

The Bulletin of the International Go Federation

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RANKA

YEARBOOK
1987

CONTENTS

Message from the President	2
8th World Amateur Go Championship	3
International Go 1986	32
Go Around the World	38

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On the Publication of the 1987 Yearbook

Thanks to the cooperation of the members of the International Go Federation, we have been able to publish the third issue of *Ranka*, the aim of which is to convey up-to-date information about go developments to lovers of the game all over the world. At the same time as further popularizing the game it is our hope that this bulletin will serve to strengthen the mutual bonds of friendship.

This issue is devoted mainly to a report on the World Amateur Go Championship, which is the most important activity of the International Go Federation and its main contribution to internationalizing go and spreading the game around the world. The 8th Championship, reported on here, was held in Tokyo last year. For the next championship, the 9th, the tournament will move outside Japan for the first time, being held in Beijing in May.

In the section on go around the world, we are happy to be able to report that the number of go-playing countries has increased even further, with organized activity beginning in Greece, Malaysia, and Indonesia. Before long the number of go-playing countries should reach 50. The world go population already easily surpasses 30,000,000, so both in name and in fact go is consolidating its position as a world game.

We in the International Go Federation will redouble our efforts to ensure that through the game of go the Federation is able to promote

From the I.G.F. Office

We would like to thank all our members for the unstinting cooperation that has made possible the publication of the third issue of *Ranka*, the bulletin of the International Go Federation that was founded the year before last.

Our first issue took the form of a simple bulletin; the second issue was an attempt to compile a proper yearbook of world go and to survey go development from an international point of view. This third issue is a compact one which falls between the first two in size. We regret that we may disappoint our readers by not being able to present as extensive a coverage as



cultural interchange and mutual understanding among the countries of the world and so make a contribution to progress and world peace.

We look forward to your continued support and cooperation.

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

Shizuo Asada
President
International Go Federation

we would have liked of new developments in world go.

In the near future we hope to be able to publish another yearbook on the scale of our second issue but with an even more extensive coverage of world go. We look forward to your cooperation in realizing this project.

It is our sincere hope that *Ranka* will serve as a bridge linking go fans from all the countries of the world. We welcome comments and suggestions from our readers.

Yusuke Oeda
Office Manager, IGF

The 8th World Amateur Go Championship

The 1986 World Amateur Go Championship was a triumph for Chan Ka Yui of Hong Kong, who in his fourth attempt finally succeeded in taking the honours. This was only the second time in eight tournaments that the Chinese monopoly on this title has been broken, but actually Chan used to live in Canton and twice represented China before he emigrated to Hong Kong. Chan came 2nd in the 2nd WAGC and 3rd in the 1st WAGC playing for China; last year, in his first appearance for Hong Kong, he took another 2nd place.

China had its worst tournament so far, with Song Xuelin suffering two losses and being relegated to 3rd place. Kikuchi of Japan came 2nd, but this was actually a frustrating result for him: he finally managed to defeat the Chinese representative only to be denied victory because of Chan's superior SOS (sum of opponents' scores). Kikuchi and Chan both finished on 7 points (Kikuchi lost to Chan and Chan lost to Song of China), but Chan's SOS was 43 and Kikuchi's 42.

This was the third time the tournament has been run on the Swiss system and the first time that SOS had to be used to break a tie for 1st place (until now the winner had always won all his games). To look on the brighter side, this was also the first tournament in which no player lost all his games.

The highlight of the tournament was the appearance of a U.S.S.R. player. Ivan Detkov, the 1985 Russian Republic Champion, performed creditably to take 15th place. He started out well by defeating a former European Champion, Wolfgang Isele of West Germany, in the first round, but later suffered losses to Kim of South Korea, Ron Snyder of the U.S.A., Rade Petrovic of Yugoslavia, and Frederic Donzet of France, to hold him to a score of four points. His participation in the tournament generated a great amount of publicity, and the sponsors hope that it will further stimulate the popularization of go in the U.S.S.R.

Belgium and Luxembourg also participated



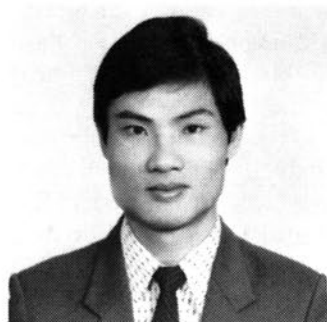
Fourth time lucky: The 1986 World Amateur Go Champion Chan Ka Yui holding the championship cup with his wife, Ye Luan-yong.

8th World Amateur Go Championship

Top place-getters

Player \ Round	1	2	3	4	5	6	7	8	SOS
1. Chan (H.K.)	1 ¹³	2 ¹¹	3 ²	4 ⁴	4 ³	5 ⁵	6 ⁷	7 ⁹	43
2. Kikuchi (Japan)	1 ²⁰	2 ⁹	2 ¹	3 ¹³	4 ⁶	5 ⁴	6 ³	7 ⁸	42
3. Song (China)	1 ¹⁸	2 ¹⁹	3 ⁵	4 ⁸	5 ¹	6 ¹¹	6 ²	6 ⁴	43
4. Kim (Korea)	1 ²⁹	2 ¹⁵	3 ²⁴	3 ¹	4 ⁹	4 ²	5 ⁵	6 ³	39
5. Chern (Chinese Taipei)	1 ²²	2 ⁷	2 ³	3 ¹⁸	4 ⁸	4 ¹	4 ⁴	5 ⁶	42
6. Kraszek (Poland)	0 ¹²	1 ³¹	2 ⁷	3 ¹⁰	3 ²	4 ²⁵	5 ¹¹	5 ⁵	37
7. Schlemper (Holland)	1 ¹⁷	1 ⁵	1 ⁶	2 ²⁶	3 ¹²	4 ¹⁹	4 ¹	5 ¹⁴	37
8. Petrovic (Yugoslavia)	1 ¹⁴	2 ²⁸	3 ¹⁰	3 ³	3 ⁵	4 ²⁴	5 ¹⁵	5 ²	37
9. Hasibeder (Austria)	1 ³⁰	1 ²	2 ²⁹	3 ¹⁶	3 ⁴	4 ¹³	5 ¹⁴	5 ¹	36
10. Heiser (Luxembourg)	1 ¹⁶	2 ¹²	2 ⁸	2 ⁶	3 ²¹	3 ¹⁵	4 ²⁰	5 ¹⁷	35
11. Hahn (Australia)	1 ³²	1 ¹	2 ¹⁹	3 ²⁴	4 ¹⁴	4 ³	4 ⁶	5 ¹³	35
12. Donzet (France)	1 ⁶	1 ¹⁰	2 ¹⁷	2 ²²	2 ⁷	3 ²⁷	4 ²⁵	5 ¹⁵	33
13. Stacey (U.K.)	0 ¹	1 ²²	2 ²⁶	2 ²	3 ¹⁸	3 ⁹	4 ²¹	4 ¹¹	39
14. Snyder (U.S.A.)	0 ⁸	1 ²¹	2 ²⁵	3 ¹⁵	3 ¹¹	4 ¹⁶	4 ⁹	4 ⁷	35
15. Detkov (U.S.S.R.)	1 ²⁷	1 ⁴	2 ²³	2 ¹⁴	3 ²⁹	4 ¹⁰	4 ⁸	4 ¹²	34
16. Tomes (N.Z.)	0 ¹⁰	1 ²⁵	2 ²⁰	2 ⁹	3 ¹⁷	3 ¹⁴	4 ²⁶	4 ¹⁸	32
17. Olsson (Sweden)	0 ⁷	1 ³²	1 ¹²	2 ²⁷	2 ¹⁶	3 ²³	4 ¹⁹	4 ¹⁰	32
18. Kim (Canada)	0 ³	1 ²⁷	2 ²⁸	2 ⁵	2 ¹³	2 ²⁰	3 ²⁴	4 ¹⁶	32
19. Gondor (Hungary)	1 ³⁴	1 ³	1 ¹¹	2 ²⁰	3 ²⁴	3 ⁷	3 ¹⁷	4 ²⁵	31
20. Baumann (Switz.)	0 ²	1 ³⁰	1 ¹⁶	1 ¹⁹	2 ²⁸	3 ¹⁸	3 ¹⁰	4 ²⁹	31
21. Danek (Czech.)	0 ²⁴	0 ¹⁴	1 ³⁰	2 ²³	2 ¹⁰	3 ²⁹	3 ¹³	4 ²⁶	27
22. Quintero (Mexico)	0 ⁵	0 ¹³	1 ³⁴	2 ¹²	2 ²⁵	2 ²⁶	3 ³¹	4 ²⁷	26
23. Amador (Spain)	0 ²⁵	1 ³³	1 ¹⁵	1 ²¹	2 ³⁰	2 ¹⁷	3 ³²	4 ²⁸	24
24. Alaluf (Argentina)	1 ²¹	2 ²⁶	2 ⁴	2 ¹¹	2 ¹⁹	2 ⁸	2 ¹⁸	3 ³³	33
25. Cheong (Singapore)	1 ²³	1 ¹⁶	1 ¹⁴	2 ³¹	3 ²²	3 ⁶	3 ¹²	3 ¹⁹	32
26. Tan (Philippines)	1 ³¹	1 ²⁴	1 ¹³	1 ⁷	2 ³²	3 ²²	3 ¹⁶	3 ²¹	28
27. Isele (F.R. Germany)	0 ¹⁵	0 ¹⁸	1 ³³	1 ¹⁷	2 ³¹	2 ¹²	3 ²⁹	3 ²²	27
28. Lounela (Finland)	1 ³³	1 ⁸	1 ¹⁸	1 ²⁹	1 ²⁰	2 ³⁰	3 ³⁴	3 ²³	24
29. Lee (Brazil)	0 ⁴	1 ³⁴	1 ⁹	2 ²⁸	2 ¹⁵	2 ²¹	2 ²⁷	2 ²⁰	30
30. Dusausoy (Belgium)	0 ⁹	0 ²⁰	0 ²¹	1 ³⁴	1 ²³	1 ²⁸	1 ³³	2 ³²	25
31. Frederiksen (Denmark)	0 ²⁶	0 ⁶	1 ³²	1 ²⁵	1 ²⁷	2 ³³	2 ²²	2 ³⁴	23
32. Savagnone (Italy)	0 ⁴	0 ¹⁷	0 ³¹	1 ³³	1 ²⁶	2 ³⁴	2 ²³	2 ³⁰	23
33. Skogen (Norway)	0 ²⁸	0 ²³	0 ²⁷	0 ³²	1 ³⁴	1 ³¹	2 ³⁰	2 ²⁴	20
34. Intaratase (Thailand)	0 ¹⁹	0 ²⁹	0 ²²	0 ³⁰	0 ³³	0 ³²	0 ²⁸	1 ³¹	21

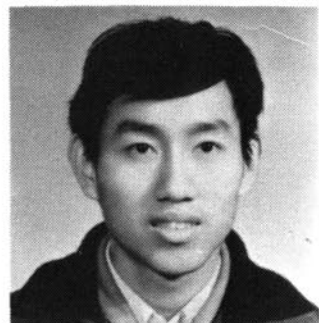
Note: Olsson and Kim actually tied for 17th place.



1st: Chan Ka Yui (Hong Kong)



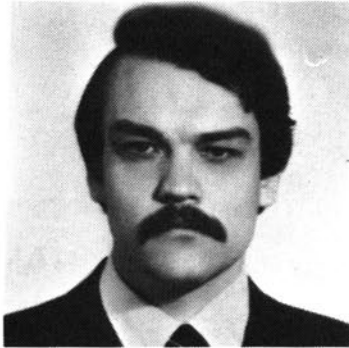
2nd: Kikuchi Yasuro (Japan)



3rd: Song Xue Lin (China)



4th: Kim Chul-jung (Korea)



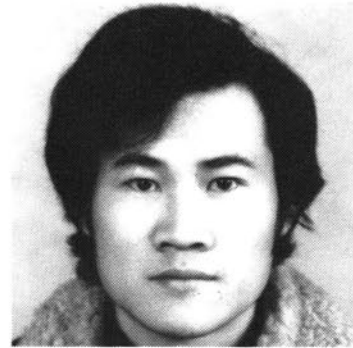
Ivan Detkov (U. S. S. R.)

for the first time, creating a new record of 34 countries competing. The Luxembourg player, the 18-year-old Laurent Heiser, was a bit of a dark horse; he showed that his nominal 3-dan rating needs to be revised by scoring impressive victories against Donzet of France and Danek of Czechoslovakia.

The best performance by a westerner was that of Janusz Kraszek of Poland, who took 6th place. He tied with Ronald Schlemper of Holland in both score and SOS and SODOS (sum of defeated opponents' scores) but took precedence because he won their encounter in the third round. Another strong showing was made by Rade Petrovic of Yugoslavia, who had the bad luck (or good luck, from the point of view of experience) to be matched against China, Japan, and Chinese Taipei; these were the only games he lost, so he can claim that it took the world's best amateur players to keep him down.



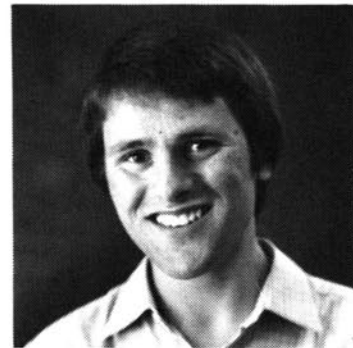
Hanspeter Baumann (Switzerland) playing Olli Lounela (Finland) in the 5th round.



5th: Chern Mirng-Jihn (Chinese Taipei)



6th: Janusz Kraszek (Poland)



7th: Ronald Schlemper (Holland)



8th: Rade Petrovic (Yugoslavia)



The Opening Ceremony: Laurent Heiser (at 18, the youngest competitor) reads a pledge on behalf of the contestants as Kato Masao, the chief referee, looks on.



Play gets under way: the first round. In the bottom left can be seen Wolfgang Isele of West Germany. His opponent, Ivan Detkov of the U.S.S.R., is getting a long-distance perspective on his game from the aisle on the right.



The new entrants in the tournament are introduced to the press. From the right, they are Laurent Heiser of Luxembourg, Guy Dusausoy of Belgium, and Ivan Detkov of the U.S.S.R.



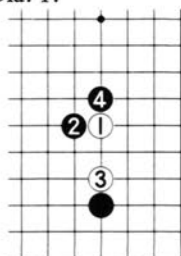
One of the crucial games of the tournament: Chan of Hong Kong (on the left) manages to defeat the tournament favourite, Song of China.

Games from the Championship

In the following pages we present a brief selection of games from the championship. To start off with, we present Kikuchi's commentary on his three most important games, including the games with Chan and Song that played an important part in determining the eventual winner.

Japan v. Hong Kong (Round 3)

This was my third game with Chan Ka Yui. The first was played in 1977 when I toured China as a member of the Japanese team. After a close game I won (with black) by one point (the komi then was five points). Writing of that game reminds me of Dia. 1.



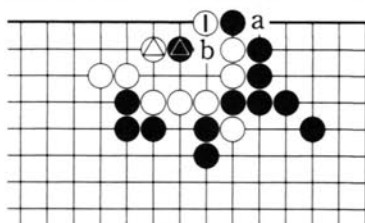
Dia. 1

Dia. 1. Black 2 and White 3 are both joseki moves. Putting aside whether it was good or bad, Black 4 was probably a new move. Actually I saw this move in a dream shortly before I visited China. I saw it vividly. Without a moment's hesitation, I made my dream into reality by playing the hane at 4. This is one of my stranger memories.

The second game was played in the 7th WAGC last year. I was slightly ahead when we went into the endgame, but —

Dia. 2. The marked exchange was bad for me. Chan later played at 1. I hadn't thought of this move at all and I still remember how crestfallen I was when Chan played it. I had been convinced that the marked black stone could link up.

In the end, Black played 'a' and White 'b', but if the marked exchange had not taken place, White could not have blocked at 1. He would

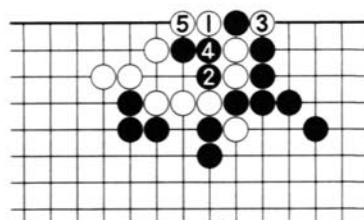


Dia. 2

have had to give way with White 'b', thus leading to a difference of two points compared to what happened in the game.



Kikuchi Yasuro



Dia. 3

6: takes two stones; 7: retakes

This setback took its toll and I lost by 1½ points — a really painful way to lose.

Dia. 3. If Black cuts at 2, he gets a much worse result up to 7.

Chan was born in Guangzhou City in China and has played many times in Japan—China matches, getting quite good results. He also came 2nd and 3rd in the 1st and 2nd world championships respectively. The year before last he moved to Hong Kong because of his marriage to Ye Luanyong, who lives in Hong Kong. Then, while virtually still on his honeymoon, he came to Japan last year with his wife and took second place in the world championship as the Hong Kong representative. You can imagine how determined he must have been to take the title in his fourth attempt this year.

Of course, he brought his wife with him again

this year. She is a most charming woman, with the warm friendliness typical of the southern Chinese. Everyone could see how well the two got on together. She watched all his games and occasionally gave him something that seemed to be an energy drink. Having to play against the pair of them was no easy matter.

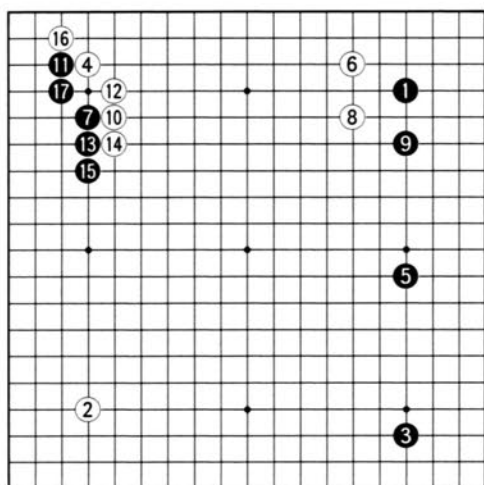
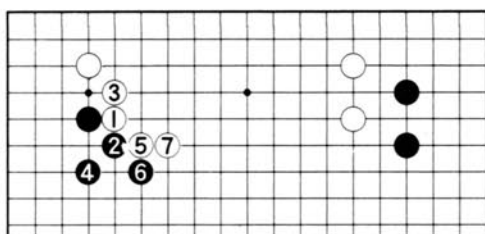


Figure 1 (1 - 17)
White: Kikuchi; Black: Chan

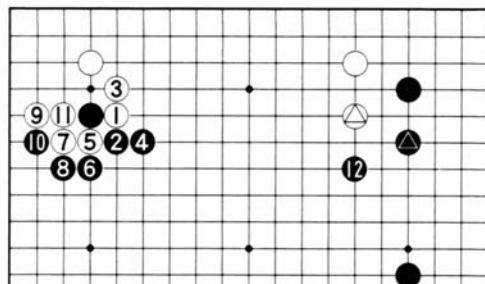
Figure 1 (1 - 17). Large moyo

The combination of 8 and 10 cannot be called a special strategy – it is no more than a spur-of-the-moment idea.

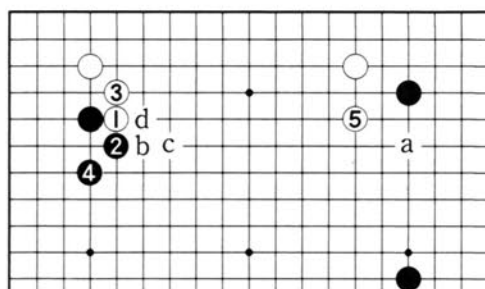
Black 11. I wanted Black to play 2 and 4 in



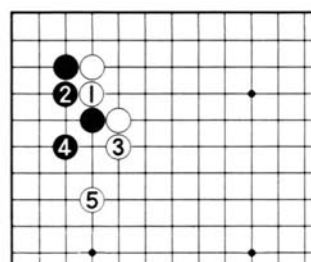
Dia. 4



Dia. 5



Dia. 6



Dia. 7

Dia. 4 so that I could set up a large moyo at the top. However, it now occurs to me that Black would probably extend at 4 in Dia. 5. The continuation to 12 is not quite what White wants. The reason for this is the presence of the exchange of the marked stones.

My conclusion therefore is that if White wants to obtain the result in Dia. 4, he must play 1 and 3 in Dia. 6 first; if Black then makes the diagonal connection at 4, White can now jump to 5. This is probably the correct order. If Black now answers at 'a', White can hane at 'b' and get the result in Dia. 4 that he is after. If Black jumps to 'c' instead of answering at 'a', White ignores him and plays at 'a'. If Black plays the hane at 'd' instead of 'c', starting a fight by cutting at 'b' should be feasible for White considering that he has 5 in place.

When I attached at 10, Chan began to think. He probably thought of Dia. 4. After a while, he made a counter attachment at 11. Black could have adopted Dia 5, but in any case 11 is the same in that it tries to frustrate White's plans.

The onus was now on me to decide the direction of the game. In the end, I chose to play 12 etc., but perhaps I could also have followed Dia. 7.

Chan has let me set up my moyo, but it is still too small in scale.



How could Chan lose with such an intense fan?

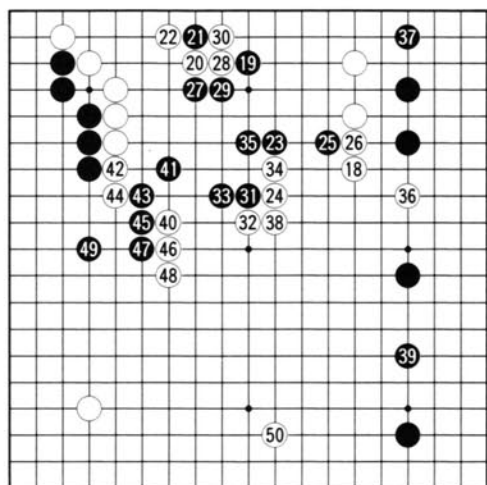


Figure 2 (18 – 50)

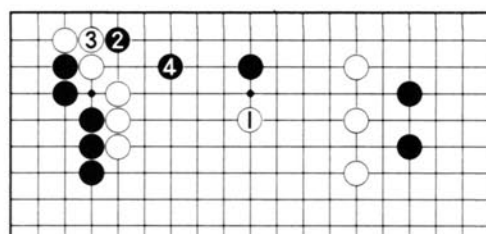
Figure 2 (18 – 50). Black's tenuki a success

When White expands his moyo even further with 18, Black 19, striking deep inside his position, is natural. Defending on the right side would only give White another chance to close off his moyo. Note that 19 could probably also be at 28.

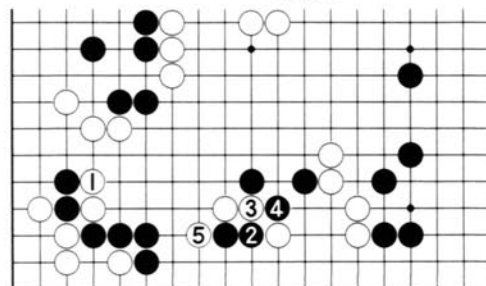
White 20. If White caps at 1 in Dia. 8, Black peeps at 2, then defiantly takes up position with 4. Attacking him effectively seems out of the question. For that reason, White 20 is natural.

I wonder if connecting at 38 was correct. Maybe I should have split open Black's position on the right by invading at 39: that would have made for a hectic game. With 38, White had high hopes of his attack at 40.

I thought that the result would be good for



Dia. 8



Dia. 9

White if Black had to scamper for safety with moves like 41 and 43, but this snap judgement seems to have been mistaken. Up to 49, White has actually achieved very little.

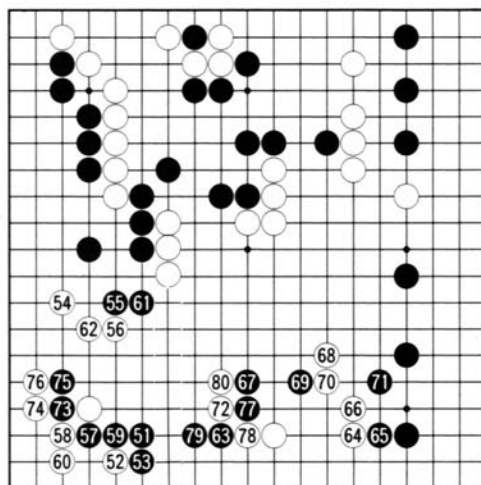


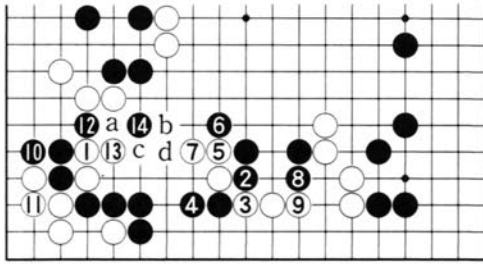
Figure 3 (51 – 80)

Figure 3 (51 – 80). A lack of fighting spirit

The result at the bottom is also very slack for White when Black comfortably settles his group up to 63.

White 72 is a do-or-die move. When Black counterattacks with 73 and 75 –

Dia. 9. Come what may, White 1 is the only move. If Black attacks with 2 and 4, White plays



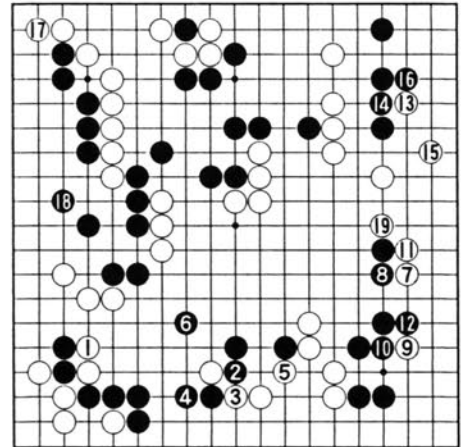
Dia. 10

5, and Black has more reason to be apprehensive than White. Instead —

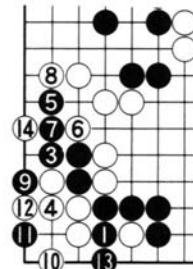
Dia. 10. Black will probably play 2 and 4. Setting the white stone in motion with 5 does not work. Black's peep at 14 puts White on the spot: if next White 'a', Black 'b' captures the three stones; if instead White 'c', he has to answer Black's wedge in at 'd'. So —

Dia. 11. White would have to defend patiently at 5, strengthening his bottom group. If Black reinforces at 6, White gives him a jolt with 7 and 9 on the right side. If the moves to 19 followed, White would have what looks like quite a reasonable game. Of course, there are various ways Black has of resisting along the way, but following this strategy would at least have made a game of it for White.

White 76, answering underneath, is a miserable move. This fails to make a game of it. I can only lament my lack of fighting spirit at this critical juncture.



Dia. 11



Dia. 12

2: tenuki

Incidentally, note that if Black played 6 in *Dia. 11* at 1 in *Dia. 12*, White would tenuki. Black's attack with 3 is refuted by 4 to 14.



Winning this game put Chan on track for the championship. Kikuchi lamented his lack of aggressiveness.

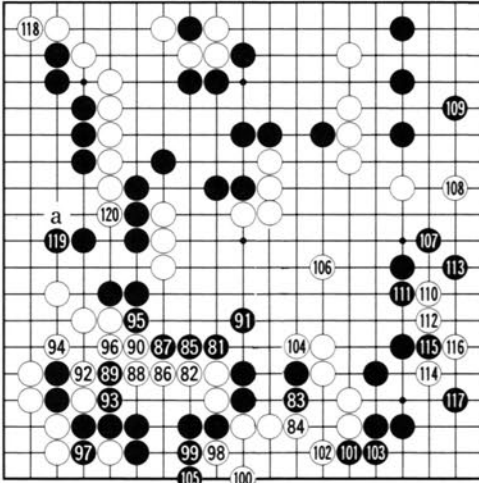
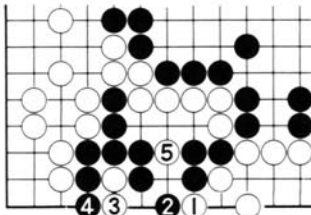


Figure 4 (81 - 120)



Dia. 13

Figure 4 (81 - 120). *The game is decided.*

Starting a fight with 80 in the previous figure was over-aggressive. Black settled his group at the bottom up to 97 and also securely linked up his group at the top with 91, so White gained nothing. This was a wretched result for him. It made the thinness of White's groups all the more conspicuous.

Black 105. If omitted, White can get the ko in Dia. 13.

White's desperate invasion at 110 came to nothing when Black answered calmly up to 117.

White's game was almost beyond help by this stage, but, summoning together my remaining strength, I descended at 118 and took aim at the thinness of the black group.

Black 119. Apparently the kosumi at 'a' would be better.

Figure 5 (121 - 160). *Staking my hopes on the ko*

With 22 etc., White got his ko. The ko fight continued endlessly, but perhaps it was no more than the last flickering embers of my will to win.

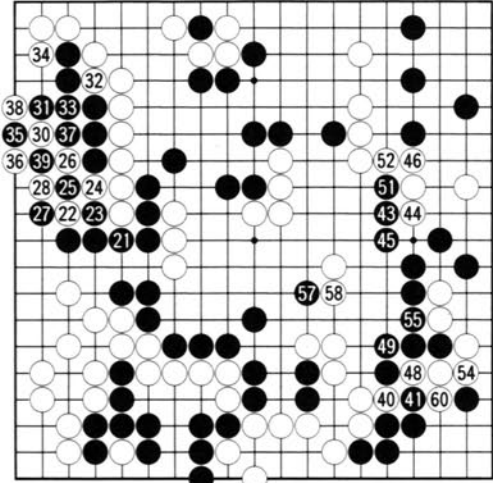


Figure 5 (121 - 160)

29: connects; ko: 42, 47, 50, 53, 56, 59

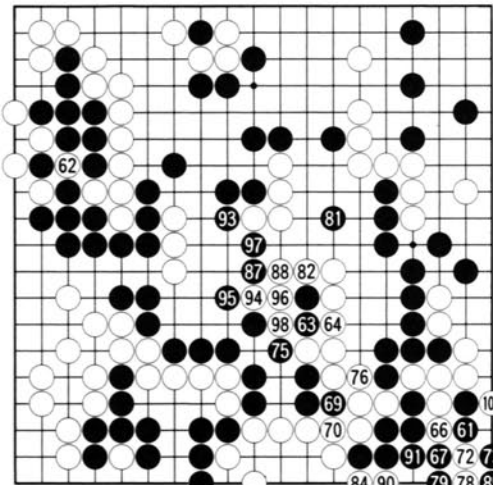


Figure 6 (161 - 200)

Ko: 65, 68, 71, 74, 77, 80, 83, 86, 89, 92, 99

Figure 6 (161 - 200). *The ko continues.*

While White desperately battles on with the ko, Black calmly picks up points in the centre with 87 to 97.

Figure 7 (201 - 247). *Chan wins again.*

I started another ko with 8 and 10, but after I lived with 32, Black settled the game by wrenching off four centre stones with 33. Even after deducting the komi, White was way behind, by about ten points. For the second year in a row, my hopes were dashed by Chan.

White resigns after Black 247.

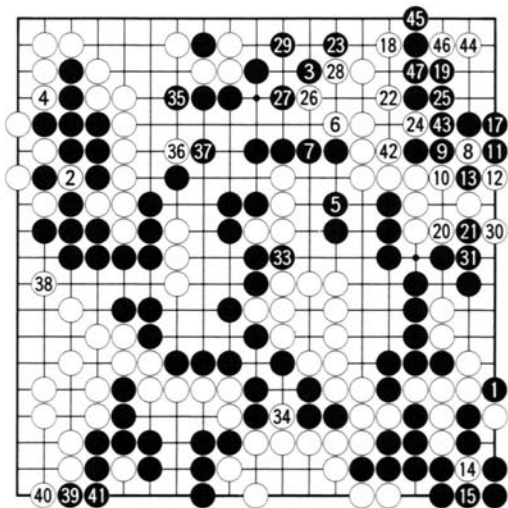


Figure 7 (201 – 247)
16:ko; 32: connects (at 13)

Immediately after the points were tallied up at the end of the tournament and the winner decided, Chan and his wife came to see me.

'Mr. Kikuchi, we're certain that you'll win next year in Peking. Without a doubt.' The two repeated this many times. Perhaps it was a manifestation of their thoughtfulness – Chan and I had both finished with 7–1 scores and he had beaten me on SOS.

[Their prophecy is fated not to be fulfilled: Kikuchi lost the final of the Japanese qualifying tournament for the 1987 WAGC to Imamura.]

Japan v. Korea (Round 6)

In this game Kim played a 'fiendish' move in the late middle game and I was almost knocked off my feet. I would like to focus on this move in my commentary.

Kim is a veteran of this tournament; he is a solid player who always has to be considered a threat and in fact this year he beat the Chinese representative, thus preventing a three-way tie for first.

Figure 1 (1 – 50). A good start for Black

With 13, my first instinct was to hane at 1 in Dia. 1 and I should have followed it. If White plays 'a' at the bottom, Black should be happy to play the joseki from Black 'b' to Black 'h'. That means that the Black 13–White 14 exchange was dubious. Actually, settling the shape in this fashion goes against my usual preference.

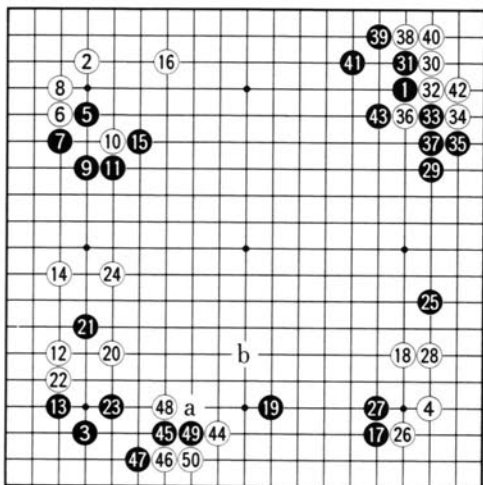
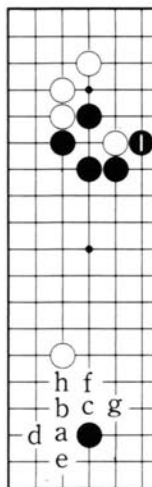


Figure 1 (1 – 50) White: Kim; Black: Kikuchi



Dia. 1

I thought that the invasion at 30 was premature. Black built thickness to 43 and got an easy game.

White 50 was unbelievable: White had to play White 'a', Black 50, White 'b'.



Kim Chul-jung

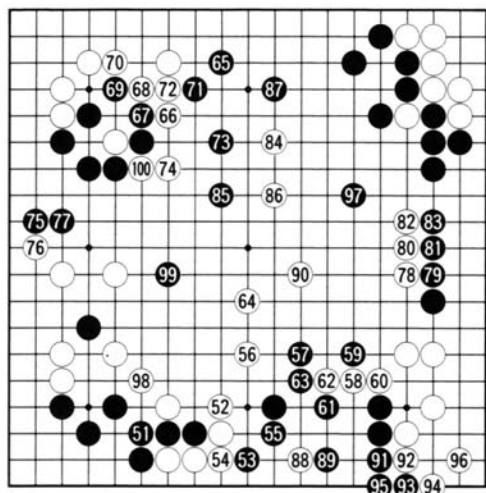
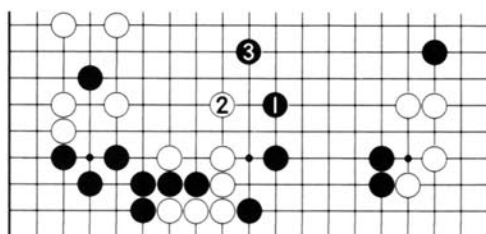


Figure 2 (51 - 100)



Dia. 2

Figure 2 (51 - 100). *A lapse*

Black 55 was too persistent – one of my old bad habits was reappearing. I should have jumped to 1 in Dia. 2. When White staked out a high position with 56 and 64 (compare this to 1 and 3 in the diagram), the game became tough for me.

However, I took the lead again with my manoeuvre in the centre beginning with 99.

Figure 3 (101 - 138). *Kim's fiendish move*

We are now approaching the climax of the game. First of all, Black 27 in response to White 26 was too greedy. If I had used this move to make a reinforcement in the centre, I could have proceeded smoothly towards the goal.

White 30 was a frightening move, fully worthy of being called a 'fiendish' move (onide). If Black plays at 'a', White of course extends at 'b', reducing Black's eye shape to zero in sente.

In this pinch I was fortunate that I had plenty of time left. For perhaps ten or fifteen minutes I looked around the playing hall and gazed at the window. I was doing my utmost to control my panic.

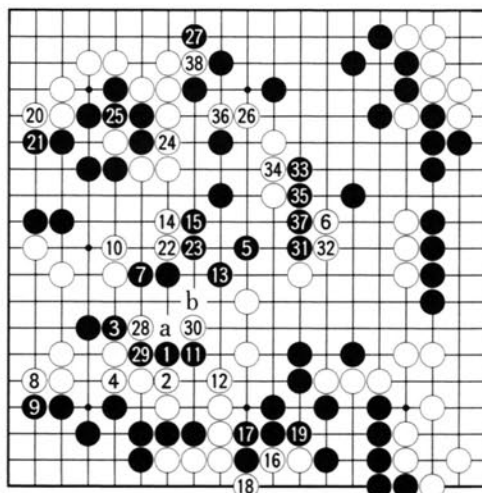
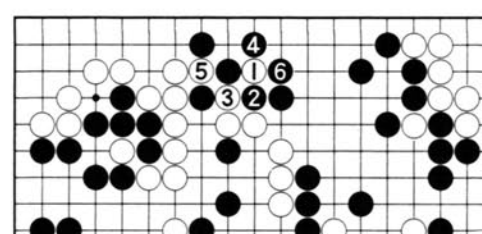


Figure 3 (101 - 138)



Dia. 3

I then set out to find a way out. Finally I was able to discover a counterattack. Realizing that I was doomed if this measure failed, I turned on my tormenter, attaching at 31 and peeping at 33.

When I extricated myself with good aji with 37, I had tided over the worst of the crisis, but if White had used 38 to attach at 1 in Dia. 3, the game would have been very close.

Dia. 3. If White attaches at 1, he can link up in sente up to 5. This would make the game very close. If Black plays 2 at 4, White connects at 2, and the white stones are linked up as they stand.

I still shudder at the memory of this game.

Figure 4 (139 - 200), Figure 5 (201 - 251)

Black wins by 4½ points.

After this close call, I shared second place with Chan on 5-1. Song of China was leading the field on 6-0 and since he had already beaten Chan, it looked as if once again China was going to romp away with the championship. However, the last two rounds had some surprises.

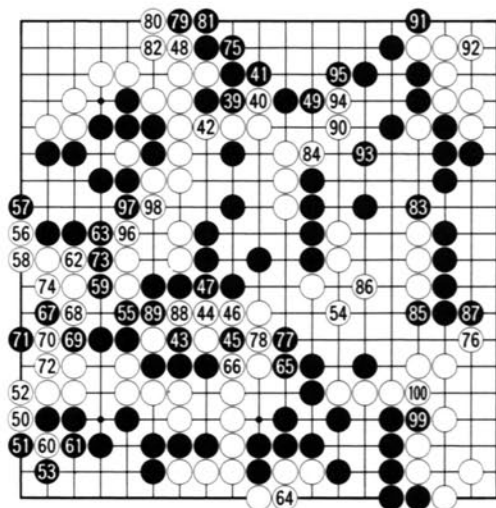


Figure 4 (139 – 200)

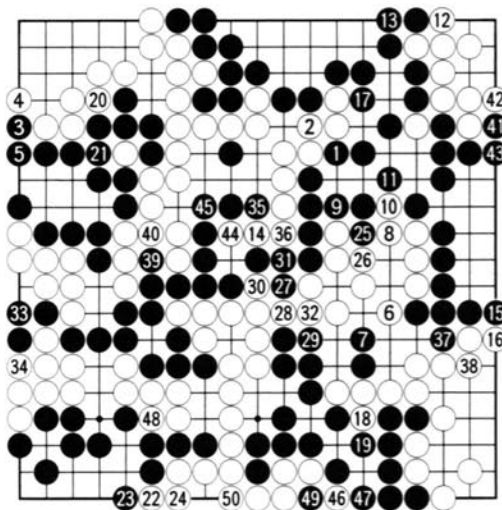


Figure 5 (201 – 251)

51: connects

Japan v. China (Round 7)

On the morning of the fourth day I had my long awaited encounter with the Chinese representative Song Xuelin. This day of all days I was resolved to fight with determination; I played as if this might be the last big game of my career.

Beginning in 1961, I have made six visits to China. The main difference I notice each time is

the improvement in skill; the unchanging points are the enthusiasm of the players, their courteous, serious attitude, their earnestness. From 1973 on, after the Cultural Revolution finished, Chinese go has experienced a period of tremendous growth. Its momentum makes it apparent that before too long Japan's position will be challenged.

This was my first game with Song. He comes from Chengdu City in Sichuan province in the west of China. Sichuan is sometimes called the home of go and the game has flourished there since ancient times. Many of the top Chinese players, including Kong Shangming, hail from there.

I remember that about ten years ago Song won the All-China Youth Championship with a perfect record. This tournament is open to players aged 15 and under, and past winners include such prominent players as Jiang Zhuxiu (older brother of Jiang Zhujiu 8-dan) and Ma Xiaochun. It is literally the gateway to success in China.

From the first day of the tournament, Song made a habit of going into a room adjacent to the playing hall and meditating quietly by himself. He would stay there for from 30 minutes up to about an hour. To me he seemed like a statue of someone praying – his posture had something beautiful about it. I don't know what his objective was, but I imagine it was to concentrate his mind and maintain his composure. Or perhaps there was something wrong with his health. Watching him from a distance, I learnt from him how to meditate. If anyone had seen us, it must have looked strange, just the two of us in this big room.

The Chinese players all impress me with their composure. They have a marvellous control of their feelings, a boldness not easily shaken, a trained and disciplined courage. In a competitive sport, spiritual elements play an important role; I have been saying for years that instead of going on about technique as we do in Japan we should learn about this spiritual side of go from the Chinese. As a first step, I followed Song's example during this tournament.

However, for some reason Song stopped meditating. I still don't know why, but I regret it. From the third day I was alone.

White: Song Xuelin (China)
 Black: Kikuchi Yasuro (Japan)
 Played on 30 May 1986.

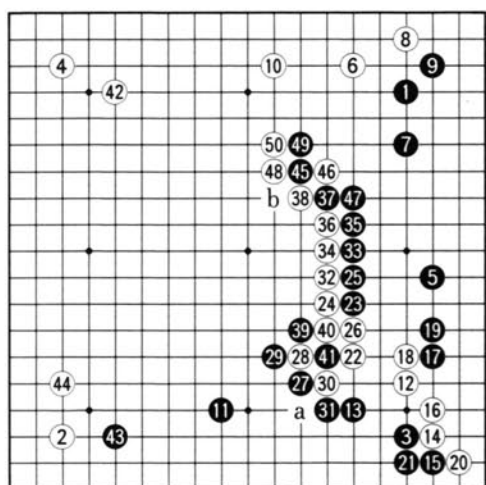


Figure 1 (1 - 50)

Figure 1 (1 - 50). Success of a surprise attack

With 17 I hoped to take my opponent by surprise. The usual move is 1 in Dia. 1, but that would let him settle his group with 2. This is not bad for Black, but I did not want it to become a leisurely game.

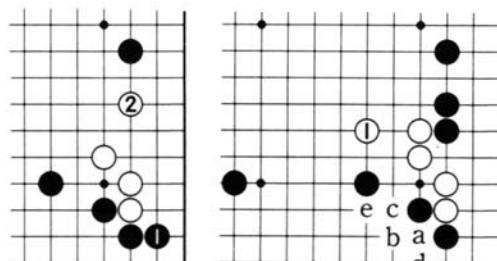
White's play after this was funny, so one can conclude that the surprise attack of 17 worked. By 27 I felt that the game was going well for me.

The exchange of 20 for 21 was dubious. White should simply have jumped to 1 in Dia. 2, leaving open the possibility of continuing with White 'a' through 'e'.

Consequently, Black would answer 1 with 2 in Dia. 3. White could then settle his group with 3 etc.

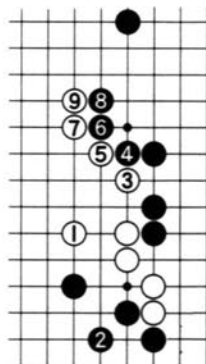
White 30 was also dubious. If I were White, I would probably have played 1 to 5 in Dia. 4. Perhaps Song was so taken aback by 17 that he lost his rhythm. If you compare the development in the game with Dia. 3, you can see that Black has greatly expanded his positions on the right side and at the bottom, especially the latter. Black has taken a lead in the opening at the cost of almost no effort.

Black 41 might have been too tight. The threat of a cut at 'a' by White was disturbing. Be that as it may, Black 45 was unthinking. I just assumed

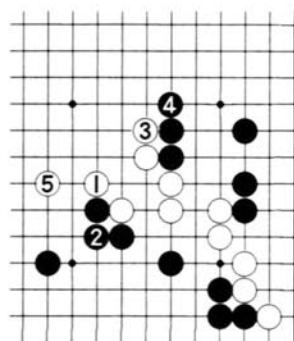


Dia. 1

Dia. 2



Dia. 3



Dia. 4

that White would extend at 'b' with 46, completely overlooking the blunt sequence pushing up from 48.

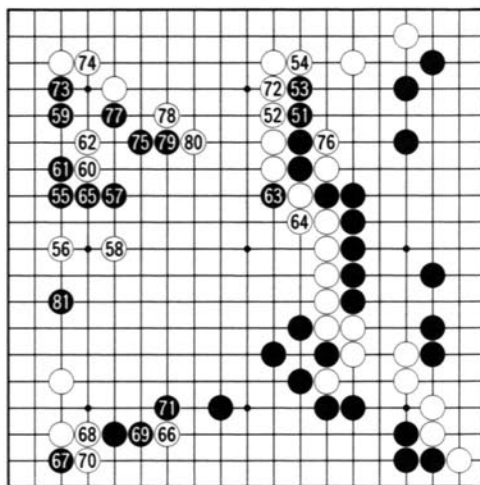
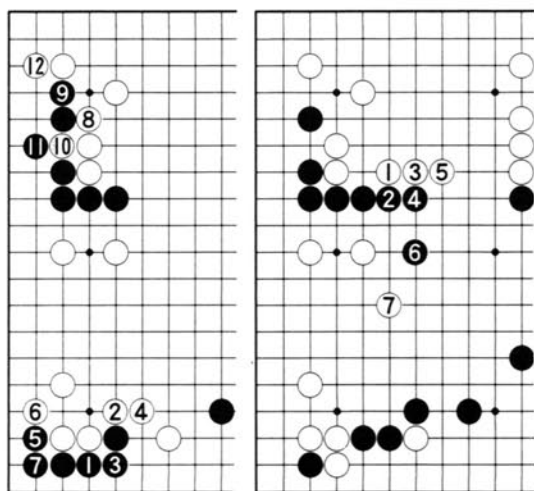


Figure 2 (51 - 81)

Figure 2 (51 - 81). The losing move

After 54, White 72 is sente, so Black has just helped White to build thickness in the centre and gained nothing in return.

'Damn!' I thought. I was in trouble. After meditating a while, I was able to calm myself.



Dia. 5

Dia. 6

You have to expect mistakes of this magnitude two of three times in the course of a normal game, so you mustn't be disheartened, I told myself.

This approach worked: my next move, the splitting move of 55, was the best move.

White had to attack with 60. Harassing this group was the only hope he had of getting back into the game.

White 66, 68. Song's aggressiveness showed that he realized the game was going badly for him. He attacked with great forcefulness at the most disagreeable point for me. I struck back just as forcefully with 69. Instead –

Dia. 5. If Black links up with 1, he makes White thick up to 4, while Black's position at the bottom is pushed in. Not only that, his group at the top is also adversely affected. White 8 to 12 are just one possibility, but this way the game would probably be lost for Black.

Incidentally, there was no immediate need for Black to exchange 63 for 64 while engaged in the fight on the top left, but ironically this exchange had an important influence on the outcome of the game.

White 72 was the losing move. Enclosing the top with 1 in *Dia. 6* was the only move. Black would then have still had to work quite hard for his win.

Why then did White play 72? It's a subtle point, but the answer has to do with the 63–64 exchange. When White later captures the four black stones with 76, Black 63 becomes a bad move, as Black loses the cutting point at 64. In

other words, that increases the value of White's moves at 72 and 76, so one can understand the temptation to play them. Nonetheless, capturing the four stones was irrelevant in the current state of the game.

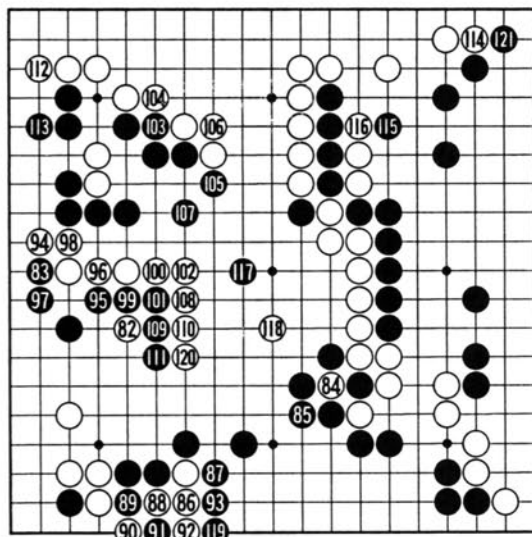


Figure 3 (82 – 121)

Figure 3 (82 – 121). *Wrapping up the game*

I took no chances, answering 84 at 85 and 86 at 87; I was heading single-mindedly towards the goal.

White 94. Song probably realized that this move was unreasonable. When Black countered with the peep at 95 (playing this before 97 was correct timing), then pushed through at 99, then White had to be able to block at 101 to make a game of it. Since he couldn't, it was already lost for him.

Black settled his group at the top up to 107; all his defences were now in order. I was making doubly sure that come what may this game did not slip out of my grasp.

Note that Black should have made a hane at 112 before playing 103. If I had done this, my play in this area would have scored full points. In the figure I let White play 112 in sente.

I started to attack White with 117, but did not commit myself further because I sensed danger here. Black 119, capturing four white stones with good aji, represented a change of plans. When White defended at 120, I switched to 121, aiming to wrap up the game as fast as possible.

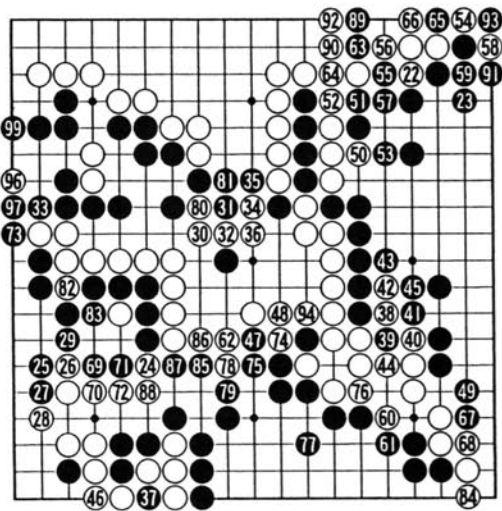


Figure 4 (122 – 199)
95: ko (at 65); 98: ko

Figure 4 (122 – 199). *A satisfying win*

For 24, the proper endgame move is White 25, but even so Black's lead of ten points on the board would not be affected.

I had finally succeeded in scoring a win off the Chinese, but it had not been easy. As far as this game was concerned, it seems that my determination to win was greater than that of Song's. I couldn't help wondering what would have happened if he'd kept up his meditation.

For Song, victory in this tournament was perhaps the first step towards becoming a professional. He must have been very upset to miss out.

White resigns after Black 199.

U.S.A. v. U.S.S.R. (Round 4)

One of the games that attracted a lot of attention during the tournament was the encounter between the U.S.A. and the U.S.S.R. in Round 4. It was almost certainly the first-ever tournament clash between representatives of these two countries. The drama of the game matched the drama of the occasion.

White: Ivan Detkov 6-dan (U.S.S.R.)

Black: Ron Snyder 6-dan (U.S.A.)

Played on 28 May 1987.

Commentary by Kato Masao, Oza.

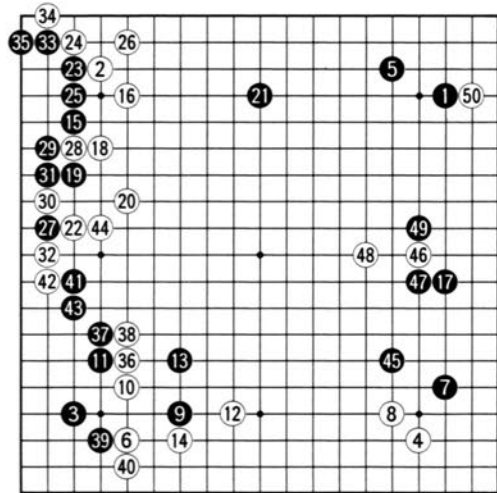
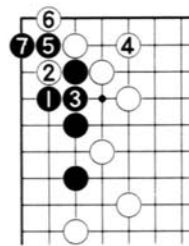
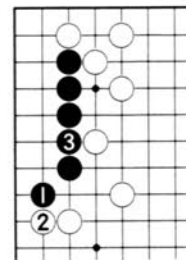


Figure 1 (1 – 50)



Dia. 1



Dia. 2

Figure 1 (1 – 50). *A good start for Detkov*

White 20 is an excellent idea. Detkov takes the initiative with 22.

Black 25 is heavy. The standard tesuji in this shape is dipping to 1 in Dia. 1. Up to 7 Black gets better eye shape than he does in the figure.

Black 27 is an overplay. Black 1 and 3 in Dia. 2 would make it easier for Snyder. White 28 and 30 are a good answer to 27.

Black 35. As will be seen later, White can get a ko here. White has taken the honours in the opening fight.

White 36. Good strategic judgement. Detkov's play has been impressive. Snyder pins his hopes on building a moyo with 45.

Figure 2 (51 – 100). *Snyder begins his fightback.*

White 50 (Figure 1) and 52 are the shape moves, but it would probably be better to keep 52 in reserve.

White starts the ko with 56 and promptly connects it with 62, as Black's ko threat at 61

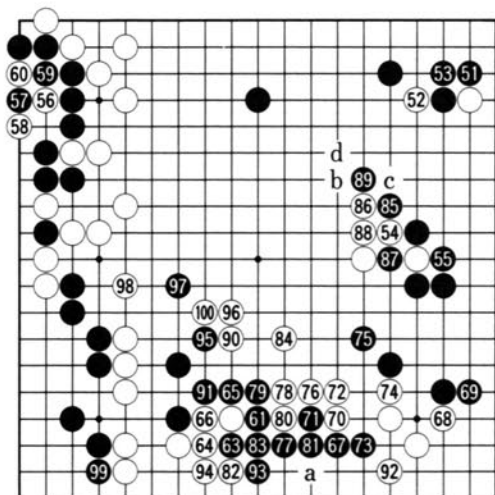
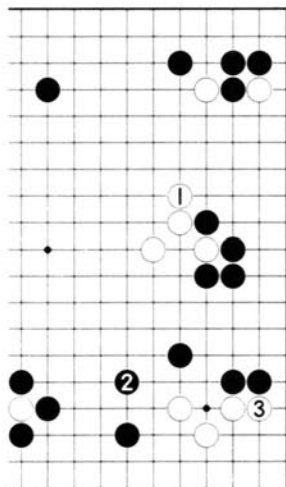


Figure 2 (51 - 100)
62: connects



Dia. 3

is too small. If Black is going to play here, the hane at 64 is correct.

White 62 secures 40 points of territory: White is way ahead.

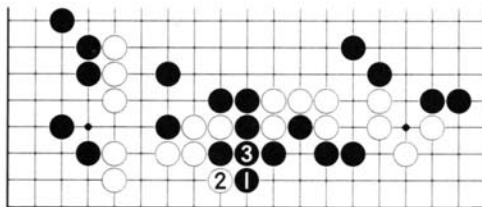
White 70. Overdoing things: White must extend at 1 in Dia. 3. If Black seals him in with 2, he can live with 3.

White 80 is a bad move. White should simply atari at 82 and leave the peep at 'a'.

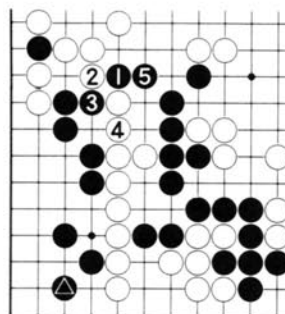
Black 81. Black replies with a bad move. Black 1 in Dia. 4 would secure better eye shape.

White 84. This was White's last chance to play on the top right. The hane at 85 gives Black a chance to recover from his setback in the opening.

White 90. Better to play White 'b', Black 'c',



Dia. 4

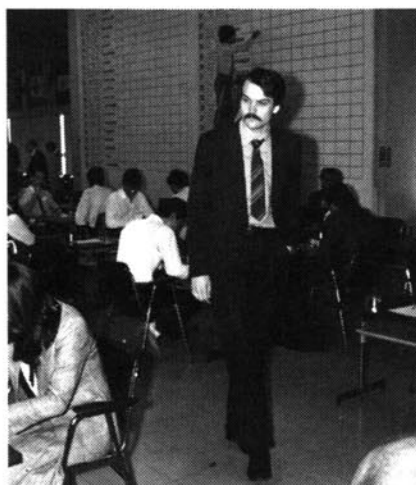


Dia. 5

White 'd'. White hopes to take a decisive lead by attacking the black group at the bottom, but this group is not as weak as it looks. On top of that, White makes a mistake in his attack.

White 92. Better to attack at 93, securing White's own base.

Black 95 is a good move, but not so 99. If Black held back a little, playing the marked stone in Dia. 5, he could aim at counterattacking later with 1, as the white group does not have eye shape. Black is catching up, but White is still ahead.



The peripatetic Detkov: he is shown here returning from a tour of inspection of the other games during his first-round game with Isele.



Snyder in a typical pose during his game with Detkov.

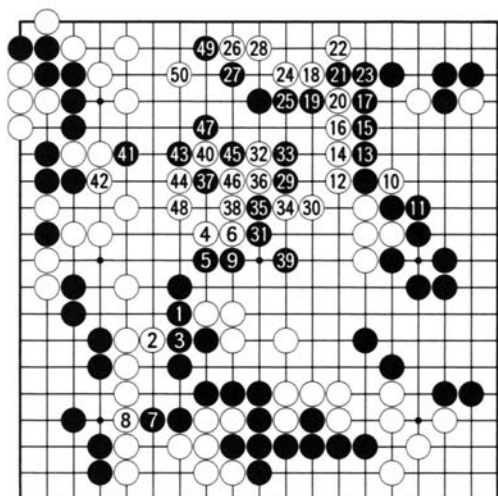
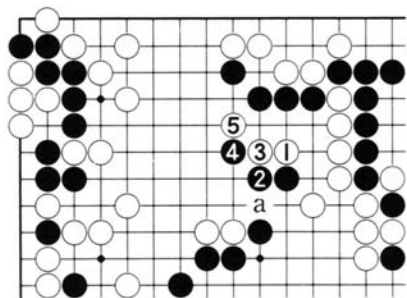


Figure 3 (101 - 150)



Dia. 6

Figure 3 (101 - 150). An upset
White 32. The vital point seems to be 1 in

Dia. 6. If Black 2, White can cut off the black stones above with 3 and 5. If Black 2 at 3, White 'a' works perfectly.

White 38 is the losing move. If White simply attached at 40, leading to Black 43, White 47, he would maintain a small but definite lead.

With 47 Black stages an upset.

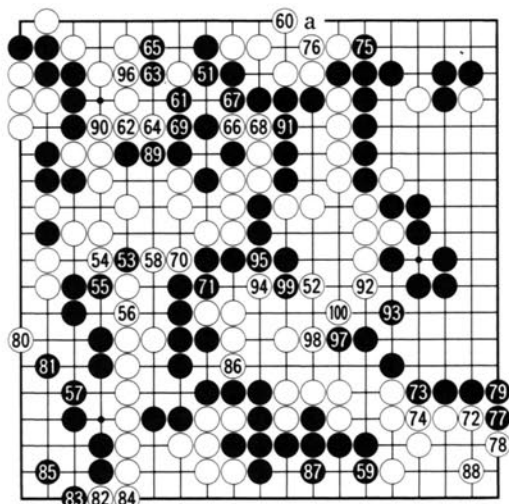


Figure 4 (151 - 200)

Figure 4 (151 - 200). The gap widens.

White 60 should be at 'a'.

Black 75. Black 76 would kill the group.

Black 87 ensures a sente seki if White makes a placement.

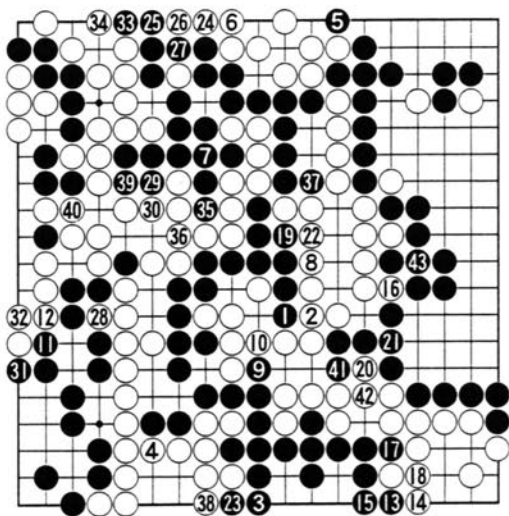


Figure 5 (201 – 243)

Figure 5 (201 – 243). *Never say die.*

Snyder won this game because he refused to give up. It was his best performance of the tournament.

Black wins by 19½ points.

Poland v. Holland (Round 3)

The best performance by a Westerner was the 6th place taken by Janusz Kraszek of Poland. The decisive game for him was his win over Ronald Schlemper, the 1985 and 1986 European Champion. Janusz and Schlemper finished at the head of a group of eight players on five points; the two had the same SOS score and the same SODOS score, so Janusz edged Schlemper out of a tie for 5th place by virtue of the fact that he had won their encounter.

White: Janusz Kraszek 5-dan (Poland)
Black: Ronald Schlemper 6-dan (Holland)
 Played on 28 May 1986.
Commentary by Kato Masao, Oza.

Figure 1 (1 – 50). *Kraszek starts well.*

Black 21. Black could have followed Dia. 1, but presumably he disliked White 2.

White 22. White 1 in Dia. 2 would let Black make good shape with 2. Playing 22 and 24 before 26 is correct. The continuation to 44 is natural. However, Black 45, though it looks like

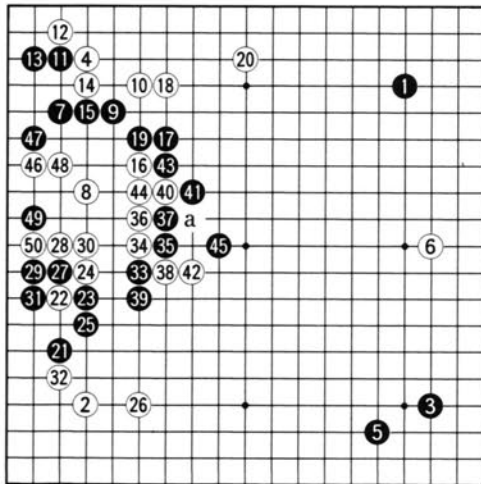
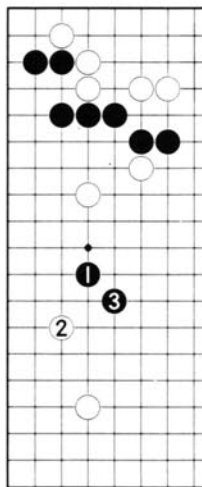
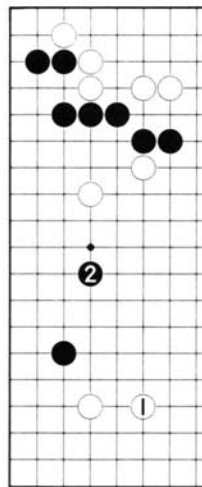


Figure 1 (1 – 50)



Dia. 1



Dia. 2

good shape, is a little thin. Connecting solidly at 'a' is preferable.

Black 49 is a bad move, as it invites White to attack Black's own eye shape with 50. Black should do nothing here, so as to leave open the option of crawling at 50.



Janusz Kraszek

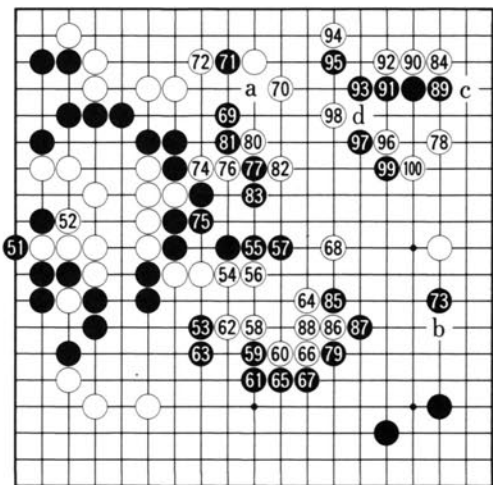
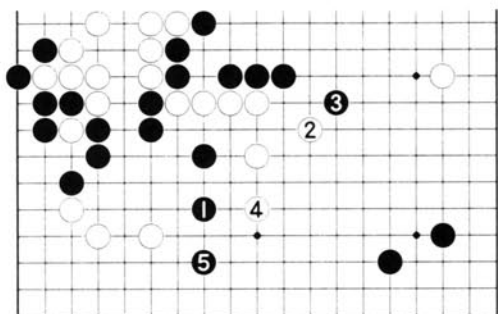


Figure 2 (51 – 100)



Dia. 3

Figure 2 (51 – 100). *White's all-out attack*

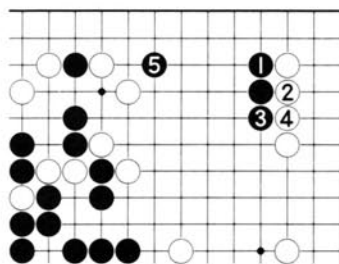
Black 59 is bad, of course: it violates the maxim, don't attach against stones you are attacking. Dia. 3 shows the proper way to attack here. If White 2, Black 3 is a good follow-up. Schlemper is playing a little erratically in this game. Black 59 makes it easy for White to make shape with 60 to 64.

Black 69 is meant to alleviate the weakness of the cutting point at 74, but there is still bad aji. Black must be regretting his mistake with 45 in Figure 1.

White 70 is an ingenious move: it not only defends the top but also attempts to exert influence to the right. Nonetheless, it is inferior to the honte (proper move) of 'a'. Sooner or later, a makeshift move is bound to have its defects exposed. This one move shows both Kraszek's strengths and his weaknesses.

Black 73. Black 'b' would be good enough.

White 74 is premature, as is demonstrated by the fact that White is immobilized by 77. At one



Dia. 4

stroke all of Black's bad aji has been cleared up; since he has more territory, he takes the lead.

Black 79. Black should defend at 'c'.

Black 89 marks the beginning of Black's fall. He should instead keep things simple by following Dia. 4.

White 94 is slack: he should jump to 96 immediately. However, Black makes a move just as slack with 95: he should seize the opportunity to jump to 96. When both sides play badly in an exchange, the side making the last mistake suffers more.

White gets his all-out attack launched properly with 96 and 98. Black had probably underestimated its severity; when the attack actually comes, he finds it very hard indeed to deal with it.

Black 99 is aji-keshi (destroys aji). Black should simply connect at 'd' and aim at counter-attacking with Black 100 later.

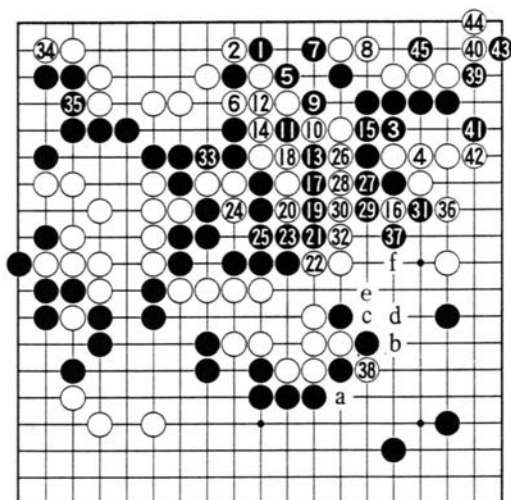
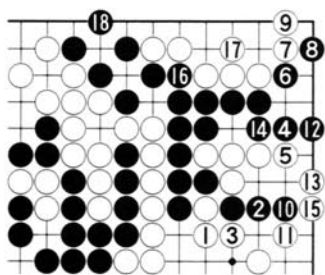


Figure 3 (101 – 145)



Dia. 5

Figure 3 (101 – 145). A magnificent attack

Black 1. Black desperately seeks sabaki (a way to settle the group), but he is in bad trouble. Note that with 3 Black should first throw in at 4 before making the atari: reducing White's liberties here might help him later.

White's attack gets into gear with 18 etc. Even his two captured stones play a role with 22 and 24; not only does 32 become sente, Black is also forced to play 35 to live with his group.

White 36. Following Dia. 5 would be quicker. White would take a decisive lead.

Black 39. If Black connects at 'a', White continues with 'b', Black 'c', White 'd'; if Black keeps trying to escape with 'e', White 'f' next will either capture the four stones here or the group above.

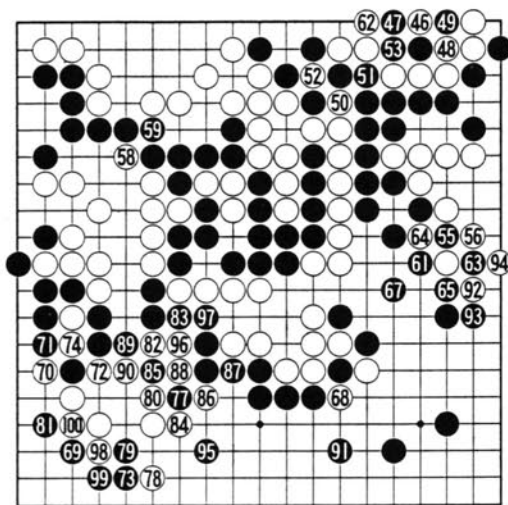


Figure 5 (146 – 200)

Ko (at 46): 54, 57, 60; 66: connects (at 55); 75: takes (below 74); 76: retakes (at 74)

Figure 5 (146 – 200). Black lives, but . . .

Black gets a ko at the top, but the only ko threats he has are ones to get life for his group, such as 55, so the issue has already been settled. White 68 sets up an easy win and thereafter White just concentrates on playing cautiously.



This game between Schlemper (left) and Kraszek eventually decided who would take the top place by a westerner.

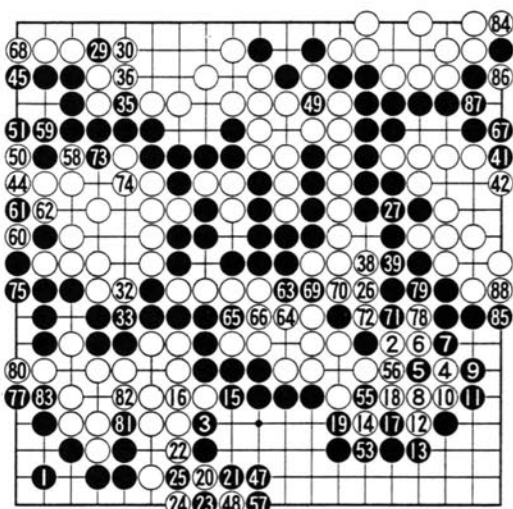


Figure 6 (201 – 290)

Ko (at 20); 28, 31, 34, 37, 40, 43, 46; 52: ko (above 49); 54: connects (at 49); 76: takes (at 60); 89: ko (at 23); 90: connects (at 25)

Figure 6 (201 – 290). An important win

Black plays out most of the endgame, but White maintains a lead of nearly ten points on the board. The players could hardly have foreseen how important this third-round game was going to be in deciding the final placings.

Black resigns after White 290.

Hong Kong v. China (Round 5)

Chan's prospects of winning the tournament suffered a serious blow in the 5th round. At this stage, it looked as if the tournament would be a repeat of all the others, with China racing ahead of the field. This impression was confirmed by the decisive manner in which Song won this game.

White: Chan Ka Yui (Hong Kong)

Black: Song Xuelin (China)

Played on 29 May 1986. *Commentary by Kato.*

Figure 1 (1 – 50). Song goes for thickness.

White 26. White 1 in Dia. 1 would be just as good or perhaps even better. If Black 2, White 3 erases Black's influence at the top. With 27 on, we get the second division of profit and influence in this game.

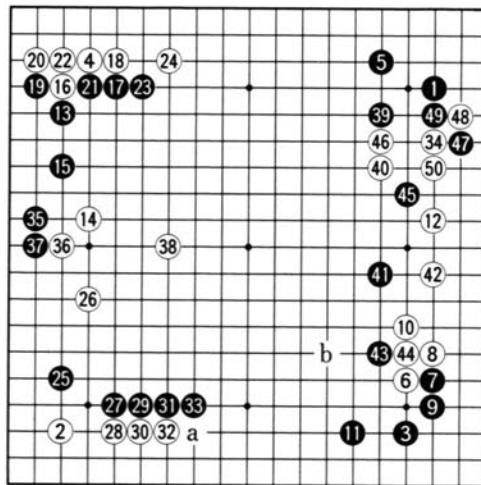
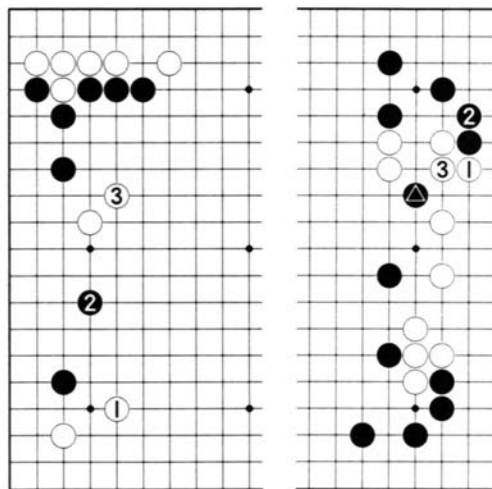


Figure 1 (1 – 50)



Dia. 1

Dia. 2

Black 39. Black 'a' would be extremely thick; if then White 39, Black could build up his moyo with 'b'. This result would be good for Black.

Black 45 might be a little premature, but White handles it the wrong way. Instead of 48, which gives Black too much profit, he should just block at 1 in Dia. 2. After White 3, the marked black stone doesn't look very effective.

Figure 2 (51 – 100). Song takes a tight grip on the game.

Black 57. A good forcing move.

White 64 is too small. Black's corner group here is as solid as a rock, so 64 has no effect on it.

Black 69 and 71 are a good sente combination. White can aim at cutting at 'a', but Black

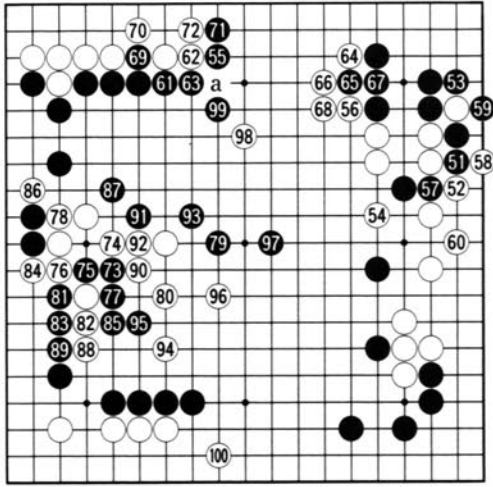
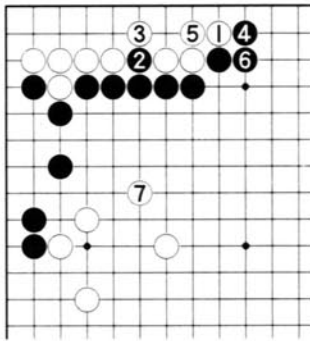


Figure 2 (51 - 100)



Dia. 3

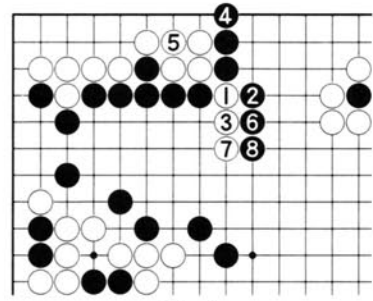
expects to be able to cover that weakness by attacking the white group on the left side. That judgement shows a good intuitive grasp of go on Song's part.

The following observation belongs in the category of retrospective wisdom, but it is now clear that White should have used 64 to follow Dia. 3. He would keep sente up to 6, so he could next reinforce the centre group with 7. Black 73 is very severe, backed up as it is by strong black positions above and below.

White 78. Painful but necessary. Black now attacks on a large scale with 79; he looks like covering his weakness at 'a'.

Black 81. Black could also atari at 82, but he is prepared to give up the two stones on the side in return for settling the shape. In any case, capturing the two stones doesn't give White two eyes.

White 98. As far in as he can go. His prospects from cutting at 1 in Dia. 4 would be dismal. Black 4 is sente, so Black swallows up



Dia. 4

the invader.

White 100. The centre group is still weak, but White has to try to make a game of it territorially.

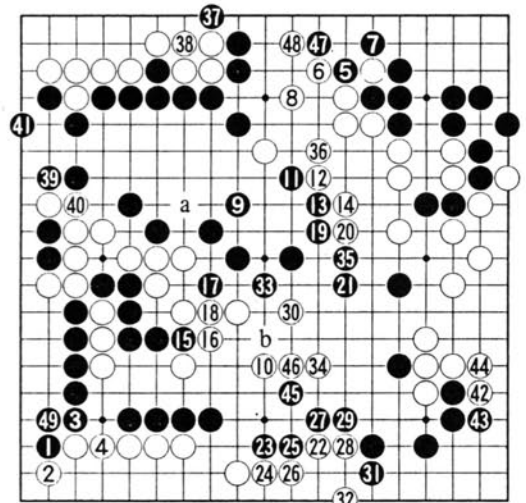


Figure 3 (101 - 149)

Figure 3 (101 - 149). *Black plays solidly.*

Black 9 covers the weakness around 'a' and aims at continuing the attack with 17.

Black 11 is a good point; playing here makes it hard for White to upset Black's lead, even though the game is close.

Black 21. Saving the isolated black stone serves at the same time to threaten the centre white group - an ideal development for Black.

White goes all out with 22, but Black is content to answer solidly with 23 etc. If White plays 30 at 31, his centre group will not survive Black's attack at 'b'.

Black 41 and White 42 are miai. Black 49 is the last large endgame point.

This game looked close, but Black's attacking

potential made the difference. Playing thickly may look slow, but it proves its worth as the game progresses. The only thing is that it needs considerable strength to use thickness effectively.

After 47, it becomes clear how pointless White 64 in Figure 2 was; it may have been the losing move.

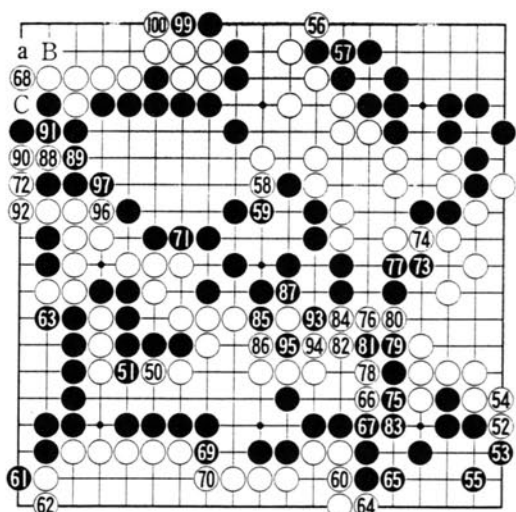


Figure 4 (150 – 200)
98: ko (above 95)

Figure 4 (150 – 200). A safe win

The endgame is long and drawn-out, but despite being in byo-yomi neither side makes a mistake.

Black 63 is a proclamation of victory; if Black were behind, he would hane at 68, in which case White could play a ko with 'a', Black

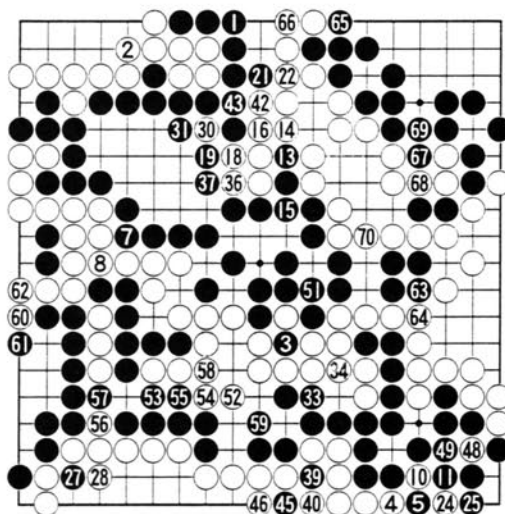


Figure 5 (201 – 270)
Ko (over 3): 6, 9, 12, 17, 20, 23, 26, 29, 32, 35, 38, 41, 44, 47, 50. White wins and connects the ko.

'b', White 'c'. As it is, this would be an unnecessary complications for Black.

The ko that starts with 95 has no effect on the result.

Figure 5 (201 – 270). A victory for thickness

At this stage an observer could have been excused for expecting China to run away with the tournament yet again, so impressive was Song's use of thickness and his coolness under fire. Chan did not make any glaring errors, which makes Song's victory all the more commendable.

Black wins by 2½ points.



At the Farewell Party: (from left) Ye, Mrs. Go, Go Seigen, Chan Ka Yui.

China v. Korea

After his loss in the 7th round, Song was virtually out of contention for 1st place. Even if he had won his final game, he would have lost on SOS to Chan (the two ended up with the same SOS of 43, but if Song had won his final game, Chan's SOS would have gone up to 44). That meant that his only chance was if Petrovic of Yugoslavia beat Chan in their 8th-round game, on the face of it – no disrespect intended to Petrovic – a rather long shot.

As it turned out, these intricacies of the Swiss system were irrelevant, as Song lost his final game to Kim. For the latter, this was probably his best game in four appearances in the world championship.

White: Kim Chul-jong (Korea)

Black: Song Xuelin (China)

Played on 30 May 1986. *Commentary by Kato.*

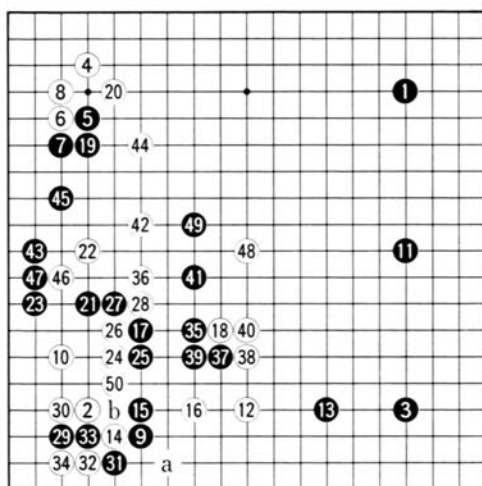


Figure 1 (1 – 50)

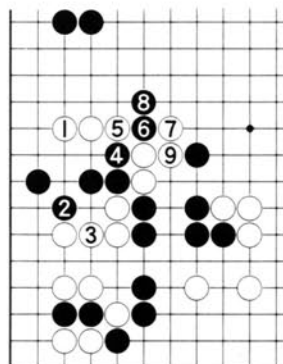
Figure 1 (1 – 50). *A frontal clash*

Fighting starts early with White 22. When Black invades at 29, he leaves the sequence unfinished as later he may prefer to play 'a' rather than 'b'.

Black 41 must be at 43 but with 42 White misses his chance to catch the group on the side as in Dia. 1.

Figure 2 (51 – 80). *Letting White off the hook*

White 52 should be at 64: it is too soon to leave the battlefield at the bottom. Likewise



Dia. 1

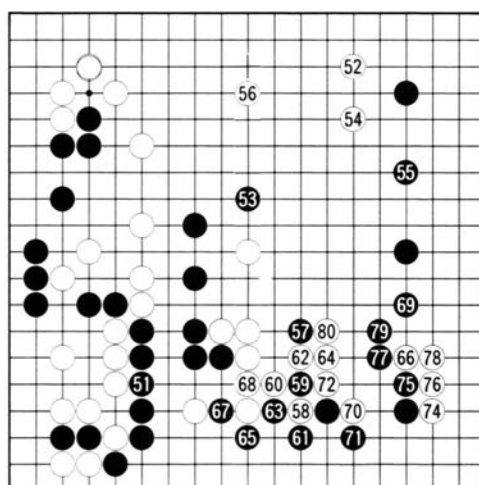
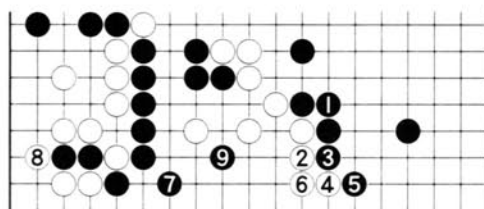


Figure 2 (51 – 80)
73: connects



Dia 2

White 56.

Black 57. The best point on the board: it must have struck White like an electric shock. With 58 and 60 he is squirming. But Black misses the best move with 61. Calmly connecting at 1 in Dia. 2 is the answer. Black 7 is sente, so he can strike at White's base with 9. White will have trouble living. White was probably quite relieved when he extricated himself up to 64. (Black 57 is now looking silly.) Next he lives inside Black's position with 74 etc.

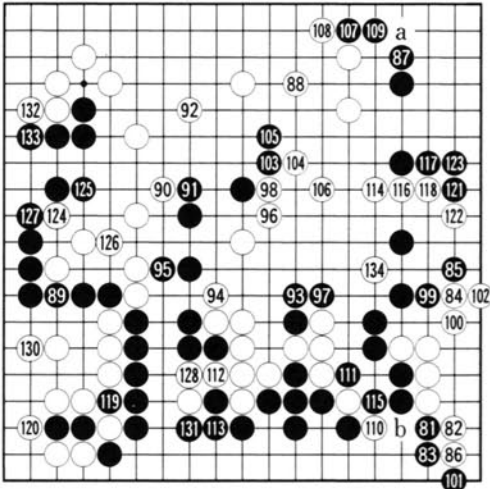
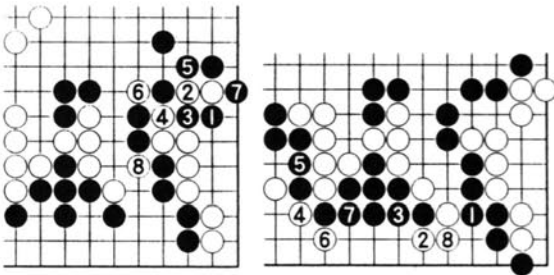
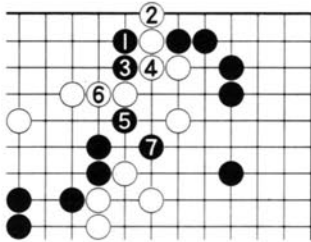


Figure 3 (81 – 134)
129: connects (below 119)



Dia. 3

Dia. 4



Dia. 5

Figure 3 (81 – 134). The losing move

White 88 is too complacent. Kim must have been confident that this put him ahead, but actually he only had a small lead. White should make do with White 109 here.

Black 99. Black can't play 1 in Dia. 3 as White counters with 2 to 8.

Black 107. In retrospect, the losing move. Apparently Black would have won if he had played at 112 (letting White exchange White 109 for Black 'a').

White 110. A clever move, setting up a cut at 'b'. If Black tries to avoid that with 1 in Dia.

4, he ends up in a worse predicament.

White 114 forestalls the black attack shown in Dia. 5.

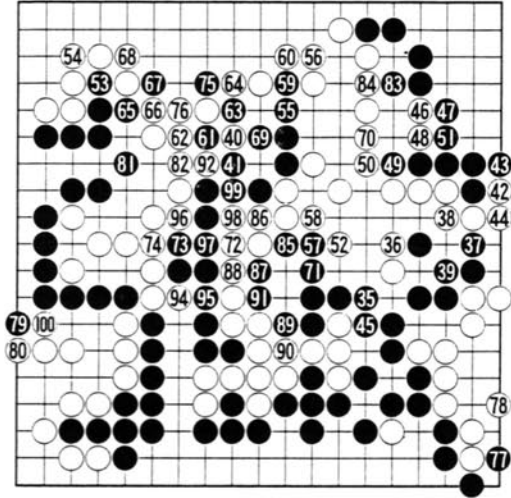


Figure 4 (135 – 200)
93: connects (at 40)

Figure 4 (135 – 200). A small lead.

Black 55. The exchange for 56 loses a point, but Black is aiming at the endgame tesuji of 61.

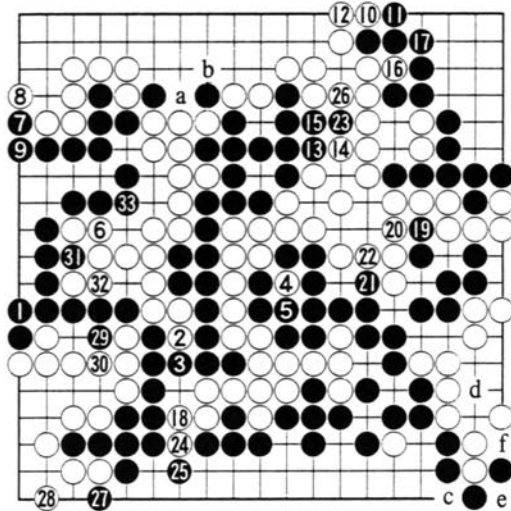


Figure 5 (201 – 233)

Figure 5 (201 – 233). A satisfying win for Kim

After the final move in the figure, 233, White has to add two stones at 'a' and 'b'. The final play in the bottom right corner is Black 'c',

White 'd', Black 'e', White 'f'.

Though it was by the narrowest margin possible, Kim secured his win. He was pushed into 4th place by Song on SOS, but winning this game must have been adequate consolation.

White wins by ½ point.

Yugoslavia v. Chinese Taipei (Round 5)

Rade Petrovic of Yugoslavia was the other player from Eastern Europe besides Kraszek to make a strong showing and in one respect his record was superior: his only losses were to players from the Far Eastern strongholds of go. Besides this game against Chinese Taipei, he also played China and Japan, so he certainly got plenty of good match experience.

White: Chern Mirng-Jihn (Chinese Taipei)

Black: Rade Petrovic (Yugoslavia)

Played on 29 May 1986. *Commentary by Kato.*

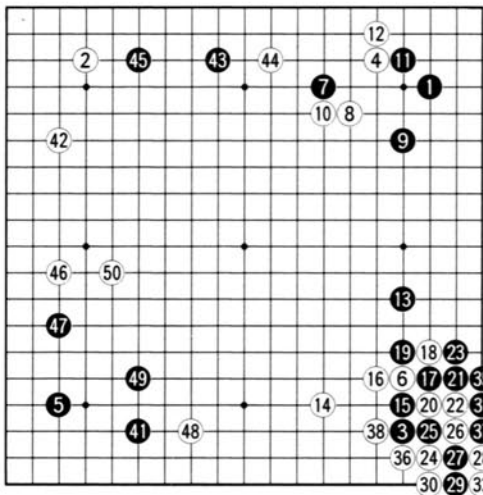


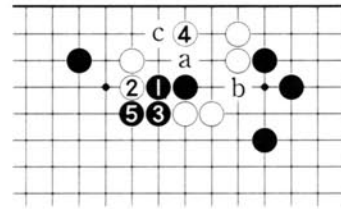
Figure 1 (1 - 50)

33: at 27; 34: at 29; 39: at 27; 40: at 26

Figure 1 (1 - 50). *Good joseki, bad fuseki*

Black 15 is the Hashimoto Shoji joseki and the sequence that follows is one of the more hazardous variations. Petrovic shows a commendable knowledge of the joseki; unfortunately, the result is clearly bad for him, however, as the result does not justify the extra move that Black has played.

Black 49 is too passive; this is his chance to move out with 1 in Dia. 1. White 4 does not



Dia. 1

make a good link, so White has trouble moving out into the centre. Black 'a' makes miai of 'b' and 'c'.

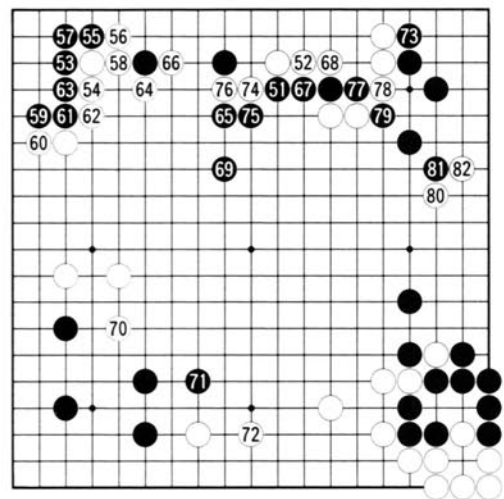


Figure 2 (51 - 82)

Figure 2 (51 - 82). *Failure to play the honte*

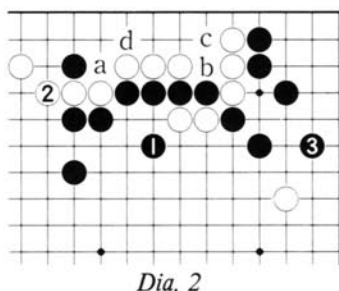
Black 51 should be at 67. Even with 53, Black should play at 67. The invasion at 53 is premature, as after the joseki the stones at 46 and 50 (Figure 1) make excellent balance with White's position at the top.

White 64 is the proper move (honte), but 66 is slack: it should be at 67. White 70 is also slack: it should be at 77. Black now has a chance.

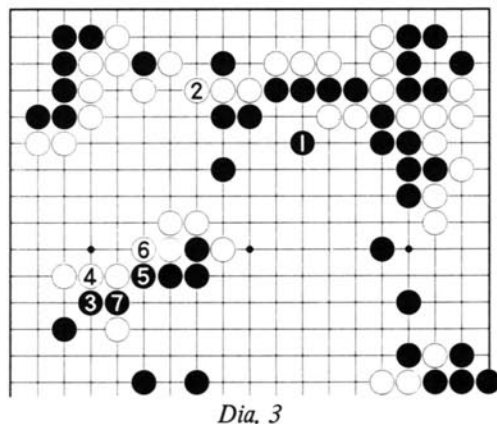
Black's position recovers when he cuts with 77 and 79, but then White plays a move that shows his class. White 80 is very hard to answer.

Black 81. The proper move is 1 in Dia. 2 (next page). White 2 is forced (if omitted, Black plays 'a', White 2, Black 'b', White 'c', Black 'd'), so then Black can defend at 3. This way he attacks the solitary white stone on a large scale. Missing this combination squandered an important strategic opportunity.

White 82 puts Black on the spot.



Dia. 2



Dia. 3

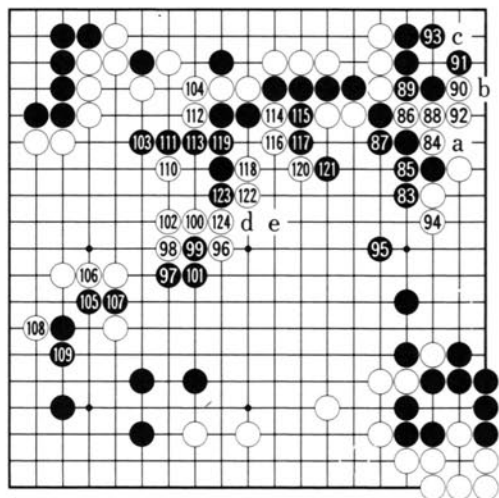


Figure 3 (83 - 124)

Figure 3 (83 - 124). Disaster strikes.

Black 83. Black has little choice but to continue his policy of emphasizing the centre. If he blocks at 'a', White plays White 85, Black 84, White 87. However, White now skilfully lives

on the side.

Black 93 makes White 'b' sente: correct is Black 'c'.

Black 95. Black 117 is still the correct move. White 96. This is reduction enough.

Black 103 is a very bad move; the exchange for 104 hastens Black's defeat. As always, the correct move is Black 1 in Dia. 3. White 2 is forced, so then Black could expand his bottom left area with 3 to 7. He would still be a little behind, but at least this way the game would be countable.

White strikes the deciding blow with 110 to 114. Black now suffers for his repeated failure to occupy the vital point of 117. His whole position collapses.

If Black cuts at 'd' after 124, White gets a ladder with 'e'.

Black resigns after White 124.



Chern defeats Petrovic.



Going over the game is more fun than playing it. Otake seems to be enjoying himself. People, from left: Richard Hunter (U.K./Tokyo), Otake, Eduardo Lopez Herrero (Argentina/Tokyo), Fulvio Savagnone (Italy, seated at board), Olli Lounela (Finland), Patrick Hochner (Alsace/Tokyo, seated), Shawn Banta (U.S./Tokyo), Bill Franke (U.S./Tokyo), John Power (Sydney/Tokyo).



A more serious discussion: Vladimir Danek (Czechoslovakia) and Roberto Alaluf (Argentina) go over their game with Kato Masao and Lopez Herrero.

INTERNATIONAL GO

China v. Japan

In the Far East, the highlight of international go for 1986 was the tour of Japan in the spring by a top Chinese team (which included five former World Amateur Champions). The Chinese took the honours, scoring 31 wins to 25 losses, but the Japanese had the consolation of scoring 8–8 in the best-of-three individual matches included in the team matches.

The most interesting clash was the best-of-three match between Nie and Kato on the top board. Kato won 2–1, but he did not have an easy time of it. Below we present the second game (the first, which Nie won, is given in *Go World* 48).

White: Nie Weiping 9-dan

Black: Kato Masao Oza

Played on 1 May 1986 at the Nihon Ki-in in Tokyo. *Commentary by Takemiya Honinbo.*

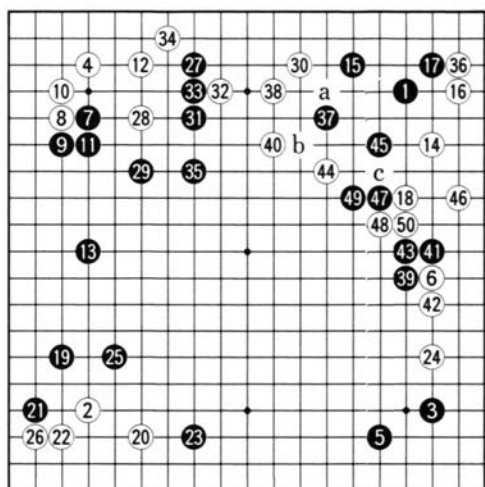


Figure 1 (1 – 50)

Figure 1 (1 – 50). *Tight play by both*

Both players build solid positions and play very tightly at the start. White 30, however, is aggressive: the light move at 'a' would be good enough. Instead of 36, jumping lightly to 'b' looks better.

Black 39 is a probe; Black wants to see how White answers before deciding whether to blockade at 40 or to attack the whole group by

stopping it from connecting at the top. White decides that the wisest thing is to tenuki.

White 46. Perhaps an overplay – linking up with 'c' would be simpler.

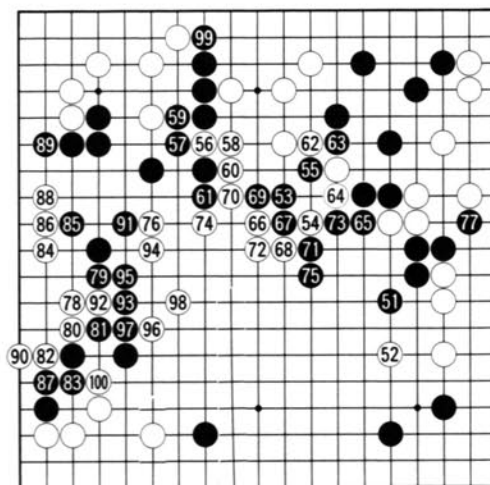
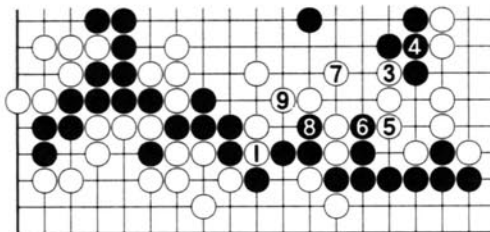


Figure 2 (51 – 100)

Figure 2 (51 – 100). *Kato's overplay*

White seems to be under pressure, but he pulls his group out with the superb sequence from 56 to 74. This sequence is proof that Nie is no ordinary player.

Black 77. An overplay – Black would have been ahead in territory if he had defended at 95. Black not only loses all his territory on the left side, he even loses his eye shape.



Dia. 1 2: at 'b' in Figure 3

Figure 3 (101 – 152). *Nie in the lead*

Black lives up to 23 but at the cost of giving White the lead.

White 52 is a mistake. Kato said that he would have lost if White had cut at 'a'. Black would capture the group on the top right with 'b'; White then saves his group on the side with 3 to

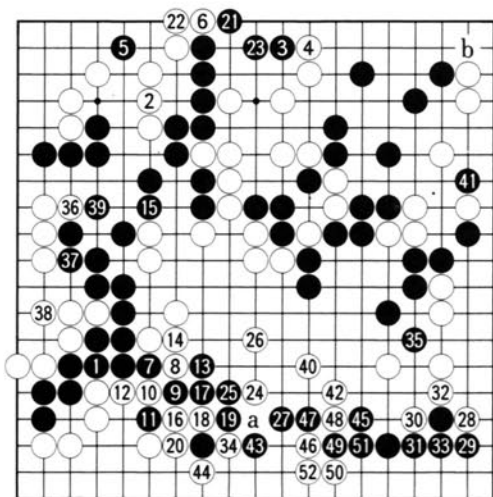


Figure 3 (101 – 152)

7 in Dia. 1, and the game would still be close.

Figure 4 (152 – 199). Kato scores an upset.

When Black hanes in at 53, White has to play 54 to make sense of 52, but then Black plays the clever combination of 55 and 57. Compare the result to 63 to Dia. 1. On top of that, capturing the white groups on the top and bottom right

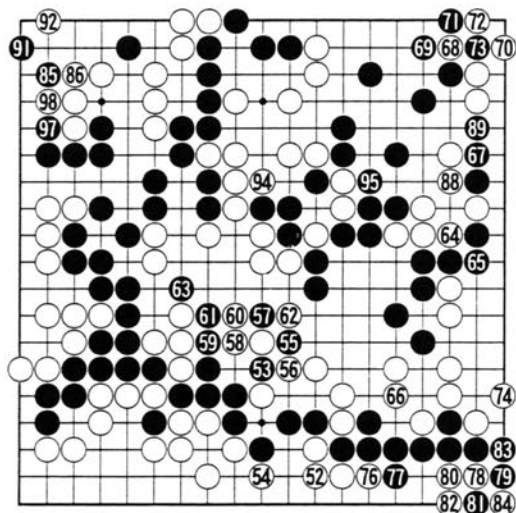


Figure 4 (152 – 199)

75: connects (at 68);

Ko (at 81): 87, 90, 93, 96, 99

is miai for Black.

Kato's upset in this game made up for the first game, in which he let slip a sure win.

White resigns after Black 199.

(From a commentary in 'Kido', July 1986.)

Kajiwarra in France

In the summer of 1986, Kajiwarra Takeo 9-dan made his first visit to Europe, accompanied by Nakayama Noriyuki 5-dan. It was supposed to be a holiday, but as it turned out Kajiwarra spent a lot of his time teaching go. In particular, he visited the French Summer Go Camp and the European Go Congress. We would like to present a handicap game he played at the former.

The French Summer Go Camp, held every July, has become an established institution over the last couple of years and more than 100 players from all over France attended the 1986 camp, held in the French Alps near Grenoble. At the camp, Kajiwarra played a teaching game with one of the newest French go players, the 16-year-old Farid Benmalek. Despite having played go for only nine months, Farid acquitted himself very well.

White: Kajiwarra Takeo 9-dan

6 stones: Farid Benmalek 1-kyu

Played on 8 July 1986.

Commentary by Nakayama 5-dan

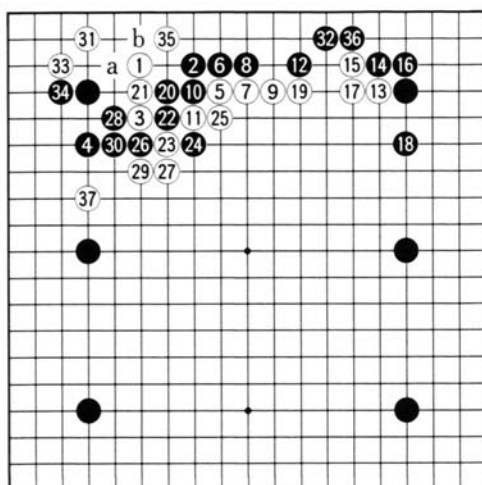


Figure 1 (1 – 37)

Figure 1 (1 – 37). The beginning is satisfactory for Black. The only improvement would be to exchange Black 'a' for White 'b', making White heavy, before playing 6.

Black 20 is the strongest move, but after he cuts Black is forced into bad shape with 30. After White lives, he counterattacks with 37.

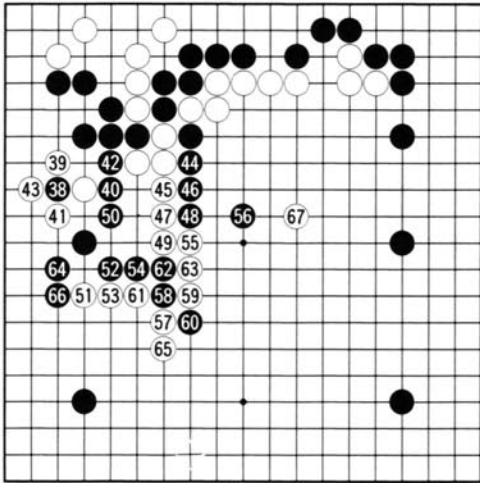


Figure 2 (38 - 67)

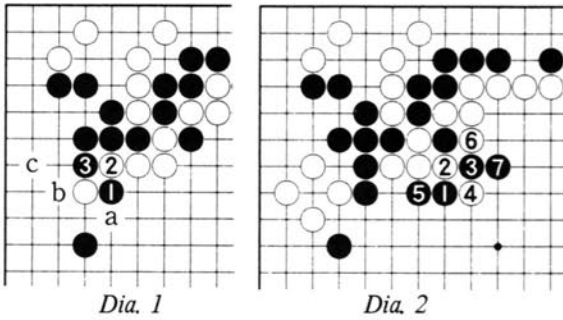


Figure 2 (38 - 67)

Black 38. Black makes a painful sacrifice to break out into the centre. Better would be intercepting with 1 in Dia. 1. A difficult fight would follow after 3, but Black would be able to handle it. The ladder with 'a' does not work, so White would descend at 'b', but Black is safe with 'c'.

Black's plan is to take compensation by attacking with 44, but this is not the best strategy. Kajiwara: 'Black 44 etc. show commendable fighting spirit, but regrettably they are a mistake in direction. Pushing White into the centre leads to a chaotic fight when White attacks at 51. In positions like this, Black should press at 1 in Dia. 2. If White 2 and 4, Black fights with 5 and 7. This way all the pressure would be on White.'

Black 58 and 60 show the right spirit. Black

saves his group, but White expands the battle-front with 67.

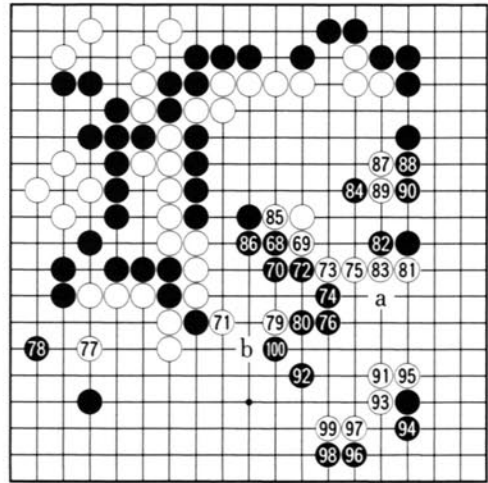


Figure 3 (68 - 100)

Figure 3 (68 - 100)

Black 76 looks like bad shape (it gives White the peep at 79), but actually it is a strong move. It aims at 'a', so White is forced on the defensive with 81 and 83.

Black 80. Peeping first at 'b' is good style.

White 91 starts the decisive fight. If Black can pass this test, he has a chance.

Figure 4 (101 - 150)

Kajiwara was taken aback by the skill with which Farid handled the fight at the bottom.

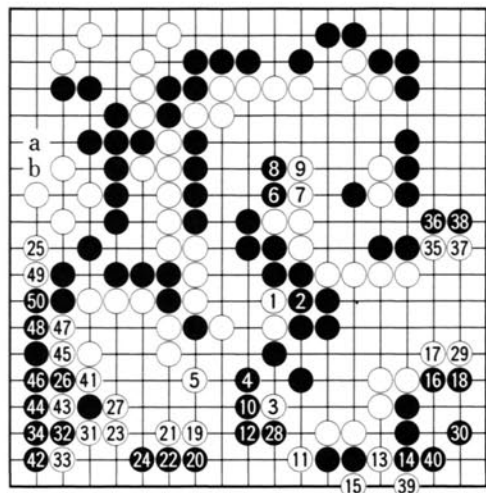


Figure 4 (101 - 150)

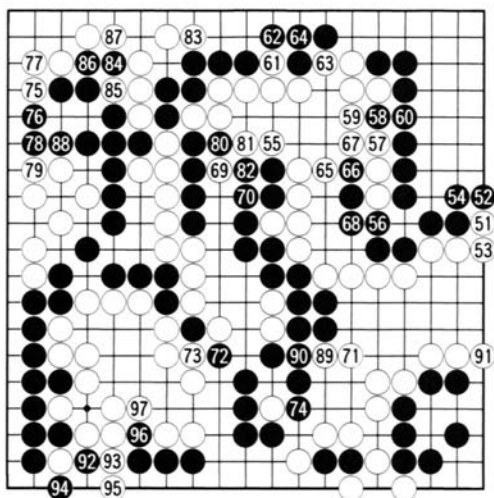


Figure 5 (151 – 197)

When Farid played 12, Kajiwara muttered: 'I've been had. There's something fishy.' He found it hard to credit that a player of just nine months' experience could handle a complicated middle-game fight so well.

White 21. If White tries to resist Black 20, his own group will die, so he has to let Black escape.

White 25. If omitted, Black kills him with Black 'a', White 25, Black 'b'.

Black 28 decides the game. White catches up a lot in the yose, but Black hangs on to his lead.

Figure 5 (151 – 197)

Moves 198 to 254 omitted. Black wins by 4 points.

(From 'Igo Club', December 1986)

Chinese Team Championship

Yet another strong woman player has emerged in China. The trio of Kong, Rui, and Yang Hui has already established itself as the top in women's go, but now the 24-year-old Hua Xueming 6-dan is bidding to join their ranks. Here is a game from the All-China Teams Championship in which she scores a decisive win over Rui Naiwei (who later in the year became the world's third woman 8-dan).

White: Rui Naiwei, then 7-dan (Shanghai)

Black: Hua Xueming 6-dan (Zhejiang)

Komi: 5½

Figure 1 (1 – 50)

White 28. A rapid developing move – the standard move is reinforcing at 'a'. Black's strategy with 29 is to start a large-scale fight in the hope of being able to exploit the weakness of the white group on the right side.

Figure 2 (51 – 100)

Hua launches her attack with 67, which destroys the eye shape of the white group. Black seizes the initiative here and keeps it for the rest of the game.

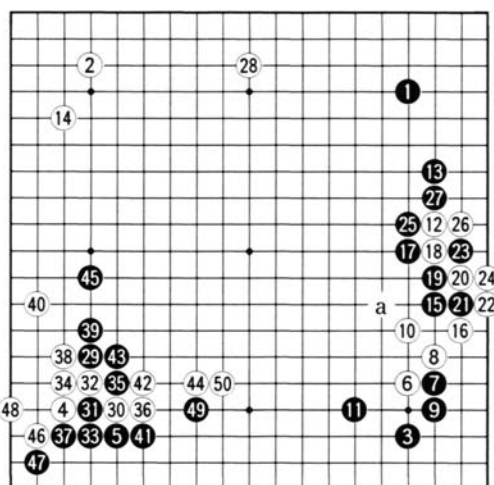


Figure 1 (1 – 50)

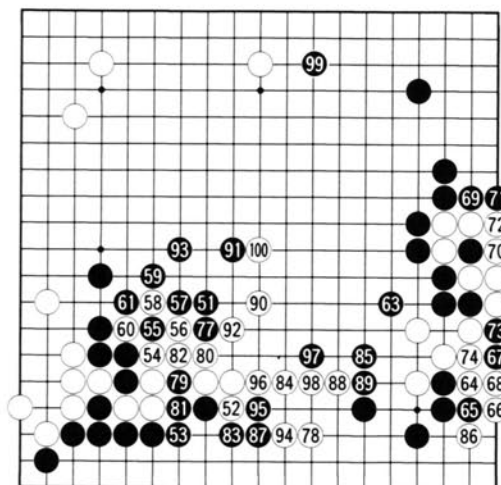


Figure 2 (51 – 100)

62: connects; 75: at 73; 76: at 67

Figure 3 (101 – 167)

White's counterattack at 8 leads to a surprising variation. However, she doesn't have enough threats to win the ensuing ko.

This game was a good strategic victory for Hua.

White resigns after Black 167.

1986 results

The All-China Championship (15–18 October) was won by Ma Xiaochung 9-dan for the second year in a row. Ma scored 12 straight wins. Second was Shao 7-dan on 10–2 and third Chen Linxin 7-dan on 9–3; The Women's Championship was won by Rui Naiwei 8-dan, also with a perfect 12–0 record. Second was Kong Shangming 8-dan, third Yang Hui 7-dan, and fourth Feng 5-dan, all of whom had 9–3 scores.

In the promotion tournament, Tsao Dayuan became China's fifth 9-dan. He also became the challenger for the New Physical Education Cup

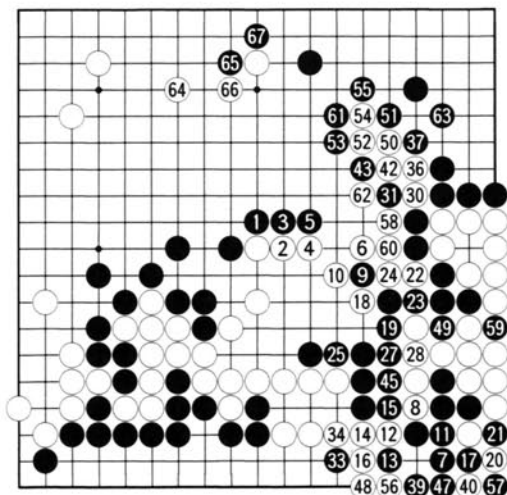


Figure 3 (101 – 167)

Ko: 26, 29, 32, 35, 38, 41, 44; 46: connects

and defeated the title-holder, Ma, in the first game. (Apparently Nie was absent from the above tournaments because of bad health.)

Korea: 29th Kuksoo Title

To conclude our brief coverage of international go, here is the game with which Cho Hun-hyun won the Kuksoo title for the 10th year in a row. The challenger, Suh Bong-soo, is Cho's main rival but lost this match 0–3. Cho is black.

Figure 1 (1 – 100). White's sacrifice strategy

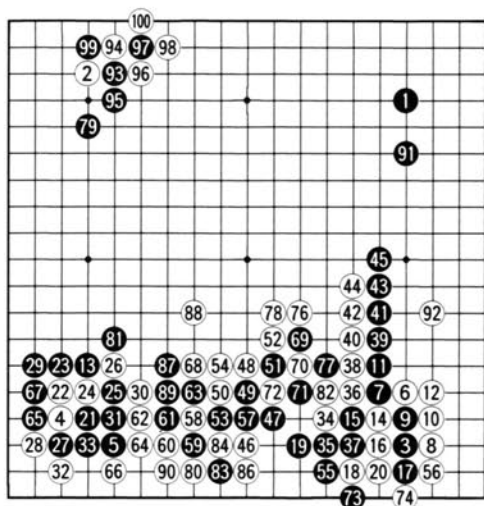


Figure 1 (1 – 100)

75: ko; 85: connects (at 58)

with 26 (instead of White 29) is an innovation. The enormous fight that follows at the bottom is breath-taking. It reminds you that go is above all a fighting art.

Figure 2 (101 – 191). White 2 should be at 'a'. Black is ahead, so he winds the game up peacefully.

White resigns after Black 191.

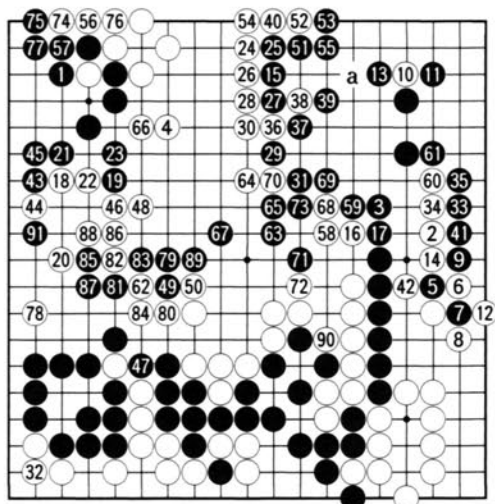


Figure 2 (101 – 191)



Tokimoto 8-dan teaching go in Indonesia



The top place-getters in the German Championship (center: Martin Dieterich)

Go Around the World

The following survey of go-playing countries is intended to supplement the detailed coverage given in the *1986 Ranka Yearbook*. It presents new information that has been made available to us in the last year. Since a separate club list is not given in this yearbook, revisions or additions to last year's club list are included in this section.

Argentina

There has been a change in the contact address. The new president and contact is:

Dr. Hugo Skolnik
Venezuela 1326
CP 1095 Buenos Aires
Argentina.

Australia

The main event of the year was the 9th Australian Go Championships, held, for the first time, in Hobart from 15 to 18 August. In attendance were a number of distinguished visitors: Tokimoto Hajime 8-dan and Konagai Masaru 4-dan from the Nihon Ki-in, Suh Bong-soo 8-dan and Park Chi-moon, amateur 6-dan, from South Korea (Suh is the number two player in Korea), and as competition referee Australia's own resident 9-dan Wu Songsheng. In the dan section, Suh swept all before him to become Australian Open Champion, and Dae Hahn won six of his seven games to become Australian Champion. Francis Tung won five of his games for 3rd place and the right to represent Australia at the 9th WAGC in Peking. In the kyu section Clive Katerlos came first, Steve Andrewatha second, and Jan Trevithick third. Geoffrey Gray won the Lightning Championship.

Another notable development during the year was the holding of the First AGA Go Camp at Mt. Buller in Victoria from 12–16 May. Go classes were held, with instruction by Wu 9-dan, followed by a tournament on 17, 18 May. This camp was such a success that a second camp was held in January 1987. Australian go also took a step forward when David Mitchell started production of the *Australian Go Magazine*. The only setback of the year was the loss to New Zealand in the third of the series of international matches (and the first to produce a result).

Changes to club list:

The Sydney Go Club now meets at the Chamber of Commerce and Industry, 7th floor, Arthur Young House, 83 Clarence St.

Address change: Clive Davies, 37/26 Park Avenue, Burwood, N.S.W. 2134. Tel. (02) 347-4814.

Canada

Youth Go in Canada

The first youth go clubs in Canada appeared in the fall of 1984 through the efforts of the Ottawa Go Club and the National Capital Chinese Go Club. Of 50 students active this year, five are at the high kyu level, 20 at middle kyu and 25 at low kyu.

There have also been youth activities in the Vancouver area (which sent the 1986 representative to the World Youth Championship in Taipei), and recently in the Toronto area. Approaching schools directly has been the way to go and has met with great enthusiasm from both teachers and students.

It is felt that the promise of go will best be fulfilled by teaching the game to the young. Our efforts are already showing results in the Ottawa area, where one third of participants in tournaments this year have been less than 16 years old.

(Report by Robert Lafleche, Youth Development Officer, CGA)

A History of the Ottawa Go Club

There are now well over 100 regular go players in the Ottawa–Hull area, and we are in the process of forming the National Capital Region Go Federation in order to organize it at the regional level. There are currently seven known clubs in the area with weekly meetings.

When Yoshi Tsuchiya, the first president and founder of the Ottawa Go Club, moved to Ottawa

in 1965, two colleagues at work, Kik Sikumi and George Leir, already knew of go from literature. These three and four other go players in the area including P.C. Chang and Tony Chen formed a small group in 1966 to play the game at members' homes, meeting on the first Tuesday of every second month. The group slowly expanded to about 15 players meeting monthly over the next four years. It was a miracle that the group continued to meet without evaporating in this period. In 1969 there were four dan players, all Oriental in origin. One, Professor Sheng (then in Electrical Engineering at the University of Ottawa) approached the Chinese Community Centre on Gilmour St. and obtained a biweekly meeting place.

In 1972, Alan Dalglish found a better meeting place at the Canterbury Community Centre. He was active during the following ten years as the club's secretary, treasurer, and distributor of books and equipment. The first inter-club match was held here against the Montreal Go Club in 1973. Around this time, Akira Mutsuura formed a Japanese go club meeting monthly at his west end home. This club was active for about three years. In 1975 Dr. Tsuchiya obtained permission from the University of Ottawa for a weekly meeting at the university. It initially supplied four sets and later added two more. These original four sets now belong to the University of Ottawa Go Club. There were two clubs for a time, the Ottawa Go Club (President Yoshi Tsuchiya) and the University Go Club (President To-Yat Cheung, a professor at the university). The membership of the club swelled to over 50 at this time, with free membership and easy access attracting many students and visitors.

In the early 1970's, Dr. Tsuchiya, Mr. Williams (Toronto), and Mr. Schwartz organized the Canadian Go Association. The history of this association was reported in the previous issue of *Ranka*.

In 1977 Dr. Tsuchiya formulated a computer rating system, which operated on regular club games from 1977 to 1983. This system confirmed the emergence of Ottawa's first occidental dan player, John Katic. Around this time, the club's key members were Dr. Tsuchiya, president; Randolph Smyth, treasurer; Ian Hogg, librarian; and Peter Letts, treasurer.

In 1980 the game of go was added to the regular Canada Day activities, with public demonstrations attracting many new players each year. This event was cancelled in 1984, the NCC having taken over the organizing of Canada Day activities. The Ottawa Meijin and Handicap tournaments started in 1980. The Meijin in 1981 and 1982 was Dr. Tsuchiya; it has since been won every year by Hsiung Dao-Ming.

In 1982, Tony Chen and P.C. Chang organized the Chinese Community Go Club, meeting weekly in the Chinese Community Centre. At about this time, Dr. Tsuchiya found that his career and family were leaving him with less and less time for running the club and so he resigned after 18 years as president. Since then, both Ian Campbell and Robert Lafleche have been president; Robert is now president of yet another club, the Hull Go Club.

Go is currently enjoying a nearly exponential increase in the Ottawa-Hull area, thanks largely to the perseverance of several volunteers and the solid base established by Dr. Tsuchiya. Ottawa is the first club in Canada to teach in the public school system, and the region now has over 100 players younger than 18. The seven regional clubs at present are: the Ottawa Go Club, president Ian Campbell; the Chinese Community Go Club, Charles Chang; the Hull Go Club, Robert Lafleche; the Corpus Christi (primary school) club, Steven Richards; the Chinese Community School Go Club, Charles Chang; the St. Alexandre (high school) Club; and the revived University of Ottawa Go Club, Ian Campbell.

Report by Yoshi Tsuchiya and Ian Campbell

Canadian Go 1986

Major tournament results:

Montreal

The Montreal Honinbo Tournament was won by the defending champion, Louis Leroux 5-dan, who defeated the winner of the Montreal Honinbo League, Yuzo Ota 5-dan, by 2-1. This tournament is played from January to March every year.

The Montreal Shodan Challenge Tournament, which is conducted parallel to the above tournament, was won by Bertrand Boilly with 10 points. Second was Tibor Bogнар on 9 and third Claude Malette on 8.

Section A of the Montreal Annual Winter Tournament, held on 22 February, was won for the

second year in a row by Sachio Kohara 4-dan of Montreal. Section B was won by Steven Mays 3-kyu (Montreal) and George Beck 1-kyu (Montreal). Section C was won by Ramesh Subramanym 4-kyu of Ottawa. This tournament is sponsored by the Consulate-General of Japan in Montreal.

Omnium de Go de Montreal was held on 17, 18 May, with 42 competitors. The winner was Harry Gonshor 5-dan of New Jersey. The best Quebecer was Andre Labelle 3-dan of Montreal.

Ottawa

1986 Meijin (Jan.—April): Hsiung Dao-Ming 4-dan.

1986 Handicap tournament (Jan.—April): H.C. Wong 1-dan.

1986 Ottawa Open (5, 6 April): Bruce Amos 5-dan (Toronto).

1986 Ontario Open (6, 7 Sept.): Hsiung Dao-Ming 4-dan.

Manitoba

The Manitoba Open Championship was won by John Chang of Winnipeg. He became the first holder of a perpetual trophy donated by the Manitoba Tsung Tsin Association. Equal second were Yan and Xinmeng Liao, both students at the University of Manitoba. The second division was won by Nhan Ngu Tran.

Winnipeg

The Winnipeg Winter Tournament (2 Feb.) was won by X. Liao, with James Fu coming second.

Toronto

The Toronto Open (15, 16 March) was won by Y. Yamaoka. Second was Bruce Amos.

The Kawartha Open (31 May, 1 June) was won by Pat Thompson. Second was C. Chang.

Computer Go Magazine

A magazine concerned with the application of computer technology to go and entitled *Computer Go* was founded last winter. Persons interested should contact the editor, David W. Erbach, whose address is: 71 Brixford Crescent, Winnipeg, Manitoba R2N 1E1. Tel. (204) 256-2537.

Address changes:

The new address of the Montreal Go Club is:

1365, rue Ste-Catherine Est
Montreal, Quebec.

The club meets on Tuesday and Thursday from 19:00 to 24:00. The contact address is unchanged.

The current address of the Quebec Go Association is:

Association Quebecoise des Joueurs de Go
4545, av. Pierre-de-Coubertin
C.P. 1000, Succursale M
Montreal, Quebec H1V 3R2.
Tel. (514) 252-3032.

Denmark

Go is steadily gaining popularity in Denmark and 1986 saw the foundation of a new go club in Arhus. The Danish Go Association was founded in May 1979 and at present there are four go clubs affiliated with it: two in Copenhagen, one in Odense, and one in Arhus. The association hosted the 1982 European Go Congress.

The main tournaments arranged by the Danish Go Association are the Ambassador's Cup, the Scandinavian Open Go Tournaments, and the Danish National Championship. The Ambassador's Cup is a handicap tournament held in late January in honour of the Japanese ambassador. The Scandinavian Open Go Tournaments are held in April and in 1987 they will include the Nordic Championship. The national championship is held in October with a qualifying tournament a month before that. The Danish Go Association welcomes all foreign players wishing to participate in these tournaments.

The Danish go stage has for many years been dominated by Frank Hansen. In 1986 the national championship was surprisingly won by Ulrik Bro-Jorgensen. A roundup of events during 1986 follows:

25, 26 January: Ambassador's Cup in Copenhagen (a handicap tournament) won by Esben Pedersen 11-kyu.

12, 13 April: 1986 Copenhagen Open won by Ulrik Bro-Jorgensen 2-kyu.

24–26 October: Danish Go Championship held in Copenhagen, won by Ulrik Bro-Jorgensen, 2nd Frank Hansen, 3rd Morten Mortensen.

The Danish champions:

1979: Frank Hansen 5-dan
1980: Dix Sandbeck 2-dan
1981: Frank Hansen 5-dan
1982: Dix Sandbeck 3-dan
1983: Frank Hansen 5-dan
1984: Frank Hansen 5-dan
1985: Jan Bjarke Frederiksen 1-dan
1986: Ulrik Bro-Jorgensen 1-dan

Officers of the Danish Go Association:

President: Frank Hansen, Nordre Frihavnsgade 24, 2100 Kobenhavn O Denmark. Tel. 01269460.
Treasurer: Lone Rasmussen, Middelfartsvej 269, 5200 Odense V Denmark. Tel. 09169840.
Secretary: Per Salversen, Raevehojvej 36, 2800 Lyngby, Denmark. Tel. 02888248.

The following revisions should be made to the club list in the 1986 Yearbook:

As a contact for the Ungdomscenter go club in Copenhagen, add: Fan Frederiksen Bredevej 26, 2830 Virum. Tel. 02857451.

The address of Finn Thomsen, a contact for the Odense go club, should be changed to: Skibhusvej 155 b 1th, 5000 Odense C. Tel. 09122417. The address of Erik Nielsen should read: Upper-smarsvej.

The contact for the Arhus go club is:

Thomas Heshe, Snebaervej 8, 8270 Hojbjerg. Tel. 06276261.

European Go Federation

1986 was a prosperous year for the European Go Federation. Most of the national organizations passed through a phase of consolidation. The playing strength in all classes has become closer and the rising generation had some success. If you look at the results of the European Championship, you will find some new names joining the established players. Generally speaking, finding new members for go clubs depends on local initiative. An encouraging development is that some school clubs have been founded recently. Especially in Germany, France, Poland and the United Kingdom, progress in school go has been promising.

This year's congress was a unique chance for East and West to meet. The European Champion-

ship was a great success, for which we all have to thank the Hungarian organizers for the immense amount of trouble they went to. We were able to meet an official U.S.S.R. delegation for the first time in the 'West', and a lot of East German players participated unofficially. Even the Hungarian government made a contribution by making it possible for teachers from the Republic of China and South Korea to visit a communist country for the first time as official delegations. Of course, our Japanese and Chinese friends also made big contributions, and all the nearly 400 go enthusiasts who gathered in Budapest had a lot of fun and many interesting games.

The EGF also has some news to announce. Thanks to a promotion campaign in newspapers and at the university, some students have started playing go in Athens (see section on Greece for the address). I ask all go players passing through Athens to visit the go club and in particular I hope that Japanese businessmen and diplomats will take an interest in the club.

(Report from Anton Steininger)

30th European Go Congress

The 1986 congress was held in Budapest from 19 July to 2 August and attracted 373 participants. For the second year in a row, the European Championship was won by Ronald Schlemper 6-dan of Holland. This year also he won every game, so he now has 18 wins in a row in this tournament. This congress marked a new stage in the development of European go because of the participation of four top U.S.S.R. players and a strong contingent from East Germany. The top place-getters were:

1. Ronald Schlemper 6-dan (Holland): 9-0
2. Frank Janssen 5-dan (Holland): 8-1
3. Frederic Donzet 5-dan (France): 7-2
4. Egbert Rittner 4-dan (W. Germany): 6-3
5. Matthew Macfadyen 6-dan (U.K.): 6-3
6. A.V. Lazarev 6-dan (U.S.S.R.): 6-3
7. Vladimir Danek 5-dan (Czech.): 6-3
8. Andre Moussa 5-dan (France): 6-3
9. Gerald Westhoff 6-dan (Holland): 6-3
10. Rade Petrovic 5-dan (Yugoslavia): 6-3
11. G.I. Nilov 6-dan (U.S.S.R.): 6-3

The 1987 championship will be held in Grenoble. Contact: P. Bizard, 150 galerie de l'Arlequin, F-38100, Grenoble. Tel. (76) 221776.

Federal Republic of Germany

Last year there were over two dozen important tournaments held in West Germany and over half of them had 50 or more participants. Here we only have space to mention a few of particular interest.

18, 19 January: The 50th NRW-Treffen Essen was the biggest tournament of the year, with 132 competitors. It was won by Yoo 6-dan on 5-0. Second was Hasibeder 6-dan on 4-1 and third Teikemeier 4-dan on 3-2.

8, 9 February: The qualifying tournament for the World Youth Championship was won by Hans Pietsch 2-dan on 4-0. Second was P. v. Milczewski 1-kyu on 3-1.

12, 13 April: Ten 3-player teams competed in the 2nd German Schools Team Championship, which was won by Kiel with an 8-4 score. Second was Recklinghausen on 7-5.

1-4 May: The German Championship was won by Martin Dieterich 4-dan on 5½-½. Second was Karl-Friedrich Lenz 5-dan on 5-1, and third David Schoffel 5-dan on 4½-1½.

17-19 May: 127 players participated in the German Go Festival in Cologne. The A Teams Championship (4-man teams) was won by Provincie (Janssen, Aay, Gooskens, Claasen) of Holland on 9-3. Second was Amsterdam (Rehm, Muller, Puyt, Boon), also on 9-3, and third was Cologne/Bonn (Yoo, Schoffel, Teikemeier, Wirtz) on 7-5.

13, 14 September: The German Schools Individual Championship was won by Franz-J. Dickhut 1-dan on 4-0. Second was Hans Pietsch 4-dan on 3-1.

Finland

The history of go in Finland dates back to the late 1970's, when there were enough individual players to start to seek each other out in order to establish a go club. In particular, two people played an important role in getting things started:

one was Oliver Whitehead, an English artist now living permanently in Finland, who had learnt go at the London Go Centre; the other was Ilkka Lehto, an eye doctor who had got to know the game during a visit to Japan. Unknown to each other, these two eager players had made contact with the Japanese Embassy in Helsinki in order to find other go enthusiasts. Thus they met each other and soon put an announcement in the newspaper to seek more players to form a go club. They were joined among others by Jaakko Munkki, the first chairman of our club, who at 3-kyu was the strongest player. He had learnt the game during his years in Paris. Another founding member was our present chairman, Keijo Alho, whose interest in go was aroused in 1977 in Japan.

This was the start of organized go playing in Finland. We can see that international contacts were the basis. The number of players in the club rose sharply during the visit to Helsinki in the summer of 1981 by Nagahara Yoshiaki 6-dan. Since then, the growth of the club has been slower but stable. Nowadays there are around 30 players participating in club activities.

The Helsinki go club has started publishing a club magazine, to appear twice a year. The first number came out in Spring 1986.

Though there are no other official clubs in Finland, there is at least a group of players in the town of Tampere.

The 1986 Finnish Championship was held in October. The results of the dan section were as follows:

1. Vesa Laatikainen 2-dan, 1986 Finnish champion
2. Lauri Paatero 2-dan
3. Matti Siivola 3-dan
4. Olli Lounela 1-dan.

(Report from Keijo Alho)

France

29-31 March: 260 players competed in the 8th Paris Easter International Tournament. The top section was won by Yoo Jong-su 6-dan (Korea) with 6-0. Equal second on 5-1 were Andre Moussa 5-dan of France, last year's winner, and S.G. Lee 5-dan of Korea. Lee also won the lightning tournament.

German Democratic Republic

The number of go clubs in East Germany has now increased to about 25 from the 11 we listed last year. We hope to be able to print a new, complete club list in our next issue.

Greece

Contact address:

Kyriakos Kofinas
P.O. Box 23082
30-32 Limnon Street
Athens 11210
Tel. (01) 8614705.

Indonesia

1986 was year 1 in the history of Indonesian go. In March a go class had been started in the Djakarta Japan Culture Centre, and a half year later, on the occasion of the visit to Indonesia of Tokimoto 8-dan and Konagai 4-dan, the first championship was held (September 14). As yet there are no go books in Indonesian, but as the game has already secured some enthusiastic fans among the local players (the strongest player is 3-kyu), we can expect to see Indonesia emerge on to the world go stage before very long.

Israel

Go activity is still limited in scale in Israel and there are not yet any organized go clubs. However, the game has taken a foothold, so it has a future here. Interested players should contact:

Eyal Baharad
Kfar Azar 60996
Israel.

Malaysia

Organized go has got off to a start in Malaysia with the founding on 25 July 1986 of the Malaysia Go Association (Persatuan Go Malaysia). The president is Tian Kok Wah and the contact

address is:

No. 7, Lorong Brunei Tiga
Off Jalan Pudu
55100 Kuala Lumpur
Tel. (03) 2420089 & (03) 2425702.

At present there are about 50 members, and the first Malaysia Go Competition was held on 17 January this year.

New Zealand

The development of go in New Zealand owes a tremendous amount to the efforts of Graeme Parmenter, who almost single-handedly produced the N.Z. Go Society's Newsletter for a number of years and who is responsible for establishing clubs in the lower half of South Island. Sadly, Graeme has been away from New Zealand for some two years, and his ability and enthusiasm are missed by all with whom he came into contact.

Nevertheless, the work carried out by him is being continued by others within the Society. The Newsletter has continued to appear, although in a slightly revised form.

During 1986 New Zealand go players were favoured by a visit by Tokimoto Hajime 8-dan and Konagai Masaru 4-dan. These two professionals visited Auckland and Wellington as part of a tour which took them to various cities in Australia, New Zealand and Indonesia, playing go and assisting local go players. Whilst in Auckland, the professionals were able to attend the N.Z. Go Congress, where Barry Phease of Dunedin won the N.Z. Championship. Games from the championship were analysed with the help of both professionals at sessions held in both Auckland and Wellington.

After the congress in Auckland, Tokimoto and Konagai visited Wellington and attended an all-day teaching session at the Japan Cultural Centre. Local players were given the chance to play the professionals in a series of simultaneous games.

Another major event in New Zealand is the Wellington Open Championship, which this year was held at the Japan Information and Cultural Centre in November.

Current officers of the N.Z. Go Society are:

President: Peter Rochford, 26 Highbury Crescent, Wellington. Tel. 721-000, extn. 300

(work), 759-841 (home).

Secretary: Russell Buchanan, 48 Farnham Street, Mornington, Wellington. Tel. 892-569.

Revisions to club list:

The Auckland Go Club meets at Auckland Chess Centre, 19:30 Tuesday. Contact: Ray Tomes, 77 Raleigh Road, North Shore, Auckland.

The Wellington Go Club meets at Victoria University Tennis Pavilion, Salamanca Road, Kelburn, Wellington, 19:30 Monday. Contact: Peter Rochford, see above.

The Christchurch Go Club meets at Student Association Building, University of Canterbury, Ilam, Christchurch, 19:30 Tuesday.

Norway

The following revisions should be made to the Norwegian club list:

Bergen Go Gruppe, Morten Skogen, A-526, N-5036 Fantoft. Tel. 05-282910 linje A-526.

Kongsberg Go Gruppe, c/o Knut Roll-Lund, Kongsberg Vapenfabrikk, N-3600 Kongsberg.

Norsk Go Blad, c/o Vidar Gundersen, Oppsala-stubben 7A, 0685 Oslo 6.

Poland

1968 Polish Championship

This year the Polish Go Championship was held under new rules in order to create more interest and popularity. It was divided into five stages.

The first stage was organized by local go clubs and was open to all players below 3-kyu. More than 100 players in about ten cities took part.

The second stage was open to players from 3- to 1-kyu and the winners of the first stage. The eight top players from this stage and all dan players qualified for the third stage, which was the last elimination for the Polish Championship League.

This league consists of eight players and is organized so that each year the top four players retain their places in the next league, where

they are joined by the four players who win their way through the elimination rounds. As this was the initial year, the previous champion Janusz Kraszek and the runner-up Leszek Soldan were seeded into the league. The other six players came from the third stage. The league is a round-robin tournament (time limit 90 minutes, with 60 seconds byo-yomi; komi is 5½). The top two players meet in a best-of-five playoff which includes their game in the league.

The results of the 1st Championship League, held in Warsaw from 13 to 16 November, were:

1. Janusz Kraszek 5-dan: 6 wins
2. Leszek Soldan 4-dan: 6 wins
3. Grzegorz Grygierzec 2-dan: 4 wins
4. Robert Zablocki 4-dan: 3 wins
5. Krzysztof Giedrojć 4-dan: 3 wins
6. Gerard Szymborski 3-dan: 3 wins
7. Wojciech Woskresinski 3-dan: 3 wins
8. Włodzimierz Malinowski 3-dan: 3 wins

On 6–7 December, Janusz and Leszek Soldan played the Title Match, which was won by Kraszek 3–1 (Soldan's win came in the league). Kraszek (age 33) thus became the Polish Champion for the 8th year in a row.

Romania

The first national go tournament was held on 1–4 May. Organized by the go club in Cluj-Napoca, it was a 7-round Swiss with 64 participants from 13 go groups. The winner of the tournament, with seven wins in a row, was Zhang Haitao 3-dan of China. Mr. Zhang is studying for a doctorate in mathematics in Romania. The top places were as follows:

1. Zhang H. 3-dan: 7–0
2. Baciú Radu 3-dan (Bucarest): 6–1
3. Basca Mihai 1-dan (Bucarest): 6–1
4. Cobeli Cristian 1-kyu (Bucarest): 6–1
5. Calota Lucretiu 2-kyu (Brasov): 5–2
6. Sburlea Bogdan 4-kyu (Bucarest): 5–2

Most of the top places were taken by players from Bucarest, Brasov and Timisoara, the three strongest centres, at which there are many young players in the 1-kyu to 1-dan range.

Taking into account the recent increase in the number of go clubs, the fact that two local manufacturers of go sets have already sold about 100,000 sets and that Georghe Paun's book

Initiere in Go (Introduction to Go) has so far sold about 50,000 copies (the second edition was published in 1986), the number of players in Romania definitely exceeds 10,000, the upper limit of the conservative estimate given in the first issue of *Ranka*. In November Dr. Paun published a second book entitled *250 probleme de Go*, a collection of life-and-death problems.

Another new development was the holding of a team tournament in Brasov in November.

Sweden

The following corrections should be made to the club list published last year:

Swedish Go Association, c/o Ulf Olsson, Hedasgatan 17, 412 53 Goteborg. Tel. 031-207198 (home), 031-667403 (work).

Enkoping Go Club, c/o Sven-Erik Korsner, Fjardhundragatan 6, 199 34 Enkoping. Tel. 0171-36226 (home), 021-107230 (work).

Goteborg Go Club, c/o Johan Rade, Helmutsgatan 4D, 412 64 Goteborg. Tel. 031-407142 (home), 031-810100 (work). Playing hours: Wed. 18:30–23:00, Ovre Husargatan 15.

Karlstad Go Club, c/o Lennart Ljung, Postlada 5522, 655 90 Karlstad.

Stockholm Go Club, Box 45099, 104 30 Stockholm. C/o Dag von Arnold, tel. 08-313680. Playing hours: Wed. 18:00–23:00, St Paulsgatan 39B.

Vasteras Go Club, c/o Rune Tengham, Akarhagsgatan 6D, 723 37 Vasteras. Tel. 021-107088.

United Kingdom

Main tournaments results:

4 January: Terry Stacey won the 1985 British Go Ch'ship, defeating Matthew Macfadyen 3–1.

4–6 April: 1986 British Go Congress (86 participants) held at Crewe & Alsagar College. British Lightning Ch'ship (4 April) won by Brian Chandler. Main Tournament (5, 6) won by Matthew Macfadyen 6-dan of London. Bristol won the team prize.

3–5 May: 1986 British Candidates Tournament (played at IVC, Covent Garden, London) won by Eddie Shaw, Francis Roads, and T. Mark

Hall, each of whom scored 5–1 and qualified for the Challengers Tournament.

17 May: Bracknell Go Tournament, with a record entry of 76, won by Jim Barty 4-dan of London.

May: 1986 Challengers League won by Matthew Macfadyen with seven straight wins.

28 June: British Youth Go Ch'ship held at Woodroffe School, Axminster, Devon. Sam Perlo-Freeman 1-dan (Woodroffe) won the under-18 section and qualified for the Candidates tournament. Matthew Cocke 12-kyu (Earlham School, Norwich) won the under-16, and Peter Diamond 8-kyu of London the under-14.

December: The British Ch'ship was won by the champion Terry Stacey, who beat Matthew Macfadyen 3–1.

Corrections to address list.

B.G.A. Treasurer: T. Mark Hall, 21 Terrapin Road, Balham, London, SW17 8QW. Tel. 01-210-6102 (work).

There was a mistake in the telephone number given for Tony Atkins, BGA Secretary. It should be 0734-782276.

U.S.A.

The Second U.S. Go Congress

by Roy Laird

The Second U.S. Go Congress was held last August 18–24 outside of Bellevue, Washington. The principal organizers, Chris Kirschner 4-dan, Judy Debel 1-kyu, and Mike Kalosh 2-kyu, selected the St. Thomas Conference Center because roughly 40 rooms were available, doubles and triples. With 64 attendees at last year's Congress, they figured they had plenty of room to spare – until two months before the event, when they were astounded to discover that they had sold out! By the time the Congress convened, over 170 players had registered. The overflow stayed at four different hotels and motels in the area.

The towering greenery of the Pacific Northwest surrounded the site and many attendees mingled hiking and other exploration with attending Congress events. Even diehard Congress-goers

could be found having a quick lunch in the nearby pine forest. Food was plentiful and very fresh, prepared with an eye to health and nutrition.

Aside from being the largest group of go players ever pulled together in North America, it was also the most diverse. Key organizers appeared from San Francisco, Los Angeles, San Diego, Berkeley, Portland, Denver, Miami, Philadelphia, Washington DC, Chicago, Kansas City, and so on. There was a player from American Samoa, and one attendee who actually lives at the San Francisco Go Club. Several Europeans attended, though some of them now live primarily in the U.S. There were almost 20 women players. The Congress was planned to coincide with the Canadian Open in Vancouver so that Canadians would be encouraged to participate, and many did.

The Japanese tour group made an enormous and extremely pleasant impact on the Congress. Not all 46 Japanese participated in the Congress — some were spouses and older children — but probably 20% to 30% of Congress participants were Japanese citizens. Many of our visitors spoke no English. During the first few days they could often be seen asking timidly for help finding a suitable opponent. But by the second or third day American and Japanese players were mingling freely. The tour group did quite well in competition, especially in the upper ranks. Mr. Futakuchi, the seventh strongest amateur in Japan, won the Congress Championship. Several other tourists won their sections or placed highly as well.

The main distinction of the Congress was the stunning array of well-known players, starting with the legendary Sakata 9-dan, Honorary Honinbo. The author of *Modern Joseki and Fuseki* and *The Middle Game of Go* played an exhibition game and gave several lectures. Korea sent Ha Chan-suk 7-dan, one of the very few players to wrest a title from Cho Hun-hyun in the last few years. Holding the Kukgi title, he is considered the third strongest player in Korea. The Chinese approach was also represented by Yang Yilen 6-dan from Shanghai. Western go's good friends Kobayashi Chizu and Nakayama Noriyuki were there too. In all, 13 professionals attended, including Ishii Kunio 9-dan, a top pro from the Osaka area; Korean 6-dan Chun Sam-jho,

who became a popular figure this year due to his greatly improved English; America's pride and joy Michael Redmond 5-dan of California; Michael's sensei, Oeda Yusuke 8-dan; Ms. Kitani Toshimi 1-dan, a popular hostess of Japanese go TV programs; Ms. Ashida Isoko 6-dan, the top woman player at the Kansai Ki-in; and several pros who came with the tour group.

This year's Congress had a very comprehensive schedule of tours and cultural events, thanks to Mike Kalosh. A Chinese choral group appeared on Saturday and a bluegrass band played at dinner one evening. A group of taiko drummers from the area gave a very impressive show outdoors on Friday. On Monday night, 35 or so people watched a screening of Kurosawa's *The Seven Samurai*. So much popcorn was left over that some was given away later as a prize. There were also tours, to a winery and a nearby island where salmon was cooked over a slow fire and clams were served in a delicious broth as visitors stepped off the boat. Everyone sat in a large wooden theatre with over 500 picnic-style seats for a promised show of authentic Northwest Indian dances, which seemed rather disappointing. However, the meal was almost legendary and more than redeemed the evening. At the Chateau Ste. Michelle Winery, some people didn't seem to understand that trips were scheduled to provide a break from go. Harry Gonshor and K.C. Kuo were seen in the tasting room, sampling the wine and playing a game at the same time by drawing on a recording pad. Thanks largely to Pat Bradley, various events were arranged for non-playing attendees, some of whom wanted to do other things besides watch people play go. Ms. Bradley also organized a child-care exchange so that everyone could have some free time. Some spouses tried their hand at a casual game or two.

Kalosh also organized several side events at the Congress, including a team tournament. AGA President Terry Benson again organized a new and obscure form of play. Last year in Maryland he single-handedly shanghai'd 16 players for the first team go tournament. This year he organized a couple of rounds of rengo kriegspiel, a variant which he learned at the 1976 European Go Congress. Five players are required. Two teams of two each are formed. The players all sit around a table across from their partners, each facing outward, with a board in front of them.

The fifth player monitors a board at the center table and acts as referee. Play proceeds clockwise. However, players are not told what moves other players have made — they are only told ‘own stone’ or ‘illegal move’ if the move is suicide, self-atari or on an intersection occupied by an opponent. Each player constructs his best guess of what the game looks like on his own board and goes by that. The participants, reluctant at first, were enthusiastic by the end.

This led to discussion at lunch the next day of other weird types of go that could be tried: three-player go (the third player could have gray stones), ‘lowball’ go (low score wins), and so on. Bill Saltman, who will organize next year’s Congress, wanted to try starting a game with two edges of the board lined with black stones and two with white. In the playing rooms, Congress participants had been trying out a different kind of life-and-death problem: White to play and live anywhere on the board with a solid row of black stones on the edge. Intriguing suggestions even turned up on a questionnaire Saltman distributed. One person suggested a sort of go daisy chain: ‘A three-way simultaneous (A v. B, B v. C, C v. A); all play with three clocks with 20 minutes on each.’ It is safe to say that more weird forms of go will turn up next year.

American children are beginning to take up go. Mr. Yang stayed in the US for several months after the Congress, training a group of children organized by James Chen in the Los Angeles area. One of the most popular people at the Congress was a Chinese-Canadian from Ottawa named Stanley Chang, age 10. He came a 6-kyu and left a 5-kyu. In the Western Championship on Saturday he literally fought his way out of the basement. Because of the record-breaking number of entrants (152), it was necessary to set up the lower-kyu table in a separate playing area downstairs. By winning his first game and improving his McMahon score, Stanley earned the right to a pairing in the upstairs kyu room.

Naturally there was much discussion of computers at the Congress. As at most go events, you could hardly throw a stone without hitting a computer professional or enthusiast. The first true meeting of the GO-PIG (Programmers’ Interest Group) was chaired by AGA Membership Secretary Bob High over lunch on Wednes-

day, and several people offered to contribute to the *GO-PIG Newsletter*, soon to be renamed *The International Computer Forum*.

By Sunday night Chris Kirschner was handing out prizes for the second time (for the Western US Championship, held separately from the Congress Championship) and things were drawing to a close. As he gave the last award the audience rose to its feet for a long ovation. It was well deserved. Kirschner, Debel, Kalosh and their team managed to run an event that turned out to be more than double what they had bargained for. They got a lot of help from Bill Camp, Frank Fukuda, Jae Ho Kim, Bill Enger, Jon Boley, Marianne Paulhamous, Tim Litten, Pat Bradley, Jeff Boscole and Anthony Christopher.

Plans are already well underway for next year’s Congress, which will convene August 8–August 16 at Mount Holyoke College, amid the rolling hills of Western Massachusetts. Bill Saltman and Bob McGuigan, two of the main organizers, have been to both Congresses. Micah Feldman, another principal, was at Westminster. The 1987 Congress will have its own distinct character, just as the others did. For example, it is rumored that a concert will be given by two internationally renowned pianists who will be attending. See you there!

For further information, write to: The US Go Congress ’87, Box 235, Northampton, MA 01060.

Yugoslavia

Chronology of Go in Yugoslavia

In last year’s yearbook we published a brief history of go in Yugoslavia. We would like to supplement that with the detailed chronology below.

1900: A go club was founded at Pula, at this time the main port of the Austrian navy.

1914: Ervin Fink, then a naval officer, learned go at Pula.

1960: Ervin Fink wrote some newspaper articles about go.

1961: Fink published the first go book in the Slovenian language: *Go igra* (The Game of Go). On 22 December the first official go club, Go

drustvo Ljubljana, was founded, with Captain Fink as president and Lovro Sturm as secretary. 1964: The first international team tournament in Yugoslavia was founded, with the cup 'Zlati zmaj' (The Golden Dragon) as prize. The tournament was played each year until 1978.

1965, April: Lovro Sturm published the book *Kako se igra go* (How to Play Go) in Slovenian and Serbo-Croatian. In the same year, the Ljubljana Go Club published the first bulletin (in Slovenian).

1966: The first Croatian go club was founded in Zagreb.

1967: Zoran Mutabzija founded the go magazine *Go vjesnik* (in Serbo-Croatian).

1968, 28 April: Nine clubs founded the Go zveza Slovenije (Go Association of Slovenia), with Lovro Sturm as president and Peter Gaspari as secretary. This association took over membership in the European Go Federation from the Ljubljana Go Club. It also started organizing the national championships (for the Slovenian Republic).

1969: The 13th European Go Championship was held in Ljubljana. The first (unofficial) Yugoslav championship was won by Zoran Mutabzija.

1970: The first go club in Serbia was founded in Kragujevac. Five go clubs founded the Go savez Hrvatske (Go Association of Croatia) as the second republic association.

1974: Ervin Fink was awarded the Okura Prize for his efforts to spread go. The 18th European Go Championship was held in Zagreb.

1975: Go savez Srbije (Go Association of Serbia) was founded.

1977: The first Yugoslav team championship (5-man teams) was won by the Ljubljana Go Club. This championship has since been held annually.

1978, 15 October: Three republic go associations (Slovenia, Croatia, and Serbia) founded the Go

savez Jugoslavije (Yugoslav Go Association), which took over membership in the E.G.F. from the Go Association of Slovenia.

1979: Lojze Suc, winner of the Open Championship of Slovenia, took part in the 1st WAGC. The Yugoslav Go Association founded the Yugoslav Go Championship. The 1st champion was Zoran Mutabzija, who played in the 2nd WAGC.

1980: The 24th European Go Congress was held at Mali Losinj. The Yugoslav Ch'ship was won by Peter Gaspari.

1981: The Ljubljana Go Club celebrated its 20th anniversary with an open go tournament. It also published a magazine. The Yugoslav Ch'ship was won by Edo Ekart.

1982: The Yugoslav Ch'ship was won by Miloslav Jukic. The leadership of the Yugoslav Go Association was reorganized and new duties were assigned to the republic associations. Peter Gaspari became president and Janos Zanin secretary.

1983: The Yugoslav Ch'ship was won by Lojze Suc.

1984: The Yugoslav Ch'ship was won by Zoran Mutabzija.

1985: In March in Maribor and in September in Vienna team matches on eight boards were held between Yugoslavia and Austria. The overall winner was Yugoslavia by 19 to 13. The Yugoslav Ch'ship was won by Rade Petrovic.

1986: The Yugoslav Ch'ship was won by Leon Matoh with a 6-1 score. Second was Zoran Mutabzija and third Klemencic, both on 5 points. On 14 November, the leadership of the Yugoslav Go Association was reorganized. Dragan Kugler became president, Slobodan Dragosavac become secretary, and Peter Gaspari become vice-president (international liaison and contact officer).

As of 1986, the total number of dan players in Yugoslavia came to 85, with 16 in Croatia, 26 in Serbia, 41 in Slovenia and 2 in other areas.