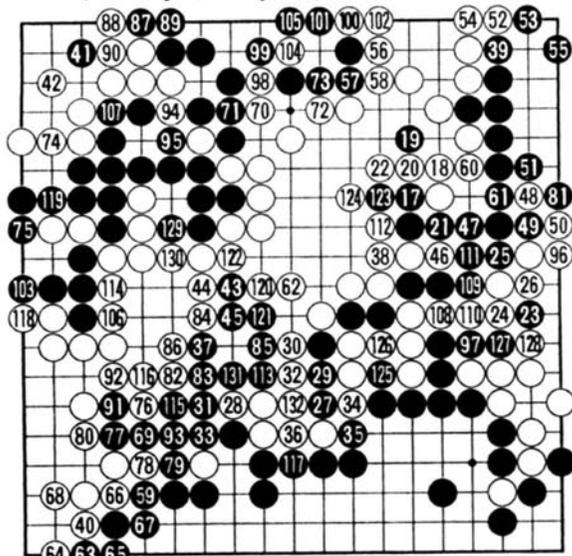


Figure 4 (117-232)

Game Twelve

White: Liu Xiaoguang 9-dan

Black: Kobayashi Satoru 9-dan

Played at the Nihon Ki-in on 29 December 1991.

Commentary by Hane Yasumasa 9-dan.

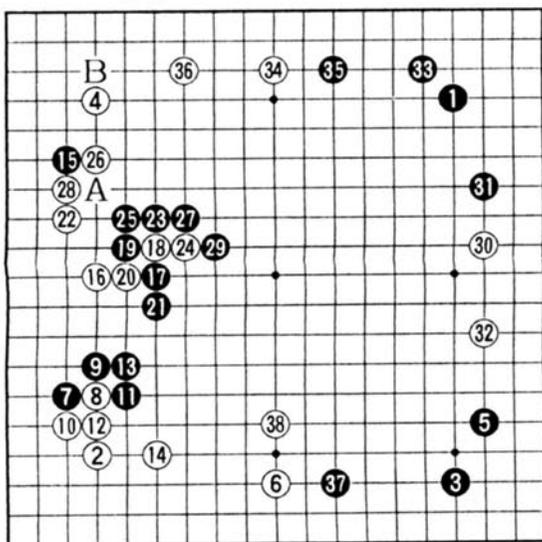


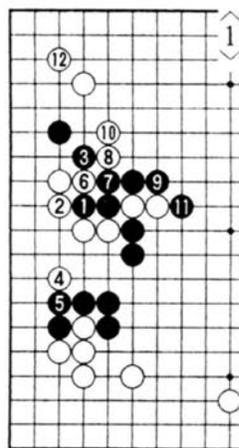
Figure 1 (1-38)

Figure 1 (1-38). A new pattern

The fuseki to 15 is the same as in the 1st

game of the 1991 Meijin title match (with the difference that the order of 2 and 4 is reversed). Liu then plays 16 one space lower than Kobayashi did in the Meijin game. The *tsuke-osae* (attach-and-block) joseki of 8 to 12 has also appeared in games by Cho and Rin, though Takemiya dislikes it. Chinese players follow Japanese tournaments closely, of course, but this joseki has not caught on there, because China's top player, Nie Weiping, never plays it.

A new pattern is created after Black caps at 17. The majority of the players following the game in the pressroom, including Nie and Takemiya, felt that the result to 29 favoured Black. Hane: 'It's either equal or slightly better for Black, but in either case it's a reasonable game.'



Dia. 1

Instead of 25, Black could also play at 1 in *Dia. 1*. The virtue of this variation is that he forces White to play at 4, helping Black to defend a cutting point. White can push up and cut with 6 and 8, but he will have to defend the corner with 12, so Black gets sente to switch to the right side.

Nie: 'This is possible. White's in trouble.' This diagram is better for Black than the result in the game, but Kobayashi did not choose to play it. Even so, in retrospect perhaps one can say that 22 might have been better at A. This is a theme for further study.

Kobayashi appeared full of confidence when he played 31 and 33. This lets White extend to 34, but Black's centre influence does not lose its effectiveness.

Hane: 'Instead of 33, I myself would consider playing something like 34 or B, but Satoru plays calmly, Otake-style.'

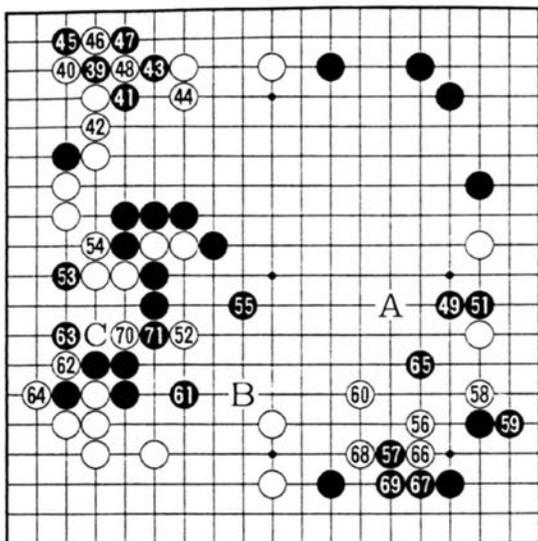


Figure 2 (39-71)
50: connects

Figure 2 (39-71). Black's only dubious move

Black 39 is well timed. Black gets a favourable result from the ko fight with 49 and 51.

White 52, slipping a dagger into Black's ribs, shows that Liu is no mean player. Not many people would think of this move; White is threatening to play White 63, followed by White 71, so Black has to reinforce.

Black 65 is severe. Perhaps White should have made a probe at A before Black played 65.

White 70 is well timed. It makes use of the earlier move of 52, but Black will not answer it at 71 if he has a stone around B, so this is the right time to play it. It sets up a 25-point endgame move at C and turns 53 into a bad move (if White does cut at C, 53 would be better at 54). Even so, this 53 is Kobayashi's only dubious move of the game.

Figure 3 (72-123). The gap widens.

White sets out to destroy territory with 72, but perhaps he should first have exchanged White A for Black B. Black later captures him on a large scale with 99.

Inadequate preparations, seen with 62 in the previous figure and 72 here, were the main cause of the trouble White got into.

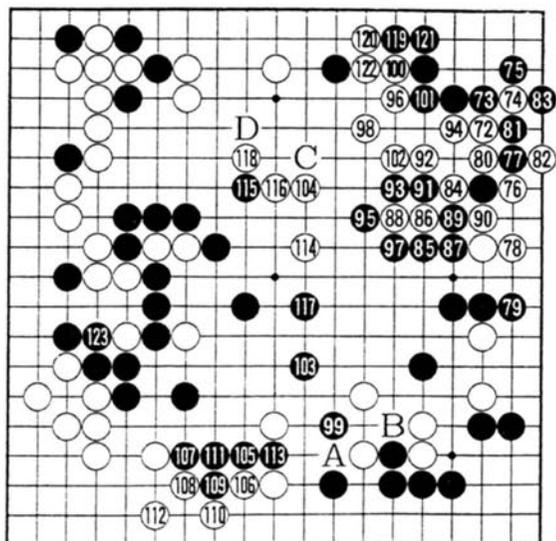


Figure 3 (72-123)

White laboriously settles his group up to 98, but at the cost of giving Black two stones. At this stage Kobayashi was confident of a win.

Black 103 is cautious: Black could attack at 105 immediately. Actually, playing 103 at C would have made Black's lead even more definite.

Kobayashi: 'During the latter part of the game I slacked off and it got close.' But not close enough for Black's lead to be endangered.

White 118. If at 123, Black plays D and wins by 1 1/2 or 2 1/2 points. Letting Black play 123 widens the margin of defeat.

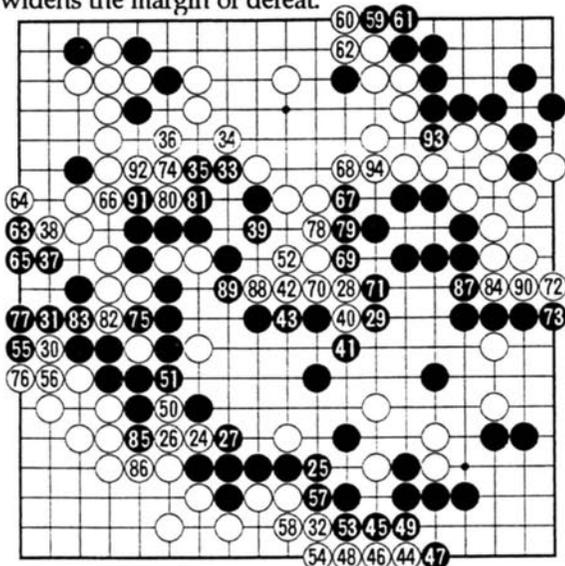


Figure 4 (124-194)



Kobayashi Satoru puts Japan in a good position.

Figure 4 (124–194). *Japan goes ahead 7–5.*

Hane: 'After watching two games, my impression is that Satoru is in great form. He has a good understanding of the game to begin with, on top of which he's now confident and cool. He's doing great. I'm praying that Kato and I will not be called upon.'

Black wins by 5 1/2 points.

(Go Weekly, 7 January 1992)



残るは3耳さん

Ready to challenge 'Three Ears' (Nie's name consists of the character for 'ear' 耳 written three times. [The actual meaning of the character is 'to whisper'.])

Cartoon by Ayuzawa Makoto.

Game 13

Japan held the upper hand with a 7–5 lead in the series, but it faced its perennial problem: how to defeat the last player on the Chinese team? Nie's dominant role in winning the first three series for China (three wins in a row in the 1st, five in the 2nd, then a win over Kato in the 3rd) was only too well known to the Japanese team. However, Kobayashi Satoru was in such good form that he faced this game with confidence. For his part, Nie was in terrible form. He had started off the year with four successive losses, and he had just seen his Qiwang (king of go) title pass into Ma Xiaochun's hands. A report in a Shanghai newspaper said, referring to Nie's three wins in the 1st series, 'we are unlikely to see history repeat itself'.

White: Kobayashi Satoru 9-dan

Black: Nie Weiping 9-dan

Played in Beijing on 17 February 1992.

Commentary by Kobayashi Satoru.

Figure 1 (1–22). *According to plan*

I knew that Nie was going to play the 1–3 fuseki, so I was able to plan my strategy the

day before. If White plays 6 at A, Black will probably attach at B. The idea of the large-knight approach move is that White doesn't want to settle the shape. Playing this way is more active and seems more interesting.

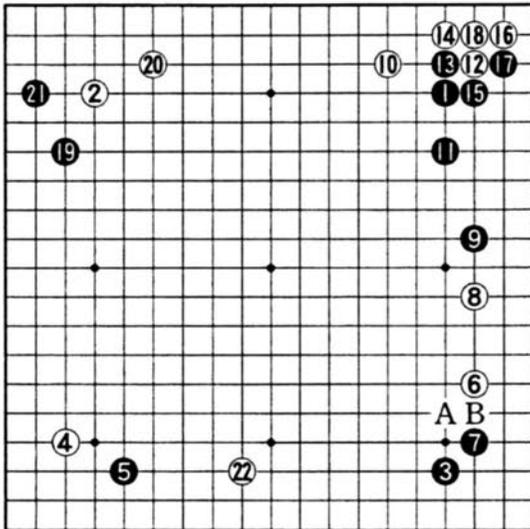
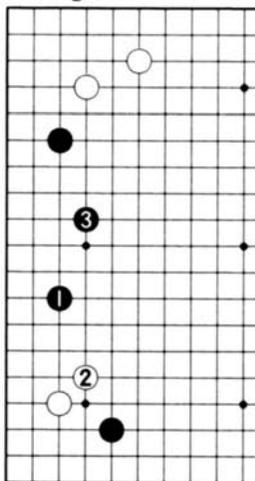


Figure 1 (1-22)



Dia. 1: a superior strategy

Playing 7 at A is not Nie's style, and 11 at 13 would not be in character either. That means that I was pretty well able to predict the opening as far as 18.

I was grateful for Black 21. To exaggerate a little, it made me feel that Nie was in bad form. Shouldn't Black follow *Dia. 1*? Forcing the corner white group below to move out has more forcefulness than the game. In contrast, White seizes the initiative with 22, making this a satisfactory opening for him.

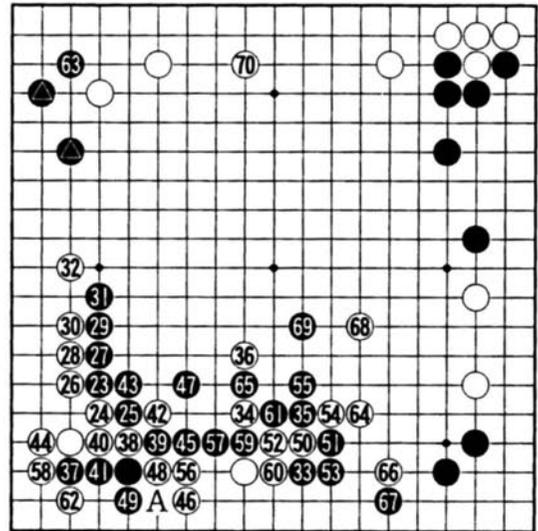
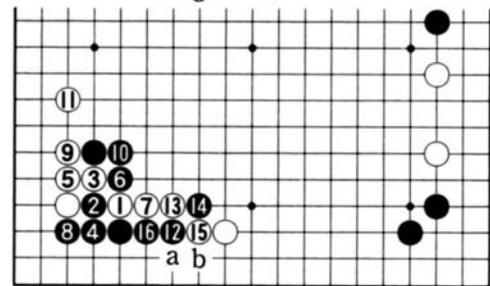


Figure 2 (23-70)



Dia. 2: a severe attack

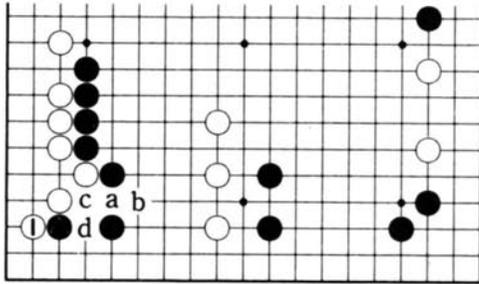
Figure 2 (23-70). Scoring a success

White 24 is an answer to 23 that evades the fight. From the point of view of fighting spirit, following *Dia. 2* might seem more manly, but I don't know what to do when Black takes advantage of the favourable ladder to play 12 and 14. Note that if Black uses 12 to slide to 'a', White will be satisfied after White 12, Black 'b', White 15.

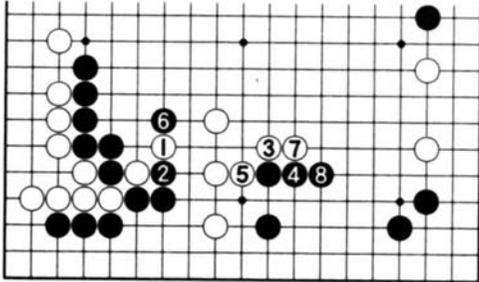
Up to 32, White's game has become an *amashi* one, an unusual strategy for me. [*Amashi* refers to a strategy in which White doesn't start a fight but takes territory and seeks to outlast the opponent.] However, I thought this development was good enough, as the two marked black stones have become pointless. White can look forward to attacking them later with 63.

The contact play of 37 is troublesome. Going by the flow of the game so far, the calm way to play would probably be 1 in *Dia. 3*, but Black will just ignore it. If White 'a', Black 'b',

White 'c', then Black 'd' will be sente, thanks to the effectiveness of the marked stone.



Dia. 3: too passive

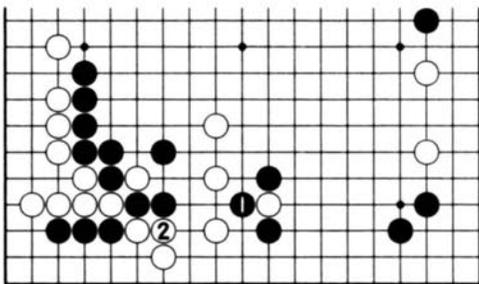


Dia. 4: too much territory

Answering passively was too irritating, so on the spur of the moment I countered with 38 and 40. I don't know whether this is good or bad.

Wanting to slide to White 46 is natural. I didn't neglect to analyse White 1 in *Dia. 4*, but letting Black take territory up to 8 looks dubious. Actually I expected Black to answer 46 with A.

When Black plays 47, the continuation is more or less forced. On the way, White 50 is a bit of a tesuji; if Black 1 in *Dia. 5*, White plays 2, making *miai* of capturing the corner and the two stones.

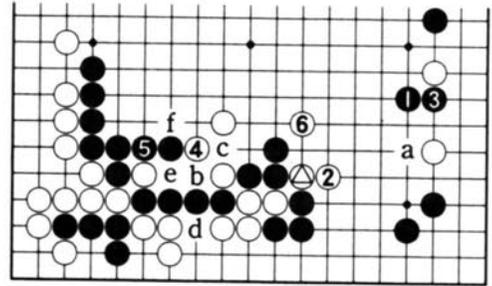


Dia. 5: falling into a trap

Black naturally goes all out with 51 and 53, leading to a division of thickness and profit up to 62. Having to invest two stones in the

corner with 58 and 62 feels bad, so the result is perhaps a little favourable for Black.

However, Black 63 is strange. Black 1 in *Dia. 6* seems to be better. If White answers at 3, Black 'a'. Letting Black automatically swallow up the marked stone would make things tough for White, so I intended to counter with 2. This permits Black 3, but White can aim at playing 4. If Black 5, he captures three stones with 6. If instead of 5 Black exchanges 'b' for White 'c', he can save his three stones, but suffering White 'd', Black 'e', White 'f' would be unbearable.



Dia. 6: superior for Black

Since Black played in an irrelevant area with 63, I made my long-awaited extension at 64. When White occupies the good point of 70, it feels as if he has outplayed Black.



Nie Weiping

Nie's cumulative record to date in the Super Go was 11 wins to 1 loss, the latter being to Hane in the 4th series. Every time it came to a showdown between the rival captains, he had won.

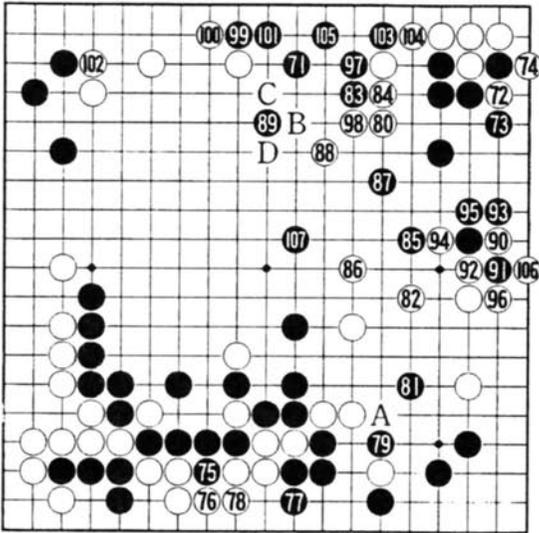
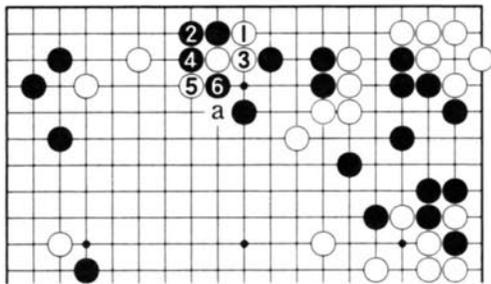


Figure 3 (71-107)



Dia. 7: risky

Figure 3 (71-107). Not doing a thing!

If White had played solidly at A instead of 80, the position would probably have favoured him. Actually I had been making light of the situation, assuming that Black didn't have anything impressive, but I woke up when Black fixed up his shape with 81 to 87. I had thought that White had good shape, but Black's shape is better.

What about White 88? The focus in this game is on Black's centre thickness, so if White cleverly reduces it, he will naturally take the lead. That being so, the correct direction of play is White B, Black C, White D. Every move I played at this stage left me filled with regret.

I heard that some players in the pressroom were wondering why I didn't counter Black 99 with the hane at 1 in *Dia. 7*, but I was worried about the extension of 2. This is frightening. Yet it's not clear that 5 at 'a' is any good either.

The fighting comes to a pause after Black settles himself up to 105. Actually at this stage I

thought that White had a reasonable game, but when you take a cool, objective look at the board, you find that while Black has reduced the top area in the last couple of dozen moves White has done nothing. And then the good move of 107, which I didn't see coming.

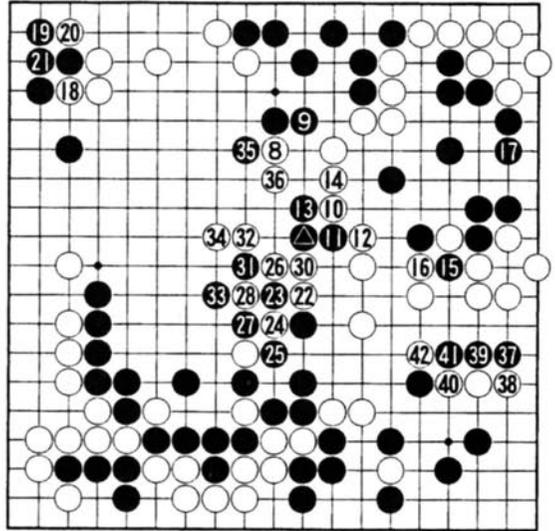
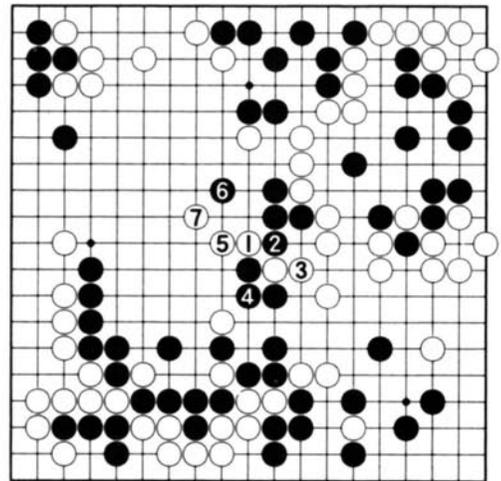


Figure 4 (108-142)
29: connects (24)



Dia. 8: an even fight

Figure 4 (108-142). Rotten brain cells

The reason why the marked stone is such a good move is that it gives Black so many forcing moves in the centre before he lives with 17. White's cutting stones find themselves on worthless points.

Even so, the game is not bad for White when he attacks in the centre with 22. But cut-

ting at 24 is terrible. Although White breaks through up to 34, there's no way that giving Black successive captures at 27 and 33 could be good.

Why didn't I play the hane at 1 in *Dia. 8*? White can handle this fight. When I took the stone from the bowl I intended to play this way, yet the next thing I knew I'd cut at 24. I can only say that my brain cells must have rotted away.

Black 37 should have been the decisive blow. However . . .

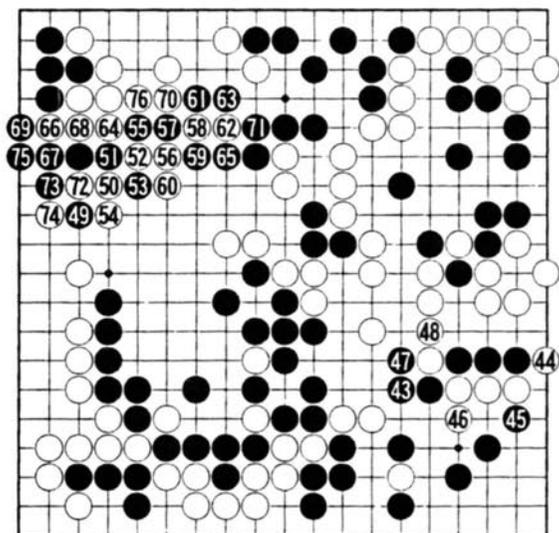
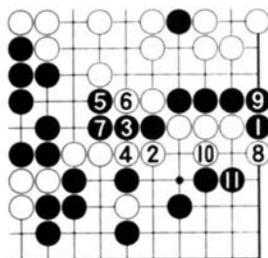
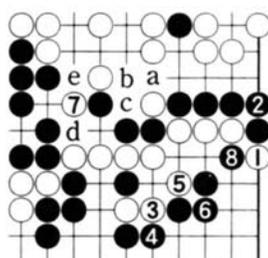


Figure 5 (143-177)
77: connects (at 58)



Dia. 9



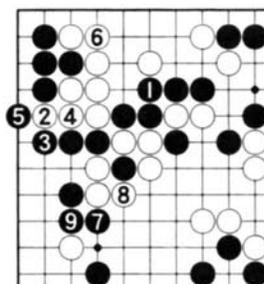
Dia. 10

Figure 5 (143-177). Exchanging blunders

Black 43 is a blunder. Black should have played 1 and 3 in *Dia. 9*, setting up the clever move of 5. It's then a straightforward capturing race: White loses after 11. However, White escapes annihilation by resisting with 3 and 5 in *Dia. 10*; even so, Black gets a good result when he rescues his stones with 8. Note that if instead of 8 Black fights on with 'a' through 'e', White plays 8 and wins the capturing race.

However, the game is still good for Black. White goes all out with 50 in an effort to catch up, but first he should have used 48 to exchange White 73 for Black 67. At this stage, there was no rigorousness in my reading.

Last in the battle of the blunders is Black 65. White would have been put on the spot if Black had played 1 in *Dia. 11*. White can't omit the connection of 6, on top of which he needs one more move at the top after Black 7 and 9. This would have put Black clearly ahead.



Dia. 11

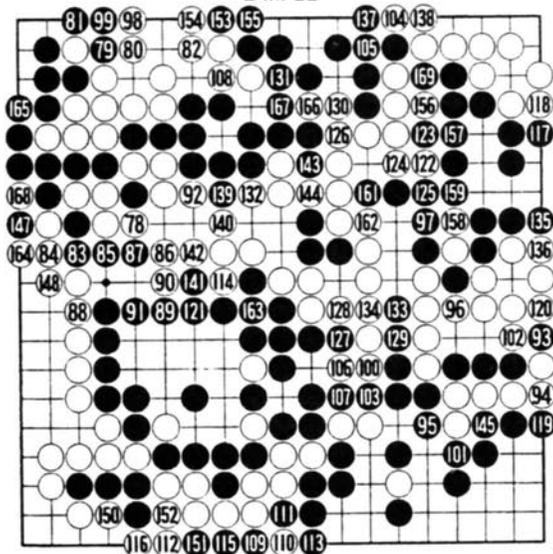


Figure 6 (178-270)

146: connects (at 93); 149: connects (at 110); 160: connects (above 96); 170: connects (at 147)

Figure 6 (178-270). The wrong capture loses.

Even at this late stage White still has a chance to win. The losing move is White 78. If White is going to capture a stone, 1 in *Dia. 12* is the correct move.

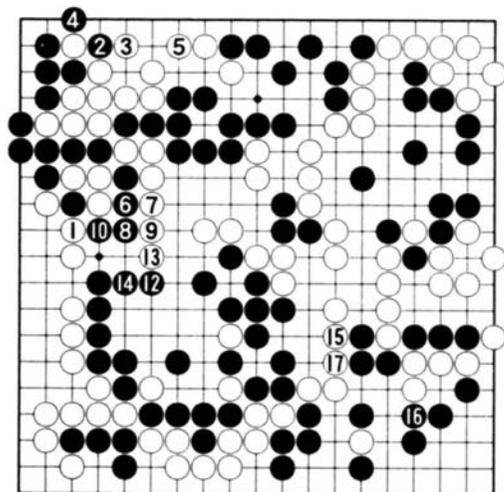
The difference is not difficult to see. When Black moves out with 83 on in the game, White can't omit 92, so the game is all over when Black gets the precious right to sente

and plays the reverse-sente move of 95. In contrast, White is the one to end with sente in *Dia. 12*, so he could switch to 15.

It's wretched to let victory slip through one's fingers despite having had chances right up to the very end. At the decisive moments of the contest, I played slack moves with no spirit in them. This was a game that left me full of regrets.

Black wins by 1 1/2 points.

(Kido, April 1992)



Dia. 12

11: connects

Game 14

This game was Nie's chance for revenge: Hane was the player who had inflicted on him his sole defeat in the Super Go. Although he had been reported to be in bad form before his game with Kobayashi, a win is always a good tonic.

White: Nie Weiping 9-dan

Black: Hane Yasumasa 9-dan

Played in Beijing on 19 February 1992.

Figure 1 (1-63). Declining to cut

Hane, as always with black, plays the high Chinese opening.

Black 15 is risky: the cut of White A would be severe. For some reason, Nie declines to cut, however; with 18 he passes up another chance. Afterwards he admitted that cutting would

have been superior to the game.

White 38 and 40 are more moves that show Nie was not in the best of form. Kobayashi Satoru: 'Either White B or White 56 is the move [instead of 38] — the choice is difficult, but White 38 is funny.'

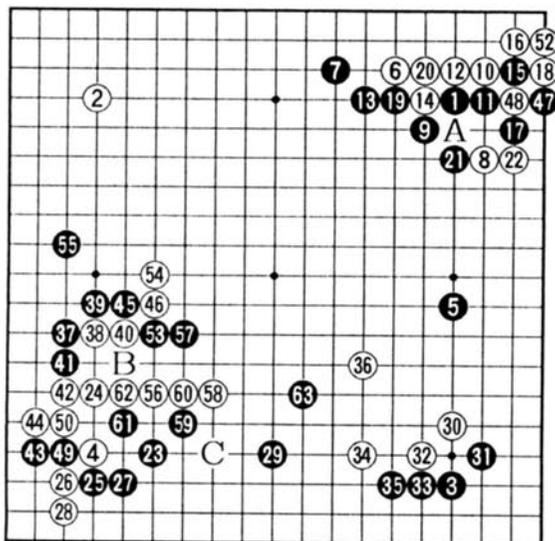


Figure 1 (1-63)

51: ko (at 15)

The probe of 43 is a good move. Black gets a good ko threat at 49, so he starts the ko with 47 and forces White to back down at 52.

Black 53 is an effective cut. If Black defended at 55 immediately, he would have to worry about White's invasion at C. However, 53 and 57 keep White too busy to have time to invade.

Black 59 and 61 are not pretty, but they strengthen Black sufficiently for him to switch to 63. This is a pragmatic way of playing. Up to 63 Black seizes the initiative.

Figure 2 (64-100). A failure of nerve

Hane regretted 67. He wished he had atari'd at 1 in *Dia. 1*. White will counter-atari at 2, so the continuation to 11 is inevitable. Black builds thickness in the centre, though he has to worry about his bottom stones. However, it's unlikely that all of the group would be captured. Hane commented that 67 was 'a failure of fighting spirit'.

The aim of 69 is to set up a connection along the bottom.

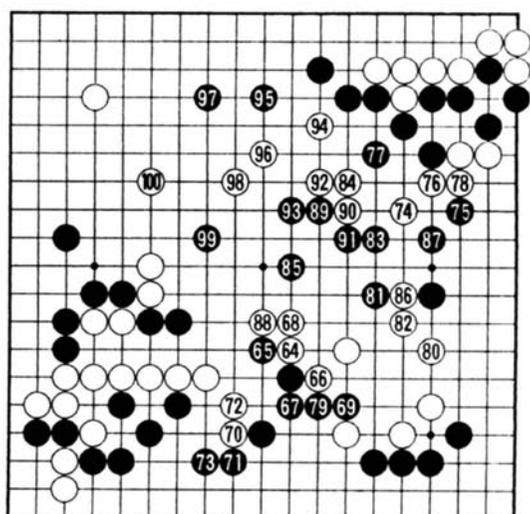
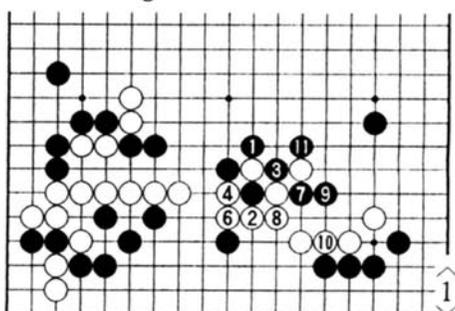


Figure 2 (64–100)



Dia. 1
5: connects

White 74 starts a confused fight. Black 79 urges White to play 80, so that in response Black can start settling his stone on the side. Having to peep at 82 is painful, but White has no choice.

The fight spills into the centre. The thick move of 88 promises White later profit from harassing the black group above. However, Black is ahead in territory.

Figure 3 (101–150) An enormous ko

Black 7 leads to an enormous ko. Black 7 at 11 would have been more peaceful, but perhaps Hane wasn't confident it would have been enough to win.

Black 13. Black should finish off the ko with 43. That would put him ahead and decide the game. Ma Xiaochun said emphatically: 'It's a 100-point ko.' The side to win it will take the lead, he asserted.

The fight becomes even more hectic when

Black cuts at 29 and White splits the top into two up to 32.

White 36 is an uncharacteristic blunder on Nie's part: it should be at 37. The group suddenly dies after Black's placement at 37. However, White consoles himself by finishing off the centre ko with 40. The board is changing at a dizzying rate.

Black misses a chance with 47. Ma: 'Instead of 47, Black could have played more aggressively with Black A, White 48, Black B. Black can handle this fight.'

Black 49 is also dubious. Ma: 'Black should push in at 1 in Dia. 2. Playing 3 to 9 would be more interesting that what he does in the game.' When Black attaches at 9, he is sure of pulling off something at the top. If so, reading between the lines of what Ma said, the game might even have been more promising for Black than for White.

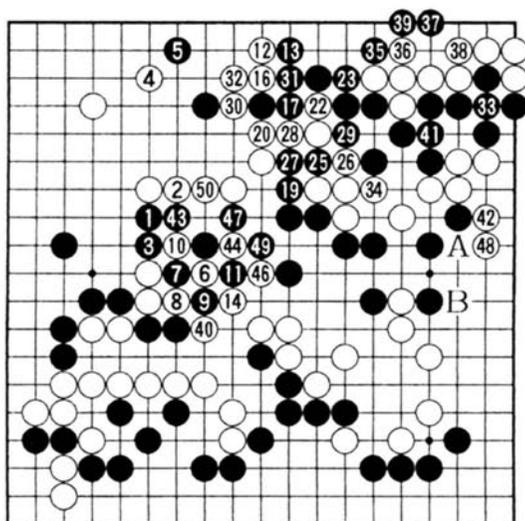
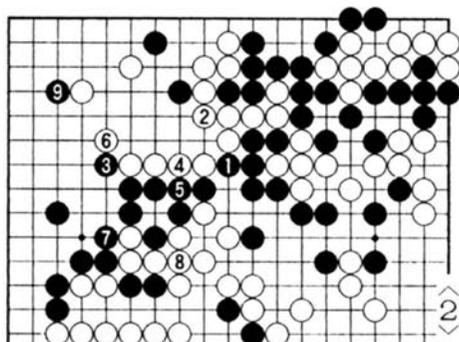


Figure 3 (101–150)
ko: 15, 18, 21, 24, 45



Dia. 2



Two wins in a row for Nie (holding fan), and the Japanese lead disappears.
The headline in *Go Weekly* read: 'Is it the old nightmare again?'

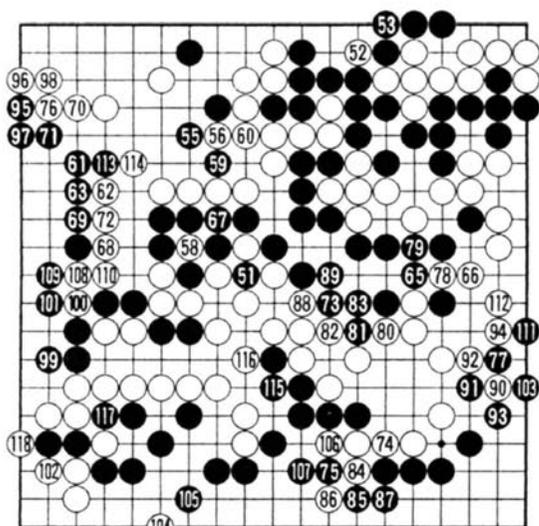


Figure 4 (151-218)
ko: 54, 57, 64

Figure 4 (151-218). Close on the board

Black 61 is the long-awaited extension. However, it's clear White has the lead when he secures his corner with 70 and gets to connect at 74.

Kobayashi Satoru commented at this stage that the game was close on the board.

Black resigns after White 218.

(*Go Weekly*, 3 March 1992)

Game 15

White: Kato Masao 9-dan

Black: Nie Weiping 9-dan

Played in Tokyo on 30 March 1992.

The commentary that follows is taken from a regular series in *Igo Club* during 1992 in which Otake and Rin alternated as hosts of a group analysis of current games with different players as guests each time. For this game, the host was Otake and the guests were Yoda Norimoto 8-dan, who played on the Japanese team, and Rui Naiwei 9-dan, the Chinese woman professional who at this time had been living in Japan for a year. Their analysis takes on added interest in the light of the subsequent meeting between Otake and Rui in the semifinal of the 2nd Ing Cup.



The players meditate before the start of the game.

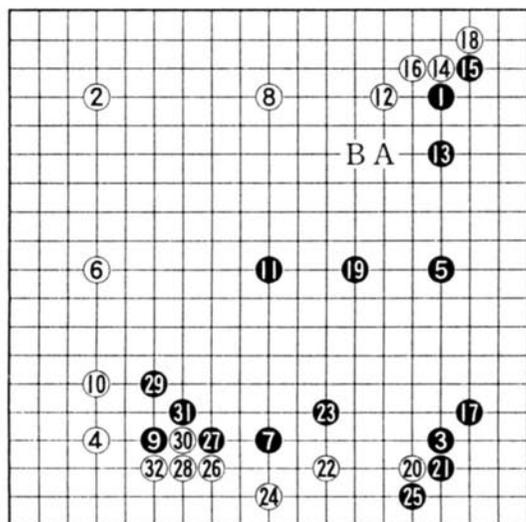


Figure 1 (1–32)

Figure 1 (1–32). Not like Nie

Otake: It's reassuring to have Rui here. Nie plays a large moyo. That's something I haven't seen him do much.

Rui: He's fond of *sanren-sei* nowadays.

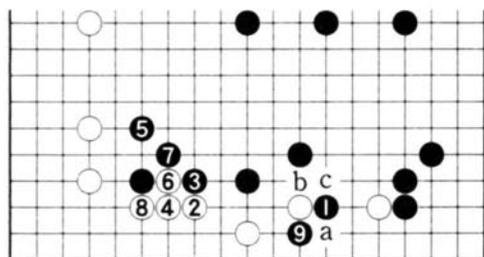
Igo Club (Akiyama Kenji): If Black descends at 18 with 17, will White jump to A?

Otake: Most likely. But Takemiya might play 17 at B. I also think Takemiya would

never play at 19. He'd probably play at B. Black 19 is like asking the opponent to let you surround territory. Of course, Nie is aware of all this.

Rui: The centre doesn't feel so big when Black plays 23.

Yoda: After 32, this looks like a hard game for Black to win.



Dia. 1: better for 25

Otake: Nie commented after the game that he should have played 25 at 1 in Dia. 1. If White 'a', Black rams into White at 'b'; if White 'c', again Black plays 'b'. Either would be a lot better than the game. Kato said that for that reason he would have played 2. Black has to add a stone at 9, so I can't really say if this is better.

Rui: This is an uncharacteristic fuseki for Nie.



Kato Masao

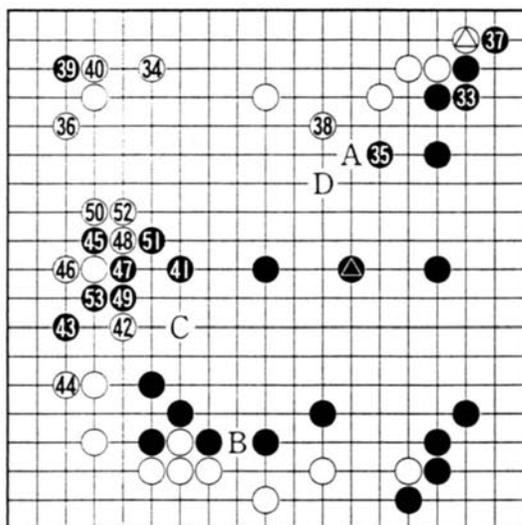


Figure 2 (33-53)

Figure 2 (33-53). Too cautious

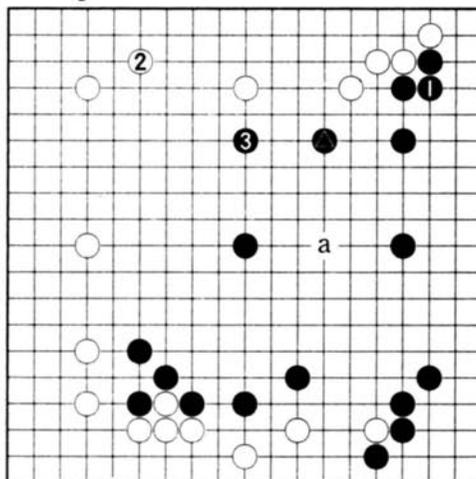
Otake: Black 35 is also solid. It looks OK to go as far as A. White completes his framework with 38: he's played on three of the sides. Black doesn't seem to have enough space.

Rui: If the marked stone (19 in Figure 1) were the marked stone in *Dia. 2* and the bottom were the same, Black would probably connect at 1 [with 33] and White would play 2. Black would then want to play 3.

Otake: This diagram is quite reasonable for Black. Having the marked stone at 'a' perhaps loses Black one move and one point.

Yoda: Since he's played conservatively in the centre, White B will be troublesome. Also, his position in the top right corner has been

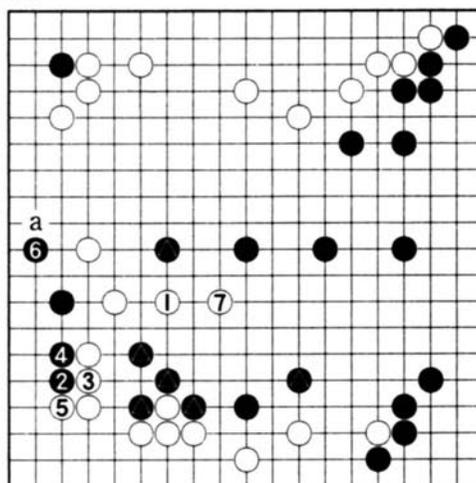
flattened out, compared to having a black stone in place of the marked white stone.



Dia. 2: a good fuseki

Igo Club: What if Black uses 43 to block at C?

Otake: White plays 50 or D? Black lacks confidence in a contest in surrounding territory. That's probably why he entered at 43. The next few moves of Kato's were remarkably badly received. Rui, you had a nice comment on 44.

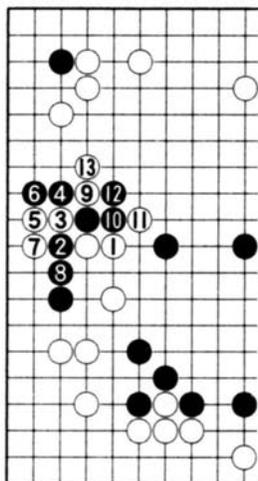


Dia. 3: Rui's suggestion

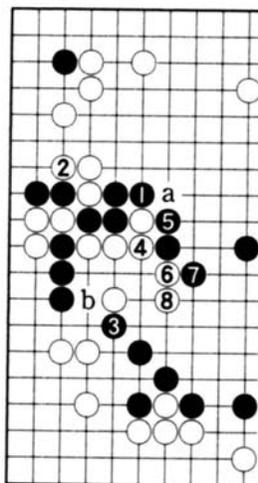
Rui: I thought I'd prefer to jump to 1 in *Dia. 3*. If Black lives with 2 to 6, White jumps again to 7. The marked stones that Black has played in the centre all become bad moves.

Otake: That's very lucid. Black has no move after White jumps to 7. White can also look forward to attaching at 'a' — Black's position is just hopeless. Well, White 44 is also OK,

but Black attaches violently at 45. At around this point Kato failed to match his opponent in fighting spirit or perhaps he got nervous about his lead. It seems that Black would have been put on the spot if White had extended at 1 in *Dia. 4*. Yoda, work out the continuation.



Dia. 4: White's chance



Dia. 5: collapses

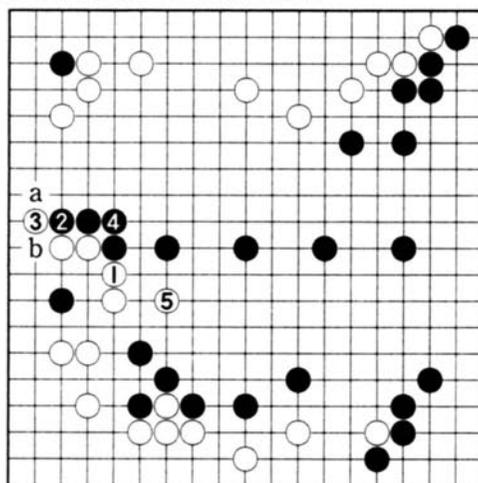
Yoda: The hane of 2 is the only move, whereupon White cuts at 3. If we assume Black goes flat out, the moves from 4 to 13 follow. The ladder is bad, so it looks as if Black collapses.

Otake: Even if next Black tries to capture the centre with 1 and 3 in *Dia. 5*, White just has to counter with 6 and 8. Cutting with 'a' and winning the capturing race with 'b' are *miai*.

Igo Club: Nie has a lot of nerve — boldly playing moves that are no good.

Otake: Of course he has! That's for sure. In

one sense, when you mess up the opening it's psychologically easier on you. In contrast, Kato may have got nervous trying to nurse his lead. See, he cut at 48. I maintained strongly that White should have rammed into Black with 1 in *Dia. 6*. How about it, Yoda?



Dia. 6: Otake's theory

Yoda: If Black 2, White hanes at 3. I don't know whether exchanging Black 'a' and White 'b' would be good or not, so let's say Black 4. At this point White jumps to 5. H'm, I would after all want to hold white.

Otake: *Dia. 3* is best, but even *Dia. 6* is nothing to sneer at. In the game White expanded his territory by cutting at 48. But after the moves to 53 follow, the stones Black has played in the centre now make shape. Kato seems to have made the game difficult for himself here. Trying to play cautiously made the game even.



Nie Weiping

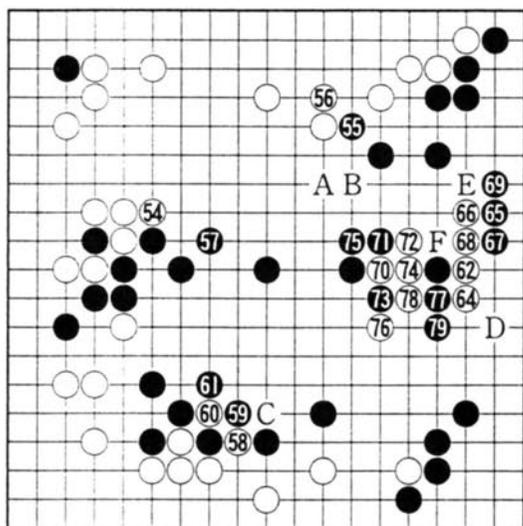
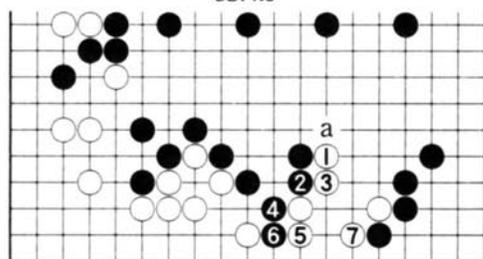


Figure 3 (54-79)

63: ko



Dia. 7

Figure 3 (54-79). An outsized life-and-death problem

Otake: Going by the way Kato has played so far, starting the endgame by reducing Black's territory with A or B would be the usual strategy, but that way he can no longer be confident of winning.

Igo Club: I don't understand White 62. If he ataris at C?

Otake: Black takes the ko. White has no ko threats. So he sets out to create ko threats with 62. Well, it's not surprising if amateurs can't understand this: we professionals don't understand it either. I don't believe the players understood it either.

Yoda: My first instinct was also to play 62.

Rui: White 1 in Dia. 7 also looks possible.

Otake: This variation was zealously researched by the players in the pressroom.

Rui: If Black 2 and 4, White 7 makes *miai* of linking underneath and living.

Otake: Didn't everyone conclude that White could handle the fight if Black played 2

at 'a' or 2 at 3? But Kato's 62 is more heroic. White knows Black is not going to answer, so he adds another stone at 64 and defies Black to kill him.

Igo Club: What if Black makes some kind of answer to 62?

Rui: At Black 77? White will crawl again at 64.

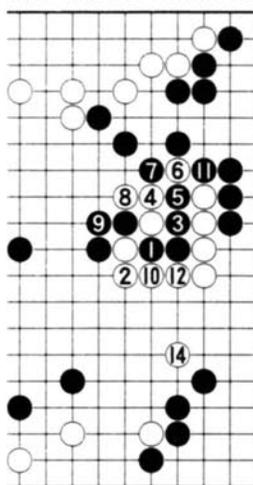
Otake: H'm. In any case, White gets his ko threats. From the point of view of fighting spirit, taking the ko with 63 is the only move.

Yoda: From here the game becomes ultra-difficult. Playing it over, I didn't have a clue what was going on.

Rui: Black D also looks possible instead of 65.

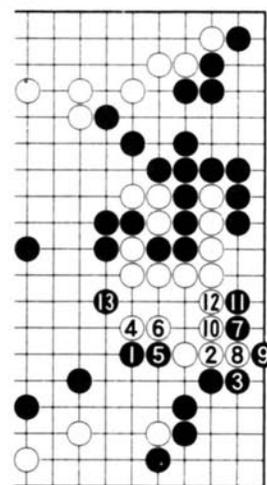
Otake: If White E, Black plays something like F; does White then have enough space to live? It's frightening for both sides.

Yoda: White has no choice but to seek a foothold with 70. What happens if Black answers 72 with 1 in Dia. 8?



Dia. 8

13: connects



Dia. 9

Otake: It looks a little amateurish, but it's a strong strategy. White squeezes, then plays 14. Next, Black attacks at 1 in Dia. 9.

Rui: It's very hard for White. For example, up to Black 13.

Otake: H'm. So this variation was feasible. Does White start to make shape after attaching at 76?

Rui: I think that Black 1 in Dia. 10 would have been better than 77. If White 2, Black 3. He looks like being able to capture White after 9.

Yoda: Wow! This is really something.

Otake: But is Black safe? White plays 1 and 3 in *Dia. 11*, then attaches at 11.

Rui: Black fights with 12.

Otake: Excuse me. Rui's power is something different.

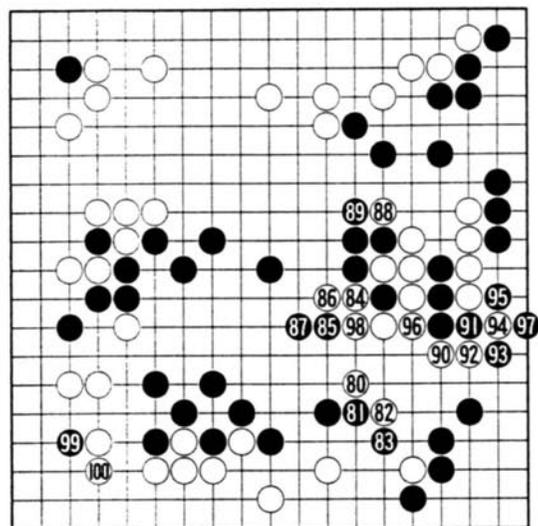
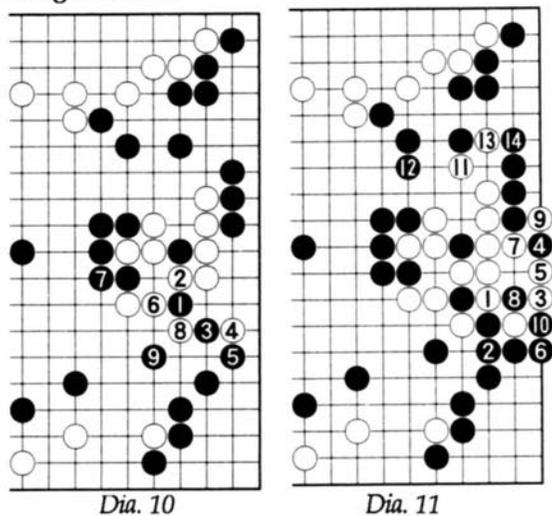


Figure 4 (80-100)

Figure 4 (80-100). A fatal oversight

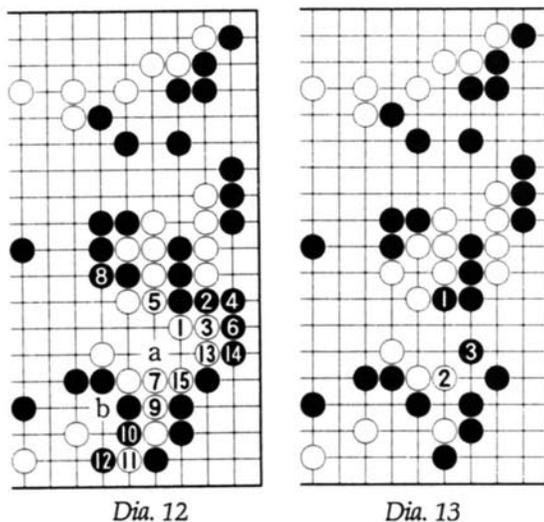
Otake: Playing 96 instead of 83 might have some meaning, but when you're actually playing a game you'd go for 83. There's too much momentum to stop.

Igo Club: Apparently White 84 and Black 85 were both very bad moves.

Otake: Right. Instead of 84, White must attach at 1 in *Dia. 12*. In the pressroom we reached the conclusion that White would live this way. Even if Black connects at 8, White

has 9 on, leading to the sente moves of 13 and 15 and life. If Black 12 at 'a', White plays 'b'; even if he sacrifices the main body of his group, White gets an easy win.

Yoda: Was Black 85 an oversight by Nie? How would White live if Black played in at 1 in *Dia. 13*?



Rui: I don't know.

Otake: There doesn't seem to be a pulse. If White 2, Black 3 is enough.

Igo Club: Kato also said that if Black had followed *Dia. 13*, he would have been 99% dead.

Otake: Yet this is not so difficult. Well, maybe that's how it is when you lose. Black probably facetiously assumed that he could kill White even with 85. But now White 90 is just right. This is the only place that White can get a foothold, so Nie should have played with greater care. He played 85 fast.

Yoda: Even if Black uses 93 to descend at 94, followed by White 93 and Black 95, then White clinches it with 98.

Otake: One more thing: we should demonstrate to the reader that White is alive after 98.

Yoda: That's *Dia. 14* (next page). If Black 1, White doesn't have two eyes locally, but Black can't resist White 2 and 4. If he tries cutting at 5, Black collapses after 6 to 10. After 20, it's not even a capturing race.

Otake: Nie failed to capture White, but if Rui had been playing black, the white group would have been a goner.



Nie and Kato review the game, but Otake doesn't seem to be endorsing their conclusions.

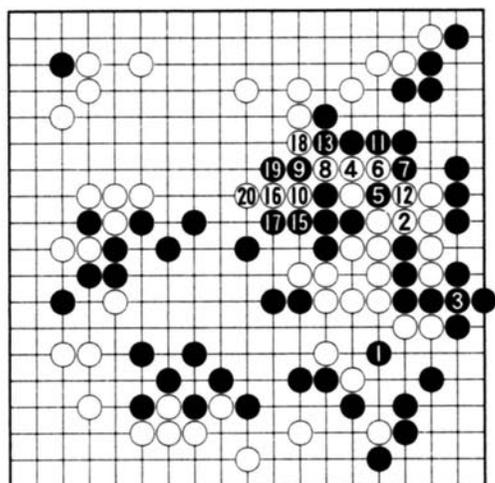
Yoda: With Rui's power, it would have been captured for sure. I've found that out to my cost a number of times.

Rui: You're very skilful. (laughter)

Igo Club: You have to watch out for Japanese men and their flattery.

lives, but Nie doesn't resign.

Yoda: That really impressed me: his sheer guts, or should I say his tenacity?



Dia. 14: White can't be killed
14: connects

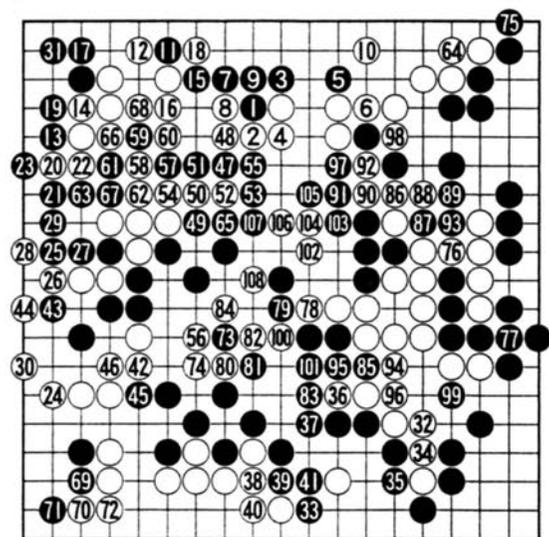


Figure 5 (101-208)

Figure 5 (101-208). Fighting to the bitter end
Otake: Black is way behind when White

Otake: Out of 100 Japanese professionals, 100 would resign. That's what makes Chinese players so frightening. And Nie sets up a fitting climax. By getting a stone at 83, he makes you shudder for an instant. Trust Nie!



鉄のゴールキーパーにも穴

*A hole is opened in China's iron goalkeeper.
(Cartoon by Ayuzawa Makoto)*

Igo Club: I was very surprised when Kato muttered loudly, 'I've done it again.' But actually he seemed to have it all read out how to save his group.

Otake: Our honour was saved by Kato's effort. I hope we have it easier in the 7th series.

(Igo Club, June 1992)

With Kato's win, Japan scored its second victory in the Super Go, making the score to date 4-2. This was the first time Nie had lost a showdown between the rival team captains.

The 7th Japan–China Super Go Series

No time was wasted in starting a new series. The day after the Kato–Nie game, the closing ceremony for the 6th series was held, followed by the opening ceremony for the 7th. The next day the first game of the 7th series was played. This time the teams were each made up of seven players.

The members of the Japanese team were:

Komatsu Hideki 7-dan
Yoda Norimoto 8-dan
Kobayashi Satoru 9-dan
Yamashiro Hiroshi 9-dan
Kataoka Satoshi 9-dan
Awaji Shuzo 9-dan
Otake Hideo 9-dan.

All of the above players had made appearances in previous Super Go series. In the Chinese team, given below, the first two players named were making their debut in international go, Zheng his second appearance in the Super Go, and the others were all veterans.

Liu Jing 4-dan
Wu Zhaoyi 7-dan
Zheng Hong 7-dan
Zhang Wendong 8-dan
Yu Bin 9-dan
Ma Xiaochun 9-dan
Nie Weiping 9-dan

Game 1: Komatsu v. Liu

Komatsu Hideki should be well-known to our readers. Perhaps we should just note that he was promoted to 8-dan less than a month after this game and that he was playing in both the current Honinbo and Meijin leagues. His opponent, Liu Jing 4-dan, is a new face. Aged 16, he is considered the top Chinese player of his age group.

After reviewing the final of the 6th series for *Igo Club*, Otake, Rui, and Yoda took a quick look at this game.

White: Liu Jing 4-dan (China)

Black: Komatsu Hideki 7-dan (Japan)

Played in Tokyo on 1 April 1992.

Figure 1 (1–50) (*next page*)

Igo Club: Rui, did you know Liu?

Rui: I knew him when he was in the Youth Division.

Otake: Komatsu invariably plays the Chinese Opening when he has black. That makes it easy for his opponent to plan his strategy in advance [the sides alternate colours in the Super Go].

Rui: Liu seemed to know what to expect.

Otake: And yet, White's fuseki is just too poor: There are various problems, but just to focus on one, White 30. I'd like to extend at 1 in *Dia. 1*. Without a stone here, the prospect of

something like Black 'a' is more than unpleasant.

Yoda: Perhaps Liu didn't like the idea of Black's shoulder hit at 2. But White can handle this any number of ways.

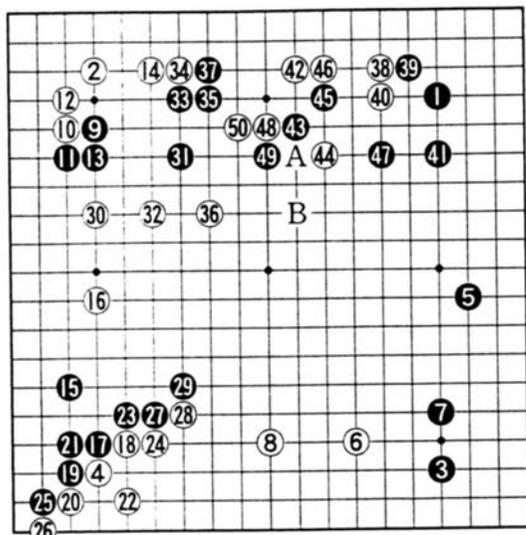
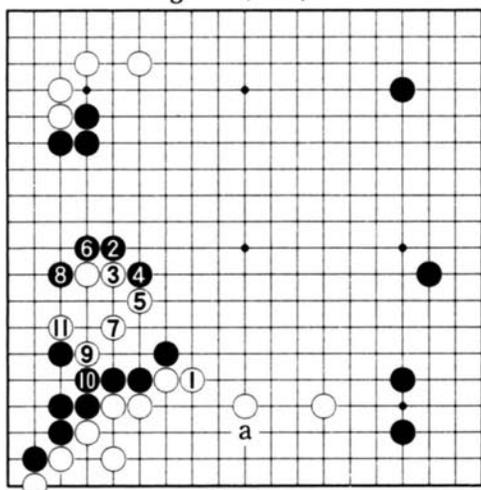


Figure 1 (1-50)



Dia. 1

Otake: To give one example, the sequence to 11, perhaps. White is going all out. I don't feel like looking at what he does in the game. Despite all the moves he's played on the outside, White has no substance, and he's still thin. I think that letting Black block at 37 is just awful.

Yoda: Right. What about 45 and 47?

Otake: Komatsu commented that he should have played 47 at A. If White 47, Black jumps to B — yes, I can agree that this is very favourable for Black.

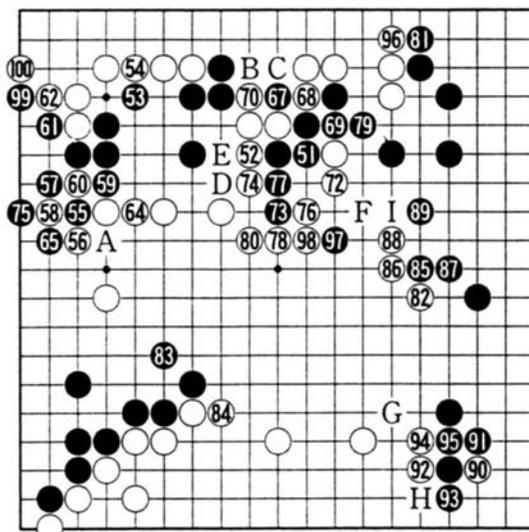


Figure 2 (51-100)

63: ko (at 55); 66: ko; 71: ko

Figure 2 (51-100)

Otake: I thought the game had got a little complicated, but Komatsu doesn't seem to have slipped up.

Yoda: Connecting at 64 increases the value of the ko, so Black compromises and finishes it off with 75. If White had connected at A, he would probably have gone ahead with Black B, White C, Black 74, White D, Black E instead of taking the ko with 71.

Rui: Even in the game I think Black could have attacked with B on. White would have a hard time.

Otake: There may be no change in Black's lead, but bit by bit his play is starting to bug me. First of all, Black 81. If Black is going to play here, the hane at 96 plus connecting is better. Or I thought he might play at F.

Rui: If then White 97, Black 86 works well.

Otake: Right. With Black 81, White blocks at 96, and what with one thing or another Black gets bad *aji*. And the moves that bug me the most are Black 85 and 87. I don't like this sort of thing. Black should play on a large scale with Black G, or 1 in *Dia. 2* would also be a standard move.

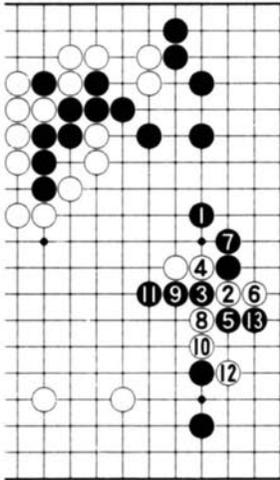
Yoda: If White attaches at 2, Black hanes on top at 3. If White plays the tesuji of 10, 11 and 13 put Black way ahead. All he has to do is avoid dying in the bottom right corner.

Otake: Another move I don't like is Black 91. This was very badly received [by the players following the game in the pressroom].

Black must answer at H and let White live in the corner. The game's not going so well for White that he can afford the time to live in the corner.

Yoda: White 96 is big. The *aji* is so bad here it'd make you a nervous wreck.

Rui: The position would still feel bad even if Black reinforced at I instead of 97.



Dia. 2

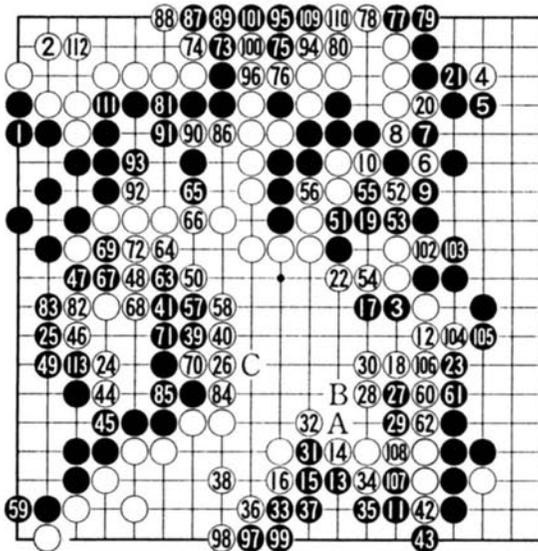
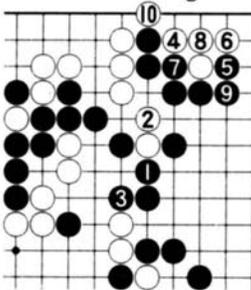
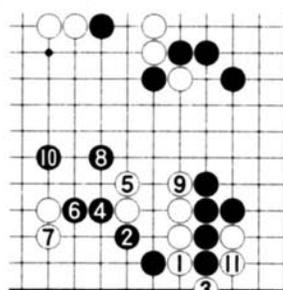


Figure 3 (101-213)



Dia. 3



Dia. 4

Figure 3 (101-213)

Igo Club: The move that had to come: White 6.

Rui: Isn't sacrificing the eight stones too big? Isn't saving them with Black 1 and 3 in Dia. 3...

Otake: How do you answer White 4?

Rui: Hane and connect, letting White link up. Black then switches to 11 in the figure.

Otake: Rui's theory looks correct. Capturing with 10 makes White thick in various ways. At this point the position may be close to even.

Yoda: White 12 in response to 11 shows fighting spirit, but I'd like to push down first at 1 in Dia. 4.

Otake: Komatsu said he would have switched to 2. The moves to 11 are one continuation.

Yoda: I think that this loses Black points. The difference in the corner is immense.

Otake: Accepting 12 as OK, I think that answering Black 13 at 14 shows a failure of nerve. I'd prefer to ignore 13, jumping to 60. If Black then pushes up at 14, White answers with A, Black 32, White B; this looks dicey for Black. Playing a *kosumi* at 18 might also be possible. If Black reduces the *moyo* with C, White attaches at 105. Wouldn't this be an even game?

Yoda: In the game Black seems to have lost some ground during the endgame.

Igo Club: How do you evaluate Liu?

Otake: He reads well and plays strongly in the decisive fights. It's frightening for a 16-year-old. The only thing is that his feel for the opening is not quite up to scratch. Of course, it wouldn't be fair if his game were perfect at his age.

Black wins by 3 1/2 points.

(Igo Club, June 1992)



Komatsu makes a good start.
(Cartoon by Ayuzawa Makoto)

Go Around the World

This section of the magazine is a survey of activity in go-playing countries around the world during 1992, based on reports sent in by national go associations. It is part of the cumulative coverage of world go begun in the 1986 Yearbook. This year we present reports and/or club lists from the

countries listed below. Also included are reports on the European Go Congress, held in the U.K. last year, and the International Esperanto Go League. Incidentally, we realize that Czechoslovakia is no longer one country, but splitting its report was not as easy as splitting the country.

Australia
Austria
Chinese Taipei
Czechoslovakia
DPR Korea
Denmark
Esperanto
European Go Congress
Finland
France
Ireland
Korea
Netherlands
Russia
South Africa
U.K.
U.S.A.



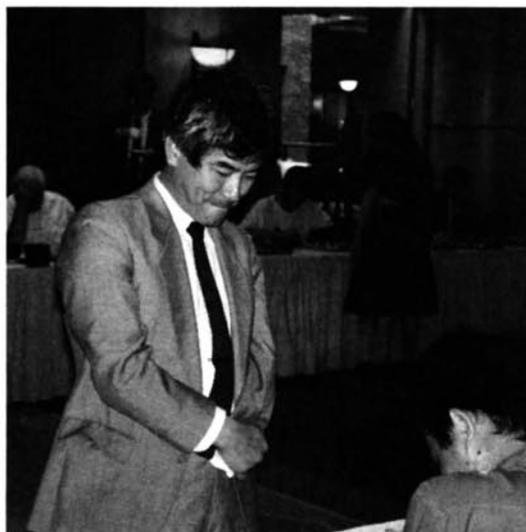
Australia

Go in Australia 1992

The most exciting event in Australian go history took place in Sydney in January 1992 when Kobayashi Koichi played a two-day game against Yamashiro Hiroshi to start the 16th Kisei title match. The occasion was the catalyst for the biggest gathering of go talent and go enthusiasts ever in this country. It was our privilege to meet and talk with legendary players such as Kato Masao, Rin Kaiho, and Hashimoto Utaro. Michael Redmond, a commentator for the game, was also there, and we were delighted with the chance to hear at first hand explanations and critiques of the game. During the course of the event various friendship matches between the Japanese visitors and Australian and New Zealand players were organised and were a great success. The simultaneous demonstrations by Japanese professionals, who took on all comers, were most popular. The title match has been followed with special interest by Australian players through the succeeding games leading to victory in a most exciting finish for the title-holder Kobayashi Koichi. The game in Sydney provided an opportunity to hold a long deferred match between New Zealand and Australia. In this match Australia managed to win over New Zealand for the first time.



Michael Redmond 7-dan analysing the Kisei game.



Oyama Kunio 9-dan playing simultaneous games

Chinese Go in Victoria

There are approximately 150 Chinese players in Victoria of whom 40-50 are enthusiastic and 10-15 are of strong dan level. Some are permanent residents and others are students who have to fit their playing into tight study schedules. Of two recent tournaments the first was won by Liu Dang-Ming, with the runner-up being Cathy Zhang. In the second event the order was reversed, with Cathy Zhang taking the honours. Club activities are held on the first Saturday of each month and David Wu provides a venue every Sunday at his home, phone 706-1246. Francis Tung also likes taking on opponents at his home, phone 376-6686. The Po Hong Bookstore in Melbourne stocks books on go in Chinese at very good prices.

Korean Go in Sydney

The Sydney Kiwon has moved from Stanmore to new premises at 269 Canterbury Rd., Canterbury. It is now known as the Sydney Korean Badook Association. Haetaek Choi is the manager and the contact phone number is 564-2998. To celebrate the opening there was a handicap competition held in two divisions. Wang Yufei won the first prize in the top division.

Sydney Go Masters

The Sydney Go Masters Match between

Wang Yufei and Guo Yiming has begun. Guo won the right to challenge with his win in the most recent Sydney top ten tournament.

The 1992 Australian Go Championships

The 1992 Championships were held in Adelaide over the Queen's Birthday Weekend, June 6th to 8th. The Open Tournament was won by Sin Lyew from Melbourne with a perfect score of seven wins. Second was Dae Hahn from Sydney with six wins; third was Jim Bates from Adelaide, who prevailed over John Chen of Canberra on a tie-break, both having achieved five wins. The National Title (open to Australian citizens only) was won by Dae Hahn, giving him a maximum possible score of 36 credit points in the newly instituted system for selecting the Australian representative to the World Amateur Go Championship. The South Australian State Tournament will be held on this weekend in future years whenever possible.

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President: David Evans, 1 Swanston Street, New Town, Tasmania, Australia 7008. (002) 28 2342 (home), 33 3557 (work).

Secretary: Neville Smythe, GPO Box 65, Canberra, ACT, Australia 2601. (06) 273 3108 (home), 249 2709 (work).

Treasurer: David Bofinger, GPO Box 65, Canberra, ACT, Australia 2601. (06) 251 1250 (home).

Newsletter Editor: Paul Clay, 18-153 The Esplanade, Rockingham, Western Australia, Australia 6168. (09) 528 2068.

Committee Members: Dae Hahn, 23 Highclere Crescent, North Rocks, New South Wales, Australia 2151. (02) 871 7026; Jim Bates, 11 Avondale Street, Clarence Park, South Australia, Australia 5034. (08) 272 0915.

The Australian Go Association welcomes overseas visitors, so please contact us when you come to Australia. Our address is:

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David Evans: (+61) 002 30-3557 (work), 002 28-2342 (home).

Austria

Main Go Activities in 1992

In the last Ranka Yearbook report the deciding match between Ralph Spiegl ("Schiwa") and Bernd Scheid was still going on. Schiwa was finally awarded the title Austrian Champion and was sent to the World Amateur Go Championship by the Austrian Go Federation. Our congratulations on his good 13th place.

The International Go Tournament held during the annual Viennese Games Festival brought enormous publicity for the Austrian Go Federation. Many interested people are now visiting the new Go Centre in Vienna, the well-known four-star Bohemia Hotel. Its manager, Mr. Hermann Jaeger, is the vice-president of the Austrian Go Federation.

The Vienna Open was held from the 13th to the 15th of March 1992 with the participation of the east European countries. In April the Chinese professional Ruan Yunsheng 7-dan was invited to Austria by the Austrian Go Federation. His very interesting teaching hours in many Austrian cities were enjoyed by many players. His analyses and simultaneous play were excellent.



Starting soon



At the new Go Centre in Vienna, the four-star hotel Bohemia: analysis after the deciding game.

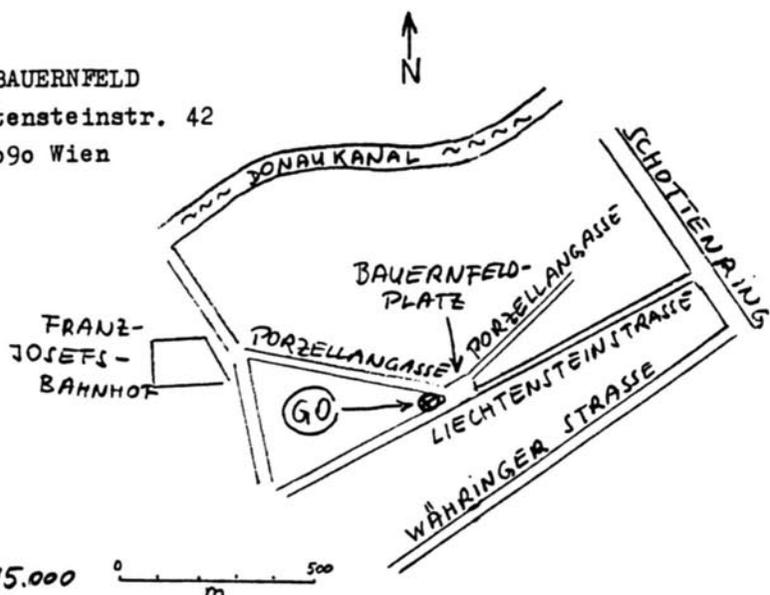
In memory of the death of Dr. Richard Gump, our long-time secretary, an international tournament was held in the Bohemia Hotel on July 18th and 19th. Forty-one players from seven countries came to pay their last respects to Dr. Gump.

Besides many other go activities the Austrian Go Federation is planning four international tournaments this year. The first one will be the Austrian Championship from September 24th to 26th. By creating a focus of interest for Austria's neighbouring countries, the

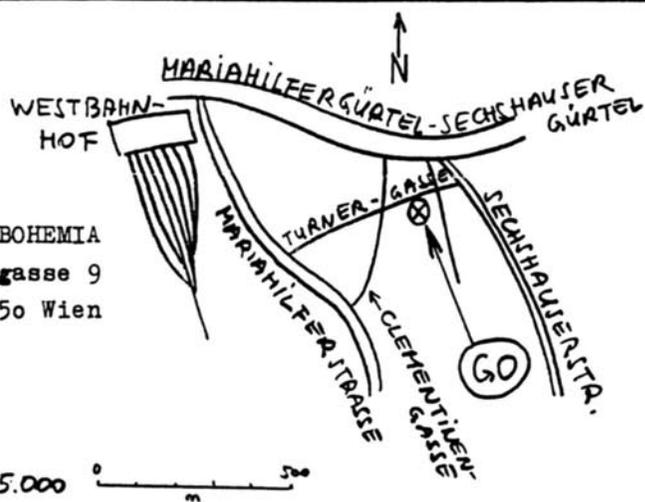


Concentration (left: Dr. Kriegler, President of the Austrian Go Federation)

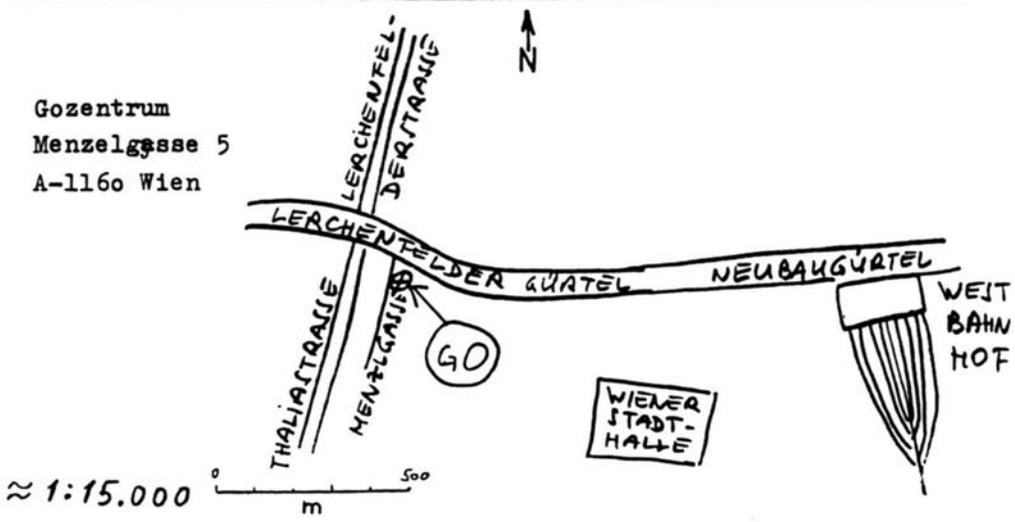
Cafe BAUERNFELD
 Liechtensteinstr. 42
 A - 1090 Wien



Hotel BOHEMIA
 Turnergasse 9
 A - 1150 Wien



Gozentrum
 Menzelgasse 5
 A-1160 Wien



Federation plans to make Vienna the go centre of Middle Europe.

(Dr. Alfred Kriegler, President, Austrian Go Federation)

Contact address:

Austrian Go Federation (AGF), Rechte Bahngasse 28/2, A-1030 Wien. Tel. (222) 72 38 335.

President: Dr. Alfred Kriegler, Scheibeleitergasse 12, A-1190 Wien. Tel. (222) 32 62 61.

Vice-president: Hermann Jaeger, Schwaigergasse 19/10/59, A-1210 Wien. Tel. (222) 30 59 195. Office: Hotel Bohemia, Turnergasse 9, A-1150 Wien. Tel. (222) 83 66 48, Fax. (43 222) 83 92 07.

2nd Vice-president: Ing. Walter Zickbauer, Wasendorferstrasse 9, A-3502 Krems-Lerchenfeld. Tel. (2732) 82 100. Office: WSV Voest-Alpine Krems, Sektion Go, Postfach 43, A-3500 Krems. Tel. (2732) 885 ext. 355.

Secretary: Paul Kment, Goldschlagsstrasse 78/21, A-1150 Wien. Tel. (222) 95 61 895.

Correction to 1992 Address List

The Go-group Klagenfurt now meets at the Cafe Fritz, St. Rupprechter Strasse 14, A - 9020 Klagenfurt, tel. (463) 314 72, on Tuesday from 18:00. The contact person is still Günter Poprat, Mikschallee 2/17, A - 9020 Klagenfurt. Tel. (463) 31 08 59, office (463) 58 58, ext. 323.

Chinese Taipei

The road from amateur to professional in Taiwan starts at the Amateur Best Ten tournament. The best three win the right to participate in the professional preliminary rounds, where those who gain outstanding results can finally become professional. Needless to say, the top amateurs put extra effort into the Best Ten tournament.

The 1992 Amateur Best Ten ended on October 25 with a startling result: four of the best ten were youngsters under the age of 14. First place was taken by 13-year-old Hung I-Yun, who will play in the next World Amateur Go Championship. Youngest of the ten was 11-

year-old Lin Chih-Han, who won the Junior Division of this year's World Youth Wei-ch'i Championship. Chang Kai-Sim, age 12, became the first girl to gain a place in the Taiwan Amateur Best Ten. She had just returned from the fourth Sotetsu Cup World Women's Amateur Go Championship, where she finished third.

Taiwan has only two professional tournaments, the Mingjen and Kuoshou. With 37 of the 48 Mingjen games completed, Lin Sheng-Hsien is riding high. He already has 23 triumphs, so he has this year's Mingjen title virtually in the bag.

The names and addresses of Taiwan's two go organizations are:

Ing Chang-Ki Wei-Ch'i Educational Foundation

4F-A, No. 35 Kuang-Fu South Road, Taipei
Phone: 761-4417, 761-4418, 761-4419
Chairman: Shen Chun-Shan

ROC Wei-Ch'i Association
2F, No. 65, Section 2, Fu-Hsing South Road, Taipei

Phone: 707-1779
Chairman: Lin Zinn-Chang
(Report by Ruy M. Chang)

Czechoslovakia

Many traditional go tournaments took place in Czechoslovakia, and a few new ones appeared.

At the end of 1991 the Czechoslovak Go Association decided to organize a qualification tournament, the winner having the right to participate in the Ing Cup tournament in Amsterdam. This tournament took place in the city of Nymburk in January 1992 (only 3-dan players and stronger were allowed to participate) and was won by Vladimir Danek 6-dan.

A major go event, the Grand Prix of Europe, took place in February in Prague. Some 250 players participated, including the top European players. The winner was Guo Juan 6-dan, ex-pro from China. The best result of all Czechoslovak players was achieved by

Petr Cipra 5-dan, the 1991 Czechoslovak champion: he took 5th place.

The Grand Prix of Czechoslovakia is another major go event — it is a series of tournaments between two Czechoslovak championships. Winning this trophy is the goal of every Czechoslovak go player. Its purpose is to increase the activity of all players. The top places in the recent Grand Prix were taken by Radek Nechanicky 6-dan, Vitezslav Nechanicky 4-dan, Ivo Pavlik 1-kyu, Jiri Dvoracek 8-kyu, and Vladimir Danek 6-dan. About half of the tournaments were played under the McMahon system; the others were handicap tournaments.

The last tournament counted in this Grand Prix series was the Czechoslovak Go Championship in Nymburk (August 19–23). For the last three years a final group of ten qualifying players have played a round-robin system. This tournament was won by Vladimir Danek with a perfect 9–0 score. The next place-getters were decided by the last round: Radek Nechanicky came second and the dark horse Ales Rak (then 2-dan) came third. At the same time there were two open international tournaments in Nymburk and the Czechoslovak Go Association Congress. There was a change in the post of chairman: Dr. Jiri Emmer, one of the top young players, replaced Dr. Dusan Prokop, who had helped to spread go in Czechoslovakia since the 1960's.

Petr Cipra participated in the 1992 WAGC and took 19th place. The most active player internationally is Vladimir Danek, also one of the most active ones in Europe. He earned the right to take part in the Tongyang Securities Cup, a professional tournament held in Seoul, Korea, in July 1992, where he represented Europe.

Two regular participants in the top European tournaments are Jana Hricova, 1-kyu, and Lenka Dankova, 1-kyu, the two top Czechoslovak women players. Both are making great progress in their go strength. Jana Hricova was the 1991 Czechoslovak Woman Champion. She represented our republic in the World Women's Amateur Go Championship.

Czechoslovakia was invited to take part in the 1992 International Pair Go Championship. The first qualification tournament was held at

a summer camp in Alber and was won by Vladimir Danek and his wife Lenka Dankova.

The Czechoslovak Go Association is now engaged in the organization of the 1993 European Go Congress, to be held from July 24 to August 7 in Prague. The organization committee members are Dr. Jiri Rakosnik (chairman), Dr. Vladimir Danek and Dr. Xaver Gubas. Since the European Championship is open, many other side events will take place, and Prague is a beautiful city. All go-lovers are cordially invited to the 'heart of Europe'.

(Report by Xaver Gubas & Jiri Emmer)

Democratic People's Republic of Korea

The D.P.R. Korean Go Association was founded on 13 August 1989. Organized as part of the D.P.R. Korean State Sports Commission, it has a president, three vice presidents, a secretary general, and a dozen or so other officers. Its headquarters is located in a table-tennis gymnasium in the Mangkyongdai District of Pyongyang. The go-playing population of D.P.R. Korea is about 10,000 at present.

The top three finishers in the third annual national championship, which was held in July 1992 in the city of Wonsan, were:

- 1st: Choe Myongsung 6-dan, age 11
- 2nd: Lee Bongil 6-dan, age 11
- 3rd: Kim Goingsu 6-dan, age 18.

Internationally, D.P.R. Korean players participated in two tournaments in 1992. Mun Yongsam (age 13) played in the 14th World Amateur Go Championship in Chiba, Japan, and finished 15th. Choe Una (age 7) played in the 4th World Women's Amateur Go Championship in Yokohama, Japan, and finished 8th.

All the major cities have go clubs, at which the emphasis is on developing youthful talent. There are plans to send some promising young players to China for further training in 1993.

(Mun Jonghong, Secretary General, D.P.R. Korean Go Association)

Munsin-dong 2, Dongdaewon District, Pyongyang, D.P.R. of Korea)

Denmark

The following is the revised list of go clubs:

Copenhagen Go Club
c/o Københavns Ungdomscenter
Suhmsgade 4, 2, København
phone: 3312 3631
Tuesday & Thursday, 19:00 to 23:30.

Odense Go Club
c/o Munke Mose Plejecenter
Allégade 94 A, Odense
Thursday, 19:00 to 24:00.

Ringsted Go Club
c/o Medborgerhuset
Søgade 3, Ringsted
phone: 5361 5857
Monday & Wednesday, 18:30 to 23:00.

Århus Go club
c/o Bridgehuset i Vanggaardscenret
Paludan Müllersvej 26, Århus
phone: 8610 8147
Wednesday, 19:00 to 24:00.

International Esperanto Go League

This organization was founded in 1979. It has about 150 members, in 28 countries, who collaborate by means of the international language, Esperanto.

The largest of the thousands of Esperanto gatherings that take place throughout the world every year is the World Congress of the Universal Esperanto Association (Universala Esperanto-Asocio). It is held every year in a different city and is also the official meeting for the members of EGLI and other interested persons.

EGLI also organizes other go meetings and tournaments and informs go players about Esperanto and Esperantists about go.

An international correspondence Esperanto Go Tournament is always in progress. Players from around the world compete on 13x13 boards. This encourages not only the playing of go but also the forming of friendships among players from different countries and ethnic groups.

Publications

The Esperanto Go Series

1. Invito al Go-ludo (Invitation to Go)
2. Fundamento de Taktiko kaj Strategio en Go-ludo (Fundamentals of Tactics and Strategy in Go)

Address

International Esperanto Go League
2-26-2 Kojima
Chofu-shi
Tokyo 182
Japan

Regional representatives

Remainder of Asia: Mr. Nobuo Sakurai,
T.L.P.O. Box 5197, 100-31 Japan

China: Song Zhi Bing, 83 Hao, Seng Li Lu,
Bengbu, Anhui, China

Western hemisphere: Bob Simmonds, 190
East Beach Road, Nordland, WA 98358, USA

Western Europe: Karl-Ernst Paech,
Ahornstr. 32, D-W-8032 Lochham, Germany

Eastern Europe: Karel Stulz, Sokolovska 93,
CS-36005 Karlovy Vary, Czechoslovakia

Correspondence Tournament Director:
Matthias Reimann, Platz der Freiheit 20, D-O-
5503 Ellrich, Germany

European Go Congress

People have been making pilgrimages to the ancient city of Canterbury for over 800 years. In 1992 some 350 go fans from 28 countries trod the path of the pilgrims to Canterbury, for the British Go Association was hosting the 36th European Go Congress.

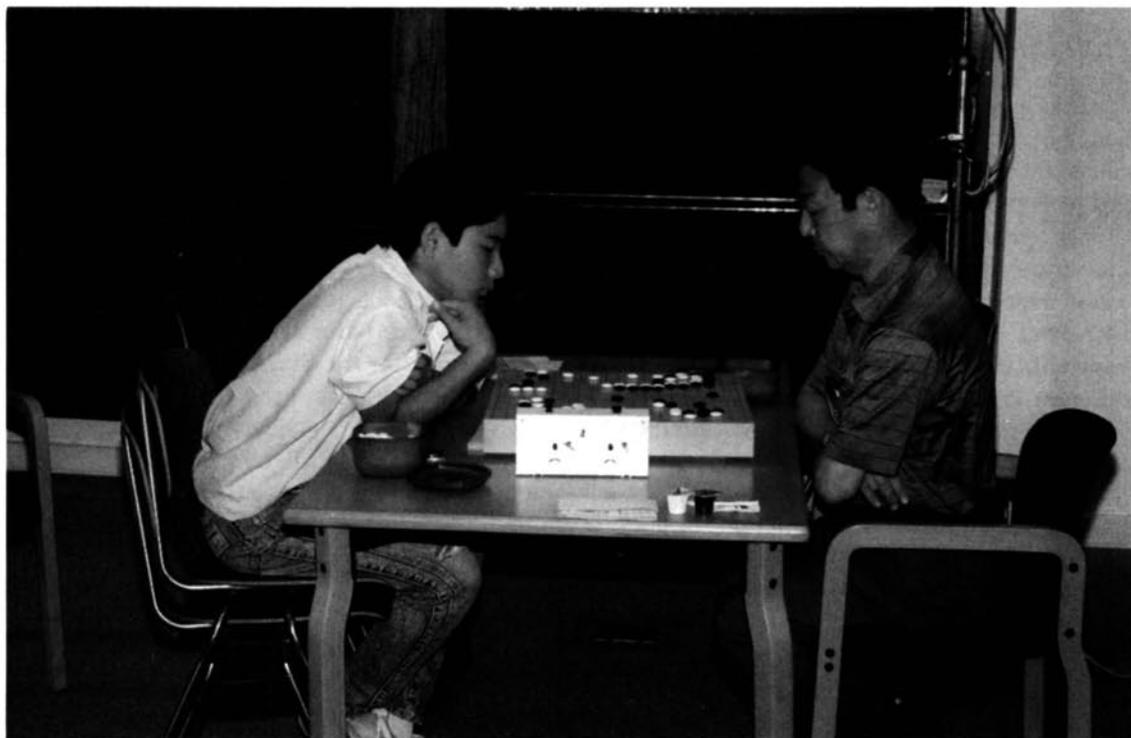
The congress was held at the University of Kent, high on a hill overlooking the city, which was a very pleasant location. Bed and breakfast student accommodation and self-catering houses were both available on campus at prices reasonable by British standards. It was only a short walk from the accommodation to the playing rooms in the Grimond Building and adjacent Drama Barn. The sun shone for virtually the whole fortnight and many players took the opportunity to play games outside or to relax on the grass. The sun

also benefited those who enjoy the open air and elected to camp nearby and none of the usual British camping weather was seen.



*Oriental guests visit the Mayor's residence.
(Photo by Tony Atkins)*

The sunshine made the day trip to Leeds Castle very enjoyable. Within hours of arrival, on every picnic bench and under every shady tree, go games were in progress. Never before has the ancient home of King Henry VIII resounded to the click of stones. Individually, excursions were made into the beautiful Kent countryside, to the coast at Dover, Margate and Whitstable, to London, and of course to Canterbury itself. An ancient city, it made a pleasant break from the go to wander the old streets or to reflect in the peacefulness of the cathedral. Also, there were chances to relax without leaving the congress site. There were two receptions, two barbecues, a recorder and crumhorn orchestra, the European Go Song Party, and various side tournaments in games other than go. The Liar Dice tournament was won by Jan Rüten-Budde from Germany, with second Nick Webber (GB). Shogi champion was Arend Von Oosten, the Dutch former European Shogi Champion, with second Thomas Heshe (D). Various prizes were awarded to Mike Charles, Per Kristiansen,



Matsutomo v. Miyakawa (Photo by H. Lee)

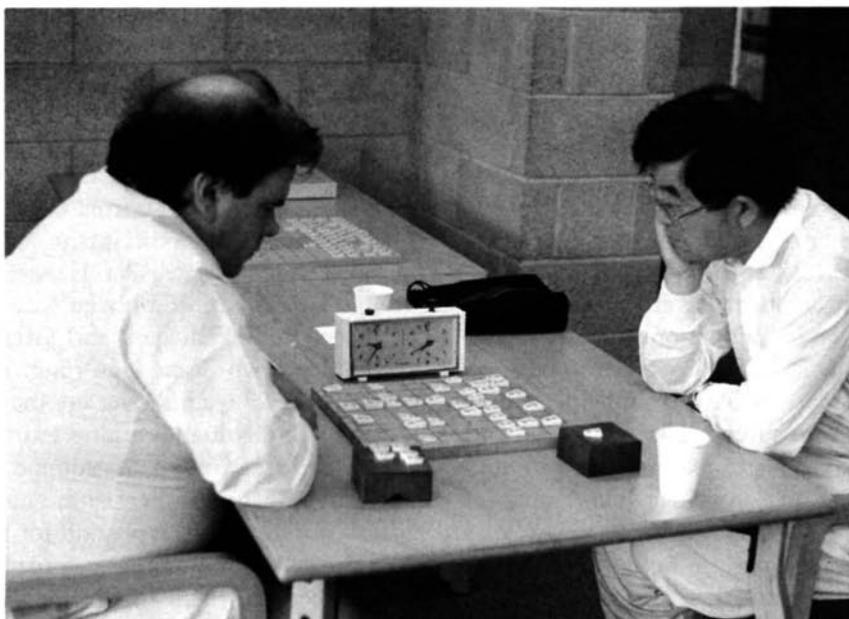
Vivienne Maire, Jaap Blom, Andrew Grant, and Alison Jones for skilful play at the card game called Pits or Struggling Upwards, and in what was only the seventh ever international Mornington Crescent Tournament the prize of a bottle of vodka was awarded to the Finnish team for playing the most Helsinkis!

In an eleventh-hour deal sponsorship was obtained from Hitachi. Dr. Shirasuka Motoki and Mr. Nakayama Yasuo from Hitachi Europe both were able to attend the opening ceremony, Dr. Shirasuka bringing along his young son, who is a very keen go player. We were pleased to have Dr. Shirasuka along again at the closing ceremony to present the enormous silver trophies to the winners. The British Go Association is very grateful to Hitachi for their help as it enabled all aspects of the congress to be developed to the full without incurring any financial worries. Thanks must go to the Asahi Shimbun Newspaper, the International Amateur Pair Go Organising Committee, JAL, and other minor sponsors for supporting various aspects of the congress. The opening ceremony was also graced by the presence of Nozaka Yasuo from the Japanese Embassy, and Wang Gui-Lin and Wang Xiao-Ning from the Chinese Embassy and his worship the Lord Mayor of Canterbury and the Lady Mayoress.

A goodly number of professionals attended the congress. Mr Shirae Haruhiko (7-dan) came with a tour party for a couple of days and whilst at the congress he played over 50 people in a simultaneous display, helped by his daughter only at the end. Miss Mito Yukari (1-dan) visited for one day, and also from the Nihon Ki-in came Nakayama Noriuki, newly promoted to 6-dan. Mr Nakayama enthralled those at the congress with his wit and relaxed style at teaching the game through lectures, teaching games, and analysis. He was even seen to play some shogi. Unfortunately, he had to return to Japan before the closing ceremony, so he missed the applause he deserved.

From the Kansai Ki-in came a tour party led by Mr. Shirakami Hisashi, who brought with him the professional player Mr. Inoue Shusaku (5-dan).

The congress was lucky in having no fewer than four Chinese pros, all 7-dan. Yuan Yun-sheng had previously been touring Germany and was joined by Tan Yanwu, who is a friend of Zhang Shutai, Liang Weitang, and Miss Feng Yun from the Chinese Go Federation in Beijing. They all worked very hard during the congress on analysis and simultaneous games, and treated the organisers and friends to a garden party at the end. It turned out that Yuan used to be a chef, so it was a successful party,



Nakayama Noriyuki plays some shogi with Tim Hazelden. (Photo by Tony Atkins)



Anna Hamelius of Sweden playing Sari Kohonen of Finland in the Weekend Tournament

which included teaching Miss Feng to play cricket.

Other successful pro activities were the pro-pro match, in which Yuan beat Inoue, and the commentaries on the top games broadcast to a lecture theatre by video link.

We had no Koreans this year apart from a reporter, Mr. Lee, who was very pleased with what he saw and enjoyed very much the visit to the Lord Mayor which was organised for the professionals, having being a mayor himself once. The Lord Mayor allowed Zhang Shutai to model the mayoral robes, and British Go Association President Alex Rix proved himself capable of blowing the mayoral trumpet.

A go teacher of a different kind was Bruce Wilcox. The British and American Go Associations had held a lottery for an Igo Dojo handheld computer to raise money to fly Bruce over from Hawaii. This turned out to be good value for money as his Instant Go lectures proved an instant success. His enthusiasm and charismatic style made learning go fun, and we recommend that you hear him if you get the chance.

Bruce also took part in the European Computer Go Championships. However, he was not so successful, with Nemesis coming almost last. Michael Reiss, the computer competition

organiser, proved to be the best (or luckiest) programmer, as his program Go 4.3 won ahead of Alfred Knopfle's Modgo and Robert Rehm's Progo. Goliath and Star of Poland were not present, so the competition was perhaps not as hard as normal.

The congress was notable for the large numbers of side events organised on spare days and in the evenings. The Europe-Asia match was won by the West 14.5 to 6.5, maybe boosted by the presence of some from west of the Atlantic in the European team. A 9x9 board tournament was won by Jorn Horn of Germany and a 13x13 board event was won by Christoph Gerlach, also from Germany. A multinational team consisting of Matthew Cocke/Viviene Maire/Ger Hanssen won the rengo contest, and Einhoven Reunited (Frank Janssen, Rudi Verhagen, and Geert Groenen) won the Town Team Lightning, proving the best of the 29 teams. Over another two evenings the individual lightning tournament was held, ending up with Matsutomo from Japan beating Martin Muller from Austria. Frank Janssen (NL) won the play-off for third. Prizes for the self-paired handicap tournament went to J. Allen (GB) and M. Torikka (SF), and for lightning to K. Giedrojz (Poland) and G. van Eeden (Holland). Club attendance prizes went

to Bremen and Manchester.

As usual the European Go Federation held its annual general meeting. Alan Held as president successfully chaired the meeting up until the point where the college porter threatened to turn the lights off and the meeting came to a hasty end. Business was finished two days later before a special constitution meeting. This too ran out of time but adjourned to the college common room where it continued until the early hours of the morning.

As usual the congress middle weekend was occupied by a five-round tournament. A large party of Japanese swelled the numbers, as did the main organisers, who were given a rest by a weekend crew taking over. Zhang Shutai, the 6-dan Chinese ophthalmologist from London, won the tournament, winning all his games. Second was a young Japanese student living in Paris, Miyakawa Wataru, and third was veteran David Schoffel from Germany. Thanks to the sponsors, generous prizes were awarded to all the 41 other prize winners. Of these three won all 5 games: K. Hartman (3-kyu, Germany), T Pfaff (3-kyu, Germany) and S. Backlund (4-kyu, Sweden).

We were very pleased to have Mrs. Taki and Miss Sato from the International Amateur

Pair Go Organising Committee join us for the second week. Miss Sato is a top amateur player and enjoyed a demonstration game against Alexei Lazarev, the European Champion 1991. The main reason for their presence was to support (very generously) the European Pair Go Championships. Thirty-two male-female pairs battled it out over three rounds to determine four teams to play a knockout. Prizes were generous and included three pairs of vases flown in especially from Japan. The winners, because of the handicapping system, were the young and low-graded Karsten Kraus and Daniela Trinks from Germany. Second were Mark Hall and Frauke Kuhn, third Christoph Gerlach and Sabine Collin, and fourth Andrew and Alison Jones.

The main European Championship was held over ten rounds spread throughout the fortnight. With 234 participants on one day, this became the largest ever British Tournament and the first European Championship to use the Canadian Overtime system.

During the first week there were a few upsets. Zhang lost a game to Giles van Eeden and Macfadyen lost to Lazarev and Eijkhout. Viktor Bogdanov lost too. Guo Juan was not present and so Lazarev shared the lead, un-



Outdoor play in the Weekend Tournament: Jaap Blom and Yvonne Roelof watch Paul Boogerd playing Tonny Claasen.

usually, with little-known Dutch 4-dan Geert Groenen. Geert then earned notice by shaving all his hair off as a result of a bet over his first week's results. Van Eeden was leading the group on four wins and made the most of his good start to end up fifth overall.

Last year's dominant Japanese, Mr. N. Kai, only played for one week this time and so space was available for some other Japanese to do well. The honour for this went to Mr. T Matsutomo and Mr. W. Miyakawa. As the players went into the last round these two were on 8 and 7 wins respectively, Lazarev was on 8, and Frank Janssen was on 7 wins.

Surprisingly, Lazarev lost to Egbert Rittner, Matsutomo lost to Zhang, and Miyakawa beat Janssen, so that there were three players on 8 wins, none of them European. Now Zhang was on a lower CUSS tie-break score, having lost his games early on, but the other two were tied. They remained tied for the purposes of the Grand Prix points, but it was decided that by having won their mutual game the 59-year-old Japanese businessman Matsutomo should be the Hitachi European Open Champion. Alexei Lazarev, the Russian 6-dan, was the highest-placed European and hence became the European Champion for the second year running.

Next placed were the Dutchmen van Eeden, Groenen, Janssen, and Eijkhout; Rittner was ninth and Bogdanov tenth (all with 7 wins). Of these, Groenen and van Eeden get to play off for a place in the Korean tournament in 1993. Players with 8 wins lower down were G. Belmans (7-kyu, Belgium) and R. Krajewski (7-kyu, Germany). All the dan players who won six or more were entered into a draw. The lucky ticket, drawn by seven-year-old Titus Stacey, was Enzo Burlini from Italy, who wins a trip by JAL to Japan.

Finally, the congress was over and the organisation team could pack up and go home for a rest. A measure of the success of the congress was the number of compliments from people as they left. Harold Lee, Alex Rix, Alison Jones, and Tony Atkins had all worked extremely hard, along with the huge team of other organisers, but were unable to agree with the comments that it was the best-run congress because of the heartache and panic that often set in at the office. Anyway, it was certainly the best European in Britain and on a par with the best in the rest of Europe and we all look forward to attending another successful congress in Prague in 1993.

(Report from Tony Atkins)



Pair Go winners and organizers: Sato Akiko, Mrs. Taki, Daniela Trinks, Karsten Kraus, Matthew Macfadyen, Kirsty Healey and daughter. (Photo by Tony Atkins)

Finland

The list of go clubs that follows incorporates some corrections and additions to last year's list.

Finnish Go Association

Chairman: Keijo Alho, Ilmarinkatu 10 B 24 SF-00100 Helsinki. Tel. (home) 358-0-441175, fax. 358-0-444869, (work) 358-0-4747696

Helsinki

Chairman: Matti Siivola, Rautkalliontie 4 B 24 SF-01360 Vantaa. Tel. (home) 358-0-8744283, (work) 358-0-4346609

Tuesdays 18.00–21.00 (September to May), at Itäkeskuksen nuorisotalo, Turunlinnantie 1, Helsinki

Lapinjärvi

Contact: Matias Roto, Lapinjärventie 24 B SF-07800 Lapinjärvi. Tel. (home) 358-15-60155, (work) 358-15-60032

Salo

Contact: Petri Pitkänen, Erkkilänkatu 9 as 1 SF-24280 Salo. Tel. (home) 358-24-333969, (work) 358-24-3061

Tampere

Contact: Veikko Lähdesmäki, Sudenkatu 7 B 14 SF-33530 Tampere. Tel. (home) 358-31-534265. Sundays 16:30–19:30, Cafe Picnic, Halituskatu 10, Tampere

Turku

Contact: Oliver Nebelung, Pulmussuontie 30 SF-20300 Turku. Tel. (home) 358-21-389310

France

The Summer Go Session

The main go event in France is the summer go session. It has been so for some years now. About 15 years ago there were only a few clubs in France, and go players used to meet in a few, rather big, tournaments. Now there are about 50 clubs all over the country and many small tournaments, so we are faced with (at least) two problems: in general, small clubs

have no strong players, and it's difficult for the players to improve their go strength; and when people meet in tournaments on a regional scale, with five rounds to play in a day and a half, they do not have much time left to communicate with each other.



Pierre Aroutcheff teaching at the Summer Go Session

The Summer Go Session is a (partial) answer to these problems. The session lasts two weeks, and every participant comes intending to stay at least for a week. We try to find an attractive place for non-players, as cheap as possible, so players can come with their families. For five years the session stayed in Sanilhac, in Ardeche. The increasing number of participants led us to move to Monteton last year, and to Arvieux in 1992. Arvieux is 1700 meters in altitude, and we found there, in late August, an atmosphere quite different from Sanilhac. A total of 220 persons attended the session, and up to 170 were present at the same time during the weekend. The main activity in the session is not tournament play, but simultaneous games with strong players and go courses given throughout the day by a team of go teachers, headed by Pierre Aroutcheff and Denis Feldmann. This year the team also included André Moussa, the perennial French champion, Farid Benmalek, just back from Tokyo where he was an insei, and



A little game amidst some grand scenery

Dominique Naddef, who is always working for the development of go. From absolute beginners to low dan players, everybody can organize his activities every day according to his level. Every year, players come from other European countries (Belgium, Germany, Italy, Netherlands, Switzerland), and this year some of them were pretty strong. For example, Robert Rehm (from the Netherlands) spent much of his time playing teaching games, and he stayed for two weeks; so did Malte Schuster (from Germany).

But some time is also devoted to tournaments. This year, first of all there was the French Youth Championship: 18 young players (under 18) selected from the nine regions of France by local tournaments were offered a one-week stay in Arvieux, to learn more and to compete for the youth championship. Jean-Yves Gourmond 2-dan won this championship, as expected. It was a welcome chance for those young players from all over the country to get to know each other, and to meet 'old' well-known strong players such as André Moussa, Jean Michel, Frédéric Donzet, and so on. The Women's Championship was also held in Arvieux, very tense as usual. Dominique Naddef finally won, but she had a hard time, despite the absence of Marie-Claire Chaine, who could not participate because of having a

baby. Helene Coulombe came second, thereby earning a place in the international women's championship. The competition for a place in the international pair-go championship was also very sharp; the winning pair was Monique Berreby and Denis Feldmann. All players could participate in the main tournament of the session: at most a game a day (registration every day), played where and when the two opponents agreed.

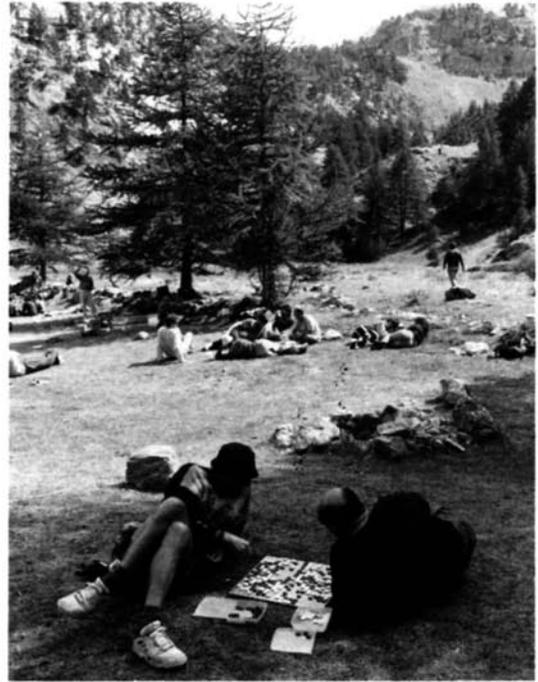


Denis Feldman



Rengo on a magnetic set (not really a portable one)

One notices that only one French championship was missing from Arvieux: *the* French Championship. It was held in Caen in October, and guess what? André Moussa is French Champion again!



Malte Schuster 5-dan of Germany (kneeling), Helene Coulombe (French representative at the 1992 WWAGC), and Pierre Aroutcheff watching Farid Benmalek (5-dan, back from Tokyo) and Jean Michel 5-dan studying some variations.

The summer go session is essential to maintain full contact between players of all levels, all ages and all regions. It is vital for French go, its development in each town, and its spread among young players who have few other opportunities to learn from strong players. And above all, the atmosphere is so friendly that most players don't mind spending a large part of their holiday there, with their family . . . so that the go universe in France is not so masculine, after all.

(Philippe Bizard, 2ème kyu)

(Photographs by Jean-Pierre Tavan)

Ireland

1992 was a quiet year for go in Ireland, with very little of note. Noel Mitchell won the Irish Championship and represented Ireland in the 14th WAGC. The winner of the Irish Open was T. Matsumoto 3-dan. Mr. Matsumoto is resident in Ireland and a great asset for the improvement of our stronger players.

The Irish Go Association was reconstituted this year after the departure of several of the officers over the last few years, and we are making an effort to reestablish inter-club leagues. Because the biggest club meets regularly along with a chess club, most new players have been chess converts. The lack of women players is a continuing problem, and we had to decline an invitation to the Women's World Amateur Go Championship because our only candidate declined.

For 1993 we are holding our first handicap tournament and plan to make an effort to host a European Grand Prix tournament.

(Report from Noel Mitchell)

Korea

Go in Korea has recently been undergoing an unprecedented boom. Inspired by the success of such stars as Cho Hun-hyun and Lee Chang-ho, Koreans have been taking up the game in record numbers, estimated now to total about 8 million (one-fifth of Korea's population). Many of these are children, who

take go lessons the way children elsewhere take piano lessons or practice martial arts. To meet the demand for instruction, go institutes have sprung up everywhere, and there are no fewer than five national tournaments for grade-school children alone.

The top events for Korean amateurs are the two newspaper-sponsored Kuksoo tournaments, because the winners represent Korea at the World Amateur Go Championship and World Women's Amateur Go Championship. The 1992 Amateur Kuksoo was Lee Yong-man, while the 1992 Women's Amateur Kuksoo was Yoon Young-sun, a 15-year-old middle-school student. Both took second place at their respective world amateur championships.

At the professional level, Korea now has two international tournaments: the Tongyang Securities Cup and the SBS Cup. In 1992 Lee Chang-ho won the 3rd Tongyang Securities Cup by defeating Rin Kaiho in a best-of-five final, and he has also reached the semifinal round of the 4th Tongyang Securities Cup, along with Cho Hun-hyun, Cho Chikun, and China's Nie Weiping. In between, Lee celebrated his 17th birthday. The SBS Cup is a lightning team elimination event for teams from Korea, Japan, and China. The 1st SBS Cup was won by the Korean team in 1992, with Seo Bong-soo defeating Nie Weiping in the final game.

Korean professionals also compete in 15 domestic tournaments. In 1992 Lee Chang-ho won seven of these, Cho Hun-hyun won six, and Seo Bong-soo and Yoo Chang-hyeok won one each.

(Report from Yoon Ki-hyun)

The Netherlands

A Chronicle of the Main Go Events in the Netherlands in 1992

The European Go Centre

In December 1991 the Nihon Ki-in decided to establish the European Go Centre in the Amsterdam suburb of Amstelveen. On January 20, with a fierce blow with the demolition hammer, Nagahara Sensei started the rebuilding activities. After a huge effort by the

Japanese construction company Obayashi, the new centre was ready on May 9th.

More than 150 guests attended the opening ceremony of the two-storey-high building. Founder Iwamoto Kaoru himself, together with the mayor of Amstelveen, officially opened the centre. After several speeches by prominent persons, including Iwamoto, Nagahara, the Amstelveen mayor, the Japanese Ambassador to the Netherlands, and finally EGF president Alan Held, all the guests drank a toast to the 'European Go Cultural Centre'. The ambassador of Japan emphasized in his speech the cultural aspect of the centre. For many years Japan exported economic goods, but imported cultural goods from the West, like baseball, golf, rock, and jazz. Now, finally, it was time to switch the direction of play.

A day later, on Sunday May 10th, the first tournament in the centre started. This knockout tournament was lavishly sponsored by Obayashi and attracted many strong European and Japanese players. But, as with many of the European tournaments lately, it was the Chinese who came out on top. Despite the handicap formula, the favourites qualified for the semifinals. Former pro and top favourite Guo Juan defeated Frédéric Donzet from France while Zhang Shutai, a Chinese ophthalmologist from London, beat Ronald Schlemper to make it an all-Chinese final. After an exciting struggle in which both sides had their chances, Guo Juan forfeited on time, thus making Zhang the first winner of the Obayashi Cup, which promises to be a yearly event. In the second group, for kyu-level players, Jos Koster (1-kyu, Amsterdam) beat Hans Mulder (1-kyu, Nijmegen) in the final.

The European Go Cultural Centre is slowly developing into a real go centre. In the four playing halls several go activities take place. At the end of May the 21st Amsterdam International Go Tournament was held, with 173 players taking part. In September the Amstelveen Go Club, with the modest name of 'Two Eyes', started with beginners courses and competition. Twice a week a go-cafe is held in the bar. On 9 and 10 September the first game of the Japanese Meijin title match was played in the Okura hotel in Amsterdam with live transmission to the go centre, where pros gave comments on the game and played teaching

games with the go players attending. The Dutch go magazine moved its office to the centre and the editors are planning to put out a European magazine or newsletter also. Five major go events are scheduled for 1993: in January the Dutch Go Championships, for the first time with side tournaments; around March the fourth European Ing Cup; in May the 22nd International Amsterdam Tournament; also the new European Fujitsu Finals and the 2nd Obayashi Cup. Besides tournaments, the Go Department of the centre developed several go courses to be given. To meet running costs, the four playing halls are commercially rented. Several bridge clubs have their home base in the centre and various Japanese courses are given. In October a shogi tournament took place.

Dutch Go Championship

On the weekends of 18 and 19 January and 1 and 2 February the finals of the Dutch Go Championships were held in Amsterdam. Ronald Schlemper took revenge for his surprising losses of last year to defending champion Frank Janssen and Gerald Westhoff and regained his title with an unbeaten record. Janssen had to be satisfied with taking third place with 6 wins out of 8 games. Westhoff came second by beating his brother Arend-Jan in the last round. He lost only to Schlemper. Schlemper will represent the Netherlands next year in the WAGC. We are very interested to see if he can do better than his third place in the 1991 WAGC. Next year former Chinese pro Guo Juan will be eligible to play in the finals of the Dutch Championship.

European Ing Cup

The EGF European Ing Cup is a yearly tournament for Europe's top players. Like last year it was held in Amsterdam. Guo Juan, Zhang Shutai, and several other big names showed up. Rob van Zeijst, a Dutch 6-dan, came over from Tokyo specially for this event. Not without reason, because after four wins each, he defeated Guo in round five. Unfortunately for him, he lost in the sixth and final round to Zhang Shutai. After the SOS points were counted it turned out that Guo Juan had won the tournament, with van Zeijst second and Zhang third. Ronald Schlemper lost in the

first round to Frank Janssen, who took fourth place with four wins, followed by Schlemper, Matthew Macfadyen (6-dan, GB), and Vladimir Danek (6-dan, Czechoslovakia).

The Dutch were not only on top in the main tournament, but also in the side tournament. Gilles van Eeden (5-dan) took first place, but had to share the prize money with Miyazaki Aki (5-dan, Japan) and Malte Schuster (5-dan, Germany), all with four wins out of five games.

Summing up

In the Grand Prix series Guo Juan once more won many tournaments and she ended on top in the final rankings. Frank Janssen failed to win a GP tournament, but still took fifth place in the overall rankings.

In the European Championship in Canterbury four Dutch players finished among the best ten, all with 7 wins from 10 games. Bad yose in his last game caused Janssen to miss the European title and qualification for the Tongyang Cup, the Korean World Championship. Geert Groenen was the revelation of the European Championship. As the result of a vow, he shaved his head bald after the first week of playing, because he was co-leader with Lazarev at that time. He ended up sharing the place of second best European with Gilles van Eeden, so a play-off later had to decide who will qualify as European contender in the Tongyang Cup. They took this challenge very seriously and decided to play a short match during the Tilburg tournament. Geert Groenen won 2-1. In Canterbury Michiel Eijkhout also won 7 games.

In the Netherlands Michiel Eijkhout won in Arnhem (1991), Malte Schuster from Germany in Groningen (1991), Robert Rehm in Rotterdam (1991), and Ad Kampwart in Heerlen. Anton Maas won a 'triathlon' in Tilburg, playing go, chess and bridge.

Mischa van der Leest became youth champion. Later in the year, during the Paris Easter tournament, he qualified for the world youth championship. Guo Juan won the GP Prague and also finished first in the go section of the games festival in Cannes (France). Groningen's first team surprised everyone at the Dutch team championship. They won all their matches.

Jos Vieveen won the go-gong tournament in Leiden. The formula is simple: every ten seconds a loud, slow 'ding-dong' announces the time to play. One must not play sooner or later. Great fun, picking fights without much time for reflection . . .

One week before the Ing Cup in Amsterdam, Rob van Zeijst had already surprised Guo in Nijmegen, where he defeated her for the first time. Janssen equaled his result at the WAGC of two years before. He just barely made the stage at the prize-giving ceremony by finishing 8th.

Shen Guanji won the Amsterdam GP. In the German GP Janssen defeated Guo in Hamburg, but Guo had a better CUSS score and won there. Janssen was second. Guo also won the Dutch open rapid-go title and the Warsaw GP. As a mere 2-dan in a tournament with the McMahon bar at 3-dan, Mark Willems won the British Go Congress. Niek van Diepen won the Kiel (Germany) tournament, Guo Juan won the Eindhoven tournament, Michiel Eijkhout won the qualifier's tournament for the Dutch Championship, Guo Juan beat Ronald Schlemper in the final of the Japanese Embassy tournament, Robert Rehm took first place at Groningen, Guo Juan won the Paris Meijin, and Filip Vanderstappen took Arnhem by storm, winning all his games.

Finally, the Dutch Go Association decided that Maastricht will host the 1994 European Congress.

(Report from Peter Dijkema and Rob Kok)

Russia

Below is a list of clubs belonging to the Russian Go Federation.

1. Kazan
Vasiliev Alexey, Kochetov Valery, 420045 P.B. 115
2. Moscow
Ryazanov Vladimir, 121374 P.B. 378
3. St-Petersburg
Frelich Eduard, 194223 Shvernik prospekt 16-77

4. Habarovsk
Leontiev Sergey, 680042 Izvestkovaya street
33-4
5. Habarovsk
Baryshev Sergey, 680015 Aksenova street
39-6
6. Nizhniy Novgorod
Zilberberg Victor, Poltavskaya street 2a-26
7. Izhevsk
Shevchenko Vladimir, 779026 Lenina street
156-52
8. Chelyabinsk
Kaydalov Vladimir, 454129 P.B. 7663, tel. 53-
51-97 (evening)
9. Sochy
Chaykovsky Leonid, 354068 Stroitelny
prospekt 1-52
10. Ecaterinburg
Guskova Irina, 620027 Cheluskincev street
60-199
11. Barnaul
Chelkogonov Vladimir, 650049 Inter-
nacionalnaya street 135-1
12. Rostov na Donu
Fest Vladimir, 344008 Stanislavskogo street
48/24-21
13. Tomsk
Bobulev Alexandr, 634029 Sovetskaya street
59
14. Yaroslavl
Homenchuk Victor, 150006 Korabelnaya
street 20-131
15. Almetyevsk
Volkov Evgeniy, 423400 Gagarina street 16-5
16. Perm
Ibragimov Magomed, 614034 Milchakova
street 15-18, tel. 33-09-26 (day)
17. Petrozavodsk
Bogdanov Victor, 185002 Anochina street

18-6-1

18. Dzerhinsk
Uspenskiy Sergey, 606029 Ziolkovsky street
34-118

South Africa

The South African Go Association was inaugurated on 17 October 1992. It would very much like to become a member of the international go-playing community. The Constitution framed by the Association makes it clear that there is no exclusion from the Association on the grounds of race, colour, creed, or gender.

Go has been played in South Africa on an organized and continuous basis since the early 1970s when two clubs were in existence. The Pretoria club later became defunct, but play continued in Johannesburg and also intermittently in Cape Town. We owe much to Mr Saichiro Murase and in particular to Mr Masahiro Ihaya, who guided our first steps. Today we have clubs in Cape Town and Johannesburg and a scattering of players in the rest of the country.

The Association hopes in the near future to become a member of the International Go Federation. Our contact address is:

The South African Go Association
P.O. Box 561
Parklands
Johannesburg
2121 Republic of South Africa

*(Adapted from a letter from Paul Edwards,
President)*

United Kingdom

Go in Britain in 1992

Although most go effort revolved around the European at Canterbury in 1992, there was growth in the number of regional tournaments, in tournament attendance and in membership. After many years the Birmingham

Tournament was resurrected in November 1991. Matthew Macfadyen beat off all the British and local Chinese opposition to take the first prize. A few weeks later the West Surrey Teaching Day was well attended, as was the handicap tournament the following day which was won by shodan Stuart Barthropp.

The first regional tournament of 1992 was a new event held at Furze Platt School near Maidenhead organised by the pupils themselves. Local player Jim Clare of Reading won the title. Wanstead Tournament was won by Des Cann, Oxford by Alex Rix, and Cambridge by Edmund Shaw. Coventry was won by Matthew Macfadyen, but visitors from abroad won several events during the year. Bracknell was won by Ulf Olsson from Sweden and Leicester by the Australian from Japan, John Power. The Edinburgh Club Tournament was won by local organiser Dave Keeble. The autumn season of tournaments started with Matthew Cocke winning his second Northern at the two-day tournament in Manchester. Milton Keynes was won by Des Cann.

Attendance at the New Year London Open was down this year. It was hoped this was because people were waiting for the summer before visiting England and not a reflection on the previous year's contretemps, Mr. Tan, the Chinese pro who was invited, could not come as he could not get a visa, but he attended the European instead. Geoff Kaniuk's new draw program performed admirably and there were no hold-ups apart from a delay in registration before the first round. There was plenty of time to relax, enjoy the Brazilian New Year's Party, play some cards or to listen to Neil Symes' twenty-verse ballad to the tune of Eskimo Nell on how he lost to Zhang in a previous tournament. In the go, Zhang won all his seven games, with Matthew Macfadyen topping the group on five. Next came Schoffel, Saifullin, Bogdanov, and Popov.

The British is normally the next most important tournament after London. In 1992 the venue was Derby Hall at the University of Nottingham. After the BGA's AGM, T. Mark Hall won the final of the lightning competition for the second year running, and then it was time for some rousing go songs. In the main tournament another visitor was adjudged winner. Mark Willems, a Dutch 2-dan, won five

games to end up ahead of Harold Lee and Des Cann on tie-break. Francis Roads was awarded the Terry Stacey trophy for the most wins over the previous twelve months.

The British Championship was won for 1991 by Matthew Macfadyen again; challenger Edmund Shaw was beaten three-nil. To choose the 1992 challenger nearly 30 players met at Covent Garden in May for the Candidates' Tournament. T. Mark Hall won all his games, but then could not play in the next stage, so the next four placed players went forward. Jim Barty, Alex Rix, Andrew Grant, and Alistair Wall met up three weeks later with Edmund Shaw, John Rickard, Harold Lee, and Piers Shepperson for the Challenger's League, this year in Coventry. Edmund Shaw won six of his seven games to become Challenger again, with Alex Rix and Des Cann in second place.

The British Youth Champion for 1992 was Sam Beaton from Furze Platt School, who was later promoted to shodan. Stowe School's Jason Cheng won the under-16 title and Adelberto Duarte from Brakenhale School won the under-14. Furze Platt continue to be the strongest school club, having won the Schools' Tournament at the end of 1991 and the 1992 Thames Valley League. At an under tens tournament at Coventry, Graham Brooks from Swindon was the winner.

The 1991 British representatives at the International Amateur Pair Go Tournament, Jim Barty and Sue Paterson, did not do so well in the 1992 qualifier. Matthew Macfadyen and Kirsty Healey won ahead of Andrew and Alison Jones. Kirsty Healey was the 1991 rep at the World Women's Amateur Go Tournament, as Alison Jones deferred to 1992. Alison Cross, however, won the 1992 British Women's ahead of Alison Jones.

International matches are flourishing amongst the London players. In the annual Anglo-Japanese match at the end of 1991, the British team won 53 to 31. In a new team match the London Japanese won with 28 wins to the Chinese players' 21 and the British players' 23. There were other matches between the British, the Japanese, and the Chinese, including the annual friendship match at the Battersea Park Japanese Festival; the British beat the Japanese this year.

Matthew Macfadyen was missing at most

British tournaments in 1992, as can be seen by the results, but he attended several abroad. He was the representative at the World Amateur in Tokyo and came a creditable fifth, equalling his previous best. He won at Gothenburg and the Volga boat trip, but failed to do well at Prague and the European. With his second at the London Open he scored enough points to be eighth in the Grand Prix.

Zhang Shutai, the ophthalmologist at London University, had a good year again. He won the Obayashi Cup in Amsterdam and the

European Weekend Tournament. He won Paris, London, and Milan, and with his third place at the European had enough points to be third in the Grand Prix.

The high point of 1992 was of course the Hitachi European Go Congress at Canterbury, which is reported elsewhere. This was very successful and was enjoyed by all who were there. It should provide a big boost for British Go in the coming year.

(Report from Tony Atkins)

Club List

(* Indicates recent change in information)

Aberdeen: R. Jones, 69 North Deeside Rd, Peterculter, Aberdeen AB1 0QL. Tel: 0224-732106.

Bath: P. Christie, 8 Gordon Rd, Widcombe, Bath. Tel: 0225-428995. Meets at The Rummer (downstairs) near Pultney Bridge, Wed 7.30pm.

Birmingham: R. Moore, 101 Nethercote Gardens, Solihull B90 1BH. Tel: 021-4305938. Meets in The Triangle (coffee bar), Holt Street, Gosta Green, Wed 7.15pm.

Bolton: S. Gratton, 525 Tootington Rd, Bury BL8 1UB. Tel: 061-761-3465. Meets Mon 7.30pm.

Bournemouth: N. Cleverly, 6 Swift Close, Creekmoor, Poole, Dorset BH17 7UZ. Tel: 0202-782553 (work). Meets at Parkstone Hotel, Station Rd, Parkstone, Tues 8pm.

Bracknell: C. Hendrie, ICL, LoveLace Road, Bracknell, Berks.

Bradford: G. Telfer, 29 Quaker Lane, Little Horton, Bradford BD5 9JL. Tel: 0274-573221. Meets at The Star, Westgate, Bradford 1, Wed 7.30pm.

Brakenhale School: F. Ellul, Brakenhale School, Rectory Lane, Bracknell, Berks RG12 4BA.

Bretby: M. Willett, British Coal, Technical Services & Research Executive, Ashby Rd, Burton-on-Trent, DE15 0QD. Tel: 0283-550500 (work). Meets Mon to Fri lunch-times.

Bristol: S. Flucker, 14 Hawthorn Way, Stoke Gifford BS12 6UP. Tel: 0272-693917. Meets in Seishinkan (Japan Arts Centre), 23-27 Jacob's Well Rd, Hotwells, Bristol, Tues 7.30pm.

Cambridge University & City: E. Ashfield, 11 de Freville Ct, Great Shelford, Cambridge, CB2 5LH. Tel: 0223-845316. Meets in Junior Parlour, Trinity College, Mon 7.30pm (term), University Centre, Mill Lane, 1st or 2nd Floor, South Lounge, Thurs 8pm.

Central London: S. Barthropp, 1, The Crescent, Weybridge, Surrey KT13 8EL. Tel: 0932-844572. Meets at IVC, 1-4 The Piazza, Covent Garden, Fri 6.30pm, Sat 3pm-7pm.

Cheltenham: D. Killen, 33 Broad Oak Way, Up Hatherley, Cheltenham, Gloucestershire. Tel: 0242-576524 (home). Meets various places, Thurs 7.30pm.

Chester: D. Kelly, Mount View, Knowle Lane, Buckley, Clwyd. Tel: 0244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

Culcheth High School: R. Bagot, 54 Massey Brook Ln, Lymm, Ches WA13 0PH

Edinburgh: J. Cook, 27 Marchburn Drive, Penicuik, Midlothian. Tel: 0968-73148. Meets at Postgrad Students' Union, 22 Buccleugh Place, Edinburgh, Wed 6.30pm.

Furze Platt School: S. Beaton, 36 Oaken Grove, Maidenhead, Berks. Tel: 0628-32295.

Glasgow: J. O'Donnell, Computing Science Dept, Glasgow University, Glasgow G12 8QQ.

Harwell: C. Clement, 15 Witan Way, Wantage, Oxon OX12 9EU. Tel: 0235-772262 (home), 0235-433917 (work). Meets at AERE Social Club, Tues noon till 2pm.

Hereford School: C. Spencer, 2 Crossways, How Caple, Hereford HR1 4TE. Tel: 098 986 625.

High Wycombe: F. Ellul, The Gables, High Street, Downley, High Wycombe, Bucks. HP13 5XJ. Tel: 0494-449081.

HP (Bristol): A. Seaborne, 11 Kimberley Cres, Bristol BS16 5AF. Tel: 0272-568758. Meets Wed.

Huddersfield: D. Giles, 83 Ashdene Drive, Crofton, Wakefield, Yorkshire WF4 1HF. Meets at the Huddersfield Sports Centre, on Tuesdays, 7pm.

Ipswich: V. Baldwin, 52 Heathfield, Martlesham Heath, Ipswich, Suffolk. IP5 7UB. Tel: 0473-623974. Meets at 1 Church Lane, Sproughton, Thurs 7.30pm

Isle of Man: D. Phillips, 4 Iydyne Ave, Onchan. Tel: 0624-612294. Meets 8pm, Mon: 116 Ballabrooie Dr, Douglas. Juniors: Mon 6.30pm, 16 Falkland Drive, Onchan.

Leamington: M. Macfadyen, 29 Milverton Crescent, Leamington. Tel: 0926-337919. Meets Thurs.

Leicester: E. Smithers (see p.2). Meets at Sixty-Six Club, Albion House, South Albion St, Leicester, Tues 7.30pm.

Maidenhead: I. Attwell, Northurst, Westmorland Rd, Maidenhead, Berks. Tel: 0628-76792. Meets various places, Fri 8pm.

Manchester: T. Barker, 7 Brocklehurst Ave, Bury. BL9 9AQ. Tel: 061-705-2040 (home). Meets at The King's Arms, Bloom Street, Salford, Thurs 7.30pm.

Melior: A. Rix, 11 Brent Way, Finchley, London N3 1AJ. Tel: 081-346-3303. Meets some Sundays. Non-smokers only. Please phone first.

Newcastle: J. Hall, 10 Avondale Court, Rectory Rd, Gosforth, Newcastle NE3 1XQ. Tel: 091-285-6786. Meets various places, Wed.

North London: D. Williams, 102 Regal Way, Harrow. 081-907-7252. Meets at Parish Church (behind Church, down steps), Church Row, Hampstead, Tues from 7pm to late.

North West London: K. Rapley, Lisheen, Wynnswick Rd, Seer Green, Bucks. Tel: 0494-675066 (home), 081-562-6614 (work). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

Norwich: A. Boddy, 2 Lime Tree Rd, Norwich NR2 2NF. Tel: 0603-58611 or 0603-505029. Meets Wed 7.30pm.

Nottingham: A. Dilks, 34 Little Hollies, Forest Town, Mansfield, Notts NG19 0EB. Tel: 0623-25351.

Open University: F. Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes. Tel: 0908-315342. Meets in Common Room, Thurs 7.30pm.

Oxford City: N. Wedd, Sunnybrook, 37 North Hinksey Village OX2 0NA. Tel: 0865-247403. Meets Mon 8pm.

Oxford University: H. Huggett, Merton College. Meets in St. Edmund's Hall, Wed 7.30pm, and King's Arms, Sun 8pm (in term time).

* Preston: Colin Adams. Tel: 0772-204388. Meets at Gaston's, Avenham Rd, Wed 8pm.

Ravenscroft School (Bath): H. Alexander, Flat 2, Bathford Manor, Manor Drive, Bathford, Avon.

Reading: J. Clare, 32-28 Granville Rd, Reading, Berks. RG3 3QE. Tel: 0734-507319 (home), 693131 (work). Meets at ICL (Reading) Club, 53 Blgrave St, Reading, Tues 6.30pm.

Saltcoats: D. Tomelty, 43 Barrie Tce, Ardrrossan, Ayrshire KA22 8AZ. Tel: 0294-601816. Meets at Argyle Community Centre, Campbell Ave, Saltcoats, Mon & Wed 7pm.

* Shrewsbury: B. Timmins, The Hollies, Wollerton, Market Drayton, Shrops. TF9 3LY. Tel: 0630-84292. Meets at above address Fri from 7pm.

South Cotswold: M. Lock, 37 High Street, Wickwar GL12 8NP. Tel: 0454-294461. Meets at Butthay Inn, Wickwar, Mon 7.30pm.

Stevenage: J. Allen, 5 Greenways, Stevenage, Herts SG1 3TE. Tel: 0438-729100 (home), 726161x8203 (work). Meets at Marquis of Lorne, High St, Stevenage Old Town, Wed 7pm.

Stowe School: A. Eve, 17 St Peter's Rd, Brackley, Northants. NN13 5DB. Tel: 0280-704561.

* Swindon: P. Barnard, 16 Braemar Close, Swindon SN3 1HY. Tel: 0793-432856. Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Wed 7.30pm.

* Teesside: S. Shiu, 17 Junction Rd, Norton, Stockton, Cleveland TS20 1PH. Tel: 0642-534905 (home), -522153 (work). Meets various places, Wed.

Wanstead & East London: Alison Jones, 11 Briarview Ct, Handsworth Ave, Highams Park, London E4 9PQ. Tel: 081-527-9846. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

West Surrey: C. Williams, 70 Greenhill Way, Farnham, Surrey. Tel: 0252-727306. Meets various places, Mon.

* West Wales: J. Hampton, 4 Williams Buildings, The Rock, Barmouth, Gwynedd LL42 1BW. Tel:- Barmouth: D. Hone, 0341-281 291, Machynlleth: C. Blaiklock, 0654-761570. Meets upstairs, Tal-y-Don pub, Barmouth, Mon 7pm.

Worcester & Malvern: E. Blockley, 27 Laugharne Rd, Worcester WR2 5LP. Tel: 0905-420908. Wed 7.30pm.

* Worthing: S. Newport, 70 Northcourt Rd, Worthing BN14 7DT. Tel: 0903-237767. Meets at The Cricketers, Broadwater, Tues from 7pm.

York: A. Wood, Dept of Computer Science, University of York, YO1 5DD. Tel: 0904-706959 (home), -432776 (work). Meets mainly Thursday evenings.

* Ireland: Collegians Go Club. J. Gibson, tel: 908779. Meets in Pembroke Lounge, Lr. Pembroke St, Dublin 2, Wed 8.30pm.

The Year In US Go

by Roy Laird

1992 was another year of steady improvement for go in the US. The annual Congress was a big success; major tournaments like the Fujitsu Elimination, the Ing Cup, the Amateur Meijin, and the US Open went smoothly and were enjoyable to all. AGA membership and tournament attendance both grew at respectable rates, especially the dozens of smaller tournaments that are proliferating around the country. Steps were taken toward the formation of a national circuit, similar to the European Grand Prix. A trend toward small-group instruction and workshops with resident professionals grew stronger. It was also a year of transition, with the selection of a new President.

This was also a year of special honor for American go, when we were privileged to host the World Youth Wei-ch'i Championship, the first major international tournament to be held in the US.

World Youth Wei-ch'i Championship Comes to the US

The Ninth World Youth Wei-ch'i Cham-

pionship was held in San Jose, California, from August 12 through August 18, 1992. Twenty-eight representatives from 14 countries played in this year's event. For a few of the players, getting there was a more difficult problem than any they would face on the board. Milos Bojanich from the former Yugoslavia had to leave his country by land and make his way to Switzerland before traveling by air to the tournament. His visa application was tenuous, but by camping out overnight he persuaded State Dept. officials to let him in. Daniil Matveev and Andrei Tulkov also had considerable difficulties leaving Russia. But in the end each invitee arrived safely.

The opening ceremony was attended by a number of local mayors and civic leaders. Proclamations were made on behalf of local government as well as the California State Assembly, California Governor Pete Wilson, Democratic Presidential Candidate Bill Clinton, and President Bush. Apple Computer, which loaned six computers to the organizing committee for desktop publishing and producing tournament game records, presented T-shirts to all of the event participants.



The side tournament at the WYWC attracted more than 30 players.

This year may have seen the strongest field of players in the history of the tournament. They were led by Zhou Heyang 3-dan of China. Zhou, at age 16, is thought by many to be the next rising star on the international professional go scene. He has already defeated a pro 9-dan player in a regular tournament in China. One of his earlier teachers, Huyang Jinxian 6-dan, stopped in San Francisco on his way to the Go Congress and said that he can no longer win against Zhou. In fact, our own Zhujiu Jiang 9-dan said that he would have to be 'very careful' in playing Zhou!

The youngest member of the tournament, in the Junior Division, was nine-year-old Lee Se Dol 4-dan of Korea. Lee was well known to our local Korean players from articles in Korean go magazines. He was undefeated in the first five qualifying rounds, but slipped to 11-year-old Lin Chih-han 6-dan of Taiwan, in the final match. Another junior player of renown was ten-year-old Bi Wei of China. Bi arrived at the tournament with a fever and had to visit a hospital emergency room on the first night. He spent most of his time nursing his illness during the week, but his brief appearances left him in second place after the qualifying rounds.

This year's American representatives were Yuan Zhou 6-dan of Maryland who is the current United States Eastern Regional Champion, and David Zeng 3-dan. David, who is a chess master as well, also represented New Mexico this year in an exchange tour of track stars to China. Yuan started the tournament strongly by defeating Toyoda Toru 6-dan of Japan. His final score was 3-2, losing only to the top two players Zhou Heyang and Chou Chun-hsun 6-dan of Taiwan. However, he missed qualifying for the final four by one point on tie breakers. Because the Senior section had an odd number of players this year, the organizers were required to provide a local player to round out the field to 16. Sixteen-year-old Joey Hung 6-dan of the San Francisco Go Club entered the tournament as an alternate and became the first United States player to enter the final four since Janice Kim's second-place finish in the second youth championship.

The final day of the tournament was a grand festival of go with the finals of the

Senior and Junior Divisions, a friendship tournament matching local players and visitors against the remaining youth participants, and a special local youth tournament arranged by Ishi Press. Ishi Press also presented T-shirts to all of the participants of the World Youth Championship.

Zhujiu Jiang 9-dan provided commentary during the final match between Zhou Heyang and Chou Chun-hsun, which was transmitted by video from the playing area into an adjoining room for onlookers. In the Senior Division the final four standings were: Zhou Heyang 3-dan (China) champion, Chou Chun-hsun 6-dan (Taiwan) 2nd, Toyoda Toru 6-dan (Japan) 3rd, and Joey Hung 6-dan 4th. In the Junior the final four standings were: Lin Chih-han 6-dan (Taiwan) champion, Lee Se Dol 4-dan (Korea) 2nd, Bi Wei (China) 3rd, and Lin Cheng Yuan 3-dan (Hong Kong) 4th.

The AGA is extremely grateful to the numerous sponsors who made this event possible, including Apple Computer, Hewlett-Packard, Octus, H. S. Dakin Company, Tandem Computers, the San Jose Mercury News, the Wells Fargo Bank, and above all the Ing Chang-Ki Wei-ch'i Educational Foundation in Taiwan, which conceived this event in 1984 and has been its primary sponsor each year since then. A lot of the credit for this event goes to Western AGA VP Ernest Brown, for realizing a dream begotten when he attended the WYWC as a guest official several years ago. Special thanks also go to TD Mike Bull, Tommy Shwe for pulling together an impressive level of community support and sponsorship, and handicap tournament director Anton Dovydaitis. Everyone who attended was swept away by the eager energy of these youngsters who made friends easily, played hard, and learned a bit about what a big place the world is.

Pro Clinics

This year Zhujiu Jiang, the superstar 9-dan Chinese pro who now resides in San Francisco, moved ahead quickly on his goal of becoming an American teaching pro, conducting a workshop in Cleveland May 20-25 at the Brookpark Quality Inn, owned by Robert Chu 5-dan, the workshop's host. Despite the lack of



Mr. Jiang tries to make life at his lively Cleveland workshop.

amenities (especially compared to Hollyhock), 23 participants attended from all over the country, including two from Canada. Playing strength ranged from 5-dan to 14-kyu. AGA Membership Secretary Chris Garlock reports:

'Each morning we participants played a tournament game. After lunch, game analysis began and continued until every game had been reviewed. Evenings were given over to further game analysis and "casual" games.

'By the time a go player's head touched the pillow each night, it had been filled with up to four hours of intense go-playing and as much as six hours of game analysis. Thus, by the third day, the daily schedule was headed, simply: "Jujo's Bootcamp".

'Game analysis was the most-anticipated, and most-feared, part of the day: your best moves were shown to be outright blunders at worst, happy accidents at best. Dan-level players made kyu-level errors and kyu players misread basic sequences. We quickly came to expect Jujo's simple, yet damning question: "Why did you play here?" Often, of course, no matter how strong the player, the answer would come: "I couldn't think of anyplace else to play."

'While Jujo was always a paragon of civility and respect for the hapless players whose game was being dissected, the rest of the workshop participants were only too happy to point out egregious blunders and outright stupidity, knowing full well that their turn would come. Ultimately, this was perhaps the greatest strength of the workshop. After hours of merciless analysis and good-natured ribbing, we were forced to give up egotistical attachment to our moves, seeing them instead in the cold, harsh light of go logic.

'When, like raw recruits, we had been stripped of our bad go habits, we could begin to rebuild ourselves with good thinking. This is another of Jujo's basic lessons: record not just the game moves, but the thinking behind each move. After the game, ask your opponents why they played as they did. "Try to understand your own thinking, and after ten or 20 games you will see improvement." Studying life and death problems is also a must, according to Jujo, who says, "It develops good habits: how to find the best move, and always to expect the best move from your opponent." In studying professional games, Jujo recommends looking for ideas. "It's not important to understand the moves; instead, try to



Joel Sanet (left) and Roy Langston on the porch of the dining hall at Hollyhock Farm.

pick up some of the professional's good thinking."

'A terrific sense of community and shared experience developed quickly in this hothouse atmosphere, leavened by the ever-present warped go-player sense of humor. On Sunday, Jujo was 40 moves into analysis of a workshop game — with which he had been miraculously unable to find much fault — when he stopped dead, scratched his head, and said "I know this game!" and correctly identified it as a game between Korea's Seo Bong-soo and China's Nie Weiping. Appropriately for the future of American go, the winner of the Workshop tournament was Charles French, 5-kyu, who improved his provisional rating the most. His prize was a set of go stones and the opportunity to play Mr. Jiang, who also played Mr. Chu, at the insistence of the rest of the players. Mr. Chu was presented with a tape from Mr. Jiang's Chinese TV show, to help Mr. Chu understand Mr. Jiang's good thinking. Mr. Jiang also presented Canada's Margaret Simpson with a set of Chinese go stones for the games museum where she works.

"The final lesson of the workshop was that there are no secrets to improving at go: study, study and then study some more. The ques-

tion, of course, is how and what to study. The answer is in the hands of America's teaching professional go players, who deserve our full support and thanks.'

Later in the year (just before the US Go Congress), Jim Kerwin conducted a weeklong instructional go retreat at Hollyhock Farm on Cortes Island off the coast of British Columbia, as he has for the past several years; attendance increased 50% from last year.

US Go Congress

The Eighth US Go Congress was held from August 1-9 at Willamette University in Salem, Oregon. With 218 participants in the first week-long US Open, an exciting 2nd Ing Cup tournament featuring 16 of America's strongest players, and a nonstop festival of special events throughout the week, it was a great success. The setting itself was beautiful and conveniently situated. The playing area and dorms surrounded a large, lovely green which was often filled with enthusiastic soccer-playing go players. A brook meandering through the campus and a lovely garden just across a bridge offered players the perfect venue for

quiet contemplation between rounds. A mother duck and her ducklings paraded about in search of food, often approaching within arm's reach. But while the wildlife was tame, the games in the major tournaments were wild and hard-fought.

The Second North American Ing Cup Tournament: Kim vs. Kim

Conducted by TD Chris Kirschner under Ing's SST Laws of Wei-ch'i (see *The Go Player's Almanac*, pp. 247–251), this 16-player Swiss-style tournament was the centerpiece of the Congress. Players in this event were chosen based on their standing in the AGA rating system. With \$10,000 in prizes at stake, play on the top boards became more and more tense as the players approached the final round, which pitted Dae Yol Kim of New York against Woo Jin Kim of Los Angeles, a complicated and hard-fought game that ended in Dae Yol's favor.

The US Open

The first-ever week-long US Open was run by TD Bill Camp as a six-round Swiss-McMahon, with one round per day played each morning. Timed at 90 minutes per player, most people were finished by lunchtime and ready to enjoy a full schedule of pro events and lectures in the afternoon. In fact, many people were able to attend the daily 'debriefing' at 11:00, where pros were available to analyze the morning's games.

The winner of the US Open was Woo Jin Kim of California who will represent the US in the 1993 World Amateur Go Championship; he also placed second in the Ing Cup. Yong Wei Peng was selected as the US representative to the World Women's Amateur Go Championship in November (she placed sixth).

The Pairs Championship Playoff

In the first formal Pairs Elimination tournament in the US, Thomas Hsiang 6-dan (Rochester) and Judy Schwabe 2-dan (Cleveland) teamed up to defeat favorites Zhi-li Peng 6-dan and his wife Yong Wei 4-dan (New York). Other top teams included Ned

Phipps 6-dan and his wife Joanne 3-dan (Berkeley), and Ron Snyder 6-dan (New York) teamed with last year's female team rep Debbie Siemon 3-dan (Atlanta). In addition to the top four boards, 12 additional male/female teams played a handicap tournament based on the average rank of the team. This event was so popular — and so much fun! — that it may stretch to two nights next year.

Side Tournaments

Friendship Matches: A series of informal international friendship matches among teams from various nations was conducted each day in the late afternoon by organizer Jeff Horn. In addition, the yearly US–Korea Friendship Baduk Tournament was conducted on Thursday and Friday. Roy Laird recruited the strongest players he could find for the American side, but the Korean team, recruited by Sam Jho Chun pro 7-dan, included Korean resident Dr. Kyung, who played for Korea in Denver two years ago, and some fierce Korean-American players: Jung Ho Lim, Kwang Choi, Jason Kim, Andrew Cho, Jasung Lee and Jung Hoon Lee. Out of ten matches, only Michael Simon 5-dan (New York) and Ned Phipps 6-dan (California) were able to score victories for the American side.

Lightning Tournament: 54 players entered this year's Lightning Tournament, directed on Monday night by Phil Straus. Players were grouped into tables of six players of similar strength and played a round robin of five games, followed by a playoff among table winners on Tuesday. This is always a popular event; players who couldn't get in were disappointed. Play was suspended for half an hour when Mr. Jiang expressed an interest in playing some lightning go. After playing a 5-dan at five stones and winning easily, the handicap was upped to six stones. When Mr. Jiang lost, he complained that TD Phil Straus had not warned him that his group was in danger!

Self-Paired Handicap: A self-paired handicap tournament runs throughout each Congress. Any two players within 9 stones of each other can play and record their results. With an extra day's playing time, a few of this year's par-

ticipants logged over 40 games.

The 'Day Off': For the second year, a one-day tournament was conducted on Wednesday, the traditional day off. Sixty-eight players enrolled in the event, directed by Tom Moore. As more and more of them dropped out to take lessons from the pros or play casual or self-paired handicap games, many others took the chance to enjoy the spectacular scenery that awaited them in any direction.

Crazy Go: Along with the usual fare of blindfold team go, three-player go, large-board go, small-board go and so on, a new event made its debut: four-player go. Frank Berkenkotter brought two sets of stones painted red and gold which appeared at the nightly party from Tuesday onward and drew the attention of many players. Several remarked that the shifting alliances led to the need for negotiations, pacts and treaties, making this version of go similar to the board game Diplomacy.

The Pros Who Taught Us

Ten professionals attended the Congress this year, five from overseas and five who reside in the US. Foreign visitors were:

YOSHINORI KANO 9-dan, the author of the four-volume *Graded Go Problems For Beginners*, available in English from Ishi Press, represented the Nihon Ki-in.

SEIDO OTA 9-dan represented the Kansai Ki-in.

SAM JHO CHUN 7-dan, founder of the US-Korea Friendship Baduk Tournament and the only professional to have attended all eight US Go Congresses, represented the Han Kuk Kiwon. After the Congress he conducted a teaching tour of the US and Canada, as he has each year.

XIN-XIAN HUANG 6-dan, the top player and chief organizer of go in Henan, central China, represented the China Weiqi Association.

YE-MING HUA 6-Dan, one of China's top

woman players, also represented the China Weiqi Association

Five US-resident pros attended the Congress:

ZHU-JIU JIANG 9-dan (China) (also known as Jujo), San Francisco

Mr. Jiang has been living in the Bay Area for almost two years now, building up a practice as a teacher. He arranged a week-long clinic in Cleveland in May and, in addition to teaching in person and by computer, sells a series of instructional tapes. He is planning a regular subscription newsletter. Mr. Jiang's friendly and playful attitude made him a popular figure as, in addition to his Congress activities and private lessons, he played soccer by day and cards by night with participants.

YI-LUN YANG 6-dan (China), Los Angeles

Mr. Yang has been building a national following as the American Go Institute's instructor since 1986, and his many students flocked to him for advice and lessons throughout the Congress, along with many neophytes who discovered his masterly teaching ability through attending the small-group lessons he scheduled throughout the week for players of various levels.

XIAN-XIAN QIN 5-dan (China), New Jersey Ms. Qin also attended last year's event in Rochester, shortly after moving to the US. In China, she was nationally known as a TV game commentator. At the Congress, she played a full schedule of 10-on-1 and 3-on-1 simultaneous events, and became known as a woman to fear and respect over the go board.

JANICE KIM 1-dan (Korea), New York

Ms. Kim, the resident instructor at the New York Go Institute, played a full exhibition schedule of ten games at a time and gave lectures and private lessons throughout the week.

JAMES KERWIN 1-dan (Japan), Minneapolis

Mr. Kerwin, the only Japanese-certified pro living in the US, arrived at the Congress directly from a week of instruction at the an-

nual retreat he conducts at Hollyhock Farms on Cortez Island off the western coast of Canada. His direct, humorous and easy-to-grasp comments made him a hit at the opening lecture and throughout the week.

On top of the usual menu of simultaneous play and lectures, for the second year a series of small group 'clinics' were organized. In these clinics a fixed group of strong amateurs met with a series of professionals each afternoon for game analysis. This popular feature was highly praised by the pros as a good instructional format, and it will be expanded at next year's Congress.

In addition, top amateurs were given the opportunity to schedule simultaneous play against weaker players. Many top players volunteered, and there were plenty of weaker players to accommodate them. This feature will also be greatly expanded next year.

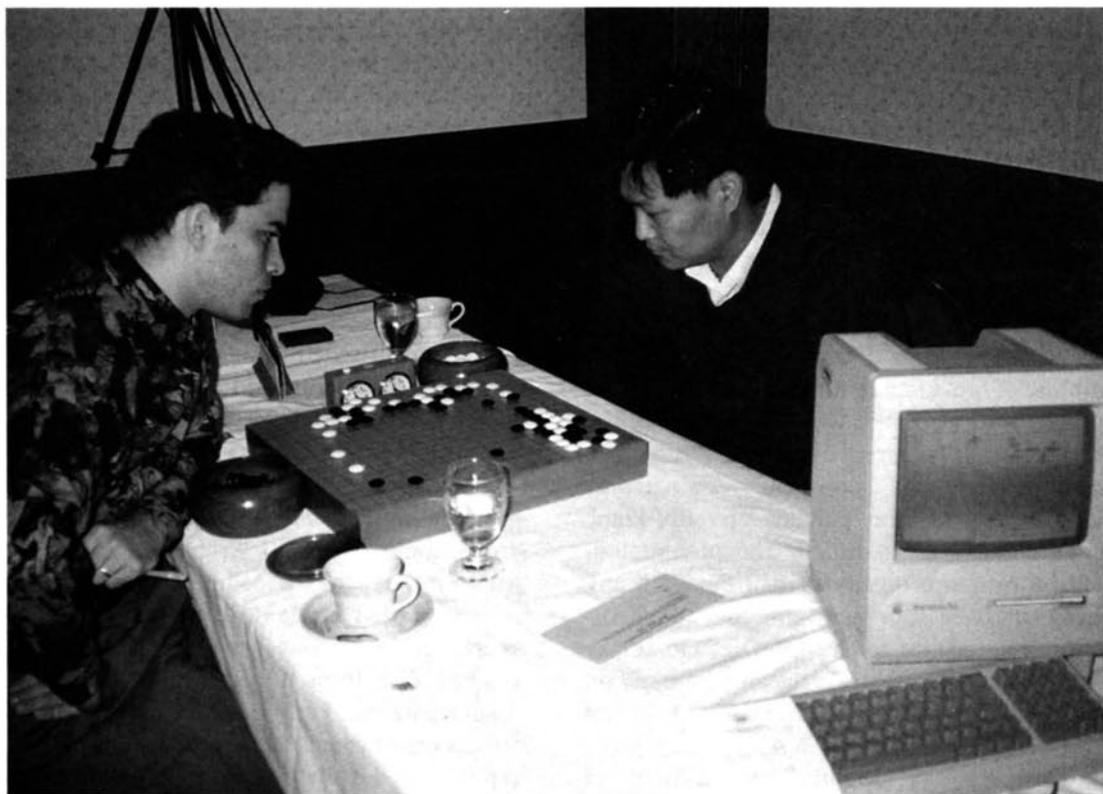
Grand Finale

On Saturday afternoon, it seemed as if every Congress participant had gathered in the downstairs auditorium, while Zhu-jiu Jiang and Janice Kim met upstairs over a go board. Their game was transmitted by closed circuit TV to the gathered go fans, who stayed after the game was finished to hear the pros analyze it themselves.

At the banquet closing festivities, Congress Director Jean DeMaiffe introduced her team of helpers: Registrar Ira Smith; Treasurer Pat Tibbetts Blair; and Doug Haning, Gregory Kern, Brian Willis, and Matt Blair. The next day players headed homeward, newly inspired by the week of comradeship, play and study, with dreams of next year's Congress at Mount Holyoke, Massachusetts.

The 1992 North American Fujitsu

As the year drew to a close, the exciting 1992 North American Fujitsu Cup Playoff was organized in New York by New York Go In-



Michael Redmond v. Jimmy Cha in the Fujitsu Cup (photo by Bob High)

stitute President Michael Simon. Michael Redmond defeated Jimmy Cha for the third straight year, bringing their total record in this event to 3-2 in Michael's favor. Ned Phipps, who has repeatedly distinguished himself in this tournament, was the only seeded player to hold his seed for next year, by finishing third. In the final round he faced and prevailed over Dae Yol Kim, this year's Ing Cup Champion. Mr. Kim, meanwhile, had defeated both Jim Kerwin and Janice Kim before losing to Cha in the third round. Phipps was his first amateur opponent in the tournament! Woo Jin Kim of Los Angeles, who finished 5th, has been having a great year. He is the current US Champion and WAGC contender, and finished second in this year's Ing Cup. Janice Kim's fourth-place finish also seeds her for next year.

Yuan Zhou, the 17-year-old from Maryland who went 3-2 for the US in this year's WYWC in San Francisco, won two games against strong competitors.

NovaNet GO PROJECT

NovaNet (formerly Plato) is a computer-aided learning system that is installed in schools nationwide. The system features over 20,000 hours of instruction stored on a mainframe and delivered over phone lines and InterNet to a special terminal program that runs on a variety of software. The terminal program features color graphics, mouse, and sound support. The system is very easy to use, as it was targeted for use by grade school kids. High schools, colleges, and industry use this system as well for a total of over 3,000 terminals. A go-instruction program is being written for this system. It will incorporate the IGO tutorial prepared by Roger White. The main program will allow inter-terminal play with observers. Time, playing strength, komi, and handicap are handled. The presentation will be near the quality of Ishi Press's Many Faces Of Go, with a messaging and commenting system similar to the InterNet Go Server (IGS). The intent is to create an electronic go club where players can meet, play, and discuss go.

This project is supported by the American Go Foundation and is scheduled to be running by October 1992. For more information,

contact Dietrich Schussel at:
dschusch.mdhc@ms.gate.mdhc.mdc.com
(InterNet).

IGS can handle over 250 visitors at a time; currently one can expect 60-70 players at peak times. While most players were initially from the US, European and Asian players have been joining in. Even pros, including Yoshio Ishida 9-dan (whose nickname, oddly enough, is 'The Computer') have been known to drop in. The club has certain advantages over physical clubs. One can play at home (or work), so one doesn't lose time getting there, and one can keep half an eye on your kids or your work (type Ctrl-B when the boss comes by to get back to work). Any number of people can effortlessly kibitz an exciting game without interfering with the players; players themselves can even make side comments to electronic onlookers. After a game, one can get a file with all moves and onlooker comments. And it's cheap, once one has a connection with the Internet, available at most universities, many research institutions, and some private firms. Documentation about IGS and its 'client programs' user interfaces that allow one to play with a proper, if virtual, board and stones (rather than the X's and O's of the 'raw' server) are available through 'ftp', the file transfer program, at ftp.u.washington.edu, directory public/go. The same source provides an archive of articles about go, go programs, and a collection of game records.

Go in Politics and Business

In January, President Bush had just returned from a trip to Japan to complain about Japanese trade practices. The problem with his visit, according to the New York Times, was that he doesn't know how to play go! On January 6, 1992, in Topics Of The Times, they noted that 'Prof. Dave Weimer of Rochester teaches a college course on go,' referring to an article on Weimer that had appeared in the Sunday Times the previous September. Go, they noted, departs from the 'Clausewitzian' view of warfare that characterizes other games such as chess: 'go for the capital and destroy everything along the way.' In go, 'the full benefits of a move may not be realized until some time later.' Expressing the

view that President Bush had focused too narrowly on short-term gain in the talks, they advised him to play go instead.

In April, President Bush received the winners of the US Academic Decathlon, a scholastic competition for high schoolers, in the White House Rose Garden. Among the winners was a 16-year-old from Whitney Young Magnet High School in Chicago, who seized the opportunity to present Mr. Bush with a go set, a couple of introductory books, an issue of *Go World* and a copy of the *New York Times* editorial. To date, we have received no inquiries from the White House as to where players can be found in the Washington area. Perhaps the Clinton Administration will show more interest — after all, Al Gore's name permutes to 'Real Go'!

The October 26 issue of *Business Week* featured a cover story on 'The Best Business Schools', in which some innovative strategies for preparing students are described. The author noted that James G. Clawsen, an associate professor at the University of Virginia's Darden School, is 'trying to help our students think in non-traditional, non-Western ways,' by teaching them go. A picture on page 66 shows students observing a game in which the players, judging from the position, are not beginners. The article points out that strategic case studies on Honda, Matsushita and other Japanese companies 'illustrate go kind of thinking.' While we have not discerned much interest in go on President Bush's part, there appears to be hope for President-Elect Bill Clinton. In August he sent a personal letter of congratulations to WYWC Championship organizer Ernest Brown in San Francisco.

We hope that go will continue to serve as a bridge to the East in the coming year, and become more popular in the West as a result.

High Office

Membership Secretary Bob High was elected as the AGA's new President, and took office on January 1, 1993. He had been in office only eight days when he died in a tragic white-water rafting accident in Chile. (See obituary below) High was perhaps the AGA's most energetic organizer, with go-playing

friends all over the world. This loss is a severe blow to all who knew him, and to many lovers of go who never met him.

Reported by Bob High, Chris Garlock, Dietrich Schussel, Ernest Brown, Barbara Calhoun, and others.

Robert Gordon High 1946–1993



Bob High, the AGA's former Membership Secretary who took office as President on January 1, was killed in a rafting accident in Chile on January 8. An enthusiastic and experienced white water rafter, High was part of the first commercial expedition ever to attempt the Futaleufu River when the raft he was on overturned. A woman on the raft also drowned.

High was born and raised in Oakland, California, and attended Berkeley in the late 1960's, adding his own whimsical spirit to the tone of those times by, for example, founding 'Neo-Luddites For Nixon.'

In 1971 High went to Chile to teach math at the University of Santiago. He was still there in 1973, when a military coup headed by Augusto Pinochet overthrew the democratically elected Socialist government of Salvador Allende. Many of his friends were arrested and some killed, including Charles Horman, whose death inspired the movie *Missing*. High and

Horman had played go together. Knowing that the US government had actively participated in the coup outraged him, and he returned to the US to direct the Berkeley office of NICH (Non-Intervention In Chile), an activist group that was the primary source of resistance to the Pinochet dictatorship during the 1970's. He went on to become the national director of NICH until the early 1980's. By then the resistance movement in Chile had become strong enough to oppose the dictatorship on its own.

High then pursued a career using his math and computer skills, most recently as a research analyst at Greenwich Capital Markets in Greenwich, CT. He co-authored a book on investment strategies, and was planning another book at the time of his death. But more important to him was the American go movement. He became Membership Secretary in 1984 and since then membership has tripled, largely because of the level of organization he was able to achieve. He established a computer go interest group that led to the birth of Computer Go, a magazine now in its sixth year of publication. He was centrally involved in the development of the current AGA computerized rating system, the new 'Simplified Rules of Go' adopted recently by the AGA, and the formation of the new American Go Tournament Circuit. He also produced sheets of information for response to various types of inquiry and published a constantly updated 'Who's Who In American Go' which he distributed widely. He was also the author of the questionnaire that came with the last Newsletter.

International go was another of High's special interests. As well as attending IGF meetings, High traveled to Korea in 1989 with the US-Korea Friendship Baduk Exchange; to the

London New Year's Eve Tournament in 1989; and to the Canterbury Congress last year. Along with High's intensity came a wonderful sense of whimsy. The creator of 'Go Kiburi', he was also a prolific author of go song parodies. His writings include an extended parody of the Mikado ('The Honinbo') and the Canterbury Tales ('Canterbury Go Tales') along with various other jottings. He published a Silly Go Songbook which he updated frequently and passed out liberally. A 2-dan in go, High was also interested in other games. He was an avid player of the card game 'Pits', which he learned from his British friends. Likewise, he could often be found bluffing his way through a game of 'Liar's Dice'. High's interest often turned into new sources of expression and creativity. He had recently rekindled an interest in puzzles, leading to publication of numerous puzzles in New Scientist magazine — including a puzzle having to do with rafting that appeared on January 9, the day after his death. He also recently stumbled across the central Asian republic of Tuva, a quaint locale that interested physicist Richard Feynman. This led to the formation of the New York chapter of Friends Of Tuva, of which he became the President.

On January 16, over 200 mourners filled the hall at Union Theological Seminary in New York to mourn Bob's passing, while a similar service in Berkeley drew over 100 people at the same time. He was described as a 'brilliant polymath,' a 'jack of several trades, and master of all', 'the world's librarian.' But more than this, he was remembered for his kindness and inspiration, his unique way of helping people enjoy the things that interested them even more. This is a monumental loss for all who knew him, and especially for the American Go Association.

