

*The Bulletin of the International Go Federation*

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RANKA

YEARBOOK  
1997



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**No. 13**



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*Cover:* The astronauts Koichi Wakata and Dan Barry playing teaching games at the Nihon Ki-in.

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Note: In the main body of the Yearbook (pages 4-71), Japanese, Chinese and Korean names are given with the family name first. In the 'Go Around the World Section', the name order used by the original writers has not been changed, so there are some inconsistencies in the case of Asian players living in Western countries.

## In memoriam: Shizuo Asada



*Shizuo Asada (1910–96), founding president of the International Go Federation*

We very much regret to have to inform readers of the death of Shizuo Asada, President of the International Go Federation and also President of the Nihon Ki-in. Mr. Asada died on 8 November 1996, aged 85. He will be remembered for his great contributions to promoting go within Japan and to popularizing the game internationally. In particular, he played a major role in the founding of the International Go Federation and he served as its president until his death. He gave unstintingly of his time to the affairs of the Federation, and his wide international experience greatly helped in promoting its growth.

Below, we briefly review Mr. Asada's career. He began as a career bureaucrat in the Ministry of Transport, but then moved to Japan Airlines. He was President of Japan Airlines from 1971 to 1981, during which time he inaugurated major new JAL routes

to the U.S.S.R. and China. During the Dubai (1971) and Dacca (1977) hijackings of JAL airliners, he took charge of on-the-spot negotiations with the hijackers and helped to resolve the crises peacefully.

Mr. Asada played an important role in JAL's corporate sponsorship of go. He was instrumental in founding the World Amateur Go Championship in 1979 and the International Go Federation in March 1982. In 1988, he became the 10th Chairman of the Board of Directors of the Nihon Ki-in, a post he held until 1993, when he became the 7th President. Mr. Asada was a keen go player and held an amateur 6-dan diploma.

The International Go Federation and the go world in general have lost an irreplaceable figure, and we will always remember the inestimable contributions that Mr. Asada made to go.

## 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 thirteenth issue. In each issue, we try to present a comprehensive survey of the international go events organized by the IGF, together with reports on recent developments in member countries. The topics featured in this issue are:

- The 18th World Amateur Go Championship
- The 6th World Women's Amateur Go Championship
- The 7th International Amateur Pair Go Championship
- The 1st Asia & Pan-Pacific Go Congress
- The 2nd FOST Cup: The Go Software Championship
- The annual survey of member countries.

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

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

Last year was a sad one for the IGF, with the death of Shizuo Asada, who had been the IGF President since its foundation. His loss deals us a severe blow, but we must honour his memory by continuing his efforts to spread the game of go.

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 request for submissions.

In this issue, we have attempted to present as comprehensive a picture as possible of developments in world go, though, as always, the availability of commentaries has led to a focus on the Far East in the presentation of game analyses. However, we are happy once again to be able to present a variety of reports from go-playing countries around the world. We would like to record our gratitude to all of those people who have taken the trouble to write these reports and send them in.

We would like to remind readers that next year we are due to publish our triannual expanded issue, featuring as full as possible a listing of the go clubs of the world.

The compiler would like to express his gratitude to Kazunari Furuyama for writing a special article for this issue and to Peter Blommers, Jochen Fassbender, Richard Hunter, Matthew Macfadyen, and Jon Wood for invaluable help with proofreading. Needless to say, the compiler bears full responsibility for any errors in this issue.

John Power

# 18th World Amateur Go Championship

## Another triumph for China

### Liu Jun scores China's 11th win

In the 18th World Amateur Go Championship, played in the city of Omachi in Nagano Prefecture from May 21 to 24, Liu Jun, a 21-year-old amateur 7-dan from Shanghai, won all eight of his games to take the championship with a perfect record. His victory was China's 11th in the world's top amateur tournament. The previous year's champion, the 69-year-old Hirata Hironori of Japan, trailed by two points and so failed in his effort to become the first repeat champion.

There was a tight battle for second place, with five players on 6-2, so it had to be resolved by SOS. Hirata did very well to come out on top after suffering an upset loss in the second round to Gilles van Eeden of Holland. The decisive game for Hirata came in the final round, in which he defeated Lee Yong Man of Korea.



*The 18th WAGC Champion, Liu Jun*



*The prize-winners in the 18th WAGC (L to R, front row): 1st, Liu Jun (China); 2nd, Hirata Hironori (Japan); 3rd, Lee Yong Man (Korea); 4th, Kan Ying (Hong Kong); (back row) 5th, Thomas Ko (U.S.); 6th, Huang Hsiang Jen (Ch. Taipei); 7th, Choe Myong Son (D.P.R. Korea); 8th: Victor Bogdanov (Russia)*



*The biggest surprise of the tournament: Gilles van Eeden's upset win against Hirata in Round 3*

Fourth place was taken by Kan Ying. Following on her third place last year, this was a very creditable performance, although she was not able to duplicate her great third

day in the 17th WAGC when she defeated two of the favourites, Korea and Japan. On the third day this time she lost to China and Korea, but she made sure of a top place by



*Korsak Chairasmisak of Thailand plays Tiong Kee Soon of Malaysia.*



*Noel Mitchell of Ireland pondering his next move against Neville Smythe of Australia.*

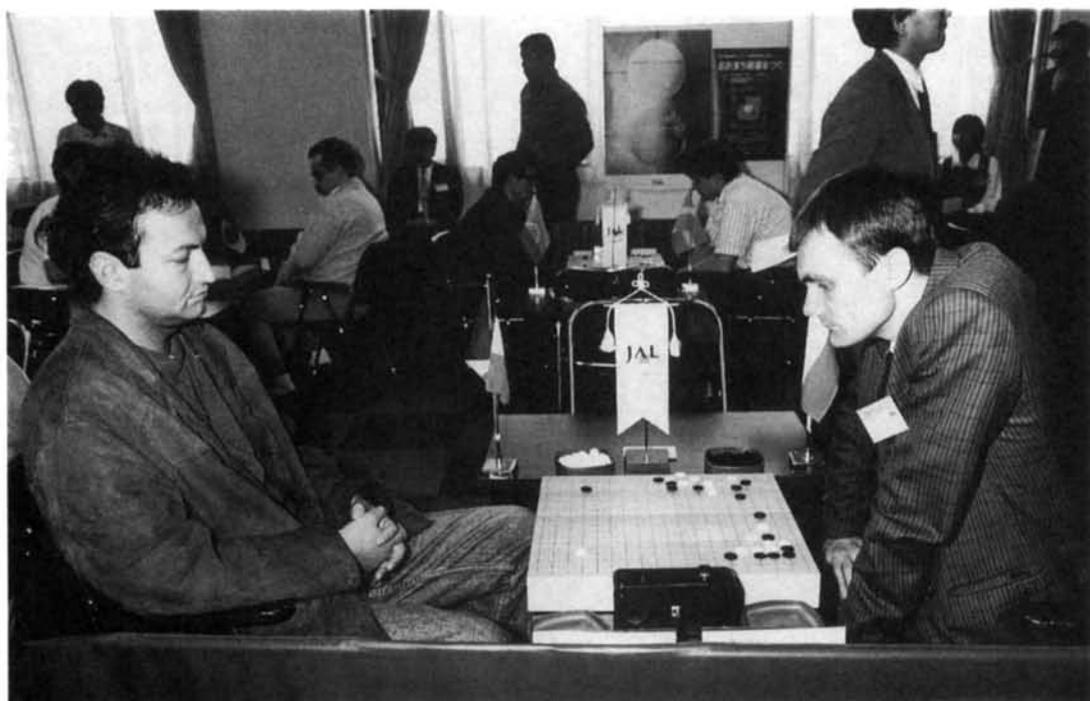
winning all her other games.

For the third year in a row, fifth place was taken by the U.S.A. Thomas Ko's only losses were to Japan and Korea, both com-

ing, like Kan's, on the third day. Under the Swiss system, this seems to be when the crunch comes in the WAGC. Most of the players had their toughest games then; of



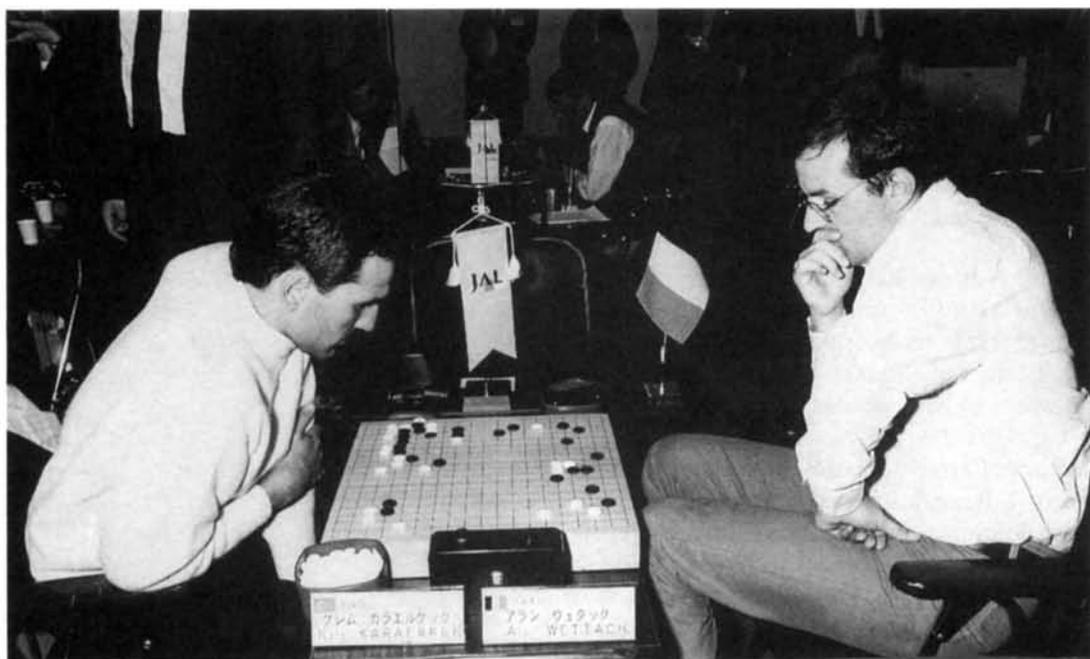
*Matthew Macfadyen (U.K.) vs. Huang Hsiang Jen (Chinese Taipei)*



*Enzo Pedrini (Italy) playing Leszek Soldan (Poland)*

the top four place-getters, only Korea and Japan played each other on the fourth day. Liu seemed to wind up the tournament in easy fashion, being paired against the even-

tual ninth- and tenth-place winners on the final day, but appearances are deceptive. After the tournament, he said that his toughest game was the one against Yu Zhiqi of



*Kerem Karaerkek (Turkey) playing Alain Wettach (Belgium)*



*Thomas Ko (U.S.A.) playing Choe Myong Son (D.P.R. Korea)*

Canada in the seventh round and that he won only because he staged an upset in the endgame (see page 21 for this game).

The other place-getter from a non-Asian country was Victor Bogdanov of Russia. Victor had losses to North Korea, Korea, and Chinese Taipei, but won all his other games. Since he played North Korea in the first round and Korea and China on the last day, he had an excellent winning streak of five games in-between, culminating in a sixth-round win over Thomas Ko of the U.S.

#### **The marvellous hospitality of Omachi**

This year the tournament was favoured with marvellous hospitality from Omachi, a small city of 30,000 people that is the gateway to the scenic splendours of the Japan Alps deep in Nagano Prefecture. The mayor of Omachi, Koshihara Yoshimasa, is a recent but very enthusiastic convert to go. Since learning the game four years ago, he has tried to turn Omachi into a 'go village'. Go is taught in the city's schools and numerous go events and promotions are held throughout the year. The WAGC was, of course, the biggest of these, and it seemed



*Franz Hüttler of Austria receiving a warm welcome from the children of Omachi*



*A study in concentration: Noel Mitchell of Ireland vs. Victor Chow of South Africa*

as if the whole town had turned out to welcome the players when they arrived there. They were met by a go festival being held in the main street; on getting off the bus that

brought them there from Tokyo, the players proceeded down the street, where the festival was in full swing, and joined groups of kindergarten children with whom they



*Yuzuru Nakada (Chile) vs. Leszek Soldan (Poland)*



*Kyle Jones of New Zealand  
meets the children of Omachi*

played atari go on mini-boards while the local high-school band played in the background. During the tournament, the local school children came along to the tournament venue to cheer the players on, and there were numerous other functions to welcome the visitors. They contributed to making the Omachi WAGC a unique experience for all the participants.

#### **Record number of participants**

In 1996 players from 46 countries and territories participated in the tournament, beating the previous record by two. Cuba made its WAGC debut, and D.P.R. Korea made a comeback after missing a year.

The 19th WAGC will be played in Sapporo from June 10 to 13.

*The 18th World Amateur Go Championship*

**18th World Amateur Go Championship**

Place	Name	1	2	3	4	5	6	7	8	SOS
1	Liu (China)	1 <sup>42</sup>	2 <sup>11</sup>	3 <sup>30</sup>	4 <sup>3</sup>	5 <sup>4</sup>	6 <sup>2</sup>	7 <sup>9</sup>	8 <sup>10</sup>	38
2	Hirata (Japan)	1 <sup>23</sup>	1 <sup>18</sup>	2 <sup>22</sup>	3 <sup>11</sup>	4 <sup>5</sup>	4 <sup>1</sup>	5 <sup>7</sup>	6 <sup>3</sup>	42
3	Lee (Korea)	1 <sup>31</sup>	2 <sup>9</sup>	3 <sup>7</sup>	3 <sup>1</sup>	4 <sup>18</sup>	5 <sup>4</sup>	6 <sup>8</sup>	6 <sup>2</sup>	42
4	Kan (Hong Kong)	1 <sup>17</sup>	2 <sup>13</sup>	3 <sup>18</sup>	4 <sup>21</sup>	4 <sup>1</sup>	4 <sup>3</sup>	5 <sup>19</sup>	6 <sup>9</sup>	41
5	Ko (USA)	1 <sup>44</sup>	2 <sup>20</sup>	3 <sup>6</sup>	4 <sup>7</sup>	4 <sup>2</sup>	4 <sup>8</sup>	5 <sup>12</sup>	6 <sup>14</sup>	38
6	Huang (Ch. Taipei)	1 <sup>36</sup>	2 <sup>12</sup>	2 <sup>5</sup>	2 <sup>19</sup>	3 <sup>13</sup>	4 <sup>30</sup>	5 <sup>18</sup>	6 <sup>8</sup>	35
7	Choe (DPR Korea)	1 <sup>8</sup>	2 <sup>15</sup>	2 <sup>3</sup>	2 <sup>5</sup>	3 <sup>11</sup>	4 <sup>22</sup>	4 <sup>2</sup>	5 <sup>19</sup>	41
8	Bogdanov (Russia)	0 <sup>7</sup>	1 <sup>38</sup>	2 <sup>13</sup>	3 <sup>12</sup>	4 <sup>21</sup>	5 <sup>5</sup>	5 <sup>3</sup>	5 <sup>6</sup>	40
9	Yu (Canada)	1 <sup>35</sup>	1 <sup>3</sup>	2 <sup>20</sup>	3 <sup>10</sup>	4 <sup>23</sup>	5 <sup>19</sup>	5 <sup>1</sup>	5 <sup>4</sup>	40
10	Arnim (Germany)	1 <sup>25B</sup>	1 <sup>19</sup>	2 <sup>25A</sup>	2 <sup>9</sup>	3 <sup>20</sup>	4 <sup>17</sup>	5 <sup>22</sup>	5 <sup>1</sup>	38
11	Colmez (France)	1 <sup>27</sup>	1 <sup>1</sup>	2 <sup>24</sup>	2 <sup>2</sup>	2 <sup>7</sup>	3 <sup>40</sup>	4 <sup>21</sup>	5 <sup>18</sup>	38
12	Hornbaek (Denmark)	1 <sup>33</sup>	1 <sup>6</sup>	2 <sup>17</sup>	2 <sup>8</sup>	3 <sup>32</sup>	4 <sup>23</sup>	4 <sup>5</sup>	5 <sup>22</sup>	36
13	Heiser (Luxembourg)	1 <sup>39</sup>	1 <sup>4</sup>	1 <sup>8</sup>	2 <sup>24</sup>	2 <sup>6</sup>	3 <sup>25B</sup>	4 <sup>30</sup>	5 <sup>20</sup>	35
14	Ng (Singapore)	1 <sup>32</sup>	1 <sup>25B</sup>	2 <sup>44</sup>	3 <sup>16</sup>	3 <sup>19</sup>	4 <sup>34</sup>	5 <sup>15</sup>	5 <sup>5</sup>	32
15	Danek (Czech)	1 <sup>38</sup>	1 <sup>7</sup>	2 <sup>43</sup>	2 <sup>22</sup>	3 <sup>31</sup>	4 <sup>27</sup>	4 <sup>14</sup>	5 <sup>25A</sup>	30
16	Huttler (Austria)	0 <sup>25A</sup>	1 <sup>42</sup>	2 <sup>28</sup>	2 <sup>14</sup>	2 <sup>34</sup>	3 <sup>32</sup>	4 <sup>27</sup>	5 <sup>24</sup>	29
17	Wettach (Belgium)	0 <sup>4</sup>	1 <sup>45</sup>	1 <sup>12</sup>	2 <sup>43</sup>	3 <sup>35</sup>	3 <sup>10</sup>	4 <sup>33</sup>	5 <sup>30</sup>	28
18	Eeden (Netherlands)	1 <sup>37</sup>	2 <sup>2</sup>	2 <sup>4</sup>	3 <sup>30</sup>	3 <sup>3</sup>	4 <sup>21</sup>	4 <sup>6</sup>	4 <sup>11</sup>	39
19	Macfadyen (UK)	1 <sup>43</sup>	2 <sup>10</sup>	2 <sup>21</sup>	3 <sup>6</sup>	4 <sup>14</sup>	4 <sup>9</sup>	4 <sup>4</sup>	4 <sup>7</sup>	38
20	Chow (South Africa)	1 <sup>28</sup>	1 <sup>5</sup>	1 <sup>9</sup>	2 <sup>37</sup>	2 <sup>10</sup>	3 <sup>31</sup>	4 <sup>23</sup>	4 <sup>13</sup>	35
21	Bisca (Romania)	1 <sup>41</sup>	2 <sup>24</sup>	3 <sup>19</sup>	3 <sup>4</sup>	3 <sup>8</sup>	3 <sup>18</sup>	3 <sup>11</sup>	4 <sup>31</sup>	34
22	Soldan (Poland)	1 <sup>46</sup>	2 <sup>25A</sup>	2 <sup>2</sup>	3 <sup>15</sup>	4 <sup>27</sup>	4 <sup>7</sup>	4 <sup>10</sup>	4 <sup>12</sup>	34
23	Yatsenko (Ukraine)	0 <sup>2</sup>	1 <sup>32</sup>	2 <sup>35</sup>	3 <sup>25B</sup>	3 <sup>9</sup>	3 <sup>12</sup>	3 <sup>20</sup>	4 <sup>37</sup>	33
24	Sanchez Munoz (Spain)	1 <sup>29</sup>	1 <sup>21</sup>	1 <sup>11</sup>	1 <sup>13</sup>	2 <sup>43</sup>	3 <sup>28</sup>	4 <sup>36</sup>	4 <sup>16</sup>	32
25 A	Pedrini (Italy)	1 <sup>16</sup>	1 <sup>22</sup>	1 <sup>10</sup>	1 <sup>31</sup>	2 <sup>37</sup>	3 <sup>35</sup>	4 <sup>34</sup>	4 <sup>15</sup>	31
25 B	Matoh (Slovenia)	0 <sup>10</sup>	1 <sup>14</sup>	2 <sup>31</sup>	2 <sup>23</sup>	2 <sup>30</sup>	2 <sup>13</sup>	3 <sup>35</sup>	4 <sup>34</sup>	31
27	Olsson (Sweden)	0 <sup>11</sup>	1 <sup>46</sup>	2 <sup>29</sup>	3 <sup>34</sup>	3 <sup>22</sup>	3 <sup>15</sup>	3 <sup>16</sup>	4 <sup>33</sup>	29
28	Mitchell (Ireland)	0 <sup>20</sup>	1 <sup>41</sup>	1 <sup>16</sup>	1 <sup>39</sup>	2 <sup>38</sup>	2 <sup>24</sup>	3 <sup>45</sup>	4 <sup>36</sup>	26
29	Jones (NZ)	0 <sup>24</sup>	1 <sup>36</sup>	1 <sup>27</sup>	1 <sup>32</sup>	1 <sup>33</sup>	2 <sup>38</sup>	3 <sup>42</sup>	4 <sup>40</sup>	25
30	Lopez Herrero (Argentina)	1 <sup>40</sup>	2 <sup>34</sup>	2 <sup>1</sup>	2 <sup>18</sup>	3 <sup>25B</sup>	3 <sup>6</sup>	3 <sup>13</sup>	3 <sup>17</sup>	38
31	Suzuki (Brazil)	0 <sup>3</sup>	1 <sup>33</sup>	1 <sup>25B</sup>	2 <sup>25A</sup>	2 <sup>15</sup>	2 <sup>20</sup>	3 <sup>40</sup>	3 <sup>21</sup>	33
32	Siivola (Finland)	0 <sup>14</sup>	0 <sup>23</sup>	1 <sup>38</sup>	2 <sup>29</sup>	2 <sup>12</sup>	2 <sup>16</sup>	2 <sup>37</sup>	3 <sup>39</sup>	32
33	Chairasmisak (Thailand)	0 <sup>12</sup>	0 <sup>31</sup>	1 <sup>41</sup>	1 <sup>35</sup>	2 <sup>29</sup>	3 <sup>39</sup>	3 <sup>17</sup>	3 <sup>27</sup>	30
34	Szabics (Hungary)	1 <sup>45</sup>	1 <sup>30</sup>	2 <sup>37</sup>	2 <sup>27</sup>	3 <sup>16</sup>	3 <sup>14</sup>	3 <sup>25A</sup>	3 <sup>25B</sup>	29
35	Tiong (Malaysia)	0 <sup>9</sup>	1 <sup>44</sup>	1 <sup>23</sup>	2 <sup>33</sup>	2 <sup>17</sup>	2 <sup>25A</sup>	2 <sup>25B</sup>	3 <sup>43</sup>	29
36	Rivaud (Mexico)	0 <sup>6</sup>	0 <sup>29</sup>	1 <sup>42</sup>	1 <sup>40</sup>	2 <sup>44</sup>	3 <sup>41</sup>	3 <sup>24</sup>	3 <sup>28</sup>	28
37	Poliak (Slovakia)	0 <sup>18</sup>	1 <sup>40</sup>	1 <sup>34</sup>	1 <sup>20</sup>	1 <sup>25A</sup>	2 <sup>43</sup>	3 <sup>32</sup>	3 <sup>23</sup>	27
38	Morrison (Switzerland)	0 <sup>15</sup>	0 <sup>8</sup>	0 <sup>32</sup>	1 <sup>46</sup>	1 <sup>28</sup>	1 <sup>29</sup>	2 <sup>44</sup>	3 <sup>42</sup>	25
39	Smythe (Australia)	0 <sup>13</sup>	0 <sup>43</sup>	1 <sup>45</sup>	2 <sup>28</sup>	2 <sup>40</sup>	2 <sup>33</sup>	3 <sup>41</sup>	3 <sup>32</sup>	24
40	Sannes (Norway)	0 <sup>30</sup>	0 <sup>37</sup>	1 <sup>46</sup>	2 <sup>36</sup>	3 <sup>39</sup>	3 <sup>11</sup>	3 <sup>31</sup>	3 <sup>29</sup>	24
41	Saez (Chile)	0 <sup>21</sup>	0 <sup>28</sup>	0 <sup>33</sup>	1 <sup>45</sup>	2 <sup>42</sup>	2 <sup>36</sup>	2 <sup>39</sup>	3 <sup>46</sup>	20
42	Djap (Indonesia)	0 <sup>1</sup>	0 <sup>16</sup>	0 <sup>36</sup>	1 <sup>44</sup>	1 <sup>41</sup>	2 <sup>45</sup>	2 <sup>29</sup>	2 <sup>38</sup>	29
43	Karaerkek (Turkey)	0 <sup>19</sup>	1 <sup>39</sup>	1 <sup>15</sup>	1 <sup>17</sup>	1 <sup>24</sup>	1 <sup>37</sup>	2 <sup>46</sup>	2 <sup>35</sup>	27
44	Branco (Portugal)	0 <sup>5</sup>	0 <sup>35</sup>	0 <sup>14</sup>	0 <sup>42</sup>	0 <sup>36</sup>	1 <sup>46</sup>	1 <sup>38</sup>	2 <sup>45</sup>	23
45	Miranda (Cuba)	0 <sup>34</sup>	0 <sup>17</sup>	0 <sup>39</sup>	0 <sup>41</sup>	1 <sup>46</sup>	1 <sup>42</sup>	1 <sup>28</sup>	1 <sup>44</sup>	22
46	Nakada (Venezuela)	0 <sup>22</sup>	0 <sup>27</sup>	0 <sup>40</sup>	0 <sup>38</sup>	0 <sup>45</sup>	0 <sup>44</sup>	0 <sup>43</sup>	0 <sup>41</sup>	22

# Games from the Tournament

## Round 6: Japan vs. China

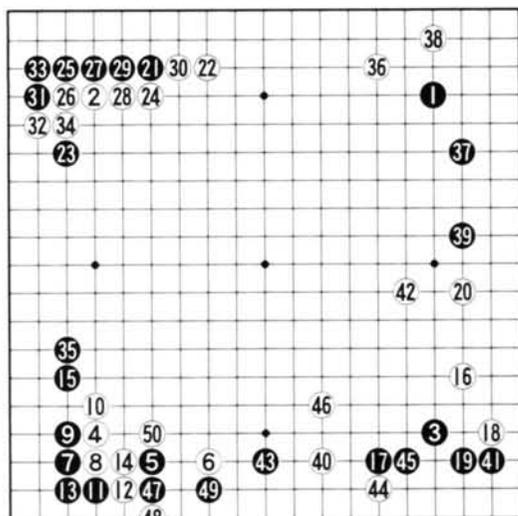
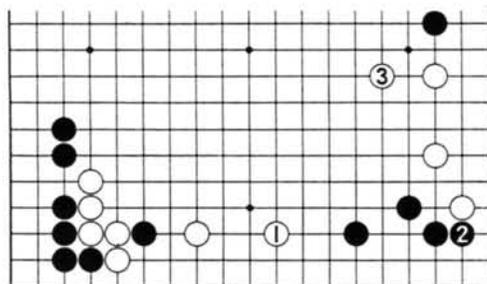


Figure 1 (1-50)



Dia. 1: more peaceful

**White:** Hirata Hironori 7-dan (Japan)

**Black:** Liu Jun 7-dan (China)

Played on 23 May 1996.

Commentary by Sanno Hirotaka 9-dan.

### Figure 1 (1-50)

This game between two of the pre-tournament favourites had been expected to provide some fireworks, but it turned out to be a quiet game, with just one brief flare-up.

Black 35. The only move. Black has sped ahead in mapping out territory, so strengthening himself now is good strategy.

White 40. The two-space extension in Dia. 1 would be more peaceful.

Invading at 43 is severe: White is hard put to find an answer.

Black 47. Setting this stone in motion now shows good timing.

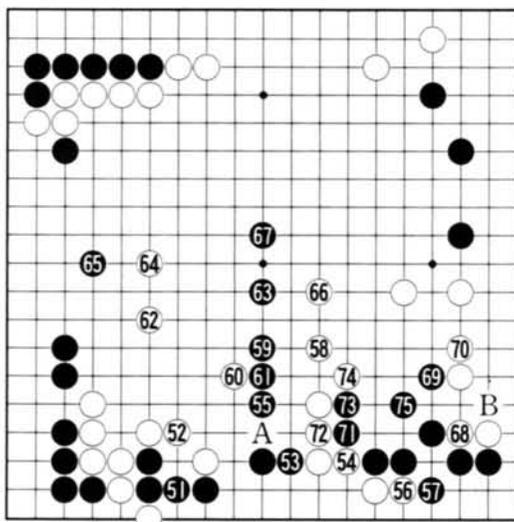


Figure 2 (51-75)

### Figure 2 (51-75)

Black 53 is a pragmatic move. Provoking 54 may not seem desirable, but if Black simply jumps out to 55, he has to worry about White wedging in (*warikomi*) at A.

Black's only dubious move is 57: capturing a stone with B would be more solid.

White 60. This and the follow-up peep at 76 in the next figure make White (not Black) heavy.

Black 67. This jump is a superb point once Black has laid waste to the bottom.

White 68 and the ensuing moves are *ajikeshi* (they erase *aji*), as they provoke Black into making unambiguous life. It would be better for White to leave the position undefined.

### Figure 3 (76-100)

Black 91 and 93 are the vital points for punishing White for his shortage of liberties. White is forced to make painful shape.

The 15-point lead Black established in the opening is unchanged.

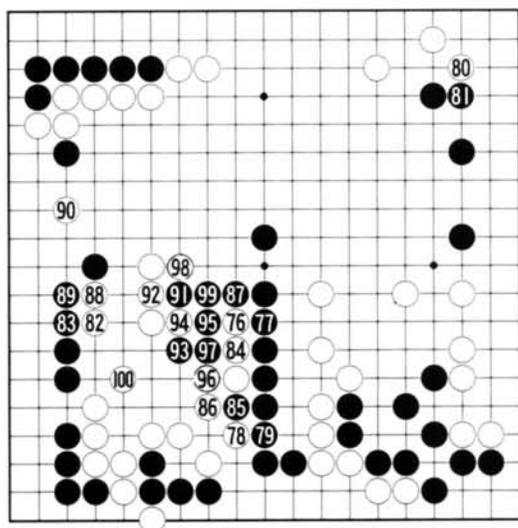


Figure 3 (76–100)

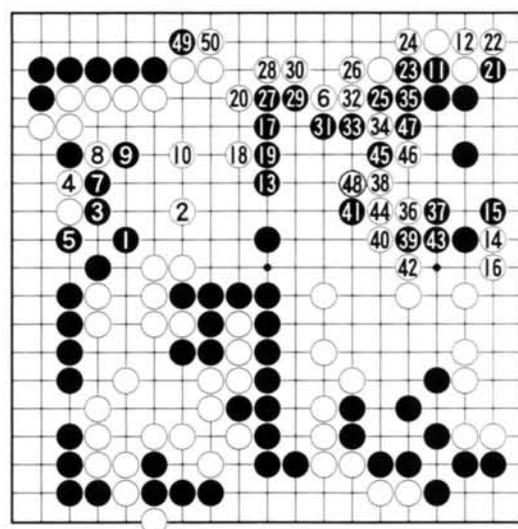
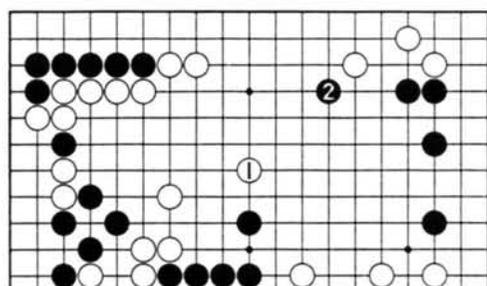


Figure 4 (101–150)



Dia. 2: the way to lose quickly

Figure 4 (101–150)

There are no chinks in Liu's armour. He

plays solidly with 1, then continues with the clever move of 3. He is strengthening his grip on the lead.

White 6 is a patient move. It's tempting to attack Black with 1 in *Dia. 2*, but Black's counter at 2 works perfectly, so White only hastens his own defeat.

Even in a losing game, you generally get one chance, but Liu is calm and good at calculating the territorial balance, so he concentrates on playing solidly. Countering 14 with a hane at 16 might be dangerous, so he compromises with 15. 'Black 17 is good enough,' he seems to be saying. What can White do when Black takes so few chances?

Liu's cool, steady play earned him a solid win.

Figure 5 (151–200)

Figure 6 (201–246) (next page)

Black wins by 4½ points.

(Kido, July 1996)

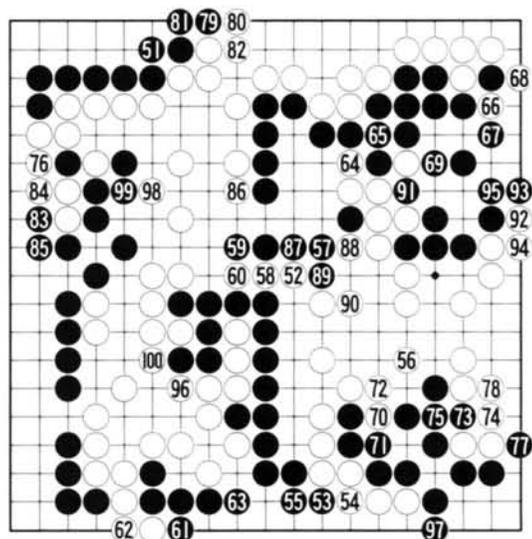


Figure 5 (151–200)

### Profile of Liu Jun

Age 21. For two years, from the age of 15, he was a member of the national team in Beijing (one of his teammates was Chang Hao). At present, he works for a communications company, but spends most of his time studying go. His favourite professionals are Ma Xiaochun and Cho Chikun. 'My toughest game in this tournament was the 7th-round one against

Canada. I staged an upset in the endgame. I think that I played up to my strength in this tournament.'

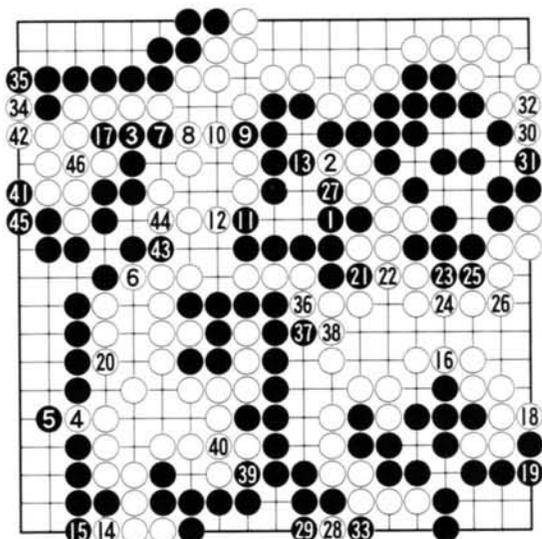


Figure 6 (201-246)

## Japan vs. Netherlands Round 2

White: Hirata Hironori 7-dan (Japan)  
 Black: Gilles van Eeden 5-dan (Netherlands)  
 Played on 21 May 1996.  
 Commentary by Sanno Hiroataka 9-dan.

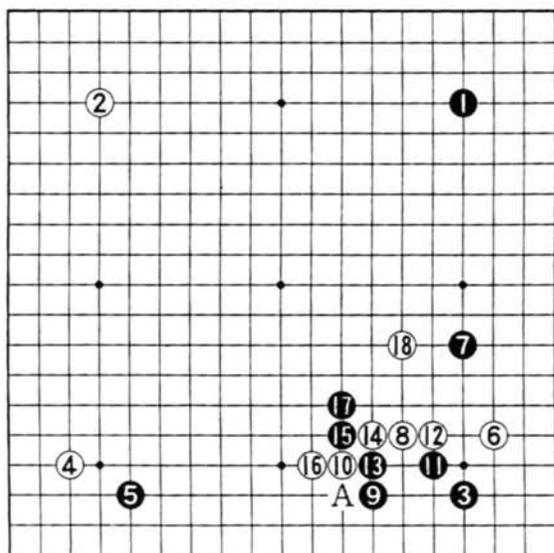


Figure 1 (1-18)

### Figure 1 (1-18). *The European joseki*

I was happy to have the chance to act as referee at this tournament. It was the first time in ages that I spoke English to a large number of people and I also played about 20 games. The WAGC players are very strong. In particular, the game played by Holland's van Eeden in which he defeated Hirata, who was aiming at his second championship, was, in a word, magnificent. This game is worth a close look.

Hirata's 8 and 10 feel like overplays. Black has stones in the top right and bottom left lying in wait, so letting Black start a fight with 13 and 15 is not a very wise policy. Switching White 8 to A would be usual.

By the way, forcing with 11 before cutting with 13 and 15 is supposed to be the 'European joseki'. H'm, it does make White heavy, so it may have some logic to it.

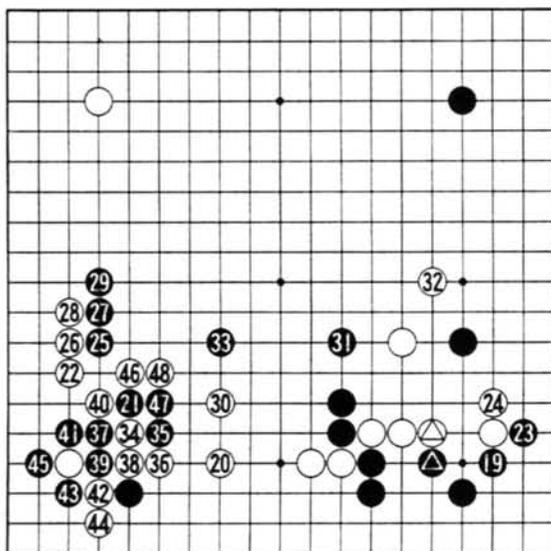


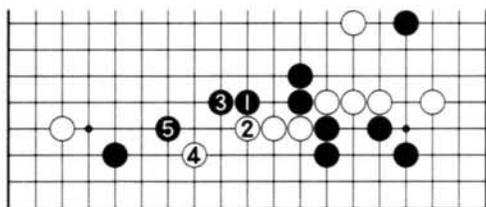
Figure 2 (19-48)

Figure 2 (19-48). *Black misses the strongest move, but . . .*

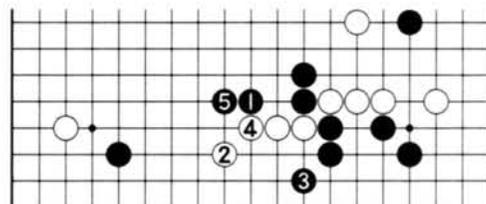
Thirty-two years ago, I made a trip to Europe at my own expense to teach go. Compared to then, the level of go has made great progress. With the diffusion of go books, Western players have also got very good at fuseki recently. They may have got correspondingly weaker at infighting, but I thought that van Eeden was quite a powerful fighter. His play becomes very lively

when the stones bump into each other, as we will see later in the game.

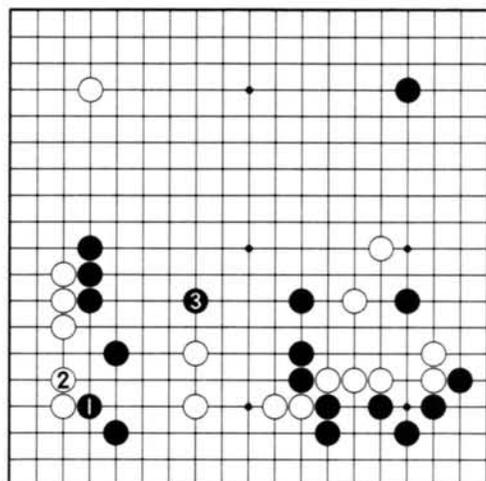
Black 19. If Black had pressed at 1 in *Dia. 1*, White would have been in a lot of trouble. If White 2 and 4, Black 3 and 5 works perfectly. If instead White plays 2 in *Dia. 2*, Black 3 and 5 are a good combination. Putting pressure on White as in these diagrams serves to defend the bottom right black group. In the game, Black rests from his attack for one move with 19, so White gets time to play 20, which is a pity.



*Dia. 1: Black's chance*



*Dia. 2: good rhythm for Black*

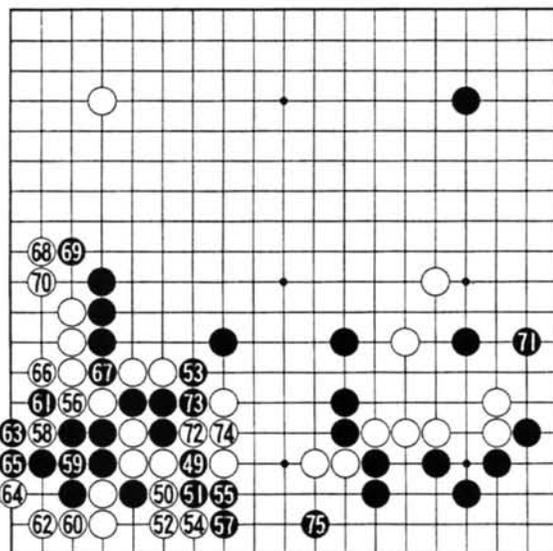


*Dia. 3: a necessary preliminary*

Black may have missed the strongest move, but he is still doing well, as Black 21 and 25 still threaten the centre white group. Looking at this result, you can see that the 'European joseki' of exchanging the marked

stones has been an effective strategy.

However, before capping at 33, Black should force with 1 in *Dia. 3*. Letting White exploit his thinness with 36 and 38 could not have been part of Black's original plan.



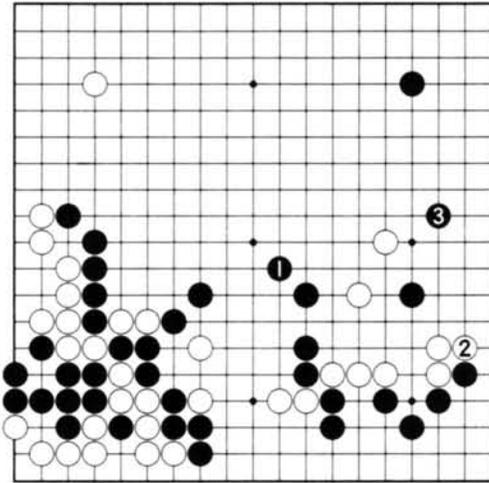
*Figure 3 (49-75)*

**Figure 3 (49-75). Refusing to reinforce**

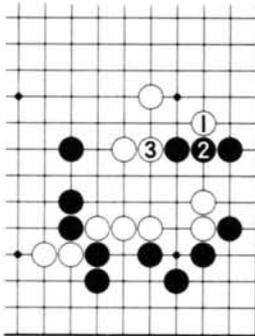
The sequence from Black 49 is a one-way street, but even so van Eeden is reading well. When White takes the corner up to 66, he secures nearly 40 points of territory. Locally, it's probably a success for White, but Black has got thick on the outside and taken control of the bottom — that is to say, if he were to take control of the bottom, the result would not be bad for him.

If I were Black, I would play 71 at 1 in *Dia. 4* (next page). This secures a nice territory at the bottom and, above all, makes good *aji*. However, van Eeden's eyes naturally go to the thinness of White's position on the right rather than his own bad *aji*. When White plays 72 and 74, he considers 75 as being enough to sustain his position. He was probably confident in his analysis, but his disregard for little spots of bad *aji* marks him as a fighting player.

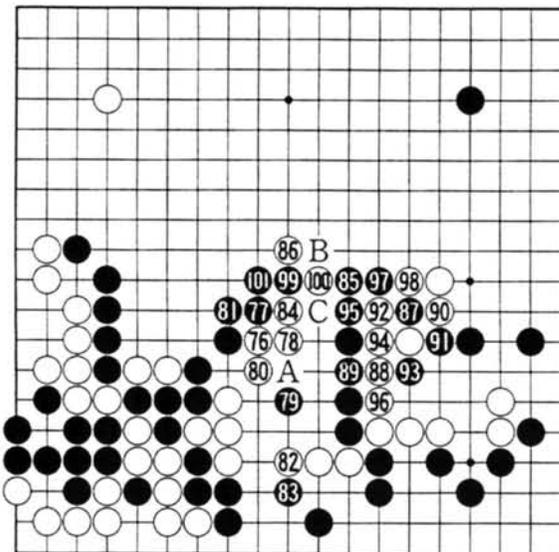
If White answered 71 with 1 and 3 in *Dia. 5* (next page), it would probably turn into a bad move. However, Hirata is energetic: he punishes the *tenuki* by moving into action immediately with 72 and 74. The game now gets really interesting.



*Dia. 4: good aji and handsome territory*



*Dia. 5: making 71 a bad move*



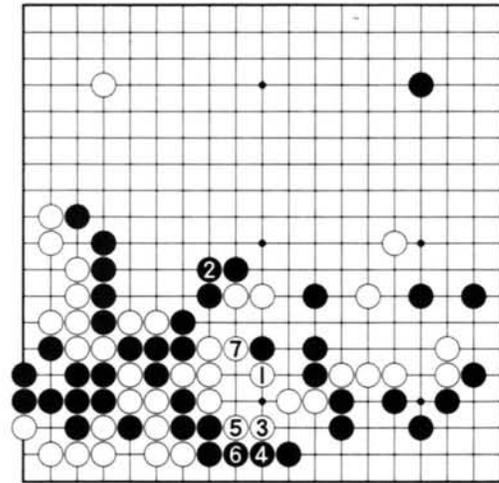
*Figure 4 (76-101)*

**Figure 4 (76-101).** A thrilling fight  
White attacks at 76 and tries to break

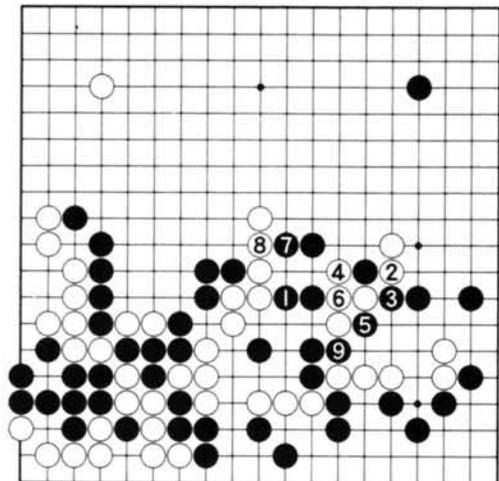
through Black's encircling net. These few moves should decide the game. Instead of 78, White A would also be an effective tesuji.

Black's thrust at the vital point with 79 is nasty, but the stolid answer at 80 is unlike Hirata. The diagonal move of 1 in *Dia. 6* seems more interesting. Connecting at 2 is about the best Black can do, so White lives smartly with 3 to 7. White's 40 points of corner territory would now make their weight felt, giving White a clear lead.

In the game, White provisionally pokes his head out with 84 and 86, but Black has a sharp counter, initiating an attack with 87. That gives him the momentum to solidify himself with 95. He is focussing on one point: the wedge at 99, a powerful attempt to capture the whole group.



*Dia. 6: a better counter for White*



*Dia. 7: winning simply*

Actually, Black has a much simpler way of catching a white group which would avoid getting into such a difficult fight. If he used 89 to follow *Dia. 7*, he would capture the white stones to the right, but let's not fuss over details. I prefer to applaud van Eeden's exciting play here.

When Black connects at 101, making *miai* of B and C, the game seems to have been decided, but . . .

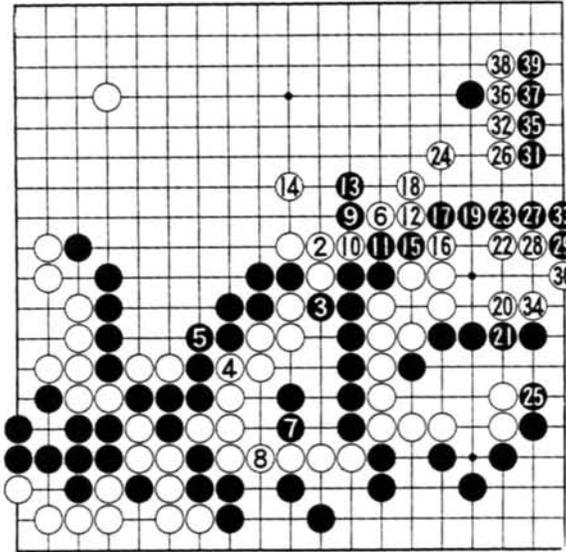
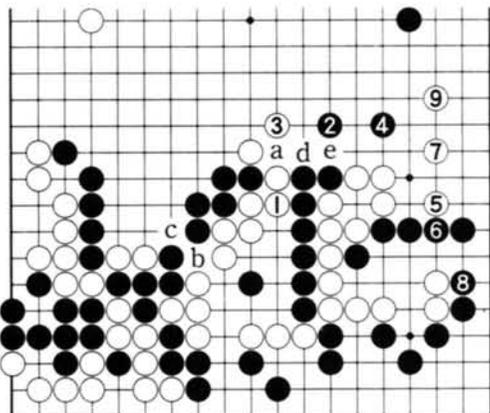


Figure 5 (102-139)

**Figure 5 (102-139).** Black finally brings down the group.

The connection of White 2 is the losing move. The centre is provisionally a *seki* when White blockades with 6, but Black 9 is severe: White's encircling net on the right can't take the strain.

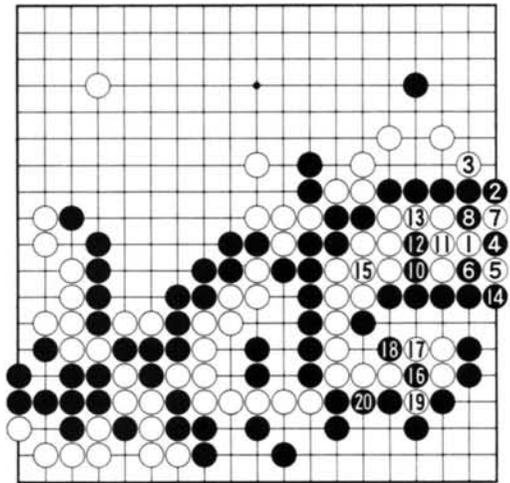


*Dia. 8: correct for White*

White 2. It seems that connecting at 1 in *Dia. 8* was the only move. If Black counters by cutting at 'a', White exchanges 'b' for Black 'c', then plays 'd'-Black 3-White 'e'. The result is a *seki* as in the game, but with the difference that White's net in the centre is free from defects. Therefore, Black will play 2 and 4, hoping to attack White's group on the side, but if White plays 5 to 9, he need fear no severe attack. This way White could make a game of it.

From Black 9 on, van Eeden monopolizes the stage. After the cut of 15 and 17, he kills the large white group on the side, thus deciding the game.

That doesn't mean that it was all smooth sailing along the way. For example, what would Black do if White used 28 to play 1 in *Dia. 9*? According to my research, Black can win the capturing race by one move if he plays 2 and 4.



*Dia. 9: Black wins  
9: connects (at 4)*

Van Eeden presumably read out this variation. What if he had already seen it when he played 9? . . . Well, we pros would have to take off our hats to him.

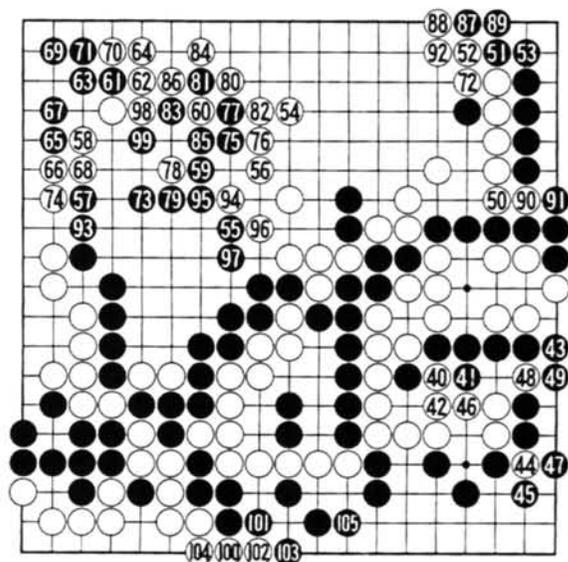


Figure 6 (140-205)

**Figure 6 (140-205).** *A major upset*

Even though White cuts at 40, he can't get two eyes when Black plays 43. Of course, Black has already calculated long ago that he can handle White 44 on. Black's play is impressive.

Van Eeden is a fighter, but once he falls the two large groups, he concentrates on safe driving. His win over Hirata is a major upset.

It's a pity that Hirata missed scoring a second successive triumph, but, in view of the goals of the WAGC, a European player beating the former world champion is very meaningful. It will be great if one day a non-Asian player wins the tournament.

*White resigns after Black 205.*

*(Igo Club, August 1996)*

**U.K. vs. Chinese Taipei  
(Round 4)**

**White:** Huang Hsiang-jen 6-dan (Ch. Taipei)

**Black:** Matthew Macfadyen 6-dan (U.K.)

Played on 22 May 1996.

*Commentary by Sanno Hirotaka 9-dan (supplemented by Macfadyen)*

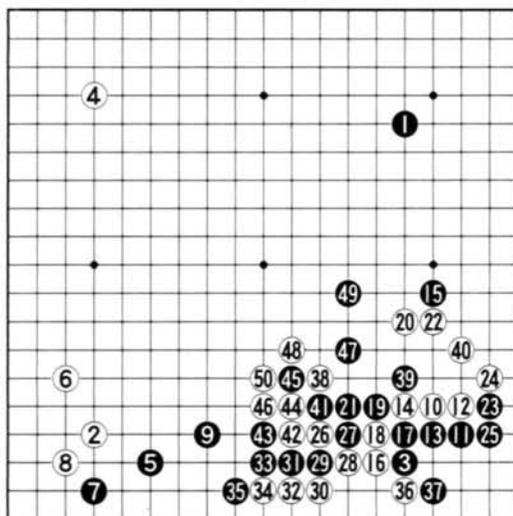


Figure 1 (1-50)

**Figure 1 (1-50).**

This is an interesting game.

White 20. A hane at 25 is the key point. Black 21 is a good move.

White 26 should be at 29. Black's push through and cut (*degiri*) of 27 and 29 is severe. The bottom white group is annihilated and Black takes the lead.

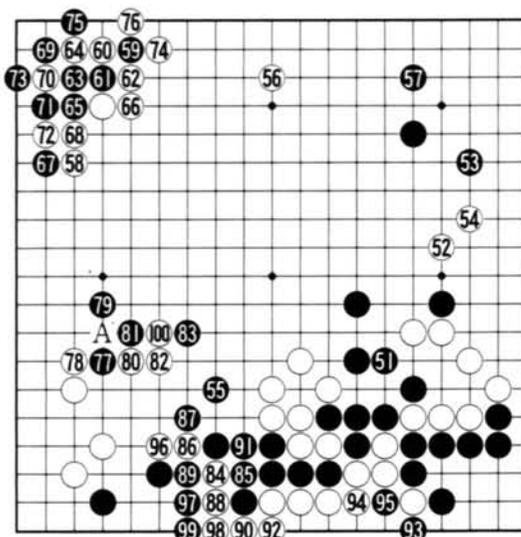


Figure 2 (51-100)

**Figure 2 (51-100)**

Black 67 is a stylish move. Locally it loses points, but Black 77 works perfectly, so 67 is feasible. (MM: But why does White have to play 76? I was afraid of 76 at 82.)

Black 79. Black A would be safer. White's counterattack at 80 is severe, and the tesuji of 84 succeeds in setting up a squeeze.

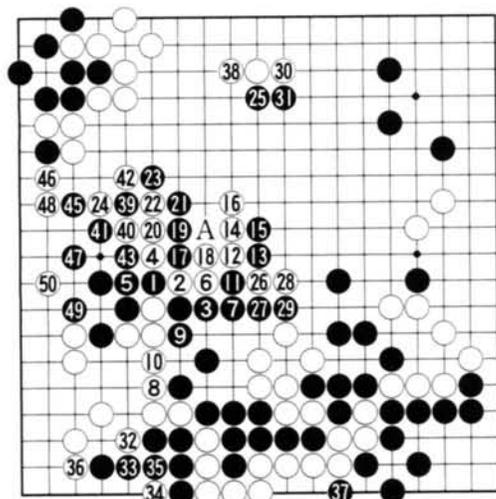


Figure 3 (101–150)  
44: connects (at 39)

### Figure 3 (101–150)

When White captures Black's side group on a large scale, he upsets his lead. However, White 12 is a bad-aji move — White A would be good enough.

Black 25 is an all-out move.

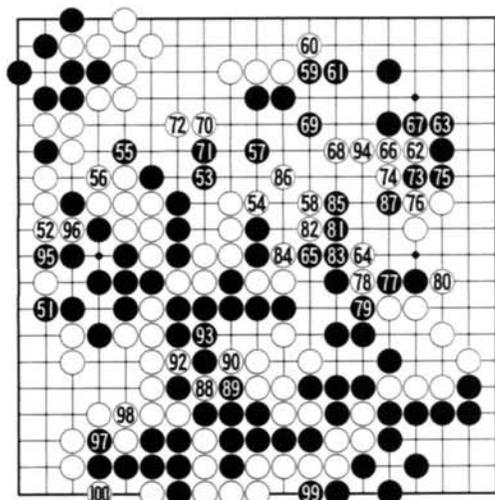


Figure 4 (151–200)  
91: connects (at 88)

### Figures 4 (151–200)

Black catches up in the endgame, and at the end it is starting to look like a half-pointer.

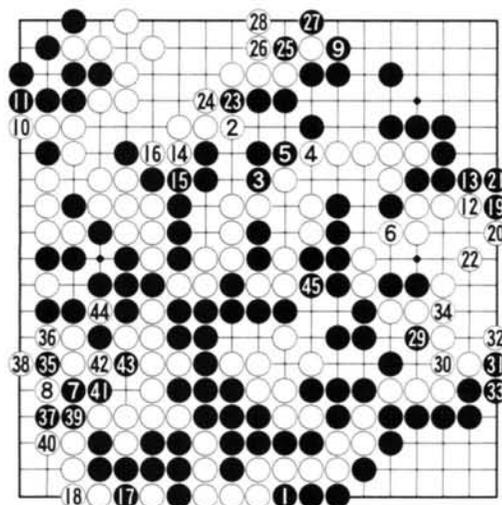


Figure 5 (201–245)

### Figure 5 (201–245)

Black 7, punishing White for his shortage of liberties, is the highlight of the game. With 35 to 43, Black gets a 'flower-viewing' ko (a one-sided ko in which all the burden is on his opponent).

(Kido, July 1996)

### Supplement

MM: Sanno Sensei says I caught up in the endgame. I am still unsure, but 16 is worth only seven points, whereas 25 is worth seven points in sente (twice as big). Also, White 62 and 66 in Figure 4 give up points in the corner and fail to recoup in the centre.

I now think Black 97 in Figure 4 was bad — it relies on my opponent not seeing what is going on. I should just capture two stones by playing above 77.

White resigns after Black 245.

## U.S.A. vs. D.P.R. Korea (Round 4)

**White:** Choe Myong Song 7-dan (D.P.R. Korea)

**Black:** Thomas Ko 6-dan (U.S.A.)

Played on 24 May 1996.

*Commentary by Sanno 9-dan.*

At 14, Choe was the youngest competitor in this year's WAGC, but he was already a 7-dan. He learnt go at the age of 8 and within a year had overtaken his amateur 5-dan father.

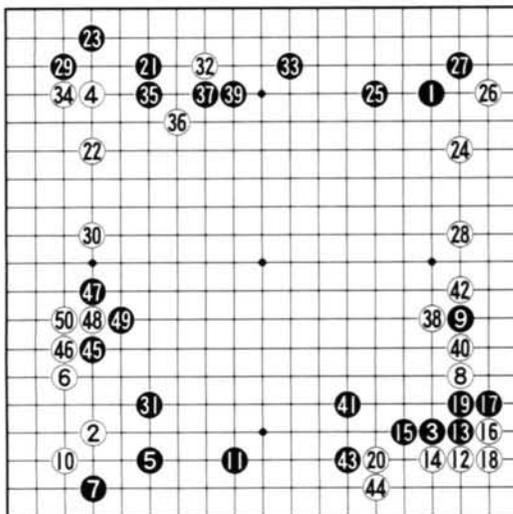


Figure 1 (1-50)

### Figure 1 (1-50)

There are no problems in the fuseki.

White 32 should be a splitting move (*wariuchi*) at 33. The result to 35 is good for Black.

White 42. White 43 is absolutely the only move.

### Figure 2 (51-100)

With 51, Black is clearly in the lead.

White 56. Reducing with White 61 would be the standard approach. Black plays flawlessly with 57 on and sets up a win.

### Figure 3 (101-157)

*White resigns after Black 157.*

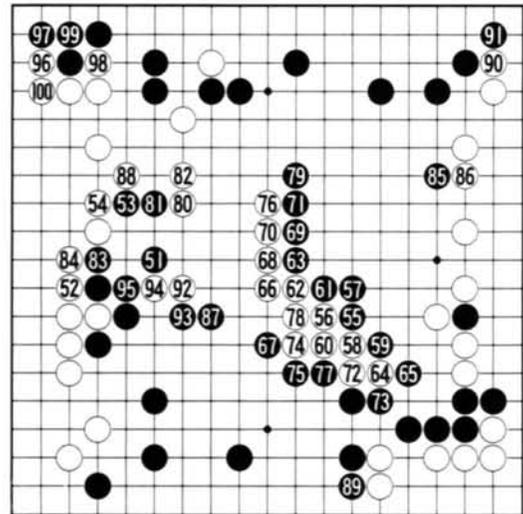


Figure 2 (51-100)

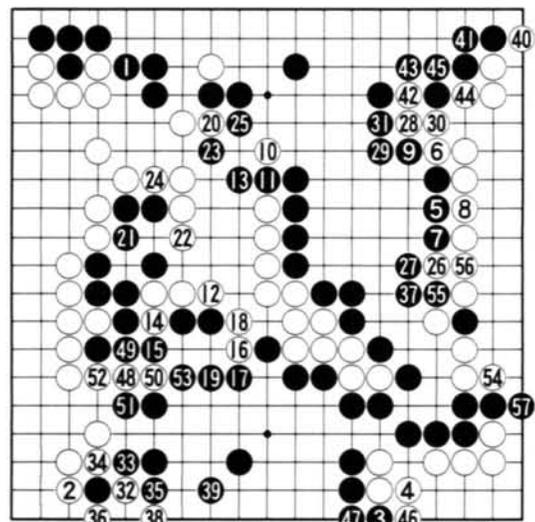


Figure 3 (101-157)



Thomas Ko

### Hong Kong vs. The Netherlands (Round 3)

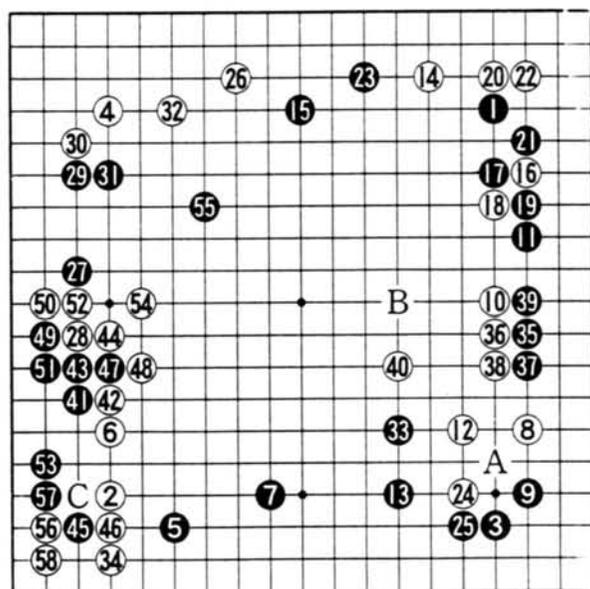
In this game, van Eeden is like a different player from the one who played so well against Hirata and earned such lavish praise from the professionals. He himself said after the tournament that lack of consistency is his biggest problem.

**White:** Kan Ying 7-dan (Hong Kong)

**Black:** Gilles van Eeden 5-dan  
(Netherlands)

Played on 22 May 1996.

*Commentary by Sanno 9-dan.*



(1-58)

Black 23 is small. White 24 is careless: Black can counterattack with A. The two slack moves of 23 and 25 cause Black to fall behind.

Black 35, gouging out the side, is severe.

Black 41. Black should attack with B.

Black 53. Correct shape is C.

The tenuki of Black 55 lets White kill the group on the side with 56.

*Black resigns after White 58.*

Within the space of just two rounds, van Eeden went from the heights to the depths.

### China vs. Canada (Round 7)

**White:** Liu Jun (China)

**Black:** Zhiqi Yu (Canada)

Played on 24 May 1996.

*Commentary by Kobayashi Satoru 9-dan.*

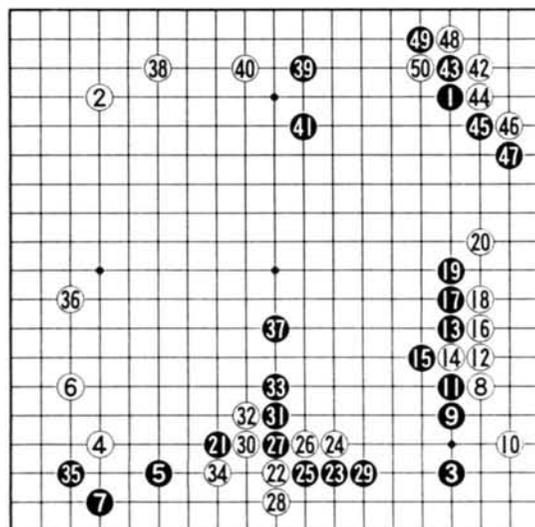


Figure 1 (1-50)

#### Figure 1 (1-50)

This commentary is taken from a public commentary given by Kobayashi Satoru on the afternoon of the final day, at which point it was fairly clear (unless Felix von Arnim of Germany could stage a sensational upset) that Liu would win the tournament. Kobayashi commented that Liu's style was very solid. He would take the lead in territory, then set about reducing the opponent's territory. Kobayashi added that Liu's style was rather similar to Kobayashi Koichi's.

The invasion of 22 is well timed.

Black 25. The usual strategy would be to pull back at 29, letting White jump to 31.

Capturing two white stones up to 33 makes the game a good contest.

In general, commented Kobayashi, Liu doesn't play any spectacular moves, but his sense of direction is good. With his extension along the left side to 36 and his enclosure in the top left corner at 38, for example, he is playing in the areas with good future potential.

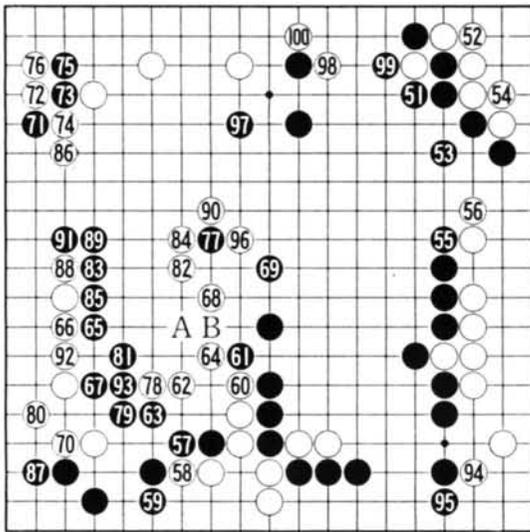


Figure 2 (51-100)

**Figure 2 (51-100)**

Up to White 58, the game still seems to be a close contest. If anything, the game feels better for Black.

Black 67. The natural move is A, followed by White B and Black 68 (Black then gets to extend above 68). However, Yu displays considerable fighting skills in this figure.

Black 97. If Black captured at 99, he would be about ten points ahead and should win.

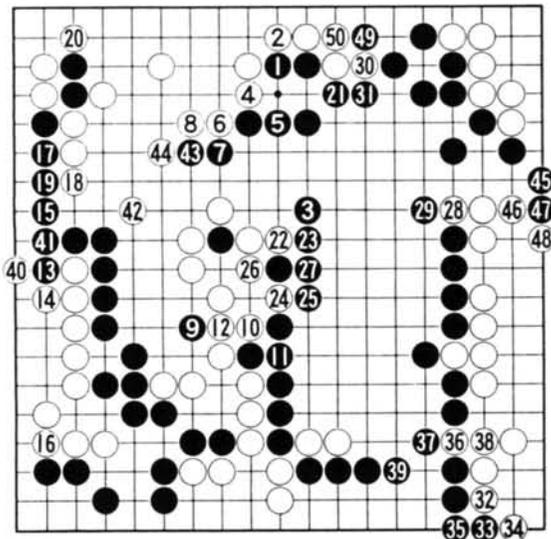


Figure 3 (101-150)

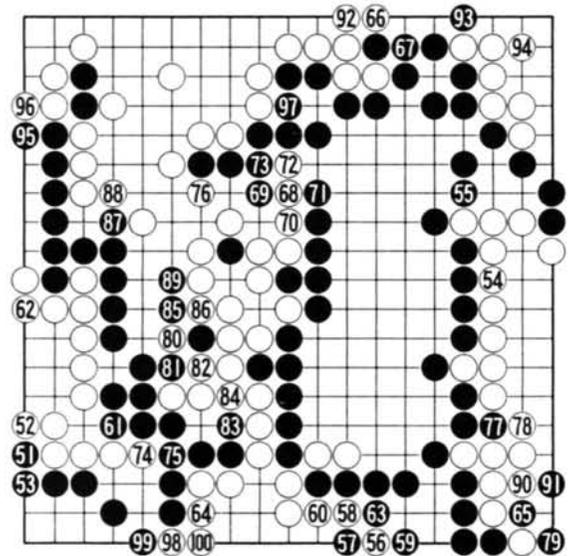


Figure 4 (151-200)

**Figures 3, 4, 5**

In the endgame, Black loses points with almost every move and in the end his lead is upset. Perhaps he was too impatient to wind the game up when he saw that he was ahead.

Liu doesn't win through destructive power but through his solid play.

*Black resigns after White 226.*

*(Go Weekly, 10 June 1996)*

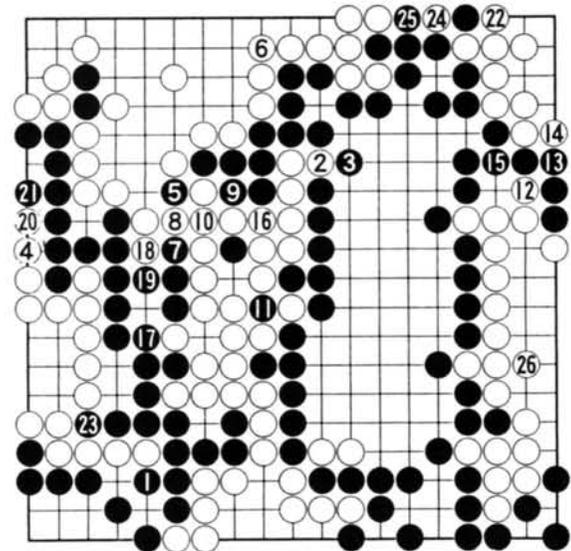


Figure 5 (201-226)

## Cuba vs. Belgium (Round 2)

**White:** Rafael Torres Miranda 3-kyu (Cuba)

**Black:** Alain Wettach 2-dan (Belgium)

Played on 21 May 1996.

*Commentary by Furuyama Kazunari.*

Cuba made its debut in the WAGC in this tournament. Considering his rank of 3-kyu, Rafael Torres Miranda played very well. Here is his second-round game against Belgium.

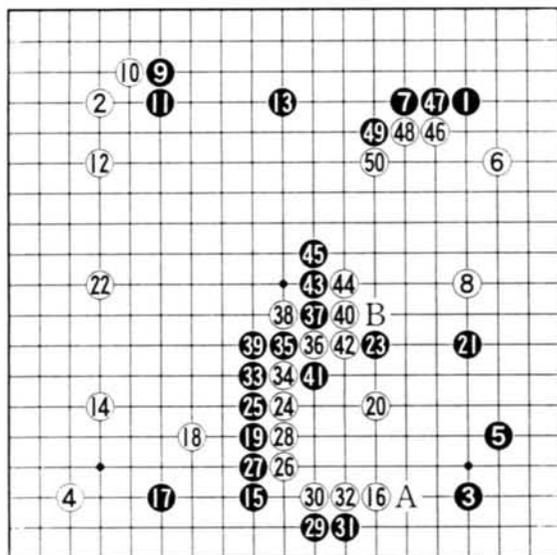
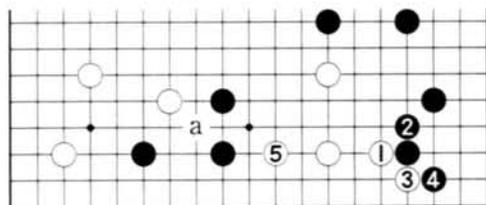


Figure 1 (1-50)



Dia. 1: seeking sabaki

### Figure 1 (1-50)

White 10 is not good: it makes the formation of Black 9, 11, and 13 at the top ideal.

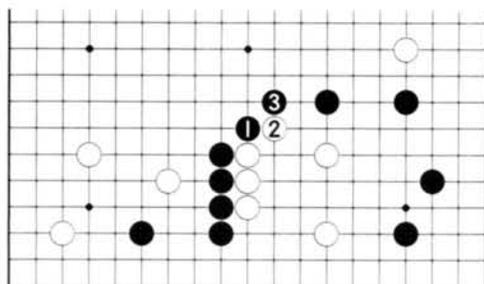
White 16 is questionable. If White wants to invade the bottom, he should play at 30; that way, he would have room to make a two-space extension to A.

Black 17, 19, and 21 are good, calm counter-moves.

White 24 and 26 are not good, as they let Black make thickness naturally with 25 and 27, which will help him to invade the white

moyo on the left side. Instead of 24, White should try to settle himself with 1, 3, and 5 in *Dia. 1*. After 5, White can aim at 'a' later on.

Black 29. Black should play 1 and 3 in *Dia. 2*. This way he gains more thickness, influencing both White's left side and Black's top. The moves from 29 to 33 all miss taking the key point of 34.



Dia. 2: the key point for influence

Black 41 is a mistake, giving White a present of a stone. But White now makes two critical mistakes. White 44 should be at B and White 48 is too heavy. Black nicely takes advantage of the latter mistake with 49 and 51 and 53 in Figure 2.

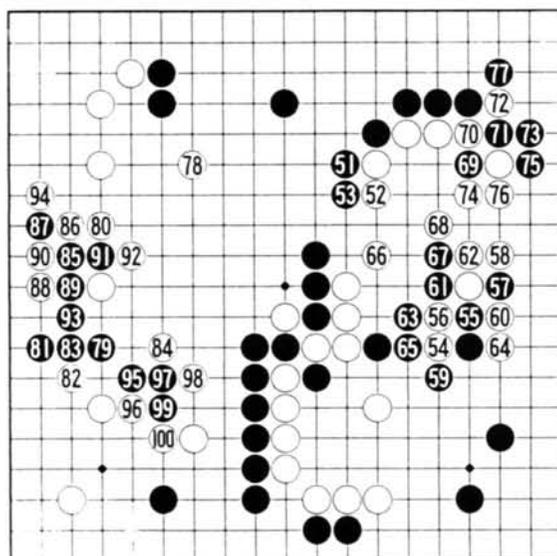


Figure 2 (51-100)

### Figure 2 (51-100)

Black now takes a clear lead and, after some skirmishes on the right and left sides, successfully reaches the goal.

*Moves after 100 omitted. White resigns.*

# More Games from the Tournament

## The Furuyama Report

Furuyama Kazunari, who is becoming well known among Western go players both for his interpreting at recent international tournaments in Japan and for his co-authorship of two well-received books on joseki (Get Strong at Joseki 2 & 3), wrote up the following game commentaries for which he acted as the interpreter. Mr. Furuyama's unfailing cheerfulness and competence at English have won him many overseas friends and, as a former insei, he knows all about the competitive side of go. This, then, is 'The Furuyama Report'.

### Game One: Russia vs. Korea (Round 7)

**White:** Victor Bogdanov (Russia)

**Black:** Lee Young Man (Korea)

Played on 24 May 1996.

Commentary by Kobayashi Satoru 9-dan.

After his game was finished, Bogdanov asked Kobayashi Satoru for his comments. Satoru, as usual, welcomed his request. Bogdanov couldn't find his opponent, so this commentary was given just to the Russian player.

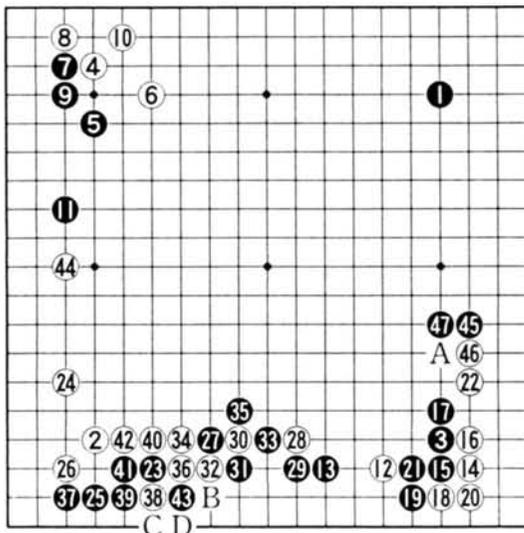
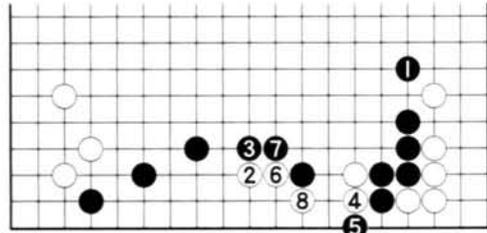


Figure 1 (1-47)

### Figure 1 (1-47)

Erasing Black's bottom moyo with White 28 and 30 is premature and inappropriate. Satoru argued that 'if Black expands this moyo with, for example, 1 in *Dia. 1*, White can still invade with 2. If Black responds by trying to capture it with 3, White can make life with 4 to 8. It is more effective to invade like this after Black expands the moyo.' Satoru emphasized to Victor: 'Don't be afraid of invading here.'



*Dia. 1: White can still invade*

White's continuation after 28 and 30 gives a ponnuki to Black with 35, which is very profitable for him.

To maintain his lead, Black should play 37 at A to build up his moyo. Making life in the bottom left corner is not only small at this stage but also gives White outside thickness.

Now White also makes a mistake: he does not atari at B immediately with 44. If White ataried now, Black would answer with C to make sure of his life there. But later White B will not necessarily always be White's privilege; in other words, even if White plays successive moves at B and D, the black group could still make a ko to survive. So if an emergency arises somewhere later on, White B may not be sente. Indeed, that is what actually happens in the game.

### Figure 2 (48-60). White misses his chance.

When Black expands his moyo with 51 and 53, White should play 54 at A, filling a liberty of the two black stones. White 54

gives Black a good rhythm to expand his moyo with 55 and 57. With White A in place, Black's shortage of liberties for his two stones would leave him without a good way of expanding his moyo. More important, White A would enable him to seize the black star-point stone with the sequence to 13 in *Dia. 2*. This is big, but it is ruled out in the game—see *Dia. 3*.

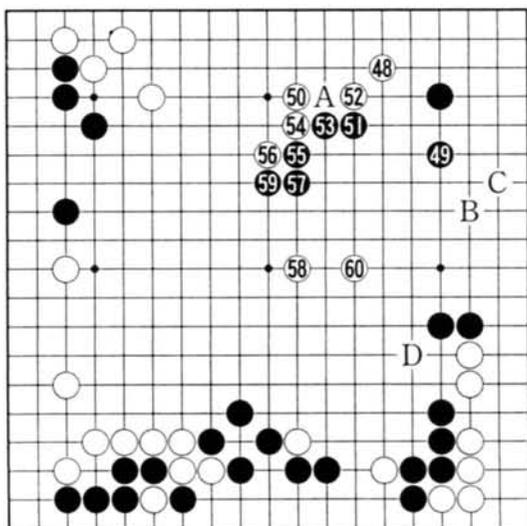
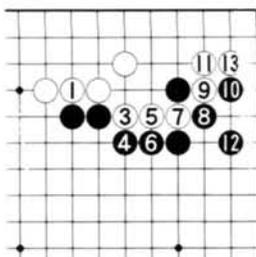
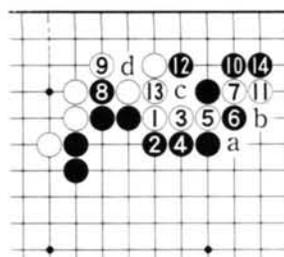


Figure 2 (48-60)



*Dia. 2: a good follow-up 2: elsewhere*



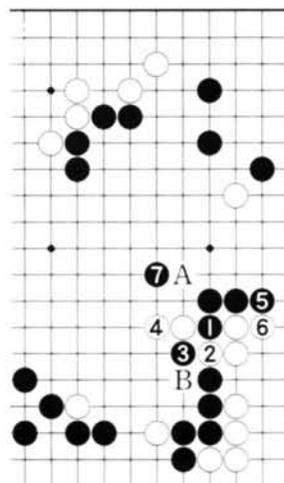
*Dia. 3: no longer on 2: elsewhere*

*Dia. 3.* When White tries the same sequence to 7, Black has a good counter sequence to 14. Thus, the two white stones on the right will be captured. If White 'a' instead of 13, Black will squeeze by throwing in at 13; the continuation White 'b'-Black 'c'-White 6-Black 'd' will be terrible for White.

When Black turns at 59, the cut following Black A becomes a major threat.

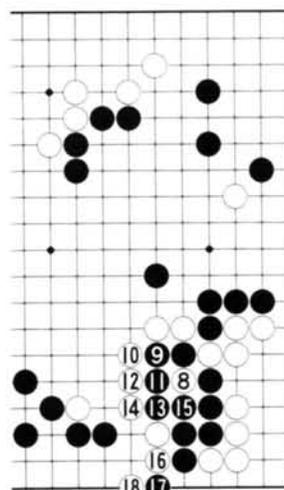
Black's moyo is getting big, so White has to do something to cut it down to size. But Satoru does not approve of White 58. He

suggests that White invade deeply at B, which is like a sting operation. If Black attempted to annihilate it with C, White would simply jump to D. Once having answered B at C, it is not desirable for Black to cut off White D.



*Dia. 4: unreasonable*

*Dia. 4.* If Black cuts through with 1 and 3, White 4 makes *miai* of A and B. If Black answers at 5, then after White 6 and Black 7, White cuts at B and captures 3. If Black tries to save 3 —



*Dia. 5: disaster*

*Dia. 5.* Escaping with 9 would invite disaster. White presses the attack with 10 on and swallows up the whole black group.

The conclusion is that Black cannot cut

off D in the figure, so his moyo will be divided into two, and when there are two black moyos like this, it is impossible to surround big territories on both sides.

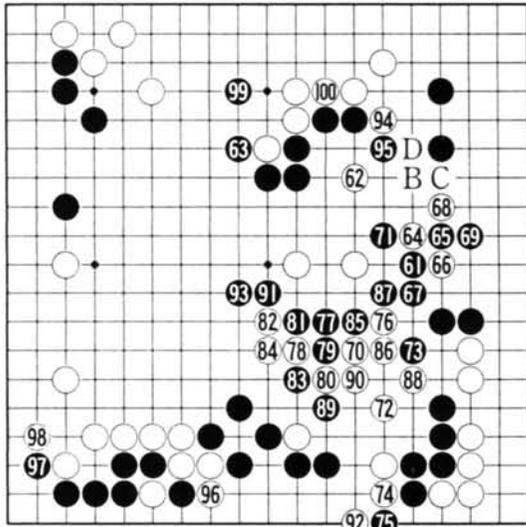


Figure 3 (61–100)

**Figure 3 (61–100).** *The game is decided.*

White occupies what looks like a vital point at 62, but, maintains Satoru, if Black now just played at Black 94, erasing all his bad aji and eyeing the cut following Black 100, the game would be over.

Black 63 gives White a chance. White 64 and 66 are good *sabaki* moves, but White 68 is crude, erasing both Black's bad aji and White's chance of breaking into the right side. Instead of 68 —

Satoru: 'At first glance, the obvious *sabaki* move is B or C or D.'

Even after the 68–69 exchange, White should do something to take care of these stones instead of switching to 70. Satoru: 'The game is over after Black ataries at 71.' After this move, all the white stones here become bad moves that have served just to thicken Black's position.

There seems to be still a barrier, albeit not an unconquerable one, that Bogdanov has to overcome to catch up with the top Asian players.

**Figure 4 (101–150), Figure 5 (151–197)**

Satoru's commentary ends with 71. The rest is just a mopping-up operation.

*White resigns after Black 197.*

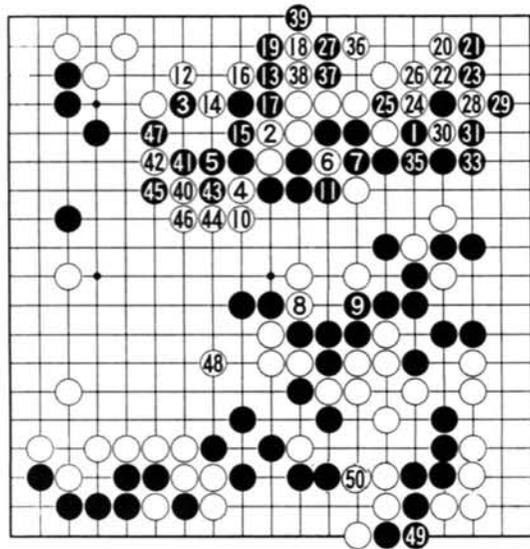


Figure 4 (101–150)  
32: connects; 34: ko (below 25)

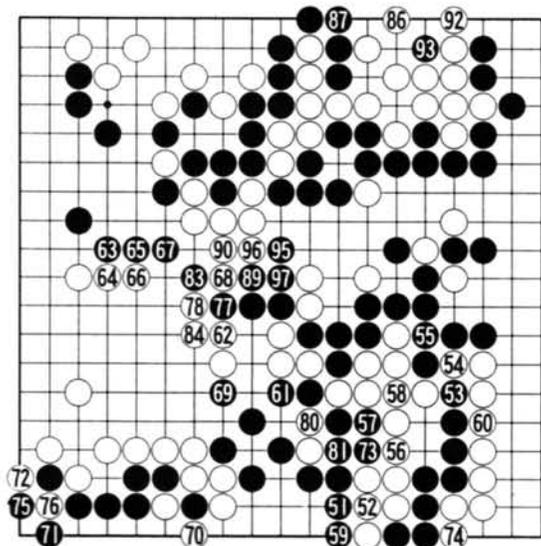


Figure 5 (151–197)  
ko (over 76): 79, 82, 85, 88, 91, 94

## Game Two Luxembourg vs. Argentina (Round 7)

**White:** Laurent Heiser 6-dan (Luxembourg)

**Black:** Eduardo Lopez Herrero 6-dan  
(Argentina)

Played on 24 May 1996.

*Commentary by Kobayashi Satoru.*

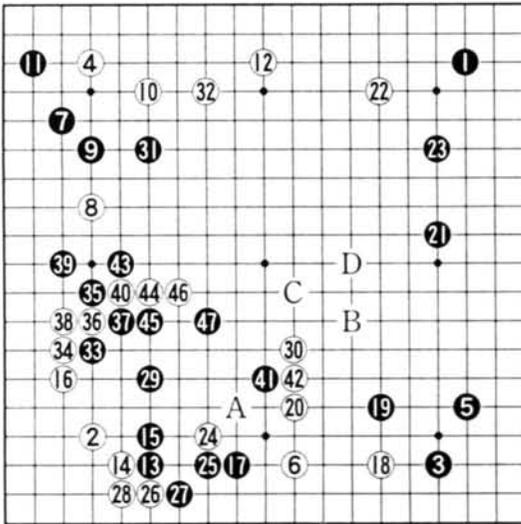


Figure 1 (1-47)

**Figure 1 (1-47). The unplayed perfect follow-up**

This commentary was given to both players.

Up to Black 23, there is no problem. When White played 24, Satoru argued that White A was better. 'Some pros opt for White 24-28, but it doesn't make sense to me. When White plays 26 and 28, Black 25 becomes a diagonal connection. There is no reason for Black to be dissatisfied with this result.' Then, with a friendly smile at the players, he continued: 'If you trust me, then play 24 at A from now on.'

When Satoru saw Black 33, 35, and 37, he praised them lavishly, adding that there was an excellent follow-up move. At first, both players looked puzzled, but then realized that he was referring to a move expanding the black right-side moyo, namely, Black B. If White answered at C, then Black D would complete the moyo. Since Black has strengthened his group at the bottom with 33-37, he would not have to worry about an attack on it by White, even after White C. If the entire right side became Black's territory, White would have no chance of winning, so he would probably have to invade there instead of White C. Whatever happened after that, Black would have the initiative in the game.

Black 39 is not really big in this position. White cuts at 40 and the players cross swords here instead of on the right side.

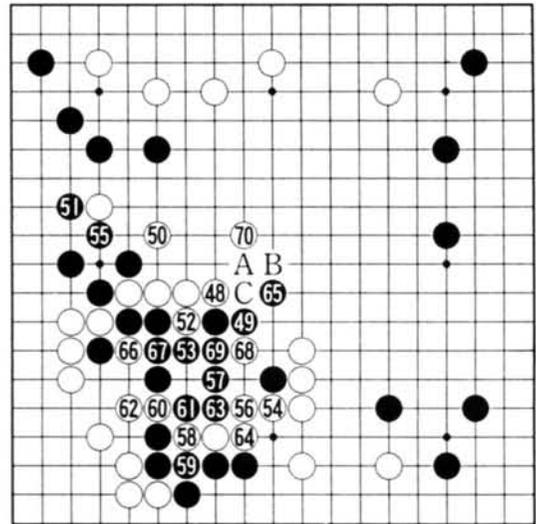


Figure 2 (48-70)

**Figure 2 (48-70). Missing the vital point**

White 48 is crude: it's a bad move. It is unnecessary to push here: it only helps the black group escape into the center. Should White first exchange 50 for Black 51, he would be able to continue with the knight's move at A, which is clearly superior to 48.

White 52 is not good either, as it fills a liberty of the four stones. And White 54 is a detour: it should be at B. The latter move is urgently needed to ease the pressure from the lack of liberties of the four white stones.

Up to this point, it has been White who has been making repeated errors, but now it's time for Black to return the courtesy.

Black 55 is completely unnecessary. This is his chance to choke the white stones by turning at C.

When White wedged in at 60, Eduardo did not connect the black stones at the bottom with Black 62, since he was scared that White might capture the entire group with White 65. Satoru: 'If you were worried about the danger of White 65, then that's all the more reason why you should have used 59 to attack the white group with Black C. White would have had to answer it, so then you could have come back to connect at 59.'

Rather than C, Eduardo played 61 and 63; he confessed that Black C never occurred to him — all he thought of was securing eyes for this black group. As a result, White gained a huge territory at the bottom. After

this, Black had no chance to get back into the game. Yet Satoru praised Eduardo: 'After White 64, you didn't make any bad moves but played wonderfully. You lost only because the loss at the bottom was too big.'

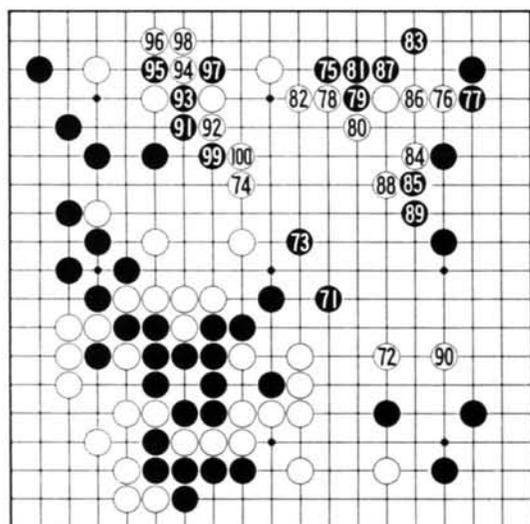


Figure 3 (71-100)

Figure 3 (71-100), Figure 4 (101-126)  
Black resigns after White 126.

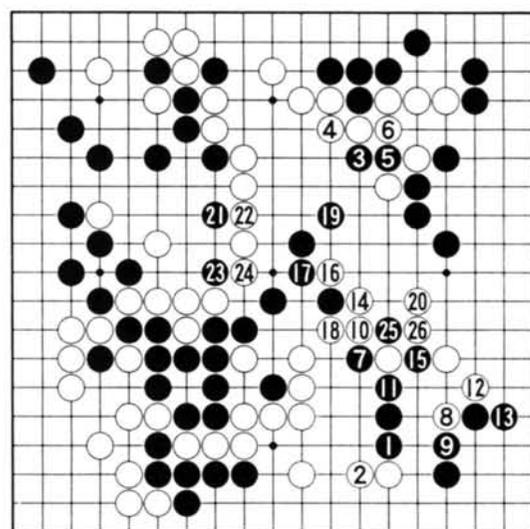


Figure 4 (101-126)

## Game Three Switzerland vs. Portugal (Round 7)

White: Roberto Morrison 1-dan  
(Switzerland)

Black: Gabriel Branco 1-kyu (Portugal)  
Played on 24 May 1996.

Commentary by Oyama Kunio 9-dan.

Mr. Branco showed his emotions very openly, so during the post-mortem discussion, every time he discovered one of his mistakes, he expressed his disappointment emphatically, with his hands, head, and voice. Even though he was disappointed, he looked funny and often made me laugh.

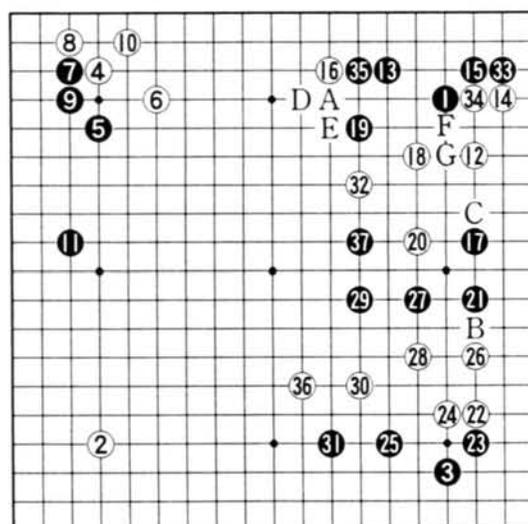


Figure 1 (1-37)

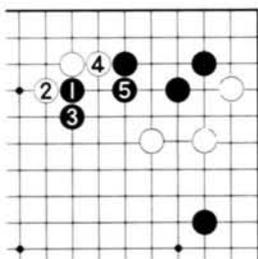
Figure 1 (1-37). Mistakes in direction of play

White 16 is dubious: it should be at 17 to take care of his two stones. White 17 would settle the stones, so Black 17, punishing White's mistake, is good.

Black 19 is not severe enough. He should attach at A as a leaning attack. Should White respond with 2 and 4 in *Dia. 1*, Black would gain force here, weakening the white group on the right. Since Black 19 does not have much effect on White 16, White does not have to take care of it, so he can attend to his group on the right with 20.

Black 21. In answer to 20, Black should play the two-space extension to B. If Black

wants to attack the white stones above, the way to do so is with Black C, but when Black plays 21, C will be a bit overconcentrated. If Black B, C would be perfect.



*Dia. 1: leaning attack*

Next, White invades at 22, which is an overplay. White should not make two weak groups here. Black 23 and 25 look like a good attack in combination with 3 and 21, but in this case White 26 at 27 would drive the two black stones on the right into trouble—they would not easily be able to break out into the center. Hence, Black 23 is not appropriate. Instead, he should first attack the upper white group with a move such as C.

By playing 26, White also misses his chance. After Black 27, White is in trouble.

When White plays 32, Black ought to pressure White 16 with D, separating it from the white group on the right. Since Black omits to do this, White again gets a chance: he should attach at E, which would link up 16 with the white group on the right.

White 34 is very small at this stage. In response, Black should exchange F for White G, then play at D. Black 35 is too cautious.

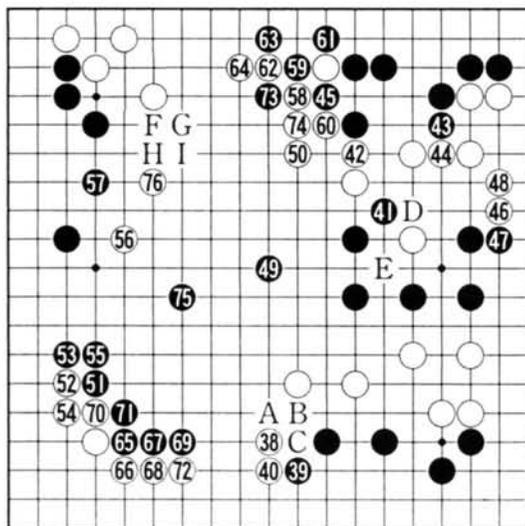
Black 37 is a good attack, choking the neck of the white group.

**Figure 2 (38–76).** *Missed opportunities for both*

Black 39 is not good. Not only is it unnecessary, it also greatly reduces the severity of cutting through the knight's shape with Black A–White B–Black C. The 39–40 exchange will help White if Black does cut.

Black 41 is severe, but Black should exchange 43 for 44 first. So, before answering at 42, White should play 43, which would generate thick eye shape.

White 46 and 48 are not big—he should omit these moves and jump to 50 immediately.



*Figure 2 (38–76)*

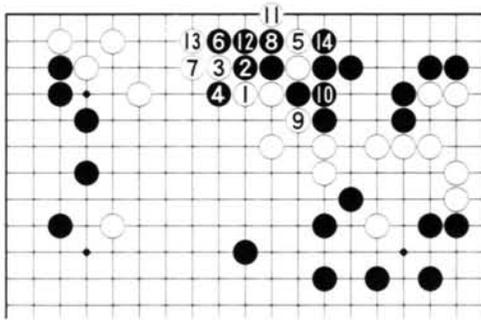
Black 49. Instead, Black should seize a white stone with D. If White links up with this stone, Black's shape becomes thin; White would then be able to aim at E. Therefore, capturing this white stone is big. Anyway, after 50 the fight on the right side seems to have settled down.

Next, Black turns to 51. White 52 and 54 are not good: they just thicken the black position on the left side.

Right after this, White tries to erase the black moyo on the left with 56, but this is an overplay. However, Black's response at 57 is too submissive. He should try to surround White 56 with Black F, followed by White G and Black H. Even Black 49 would be participating in this attack, so White would have a hard time escaping with 56. While chasing White, the cut with Black A–White B–Black C may even become feasible.

Since Black played a lukewarm move with 57, White should escape with 56.

White 60 is crude: simply extending to 1 in *Dia. 2 (next page)* is better. If Black continues with 2 and 4, White can play 5, making an effective two-stone sacrifice. In the result to 14, White builds thick shape in sente. That means that answering White 1 with 5, avoiding the squeeze, is better for Black. Note that if Black ignores White 1 altogether, descending to White 5 again sets up a good squeeze.



Dia. 2: sacrifice two stones!

Black 63 is a mistake. Black can capture a stone with Black 73–White 74–Black 64.

After playing 65 to 71, Black 75 is lukewarm. He should attach at F in order to swallow up White 56. If White answered with the hane at G, Black I would be severe; if White then cut at H, Black would atari at 76, cutting off the escape route of 56.

Even after White 76, Black was ahead. But during the endgame, which is Mr. Branco's weakest area, he constantly made mistakes, and in the end White caught up and reversed the lead. This was a regrettable loss for Mr. Branco.

Figure 3 (77–100), Figure 4 (101–160)

Moves after 160 omitted.

White wins by 2½ points.

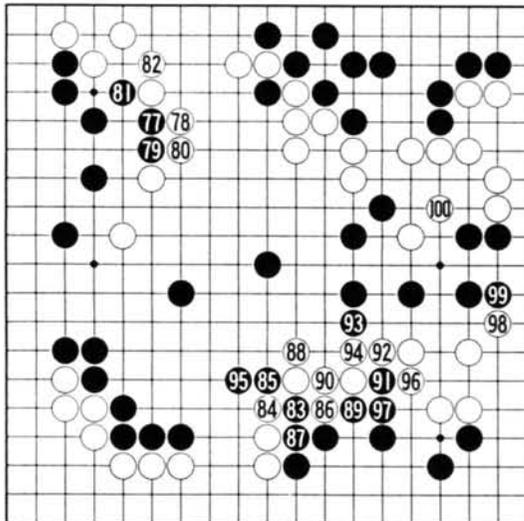


Figure 3 (77–100)

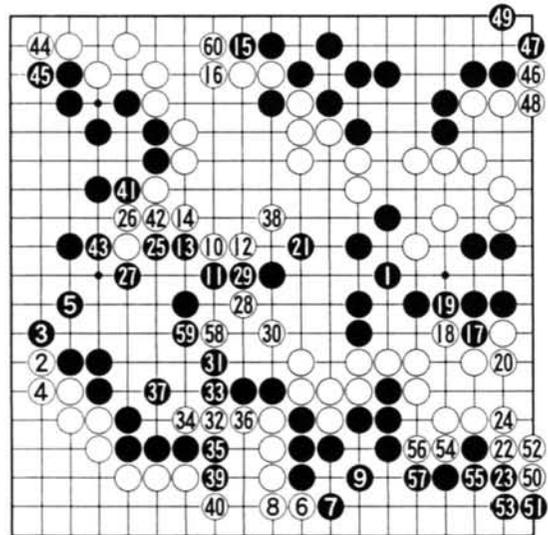


Figure 4 (101–160)

## Game Four Canada vs. Malaysia (Round 1)

White: Zhiqi Yu (Canada)

Black: Tiong Kee Soon (Malaysia)

Played on 21 May 1996.

Commentary by Oyama Kunio 9-dan.

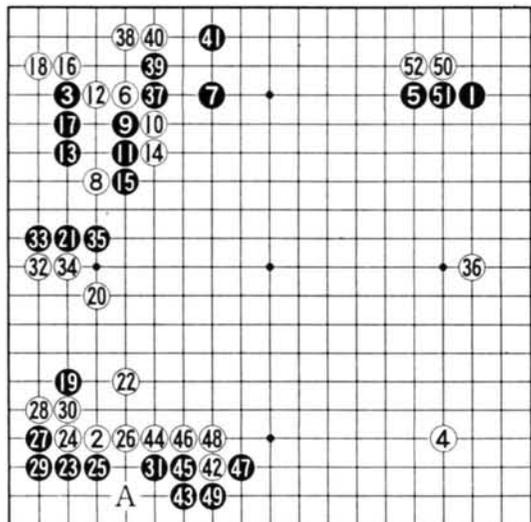
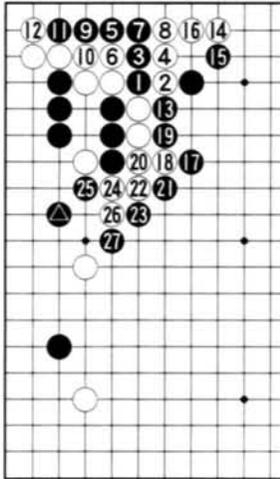


Figure 1 (1–52)

Figure 1 (1–52). Both sides overlook the ladder.

After Black 21, a cut at 37 immediately becomes effective, so White must defend against it instead of 22. When the sequence

in *Dia. 1* occurs, the position of the marked stone makes the ladder possible, so White must do something to forestall this. In the diagram, Black 17 is a tesuji, trying to trap the two white stones. But White 18 prevents that (if the marked stone is not on the board). Note that the ladder with Black 17 at 19 should be favorable for White when he chooses to descend at 18 in the figure (as it was).

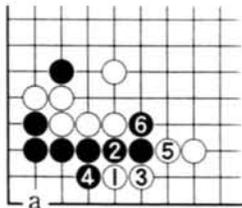


*Dia. 1: the ladder works*

Both players miss the sequence in *Dia. 1* after Black 21.

White 38 and 40 are too submissive. White should atari at 39 and then switch elsewhere.

Black 43 is not necessary right now. Presumably Black was afraid of White A, but he could just follow *Dia. 2*. His group is safely out into the center with 6; at worst, he can come back and make life with 'a'.

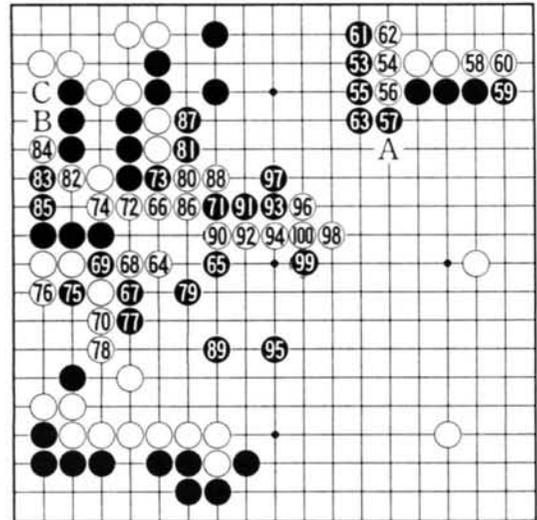


*Dia. 2: no danger for Black*

When White invades with 50, Black goes wrong with 51, which should be at 52. Since his moyo at the top is so wide, he should not let White crawl into it.

**Figure 2 (53–100).** Black makes more mistakes.

Black 63 is slack. All the black stones at the top are thick and strong, so a cut by White at 63 is no threat. If White did cut, Black would simply extend to A. Instead of 63, he should attack at 67 to expand his moyo and at the same time reduce White's moyo on the left side.



*Figure 2 (53–100)*

In the fight on the left side, both sides make numerous mistakes, but Black goes wrong more often. White makes his share, however. Instead of 86, he should play at B, followed by Black 87 and White C; then the six black stones would be captured.

Black now makes a serious mistake. Escaping with Black 91 gives White thickness with 92, 94, and 96, so White takes a large, unbeatable lead again.

This was a game in which a Canadian player originally from China showed his superiority.

**Figure 3 (101–150)**

**Figure 4 (151–200)**

**Figure 5 (201–246)**

*Figures given on next page.*

*Black resigns after White 246.*

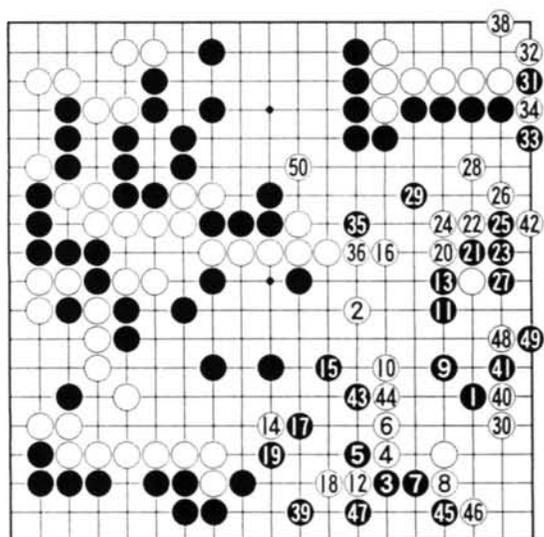


Figure 3 (101–150)  
37: ko

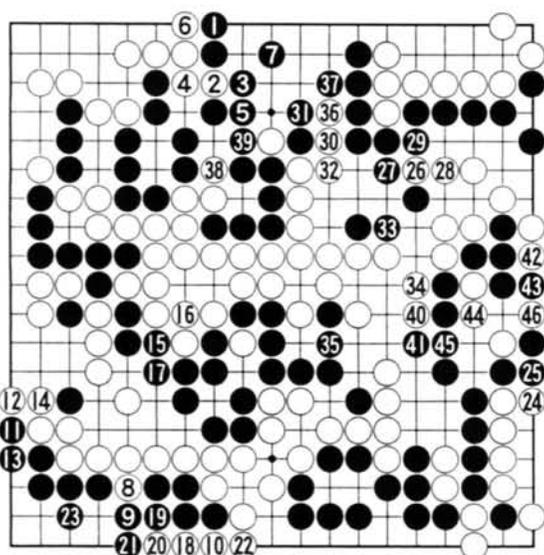


Figure 5 (201–246)

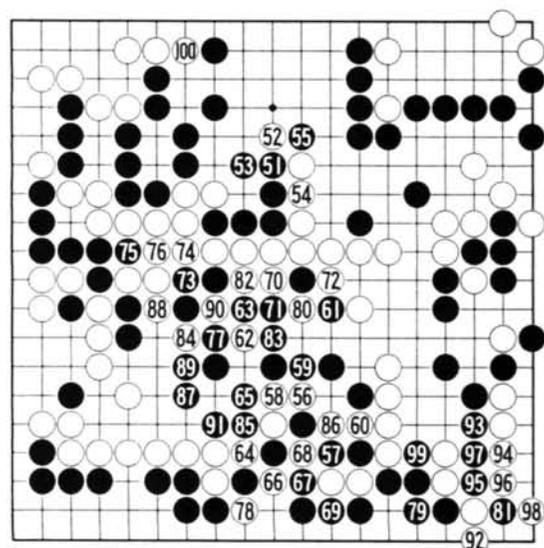


Figure 4 (151–200)



Kan Ying

## Game Five China vs. Hong Kong (Round 5)

White: Liu Jun 7-dan (China)  
Black: Kan Ying 7-dan (Hong Kong)  
Played on 23 May 1996.  
Commentary by Kobayashi Satoru.

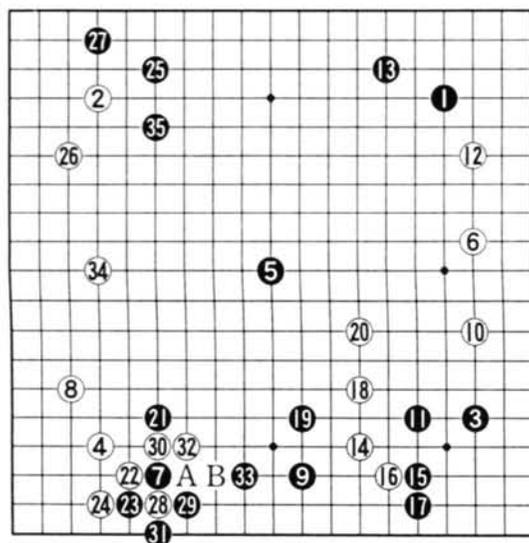


Figure 1 (1–35)

Figure 1 (1–35). Each side tries to help the opponent.

White 14 is dubious. To prove this, Satoru reversed the order of the moves here.

The outcome up to 20 is the same as Black 15–White 14–Black 9. White 14 is too close to Black's pillbox enclosure. That is, White 14 not only gives Black a big corner territory with 15, but also offers itself as a target for Black to attack. It takes quite a while to lead 14 out to safety.

However, even though Black has started to take the lead, she immediately undoes her good work. Instead of 23, Black should descend to 28, aiming at the 3–3 point. Making unfinished shape with 23 means that Black will have to suffer for it almost immediately. White scores a major success by separating Black 21 from its allies. Perhaps Black should have answered 28 by pulling back at A, followed by White 29 and Black B, though this would also be painful.

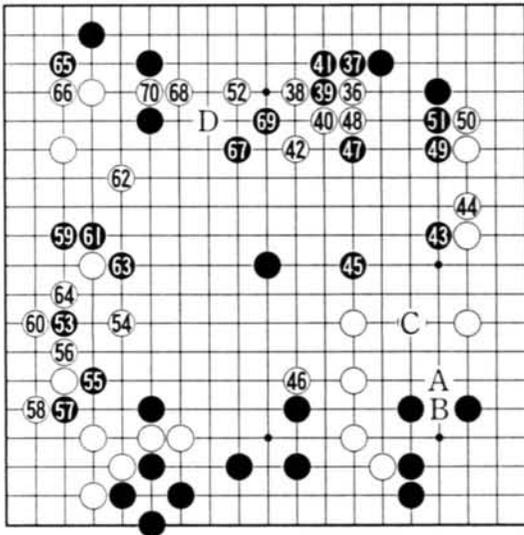


Figure 2 (36–70)

**Figure 2 (36–70). Divide and conquer!**

White 46 is not a good answer to the cap of 45, as it leaves Black with scope to attack this white group later on. It would be better to link up with its allies on the right side with White A–Black B–White C.

After White invades the top black moyo, Black invades the left-side white moyo with 53 on, which is not bad *sabaki*. Black 59 contains the implication of the descent to Black 60 as a forcing move, so White plays 60 to erase it.

White 62 is a serious mistake: it should be at 65 to secure a territorial base in the corner.

White 64 should also be at 65. Black 65 not only takes a lot of points but also threatens the white group. White now has two weak groups to look after, one in the upper left corner and the other at the center top. He is in bad trouble.

This is Black's biggest chance to win the game, yet 67 causes unnecessary complications. If she played 67 at D, clearly splitting White into two, victory would not elude her.

White 68 is a good counter, and Black responds with another mistake at 69. This should be a connection at 70. Pushing through with 70 makes the white group on the left thick and safe while hurting Black's corner group.

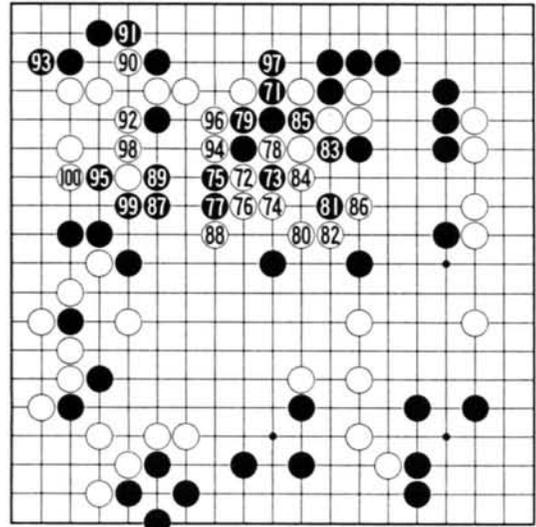


Figure 3 (71–100)

**Figure 3 (71–100)**

When Black cut at 85, she just managed to hold on to her lead. Yet when her time ran out, the game had apparently been turned around. Unfortunately, the commentary did not go far enough to determine which move was responsible.

**Figure 4 (101–118)**

*Black loses on time.*

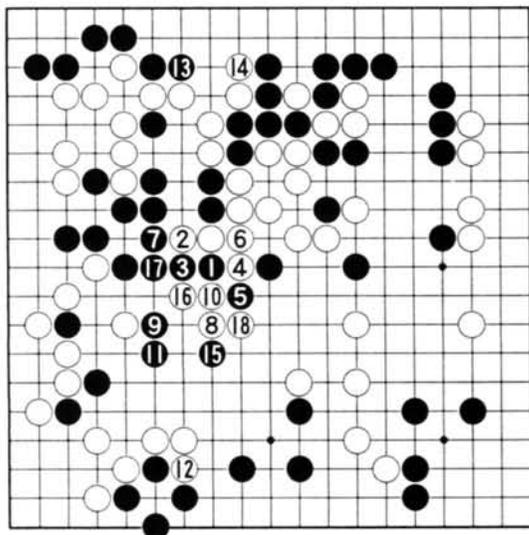


Figure 4 (101-118)

### Game Six U.K. vs. Germany (Round 2)

White: Felix von Arnim 5-dan (Germany)

Black: Matthew Macfadyen 6-dan (U.K.)

Played on 21 May 1996.

Commentary by Sanno 9-dan (+ comments by Kobayashi Satoru and Michael Redmond)

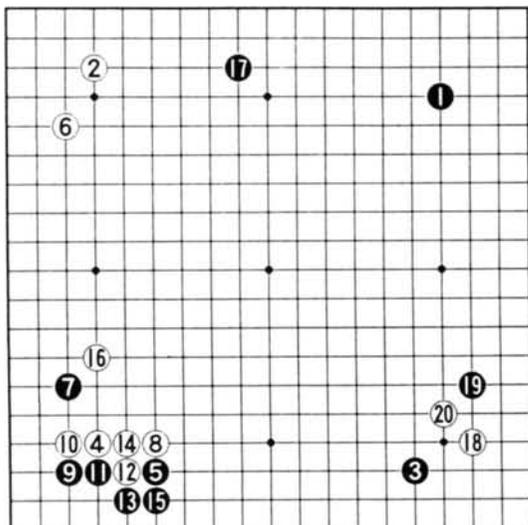


Figure 1 (1-20)

**Figure 1 (1-20).** An interesting start

An interesting pattern appears in the bottom left corner.

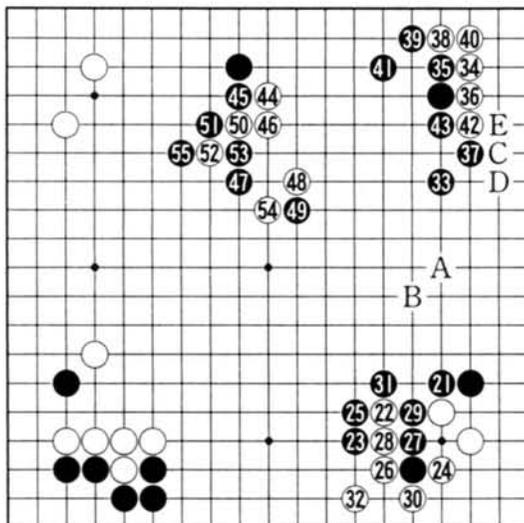


Figure 2 (21-55)

**Figure 2 (21-55).** The wrong erasing move

A new pattern appears in the bottom right corner, but the result is good for Black. Satoru recommended that White play 26 at 30. The day after the game, Felix had a chance to ask Michael Redmond how White should have played in this corner. Michael argued that once Black pushed up at 25 White no longer had a good response, so instead of 24 White should pincer at A; if Black B, White then extends to 37. If Black next pushes up at 25, White will now play 24; if Black continues by blocking him off from the centre with 31, the exchange of White A and Black B becomes a profitable one for White, as Black B is no longer necessary.

White 42 is played to take sente. Instead, White could choose the other joseki, White C-Black D-White E, in which White ends in gote. In that case, White has more territory and the threat of splitting the black stones with White 43, but in the game Black has already made thickness throughout the board, so White 43 is not very promising. Besides, erasing the huge black moyo is more urgent, so taking sente with 42 is the right decision.

Nonetheless, White 44 is not an apt erasing move. Playing somewhere around 49 looks better, since the black moyo on the right side is larger and deeper than the one at the top.

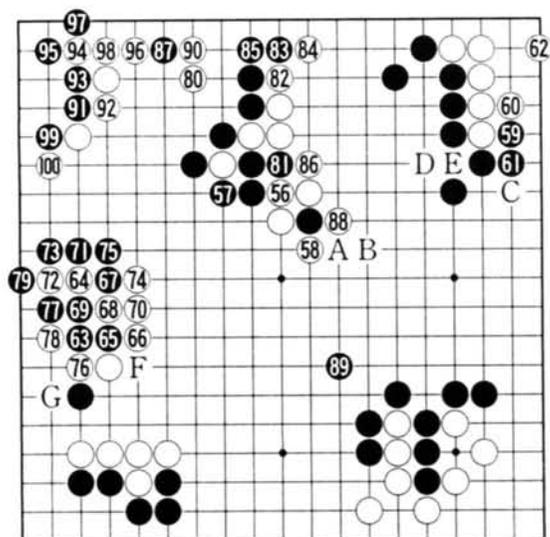


Figure 3 (56–100)

Figure 3 (56–100). *Timing is everything.*

After a few moves in the skirmish at the top, White managed to break out into the center. However, White 56 is a big mistake. He should atari at 58 first, forcing Black to pull out his stone and so making him heavy; White could then connect at 56 and would have a very good follow-up at A after Black 57. When White plays 56 first, Black no longer has to answer 58. This is because if White captures with 88, the stone at 56 becomes redundant. Also, Black can still make a big territory on the right side by playing at B later, whereas with the Black 88–White A exchange on the board, Black can no longer play at B, so his territory will be smaller.

Black 59 and 61 are good: this is the right time to play these moves. Usually you are supposed to refrain from making this exchange, but then White might get a chance to play White 61–Black C–White D in sente, forcing Black to connect at E. Having D in place might help the centre top white group make life later. Black 59 and 61 forestall that.

Black 63 starts a skirmish on the left side. White 68 and 70 are a big mistake, giving Black 64 and 72. Taking these white stones is very big — the thickness thus created makes Black 91 a serious threat to White's corner enclosure at the top. White has also left a big cutting point at F; Black also gets the descent of G, which sets up a connection for this

'captured' stone.

All these problems stem from 68. Instead, White should have made a hane at 75.

The game has been decided, and the commentary terminates here. However, there's still a lot of interesting fighting, so it's well worth playing through to the end if you have the time.

Figures 4, 5, 6

*Black wins by 6½ points.*

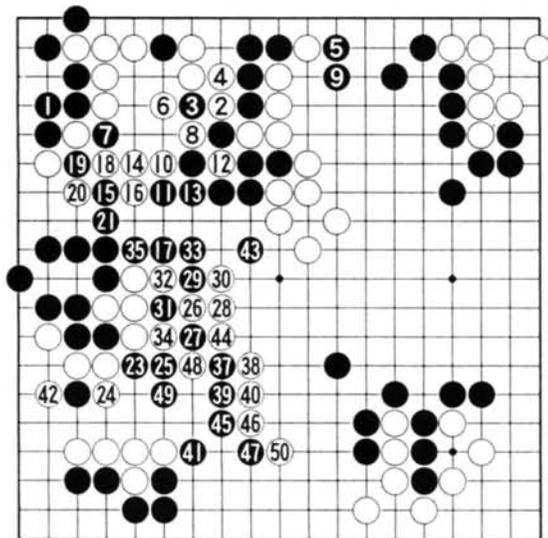


Figure 4 (101–150)

22: ko (above 19); 36: connects (at 31)

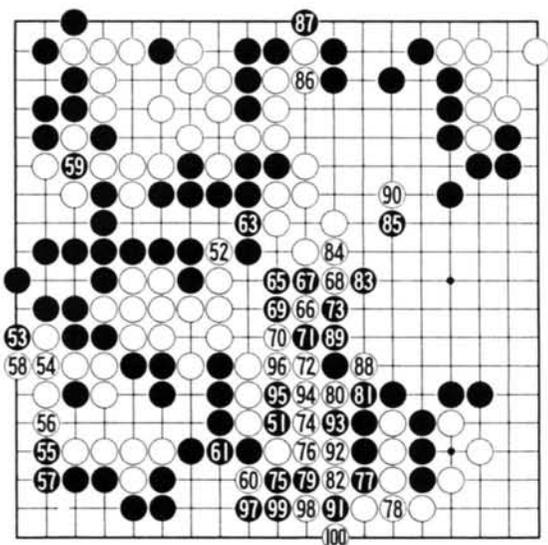


Figure 5 (151–200)

62: ko (above 59); 64: connects (at 59)

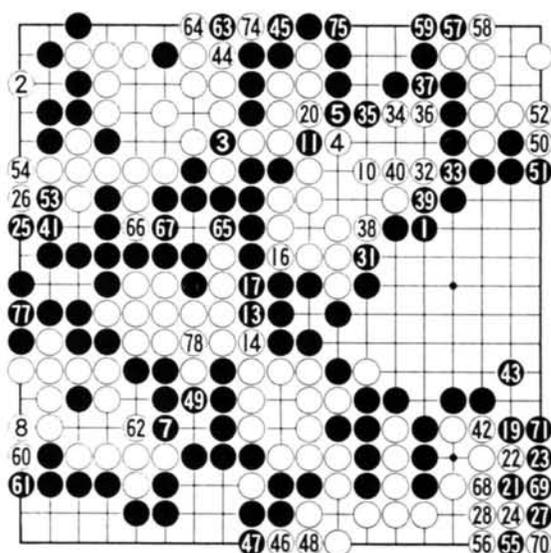


Figure 6 (201–278)

ko: 6, 9, 12, 15, 18, 29; 30: connects (at 11)  
72: connects at 55; 73: connects (below 3);  
76: connects (at 63)

## Game Seven Ireland vs. Spain (Round 6)

White: Noel Mitchell 2-dan (Ireland)

Black: Cesar Sanchez 4-dan (Spain)

Played on 23 May 1996.

Commentary by Kobayashi Satoru 9-dan.

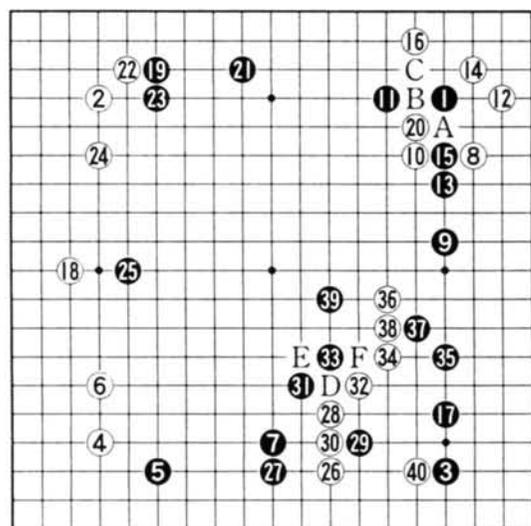


Figure 1 (1–40)

This Spaniard laughs a lot and is very

cheerful. His sense of humor and that of Satoru match very well, so he always tried to have Satoru go over his games. Satoru also enjoyed the commentaries.

### Figure 1 (1–40). Vital points go begging

White 14 is a mistake. Having Black push through with 15 is very painful, so White must connect at 15. However, when White peeps at 20, which is a dubious move, Black does not answer. He must connect at A, after which White would have no good follow-up. If he continued to push through with B, Black would just wedge in at C — White is just creating heavy stones inside Black's sphere of influence.

Since Black ignores White 20, White must continue with either A or B — the black stones here would then become useless, clinging to White's thickness like moss on a wall. Both players miss the vital point.

White 32 is dubious: this kind of diagonal move is not good style. He should push up at D; if Black extended at E, White could push up again, building thickness he could use to invade the right side. If Black didn't extend but defended the right side with 35, then White would have a severe follow-up at E, damaging Black 31.

Black 33 is, like 32, a bad example of the diagonal move. It gives White a chance to push up at F; if Black extends above 33, White can then invade the right side with White 35. Since White does not have a good follow-up after 32, Black should defend the right side with 33 at 35. However, White misses his chance, making another slack diagonal move at 34, so Black gets to defend the right side anyway. He then gets a good attack going with 37 and 39—White's group has poor eye shape.

### Figure 2 (41–67). White takes profit, but . . .

Black 45. Even after White 44, connecting at A is the most urgent move. That would prevent the weak white group below from linking up with its allies at the top.

Since White still has a weak group in the center, 48 and 50 are overplays. After Black 53, the stones on the side are in bad trouble. However, instead of killing them, Black ends up losing his three stones.

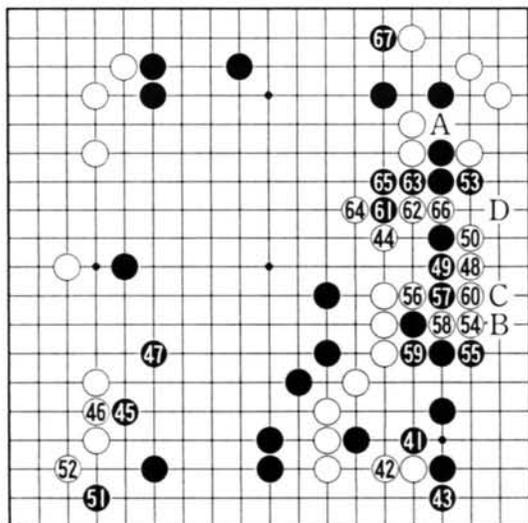
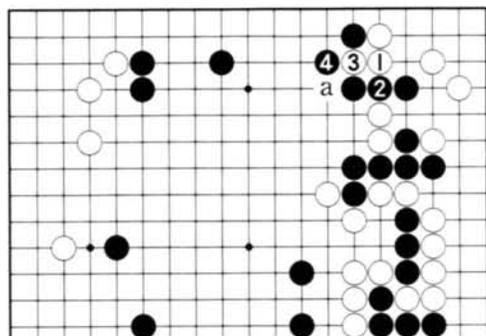


Figure 2 (41-67)

Black 59. The simplest strategy is perhaps to play at Black 60; if White B, then Black connects at 59, followed by White C and Black D. The white group now has neither two eyes nor enough liberties to attempt a capturing race with the black stones above.

Since a white group that should have died was resurrected, swallowing up three black stones in the process, White makes a big profit. Such profit would usually be decisive, but in this case the situation doesn't necessarily favor White when Black attaches at 67. Perhaps the game is a dead heat. In fact, White later makes a number of dubious moves, so the game tilts toward Black.



Dia. 1

Figure 3 (68-100). *Helping Black*

White 68 is too submissive, and the exchanges of White 72, 74, and 76 only make

Black thick. Instead of either 68 or 72, White should have played at 73, that is, 1 in *Dia. 1*.

*Dia. 1*. If Black 2, White pushes along at 3, and Black blocks at 4. White will now aim at the cutting point of 'a'.

After 77, White continues to make mistakes, so Black's lead gets bigger and bigger.

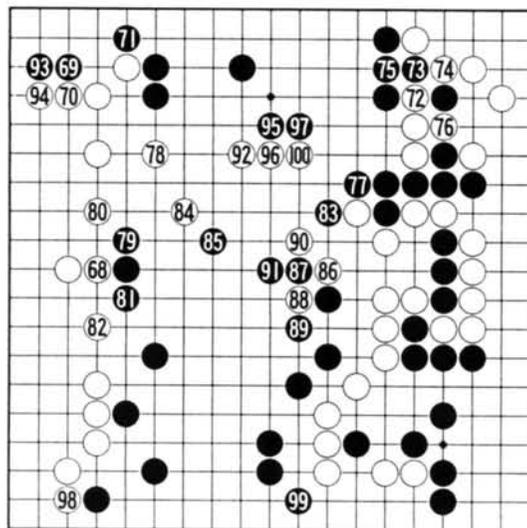


Figure 3 (68-100)

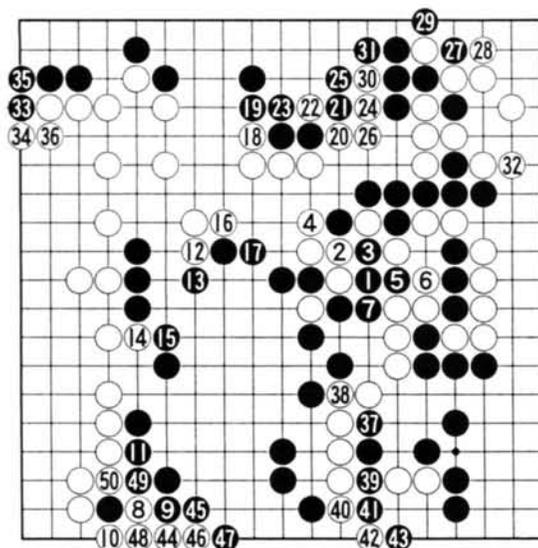


Figure 4 (101-150)

Figure 4 (101-150)

Figure 5 (151-191)

White resigns after Black 191.

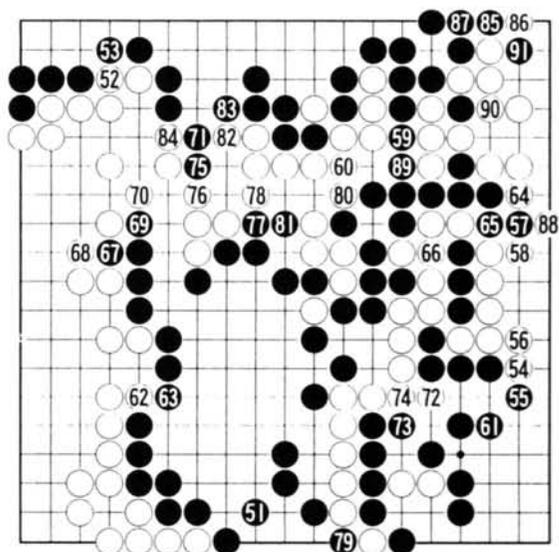
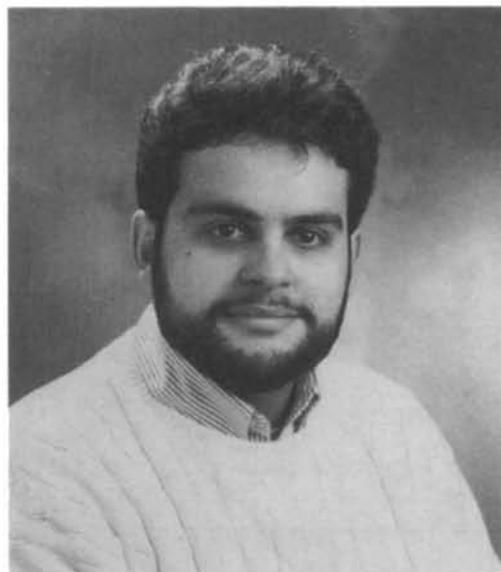


Figure 5 (151-191)



Cesar Sanchez Munoz

## The Ten Worst Moves at the WAGC by Haruyama Isamu 9-dan

The title may not be very flattering, but this article is well meant. Every year Igo Club has Haruyama 9-dan select ten egregious moves from the WAGC for dissection. Though labelled the 'ten worst moves', they are not unthinking blunders, which would hardly make an instructive article, but rather moves that show a mistaken way of thinking on the part of the player. Two of the bad moves have already been covered in our game commentaries, but the perspective is different, so we have not edited them out.

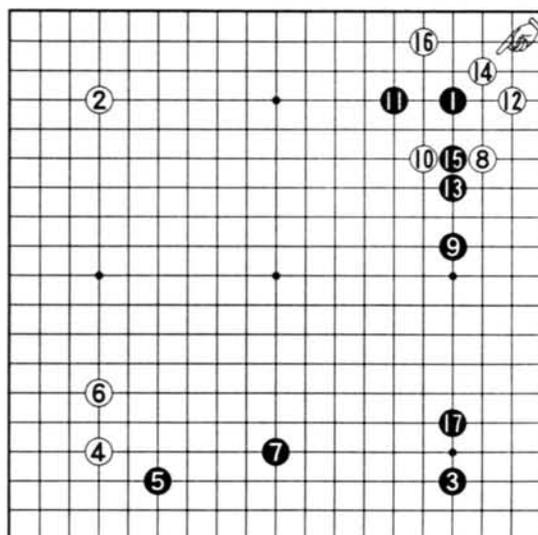
In each case, the accusing finger points at the culprit.

The text of the original article is by Fukano Masao.

### Bad move no. 1: split into two

Munoz and Mitchell both finished with four wins, but SOS separated them into 24th and 28th places respectively. This game was one of Munoz's wins.

White 14 is dubious. Black takes the lead with 15.

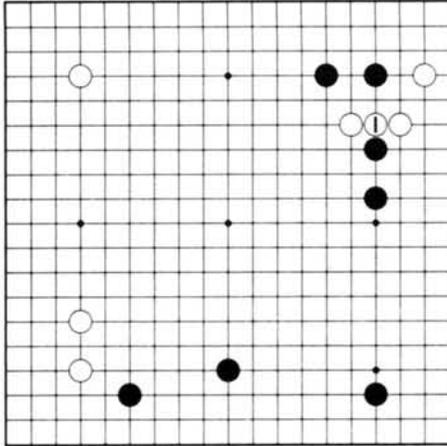


(1-17)

White: Noel Mitchell 2-dan (Ireland)

Black: Cesar Sanchez Munoz 4-dan (Spain)  
191 moves. White resigns.

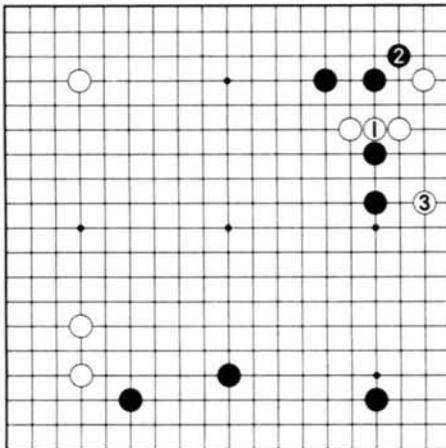
The correct move



Connecting at 1 is the only move.

White may have played 14 in the game out of fighting spirit or perhaps just hallucinated that he'd seen this variation in a professional game, but once Black thrusts through at 15, White can't hope to get a good result.

When Black encloses the corner with 17, he already has an easy game.

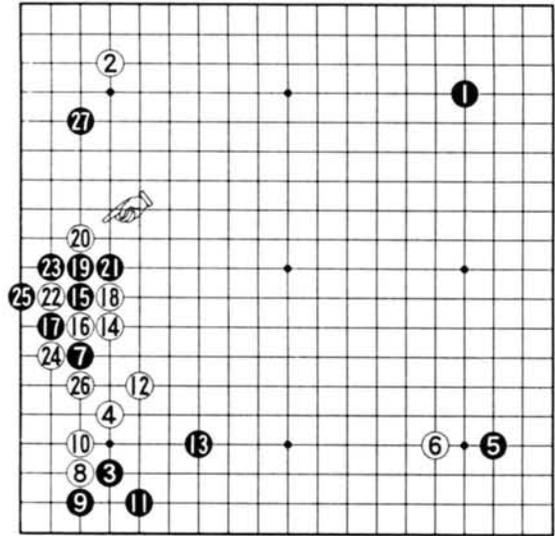


Probable continuation

Well, the moves shown here are just the ordinary joseki. This is surely what White was planning on when he jumped to 10 in the figure.

Bad move no. 2: A fake tesuji

White 20 looks like a tesuji, but this is the start of a tough fight for White.



(1-27)

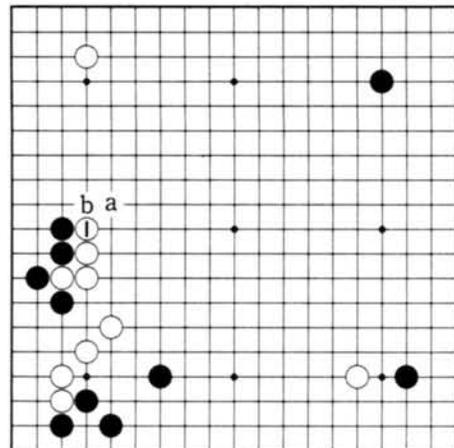
White: Miroslav Poliak 5-dan (Slovakia)

Black: Gilles van Eeden 5-dan (Netherlands)

147 moves. White resigns.

The correct move

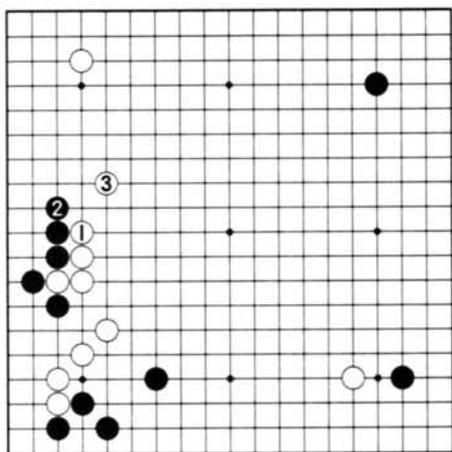
A move that one thought was a tesuji ends up with a bad result — this sort of thing happens to everyone. White 20 is a good example. Perhaps White thought that capturing a stone up to 26 was good enough, but helping Black to poke his head out at 21 is a big loss. The correct approach here is to play in the centre, with 1 or 'a' or 'b' in the diagram below.



Probable continuation (next page)

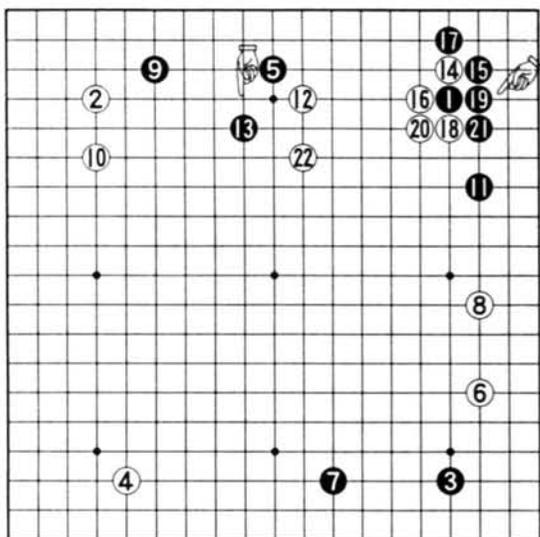
If White plays 1, Black will extend at 2. The knight's move of 3 now makes good

shape. Looking at the whole board, one can't say that White has a favourable position, but even so this is the only way to play. It's better than going out of one's way to help the opponent, as in the game.



**Bad move no. 3: Sometimes you have to counterattack**

At 68, Yuzuru Nakada was the second-oldest player, after Hirata. In general, I thought that he played a little too peacefully. In this opening, he makes two dubious moves.



(1-22)

White: Kerem Karaerkek 1-dan (Turkey)  
 Black: Yuzuru Nakada 2-kyu (Venezuela)  
 164 moves. Black loses on time.

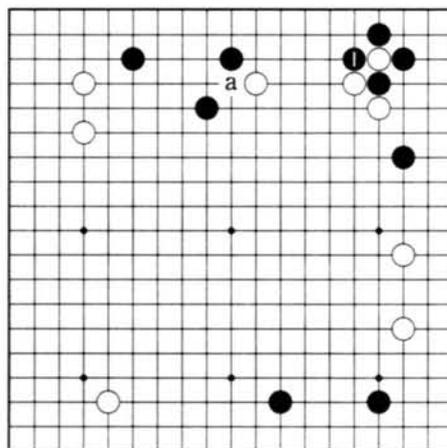
**The correct moves**

Black 13 has no effect on the opponent.

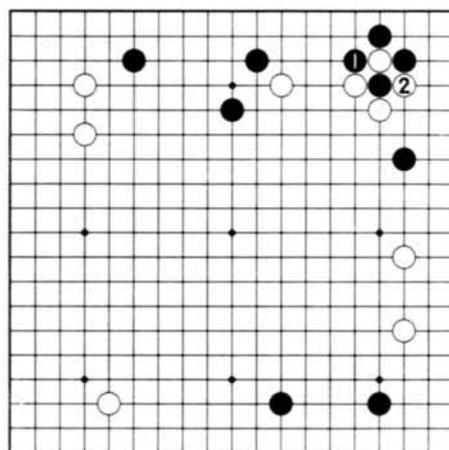
Whatever happens, Black must push down at 'a' in the diagram below.

Black 19 is too submissive. Once having given atari with 17, Black must continue by capturing at 1. This is the only move.

Of course, playing cautiously is important, but there are places where you have to counterattack instead of submitting.



**Probable continuation**



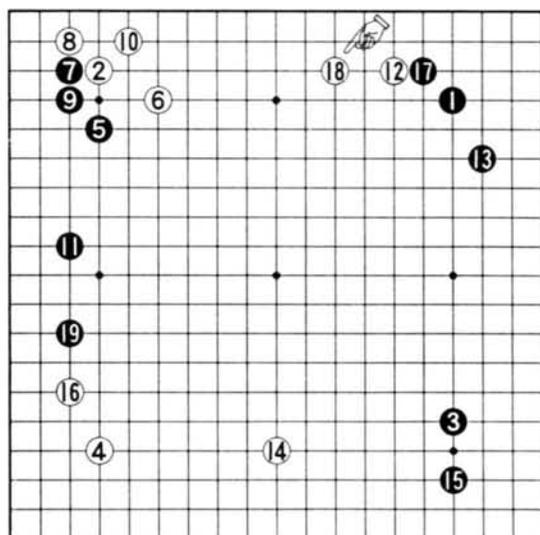
3: connects

If White ataries at 2, Black can simply connect. His corner group is safe, while White's group remains weak. Black will probably be able to launch a severe attack.

In the game, White's group is well on the way to getting settled after 22. Black will now have to worry about the thinness of his three stones (5, 9, and 13).

### Bad move no. 4: Running away from a fight

White 18 is a funny move.

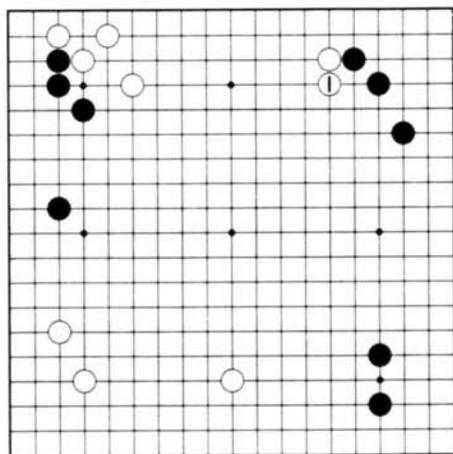


(1-19)

White: Juan Jose Rivaud 3-dan (Mexico)  
Black: Woei-Haw Djap 3-dan (Indonesia)  
235 moves. White wins by 29½ points.

#### The correct move

The solid extension (*nobi*) of 1 is the only move. White 18 in the figure makes funny shape and is illogical. There is no reason to dodge the fight when Black attaches at 17.

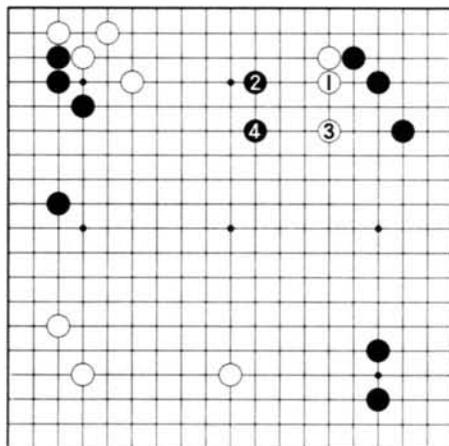


If we were to take a guess at what White was frightened of —

#### Probable continuation

It was probably the pincer of Black 2.

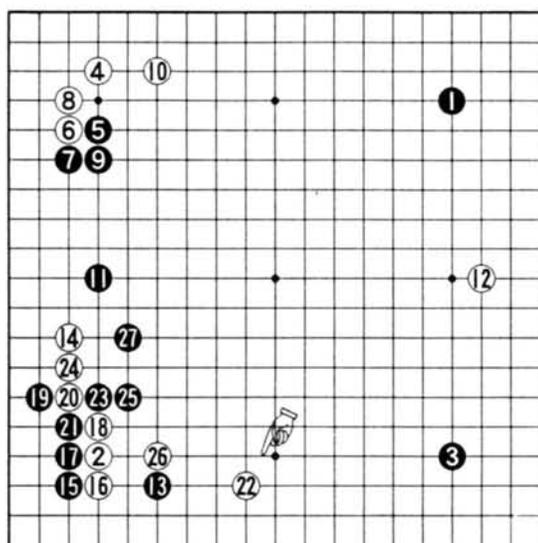
However, there is nothing to worry about: White just jumps out with 2. Black may keep coming with 4, but this is an even fight.



The result in the game was a big win for White, but things might have turned out differently if instead of 19 Black had made a hane (on the fourth line below 12).

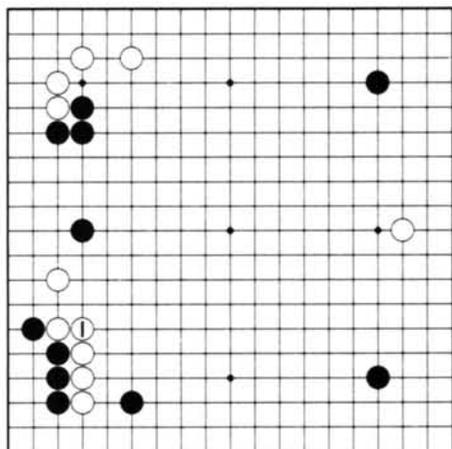
### Bad move no. 5: Deserting the front line

Leszek Soldan is a strong player from one of the European go power houses, but here he deserts the front line with 22.



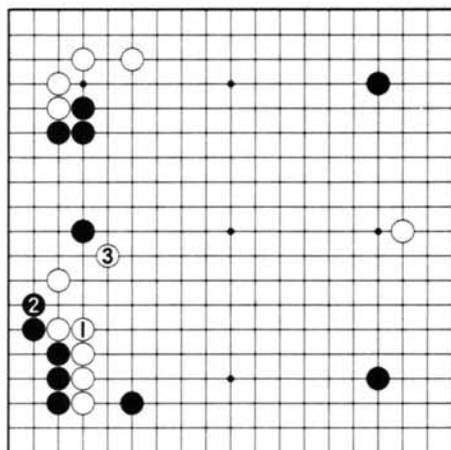
(1-27)

White: Leszek Soldan 5-dan (Poland)  
Black: Hirata Hironori 7-dan (Japan)  
215 moves. White resigns.



**The correct move**

White 1 is the only conceivable move. Because White switched to 22 in the game, Black made a very severe cut at 23. White couldn't omit 26, so Black captured his stones on the side with 27. This can't be good for White.

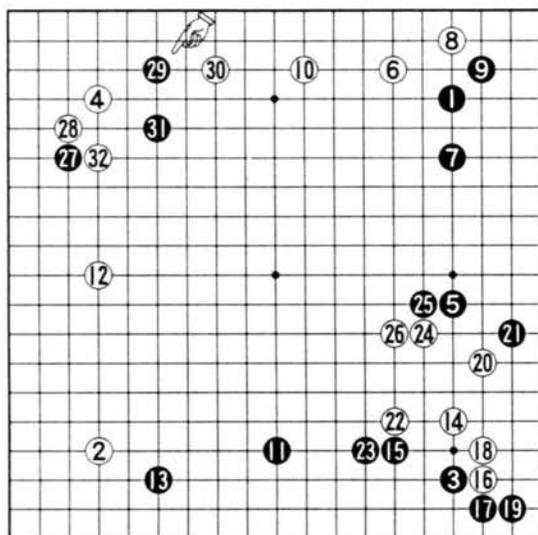


**The probable continuation**

Black will probably extend at 2, whereupon the shape move is White 3. It's mystifying that a player of Soldan's level missed such a simple variation.

**Bad move no. 6: A feckless tenuki**

Black 29 is dubious — that is made clear by the counter-pincer of 30. Permitting White 32 is not interesting for Black.

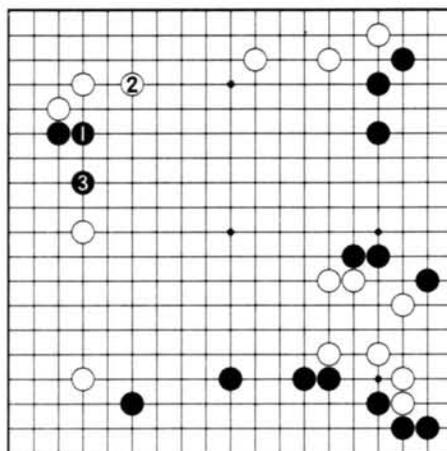


(1-32)

White: Pablo Saez 2-dan (Chile)  
 Black: Neville Smythe 3-dan (Australia)  
 214 moves. Black wins by 6½ points.

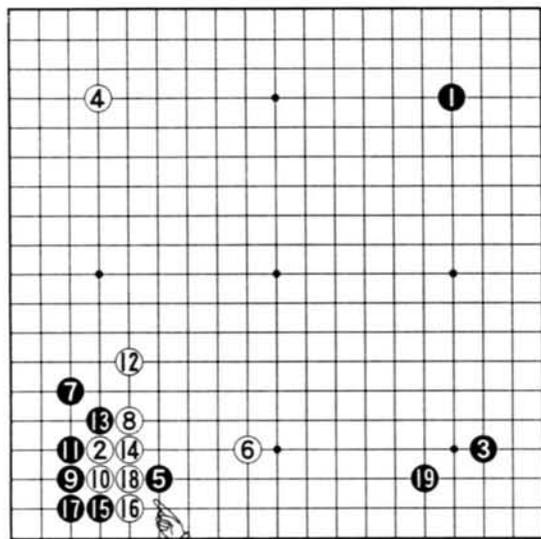
**The correct move & continuation**

To go back a bit, the approach move of Black 27 should have been played on the wider side, that is, at the top at 29. Putting that aside, once Black has played 27, he must continue with 1 in the diagram below. If White 2, Black 3 is the joseki. Securing this group is Black's first priority; later he will have plenty of chances to aim at invading the top. After 32 in the game, White clearly has the initiative.



### Bad move no. 7: Play the large points

With 18, White is worrying about trivialities. This is not an urgent point: it is too small to play so early in the game.

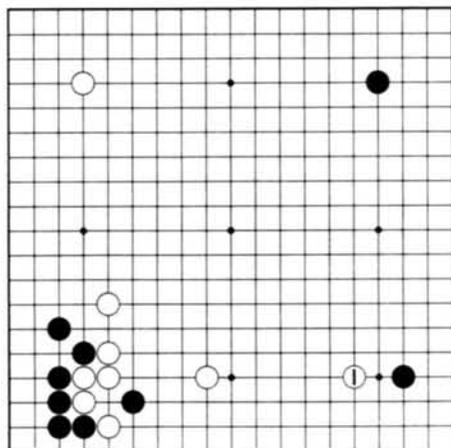


(1-19)

White: Korsak Chairasmisak 5-dan (Thailand)  
Black: Kasper Hornbaek 5-dan (Denmark)  
203 moves. White resigns.

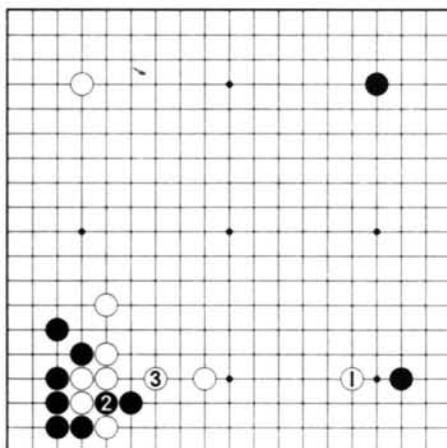
#### The correct move

Our heading, 'play the large points', surely gave a sufficient hint. The approach move of 1 is a large fuseki point. Just compare the difference between this and 19 in the game. White 18 is close to being an end-game move, so White falls a step behind.



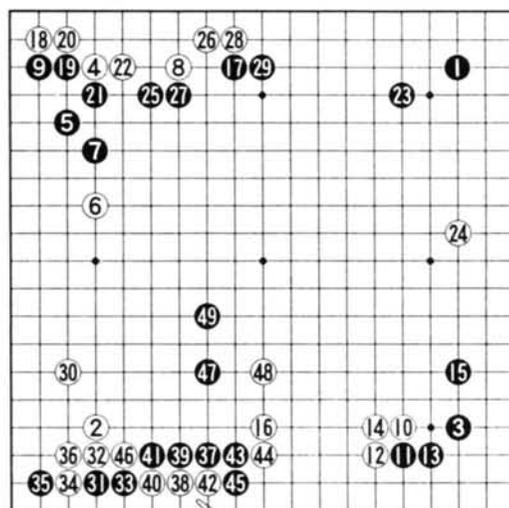
#### Probable continuation

The cut at 2 is nothing to worry about: the standard response is to press at 3. In practice, Black won't cut but will occupy a large point somewhere. There is a proverb, 'play the urgent point before the large point,' but the first step is to learn to identify them. White 18 in the game is neither.



### Bad move no. 8: Capturing causes a loss

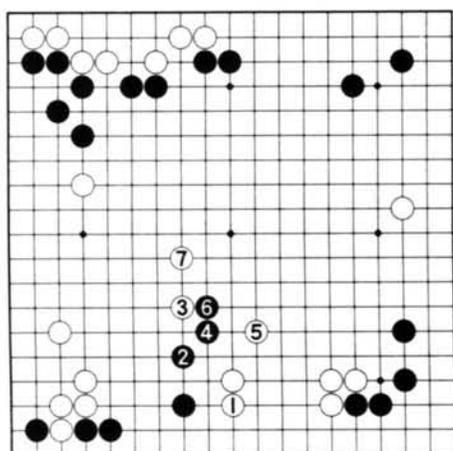
White uses brute force to wrest two stones from his opponent with 38 to 46, but has he really gained from this? When Black jumps first into the centre with 47 and 49, it's hard to say that White has done better.



(1-49)

White: Victor Bogdanov 6-dan (Russia)  
Black: Huang Hsiang Jen 6-dan (Ch. Taipei)  
215 moves. White resigns.

The correct move & continuation

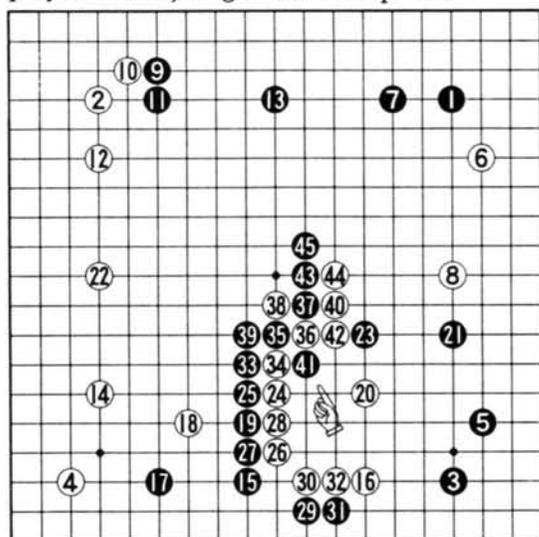


White should play the iron pillar of 1 and aim at attacking later. If Black jumps out at 2, White can cap at 3. The standard sequence to 7 may follow; White can still look forward to attacking the black group. There's a strong possibility that in the process he may solidify his bottom and right-side positions.

Profit from capturing a few stones is not usually equal to the profit gained from attacking a group.

Bad move no. 9: The wrong cut

Black must have hallucinated when he played 41: he just gives Black a present.

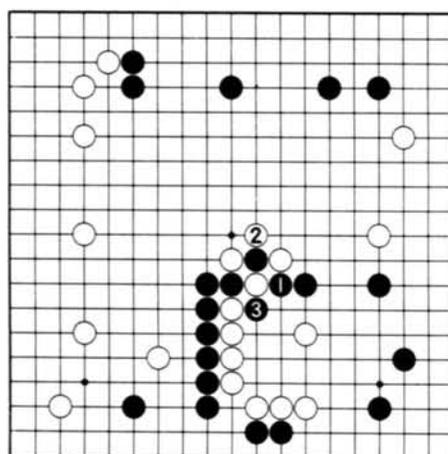


(1-45)

White: Rafael Torres Miranda 3-kyu (Cuba)  
 Black: Alain Wettach 2-dan (Belgium)  
 217 moves. White resigns.

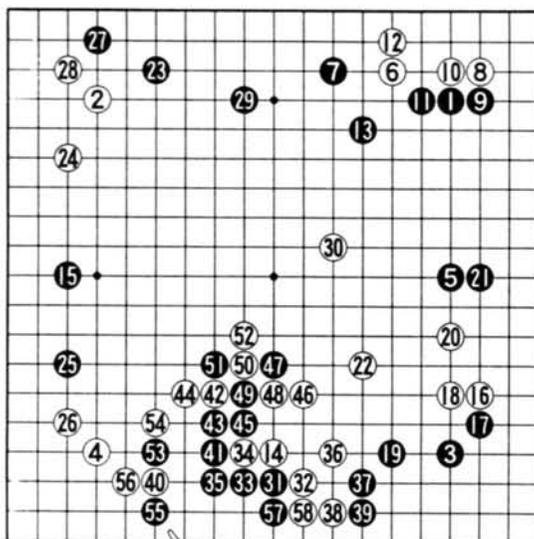
The correct move & continuation

Actually, the best move is simply to play 41 at 43, but if Black is going to cut, then the place to do so is at 1 here. If White answers by connecting at 3, Black can extend to 2; if instead he captures at 2, Black can fight a ko with 3. Perhaps Wettach expected this ko when he cut at 41, in which case White 42 must have come as a shock.



Bad move no. 10: An inappropriate suji

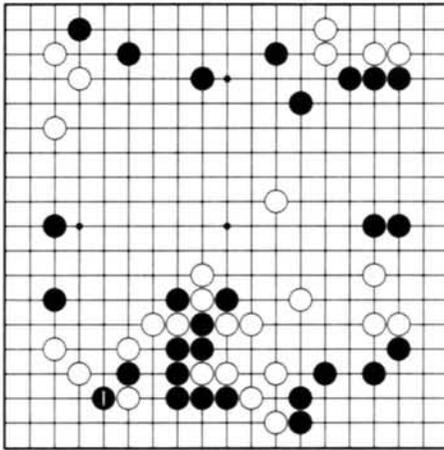
Black 55 is a standard technique, but this is the wrong place for it.



(1-58)

White: Noel Mitchell 2-dan (Ireland)  
 Black: Pablo Saez 2-dan (Chile)  
 227 moves. White wins by 35½ points.

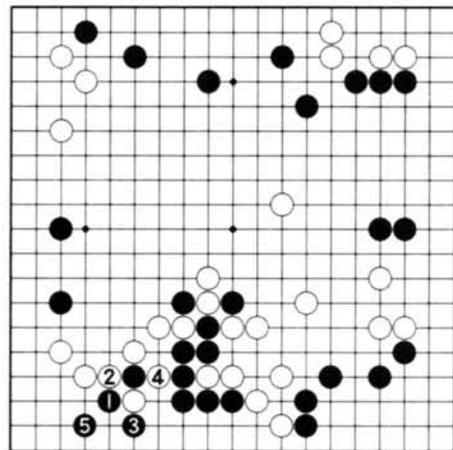
The correct move



Perhaps Saez overlooked White 56 — simply pulling back like this is a good counter and puts Black on the spot. Now he can't make two eyes.

Since 56 is the vital point, Black should play there himself with 1. This ensures life for the group.

Continuation



The best White can do is to atari at 2, so Black continues with 3 and 5. He now has enough space to make two eyes.

To conclude, let us apologise to the players for highlighting their bad moves like this. Everyone has lapses, and the mistakes in this article are not representative of their play.  
(Igo Club, August 1996)

# WAGC Teaching Games

During the 18th WAGC, *Go Weekly* arranged for three teaching games to be played between WAGC competitors and Nihon Ki-in professionals. The pairings were:

- Enzo Pedrini (5 stones) vs. Sanno Hiro-taka 9-dan
- Noel Mitchell (5 stones) vs. Kobayashi Satoru
- Kerem Karaerkek (6 stones) vs. Michael Redmond 8-dan

How well did these players do in upholding their honour as representatives of their countries?

## Game 1: Pedrini vs. Sanno

**White:** Sanno Hiro-taka 9-dan

**5 stones:** Enzo Pedrini 3-dan (Italy)

Played in May 1996.

*Commentary by Sanno 9-dan. Report by Oshima Masao.*



Enzo, aged 34, was making his second appearance at the WAGC. In Kyoto in 1994 he came 32nd; this time he upped that to 25th. Formerly a chess player, he learnt go from a friend ten years ago. He was the 1995 Italian champion. Given a choice between four or five stones by Sanno, Enzo chose five. Even so, that's a tough handicap for a 3-dan — in teaching games, the handicaps are not designed to make the pro work really hard. The small handicap makes it hard to conceal your weaknesses, but that may make the game more instructive.

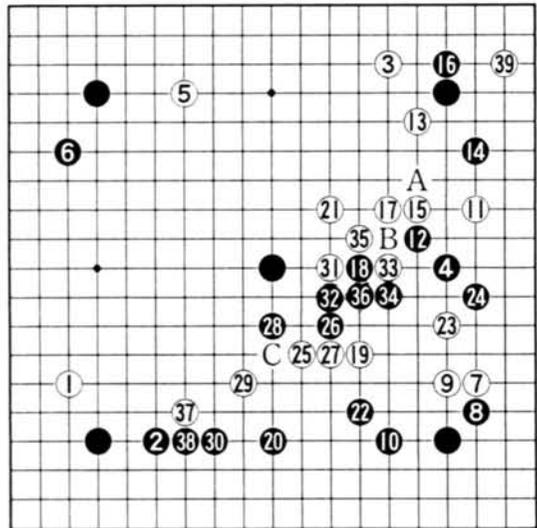


Figure 1 (1–39)

### Figure 1 (1–39). No complaints for Black

Black 16 tries to keep things simple. Sanno: 'Black should exchange Black 17 for White A before playing 16. Next, White 19 is probably best for White, so Black could then defend with Black 18. If White cut at B instead of 19, giving atari at Black 33 is good enough.'

The extension of White 17 makes nice shape, but Black develops well with 18 to 22.

Black 30. Pushing down at C, then cutting, would be more severe, but Black doesn't have to fight this hard in a handicap game. Up to 30, this is a model start for a

five-stone game.

White 39. Black is doing too well, so White has to stir up trouble somewhere. If possible, White would prefer not to have to resort to this kind of move.

This is Enzo's first real test.

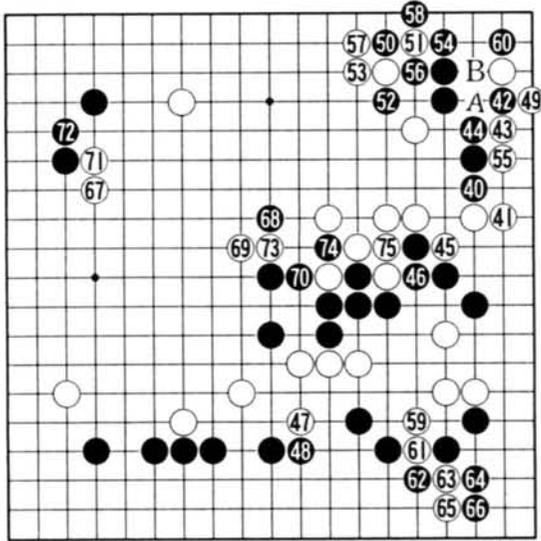


Figure 2 (40-75)

**Figure 2 (40-75)**

Black 40 is a good move.

Black 50. White would be in trouble if Black started the ko with Black 55-White A-Black B. This ko would be easy to fight while Black has so many adjacent ko threats. Black's efforts to avoid the ko with 55 on help White. When Black ignores White 59, White starts to catch up.

Black 70 is too timid: Black must connect at 73.

**Figure 3 (76-100)**

Black 82. This is an ideal opportunity to counterattack with 1 in *Dia. 1*. With this stone in place, the sequence from 2 to 6 no longer works. White will therefore omit it and seek to settle his group with the ko of White 'a'-Black 'b'-White 'c' and the placement at 'd'.

After playing cautiously in the centre, Enzo suddenly switches to aggression with 92. Using 94 to counterattack against the right-side white group with A is preferable, but even 94 looks like more than White can handle.

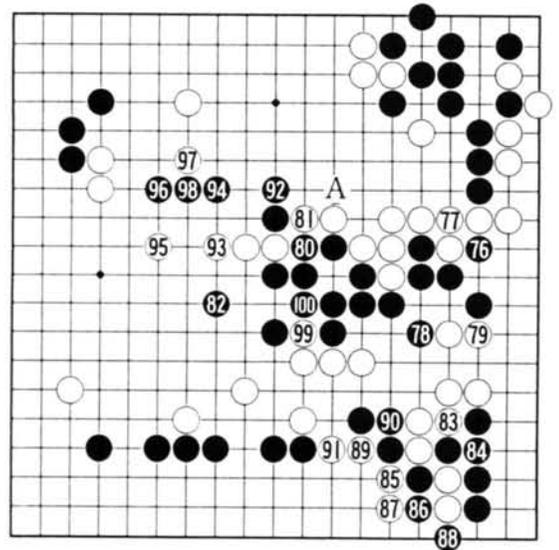
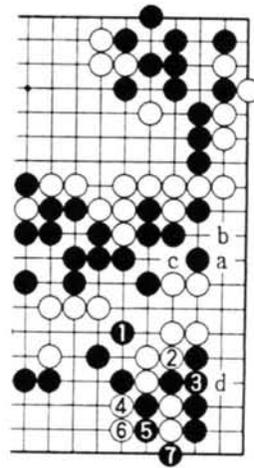


Figure 3 (76-100)



*Dia. 1: Black's chance*



Sanno Hirotaka 9-dan

**Figure 4 (101–113)**

Black 8 is the losing move: Black must have hallucinated. After White 13, his group is dead. Instead of 8, Black must play Black A–White B–Black 13. That way the game would still be undecided.

Looking back on this game, it seems fair to say that Enzo's main problem seems to be a lack of experience, which showed itself in his inconsistent strategy, now aggressive, now timid. With a bit more confidence, he would find a five-stone game no problem.

*Black resigns after White 113.*



Noel Mitchell

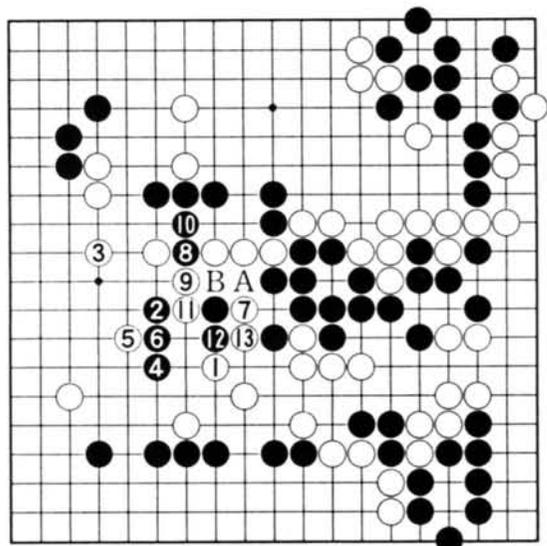


Figure 4 (101–113)

## Game 2: Mitchell vs. Kobayashi

White: Kobayashi Satoru 9-dan

5 stones: Noel Mitchell 2-dan (Ireland)

Played on 23 May 1996.

*Commentary by Kobayashi 9-dan. Report by Fukushima Shuichi.*

Aged 29, Noel was making his fifth appearance in the WAGC. When he and his country made their debut in 1990, he came 39th out of 40, his one 'win' coming from a forfeit, but he has made great strides since then. This year he won four games and took 28th position. Winning 50% at the WAGC is no easy task these days, as the level of the participants has risen considerably in the last decade — the average rank of the players on 4–4 was 4.5 dan.

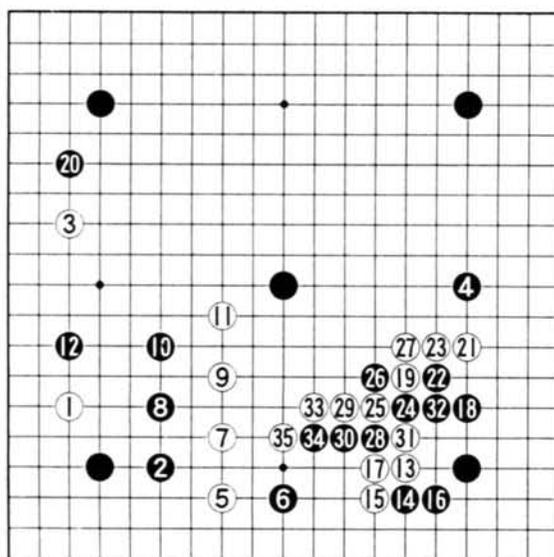
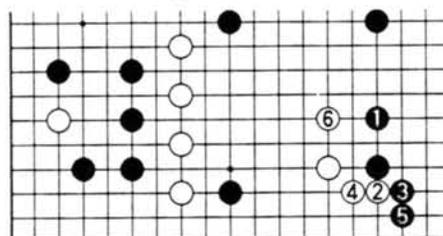


Figure 1 (1–35)



Dia. 1

### Figure 1 (1–35)

Kobayashi praised Black 12, but criticized 14, recommending *Dia. 1* instead.

However, Noel shows his strength with 22. Kobayashi: 'Usually this kind of move is bad, but in this case it's very good.'

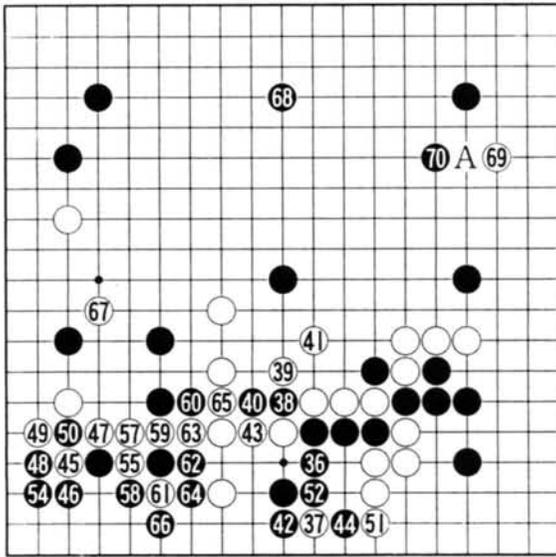
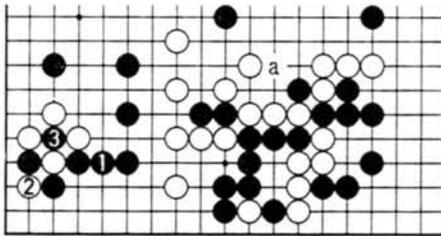


Figure 2 (36-70)  
ko: 53, 56



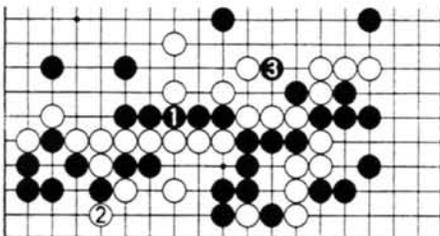
Dia. 2

Figure 2 (36-70)

Black 38. Kobayashi: '[When Black cut here,] I thought that I had lost. But it was still too early to resign . . .'

Black 54 is timid. Instead, Black should connect at 1 in *Dia. 2*. White will cut at 2, but Black can fight the ko, as he has an excellent threat at 'a'.

Because of the slack move of 54, White is able to break through to the right.



Dia. 3

Black misses a chance with 64. Connecting at 1 in *Dia. 3* would be severe. If White 2,

Black attacks with 3. Black would have a lot to look forward to in this position.

Black 68 makes up for some of the slack moves Black has played. Kobayashi praised it as a superb move. If instead Black responded directly to 67, he would get a heavy group. After 68, Kobayashi thought for the second time that he might have a lost game.

Black 70 feels good, but Black A would also be reasonable.

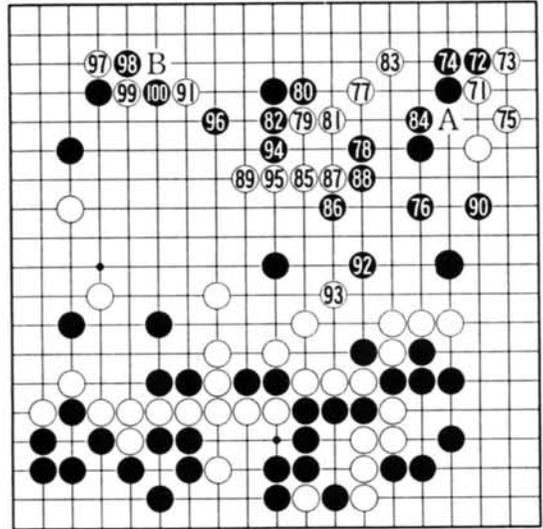


Figure 3 (71-100)

Figure 3 (71-100)

Black 78. Connecting solidly with A is best: this is the key point. Kobayashi: 'White's chance has come.'

Black 86. Playing in the top left corner before White — perhaps at B — is best. Black has no need at all to worry about his top right group.



Kobayashi Satoru



Watching the game review are Korsak Chairasmisak (Thailand), Felix von Arnim (Germany), Cesar Sanchez Munoz (Spain), Vladimir Danek (Czech), Nakada Yuzuru (Chile), unidentified, and (seated) Fukushima Shuichi.

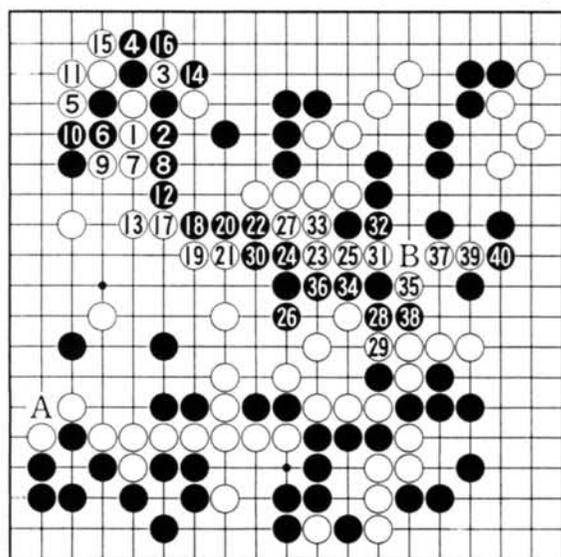
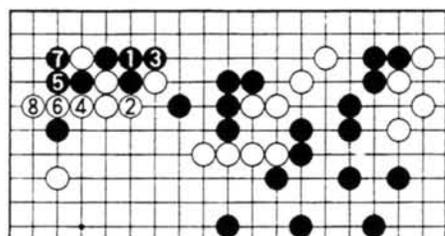


Figure 4 (101-140)



Dia. 4

**Figure 4 (101-140)**

Black 2. Another possibility is to follow Dia. 4.

Black 22. This is Black's chance to challenge White to a ko fight by cutting at A. Of course, he will suffer a lot of damage if he loses the ko, but this is his last chance to make a game of it.

Black 34. Noel apparently had trouble making up his mind over this move — he seemed tempted to block at B.

**Figure 5 (141-175)**

The result is a capturing race in which Black is one move behind. Noel confirmed this after 75, then resigned.

Kobayashi: 'From the point of view of fighting spirit, Black 34 [in Figure 4] is correct, I think. Once you start a fight, you shouldn't hesitate. Even a professional couldn't easily tell [it was going to end up as] a one-move difference. The content of this game was good. Black played well.'

*Black resigns after White 175.*

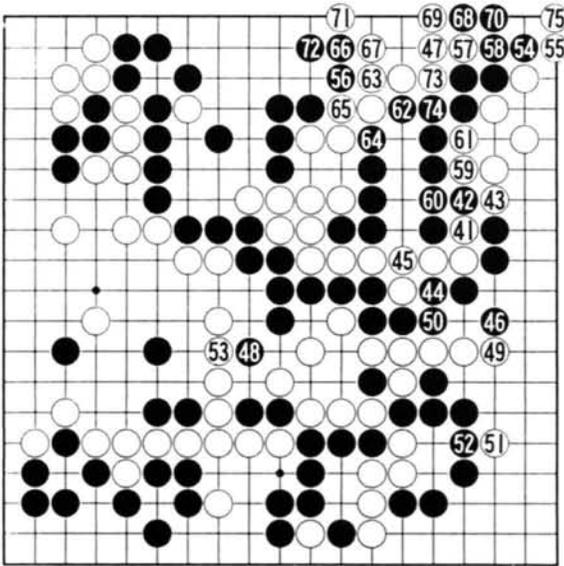


Figure 5 (141-175)

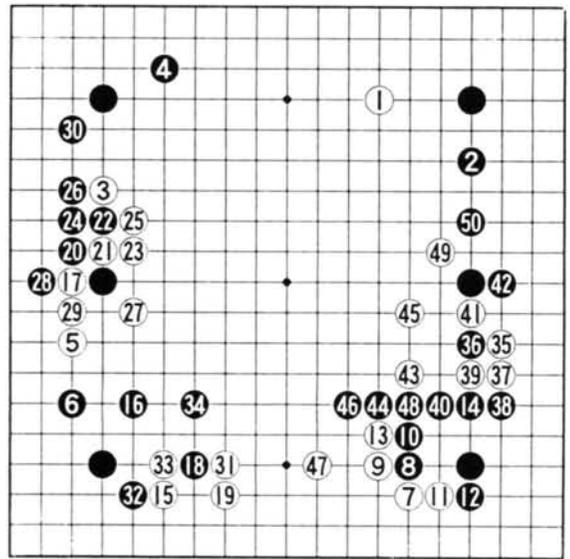


Figure 1 (1-50)

### Game 3: Karaerkek vs. Redmond

**White:** Michael Redmond 8-dan

**6 stones:** Kerem Karaerkek 1-dan

Played in May 1996.

*Commentary by Redmond 9-dan. Report by Murakami Akira.*

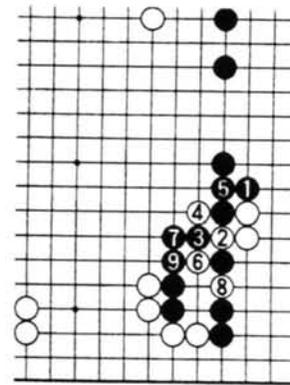
Aged 24, Kerem was making his second appearance in the WAGC. This year he didn't do quite as well as last year, scoring two wins to his three in 1995, but that can be put down to the luck of the draw, as he is making steady progress. One of his wins this year came at the expense of a 3-dan opponent. Kerem lives in Ankara and is in his second year of university, where he studies Japanese literature. He is the 1996 Turkish champion.

This was Kerem's second teaching game with Michael, and he hoped to get revenge for his loss in the first.

#### Figure 1 (1-50)

Up to 34, there are no bad moves for a six-stone game.

The first problem is Black's slack combination of 38 and 40. Using 38 to follow *Dia. 1* would keep the game simpler.



*Dia. 1*



Kerem Karaerkek



Reviewing the game

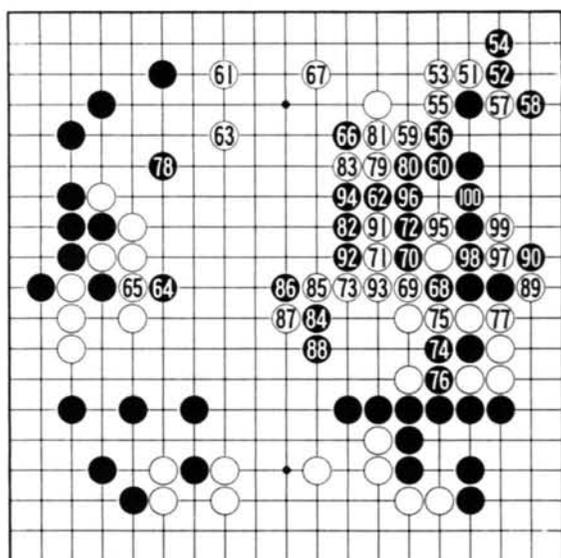


Figure 2 (51-100)

**Figure 2 (51-100)**

Complications arise after Black starts to threaten the white group on the right with sente with 74 and 76.

Black 84 aims at a double attack on the white groups on the right and left sides, but in his preoccupation with attack Black neglects the defence of his own group. He suffers an awful loss when White counterattacks with 89 on.

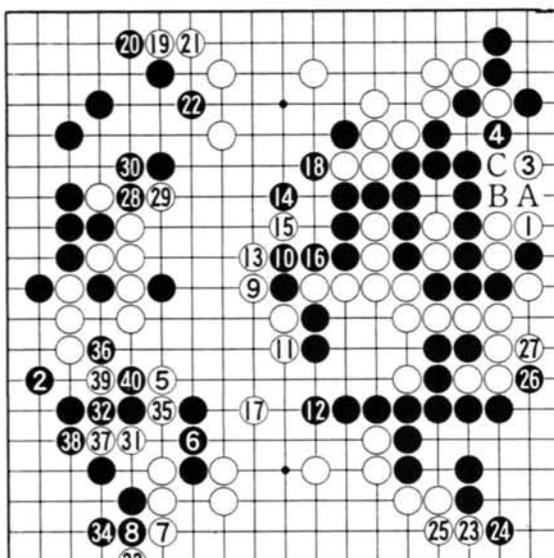


Figure 3 (101-140)

**Figure 3 (101-140)**

Black 4. Black misses a chance to take sente with A, White B, Black C.

White 31 makes the game very close.

**Figure 4 (141-175)**

Black 66 etc. seem to be a hallucination. Black resigns after White 175.

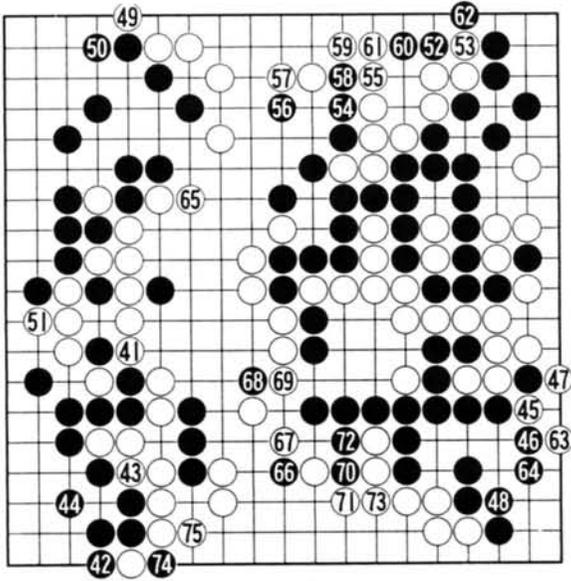


Figure 4 (141-175)

# The 6th Yokohama Sotetsu Cup The World Women's Amateur Go Championship

## Wang scores first victory for China

Players from 22 countries and territories competed in the 6th Yokohama Sotetsu Cup: The World Women's Amateur Go Championship, held at the Sotetsu Culture Hall in Yokohama from 13–15 December 1996. The six-round Swiss-system tournament resulted in a win for the Chinese representative, Wang Yi Qing, a 22-year-old university student from Shanghai, who won all her games. Following on the triumph of Chinese players in the WAGC and the International Pair Go Championship, this completed a clean sweep for China. In contrast to the WAGC, however, which has been dominated by China, this was the first victory for a Chinese player in the world's top amateur tournament for women.

The pre-tournament favourite was the youngest competitor, Cho Hye Yeon, an 11-year-old elementary student from Korea who



*The 6th WWAGC champion: Wang Yi Qing*



*The tournament in full swing*



Wang (right) wins a crucial game against Ri of North Korea.

who plays professionals there just on black, but she suffered a setback in the third round, when she lost to Wang. She finished in a tie with Ri Se Og, age 20, of North Korea, but Ri's superior SOS earned her second place. Ri is now studying as an insei at the Nihon Ki-in. Nakamura Taiko of Japan lost to both Wang and Ri and finished fourth.

#### Success of the 6th WWAGC

After being held annually from 1989 to 1992, this tournament has been held every two years (1994, 1996). The 6th tournament was slightly smaller in scale (22 players) than the previous one (26), but it was every bit as successful. As always, the friendly tone of the tournament was established by the colourful opening ceremony, held on 12 December at the Cosmo Hotel in Yokohama, in which the players appeared on stage dressed in national costume. Everything continued to run smoothly when competition started the next day and the tournament was a great success, making another major contribution to the international promotion of women's go. The IGF is very grateful to the sponsors for their great efforts to keep the tournament going.

#### The top eight

The prize winners are listed below. Incidentally, a nice touch was that every player won at least one game.

1. Wang Yi Qing (China): 6-0
2. Ri Se Og (D.P.R. Korea): 5-1
3. Cho Hye Yeon (Korea): 5-1
4. Nakamura Taiko (Japan): 4-2
5. Eleonore Gruber (Austria): 4-2
6. Lee Yu Hsuan (Chinese Taipei): 4-2
7. Sylvia Kalisch (Germany): 4-2
8. Gan Siyi (Singapore): 4-2

The referees at the tournament were Ishida Yoshio 9-dan and Shoji Kazuko 3-dan. Each day one of them gave a public commentary for the spectators (only players who finished their games early had a chance to see this) and they also gave very helpful and inspiring reviews to players after their games. Ms. Shoji, in particular, made herself very popular with the players because of her enthusiasm. There was nothing of the diffident Oriental about her, and her emphatic reactions left the players in no doubt about her opinions. Perhaps the most striking thing about her game analyses was how

often she pointed out that the players were getting caught up in unimportant fights while there were big strategic moves going begging.

Below is a brief commentary on the game with which Wang clinched the title.

### China vs. Japan (Round 6)

White: Wang Yi Qing (China)

Black: Nakamura Taiko (Japan)

Played on 15 December 1996.

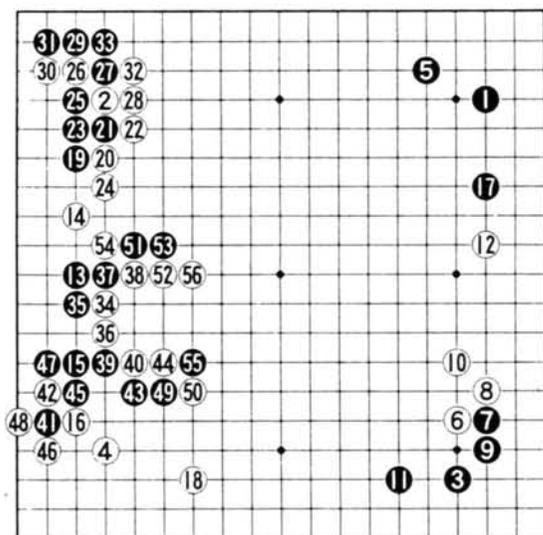


Figure 1 (1-56)

#### Figure 1 (1-56)

Black 41. Black should play at 42 and try to live quickly. She gets into a tough fight when White cuts at 54.

#### Figure 2 (57-107)

Black 65 is unnecessary: Black falls a move behind.

Moving out with 73 and 75 is heavy. Instead, Black should start a fight on the side by invading at 93.

Black 107. Black realizes that this is unreasonable: it's a gamble to turn the game around.

#### Figure 3 (108-146)

White makes no mistakes in despatching the centre group. This is a game in which Wang shone and Nakamura failed to play

up to her usual standard.

*Black resigns after White 146.*

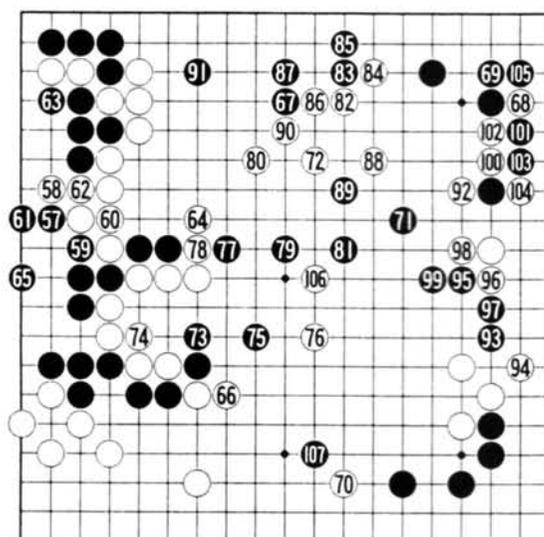


Figure 2 (57-107)

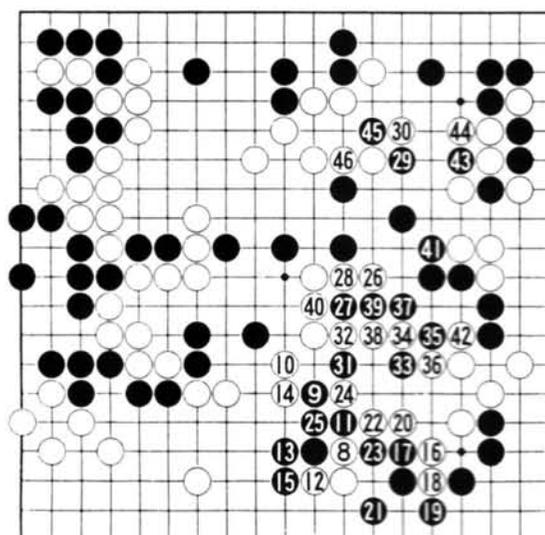


Figure 3 (108-146)

## The 7th International Amateur Pair Go Championship



*Sogabe Toshiyuki and Nakamura Chikako receive the winners' cup.*

Pair Go is becoming more and more popular around the world, and an important factor in promoting its establishment in many countries has been the International Amateur Pair Go Championship. In 1996, the 7th Championship was held, with 32 pairs from 18 countries competing in the main tournament, and a couple of hundred pairs participating in the various parallel handicap tournaments. As players around the world gain experience in the special tactics and give-and-take of pair go, the level of the tournament has steadily risen. However, the result of the 7th Championship was a triumph for the host country, with Japanese teams monopolizing the top three places.

As usual, the tournament was held at the Hotel Edmont in Iidabashi, Tokyo, not far from the Nihon Ki-in in Ichigaya. The dates this year were Saturday the 16th and Sunday the 17th of November, with the first

round of the main tournament and a welcome party being held on the Saturday; the remaining four rounds of the main tournament, the three large handicap tournaments and the Special Handicap Tournament were held on the Sunday (losers in the first round of the main tournament joined the Special Handicap Tournament).

Nearly half of the overseas teams, eight out of 17, survived the first round. The best performance by a non-Asian team was that of Stella and Stanley Chang of Canada, who took 8th place.

Last year the final was fought by the Korean and Chinese teams. Perhaps to make up for that, this year two Japanese teams beat out the tough international and domestic competition to vie for the trophy. Victory went to the team of Nakamura Chikako (a former insei who now works as a go journalist) and Sogabe Toshiyuki. They defeated the



Stella and Stanley Chang of Canada

team of Imamura Yasuko and Koitabashi Osamu. In the playoff for 3rd place, another Japanese team, Yoshioka Sachiko and Ishihara Shigeaki, prevailed against the Chinese team of Hong Yan and Dong Yinkui. They were followed by the Korean team of Han Hae-won and Choi Young-don in 5th place.

The best performance by a non-Asian team was that of Stella and Stanley Chang, the brother-and-sister team from Canada, who took 8th place. Unfortunately, they lost on time in the quarterfinals, but their play impressed the spectators, including Imamura Fumiaki, three-time WAGC champion, who praised their strength. Stanley is at university and Stella is still in high school; we can expect them to improve on this performance in the future.

Below is a very brief commentary on the final.

**White:** Imamura Yasuko, Koitabashi Osamu (Japan)

**Black:** Nakamura Chikako, Sogabe Toshiyuki (Japan)

Played on 17 November 1996.

Figure 1 (1–50), Figure 2 (51–101)

White 26 and 28 in Figure 1 are a little heavy. Black takes a small lead at this point.

Black steadily piles on the points and parries White's efforts to catch up in the latter part of the game.

Moves after 101 omitted. White resigns.

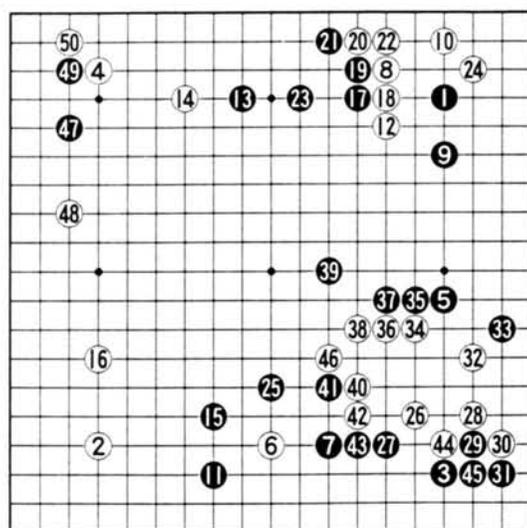


Figure 1 (1–50)



Prize-winners in the Best Dressed competition. Second and third from the left are the children of O Rissei 9-dan. On the far right are Sari Kohonen and Vesa Laatikainen of Finland.

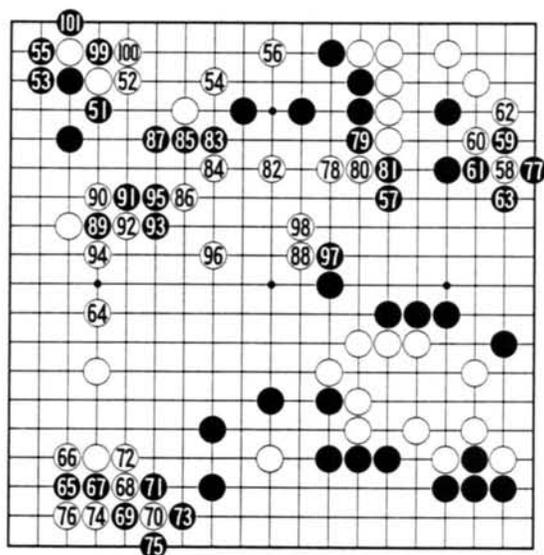


Figure 2 (51-101)

The tournament concluded with the usual lavish party on the Sunday evening, featuring numerous prizes (donated by the dozens of sponsors) in various categories, including Best Dressed teams. In the last-mentioned, the Finnish team upheld the honour of the West this year.

Another report on this tournament, by Debbie Siemon, may be found at the end of the U.S. report in the *Go Around the World* section. Not only Debbie, but all the participants had a great time in what is the most relaxed and enjoyable event on the international go calendar. We have reported the winners, but this tournament is noted for its friendly, relaxed atmosphere and the cheerful competition. The IGF would like to express its gratitude to the Pair Go Association and especially to Mr. and Mrs. Taki, without whom Pair Go would not have become the force for popularizing go that it has.

# The 1st Asia & Pan-Pacific Go Congress



*Some of the children who participated in the first congress*

A new and colourful event was added to the international go scene with the holding of the 1st Asia & Pan-Pacific Go Congress in Karuizawa, a famous Japanese summer resort, from 23–27 August 1996. The aim of the sponsors was to hold a family-oriented congress that would be different from the usual international tournaments held in Japan and that would promote international exchange and friendship through the medium of go.

The way the congress was organized was to invite elementary school pupils who played go from the participating countries; they were accompanied by two other people from their immediate family (at least one of whom also played go) and an official of the go associations of the overseas countries. Events held at the congress included a go tournament for children, a pair-go tournament for family teams, various goodwill meetings with Karuizawa citizens, including visits to a local elementary school, and a symposium attended by an adult representative from each family. Unlike the various established international tournaments, the

emphasis was decidedly not on competition, but rather on making new friends and learning about each other's countries.

The overseas countries participating were: New Zealand, Australia, Indonesia, Singapore, Thailand, Chinese Taipei, DPR Korea, and Korea. They were joined by seven families from the host country of Japan (selected through notices in *Go Weekly*) and, as the Nihon Ki-in representative, Nobuta Shigehito 6-dan and his family. That made a total of 56 participants, including 16 elementary school children.

The venue for the congress was ideal: the Prince Hotel at Karuizawa, which has very extensive grounds with excellent natural surroundings. The families stayed in log-cabin-style cottages in the grounds; they provided ideal accommodation and were just a short walk from the hotel, when the various functions were held.

After a welcome party on the night of the 23rd, the congress kicked off with a friendship tournament for the children on the 24th, during which the other participants played



*Group photo of congress participants*

informal games. In the evening, there were teaching games by professionals and goodwill games with hotel guests.

The next day, a Sunday, was given up to sightseeing, with fireworks in the evening. Monday, the 26th, started off with a parent-



*The New Zealand party being introduced at the reception: the Phease family with Michael Taler (third from left, counting the baby, who was a bonus participant)*

and-child pair-go tournament. Since the idea was to promote friendship, no record was kept of the results and no places were decided. In the afternoon, most of the participants went on a visit to the local elementary school, with one representative from each family staying behind for a symposium on the theme of spreading go. In the evening, a campfire party, attended by the Mayor of Karuizawa, was held at the elementary school. This was perhaps the highlight of the congress, with a couple of hundred people surrounding an enormous bonfire and a

minimum of speeches to listen to. Inspired by the festive atmosphere, some of the congress participants sang folk songs and the Thai family gave a performance of classical Thai dance.

The next day the participants returned to Tokyo by bus but not before visiting a famous Karuizawa art gallery and a high-tech factory.

Everyone agreed that the congress was a great success and joined in hoping that it would not only be continued but also expanded in scale.



*Visiting the Karuizawa elementary school*

## The 2nd FOST Cup The World Open Computer Go Championship



*A scene from the 2nd FOST Cup*

Which is superior, artificial intelligence or human intelligence? In go, it's no contest, so the question is: Has computer go approached any closer to the human level? Some answers were provided at the 2nd FOST Cup: The World Open Computer Go Championship, held at the Nihon Ki-in in Tokyo on September 13 & 14, 1996. Here 19 programmers from around the world pitted their go-playing software programs against each other in a nine-round tournament sponsored by the Foundation for the Fusion of Science and Technology (FOST). This is a non-profit organization founded in 1994 to sponsor research on simulation and games and to organize projects that bring together basic science and technology. Cooperating with FOST was the Computer Go Forum (CGF), and the tournament received support from the Nihon Ki-in, Apple Computer, IBM Japan, NEC, Fujitsu, and the Yomiuri Newspaper.

This year's tournament was a great success, with participants and spectators total-

ling over 150.

Games were played using Japanese rules, with 5½-point komi. Each program was allowed one hour. Games were played by computer communication using modem protocol. Use of the protocol and a modified Swiss system made the tournament run very quickly: nine rounds were completed in just ten hours.

One of the most interesting aspects of the tournament was that the programs had distinctive playing styles. Some were good at the opening, some turned on the power in the endgame.

Victory in the tournament went to Handtalk, written by Chen Zhixing of China. Kojima Takaho 9-dan, who last year awarded a 5-kyu diploma to Handtalk, upped that to a 4-kyu one this time, which seems to indicate that computer go has improved by one stone in the past year. Kojima: 'Handtalk has outstanding fighting ability and is also reliable in the endgame.'

Complete results are given in the chart on



*The top programs meet each other in the fifth round.*

page 67. The top four places were the same as last year. These four programs are much stronger than the others. The next four programs are also stronger than the programs following them.

In the fifth round, the top four began to meet each other. Before the tournament, Handtalk had been the favourite, but he lost to Go4++ in the 6th round. After the battle, Michael Reiss said he tried to tune his program up to beat Handtalk by matching it with last year's version of Handtalk 700 times. Chen, however, said he tried to match Handtalk with last year's Go4++ 400 times. The difference produced the tournament result! The game between these two programs is given below.

Ohishi Yasuo's Goro came fifth, although he used last year's version because of a failure to improve it. He received the technique award from CGF.

Go Intellect was very unlucky. It has its own communication program, but this did not work well, so for the first round he used the program made by the steering committee of the tournament. Lack of experience meant Ken Chen had to spend a lot of time

operating the program and lost a game on time in which his program was ahead by over 200 points. This result had a great influence on the subsequent pairings, so he had to compete against weaker programs. Even so, he won fourth prize. If he had won the game he lost on time, which was in the first round, he would have taken second prize at least. Working until midnight on the first day, Ken was able to improve his communication program for the second day's play.

After the tournament, the top four programs played exhibition games against human amateur players. Handtalk played against a 6-kyu elementary schoolgirl without a handicap and won. Go4++ played against a 1-dan female university student on a 6-stone handicap and lost. Many Faces of Go played against a 3-dan female university student on eight stones and lost. Go Intellect played against a 5-dan female university student on nine stones and lost.

In the tournament hall, there were many computers for spectators to enjoy matching wits with the programs. Some professionals, including Kojima 9-dan, played against the

programs and observed the games of the top four programs and judged their strength. As mentioned above, Handtalk received a 4-kyu diploma. Go4++ was awarded 6-kyu and Many Faces of Go 7-kyu. Mr. Kojima also gave a public commentary on games between the top four.

The prizes for first place were 2,000,000 yen, a certificate of merit, a trophy, shield and an NEC computer; second place earned 500,000 yen, a certificate of merit and an Apple personal computer; the third-place prizes were 200,000 yen, a certificate of merit and a Fujitsu personal computer. CGF also gave Ohishi Yasuo an award for technique and 50,000 yen.

The typical game took 45 minutes to finish, the longest one and a half hours. Almost all games reached 230 moves, which was an improvement on last year.

During the games among the top four programs, Chen Zhixing looked like a father who's a little anxious about his children's development; Michael Reiss looked bright and cheerful; David Fotland displayed the calm of the professional programmer; and Ken Chen was always concerned about the pairing because of his initial loss.

Since the tournament adopted computer communication, players had a lot of free time during games, so observers could talk to them and ask questions. The programmers readily explained computer go to them. Clashes between top programs attracted large audiences.

After the tournament, a banquet was held at which the awards were given out. Each player said that he would come back next year with a stronger program. Horii Tsuneo said ruefully: 'The more I developed my program, the slower it got.'

If you are interested in obtaining game records, please contact the FOST office (address below). Game records are available free for non-commercial purposes.

### **The 3rd FOST Cup**

#### **World Open Computer Go Championship**

Date: August 27 & 28, 1997

Place: Nagoya, Japan

The championship will be held in conjunction with the 15th International Joint Conference on Artificial Intelligence (IJCAI), which will be held from August 23 to 29. ICJAI is the biggest international conference on AI, so more than 30,000 participants are expected. In 1991, there was a demonstration session in which the top computer chess program played a game against a top Australian player. Recently, many AI people have become interested in go, because of its difficulty. That is why the computer go championship is going to be held at ICJAI.

For more information, contact:

Mr. Maruyama  
FOST Office  
1-4-24, Hiyoshi-Honcho  
Kohoku-ku  
Yokohama-shi  
Kanagawa Prefecture  
Japan 223  
Tel. (81) 45-562-5432  
fax (81) 45-562-6132  
e-mail: kys01311@niftyserve.or.jp

If you want to participate, you must contact Mr. Maruyama by July 15. The entry fee for spectators will be ¥1,000. Prizes will be the same as at the 2nd Cup.

### **The 4th FOST Cup**

This will be held on August 28 & 29, 1998 at the Nihon Ki-in in Tokyo. Prizes will be the same as at the 2nd Cup.

### **Workshop at IJCAI-97**

An interesting workshop will be held on August 24 & 25, 1997 at the IJCAI in Nagoya. The theme is: using games as an experimental test bed for AI research. Many researchers think that go is the next challenging problem to solve, as chess programs have reached grandmaster level. For information, contact:

Dr. Iida  
iida@cs.inf.shizuoka.ac.jp

### Game Programming Workshop

The 3rd Game Programming Workshop was held from September 20 to 22, 1996 at Hakone in Japan. Go and shogi were the main topics. About 60 people participated and 26 papers were presented. For example, the mechanism of learning go was simulated by computer, and human eye-tracking data when subjects solved life-and-death problems under time pressure (a four-second limit) were studied and the knowledge representation of expert players was investigated.

The 4th Game Programming Workshop will be held from October 9 to 11, 1997 at Hakone. For more information, contact:

Dr. Matsubara  
gpw@etl.go.jp

### Handtalk vs. Many Faces of Go

White: Handtalk

Black: The Many Faces of Go

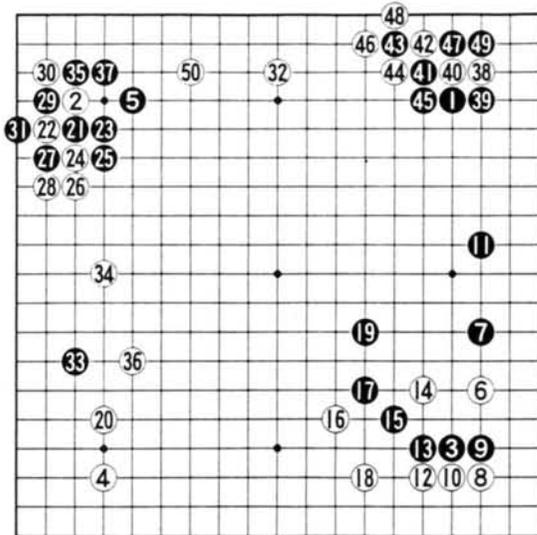


Figure 1 (1-50)

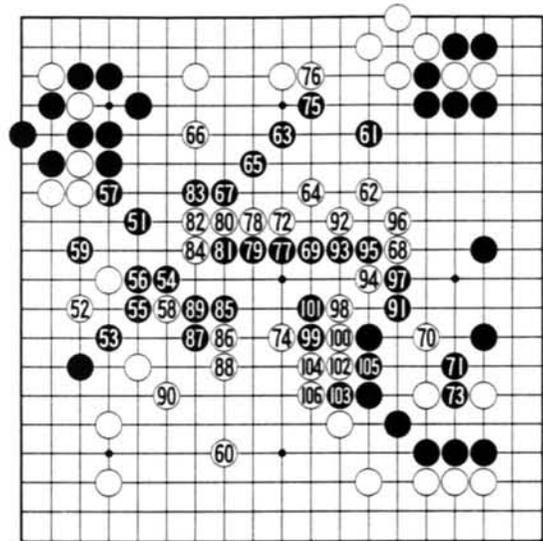


Figure 2 (51-106)  
Moves after 106 omitted.  
White wins by 8½ points.

### Handtalk vs. Go4++

White: Go4++

Black: Handtalk

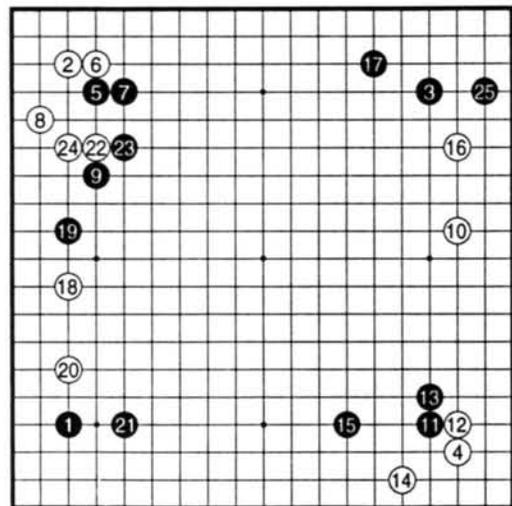


Figure 1 (1-25)

**Table 1: Tournament results**

Author	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
1 Chen Zhixing	-	0	1	1		1		1					1			1		1		
2 Michael Reiss	1	-	0	0		1	1	1	1	1										
3 David Fotland	0	1	-	0	1	1		1		1					1					
4 Ken Chen	0	1	1	-			1					1	0		1	1				
5 Ohishi Yasuo			0		-	1	1	0		1		0	1	1		1				
6 Yan Shi-Jin	0	0	0		0	-	1	1	1		1	1								
7 Yoshida Takahisa		0		0	0	0	-		1	1	1	1	1							
8 Martin Mueller	0	0	0		1	0		-	1			1			1				1	
9 Tabuchi Takuo		0			0	0	0	-				1		1	1			1	1	
10 Tanaka Masahiro		0	0		0	0				-	1						1	1	1	1
11 Wakamatsu Tetsuya						0	0			0	-		1		0	1	1	1	1	
12 Tristan Cazenave				0	1	0	0	0	0			-	1	1	1					
13 Sei Shin-ichi	0			1	0		0				0	0	-	1		1	1			
14 Sato Toshikazu					0				0			0	0	-	1	0	1	1		
15 Kobiyama Yoshitaka			0	0				0	0		1	0		0	-		1	1		
16 Yamashita Hiroshi	0			0	0					0	0		0	1		-	1	1		
17 Lee Chong-Ceol									0	0	0		0	0	0	0	-	1	1	
18 Horii Tuneo	0							0		0	0			0	0	0	0	-	1	
19 Saito Koichi									0	0	0						0	0	-	

**Table 2: Details of participants**

1: number of wins

2: SOS

Place	(1)	(2)	Player	program name	country
1	8		Chen Zhixing	Handtalk	China
2	7	33	Michael Reiss	Go4++	England
3	7	31	David Fotland	Many Faces of Go	USA
4	7	29	Ken Chen	Go Intellect	USA
5	6		Ohishi Yasuo	Goro	Japan
6	5	24	Yan Shi-Jin	Jimmy	Taiwan
7	5	23	Yoshida Takahisa	Taikyoku Igo Mituki	Japan
8	5	19	Martin Mueller	Explorer	Austria
9	5	13	Tabuchi Takuo	Takuchan	Japan
10	5	11	Tanaka Masahiro	Biwako	Japan
11	5	10	Wakamatsu Tetsuya	TaiGo	Japan
12	4	17	Tristan Cazenave	Gogol	France
13	4	16	Sei Shin-ichi	Katsunari	Japan
14	4	6	Sato Tosikazu	TY '96	Japan
15	3	8	Kobiyama Yoshitaka	Gotter	Japan
16	3	7	Yamashita Hiroshi	Aya	Japan
17	2		Lee Chong-Cheol	Big Stone	Korea
18	1		Horii Tuneo	Utoro	Japan
19	0		Saito Yoichi	Igo Meijin	Japan

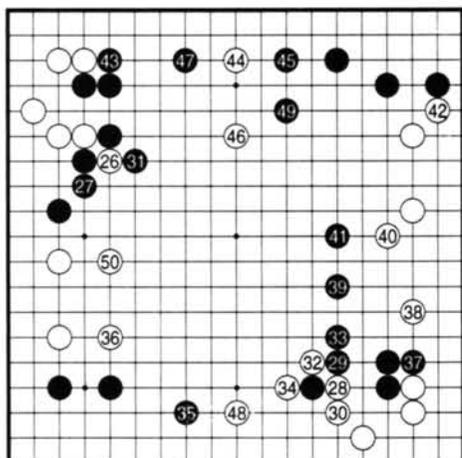


Figure 2 (26–50)

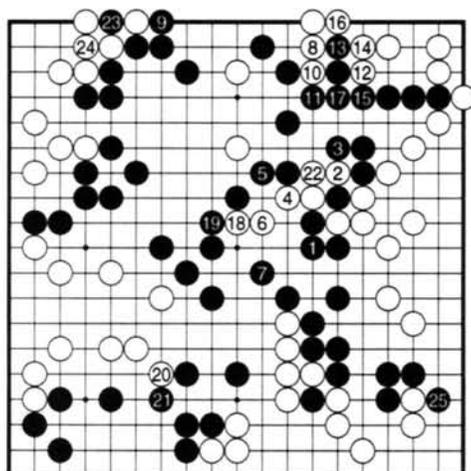


Figure 5 (101–125)

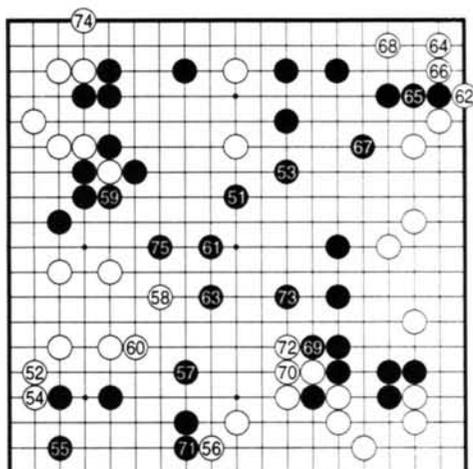


Figure 3 (51–75)

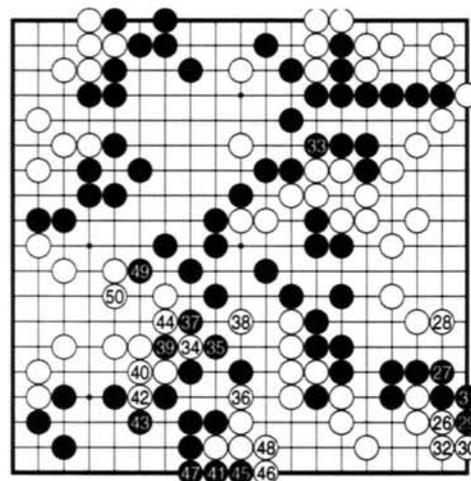


Figure 6 (126–150)

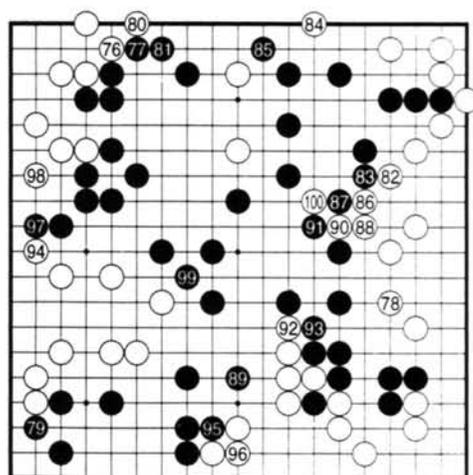


Figure 4 (76–100)

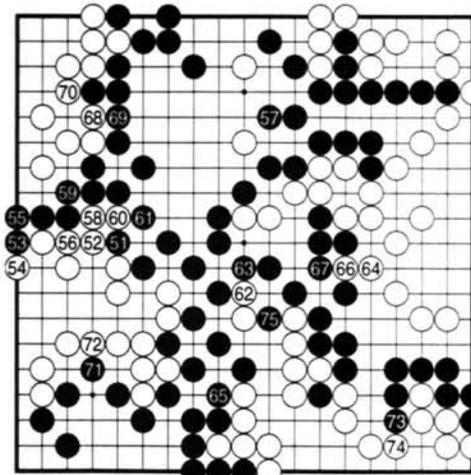


Figure 7 (151–175)

Many Faces of Go vs. Kimizuka Momoko

White: Kimizuka Momoko 3-dan  
 Black (8 stones): Many Faces of Go

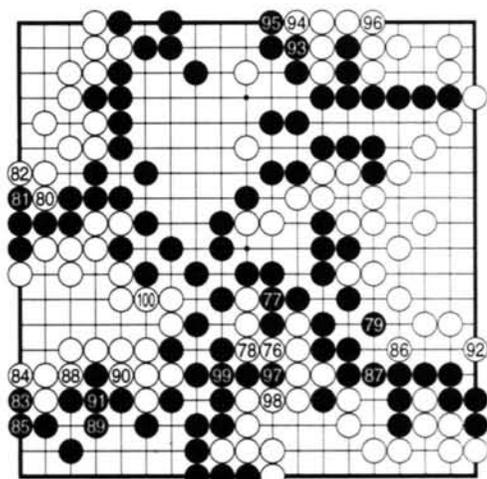


Figure 8 (176–200)

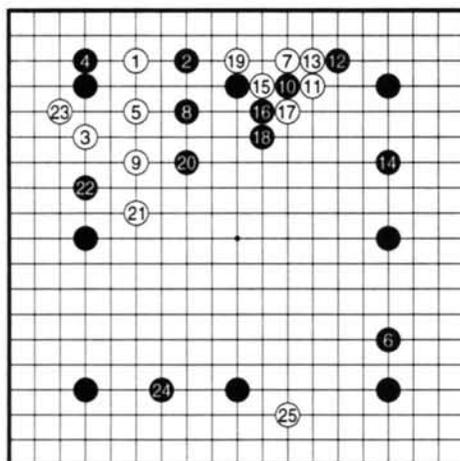


Figure 1 (1–25)

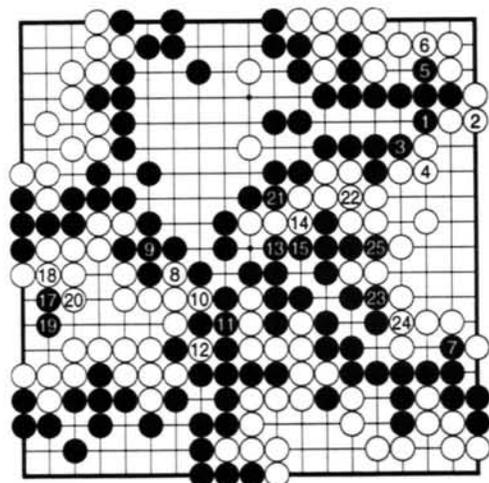


Figure 9 (201–225)  
 16: connects left of 12

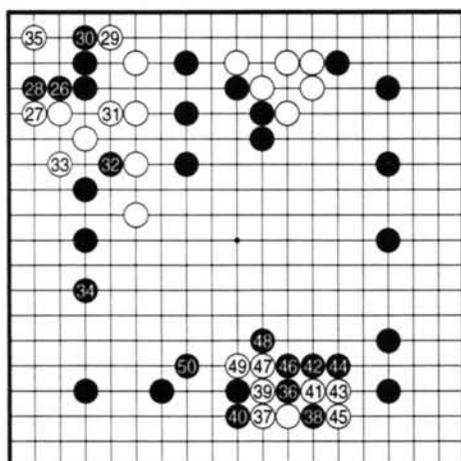


Figure 2 (26–50)

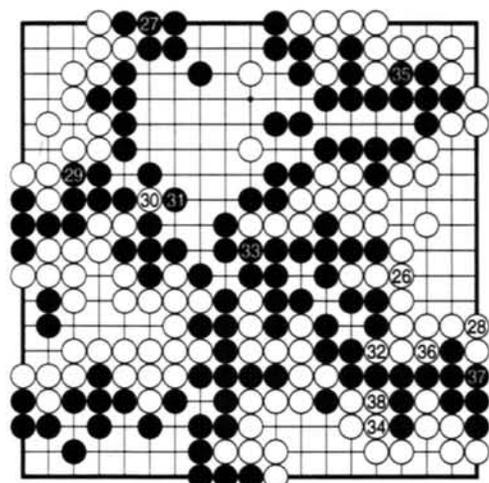


Figure 10 (226–238)  
 White wins by 6½ points.

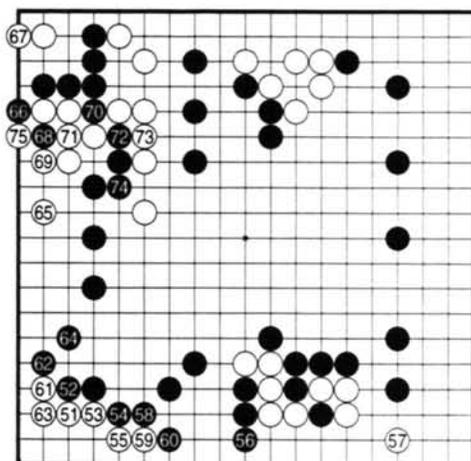


Figure 3 (51–75)

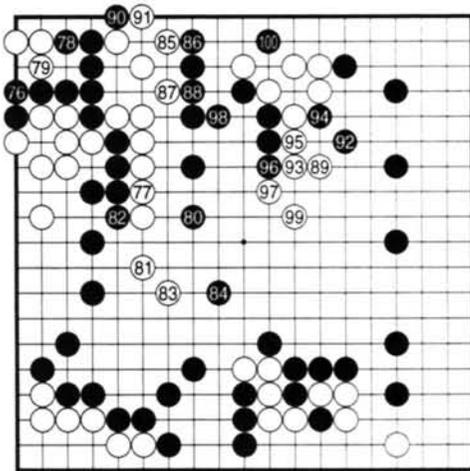


Figure 4 (76–100)

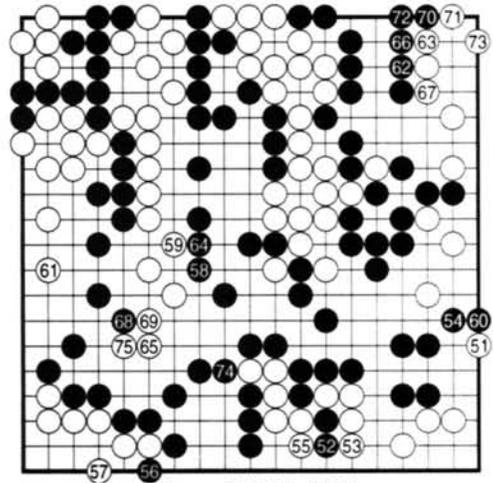


Figure 7 (151–175)

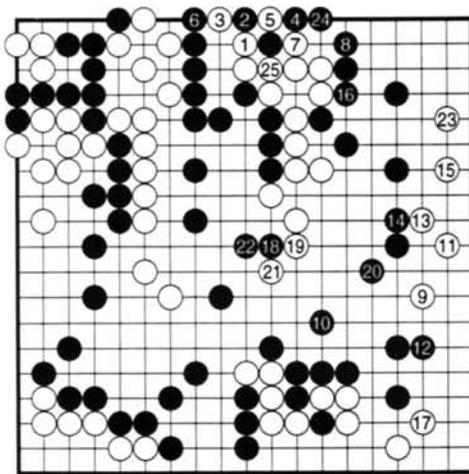


Figure 5 (101–125)

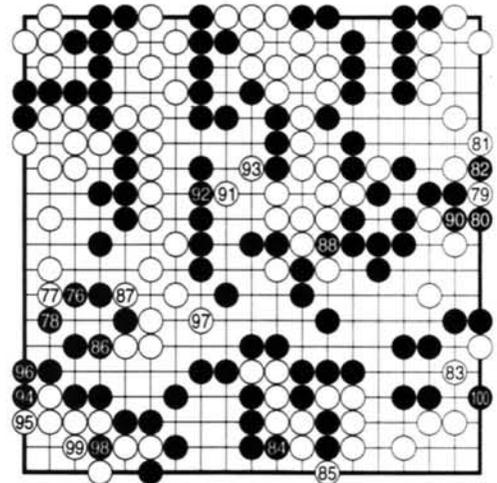


Figure 8 (176–200)  
89: at 79

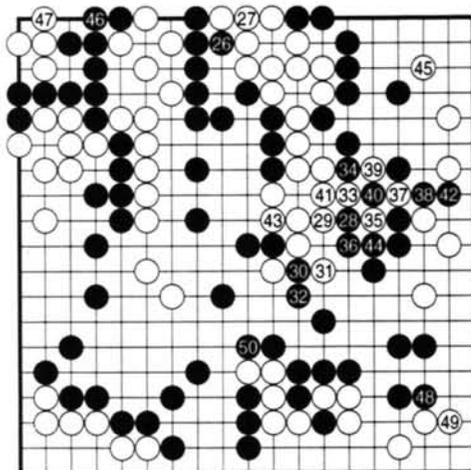


Figure 6 (126–150)

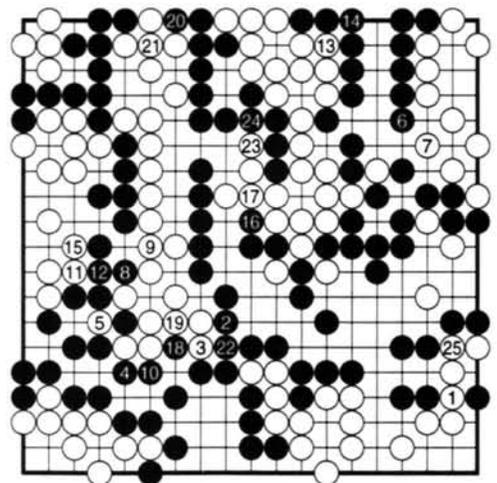


Figure 9 (201–225)

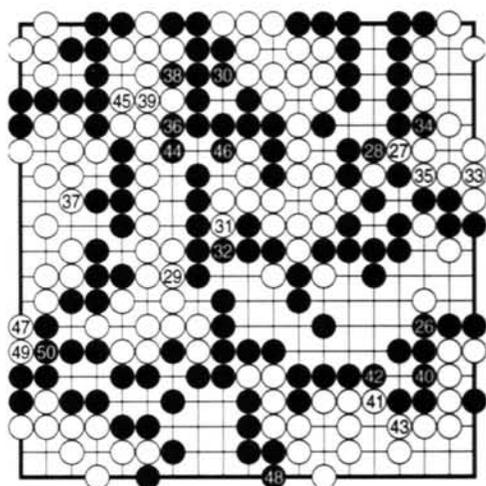


Figure 10 (226-250)

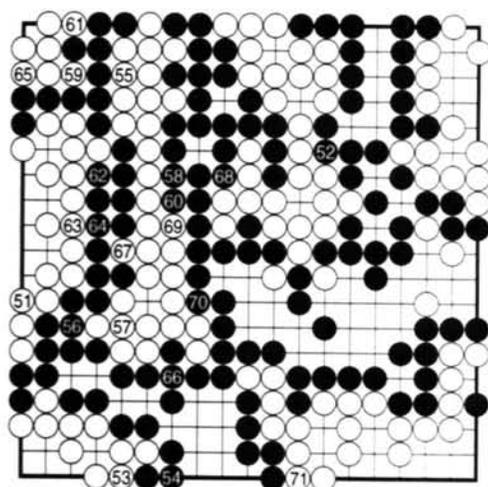


Figure 11 (251-274)  
72, 73, 74: pass  
White wins by 8 points.



## 1996 Calendar of Western Go Tournaments

*This calendar of Western go is an attempt to give an idea of the range of tournament activity in the West by listing the tournament results of which the IGF Office has received notification. The name of the tournament is given in italics, and in most cases we have not given the full name (omitting 'Tournament' or 'Go Tournament'). (Main sources: European Go Journal, American Go Newsletter, BGA Newsletter, Deutsche Go Zeitung.)*

*Note that usually only the winner of the top division in a tournament is given.*

### January

29 Dec.–1: *22nd London Open, Main Tournament*: Shutai Zhang; *Lightning*: Miyakawa 6-dan; Rengo: Team A (Rupel, Kashevnik, Rickard, Shepperson, Willems).

6, 7: *Freiburg*: 1st, Shutai Zhang 7-dan: 5–0; 2nd, Guo Juan 7-dan: 4–1; 3rd: Felix von Arnim 5-dan (Germany): 4–1.

14: *Massachusetts Go Association Winter*: Keith Crews 3-dan.

14: *University of Maryland Open Go Ch'ship, Open*: Danning Jiang; 3–5-dan: Renjie Wang; 1–2-dan: Lei Shi; 4–1-kyu: Evan Johnson; 5-kyu and under: Stephen Leslie; *Children under 12*: Eric Lui.

20: *Furze Platt* (UK) (80 participants): Harold Lee 4-dan.

20: *NOVA Winter Warmer* (US), *Upper dan*: Wei-Yu Chen 3-dan, Keith Arnold 3-dan, Philippe Ayoun 3-dan.

20, 21: *Essen*: Zhao Jang Zu 3-dan: 5–0.

20, 21: *Leuven* (Belgium): Chi-yiu Wong 1-dan.

21: *British Youth, Under 18*: David King 1-kyu; *Under 16*: Anna Griffiths and r/u Tom Summerscales; *Under 14*: Emma Marchant; *Under 12*: Tom Blockley; *Under 10*: Sophia Ellul; winning school: Brakenhale; *Team Lightning*: Brakenhale.

27, 28: *Strausberg Team Tournament*: 1. Berlin 'No Name Go': 12–8; 2. Jena 11:9; 3. Strausberg: 10½–9½; 4. Cholera Dresden: 10½–9½

### February

3: *Wanstead* (66 participants): Matthew Macfadyen 6-dan (Leamington) 4–0.

3, 4: *Dutch Ch'ship* (begun in January): 1st, Guo Juan 7-dan: 8–0; 2nd, Frank Janssen 6-dan: 6–2; 3rd: Gerald Westhoff 6-dan: 5–3. *Women's Ch'ship*: Renée Frehé (age 13, youngest ever).

3, 4: *Scheve Ogen* (Cross-eyed) (Amstelveen): Jos Dekker 3-dan.

17, 18: *Bonn* (70 participants): Hans Zschintzsch 4-dan: 6–0.

17, 18: *Göttingen* (Germany): Felix von Arnim 5-dan (Germany): 5–0.

18: *Oxford* (98 participants): 1st: Edmund Shaw 5-dan & Piers Shepperson 5-dan: 2½–½; 3rd: Andrew Jones 3-dan: 3–0.

24: *20th Trigantius*, Cambridge (66 participants): John Rickard 4-dan; *team prize*: Cambridge Untouchables.

24, 25: *Dresden*: Watanabe Takefumi 5-dan: 5–0.

### March

2, 3: *Sprendlingen* (Germany): Christoph Gerlach 5-dan (Germany): 5–0.

2, 3: *Dutch Team Ch'ship* (18 teams): Enschede 1 (Verhagen/Warnaar/Henselmans).

9: *International Team*, UK: Central London I and II tied.

9, 10: *Tulsa Spring Tournament, Dan Division*: Guangjiong Chen 6-dan; *Kyu D.*: Jie Lu 10-kyu.

16, 17: *Irish Open*: Shutai Zhang 7-dan.

16, 17: *German Women's Championship* (Castrop-Rauxel): Sylvia Kalisch 2-dan: 4–1.

16, 17: *Castrop-Rauxel*: Christoph Gerlach 5-dan (Germany): 5–0.

16, 17: *Erlangen* (Germany): Martin Bergmann 3-dan: 4–1.

16, 17: *23rd Keizer Karel* (Nijmegen, Netherlands) (80+ participants): Gilles van Eeden 5-dan.  
21: *Minneapolis No-Tax Go Tournament, Dan Division*: Tim Hoel; *Kyu D.*: Tim Ross.  
24: *Coventry*: Matthew Macfadyen 6-dan (Leamington): 3-0.

### April

5-7: *Nordic Ch'ship* (Stockholm) (28 participants): 1st, Vesa Laatikainen 5-dan (Finland): 5-1; 2nd: Matti Siivola 5-dan (Finland): 5-1; 3rd: Magnus Persson 2-dan (Sweden): 4-2.  
6: *Tony's Tideless Thames and Tributaries Team Tournament*: Reading.  
6, 7: *Leiden Eastern*: Rudi Verhagen 4-dan: 10-2 (570 points).  
6-9: *Grand Prix Paris* (213 participants): 1st, Miyakawa Wataru 6-dan (Japan/Paris): 6-0; 2nd, Dai Junfu 6-dan (China, age 12): 5-1; 3rd: Shutai Zhang 7-dan (China): 4-2.  
12-14: *29th British Go Congress, Durham* (78 participants): Alex Rix. *British Lightning*: T Mark Hall. *Team*: Reading.  
12-14: *Grand Prix Bled* (Slovenia): 1st, Alexei Lazarev 6-dan (Russia): 6-0; 2nd: Victor Bogdanov 6-dan (Russia): 5-1; 3rd: Leon Matoh 5-dan (Slovenia): 4-2.  
20, 21: *Hannover*: Radek Nechanicky 5-dan (Czech)  
26, 27: *Seattle Cherry Blossom*: Steven Plate  
27, 28: *Cotsen Spring Tune Up* (Gardena, Ca.): *1st Dan Division*: Joon Lee 1-dan; *1st Kyu D.*: Shi-Chung Liu 1-kyu; *2nd Kyu D.*: John Iwanaga 7-kyu; *3rd Kyu D.*: Ryan Massey 11-kyu.  
27, 28: *Houston Spring, Open Section*: Moon Chong Kim; *Handicap I*: Jiun Chung Wang; *Handicap II*: David Perkola; *Handicap III*: John Koong.  
28: *Dutch Pair Go Ch'ship* (13 pairs): Erik Puyt 5-dan/Annemarie Wagelaar 4-kyu.

### May

3-5: *Grand Prix Budapest* (63 participants): Lee Hyuk 6-dan (Korea/Moscow): 5-0.  
3-5: *Danish Ch'ship*: Thomas Heshe 5-dan: 6-0.  
4, 5: *Bayreuth Tenuki*: Vladimir Danek 6-dan (Czech): 5-0.  
4-6: *Candidates'*, Cambridge (26 participants): T Mark Hall 6-0.  
5, 6: *Central London Go Club Spring*: Vic Morrish, Geoff Kaniuk, Jiri Keller, Richard Mullens, Lena Morrish (all on 4-2).  
11: *Bracknell*: Jim Clare 3-dan (Reading): 3-0.  
11, 12: *Rostock*: Malte Schuster 5-dan (Germany).  
11, 12: *Tian Yuan Siegen* (Germany): Zhao Pei 5-dan 5-0.  
16-19: *Amsterdam* (167 participants): 1st, Miyakawa Wataru 7-dan (Japan/Paris): 6-0; 2nd, Mark Boon 6-dan (Amsterdam): 5-1; 3rd, Guo Juan 7-dan (Netherlands): 5-1.  
25, 26: *Scottish Open, Edinburgh*: John Rickard 4-dan (Cambridge): 6-0.  
25-27: *Grand Prix Hamburg* (120 participants): 1st, Guo Juan 7-dan (Netherlands): 6-0; 2nd, Zhao Pei (Germany): 5-1; 3rd, Egbert Rittner 6-dan (Germany): 4-2.

### June

1: *British Ladies*: Alison Cross.  
8, 9: *British Challengers*: Matthew Macfadyen.  
8-10: *Grand Prix Helsinki* (18 participants): Alexei Lazarev 6-dan (Russia): 6-0.  
14-16: *Grand Prix Warsaw*: Leszek Soldan 5-dan (Poland): 5-0.  
15: *Leicester*: Des Cann 4-dan (Leamington).  
22: *Hocogo Poor Boyz T Tournament* (Dayton, Maryland): Yuan Zhou, Ken Labach, and Tom Boone.  
23: *British Pair Go*: Alison Jones & Tony Atkins  
29, 30: *4th Welsh Open, Barmouth*: Matthew Macfadyen: 5-0.

## July

- 5–7: *Kaliningrad Grand Prix* (Russia): Alexei Lazarev 6-dan (Russia).  
6, 7: *German Pair Go*: Kirsten Hartmann 1-dan & Jan Shroer 4-dan.  
6–20: *Stage de Go Sanilhac* (France) (an annual summer camp with a wide range of instructional activities, with 200 participants this year).  
7: *MGA Summer Handicap* (Boston): Geoff Hopcraft 10-kyu.  
13: *2nd Devon*: Thorstein Thorsteinsson 3-dan (Bristol): 3–0.  
13, 14: *Leiden*: Rudi Verhagen 4-dan: 4–1.  
16: *NOVA Congress Tune-Up* (US): Baeknam Kim 4-dan.  
20–28: *US Go Congress, 2nd North American Masters*: Zhu-Jiu Jiang beat Rui Naiwei 2–1.  
*Ing Invitational*: Kim Woo Jin; *US Open*: 6-dan: Danning Jiang; 5-dan: Thaan Tuan Dinh; 4-dan: Jack Shih; 3-dan: Peter Machlup; 2-dan: Frederick King; 1-dan: John Exter; 1-kyu: Jason Taff; 2–3-kyu: Thomas Bitonti; 4-kyu: David Frankel; 5–6-kyu: Peter Rzepecki; 7–9-kyu: Richard Brown; 10–19-kyu: Kirby Huget; 20–27-kyu: Kuba Kraszkiewkz  
9×9, dan: Martin Bradshaw; kyu: Mark Gilston. *Lightning*, dan: Martin Mueller; kyu: Mark Gilston. *Computer Go*: Many Faces of Go. *Pairs*: Thomas Hsiang & Debbie Siemon. *Die-Hard*: Danning Jiang. *Self-Paired*, *Champion*: David Frankel (21–3); *Hurricane* (most wins): Horst Sudhoff (33); *Dan Killer*: Chuck Robbins; *Keith Arnold Award* (Kyu Killer): Jim Benthem; *Straight Shooter*: Mark Gilston.  
20–3 August: *Hitachi European Go Congress* (Abano Terme, Italy). *40th European Go Ch'ship*: Guo Juan 7-dan (Netherlands) 10–0; 2nd: Rob van Zeijst 7-dan (Neth.); 3rd: Lee Hyuk 6-dan (Korea). *Weekend Tournament*: Lee Hyuk.  
27: *Houston Summer*: James Tseng 17-kyu.  
During July: *13th World Youth Go Ch'ship* (Seoul): *Senior*: 1st, Hu Yao-Yu (China); 2nd, Ryu Kyung-Min (Korea); 3rd, Dmitri Bogatskii (Ukraine). *Junior*: Park Young-Hoon (Korea).

## August

- 10: *Epson Downs Wedding* (small board): Alastair Wall 4-dan (Reading): 5–0.  
17: *Chicago*: Huang Liping & Huang Yongji.  
25: *Beach Tournament*, The Hague: Rob Koopman 4-dan.  
31: *Houston Go Club Summer*: Vincent Wang 6-dan.  
31, 1 Sept.: *NRW Ch'ship* (Germany): Zhao Pei 5-dan: 5–0.

## September

- 2, 3: *22nd Northern* (Manchester): Equal 1st: Matthew Cocke, T. Mark Hall, on 5–1; 3rd Matthew Macfadyen, 5–1.  
5–8: *1st European Women's Go Ch'ship* (St. Petersburg) (22 participants): 1st, Svetlana Shikshina 4-dan (Russia): 6–0; 2nd, Irina Daniltschenko (Russia): 5–1.  
7, 8: *Böblingen* (Germany): Tung-Jui Chang 5-dan: 5–0.  
14: *Milton Keynes* (56 participants): T Mark Hall 4-dan (Bristol).  
14, 15: *Copenhagen Grand Prix*: Vladimir Danek 6-dan (Czech): 5–0.  
14, 15: *Eindhoven* (Netherlands) (45 participants): Guo Juan.  
20–22: *Ukrainian Open Go Cup* (Kiev) (30 participants): Lee Hyuk 7-dan (Korea): 5–0.  
21, 22: *Cotsen Open AGTC* (US): Danning Jiang 6-dan.  
21, 22: *Bucharest Grand Prix* (49 participants): Cristian Pop 5-dan (Romania).  
21, 22: *Linköping* (Stockholm) (25 participants): Magnus Persson 2-dan (Sweden): 5–0.  
22: *Bank of China Cup* (London) (88 participants): Shutai Zhang 7-dan: 3–0.  
28: *Houston Go Club Summer*: Charles Harveson 12-kyu.  
28, 29: *Annecy* (France) (handicap): Alain Kerbrat 3-dan: 5–0.  
29: *HoCoGo Swiss Open & Handicap* (Ellicott City, Maryland): Jae Moon Kim.

### October

- 5, 6: *Colombes* (France) (handicap): Jérôme Blaiset 1-kyu: 5-0.  
6: *Shrewsbury*: Jo Hampton 2-dan: 3-0.  
13: *International Teams* (Nippon Club, London): Reading (16/24)  
18-20: *Belgrade Grand Prix* (52 participants): Cristian Pop 6-dan: 5-0.  
19: *NOVA Pumpkin Classic* (handicap) (US): Eric Lui 1-dan.  
19, 20: *Bremen*: Robert Rehm 5-dan (Netherlands) & Malte Schuster 5-dan (Germany).  
26, 27: *Texas Open & AGTC* (51 players): Danning Jiang 6-dan.  
27: *27th Wessex* (Marlborough): John Rickard 4-dan (Cambridge)  
27: *Japanese Embassy* (Amstelveen): Guo Juan.

### November

- 1-3: *Italian Ch'ship* (Milano): 1st, Enzo Pedrini: 6-1; 2nd: Ramon Soletti: 5-2 (Pedrini and Soletti to meet in a best-of-five final).  
2, 3: *Brussels Grand Prix* (112 participants): Guo Juan: 5-0.  
2, 3: *Ulm* (Germany) (53 participants): Norbert Jensrusch 3-dan.  
2, 3: *Swiss Ch'ship*: Xia Liliang (Swiss champion: François Borloz).  
8, 10: *Kharkiv Grand Prix (Yuri Ledovskoi Memorial)* (Ukraine) (34 participants): Alexei Lazarev 6-dan (Russia): 5-0.  
9, 10: *Göteborg Grand Prix*: Matthew Macfadyen (UK): 5-0.  
9, 10: *Groningen (Hans de Jong Memorial)* (Netherlands): Frank Janssen. *Open Dutch 9x9*: Janssen.  
9, 10: *Three Peaks*: Alastair Wall 4-dan (Wanstead): 4-1 and Henni Groot Lipman 1-dan 5-0 (started below the bar).  
16: *Santa Barbara Fall*: Sung Chan 4-dan.  
16, 17: *Paris Meijin* (54 players in top group): Pierre Colmez 5-dan.  
16, 17: *Lausanne* (handicap): François Jaquin 3-kyu (France).  
16, 17: *Rahlstedt* (Germany): Wan-Kee Yoo 5-dan.  
22-24: *European Team Ch'ship* (Zlin, Czech): 1st, Russia; 2nd, Slovenia; 3rd, Czechia.  
23, 24: *Berlin* (129 participants): Sang-Nam Park.  
24: *Swindon* (86 participants): Mark Hall 4-dan (Bristol): 3-0  
25: *North American Fujitsu Qualifying*: 1st, Jimmy Cha; 2nd, Michael Redmond; 3rd, Janice Kim.

### December

- 5-8: *German Ch'ship* (Braunschweig): Egbert Rittner 6-dan: 7-0.  
7, 8: *Braunschweig* (89 participants): Malte Schuster 5-dan: 5-0/  
7, 8: *Locarno Grand Prix*: Vladimir Danek 6-dan (Czech): 5-0.  
8: *West Surrey Handicap*: Mark Hall 4-dan (Bristol) 4-0.  
14, 15: *Geneva* (26 participants): Lou Jinning 2-dan.  
14, 15: *20th Yugoslav Team Ch'ship* (Belgrade): Go Club Student Nix.  
21, 22: *Rotterdam*: Frank Janssen.

### late 1996

- British Ch'ship*: Shutai Zhang d. Matthew Macfadyen 3-1.  
*Finnish Ch'ship*: Vesa Laatikainen d. Matti Siivola 2-1.

# Go Around the World

## Africa

### *Professional tour of Africa*

At the end of 1996, two Nihon Ki-in professionals visited five African countries. Below is the report written by one of them, Konagai Masaru 7-dan, for *Go Weekly*.

### *Taking the splendour of go to Africa*

Last year my wife and I joined my teacher Izumitani Masanori 7-dan and his wife on a go-instruction tour of five African countries. We were sent by the Japan Foundation and from 25 November to 23 December we toured Morocco, Kuwait, Saudi Arabia, Egypt, and South Africa. This was the first-ever visit by professional go players to Morocco, Egypt, and South Africa, so we were resolved to sow the seeds for the growth of this marvellous Oriental game.

As we had expected, there were no locals who could play go in Morocco or Egypt, so we gave introductory lectures every day. In Casablanca, the venue was the bridge room in the club house of a golf course, and among the participants was the Moroccan bridge champion. The speed with which he understood the game was outstanding, and after just a few hours he was able to play a game from beginning to end. I could see why he was the bridge champion. He took a great interest in go, and a few days later he invited us to his house, where he entertained us with magic tricks and his wife's belly dancing.

In the last country we visited, South Africa, there is an established go association, and also around ten dan-players. We were also very surprised to hear that in Soweto, a black residential area, there were eight schools that held go classes for children once a week. We spent a day there teaching the children, about forty of whom participated in a lively and enjoyable class. According to their regular teachers, the main problems were the lack of go sets and the weakness of the instructors.

This was our first experience of teaching go in Africa, and we very much enjoyed our month there. We hope that we have made some contribution to the game's taking root and developing in this continent.

## Australia

1996 has been a year of huge advances in Australia, with the foundations laid last year being built upon on all fronts. Club memberships are swelling in the two major cities (Sydney and Melbourne) due to exposure of the game through a number of public demonstrations and an increase in the number of tournaments.

The largest growth is in the number of children now playing go — a direct result of the establishment of teaching go in schools. One school in Melbourne has seen a great benefit to students in the game and now includes go in the curriculum four days per week. One lucky student, James Zhao (age 11), was selected to represent Australia at the First Asia Pan-Pacific Go Congress held in Karuizawa, Japan. This wonderful experience for James has motivated his peers tremendously.

The Australian Championships were held in Sydney this year. The Nationals were preceded by a Go Camp held in Leura, in the Blue Mountains to the west of Sydney in the midst of some of the most spectacular scenery in Australia. The Go Camp was an informal affair, with lots of go, bushwalking, go, good food, go . . . which was greatly enjoyed by all and no doubt resulted in lowering the playing strength of the participants!

Unfortunately, our good friend Konagai 7-dan, who had been scheduled to come to Sydney with a party of Japanese amateur players, could not attend because the tour had to be cancelled. However, Izumitani 7-dan was able to make the trip at very short notice and gave us valuable lessons and



*Mr. Mark Pearce of NEC Australia makes the announcement as the banner is unfurled for the first time.*

simultaneous games, both at the Camp and the Nationals. We also had two visitors from the UK, Francis Roads and Charles Leedham-Green, stalwarts of the British Go Association.

As usual, Sydney turned on a very strong field for the National Champonships, but once again Andrew Chi made a clean sweep with seven wins. Andrew will be our WAGC

representative in 1997 (he first played for Australia in 1995). A particularly pleasing note was the appearance of some new young and very strong players, in particular, two teenagers who took second and third places.

The long-planned tour of Australia by Kawamura 7-dan, postponed last year due to the Kobe earthquake, finally took place in November 1996. A group of 50 people,



*Mito Yukari 2-dan at the Friendship Match in Melbourne (November 1996)*

including four professionals, Kawamura 7-dan (Osaka), Iwata Hajime 7-dan (Tokyo), Oka 6-dan (Fukuoka), and Mito 2-dan (Osaka), visited Sydney and Melbourne for one week. Besides some very enjoyable sightseeing, a friendship match took place in each city. It was highly successful on all fronts, and future exchanges are already being planned.

The Melbourne match was held on the 35th floor of one of the best hotels in town, with spectacular views of the city as a backdrop. As it was the tour group's last night in Australia, a large farewell party was held after the match. It was during this party that an exciting surprise announcement was made by NEC. As we all know, NEC sponsors major go tournaments in Japan and China. Now, for the first time, it will sponsor a tournament outside Asia: the NEC Australia Cup, which will take place in Melbourne during March 1997. This will be the largest annual go tournament in Australia, offering substantial prize money and other prizes. It is already attracting players from all around the country, and entries are also arriving from New Zealand and Asia.

*(Report by Brad Melki)*

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#### **AGA Executive for 1997**

President: Hank Sato  
Vice President: Yangil Jin  
Secretary: Neville Smythe  
Treasurer: Patrick Culshaw  
IGF Director: Brad Melki  
Editor: Paul Clay  
Membership Registrar: Devon Bailey  
Committee Members: Bill Purse, Jim Bates

#### **1997 Club Addresses**

##### **Sydney Go Club**

Meets: Friday evenings  
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Contact: Devon Bailey, 02-584-9124

##### **Sydney Kiwon**

Meets: Every day  
At: 269 Canterbury Rd, Canterbury  
Contact: Hae Taek Choi, 02-872-3986

##### **Melbourne Go Club**

Meets: Tuesday evenings  
At: The Old Church  
297 Springvale Rd, Glen Waverley  
Contact: Brad Melki, 03-9528-1149

##### **Canberra Go Club**

Meets: Wednesday evenings  
At: Mathematics Common Room  
Australian National University  
Contact: Neville Smythe, 06-273-3108

##### **Brisbane Go Club**

Meets: Tuesday evenings  
At: 16 Charlotte St, Brisbane  
Contact: Mark Bell, 07-266-6435

##### **Adelaide Go Club**

Meets: Wednesday evenings  
At: Citizens Centre, Arthur St, Unley  
Contact: Jim Bates, 08-272-0915

##### **Perth Go Club**

Contact: Paul Clay, 09-528-2068

## **Austria**

*(Note: The report for 1994-95 failed to appear in the 1996 Ranka Yearbook because it was mislaid in the IGF office. We apologise to the Austrian Go Federation.)*

#### **Main Austrian Go Events 1994-95**

The best active Austrian go player (according to the Fujitsu GP ranking list) played *for* — but unfortunately most of the time not *in* — Austria. He was Martin

Müller, who won the 1995 Italian Grand Prix in Milan.

## 1994

11–13 March: Fujitsu Grand Prix (Susan Memorial): 75 participants, won by Shen Guangji 6-dan (Germany/China).

2, 3 July: Gump Memorial: 47 participants, won by R. Nechanicky 6-dan (Czech).

In August 1994, Manfred Wimmer took 2nd place in the European Championship in Maastricht. One year later he died suddenly and unexpectedly. He was Austrian champion nine times and twice European champion and was the first Westerner to become a go professional. He died while playing go at the Café Bauernfeld.

28–30 October: International Austrian Championship: 1st Ralph Spiegl ('Schiwa') 5-dan (Austria).

The right to represent Austria at the WAGC was won by F. Hüttler (1994 Austrian champion).

26, 27 November: Österreichisches Spielefest (Austrian Game Festival)

26: McMahon tournament: winner Ralph Spiegl.

27: Handicap tournament: winner Ondrejovic Pavel 15-kyu (Slovakia).

## 1995

10–12 March: Fujitsu Grand Prix (Susan Memorial): 68 participants, won by Christian Pop (Romania).

This year's Grand Prix took place in Linz, much effort having been invested by the main organizer Toni Steininger. It ran parallel with the European Youth Championship, in which children from nine (mostly Eastern) European countries played for the title in two age categories: under 12 and under 18. Many great talents could be watched. In the under-18 group: Csaba Merö (Hungary), Martin van Roermund (Netherlands), and Dimitry Lysyuk (Ukraine); in the under-12 group: the two girls Antoine Fenech (France) and Diana Közegi (Hungary).

29, 30 April: Rudolf Schneider - Gedenkturnier. The traditional Graz handicap tournament took place in a very friendly atmosphere with the support of the Austrian Go Federation. This year's winner was M. Winkler. The organizers gave prizes not only to the first three place-getters but to many participants.

1, 2 July: Gump Memorial: 47 participants, winner R. Nechanicky 6-dan (Czech).

15–17 September: International Austrian Championship: 1st Dong Yin Kui (China).

The right to represent Austria in the WAGC was again won by F. Hüttler (1995 Austrian Champion).

Bern Scheid (living in Japan) and Helmut Hasibeder (concentrating his energies on his business) were not able to take part in the tournament.

25, 26 November: Österreichisches Spielefest (Austrian Game Festival)

25: McMahon tournament: winner R. Nechanicky 6-dan (Czech).

26: Handicap tournament: winner Diana Közegi 1-dan (Hungary).

With the generous support of Mag de Casan, the Austrian Go Federation has had good opportunities of presenting the game to a wide public. In 1994 and 1995, the Austrian Game Festival (a pre-Christmas game fair) took place at the newly built Austria Centre. A public handicap tournament, computer go, and many volunteers explaining the game contributed to the success of the event.

## 1996

### Main go activities in 1996

The Austrian go year started with the decision in the Kyu Tournament, which saw Mag. R. Pichler finish in first place, ahead of DI Kurt Parr in second.

8–10 March: Fujitsu Grand Prix (Susan Memorial): 57 participants (25 of them 4-dan or stronger). 1st: D. Bogatskii (Ukraine); 2nd: V. Dogdanov (Russia); 3rd: A. Gomenyuk

(Russia).

22, 23 June: Rudolf Schneider Memorial (Graz): 21 participants. 1st: M. Winkler (Austria); 2nd: Shen Wen Bin (China); A. Effenberg (Austria).

6, 7 July: Gump Memorial: 45 participants. 1st: R. Nechanicky (Czech); 2nd: V. Danek (Czech); 3rd: T. Pocsai (Hungary).

22, 23 September: International Austrian Championship: 32 participants. 1st: R. Spiegl, alias Schiwa (Austria); 2nd: C. Nurschinger (Austria); R. Nechanicky (Czech).

The right to represent Austria in the WAGC was won by Spiegl.

23, 24 November: Österreichisches Spielefest (Austrian Game Festival)

23: McMahon tournament: 24 participants. 1st: R. Spiegl; 2nd: Hu Wei Qiang (China); 3rd: Shen Hao (China)

24: handicap tournament: 19 participants. 1st: Spiegl; 2nd: B. Scheid (Austria); 3rd: P. Hoffmann (Czech)

With the generous support of Mag de Casan (the organizer of the Spielefest), the Austrian Go Federation again had good opportunities to present the game to a broad public. This year the Austrian Game Festival again took place at the Austria Centre (UNO City). Computer go and many volunteers explaining the game contributed to the success of the event.

At the same time as the Game Festival, the European Team Championship took place in Zlin (Czech). The Austrian team (Wiltschek, Nurschinger, Hüttler, Postl) took a somewhat disappointing 7th place.

### *Austrian Go Federation Addresses*

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*Secretary:* Alfred Effenberg, A-1130 Wien, Testarellogasse 31/7. Tel. (01) 877 69 56. e-mail: gofred@netway.at

Austrian Go Fed. fax no.: (01) 985 45 35

*Vienna:* Contact DI Franz Hüttler, tel. (0222) 985-45-35

**Wiedner Billard Center**, 4., Rechte Wienzeile 35. Wed: 19:00-02:00; Fri: 19:00-02:00; Sun: 15:00-22:00.

**Cafe Kriemhild**, 15., Markgraf Rüdigerstrasse 14. Tues.: 19:00-24:00; Thurs: 19:00-24:00.

### *Other areas*

*Frauenkirchen (Burgenland):* Contact Mag. Kurt Paar, tel. (02172) 2433.

*Graz:* Go-Klub Graz, Cafe Brot und Spiele, Mariahilferstrasse 17, A-8020 Graz. Tel. (0316) 91 50 810. Wednesday and Friday from 19:00. Contact: Dr. David Hilbert, tel. (0316) 693782.

*Klagenfurt:* Go-group Klagenfurt, Cafe Fritz, St. Ruprechterstr 32, A-9020 Klagenfurt. Tel. (0463) 314 72. Tuesday from 18:00 (confirm first). Contact: Günter Poprat, tel. (0463) 31 08 59.

*Krems:* Volksheim Lerchenfeld, WSV Voest-Alpine Krems, 3502 Krems-Lerchenfeld. First and third Monday each month from 20:00. Contact: Ing. Walter Zickbauer, tel. (02732) 82100; (02732) 885 355.

*Linz:* VHS Linz, Volkshochschule Linz, Chr. Coulinstrasse 18, A-4020 Linz. Tel. (0732) 23 93, ext. 4305. Thursday from 18:30-22:00. Contact: Anton Steininger, tel. (0732) 603345; Clemens Strutzenberger, tel. (0732) 664607.

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## Canada



*Prize-winners at the 1996 Canadian Open, Winnipeg, Manitoba*

### **The 19th Canadian Open Go Championship**

For the second time (the first time being in 1989), Winnipeg, Manitoba, hosted Canada's preeminent go event on the long Labour Day weekend of August 31 to September 2. Organized by the Manitoba Go Association and held at the River Mandarin Restaurant, whose owner, Mr. Hu Wang, is a strong local supporter of go, this annual event attracted a total of 30 players (the relatively low turnout was due to the small size of Winnipeg's go-playing population and to the great distances separating Winnipeg from the major go-playing centers in Canada).

Directed by Calos Carvalho and David Erbach, this event was divided into four sections. The winners were: Wenlong Liu 6-dan (China), Selina Chang 4-dan (Ottawa), Michael Falk 2-kyu (Halifax), and Matthew L.Y. 14-kyu (Ottawa).

Because the winner of the Canadian is not a Canadian citizen and also because of the CGA policy that a trip prize cannot be awarded on a tie-break mechanism, a play-off was held on the Monday of the long

weekend between Ligeng Tian 5-dan (Vancouver) and John Yoon 6-dan (Toronto), who had tied for second place, for the honour of representing Canada at next year's WAGC. Tian won.

The occasion of the Canadian Open is used to select a number of players to represent Canada at other international events. Sunghwa Hong 6-dan (Vancouver) and John Yoon 6-dan (Toronto) won the right to participate in the North American Fujitsu Qualifying Tournament. And Stanley Chang 5-dan and his sister Stella Chang 4-dan, both from Ottawa, represented Canada at this year's International Amateur Pair Go Championship in Tokyo.

The 1997 Canadian Open is slated to be held for the first time in Kingston, Ontario (midway between Toronto and Montreal), again over the Labour Day Weekend, August 30 and September 1.

### **Ontario's major tournaments in 1996**

The 16th Toronto Open was held on the weekend of April 27 and 28 at its traditional location, the second floor debating room of the venerable Hart House on the campus of

the University of Toronto. Organized by the Toronto Go club, with Pat Thompson as tournament director, this six-round event attracted a total of 50 players. The overall winner was Zhi-Qi Yu 7-dan (Toronto). The winners of the remaining five divisions were: Ho-Il Lee 4-dan (Toronto), Shi-Xiang Zhang 2-dan (Toronto), Marty Miceli 1-kyu (Toronto), Russel Levy 7-kyu (Toronto), and Matthew Loh 17-kyu (Ottawa).

The 12th Ottawa Meijin Tournament lasted from November 1995 to April 1996 and had a total participation of 29 players. Stanley Chang was successful in defeating his challenger, Marc Lecours, and keeping his title of Ottawa Meijin. The winner of the handicap tournament was Nan Chen. This event was organized by Charles Chang and the Ottawa Chinese Go Club.

The 13th Ottawa Open, after a one-year absence, was held on April 13 and 14. Organized by the Ottawa Go Club and directed by Marc Lecours, this six-round event attracted 35 players. The overall winner was Stanley Chang 5-dan from Ottawa. The winners of the remaining six sections were: Barry Nolin 3-dan (Ottawa), Derek Waldron 1-dan (Whitby, Ont.), Gilles St.-Louis 1-kyu (Montreal), David Gibbs 3-kyu (Ottawa), Jeff Li 11-kyu (Kingston), and Kung Loh 17-kyu (Kingston).

The 13th Ottawa Chinese Goe Cup was held on June 22 and 23. Organized by the Ottawa Chinese Go Club and sponsored by the Overseas Chinese Cultural Service Centre, this six-round event attracted a total of 52 players. The tournament director was Isabel Chang. The top place-getters from the five sections were: Xin Wei 5-dan (Toronto), Stella Chang 4-dan (Ottawa), Andrew Zhang 1-kyu (Ottawa), Benjamin Bueno 9-kyu (Ottawa), and Peiran Guo 12-kyu (Kingston).

#### Quebec's major tournaments in 1996

The 15th Montreal Honinbo was held in January and February and was again won by Liang-Ming Dong 5-dan, who defeated his challenger and winner of the Honinbo League, Xenos Khan 4-dan. This annual event was organized by André Labelle and the Montreal Go Club.

The 17th Winter Tournament was held

on February 25 and was won by Liang-Ming Dong. This three-round event, sponsored by the Consulate-General of Japan and organized by the Association québécoise des joueurs de go, attracted 66 players, one more than last year's record-breaking figure. The tournament director was André Labelle. The winners of the remaining seven sections were: Marc Lecours 4-dan (Ottawa), Stella Chang 3-dan (Ottawa), Michael Cuchanski 2-dan (Montreal), Gilles St.-Louis 1-kyu (Montreal), Leon Marcello 7-kyu (Quebec City), Jeffrey Lee 13-kyu (Kingston), and Peiran Guo 15-kyu (Kingston).

The 18th Quebec Open, held on May 18 and 19, was won by Sachio Kohara 5-dan from Montreal. This six-round event, which is organized by the Association québécoise des joueurs de go, with Stephen Mays as tournament director, drew a total participation of 22 players, the lowest-ever turnout in this tournament's history. The first-place winners of the other three divisions were: David Keeble 1-dan (Montreal), Jerome Fournier 4-kyu (Montreal), and Matthew Loh 16-kyu (Ottawa).

#### British Columbia's major tournaments in 1996.

The Vernal Equinox Tournament was held on March 22–24. This five-round event attracted 29 players and was divided into four sections. The winners of each section were: Chris Kirschner 5-dan (Bothel, Washington), Jim Levenick 1-dan (Salem, Oregon), Michael Barthelow 7-kyu (San Juan Islands, Washington), and Sandy Edison 10-kyu (Nelson, B.C.).

After an absence of several years, the British Columbia Open reappeared on the weekend of June 22 and 23. This six-round event, which attracted a total of 38 players, was directed by Carlos Costa and Tom Cherniak. The top-place getter was Sunghwa Hong 5-dan (Vancouver). The winners of the remaining three sections were: Ken Chou 2-dan, C.H. Chen 2-kyu, and Tak Furumoto 15-kyu.

#### Canada's rerepresentatives at international events during 1996

18th WAGC: Zhi-Qi Yu 7-dan (Toronto)

13th World Youth Go Championship:  
Stella Chang 3-dan (Ottawa)

6th North American Ing Cup Tournament: Bruce Amos 5-dan (Toronto), Sunghwa Hong 6-dan (Vancouver), Marc Lecours 4-dan (Ottawa)

10th North American Fujitsu Qualifying Tournament: Sunghwa Hong, John Yoon 6-dan (Toronto)

7th International Amateur Pair Go Championship: Stanley Chang 5-dan and Stella Chang 4-dan (Ottawa)

### List of CGA executives

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Youth Co-ordinator: Isabel Chang, same address as Charles Chang

Club Co-ordinator: Michael Falk, 1591 Conrose Ave., Halifax, Nova Scotia, B3H 4C4. Tel. (902) 422-5173

Book Manager: Carlos Costa, 3641 Banff Ave., Burnaby, B.C., V5G 3N5

Executives at large: Steven Mays (Montreal), Suhk Joo Yoon (Toronto)

*(Report by Steven J.C. Mays)*

## Cuba

Cuba's debut in the WAGC in 1996 has significantly boosted the development of go in our country. The opening of Cuba's first go academy has made possible the beginning of a regular course for children ranging in age from eight (third graders) to 15 (ninth graders), and there are a total of 113 children registered. The courses are taught by four go players, two of whom graduated from college this year with degrees in sports. Incidentally, the graduation theses of these two dealt with go itself, and so these gentlemen, Vadel González and Rafael Martínez, have become the first Cubans whose professional qualifications have a connection with go.

Our academy organizes go instruction in three schools. The go syllabus has been outlined and scheduled by us and is divided into theoretical and practical classes and evaluation. The courses are taught all week long during both morning and afternoon hours. At night, the Academy remains open for other people who might be interested in learning go.

Last August, we held the 'Third Summer Cup, Playa'96', with outstanding results as far as the number of participants was concerned.

In September, we were visited by Mr. Pablo Saez, Chile's contender in the WAGC. He stayed for a week, during which he collaborated with us in teaching go.

Mr. Richard Bozulich's donation of over 140 books and magazines has contributed to further research and to the training of Cuban players.

The fact that we can count on more than 20 sets of stones, purchased thanks to a donation by Mr. James Davies, has permitted us to outline a nationwide strategy for popularizing go.

It is in the best interests of our Federation to place Cuba among Latin America's top three go-playing countries in the next three years, as well as to make preparations for holding a regional event in Cuba for all Latin American countries.

**Cuban Go Federation  
Competition Schedule  
1996**

August 23–25: 3rd Summer Cup, Playa'96  
(invitational)

October 11–13: 1st Cuba Cup (open)

December: Granma Tournament  
(invitational)

**1997**

February: 3rd Winter Cup (open)

April: 1st 'La giraldilla' Tour (open)

June: 1st 'Sato San' Tournament (open)

August: 4th Summer Cup, Playa'96  
(invitational)

October: 2nd Cuba Cup (open)

December: Granma Tournament  
(invitational)

*(Report by Rafael Torres Miranda)*

**Cuba's Go Academy**

Academia Cubana de GO  
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**Czech Republic**

**Go in Czechia 1996**

Go life in the Czech Republic is stable. We held 16 tournaments belonging to the Czech Grand Prix, with more than 200 players participating, the Czech Championship (won by Vladimir Danek), and two training camps. Events were mainly similar to those in previous years, and this is why we want to describe a special event, the European Team Championship.

Team championships are not regular events on the European go scene. The first one was held in Warsaw in 1986, and only

three more have been held since then. The leaders of the Czech Go Association think that team championships should be given more attention. They did their best to find sponsors and were able to offer attractive conditions.

The event was held in Zlín (a city in eastern Czechia) on 22–24 November 1996. Twelve national teams consisting of four players took part. After five rounds, Russia won, followed by Slovenia and the Czech team. The local team was near to winning when, in the 3rd round, they beat one of the favourites, Holland, 4–0, and then managed to draw with Russia 2–2. However, in the last round the Czechs lost to Slovenia 1–3. Fourth place was taken by Holland. A sort of record was created by Great Britain, which scored 2–2 in all five rounds.

We hope that this will turn out to have been the start of a new tradition of team championships.

**Full results in team championship**

1. Russia: 14–6
2. Slovenia: 13–7
3. Czech Republic: 12–8
4. Holland: 11–9
5. Yugoslavia: 11–9
6. Denmark: 11–9
7. Austria: 11–9
8. Great Britain: 10–10
9. Hungary: 9–11
10. Slovakia: 8–12
11. Czech Republic Juniors: 8–12
12. Italy: 2–18

**Best players**

Board 1: Alexey Lazarev (Russia)  
Board 2: Radek Nechanicky (Czech)  
Board 3: Tamar Cefarin (Slovenia)  
Board 4: Andrej Gomenluk (Russia)

**Ireland**

The main event of 1996 was the Irish Open, held March 15–17 in Dublin. Attended by 28 players from ten countries, it proved to be an exciting tournament. Shutai Zhang 7-dan (UK) was the winner on 5–0,

but the next five finishers were all on 3 wins, with Stefan Budig 4-dan (Germany) taking second place on SOS.

Noel Mitchell 2-dan won the Irish National Championship and represented Ireland in the 18th WAGC, finishing in 27th place with four wins. He was also invited to play a teaching game with the Chief Referee for the tournament, Kobayashi Satoru, which was presented in *Go Weekly* [the game is given on page 36].

Ireland still suffers from a severe lack of women players and a continuous drain on our existing players from emigration. We are currently planning new initiatives for recruiting players, using some of the new teaching material available in Europe.

#### Club details

Regular meetings are held in either the Henry Grattan Pub on Baggott St. or The Pembroke Pub on Pembroke St., Dublin, every Monday and Wednesday evening from 8:30 pm. All are welcome.

#### Contacts

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#### Events

John Gibson, 30 Lakelands Park, Dublin 6W, Ireland. Tel. 353 1 4908779. E-mail: mhgibson@homenet.ie

*(Report by Noel Mitchell)*

## Slovakia

### Slovak Go Association in 1996

In collaboration with the European Go Centre, we made and received from the EGC 3,000 go flyers, 240 brochures and beginners' booklets, 40 sets of teaching materials and cards. These we distributed to our clubs and active members. We took part in some publicity events, for example, playing in public, two bonsai exhibitions, Asian Art Days, and City of Kosice Days. There were thousands of visitors at these events, and we gave out hundreds of leaflets and some information

brochures and also played games and explained the rules. After each event, four to eight people came to our go clubs, and we explained the rules to them. By the end of the year, we had used up almost all of our stocks, so we reprinted 10,000 flyers, 500 brochures, and 100 beginners' books.

We translated and printed 100 copies of the Ing Laws of Wei-ch'i and instructions for Ing's clocks. We held four Ing tournaments played with Ing's sets, clocks and the SST rules. Before the tournaments, we reviewed the Ing rules and after them we held parties in the evening. The winners were R. Krusina, P. Jadron, P. Zmeko, and M. Poliak.

The Slovak Go Association manages the Grand Prix Slovakia, which consists of seven tournaments. The winner was 16-year-old Peter Jadron. The 1996 Slovak Champion was once again Miroslav Poliak; three young men tied for the Youth Champion: Marek Cambal, Cyril Lassu, and Rastislav Regentik, who defeated one another and won their remaining games. The ladies champion was Monika Obrancova, the pair go champions were Monika Obrancova and Marian Hrdina, and the youth girl champion was Lubica Lassakova.

The 3rd Fujitsu Grand Prix Slovakia was held in the House of Sports in Bratislava on 12 and 13 October. There were 51 participants from nine countries. Victor Bogdanov of Russia did not lose a game and so won the tournament and earned 15 GPE points. Next was Leon Matoh of Slovenia and Vladimir Danek of Czechia. After the tournament, Victor gave lectures to Slovak go players.

In Abano Terme, Italy, we were given the mandate to organize the 2nd European Youth Go Championship on 6–9 March 1997 and also the 43rd European Go Congress and Championship in 1999 in Bratislava.

*(Report by Miroslav Poliak)*

#### Contact address:

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Junácka 6  
832 80 Bratislava

## Slovenia

### Go in Slovenia in 1996

The history of go in Slovenia can be found in *Ranka Yearbook 10*, so in the following article we shall deal only with events occurring in the last year. The 1996 go calendar in Slovenia was much the same as in the previous year. The main events are listed below.

### The 8th Lado Omejc Memorial

Since 1993, this tournament has had Grand Prix status. This year it was held in Bled on 12–14 April, and 44 players from seven countries took part (31 had dan rankings, of whom 19 were 4-dan or stronger). The winner was Alexei Lazarev (Russia), second was Victor Bogdanov (Russia) and third Leon Matoh (Slovenia). The Slovenian players Igor Bizjak (7th), Tamar Cefarin (8th), and Milan Zakotnik (10th) also earned Grand Prix points.

### The 5th Slovenian Team Championship

Four teams (with dan players) competed in this tournament, held in Novo mesto on 11 May and won by the team from Novo mesto (Matoh, Bizjak, Cefarin, and Jukic)

with 11 points. The team from Kranj (Zakotnik, Pintar, Mrak, and Pogacnik) was second with six points, followed by the Ljubljana team with four points and the Maribor team with 3 points.

### The 9th Maribor Open

Twenty-three players participated in this handicap tournament, held on 21 and 22 September; 12 had dan rankings, of whom six were 4-dan or stronger. The winner was Milan Zakotnik with seven points, ahead of Leon Matoh and Zoran Mutabzija (Croatia), both also on seven points.

### The 28th Slovenian Championship

This, the sixth championship since Slovenia became independent, was held in Bled on 17–20 October. Sixteen players participated in the seven-round tournament. The winner and Slovenian champion was Milan Zakotnik with seven points, ahead of Leon Matoh on six and Peter Gaspari on 4½.

### Congress of the Slovenian Go Association

At the annual congress, held on 18 October, the current executive was re-elected. A new rating list was approved. The total number of dan players reached 52, including



*Officials of Go zveza Slovenije playing in the 28th Slovenian Championship: Secretary Milan Zakotnik (left), President Peter Gaspari (right)*

five 5-dans and seven 4-dans. The delegates to the congress also accepted the report of the Kranj Go Club about the preparations for the 9th Lado Omejc Memorial — the Fifth Grand Prix Tournament Bled 1997 (11–13 April). A new rule for participation in the WAGC was also accepted: the winner of the Slovenian Championship can take part in the WAGC only twice in a row.

### The 2nd Slovenian Women's Championship

Only three women took part in the final tournament (minimum qualifying strength: 5-kyu), held on 19 October in Bled. The previous champion, Vera Rupel, did not participate. The winner was Vida Hernaus, ahead of Nives Zavodnik and Jasna Schatz.

### The 1st Slovenian Pair Championship

Three teams competed in our first pair go championship (minimum qualifying strength for women players: 7-kyu), held on 16 November. The winning team was Milan Zakotnik/Jasna Schatz, ahead of Rado Pintar/Vida Hernaus and Gregor Butala/Tea Sernelj.

### Publications

Tamar Cefarin is preparing two new bulletins:

- Bulletin for the 35th anniversary of go activity in Slovenia

- Zvezda (the star point).

He is using an interesting computer program which enables you to print go diagrams in combination with comments and text. With go True Type fonts, he replaces letters with numbered go stones and board lines.

*(Report by Peter Gaspari)*

### Officials of the Go zveza Slovenije (Slovenian Go Association)

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Treasurer: Mirko Rupel, Kvedrova 5, 1000 Ljubljana. Tel. (386) 61–443–130.

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#### Go drustvo Ljubljana

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#### Go drustvo Maribor

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#### Go klub Murgle

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#### Go drustvo Novo mesto

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*Closing ceremony of the Slovenian Women's Championship: Peter Gaspari congratulates Vida Hernaus on her victory.*

## Thailand



*Logo of the Go Association of Thailand*

1996 was another eventful year for the Go Association of Thailand. Besides our aggressive promotional activities, we organized several important events. Here are some highlights:

We started off the year in January with a success in having go included in the annual University Games — The 23rd University Games (Maejo Games). For the first time, go was officially accepted as one of the board games. Maejo Games took place in Chiang-mai at the Maejo Institute of Agricultural Technology. Nineteen students, 11 male and nine female, from 11 universities participated in the tournaments. The gold medal-

ists were Mr. Veerachote Ngarmcharassrivichai of Thammasart University, Bangkok, in the men's single and Miss Dolruedee Pholmit of Maejo Institute of Agricultural Technology in the ladies' single. The Maejo Games created a lot of go enthusiasm among Thai students. This was a milestone in our go development.

From March 15–18, we had the honour to welcome an eight-person group, including some professional go players, from the Korean Baduk Association. Several interesting activities were organized. About 100 members enjoyed an 'Afternoon Go Tea Time' with the group at the Imperial Queen's Park Hotel, where a signing ceremony for the Memorandum of Understanding for Cooperation took place. On this occasion, our President Mr. Korsak Chairasmisak was presented with a 5-dan certificate by the Korean Baduk Association..

With the enthusiasm generated by the success of the Maejo Games, we were encouraged to found the 1st Thailand University Go Tournament (U-GO), the main objective being to promote go widely among Thai university students. No stone was left unturned to make this event even more



*Opening speech by President Korsak Chairasmisak at the Maejo Games*



*The prize winners in the men's championship (Maejo Games)*



*The prize winners in the women's championship (Maejo Games)*

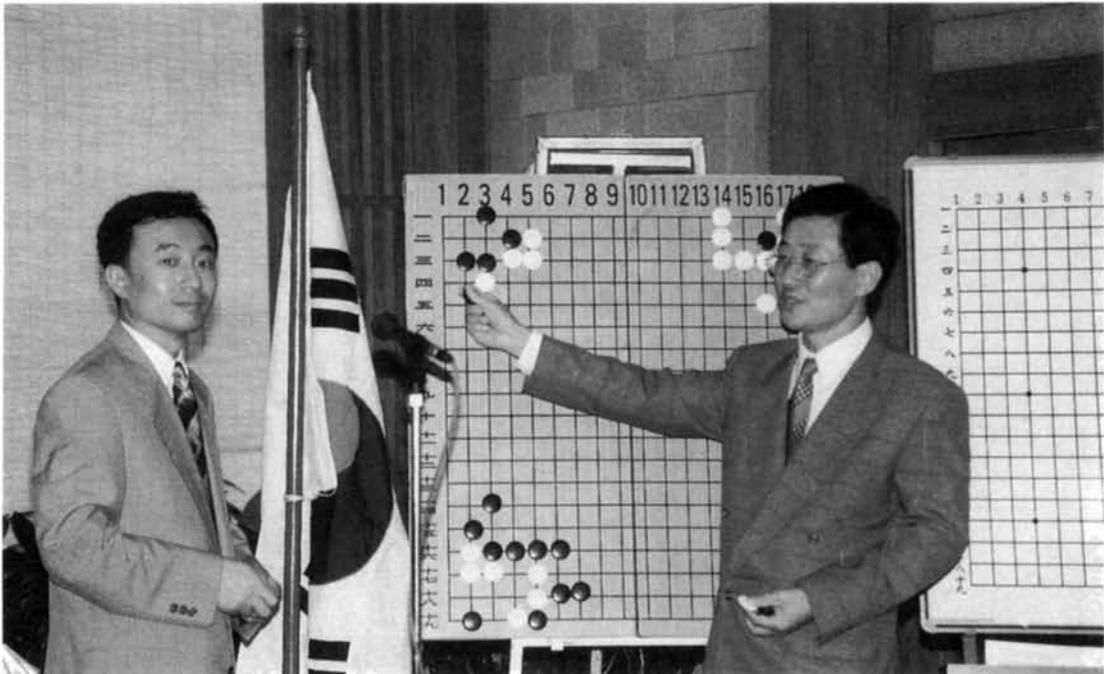


*Exchanging the Memorandum of Understanding for Cooperation with the Korean delegation*

successful than the University Games. We are grateful for the generous support we received from 51 sponsors, with C.P. Seven Eleven and Coca Cola Co., Ltd. (Thailand) as the main sponsors. They made it possible for us to invite a total of 104 students from 27

universities; they were joined by a hundred or so local and overseas visitors and press representatives at the four-day tournament held at the Pavilion Rim Kwai Thani Resort in Karnchanaburi.

We were very honoured to have Prof. Dr.



*Sharing knowledge and experience*



*Professor Praves Vasi*

Praves Vasi, Thailand's 1981 Magsaysay Award Winner, a highly respected academic and social critic, with us as the Chairman of the Opening Ceremony. His speech contained some interesting and fruitful thoughts for the students. Our other guests of honour were Mr. Watanabe, Chairman of the Nihon

Ki-in, Mr. Chen Zude, Chairman of the Chinese Weiqi Association, Dr. Chan Gin Hor, Chairman of the Singapore Go Association, Mr. Park Jong Yool, Director of the Korean Baduk Association, Mr. Hirata Hironori, 17th (1995) WAGC Champion, and professional players and go fans from China, Korea, Japan, Singapore, Malaysia, and, of course, Thailand. Former Miss Thailand, Ms. Arreeya Sirisopha, was also present to give moral support to the students.

In the inaugural tournament, favourites Thammasat University used their greater skill and experience to best archrivals Chulalongkorn University and clinch the team title. Kasetsart University's Ms. Vasinthara Thaweewasawat captured the women's single crown.

Represented by the highly experienced trio of Veerachote Ngarmcharussrivichai, Ronnarit Virachanang, and Pisit Pholthanutithavorn, the Thammasat squad were crowned as champions.

Other highlights of U-GO were the colorful evening functions which featured numerous cultural shows, other fabulous entertainment and fireworks.



*Smiling faces as the tournament commences*



*The tournament bay*



*Brains and beauty at U-GO*



*Former Miss Thailand plays a game.*



*Introducing new players to go*

We ended 1996 with another important achievement: introducing go to the Rajamangala Institute, which has 42 campuses. More than 150 students took time off to attend a three-day in-house introductory course held at the Rajamangala Institute, Klong 6, Patumthani. We believe that such activity greatly helps in paving the way for spreading go among Thai youth.

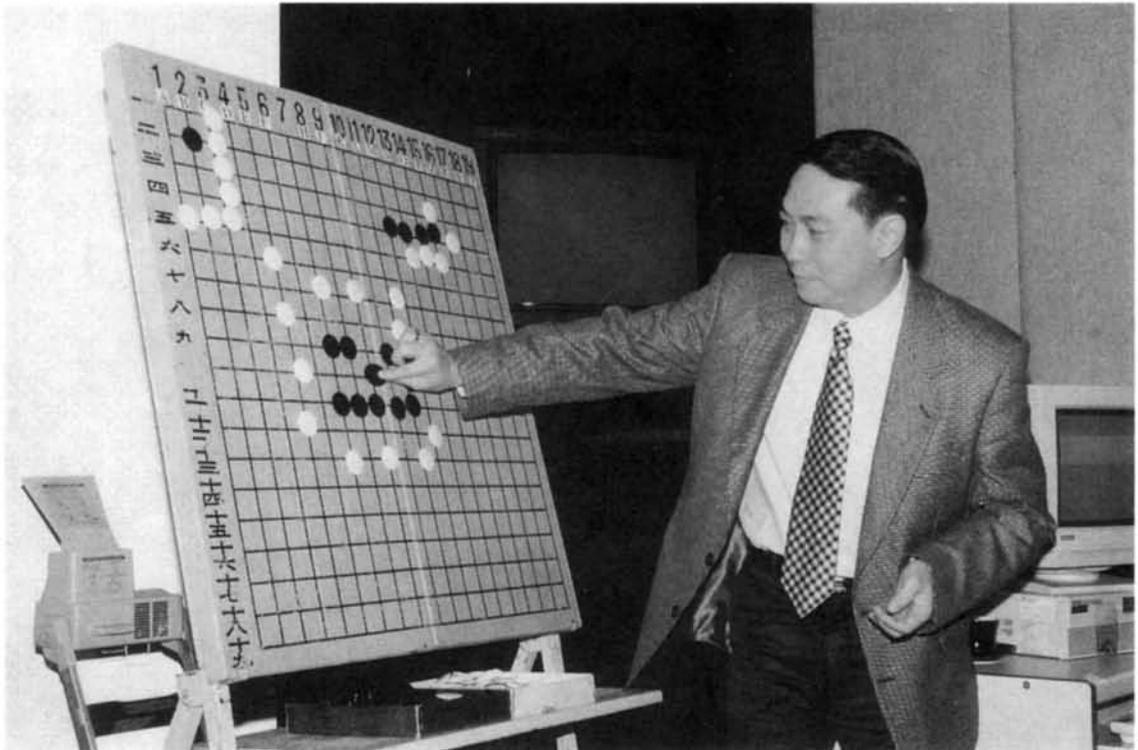
During 1996, we conducted 19 basic and intermediate courses for approximately 200 participants. Despite his tight schedule, Mr. Korsak managed to give 24 lectures/talks on go at various educational institutes, companies, and so on and a total of 29 press interviews and TV and radio appearances. There were also other activities, including classes for children.



*Teaching go at the Rajamangala Institute*



*Giving a lecture at the Army college*



*Mr. Korsak in full flow*



*A lecture at the Rajabhat Institute, Chiangmai*



*Go at the Chinese New Year*

On the international scene, Thailand was represented in the follow events:

- May: The 18th WAGC at Omachi (Mr. Korsak)
- August: The 1st Asia & Pan-Pacific Go Congress at Karuizawa in Japan (members of the Bangkok and Chiangmai clubs)
- September: A courtesy visit to the Korean Baduk Association by Mr. Korsak
- The 7th International Amateur Pair Go Championship in Tokyo (Mr. Korsak and his daughter, Chariya Chairasmisak)

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behind the Asia Bank (Robot Building)  
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Meets on Wednesday & Friday, 18:00-24:00;  
Saturday & Sunday, 13:00-24:00.

#### The Kasetsart University Go Club

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#### Lopburi (150 km from Bangkok)

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*The future of Thai go*

## United Kingdom



*Paul Margetts' Wedding Tournament (10 August)*

1996 started with the traditional London Open tournament held over the New Year holiday. It was again sponsored by Hitachi, and we were pleased to have Mr. Imamura presenting the prizes, including the camcorder won by Matthew Macfadyen in the winners' lottery. It was also good to have 140 players, 40 percent of whom were from abroad. This time, as an experiment, the first period of overtime was one stone in five minutes to allow reflection on the possible game result. Also new was the awarding of European Grand Prix points after six rounds. The points went to Guo Juan, Shutai Zhang, Miyakawa, Gerlach, Colmez, Macfadyen, Laatikainen, Danek, Shepperson, and Emil Nijhuis. The top four then played a knock-out for the last two rounds to determine the tournament winner. In the final Zhang won, despite having lost to Guo earlier in the tournament. In the Lightning, Miyakawa beat Zhang in the final and Marcus Keinappel 7-kyu beat Matthew Cocke to come third. There was also a rengo and a continuous 13x13 event, allowing much go to be played over the four days.

In the regional tournaments, Matthew Macfadyen 6-dan won three events in the first half of the year: Wanstead, Coventry, and the Welsh Open (as always). Harold Lee 4-dan won the Furze Platt tournament held at Hitachi Europe's headquarters in Maidenhead. At the Oxford tournament, held in an old church that is now a restaurant, it was not clear who won: Piers Shepperson and Edmund Shaw, both 5-dan, tied in the last round, ending on 2.5, whereas Andrew Jones 3-dan had three wins but had started below the bar. Cambridge Trigantius was won by local 4-dan John Rickard, who also won the Scottish Open in Edinburgh. Jim Clare 3-dan won at Bracknell and Des Cann 4-dan at Leicester. The Central London Go club celebrated moving out of Covent Garden with a handicap tournament during the May Bank Holiday.

In the second half of the year, Britain's representative to the 1997 WAGC, T. Mark Hall, showed his might by winning four events: Milton Keynes, Swindon, and the West Surrey Handicap. At the Northern in Manchester, he was in a tie for first place



*Alison Jones vs. Alison Cross in the final game of the Ladies Tournament (1 June). The game recorder is Alan Rix*

with Matthew Cocke 4-dan and ahead of Matthew Macfadyen, who also won five out of six.

Devon was won by Thorstein Thorsteins-

son 3-dan, and Jo Hampton 2-dan won Shrewsbury, stopping Leamington Club's long line of wins there (by Macfadyen and Cann). The long-established Wessex tourna-



*Pair Go participants*



*Yoshio Sakeki vs. Toby Manning at the Leamington Go Club*

ment was won by John Rickard. The new Bank of China Cup, held at the bank's London office, was won by Shutai Zhang 7-dan in one of his rare regional-tournament appearances. The Three Peaks Tournament in Yorkshire was a tie between Alastair Wall 4-dan on 4-1 and Hennie Groot Lipman 1-dan on 5-0 below the bar. Alastair Wall was also the winner of the 13x13 doubles tournament organized to celebrate the wedding of Paul Margetts to Yvonne Mao.

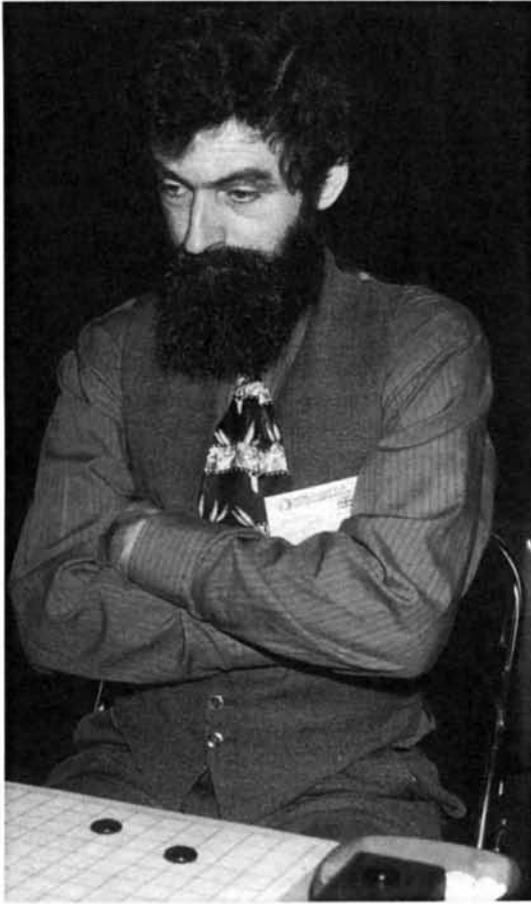
The 29th British Go Congress was held at the university in the historic northeast city of Durham. Winner was BGA President Alan Rix 4-dan and second was BGA Treasurer T. Mark Hall; third was Paul Smith 2-dan of Cambridge. British Lightning Champion was T. Mark Hall, who beat Jo Beaton of Furze Platt in an exciting final. Reading had the best team average. The Terry Stacey trophy for the most wins above the bar in the year 1995-96 went to Francis Roads with 45.5 points. The Youth Grand Prix winner was James Harrod; Tony Atkins won a new prize for the most losses scored by a 2-dan.

The first stage of the British Championship was held in Cambridge. T. Mark Hall

won six games; Bob Bagot 2-dan, Alan Thornton 2-dan, and Alastair Wall won five. This year the top 12 players from this stage went forward to a 16-player Swiss-system tournament a month later. In this, Matthew Macfadyen won all four games, as expected, beating Matthew Cocke in the final round. Others on 3-1 were John Rickard, Charles Matthews 3-dan, and Des Cann, who keep their places in the second stage next year. In the best-of-five final, Matthew Macfadyen managed to win the first game, but lost the next three. This allowed Shutai Zhang, the Chinese doctor from London, to claim the British Championship title for another year.

Alison Cross won the women's qualification tournament, but Sue Paterson was the representative in the WWAGC in Japan due to the points system. In the British Pair Go, held in Weedon, the top eight of the 25 pairs present played for the title. Tony Atkins and Alison Jones were the new champions, Tony only playing at short notice after Edmund Shaw fell ill. The pair with the most points were Alison Cross and John McLeod, but Britain had no place in Japan for 1996.

The top school was Brakenhale again.



*Matthew Macfadyen, leading spirit of the Leamington go seminars (shown here competing at the 1996 WAGC)*

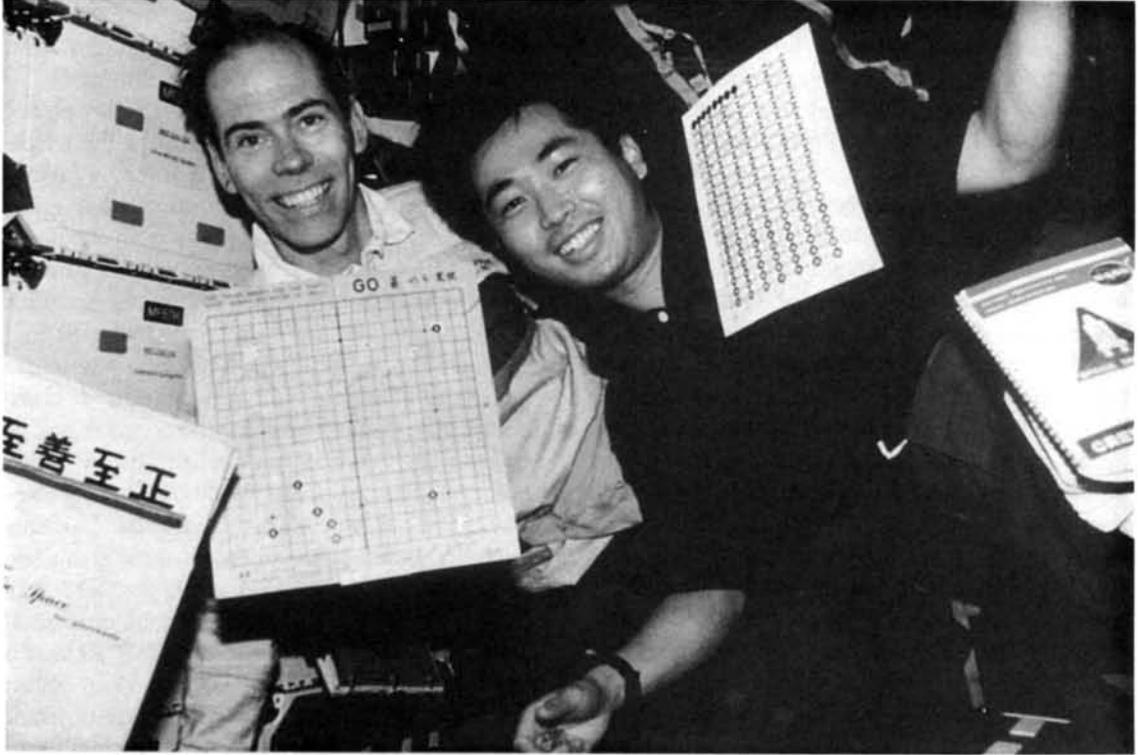
King of Brakenhale 1-kyu was the Youth and Under-18 Champion. Under-16 was won by Anna Griffiths, Under-14 by Emma Marchant, Under-12 by Thomas Blockley, and Under-10 by Sophia Ellul .

In the spring, two CLGC teams tied in a London International match, whereas Reading won the autumn equivalent and also won the Thames Valley Team tournament. Wanstead won the Sonoyama East Anglian League by half a point from Cambridge. A first this year was a match against the Korean residents in London, and the matches against the Japanese residents continued. In early 1996, Frank Janssen came over from the European Go and Cultural Centre to launch their teaching plan. Matthew Macfadyen started a program of teaching seminars, and there was the usual teaching day before the West Surrey. In addition, Mrs. Kusunoki, professional 7-dan, made a private visit to Leamington Club in the company of Mr. Saheki of the Nihon Ki-in.

British players have again been active overseas. Matthew Macfadyen was 19th in the WAGC with only 4-4 through having to play several tough opponents. He scored 4-2 in the European Ing Cup and won Gothenburg. Shutai Zhang won Frieberg and the Irish Open, was third in Paris and in the Ing Cup and was a semifinalist in the Obayashi Cup. Des Cann was third in Dublin and Andrew Jones was third in Milan. Colin Adams 1-kyu won the Irish Rapid. None of the top British players went to the European Go Congress in Italy, but 35 other players did. At the European Teams in the Czech Republic, the British team, members of Cambridge Go Club led by Matthew Cocke, drew all their matches.

*(Report by Tony Atkins)*

U.S.A.  
1996: The Year in American Go  
by Roy Laird



Barry and Wakata at play in space

*If there is intelligent life in space, possibly they play chess; most certainly they play go.*

*Edward Lasker*

**Astronauts find life in space**

*Mike Peng & Mark Hall, Houston Go Club*

On the 18th of January, while most of the country slept, a small bit of history was made. High above the Earth, an unusual pair of go games was played: Dan Barry and Koichi Wakata, astronauts and go enthusiasts on board the space shuttle *Endeavor*, re-played a famous go game and played a game of their own, on boards specially designed for weightlessness.

'GO to space, a journey of 4,000 years' in English and 'Be Good and Be Right' in Chinese were the slogans inscribed separately on two go sets stored in the Space Shuttle

and carried on board. On these boards, Barry and Wakata, two of the six *Endeavor* astronauts, made history by playing the first board game ever in space. These activities were also the climax of the space go contests that were sponsored by the American Go Association (AGA), funded by the American Go Foundation (AGF), and organized by the Houston Go Club (HGC).

HGC member Dan has trained as a Space Shuttle astronaut in Houston since 1992 and joined the HGC in 1994. 'I would like to play go in space during my Space Shuttle flight,' he said, and added, 'I am going to need a special go set to play in the weightless conditions.' HGC responded by organizing a space go set design contest and selected the winning set for his flight. At the suggestion of AGA President Phil Straus, they also held an essay contest and a drawing contest for

elementary and high school students as well, proposing the titles 'Space, Go and Communications' for the essay contest and 'How to Play Go in Space' for the drawing contest. Prizes were provided by the AGF.

When Dan heard about the contest, he said, 'Great! But we have to be careful because NASA will not allow people to use space programs to endorse products or organizations.' After consulting with NASA lawyers in Washington DC, Dan brought back the good news: NASA would approve the contests as long as no cash was awarded to the entries that would fly in space. All announcements had to clearly state, 'This contest is not sponsored by NASA. NASA has no responsibilities for the contest in any way. Any entry that is flown in space becomes the permanent property of the US Government and will not be returned to either the designer, builder or winner of the contest.' It was decided that the winner of the design contest would get a plaque, and cash would be awarded in the other contest. This way, Dan could fly the winning go sets.

The specifications required entrants to design a complete set to fit in an 8.5"x11"x1" space which would weigh less than 1.5 pounds. A computerized solution was not an option. As Barry pointed out, 'Any software that goes in flight has to be verified and certified, to make sure that it won't interfere with any of the other programs that are running.' Failure was not an option, either.

For the next several months, notices were posted in the *AGA Newsletters* and the *American Go Journal*, as well as on the Internet.

The winning set was designed by Wai-Cheung 'Willson' Chow of Alhambra, CA, and was made of paper foam board with paper pockets and pieces. This board unfolds into a full-sized go board with transparent pockets to hold the paper pieces. Mr. Chow is a recent immigrant from Hong Kong. His design was based on a concept he developed in elementary school, making a Chinese chess board to play in the windy schoolyard. 'Be Good and Be Right' was the school's motto.

The second-place design by Ronald Doc-

tors of Santa Barbara, CA, was a magnetic set made by placing a sheet of magnetic contact paper on a wood backing, with thumb-tack pieces housed in wooden drawers. The point of each thumbtack serves as a 'handle' for ease of placement and removal. The set can successfully resist a force of 1.0 G — in other words, it can be used upside down on Earth!

Third place was taken by Jeff Shaevel, the AGA's Central Vice President and the President of the Austin Go Club, with a design consisting of a paper board and rotating paper disk pieces. Jeff declined his award, enabling us to provide each of the participants in the drawing and essay contests with a memento.

As a back-up, the HGC also provided Dan and Koichi with a wooden folding board. This board was manufactured out of quarter-inch-thick maple with 'sticky label' pieces as stones from the British Go Association. Thanks to Paul Margetts and his friend Yvonne Mao for hand-delivering the sticky labels from England to Houston.

The foam board was the arena in which Barry and Wakata reenacted the 1936 retirement game of Shusai, as it was printed in the book *The Master of Go*. 'We duct-taped it to the wall,' says Barry, 'and then Koichi played above the board on the ceiling.' (Try doing that here on Earth!) 'We actually didn't play through the whole game,' Barry added, 'because in the interest of time we wanted to get a second game going that was our own game.'

That second game was played on the maple board, and they didn't finish playing that one, either. Barry and Wakata employed a tactic that placed them in the company of Sir Edmund Hillary, in addition to Neil Armstrong. As Barry explained: 'It would have taken up all of our scheduled time to finish the whole game, and [we didn't want there to be] someone who's won a game and someone who's lost a game in space.'

In the essay contest, the winner was David Ho, of Houston, Texas, 15, a 10th grader in the Memorial High School, Houston. He received a \$150 check from the AGF. The second-place check for \$100 went to David's 16-year-old brother Bryan, an 11th

grader in the same school. We are very proud of both David and Bryan, Houston's home-grown players, for their outstanding achievement in advancing from 20+-kyu to Shodan in just two years.

Sixteen boys and girls ranging from seven through 12 submitted entries for the drawing contest. The winning entry was by 12-year-old Joanna Erbach of Winnipeg, Canada. The main idea for the drawing was hers, but she credits her dad with suggesting that she 'draw something that contrasted Japanese formality and American informality.' The AGF awarded Joanna \$100.

The second-place winner was 11-year-old Darius Wu of Plano, Texas, a sixth grader at Renner Middle School. Darius received a \$75 award from the AGF.

HGC extends sincere thanks to all the participants who submitted entries. Thanks also go to Roger and Bonnie White and the American Go Foundation, which funded the contests, and to the American Go Association, which encouraged this excellent educational project. Special thanks go to the following members of the Houston Go Club who helped build the go set and judge the contests: Robert Cordingley, Charles Harveson, Andy Kochis, and George Patrick. Of

course, how can we forget to say 'Thank you' to Dan Barry and Koichi Wakata! Without them, none of this would have happened.

Is there a future for go in space, perhaps on a space station? Barry indicated that there just might be: 'If you are going to live some place for a year, it can't be all work, and I think that go is a game that appeals to the type of people that would fly on a space station.' Barry might even play on a future shuttle mission, if there is another such mission in his stars. 'I would have no problem at all bringing that foam board back.'

Both Barry and Wakata received honorary promotions from the Nihon Ki-in, Wakata to 1-dan and Barry to 2-dan. 'It's gonna take me a long time to earn that rank,' says Dan.

### Space go players visit Nihon Ki-in

*by James Davies*

The astronauts visited the Nihon Ki-in in April to receive their honorary dan diplomas. Meeting with reporters, Barry said that he had always had two dreams: to fly in space and to make shodan — and now he was suddenly 2-dan. Commenting on the difference between playing in the space



*Barry and Wakata are awarded honorary diplomas by the Nihon Ki-in.*



*Barry and Wakata visit one of the professional playing rooms at the Nihon Ki-in.*

shuttle and on the ground, Barry pointed out that in space you have to plan not only where to play your next stone but also *how* to play it — when you move your arm in one direction, your body floats away in the opposite direction. Both astronauts said they intended to continue playing go during upcoming missions to construct a space station, and Barry added that even when there was only one go-playing astronaut in space, he could play with people on the ground via the Internet.

Although Barry and Wakata could spend only 20 or 30 minutes playing, they probably set a record for the 'longest' game played in terms of distance, since the shuttle flew about 8,000 miles while they were playing. They also set a speed record (17,000 miles per hour). They donated one of the two go boards they used to the Nihon Ki-in, and this board is of course one of the world's two most-traveled boards (millions of miles).

The spacemen were given a tour of the professional playing rooms, where some professional games were in progress. One player, to Barry's surprise, was a boy obviously still in his mid-teens. In another room,

normally reserved for title games, they admired the straight-grained kaya board and were photographed playing a few stones on it.

Then came the high point of the visit. Barry played Umezawa Yukari, a new professional shodan, at seven stones on a 19x19 board, while Wakata played several games against Kobayashi Satoru and Kobayashi Chizu on a 9x9 board. Barry started out by trying to soften his opponent up with jokes about how he'd have no chance against her even if he took 17 stones, but once the game started, he played seriously and showed a good sense of when to play safe. In the end Umezawa resigned. Barry attributed his victory to the two practice games he had played against Mr. Suzuki Kazuo of the National Space Development Agency in the taxi, during their long ride into Tokyo.

### **Ing grant renewed for second year**

At the invitation of the Ing Chang-Ki Goe Educational Foundation, a team of four AGA representatives headed by President Phil Straus went to Taipei in January. The

other members of the team were: Terry Benson, former AGA President and Chairman of the Rules Committee; Larry Gross, AGA West VP and the day-to-day manager of Ing expenditures; and Chen-dao Lin, longtime East Coast VP and newly appointed AGA representative to the International Go Federation.

The four reps met with Yang Yu-chia, the Foundation's director, and Mr. Ying, Mr. Ing's son and the head of the foundation. Mr. Ing himself was ill and unable to attend the meetings. An agreement was struck for the Ing Foundation to provide the AGA with \$80,000 over the next year, to subsidize tournaments run under the Ing rules and to engage in educational projects. \$20,000 worth of equipment will be made available for distribution by the AGA.

### Studying the rules

Pittsburger Fred Hansen 2-dan has written a lengthy study of the *ko* rule in Ing's SST Laws of Wei-ch'i, entitled 'A Precise and Nearly Complete Description of the SST Ko Rules.' He describes his work as follows:

A 'ko' rule helps ensure termination of the game by preventing games from collapsing into infinite loops. The SST ko rule, introduced by Ing Chang-Ki in 1990, attempts to avoid certain deficiencies of earlier ko rules, but is described in an imprecise manner, relying on diagrams. This paper presents two precisely defined rules—cycle sets and disallowed captures—which together describe most of the SST ko rule. In conjunction with a description of the differences from the SST rules, these rules can contribute to a wider understanding of, and eventually more precise descriptions for, the SST rules.

The paper can be downloaded from Hansen's home page: <http://www.cs.cmu.edu/~wjh/go/rules/Precise.html>.

### Go teacher wins \$5,000

Sasha Orr, winner of the AGF's first

Teacher of the Year Award, has won further kudos from outside the go world for his creative use of go materials in the classroom. Orr's fifth grade class maintains a go Web site and participates in the Internet Go Server. He recently won the Ameritech Teacher Excellence Award for Use of Technology in the Classroom—a \$5,000 prize.

### Go music video

Haskell Small premiered his two-piano composition *A Game of Go* at the 1987 Go Congress. Since then, he has performed it at other congresses and around the world. Now there is a new video of the work to replace one funded years ago by the AGA. It may not be right for MTV, but it's handsomely produced. Over a rough-cut, slate-like surface, a go board appears — the music begins, then the game.

### Go educators use Ing \$\$

The generous provision of Ing funds enabled the AGA to place a serious focus on educational projects. More than a dozen educators requested and received the materials they needed to start go projects in local schools. To be specific:

- Nancy Hunt, Coordinator, Partners in Education, San Marino Unified School District, San Marino, CA, got ten Ing sets to start a go club in the San Marino school system, taught by a local parent and community volunteer.

- Ted Keiser of Miami, FL, received 20 sets of Ing stones. Keiser is teaching nearly 100 children and adults in the public schools and at a wellness center. He is also trying to get at least three school clubs going.

- Ron Doctors of Santa Barbara, CA, requested *Way to Go* pamphlets and vinyl 9x9 go boards for a lunchtime go program for 15–25 students at two schools and intends to try to expand the program.

- Milton Bradley, Melville, NY, received a magnetic demo board for his ongoing program in the South Huntingdon School District. Bradley has been teaching go for 40 years and has his own text and handouts.



*Milton Bradley teaching with an AGF-provided board*

Bradley also gives demonstrations in various malls and other public areas using the AGA-supplied demo board.

- John Chang of the Grand Rapids Go Club in Michigan got 20 sets of Ing Goe stones and a demo board to establish a community education go class at a Recreation Center. In addition, the materials are being used in an ongoing class run by the Chinese Association of Western Michigan which involves 20 children.

- Professor Robert Connelly, Dept. of Mathematics, Cornell University, Ithaca, NY, received a demo board to be used for ongoing campus instruction in off hours for students wishing to learn the game and for the use of the Big Red Go Club at Cornell University.

- Noné Redmond requested a demo board on behalf of the Nevada City Go Club and the Davis/Sacramento Go Club to give lectures on go in east central California.

- Chen-dao Lin, New York Weiqi Society, received a demo board for use in teaching adults and children at the Chinese Culture Center, Flushing, NY.

- Peter Schumer, Dept. of Mathematics, Middlebury College, Middlebury, VY, has

been teaching a for-credit course on go at Middlebury College for years and now he's working with younger children in his community. He was sent 18 starter sets of 9x9 go for use in the Mary Hogan Elementary School, Middlebury, and Weybridge Elementary School, Weybridge, VT. The American Go Foundation also funded a visit by pro 1-dan Janice Kim.

- Dave Weimer, Professor of Public Policy and Political Science, University of Rochester, Rochester, NY, received \$500 to cover the costs of books and materials for use this year in his ongoing course of instruction in go. Presently he has a group of 25 college students.

- Jean DeMaiffre, Beaverton, OR, received 25 9x9 starter sets for a new program of go instruction which she was starting in the Beaverton area. This program will involve primarily younger children.

### **Pro workshops: a new trend**

Many go players like to study go as much as they like to compete. For this reason, a new type of go event is beginning to compete with weekend tournaments for the at-

tention of serious players — the 'workshop.' Rather than simply slugging it out, players seek to improve their understanding of the game. There is often an informal tournament during the day, but most activities are a variety of study formats.

Jim Kerwin began the first workshops at Hollyhock Farms, on an idyllic island off the coast of British Columbia. The Hollyhock workshop ran in July and upwards of 30 players attended. Kerwin also conducts an annual workshop in Saugerties, New York, in January and has recently begun a third workshop in western Massachusetts.

Jujo Jiang, the Chinese superstar now living in the San Francisco Bay Area, conducts a workshop in Cleveland each May that some attendees have likened to 'boot camp.' On average, about 30 participants attend each year. Jujo and his wife Rui Naiwei 9-dan held a workshop at the Ing Center in Menlo Park, which about 35 to 40 people attended.

Yi-lun Yang, the LA-based pro who has been teaching in America for ten years, came to Maryland to give four days of instruction in March. Organized by the Washington-area go clubs, the workshop consisted of game analysis and commentary for kyu and dan players. Mr. Yang was also available for private lessons for two days following the event.

### Go gets another 'chance'

'The First Four Moves in the Game of Go' by L.R. Haff appeared in the August 1996 issue of *Chance*. Haff, a longtime AGA member, summarized his article this way:

In this study, we examined the outcomes of 440 professional games taken from *Go World* (Ishi Press, #1-68, 1977-89) in which the first four moves (restricted to the usual corner points) were played in parallel-pattern fuseki. Here, the data suggest that Black's probability of a win is enhanced (at least in professional games) if one of his stones is relatively low when move #4 is made. (Comparisons between stones were made by using an order relationship devised

for parallel patterns.)

Black won 50.7% of the games in the sample. However, when the 440 games were stratified by 'Black Low,' 'Black High,' and 'Color Invariant,' the winning percentages for Black were 56.2%, 46.1%, and 49.3%, respectively. We adjusted for player ability, and this 'position effect' was found to be statistically significant. The evidence was not overwhelming, however. Our data were provided by history — they were not derived as a random sample from a designed experiment and the data set was not very large.

### New go books

The unprecedented profusion of recently published English-language go books continues, with new volumes by US-based publishers in English for the first time, faster than anyone could possibly read them.

*Yutopian's 'Book-of-the-Month' Club* — The leader in new titles is Yutopian Enterprises, which has brought out ten new volumes in the past year. Publisher Sidney Yuan has a knack for finding interesting books that are off the beaten path, such as *A Compendium of Trick Plays, Tesuji and Anti-Suji of Go*, and *Thirty-six Stratagems Applied to Go*. The last volume, which shows how a popular set of Chinese maxims applies on the board, is thoughtfully written and expands one's knowledge of the Chinese mind as much as one's go skill. It is attracting a great deal of attention, especially in Europe. Along the same lines, Yutopian's newest offering looks at how historic figures such as Napoleon, Davy Crockett and Sherlock Holmes seized the moment, then tries to show how the astute player can similarly seize *Golden Opportunities* on the go board. Of all the books Rin Kaiho has written, this is his favorite. Other new titles include *Dramatic Moments on the Go Board* by Abe Yoshiteru, the Japanese 9-dan who attended last year's Congress, and *Mastering Go in Ten Days*. Other books being prepared for publication include *Igo Hatsuyo-ron* (a Japanese classic), *The Art of Connecting Stones* (translated from Chinese), Yang Yi-lun's *Ingenuous Life and Death Puzzles* (some of which

has appeared in the *American Go Journal*), *Strategic Fundamentals in Go* (written by Nie Weiping's teacher) and a collection of pro-pro handicap games.

Yutopian's main rival these days is Kiseido, Tokyo-based publisher Richard Bozulich's new business venture, but it's a friendly rivalry indeed these days. In the late fall of 1996, Kiseido moved from San Rafael, CA, down to Los Angeles. If its new address looks remarkably similar to that of Yutopian Enterprises, this is because the new Kiseido Publishing Company distributor in North America is Sidney Yuan, owner of Yutopian Enterprises. Sidney will be operating both companies, Yutopian and Kiseido, as separate businesses, but you will be able to satisfy all your go needs with just one toll-free call.

Kiseido and Yutopian have not merged: they are merely being run by the same person. What the future holds in store for the two companies is something to which neither organization has devoted much thought or discussion. However, both companies and the go community in general can hope to benefit because of their cooperative efforts.

In the last year, Bozulich has concentrated on bringing out his *Get Strong at Go* series. *Get Strong at Invading*, the first volume in the series, is now supplemented by three volumes aimed at helping the reader *Get Strong at Joseki*. Other books that Bozulich has produced over the years will also begin to appear in new Kiseido editions.

Good Move Press's *Learn to Play Go*, co-authored and translated by Janice Kim from her teacher's beginner's series in Korea, has been selling out at bookshops all over the country, and this has inspired Ms. Kim to press forward with Volume II, *The Way of the Moving Horse*, and Volume III, *The Dragon Style*. With more of her unique style, she takes the reader on a unique journey to the heart of the game. Everyone who enjoyed Volume I now has something to look forward to.

In addition to new offerings from the major houses, this year has seen a confluence of independent publishers—authors bringing out their own work. With the help of a grant from the American Go Founda-

tion, Bruce and Sue Wilcox have finally brought his long-awaited book on go theory into being. *EZGO: Oriental Strategy in a Nutshell* from Ki Press is the book you always thought Bruce would write: colorful and full of clear, simple principles that low and mid-level kyu players can put into use right away.

Another entry in the go-publishing sweepstakes made its debut at the Congress. Yi-lun Yang is America's most popular teacher. With co-author Phil Straus, he has created a whole new type of go book. Yi-lun Yang 7-dan has been teaching go professionally in the US for ten years now. This year he took his teaching efforts one step further. *Whole Board Thinking in Joseki* is not only a new book, it's an entirely new concept. We have all had our fill of joseki books and articles in which the commentary ends with words to this effect: 'After the sequence shown, White can play *a*, *b*, or *c*, depending on the whole-board situation.' Depending on what, exactly? Yang and Straus address this question with sets of whole-board opening problems in each of which one corner is identical. 'Standard' follow-up moves are shown, with one problem for each. The answer reviews the underlying fuseki principles, plays out all the sequences, and shows which move is best in which situation. *Whole Board Thinking in Joseki*, Volume 1 is most handsomely designed by Julia Jones for easy readability.

### AGA web page

Thanks to the efforts of Mindy McAdams, Jeff Shaevel and others, the AGA now has its own domain name: <http://www.usgo.org>. ('AGA' was already taken.) There are four main categories: US Go, World Go, Resources, and Organization. The latest ratings, the tournament calendar, and the AGA club list are available. If there is other material that you think would be valuable, send e-mail to [mmcadams@well.com](mailto:mmcadams@well.com) or [shaevel@io.com](mailto:shaevel@io.com). (All material should be sent e-mail or plain ASCII text.) The plan is to build as we go, so game records and other downloads are a bit in the future.

Non-members can fill out an application and send it online, and the AGA has signed up over 100 new members in this way. Potential club organizers can find information on how to start a club. There are also a complete annotated bibliography of everything about go in English, a brief history, and links to hundreds of other go sites.

### **AGA 'mentors' on the Internet Go Server**

AGA Membership Secretary Evan Behre has organized a formal mentoring system on the Internet to help AGA members study and improve their go. The AGA mentor program is essentially a teaching ladder where strong players teach intermediate-level players, who in turn teach beginners. The format is flexible and can be modified by the mentor/student pair. Nominally, it would consist of a one-hour teaching game on the net with generous amounts of commentary, questions and answers, undos and exploring variations. The games should be free (not count towards ratings) and may or may not be handicapped. Some players may prefer to send e-mail game records for commentary.

The AGA mentor program is a service provided by and for AGA members and as an incentive for non-members to join the AGA. It is utilizing the enthusiastic volunteer spirit of the AGA membership towards go education and promotion.

We are seeking players at all levels to participate; beginners and kyu players are especially encouraged to participate as students in teaching games with other players. Stronger players who are interested in volunteering an hour of their time towards giving a lesson to a less-experienced player are encouraged to participate as mentors.

Players choose a teacher or student from a list of participants. Once assigned, the two agree to a time and place to meet and play a game which will serve as a basis for the lesson. Lesson games are usually played live on one of the go servers. During the game, the student may ask questions, while the teacher tries to answer the questions as well as offering general commentary and advice.

The student may prefer to send a game record to the teacher. The latter reviews the game, adds commentary and returns it to the student for study.

The AGA's online teaching system, which began in February, has already attracted over 60 participants. Players of all strengths are taking part, including US Champion Danning Jiang. On the other end, double-digit kyu players and beginners are signing up. Over 100 lessons have been given.

Another teaching resource, the Go Teaching Ladder, uses e-mail game records exclusively. The AGA mentor program was designed to complement this service by emphasizing live teaching games on the net.

### **Redmond earns promotion to 8-dan**

Michael Redmond, the California native who is the highest-ranking Western-born pro in go history, moved one step further along his unprecedented path in April, when he earned promotion to the rank of 8-dan. (A handful of other Westerners have received 1-dan credentials, but none has been promoted past 2-dan.)

Redmond will now compete for his final promotion, to the top rank of 9-dan.

### **Tournaments and events**

#### **Cha scores again for US in Fujitsu**

The first round of the Fujitsu Cup, played on April 6 at the Nihon Ki-in in Tokyo, produced one notable upset. American Minsoo (Jimmy) Cha, who has never gone home from this competition without at least one victory, won by resignation over Japan's young 8-dan standout Yuki Satoshi. Yuki may have been put off his guard by Cha's statement at the pre-game reception: 'My opponent is too strong.' He may not have realized that Cha is also a poker player of some renown, and that in past years he has defeated three Nihon Ki-in 9-dans, including Cho Chikun.

The second round was played on April 8 in the academic city of Tsukuba, outside Tokyo. The Tsukuba Academic New Town was planned and built in the 1960's and 1970's as



*Timothy Law playing Michael Hong in the Redmond Cup*

a home for two universities and over 40 public and private technical and scientific organizations, many of which were moved out there from Tokyo. Cha lost his second game playing against Ma Xiaochun, who has won several major international titles. (Cha will return to play for the US in 1997, due to an exciting victory in the 1996 playoff—see below.)

### **Thomas Ko takes 5th place in WAGC**

US players seem to specialize in 'taking the fifth' at the World Amateur Go Championship these days. In 1994, John Lee scored a fifth-place finish, like his predecessors in earlier years Charles Huh of Seattle and Ron Snyder of New Jersey. And this year Thomas Ko 6-dan of Los Angeles kept up the tradition, racking up another fifth place for the US. Along the way, he beat opponents from DPR Korea and Chinese Taipei and lost only to Japan and Russia.

### **The Third Michael Redmond Cup**

Seven-year-old Eric Lui of Baltimore, MD, won the Third Redmond Cup, defeating Jesse Chao of Mission Viejo, CA. The three-game championship was played on May 4 and 5 at the American Go Center in Menlo Park, CA. Lui became the youngest player ever to represent the USA in the Junior Division of the World Youth Go Championship, which was held in Seoul, Korea in July 1996 (see below). Jonathan Wang qualified as the senior player for the USA.

This year's best-of-three final match in the Senior Division was played at the Congress between fellow Canadians. Timothy Law 4-dan, last year's losing finalist, came back to beat Michael Hong 5-dan two straight. For good measure, Law also came second in the 4-dan section of the US Open.

The Canadians were powerful in this year's IGS League part of the tournament, taking five of the top six places. The USA's Jonathan Wang was edged out of his last chance to make the finals by Canada's Selina



*Jonathan Wang (USA) playing Svetlana Chikchina (Russia) in the WYCC*

Chang. Selina went on to defeat both Timothy and Michael in a special tournament held to determine the Canadian player for the 1996 World Youth Go Tournament.

### **The 1996 World Youth Go Championship** *by Mike Bull*

The 13th World Youth Go Championship, sponsored by the Ing Chang-Ki Educational Foundation, was held this year in Seoul, Korea. Twelve players aged 12–18 from around the world competed in the Senior Division, with eight youngsters in the Junior Division. Three players represented North America: Californian Jonathan Wang 5-dan and Eric Lui 3-dan from the Baltimore area in the Senior and Junior Divisions respectively for the US and Stella Chang 3-dan in the Senior Division for Canada.

The Senior Division was a tough field, as usual—many former winners are now professionals. At 3-dan, Chang was the lowest-ranked player, but she made good efforts. Wang had a tough time, too, losing three of

his first four games but coming back to score a win against Hong Kong in the final round. In the championship round, Hu Yao-Yu (China) prevailed over Yoo Kyung Min (Korea).

At seven years of age, Eric Lui was the youngest player in the tournament, but he started off with a big challenge, facing Park Young Hoon from Korea, who eventually won the Junior Division. In the second round, Lui scored a victory over the player from Singapore.

The WYGC always makes me realize how important friendship is to the game of go. Games are won and lost, but it is the people we meet and the memory of them that endure. In the relatively small but incredibly diverse group at the WYGC, the will to make friends spans even the complete inability to communicate with spoken language. At this year's WYGC, this phenomenon could be seen in a remarkable friendship that developed between the senior player from Korea, Yoo Kyung Min, and Jonathan Wang and Stella Chang. Kyung Min spoke no English, Jonathan and Stella

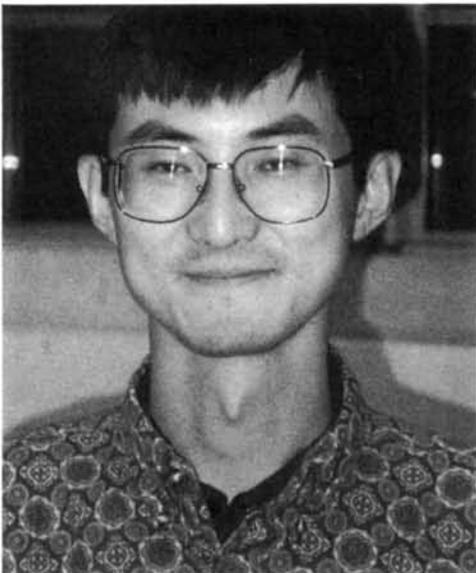
knew not a word of Korean. Losing the Championship by one point on live television didn't seem to faze Kyung Min either. It was an interesting game, made possible by a great opponent, who was, perhaps, just another friend.

The Ing Chang-Ki Educational Foundation deserves a great deal of credit and thanks for making this tournament happen year after year.

### **Cleveland's class act: Fun and friendship set the tone at the 12th US Go Congress**

Forget the new Rock and Roll Museum, let alone the Cleveland Museum of Art. And the Cleveland Orchestra, rated as one of the world's great symphonies? Big deal! From July 20-28, the big action in town was the 12th US Go Congress on the open, verdant grounds of John Carroll University. At any rate, this is the response you would be likely to get if you asked any of the 160 players who participated this year. Director Harold Lloyd and a remarkably friendly, efficient team of organizers gave those of us who attended a relaxed, companionable experience.

### **The results:**



*Danning Jiang, US Open Champion*

### **The US Open**

Reigning US Open Champion Danning Jiang, formerly of Madison, WI, but now living in California, returned to the winner's circle, but not unscathed. In the fourth round, he stumbled against Keun Young Lee, the 1994 champion. But Lee lost in later rounds and in the end Jiang prevailed over the other remaining 5-1 player, Hosuk Yi, on SOS. As the highest-placing US citizen, Yi will represent the US in the 1997 WAGC.

### **The Ing Cup**

This invitational tournament among the 16 strongest-rated US amateurs is sponsored by the Ing Chang-Ki Educational Foundation. This year's winner was Woo Jin Kim of Los Angeles.



*Ing Cup victor Woo Jin Kim*

### **The 2nd North American Masters Championship**

The preliminary rounds of the North American Masters Tournament were played on the Internet Go Server, with a round-robin playoff among eight certified professionals who reside in or are citizens of the US or Canada. The winner faced Zhujiu Jiang, last year's champion, at the US Go Congress.

All preliminary rounds were played under the supervision of the newly formed North American Masters Tournament



*The winner of the 1996 US Masters, Jiang Zhujiu, and the unsuccessful challenger, his wife Rui Naiwei.*

Commission, chaired by Chen-dao Lin and including Jeff Shaevel, Larry Gross, Don Wiener, and AGA Tournament Coordinator Mike Bull.

At the end of the playoff, which was conducted on the Internet, an exciting challenger had emerged: Naiwei Rui 9-dan, the strongest woman player in the world, and



*Aftermath: US resident pros analyze the last game of the Masters playoff. From left: Rui, Yang, Kim, Redmond, Kerwin, Cha, Jiang. (In back, from left: Don Wiener, Jeff Shaevel, and Chen-dao Lin.)*

Mr. Jiang's wife! If Zhujiu seemed a little nervous before the first round of the best-of-three playoff, it soon became clear why, as he dropped the first game. But he pulled through in the next two to defend his title as the Second North American Masters Champion.

### The US Pairs Championship

The 1996 US Pair Go Championship was held on Thursday evening, July 25. Sixteen pairs played at four tables, with team strength



Pair winners Thomas Hsiang and Debbie Siemon

strengths ranging from 6-dan to 26-kyu. Games were handicapped, except at the top table, where the pair to represent the US in the International Amateur Pair Go Championship in Japan in the fall would be chosen.

The Championship was won by Thomas Hsiang 6-dan and Debbie Siemon 3-dan. The tournament, run in accordance with the International Amateur Pair Go Rules, was sponsored by the International Amateur Pair Go Championship Committee in Japan, which sent trophies for the winners, ceramic bowls for the runners-up, and numerous Pair Go T-shirts, Pair Go fans, and Pair Go clocks, which everyone enjoyed. There were additional prizes as well, and nobody came away empty-handed.

A great attraction at the tournament was the entry of two teams of children, ages between eight and 13, who played at table four along with two teams of adults. Despite the interesting games being played at the top table, there were often many more spectators watching at table four than at table one. The children were from two families, now living in Minneapolis, who came here from Poland.

### Other events

The traditional schedule of novelty go



Im Sun Keun plays simultaneous games.

events each evening proved as popular as ever, including the always-popular lighting tournament, small-board events, and 'crazy go' variants such as *rengo kriegspiel* (blind-fold team go) and four-color go. On the traditional day off (Wednesday), dozens of players gathered to play in the 'Die Hard' tournament. Daily pre-dinner soccer games drew a dozen or more players every day, and every evening several tables of 'Pits' players mingled with go games amid the general merriment in the student lounge, where beer was served until 11. And throughout the week, hundreds of game results were entered in the ongoing self-paired handicap tournament as players vied for prizes such as 'The Hurricane' (most wins), 'The Philanthropist' (most losses), and 'The Grasshopper' (largest provisional rating increase).



*You Byung Ho 7-dan*

### **Hitachi sponsors expanded pro schedule**

This year's Congress organizers aimed for a strong focus on education, and, with the generous help of Hitachi Corp., they delivered in a big way. Eric Machlup spent the week running a schedule that included several lectures and dozens of chances to play in pro simuls every day, while Mark Ronan made sure that each event went off as planned.

The Japan Go Association (Nihon Ki-in)

and its friendly rival the Kansai Ki-in each sent distinguished visitors. Minami Yoshimi 9-dan represented the latter and Michael Redmond 8-dan, the strongest Western go player who has ever lived, attended on behalf of the former. Im Sun Keun 8-dan and You Byung Ho 7-dan attended on behalf of the Korean Go Association. All of the foreign representatives gave freely of their time and energy throughout the week.

The biggest disappointment at this year's congress was the absence of the Chinese contingent. The China Weiqi Association has always generously sent several teachers, and this year they had selected two strong pros to attend. Unfortunately, at the last minute the US State Department granted a visa to one but denied the other's request. Therefore, neither player was able to attend.

All of the other US-resident pros who played in the Masters were also present, including Liping Huang 5-dan, who came to Chicago for the last few days with her father, a well-known coach from the 1970's. Jimmy Cha 4-dan was on hand to offer comments on the Jiang-Rui games, and James Kerwin 1-dan and Janice Kim 1-dan worked a full schedule every day. Only Xiao-ren He 5-dan of Montreal was unable to attend. All of her friends from other congresses hope to see her next year.

### **North American Professional Go Association**

For two years now, each North American resident pro has met all the others in match play. This contact has united the pros in a way not seen before. On Tuesday evening, the US resident pros and a few key AGA organizers met for an informal dinner and discussion, and at the end the American Professional Go Players Association had been formed, with Jimmy Cha as the president. Among other goals, the APGPA aims to stimulate more pro-level play in the US. Membership is currently restricted to US citizens or permanent residents with current valid professional credentials from a recognized association such as the Nihon Ki-in, Kansai Ki-in, China Weiqi Association, Chinese Taipei Wei-ch'i Association or the Han Kuk Kiwon.



*Mr. Yang conducts a special class for children.*

### **The American Go Foundation**

The AGF, established 11 years ago by Roger White as a tax-exempt vehicle for promoting go, had a busy year. While at present the money from the Ing Foundation seems to overwhelm the AGA's resources, careful targeting of educational projects gives the AGF a key role in the promotion of American go—a role that is destined to grow. Last year the Foundation helped to send two carefully selected candidates, Bill Camp and Bill Cobb, to a special six-week training program in Japan on how to teach go. Another grant led to the publication of Bruce Wilcox's exciting, readable new book *EZGo: Oriental Strategy in a Nutshell*; a club in Vermont received a grant enabling New York-based pro Janice Kim to travel there for a teaching weekend; and the AGF sponsored the hugely successful Space Go Contest inspired by the exploits of go-playing astronauts Dan Barry and Koichi Wakata.

The AGF has also created the Teacher of the Year Award to recognize service to the American go community by a teacher of go. The prize, a full scholarship to the Congress, will allow an outstanding teacher to come to

the Congress, meet the major organizers of the go community, and have a well-deserved good time playing go.

Next year the AGF will continue to search for worthy projects to support, especially projects aimed at teaching young people to play or supporting our resident professionals. *The Way to Go* will also be reprinted for inclusion in the 'Go-In-A-Box' program.

### **Year of the Child**

Children are the future of go in North America, and the future arrived at this congress in full force. Until now, the only children seen at congresses have been those whose parents play, too, probably a minority of the child players out there. As more and more clubs form in schools around the country, more and more children will appear who have an enthusiasm for go that their parents do not share. This year, for the first time, some of them had the chance to participate in the quintessential North American go scene, the US Go Congress. A carload of children from Minnesota showed up with a chaperone, and they didn't go home

empty-handed: they swept the bottom section of the US Open and one Peter Rzepecki came first among 5-6-kyus. Another carload showed up on Thursday, partly to savor the atmosphere and mostly to see their mentor, Sasha Orr, receive the AGA's first Teacher of the Year award. They all played together in the first US Go Congress Children's Handicap Tournament organized by Terry Benson on Friday evening.

Next year's organizers want to make it even easier for many kids to participate. If the Ing grant is renewed, a portion of it will be set aside for scholarships to bring young people to the Congress. Children with non-playing parents or whose parents cannot attend will be encouraged to discuss attending the Go Congress without their parents. If parents wish to send their children without attending themselves, a chaperone system will be set up to take care of them during the Congress. At roughly \$500 for the week, it's a bargain compared to many sleepaway camps, even without scholarships. But many children may be able to attend for free.

### **The National Board Meeting**

The National Board, consisting of all officers and chapter representatives, sat down on Friday to review the year's achievements and plan for the future. Further details appear in the 1996 Annual Report and in the minutes of the meeting, available on request from the AGA. Here are a few highlights:

#### **Ing money**

The AGA received its second grant from the Ing Foundation, this time consisting of \$80,000 in cash and \$20,000 in equipment.

Most of the money was spent on tournaments, as it was last year. The Masters Tournament, in particular, garnered a large amount; it was wildly popular on the Internet, where hundreds of people watched and players received fan mail even if they lost! The Ing Invitational Cup at the Congress was also sponsored from this grant, along with various regional tournaments from discretionary funds available to VPs.

Portions of the grant were also allocated for education and promotion. The promo-

tional funds, as with last year's funds, remain unspent, while the Executive Committee builds up a 'war chest' and considers the wisest deployment of this asset. The education funds, on the other hand, led to the creation of the popular 'Go-In-A-Box' giveaway, in which 500 starter sets were made available to chapters free of charge for promotional purposes. 'Go-In-A-Box' includes a cardboard grid, glass stones, *The Way to Go*, and a computer disk with the *Igo* and *IGOSUP* tutorial program.

#### **Masters Tournament selection criteria**

The North American Masters Tournament is the first all-pro tournament in Western history. It has generated unprecedented excitement among the pros themselves, the go-playing public, and even hundreds of casual observers who dropped by the Internet Go Server while the games were going on.

At present, only US citizens or permanent residents holding valid professional credentials are invited to participate. Some amateur players would like to see strong amateurs included in the tournament, as they were in Masters Commission Chairman Chen-dao Lin's original proposal. Pros, on the other hand, could point out that, with the exception of a few international events, professional tournaments do not include amateurs. This tournament is the US pros' only chance to play under these conditions.

The Masters Commission, and especially Lin, is working with the pros on this issue. After extensive discussion and review of the issue in a Focus Group and again at the General Meeting, the Board reaffirmed its faith in the Masters Commission to work toward a practical resolution of this issue.

#### **AGA Rules**

The AGA Rules have now been in effect for five years and were up for review this year. Rules Commission Chairman Terry Benson presented a favorable report, noting that no major disputes or incidents had arisen that could not be resolved under the current rules and that players were becoming accustomed to the mechanics of the rules. The Committee recommended

removal of the requirement that White make the last play, since it never affects the outcome of even games and rarely does so in handicap games. However, the general meeting could not reach a consensus and the matter was tabled.

### Wrapping things up

In addition to prizes won in the various tournaments, two special awards were given at this year's ceremony. The Bob High Award, a check for \$1,000, is given to the author who contributes most to bringing go to the general public, and this year it was won by Janice Kim for her 'Life in B League' column in the journal and her wonderful beginners' series *Learn to Play Go*. On a more whimsical note, a contest for the best go-song parody produced 14 entries. And the AGF's new Teacher of the Year Award, a scholarship to the congress for a particularly successful teacher of go, was given to David 'Sasha' Orr of Ann Arbor, Michigan.

Next year's Congress will be held later than usual: August 18–24 on the campus of Millersville University in Lancaster, PA. Director Sam Zimmerman has attended many congresses and has organized and directed many tournaments over the years, including large national championships. He and his team are well organized and well underway already. With a lower cost and attractions such as side trips to Gettysburg and the Amish country, as well as Pennsylvania countryside at its summer best, hopes are high for a big success.

Cleveland's go scene has always been a big presence on the national go scene. Scarcely a Congress has gone by without Clevelanders walking home with more than their share of the booty. Cleveland has also hosted a Fujitsu tournament and several go 'boot camps' run by Zhujiu Jiang, so perhaps it is no surprise that when their turn to run a congress came along, they did a first-rate job in every respect. Director Harold Lloyd, co-director Duane Burns, and the team of Art Obrock, Madeliene Obrock, Eric Machlup, Peter Machlup, Jim Menegay, Mark Ronan, Judy Schwabe, Dan Sobotka, Barbara Brown-Tufts, and Clark Tufts deserve a great deal of credit.

### Song contest winners

Under the direction of Chris Kirchner, this contest has taken place at the last three Congresses, and it's getting more and more popular. Entrants submit song parodies or other forms of go-related creative writing, which are judged by a committee; the winning entries are then performed to the Congress at large at the banquet and appear in the journal.

This year there were 14 entries, many with considerable merit. We herewith present the three winning entries, in order, as well as some 'almost-haiku' and two songs which earned an 'honorable mention.'

#### Untitled

(After 'Clouds' by Joni Mitchell)  
by Ron Snyder and Karen Gold

Slate and clam and bowls of wood,  
Shapes just vaguely understood  
And play that's rarely any good  
I look at go that way.  
If I should need some tesuji  
The right moves are too hard to see.  
But I'll continue valiantly  
To play go anyway.

#### Chorus

I've looked at go from both sides now  
From black and white and still somehow  
It's go's confusion I recall  
I really don't know go at all.

My opening was way too slow  
While he produced a large moyo  
I thought invading apropos  
Should have reduced instead.  
And now my group is all but caught  
I guess I should have cut and fought  
I didn't play as sensei taught—  
Cause greed got in the way.

#### Chorus

I've looked at life from both sides now  
From black and white and still somehow  
It's life's illusion I recall  
I really don't have eyes—at all.

Stones are clicking on the board  
I'm playing ko I can't afford

So his last ko threat I ignored  
I won the ko that way.  
But now his shape is nowhere thin  
I have no eyes and I'm sealed in  
This isn't any way to win  
I don't know where to play.

*Chorus*

I've looked at ko from both sides now  
From black and white and still somehow  
It's ko's confusion I recall  
I really don't know ko—at all.

The game is close I hope and pray  
There're no mistakes in yose.  
But, oops, my last move was gote  
I lost another game.  
I count and count and count the score  
It seems I just need one point more  
I should have thought of this before  
We start to fill dame

*Chorus*

From opening until dame  
I'm never sure just where to play  
It's go's confusion my downfall  
I really don't know go—at all.

**Onward, Weichi Soldiers**

*(After 'Onward, Christian Soldiers')*  
by Bill Cobb

Onward Weichi soldiers,  
Never lose sente,  
Use the two-space pincer  
To improve your play  
Cho our lord and master,  
Kisei, Honinbo,  
Showing us enlightenment  
On the path to go.  
Onward Weichi soldiers,  
Watch out for hanes,  
Play the ladder breaker,  
Find the simple plays.

Onward Weichi soldiers,  
Guard against the wedge,  
Jump into the center,  
Don't play toward the edge.  
Teachers of the masses,  
Kerwin, Yang, and Kim,

Play away from thickness,  
If you'd honor them.  
Onward Weichi soldiers,  
Counting liberties,  
Reading out the cross-cut,  
You can win with ease.

**Bob High**

*(After 'Joe Hill')*  
by Roy Laird

I dreamed I saw Bob High last night  
And we were playing go.  
This game we love will never die,  
I know—he told me so . . .  
I know, he told me so.

He pulled and twisted his moustache,  
It seemed he was behind—  
But then cried he, triumphantly,  
'How could I be so blind—  
How could I be so blind?'

He won the game, then said, 'Go is  
The greatest game man's made!  
The world would be a better place  
If everybody played—  
If everybody played.'

'It's more than just a game,' said Bob,  
A saying that was wise.  
He did what we all have to do;  
He tried to organize—  
He tried to organize.

I dreamed Bob spread white stars, like  
stones  
Across a darkened sky—  
This game we love will never die,  
And neither will Bob High . . .  
And neither will Bob High.

**Sensei's Favorite Things**

*(After 'My Favorite Things' from The Sound  
of Music)*  
by Robert Sloane

Playing in corners and then on the side  
Fuseki theory correctly applied  
Extending out to a big double wing  
These are a few of my favorite things.

Playing joseki that make my shape look grand  
Placing each stone to a fight it can withstand  
Leaving a trap that I later can spring  
These are a few of my favorite things.  
When the ladder isn't working and my shape is bad  
I simply remember my favorite things and then I don't feel so bad.

Killing some stones by taking their eye space  
Fighting back strongly when you play in my space  
Taking rewards that attacking can bring  
These are a few of my favorite things.  
Invading a moyo and living inside it  
Makes me so happy I barely can hide it  
Running to safety, dead stones rescuing  
These are a few of my favorite things.  
When my ko threat isn't forcing and I lose the game  
I simply remember my favorite things and then I don't feel so lame.

Playing kikashi to force a reply  
Winning by one move a big semeai  
Every last point from a dead stone to wring  
These are a few of my favorite things.  
When I'm winning or I'm losing it is all the same  
I simply remember my favorite things and how much I love this game.

#### **I\*N\*G, or Suicide Is Legal**

(After 'Suicide is Painless' from M\*A\*S\*H)  
by Keith Arnold

From Taiwan comes a man of means,  
To clarify go's rules his dream.  
He thinks the komi's rather lean.  
The way he scores just must be seen.  
Count all your stones, so there's no doubt,  
Bent-four's not dead, just play it out,  
With special rules he won't agree,  
Remember, fill all your dame.  
And Suicide is Legal,  
Ing's rules mean minor changes,  
But why must he spell go with an 'e'?

We all owe Ing a debt of thanks,  
His money works to swell our ranks,  
Prizes funded by his largesse,

Professionals on IGS.  
But when the games are played and done,  
The last fight fought, the last ko won,  
And we struggle to fall asleep,  
Our heads are filled with beep, beep, beep.

And Suicide is Legal,  
They're really minor changes,  
I just wish he's spell go without the 'e,'  
And how about a clock that doesn't beep,  
beep, beep, beep, beep!

#### **Almost Haiku**

by Allan Abramson

##### *Awakening*

The late sun hides behind clouds,  
The mountain recedes into the mist.  
Oh! should I have played elsewhere?

##### *Iron Will*

The master strides through the woods.  
Each stone he finds an intrusion.  
Annoyances in his path.

##### *Patience*

She builds her house most slowly.  
Every room easily connects.  
Wearing armor, she waits. Strikes.

##### *Learning*

He has seen this town before,  
Comfort in its walls. How boring!  
One must hurry to the next.

##### *Winning*

The dancer glides in rhythm.  
Easily bowing and leaping.  
Joining her partner with joy.

### **The 1996 North American Fujitsu Contender Playoff**

In the eight years since Fujitsu has allowed professionals to compete in the North American Qualifier, defending champion Jimmy Cha has won four times. Michael Redmond has also won four times. Their head-to-head record is 3-3. So, when the Tenth Qualifier was held in Baltimore, Maryland, from November 23-25, the

question was: who would prevail, Jimmy, Michael, or a new champion?

With \$250,000 in prizes, the Fujitsu Cup is a top international tournament. Winning the right to play for the US would not be easy. A tough field was assembled. The usual complement of four pros, Cha, Redmond, James Kerwin, and Janice Kim, was joined by Korean newcomer Hak Su Kim, pro 6-dan. Kim has been a US citizen since 1993, though he served in the US Army in the early 1980's. He returned to Korea after his army service, where he raised his rank to 6-dan by playing in the promotion tournament, but he has not played in any of the big titles. Kim will return again to play later this year, aiming for a promotion to 7-dan.

The players arrived from throughout North America and Japan on Friday the 22nd and checked into the Holiday Inn in Baltimore. A side tournament was scheduled to provide an audience, and several go players enjoyed the hotel lounge, chatting and playing go.

Saturday morning brought round one, and the seedings held up with one notable exception. Canadian John Yoon demonstrated that his 5-dan AGA rating was definitely stale, upsetting US Open runner-up Hosuk Yi.

Round Two, played on Saturday afternoon, featured some crucial games. Cha and Redmond faced early professional competition from Janice Kim and Hak Su Kim respectively. The top contenders both prevailed and were joined by the third and fourth seeds M.C. Kim and John Lee at two wins and no losses.

A contingent of honored guests from Japan featured the presence of Naoki Miyamoto, the Kansai Ki-in 9-dan and author of *The Breakthrough to Shodan*. A welcoming banquet followed, featuring guest of honor Toshihiro Sunohara of Fujitsu, Takashi Ueda of Yomiko Advertising, and Takahisa Kato of the Nihon Ki-in Liaison Department.

Players and fans from near and far came to play, watch and rub shoulders with

### 1996 FUJITSU RESULTS

Place	Name	Rank/ Slot	Round 1	Round 2	Round 3	Round 4	Score
1	Jimmy Cha	4D/Pro	MZeng+w	JncKim+b	MC.Kim+w	Redmd+w	4-0
2	M. Redmond	8D/Pro	Phipps+w	HKim+w	Yi+b	Cha-b	3-1
3	Janice Kim	1D/Pro	JMKim+b	Cha-w	Phipps+b	Zhou+w	3-1
4	Ho Suk Yi	6D/West	Yoon-b	RZeng+b	JMKim+b	MCKim+b	3-1
5	James Kerwin	1D/Pro	Cariño +b	MCKim-b	Yoon+w	Lee+w	3-1
6	MC Kim	6D/Seed	Zhou+w	Kerwin+w	Cha-b	Yi-w	2-2
7	John Lee	6D/Seed	RZeng+b	Yoon+w	Redmd-w	Kerwin-b	2-2
8	Ned Phipps	6D/West	Redmd-b	Hong+w	JncKim-w	Yoon-b	2-2
9/ 10	Hak Su Kim	6D/Pro	Hong+w	Redmd-b	Zhou-w	JMKim+w	2-2
9/ 10	Yuan Zhou	6D/East	MCKim-b	Cariño +b	HKim+b	JncKim-b	2-2
11	Robert Zeng	6D/Cent	Lee-w	Yi-w	Carino+w	Hong+b	2-2
12	John Yoon	5D/Can.	Yi+w	Lee-w	Kerwin-b	Phipps-w	1-3
13	Jae MoonKim	6D/East	JncKim-w	MZeng+w	Yi-w	HKim-b	1-3
14	Sunghwa Hong	6D/Can.	HKim-b	Phipps-b	MZeng+w	MZeng-w	1-3
15	Michael Zeng	6D/Cent	Cha-b	JMKim-b	Hong-b	Cariño+w	1-3
16	FG Cariño	2D/Mex	Kerwin-w	Zhou-w	Zeng-b	MZeng-b	0-4



*Jimmy Cha defeats Michael Redmond in the Fujitsu final.*

America's top players. AGA Treasurer Pauline Pohl traveled from Chicago to attend. AGA Educational Coordinator Noné Redmond, in from California, was able to spend

some time with her son Michael, while her husband Peter Redmond tested his skill in the side tournament, which was ably directed by the 1997 Congress team of Chuck



*(Front row) 1996 placegetters: Redmond (2nd), Kim (3rd), Cha (1st)  
(Back row): Ueda, Straus, Miyamoto, Sunahara, and Kato*

Robbins and Sam Zimmerman.

Sunday morning brought round three, where Cha and Redmond continued their march to the final. The upset of the tourney occurred when University of Maryland student Yuan Zhou defeated Hak Su Kim.

The finalists relaxed as the rest of the field slugged it out for pride and next year's seeds. When the final game was counted, Janice Kim earned third place. Hosuk Yi rebounded from his first-round loss to take 4th, and James Kerwin defeated John Lee to earn the final fifth-place seed for next year.

The hard-luck player of the tourney had to be M.C. Kim, who finished 6th, just missing retaining his seed, going 2-2 despite playing two pros. F.G. Cariño of Mexico, somewhat outclassed at 2-dan, was universally praised as a solid player. Everyone thanked tournament director Ken Koester for his usual outstanding job.

On Monday morning, Redmond placed the first slate stone on the kaya board to start the final match. Watching on video, Miyamoto 9-dan gave a commentary to the other players. In the end, a tight game went to Cha, and the players gathered around to watch the postgame analysis. The discussion was lively and friendly, and all too brief.

We owe Fujitsu a great debt for giving us this wonderful event. We must also thank Jimmy Cha and Michael Redmond for giving us North America's first professional go rivalry.

### 1996 International Amateur Pair Go Championship

by *Debbie Siemon*

On Friday night, November 15, at the Hotel Edmont in Tokyo, the atmosphere was exhilarating and festive. Along with the representatives of 15 other countries, we were about to draw the first-round pairings. My partner, Thomas Hsiang of Rochester, New York, looking very handsome, told me he had made his first mistake (the only one I ever caught). He had drawn the letter 'D' out of a hat. Dong Ying Kui of China had also drawn the letter 'D'. Thus began our effort to represent the United States in the Sixth International Amateur Pair Go Championship.

Actually, we did quite well that game. We were on the attack. I followed Thomas's lead the best I could. However, when it came my turn either to cut, which would kill our opponents' group and win us a great



*At the international pair go tournament: Thomas Hsiang and Debbie Siemon with the referees, Ogawa Tomoko and Ishida Yoshio*

upset (I found out later) or to play it safe and surround for thickness, I chose to play it safe. (Yes, I was nervous!) Since no communication of any sort is allowed between partners, I hesitate to say that Thomas's breathing increased at that second. Maybe it was not perceptible. Maybe it was my own heartbeat. Just the same, I knew I had blown it. We did okay, but lost that game.

Later on there was a big party with a great deal of good food, drink and visiting. We said hello to Michael Redmond 8-dan and to Chun San Jho 7-dan, who arrived with the South Korean team. James Davies, author of the little blue tesuji book and small-board go columnist for the *American Go Journal* was there, as well as John Power, the former editor of *Go World* whose wonderful book *Invincible: The Games of Shusaku* has just been reprinted in a new soft-cover edition. And we saw dozens of other friendly faces from around the world among the hundreds of festive Japanese players as we munched.

The next morning we entered the Special Handicap Tournament with the other first-round non-winners. Our combined rating was five: an average of Thomas's seven and my three. We played two Japanese 6-dans, taking Black, and lost. Being a 3-dan in a 6-dan level game is both rewarding and frustrating. You learn a tremendous amount. It is like virtual reality. You are playing in a game which is several levels above your own. Wow! But when you mess up, everyone else knows it before you do.

We managed to win the third round, playing against another brace of Japanese 6-dans in a challenging game. In our fourth match, we found ourselves on white against Kojima-san and his partner. He is a famous shogi instructor who hosts a weekly go and shogi TV program with Kobayashi Chizu, a top Japanese woman go professional. Kobayashi Sensei commented on the game in both Japanese and English. We won it rather nicely, and I had the added fun of seeing myself on Japanese TV the following Saturday morning. We also won our last game, giving us a 3-2 record. After five games with Thomas, trying to follow all those 'nomad' moves of his, I felt stronger already.

Stella and Stanley Chang, the brother-sister teen team playing for Canada, did very well. They placed 8th overall (out of 32 teams) and were featured in *Go Weekly*, a go newspaper which one can pick up at most newsstands in Japan.

There must have been a thousand people at the party/banquet/award ceremony (I never count!). So many friendly faces! Thomas had a chance to meet his Internet rival, Mr. Taki, of the Pair Go Association. We said hello to Rin Kaiho and had photographs taken with him. Kazunari Furuyama, the friendly young English-speaking former in-sei who helped Kiseido produce the joseki books in the new *Get Strong at Go* series, interpreted so that I could chat with Ishida Yoshio, whom I had met several times before. Lili Niu, whom we had missed seeing at recent go congresses, said hello to all of her friends.

The Japanese team won the main tournament. The game was shown on a large screen, and Ishida Sensei gave a live commentary as the party started.

On Monday, Mr. and Mrs. Taki of the Japan Pair Go Association organized a conference/lunch. All of the teams from around the world sat with them at long tables placed in a square. A gourmet bento box lunch was served. We all tried to give some insight into how best to spread pair go and exchanged other thoughts on the game. There were some good ideas passed around, as well as many thanks and praise for the wonderful events in which we had just participated.

If you haven't tried pair go yet, you should. It is refreshing and fun when you want a change from regular go. I mean, I'm not about to play chess! And it is a good way to learn and teach. I hope to see more pair go tournaments in the future. On behalf of the AGA, I'd like to thank the Pair Go Association and the other sponsors of this event for their generosity, and especially Mr. and Mrs. Taki, without whom there would be no Pair Go Championship.

Afterward I took a bullet train to Osaka, where Ms. Haruni Takechi, a friend of American go and a visitor to several Go Congresses, showed me another side of

Japan. In between trips to Kyoto and Nara and a trip to Shusako Island by ferry, we squeezed in many even games of go. I could not get over the vibrant fall colors of the red Japanese maples and golden gingkoes. It was sunny and mild—luck was with me. In Osaka I went to the Kansai Ki-in and met several professional go players who allowed me to watch some professional matches. We had to enter the playing room on our knees so as not to distract the players. We met Shunichi Hyodo 6-dan, another frequent Congress visitor, and had a great visit with him at dinner. Finally, we were invited to a small go party and dinner at the home of Mr. and Mrs. Sumikura. After an afternoon of serious matches with 7-dans, followed by a delightful feast of succulent blowfish and sashimi, what did we do? We played pair go, of course!

### **The 1998 Go Congress in Canada**

The AGA Executive Committee has approved a request by the Canadian Go Association President Dave Erbach to prepare a proposal to hold the 1998 Go Congress in Canada. Since no US team is currently known to be working on a proposal, it seems likely that Erbach's proposal will prevail, and in 1998 the US Go Congress will become the North American Go Congress.

Erbach and an international team of experienced Congress organizers are working with Yasser Seirawan, one of the world's top chess players, to develop a 'Mind Olympics' at a site near Niagara Falls. If Seirawan's dream comes to fruition, simultaneous tournaments will be conducted in chess, go, backgammon and bridge. Invitational tournaments will include the world's top players while concurrent open tournaments will offer anyone the chance to share in a total prize fund of \$1 million.

Even without Seirawan's dream, it must be noted that Canada has many cool, beautiful locations for summer events. Erbach, who has attended several US Congresses, will certainly produce a great event.

The implications, especially for Congress fans, are numerous. It has been agreed that this event, as well as all future Congresses,

regardless of location, will be known as the 'North American Go Congress.' The 1997 US Open in Lancaster will be our last national championship in its present form.

Erbach and his team will present their proposal at the National Meeting at the Congress in Lancaster.

### **How to Teach Go**

*by Bill Cobb and Bill Camp*

We recently spent seven weeks in Japan as guests of the Nihon Ki-in studying how to teach go, especially how to introduce the game to beginners. The program ran from mid-January to early March 1996, and at the end we were awarded certificates as International Go Instructors. When we were selected for the program, we had no idea there was so much to learn about teaching the game. Now that we have completed it, we hope to share what we have learned with other people who are interested in teaching go, particularly those interested in teaching children.

Being in Japan for such an extended period was an incredible experience. Cobb lived in Sakura, about a two-hour commute from Tokyo, with an amateur 5-dan who wanted to trade go lessons for English lessons. Cobb's host clearly improved in his English, and it seems that Cobb got a bit stronger at go, so the trade seemed to work out. Camp lived in Makuhari, about an hour by train from the center of Tokyo. Thus, both of us had a lot of experience with Japan's famous public transportation system. It is surprisingly efficient, always on time, and sometimes amazingly crowded. There really are occasions when attendants (who always wear white gloves) must push the people so that the doors of the train can close. Camp had a room in the Nihon Ki-in's dormitory-like center for inseis, that is, young people studying full-time to be professional players. Actually, only seven of the 48 inseis live at the center, and three of them are Europeans. Most inseis live at home with their families.

The system for becoming a professional is entirely a matter of competition. There is a continuing tournament for inseis every weekend, and at the end of each year the top

three or four players become professionals. If someone does not make it by the time they are 18, they are usually no longer eligible. There is a separate tournament for girls, and since there are a lot fewer girls, only one is promoted to professional status each year [girls can also make it by competing against the boys in the main qualifying tournament if they are strong enough *Ed.*]. Because there is so much demand for teachers of go and managers of go clubs in Japan, even inseis who do not become professionals can still support themselves from go. We were continually surprised at the number and the dedication of the people in the classes we attended. People usually pay about \$10/session for a group lesson, which may involve scores of students, and do this once or more a week for months. Typical clubs require about \$100 a year in dues, plus \$10 or more each time a member comes in to play.

Our training program included many activities. We sat in on classes taught by both professionals and amateurs at all levels. The students ranged from kindergartners to retired people, but most of the players we encountered in classes were retired. We also had the opportunity to talk with a large number of professional players and to play teaching games with some. We had two long conversations with Michael Redmond, then 7-dan, one at his home where we got to meet his wife and two young daughters, and we spent a couple of days at the home of Nakayama Noriyuki 6-dan, who will be familiar to many from his visits to Go Congresses. Nakayama went over some of his own games with us in great detail, which was very enlightening. We had informal meetings and meals with several professionals. One dinner was with Abe Yoshiteru 9-dan, who was at the Seattle Congress in 1995. Since he speaks virtually no English, in lieu of conversation he kept drawing problems on record sheets and giving them to us to solve.

One highlight of the program was a three-day visit to Omachi in the Japanese Alps with Yasuda Yasutoshi 8-dan, who is teaching go to several kindergarten classes there, as well as to other groups. The mayor

of Omachi is trying to make the city, which has a population of about 30,000, into a 'go village.' The idea is that, since playing go promotes good character and good relations among people, the city will be a much happier place if everyone plays. One important part of the program is teaching all the children to play, and Yasuda has been working on this by teaching all the kindergartners in the city each year for the past two years. The goal of becoming a city of go-players was also behind the decision to host the World Amateur Go Championship in 1996. Yasuda hopes some groups of school kids in the U.S. will be interested in playing the proto-go capturing game we describe below by correspondence with school groups in Omachi.

What we learned about how the Japanese teach the game to beginners is what will be most immediately useful for the American go scene. The main concern is that the beginner should find the game enjoyable from the beginning and not difficult or intimidating. Hence, they begin with a simplified version of the game and allow the full complexity of go to emerge naturally as the beginner gains experience through playing. The most obvious example of this is that they do not talk about ko until the players encounter it in a game. There is also no discussion of life and death or living and dead shapes at the beginning. Such matters are seen as only confusing until the player has some experience.

There are two approaches to simplifying the game for this purpose, one emphasizing *territory* at the beginning and one emphasizing *capturing*. It is recognized that the former can work only for adults, but many teachers do not use it even for adults. In both approaches, one starts on a 9x9 board and moves to the 13x13 board fairly quickly. Then, however, there is a tendency to stay on the 13x13 until the player becomes fairly skilled. Redmond recommends using the 13x13 board until the player reaches the level of 10-kyu!

### **The territory game**

This is a game of building walls across the center of the board; the first play cannot be on the center point, the first four stones

cannot be in contact with each other, and one cannot play behind the other's developing wall. Players learn about the importance of connecting and the power of the hane (they know that stones can be captured), and how to tell when a game is finished, as well as how to count the score. When they can do this, they are allowed to invade, and, as it becomes relevant, things like ko and life and death are discussed. This approach has the advantage that the aim of making territory is present from the start, which may make the game more interesting for adults.

### **The capturing game**

In this variation, at first one teaches only that the stones are played on the intersections and that a stone or group of stones is captured when all the lines leading from it are covered by stones of the other color. Since it takes only a minute to teach this, beginners start playing immediately. The first one to capture a stone wins. After a few games, raise the number of stones required for victory to five. Then change it so that the

winner is the one who captures the most stones, which requires the students to learn how to finish the game.

This method works well for young children. Beginning players discover the importance of connecting and eventually figure out how to make live groups, i.e., how to make it impossible for their stones to be captured. They will also discover ladders and ko fairly quickly. When these discoveries are made, or, in the case of adults, when students seem ready for greater complexity, the teacher explains how to think of the game as a struggle for territory instead of as merely capturing. The point is to keep the game enjoyable and to introduce complexities when the player is ready and eager to learn about them, has the experience to appreciate them and will not be intimidated or confused. In this way, go is never experienced as a 'difficult' game.

We are convinced that there is great promise in this approach to teaching the game.

## **Venezuela**

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*A scene from the go club*



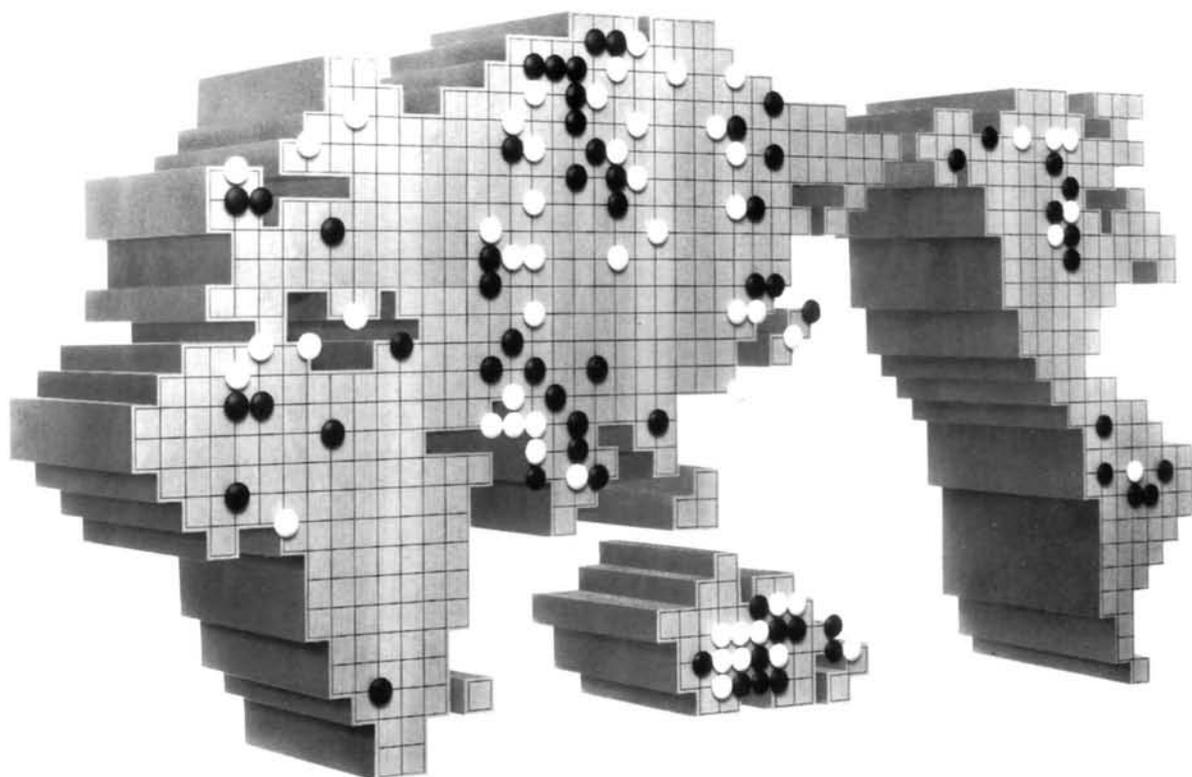
*Members of the Association*



# 第19回 世界アマチュア囲碁選手権戦

競技日程：1997年6月10日(火)～6月13日(金)

- 開会式(レセプション)：6月9日(明)/札幌グランドホテル
- 主催：財団法人 日本棋院/日本航空株式会社
- 共催：第19回世界アマチュア囲碁選手権戦 札幌大会促進協議会 ●主管：国際囲碁連盟 ●後援：外務省/文化庁/国際交流基金
- 特別協力：北海道新聞社 ●協力：財団法人 関西棋院
- 会場：札幌サンプラザ 〒001 札幌市北区北24条西5丁目/TEL.(011)758-3111



**碁は世界語。**

## The 19th World Amateur Go Championship

- Opening ceremony & reception: June 9 (Mon.) - Sapporo Grand Hotel
- Match Schedule: June 10 (Tue.) - June 13 (Fri.), 1997
- Sponsored by: The Nihon Ki-in / Japan Airlines
- Cosponsored by: The 19th World Amateur Go Championship Sapporo Tournament Promotion Conference
- Supervised by: The International Go Federation
- With the support of: The Ministry of Foreign Affairs / The Agency for Cultural Affairs / The Japan Foundation
- With the special cooperation of: The Hokkaido Shimbun Press
- With the cooperation of: The Kansai Ki-in ●Venue: Sapporo Sunplaza / Nishi 5cho-me Kita 24jyo Kita-ku Sapporo-shi 〒001 / Tel. (011) 758-3111

**JAL**