

The Bulletin of the International Go Federation

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RANKA

YEARBOOK
1990



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1990 RANKA YEARBOOK

On the Publication of the 1990 Yearbook	2
Editor's Foreword	3
Compiler's Foreword	3
Message from Nagoya	4
11th World Amateur Go Championship	5
Games from the Tournament	10
Japan v. China	10
China v. Chinese Taipei	16
Chinese Taipei v. USSR	18
China v. Korea	20
Austria v. German Democratic Republic	21
Luxembourg v. Yugoslavia	24
Luxembourg v. Poland	25
The World Women's Amateur Go Tournament: The 1989 Yokohama Sotetsu Cup	28
International Go: Professional	30
2nd Japan-China Tengen Match (Cho Chikun v. Liu)	30
Game One	30
Game Two	34
The 2nd Fujitsu Cup: Cho v. Liu	37
The 1st Japan-China Meijin Match (Kobayashi Koichi v. Liu)	40
Game One	40
Game Two	43
The 5th Japan-China Super Go Series	47
Zhang v. Hane	48
China: The 10th New Physical Education Cup (Nie v. Yu Bin)	50
Korea: The 14th Kukgi Tournament (Cho Hun-hyun v. Suh)	52
Lee Changho's First Title	53
Go Around the World	55

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Note: In the main body of the Yearbook (page 5 on), Japanese, Chinese and Korean names are given with the family name first, but in the case of oriental players resident in western countries it has not been possible to be completely consistent.

On the Publication of the 1990 Yearbook

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

As usual, the feature article of the yearbook is a comprehensive report, including game commentaries, on the World Amateur Go Championship, the holding of which is the most important activity of the International Go Federation. This tournament continues to make a valuable contribution to the internationalization of go and to spreading it around the world.

As you can see by looking at the other main section of the magazine, 'Go Around the World', the number of countries where go is enjoyed continues to increase, showing that go has truly established itself as an international intellectual board game.

In recent years go activity has been particularly conspicuous in Europe. In October of 1989, an All-USSR Go Federation was created in the Sports Committee of the USSR, marking the start of large-scale efforts to popularize go in that country.

We will be very happy if this magazine can aid such developments by serving as a source of information about the game and in so doing help to securely establish go as a world game.



We at the International Go Federation will continue our efforts to promote international cultural exchange and contribute to world peace by spreading go around the world. We would like to thank all go fans for their assistance and cooperation in producing this yearbook.

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

Shizuo Asada
President
International Go Federation

Editor's Foreword

Thanks to the unstinting cooperation of all our members, *Ranka*, the annual bulletin of the International Go Federation, has now reached its sixth issue. The first, third and fourth issues of *Ranka* took the form of simple bulletins, whereas the second and fifth issues were more ambitious attempts to present full-scale reports on international go activities worthy of the name of 'yearbook'. This sixth issue falls in between but compared to its immediate predecessor is on the compact side. We have not been able to present all the information and reports that we would have liked to, but we hope that this issue will give readers some idea of new developments in go around the world last year.

In order to produce better bulletins in the future, we welcome comments and suggestions from our readers. We would like to express our gratitude to all the people around the world whose cooperation and assistance made the publication of this bulletin possible.

Yusuke Oeda
Office Director
IGF

Compiler's Foreword

The IGF Office would like to thank all the contributors to this issue of *Ranka* for their generosity in responding to our request for submissions. Thanks to your assistance, we have been able to present a reasonably sized bulletin despite the earlier deadline for this issue. The main difference from the 1989 Yearbook, of course, is that we did not have room to give the list of go clubs around the world. Last year this list came to 38 pages, and undoubtedly it has grown since then. The IGF plans to revise and update this list every three years, which means that the next list should appear in 1992. In the meantime we will be happy to publish corrections and changes to club listings in the section 'Go Around the World'.

In this issue we have presented our usual comprehensive report on the most recent World Amateur Go Championship. We have also tried to give some idea of the explosion in international go activity on the professional level, a new development which has been stimulated, in part, at least, by the success of the WAGC. With our limited space, we have tried to complement the coverage of international go available from other sources in English. Specifically, we have focussed on two new international tournaments, the

Japan-China Tengen match and the Japan-China Meijin match. We have also given a brief glimpse at some professional tournaments in China and Korea.

Perhaps the most important section is 'Go Around the World', which is gradually realizing our hopes of compiling a detailed history of the international development of go. It was particularly gratifying this year to receive some new accounts of the history of go in member countries. We are very grateful to those lovers of go who have taken the trouble to contribute to this section and we would like to urge those member countries who have not yet made a written record of their national go histories to enhance the value and effectiveness of this bulletin by contributing to future issues.

If you have any suggestions or advice for improving this bulletin, they will be more than welcome.

John Power
January 1990

Message from Nagoya



The year 1989 marked the 100th anniversary of the municipalization of the City of Nagoya. As one of its commemorative events, the city staged the very successful World Design Exposition, which during its 135 days received in excess of 15 million visitors.

In this auspicious anniversary year, Nagoya had the honor of hosting the 11th World Amateur Go Championship. With representatives from 38 countries from around the world attending, this was the largest event in the history of the championships, and I believe it was significant for our 2.15 million citizens as we work towards becoming an ever more international city.

Located in the center of Japan, with a history dating back some 380 years to the construction of Nagoya Castle, Nagoya offers a lifestyle rich in tradition and culture. Its advanced industries make it the core city of the highly advanced Chubu Region.

The World Design Exposition provided us with an ideal opportunity to move one step closer

to making this a more vibrant, livable city, capable of attracting increasing numbers of international competitions, conferences and events that will serve to advance international exchanges in varied political, economic, cultural and social aspects.

In closing, to the many fans of go around the world whose efforts continue to expand the universal communication and international amity fostered by the game of go, I look forward to welcoming you on some future occasion to the 'design city' of Nagoya.

A handwritten signature in cursive script that reads "Takeyoshi Nishio". The signature is written in dark ink on a white background.

Takeyoshi Nishio
Mayor
President, World Amateur Go Championship
Nagoya Committee

The 11th World Amateur Go Championship

China wins yet again.

The 11th World Amateur Go Championship set yet another record, with the highest number of participants to date. For the second time in its history, the championship was held away from Tokyo within Japan, and for the period of 23 to 26 May 1989 38 players from 38 countries and territories assembled in Nagoya City, hub of the thriving Central Japan region, to vie for the honour and glory of becoming the world's number one amateur player.

Some things don't change, however. Once again, for the 8th time in the 11-year history of the tournament, the top place was taken by the Chinese representative. This time spirited opposition was provided by another Chinese player, the representative from Chinese Taipei, who tied for top place with the same number of wins, but Che Zewu of China had an enormous lead of five points in SOS, so Tsai Wenhe of Chinese Taipei had to be content with second place, still the best performance by a player from Chinese Taipei.



*The 1989 world amateur champion: Che Zewu of
China*



The tournament in full swing.



The world championship comes to Nagoya, the symbol of which is Nagoya Castle. (Cartoon by Ayusawa Makoto)

For the other two Asian powers, Korea and Japan, it was a disappointing tournament, as each lost two games. Hirata of Japan lost to both Che and Tsai, while Lee of Korea lost to Hirata and Tsai. Lee perhaps got some consolation from the fact that he beat the winner of the tournament in the 7th round, but even if he had won his final-round game he would still have been beaten into second place by Che's high SOS total.

Strong performance by European players

The seven places immediately following the top four above were monopolized by European players, whose standard of play seems to be



Watched by the Chief Referee, Kobayashi Koichi Kisei, Juan Carlos Carrillo of Chile, the 38th country to join the championship, gives the pledge on behalf of the contestants at the opening ceremony.

rising steadily year by year. Last year Ronald Schlemper became the first Westerner to score six points (the tournament has been eight rounds since 1986); this year he was emulated by Helmut Hasibeder of Austria and Laurent Heiser of Luxembourg. Hasibeder's performance was ac-



The Mayor of Nagoya, Nishio Takeyoshi, plays Eui Suk Chung of Sweden in the Friendship Match.



Vesa Laatikainen of Finland runs into Laurent Heiser of Luxembourg in the 4th round.

tually also similar to Schlemper's last year in that both of them only lost to the Japanese and Chinese representatives.

New members

• This year two new countries participated in the tournament: Chile and the German

Democratic Republic, taking the total to 38 and once again extending the record. Another encouraging sign was the reappearance of Romania after a seven-year absence. If this rate of expansion continues, we can expect some large-scale tournaments in the 90s.

All in all, this was one of the most successful



West meets East: Stefan Budig of West Germany plays Malte Schuster of East Germany, which was making its long-awaited debut in the tournament.



After the tournament is over: Kobayashi Kisei complimenting Janusz Kraszek on his performance. To the left can be seen the President of the IGF, Asada Shizuo, and to the right Rade Petrovic of Yugoslavia.

and enjoyable WAGCs. To show you how the players shaped up, we have a selection of games

in the pages that follow. In 1990 the tournament goes to Hiroshima.



The top eight

11th World Amateur Go Championship

Player	Round								SOS
	1	2	3	4	5	6	7	8	
1. Che (China)	1 ¹²	2 ⁶	3 ¹⁵	4 ²	5 ³	6 ⁵	6 ⁴	7 ¹⁰	45
2. Tsai (Ch. Taipei)	1 ²⁵	2 ¹⁴	3 ¹⁶	3 ¹	4 ¹⁸	5 ⁷	6 ³	7 ⁴	40
3. Hirata (Japan)	1 ¹⁹	2 ⁹	3 ⁵	4 ⁴	4 ¹	5 ¹⁵	5 ²	6 ⁷	44
4. Lee (Korea)	1 ²²	2 ¹³	3 ¹⁸	3 ³	4 ⁸	5 ⁹	6 ¹	6 ²	43
5. Hasibeder (Austria)	1 ⁸	2 ^{26B}	2 ³	3 ²⁴	4 ¹⁷	4 ¹	5 ¹¹	6 ²¹	38
6. Heiser (Luxem.)	1 ^{26A}	1 ¹	2 ¹¹	3 ²⁰	3 ⁷	4 ²⁴	5 ¹⁴	6 ⁸	37
7. Kraszek (Poland)	0 ¹³	1 ³⁶	2 ²²	3 ¹⁵	4 ⁶	4 ²	5 ¹⁸	5 ³	38
8. Petrovic (Yugo.)	0 ⁵	1 ³⁴	2 ²³	3 ¹²	3 ⁴	4 ¹⁸	5 ¹⁶	5 ⁶	37
9. Winkelhofer (Czech.)	1 ²⁸	1 ³	2 ³²	3 ¹¹	4 ¹⁶	4 ⁴	4 ¹⁰	5 ¹⁷	36
10. Budig (F. R. Germany)	1 ²³	1 ¹⁵	2 ^{26B}	2 ¹⁸	3 ²⁰	4 ¹⁷	5 ⁹	5 ¹	35
11. Moussa (France)	1 ³⁶	2 ³²	2 ⁶	2 ⁹	3 ¹³	4 ¹⁹	4 ⁵	5 ¹⁶	35
12. Hahn (Australia)	0 ¹	1 ³⁰	2 ²⁵	2 ⁸	3 ^{26A}	3 ¹⁴	4 ²⁰	5 ²³	34
13. Gondor (Hungary)	1 ⁷	1 ⁴	1 ²⁰	2 ³³	2 ¹¹	3 ³⁵	4 ²²	5 ¹⁴	33
14. Boon (Netherlands)	1 ¹⁷	1 ²	1 ¹⁹	2 ³²	3 ²³	4 ¹²	4 ⁶	4 ¹³	38
15. Lau (Hong Kong)	1 ²⁰	2 ¹⁰	2 ¹	2 ⁷	3 ²⁹	3 ³	4 ^{26B}	4 ²⁵	37
16. Lazarev (USSR)	1 ³¹	2 ²⁴	2 ²	3 ^{26A}	3 ⁹	4 ²¹	4 ⁸	4 ¹¹	36
17. Schuster (GDR)	0 ¹⁴	1 ²⁸	2 ²¹	3 ¹⁹	3 ⁵	3 ¹⁰	4 ²⁹	4 ⁹	34
18. Shin (USA)	1 ³⁸	2 ²¹	2 ⁴	3 ¹⁰	3 ²	3 ⁸	3 ⁷	4 ³⁶	34
19. Bisca (Romania)	0 ³	1 ²⁹	2 ¹⁴	2 ¹⁷	3 ²⁵	3 ¹¹	3 ²¹	4 ^{26A}	33
20. Laatikainen (Finland)	0 ¹⁵	1 ³⁷	2 ¹³	2 ⁶	2 ¹⁰	3 ²⁵	3 ¹²	4 ²⁸	33
21. Lee (Malaysia)	1 ³³	1 ¹⁸	1 ¹⁷	2 ³¹	3 ²²	3 ¹⁶	4 ¹⁹	4 ⁵	32
22. Barty (UK)	0 ⁴	1 ³³	1 ⁷	2 ^{26B}	2 ²¹	3 ^{26A}	3 ¹³	4 ²⁹	32
23. Hong (Canada)	0 ¹⁰	1 ³⁵	1 ⁸	2 ³⁰	2 ¹⁴	3 ³¹	4 ²⁴	4 ¹²	31
24. Liu (Singapore)	1 ³⁴	1 ¹⁶	2 ³⁰	2 ⁵	3 ²⁸	3 ⁶	3 ²³	4 ^{26B}	31
25. Jones (NZ)	0 ²	1 ³⁸	1 ¹²	2 ²⁸	2 ¹⁹	2 ²⁰	3 ³¹	4 ¹⁵	30
26A. Morensen (Denmark)	0 ⁶	1 ³¹	2 ³⁶	2 ¹⁶	2 ¹²	2 ²²	3 ³⁵	3 ¹⁹	30
26B. Nicolet (Switz.)	1 ³⁷	1 ⁵	1 ¹⁰	1 ²²	2 ³³	3 ³⁰	3 ¹⁵	3 ²⁴	30
28. Kawai (Brazil)	0 ⁹	0 ¹⁷	1 ³⁷	1 ²⁵	1 ²⁴	2 ³³	3 ³⁰	3 ²⁰	28
29. Paribelli (Italy)	0 ³⁰	0 ¹⁹	1 ³⁵	2 ³⁴	2 ¹⁵	3 ³²	3 ¹⁷	3 ²²	26
30. Lemaitre (Belgium)	1 ²⁹	1 ¹²	1 ²⁴	1 ²³	2 ³⁷	2 ^{26B}	2 ²⁸	3 ³⁵	25
31. Chairasmisak (Thai.)	0 ¹⁶	0 ^{26A}	1 ³⁴	1 ²¹	2 ³²	2 ²³	2 ²⁵	3 ³⁸	24
32. Chung (Sweden)	1 ³⁵	1 ¹¹	1 ⁹	1 ¹⁴	1 ³¹	1 ²⁹	2 ³⁸	3 ³⁴	24
33. Amador (Spain)	0 ²¹	0 ²²	1 ³⁸	1 ¹³	1 ^{26B}	1 ²⁸	2 ³⁴	3 ³⁷	22
34. Rivaud (Mexico)	0 ²⁴	0 ⁸	0 ³¹	0 ²⁹	1 ³⁶	2 ³⁷	2 ³³	2 ³²	24
35. Asato (Argentina)	0 ³²	0 ²³	0 ²⁹	1 ³⁶	2 ³⁸	2 ¹³	2 ^{26A}	2 ³⁰	23
36. Carrillo (Chile)	0 ¹¹	0 ⁷	0 ^{26A}	0 ³⁵	0 ³⁴	1 ³⁸	2 ³⁷	2 ¹⁸	22
37. Dahl (Norway)	0 ^{26B}	0 ²⁰	0 ²⁸	1 ³⁸	1 ³⁰	1 ³⁴	1 ³⁶	1 ³³	20
38. Gueco (Philippines)	0 ¹⁸	0 ²⁵	0 ³³	0 ³⁷	0 ³⁵	0 ³⁶	0 ³²	0 ³¹	22



1st: Che Zewu (China)



2nd: Tsai Wenhe (Chinese Taipei)



3rd: Hirata Hironori (Japan)



4th: Lee Hak-yong (Korea)

Games from the Tournament

Japan v. China (Round 5)

Every year the press assumes that the clash between Japan and China will be the crucial game of the tournament and so it is billed in WAGC reports as 'the game that decided the tournament'. This year was no exception, and so the Che-Hirata game was the featured game both in the *Kido* book on the WAGC and in the regular WAGC TV program. Since we rely on Japanese sources for our commentaries, we have little choice but to feature the same game, though a look at the tournament chart would suggest that Che's fifth-round win over Tsai of Chinese Taipei, who took second place, and his sole loss, to Lee of Korea, were more significant.

With that apology out of the way, let's take a look at the Che-Hirata game. Our commentary, by Ishida Yoshio 9-dan and Shirae Haruhiko 7-dan, is taken from the TV program, on which Hirata appeared as a guest. Like last year, the Chinese and Japanese representatives ran into each other in the 5th round; at that stage they were the only two with perfect records, so it certainly looked as if their game was going to decide the championship. What no one foresaw was that Hirata would lose another game after this.



Hirata Hironori, a professor of mathematics, is one of the handful of amateur 7-dans in Japan. For many years he was a member of the group known as 'The Top Four' which dominated Japanese amateur go (the other three members were Kikuchi, Murakami, and Harada).

Hirata was making his 4th appearance in the WAGC. He came 3rd in the 4th and 6th tournaments.

White: Che Zewu 6-dan (China)

Black: Hirata Hironori 7-dan (Japan)

Komi: 5 1/2; time: 3 hours each.

Played on 25 May 1989.

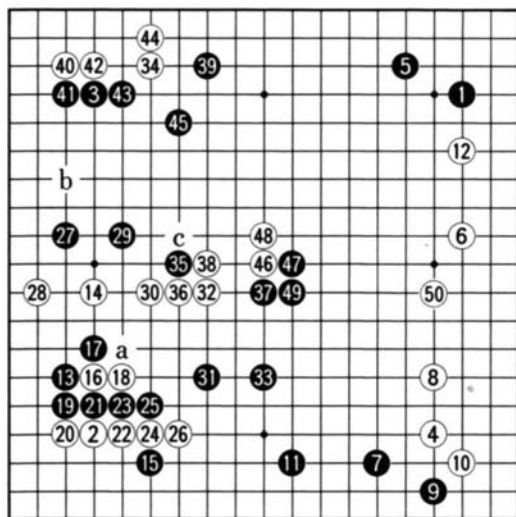


Figure 1 (1-50)

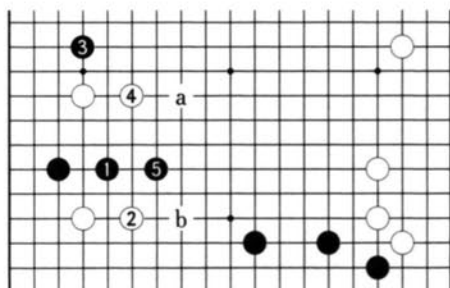
Figure 1 (1-50). *Che is over-aggressive*

Black 15 doesn't quite feel right, as Black is developing from a position that is already securely settled (7, 9, 11). Jumping to 1 in *Dia. 1* seems better; Black should be happy to see White play 2 in the direction of his solid group to the right. Black makes a pincer at 3 next; after White 4, Black 5 makes miai of 'a' and 'b'.

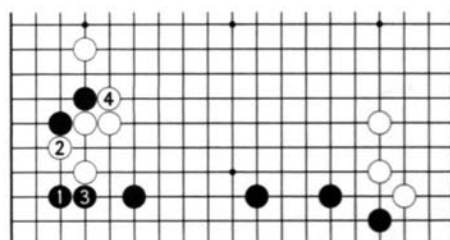
Black 19. Invading at 1 in *Dia. 2* would be bad, as Black would be overconcentrated at the bottom after 2 to 4.

Black 21, instead of the more usual 'a', shows a lot of fighting spirit. Black is treating the bottom area as light, that is, he is ready to give up his stone at 15.

Shirae, who attended the whole tournament, commented that he expected Hirata to push through at 21. The idea has something in common with *Dia. 1*: Black is getting White to develop along the bottom towards his solid position.



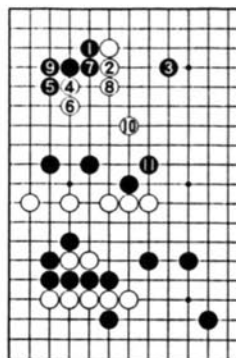
Dia. 1: the standard strategy



Dia. 2: Black's position too low

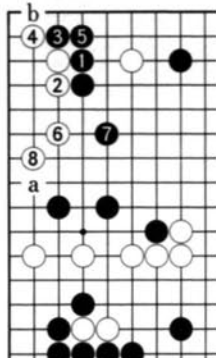
White 28. 'Unbelievable,' commented Ishida, who couldn't understand why White thought he could attack the strong group below. Ishida advocated White 28 at 29, followed by Black 'b', White 36. Black could then link up with Black 28, but that can't be helped. Since White is weak here, he must play lightly. Because of 28, Black's strategy with 21 is a success.

White 34. Since his centre group is still weak, you'd expect White to jump to 37.



Dia. 3: aggressive

Black 37. Kobayashi Koichi advocated attacking with 1 and 3 in *Dia. 3*. The idea is to attack severely, as White has the weak group below. The virtue of Black 1 here is that it prevents White from lightly switching to the 3-3 point as he does in the game. Hirata says that he didn't think of this variation at all; he was satisfied with capping at 37.



Dia. 4: the right side



Che Zewu, born on 18 June 1963, was playing in his first WAGC. He lives in Beijing, where he teaches go. He was promoted to 6-dan in 1986.

Black 39. Black should still play the diagonal move first: he makes it too easy for White to switch to the corner.

Up to 45, Black loses sente and the side position he builds is too narrow. He has let White off too easy.

Hirata: I blocked on the wrong side.

Ishida: Yes, you should have followed *Dia. 4*. This will secure a good position at the top for Black. Black 'a' would be sente, forcing White 'b'.

Hirata was a little dissatisfied, therefore, with the result to 50, but according to Ishida the position of White 28 was still funny, so while White seemed to be dictating the pace Black was actually doing OK. White 28 would be better located at 'c', for example.

Gateway to Success

Success in the WAGC seems to be the gateway to a professional career for young Chinese players. In the 1989 Yearbook (page 9) we did a follow-up survey of the subsequent careers of Chinese winners and found that all of them have not only turned professional but have developed into top players. The 1988 winner, Zhang Wendong, is no exception. Now a professional 7-dan, he was chosen as a member of the Chinese team in the 5th Japan-China Super Go and was recently in the news for scoring succes-

sive wins over Sonoda 9-dan and Hane 9-dan, the hero of Japan's victory in the 4th series (this put China ahead 3-2). Presumably we can expect to see Che follow in the footsteps of his predecessors.

In view of the calibre of their representatives, the Chinese domination of the WAGC is hardly surprising. Their players are the equivalent of top young Japanese professionals such as Yoda and Komatsu; the difference is that the Chinese are very strict about granting professional status, often making a player wait until he is one of the top 6-dans (professionals and amateurs are in the same ranking system), whereas the best Japanese players become inseis or apprentice professionals, thus disqualifying themselves from amateur tournaments, at a very young age. There are plenty more strong 6-dans in reserve in China, so it's hard to see any other country breaking their lock on the WAGC championship.

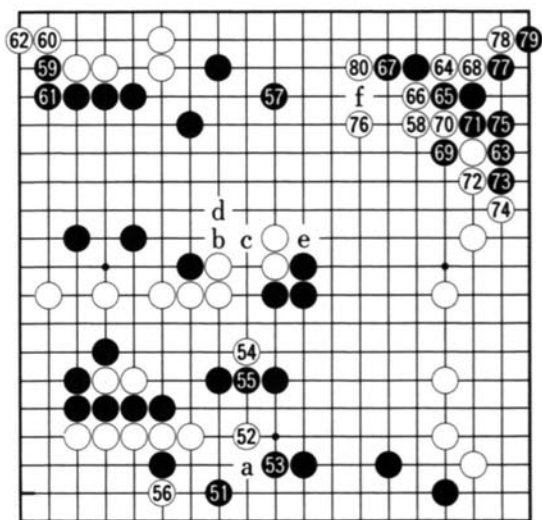
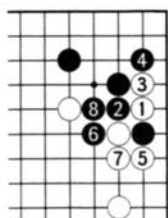
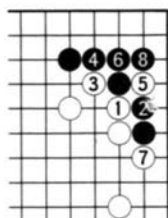


Figure 2 (51-80)



Dia. 5



Dia. 6

Figure 2 (51-80). White gets away with his overplay.

Black 51, forestalling White 'a', is big.

White 54 is a good forcing move.

Black 57. Ishida prefers Black 'b' through White 'e'.

Black 63 is aggressive: simply answering at 'f' would be too passive and would probably let White take the lead. White's counter at 64 seems a little unreasonable. Two possibilities occur to one for 64.

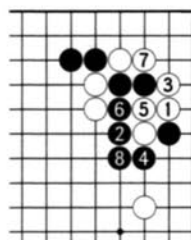
Dia. 5. One is to capture the black stone with a hane at 1, though this does let Black strengthen himself with 2 to 8.

Dia. 6. White could also simply push up at 1, leading to the sequence to 8.

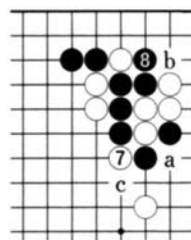
These two diagrams show the ordinary moves here for White. Simply blocking at 73 would be unsatisfactory, of course: Black pulls back at 75, leaving White with a cutting point in his shape. White 64 is an overplay, but Hirata lets him get away with it.

White 68. One would expect White to play at 75, as Black would hardly be eager to make an empty triangle by cutting at 71.

Dia. 7. If White did hane at 1, Black would probably attach at 2. If White 3, Hirata said he would have ataried from the outside at 4. After 6, the 'shape' move for White locally is 7, but Black would build thickness with 8, which would be a distant threat to the centre white group, so —



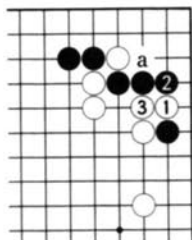
Dia. 7



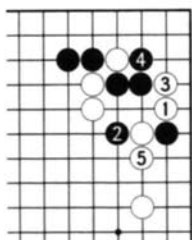
Dia. 8

Dia. 8. White would probably choose to cut at 7, letting Black defend at 8. Next, White can choose between the solid move of 'a' and crawling into the corner with 'b'. Black is hardly likely to pull out his two stones with 'c' after White 'b', as that would give White a squeeze.

Either of these variations is satisfactory for White, the main point being that Black can't cut at 5 in Dia. 7. If Black switches to 2 in *Dia. 9*, White will be happy to connect at 3, as Black will have to add a stone in the corner to forestall White 'a'. In view of this, the conclusion is that Black would probably play at 4 in *Dia. 10*, letting White extend at 5. This result seems reasonable for both.



Dia. 9: gote

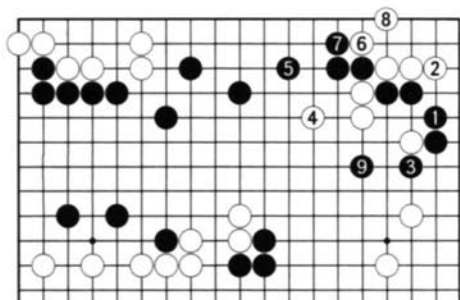


Dia. 10: reasonable

The slack move which lets White get away with his overplay is Black 69. This has to be bad, as it invites White to fill in one of Black's own liberties. The best move, but the only one Hirata didn't think of, is simply pulling back at 75. As seen from the preceding discussion, this is the key point for White, so not surprisingly it is also the key point for Black. The virtue of Black 75 is that it would make miai of 72 and 77.

Dia. 11. If Black 1, White would probably defend the corner with 2, but then Black makes a good hane at 3. White can play one sente move on the outside at 4, after which he has to come back to secure life for the corner group with 6 and 8. Black could then attack with 9. White

could not realistically expect to be able to link up with his centre-left group. If he attacked Black's group (3, 9 etc.), Black should be able to discard it in such a way that he picks up the group to the left. In short, this diagram would definitely give Black the initiative.



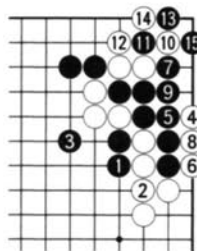
Dia. 11: Black has the upper hand.

At the time Hirata believed all he had to do to get a good result was to catch the corner stones, but things were not so simple.

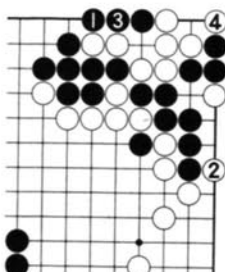
Black 75 is necessary. If Black tried to catch White in a geta with 1 and 3 in *Dia. 12* (next page), he would get into a very bad semeai (capturing race) after White's placement at 4. The result is an unfavourable two-step ko.



A hectic middle game: Hirata v. Che



Dia. 12: a bad ko for Black



Dia. 13

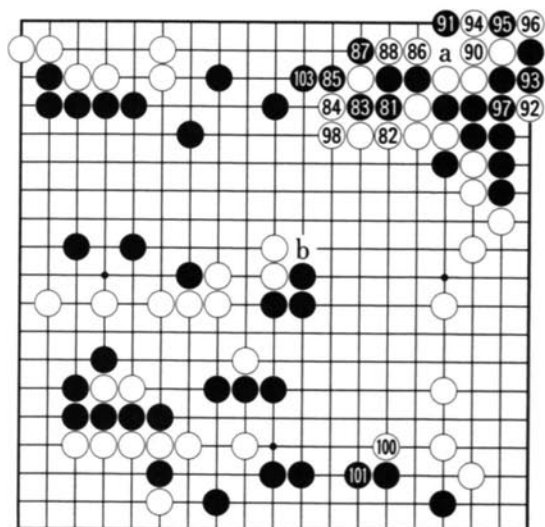


Figure 3 (81-103)
89: connects; 99, 102: ko

Figure 3 (81-103). Bad style is punished.

Black 81. 'An unbelievable move for a player representing Japan,' was Shirae's comment to Hirata on TV. At the best of times, that is, when 81 to 85 would serve to expand Black's top area, these would be crude moves. Here it's not merely a question of style, for these moves backfire, letting White play 86 and 88 and get a ko in the corner. It's not a direct ko for White, but still it's a minor disaster.

Instead of 81, Black should just atari at 'a' or descend at 86 (which to play is a difficult choice). White would probably switch to 'b' in the centre. He would probably then have a slight lead, but Black would still be in it. His main task would be to make sure that White didn't get too much territory in the centre to the right of 'b'.

The result in the corner is painful for Black. It may be an approach-move ko for White, but this should have been Black's territory.

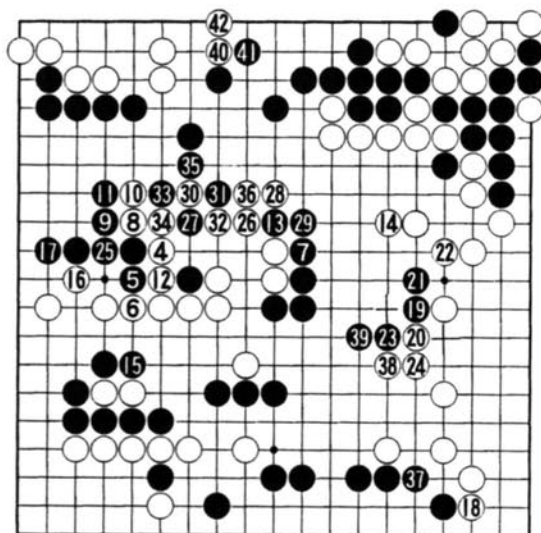


Figure 4 (104-142)

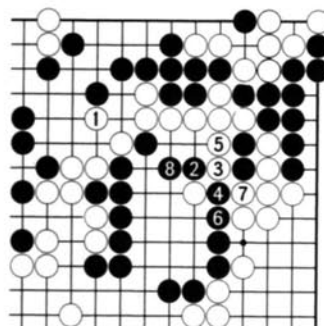
Figure 4 (104-142). Black's chances revive.

White 4 should be at 7. Hirata was grateful for the chance to push up at 7. This move reduces White's potential to the right and even aims at pulling out the single black stone.

Black 17. Black 25 would be more solid.

White 22 is almost meaningless: it should be at 'a'.

Black 27 is the vital point. With this attack building up momentum, Black is now well back in the game. Even after 36, White's group is still weak.



Dia. 14

Figure 5 (143-200). Hirata's hallucination

Black resumes his attack on the group with 43 and 45. White 50 is a defiant move; if instead he secured his connection with 1 in *Dia. 14*, Black would play 2 to 8, securing centre territory here. White prefers to stake the game on the ko that follows Black 53.

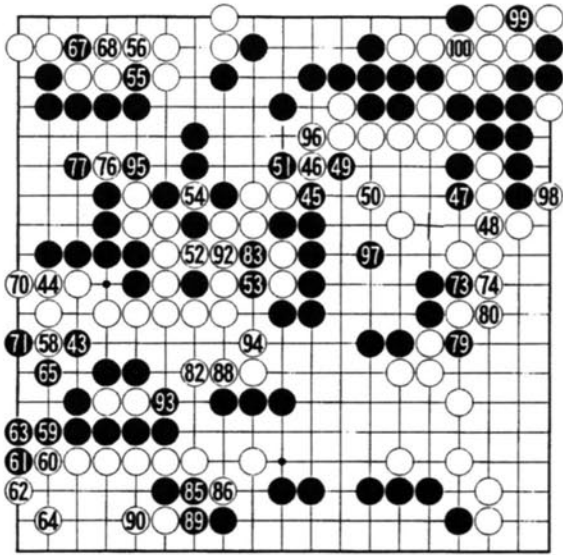
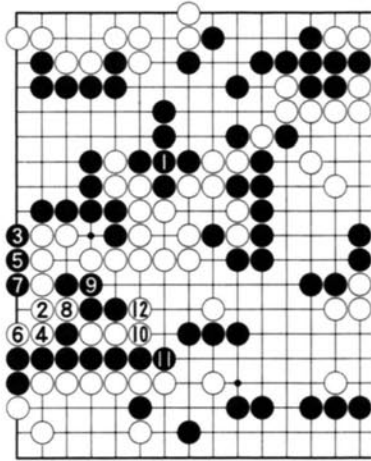


Figure 5 (143–200)
 ko: 57, 66, 69, 72, 75, 78, 81, 84, 87;
 91: connects at 54



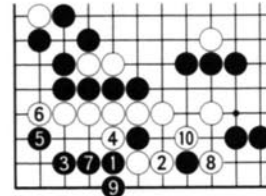
Dia. 15

Black 59 is a terrible move. Hirata thought that after this move White would not be able to get an eye on the side, that is, he thought that he could play 65 at 1 in *Dia. 15*.

Dia. 15. If Black 1, White will extend at 2. Black has to play 3 to 7 to stop White from getting an eye here, but then White counters at 8. If Black tries to save his stone with 9, he just suffers a bigger loss.

Black therefore switches to 65, and the ko fight continues, but Black's hallucination has cost him more than a couple of ko threats here. Without the 59 to 64 exchange on the board, Black would be able to attack the corner with 1 in *Dia. 16*. If White resists with 2, Black will be

able to live in sente with 3 to 9 (White must play 10 to forestall Black 10). Needless to say, this is a big loss for Black, so Black 65 could be blamed for his defeat.



Dia. 16

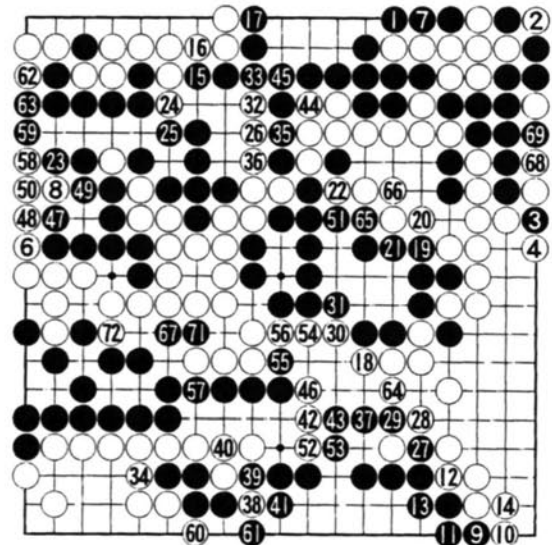


Figure 6 (201–272)

5: ko; 70: connects (at 3)

Figure 6 (201–272). An unthinking ko threat costs Hirata the game.

The actual losing move for Hirata is a surprising one, after the major ups and downs that have characterized this game. The ko threat of 3 is a mistake, because after Black finishes off the ko descending at 68 will no longer be sente. That means that White is able to take this final endgame point. In concrete terms, without the 3–4 exchange, then before playing 67 Black would be able to exchange Black 68 for White 70, then play 67.

The rest of the endgame doesn't affect the balance of territory. However, there was a 'happening' after the game finished. Instead of placing his captures in Hirata's territory, Che suddenly put them back into Hirata's bowl, so the players were unable to count the game. When you count by the Chinese method, the captures are irrelevant, and Che had momentarily forgot-



Trying to work out the result of the Che-Hirata game: Hua Igang 8-dan of China (left of Che), Ota 9-dan (right of Che) and Iwata 9-dan (behind Hirata).

ten that the Japanese rules (the WAGC rules, actually, but they are almost the same as the Japanese rules) were in effect. The problem was resolved by the referees, Iwata Tatsuaki 9-dan and Ota Seido 9-dan, replaying the game and counting the score. Actually, at the end of the game Hirata had muttered, 'I lose by half a point, do I?' and it turned out he was correct.

The person most inconvenienced by this incident was Gerald Westhoff, who was in charge of the draw for the tournament. He got the result just barely in time to pair these players for the afternoon round.

White wins by 1/2 point.

Che v. Tsai (Round 4)

Che's key game was his 4th-round encounter with Tsai Wenhe of Chinese Taipei. Tsai is the strongest representative from his country to appear in the WAGC so far and he actually ended up in a tie with Che for first place, though he was way behind on SOS. The following brief commentary on their game is taken from *Go Weekly*.

White: Tsai Wenhe (Chinese Taipei)

Black: Che Zewu 6-dan (China)

Played on 24 May 1989.

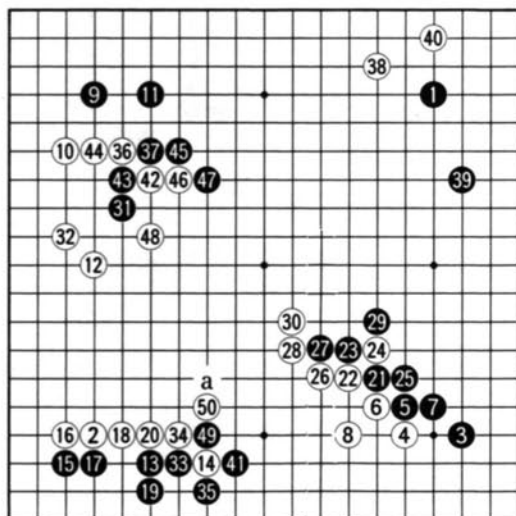


Figure 1 (1-50)

Figure 1 (1-50). Each side goes his own way.

Each side goes his own way, with Black letting White set up his large moyo. When Black does set out to reduce the bottom area with 35 and 41, White ignores him.

White 50 is dubious: he should drop back to 'a'.

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

Black seizes the initiative when he cuts with 51 to 61.

Black 73. Black should first exchange 78 for White 77. Thanks to this lapse, White comes out with a better result than he deserved.

White 96 and 98 are the losing moves. The squeeze to 12 in the next figure is not decisive. [The commentary does not say what White should have done with 96.]

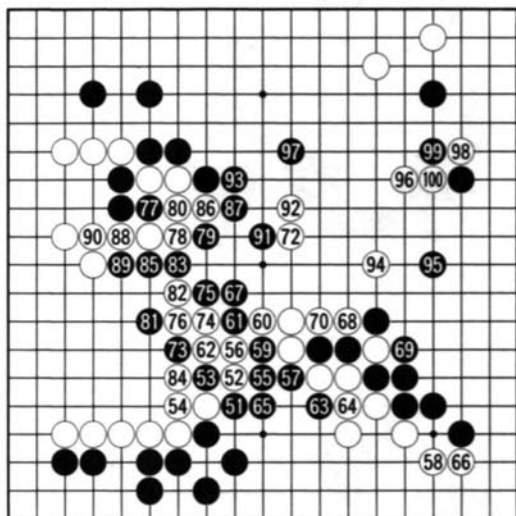


Figure 2 (51–100)
71: connects

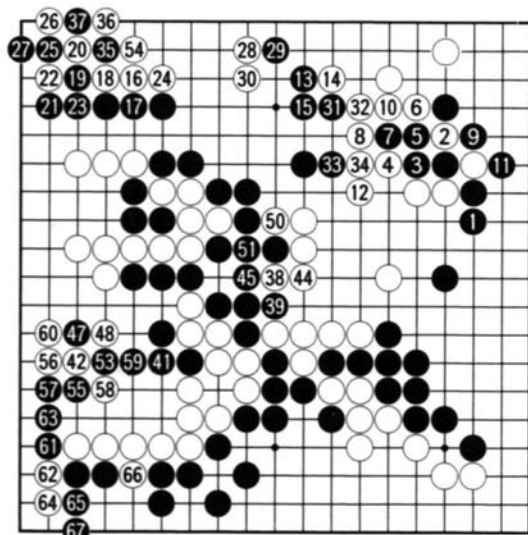


Figure 3 (101–167)
ko: 40, 43, 46, 49, 52

Figure 3 (101–167). *A decisive win*

When Black switches to 13, he has taken the lead.

Tsai was obviously not at his best in this game: perhaps he felt under too much pressure. This was his only loss of the tournament, but it was the one that mattered.

White resigns after Black 167.



Che scores an important win over Tsai.

Tsai v. Lazarev (Round 3)

This is a more successful game for Tsai, one in which he beat the USSR representative, though he had to work hard to do it. Aleksey Lazarev, age 28, won the USSR qualifying tournament; he is the fourth player from his country to participate in the WAGC and he performed creditably, taking 16th place. His best performance in an international tournament is 2nd place in the 1987 European Championship. Both players had started well, with two wins on the first day, when they met on the morning of the second. Perhaps to Tsai's surprise, he found himself really tested by Lazarev.

White: Tsai Wenhe 7-dan (Chinese Taipei)

Black: Aleksey Lazarev 6-dan (USSR)

Played on 23 May 1989.

Commentary by Iwata Tatsuaki 9-dan.



Aleksey Lazarev

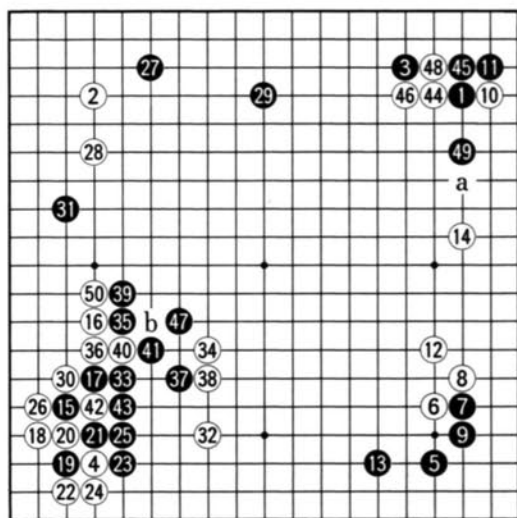


Figure 1 (1-50)

Figure 1 (1-50). Signs of strength

White 10 is an interesting move. If White played 14 first, Black would extend to 'a'. After 10 and 11, Black is reluctant to play 'a'. Iwata mentioned that Go Seigen experimented with 10 a long time ago.

Black follows an interesting strategy with 33, but capping at 38 would be preferable.

White 36 should be at 50. Black makes an efficient shape with 37 and 39, moves which show just how strong Lazarev is.

White 44 and 46 of course aim at cutting at 'b'. Instead of 47, Black should defend against the cut indirectly by turning at Black 50.

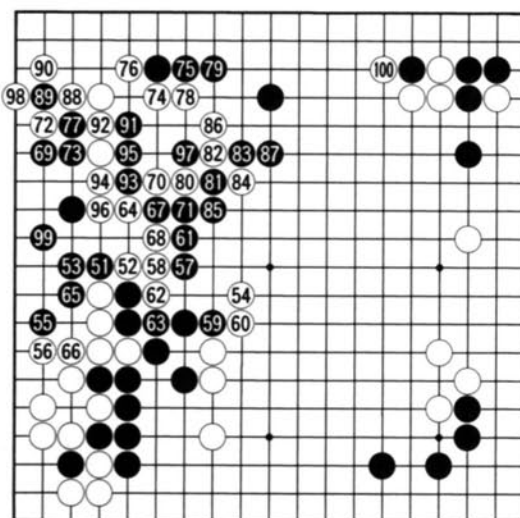


Figure 2 (51-100)

Figure 2 (51-100). Local tesuji v. global strategy

White 54 is dubious: he should extend at 58. Because of this slack move, White has a bad time of it in the fight here.

Lazarev seizes his opportunity: he plays skillfully, striking at the vital point with 67 before living with 69. Having to play 68 is painful for White, but he has no choice.

Tsai does his best to recover the initiative

with 70 on, but the game develops well for Black. His two-step hane with 81 and 83 works nicely. Lazarev's play impressed Kobayashi Koichi, who was heard to comment: 'The USSR players are really strong.'

Perhaps this praise (not within Lazarev's hearing, of course) acted as a jinx, for he immediately went wrong. The reason was that he was reading *too* well and so found the clever tesuji of 89 to 93. This cut picks up two stones, but it lets White capture at 98 in sente, securing his group and enabling him to switch to 100. A local tesuji is not necessarily the best move in the context of the whole board. In fact, up to 100 Black has not gained anything.

Instead of 89, Black should have played at 100 himself, attacking the white group there. That would have given him a definite lead.

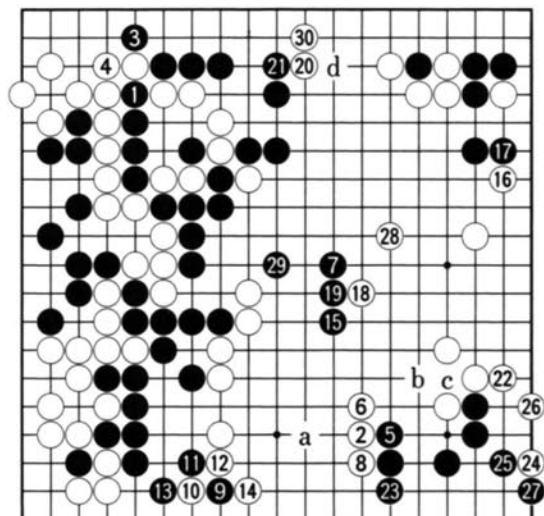


Figure 3 (100-130)

Figure 3 (100-130). *Black lets slip the lead.*

Black 1. Black 'a' would be bigger. White catches up a lot when he plays 2.

Black 7. Better to exchange 'b' for White 'c', then play Black 8, White 'a', Black 'd'. That would keep Black in the lead.

Black 'd' is an excellent point, but Lazarev also misses chances with 9 and 15 to play there. This gives White the chance he needs.

By 30 White has upset Black's lead.

Figure 4 (131-188). *A miss is as good as a mile.*

In the first half of this game Lazarev pushed Tsai very hard, and if he hadn't found that tesuji

in Figure 2, he could have maintained his lead. However, almost is not good enough. Lazarev needs to develop his ability to assess the needs of the overall position without becoming too caught up in local fighting. Even so, his performance in this game shows that he has the potential to take a much higher place.

Black resigns after White 188.

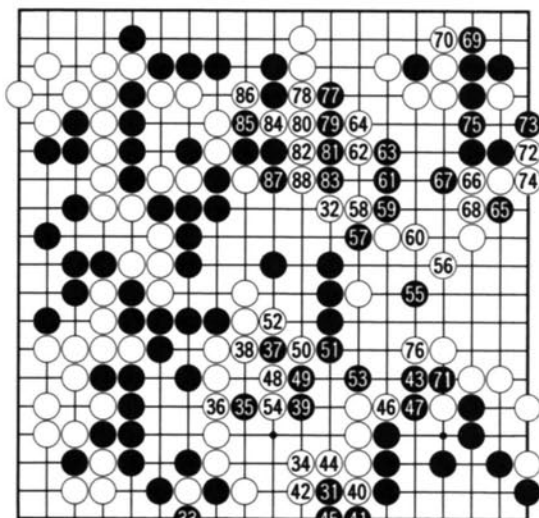


Figure 4 (131-188)



Tsai Wenhe, 25 years old, lives in Taipei, where he is a go teacher. He took first place in the national Amateur Best Ten tournament.

Lee v. Che (Round 7)

This game, in which he defeated the tournament winner, was not actually Lee's best performance, as he was a little lucky. Still, this must have been some compensation for not taking a higher place. As he went into the 7th round, Lee was in equal second place with Hirata and Tsai; by beating Che, he moved up to a tie for first place with Che and Tsai. He dropped down to fourth place when he suffered his second loss in the final round. Actually, as it turned out, he and his final-round opponent, Tsai, were in a similar position: whoever won their game was likely to be pipped by Che for first place because of an inferior SOS. The competition for first place seems to be getting more and more fierce year by year, but the luck of the Chinese keeps holding out.

White: Che Zewu 6-dan (China)
Black: Lee Hak-yong 6-dan (Korea)
 Played on 26 May 1989.
Commentary by Kudo Norio 9-dan.

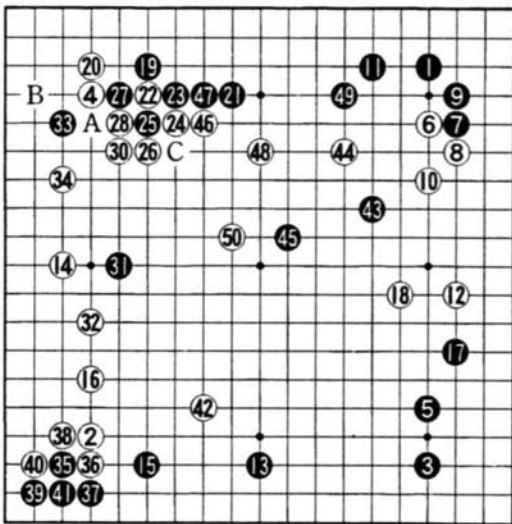


Figure 1 (1-50)
 29: connects

Figure 1 (1-50). Black's slack move
 White 24. White 25 would also be a good move. The sequence to 30 is a fighting one.
 White's answer to the probe of 33 is another strong move. Instead of 35, Black could cut at A, forcing White B and aiming at the cut at C.
 When White expands his left-side moyo with 42, Black starts to reduce the centre with 43.

Black 49 is a slack move that could easily lose the game. He should have jumped to Black 50. White takes the initiative when he drives a wedge through the centre with 50. Black can't afford to have the stones on either side (31 or 43-45) captured.

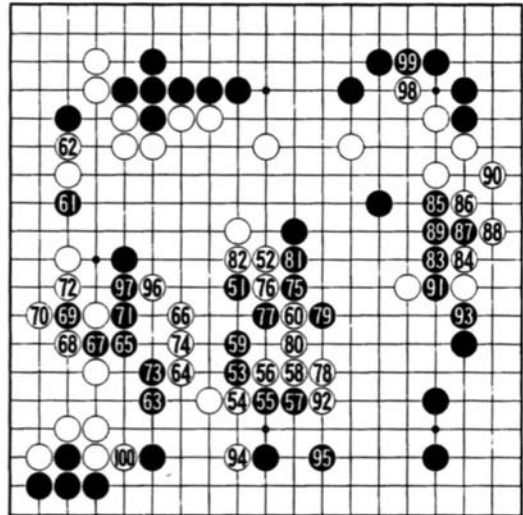


Figure 2 (51-100)

Figure 2 (51-100). Painful shinogi
 Black 51 is an emergency measure, an attempt to save the stones on both sides. White attacks severely with 52 to 56. From 63 to 73, Black manages to link up on the left, but his connection is not yet completely secure.
 With 75, Black sets out to save his group on the right. He succeeds up to 95, but at the cost of giving up five stones. White is clearly ahead.

Figure 3 (101-167). The upset
 In the centre fight, White has let Black have his own way: he has answered docilely, because doing so has given him a good game. That shows how bad Black's position was to begin with; missing the vital point with 50 in Figure 1 has been very costly.

Moreover, White can now set up a ko with 2 to 6, so Black is not yet out of trouble.
 Black 13. Black probably has little choice but to ignore the ko threat of 12, but this lets White widen the gap by destroying Black's bottom right corner. White seems to have the game wrapped up, but then something ridiculous happens in the centre.



Lee's perseverance in a bad position was eventually rewarded.

White 60. White would just have to answer at 61 for the game to be over. His careless response at 60 lets Black stage a dramatic upset, thanks to his superb tesuji of 63. That just shows that you can't relax until the stones are back in the bowls.

White resigns after Black 167.

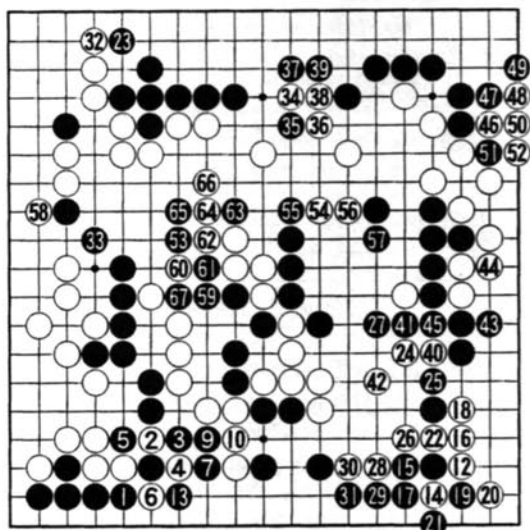


Figure 3 (101-167)

8: ko (at 2); 11: ko (below 2)

Hasibeder v. Schuster (Round 5)



Malte Schuster, the 1988 DDR Champion, is the first representative of his country to play in the WAGC. His respectable placing at 17th on four wins shows that his 3-dan ranking is a little conservative.

Helmut Hasibeder, the 1988 Austrian champion, playing in his 5th WAGC, had his best tournament to date. Schuster, the 1988 East German champion, did quite well in his debut. The commentary is taken from the TV program on the tournament.

White: Helmut Hasibeder 6-dan Austria
Black: Malte Schuster 3-dan (G.D.R.)
 Played on 25 May 1989.
 Commentary by Ishida Yoshio 9-dan and Shirae Hanuhiko 7-dan.

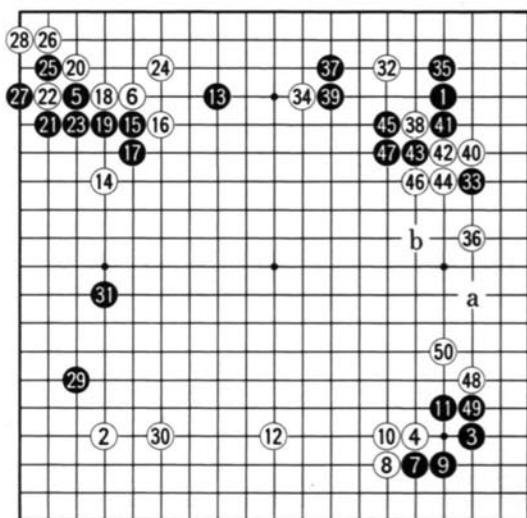
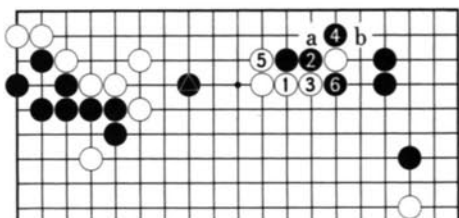


Figure 1 (1-50)



Dia. 1: the right way to answer the invasion

Figure 1 (1-50), Both sides fail to punish the opponent for his mistakes.

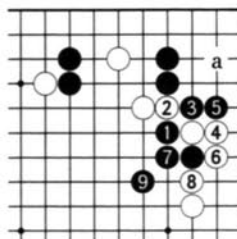
The commentary begins at move 36. Up to this point in the fuseki Black seems to have a small lead. However, Black 37 is a misjudgement: there is no need to make this kind of invasion when you are ahead. It would be quite good enough just to extend to 'a', followed by White 'b', Black 46.

White also goes wrong: dodging to 38 is an overplay. Instead, he has to follow *Dia. 1*. With 1 to 5, White builds centre thickness, weakening

the marked black stone. He also has the threat of White 'a', followed by White 'b', so Black has to add a stone at 6, even though it makes him over-concentrated.

The follow-up move of 39 turns what was a bad invasion into a good one: White gets terrible shape here. However, Black fails to make the best answer to White 40. He should have on top as in *Dia. 2*. He can handle the fight after 2 to 9. There may be some bad aji at 'a', but White's outside stones are too weak for him to do much with it. Black 41 in the figure is a little crude: it shows that Black's main concern is to simplify the position.

Black 49 is a little submissive: there is no real need to defend here.



Dia. 2: Black should fight.

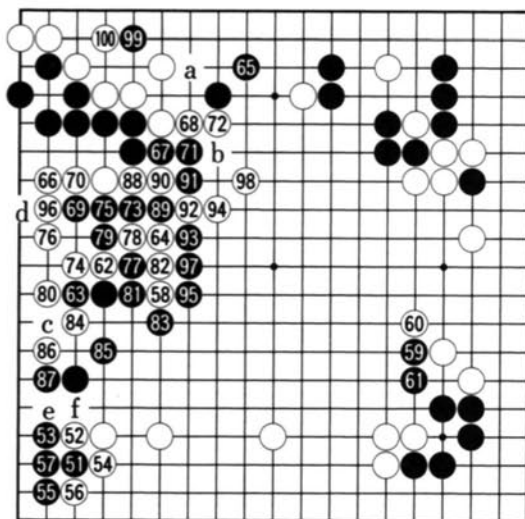


Figure 2 (51-100)

Figure 2 (51-100). A bad trade

Black 51. The following exchange took place between the commentators:

Shirae: How many points is this worth?

Ishida: Not less than 20.

Shirae: Not less than 20? Couldn't you say more exactly, to justify your nickname of 'the computer'?



Hasibeder and Schuster hard at work

Ishida: I couldn't say something like that.

Shirae: You don't really know, do you?

Ishida: Oh, I know.

The game develops into a moyo v. territory contest. Ishida approved all the moves up to 65, which he called a little strange. Shirae suggested 'a', but Ishida preferred jumping to 'b'.

Black 67 goes the wrong way. Black should exchange Black 88 for White 75, then jump out to 91. That would avoid helping White to play moves like 68 and 72 that damage Black's own position. The game would then be even.

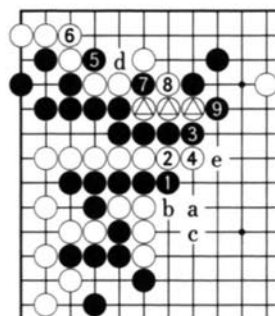
Black is aiming at the counterattack of 69 and 73, but this doesn't work out the way he expects.

Black 83. Normally Black would want to block at 'c', but he plays in the centre to alleviate the threat of White 88 on.

Black 87. Black misses his chance to defend with Black 89, after first forcing with Black 96, White 'd'. If White were to continue with White 87, Black 'e', White 'f', Black could sacrifice his corner group and secure the capture of the centre white group with a hane at 95.

Black 91 led to a trade that lost the game for Black, so Ishida suggested trying 1 in *Dia. 3*. After 4, Black's next move is difficult. If he simply blocks at 9, White will capture the centre stones with 'a'; if Black 'b', White 'c', and Black can't es-

cape because the ladder going down towards the bottom right favours White. In return, Black can make a throw-in at 7, but White will just give up three stones and live at the top. This is a bad exchange for Black, so Ishida looked for something better. He came up with the idea of starting with 5 and 7 on the inside; after this, blocking at 9 makes miai of an atari at 'd' and a hane at 'e' (which would make White 'a' fail). (If White 8 at 'a', Black can omit 9 in favour of rescuing the centre stones.)

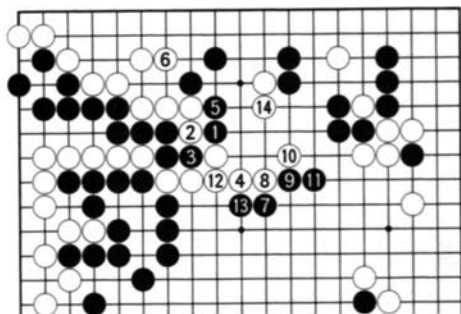


Dia. 3

Schuster must have thought that 91 would be good enough, but things look bad after 92. Black can capture four white stones, but the painful

thing for him is that he can't push down at 96 to reduce White's liberties. Thanks to 96, White comes out way ahead in the semeai after 98.

Black does have one last hope, however, which is to aim at a different semeai with 1 in *Dia. 4*. Finding the correct way to fight this semeai is quite a difficult problem in itself. After the forced moves to 6, Black attacks at 7, but according to Ishida 10 to 14 put White one move ahead.



Dia. 4

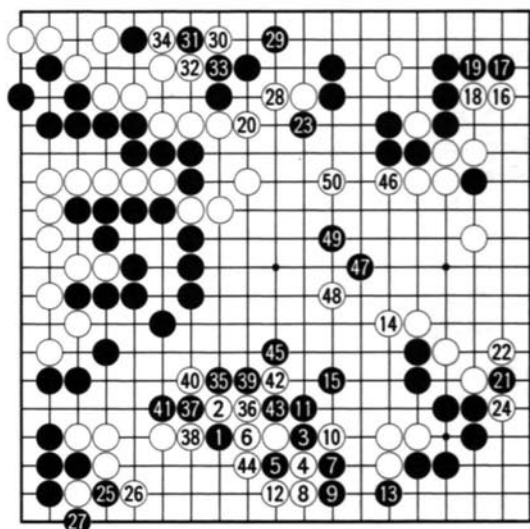


Figure 3 (101-150)

Figure 3 (101-150), Figure 4 (151-194)

The game has already been decided, but Schuster fights on for another 90 moves or so before giving up hope of staging an upset.

Black resigns after White 194.

Heiser v. Petrovic (Round 8)

Heiser was only 21 at the time of this game, but he was representing his country for the fourth

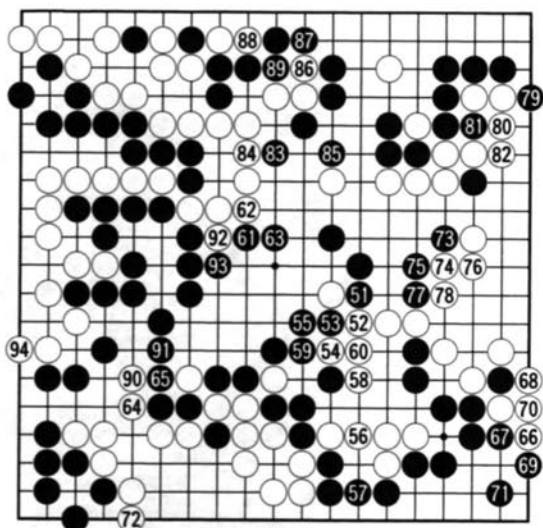


Figure 4 (151-194)

year in a row. Thanks to his consistent performances (10th in his debut in 1986, 11th in 1987, and 10th in 1988), Luxembourg is one of the most successful Western go-playing countries. His opponent, Rade Petrovic of Yugoslavia, has also been quite consistent, coming 8th in 1986 and equalling that performance this time. This eighth-round game was very important for both players, as the winner would join the small group of players on six points.

White: Rade Petrovic 5-dan (Yugoslavia)

Black: Laurent Heiser 5-dan (Luxembourg)

Played on 26 May 1989.

Commentary by Iwata Tatsuaki 9-dan.

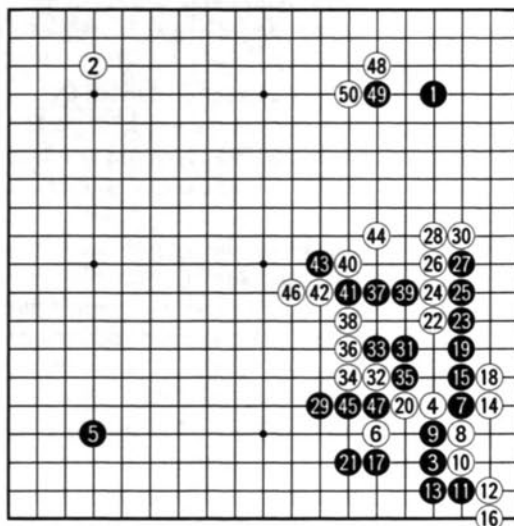


Figure 1 (1-50)

Figure 1 (1–50). White goes wrong.

White 16 is a joseki mistake. White should exchange 18 for 19, then extend at 20.

White 22 is too precipitate. White should play at 29 and aim at attacking at 22 later. Black gets to take the vital point of 29 himself, setting up his counterattack at 31, yet for White to plug the gap here instead of 30 would be too slow. That is proof that White's strategy has been mistaken.

The result to 47 is a success for White.

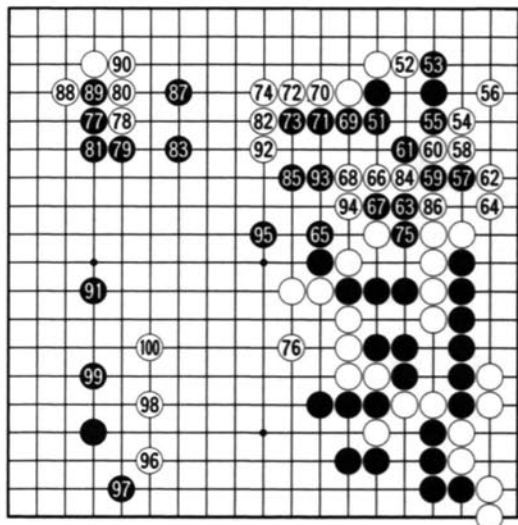


Figure 2 (51–100)

Figure 2 (51–100). Black ahead

White 54 is another overplay: White should just capture the black stone with White 65.

Black 61 should be at 84.

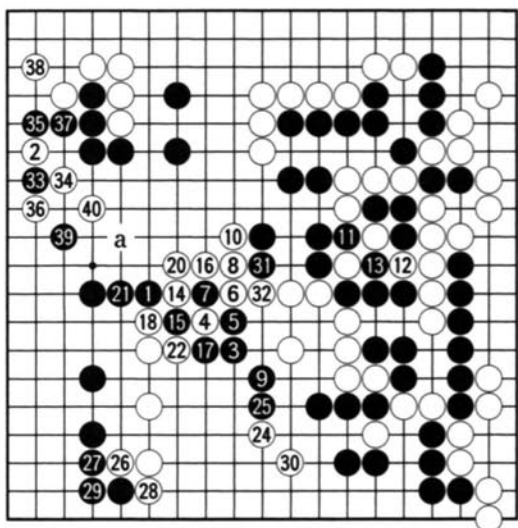


Figure 3 (101–140)

19: ko (at 7); 23: connects (at 4)

Figure 3 (101–140). White's last chance

Black has been leading throughout this game, but if White played 38 at 'a', he might still have a chance. Black's fierce attack with 39 wraps up the game.

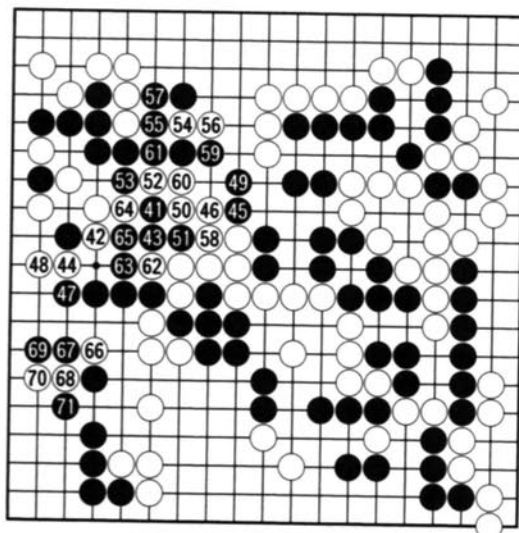


Figure 4 (141–171)

Figure 4 (141–171). Sixth place

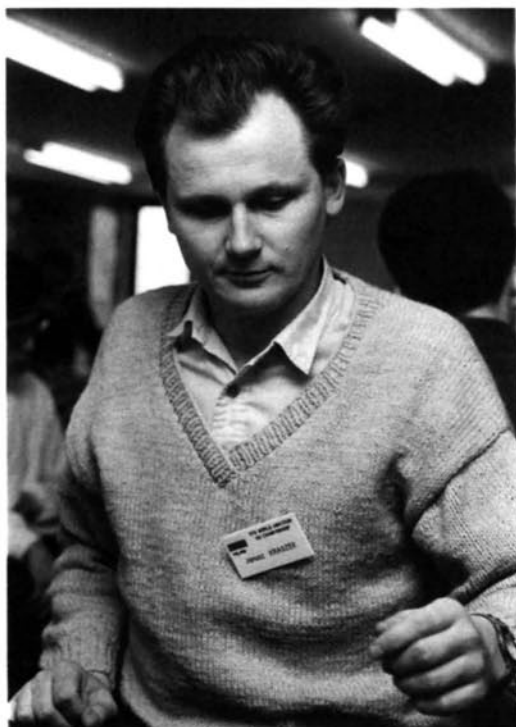
Thanks to his good play in this game, Heiser made the breakthrough to the six-point group and posted his best result yet in the WAGC. He has improved steadily each time he has played since he made his debut as a nominal 3-dan in the 8th WAGC. The fact that in his first three years he finished around the same place (10th twice, 11th once) is actually an indication of how the overall level of the tournament was rising, because he went up one stone in strength each year. Now that he has reached 5-dan and 6th place, the real challenges lie ahead.

White resigns after Black 171.

Heiser v. Kraszek (Round 5)

One of Heiser's two losses was to the tournament winner Che; the other came at the hands of Janusz Kraszek of Poland, who just failed to match his 6th place in 1986. Kraszek holds the record for most appearances in the WAGC, having played seven times. He also took a place in 1987, coming 7th. He has almost monopolized the Polish Championship since it was established in 1979 and in 1983 he won the European Championship.

White: Janusz Kraszek 5-dan (Poland)
Black: Laurent Heiser 5-dan (Luxembourg)
 Played on 25 May 1989.
 Commentary by Kawamoto Noboru 9-dan.



Janusz Kraszek

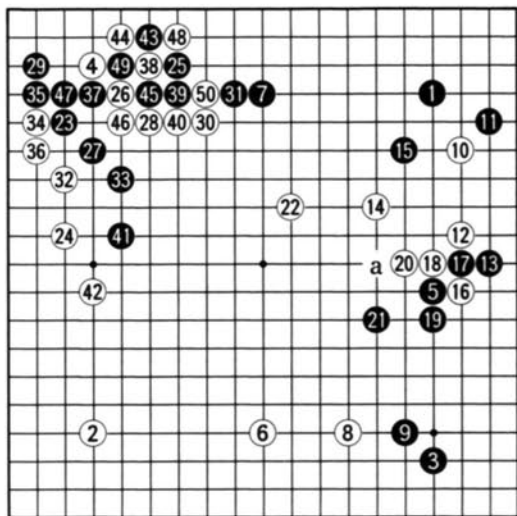
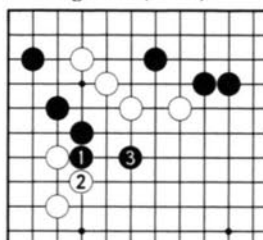


Figure 1 (1-50)



Dia. 1

Figure 1 (1-50). Vital points go begging

Black starts out aggressively with 11 to 15. White's counter at 16 can't be good. Up to 21 he just helps Black to strengthen his position, on top of which his own stone at 14 ends up in an odd position. Instead of 16, he should simply have jumped down to 'a'.

Black 27 would be better at Black 32, as it gives White the option, soon exercised, of striking at the vital point of 32.

Black 33. Following *Dia. 1* would make a stronger shape. White's blow at the vital point of 34 rocks Black a little.

White 38. Provoking Black 39 is painful, so playing 38 at 39 would have been preferable.

Black 47. Black should take the ko with 49 immediately. The cut of 48 is severe.

Figure 2 (51-100). White's mistake is not costly.

White 54. The correct way to finish off the ko is to exchange White 'a' for Black 'b' before capturing at 54.

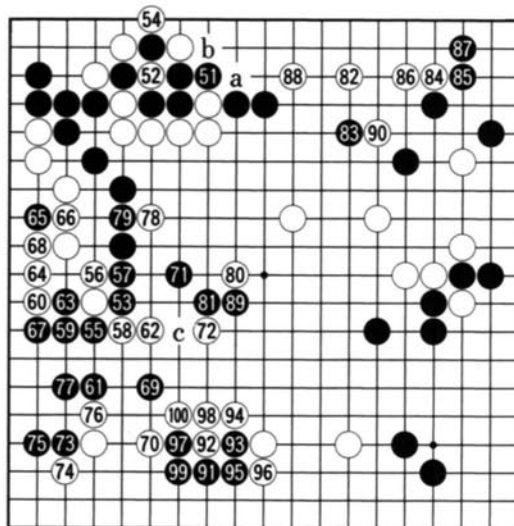


Figure 2 (51-100)

White 56. Descending at 63 is the standard move, but 56 is aggressive.

White 68. As seen later in the game, Black can get a seki here.

The sequence from 73 to 77 seems reasonable.

White 80 is bad. This should be either a

kosumi at 89 or an immediate invasion at 82 at the top. If White answers Black 81 at White 89, Black can wedge in at 'c'. Despite this mistake, the game is still good for White.

White 90 improves White's position at the top even further. The game is now lost for Black, and Kawamoto 9-dan terminated his commentary here.

Figure 3 (101-176)

Black resigns after White 176.

This concludes our selection of games from the 11th WAGC.

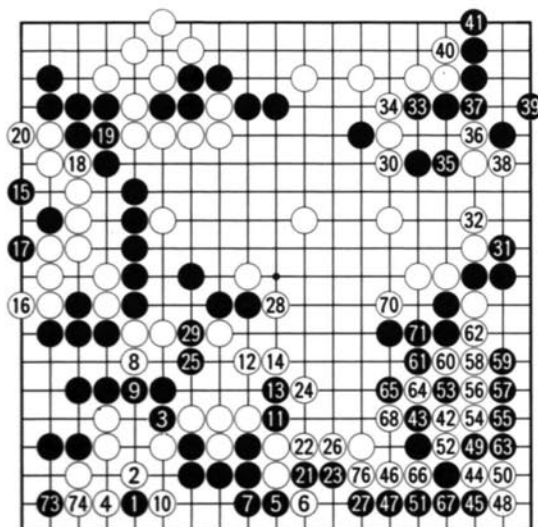


Figure 3 (101-176)

69: at 53; 72: at 64; 75: at 5



Carlos Asato and Viktor Bogdanov watch Kobayushi Kisei review one of Alexsey Lazarev's games.

The World Women's Amateur Go Tournament

The 1989 Yokohama Sotetsu Cup



The first world women's amateur champion, Ao Lixian of Singapore

Yet another tournament, the first international tournament for women, has made its appearance on the international go scene. From 23 to 25 November 1989 the 1989 Yokohama Sotetsu Cup, otherwise known as the World Women's Amateur Go Tournament, was held in Yokohama under the sponsorship of the Sotetsu Railway Company. The tournament was a great success, and it is hoped that it will become a regular annual event, perhaps increasing in scale. In the 1st Yokohama Sotetsu Cup sixteen players from around the world competed in a six-round Swiss competition. Three players finished with five wins each, and on SOS points Ao Lixian of Singapore emerged as the winner. The complete list of place-getters is as follows:

1. Ao Lixian (Singapore): 5 (SOS: 23)
2. Kan Ying (Hong Kong): 5 (21)
3. Nakamura Chikako (Japan): 5 (19)
4. Mu Xiaohong (China): 4 (22)
5. Cheng Shu-chin (Chinese Taipei): 4 (19)
6. Nam Chi-hyung (Korea): 3 (23)
7. Laura Yedwab (U.S.A.): 3 ((20)



The prize-giving ceremony: (front row, L to R) Li, Kan, Nakamura, Mu, Cheng, Nam.

8. Marie Claire Chaine (France): 3 (19)
9. Emilia Grudzinska (Poland): 3 (18)
10. Luisa Rodriguez Hergueta (Spain): 3 (15)
11. Marianne Diederer (Netherlands): 2 (17)
12. Suzanne Malo (Canada): 2 (16)
12. Sylvia Kalisch (W. Germany): 2 (16)
14. Marion Kraft (Austria): 2 (16)
15. Josefina Rosario Papeschi (Argentina): 1 (13)
16. Sue Paterson: 1 (13).

This tournament was one of the functions in the celebrations of the 100th anniversary of the municipalization of the City of Yokohama; 1989 was also the 130th anniversary of the founding of the port of Yokohama. The most memorable event of the tournament was the Opening Ceremony, in which the participants all wore distinctive national dress, making a colorful contrast to the grey suits that predominate at WAGC functions. The youngest player was 14-year-old Nam of Korea, who is a 4-dan — the age of the oldest is not recorded. The strength of the participants ranged from around 1-dan to 6-dan (three players).

The decisive game came in the 4th round, when the only two players with no losses, Li of

Singapore and Kan of Hong Kong, clashed. Li won this game and seemed to have the championship wrapped up, but when she lost to Nakamura of Japan in the 5th round, she had to rely on her SOS points for victory.



Sylvia Kalisch of West Germany



Marianne Diederer of Holland playing Emilia Grudzinska of Poland in the 5th round

International Go: Professional

2nd Japan–China Tengen Match

In the 1989 Yearbook we presented a detailed report on the 1st Japan–China Tengen match, which initiated the new trend for matches between winners of titles with the same names in both countries. We call this a trend, but as yet there are only two such titles: the Tengen and the Meijin, which are Tianyuan and Mingren respectively in Chinese.

The Tengen international match was the first to be established and already two matches have been played. The 2nd Japan–China Meijin match is being played in December 1989. In this issue, we would like to present the 2nd Tengen match and the 1st Meijin match (actually played in 1988).

The 2nd Tengen match features the same pairing as in the 1st: Cho Chikun v. Liu Xiaoguang. In Japan Cho Chikun defended his title 3–2 against Sonoda Yuichi in December 1988. In China Liu rebuffed his challenger, Jiang 9-dan, with the same score. Cho won the first best-of-three encounter with straight wins, but Liu took a measure of revenge by killing a large group of Cho's in the 2nd round of the 2nd Fujitsu Cup. The first match was played in Japan, so this time Cho flew to Shanghai to face Liu.

Cho left Narita on 21 August on the three-hour flight to Shanghai. Once there he received what has become the customary VIP treatment in China for visiting go players: an escort by a patrol car to his hotel. At the welcome party that night cakes in the shape of go boards were served (they don't seem to have featured a game as decoration, unlike the cake Magari 9-dan was regaled with in Canada). The next day was given up to sightseeing, then the first game was played on the 23rd. This match was an important event for the host side, as it marked the resumption of high-level go contact after the Tiananmen incident, so some leading go figures, including the President of the China Weiqi Association, Chen Zude, flew down from Beijing for the occasion. Miyazaki Shimako 2-dan, the top Japanese woman player, who was studying go in Beijing, also came along to cheer for the visiting side.

Game One

White: Liu Xiaoguang 9-dan

Black: Cho Chikun 9-dan

Komi: 5 1/2; time: 3 hours each.

Played on 23 August 1989.

Commentary by Kataoka Satoshi 9-dan.

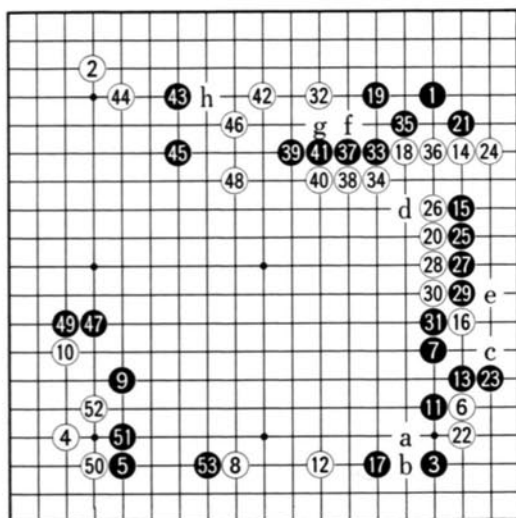


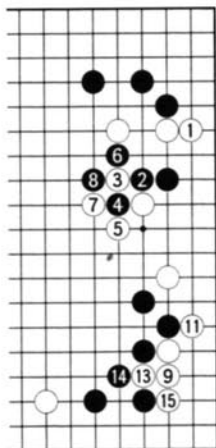
Figure 1 (1–53)

Figure 1 (1–53). Twice surprised by Cho

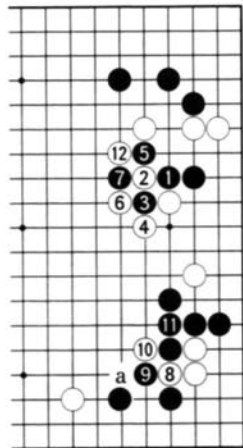
White 8 is usually played at 12, but White doesn't want to give Black the option of playing Black 8, White 'a', Black 'b'.

Black 17 is an interesting move. Liu undoubtedly expected the standard answer at Black 'c'. In that case, White 16 would be light, as Black would have answered it submissively. When Black takes profit at the bottom with 17, White can't afford to discard 16; in other words, it is now a heavy stone.

White 22. If at 1 in *Dia. 1*, Black will probably set up a ko with 2 to 8. He would probably ignore White 9, the aim of which is to create ko threats. The aim of 22 is to make White's corner ko threats bigger than they are in the diagram, but the exchange for 23 loses points immediately.



Dia. 1



Dia. 2

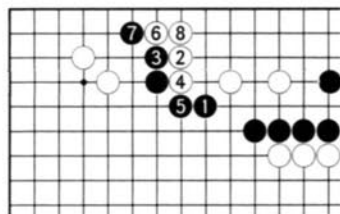
10: ko; 12: connects

Black surprises White by crawling at 25 instead of setting up the ko. If instead he played 1 to 7 in *Dia. 2*, White would cut with 8 and 10, start the ko fight with 12, then use 'a' as his ko threat. If he took the bottom right corner in exchange for the ko, he would be satisfied.

Up to 31, Black both takes profit and builds thickness. If White switched 26 to 28, Black would exchange Black 26 for White 'd', then slide along the side to 'e'; this would create cutting points in White's shape.

Liu had got off to a bad start, so he went all-out with 32. However, for the second time he was surprised by Cho's counter. In playing 32 he had presumably expected Black to reply at 'f', in which case he could have continued with White 38, Black 'g', White 42 and still have aimed at attacking the corner. In contrast, in the game Black builds thickness up to 37. Cho's inventive play in this game bears out the oft-heard comment that he hates to play the same fuseki twice.

White 42 is too close to Black's thickness, but he can't afford to play the more conventional move of 'h'. His only hope of catching up is to start a confused fight, so he invites Black to invade at 43.

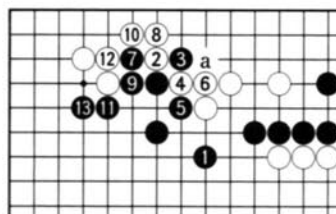


Dia. 3: bad for Black

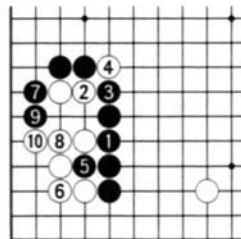
Black 45. If at 1 in *Dia. 3*, Black won't be able to find an efficient way of defending all his cutting points after White 2 to 8.

Black 47. Capping at 1 in *Dia. 4* wouldn't work as well as Black would like. White has the contact play of 2 to link up along the edge, and in the process he takes respectable profit.

Players from both countries following the game agreed that the game couldn't be bad for Black after he blocks at 49. One is rarely given a chance to play moves like 47 and 49 in succession.



Dia. 4: good for White



Dia. 5: more solid

Black 53. Connecting at 1 in *Dia. 5* would be more solid. White is short of liberties, so cutting with 4 won't lead anywhere.



Cho Chikun

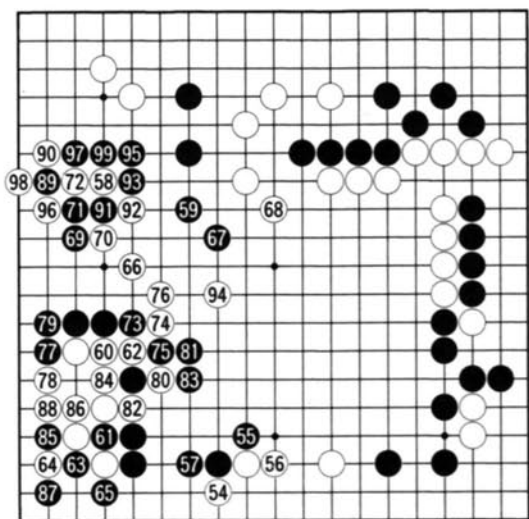
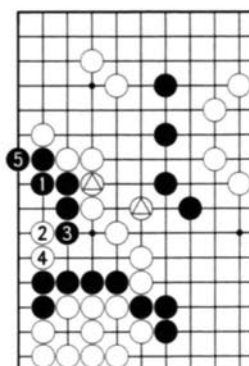


Figure 2 (54-100)
100: connects

Figure 2 (54-100). Cho makes the game tough for himself.

Black 61. Since Black doesn't have a stone at 82, White's liberty problem is not so acute, so Black doesn't feel like blocking at 62. An interesting exchange follows. If White defends against 61 (at 63 or 86), then Black will now block at 62.

After Black extends to 69, his group proves to be surprisingly resilient. He is able to use the cut at 75 to play 77 and 79 in sente. On top of that, even 85 and 87 turn out to be sente, so he takes extra profit in the corner. However, Black 91 is an unnecessary complication. It would be simpler to live with 1 in *Dia. 6*. Even if White gets the two marked stones in place, Black is still alive. If White 2, Black counters with 3 and 5 and lives.



Dia. 6: Black lives.

Apparently Cho made a misreading in the continuation after 91. After the game he ad-

mitted that he should have followed *Dia. 6*.

White 94 is essential, but actually White is happy to play there, as it threatens the four black stones above. In view of that, Black 95 is natural, but then White 96 kills the side group.

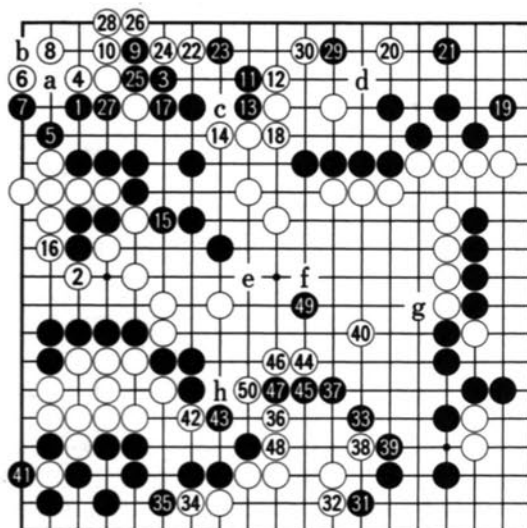
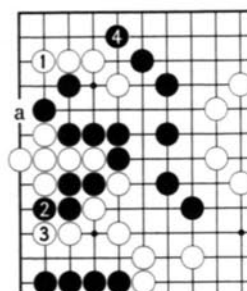


Figure 3 (101-150)



Dia. 7: good for Black

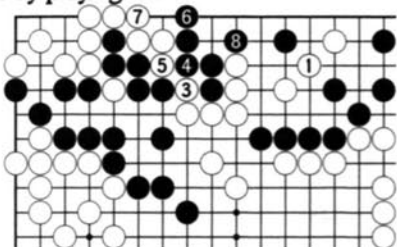
Figure 3 (101-150). Liu's brilliancy

Black 1. Perhaps Cho assumed that this would kill the corner group, in which case the trade for his side group would have been reasonable, but Liu had a brilliancy up his sleeve. White 6 is the kind of move you see in classic Chinese treatises on tsume-go (life-and-death). Perhaps Cho had expected White 1 in *Dia. 7*. In that case, White can't get two eyes in the corner, yet he can't afford to start a ko with White 'a', as he would lose too much if he lost the ko. In contrast, White doesn't stand to lose anything extra if Black starts a ko with 'a' in the figure. In fact, Black is the one would risk losing extra points, so the result of White 6 is that Black is reluctant to start the ko. That means that the corner white

group is close to being unconditionally alive. This setback must have been a shock for Cho, but thanks to his earlier good play he was still in the game.

White 22 is a clever placement: it attacks Black's eye shape while seeking definite life for the corner group. After 28, White can answer Black 'a' at 'b'; he has also set up a cut at 'c'.

Black in turn makes a clever placement with 29. If White answers at 'd', then Black will no longer be afraid of the cut at 3 in *Dia. 8*, as he can now live independently with 4 to 8. On the other hand, if White later plays 'c' in the figure after having added a stone at 30, Black minimizes his loss by playing 'd'.

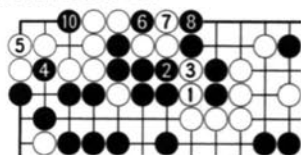


Dia. 8: Black can live.

2: elsewhere

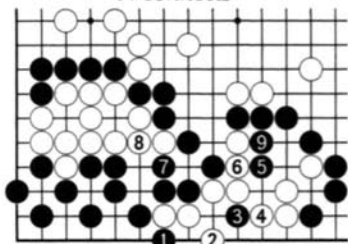
Keeping sente to switch to 31 and 33 is big.

Black 41. Black 'd' is bigger: 41 is gote, because White lives in sente with 42. Note that White 1 in *Dia. 9* is not as big as it looks, as Black can counter with 2 to 10.



Dia. 9: the cut backfires.

9: connects



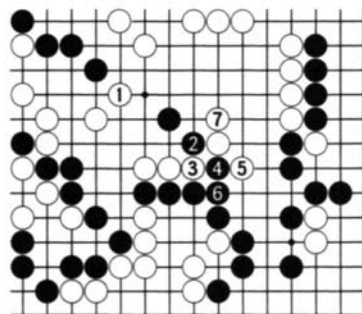
Dia. 10: White dies.

White 48. If omitted, Black easily kills White as in *Dia. 10*.

Black 49 is risky: it shows that Cho hadn't recovered from the shock he received in the top left corner and that he believed that he was behind. Exchanging Black 'e' for White 'f', then making a hane at 'g' would be good enough to win. Black would keep sente in the centre, so

next he could switch to 'd' at the top.

White 50 has no effect on Black. For whatever reason, White declines the challenge to intercept with 1 in *Dia. 11*. There may be other variations, but, so far as Kataoka could work out, Black would lose his two stones. That might be enough to change the result of the game.



Dia. 11: White's last chance

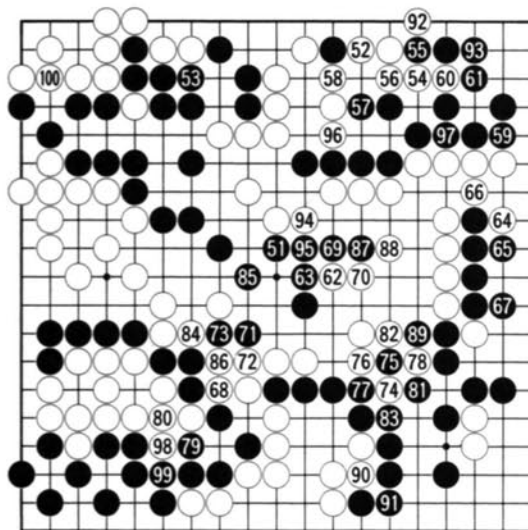


Figure 4 (151-200)

Figure 4 (151-200). Cho takes a firm grip on the game.

This chance vanishes when Black attaches at 51. At the same time the issue is decided.

Black 67 is a clever move: White's hane below 65 will now be gote.

Black 89. Black is already confident of victory. If there were any doubt, he would make the throw-in at 100, aiming at forcing White to give up the two stones to the right (that is, instead of connecting at 9 in *Dia. 9*).

White finally eliminates the ko aji with 100; by this stage 100 is big enough just as an endgame move.

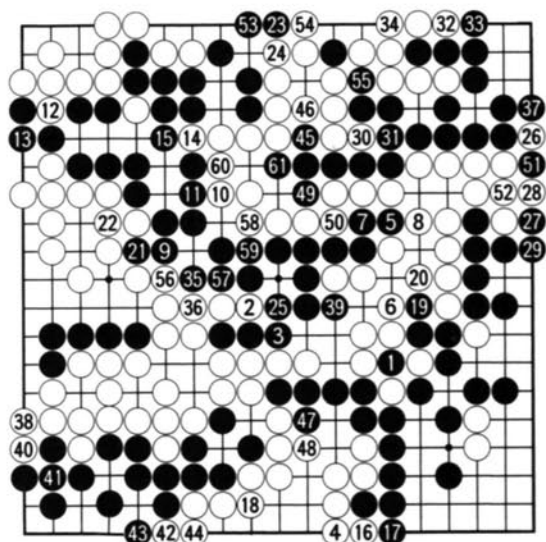


Figure 5 (201–262)

62: ko (at 26)

White wins and connects the ko.

Figure 5 (201–262). A memorable game

The short review that was carried out after the game finished was not enough for these two players. Cho and Liu continued to discuss the game at a banquet hosted that night by the Japanese side. Even at the hotel bar the group repaired to later, they exchanged a few more comments about the game. For both the winner and the loser, this was an exciting game hard to forget.

Black wins by 2 1/2 points.

Game Two

This is another very difficult, but, we hope, entertaining game. Liu had taken the upper hand in a complicated middle game when Cho surprised him with a brilliant switch in the timing of a sequence. Liu was able to confirm for himself what Cho's Japanese opponents have known for a long time: Cho reads more deeply than just about any other go player.

White: Cho Chikun

Black: Liu Xiaoguang

Played on 24 August 1989.

Commentary by Kataoka 9-dan.

Figure 1 (1–45). Cho misses the key point.

Black 17 and 19 are unusual. This pattern has appeared only once before, in a game between Kobayashi Koichi and Takemiya in the Judan

tournament. The continuation to 41 seems to give White a slightly favourable result, thanks to his thickness. Black is a little dissatisfied with having had to play two stones on the first line.

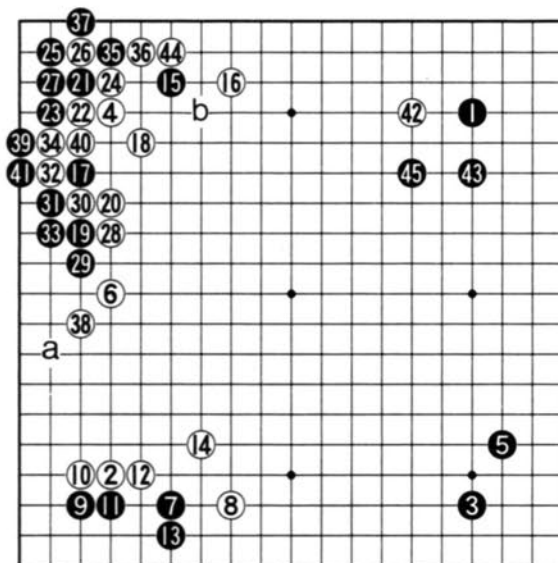


Figure 1 (1–45)

Instead of 38, White could stop Black from linking up on the edge, but Black would slide to 'a' and have no trouble living.

Cho commented that he should have played 44 at 45 (if Black cuts below 36, White blocks him off from the centre with 'b'). Capping at 45 gives Black an easy game to play.

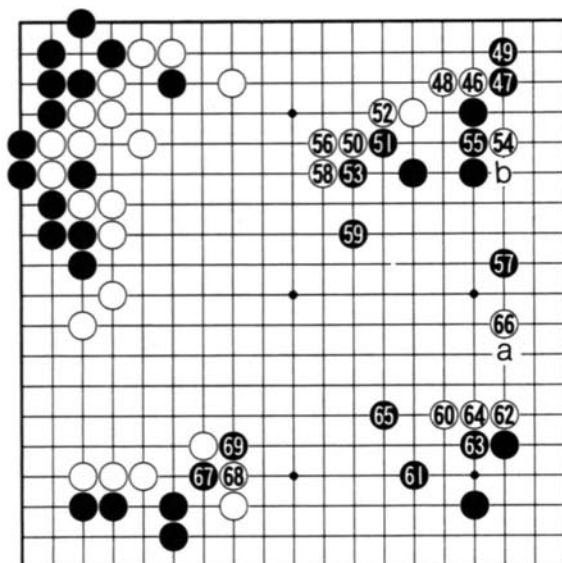
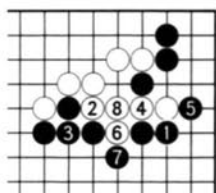


Figure 2 (46–69)

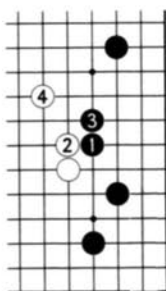
Figure 2 (46–69). Cho gets into hot water.

White 46–58. Once he has played 44 in Figure

1, White has no choice but to try to take as much territory as possible at the top. Switching to the forcing move of 54 during this sequence shows Cho's mastery of timing. This move compels Black to restrict himself to the narrow extension of 57 down the side. Later Black might answer 54 differently, but at this stage, connecting at 55 is the only move. If Black blocks at 1 in *Dia. 1*, White's forced sequence to 8 will make too many holes in his shape.



Dia. 1



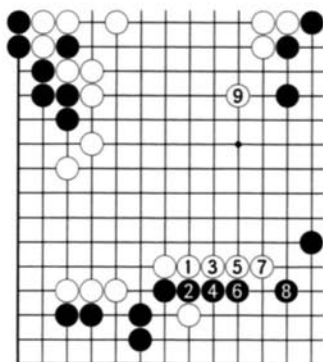
Dia. 2

Black 57. If Black omits this move, White will invade at 57, which makes miai of 'a' and 'b'.

Black 61. Liu is not the kind of player to take the easy way out and defend the right side as in *Dia. 2*, though this answer is quite adequate. He always prefers to fight. By attacking with 61 to 65, he sets up the cut at 67 and 69.

Actually, White's answer at 68 is too aggressive. Answering peacefully with 1 to 7 in *Dia. 3* would be good enough; switching to 9 next would give White a handsome centre moyo.

White 68 and Black 69 throw the game into confusion.



Dia. 3: a handsome moyo

Figure 3 (70-100). The highlight of the game

The continuation is forced. White seems to be weaker here. Although he manages to pull out his stones on both sides up to 88, his three stones in the corner look very lonely after 89. White also

has to worry about Black's combination punch of 'a' and 'b', after which Black could make a double attack with 'c'.

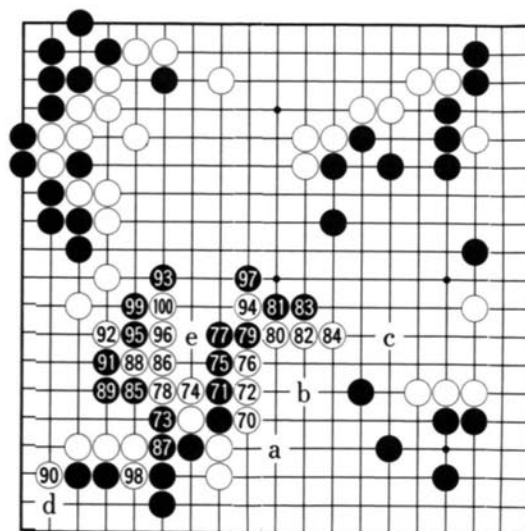
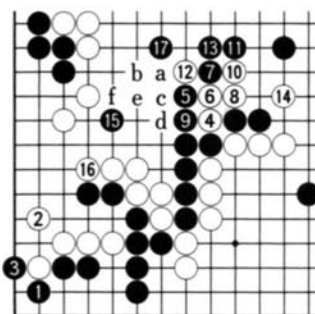


Figure 3 (70-100)



Dia. 4: correct for Black

The next ten moves are the highlight of the game. When Black plays 93, his aim is not only to cut at 95 but also to create a ladder in case White cuts at 94. Liu expected Cho to defend against the threat of 95, after which he planned to block at 'd' in the corner. However, Cho had a brilliant counter prepared, which was to make the cut at 94 regardless of the unfavourable ladder. If Black answers with an atari at 97, White will play 'e', defending his cutting point at 95 in sente and so gaining a second move in a row in the corner; if instead Black plays 95 to the left of 94, White will jump to 100, making miai of extending up from 94 and switching to the corner. Black would therefore have to give up either his centre stones or the corner. That would be unacceptable, so he cuts at 95 instead. However, White has no trouble escaping with 96 on.

To go back a bit, Black had to use 91 to block

at 1 in *Dia. 4*. White will probably answer at 2 (the shape move to set up a connection to the stones above), but that of course gives Black an atari at 3, which takes care of his corner group. If White cuts at 4, Black has a clever counter at 5. After the forced continuation to 17, Black is safe. If White 'a', Black uses his stone at 15 to catch White with Black 'b' through 'f'.

Thanks to the unexpected timing of 94, Cho gets the second move in a row in the corner that he wants with 98. His brilliancy has upset the lead Liu took when this fight started.

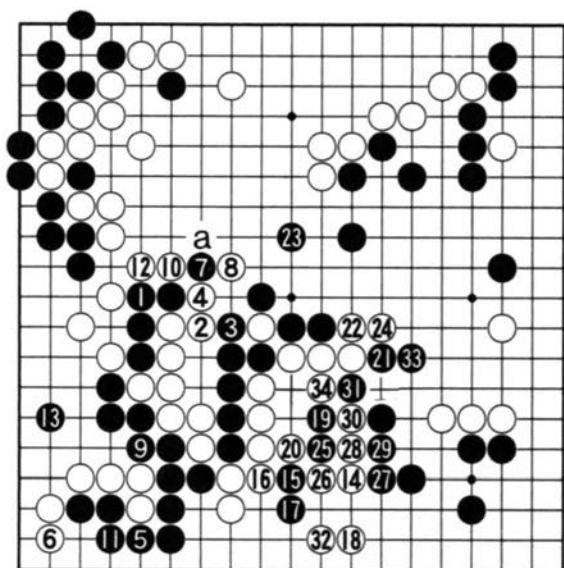


Figure 4 (101-134)

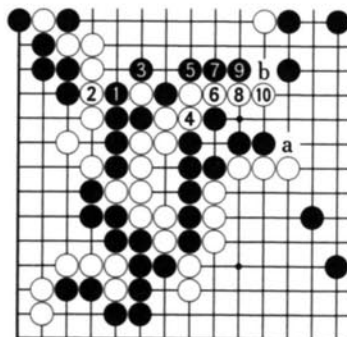
Figure 4 (101-134). No options for Black

White 2, 4. White can't be caught, so now Black has to worry about his eyeless group below. If Black extends at 'a' with 9, White connects 4 to 8; Black would then have to connect at 9, as White would win easily if he cut off these stones. Black therefore connects at 9 immediately, hoping to play 'a' next and fight a semeai (capturing race), but White decides to discard the corner group. Black has little choice but to accept the offer of a trade. If he keeps fighting, with 1 in *Dia. 5*, the sequence to 10 is inevitable. Next, 'a' and 'b' are miai for White. If Black 'a', White cuts at 'b' and kills the centre black group; if Black 'b', White turns at 'a', setting up a temporary seki that lasts only until the corner black group dies.

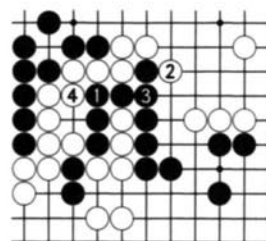
The game is decided after Black 13. The trade itself is favourable for Black, but White gets sente to make the enormous extension to 14. Compare this to Black's playing 15 and 17

without a stone already in place at 14.

Black 15. Black hopes to contrive a double attack on this group and the group on the right side. However, Cho, though already in byo-yomi, answers aggressively and accurately.



Dia. 5: Black collapses.



Dia. 6: nothing for Black to attack

Black 33. If at 1 in *Dia. 6*, White makes an effective atari at 2, linking up his groups. Black can't allow this, as his last hope is to use his thickness in this area to attack the group on the side.



Liu: denied a chance to show his real strength in this match.

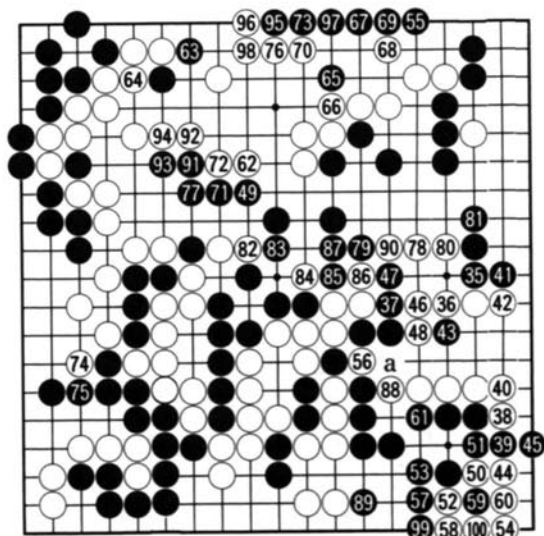
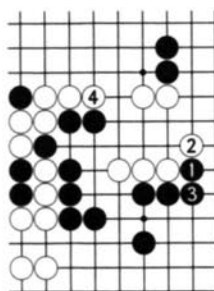


Figure 5 (135-200)

Figure 5 (135-200). *The gap widens.*

White lives with surprising ease: the hane at 38 takes care of his group.

Black 41. If at 42, White blocks, then White plays at 48. White 'a' next will be sente, so White will have no trouble living.



Dia. 7

Next, White uses the clamp at 44 to live in the corner. Looking at the result to 54, it is obvious that Black has just fallen further behind by trying to kill the group. The game would have been much closer if he had used 37 to follow Dia. 7. This way he forces White to play on a dame (worthless) point with 4 to link up. Even so, Black would still lose, which is presumably why Liu decided to try for all or nothing.

Cho is about 11 points ahead with the komi when Liu throws in the towel.

Moves 201 to 256 omitted. *Black resigns.*

The 2nd Fujitsu Cup: Cho v. Liu

It would hardly be fair to Liu to go on to the international Meijin match without giving a game in which he is seen to more advantage. Such a game is his resounding victory over Cho in the 2nd round of the 2nd Fujitsu Cup.

White: Cho Chikun 9-dan

Black: Liu Xiaoguang 9-dan

Komi 5 1/2; time: 3 hours each.

Played on 3 April 1989.

Commentary by Cho Chikun.

Figure 1 (1-49). *Cho's bad start*

Cho: 'White 30 was a terrible move. I should have played at White 37 at the bottom. White must omit 30 and instead try to make Black live in the corner. White 32 was another terrible move. I should have simply played at 34; if then Black 32, I could have switched to White 37. Playing two bad moves so early meant that already there was something wrong with my rhythm.'

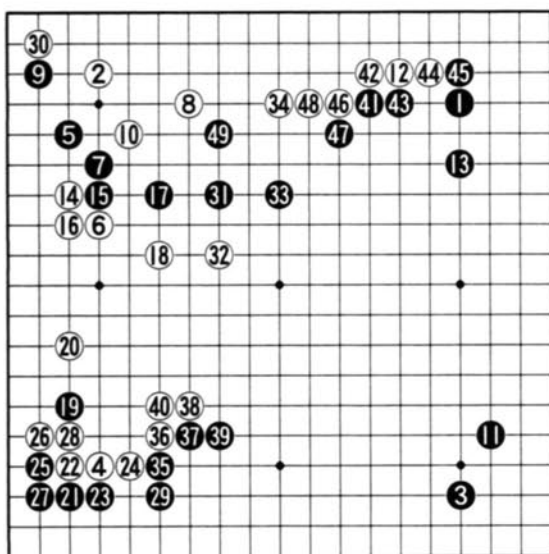


Figure 1 (1-49)

Black 41 is typical of Liu's powerful style. The forcing sequence that follows seems to give White all the top, but -



Cho v. Liu in the 2nd Fujitsu Cup

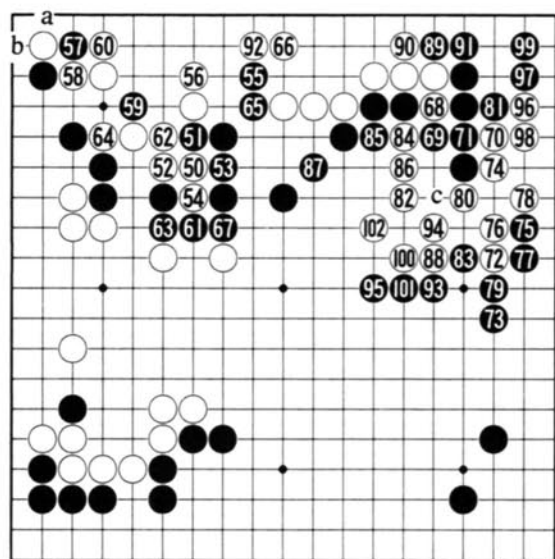


Figure 2 (50-102)

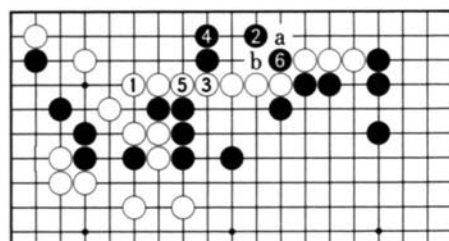
Figure 2 (50-102). A major success

The counterattack of White 50 doesn't work well. Ohira 9-dan called it the losing move.

After the game Cho pointed to 56 and said to Liu: 'This was bad. I should have pulled back. Then there wouldn't have been anything.'

Cho was referring to White 1 in *Dia. 1*. Cho:

'If White 1, the moves to 6 follow. White still has some aji (potential) in the top right corner, so this is how I should have played. If White plays 3 at 'a', then Black 'b', White 6, Black 3 follow, and the top right group still doesn't have eyes.'



Dia. 1: better for White

Because of 56, Black is able to play the superb combination of 57 and 59. When he discards the top left corner on a small scale, breaking into the top in return, the territorial balance crumbles. Black 59 aims at Black 'a', White 'b', Black 60, so White has to add a stone at 60, painful though it is.

The result to 67 is a sad contrast, from White's point of view, to the diagram. Liu has taken the lead.

In the fight that follows on the right side Liu lets White live, but with minimal eye space; he keeps sente, so he gets time to add a stone at the

bottom. Cho: 'White 82 was bad: it should have been at 'c'. If then Black 86, White plays 93. The shape White made living up to 92 was pitiful. I lost more ground.'

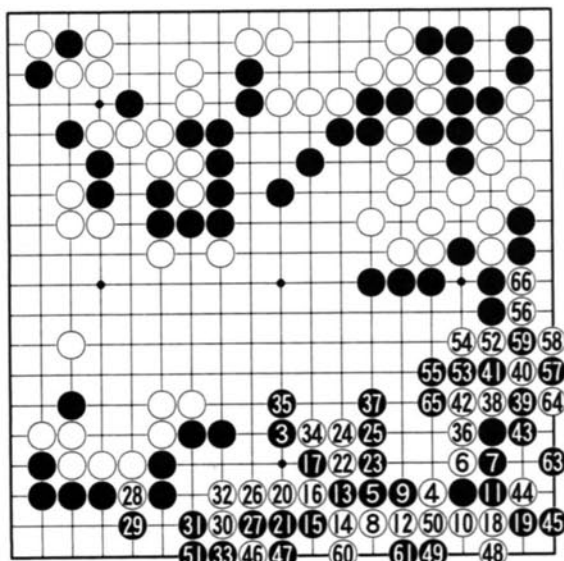
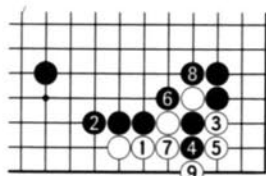


Figure 3 (103-166)
62: ko

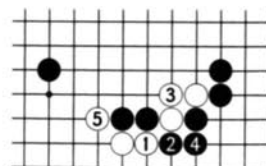
Figure 3 (103-166). Death to the invader

Black 3. A more restrained move would be good enough, but Liu, confident in his fighting ability, is inviting Black to invade. When the latter inevitably does, he sets out to kill him with 5. This he follows up with the strong move at 9.

Cho: 'The atari of 10 is bad. White must simply play at 1 in *Dia. 2*. If Black 2, White lives with 3 and 5; if Black 6, White gets his eyes after 7 and 9. Consequently, Black will probably follow *Dia. 3*, but White can resist with 5. The fight in the game is painful for White. Black 23 is a good move.'



Dia. 2



Dia. 3

Black 45. If Black ataris to the right of 44, White will make a throw-in at 45, so Black's attack will collapse.

Black is safe after 63. White gives up on the bottom group and lives on the right side with 66, but Black keeps his lead. Moreover, he uses his sente to attack on the left side with 67 to 71. This is decisive.

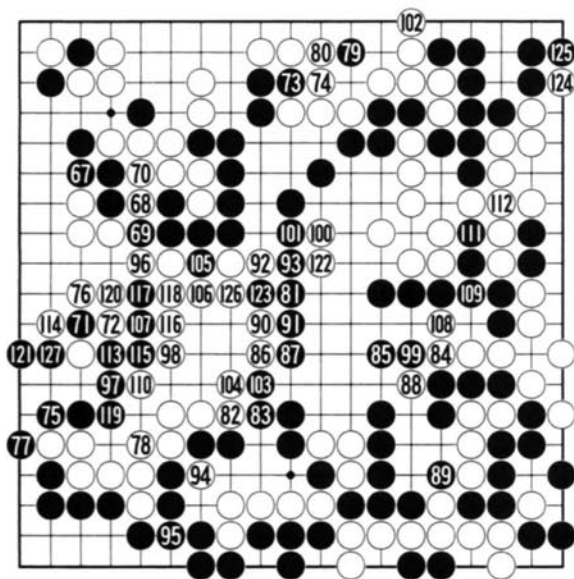


Figure 4 (167-227)

Figure 4 (167-227). A memorable win for Liu

Black 107 is the coup de grace. Cho's shoulders slumped. 'Ah, if you can play there, I've had it.' He did fight on for a bit, but soon resigned.

The decisive factor in this game was the skilful way Liu discarded the group in the top left corner. Thereafter, he dominated the game with his power.

White resigns after Black 227.

Liu, age 28, has a reputation for studiousness. He is a kind of correspondence 'disciple' of Fujisawa Shuko, to whom he sends his games for comment. Shuko says of Liu: 'His go is interesting. He wields his sword differently from other players. His type is rare in Japan, and there are few players of the same type in China. His play is often unexpected, because he's not bound by the conventional wisdom. His go is powerful: you never know where his next punch is going to come flying from.'

Shuko must have been pleased with the performance of his pupil in this game.

The 1st Japan–China Meijin Match

The Chinese Mingren (= Meijin) title is a new title founded in 1988. Sixty-four players participated in the tournament, played in January. Liu Xiaoguang went straight to the playoff by winning six games in a row (including a win over Nie in the first round). In the playoff he defeated Yu Bin 3–1 to become China's first Mingren.

This was the start of a great year for Liu. In February and March he took the Tianyuan title from Ma Xiaochun 9-dan, recovering to win three games in a row after losing the first two of the title match. In June he won promotion to 9-dan.

In 1989 Liu had a mixed year. He defended his Tianyuan title, of course, to qualify for the match presented earlier, but he lost the Mingren title 0–3 to Ma, so he missed out on the chance of a return match with Kobayashi. In the 2nd Fujitsu Cup he scored the excellent win over Cho we have just given, but then he let slip a won game against Takemiya in the next round. All was not plain sailing in 1989, but at least he maintained his position as one of the top three or four Chinese players.

My plan was to invade at 2 in *Dia. 2*; this makes it surprisingly difficult for White to settle his group. If White 3, swallowing up the white stone with 4 looks big.

When White makes the three-space extension to 22, Black naturally invades at 23. He mustn't let White have it easy.

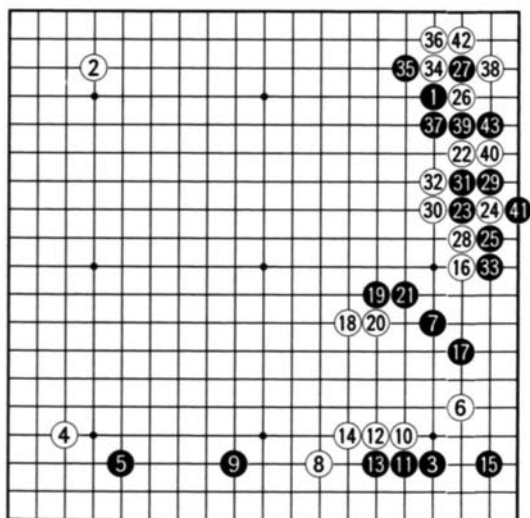
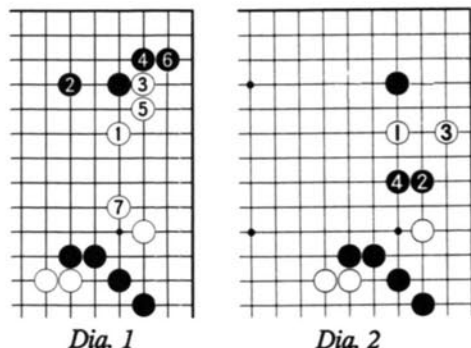


Figure 1 (1–43)

Game One

White: Liu Xiaoguang, Mingren & Tianyuan
Black: Kobayashi Koichi, Kisei, Meijin & Gosei
 Komi: 5 1/2; time: 3 hours each.
 Played in Tokyo on 11 December 1988.
 Commentary by Kobayashi Koichi.

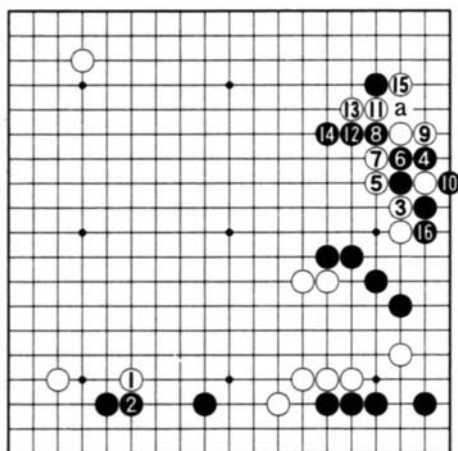


Dia. 1

Dia. 2

Figure 1 (1–43). Failure of Liu's fuseki strategy

White 22. If at 31, then Black 39 becomes a good move: this would be a little painful for White. Instead of 22, the high approach move of 1 in *Dia. 1* might be possible. Black 2 would be slack, as White would settle his group with 3 to 7.

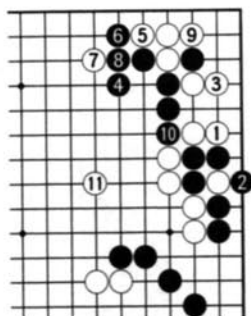


Dia. 3

White 24 is the standard move for settling White's stones, but his job is made harder in this case by the presence of the four black stones below. That's why White makes a diversionary attack at 26. I considered the possibility that White might play a ladder block at 1 in *Dia. 3*, but this doesn't work particularly well. The aim is to make it possible for White to counter with the

combination of 9 and 11 if Black cuts at 8. If Black continues with 14 at 'a', White gets a ladder with White 14. However, the exchange of 1 for 2 is awful for White, so letting him take the corner with 15 would still give Black a reasonable game.

White 26 and the crosscut of 34 don't make much contribution to settling the group. Even so, surely White had no choice but to follow Dia. 4 with 38.



Dia. 4: White plays patiently.

Dia. 4. White forces with 1, then plays the patient move of 3. If next Black 4, White 5 to Black 10 follow. White could then move out with 11. This result is not good for White, but it is far superior to the result in the game, where Black drives a wedge through White's side position up to 43.

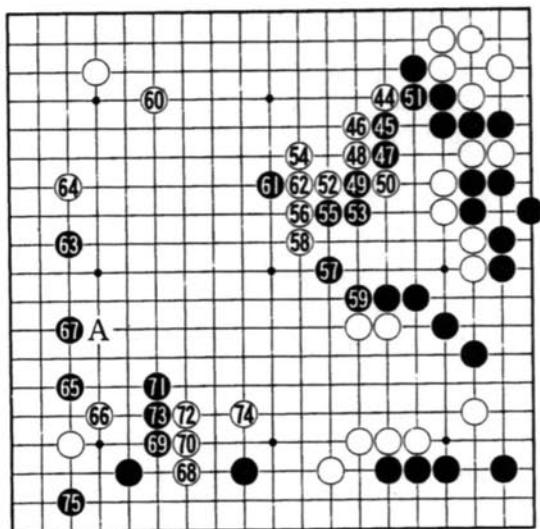
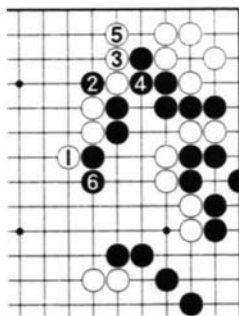


Figure 2 (44-75)

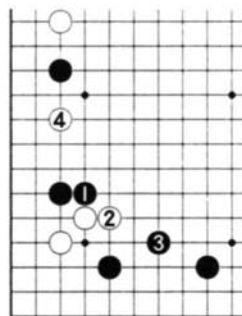
Figure 2 (44-75). Kobayashi's painstaking play

Liu embarked on a grand strategy with 44, giving up the stones to the right in favour of developing virgin territory.

I was grateful for the cut of 50, which let me connect at 51. White should simply hane at 1 in *Dia. 5*; Black would counter with 2 to 6. You can't say this is good for White, but it would lead to a more prolonged game.



Dia. 5



Dia. 6

Securing a nice territory up to 59 simplifies the game for Black. However, this is not enough to decide the issue. White fights on desperately, expanding the top with 60 and 64.

I took a lot of trouble over the planning of 65 and 67. The ordinary extension to 67 instead of 65 would give White the chance to make the short but effective extension to White 65. Black's isolated two-space extension would then be insecure, so Black wouldn't be able to set about invading White's moyo with confidence.

Black 67. Pushing up at 1 in *Dia. 6*, so that Black can defend at 3, would lead to a confused fight when White invaded at 4. That's why I defended at 67, but even now I don't know which is better, this move or a knight's move at A. Go is not an easy game. [Ishida Yoshio highly praised Kobayashi's strategy with 65 and 67.]



Kobayashi holding a fan with calligraphy by Go Seigen (photo not from this game)



Kobayashi has it all his way in the first game.

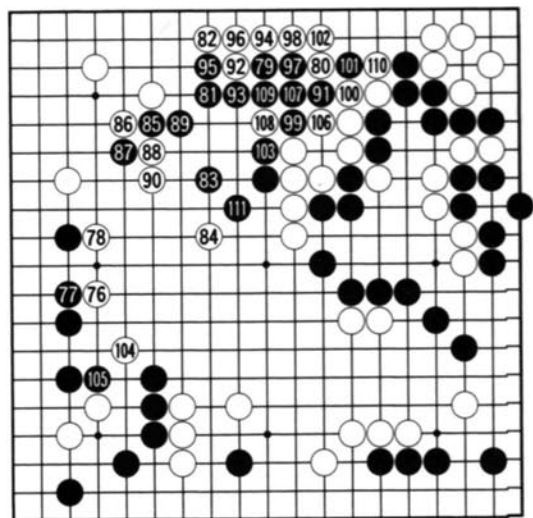


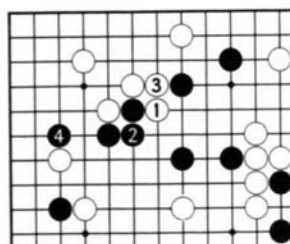
Figure 3 (76–111)

Figure 3 (76–111). *The moyo is not enough.*

Having taken more profit on the bottom left, Black's territorial lead has become more clear-cut. White expands his moyo with 76 and 78: his last chance is to catch Black off guard with a knockout punch. I knew what Liu was aiming at, but I invaded at 79 to settle the issue.

White 80. If White encloses his moyo with 80 at 93, he will lose by nearly 20 points.

White 82 is a desperate attempt to capture Black, but it's unreasonable. When Black plays the 85–87 combination, then attaches at 91, a living shape starts to materialize. If White follows *Dia. 7* with 88, then Black has no trouble settling his group after he attaches at 4.

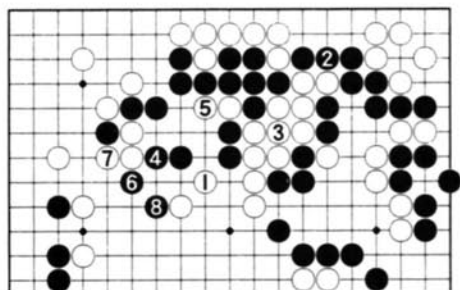


Dia. 7: Black gets sabaki.

White 92. If at 100, Black attaches at 102 and his group will be safe. I had a premonition that White would attack at 92, but ironically the diagonal connection of 99 works perfectly to secure the group.

White 110. Even if White takes away Black's eye shape with 1 in *Dia. 8*, Black 4 is sente, so he easily extricates himself with 6 and 8.

Once Black rescues his group with 111, Black has a big lead of nearly 20 points.



Dia. 8: Black can't be killed.

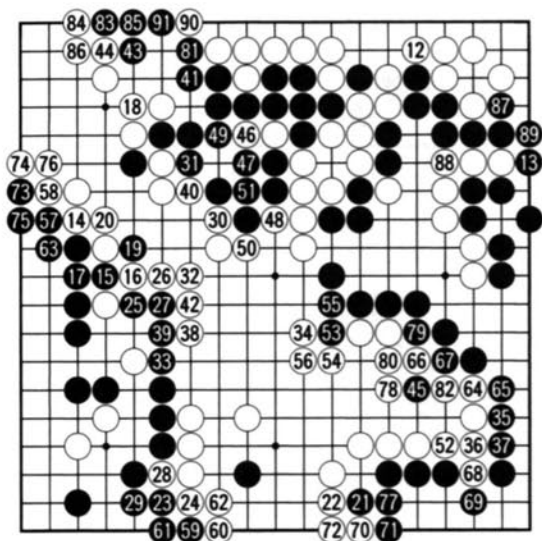


Figure 4 (112-191)

Figure 4 (112-191). *Ishida's tewari analysis*

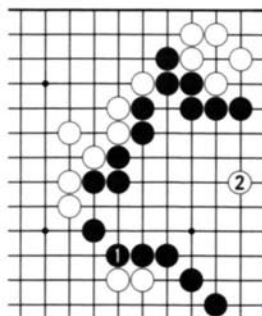
The moves in this figure do not change anything.

White resigns after Black 191.

In a newspaper commentary, Ishida Yoshio 9-dan offered an interesting tewari analysis of the result to 59 in Figure 2. Tewari is a technique in which one removes superfluous stones to evaluate the basic structure (often by comparison, though not in this case, with a joseki or standard sequence) to see who has profited.

Ishida: 'In the result to 59 White has lost eight stones. In an ordinary result one would be able to remove eight superfluous black stones as well, but one can only remove the six stones 23, 25, 29, 31, 33, and 41. In other words, we can conclude that White has played two useless stones. To demonstrate this in a simpler way, look at *Dia. 9*. Black has played 1, which has the value of one move, but in effect White has played the com-

pletely meaningless move of 2 in exchange. That shows just how bad this result was for White.



Dia. 9

'One can also subject the sequence to 75 in the bottom left corner (same figure) to the same kind of tewari analysis. If one removes White 4 (Figure 1) and 66 (Figure 2) from the board, then also removes the two black stones (65 and 75), we find that White has lost points by missing out on the endgame reducing moves from the outside.'

Ishida concluded that Liu's performance in this game was way below his usual standards. Perhaps the pressure of representing his country was telling on him.

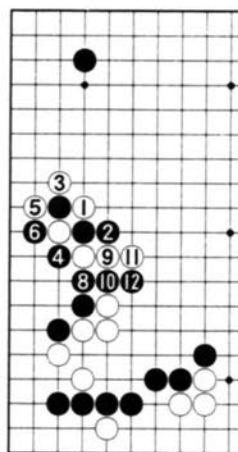
Game Two

White: Kobayashi Koichi

Black: Liu Xiaoguang

Played on 13 December 1988.

Commentary by Kobayashi Koichi.



Dia. 1: White is taken to the cleaner's.

7: connects

Figure 1 (1-30). (See next page)

I was really psyched up for this game. My

feeling was that winning 2-1 would have been absolutely meaningless – I was absolutely determined to take the match two straight.

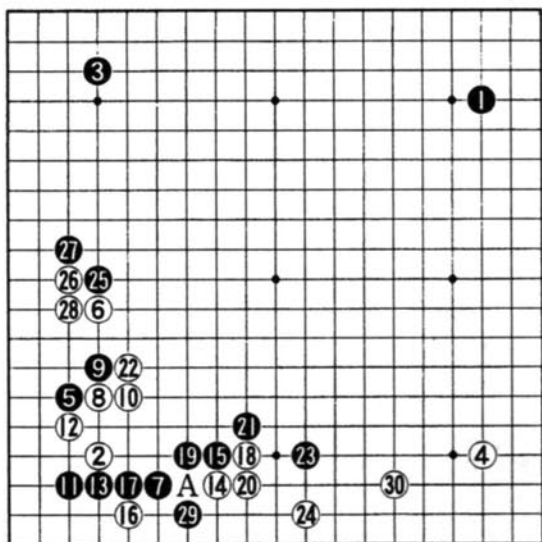


Figure 1 (1-30)

The sequence to 13 is a common joseki, but White's peep at 16 the instant Black plays 15 is a move that may not be in Liu's dictionary. It's not a bad little forcing move; if played later, Black won't answer at 17.

Black 29. The proper move (*honte*) is A.

Black 25 and 27 are a grand manoeuvre typical of Liu. If White accepts the challenge, resisting with 1 and 3 in *Dia. 1* (previous page), he'll run into bad trouble: Black will rip off the group below. In the opening I took care to stay out of the range of Liu's knockout punch.

Figure 2 (31-72). *Liu is too impatient.*

Black 35 is another inimitable Liu move: it shows an original approach. The conventional wisdom of go calls for a corner enclosure on the left with Black 36, and that is how I would play. One is naturally tempted here to try to turn the top left side into territory, the idea being to wait for a good chance to connect at A. However, Liu considers the left side a worthless area and wants to make the top the main fighting arena.

Black counters White 36 by attaching on the outside at 37. This is where White has to pause to think. The worst course would be to play 1 and 3 in *Dia. 2*. That is just what Black wants: he pushes down with 4 to 10, building strength at the top and making good use of 35.

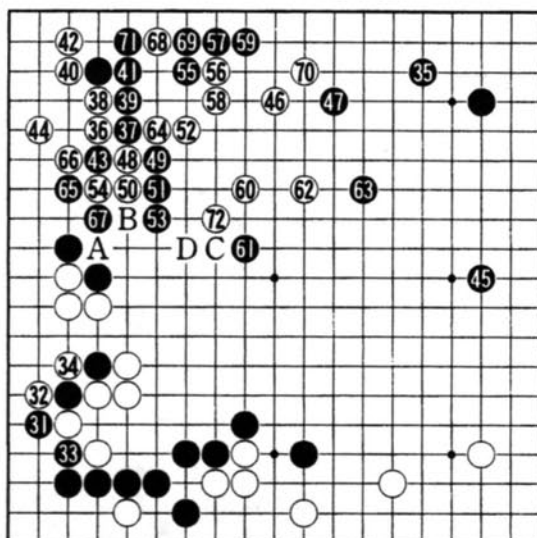
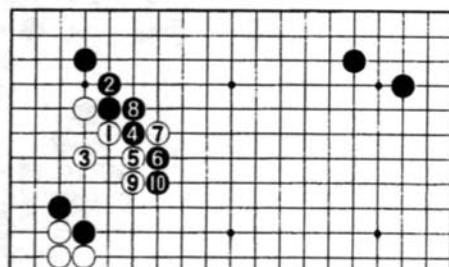
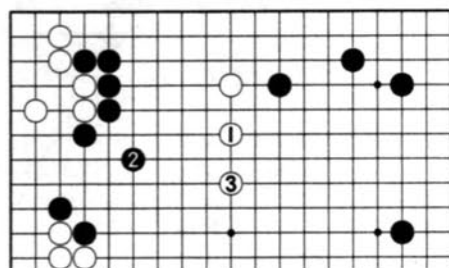


Figure 2 (31-72)



Dia. 2: what Black wants



Dia. 3: not the Kobayashi style

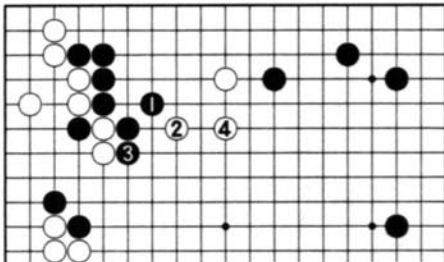
Perhaps White 38 and 40 were also moves not in Liu's dictionary. White takes profit up to 44: my position seems low, but I think it's quite stylish.

The players take a break from the fighting to occupy large fuseki points with 45 and 46, then White starts another fight by cutting with 48. If instead White jumps to 1 in *Dia. 3*, then Black 2: this way of playing is not to my liking. I prefer to settle the top while fighting.

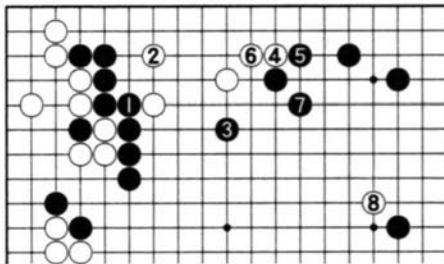
Any player, not just Liu, would be tempted to push down with 51. The diagonal connection of 1 in *Dia. 4* is a calm move, but White will use the forcing move of 2 to make shape with 4, so it's a moot point whether this is better than what was

played in the game.

White 52. I was convinced that peeping here was correct. If White extends down at B, Black will high-handedly push down at 53. In this game, White can't expect to pick up an easy win simply by converting the left side into territory. Liu shows his strength with 55. If Black connects at 1 in *Dia. 5*, White 2 works perfectly to set down roots on the edge. Even if Black blocks his way out with 3, White secures the group in sente with 4 and 6, then wraps the game up with the shoulder hit of 8. This would be an easy win for White.

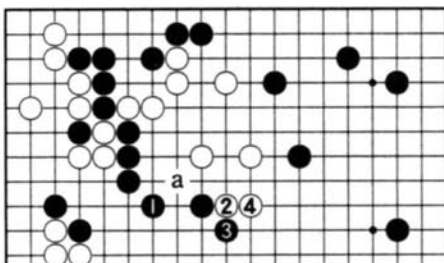


Dia. 4: White makes shape.



Dia. 5: giving the game to White

So far the game has been developing evenly, but yielding to the temptation to attack with 61 is a serious mistake. Liu was too anxious to attack. Whatever happens next, connecting at Black 64 is the only move here. Black 61 and 63 look like spirited moves, but when White cuts at 64 not only does he have no trouble settling his group but on the contrary Black's own position becomes conspicuously thin.



Dia. 6: the proper move

Even for 65 Black 1 or 'a' in *Dia. 6* is the proper move, but once he's played 61 it's psychologically impossible for Black to play so patiently. In this sense, Black 65 is perhaps the cause of Black's defeat.

White 72 is a decisive move. If Black C, White will hane at D and it's all over. The weak white group has turned the tables on its attacker and is now throwing its weight around. The game is unloseable for White.

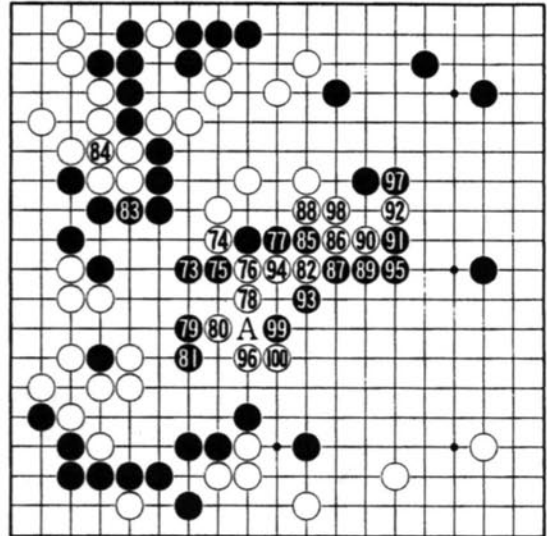
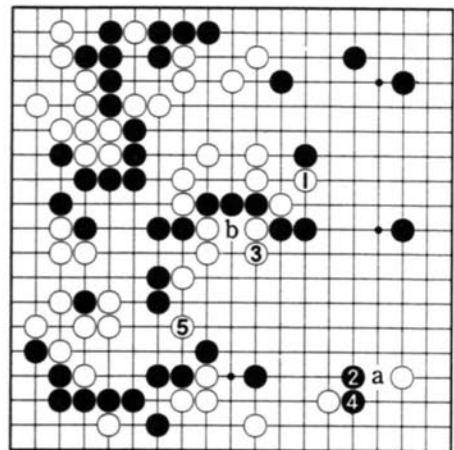


Figure 3 (73-100)



Dia. 7

Figure 3 (73-100). Taking control of the centre — and the game

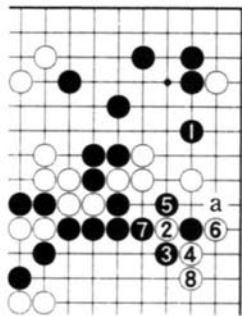
Black has to drop back to 73, so White follows up his advantage by cutting with 74 and 76. Black 79 and 81 couldn't be more painful for Black, as he has to play towards a solid white

position. On top of that, it's almost impossible for him to do anything with his centre stones after White 82.

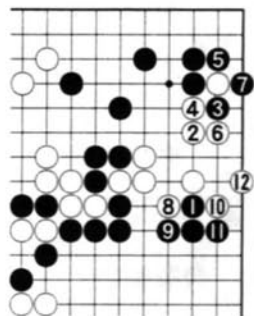
I didn't know what was best for 90. I was also tempted to play at 1 in *Dia. 7* (previous page). If Black 2, White takes a firm grip on the centre stones with 3 (if he answers at White 4, Black 'a' next sets up a ladder for when Black pushes down at 'b'). White 5 next is severe. Playing this way might have finished off the game more quickly.

White 96 is a necessary move. If omitted, the atekomi of Black A would be unbearable.

Without the 97-98 exchange I might have had to work a little harder.



Dia. 8



Dia. 9

Figure 4 (101-138). *White lives.*

The exchange of the marked stones makes it easy for White to decide on his moves. The sequence from 12 to 18 is the real clincher. I had it

all read out. If Black attacks my eye shape with 19 at 1 in *Dia. 8*, he can't resist White's cut with 2 and 4. If White 6 and 8 follow, White gets all he needs. Black can't embark on the ko after 'a', as he doesn't have enough ko threats.

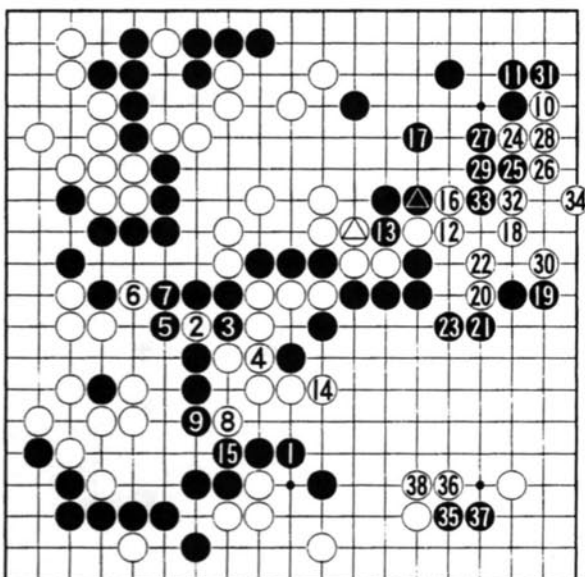


Figure 4 (101-138)

Dia. 9. If Black rams into White with 1, White has no trouble securing eye shape with 2. It doesn't matter how he lives so long as he lives, for then he's way ahead in territory.

When Black plays 19, White lives neatly up to 34.

I could tell that Liu was very tense. There was



Kobayashi shows overwhelming strength in this game too.

a lot of pressure on him. I don't think this game is a real indication of his strength . . . At any rate I was relieved to score straight wins.

Black resigns after White 138.

(*'Kido'*, February 1989)

The 2nd Japan–China Meijin match was played in Beijing just before we went (a little behind schedule) to press. Kobayashi won this year

also, defeating Ma Xiaochun 2–0. He won the first game, played on 14 December, by 2 1/2 points with white; in the second, played two days later, Ma resigned.

To date Kobayashi has played 14 games in China and has won every one of them. According to the Asahi newspaper report on this year's match, amongst themselves, the Chinese players refer to him as 'the Kobayashi devil'.

The 5th Japan–China Super Go Series

Zhang Puts China Ahead

After a break of nearly half a year, the 5th Japan–China Super Go series was resumed in November in Hangzhou City (where the first two games of the Ing Cup final were played) in China. The third player on the Chinese team, Zhang Wendong, defeated Sonoda Yuichi 9-dan and Hane Yasumasa 9-dan in succession to put his country ahead 3–1.

Readers of our previous issue will remember Zhang as the 10th WAGC champion. After his triumph in Tokyo last year, Zhang turned professional and in one year seems to have got very much stronger (actually, he didn't lose a game in the WAGC, so the limits of his strength were not tested there). There is fierce competition for the places in China's international teams, so Zhang must at least be in the top dozen in China on current form.

The series started with an unheralded

Chinese 3-dan, Yang Shihai, defeating the top young Japanese player Yoda 7-dan (16 May 1989), after which Sonoda Yuichi 9-dan evened the series two days later. In the third game (4 November), Zhang defeated Sonoda by 2 1/2 points, then in the fourth game he scored an important victory by downing the hero of the 4th Super Go series, Hane, by half a point. The 5th and 6th games will be played in Singapore at the end of December; the next players for Japan are Ohira Shuzo 9-dan and Yamashiro Hiroshi 9-dan.

The Japan–China Super Series

China has won three of the four series to date, thanks mainly to the sterling efforts of Nie Weiping, who won 11 games in a row over four series. Results to date (with highlights in parentheses):

1st Super Go (October 1984 to November 1985): China won 8–7 (Jiang Zhujiu of China became a star by defeating five Japanese players in a row; Kobayashi Koichi won six in a row, then Nie defeated Kobayashi, Kato, and Shuko).

2nd (March 1986 to March 1987): China won 8–7 (Kobayashi Satoru of Japan won five in a row; Nie won four in a row, defeating Takemiya in the final game).

3rd (May 1987 to March 1988): China won 9–8 (Liu Xiaoguang won four in a row; Yamashiro won five in a row; Nie beat Kato).

4th (March to December 1988): Japan won 7–2 (Yoda won first six games; Nie beat Yoda and Awaji, but then lost to Hane).



昨日のヒーロー、今日のエサ

'Yesterday's heroes, today's prey.'
(Cartoon by Ayusawa Makoto)

Zhang v. Hane

White: Zhang Wendong 7-dan

Black: Hane Yasumasa 9-dan

Played in Hangzhou City on 6 November 1989.

Komi: 5 1/2; time: 3 hours each.

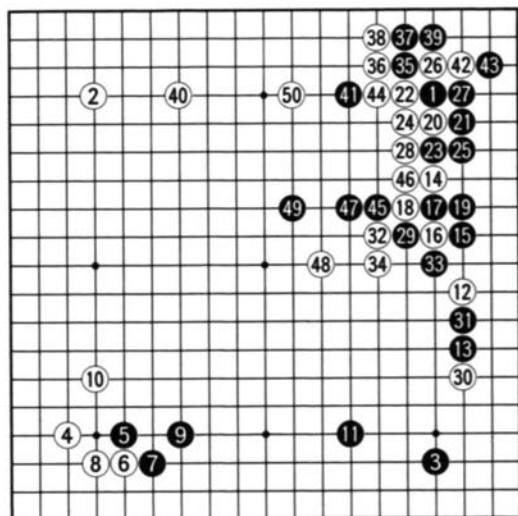


Figure 1 (1-50)

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

The early invasion of 15 is aggressive. Answering 14 peacefully with Black 44 looks good enough.

Hane must have had mixed feelings when he saw White 20, for this is a move he played in a game against Kudo 9-dan two years earlier (he won).

The probe of White 30 is an interesting move. When Black obstinately rams into White with 31, the latter switches back to 32. At this stage the players following the game felt that White had the advantage, as Black's position was a little low.

Black has to invade when White takes up position with 40. A difficult fight follows the cut of 45.

Figure 2 (51-100). *Hane's regrets*

White 54 shows that Zhang is a born fighter. Simply defending the top would also be reasonable.

Black 55 is just as aggressive. A more peaceful player would play at 60.

An interesting exchange follows 62. Zhang takes the top, confident that he can get sabaki below. However, Hane commented that with 69 he took the lead. The only thing is that he

regretted not using 71 to enclose his moyo with 'a'; if then White 71, Black attacks with 'b', White 'c', Black 'd'.

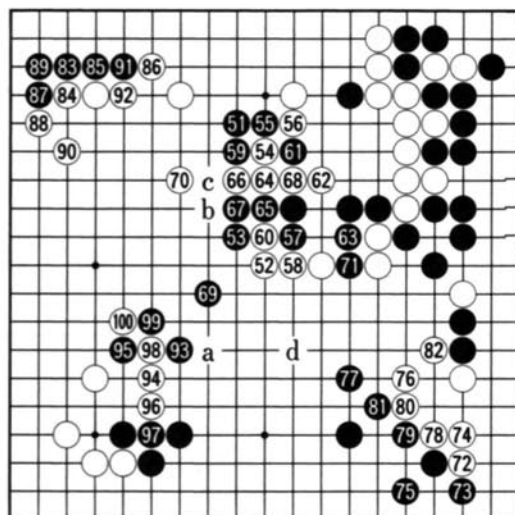
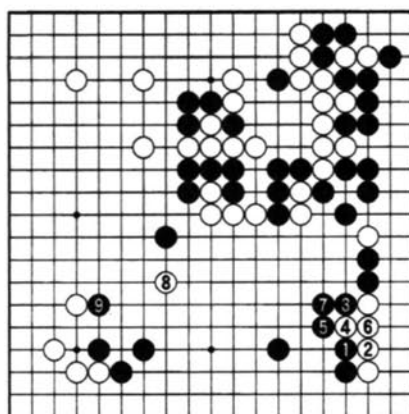


Figure 2 (51-100)



Dia. 1: *a won game for Black*

Black 73 is a move Hane regretted even more. Black should simply extend at 1 in *Dia. 1*. The game would be over after Black built thickness up to 7. Apparently White would plunge in at 8, but Black has a perfect answer at 9. Compare this to the result to 22 in Figure 3. In the game White takes too much profit on the right side. Hane commented ruefully that his first instinct had been to make the solid extension.

Figure 3 (101-150). *A close game*

Despite the scale of the territories involved, the game is very close.

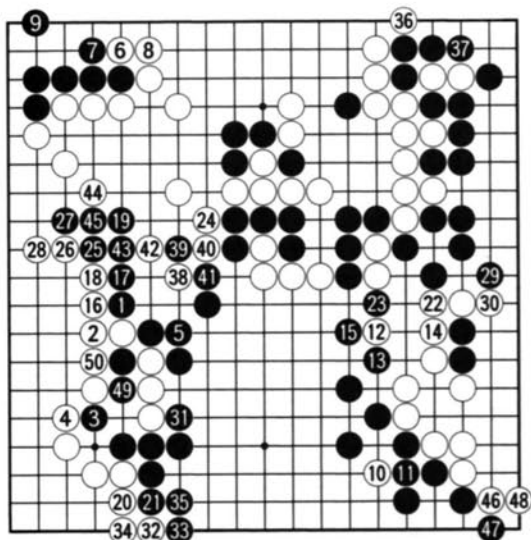


Figure 3 (101-150)

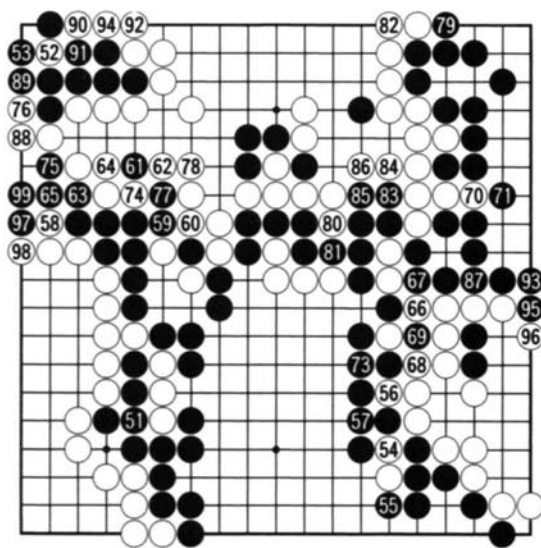
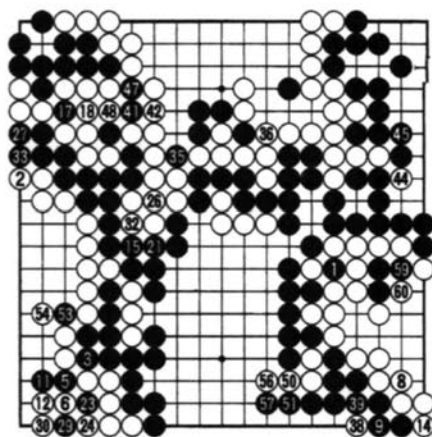


Figure 4 (151-200)
72: ko; 100: connects



Zhang Wendong: yet another Chinese WAGC champion develops into a top professional. After his win in Tokyo last year, Zhang became a pro and earned promotion to 7-dan in the 1989 promotion tournament. At 88 kilograms, he has the biggest physique of the Chinese players and is a skilful soccer player. One of his friends, Wang Yi 5-dan, commented that he lives and breathes go: when he's not eating or sleeping or playing sport, he's studying. His efforts are beginning to pay off.



Dia. 2

Figure 4 (151-200). Different rules, different results.

By White 58 it is clear the game will be a half-pointer.

According to Sonoda Yuichi, Hane's losing move is Black 87. This is very late in the game for a professional to go wrong: there are only five more places to play, so the only explanation is time trouble. If instead Black descended at 93, the half-point verdict would be in his favour.

However, Sonoda was analysing the game from the point of view of the Japanese rules; after Black 87, Black can't win by more than five points on the board, which certainly makes the game a half-point loss for him. Since the games in the Super Go series follow the rules of the host country, the Chinese rules were in effect for this game, and actually Black still had a chance to

win. Under the Chinese rules not only territory surrounded but also all stones existing on the board are counted, so the number of dame points remaining at the end plays a significant role. Specifically, Black had a chance to exploit this feature of the rules with 97. In the game, once White connects at 100, the number of dame points left means that he wins. Wang Yi demonstrated how Hane could have won by showing the sequence in Dia. 2 (previous page).

Dia. 2. Black fights the ko with 1; White takes the last endgame point with 2, then Black fills a dame point with 3. After this, filling dame points also becomes ko threats. In other words, the

players have to try to win the ko at 1 without giving up any dame points to do so. Black has tons of ko threats in the bottom left corner, so White runs out after 61. The game therefore ends when Black connects the ko with 62. By the Japanese counting system, Black is still only five points ahead on the board, but by the Chinese system he scores a half-point win. Hane of course knows the Chinese rules theoretically, but lacking the intimate knowledge that comes from daily use of them he missed this variation, though Wang Runan 8-dan commented that any Chinese professional would have seen it.

White wins by half a point.

China: The 10th New Physical Education Cup

In recent years Nie Weiping has reserved his main energies for international tournaments and has not dominated the internal Chinese tournaments the way one would expect from a player of his outstanding abilities. In fact, he doesn't either bother to compete in some of the main tournaments. Presumably his chronic heart complaint plays a part in this decision to restrict his activities.

However, as reported in the section on China in the previous Yearbook, Nie did bestir himself enough to take the New Physical Education Cup at the beginning of the year. This was a tournament he monopolized for its first five years, but failed to win for the next four. Making his comeback was not easy: he lost the first two games, played in Los Angeles (we are not able to verify the rumour that his play was affected by all-night bridge sessions), but then won the next two games, played in Singapore. In this issue, we would like to present the fifth and deciding game of the series.

White: Nie Weiping 9-dan

Black: Yu Bin 8-dan

Komi: 5 1/2; time: 3 hours each.

Played in Beijing on 23 February 1989.

Commentary by Luo Jianwen 7-dan.

Figure 1 (1-50)

Black 11 was a move that aroused a lot of comment. Most professionals thought that the more conservative extension to A would have

been better.

Black 23 is a good move. An interesting exchange of ponnukis follows up to 28.

Nie regretted the descent at 30, commenting that he should have ataried at B. Black 30, White C, Black 24, White 39 would have followed.

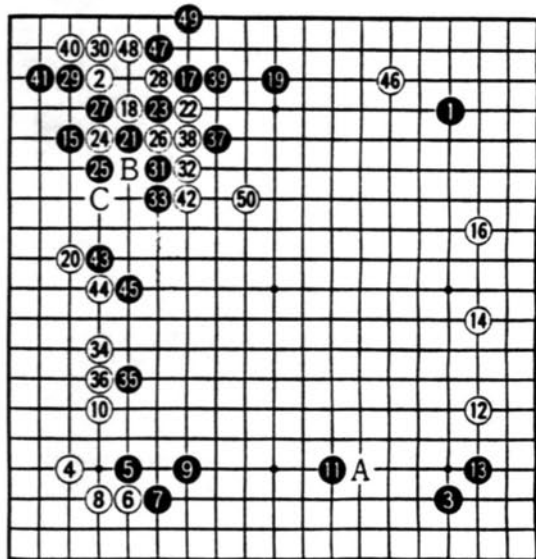


Figure 1 (1-50)

Figure 2 (51-100)

Black took the initiative in the fight on the top left. White has to settle his stone to the right (46 in Figure 1) as quickly as possible to avoid hurting his other positions. White 52 follows the proverb: attach to get sabaki.

Black 57. A hane at 78 would just give White a good answer at 100.

The fight here is a tough one for White, since he also has a weak group to the left. He plays 62 to forestall an attack on that group, but that lets Black turn on the pressure even more in the top right corner.

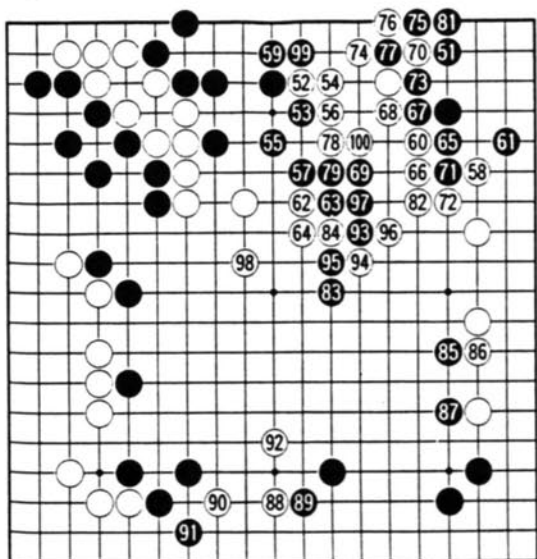


Figure 2 (51-100)
80: ko (at 70)

Figure 3 (101-200)

White is behind, so he makes a desperate attempt to catch up by pulling out his stone with 72. Instead of 73, Black should have answered by connecting at 83; if White 84, he could cut at A and capture this group.

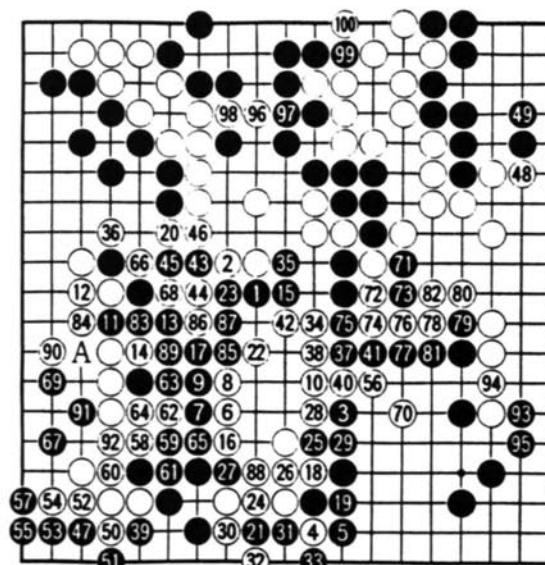


Figure 3 (101-200)

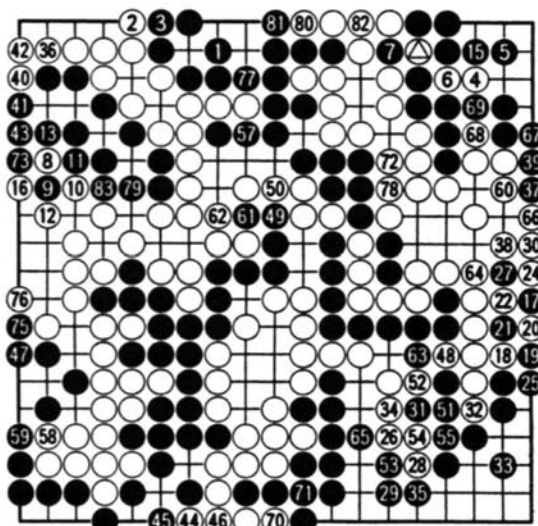


Figure 4 (201-283)

14: ko (at marked stone); 23: connects (at 20);
56: ko (at 7); 74: connects (at 9)

Figure 4 (201-283)

Black 17 is the losing move; if instead Black had simply crawled at 18, he would probably have won.

White wins by 2 1/2 points.



Yu bin 8-dan

Latest news as we go to press is that two games of the 11th Cup have been played. Yu Bin is the challenger, but the pattern so far is the same as last year, in that the champion has won the first two games (played on 9 and 12 November 1989). Will Yu be able to spring back the way Nie did?

Korea: 14th Kukgi Tournament

Like every other year in recent memory, professional go in Korea in 1989 was dominated by one man, Cho Hun-hyun, who wins most of the titles with metronomic regularity. He also enjoyed great success on the world stage, winning the 1st Ing Cup.

One of his rare setbacks came at the hands of the only player who seems capable of providing him with real opposition, Suh Bongsoo 9-dan. Suh met Cho for the 10th time in the Kukgi title match and scored his second success, after a gap of nine years.

Here is the deciding game from the title match.

White: Cho Hun-hyun 9-dan

Black: Suh Bongsoo 9-dan

Komi: 5 1/2; **time:** 5 hours each.

Commentary by Kim In 9-dan.

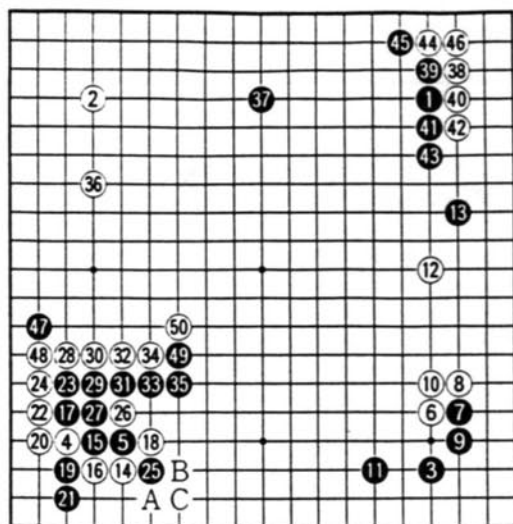


Figure 1 (1-50)

Figure 1 (1-50)

White 18 is usually considered as bad when the ladder is unfavourable for White, but Cho maintained that the result was reasonable for White, as he forced with 28 to 34, then set up a good position with 36. Moreover, White still has the aji of White A, Black B, White C to aim at.

Figure 2 (51-100)

White 76. If White extended at 78 or made a knight's move at 89, he would have a definite lead. Linking up with 77 and 79 takes the pressure off Black.

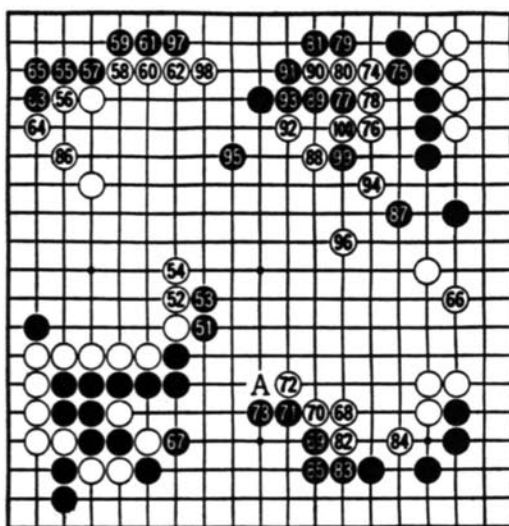


Figure 2 (51-100)

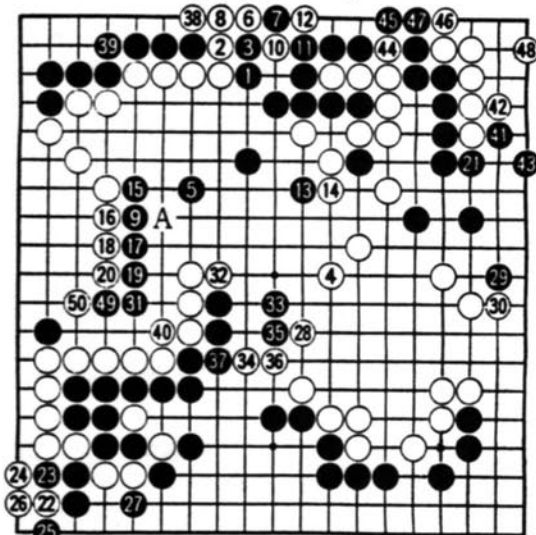


Figure 3 (101-150)

Figure 3 (101-150)

The game is even, but White goes wrong with 6. He should, of course, defend his territory with A. Cutting at 10 does not prove to be very effective. White 6 is the losing move.

When Black switches to the block at 21, he has the game and the title sewn up.

Figure 4 (151-232)

Suh's last triumph in this title came way back at the beginning of the decade, in 1980, so he was very happy to end the decade with another victory.

Black wins by 4 1/2 points.

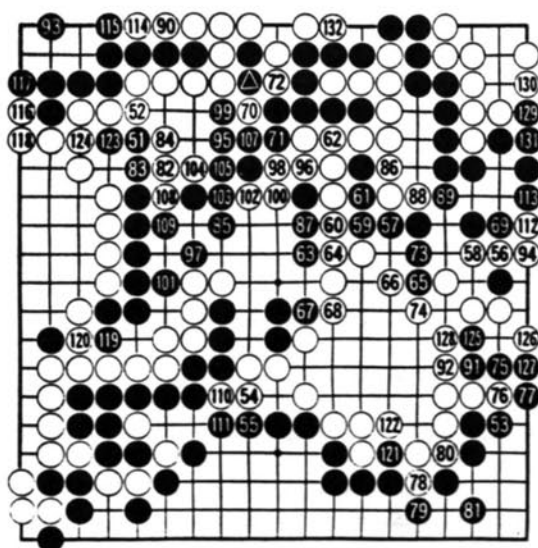


Figure 4 (151-232)

96 at ●

Lee Changho's First Title

The big hope for the future of Korean go is Lee Changho, a fourteen-year-old 3-dan. Lee represented his country in an international professional tournament (the 1st IBM Cup) at the age of 12 and made his first challenge for a professional title at the age of 13, both undoubtedly records. Lee could well be one of the greatest prodigies so far in the history of go. If he fulfils his promise, then Korea will have a redoubtable successor to Cho Hun-hyun.

Lee has the big advantage that he is a pupil, in fact, the only pupil, of the same Cho Hun-hyun. Already he has challenged his teacher for three titles (there has never been a teacher-disciple clash in a title match in Japan), though so far he has been unsuccessful.

This year, now a mature 14, Lee picked up his first title, the KBS King of Paduk, a TV title. This lowers the record age for winning a title in Korea by five years. (Lee's game in the 2nd Fujitsu Cup is featured in *Go World 55*.)

White: Kim Soo-jang 7-dan

Black: Lee Chang-ho 3-dan

Played on 8 August 1989.

Commentary by Kim In 9-dan.

Figure 1 (1-50)

The opening exchange in the bottom right corner is a little unusual. Instead of 20, starting a

fight by extending at White A would also be feasible. Black takes profit up to 25, whereupon White reduces from the outside with 26, but 27 is a strong counter. White is fighting at a disadvantage when he flees with 42 and 44.

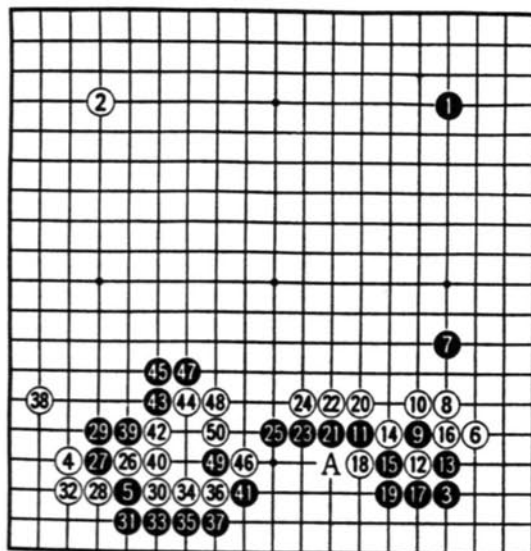


Figure 1 (1-50)

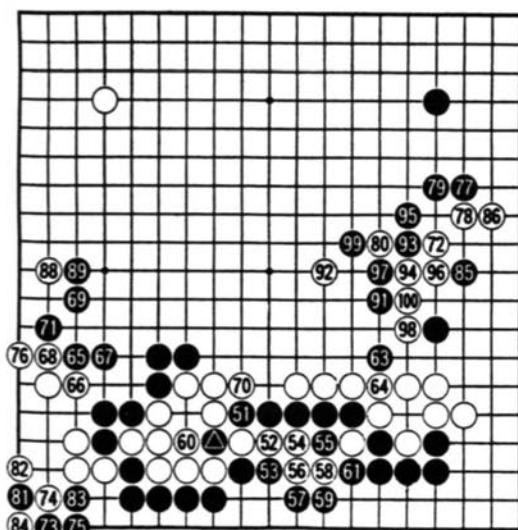


Figure 2 (51-100)

62: connects (at marked stone);

87: ko (at 81); 90: ko (at 84)

Figure 2 (51-100)

Black overdoes it with 51: letting White extend at 52 wipes out a lot of his territory. He had to block with 51 at 52.

Black 71 is a good, thick move. White 72 is big, but leaving Black with the option of the ko after 73 is painful.

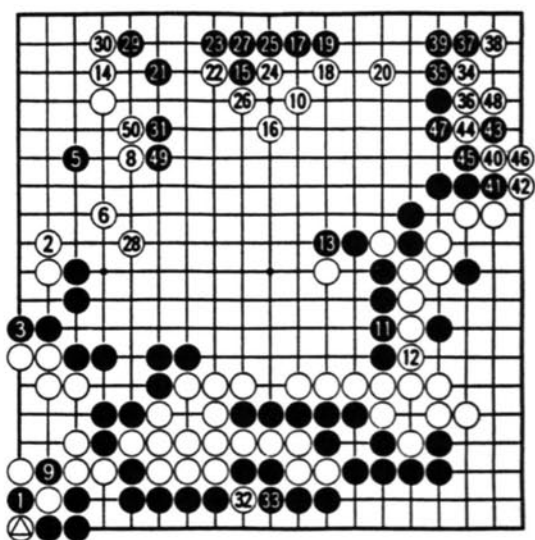


Figure 3 (101-150)

4: ko (at the marked stone); 7: ko (at 1)

Figure 3 (101-150)

White 12 is a slack move. White could have turned at 41, then tenukied.

White invades at 34 because he knows that he's behind, but when Black builds a wall up to 47 White's top group is weakened.

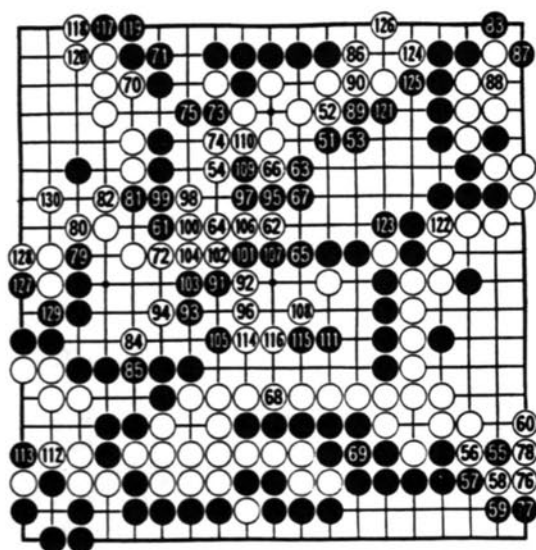


Figure 4 (151-230)

Figure 4 (151-230)

When Black occupies the point of 55, his lead is secure.

Moves after 230 omitted. Black wins by 9 1/2 points.

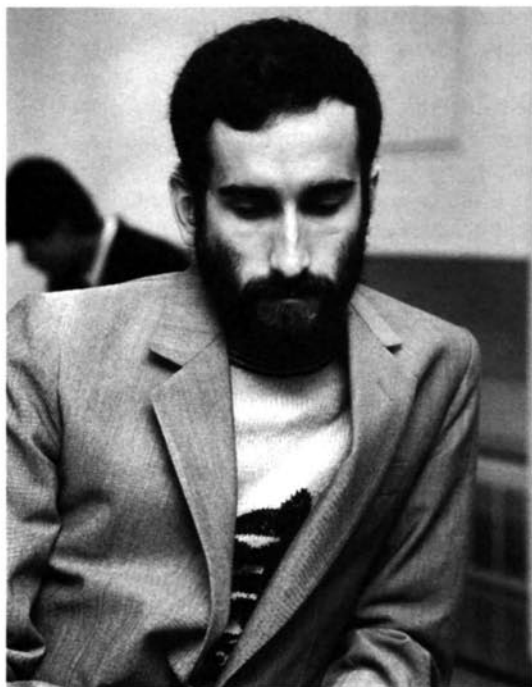


Go Around the World

The following is a survey of activity in the go-playing countries of the world during 1989, based on reports sent in by national go associations. Because of the early publication date of this yearbook, the reports do not include the final part of the year, which has had to be put off till the next yearbook. This section is part of the cumulative coverage of world go begun in the 1986 Yearbook. Eventually, we hope, it will provide a complete picture of the development of go in every corner of the globe.

Argentina

This year started with the visit in late January of Ishii Kunio 9-dan, who was touring Latin America on the occasion of the opening of the Nihon Ki-in da America do Sul in Sao Paulo in Brazil [see report on Brazil in 1989 Yearbook]. We were indeed delighted with his visit, not only because of his teaching games but also for the friendships developed during his stay in Argentina. From Buenos Aires, he went to Brazil through the wonderful Iguazu falls, together with Fernando Aguilar, winner of the qualifying tournament for the Fujitsu Cup held in December 1988. Aguilar was traveling to Sao Paulo for a



Playing in the 2nd Fujitsu Cup, Fernando Aguilar put up a very respectable performance against his 7-dan professional opponent.



Carlos Asato, our representative in the 11th WAGC held in Nagoya

playoff with Paulo Song, the Brazilian candidate. The game to decide the South American representative took place in the new and wonderful building of the Nihon Ki-in, and it turned out to be a breath-taking one, because Aguilar entered byo-yomi while Song still had more than one hour left. However, Aguilar won the game and went to Japan to face Liang Weitang, a professional 7-dan from China. As pointed out in *Go World* (Spring 1989), he was ahead or kept level with White during the first hundred moves, something we consider a remarkable achievement, as he has not been active on the go scene in recent years.

In order to popularize go, we set up a stand this year at the world-famous Book Fair, which was visited by more than one million people. Arising from this effort, a beginner's course was organized by Mr. Castro, attended by those who

registered with us during the fair. Almost simultaneously, another course was given by Mr. Castro in the School of Engineering of the University of Buenos Aires.

The Autumn handicap tournament was won by Ms. R. Papeschi, who did not concede one game, giving Mr. Ishii reason to praise her style.



Ms. Papeschi, winner of the Autumn handicap tournament with a perfect record

In September we started the Argentine Championship Tournament among the qualified players. This tournament serves the purpose of selecting the candidate for the forthcoming WAGC, taking into account our rule that a player who has participated n years cannot play again for $n + 1$ years. On the other hand, the top three seeded players, together with Aguilar, who was unfortunately unable to attend the Argentine Championship, will conduct a qualifying tournament for the Fujitsu Cup in December. We hope that this time the match against the Brazilian candidate will be organized by the Nihon Ki-in in Buenos Aires.

On the organization side, we had encouraging meetings with the former Japanese Ambassador, Mr. Yamashita, and leading members of the Japanese community, such as Mr. A. Tsuji, in order to explore the possibilities of support for spreading the game among children and

teenagers.

Report by Hugo D. Skolnik

New postal address of the Argentine Go Association:

Sarmiento 4075 – 7 C
Buenos Aires
Argentina

Meeting place: Paraguay 1858 – 2 Floor, Buenos Aires.

Contacts in Buenos Aires:
Franklin Bassarsky, tel. 72 9730
Alejandro Quaglia, tel. 243 4326
Hugo Skolnik, tel. 334 1206.

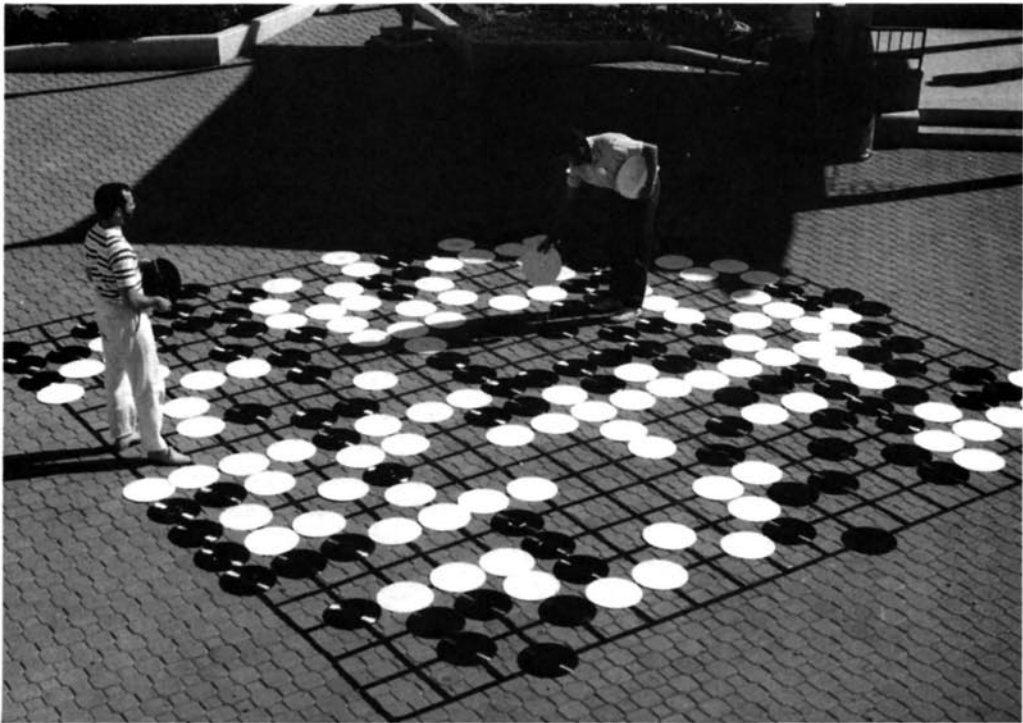
Canada

1989 Canadian Open Go Championships

The 12th Canadian Open Go Championships were held on 2–4 September in Winnipeg. It was the first time the tournament had come to the Province of Manitoba, an indication of growing Canadian interest in go outside the largest population centres.

The tournament was won, with a perfect record, by Zhi-qi Yu of Toronto. Yu is a former 5-dan professional Chinese player and Weiqi editor who plans to emigrate to Canada. Since the Canada Immigration regulations seem to have overlooked the category of go player, Yu was allowed to play on an exhibition basis. His victory establishes him as the strongest go player in Canada and gives him a credential to argue that he can be plausibly admitted to Canada as a go teacher. However, as it turned out, political developments in China may have made all these arrangements unnecessary.

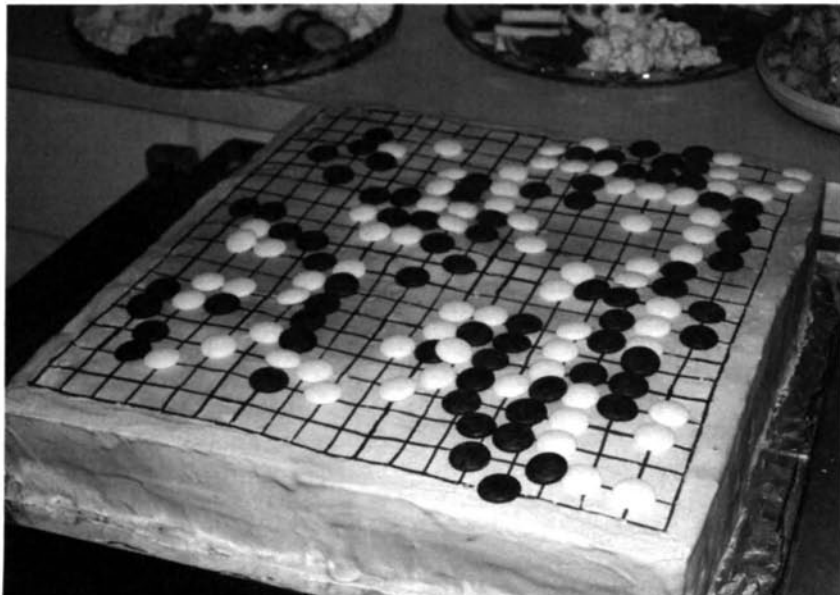
Since Yu is not a Canadian citizen, he was not eligible for the trip to represent Canada at the 1990 WAGC. The other top candidates all stumbled once, resulting in a four-way tie for second place. A newly adopted CGA policy that the top five places at the Canadian Open should be decided on the board, rather than decided by some tie-break mechanism, meant that a playoff was necessary. In the end, Brian Song defeated June-Ki Beck by a narrow half point. Both are former Canadian champions. The final games were recorded directly on a computer using James Logan's Macintosh go program *Go Contender*.



The new record for the world's largest go board.

One of the entertaining features of the tournament was the world's largest go set. Doug Holmes, one of the Winnipeg players, had gathered 361 old LP records, painted them black and white, and marked out an 18-foot square board on the patio of the Chinese Cultural

Centre where the tournament was held. He and Carlos Carvalho actually played their tournament game on the set, under the watchful eye of television cameras and spectators. The set breaks the previous size record set some years ago in Austria using dinner plates. Harry Gonshor, the



A game by Magari 9-dan in edible form.

peripatetic go-playing mathematician from Rutgers University, observed drily that 'with this set, all my groups seem to be heavy.'

Jim Kerwin served as Professional in Residence, providing critiques of competitors' games and offering two lectures. One, aimed at kyu players, was based on fusekis from actual tournament games which Kerwin copied during the third round. The other, on the difference between the professional and amateur approach, was based on Mr. Yu's games.

Earlier this year, Winnipeg had the pleasure of welcoming Magari Reiki 9-dan of the Nihon Ki-in. Mr. Magari had been invited in the context of a Japanese cultural festival organized by the Winnipeg Japanese Consulate-General. It was Mr. Magari's first journey outside the Far East. He gave lessons for beginners, played simultaneous games, and gave a public critique of the final game of a one-day tournament which had been organized to mark the occasion.

At the closing ceremony, Mr. Magari was surprised to be served a cake in the form of a go board, with cream mints for white stones and chocolate ones for black. The cake had been decorated with an actual game of Mr. Magari's from an old Honinbo league.

(Report and photos by David Erbach)

Montreal's Major Tournaments for 1989

The 3rd Montreal Open Tournament, held on 4 and 5 February, was won by Da Ming Xu 5-dan of Montreal. This six-round event, which was organized by the Montreal Go Club and which attracted 16 players, was divided into two sections. The winner of the other section was Fang Zhou Liu 3-kyu, also of Montreal.

The 9th Winter Tournament, held on February 25, was won by Ke Qiang Liao 4-dan of Montreal. This three-round event, sponsored by the Consulate-General of Japan and organized by the Association Québécoise des Joueurs de Go, was divided into four sections, in which a total of 31 players participated. The winners of the other three sections were: Guillaume Cartier 2-dan, Manqiu Xu 1-dan, and Yvan St-Pierre 10-kyu, all from Montreal.

The 11th Quebec Open Tournament, held on 20 and 21 May, was again won by Louis Leroux 5-dan with a perfect score of six wins. This six-round event, which attracted 29 players, is organized annually by the Association Québécoise des Joueurs de Go. The winners of the other three sections were: Bill Fung 2-dan and Gilles

St-Louis 1-kyu, both from Montreal, and David Pollock 20-kyu from Ottawa.

The 2nd Montreal Chinese Cup Tournament, August 27, was won by Louis Leroux. Forty-four players competed in this three-round event, sponsored by the Montreal Chinese Community United Center. The field was divided into six sections, and the winners of the remaining sections were: Stanley Chang 4-dan (Ottawa), Thomas Fox 2-dan (Montreal), Serge Paquin 1-kyu (Montreal), Mark Rougier 5-kyu (Montreal), and Fred Moncalieri 17-kyu (Montreal).

Ontario's Major Tournaments for 1989

First, to conclude the 1988 report —

The 5th Ottawa Chinese Go Tournament was held on November 12 and 13, 1988. Organized by the Ottawa Chinese Go Club, this six-round event, which was divided into six sections, attracted 38 players. The winner of first place was Da Ming Xu 4-dan of Montreal. The winners of the remaining five sections were: Jonathan Buss 3-dan (Waterloo), Xenos Khan 2-dan (Aylmer, near Hull), Alistair McKinnell 1-dan (Toronto), David Goodger 5-kyu (Montreal), and Weiguo Zhan 10-kyu (Ottawa).

To go on to events in 1989 —

The 5th Ottawa Meijin Tournament was won by Daoming Hsiung 5-dan of Ottawa. This double round-robin event, held during the cold winter months of 1989 in order to encourage attendance at the weekly club gatherings, attracted close to 15 players. Organized by the Ottawa Chinese Go Club, this annual tournament is open to all and there are no handicaps.

The Toronto Open Go Tournament was held on the weekend of March 18 and 19 at Hart House on the campus of the University of Toronto. Sponsored by Japan Communications Inc., this six-round event attracted a total of 54 players. The overall winner was Brian Song 5-dan of Toronto. The remaining six sections were won by the following players: Yoshiro Nakajima 3-dan (Toronto), Kip Tu 2-dan (Toronto), Barry Nolin 1-kyu (Ottawa), K. Kawamoto 3-kyu (Toronto), Brian Venator 4-kyu (Toronto), and Stephen Bedford 13-kyu (Toronto).

The Ontario Open was held for the first time in Waterloo, a university town about one and a half hours driving time west of Toronto. This six-round event attracted a total of 34 players and was held on the weekend of October 14 and 15. First place went to Bruce Amos 5-dan of Toron-

to. Because of the large number of prizes donated by local merchants, the field was divided into ten sections. The winners of the remaining sections were: Zhengong Chan 4-dan (Scarborough), Pat Thompson 3-dan (Toronto), Xiaoming Chen 2-dan (Waterloo), Igor Batruch 1-dan (Toronto), Frank Despot 1-kyu (Toronto), Michael Capper 3-kyu (Hamilton), Raphael Vigod 4-kyu (Toronto), Joseph Lam 9-kyu (Scarborough), and Tim Prime 12-kyu (Waterloo).

Report from the Ottawa Chinese Go Club

Besides organizing the Annual Chinese Cup Go Tournament (see report above), the OCGC also participates in the promotion of go among school children eight years and older in the Ottawa Chinese Language School. It is the fifth year since the club started teaching go there. This year the Canadian representative in the 1989 World Youth Weiqi Championship was Stanley Chang 4-dan, who was introduced to go at this school. The only drawback in teaching the game at one location is that the students only meet once a week, on Saturday, in the classroom. They do not have the chance to practise during the week among themselves and so cannot improve as fast as they might. The alternative is going to the local schools to teach go, so that the children will be able to practise on a daily basis.

The South-Central Ontario Go Club School Program

The game of go is a unique game that is educational as well as enjoyable to play. In 1985, when the World Youth Weiqi Championship was founded, Canada was invited to send a representative, but though the Canadian Go Association searched across Canada for the strongest young players, we found that we did not have any young players at that time.

A number of dedicated persons began to promote go among young people after this, and it was only natural that attention focused on introducing the game into schools in the form of extra-curricular activity clubs. The main organizer in South-Central Ontario has been Pat Thompson, a dedicated go teacher. Starting with a single contact in the Durham region, he started a go club at O'Neill High School in 1986. As the teachers became aware of the game and its educational value, more teachers asked him to introduce their students to the game and to start clubs at their schools. The enthusiasm and interest in the game have exceeded all expectations in

the two years since.

The CGA has a program (the Lending Library) which makes go equipment and books available on a temporary basis to help new clubs become established. However, the CGA's resources are extremely limited, and the sets originally lent are soon to be withdrawn for re-allocation. Also, the costs of starting clubs in schools increases as the number of schools wanting clubs grows.

One of the main problems facing the organizers is that the schools cannot get funding for an 'unknown' function. Go does not generally become known among school administrators and teachers until it is actually presented in a demonstration at the schools. Schools will not support go clubs until we can prove that a club is viable at their school. Thus it is necessary to get the club running successfully for a year or more with all necessary equipment and support material before schools will give any financial support to the club.

In two years Mr. Thompson has introduced the game to 800-1000 students at schools in Durham, Toronto, Mississauga, Bracebridge, and Niagara Falls. The Toronto schools are the result of the involvement of Dr. H. Weisbaum and the Mississauga group is the result of Mr. T. Watters. These few hard-working go organizers have started a growing, healthy program that is expanding at a tremendous rate. However, the point has been reached where major funding is needed to continue to expand the program.

There have been similar attempts at introducing and establishing school go clubs in the Ottawa area by the National Capital Region Go Federation. They are reaching approximately 200-300 pupils a year. Aside from these efforts, we know of no other programs in Canada which approach these levels of activity.

Aside from our own dedication to the game and its obvious educational values, we are running this program to provide a source of young players who may represent Canada in international youth competition. In 1985 the World Youth Championships were established and Canada was invited to send a player to compete. We found that we had no young players and had to send a beginner, who naturally finished last in the tournament. Canada was not invited to send a competitor again until 1987, when our efforts to introduce the game to young people produced players of sufficient skill to be competitive. Officials of the World Youth Championships came to

Toronto and were sufficiently impressed by the efforts put forth by the Toronto Go Club, the Toronto Korean Baduk Association, and the Manufacturer's Life Insurance Company to grant Canada the right to send a competitor to the tournament. In order to retain this privilege, Canada must continue to develop creditable representatives for this event.

CGA Executive Members 1989-90

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Inventory Manager: Bob Sedlak, 26 Thorncliffe Pk. Dr. #502, East York, Ontario, M4H 1H9. Tel. (416) 429-2503.

Member At Large: Marc Lecours, 396 Nelson St., Ottawa, Ontario, K1N 7S7. Tel. (613) 233-6965.

Change in Club List

The only change to the club list given in the 1989 Yearbook is that the entry for the Club de Go de L'Outaouais should be cancelled.

Federal Republic of Germany

1989 Germany Cup

Up to the middle of October eight cup tournaments with 951 participants had been held: Essen, Bremen, Hanover, Cologne, Kaiserslautern, Dortmund, Boblingen, and Munich. Though one tournament (Bielefeld) had to be cancelled, the total number of participants is already higher than the total for the whole of the 1988 season. With 235 players, Essen was clearly the biggest cup tournament so far. The 1989 cup will be decided in the final three tournaments, which are Berlin, Ulm, and Brunswick.

In Group A (dan level), Yoo Jong-Su 6-dan of Cologne is completely dominating a field of 50 dan place-getters to date. Yoo scored 25 consecutive wins in five tournaments, which is a cup record in itself. With his 30 cup points, he may become the first player to win the theoretical maximum of 36 points at the end of the season.

Hans Pietsch 5-dan of Bremen, the winner of the 1987 and 1988 cups, is not among the top five, but that is partly due to a three-month stay abroad.

With 18 points so far, Jan Schroer of Lippstadt, who became shodan after the Dortmund tournament, is leading a pack of 125 place-getters in Group B (1- to 9-kyu). In Group C (10-kyu and below) Andreas Boerner 10-kyu of Siegen and Andreas Schafer 8-kyu of Essen, with 20 and 16 points respectively, are well ahead of a field of 61 place-getters to date.

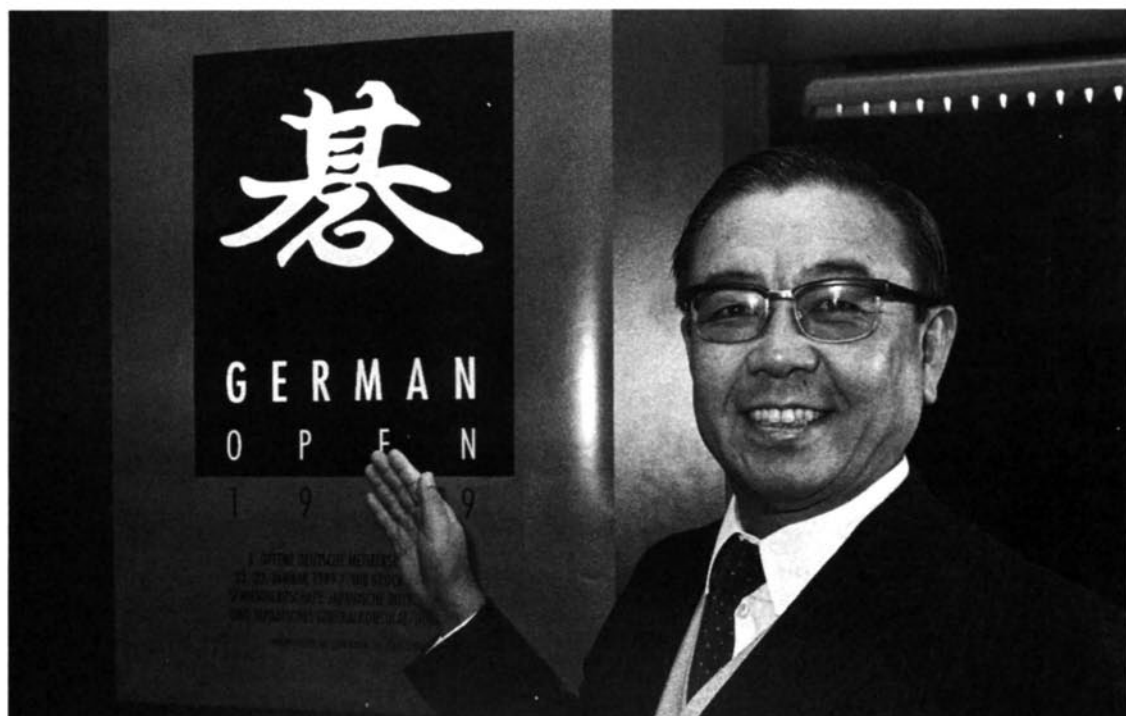
Incidentally, in Germany the five-round MacMahon system has become the most popular cup tournament modus. Every tournament played so far this season has been a MacMahon one.

The German Open Tournament 1989

On January 21 and 22, 1989 the First German Open Go Championship (5 rounds, MacMahon system) was held in Essen. Patronage was extended to this event by the Japanese Embassy in Bonn and the Japanese Consulate-General in Düsseldorf.

During the Opening Ceremony, Consul-General N. Owada (see photo) opened the tournament, together with F. Kinnigkeit, Mayor of Essen.

With 235 participants from 11 countries, this tournament has emerged as the number two of its kind in Europe, behind the Paris tournament. First place was taken by Yoo Jong-Su 6-dan of Korea, who is regarded as the strongest player



Consul-General N. Owada at the 1989 German Open Tournament

resident in Europe. His prize was a Technics keyboard. Second was Ahn 4-dan, also of Korea, who has been studying in the F.R.G. since four months before the tournament.

The third place and DM 800 were shared by:

Pierre Colmez 5-dan (France)

David Schoffel 5-dan (FRG)

Furunishi Hitoshi 6-dan (Japan).

This tournament will be held in Essen every year on the second weekend in January.

(Report from Ralf Hohenschurz)

Main Go Events of 1989

In January a new president of the German Go Association was elected. Dr. Thomas Pfaff of Kaiserslautern and his new team successfully took on the challenge of reorganizing many areas in which mistakes have been made in the past. So far a good financial basis has been established, and a new concept for the German Go Journal has been worked out. Plans for the future include a reform of the articles of the association and activities for young players.

Also in January the first German Open was a great success for the Go Club of Essen (see previous report). Next year this tournament may attract even more players because the first game of the 1990 Kisei title match will be held in Essen.

In April the preliminary rounds of the German Championship were held during the Hanover Fair Tournament. Mattern, von Milczewski, Dieterich, Lorenzen, Isele, and Schoffel qualified for the finals in November. Hans Pietsch and Egbert Rittner, who came first and second last year, qualified automatically. The Fair Tournament was attended by well over a hundred players. The first prize again went to Yoo Jong-Su.

In August the German Juniors Championship was held at Dortmund. Franz-Josef Dickhut 3-dan of Lippstadt won this event, with Peter von Milczewski 4-dan of Kiel taking second place and last year's champion, Benjamin Doerr 1-kyu of Kiel coming third. There was also a main tournament at Dortmund, attended by well over a hundred players and, needless to say, won by Yoo Jong-Su.

For the first time there was a tournament held only for women. In Oldenburg in late September Miss Sylvia Kalisch qualified for the World Amateur Go Championship for Women.

The finals of the German Championship were played in Hamburg-Rahlstedt in November. The

winner was Jurgen Mattern 6-dan of Berlin, who will be the German representative in the 12th WAGC. Second place went to Egbert Rittner.

(Reports from Jan Rüten-Budde)



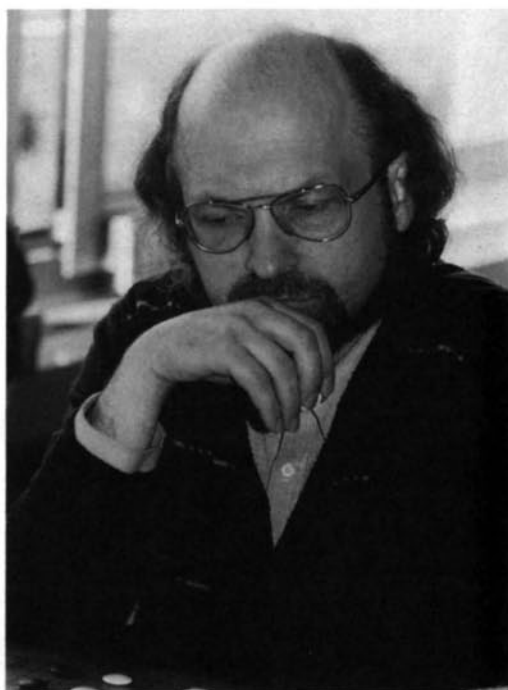
*Dominating the tournament scene: Yoo Jong-Su
(Photo by Schweizer Pub., 1985)*

The Hamburg Monkey Jump

The Hamburg Affensprung or Monkey Jump Tournament, the 9th in the European Grand Prix series, was a convincing victory for Yoo Jong-Su, who once again did not drop a game. Second to fifth places in the five-round tournament, played on 13 to 15 May, were taken by four players on four points: in order, Robert Rehm 5-dan of Holland, Egbert Rittner 5-dan of West Germany, Tony Goddard 5-dan and Matthew Macfadyen 6-dan, both of the United Kingdom. Of these, the only one to play Yoo was Rehm; Rittner lost to Goddard, Goddard lost to Rehm, and Macfadyen lost to Rittner. In 6th place, heading the group on three points, was Leszek Soldan 5-dan of Poland, who lost to Yoo and Macfadyen. This win virtually ensured that Yoo would come out on top in the Grand Prix standings (as he did).

This year there were 137 participants, of whom 26 played in the Grand Prix group. All of these 26 were 3-dan or stronger, and 18 of them were 4-dan and up, making this a very strong field.

(From EGF Newsletter #9)



*1989 German champion Jurgen Mattern
(Photo by Schweizer Pub., 1985)*

Finland

1989 Scandinavian Open Go Championship

The Finnish Go Association, in cooperation with the Helsinki Go Club, organized the 1989 Scandinavian Go Championship in Helsinki at Easter from March 24 to 26. This was the first international tournament ever to be held in Finland, and with 46 participants from seven countries (Finland 18, Sweden 18, Denmark 4, Soviet Union 3, Italy, the Netherlands, and West Germany one each) it turned out to be quite a success.

The top two places were taken by the visiting Soviet 6-dan players. Victor Bogdanov won the Open Championship with a perfect score of six wins. Aleksei Lazarev took second place with four wins. The third prize and the Scandinavian Championship Cup went to Vesa Laatikainen 5-dan of Finland, who also scored four wins but had a lower SOS. Matti Siivola 4-dan of Finland also won four games but took fourth place according to SOS.

Aleksei Popov 4-dan of the Soviet Union, Ulrik Bro-Jorgenson 2-dan of Denmark, Gunnar von Arnold 2-dan and Jin Li 3-dan of Sweden, as well as Lauri Paatero 2-dan of Finland, all won



The top Finnish players Vesa Laatikainen 5-dan and Matti Siivola 4-dan playing a friendly game.

three games and were placed fifth to ninth respectively.

Beginners book in Finnish

Matti Siivola and Lauri Paatero have written a Finnish-language go book for beginners. The name of the book is *Go – Game of the Gods*. It has sold well and very quickly went into a second printing.

Contact information

There is only one change to be made in the contact addresses given in the *1989 Ranka Yearbook*. For Veikko Ladesmaki (Tampere Go Club), the telephone number should be 358-31-534265.

Report from Keijo Alho.

France

Yoo Wins Paris Tournament

Yoo Jong-Su, although he lost a game for the first time in this Grand Prix season, was again the winner in the Paris Grand Prix tournament held at Easter. Four players managed to score five wins out of six games, but Yoo's superior SOS earned him first place. Second was Frank Janssen

5-dan of Holland, whose only loss was dealt to him in the final round by Yoo. Third was eight-time European champion Jürgen Mattern 6-dan of West Germany, who was the player who managed to dent Yoo's reputation for invincibility. Mattern had looked set to win the tournament after defeating Yoo in the fourth round, but then he dropped a point against Janssen in the fifth round, who then became the sole leader for one round. The fourth player on five points was Jean Michel 4-dan of France, who lost to Yoo in the third round.

This year there were 254 participants, which fell a little short of the record of over 300 established last year. For quite some time the Paris tournament had been the biggest weekend tournament in Europe, but it looks as if it will have to cede this place to Essen, which had 276 competitors in January.

(From the EGF Newsletter #7)

Moussa Extends His Record in the French Championship

André Moussa won the French Championship for the 10th time. In the final he was matched for the 6th time against Pierre Colmez; though some of those matches have been very close, Moussa has been victorious in all six encounters.



Perennial French champion André Moussa

Hungary

The Hungarian Go Association now has 60 members, and the total number of active go players is around 100. There are 25 players of dan level.

There are five go clubs in Hungary, two of them in Budapest and the other three in country towns. The biggest is the Eötvös Klub, the address of which is: Budapest, Karolyi Mihály u. 9. There are usually about 40 players in attendance when the club meets on Tuesday.

Before going on to 1989 news, we would like to give an update on events in 1988. The biggest news of that year for us was that a Hungarian player, Tibor Pocsai, won the European Championship. This gave a big boost to go in Hungary.

In the 1988 Hungarian Championship, held in November, the winner was Andras Göndör, who represented his country in the 11th WAGC. Second was Tibor Pocsai, third Zoltan Kelemen, and fourth Barnabas Varga. There were two other tournaments for Hungarian players during the year, and attendances were 30 and 40 respectively.

To go on to 1989, there are two traditional international events: the Hungarian International Grand Prix Tournament in May and the Summer Go Camp, usually held the week after the

European Go Congress. In May this year 94 players from 8 countries visited the Grand Prix tournament. The biggest teams arrived from the Soviet Union, Yugoslavia, and Czechoslovakia, with 12, 19, and 14 players respectively. This was the second Grand Prix tournament to be held in Eastern Europe. The final result was:

- 1st: Zoran Mutabzija 5-dan (Yugoslavia)
- 2nd: Vladimir Danek 5-dan (Czechoslovakia)
- 3rd: Manfred Wimmer 6-dan (Austria) . . .
- 13th: Andras Göndör 5-dan (Hungary)
- 21st: Zoltan Kelemen 4-dan (Hungary).



Televising the go camp

Our Summer Go Camp is a unique event in Europe. It was held at Bodajk, in a small village in the western part of Hungary. Accommodation was provided in an old castle which functions as a tourist hotel. There were 60 participants: 8 from West Germany, 7 from Sweden, 7 from East Germany, and 6 from Czechoslovakia. The Chinese professional delegation to the European Go Congress (Ms. Huang 4-dan and Mr. Kang 6-dan) visited our camp for three days. Hungarian television included a report on the camp in its most popular sport program. Next year the camp will be organized at the same place in the week after the European Go Congress in Vienna. We hope that a lot of players visiting the Congress will continue their summer go program with a holiday in Hungary.



From right to left: Pocsai, Kang 6-dan, Huang 4-dan

During 1989 12 Hungarian players took part in the Prague go tournament, 12 in the Vienna tournament, and a few players in tournaments in Subotica, Amsterdam, and Belgrade. Only four played in the European Championship in Nis, Yugoslavia. Even Pocsai, the 1988 European champion, and Göndör, the Hungarian champion, did not visit the Congress.

(Report from Kelemen Zoltan)

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Kelemen Zoltan, President, Budapest, Honvéd u. 38/5/1. 1055 Hungary. Tel. (1) 111 4774.

New Zealand

Go in New Zealand

Graeme Parmenter

Go in New Zealand is now 15 years old. The first five years were a period of rapid expansion

in the number of players. The last ten years have been quiet in comparison. We now have clubs in the four major centres, and although our membership has never been greater than 50-60 people, in a nation of 3.1 million that represents a go-player density greater than many Western countries.

Although the initial rapid increase in numbers has not continued, the organization of the game has been greatly improved in the last ten years. We now operate a national rating system which uses club and tournament games to estimate the relative strengths of players. This rating system is also used to award dan ranks to players, which avoids some of the problems inherent in 'committees of wise men' used by some countries.

WAGC points have been introduced and can be competed for at major tournaments. This has had the effect of increasing the number of tournaments and the standard of play at those tournaments. The person with the most WAGC points at the end of each year becomes our representative at the WAGC. An unusual tournament has also been introduced. This is the Go Kichi (Go Crazy) Challenge. The trophy is a magnificent Japanese go board, which may be used by the title holder until a challenger can beat him in a five-game match. Competition has been fierce! Out of the eight challenges to date, the Go Kichi title has been successfully defended only once!



Wu Song Sheng 9-dan demonstrates endgame technique to players whose lack of balance rarely sees them enter that stage of the game.

Recently the NZ Go Society organized a teaching tour by Wu Song Sheng 9-dan, the Australian national coach. He was flown to Wellington for a week-long teaching seminar. This

was a rare opportunity for our stronger players to get a glimpse of go at its best, and the exercise was so successful that we hope to repeat it regularly.



Wu was kind enough to play simultaneous 3-4 stone games against our top players. Colin Grierson (at left) watches, while (L-R) Alan Guerin, Barry Phease, and Yu Cong Phease play the master.



Wu caught in a rare pose against weak opposition — deep thought!

These activities have produced a group of nine or ten people who are around 4-dan in strength, quite a respectable number for a small country. The failure of any one player to emerge as significantly stronger than the others is indicated by the results of the major tournaments.

The Christchurch Open was won by Stanley Wang and the Wellington Open by Alan Guerin. These were the first tournament wins for both of these rising stars. The Auckland Open was shared between Kyle Jones and Shuji Takashima. The Dunedin Open was won by Yu Cong Phease, a game recorder at the 9th WAGC in Beijing who subsequently married our representative there! The New Zealand Championship was won by yet another player, two-time former champion Ray Tomes. However, the player with the most consistent results during the year was David Coughlin, and he will represent New Zealand at the next WAGC.

While the number of strong players is increasing, we realize that for the long-term health of the game in this country we must continue to attract new players. The priority of the NZ organizing committee this year has been the preparation of a comprehensive five-year promotion plan for go.

This plan will be implemented in 1990. With the improvements in organization of New Zealand go during the last ten years, we now feel we have a structure which encourages and sustains new players, and we look forward to becoming the Western country with the greatest density of these recently rare creatures!



Alan Guerin, Barry Phease, and Yu Cong Phease suffering the consequences of Mr. Wu's deep thought.

Contact Addresses

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Secretary: Paul Yates

President: Graeme Parmenter

Treasurer: Barry Phease

Contact: Graeme Parmenter, 8 Michie St., Dunedin. Tel. (024) 740277.

Auckland Go Club

Sergei Terzaghi, 33 Grande Av., Mt. Albert, Auckland. Tel. (09) 867399.

Wellington Go Club

Peter Rochford, c/o Victoria University, P.O. Box 600, Wellington. Tel. (home) (04) 759841.

Christchurch Go Club

Con Jackson, 328 Armagh St., Christchurch 1. Tel. (03) 654787.

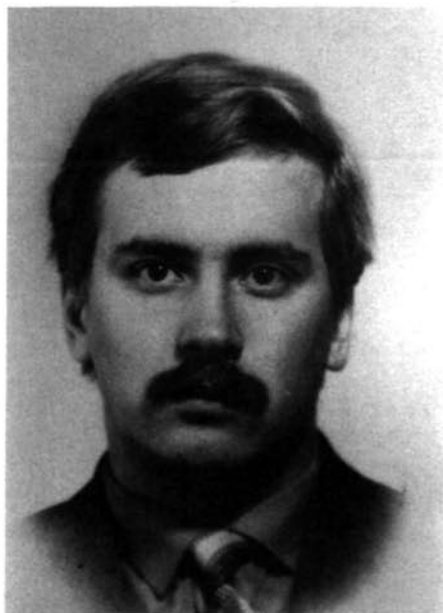
Dunedin Go Club

Graeme Parmenter — see above.

Poland

The 12th Warsaw Go Tournament

This tournament, held on 16 to 18 June 1989, was the last before the European Championship in Nis. Viktor Bogdanov 5-dan made it the first to be won by a player from the Soviet Union. Owing to the absence of Matthew Macfadyen, number two in the Grand Prix rankings, Yoo Jong-Su became assured of winning the 1988-89 Grand Prix. Bogdanov scored five wins in six rounds, as did Manfred Wimmer 6-dan of Austria, but Bogdanov's one-point-higher SOS gave him the trophy. Bogdanov's victory over Wimmer in the first round was what made the difference; his sole loss came at the hands of Frank Janssen in the fifth round. Janssen lost his chance of taking second place when Wimmer beat him by half a point in the final round.



Viktor Bogdanov

Third place was taken by Vladimir Danek 5-dan of Czechoslovakia, who scored four wins. Other players with four wins were, in order of placings: Robert Rehm 5-dan (Holland), Frank Janssen 5-dan (Holland), Janusz Kraszek 5-dan (Poland) and Christian Wolfahrt 4-dan (East Germany) (these two tied for 6th place with the same SOS and the same SODOS), Roste Sachabudzinov 5-dan (USSR), and Malte Schuster 4-dan (East Germany).

Bogdanov headed a Soviet delegation of 14

players, the third-biggest delegation after those from Poland (41) and East Germany (15). In all, there were 79 players from nine countries. Guest of honour was Tozawa Akinobu, a professional 9-dan from Japan who visited the tournament with his wife.

Singapore

1989 was a very busy and fruitful year for the Singapore Weiqi Association (SWA). Four major international weiqi tournaments were hosted by the SWA in this small island country of Singapore. They were:

1. Two games from the Chinese New Physical Education Cup;
2. The 6th World Youth Weiqi Championship;
3. The final two games of the 1st Ing Cup;
4. Two games from the 5th Japan-China Super Go series.

The SWA also had the honour of inviting top weiqi professionals from Japan, China and Korea to visit Singapore. They were grandmaster Go Seigen 9-dan, Lin Haifeng (Rin Kaiho) 9-dan, Kudo Norio 9-dan, Kobayashi Satoru 9-dan, Oeda Yusuke 8-dan, Chen Zude 9-dan, Nie Weiping 9-dan, Hua Yigang 8-dan, Luo Jian Wen 8-dan, Cho Hun-hyun 9-dan, and Yun Ki-hyun 9-dan.

To raise the level of weiqi in Singapore and to nurture a younger generation of players, the SWA engaged a professional weiqi instructor, Chen Ximing 6-dan of Henan Province in China, to teach amateurs and to conduct courses for children for three months.

Details of the major weiqi events of the year are listed below in chronological order.

January: Game 3 (11th) and Game 4 (14th) of the 10th New Physical Education Cup were held. After losing the first two games, played in Los Angeles in December, the challenger, Nie Weiping, recovered to even the match by winning both the Singapore games. (He took the title by winning the 5th game, played in Beijing.)

March: Invited by the Japanese Ambassador, sponsored by NEC and supported by the SWA, Lin 9-dan led a team of eight Japanese professionals on a visit to Singapore and created intense interest in weiqi. This was the first official exchange between the SWA and the Nihon Ki-in.

June: The SWA held the annual Shin Min Daily News Cup Weiqi Open. With visitors from China, Japan, Korea, Malaysia, and Taiwan included among the participants, this year's tournament was on an unprecedented scale. There was also a very good response to the Singapore School Team Weiqi Tournament organized by the SWA.

July: SWA held Singapore's first lightning (20 minutes) Individual Weiqi Open Tournament. Participants included visitors from China, Japan, Korea, Malaysia, and Taiwan.

August: Singapore hosted the 6th World Youth Wei-ch'i Championship. Grandmaster Go Seigen gave a public commentary on the final game. Immediately following the championship, another local annual tournament, the Pesta Sukan Open Team and Individual Weiqi Tournament, was held, with a very good response.

September: The SWA hosted the final two games of the 1st Ing Cup, the tournament with the biggest first prize (\$400,000) in go history. This was the greatest event ever hosted by the SWA. Cho Hun-hyun 9-dan of Korea took the title by winning both games. He defeated Nie Weiping 9-dan of China, who took the second prize of \$100,000, 3-2 in the match.

December: Two games from the 5th Japan-China Super Go series were played in Singapore. In the first, Zhang Wendong 7-dan of China defeated Ohira Shuzo 9-dan of Japan, but then he lost to Yamashiro Hiroshi 9-dan. China leads 4-2.

1989 was a year in which the SWA passed a major milestone in the development of weiqi in Singapore under the leadership of Dr. Chan Gin Hor. We will not only continue to promote weiqi locally but also endeavour to establish closer ties with the international weiqi community.

Sweden

Göteborg Open

The 1989 Göteborg Open, held on 11 and 12 November, ended in a clear victory for Viktor Bogdanov 6-dan of the USSR, who tied for 11th place in last season's final Grand Prix rankings. Bogdanov won all his games in the six-round tournament. Second place was taken by Matthew

Macfadyen 6-dan of the U.K., who was the only player on five points. Third to 5th places were taken by three players on four points: Alexei Lazarev 6-dan (USSR), Leszek Soldan 5-dan (Poland), and Jin Li 3-dan (Korea). A good performance was posted by Jostein Flood 3-dan of Norway, who was the dark horse of the 1988 WAGC. Flood headed the group on 3 points to take 6th place.

This was the second Grand Prix tournament of the 1989-90 season. The usual attendance in Göteborg is around 30, but this year 40 players from ten countries participated, including five winners of GP tournaments.

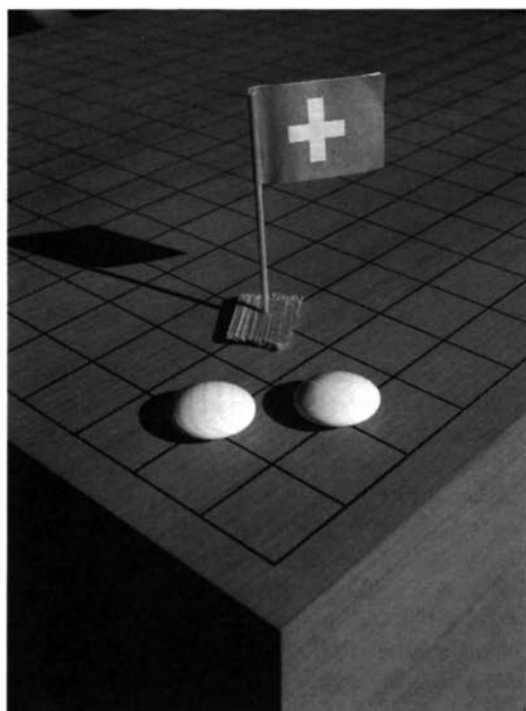
With this win, Bogdanov, a 29-year-old go teacher in Petrosavodsk, takes the lead in the new GP rankings. Lazarev, the only participant in the Belgrade tournament which opened the new GP season (see report on Yugoslavia), takes second place. Sachabudzinov, the winner at Belgrade, is currently third. After two tournaments, three players from the USSR lead the rankings.

Switzerland

Go in Switzerland in 1989

It is a painful process to admit to failure (euphemistically known as lack of success), but slowly we in Switzerland are having to admit that go has not succeeded in gaining in popularity, despite the great efforts that we have put into publicizing the game. It looks as though we are losing out to the Swiss national sport, a card game known as Jass. However, all is not black. We can report the existence of a new club, St. Gallen, bringing us to a total of eight. During the year we staged six well-attended tournaments, including what was perhaps the first lightning tournament not played as a sideline to a major tournament. Probably the golden era of go in Switzerland will have to wait till the current generation of go players produces children, and a Go Seigen or a Cho comes into the world with a Swiss name.

The Swiss championship was won by our perennial champion Patrice Gosteli, who since the semi-retirement of Hans-Peter Baumann more or less has the field to himself. Our representative in the WAGC, Philip Nicolet, performed respectably, winning three games. Our major hope is that next year's report will be more exciting than this one.



The dreaded Swiss shimari, which has helped bring Swiss go to the rearguard of European go. (Photo by v. Blöchlinger)

United Kingdom

1989 London Open Go Tournament

This tournament was held from 30 December 1988 to 2 January 1989 and was attended by 158 players from a dozen countries. The result was yet another triumph for Yoo Jong-Su, who finished with a perfect score of eight wins. Rob van Zeijst, a Dutch player living in Tokyo, took second place with seven points, followed by four players on five points. The decisive game came in the third round, when Yoo beat van Zeijst. Other placings, based on SOS, were:

3rd: H. Furunishi 6-dan (Japan)

4th: Matthew Macfadyen 6-dan (U.K.)

5th: Laurent Heiser 5-dan (Luxembourg)

6th: Adam Pirani 4-dan (U.K.).

(From EGF Newsletter #4)

1989 British Youth Championship

In this tournament the under 18 division was won by Mathew Cocke, the under 16s by Samuel Beaton, and the under 14s by Mark Simmons. The 13x13 tournament was won by Aiden Whitehall in the under 18s, James Goss in the under 16s, and Marco Leuzzi in the under 14s.

More Rapid Development For the US in 1989

by Roy Laird

Go activity continued to blossom in a most satisfying manner this year in the US. Two American players scored three significant victories in international competition. Five games from three separate professional tournaments were played on US soil. The US Open Championship set an all-time attendance record. Our computerized rating system came back 'online' after an exhaustive two-year revision. Membership in the AGA grew by nearly 20%, and the AGA picked its first new President in over a decade.

Winners in Fujitsu and IBM

Although US amateur players have been doing rather poorly in international competition lately, our reputation was somewhat redeemed by two players who, though they learned their go in the East, are now US citizens.

Jimmy Cha, the gregarious and flamboyant Los Angeles businessman who holds a pro 4-dan

diploma from the Han Kuk Kiwon, stood the entire go world on its ear by defeating two Japanese professional 9-dans playing for the US in the opening rounds of the Fujitsu Cup in Tokyo last March. Cha had won the US seat with an upset victory in the US Fujitsu Elimination against Michael Redmond, the phenomenal pro 6-dan from California who lives and 'works' in Tokyo. His ability to score two successive victories against top professionals is all the more amazing considering his isolation from the professional scene. It is said that he amuses himself by giving three and four stones to local 6-dans, but that is very different from facing a seasoned competitor who is primed for battle. Cha, who has long claimed, 'I can beat anyone in the world on Black!', has begun to make his point.

In June, Joseph Wang of Jacksonville, Texas, the US contender in the IBM Lightning Go Tournament in June, was paired against a Japanese pro 2-dan in the first round and won.

(Paired similarly in the second round, he lost and was eliminated.) This victory, though obtained under rather pressured circumstances (45 minutes per player), marks the first time that a US amateur has beaten a professional in formal international competition.

Korean Friendship

1988 saw the further strengthening of a bond with go in Korea in particular. The First US-Korea Friendship Baduk Tournament was organized by Sam Jho Chun, a Korean pro 6-dan who has attended all five US Go Congresses. From June 10-18, a group of ten US amateurs traveled throughout Korea with Mr. Chun and Sang Dae Hahn, a Korean scholar who lives in Australia and has held their national championship for the past nine years and who served as our guide. The American team won about a third of 75 games played in Seoul, Pusan and Taegu. Bruce Wilcox, the strongest American on the tour, played an opening he had found in an old copy of *Go Review*. Splitting the board in half with a 'Great Wall' of five large knight's moves while letting his opponent take the initiative in all four corners, he perplexed amateur and professional alike by scoring a couple of impressive victories.

This tour was the first of what promises to be a series of exciting events between Korean and American players. Next year, a group of Korean amateurs will come to the US Go Congress in Denver for the Second US-Korea Friendship Baduk Tournament.

The US was also visited by a number of distinguished Korean players — any one of whom could probably defeat the entire US-Korea team in simultaneous play. They were here on business. Two games from the Korean Wang Wi Tournament were played on February 14 and 17, at the New Seoul Hotel. The current title-holder is Cho Hun-hyun 9-dan, who has dominated almost all the major Korean titles in recent years; he won both games against the challenger, Suh Bong-soo 9-dan. Five other pros accompanied Cho and Suh from Seoul, arousing quite a go melee in the LA area for that week.

Two 'Go Saints'

Again in November, a dozen Korean pros and a group of Korean amateurs came to Los Angeles for a very special event — the first game in the brand-new Ki Sung ('Go Saint') Tournament. The tournament is sponsored by the

Saegae Ilbo Newspaper (World Daily News), and Jimmy Cha arranged for the first two games to be played in North America. The first game was played on November 14 in Los Angeles, and the second game was played on November 18 in Vancouver, B.C.

The Japanese also have a 'Go Saint' (Kisei) prize, sponsored by the Yomiuri newspaper. As it happens, the first game of this series was also played in the US this year. On January 18 and 19, five Japanese professionals came to New York for the event, including the title holder, Kobayashi Koichi, and the challenger, Takemiya Masaki.

Computerized Ratings

After almost two years of work by Paul Matthews, Phil Straus, Bob High and many others, the AGA finally put its new computerized rating system into operation. Players who submit rated games to the Rating Commission will now receive a three-digit rating. Kyu players will be rated with negative numbers, dan players with positive numbers, counting away from the break between 1-kyu and shodan. (For example, the strongest possible kyu rating is -100; the weakest possible dan rating is +100.)

Ratings are intended to reflect members' ranks, so that for example a player with a rating of -437 should be playing a little stronger than average for a 4-kyu. However, while a player's rank is a relatively stable entity, his or her rating is very responsive to recent tournament play. A losing streak will drag a player down into successively lower 'bands' until it breaks. These ratings, representing more precise measurement of a player's current performance, will be especially useful to tournament directors for pairing purposes. Players will be permitted to enter tournaments at their rated strength or above, so that players on a bad streak can play stronger opponents. If they win, their ratings will move upward more quickly than if they had been paired in their rated band.

While the goal of these ratings is parity with player ranks, the relationship of the two is currently unclear, since the AGA does not have a formal ranking system. A Ranking Commission has been formed to study this issue. The Ranking Commission will also propose criteria by which to issue official dan-level ranks.

A New President

On January 1, Barbara Calhoun took office as

the AGA's first new President since 1976, when Terry Benson took office. Benson continues to play an active role, but Calhoun, who was profiled in *Go World* #53, set a fast pace. She turned up at the Fujitsu playoffs in Seattle in January, then represented the US at the International Go Federation in Nagoya in May. Three weeks later she was back in Korea for the US-Korea Friendship Baduk Tournament, then attended the US Go Congress in August. As if all this weren't enough, she even went to Prague, Czechoslovakia, for a tournament there in February; to Boston for a tournament in October; and she finished the year in London, at the New Year's Eve Tournament.

The American tournament calendar continued to grow throughout the year. A tournament in Cleveland expanded to two days, the Hawaii Kiin announced a quarterly tournament schedule, and four separate tournaments took place in Baltimore, Kansas City, Arlington, Texas and Portland, Oregon on Memorial Day. In the Midwest, a 'Mid-Continent Go Series' was organized, in which a special prize was awarded to the player with the highest combined scores from events in Oklahoma City, Tulsa, Oklahoma, and culminating on Memorial Day in Kansas City.

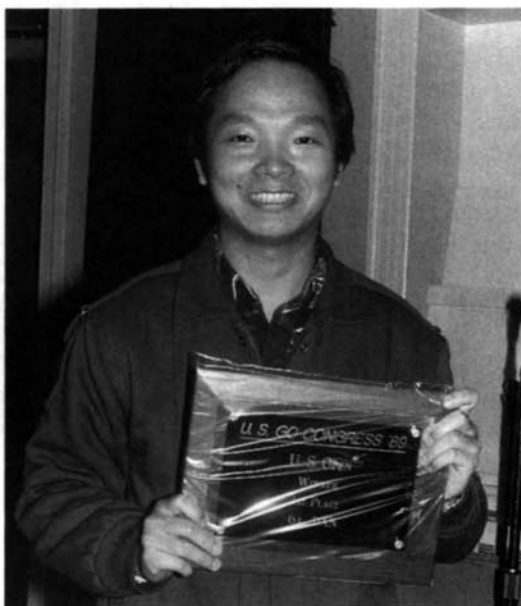
US Go Congress

The Fifth US Go Congress was held from August 5-13 at Rutgers University in New Brunswick, New Jersey. Organized by two players from the Princeton Go Society — Director Paul Matthews and Assistant Director Rick Mott — this year's Congress came off without a hitch, as the organizers put to good use the knowledge and experience built up over the past four years. Many felt that it was the best run Congress yet.

As always, the Congress included two major tournaments — the 1989 Congress Championship and the 1989 US Open — and a number of side tournaments. The Congress Championship was won by two-time WAGC contender Ron Snyder 6-dan of New York. With an undefeated record, he looked like the odds-on favorite to win the US Open on the final weekend (though he himself had his doubts). Then the planes began landing on Friday, carrying with them top players from all over. When registration finally closed, there were 206 players enrolled, making this the largest North American tournament ever.

One of them was Paul Hu, an intense young player from northern California. A product of the professional training system in Chinese Taipei,

Hu moved to America about two years ago. Winning a casual game with one of the pros in the lounge on Friday evening — taking Black with 6 1/2 points komi — he served notice that he would be the man to beat, and went on to win the US Open with an undefeated score (Snyder fell to him in the fourth round). Mr. Hu has also taken on a number of private students in his area, and teaches and gives simultaneous games from time to time at the San Francisco Go Club.



Paul Hu, winner of the 1989 US Open

By placing second, Charlie Huh, a Seattle 6-dan, won the right to play for the US in next year's World Amateur Go Championship. Huh placed fifth for the US in the 1985 WAGC. (Hu was not eligible.)

There were also various side tournaments, a different one each night and a self-paired Handicap Tournament that ran informally throughout the Congress. The Handicap Tournament was won by Holgar Sudhoff, a German 3-kyu. In a team go tournament, teams of three players handicapped according to the average ranks of team members, were pitted against each other. The British Empire, a team consisting of three British players, Francis Roads 3-dan, Tony Atkins 1-dan and Paul Margetts 5-kyu, prevailed. The winner of the Lightning Go tournament was Ken Koester 2-dan. Two small-board tournaments (13-line and 9-line) were won by Francis Roads 3-dan and Micah Feldman 4-dan respectively.



British winners

A special Overall Participation prize — a high-quality playing set in a special carrying case — was offered this year by Ishi Press, for the player who had the best result in the greatest number of events. The winner was Howard Landman 1-dan, who played in every event except the 13-line tournament.

AGA National Board Meeting

With a 17% growth rate, the proliferation of international events, and the emergence of new opportunities to spread go throughout North America, it is not surprising that the AGA National Board had an extensive agenda to consider. A Long-Term Planning Commission was formed to prepare for future organizational challenges. The formation of a Board of Advisors, prominent individuals who would lend their names and support to fundraising and promotional activity, was also approved in principle, although specific nominees were not named. Approval was also given for the preparation of a draft revision of the Official Rules of the World Amateur Go Championship, to be presented at their board meeting in Hiroshima next year.

In a move that marked the recent growth of the AGA, the Board approved a proposal to hire a staff person to handle the growing quantity of routine clerical work now required to maintain the organization. This person would report to the President, and will begin by taking over some membership maintenance tasks.

Ernest Brown, the AGA's new Educational Coordinator, was unable to attend the Congress because he was in Singapore, acting as the AGA's Adult Representative to the World Youth Weiqi Championship. In a report that he submitted, he noted that about 25 AGA members are actively teaching and promoting go in their areas. His initial goal is to help these people, and others who might be inspired by their efforts, to share their experiences.

Denver was approved as the site of the 1990 Congress. The Empty Sky Go Club in Rochester, NY, expressed interest in hosting the 1991 Congress, and has since submitted a detailed proposal. Haskell Small, the Director of the First US Go Congress, proposed that we study the idea of changing the name to the North American Go Congress, and explore the possibility of a Canadian site. This motion was approved.



Alan Chen, winner of the 5-dan section

An intriguing proposal was submitted by Don Maddox of the US Sports Network, a play-by-computer game service that used to be called Leisure Linc before it was acquired by the national newspaper *USA Today*. Maddox was the editor of the US Chess Federation's journal, *Chess Life*, until he was tapped by *USA Today*. Until recently he has been preoccupied with es-

tablishing an online chess playing service, but now it is nearly complete, and the next major move will be to promote go. Maddox hopes to work with Ishi Press, the AGA and other sources to provide a complete service — play by modem, instructional material, etc. Kenneth Berg of Florida was designated as a contact person to work with Maddox.

On the issue of computer participation in human tournaments, the Board decided in a close vote to allow TD's all three recommended options. TD's can either ban computers altogether, allow them to compete as full participants or allow players to designate, at registration, that they do not wish to be paired with a computer. Unless otherwise specified, tournaments will be considered to be of the last type. Some people opposed allowing computers full participation, and their view was perhaps best expressed by one player who said later, 'As far as I know, weightlifters don't have to compete against hydraulic jacks.'



Alex Chen, future champion

By Tuesday evening, when this battle about computers took place, a battle among computers had already been concluded. The North American Preliminary Championship for the World Computer Congress, to be held this November in Taipei, was again sponsored by

Acer Technologies. The winner was Go Intellect, by Ken Chen, a professor of computer science at the University of North Carolina in Charlotte. Second was Micro-Go by Alan Scarff from England, who seemed a bit shocked by his own good result. Cosmos, David Fotland's program which is distributed by Ishi Press, placed third, and Janusz Kraszek's Star of Poland, distributed by the OpeNetwork, came in fourth.

Bruce Wilcox's NEMESIS and Star of Poland also played in the bottom section of the Congress Championship, but neither did very well.

Pro-liferation

Twelve professional players, including representatives from all four professional associations, honored us with their presence this year. All of them showed their dedication to improving American go in a schedule drawn up by Pro Coordinator Roy Laird. Over 300 simultaneous games were played during the week, and players had a vast cornucopia of lectures and game commentaries to choose from. One hearing-impaired attendee brought his own interpreter, who sat by the demonstration board and translated comments into 'hand talk'.

From Japan, there was Takagi Shoichi 9-dan. Despite recent events in mainland China, the People's Republic sent two high-ranking professionals, Tsao Dayuan 9-dan and Fang Tianfeng 7-dan. San Jho Chun 6-dan came from Korea, as he has each year since he attended our First Congress in 1985. Another perennial attendee, Noriyuki Nakayama 5-dan, returned as well, with a Japanese tour group. And Yang Chih-Te pro 7-ping (equivalent to 3-dan) was our first visitor from the Ing Chang-ki Wei Ch'i Educational Foundation in Chinese Taipei in several years.

Three professionals who attended the Congress are living in America. Each is now a 'working professional' in the sense of having small but steady incomes, primarily from teaching. Yi-lun Yang 6-dan lives and works in Los Angeles, where he is the teacher in residence at the American Go Institute. This was Mr. Yang's fourth Congress, but this year was very different — he gave his lectures and private lessons in lucid, well-spoken English! Sen Suzuki 2-dan, a well-known Bohemian figure from Seattle, has supported himself from his earnings as a go instructor for years. James Kerwin 1-dan has been teaching go in America on a professional level ever since he returned from Japan in the early 1980's.



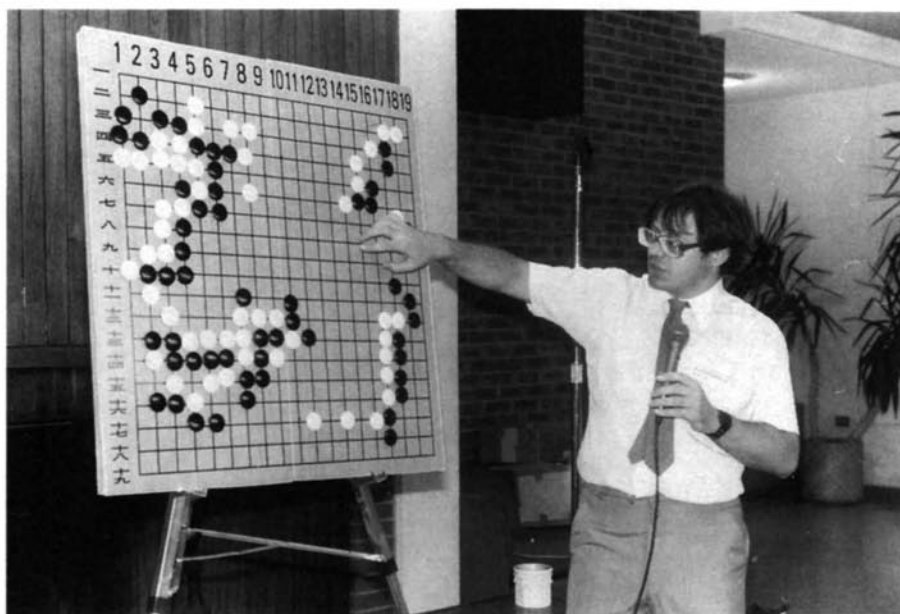
Yi-lun Yang explains a move to Debbie Siemon

Both Mr. Yang and Mr. Kerwin were available for private lessons, although not for long — sign-up sheets filled up quickly. While Mr. Yang took a classroom-style approach, giving theme-oriented lessons with up to six students of similar rank, Mr. Kerwin worked individually for the most part. Kerwin has recently acquired the hardware necessary to receive and transmit game

records and comments by modem over telephone lines and is very enthusiastic about this form of instruction. Kerwin has also begun to consider how to organize material for productive instruction of small groups. Both Mr. Yang and Mr. Kerwin are available to travel to go events around North America.



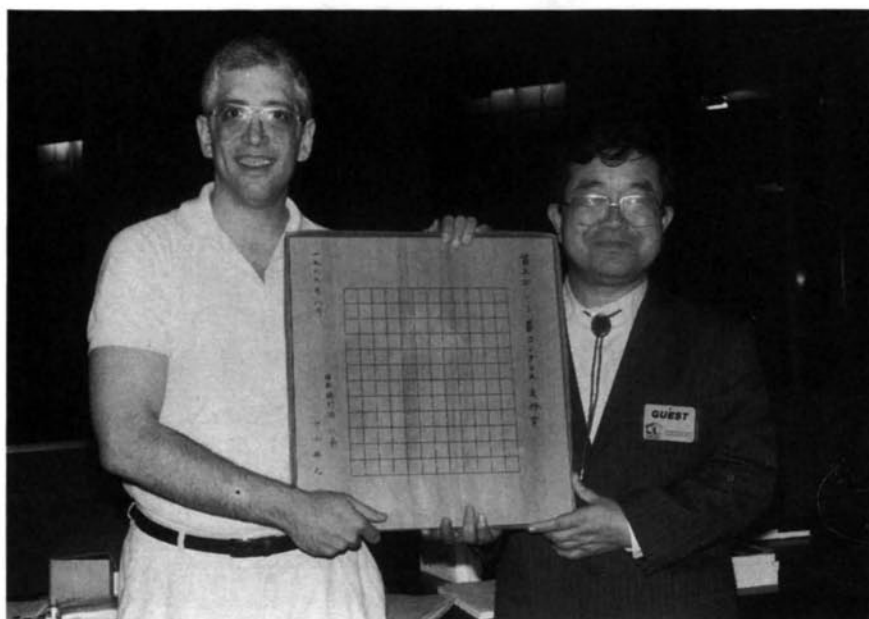
Nakayama and Takagi reviewing a Congress game



James Kerwin, first American-born professional

On Friday afternoon, at the time when pro events were usually getting started, nothing happened. Players began to wonder what was going on. Then AGA President Barbara Calhoun stepped to the microphone in the main playing area to make an announcement — Jimmy Cha, the Korean pro 4-dan from Los Angeles who won against two Japanese 9-dans while playing

for the US in the Fujitsu Cup earlier this year, had arrived from the West Coast. And with him was Cho Hun-hyun, the 9-dan who has dominated Korean go for more than a decade and who had just taken Cha out of the running in the Fujitsu Cup. Also with them was Yun Kihyun pro 9-dan, another top Korean player.



Nakayama 5-dan presents the Japanese Tour Group Prize to Ron Snyder

What followed was a final burst of go activity, like the end of a fireworks display. Seven professionals, including the distinguished recent arrivals, began playing over fifty simultaneous games. Cho lost only one game — to 10-year-old Alan Chen, the American Go Institute's prize pupil, who played him on three stones. (Chen went on to win the 5-dan section in the US Open.) As games finished, players drifted across the hall for the final lecture of the Congress, in which Mr. Chun presented a game from the US-Korea Friendship Baduk Tournament he had organized in June.

Other Activities

Some of the most popular lectures were given by American amateur Bruce Wilcox, the incandescent author of NEMESIS and of the approach to playing he calls 'Instant Go'. After a grueling three-hour lecture on Sunday, Wilcox looked like he had just spent a hot day at the beach — and like he was ready to hold forth for three more hours.



Bruce Wilcox

Some interesting new products were introduced at the Congress this year. Ishi Press arrived near the end of the week and appeared to do a thriving business with their new release, *The Chinese Opening*, a sort of companion piece to their last release, *The Power Of The Star-Point*. On Thursday, Liz Manning of Serendipity productions in San Francisco arrived to present 'Go: More Than A Game', a short, handsome video for the general public which she produced at the San Francisco Go Club. Although only twelve minutes long, and intended primarily as a means of raising funds to do a longer piece, this video aroused a lot of interest and sold numerous

copies. And Wayne Lobb of Oxbow Research, Concord, MA, introduced GoScribe on the weekend, an IBM-compatible program for recording and studying games and instructional material.

Many players came from other countries to attend this year's Congress, including a Japanese tour group of about 25 players; five players from Canada, including CGA President Steve Mays; and Jiano Hua, an official of the All-China Sports Federation. There were also a large number of Europeans, including a father-son team from Germany, a dan-level Polish woman now living in Texas, and a band of six Britons led by Francis Roads 3-dan, the author of a number of go-oriented song parodies that are routinely sung at European Congresses. Roads and his American counterparts sat up long into the night, inflicting their works on each other, and he even wrote a song to commemorate the Congress, which was performed along with several others at the closing ceremony.

The 1989 US Go Congress Song

(Turkey In The Straw)

by Francis Roads

Oh it may be a coupla hundred years or more
But we Brits know the game and we have
kept the score

Oh we know our modern history and what
occurred

When you Yankees cocked a snook at our
king George the Third

CHORUS:

But in 1989 the Brits went back
Once more we were there on the Yankees'
track

Ain't got no arrow, ain't got no bow
But we'd got determination and we all played
go

'Twas the Northeast corner that you played
your first move

Of the British taxes you could not approve
Oh we didn't really mind if you just want to
be free

But you're very nasty chaps for wasting all
that tea!



Go songs at the banquet

CHORUS

Now the Brits had learnt our joseki just fine
 So we wore red coats and we stood in line
 General Washington didn't know how to play
 So he ripped the British troops off with a
 hamete

CHORUS

So you played your fuseki in the Yankee style
 And the Indians played the White stones for
 a while
 You woke up one morning to a nasty surprise
 When you found General Custer couldn't
 make two eyes

CHORUS

Then one day you found that General Lee
 Had taken all your Southeast corner territ'ry
 So you had to disconnect him and surround
 him tight
 And the Yankees were the winners in the
 semeai fight

CHORUS

In the middle game you made themselves a
 big moyo

And you gave it names like Tennessee and
 Idaho

There was North and South Dakota, Arizona
 and Nebraska

And you gave the Czar of Russia \$50 for
 Alaska

CHORUS

Then in 1941 you had to fight quite hard
 With a sente yose in your own back yard
 After General MacArthur's vacation in Japan
 You'd have thought that all the Yankee
 troops would be 6-dan!

CHORUS

Now the Brits and the Yankees are all friends
 once more

Cause liberties are what we both are fighting
 for

International brotherhood is all very well
 But when we play you go we're gonna give
 them hell!

CHORUS - Last Line:

But we'd got determination - Oh we'd got
 determination - We'd sure got determination and
 we ALL - PLAYED - GO!

After the closing ceremony, participants began bidding one another farewell, but with a sense of ease and familiarity, knowing that many of them would meet again at next year's Congress, to be held August 4-12, 1990 near Denver, Colorado. We will be the only group occupying a small college about 20 minutes outside of town, which should create a special sense of community. In addition to another Japanese tour group, a group is expected to attend from Korea. The Korean players will participate in a formal team competition against US players. A team of Russian players will also be invited. Yi-lun Yang, James Kerwin and numerous other pros will be there, giving simultaneous games, lectures, and comments on games. Amid the Congress Championship, the US Open Championship, the Handicap Tournament, the Lightning Tournament, the small-board tournaments, rengo kriegspiel and the US-Korea Friendship Baduk Tournament, it may even be possible to get one's fill of go, and drift off to admire some of the handsomest scenery in America.

Yugoslavia

1989 European Go Championship

The main event held in Yugoslavia in 1989 was the 33rd European Go Congress. Staged in Nis, this tournament was the last in the 1988-89 cycle to decide the European qualifier for the 3rd Fujitsu World Championship, to be held in Japan in 1990. Over 200 players participated, including many players from the USSR and a delegation of strong amateurs from Japan, led by Mr. Furuzono, one of the sponsors of the European Go Congress, of which the Championship is the main event.

For the first time since 1984 in Porrentruy, the championship was open to non-European players, who could compete with European players for the title of European Open Champion. The title of European Champion was reserved for European players, who also competed for the place in the 3rd Fujitsu Cup and rankings in the European Grand Prix.

For the Fujitsu Cup, each of the ten tournaments in the Grand Prix d'Europe yielded points for the best 15 finishers. Because he had already won six of these tournaments, Yoo Jong-Su had an unassailable lead in the rankings. For deciding the place in the world championship, only the best three results were to count, with the

European Championship yielding double the points for other tournaments. Matthew Macfadyen led the list here, but many other players still stood a fair chance of getting a game against a professional next year.

The European Championship was a ten-round tournament, played at the rate of one game a day, with three hours per player and one-minute byo-yomi. Favourites for the title included, besides Yoo and Macfadyen, some of the visiting Japanese amateurs, like Miss Nakamura Chikako, 1988 Japanese Women's Amateur Champion, and Sogabe Toshiyuki. The first big surprise was the victory of Robert Rehm of Holland over Yoo in the 3rd round. In the 5th round, Sogabe defeated Macfadyen and Miss Nakamura lost to Alexei Lazarev, runner-up in 1987. After the first week Sogabe and Lazarev led the field. Lazarev lost to Sogabe in the 6th round, but in the next round Sogabe was defeated by Miss Nakamura, so now Sogabe, Macfadyen, and Nakamura led the field. Sogabe took the sole lead when he continued by defeating Yoo in the 8th round, while Miss Nakamura lost to Macfadyen, after which Macfadyen lost to Yoo in the 9th round. Sogabe won his remaining games to score 9-1 and become Open European Champion. Second to 4th places were decided on SOS points. Final placings after a very hectic tournament were:

1. Sogabe Toshiyuki 6-dan (Japan): 9-1
2. Matthew Macfadyen 6-dan (UK): 8-2
3. Nakamura Chikako 6-dan (Japan): 8-2
4. Yoo Jong-Su 6-dan (Korea): 8-2
5. Inabe Yoshiko 5-dan (Japan): 7-3
6. R. Sachabudzinov 5-dan (USSR): 7-3
7. Valery Solovjov 6-dan (USSR): 7-3
8. Rade Petrovic 5-dan (Yugoslavia): 7-3
9. Frank Janssen 5-dan (Netherlands): 7-3
10. Ivan Detkov 6-dan (USSR): 7-3
11. Eguchi Akira 6-dan (Japan): 7-3

Manfred Wimmer 6-dan of Austria headed a large group on six points.

Matthew Macfadyen won the European Championship title and, with 71 points, came second in the European Grand Prix rankings behind Yoo Jong Su on 106 points. Macfadyen also topped the Fujitsu Cup rankings with 51 points, so he will represent Europe in the 1990 Fujitsu Cup in Tokyo. He was followed by Robert Rehm 5-dan of Holland on 27 points and Frank Janssen on 25.

The Computer Championship was won by Mark Boon's Goliath 2, which did not drop a game. Eindhoven (Netherlands) won the town team tournament. Yoo won the weekend tournament and the lightning tournament for strong players.

(From EGF Newsletter No. 11)

1989 Belgrade Tournament

This new arrival on the European Grand Prix circuit started off the 1989-90 Grand Prix season. The six-round tournament saw some furious competition in which no one could keep his slate

clean. The result was a three-way tie for first place in which Rostam Sachabudzinov 5-dan of the USSR came out on top thanks to a superior SOS. Second place went to Tibor Pocsai 5-dan of Hungary, and third place to Tony Goddard 5-dan of the U.K. Just for the record, Sachabudzinov lost to Pocsai, who lost to Lazarev 6-dan (USSR), and Goddard lost to Sachabudzinov. There was a strong Soviet presence in this tournament: Lazarev took 4th place, and Bogdanov and Frolich shared 5th place.

(EGF Newsletter No. 1)





囲 GO 碁

The Key to Oriental Culture

No one interested in East Asian culture can afford to ignore the game of go, so widely and profoundly has it permeated all aspects of oriental society and culture throughout the forty centuries since its origins in China. Its impact and hold on Asian intellect, aesthetics, and imagination, continue to be all-pervasive. In Asian societies, go is *the* board game. Today go is played by more than 25 million people throughout the world, making it one of the most popular mental board games ever played.

The Ishi Press has been actively propagating go throughout the Western world for more than

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