

The Bulletin of the International Go Federation

爛柯

RANKA

YEARBOOK  
1991



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Note: In the main body of the Yearbook (page 4 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 1991 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 seventh issue to our readers.

Once again, our feature article is a comprehensive report, including game commentaries, on the World Amateur Go Championship, this time the 12th tournament, the holding of which is the most important activity of the International Go Federation. We also present a pictorial report on the 2nd Yokohama Sotetsu Cup: The World Women's Amateur Go Championship. Both these tournaments, we believe, made valuable contributions to the internationalization and popularization of go 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. In particular, women's go has been making remarkable strides recently and its level is rising rapidly. This year the number of countries and territories participating in the Yokohama Sotetsu Cup, organized by the IGF, increased from 16 to 22.

We will be very happy if this magazine can aid such developments by serving as a source of information about the game and promoting go exchange among the go players of the



world. In an age in which the international situation is becoming ever more complex and chaotic, the International Go Federation will continue its efforts to promote international cultural exchange and contribute to world peace by helping to spread go around the world. We look forward to the redoubled assistance and cooperation of go fans in this task.

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 seventh 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 yearbooks of international go, complete with an extensive listing of go clubs around the world. Like the sixth issue, this issue falls in-between a bulletin and a yearbook, but at 96 pages, an increase of 16 on last year, tends more towards the latter. We hope all our readers will find it of interest and will be stimulated to contribute more reports on go activity in their countries next year, when we

are planning to publish another full-scale yearbook with a registry of go clubs.

In order to produce better yearbooks that can contribute to the internationalization of go 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 have made the publication of this bulletin possible.

Yusuke Oeda  
Office Director  
IGF

## Compiler's Foreword

The IGF Office would like to thank all the contributors to this issue of *Ranka* for their generosity in responding to our request for submissions. Thanks to your assistance, we have been able to present a reasonable coverage of world go despite the early deadline for this issue. We are particularly happy to be able to present some comprehensive reports on go activities in member countries in the section entitled 'Go Around the World'. This year we have a report from Ireland, the newest member of the IGF, and for the first time we are able to give a contact address for go in North Korea, which expects to join the IGF and the WAGC this year. An unusual item this year is a report, with photo, from New Zealand on what was possibly the first regular newspaper column on go in a Western country. We also have an excellent history of the development of go in Britain. Our ambition is to have presented this kind of report on every member country before this bulletin is many issues older, so we hope that readers from other countries not yet covered in *Ranka* will be stimulated by Francis Roads's report to tackle their own go history. We would also like to take this opportunity to thank Roy Laird for the superb and detailed report on US go developments in the last year. The obvious en-

thusiasm and love for the game that Roy brings to his annual reports make the work of compiling this bulletin much easier.

There are of course many other contributors we should mention by name if we had space, but let us just say that we are very grateful to everyone who has taken the trouble to send in reports. Concerning the rest of the magazine, we should apologise for the exclusive focus on Japan-China games in the section on international professional go. Several factors account for this bias, the significant one being that Japan and China are the most active in the international arena, with the result that game commentaries are readily available for translation. If commentaries on other games of international interest become available, in a language we can read, we will be only too happy to present them in *Ranka*.

In closing, we would like to thank all contributors once again. We look forward to receiving any advice or suggestions that will help us to improve the effectiveness of this bulletin.

John Power  
January 1991

# The 12th World Amateur Go Championship



*Chang Hao, at 13 the youngest world amateur go champion ever, receives the Championship Cup from Asada Shizuo, President of the International Go Federation.*

## Victory for Prodigy from China

The 12th World Amateur Go Championship was held in the city of Hiroshima from 22 to 25 May with 40 players from a record 39 countries participating.

Once again — for the 9th time in the 12-year history of the tournament — the result was a victory for the Chinese representative, but this year there was a difference. The winner was the youngest world amateur champion ever, the 13-year-old Chang Hao, who lowered by five years the record set by Ma Xiaochun in 1983.

In selecting their representative, the Chinese departed from their usual practice in two ways: they sent a 3-dan instead of the usual 6-dan and they didn't hold a qualifying tournament. It was not as if they were taking a chance, however, for Chang had already proved himself by taking 7th place in the All-China Individual Championships, in which the top professionals compete, last year at the

age of 12 (he turned 13 in November 1989). In Hiroshima he lived up to the expectations of his country, defeating all his opponents to win the title of the world's number one amateur player. If Chang continues to develop, China may have a prodigy to rival Lee Changho of Korea.



*Chang defeats Miura in the 6th round.*



*The place-getters: (Front row) Miura: 3rd, Chang: 1st, Ann: 2nd;  
(back row) Janssen: 8th, Wang: 7th, Kan: 6th; Su: 5th; Heiser: 4th*

Second place was taken by Ann Gwan-wook of Korea, whose only loss was to Chang. Miura Hiroshi of Japan, who lost to both

Chang and Ann, came third. The next place went to Laurent Heiser of Luxembourg, who finished with the same 6-2 score as Miura.





*Watched by the chief referee, Kato Masao Oza, Juan Garcia de la Banda of Spain gives the pledge on behalf of the contestants at the opening ceremony.*

Heiser is getting stronger every year and his fourth place is the second-best performance ever by a Western player, after Ronald Schlemper's third place in the 10th WAGC

(Schlemper also came fourth in the 6th WAGC). Also worthy of note is the performance of Frank Janssen of Holland, who picked up a rare win by a Westerner over a Far



*Patrice Gosteli (Switzerland) and Matti Siivola (Finland) seem to be enjoying their game.*





Three players are introduced at the press conference before the tournament: Chang Hao of China, Kan Ying of Hong Kong, who has had experience as an insei at the Nihon Ki-in and who later in the year won the World Women's Amateur Go Championship, and Noel Mitchell of Ireland, the 39th and newest member of the International Go Federation.



A lot of interest is shown in Ishida Yoshio's analysis of the game between Enrique Burzyn of Argentina and Frank Janssen of Holland in the 1st round. Watching (from left to right) are Jostein Flood (Norway), Juan Garcia de la Banda (Spain), Neville Smythe (Australia), Zoltan Kelemen (Hungary), Zoran Mutabzija (Yugoslavia), Edmund Shaw (UK), Carlos Torres (Mexico, at back), and Matti Siivola (Finland).



A picture of concentration (with the aid of a fan): Noel Mitchell of Ireland.

Eastern player when he beat Su Jyh hao (who came fifth) of Chinese Taipei. Janssen took eighth place.



Carlos Torres of Mexico

Since there was an odd number of countries competing this year, the sponsors invited an extra player from the host country, Kurushima Yoshiko, a prominent Hiroshima woman player, to join the tournament to eliminate the necessity for byes. Unfortunately, this measure backfired when Jurgen Mattern of West Germany fell ill after his first-round game and had to return home, reducing the field to 39 players again. This could have hurt Mattern's first-round opponent, Ann of Korea, if there had been a tie for second place, by reducing his SOS tally, but fortunately he was the only one to end on seven points.



Bjorn Hallin (Sweden) plays Byung Yoon Song (Canada) in the 1st round.

Besides the top eight place-getters, there were many other performances worthy of note. Ivan Detkov, in his second WAGC appearance for the USSR, scored the best result for his country yet by taking 10th place and he served notice that the level of USSR go is rising steadily. Kosa Ariya also gave the best performance yet for his country, Thailand, by finishing in the top half of the table. Sorin Gherman, a high school student of 18, showed that there is a pool of talented young players in Romania who could well become a force on the European go scene.

Undoubtedly there were many players not completely satisfied with their performance, but the generous hospitality and thorough organization of our Hiroshima hosts ensured that the 12th WAGC was a very enjoyable and fulfilling tournament for all the participants. We look forward to another great tournament in Kanazawa in 1991.

## 12th World Amateur Go Championship

Player	Round								SOS
	1	2	3	4	5	6	7	8	
1. Chang (China)	1 <sup>24</sup>	2 <sup>16</sup>	3 <sup>4</sup>	4 <sup>2</sup>	5 <sup>12A</sup>	6 <sup>3</sup>	7 <sup>9</sup>	8 <sup>7</sup>	42
2. Ann (Korea)	1 <sup>40</sup>	2 <sup>12B</sup>	3 <sup>6</sup>	3 <sup>1</sup>	4 <sup>5</sup>	5 <sup>8</sup>	6 <sup>3</sup>	7 <sup>4</sup>	42
3. Miura (Japan)	1 <sup>12A</sup>	2 <sup>15</sup>	3 <sup>7</sup>	4 <sup>10</sup>	5 <sup>9</sup>	5 <sup>1</sup>	5 <sup>2</sup>	6 <sup>8</sup>	44
4. Heiser (Luxem.)	1 <sup>27</sup>	2 <sup>21A</sup>	2 <sup>1</sup>	3 <sup>15</sup>	4 <sup>6</sup>	5 <sup>7</sup>	6 <sup>18B</sup>	6 <sup>2</sup>	41
5. Su (Ch. Taipei)	1 <sup>23</sup>	1 <sup>8</sup>	2 <sup>29</sup>	3 <sup>25</sup>	3 <sup>2</sup>	4 <sup>12B</sup>	5 <sup>11</sup>	6 <sup>9</sup>	38
6. Kan (Hong Kong)	1 <sup>29</sup>	2 <sup>18A</sup>	2 <sup>2</sup>	3 <sup>14</sup>	3 <sup>4</sup>	4 <sup>17</sup>	5 <sup>10</sup>	6 <sup>15</sup>	38
7. Wang (Brazil)	1 <sup>14</sup>	2 <sup>26</sup>	2 <sup>3</sup>	3 <sup>21A</sup>	4 <sup>11</sup>	4 <sup>4</sup>	5 <sup>24</sup>	5 <sup>1</sup>	42
8. Janssen (Neth.)	1 <sup>31</sup>	2 <sup>5</sup>	3 <sup>11</sup>	3 <sup>9</sup>	4 <sup>21B</sup>	4 <sup>2</sup>	5 <sup>14</sup>	5 <sup>3</sup>	41
9. Huh (USA)	1 <sup>21B</sup>	2 <sup>18B</sup>	3 <sup>20</sup>	4 <sup>8</sup>	4 <sup>3</sup>	5 <sup>23</sup>	5 <sup>1</sup>	5 <sup>5</sup>	41
10. Detkov (USSR)	0 <sup>17</sup>	1 <sup>31</sup>	2 <sup>12B</sup>	2 <sup>3</sup>	3 <sup>26</sup>	4 <sup>20</sup>	4 <sup>6</sup>	5 <sup>18B</sup>	36
11. Hasibeder (Austria)	1 <sup>28</sup>	2 <sup>25</sup>	2 <sup>8</sup>	3 <sup>18A</sup>	3 <sup>7</sup>	4 <sup>15</sup>	4 <sup>5</sup>	5 <sup>17</sup>	35
12A. Soldan (Poland)	0 <sup>3</sup>	1 <sup>34</sup>	2 <sup>28</sup>	3 <sup>20</sup>	3 <sup>1</sup>	3 <sup>18B</sup>	4 <sup>27</sup>	5 <sup>16</sup>	35
12B. Song (Canada)	1 <sup>35</sup>	1 <sup>2</sup>	1 <sup>10</sup>	2 <sup>32</sup>	3 <sup>21A</sup>	3 <sup>5</sup>	4 <sup>26</sup>	5 <sup>21B</sup>	35
14. Mutabzija (Yugo.)	0 <sup>7</sup>	1 <sup>27</sup>	2 <sup>30</sup>	2 <sup>6</sup>	3 <sup>29</sup>	4 <sup>21B</sup>	4 <sup>8</sup>	5 <sup>18A</sup>	33
15. Tse (Singapore)	1 <sup>37</sup>	1 <sup>3</sup>	2 <sup>26</sup>	2 <sup>4</sup>	3 <sup>33</sup>	3 <sup>11</sup>	4 <sup>23</sup>	4 <sup>6</sup>	36
16. Ariya (Thailand)	1 <sup>33</sup>	1 <sup>1</sup>	2 <sup>24</sup>	2 <sup>21B</sup>	2 <sup>18B</sup>	3 <sup>30</sup>	4 <sup>25</sup>	4 <sup>12A</sup>	35
17. Colmez (France)	1 <sup>10</sup>	1 <sup>20</sup>	1 <sup>21B</sup>	2 <sup>39</sup>	3 <sup>18A</sup>	3 <sup>6</sup>	4 <sup>21A</sup>	4 <sup>11</sup>	33
18A. Winkelhofer (Czech.)	1 <sup>38</sup>	1 <sup>6</sup>	2 <sup>23</sup>	2 <sup>11</sup>	2 <sup>17</sup>	3 <sup>31</sup>	4 <sup>20</sup>	4 <sup>14</sup>	33
18B. Gherman (Romania)	1 <sup>39</sup>	1 <sup>9</sup>	1 <sup>21A</sup>	2 <sup>30</sup>	3 <sup>16</sup>	4 <sup>12A</sup>	4 <sup>4</sup>	4 <sup>10</sup>	33
20. Siivola (Finland)	1 <sup>34</sup>	2 <sup>17</sup>	2 <sup>9</sup>	2 <sup>12A</sup>	3 <sup>24</sup>	3 <sup>10</sup>	3 <sup>18A</sup>	4 <sup>32</sup>	32
21A. Shaw (UK)	1 <sup>30</sup>	1 <sup>4</sup>	2 <sup>18B</sup>	2 <sup>7</sup>	2 <sup>12B</sup>	3 <sup>36</sup>	3 <sup>17</sup>	4 <sup>35</sup>	32
21B. Flood (Norway)	0 <sup>9</sup>	1 <sup>35</sup>	2 <sup>17</sup>	3 <sup>16</sup>	3 <sup>8</sup>	3 <sup>14</sup>	4 <sup>37</sup>	4 <sup>12B</sup>	32
23. De la Banda (Spain)	0 <sup>5</sup>	1 <sup>37</sup>	1 <sup>18A</sup>	2 <sup>28</sup>	3 <sup>25</sup>	3 <sup>9</sup>	3 <sup>15</sup>	4 <sup>30</sup>	31
24. Gosteli (Switz)	0 <sup>1</sup>	1 <sup>39</sup>	1 <sup>16</sup>	2 <sup>34</sup>	2 <sup>20</sup>	3 <sup>33</sup>	3 <sup>7</sup>	4 <sup>29</sup>	31
25. Hubner (GDR)	1 <sup>36</sup>	1 <sup>11</sup>	2 <sup>33</sup>	2 <sup>5</sup>	2 <sup>23</sup>	3 <sup>28</sup>	3 <sup>16</sup>	4 <sup>27</sup>	30
26. Bro-Joergensen (Denmark)	1 <sup>32</sup>	1 <sup>7</sup>	1 <sup>15</sup>	2 <sup>36</sup>	2 <sup>10</sup>	3 <sup>35</sup>	3 <sup>12B</sup>	4 <sup>28</sup>	29
27. Kurushima (Japan)	0 <sup>4</sup>	0 <sup>14</sup>	1 <sup>37</sup>	1 <sup>33</sup>	2 <sup>38</sup>	3 <sup>29</sup>	3 <sup>12A</sup>	3 <sup>25</sup>	30
28. Coughlin (NK)	0 <sup>11</sup>	1 <sup>38</sup>	1 <sup>12A</sup>	1 <sup>23</sup>	2 <sup>36</sup>	2 <sup>25</sup>	3 <sup>31</sup>	3 <sup>26</sup>	29
29. Yeo (Malaysia)	0 <sup>6</sup>	1 <sup>36</sup>	1 <sup>5</sup>	2 <sup>35</sup>	2 <sup>14</sup>	2 <sup>27</sup>	3 <sup>40</sup>	3 <sup>24</sup>	28
30. Torres (Mexico)	0 <sup>21A</sup>	1 <sup>40</sup>	1 <sup>14</sup>	1 <sup>18B</sup>	2 <sup>34</sup>	2 <sup>16</sup>	3 <sup>33</sup>	3 <sup>23</sup>	27
31. Burzyn (Argentina)	0 <sup>8</sup>	0 <sup>10</sup>	0 <sup>35</sup>	1 <sup>38</sup>	2 <sup>32</sup>	2 <sup>18A</sup>	2 <sup>28</sup>	3 <sup>36</sup>	26
32. Kelemen (Hungary)	0 <sup>26</sup>	0 <sup>33</sup>	1 <sup>38</sup>	1 <sup>12B</sup>	1 <sup>31</sup>	2 <sup>34</sup>	4 <sup>35</sup>	3 <sup>20</sup>	26
33. Wettach (Belgium)	0 <sup>16</sup>	1 <sup>32</sup>	1 <sup>25</sup>	2 <sup>27</sup>	2 <sup>15</sup>	2 <sup>24</sup>	2 <sup>30</sup>	3 <sup>40</sup>	25
34. Smythe (Australia)	0 <sup>20</sup>	0 <sup>12A</sup>	1 <sup>39</sup>	1 <sup>24</sup>	3 <sup>30</sup> 3 <sup>35</sup>	1 <sup>32</sup>	2 <sup>38</sup>	3 <sup>37</sup>	24
35. Hallin (Sweden)	0 <sup>12B</sup>	0 <sup>21B</sup>	1 <sup>31</sup>	1 <sup>29</sup>	2 <sup>37</sup>	2 <sup>26</sup>	2 <sup>32</sup>	2 <sup>21A</sup>	28
36. Tan (Philippines)	0 <sup>25</sup>	0 <sup>29</sup>	1 <sup>40</sup>	1 <sup>26</sup>	1 <sup>28</sup>	1 <sup>21A</sup>	2 <sup>39</sup>	2 <sup>31</sup>	22
37. Vajani (Italy)	0 <sup>15</sup>	0 <sup>23</sup>	0 <sup>27</sup>	1 <sup>40</sup>	1 <sup>35</sup>	2 <sup>39</sup>	2 <sup>21B</sup>	2 <sup>34</sup>	21
38. Segura (Chile)	0 <sup>18A</sup>	0 <sup>28</sup>	0 <sup>32</sup>	0 <sup>31</sup>	0 <sup>27</sup>	1 <sup>40</sup>	1 <sup>34</sup>	2 <sup>39</sup>	20
39. Mitchell (Ireland)	0 <sup>18B</sup>	0 <sup>24</sup>	0 <sup>34</sup>	0 <sup>7</sup>	1 <sup>40</sup>	1 <sup>37</sup>	1 <sup>36</sup>	1 <sup>38</sup>	21
40. Mattern (FRG)	0 <sup>2</sup>	0 <sup>30</sup>	0 <sup>36</sup>	0 <sup>37</sup>	0 <sup>39</sup>	0 <sup>38</sup>	0 <sup>29</sup>	0 <sup>33</sup>	23



*1st: Chang of China*



*2nd: Ann of Korea*



*3rd: Miura of Japan*



*4th: Heiser of Luxembourg*

# Games from the Tournament

## China v. Korea (Round 4): The Game That Decided the Tournament

The decisive game of the tournament came very early: on the afternoon of the second day, when China and Korea met in the fourth round. Ann Gwan-wook, age 28, of Korea had no international reputation, though winning the Korean amateur championship is enough evidence that he is a strong player. Strangely, his country has never won the championship, though it has taken second place once and third place twice. The Korean representative is always a threat, but so far he has not succeeded in defeating both Japan and China in the same year, though he has done it separately a number of times. Ann certainly gave it his best shot this time: his clash with Chang was a great fighting game that had the spectators watching with bated breath.

**White:** Ann Gwan-wook 6-dan (Korea)

**Black:** Chang Hao 3-dan (China)

Komi: 5 1/2; time: 90 minutes each.

Played on 23 May 1990.

*Commentary by Kudo Norio 9-dan.*

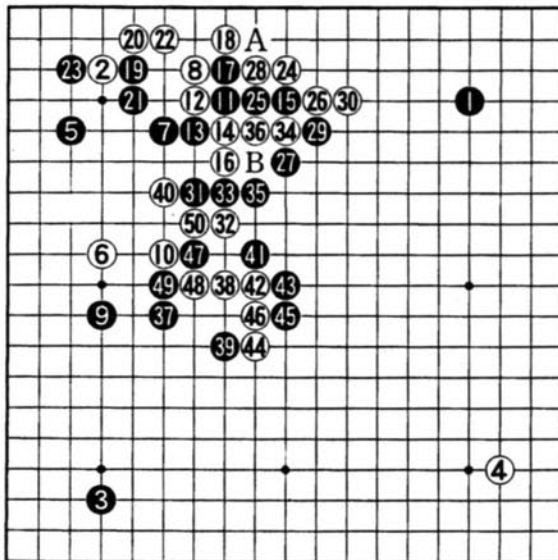


Figure 1 (1-50)

**Figure 1 (1-50).** *A fighting start*

Black 19 is a special strategy: the usual move is A. White 24 is natural, because answering 23 with a move in the corner would be submissive.

White 28. Instead, White could also squeeze with White 34, Black 36, White B, Black 29, White 28, though whether or not this is better than what happens in the game one cannot say.

Black 33 and 35 are forceful moves: Black prefers sacrificing four stones to letting White move out with Black 35 at 36, White B, Black 34, White 35. Black expects to take compensation with his attack at 37.

White 40 is a regrettable slip: Black adroitly seizes his chance to attack with 41. Although White escapes with 42 to 46, Black scores a success with the cut of 47.

White expected 40 to be sente, but he should first have jumped to 43.

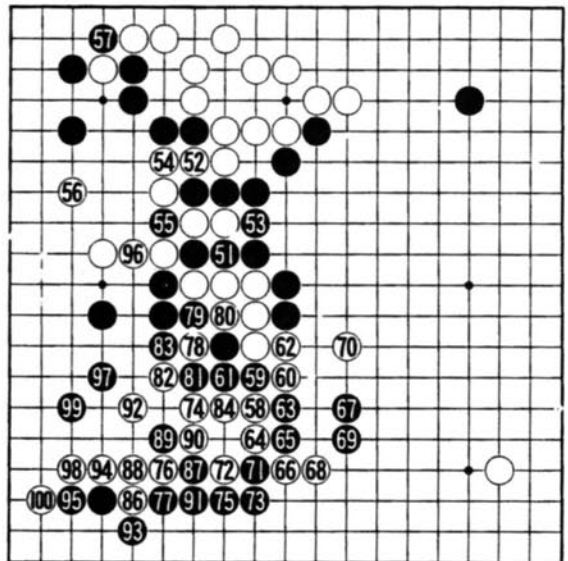


Figure 2 (51-100)

85: at 78

**Figure 2 (51-100).** *Black has the upper hand.*

White splits Black into two with 52, but Black strengthens his centre with 53 and is able to subject White to a one-sided attack. Not being able to connect at 55 with 54 is painful for White.

White pulls out his centre group with 58: it is too big to discard. Note that when White jumps out to 70, he opens up the possibility of launching a counterattack on the centre black group by connecting at 96 later.



Black 87. Better is Black 91, White 88, Black 93. Black 89 helps White to make an eye here.

White finally makes his long-awaited counterattack with 96, but he's still having a hard time of it.

White goes for territory at the bottom with 28, but Black strengthens himself with sente moves at 29 and 31, then uses them as a springboard for attacking at 33. An interesting exchange follows White's counterattack at 42.

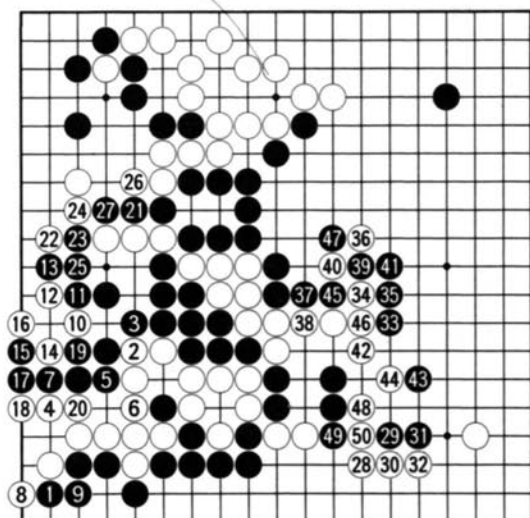


Figure 3 (101-150)

Figure 3 (101-150). Trading blows

White succeeds in living thanks to the clever sacrifice of 10, but Black then secures his centre group by capturing three stones with 21 to 27.

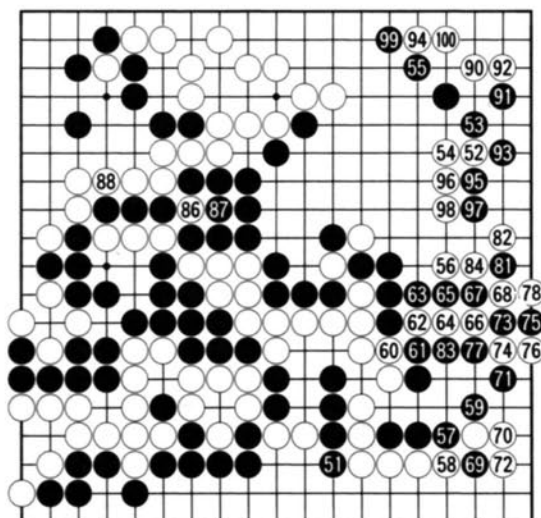


Figure 4 (151-200)

79: at 73; 80: at 75; 85: at 73; 89: at 86

Figure 4 (151-200). The game gets complicated.

Another fight starts when White cuts at 62. Black uses the sacrifice of 73 and 75 to save his group.

Black 81 is a mistake, as it enables White to strengthen his side position, which in turn makes it possible for him to invade at 90, the weak point of Black's corner shape (known as 'the three crows' or *samba-garasu*). This leads to a perilous semeai (capturing race).

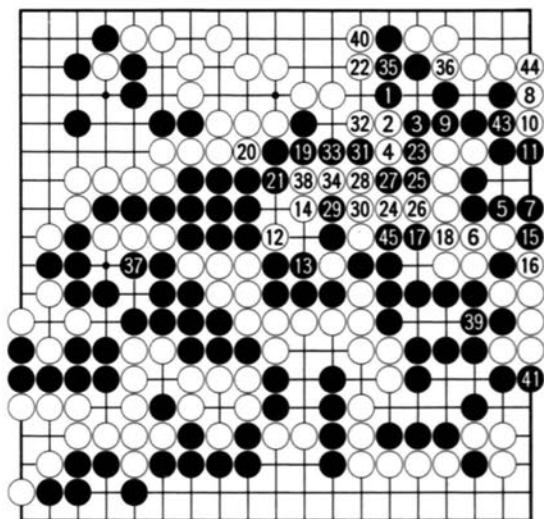


Figure 5 (201–245)  
42: left of 16

Figure 5 (201–245). An exciting finish

The game climaxes in a tremendous fight, which Black wins by one move. Ann lost, but he was applauded by the spectators for his great fighting spirit.

White resigns after Black 245.

### China v. Japan (Round 6)

After defeating Korea in the fourth round, the only obstacle still in Chang's way was Miura of Japan. The showdown came in the sixth round on the afternoon of the third day. This turned out to be Chang's toughest game of the tournament, and actually Miura was rather unlucky to lose.

**White:** Miura Hiroshi 7-dan (Japan)

**Black:** Chang Hao 3-dan (China)

Played on 24 May 1990.

Commentary by Kato Masao Oza.

Figure 1 (1–22). The side v. the corners

Black 5 is positive: a corner enclosure on the bottom right is usual. If Black plays 7 at 15, White will probably play A. Black goes for

profit, but White is satisfied with playing 16.

Black 17 at B would let White make an ideal territory at the bottom. Even so, White makes nice balance with 18 to 22, making up for his territorial loss on the bottom left.

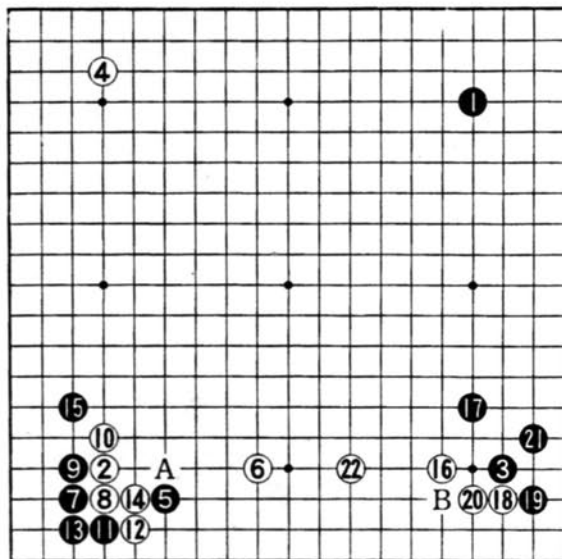


Figure 1 (1–22)

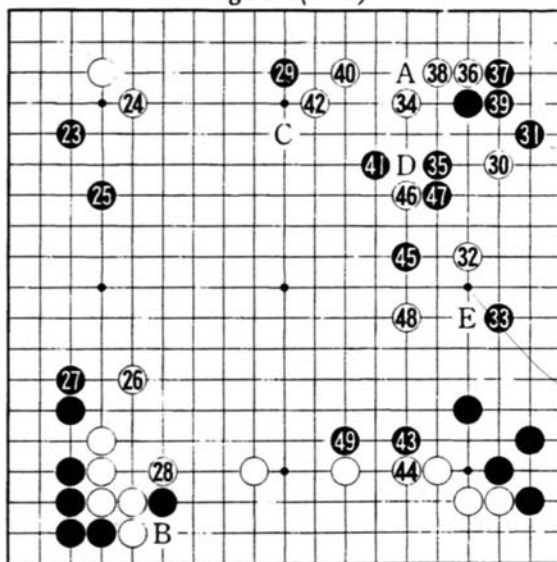


Figure 2 (23–49)

Figure 2 (23–49). A large-scale fight

White 26 is a clever forcing move after Black defends at 25. White 28 should be at A. If Black tries to start a fight with B, White defends at 28 and since his group to the right is strong the fight here will not be unfavourable for him. White 28 lets Black take the superb point of 29.

A good alternative for 32 is settling the group as in *Dia. 1* (page 13).

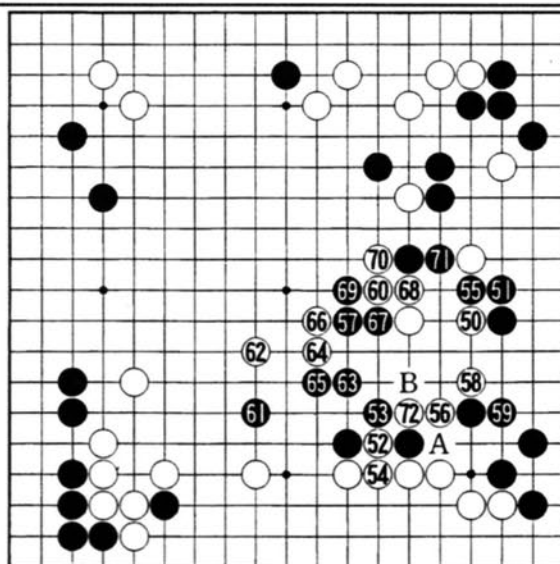


Figure 3 (50-72)

Black 33 aims at attacking the group above, but as an extension it is too narrow. It should be at 35.

White 34 is natural. An interesting fight starts with 35.

Black 41 is a calm move: it makes miai of attacking on the right and at the top.

White 42. If omitted, Black seals him in with C. Black 41 works well, making the white group on the right side thin. Black forces with 43 before resuming the fight. At this stage, White has no choice but to answer.

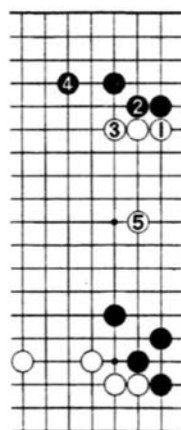
White 46 is a probe. If Black answers at D, White might continue with E. When Black answers at 47, White is left with D, which makes his two stones on the side light.

White's intention with 48 is to give up the right side. Black attaches at 49 to stop White from expanding his bottom area and to attack the white stones above on a large scale.

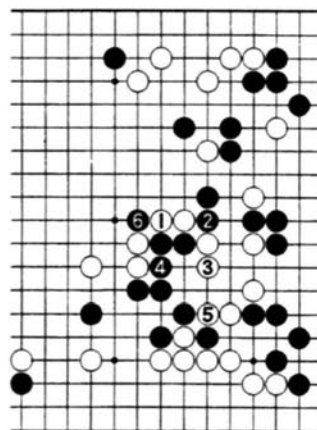
**Figure 3 (50-72).** *Letting White secure himself.*

Black has given up points at the top, so he has to make a lot of profit on the right side to balance the books.

White forces once with 50, then strengthens his bottom position with 52. Connecting at 55 instead would be heavy and would let Black make a strong attack.



Dia. 1



Dia. 2

White 52. If at A, Black 56, White 72, Black B follow. White expands his bottom area, but he makes Black thick, endangering his centre group.

Black 55 is a compromise move. Black secures the right side, but simply capturing the two white stones there is small. Instead, he should strengthen himself with B, preventing White from linking up to his bottom position and attacking him on a large scale.

White 56 is a good move. It is Black whose forces are split into two, while White's centre group is secured.

Black 57 aims at attacking White and at preventing the group below from being isolated. Black's two side territories are not enough, so he has to press White hard, reduce his bottom area and try to rescue his solitary stone at the top.

The counterattack of 60 gives White a promising game. White 64 is a clever move. Black goes all out with his answer of 65. Note that 68 at 1 in *Dia. 2* (page 13) would be unreasonable.

The result in the centre fight is a success for White when he links up with 72.

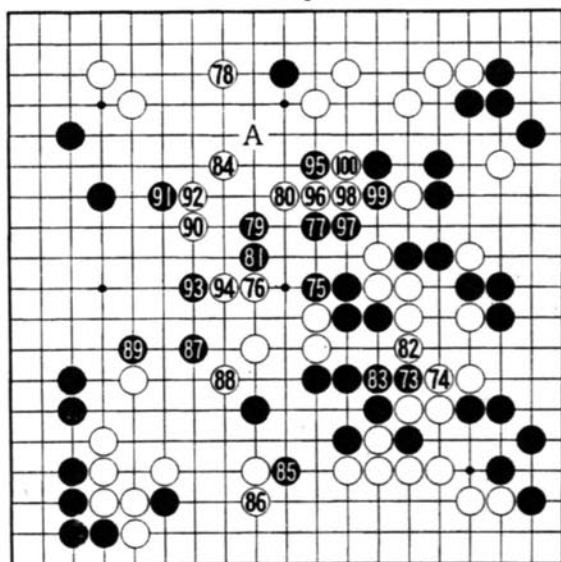
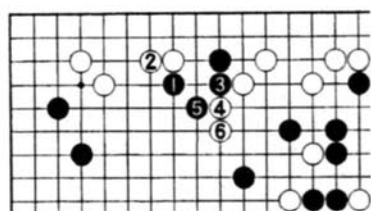
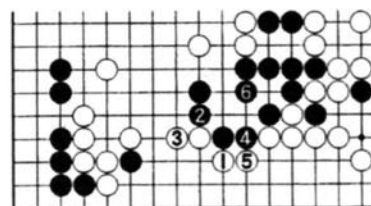


Figure 4 (73-100)



Dia. 3



Dia. 4

Figure 4 (73-100). A desperate defence

White has linked up his groups and the black centre group has been isolated. Black has no choice but to run with 75 and 77, so White gets sente to play 78. White 95 would also be a good move, but 78 serves to capture the black stone. If Black flees as in *Dia. 3*, he may be able to save his top group, but his centre group will be endangered by 4 and 6. The aim of 79 is to

protract the game.

For 80, White A would be better. White captures on a large scale with 80 and 84, but Black 81 weakens him in the centre, which affects the final result.

Black 85 is a well-timed forcing move. If White counters with the hane of 1 in *Dia. 4*, Black makes a living shape with 2 to 6. Having eyes here means that all the pressure will be taken off Black in the centre fight. Consequently, White has no choice about his answer at 86.

Black 87 and 89 are quite impressive moves. You can feel young Chang's fighting spirit here: if he can make a big territory on the left, he can make a game of it!

White attacks the large black group with 90 while also seeking a foothold for an invasion of the left side. Black defends desperately with 93 and 95. He uses the sacrifice of 95 to make shape in the centre in sente, so he can switch to defending the left side.



Figure 5 (101-120). A careless mistake

Black has to take care of his centre group while securing the left-side territory, so White is able to expand his top area up to 4.

Black 5. Black A looks better.

White 6 is a careless mistake and is the cause of White's defeat. Black 7 blocks White from making any further encroachment on Black's side territory, so Black's dubious move of 5 has succeeded.

Instead of 6, White could have peeped at 1 in *Dia. 5*. Black can capture the two stones by intercepting with 2 and 4, but White captures a



stone in turn with 5 to 11 while also reducing Black's side territory. This result would be bad for Black.

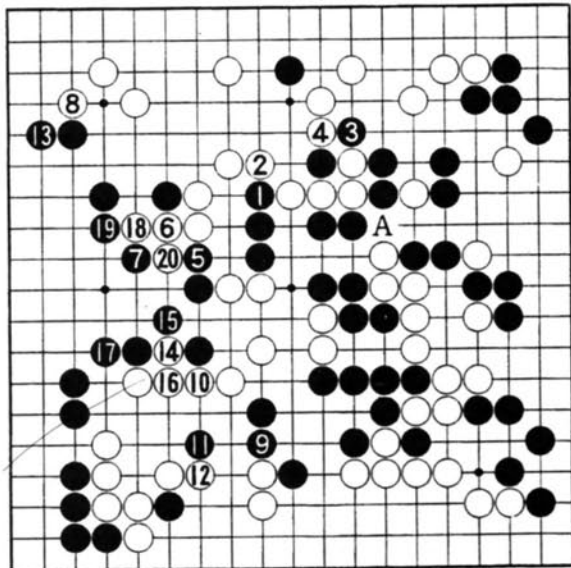
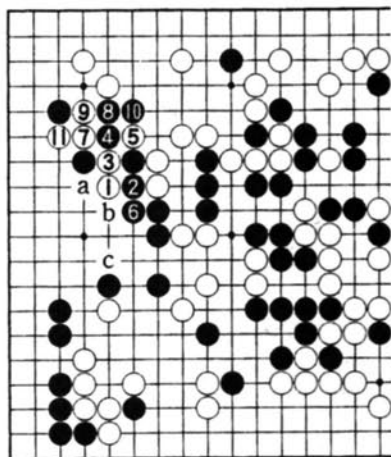


Figure 5 (101-120)



Dia. 5

That means that Black would have to play 2 in Dia. 5 at 'a'. White then plays 'b', giving Black a lot of bad aji. White can aim at attaching at 'c', so Black's side territory is bound to suffer a major reduction.

The threat of Dia. 5 is why Black 5 in the figure is a bad move. Instead, Black had to strengthen his right side with A.

At any rate, Black gets out of the pinch with 7, and now the game is very close. It's a half-pointer, but the endgame is very difficult.

The centre black group has no eyes, so White A will be sente. However, working out the timing of the endgame and assessing the aji involved will be very difficult.

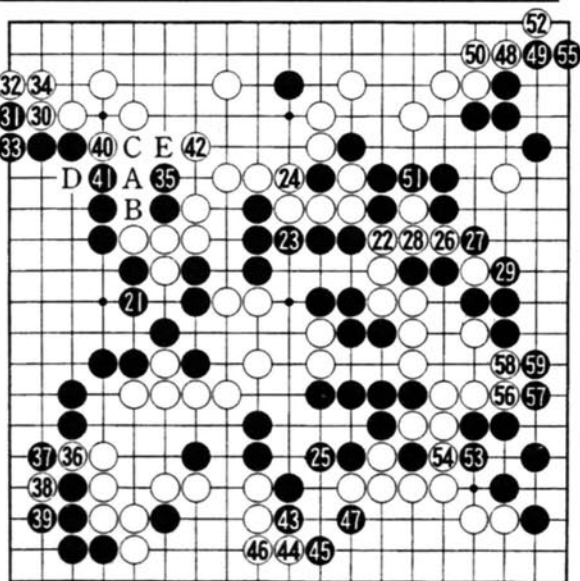


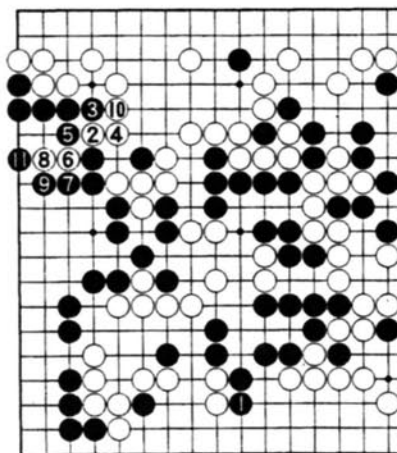
Figure 6 (121-159)

Figure 6 (121-159). Unwinnable

White 22 is big: it sets up 26 and takes aim at the eye shape of the centre group. At this stage Miura seemed to be optimistic about his game: he didn't seem to be going all-out.

Black 25 sets up a big move at 43.

White 30 is worth 18 points. Black 35 shows Chang's real strength. Let's assume he plays 1 in Dia. 6 instead. White has an exquisite tesuji: the contact play at 2. If 3 and 5, White 6 is a follow-up tesuji. The continuation to 11 is forced. White gains four points here compared to the result to 42 in the figure.



Dia. 6

If White used 36 to defend at 43 at the bottom, he would appear to win by half a point. White 36 and 38 were probably time-saving

moves. With 40 and 42, the taut thread of White's game snaps. White 40 should be at 41: Black 40, White A, Black B, White C, Black D, White E follow, giving a similar result to Dia. 6.

White 42 is the losing move. Instead of 42, White could attach at E. This mistake loses 3 points, so it makes White's defeat certain.

The game is now unwinnable for White. However, both sides play very well in the endgame from 43. Note, for example, that White 48 is slightly bigger than 51, so it is correct. Miura seems to have realized that he was in trouble, so he was playing hard.

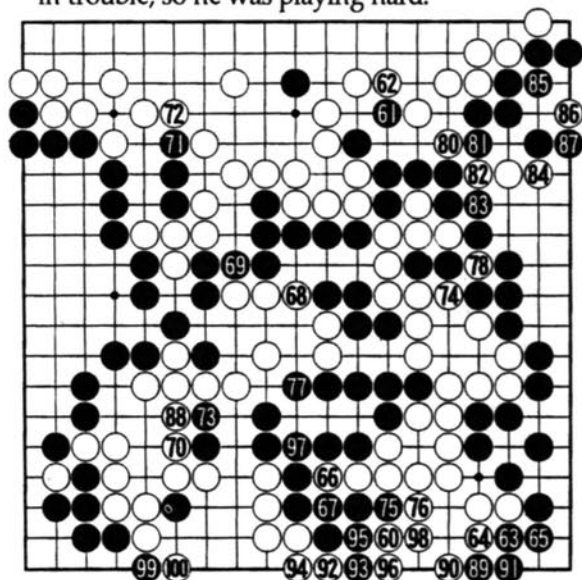


Figure 7 (160-200)

**Figure 7 (160-200). A formidable youth**

The playing room was in Himawari in the basement of the International Conference Hall. On the other side of the lobby was a pressroom and the tournament office. There were about ten go boards for players to review their games with professionals. Since this game was equivalent to the tournament final, it was being played through on a number of boards while the game was still in progress. There was a Japanese group led by Kato Masao, the Chief Referee, going over it on one board and a Chinese group, led by Chen Zude, Vice President of the IGF, and Hua Igang 8-dan, looking at it on another. Comparing these two groups, one got the feeling that the group clustered around Kato was there to hear him confirm that Miura was leading, while the Chinese group was counting up the size of each local position and recalculating the score as the game fluctuated with each move.

An enormous number of variations were reviewed on these two boards. The astonishing thing was that the two players seemed to be selecting only the best variations and recreating them on the board. Kato couldn't help expressing his admiration for their play.

In a departure from the usual practice of holding a qualifying tournament, Chang was selected as the Chinese representative by recommendation, based on his 7th place in the All-China Individual Championship last year.

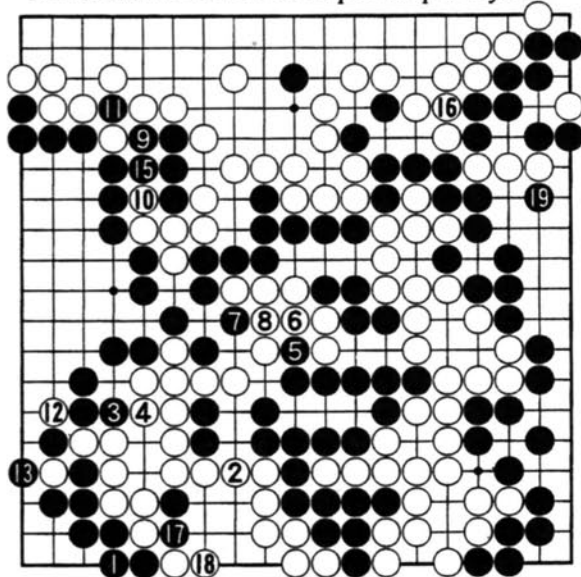


Figure 8 (201-220)  
14: below 11; 20: at 11

**Figure 8 (201-220). China's 9th victory**

From the beginning of this game there was a large crowd of spectators clustered around it. The lead seems to have been definitely settled by the end of Figure 6. Until then Chang had been moving constantly, looking up and staring into the distance with a flushed face while he made his calculations, but now he was relaxed and still.

Miura seems to have been careless. He's played many games in the past with Chinese players and has experienced the precision of their calculation. He should have guessed just how formidable this player 30 years his junior, young enough to be his son, really was.

Even so, he missed his chances to decide the game. He was lacking in rigorousness. White went into the lead in a flash in the opening. The game turned into an easy fight for him. Things were going well for him when he made his careless slip.



*Chang and Miura review the game.*

Miura maintained a poker face until the end. His mistake was painful, but he didn't let his opponent realize. The game went from White leading to close to Black by half a point. The final gap was 2 1/2 points. In their first clash the veteran Miura let the youngster overhaul him.

*Black wins by 2 1/2 points.*

### *Japan v. Korea (Round 7)*

Miura seemed to be suffering from the shock of his loss in the 6th round: his play lacked his usual vitality. This was not surprising, because he spent most of the night drowning his sorrows in drink and taking on all-comers in the go-playing room set up on the second floor of the hotel. It was reported that someone found him asleep under the table the next morning. During the game he seemed to be nursing a hangover, judging from the way he was holding his head.

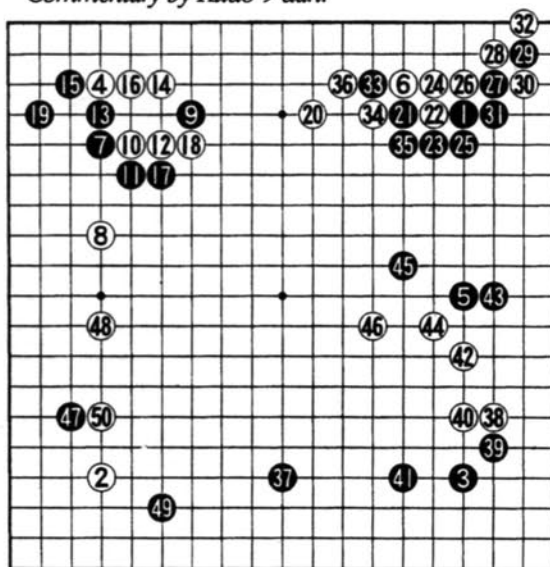
That's not to take away any credit from Ann for winning this game. There was a lot of pressure on him also to take second place and redeem himself for losing to Chang.

**White:** Ann Gwan-wook

**Black:** Miura Hiroshi

Played on 25 May 1990.

*Commentary by Kudo 9-dan.*



*Figure 1 (1-50)*

**Figure 1 (1-50)**

Instead of Black 21, occupying the large point of 37 at the bottom is the usual move.

There is no need to attach at 21 at this stage.

White 22. If at 34, White 20 becomes overconcentrated, so countering with 22 is natural. With 29 to 33, Black attempts to make White overconcentrated, but in the result to 36 White's stone at 20 is working efficiently, so the result is unsatisfactory for Black. For 33, it would be better to tenuki, leaving open the option of extending at 34 later.

White 44 and 46 are good moves. They limit the potential size of Black's upper right area and take aim at his position at the bottom.

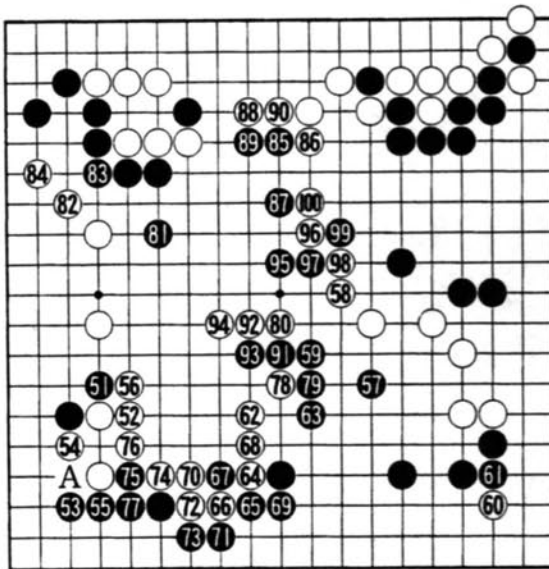


Figure 2 (51-100)

Figure 2 (51-100)

Black takes the corner territory with 53, but when White strengthens himself with 56, Black's bottom position becomes thin. Instead of 53, Black should have started a fight with Black 54, White A, Black 56.

Black goes all-out, attempting to cover his weaknesses with 57 and 59, but 62 puts him on the spot. Black 63 lets White flatten his position out at the bottom, giving Black a bad result. Instead of 59, Black should have played patiently around 67. When White expands his left side with 82 and 84, he has the lead.

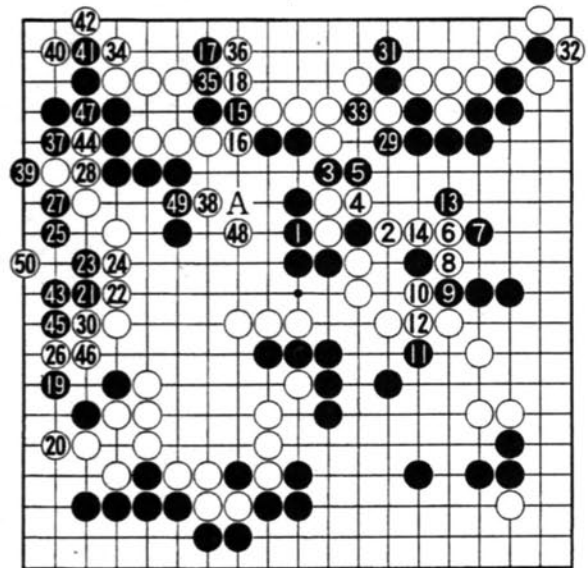


Figure 3 (101-150)



**Figure 3 (101–150)**

Since Black's attempt to take a large bottom area has been frustrated, he can't hope to win on territory. However, White deals calmly with his attack from 19. Using 37 to link up with A would lose, so Black goes for all or nothing, but the whole group perishes after White 50. Black has to resign.

*Black resigns after White 150.*

*Japan v. U.S.A. (Round 5)*

This was an important fifth-round game. Charles Huh had made an excellent start with four straight wins and seemed to be on track for a place. However, he ran into tough competition in the second half of the tournament: Japan, China, and Chinese Taipei, so he was only able to pick up one more win. He was nipped for 8th place by Frank Janssen on the basis of a superior SOS.

**White:** Charles Huh (U.S.A.)

**Black:** Miura Hiroshi (Japan)

Played on 24 May 1990.

*Commentary by Kudo 9-dan.*

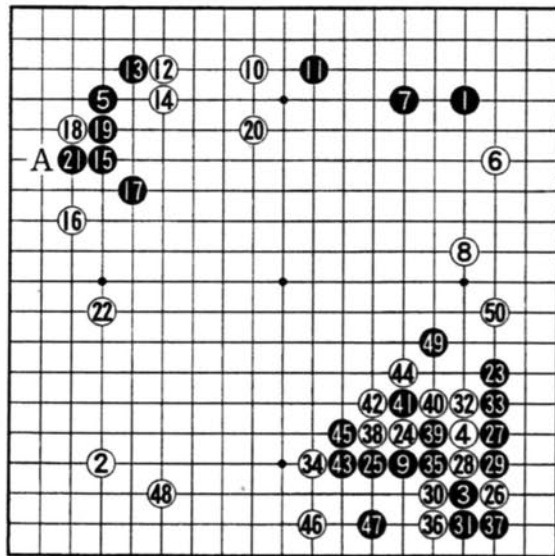


Figure 1 (1–50)

**Figure 1 (1–50)**

White's development with 18 and 20 is strange. For 20, A is the only conceivable move. Capturing a stone with 21 makes Black thick, but perhaps White was satisfied with playing 20 and 22.

Black 27. If at 29, White may switch to 27, which Black doesn't want. The moves to 33 are

severe.

White 34 is probably the losing move. He should connect at 35, after which Black 37 and White 34 would give an even game. The loss from Black 35 is too big.

Black 39 and 41 are well-timed. If Black 43 at 44, White plays 43 and gets a big moyo.

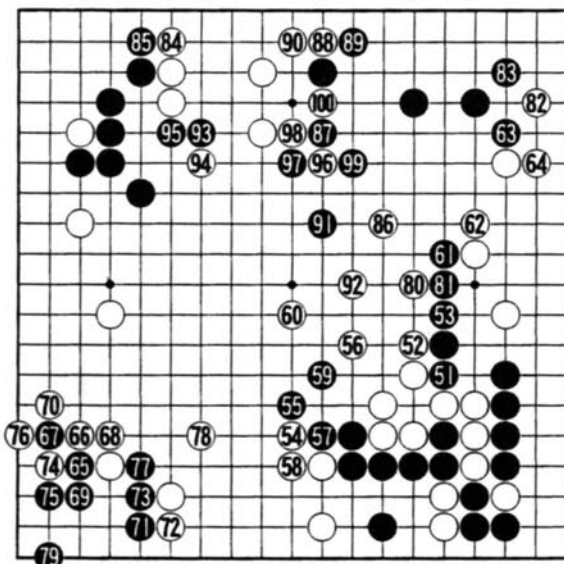


Figure 2 (51–100)

**Figure 2 (51–100)**

White 52 is heavy: saving this group and expanding the moyo with 54 are contradictory. Instead, White should strengthen his position with 66, sacrificing the group to the right. If he can turn the bottom left area into a moyo, he might have a chance.

Black 55 to 59 restrict the moyo potential. Black then carves up White's most valuable area from the inside, making his territorial lead clear.



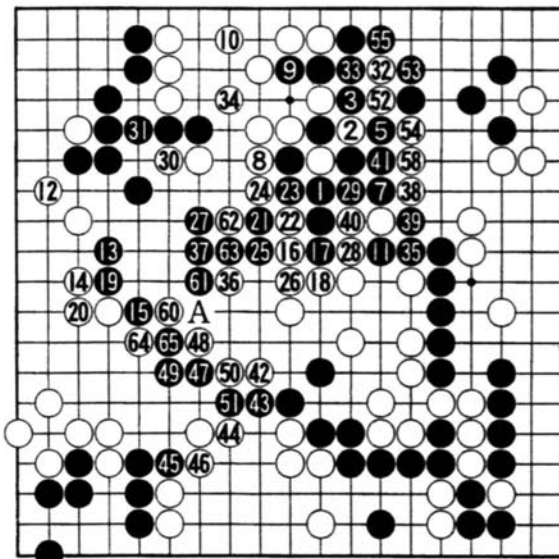


Figure 3 (101-165)

4: above 1; 6: left of 2; 56: at 52; 57: at 32, 59: at 52

Figure 3 (101-165)

Black 5 and 7 work perfectly. Black then harasses White with 11 and 15: White can't tenuki in the centre.

Black launches the final attack with 21. After White lives with 34, Black 35 decides the issue. White lives at the bottom with 44, but his centre group cannot hold out after 47.

White resigns after Black 65: Black A

destroys his eye shape. The group he rescued with 52 in Figure 2 ended up dying anyway.

White resigns after Black 165.

Luxembourg v. Hong Kong

(Round 5)

Despite his youth, Laurent Heiser is a veteran: he was making his 5th appearance in the championship. Last year he topped some tough competition to take 6th place. So far on each appearance he has shown marked improvement in strength on the previous year, but doing better than 6th was expected to be a real challenge. As it turned out, he had no trouble improving on that result. Fourth place is the second-best performance yet by a Western representative.

His opponent, Kan Ying, has had experience as an insei at the Nihon Ki-in. She is now a university student. On her first appearance in the WAGC, she did well to take 6th place.

**White:** Laurent Heiser (Luxembourg)

**Black:** Kan Ying (Hong Kong)

Played on 24 May 1990.

Commentary by Kudo Norio 9-dan.

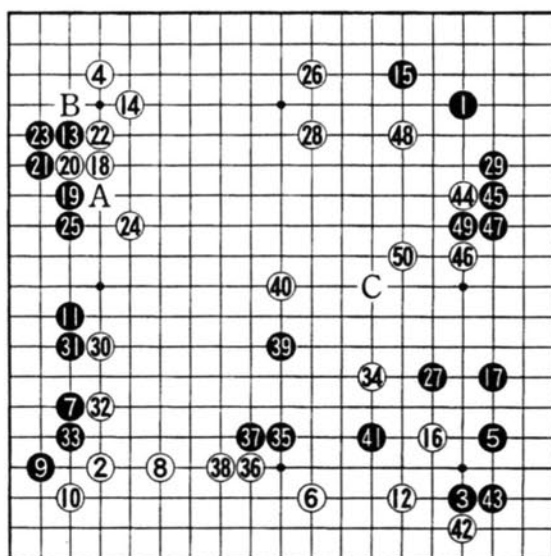


Figure 1 (1-50)

Figure 1 (1-50)

Heiser's fuseki in this game is superb: he quickly takes the lead.

Black 15. Black usually answers at A. White 18 flattens out her left-side position.

Black 23. Black B is the only move. When White solidifies the top left corner in sente, then switches to 26, he is doing well.

For Black 27, capping at 28 is superior. Jumping to White 28 shows perfect judgement.

White forces with 30 and 32, then blocks Black's path out into the centre with 34. White's bottom moyo has expanded, so Black must invade it with 35.

Up to 38 White secures the bottom area. When Black flees with 39, she provides him with a target to attack. This in turn helps his moyo at the top.

White 46. Something like White C would be good enough. Black 47 is slack: she should counterattack by capping at 50. White is satisfied on being given the chance to enclose the top with 48 and 50.

Figure 2 (51-100)

Black 59 is too small. She could break through at the bottom by cutting at A.

The game is a contest between the two sides and the top and the bottom. The top is so big that Black sets out to reduce it with 75, but White's counterattack at 76 cuts off this stone, a loss which is a factor in Black's defeat. Instead of 75, Black should have cut at 81, then,

after White 82, reduced more conservatively with 76.

White 88 is a calm move. Heiser reasons that taking the centre will be enough to win.

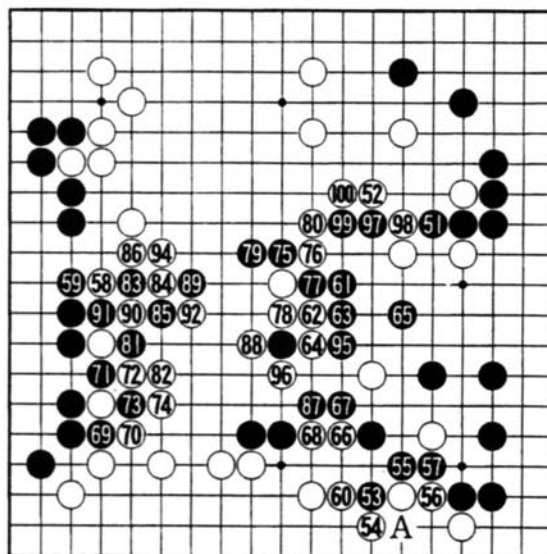


Figure 2 (51-100)  
93: at 83

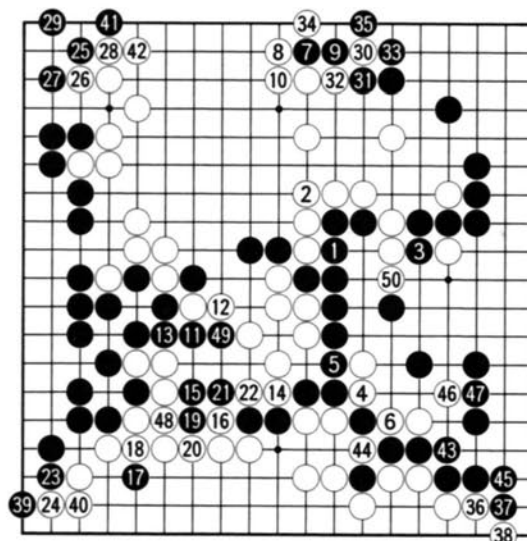


Figure 3 (101-150)

Figure 3 (101-150)

Black 3 is big, but so are 4 and 6. Black goes all-out with 7 and makes quite a dent in White's territory, but the top is so big that this fails to make a contest of it.

Figure 4 (151-205)

With 59 Black tries to pull off something in the centre, but White answers with precision.

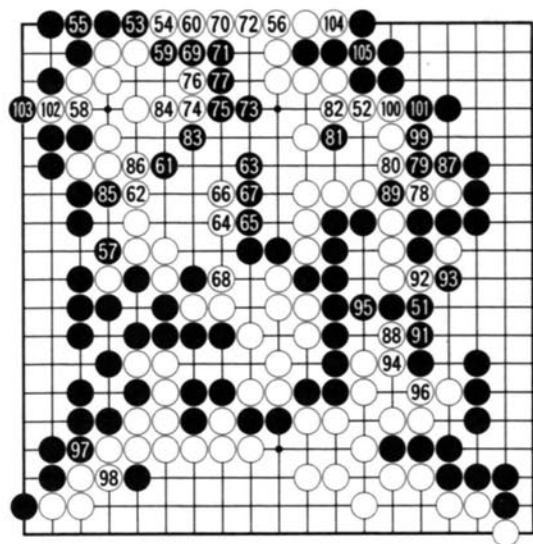


Figure 4 (151-205)  
90: at 78

Heiser wrapped up a solid win. He went on to score six points, the same as last year, but this time his SOS was four points higher. He was matched against both China and Korea, whereas last year he only met China, so his six points this time represents a more substantial

achievement. These pairings also produced the good SOS that gave him second place in the six-win group after Miura. Will he be able to improve on fourth place in the future?

Moves 206 to 254 omitted. Black resigns after White 254.

### Chinese Taipei v. Austria (Round 7)

White: Su Jyh-hao (Chinese Taipei)

Black: Helmut Hasibeder (Austria)

Played on 25 May 1990.

Commentary by Kudo 9-dan.

#### Figure 1 (1-50)

Helmut Hasibeder was making his 6th appearance in the WAGC, but he didn't seem to be enjoying the same good form as the previous year, when he took 5th place. He had already suffered losses to Janssen of the Netherlands and Wang of Brazil, and since he had a low SOS, he had to win both his games on the final day to secure a place.

Su Jyh-hao of Chinese Taipei was a new face in the tournament. He has an ideal occupation for a go player: president of a go magazine company in Taipei.



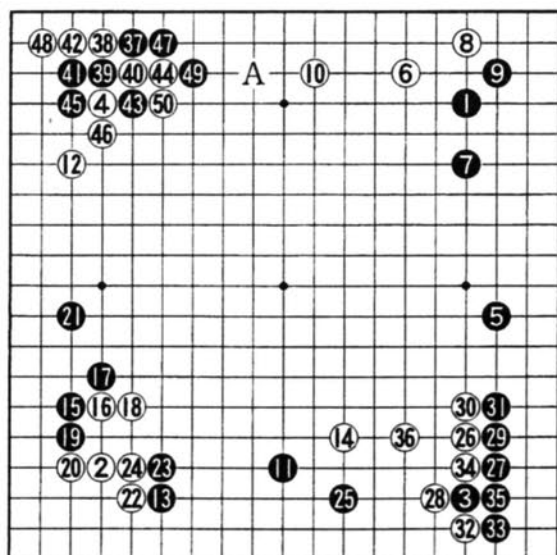


Figure 1 (1-50)

White 14 is an interesting move. There's nothing wrong with answering it at 25 immediately, but in a sense Black's influence on the right is erased by 14, so he prefers to start a fight on the left side with a second approach move at 15.

White creates a superb formation with 26 to 36. Black now starts a fight at the top with 37, though it's difficult to say whether this move or Black A is better. White resists strongly with 38 to 42.

A difficult fight follows. First, the moves to 50 are more or less a joseki for securing sabaki in this situation.

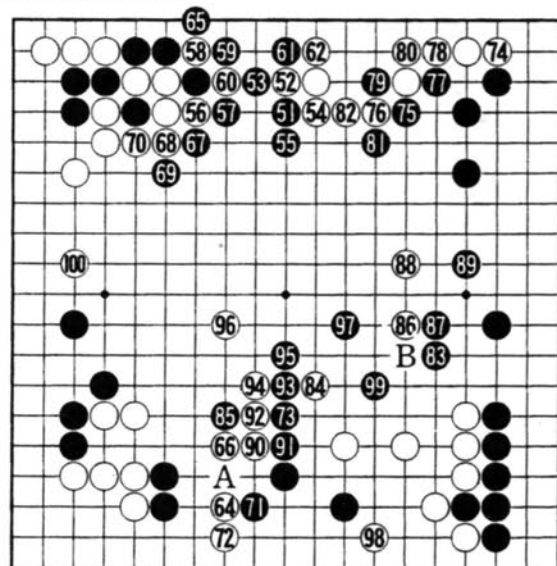


Figure 2 (51-100)  
63: below 58

Figure 2 (51-100)

Black tries to settle his group with the 51-53 combination. A ko follows, but since Black has a light shape at the top, he should not give up too much elsewhere to win this ko. He must answer White 64 at A. The game is favourable for White when he continues with 66.

White 86 is an overplay: White would get into trouble if Black pushed along at B instead of 87. White 88 is also greedy, but since Black answers at 89, White gets an efficient result with 90 on.

White 96 should be at 99. Letting Black link up with 97 and 99 puts the two white stones (86 and 88) in a lot of trouble. Even so, White maintains his lead when he attacks at 100. Black looks like getting a large territory on the right, but White has enough to keep his lead.

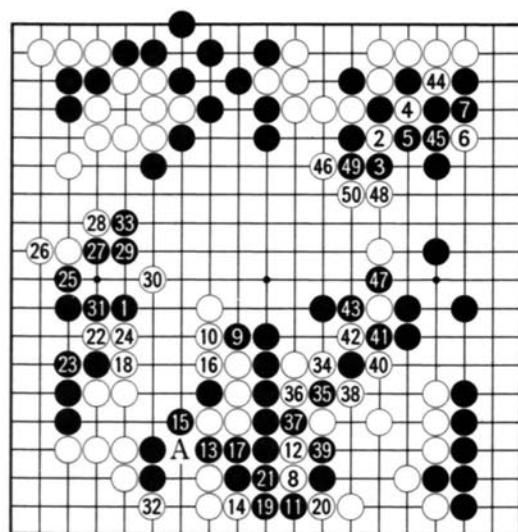


Figure 3 (101-150)

Figure 3 (101-150)

White 14. There's nothing wrong with answering at A.



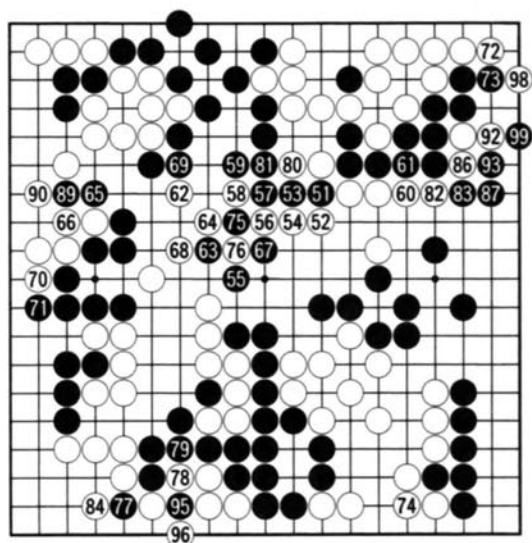


Figure 4 (151–200)  
ko: 85, 88, 91, 94, 97, 100

Figure 4 (151–200)

Black 75 starts a large ko fight, but White has plenty of local ko threats.

Figure 5 (201–229)

White 2, played in time trouble, is a mistake. If Black answered with 3 at 4, there would be an upset. The chance goes when White defends at 4. Another ko fight follows after 29,

but this does not affect the outcome.

Moves 230 to 285 omitted. White wins by 12 1/2 points.

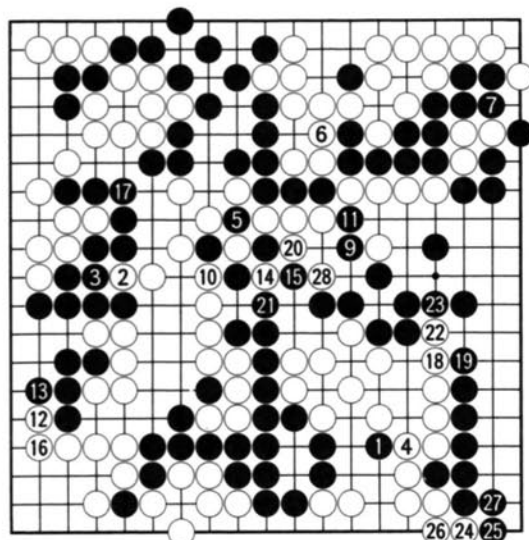


Figure 5 (201–229)  
ko: 5, 8; 29: ko (above 14)

Hong Kong v. U.S.S.R. (Round 7)

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

Black: Kan Ying (Hong Kong)

Played on 25 May 1990.

Commentary by Kudo 9-dan.

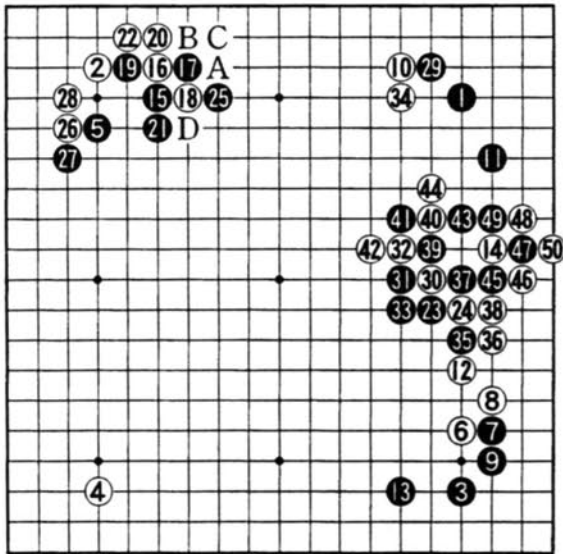


Figure 1 (1-50)

Figure 1 (1-50)

Ivan Detkov, a scientist from Kazan, was making his second appearance. His target naturally was to improve on the 15th place he took in 1986, the year the U.S.S.R. made its debut in the WAGC. As it happened, he came 10th, which also bettered his country's previous best performance of 11th in 1988. It shouldn't be long before one of their representatives makes the top eight.

White 16 and 18 bring up the problem of the ladder. Black 19 must be at 21; if next White A, Black B, White 20, Black can fight with C. Black 19 helps White to strengthen his corner with 22.

White 24 should be at 38. White tries to attack with 30 and 32, but he has no continuation after 33.

Black 35. More peaceful is Black D. Black links up with 37 to 49 while destroying white territory, but there is a major defect in her position.

White 50 misses the chance to escape with D. That would split up Black's forces, so the situation would be out of her control.

Figure 2 (51-100)

Black is relieved to capture with 51, but after 52 you can't say the result is good for her.

White 54. Better to force with White 55, Black A, White B, Black 65. That would expand White's territory and leave Black with a territory open at the side.

White 56 should be at C. When Black

moves out with 57 and 59, the white group on the left comes under attack.

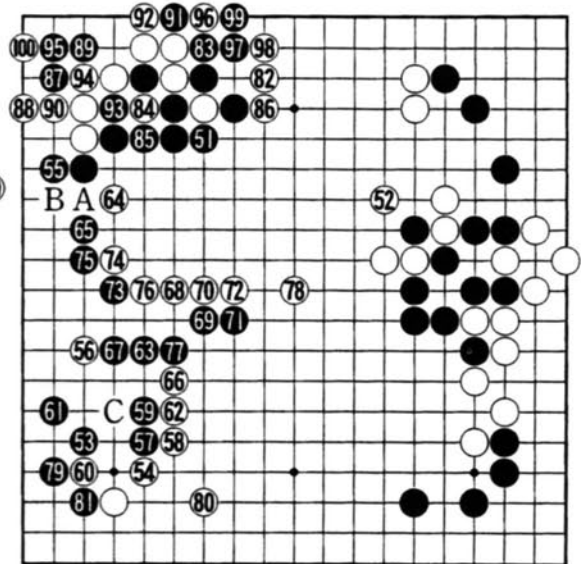


Figure 2 (51-100)

White 64 is an overplay. The result to 81 is very disadvantageous for White.

Black 87 is also an overplay, but White wastes a move at 100.

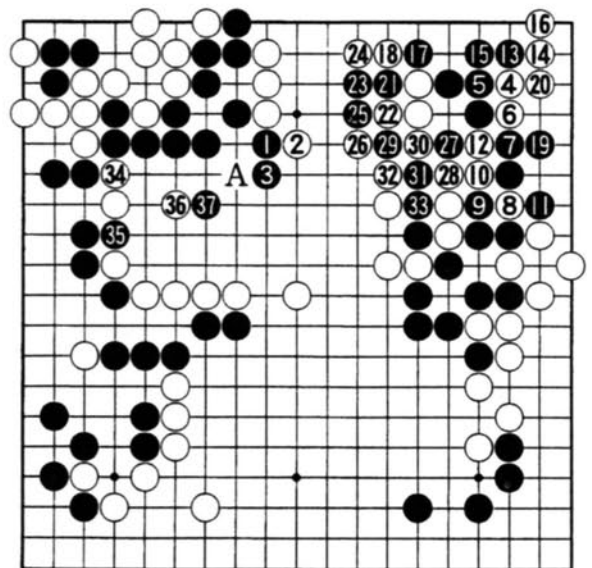


Figure 3 (101-137)

Figure 3 (101-137)

White had the semeai won without 100 in Figure 2, so Black gets a free move with 1. This reduces White's centre and secures eyes for the black group. If White had tenukied in the corner and played at A, Black would have had to defend around 36, so White could have ex-



panded his territory. That would have upset Black's lead.

White 8 is unreasonable. White collapses up to 33.

*White resigns after Black 137.*

### Brazil v. Yugoslavia (Round 1)

**White:** Wang Sen Feng (Brazil)

**Black:** Zoran Mutabzija (Yugoslavia)

Played on 22 May 1990.

*Commentary by Kudo 9-dan.*

#### Figure 1 (1-50)

Wang was making his 2nd appearance in the WAGC: he also came 7th the year before last. Go seems to be flourishing in Brazil, perhaps because of the large Japanese migrant population, not to mention the great efforts of Iwamoto 9-dan in spreading the game there.

Mutabzija came 19th in his previous appearance, so he improved on his record by five places this time.

White 18. White must play 20 first: Black A, White 18.

Black 23 should be at 24: Black 25 makes bad shape. Black does live up to 31, but he lets the white group on the side here have too

easy a time of it. White is able to launch a severe attack with 32.

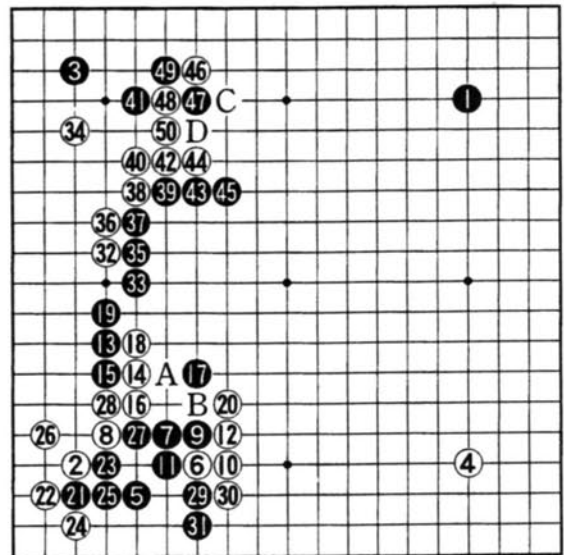


Figure 1 (1-50)

White is doing well when he splits Black into two with 42 and 44. Black has a defect at B.

White 50 is bad, however, making the same kind of bad shape as Black 25. White should force with C, Black 50, White D.



A picture of concentration: Zoran Mutabjiza

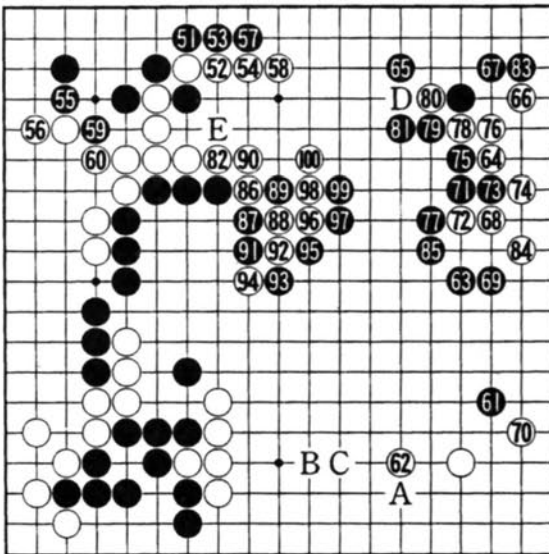


Figure 2 (51-100)

**Figure 2 (51-100)**

White's group at the top is heavy. Black makes up a lot of lost ground with 51 to 59.

Black 61. Better to make an approach move at A: if White 61, Black plays B, looking to harass the five white stones to the left. White 62 makes an invasion at C an emergency measure, that is, something you don't want to do unless you really have to.

Black 65. Black 76, White 75, Black D are better. If White gets a floating group on the

top right, Black should get a chance to play C or E. This opportunity to take the initiative slips away when White settles himself with 66 and 68.

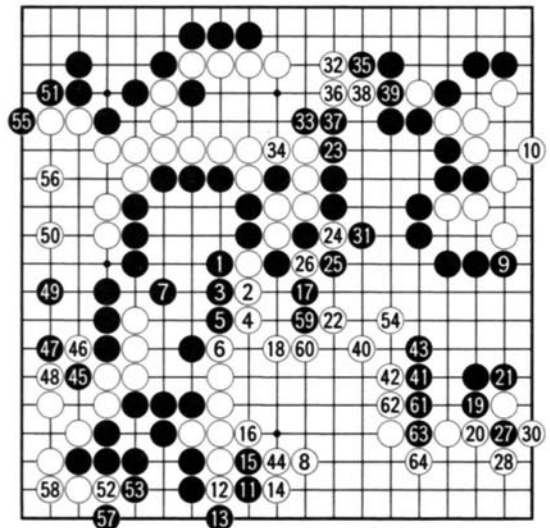


Figure 3 (101-164)  
29: ko

**Figure 3 (101-164)**

The ataris at the end of Figure 2 increased Black's territory a little, but by eliminating any chance of attacking White at the top they hastened Black's defeat.

Black 1 to 7 also help White to strengthen

himself. When he defends at 8, White goes way ahead in territory.

White won this game simply by going along with whatever Black tried to do. Wang had it easy.

Moves 165 to 247 omitted. White wins by 20 1/2 points.

### Netherlands v. Chinese Taipei (Round 2)

**White:** Frank Janssen (Netherlands)

**Black:** Su Jyh-hao (Chinese Taipei)

Played on 22 May 1990.

Commentary by Kudo 9-dan.



Janssen, making his first appearance in the tournament, did very well to take 8th place. His most meritorious win came in the second round, when he defeated one of the Far Eastern go powers. Aged 31, he is a go teacher and writer of go texts.

Su is ten years older. He is president of a go magazine company, so this game matched two go journalists.

Figure 1 (1-50)

The 19-20 exchange is ingenious: it forestalls White A. However, White can strengthen himself with B, so Black must play C early.

Black 33 is a standard tesuji for preventing shortage of liberties, but when White has a strong position on the bottom left, Black

should make more solid shape, with Black 33 at 48, White 47, Black 40, White 38, Black D, White 46, Black E.

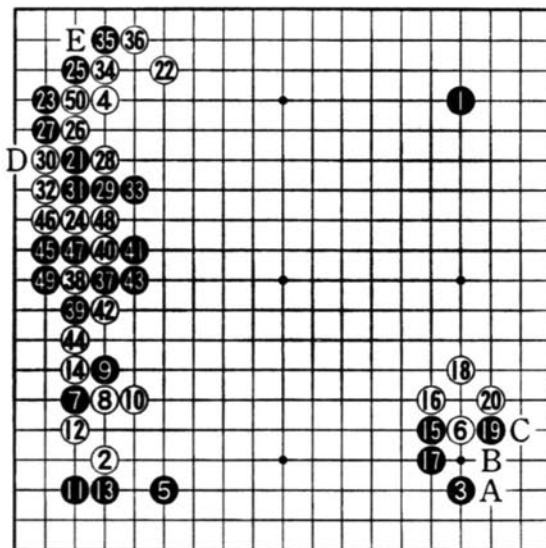


Figure 1 (1-50)

Black 37 is violent. It's the follow-up to 33, but White can resist with 38 and 40.

The result to 49 looks like a success for Black, but White's groups on the left side are all secure, so it would seem that Black had made an overplay.

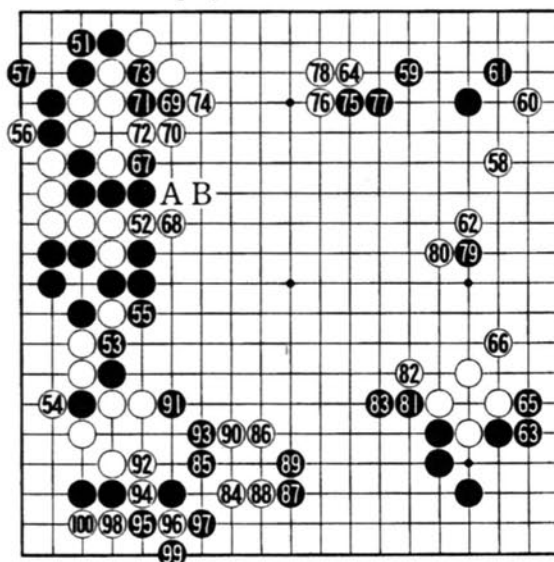


Figure 2 (51-100)

Figure 2 (51-100)

When White plays 52, Black can't try to save his four stones. If Black 53 at A, White plays 68, so Black just gets into more trouble.

White 58. Capturing with White A would



be good enough. However, White is doing well when he plays 64.

Whether this is the best timing is rather dubious, but Black takes action on the left side with 67 and 69. If instead he played 69 at B, his stones could escape. Black is betrayed by a horrible blunder with 73.

could well have resigned immediately. With Black 1 he makes the game close by taking a big bottom area and cutting off four white stones. However, it would seem that Janssen calculated it all precisely and knew that he had a win.

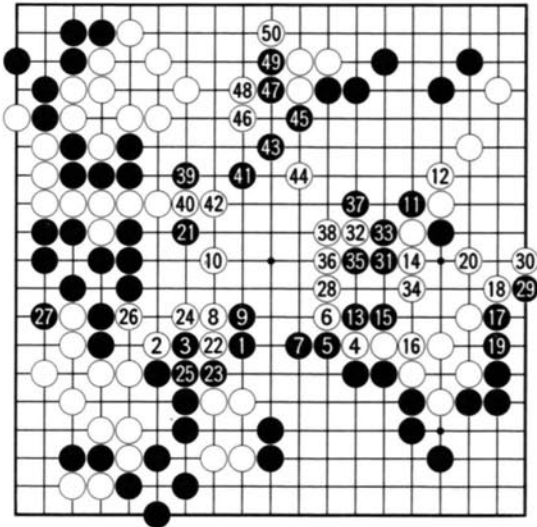


Figure 3 (101–150)

Figure 3 (101–150)

Black's blunder cost him so many points he

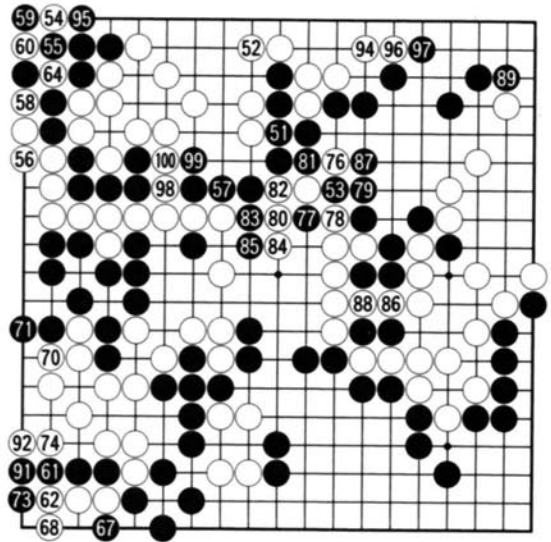


Figure 4 (151–200)

63: ko; 65: retakes; ko: 66, 69, 72, 75, 90, 93



Reviewing the game with Kato and Ishii Kunio.

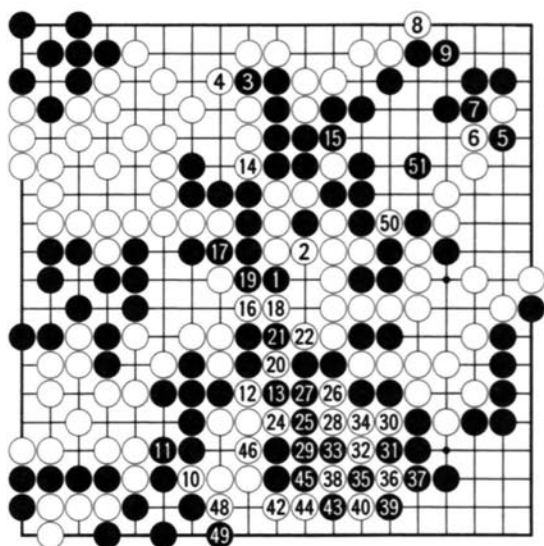


Figure 5 (201–251)

23: connects; 41: connects; 47: connects

### Figure 5 (201–251)

Janssen continued with some more good wins, impressing the spectators with his strength. He deserved his 8th place.

Moves 252 to 304 omitted. White wins by 4 1/2 points.

## The 12th International Goodwill Match

To conclude our WAGC report, here are brief commentaries on two games from the International Goodwill Match, which was played on the day before the tournament began. This is a friendly match, so the result is not important, but as usual the WAGC team scored a comfortable win. Incidentally, it included a North Korean representative for the first time. North Korea was not yet ready to join the tournament, but it sent observers this year and hopes to compete next year.

Commentaries are by Sato Kaoru 6-dan, a professional who hails from Hiroshima.

### Fukushima v. Janssen (white)

Fukushima Takayoshi is the Deputy Mayor of Hiroshima. He was a member of the Hiroshima WAGC Committee.

Black 19 could also be at 31. Black 23 should be at 31 and 29 should be at 'a'. Black 33 at 'b' would be more solid.

White 40. White 'c' would be sente.

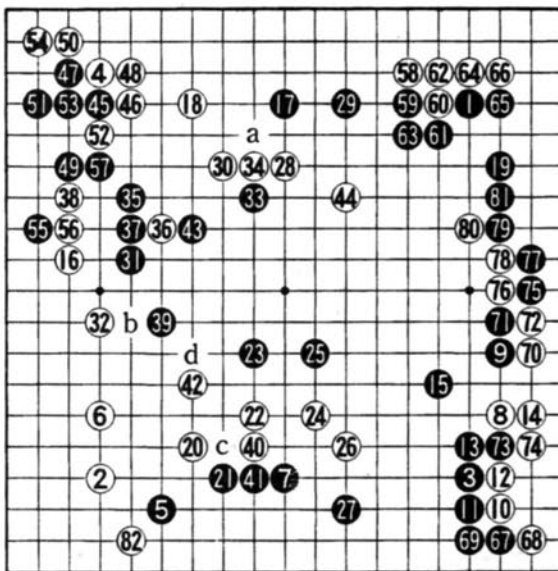




Deputy Mayor Fukushima



Oshimo Ryusuke



Black 43 should be at 'd'.

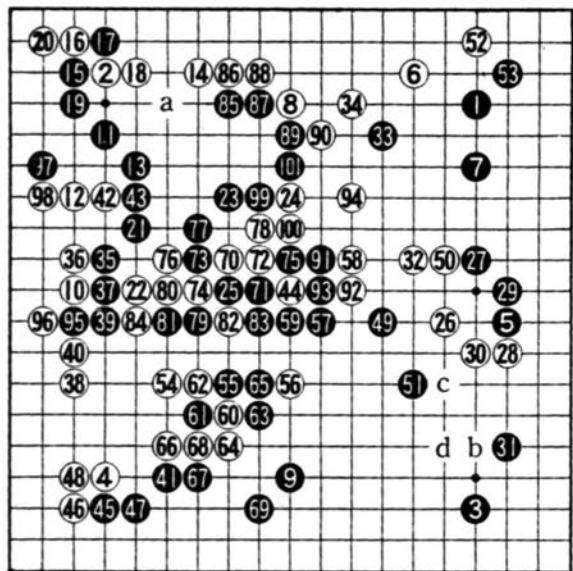
Black 45 is well timed, but Black 53 should be at 57: White would play 54 and Black would defend the top, giving an even game.

Black 63 must be at 64. White takes the lead with 66. White 82 is a declaration of victory.

Moves after 83 omitted. Black resigns.

*Oshimo v. Hallin (black)*

Oshimo Ryusuke was the Chairman of the Hiroshima WAGC Committee. His opponent in this game is Bjorn Hallin of Sweden.



White 10 and 12 are strong, so Black 13 is heavy. White 14 at 'a' would be more severe. However, the result to 20 favours White.

White 24 helps Black to strengthen himself: it should have been at 'b'. Playing lightly at 'c' instead of 30 would keep the black moyo in check.

White 32 should be at 'd'. White 38 should be at 39. Black builds thickness by pushing down at 39. Completing the moyo with 51 secures the game for Black.

Moves after 101 omitted. White resigns.

# The 2nd Yokohama Sotetsu Cup

## The World Women's Amateur Go Championship



*The 1990 World Women's Amateur Go Champion, Kan Ying of Hong Kong.*

Twenty-two top women players from around the world competed in the 2nd Yokohama Sotetsu Cup: The World Women's Amateur Go Championship, which was held at the Sotetsu Culture Centre in Yokohama from 1 to 4 November 1990. The winner was Kan Ying of Hong Kong, who earlier in the year had taken 6th place in the 12th World Amateur Go Championship. The 18-year-old Kan, a university student, finished in a tie for first place with the 14-year-old Nam Chi Hyung of Korea but prevailed thanks to a one-point lead in SOS points. Both players had finished with six wins to one loss.

Third place went to Sato Akiko of Japan, who, like Nakamura Chikako of Japan last year, had the satisfaction of beating the tournament winner in the last round. Perhaps the most impressive performance, however, was that of Nam of Korea, who was much stronger than last year, when she took 6th place. It was reported that she planned to turn professional after returning home.



*The place-getters from 1st to 8th (right to left): Kan Ying (Hong Kong), Nam Chi Hyung (Korea), Sato Akiko (Japan), Huang Miao Ling (China), Dominique Naddeff (France), Yu Cong Phease (New Zealand), Cathy Chang (Chinese Taipei), and Emilia Grudzinska (Poland) and Irina Guskova (USSR) (equal 8th).*



*The contestants line up on stage in national costume at the Reception held on 31 October. If there had been a prize for best costume, it would have been a toss-up between Dominique Naddeff of France (extreme right on stage) and Beatriz Martinez Barrio of Spain (on stairs).*



*When the tournament gets under way, the atmosphere quickly becomes tense. Here Alison Cross of the UK ponders her next move against Lone Mortensen of Denmark.*



*It is hard to say who is concentrating harder: the players or the spectators. This is the final-round clash between Orah Costello of Canada and Kerstin Andersson of Sweden.*



*Lenka Dankova of Czechoslovakia plays Beatriz Martinez Barrio Of Spain*



*Yu Cong Phease of New Zealand playing Dominique Naddeff of France in the final round. Both players had a very good tournament.*

The sponsors were very happy with the success of this tournament, so it seems likely to become a permanent fixture on the go scene. The 2nd Cup was notable for its increased scale: six extra countries, one extra round, compared to last year. Another big change was the introduction of byo-yomi of one minute. The tournament has also been elevated in status,

making it more the women's equivalent of the WAGC, and it has also been brought under the aegis of the International Go Federation. We also saw a lot of new faces this year, with 18 of the players participating for the first time. That gives us good reason to believe that the WWAGC will serve to stimulate the growth of women's go around the world.



*Emilia Grudzinska of Poland playing Nam of Korea.*



*Carmen-Maria Lita of Romania plays Irina Guskova of the USSR.*

The first decisive game of the tournament came on day 2, when Sato Akiko of Japan, a former insei at the Nihon Ki-in, lost to Nam of Korea. By the end of the fourth round, only Nam and Kan of Hong Kong had perfect records, so in effect their 5th-round clash decided the championship. However, Kan stumbled in the last round, so she had to call on her SOS.

Among the Western players, the performance of Dominique Naddeff came in for particular praise from the Chief Referee, Kudo Norio 9-dan. The ten-year-old Cathy Chang also impressed the spectators with her potential.

#### *Top places*

1. Kan Ying (Hong Kong): 6-1
2. Nam Chi Hyung (Korea): 6-1
3. Sato Akiko (Japan): 5-2
4. Huang Miao Ling (China): 5-2
5. Dominique Naddeff (France): 5-2
6. Yu Cong Phease (N.Z.): 4-3
7. Cathy Chang (Ch. Taipei): 4-3
8. Emilia Grudzinska (Poland), Irina Guskova (USSR): 4-3

10. Judy Schwabe (USA): 4-3
11. Els Buntsma (Holland): 4-3
12. Beatriz Martinez Barrio (Spain): 4-3



*Ursual Harbrecht (Germany) pondering a move.*

# The 2nd Japan–China Meijin Match

The representative on the Chinese side was different, but the result in this international title playoff was the same: a 2–0 victory for the Japanese Meijin, Kobayashi Koichi, who continues to demonstrate almost overwhelming strength in games with Chinese players.

Ma Xiaochun took the Chinese Mingren or Meijin title by defeating the title-holder, Liu Xiaoguang, 3–0 in the title match. As the long-time number two in China, Ma was expected to provide Kobayashi with tough opposition, but the match ended with Ma admitting that he felt a barrier between himself and the ‘ultra-first class Japanese players’.

The lack of success in these playoffs of the Chinese title holders is a strange contrast to their domination of the Japan–China Super Go series, especially considering that conditions such as time allowance are the same (three hours per player is the standard in all international games, except for the IBM Lightning Tournament, of course). Sooner or later, the Chinese luck is bound to change, but in this match at least they may have to wait until Kobayashi is no longer Meijin.



*Kobayashi and Ma shake hands before the start of the match.*

Since the first match, given in the 1990 *Ranka Yearbook*, was played in Japan, this match was played in China. It actually took place in December 1989, so it belongs in last year’s

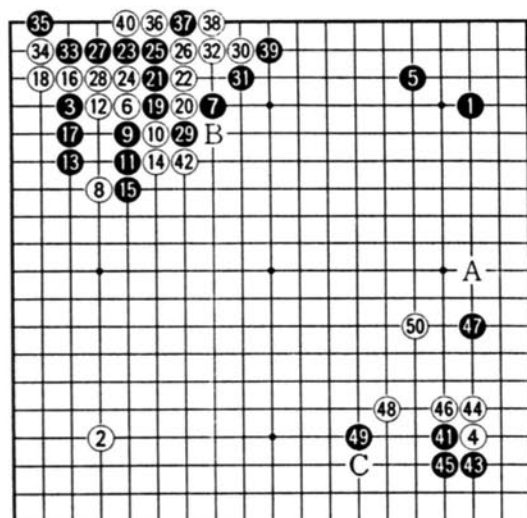
yearbook, but it just missed our deadline, so it had to be held over.

## Game One

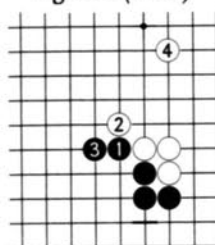
**White:** Kobayashi Koichi Meijin

**Black:** Ma Xiaochun Mingren

Played at the Japan–China Friendship Go Institute in Beijing on 14 December 1989.



*Figure 1 (1–50)*



*Dia. 1*

**Figure 1 (1–50).** *A surprise for Kobayashi*

The game starts with a large-scale joseki up to 40. Ma then plays a ladder-maker at 41. White can hardly resist, so he eliminates the threat of the ladder with 42.

Kobayashi regretted 46. He had expected Black 1 in *Dia. 1*, but Ma surprised him with 47. Kobayashi: ‘I should simply have extended to 47 instead of 46. Black would probably extend to A, so White could make a ponnuki at B, simplifying the game.’

Black 49 is an all-out move: Black C would lack forcefulness, though 49 does leave defects in Black’s shape.

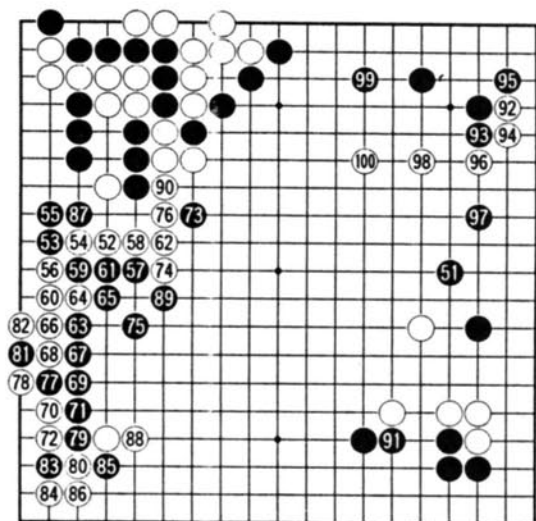
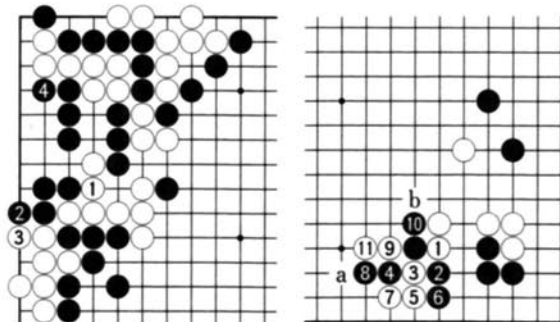


Figure 2 (51–100)



Dia. 2

Dia. 3

Figure 2 (51–100). *The Original One*

Black 57 is a strong move. Kobayashi: 'I was astonished.' Only Ma could play a move like this. Ma has a nickname in China which translates clumsily as *The Original One* because of the unexpected ideas he comes up with. After the game Ma commented: 'Kobayashi is so strong I thought the only chance I had was to start a rough-and-tumble.'

The conventional idea with 57 would be to move out with a kosumi at Black 76, but that would let White make shape with White 65. Ma didn't think that was promising for Black. With 58 White doesn't flinch from the fight. A diagonal connection with White 64 instead is also possible but too passive. Kobayashi: 'I believed that 58 and 60 were the only moves. Even so, I was afraid that crawling along the second line might have ruined my game.'

Black is alive after 87. If White connects at 1 in *Dia. 2*, Black lives with 2 and 4. The drawback of 2 is that it lets White make an eye with 3, gaining him a lot of points on the side, but if

Black plays 2 at 3, White kills him with 2.

Black 89. Black should first create a defect in White's shape by pushing along at 90. White's solid shape with 90 proves to be an asset in the later fighting.

Black 91. This reinforcement is essential: without it, Black can't fight in this area, as White can play the sequence in *Dia. 3*. After 1 to 11, 'a' and 'b' are miai for White.

Up to 100 White seems to have a slight lead. He has secure territory, so provided neither of his groups on the right side is pushed around too much, he should keep ahead.

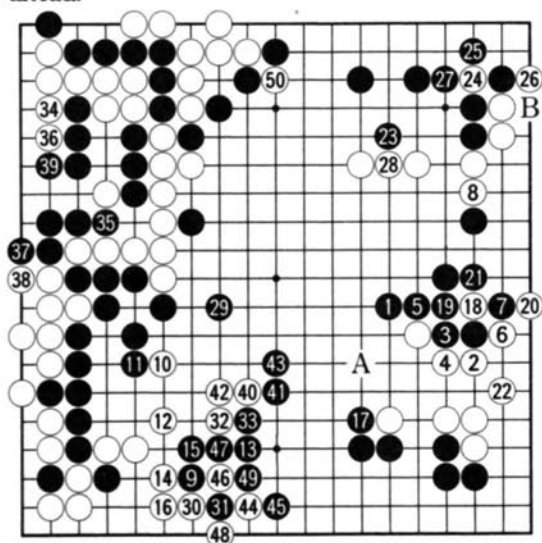
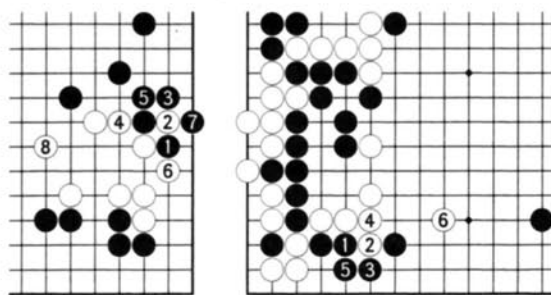


Figure 3 (101–150)



Dia. 4

Dia. 5

Figure 3 (101–150). *Kobayashi is confident.*

Black 3 and 5 may seem crude, but if Black hanes at 1 in *Dia. 4*, White easily makes shape up to 8. Kobayashi considered Black 5 a factor in Black's defeat. He recommended playing at A instead, as that would give Black a good chance of making a big area at the bottom.

White 8. Hua Igang 8-dan commented that White would have been clearly ahead if he had used 8 to play first at the bottom, but



Kobayashi disagreed. ‘You can say something like that when you’re not actually playing. If White lets Black attack him with Black 8, a small lead would be immediately blown away. There’s no way I could play 8 at the bottom.’ As so often happens, the player is much more rigorous in his view of the game than the spectator.

Black 13. Saving a stone with 1 in *Dia. 5* would just hasten Black’s defeat: White would force with 2 and 4, then press at 6.

Kobayashi thought that the game was promising for him after 14 and 16.

White 24 is well-timed. If White answers 23 at 28 immediately, Black will hane at B.

Black gets quite a large bottom area up to 43, but White is still confident.

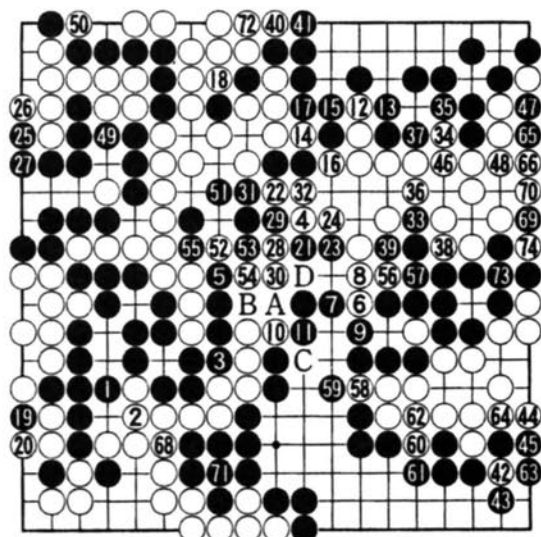


Figure 5 (201–274)  
67: connects. White wins the ko.

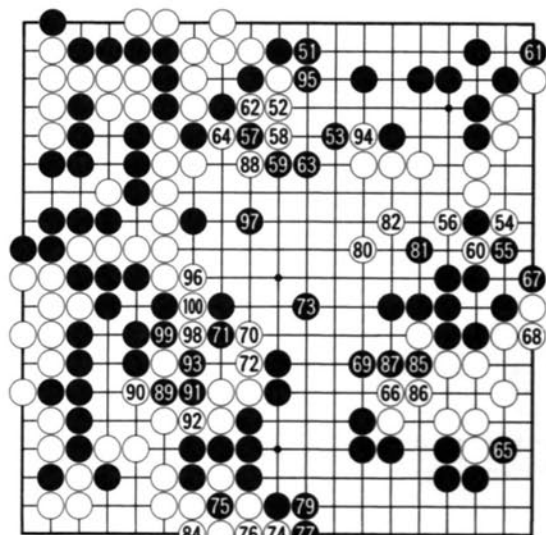


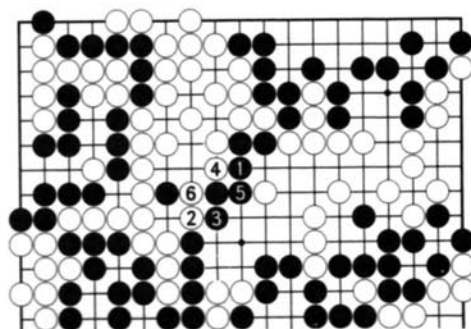
Figure 4 (151–200)  
78, 83: ko

Figure 4 (151–200). *Ma* narrows the gap.

White 60 is a safety-first move, as Black is trying to set up a double attack with 53 to 59.

White is ahead by the komi, approximately, but 70 lets the game become close. It gives Black a good move at 73 and also the follow-up at 89. Better would be simply playing 70 at 80. Even so, when Kobayashi played 80, he was sure of his win.

White 88 is preparation for 94 and 4 in Figure 5. Black 89 is not quite as severe as it looks, as White has the answer of 96. If Black answers at 100, White will capture the stone above on a large scale, so Black has to save it with 97. That gives White the sente moves of 98 and 100.

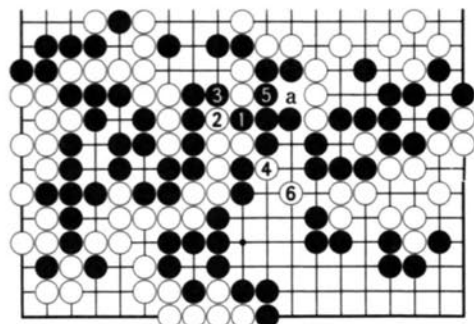


*Dia. 6*

Figure 5 (201–274)

White 12 and 14 are the clincher. When White cuts at 16, Black can’t save his two stones to the left. If he does, White expands his territory with 2 to 6 in *Dia. 6*.

Black 31. Black can’t cut at 1 in *Dia. 7*, as White counters with the cut at 4. If Black plays 5 to forestall White ‘a’, then he has no answer to White 6.



*Dia. 7*

Kobayashi didn’t go into byo-yomi until

around 14 in this figure. He had made sure that he kept plenty of time for the endgame and he had played it slowly and carefully, perhaps indicating how much pressure he felt as Japan's top representative. For Ma this was probably a painful loss, as he didn't play any specially bad move that could be labeled the culprit for his defeat.

White wins by 2 1/2 points.  
(Adapted from the Asahi Shimbun)

After the first game a number of Chinese players, bearing bottles of Chinese wine, visited the Japanese group in their hotel for a drinking session. One of the Chinese players mentioned that in China Kobayashi was referred to as 'the Kobayashi devil'. Kobayashi protested, but he didn't look too displeased. The reason for the nickname is that the Chinese consider Kobayashi the hardest Japanese player to beat. Before this match he had played 12 games in China and not lost one of them (including two wins over Nie). His overall record is 21–2, the losses both being to Nie, though even against him he has a 3–2 lead. His win in the first game was his third against Ma, who must have been racking his brains for a strategy in the second game.

### Game Two

**White:** Ma Xiaochun  
**Black:** Kobayashi Koichi  
Played on 16 December 1989.

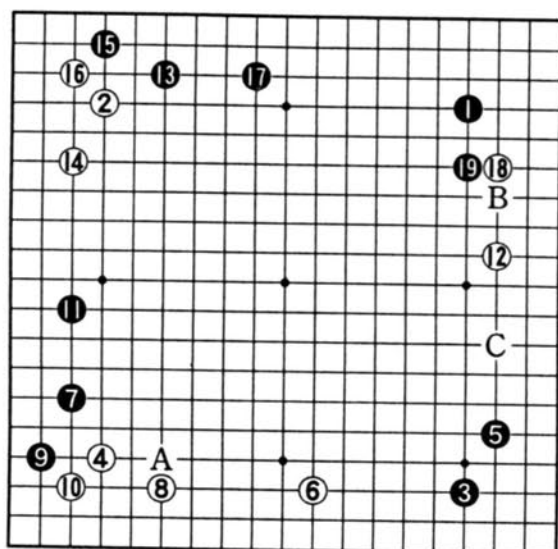


Figure 1 (1–19)

**Figure 1 (1–19).** Another original move by Ma

Black 1, 3, and 5 form one of Kobayashi's favourite fuseki patterns. White 8 is a Ma original: it astonished Kobayashi, who said that he had never seen it before. Usually White plays at A, which would combine well with the wide extension to 6. Questioned after the game, Ma smiled: 'I played A once against Kobayashi: he invaded and I got a terrible result.'

Kobayashi: 'I couldn't decide whether or not I should exchange Black B for White C before playing 15. In one sense, it's better not to make this exchange ...'

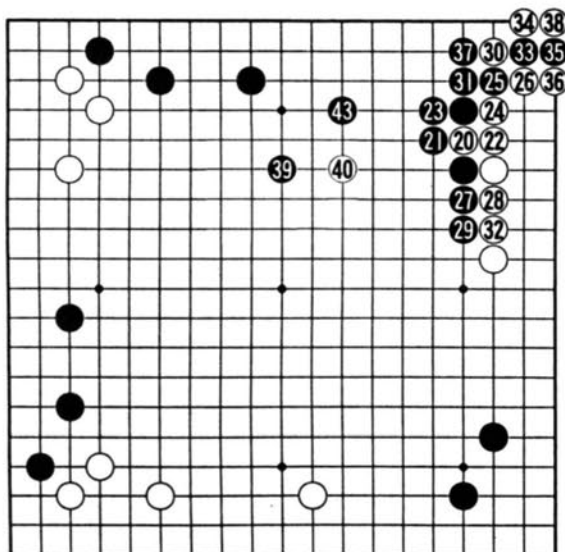


Figure 2 (20–40)

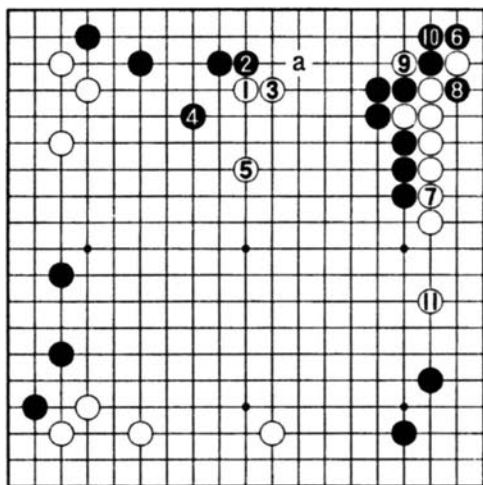
**Figure 2 (20–40).** Centre strategy

A surprising variation follows White 20. Black was hoping for 20 at 27, so that he could block at 22.

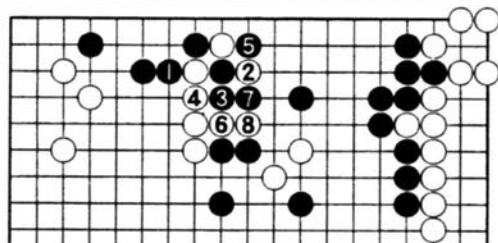
Black 27 is the strategic turning point: making a hane at 33 is also possible. Kobayashi: 'I thought going for the centre with 27 and 29 might be interesting. I have my doubts about White 30. Shouldn't White be in a hurry to reduce with 1 in *Dia. 1*? If he connects at 7 on the right side, then 8 and 11 are miai. In this diagram, the cut of 9 is a major forcing move. After 11, defending at 'a' might be best for Black.'

Black gains from playing 33 and 35. Kobayashi said that he thought 'the game was going well' when he switched to 39.

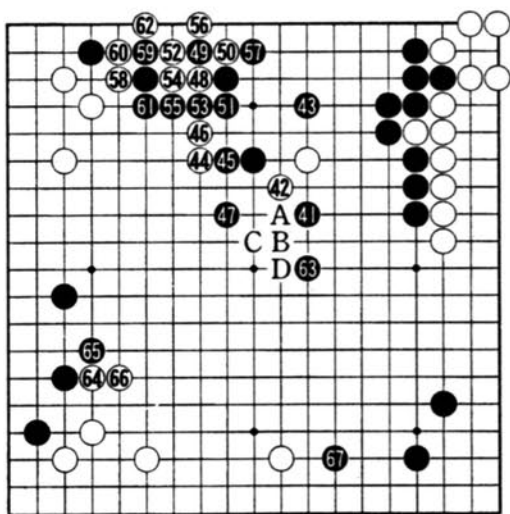
Better late than never: White comes in at 40.



*Dia. 1: better for White 30?*



*Dia. 2: White breaks through*



*Figure 3 (41–67)*

**Figure 3 (41–67). A large exchange**

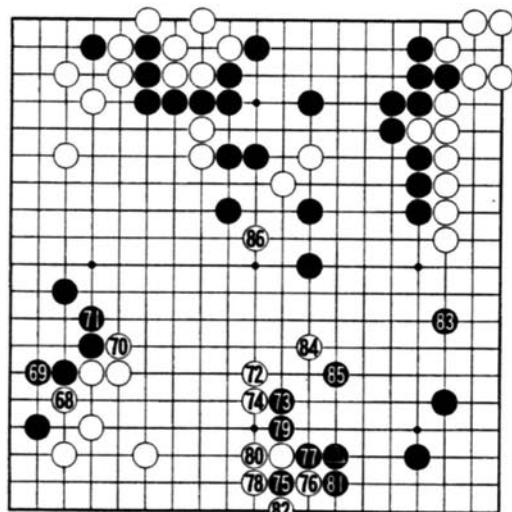
The fighting starts with Black 41.

White 44 is not an obvious move. Perhaps Ma found White A, Black B, White C, Black D, White 47 uninteresting.

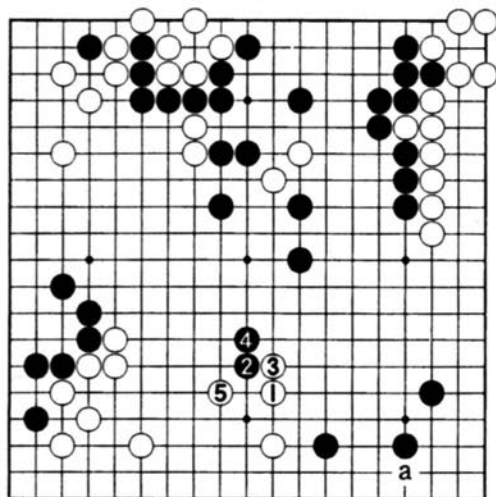
Black's aggressive answer at 47 is typical of Kobayashi. Playing 47 at 51 is the safety-first move. Black, of course, is ready with a counter to 48.

Black 51 is natural, but still it's a good, calm move. If he ataris at 1 in *Dia 2* instead, White will break through his centre position with 2 to 6.

An unexpected trade follows up to 63. White takes a large profit at the top, while Black builds centre thickness. The game will be decided by what happens in the centre. In the meantime, Black uses his sente to make the large extension to 67.



*Figure 4 (68–86)*



*Dia. 3: better strategy for White?*

**Figure 4 (68–86). Grateful**

White 72, turning the bottom into a moyo and aiming at commencing operations in the centre, looked like a good move, but . . .

Kobayashi: 'I was grateful for 72. It made 73 and 75 work perfectly. White probably should play at 1 in *Dia. 3*. If Black 2 and 4, White defends at 5 and aims at attaching at 'a'. In the figure Black gets a large corner territory. I thought that the game was now unloseable.'

However, it is from this point on that complications arise. Kobayashi's optimism was perhaps one of the causes.

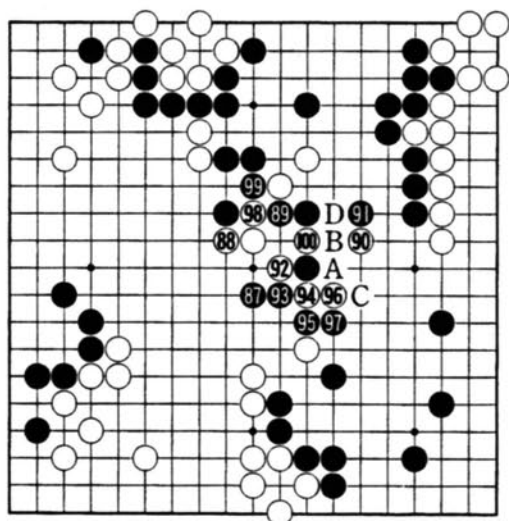
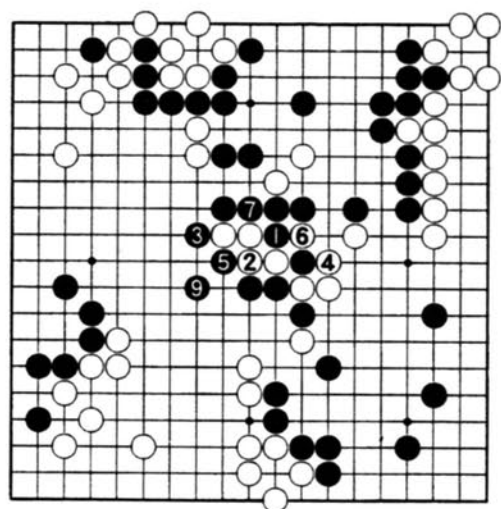


Figure 5 (87–100)



Dia. 4  
8: left of 4

Figure 5 (87–100). *Missing a decisive move*

Black 97 is a careless mistake. The game would have been over if Black had played 1 and 3 in *Dia. 4*. Kobayashi: 'Really? White 4 is the only move, so I suppose Black squeezes with 7, then defends at 9. This would have been clearcut. Actually I was expecting White to make a trade with White 98 at 100, Black A, White B, Black C. I got a shock when he pushed through at 98 first.'

The presence of the 98–99 exchange means that after Black C, White D is more effective.

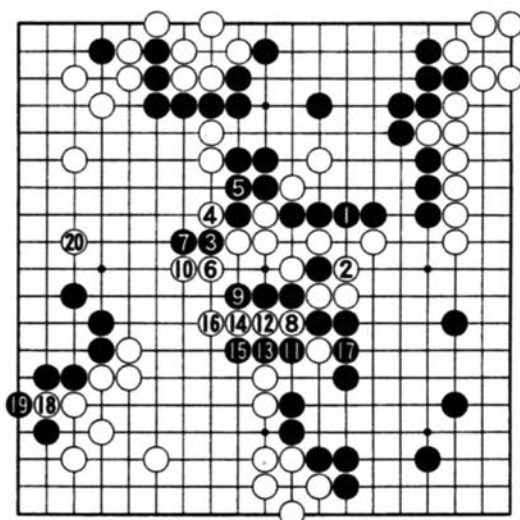


Figure 6 (101–120)

Figure 6 (101–120). *Superdifficult fighting*

The fighting in the centre is superdifficult. It's hard to work out what's going on, but it looks as if Black has faltered a little. At any rate, this is not the way Black planned it.

Black 3. Kobayashi commented that defending at 11 may have been the correct move. But it might have lost: the conclusion was that if White then made a hane at 4, he would have taken a small lead.

The Chinese professionals following the game had been looking a little gloomy, but they perked up when White cut at 8. They stopped examining variations and clustered around the TV monitor.

Kobayashi spent 48 minutes on 9, a long time when you only have three hours. None of the Chinese professionals had foreseen this extension; apparently it is a good move.

When White answers at 10, Black puts into effect a sacrifice strategy.

The fighting ends safely with 17. The general opinion was that White had gained a little in the centre fight. Kobayashi: 'I lost points in the centre, but Black 15 reduces White's bottom moyo, so perhaps the result was reasonable.'

Kobayashi took a lot of care with how he used his time in this match. He's a fast player, but he found three hours to be a little too short. He made a point of not spending much time on the fuseki so that he could devote the proper attention to the middle and endgame. That saved him from making mistakes in time trouble.

Ma, in contrast, used a lot of time early on. In both games when they broke for lunch he had used about 100 minutes to Kobayashi's 50. And it was under pressure from lack of time that he made the losing move.

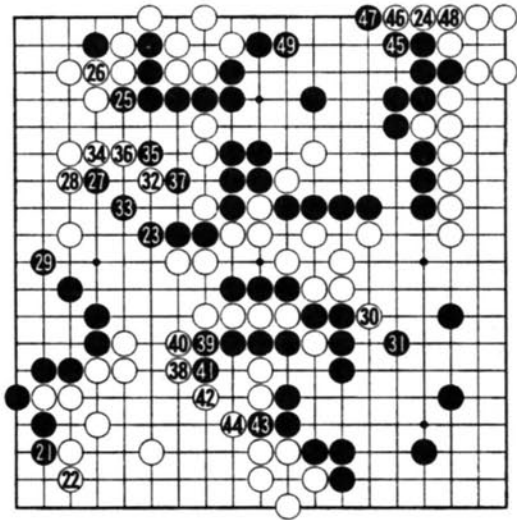
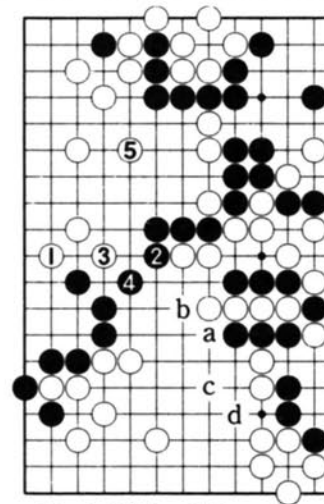


Figure 7 (121–149)



Dia. 5: White still has a chance.

**Figure 7 (121–149). The losing move**

This is the wrong time to play 24: there's no chance it will be sente. Instead, Black plays two effective moves at 27 and 29.

Kobayashi: 'White 24 is the losing move. Instead, White must play at 1 in Dia. 5. The addition of Black 2 means that Black can reduce the bottom area with Black 'a' through



*Kobayashi improves his record to an intimidating 14 wins in a row in games played in China. Overthrowing Kobayashi is one of the last remaining targets for Chinese players, but Luo 8-dan said candidly: 'The only player with a chance of beating Kobayashi Meijin now would be Nie Weiping when he's in good form. No other Chinese player can win against him.' Nie reserves his best efforts for international competition, so the Chinese just have to wait until he takes the Mingren or Tianyuan title.*

White 'd', but this way the position would still be close to even. The variation in the game is clearly a win for Black.'

Figure 8 (150–241). 14 wins in a row

White no longer has any chance of winning. He resigns before the ko fight at the bottom is finished, but Black wins this ko. If the game had been played out, it would have been a 3 1/2-point win for Black, according to Kobayashi.

White resigns after Black 241.

(Kido, February 1990)

Ma was unable to do any better than Liu in this international match, even though he had defeated Liu 3–0 to take the Mingren title from him. Ma has been quite successful in Chinese tournaments, winning the Chinese Championship four times, the New Physical Education Cup twice, and the 1st Tianyuan title and 2nd Mingren titles, among others, but major international success has not come his way again since he won the 5th World Amateur Go

Championship at the age of 18. With his great talent, surely his day will come.

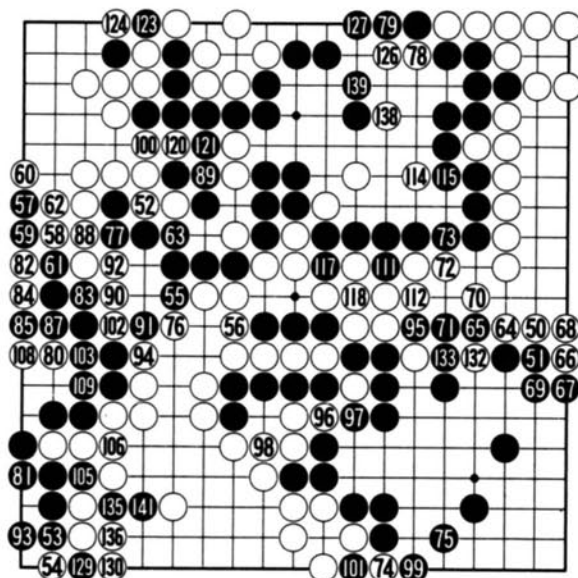


Figure 8 (150–241)

86: connects (at 59); ko: 104, 107, 110, 113, 116, 119, 122, 125, 128, 131, 134, 137, 140

## The 3rd Japan–China Tengen Match



Liu Xiaoguang has monopolized this title since its founding in China, where it is known

as the Tianyuan. In 1990 he faced his toughest challenge, from Ma Xiaochun, but he managed to defeat him by half a point in the 5th game to hang on to his title.

This year it was Liu's turn again to come to Japan to play the annual Japan–China Tengen match. So far, as reported in our previous two issues, Liu had failed to make any impact on the Japanese title-holder, losing 0–2 to Cho Chikun both times. This time he faced a different adversary: in December 1989 Rin Kaiho came from behind in the title match to win his first Tengen title 3–2 from Cho Chikun.

This was the first game between Liu and Rin. The latter has never played in the annual Japan–China Exchange or in the Super Go series, so he has had few opportunities to meet mainland players. Of course, Rin himself was a mainlander originally, as he was born in Shanghai, but his family fled to Taiwan when he was a child. It doesn't take long to list all Rin's games with mainlanders: he has beaten Nie Weiping in the 1st and 3rd Fujitsu Cups and in

the 3rd IBM Cup; in the 2nd Fujitsu Cup he beat Liang Weitang 7-dan and Ma Xiaochun 9-dan.

Not surprisingly, in view of the above results, Rin is said to be a much respected player in China. It was to be Liu who earned the distinction of inflicting the first loss on him when he took the first game of this match. Liu continued by setting up a good position in the second game as well, and it seemed as if China were finally going to win one of these title playoffs, but against Rin, the master of the upset, you can never let your guard down. There is a much-quoted comment Kobayashi Koichi made about how tough it is to beat Rin: 'After you think you've got a win over Rin, you are tormented three times.' Liu realized the truth of this when he saw his lead upset by Rin. The latter was then encouraged by his luck to produce a masterpiece in the third game, so once again Liu came out on the losing end. However, he can console himself that at least he put one point up on the board.

Our report features the second game, the crucial game of the series.

### Game One

**White:** Liu Xiaoguang 9-dan (China)

**Black:** Rin Kaiho 9-dan (Nihon Ki-in)

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

Played at the Sun Route Hotel in Tokyo on 24 June 1990.

Commentary by Sugiuchi Masao 9-dan.

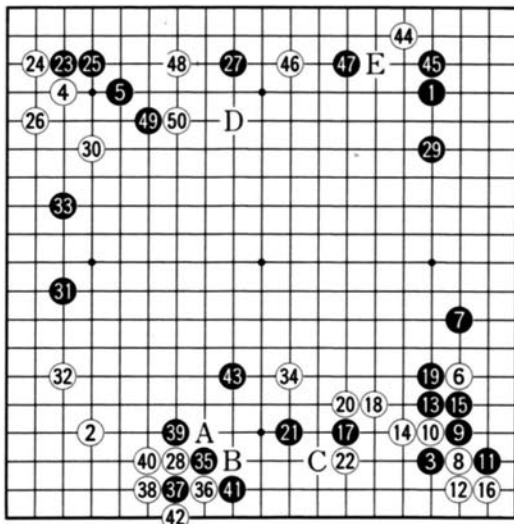
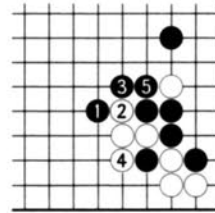
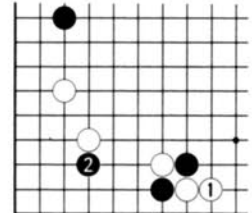


Figure 1 (1–50)



Dia. 1



Dia. 2

### Figure 1 (1–50). Destroying moyos

Black 17. The most popular joseki is shown in *Dia. 1*. This builds thickness but in gote.

White 34 starts the first fight of the game. Black seeks sabaki with the crosscut of 35 and 37. If White played 36 at 39, Black would settle himself quickly by pushing up at A.

White 38. If at 1 in *Dia. 2*, Black will switch to the corner with 2. Liu plays 38 because he concludes that the black stones here are too light to attack effectively.

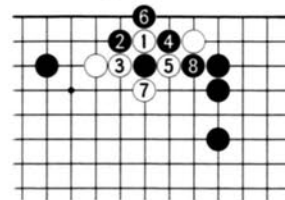
Black 43. Black A or B would be too heavy and would just provoke White C, after which Black would still need another move to live.

White 44. Black has destroyed White's potential moyo, so now it's White's turn.

Black 47 is natural after 45, which emphasizes attack. Jumping to D instead would let White settle himself with E.

White 48. Sugiuchi: 'Attaching at 1 in *Dia. 3* is also possible. A ko follows. One purpose of 48 is probably to create ko threats for the ko.'

A complicated fight follows.



Dia. 3



Rin Kaiho

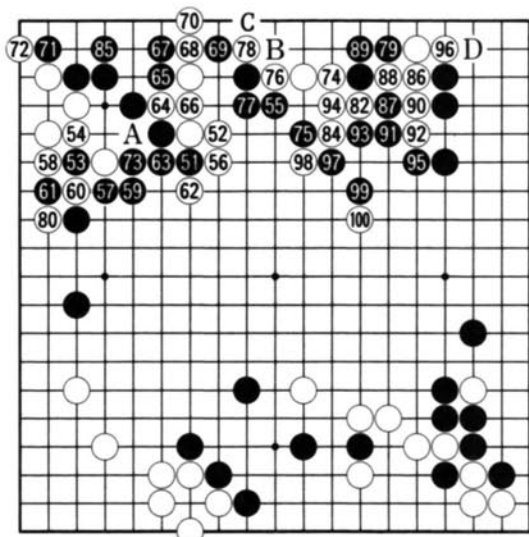
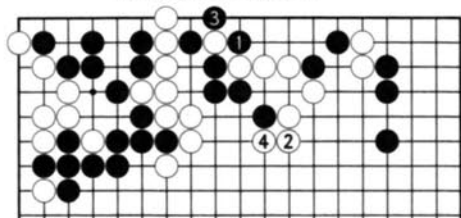


Figure 2 (51–100)  
81: ko; 83: connects



Dia. 4

Figure 2 (51–100). Kobayashi's prediction

Black makes good use of his forcing move at 53.

Black reacts to White's attempted forcing move at 64 by forcing himself with 65 and 67, but it might have been better simply to connect at A. When White gets a stone at 68, he can later link up with 78.

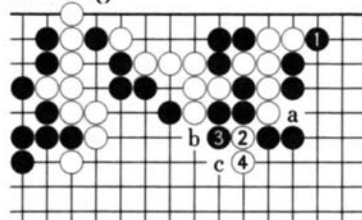
White finally starts the ko with 80. Black ignores White's ko threat, so a trade follows.

Black 85. Black should first exchange Black B for White C. The reason will be explained a little later. Once White has played 86, he will answer Black 1 in *Dia. 4* with 2; if then Black 3, White turns at 4, capturing Black. In the pressroom, Kobayashi Koichi predicted that Rin's first words after the game would be, 'Why didn't I atari at B?'

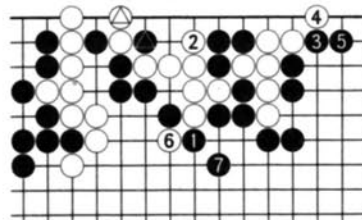
As it turned out, Kobayashi was wrong. Rin's first words actually were, 'I misread the ladder.' However, this is related to Kobayashi's comment. If Rin hadn't misread the ladder, he would have seen the necessity for the B–C exchange.

The problem of the ladder comes up with 97. Black would like to block at 1 in *Dia. 5*, but

White will make a troublesome cut at 2. After 4 White has a double threat. If Black connects at 'a', White gets a ladder with 'b', but if Black plays 'c', White pushes through at 'a' and captures something.



Dia. 5



Dia. 6

However, if Black has made the marked exchange in *Dia. 6*, Black 1 is sente, so Black can block at 3. This way he gets a big enough moyo on the right to be in the game. (White 96 at 97 leads to a similar result to *Dia. 6* after Black 99, White 96, Black D.)

The difference in the game is that White nips the moyo in the bud with 100 and the follow-up in Figure 3.

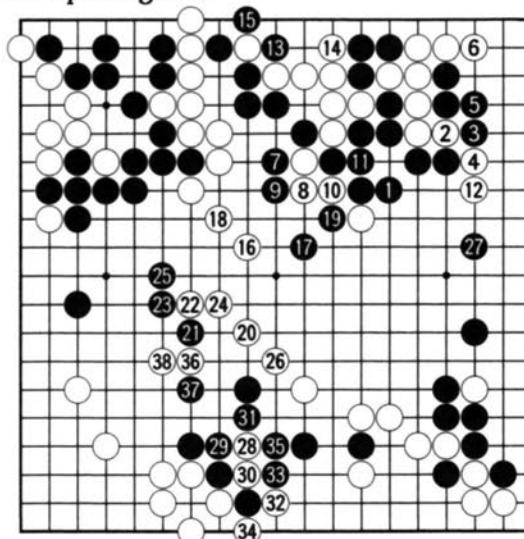


Figure 3 (101–140)  
39: takes two stones; 40: retakes

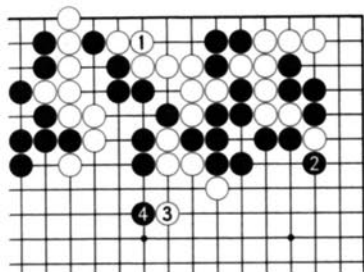
Figure 3 (101–140). Liu's forte

Rin is known for his patience, but even he must have found giving way with 1 painful.



Liu follows up with 2 and 4, then extends his liberties with 6.

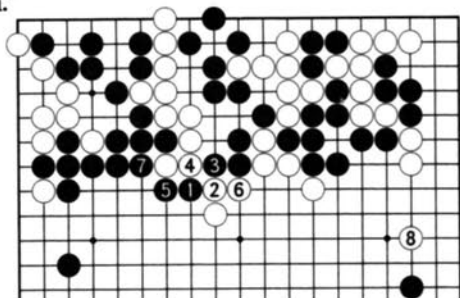
White 12 is a major turning point. Sugiuchi: 'The theory was advanced that connecting at 1 in *Dia. 7* would have been thicker. Black 2 is big, but White attacks the centre black group with 3. Perhaps Liu thought that this way it would be hard to narrow the focus of the game.' Presumably he was confident he was ahead and wanted to simplify the game. Going for territory while staking the game on being able to save his centre group is certainly clearcut. However, some players thought that Liu might have gone too much for profit.



*Dia. 7*

Black has no choice but to go along with White's strategy. He's fallen behind in territory, so he has to attack with 13 and 15.

White 16 is the winning move: this is why Liu adopted a shinogi policy. Sugiuchi: 'If White plays 16 at 18, Black will press at 16 and make a severe attack. If Black plays 17 at 1 in *Dia. 8*, White probably plans to sacrifice the group with 2 and 4. White can force Black to add stones to take the white group off the board, so this capture is not so big. White would switch to the last large point of 8 and win.'

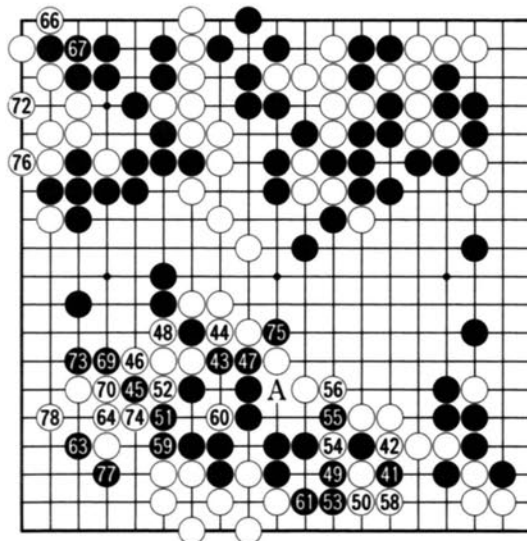


*Dia. 8*

Black prefers to continue the attack with 17 and 19, but 20 is a nice move, combining attack and defence. White's lead is becoming more and more concrete.

Black 27. Rin leaves the bottom group to

fend for itself. However, Liu is at his best in hand-to-hand fighting. He is in his element when he attacks with 28. White 36 shows that he is trying to bring down the whole group.



*Figure 4 (141-178)*  
ko: 57, 62, 65, 68, 71

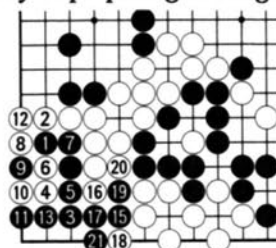
**Figure 4 (141-178). A big lead**

With a series of stylish moves, Rin makes one eye in sente up to 51. He then gets a ko for a second eye with 53 to 61.

Black doesn't have enough ko threats, so he has to let White bring his group on the top left back to life with 76. Note the way that Black chooses to live: Black 75 sets up a second eye with Black A if White resumes the ko.

When White lives with 76, Black falls too far behind in territory. In other words, the game was lost once White got the ko at the bottom.

Liu looked surprised when Rin resigned after 78. Perhaps he had expected one more fight, but actually the corner play here was just Rin's way of preparing to resign.



*Dia. 9*  
14: at 9

Students of the corner might like to look at

*Dia. 9.* If Black plays 77 at 1 here and White attempts to kill him with 2 and 4, then a ko fight follows after 21. However, White won't be so obliging. He will compromise with 2 at 5, letting Black link up, as that keeps him well ahead.

Liu had finally picked up his first win in this series. He won it by bringing to bear the great fighting power for which he is known and feared by his fellow Chinese players.

*Black resigns after White 178.*

(Adapted from the Tokyo Newspaper.)

## Game Two

**White:** Rin Kaiho

**Black:** Liu Xiaoguang

Played on 24 June 1990.

*Commentary by Rin.*

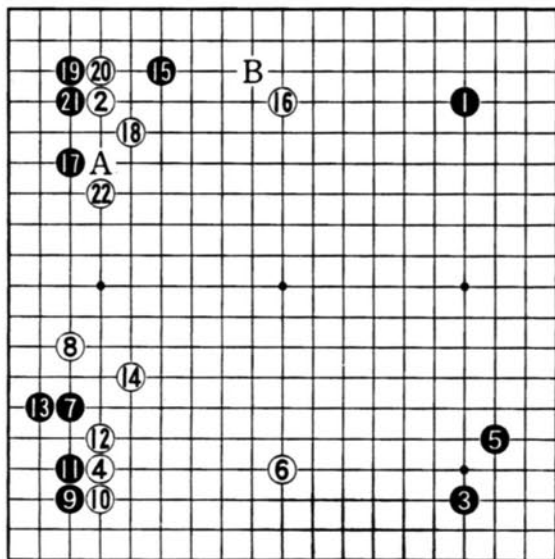
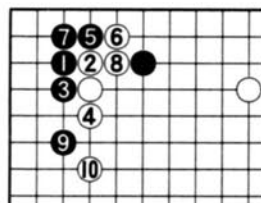


Figure 1 (1–22)

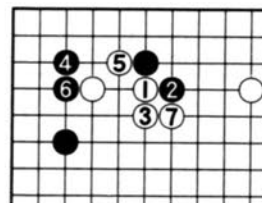
**Figure 1 (1–22).** *Fuseki variation*

The moves to 15 are a familiar fuseki pattern: it has appeared in a number of recent games, including Takemiya v. Kobayashi in the 1st Fujitsu Cup [see GW53; it also appeared in Game 5 of the Ing Cup playoff: see GW59]. If White plays 16 at A, Black B is the Kobayashi style. Realizing that Liu had put in a bit of time studying this pattern, I switched to 16.

When White plays the pincer, he wants Black to invade the corner with 17 at 1 in *Dia. 1*. After the joseki from 2 to 9, White presses at 10, linking up his top and bottom moyos on a magnificent scale.



*Dia. 1*



*Dia. 2*

For 18 I also considered 1 and 3 in *Dia. 2*. This may have been more leisurely.

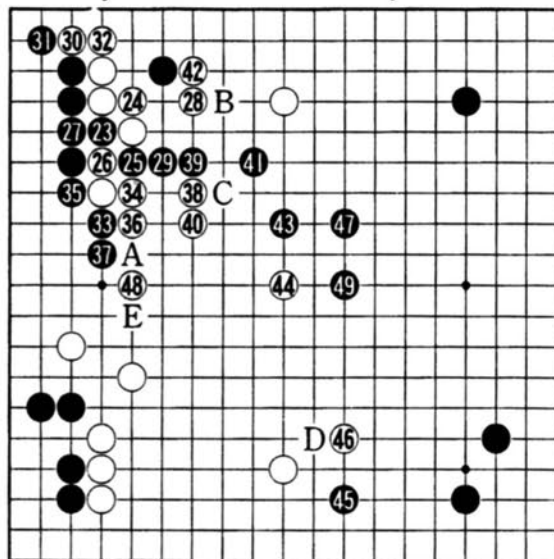
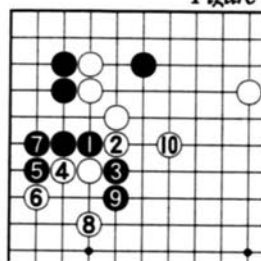
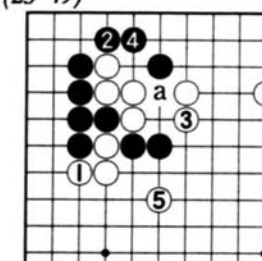


Figure 2 (23–49)



*Dia. 3*



*Dia. 4*

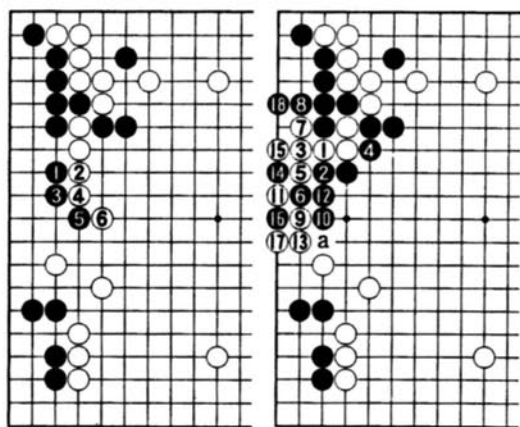
**Figure 2 (23–49).** *A violent nose contact play*

Black cuts with 23 and 25 because the ladder is favourable. If he makes the alternative cut with 1 and 3 in *Dia. 3*, then the extension to 9 will not be sente, as White has an ally waiting below, so White can play first at the top with 10.

White 30 was funny. White should, after all, have followed the joseki by blocking at 1 in *Dia. 4*. If Black 2, White backtracks to 3 (if White 4, Black 'a'). Liu said he planned to play 4, so White could have switched to attack at 5. I was a little too concerned about the fact that, in a sense, the left side was open at the side [that is, it's open under the stone at 8 in Figure

1, so Rin didn't want to try to enclose territory here].

Actually I expected Black to jump to 1 in *Dia. 5* instead of 33. If so, White bears down on him with 2 to 6, linking up his top and bottom moyos. But my analysis was self-indulgent. At one stroke Black took control of the game with the nose contact play of 33.

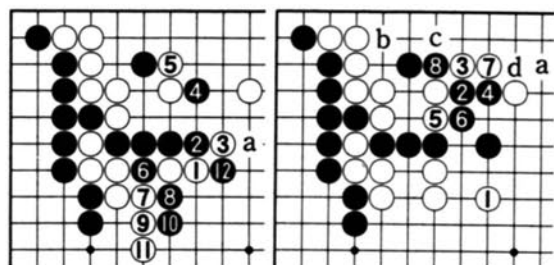


*Dia. 5*

*Dia. 6*

White can't push down at 1 in *Dia. 6* with 34. Having pushed down once, he has to keep going with 3, but then he is captured holus-bolus when Black blocks at 4. Even if he resists with 9 and 11, Black threatens an oi-otoshi with 14 to 18. Black ends it all with 'a'.

Black 37 is a calm move. Even if Black hanes at A instead, White still has to add a stone at 38. Black then switches to another front, moving out violently with 39.



*Dia. 7*

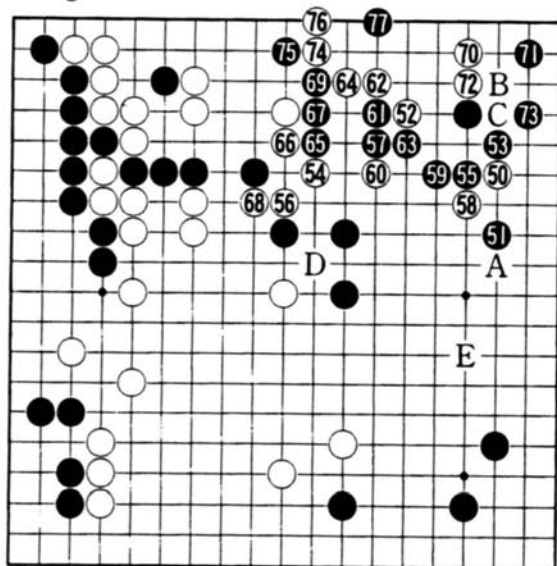
*Dia. 8*

White 40. Even if White extends at 1 in *Dia. 7*, he can't block at 3; neither can he play 3 at 12, as after Black 3 he can't block at 'a'. Black escapes, so White is left with a weak point, which Black promptly exploits by cutting with 6 and 8: this is no good for White. He therefore has no choice about 40.

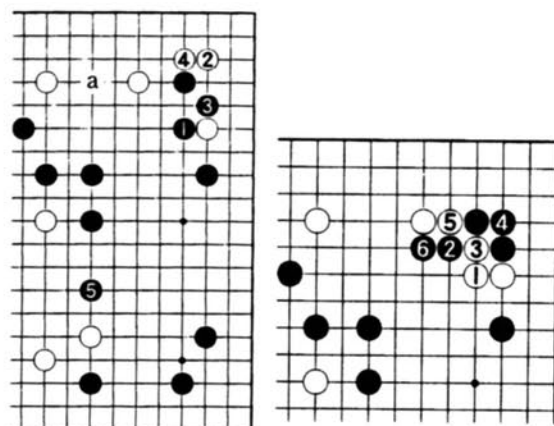
White 42 is necessary. If White plays in the

centre, for example, at 1 in *Dia. 8*, Black's cut with 2 to 8 works; if White 'a', he loses the capturing race after 'b'; if White 'c', Black cuts at 'd'. Resisting with White 42 at B would leave White with bad aji at the top, which I didn't like, after Black C.

White 44 forestalls a jump by Black at the same point. White 46 prevents Black from pressing at D. Tickling White's sore point by attacking at E immediately with 47 would also be a strong strategy. Even so, when Black strengthens the centre with 49 the game is tough for White.



*Figure 3 (50-77)*



*Dia. 9*

*Dia. 10*

*Figure 3 (50-77). Another good move from Liu*

Because I felt the game was bad for me, I didn't feel like playing 50 at A. But when Black pincered at 51, I had little choice but to switch

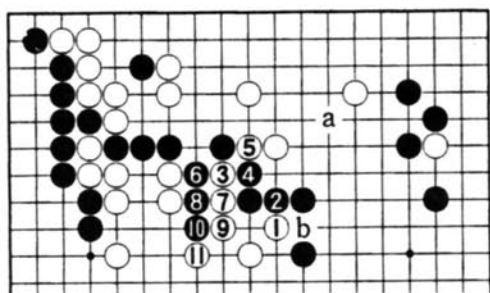
to 52: jumping to White 59 would just create a target for attack, while invading at the 3-3 point at B would let Black secure a large side territory with C.

Black 53. The ordinary move of 1 in *Dia. 9* looks good enough. Switching to the corner with 2 is about the best that White can do, so Black takes sente, then builds up his right-side moyo with 5. The top is not all white territory, as Black still has scope to invade at 'a'. Playing this way would be most straightforward.

White 54. White can't 'stand up' at 1 in *Dia. 10*. If White pushes in at 3, Black will connect at the base of his shape with 4; the fight after cutting at 5 is unreasonable for White, as Black has too many allies in the area. White therefore plays the probe of 54, keeping the threat of White 55 in reserve.

In this shape it's hard for Black to find a good defensive move in the centre. If he makes an imperfect connecting move, then the peep of White D will become that much more of a burden on him.

When Black feels compelled to add a move at 55, the position has become much more complicated than in *Dia. 9*.

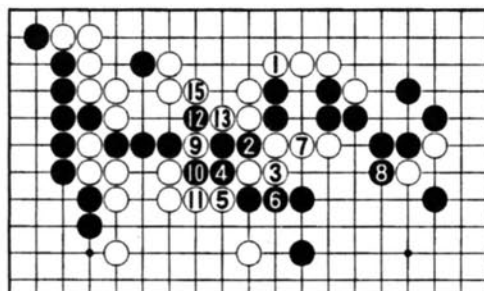


*Dia. 11*

However, at this important juncture I made another mistake. Instead of 56, White 1 and 3 in *Dia. 11* make correct shape. If Black counters with 4 and 6, he runs out of steam after 11. Instead of 4, Black will play 'a', as with 57 in the game, aiming at pulling out his centre stones later, but when this kind of fight develops in the centre White 'b' will probably prove effective.

Instead of 58, completing the capture with White 68 is the proper move, but that loses, so White tries to complicate the game. I took a lot of trouble over the timing of my moves here.

However, Black 61 is a good move; if instead he plays 63 immediately, then after White 64 and Black 61, White plays 68.

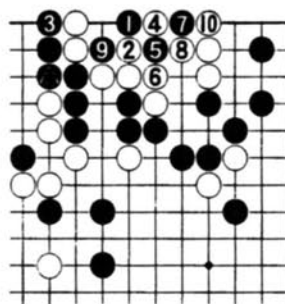


*Dia. 12*

14: connects

When Black gets two stones in a row with 57 and 61, Black 65 and 67 become possible. If White plays 1 in *Dia. 12* instead of 68, then he is cut at 2. He may win the semeai after 15, but Black squeezes on the outside, settling the overall position. He would then switch to E in the figure and win.

Unhappy though he may be about it, White has to let Black push up at 69. He is consoling himself with the fact that White 70 is big in itself when Black throws another scare into him with the placement at 77. If Black had already made the connection (the marked stone) in *Dia. 13*, White would live by sacrificing two stones up to 10. But if Black hasn't played that extra stone, then White can't discard his two stones.



*Dia. 13*

**Figure 4 (78-101). Playing patiently**

Inevitably White cuts at 78 and a large trade follows Black 79. If White plays 80 at 85, Black 90, White A, Black 80 follow, which is not much different from *Dia. 12*.

White 88. If simply at 90, then after Black 91, White 92, Black 94, it becomes possible for Black to capture White just by playing B.

The game becomes a tough one for White when Black captures four stones with 93 to 97. Yet if White played 94 at 1 in *Dia. 14*, he would collapse after Black pushed down with 2 and 4.

White 98 is only worth about ten points, but White plays patiently because this makes a difference to the relative thickness and thinness in this area. Instead of 99, enclosing at C would be simpler. It would give Black the lead.

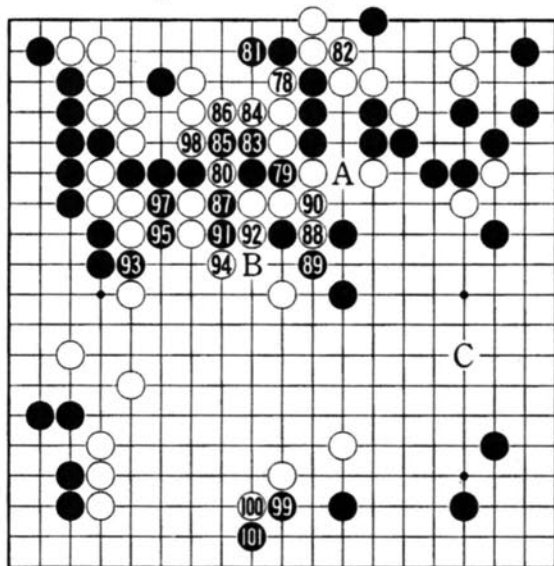
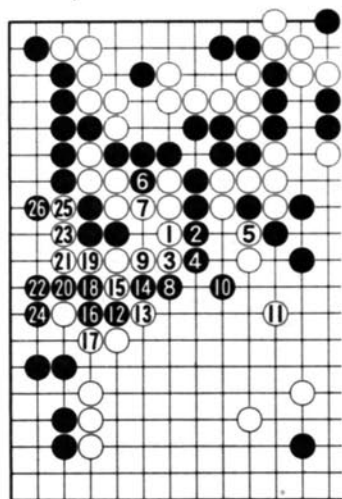


Figure 4 (78-101)  
96: captures two stones (at 80)



Dia. 14

Figure 5 (102-127). Hoping to make it close

The sequence from White 2 on flattens out Black's position at the bottom and creates aji like the contact play of A, so White catches up a lot. If Black counterattacks with 1 in Dia. 15 instead of 7, White's 'corner' attack of 4 is severe. Even if Black lives, he doesn't gain from playing this way.

Black 15 is a calm answer to the invasion of 12. If White jumps to B instead of 16, he doesn't seem to have any chance of winning;

White C offers surprisingly little comfort too after Black D, White A, Black E.

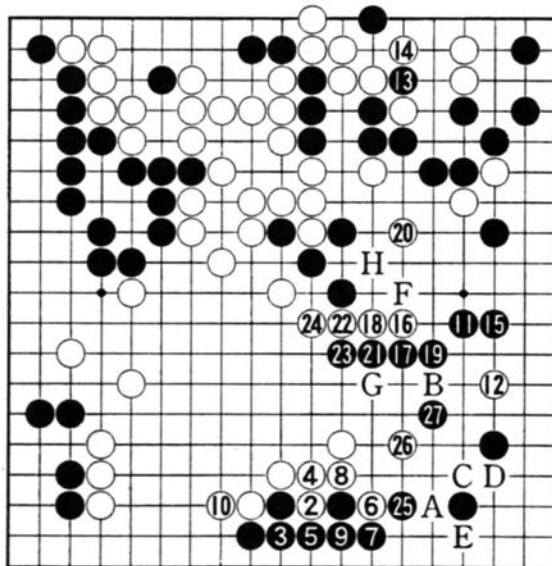
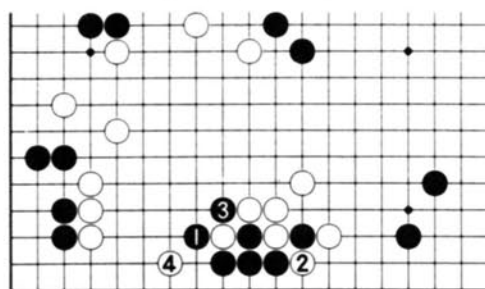


Figure 5 (102-127)



Dia. 15

White tries to complicate the game by attacking Black's thin centre position with 16. If he can force Black to answer at F, 16 becomes a forcing move; if instead Black plays 21, then White counterattacks with White 17, Black G, White H.

Black decides to sacrifice the group with 17 and 19, but when White captures it with good shape up to 20, the result is that his do-or-die move of 12 has succeeded. Even though Black solidifies his corner with 25 and 27, the game has become surprisingly close.



林海峰

NECカップ選手  
権者・天元

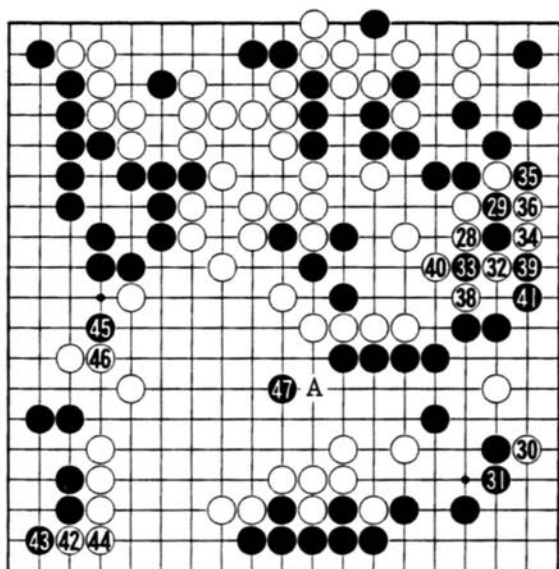
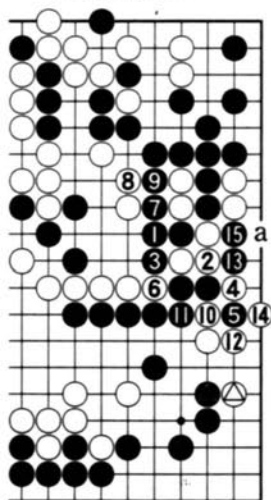


Figure 6 (128–147)  
37: connects



Dia. 16

Figure 6 (128–147). A precaution

White's sente ponnuki up to 40 greatly reduces Black's right side. The exchange of 30 for 31 during this sequence loses White one or two points when he reduces the side from the centre. However, I thought that I had no choice: this is a precaution in case Black extends at 1 in *Dia. 16* instead of 39. Living with White 10 at 13, Black 10, White 'a' is too small: here White wants to seek life with 10 and 12. In this case, the presence of the exchange of the marked stones makes this sente for White.

After all my efforts to get back into the game, I made a small endgame play with 42 and 44. If instead White had surrounded the centre with A, Black would have had no

grounds for optimism. In a sense, 42 and 44 surround an area open at the side. Black 47 is big and Black takes the lead again.

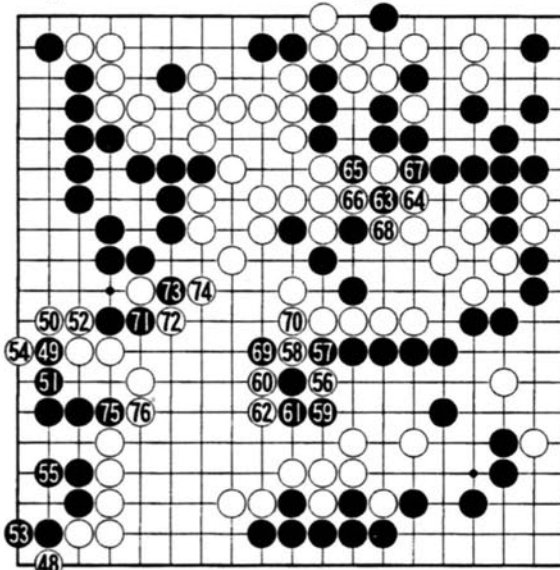
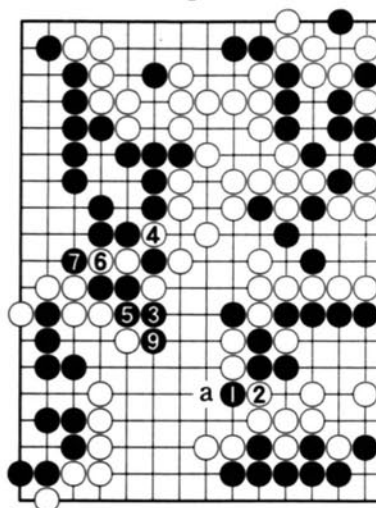


Figure 7 (148–176)

Figure 7 (148–176). Two slips by Black

Harassing the corner group with 48 to 54 is White's privilege. White then uses 56 to block off the centre. He may be a little behind, but the game is still close.

After Black sets out to reduce the centre with 69, he makes two dubious moves. Instead of Black 71, Black 73 is superior: if White 72, Black extends at 74 and gains.



Dia. 17

8: connects

Next, Black 75 is an aji-keshi (erasing potential) move. Black 1 in *Dia. 17* is possible; if White intercepts with 2, Black's counter with 3 to 9 works. That means that White has no

choice but to block at 'a' instead of 2; connecting at Black 2 is then sente, making a difference of a point or two.

By this time, of course, both players were in byo-yomi.

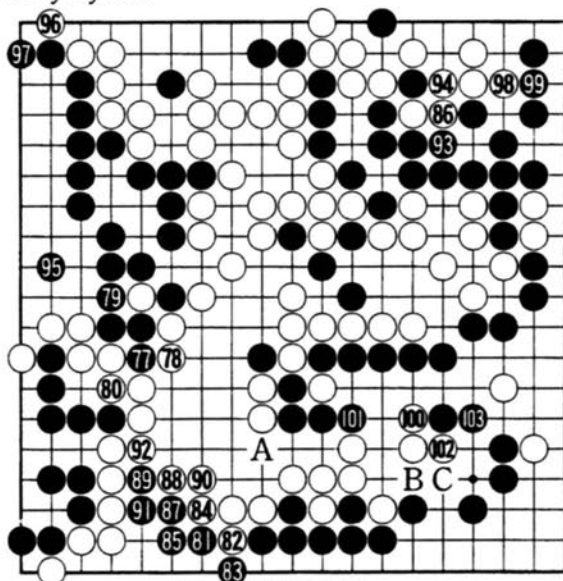
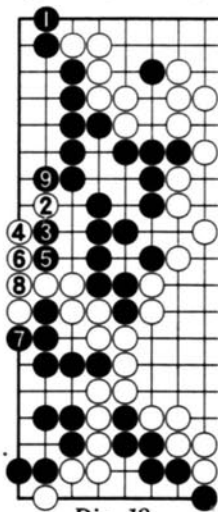


Figure 8 (177–203)



Dia. 18

Figure 8 (177–203). *Two slips by White*

In this figure White makes two mistakes, and the lead fluctuates.

Pushing down at 82 is a bad move: it reduces White's own liberties. If the liberty at 82 weren't filled in, then Black 89 would not be sente. Even when Black does hane in at 89, answering by pulling back at A is worth half a point more. Note that Black 85 and White 86 are miai: 86 is worth nearly ten points.

Apparently there was a theory that Black 1 in *Dia. 18* would have been bigger than Black

95, but White 2 is also big, so the result is virtually the same. If Black plays 3 at 9, the result again is not much different.

Instead of 101, Black could also backtrack at 102, but when White plays B a move at 101 becomes necessary, so White will push through at C; once again this doesn't make much difference to the score. Around here the game is on track for a half-point decision.

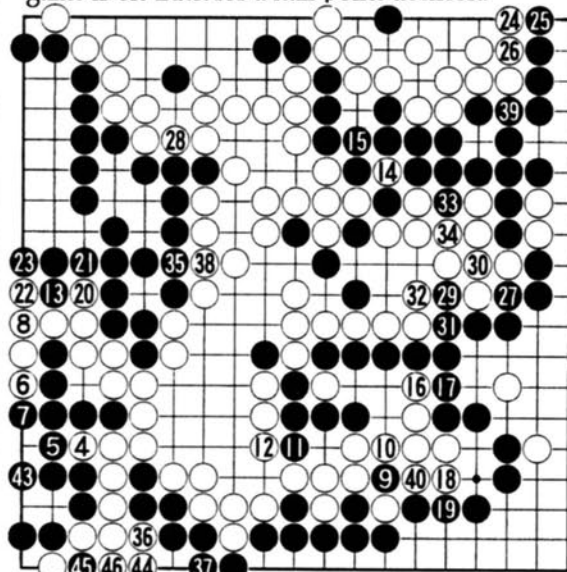
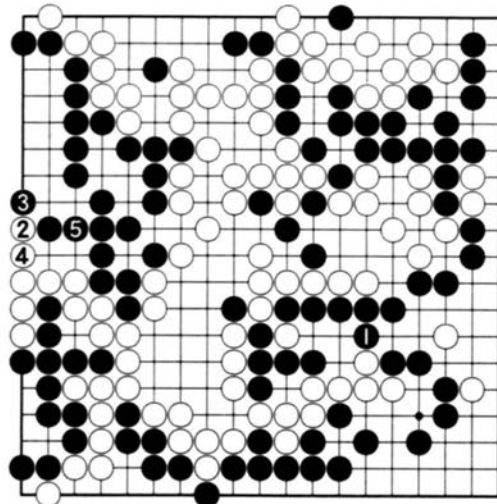


Figure 9 (204–246)

41: connects (below 9); 42: connects (below 14)



Dia. 19

Figure 9 (204–246). *Finally, the losing move*

Finally Black plays the losing move: blocking at 13. If instead he had played at 1 in *Dia. 19*, he would have won by half a point. White 2 and 4 gain a point in sente, but Black 1 is worth three points.

White 16 upsets Black's lead.

White should have played the sente move of 36 earlier. I was worried that Black might play 35 at 36, but White throws in at 35 and has more ko threats, so the outcome is not affected.

*White wins by half a point.*  
(Kido, August 1990)

Liu looked very disappointed after the result was confirmed. He couldn't be blamed if he'd thought he had the series sewn up. Immediately after the game, before the score was counted, two of the cameramen who poured into the room started trying to take photos of Liu before they realized he'd lost. The custom is to focus on the winner and not to embarrass the loser after a game. By the time the reporter got around to interviewing Liu, he had recovered his equanimity and he just commented that he was happy to be able to play three games with Rin.

### Game Three

**White:** Rin Kaiho

**Black:** Liu Xiaoguang

Played on 26 June 1990.

*Commentary by Tozawa Akinobu 9-dan.*

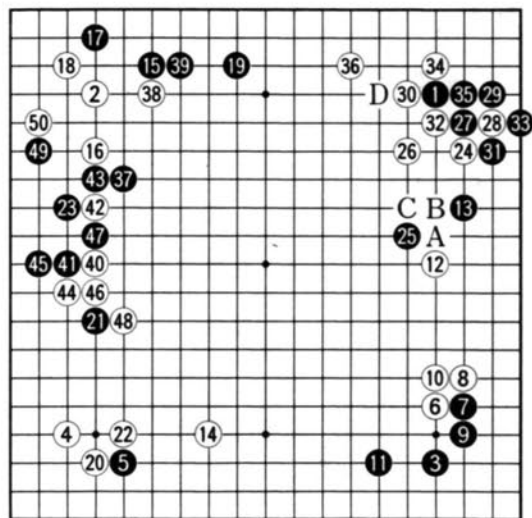


Figure 1 (1–50)

**Figure 1 (1–50). Advantage Rin**

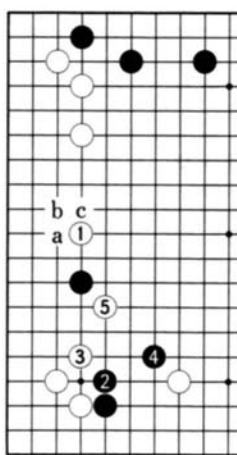
Switching to Black 21 shows Liu's creativity. If White answers at 1 in *Dia. 1*, Black will now move out with 2 and 4. He still has scope to settle his stone on the side with Black

'a', White 'b', Black 'c', which is probably why Rin chose not to play 1.

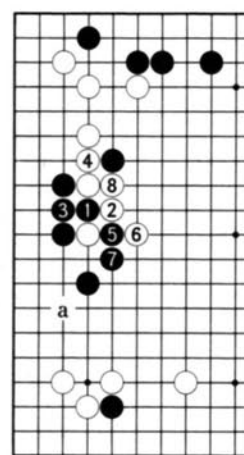
The invasion of 24 is a popular move these days. Black 25 is a novel answer, but, judging by the result, not a very successful one. Tozawa: 'For 25, attaching at 1 in *Dia. 2* is the usual move. However, Liu said he disliked the prospect of White's cutting at 12. It does look as if Black can handle the fight after 13 to 21, though.' The conclusion of the players after the game was that cutting at 12 is after all unreasonable, so instead White would play 'a', Black would defend at 16, then White would reduce with 'b'.

White 26 aims at cutting with A, Black B, White C. When Black attaches at 27, he plans to play D next if White answers at White 31.

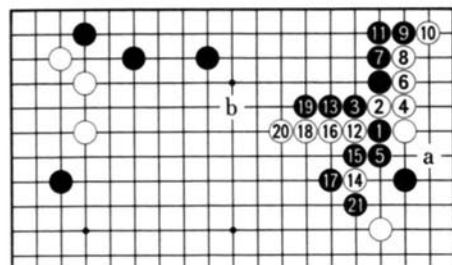
Black 31. Black concludes that answering White 30 directly will just help the opponent to strengthen himself, so he plays simply. However, White makes excellent shape with 32 to 36, whereas 25 is not particularly effective, so White has got off to the better start.



*Dia. 1*



*Dia. 3*



*Dia. 2*

The small knight's move of 37 invites a prompt counterattack. White forces with 38,



then goes into action with 40. After the game, Rin, smiling wryly, called 42 an ‘amateur’s tesuji’. The reason is that its objective is blatantly apparent. Blunt though it may be, it’s effective nonetheless.

Black 43. Tozawa: ‘Besides 43, Black 1 in *Dia. 3* is also conceivable, but the result to 8 is not interesting for Black. White is left with a good move at ‘a’.

Black 45. Playing at 46 *would* be amateurish: White would atari to the left of 47.

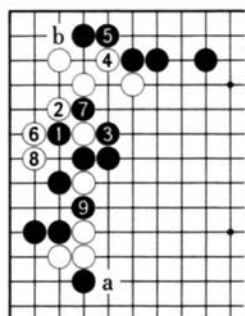
The exchange of 47 for 48 clearly favours White. Black 47 becomes overconcentrated after 51 in the next figure. Tozawa: ‘The young players [perhaps referring to O Meien, Michael Redmond and Oya Koichi, who had come along to the Sunroute Hotel where the game was being played] were studying the variation for 47 of 1 and 3 in *Dia. 4*. This would seem to be an improvement. If White plays 4 to 8, Black then reinforces at 9, making miai of ‘a’ and ‘b’.

Liu apparently had high hopes of 49, but White’s attachment at 50 is a good answer.

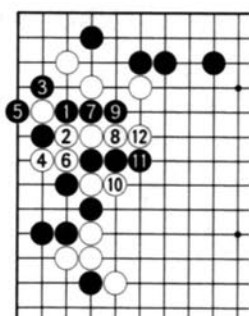
lated. After 2 to 6, Black must push up at 7, but the result to 12 is no good.’

Blocking at 52 makes stylish shape: A and B are miai, so White is indisputably alive. The game looks as if it is going to be protracted, but White has a very slight lead.

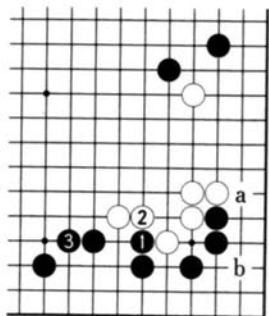
Black 53 is the last large point (*oba*). If White uses 54 to defend at C, Black makes nice shape at D. White prefers to strengthen his right-side moyo with 54.



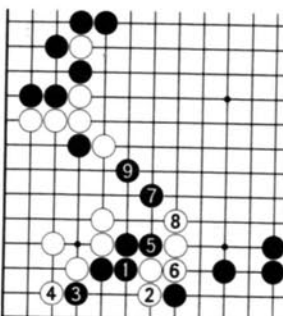
*Dia. 4*



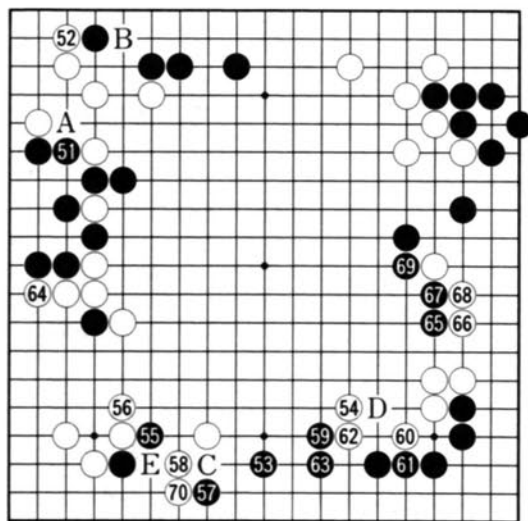
*Dia. 5*



*Dia. 6*



*Dia. 7*



*Figure 2 (51–70)*

After the brief skirmish on the left side in the previous figure, it turns into a quiet game. Both sides, perhaps because of the importance of this final game, are playing tightly.

Black 55 is just a probe. If White uses 56 to capture at E, Black gets an atari at 58.

Black 61, 63. Black seems to be a little docile here, but trying to gain efficiency with moves like 1 and 3 in *Dia. 6* does not really gain anything. This leaves bad aji in Black’s position; for example, White ‘a’ becomes sente, because it aims at the placement at ‘b’.

White 64. The largest endgame move.

Black 65 to 69 build impressive thickness and aim at attacking at 73 later, but perhaps playing this way is a little slow, considering that Black is behind. Tozawa: ‘I would be tempted to stake the game on connecting at 1 in *Dia. 7* instead of 65. There’s no danger of being captured after Black 9.’

White 70. White has to eliminate the threat of *Dia. 7* once Black has strengthened himself on the right side. White 70 is also big in itself.

**Figure 2 (51–70).** *A quiet game?*

Black 51. Tozawa: ‘Black 1 in *Dia. 5* doesn’t work, which is probably where Liu miscalcu-

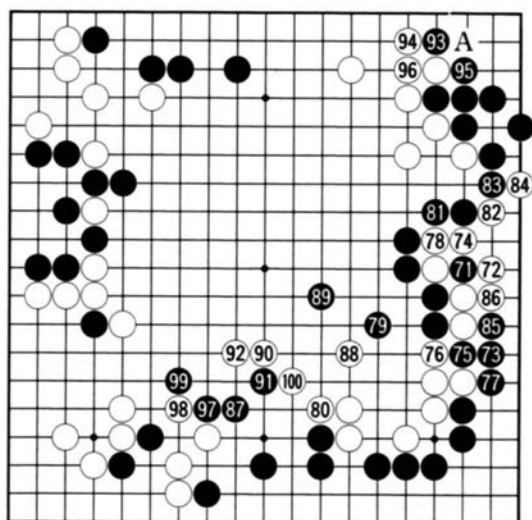
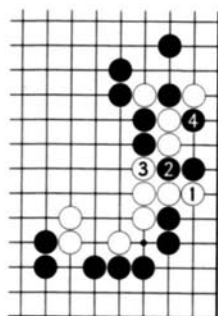
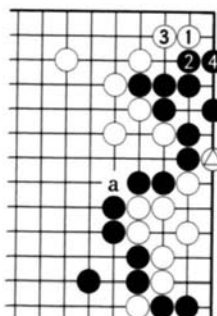


Figure 3 (71–100)



Dia. 8



Dia. 9

Figure 3 (71–100). White parries the attack.

Rin had overlooked Liu's attack with 71 and 73. If White plays 74 at 75, his whole group will be attacked with Black 77, White 74, Black 78, so capturing at 74 is natural. The other alternative is White 1 in *Dia. 8*, but this is much worse: Black wins the capturing race after 4.

White 78 is the vital point for eye shape. Black stakes the game on attacking the group below after 79. The only problem is that White has no other weak groups, so he shouldn't have much trouble rescuing this group after 80. Even so, this attack is Black's only chance to catch up on territory.

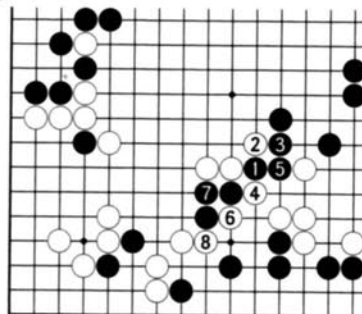
White 84. Blocking at 85 is worth more points, but White 84 helps his centre group a little. Tozawa: 'If White gets to cut at 'a' in *Dia. 9*, White 1 and 3 will be severe. That's why White plays 84. The threat of White 'a' may serve to slow Black down a little in the centre fight.'

Black 87, splitting White, is the only move, but White moves out rapidly with 88 and 90.

White 92. Tozawa: 'Blocking at 100 would probably make it easier to settle the group, but note that Black 93 at 1 in *Dia. 10* is no threat, as 2 to 8 demonstrate.'

Black 93 is a good forcing move. White can't play 94 at 95 because of Black 96. If instead White plays 94 at 96, Black will pull back at A and threaten White's eye space.

When Black switches back to the centre with 97 and 99, reinforcing at 100 becomes necessary.



Dia. 10

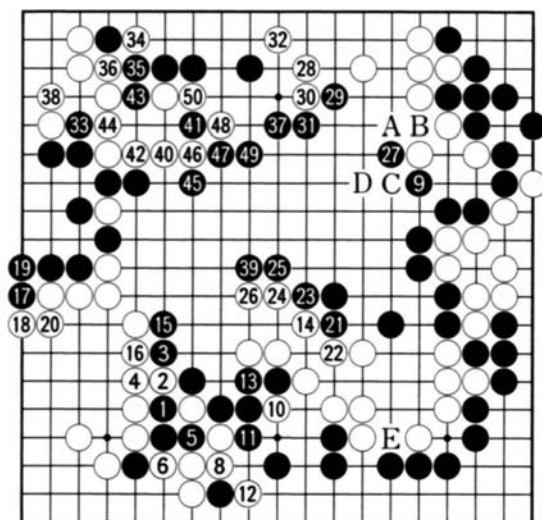


Figure 4 (101–150)  
7: connects

Figure 4 (101–150). Nothing to attack

Conscious of his lead, Rin plays tightly from this point on, refusing to take any risks.

Black 9. Defending the cutting point seems natural, but Liu had regrets. Tozawa: 'Liu expressed the opinion that exchanging Black A for White B, then playing C, would have been superior. Black 9 is meaningless if Black doesn't play 27 next. If Black has played A and C, he can answer White 27 with D, securing

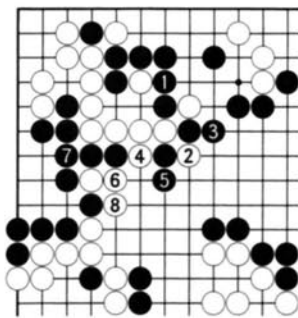
the centre, so this may represent a gain of about half a move.'

White 14. White is now almost alive (White E completes the second eye), so Black cannot hope to attack this group further. He therefore forces with 15 to 25, then switches to his long-awaited move at 27. His plan is to rope off the centre by applying pressure to the group at the top. However, White has a good defensive move at 32, which also aims at attack.

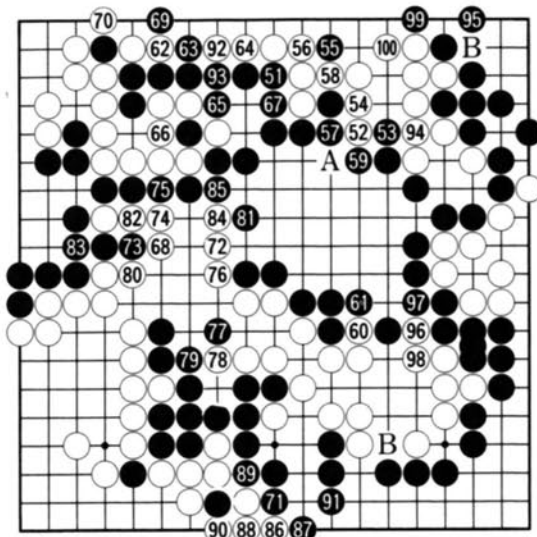
Black 37. Having played 33, Black should really continue with Black 38, but obviously Liu didn't like the prospect of White's counterattack with White 37.

White 42 fills in the liberties of the two black stones below.

Black 49. Black can't play 1 in *Dia. 11*: White kills the group on the side.



*Dia. 11*



*Figure 5 (151–200)*

**Figure 5 (151–200). Centre not enough**

Black 55 is a desperation measure to keep White out of the centre. Tozawa: 'If Black simply plays 55 at 57, White will push down at

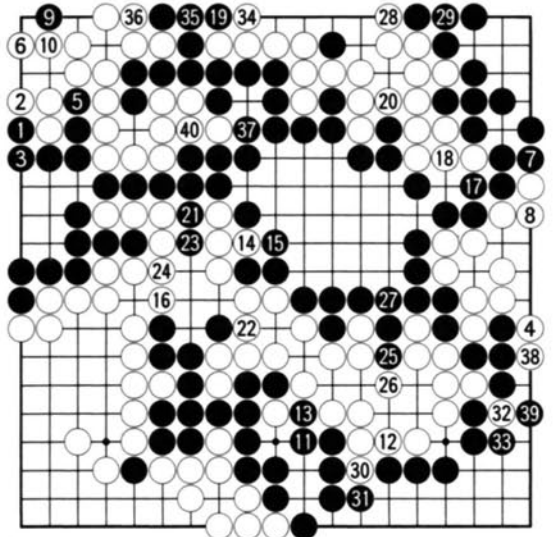
59. Yet playing Black 59–White 57–Black A is just what White wants. If White answers 55 at 58, Black blocks at 59 and is left with a large cut at 56.'

White 62 is the biggest move. By this stage the game has become easy to count; the young players at the hotel had come to a conclusion about the result long ago and were now going back over the game to establish where Black had lost it.

Black 63 defends against White 93, which would capture four stones, but White gets another sente move at 64. If instead of 63 Black blocks at 64, White will switch to B in the top right corner, so Black doesn't gain.

When Rin played 68, he was confident of victory. In the review of the game later he replayed this move two or three times with an air of satisfaction. As an endgame move, a monkey jump below 91 on the bottom edge might be bigger, but a black hane below 76 would make White thin in the centre. White would be forced to live with B, giving Black an extra move in the centre, so he might pick up quite a few points there.

Black 71. If Black defends in the centre at 84, White will switch to the monkey jump at the bottom, as Black can't capture 68. Black can't let White take all the large endgame points.



*Figure 5 (201–240)*

**Figure 5 (201–240). A Rin masterpiece**

The final margin is surprisingly large: White is actually ahead on the board. Rin commented that the series should really have been

over after the second game, but after his lucky upset he made no mistake in the third. Liu confessed, 'I don't know where I lost,' which is an indication of how masterly Rin's play was. Fellow professionals were agreed that this was a great game for him.

China's failure to win any of these title playoffs (five so far) is a strange contrast to

their overwhelming success in the Super Go series. At least this time Liu managed to win a game, which must be some encouragement. Next year's match will be played in China; it will be interesting to see if it features the same players.

*White wins by 6 1/2 points.*

*(Adapted from the Tokyo Shimbun.)*



*Liu and Rin review the game.*

## Japan–China Title Playoffs to Date

### Japan–China Tengen Title Playoff

1st (1988). Cho Chikun (Japan) defeated Liu Xiaoguang (China) 2–0. Played in Tokyo on 20 and 21 June. (See the 1989 Yearbook.)

2nd (1989). Cho defeated Liu 2–0. Played in Shanghai on 23 and 24 August. (1990 Yearbook)

3rd (1990). Rin Kaiho (Japan) defeated Liu 2–1. Played in Tokyo on 23, 24 and 26 June. (This Yearbook)

### Japan–China Meijin Title Playoffs

1st (1988). Kobayashi Koichi (Japan) defeated Liu 2–0. Played in Tokyo on 11 and 13 December. (1990 Yearbook)

2nd (1989). Kobayashi defeated Ma Xiaochun 2–0. Played in Beijing on 14 and 16 December. (This Yearbook)

# The 5th Japan–China Super Go Series

## China's 4th Triumph

China has taken revenge for its humiliating 7-2 defeat in the 4th Japan–China Super Go series with an equally one-sided triumph in the 5th series. In a game played in Nanking on 1 July, the 4th player on the Chinese team, Qian Yuping 9-dan, defeated the Japanese team captain Takemiya to earn China an 8-3 victory. This is China's fourth win in five series and the first time that Nie Weiping didn't have to step into the arena.

The public commentary on this game set a world record for a go event: it was presented to an audience of 9,000. The entry fee was ten yuan, said to be equivalent to one tenth of an average salary, which shows how enthusiastic Chinese fans are.

Chinese players also take this series more seriously than the Japanese side, which is undoubtedly a factor in the overwhelming success of the Chinese to date. Earning a place in the Chinese team is said to be one of the top

targets for a Chinese professional, in contrast to Japan, where it's a hard job persuading top players, busy with the lucrative newspaper tournaments, to join the national team. So far, Japan has never fielded a team made up of its top in-form players.

Even so, Japanese fans expected Takemiya to offer more opposition, but he lost his first game. This year Takemiya's form has oscillated wildly, plunging rapidly from the heights to the depths, then back again just as abruptly. If he had played the way he did in Korea, he could have disposed of the whole Chinese team single-handedly, but it wasn't to be. Takemiya's loss did not affect his great popularity in China. When he entered the gymnasium where the public commentary was held after the game, he got a one-minute standing ovation, which is an extraordinary tribute to the loser of a game.



*Qian wins another series for China*



*A record crowd watches the commentary on the final game.*

### **A series of setbacks for Japan**

To review the course of the 5th series, it started with a surprise defeat by Yoda Norimoto 7-dan, the hero of the 4th series (he beat six of the seven players on the Chinese team) at the hands of the unknown Yang Shihai 3-dan on 16 May 1989. Sonoda Yuichi promptly evened the series for Japan two days later, but then lost to Zhang Wendong 7-dan, the 10th WAGC champion, on 4 November in Hangzhou City. Zhang then beat the other Japanese hero of the 4th series, Hane Yasumasa 9-dan (he beat Nie) on 6 November. This game was given in our 1990 Yearbook.

At the end of 1989 the Super series went overseas, that is, to a third country, for the first time ever when the 5th and 6th games were played in Singapore. Zhang scored another triumph by defeating Ohira Shuzo 9-dan on 23 December (Ohira resigned) before losing to Yamashiro Hiroshi 9-dan on Christmas day (Zhang resigned). Zhang's three wins put his country ahead 4-2: he is yet another Chinese WAGC champion to achieve success as a pro.

The next two games were played in China, and the visit was as much of a disaster for the Japanese as the previous one. This time the star for China was Yu Bin 8-dan, who has improved out of sight since he took 2nd place in the 9th WAGC, played in Beijing in 1987. Yu

has developed into one of the top players in China, and he showed his class by defeating Yamashiro by 2 1/2 points on 23 February 1990 and Ishida Yoshio on the 25th (Ishida resigned).

Down 2-6, Japan was now in real trouble and the player it looked to as its saviour was one of the greats of go history, Sakata Eio. Sakata had recently celebrated his 70th birthday (on 15 February) — he has been a professional player since 1935 — but he has been enjoying great form recently, leading throughout the current Honinbo league. Sakata started well, defeating Yu Bin, 48 years his junior, by 2 1/2 points on 13 March, but then he was outplayed by Qian Yuping 9-dan (age 23), who beat him by 4 1/2 points on 16 March.

That left Japan's team captain, Takemiya Masaki 9-dan, as their last hope, but his record in the Super Go series is not encouraging. So far he hasn't won a game, losing to Nie in the 2nd series in 1986 and to Ma in the 3rd in 1987. However, these results are in contrast to his outstanding record against Chinese players in other international tournaments: he has beaten Nie twice in the annual Japan-China matches and has beaten four Chinese players in the two Fujitsu Cups, with only an upset loss to Jiang in the Ing Cup to counterbalance them.

However, Takemiya met with the fate described above, and once again Japan confronts the question: how can it win the Super Go series and does it really want to? The only answer perhaps is to make the prize money so generous that Japan can field its strongest possible team. That would make an exciting series!

In this report we would like to present the remaining games from the series.

### Game Five: Zhang v. Ohira

**White:** Ohira Shuzo 9-dan  
**Black:** Zhang Wendong 7-dan  
 Komi: 5 1/2; time: 3 hours each.  
 Played in Singapore on 23 December 1989.



Ohira Shuzo 9-dan

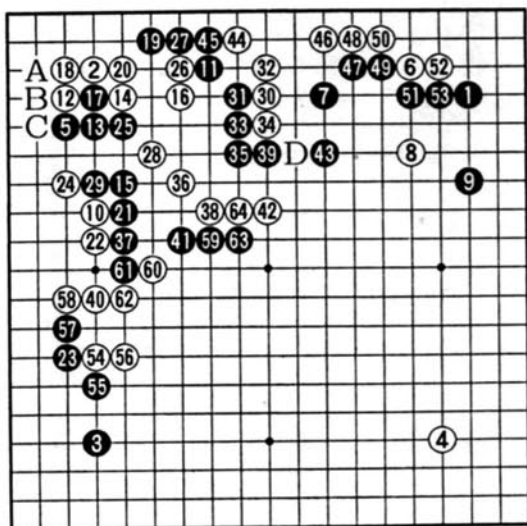


Figure 1 (1-64)

**Figure 1 (1-64). Black seizes the initiative.**

Ohira went wrong early in the opening. White 18 was unthinking. White comes under severe attack, as Black promptly steals his eye space with 19. Ohira: 'When Black pushed in at 17, I connected at 18 automatically. Making a diagonal connection at A was the only move.' If White plays A, Black will exchange the atari of B for White 18; that will leave White with the option of capturing a stone at C to live, so he won't have to worry about his eye shape.

White 30 is an attempt to fight his way out of trouble, but up to 39 Black develops a three-way attack. Black has the initiative.

However, Zhang's play is not free from error either. If he had used Black 41 to play at 47, White would have had a tough time looking after his three stones at the top, so this would have given Black a chance to take a definite lead. Black 43 is a second missed opportunity to play at 47.

Yamashiro Hiroshi: 'When White lives with 44 to 52, he recovers a little. Also, he now has the aji of wedging in at D.'

White 64 was the last move played before the lunch break.



Zhang Wendong

As a 6-dan Zhang won the 10th WAGC, then turned professional. He was promoted to 7-dan in 1989. Winning three games in a row in the Super Go is his first big success.

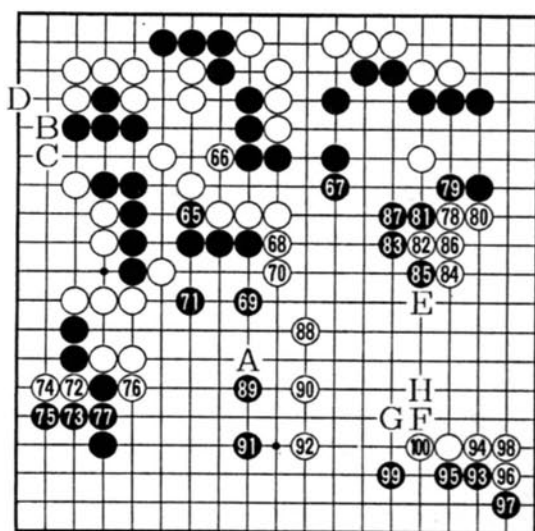


Figure 2 (65-100)

**Figure 2 (65-100). Mistake in direction**

With 68 Ohira plays another dubious move. Yamashiro: 'Isn't White 68 the wrong direction? I think he should attack from the other side with A.' Even if Black seals in the white group stretching from the top left into the centre, White can always live with a hane at B, followed by Black C, White D.

When Black gets to play 71, White is forced to play point-losing moves like 72 and 74. Around this point Ohira was frowning dubiously at his own play quite often. It's certainly turned into a tough game for White.

Black 93 shows considerable coolness for one so young (Zhang is 20). He has judged that wiping out the corner territory will keep Black in the lead. The veteran Ohira is the one to falter.

White 100 misses an opportunity. Yamashiro: 'Shouldn't White use 100 to atari at E? If Black hanes at 100, White can make territory with White F, Black G, White H' This would not make the game favourable for White, but at least if he secured territory here he might have a chance to get back into the game later.

**Figure 3 (101-201). Zhang wraps it up.**

When Black flattens out White's right-side position with 1 and 3 his lead seems to be secure.

White fails to achieve much with his attack on the centre black group from 12 on.

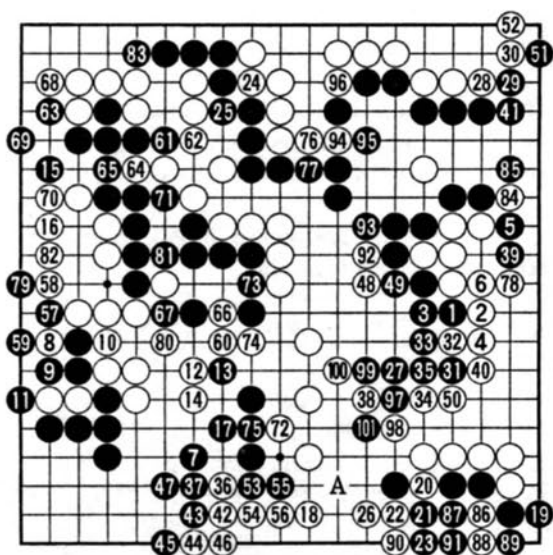


Figure 3 (101-201)

When Black cuts at 101, White can't stop him from breaking up this area, so he resigns. (If White connects after 101, Black peeps at A.)

This loss put Japan behind 1-4. Things were beginning to look serious.

*White resigns after Black 201.*

**Game Six: Yamashiro v. Zhang**

**White:** Zhang Wendong 7-dan

**Black:** Yamashiro Hiroshi 9-dan

Played in Singapore on 25 December 1989.

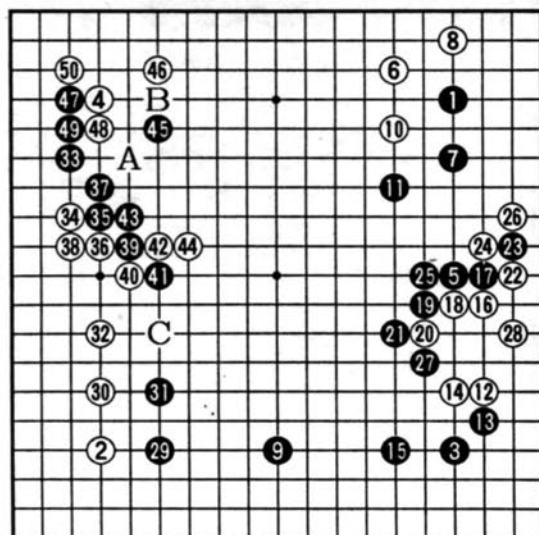


Figure 1 (1-50)

**Figure 1 (1-50). Yamashiro is satisfied.**

Yamashiro builds influence in the pattern



to 9, which is known as 'yonren-sei' or 'four star-point stones in a row'. When Zhang invades at 12, the currently popular joseki to 16 follows, continuing Black's emphasis on influence. The hane of 22 leads to an interesting variation.

Black connects solidly at 25, and White lives with a fair bit of profit on the side. Both sides are satisfied.

Black's moyo takes shape with 29 and 31. White 36 is the first dubious move. Ohira: 'Simply extending at 38 would probably have been better. If then Black A, White takes up position with B and has no defects in his shape.' After the game Zhang recognized that 36 at 38 would have been better, in that it wouldn't have given Black any help.

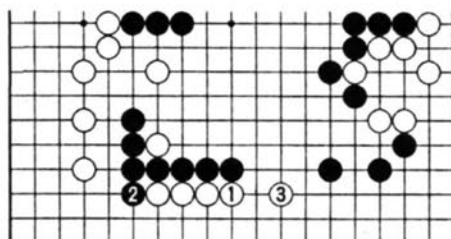
In the game Black gets strong moves at 39 and 41, after which he attacks at the top with 45 and 47, forcing White into a cramped position. At this stage the Chinese players studying the game were already of the opinion that it was 'easy for Black'.

Incidentally, instead of 40 White could have considered jumping to C: that would serve to erase Black's moyo below and avoid giving Black momentum at the top. Yamashiro: 'That's right. If White had jumped to C, finding Black's continuation would have been difficult. Black has no reason to be dissatisfied when he makes shape up to 49.'

descended at 55 immediately.' White would have to answer 55 with a move around 54, so Black could then attack at 93, forcing White into a low position with A.

Zhang launches his challenge with 58 to 62. Black is only a little ahead, so if his invasion goes well he may be able to catch up.

Unfortunately for Zhang, he misses his opportunity with 68, the first move played after the lunch break. Crawling at 1 in *Dia. 1* is the only move. Blocking with 2 is natural, so White can live on a large scale with 3. This destroys so much black territory it would make the game even.



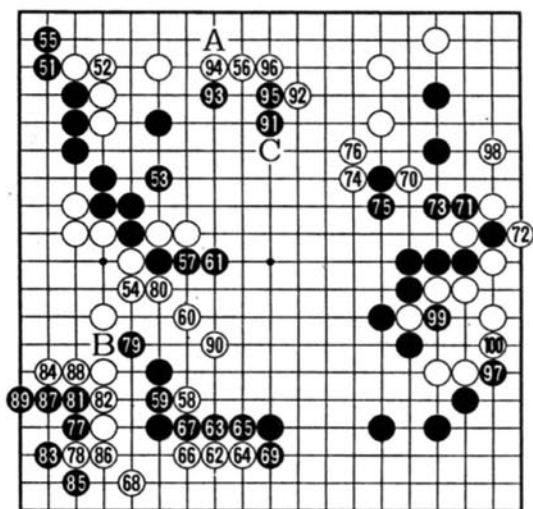
*Dia. 1*

Black 77 is very severe: it shows a lot of fighting spirit on Yamashiro's part. The ensuing fight is very difficult, but basically Black is trying to secure the game with one blow.

White 80. Answering aggressively instead of simply connecting at B is dubious. When Black lives up to 89, he takes a big lead. White presumably played 80 because he was worried about Black's centre thickness, but 80 makes it too easy for Black on the side.

White 88 is another slip. White must hane at 89, which would gain him three points.

Ohira: 'Black is ahead when he lives in the bottom left corner, but White should launch one final challenge by enclosing the top with C instead of 90.' Black 91 etc. really flatten out the top. 'When Black switches to 97, there's no longer any chance of White's staging an upset.'



*Figure 2 (51-100)*

**Figure 2 (51-100).** *Too many slips by Zhang*  
Consciousness of his lead causes Yamashiro to make a slack move with 53. 'I should have

**Figure 3, Figure 4 (next page)**

Japan had finally managed to halt the triumphant progress of the number two player on the Chinese team. The score was now 4-2, but Yamashiro had won five games in a row in the 3rd Super Go (defeating Wang Qun, Qian, Rui Naiwei, Jiang, and Tsao), so now Japan was looking to him to repeat this feat.

*White resigns after Black 179.*

### Game 7: Yamashiro v. Yu Bin

The 7th and 8th games were played in Tientsin in China. Before leaving Japan, Yamashiro said: 'I want to play Nie. Though getting that far is going to be tough. I'll have to be careful with Yu 8-dan — despite his youth, he plays a steady game.'

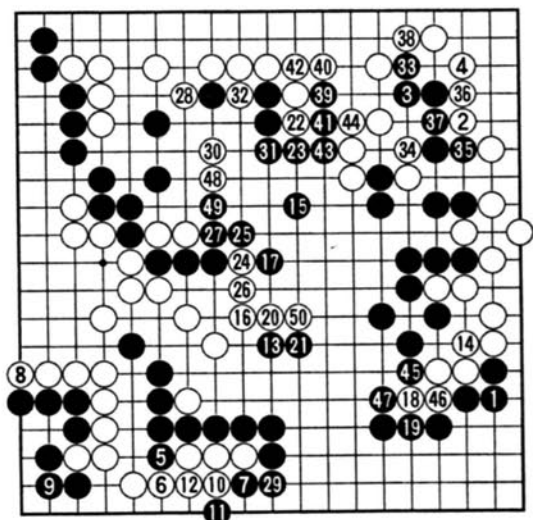


Figure 3 (101-150)

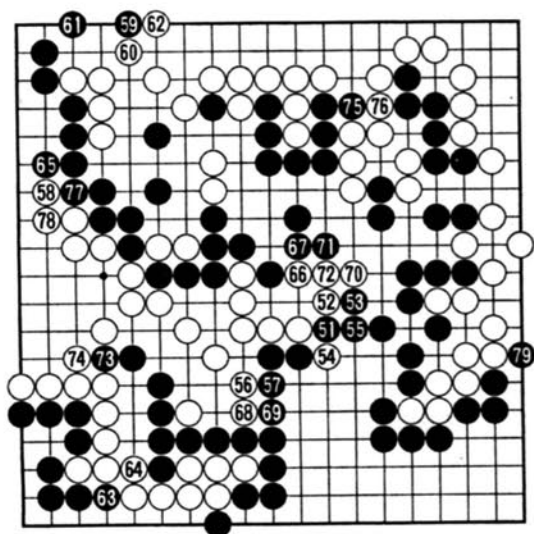


Figure 4 (151-179)



'Finally the Chinese warrior is repulsed.' Yamashiro's name is written with the characters for 'mountain castle'. (Cartoon by Ayuzawa Makoto.)



Yu Bin (shown above) is indeed not an opponent to be taken lightly. Somehow he only managed second place in the WAGC held in Beijing in 1987 (he tied with the winner, Imamura of Japan, but lost on SOS), but since then he has got much stronger. The following year he turned professional and within a year developed into one of China's top players. He came second in the first Mingren title, then won the first Qiwang (king of go) title and the 9th New Physical Education Cup. He turned 23 on 16 April 1990

**White:** Yamashiro Hiroshi 9-dan

**Black:** Yu Bin 8-dan

Played in Tientsin City on 23 February 1990.

**Figure 1 (1-50).** Yu's play a mixture

Yu starts with the Takemiya style up to 7 and Yamashiro plays a popular counter to it in the form of 8 and 10.

Yu's fellow players didn't like Black 11, which they criticized as too tight. Up to 22 it is not Black but White who builds the moyo while Black takes territory. This is hardly Takemiya-style for Black, but Yu is basically a territorial player.

The tenuki of Black 29 shows Yu's flexibility, but even so the result to 42 is satisfactory for White.

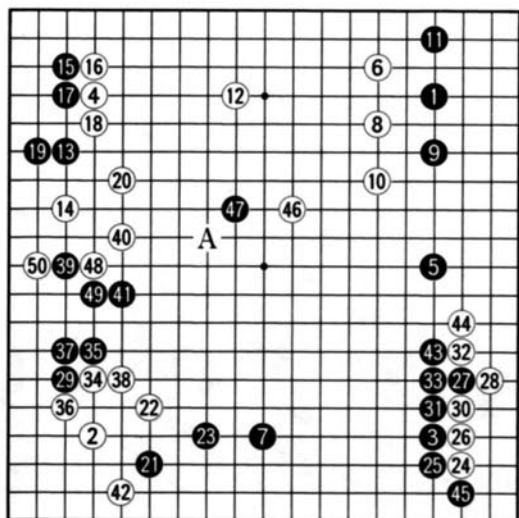


Figure 1 (1-50)

Black's reducing manoeuvre of 47 is natural, but White's answer is a surprise. The professionals following the game could be forgiven for not seeing this move coming. It might have been better if Yamashiro hadn't seen it either, for it doesn't seem to be very good. The result after the sacrifice sequence in the next figure seems to be a little painful for White. Ma asserted that White had to play 48 at A.

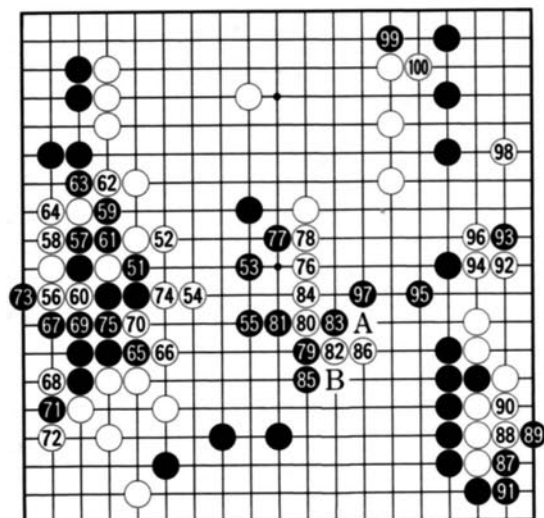


Figure 2 (51-100)

Figure 2 (51-100). The losing move

Yamashiro didn't think the position was bad for him yet. He blamed 86 for losing him the game.

Yu's 87 is certainly well timed. Up to 97 he cuts off the two white stones. Black 95, making miai of 96 and 97, is the decisive blow. Ishida Yoshio: 'If White used 96 to save his centre stones, he would probably lose when Black blocked at 96.'

Yamashiro: 'I should have played 86 at A (Black ataris at B). That way it would still have been a difficult game, with neither side having a clear lead.'

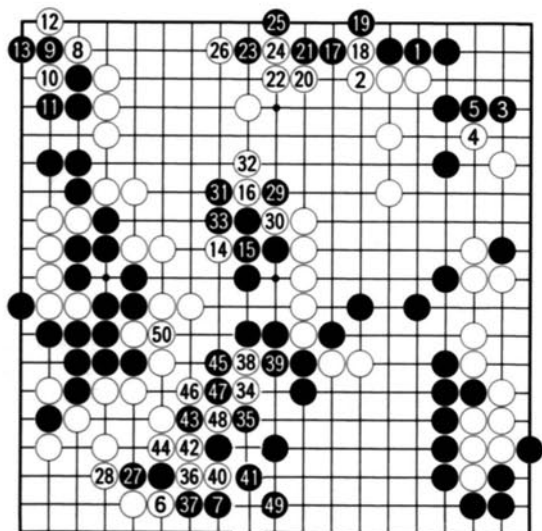


Figure 3 (101-150)

Figure 3 (101-150). White's moyo fails to deliver.

White 16 and Black 17 are miai, so White can't hope to secure enough territory at the top to win.

White plays all-out, but Black calmly parries his attacks.

Figure 4, Figure 5 (next page)

The endgame of this game is very long but very interesting, so we have given the moves up to 243. According to Ishida Yoshio, there are some tricky places but no actual chance of an upset for White.

Tientsin, a city of 8 million people located some 120 kilometres from Beijing, is not yet a major go centre, but even so over one thousand young people braved the winter cold of minus eight degrees to come to the public commentary. The entry fee of 12 yuan is

said to be the equivalent of two days wages in Tientsin. Go is a high-priced entertainment in China, but still there are plenty of takers.

Moves 244 to 299 omitted. Black wins by 2 1/2 points.

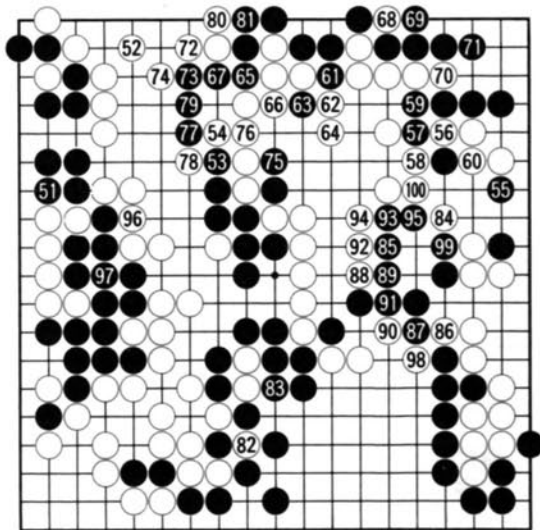


Figure 4 (151-200)

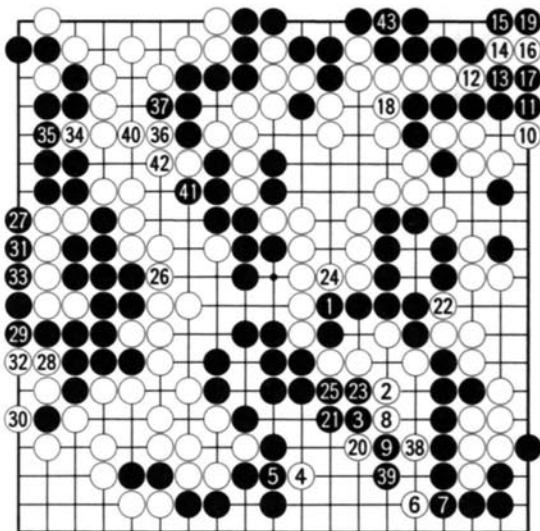


Figure 5 (201-243)

### Game 8: Ishida Yoshio v. Yu Bin

**White:** Yu Bin 8-dan

**Black:** Ishida Yoshio 9-dan

Played in Tientsin on 25 February 1990.

When it became obvious that Yamashiro was losing, Ishida said: 'Leave the headline "Japan posts its third win" to me.' This was actually his first appearance in the Super Go and he had high hopes.



Ishida Yoshio

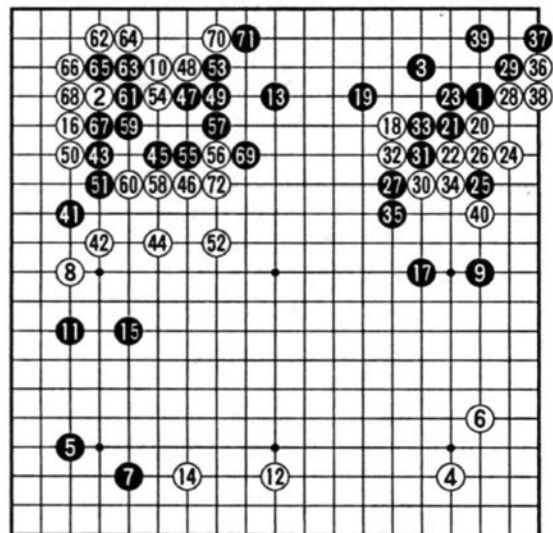


Figure 1 (1-72)

Figure 1 (1-72). Yu gets way with a gamble.

Black's double enclosure fuseki is rather unusual these days — because White doesn't often let him make the second enclosure. Up to 16 all of Yu's stones except for the first one he played are on the third line, indicating how much of a territorial player he is. Ishida made his name as a territorial player, but he builds more vertically with moves like 13 to 17. The fuseki finishes without any josekis being played. Then it's an early start to the middle game with 18.

Ishida: 'Trying to attack the whole group with 27 was slack. It would have been better, and would have taken more territory, to descend at 28 instead of 25.'

White 28 to 38 is very big. White is satisfied when he settles his group with 40. That is not to say that the game is going badly for Black, however. He starts the second fight of the game by invading at 41.

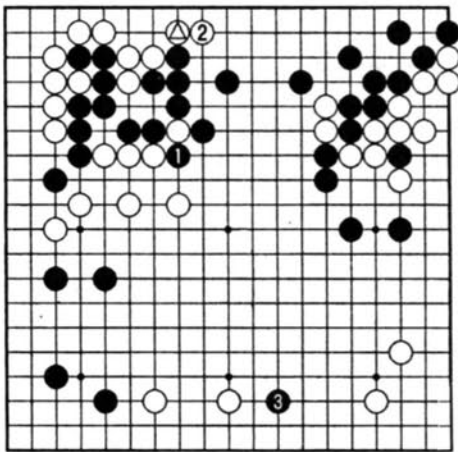
Various opinions were passed on this fight in the pressroom, where Yamashiro was studying the game with members of the Chinese team.

Yamashiro: 'I'd prefer to push down at 58 instead of 47.'

Nie: 'No, he should block at 50.'

However, this point is not a major problem.

White 60. Yu: 'I should have played at 69.' This remark carries the implication that Ishida missed an important opportunity with 71. Ishida: 'Making a ponnuki at 1 in *Dia. 1* is the only move.' Having made the hane (the marked stone), White must continue by extending at 2, but he is very thin in the centre compared to the game. Ishida: 'If Black switches to 3, taking his time about attacking in the centre, his position would be adequate.'

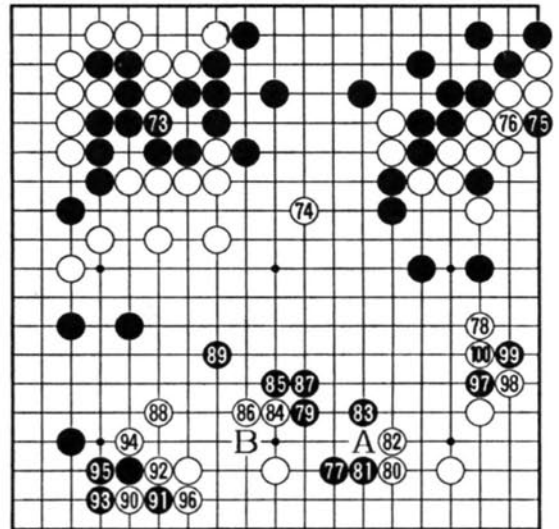


*Dia. 1*

Nie agreed: 'Black's thickness makes this a good result for him.' Yu must have been relieved to be allowed to connect at 72.

If White plays 70 at 72, Black will of course descend at 70, which is what Yu wanted to avoid, but still 70 is a gamble. It is surprising that a veteran like Ishida let him get away with it. He let Yu have his cake and eat it too.

Already White would seem to have a slight though not decisive edge.

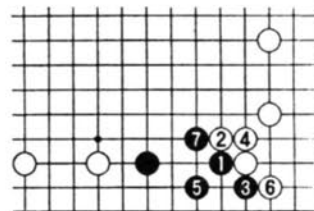


*Figure 2 (73-100)*

*Figure 2 (73-100). More dubious moves from Ishida*

Having to link up with the dame move of 73 is painful, all the more so because White now makes good shape with 74. Black can't really expect to be able to attack this group now.

More dubious moves follow. Ishida: 'Instead of 77, extending to Black 100 was now the biggest move. That may let White enclose the bottom with A, but he can't claim all this as territory yet. White 78 was a strangely effective extension. Actually I was expecting White to play something like 84 instead of 78. When he went all-out with 78, I was thrown off balance. Instead of 79 Black should go for territory.'



*Dia. 2*

That means 1 in *Dia. 2*. This way Black would still have a reasonable game.

Black 79 may look like the logical follow-up to 77, but Yu shrewdly seizes the chance to play 80. Sensing that Ishida's game is out of kilter, he goes all-out again.

Black has to take profit from a centre attack to balance the books. Just as Nie was speculating that Black might attack at B, Ishida played the leisurely moves of 81 and 83. The red light

indicating a computer malfunction was flashing.

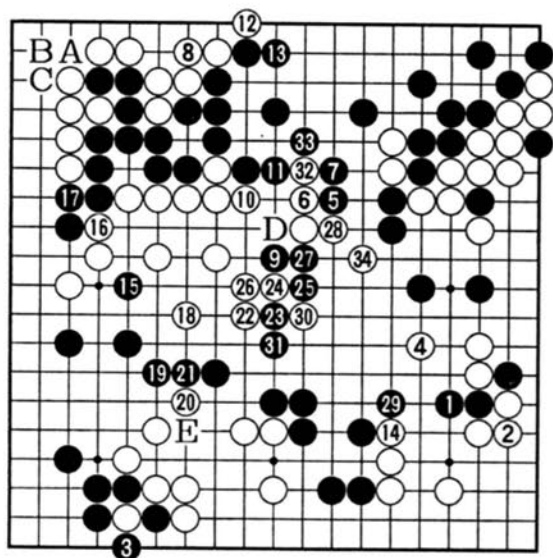


Figure 3 (101–134)

**Figure 3 (101–134). Futile play**

Ishida voiced a lot of regrets about his moves in this figure too. 'Black 3 was too small. If Black is going to aim at the centre group, he must cut at A; if White 8 [to forestall a cut to the left of 8], Black exchanges B for White C, giving him the forcing move of 17 to look forward to, then attacks at D.'

Black 19 is the final losing move. Nie let out an involuntary cry of 'Too slack! Too slack!' when he saw it. Black must make a diagonal move at 20 instead; after White defends at E, he can then attack at 22. When White defends at 22, the game is over.

Black tries to pick up points by attacking with 23, but White answers skilfully with 24 on. White 34 stops Black in his tracks. Ishida thought for 25 minutes but couldn't find a good answer. When White settles his group, it becomes only too apparent that Black is short of territory. 'I've played nothing but dame points,' muttered Ishida. 'My centre attack has been a waste of time.'

**Figure 4 (135–218). The headline has to wait.**

White ends up with a 33-point territory in the bottom corner. There is no way Black can give the komi.

Ishida was unable to live up to his promise. He was bested by the fighting nerve of the 22-year-old Yu. 'I spent too much time aiming at

an attack on a group that shouldn't be attacked and all my territory disappeared,' lamented Ishida.

In three days Yu Bin had become the hero of Tientsin.

*Black resigns after White 218.*

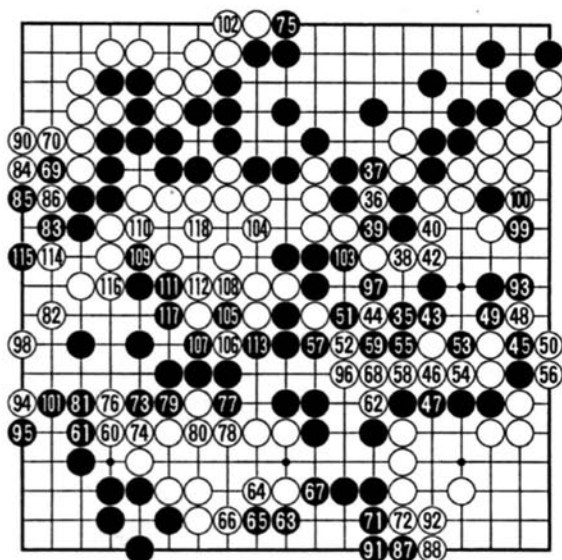


Figure 4 (135–218)

41: connects (at 36); 89: ko (at 69)

**Game 9: Sakata v. Yu Bin**

Yu Bin looks young for his age. At 48 years his senior, Sakata must have felt as if he were playing his grandson. Fortunately for Japan, Sakata was enjoying grand form in his 70th year (he came close to winning the Honinbo league). He made his first visit to China in 1960, before most of the players on the Chinese team were born.

**White:** Sakata Eio 9-dan

**Black:** Yu Bin 8-dan

Played at the Nihon Ki-in on 13 March 1990.

**Figure 1 (1–50). Making a light stone heavy**

The pattern to 17 has been popular recently. Actually Sakata himself had played it in a game against Ohira Shuzo at the beginning of March (Sakata won). Presumably he repeats it in order to save time in the opening.

White 22 is also popular these days. If White slides to 24, Black's invasion at A will be severe.

Black 29 is dubious: Black should attach at

B. White's right-side position is solid, so Black should treat 19 as a light stone (that is, one that can be readily discarded).

Starting a fight with 38 is a shrewd decision. Cutting at 44 works well.

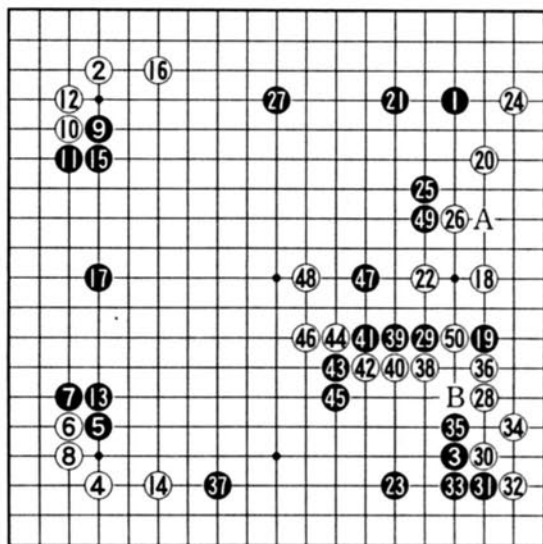


Figure 1 (1-50)

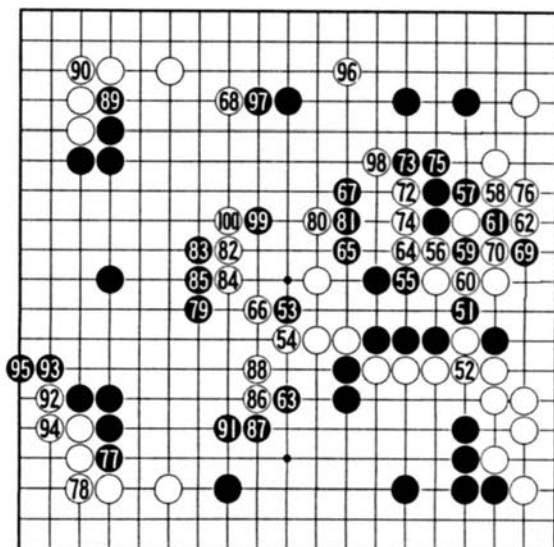


Figure 2 (51-100)  
71: connects

Figure 2 (51-100). The veteran shows his skill.

The result to 66 gives White a good game.

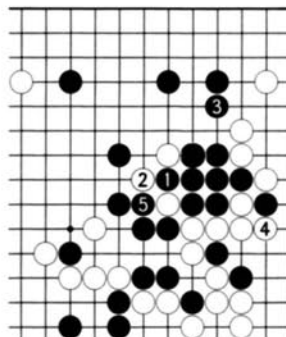
White 72 is an aggressive, and clever, response to Black's probe at 69. Sakata: 'I thought that this contact play might be decisive.' Yu: 'Instead of 69, I should first have attacked at 79.'

Actually Black could have improved his result by using 73 to follow *Dia. 1*, which

builds thickness.

Black belatedly attacks at 79 in an effort to build up the left side to match White's profit, but it is clear that 69 was an unnecessary detour.

The third fight starts with White 96. White uses this invasion stone as a decoy, securing a large corner with the peep at 6 in Figure 3.



Dia. 10

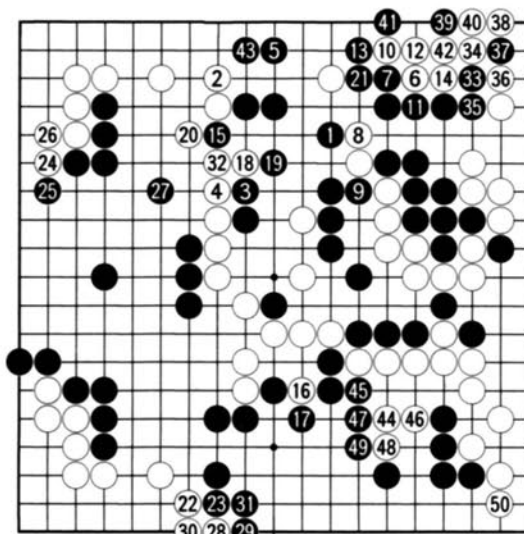


Figure 3 (101-150)

Figure 3 (101-150). White leads.

Black 21. Better to ram into White with Black 35. Sakata planned to answer at 33.

When White secures his centre group with 32, the game is close, but White is ahead by a whisker.



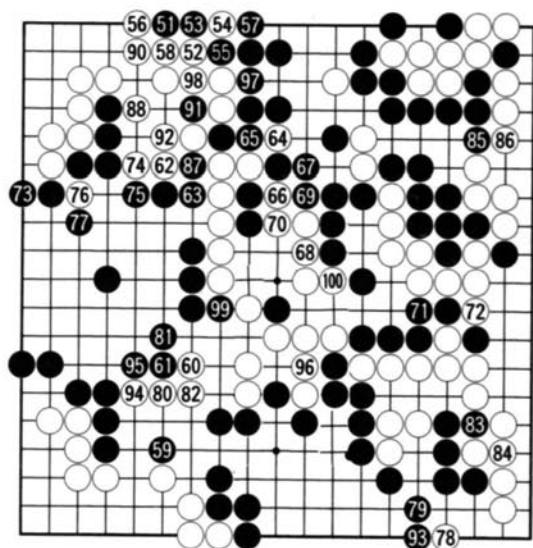


Figure 4 (151-200)  
89: connects (at 54)

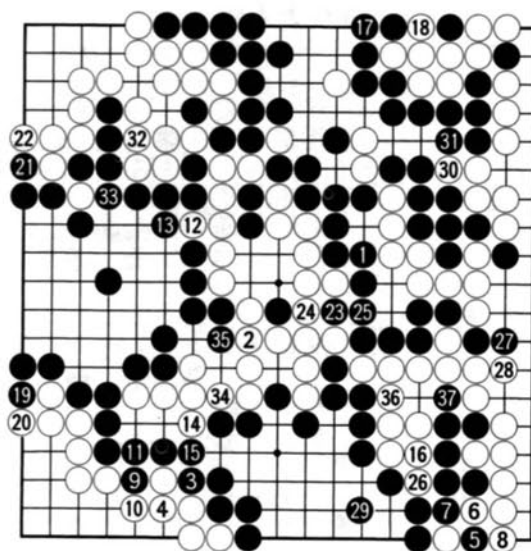


Figure 5 (201-238)  
38: ko (left of 5).  
White wins and connects the ko.

#### Figure 4, Figure 5

The endgame is uneventful.

Sakata was in a good mood after his win. 'It's disgraceful how the young Japanese players are making an old man do all the work. All the players before me who couldn't win a game should forfeit half their game fees.'

This took the score to 3-6 — perhaps all was not lost yet.

White wins by 2 1/2 points.

#### Game Ten: Sakata v. Qian

**White:** Qian Yuping 9-dan

**Black:** Sakata Eio 9-dan

Played at the Nihon Ki-in on 16 March 1990.

Figure 1 (1-50). An old-fashioned fuseki

This opening, with its 3-4 points and wide pincers at 8 and 11, has a classic feel. The game



proceeds peacefully when Sakata avoids the large-scale taisha josekis with 13.

Black 31 lacks forcefulness. Sakata commented that perhaps he should have played at A. That would have made better shape.

Black 37 starts the middle game.

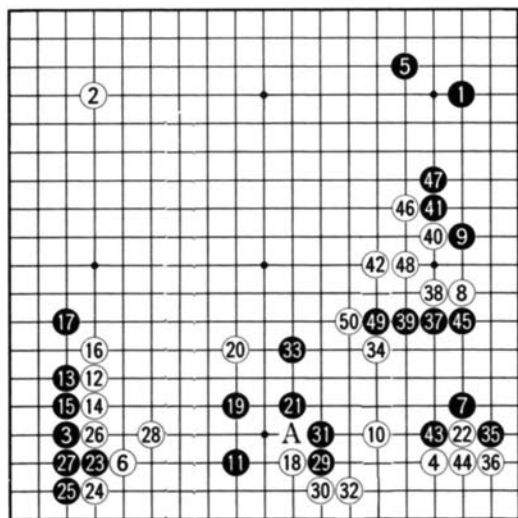


Figure 1 (1-50)

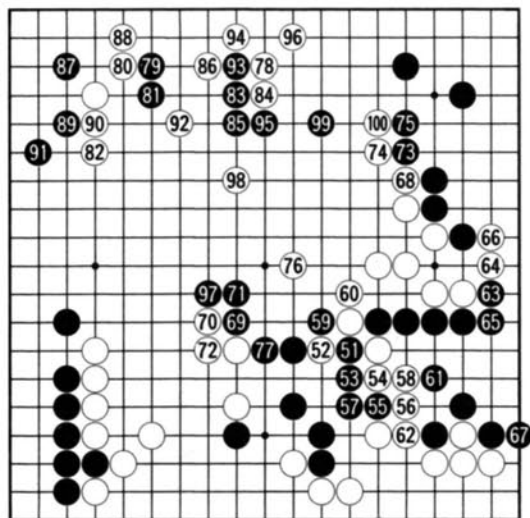


Figure 2 (51-100)

**Figure 2 (51-100). Doubts about his own move**

Sakata made a somewhat dubious decision in looking after his right-side group. He would probably have got a better result by cutting at 62 instead of 61 and making a sacrifice. Black is forced to play 63 and 65, which helps White, as he gains from playing 66.

After the fight finishes, the game reverts to the fuseki with 78. It looks close. Black 79 starts

what looks like becoming the game-deciding fight.

White 86 is a fierce move, full of youthful fighting spirit. Black switches to 87, dodging the challenge.

'I wonder,' muttered Sakata as he turned at 97. He was right to have his doubts: 97 was a factor in his defeat. He should have jumped to 99 immediately, according to Kobayashi Koichi. White 98 is a severe attack and the whole group is in danger after 100.

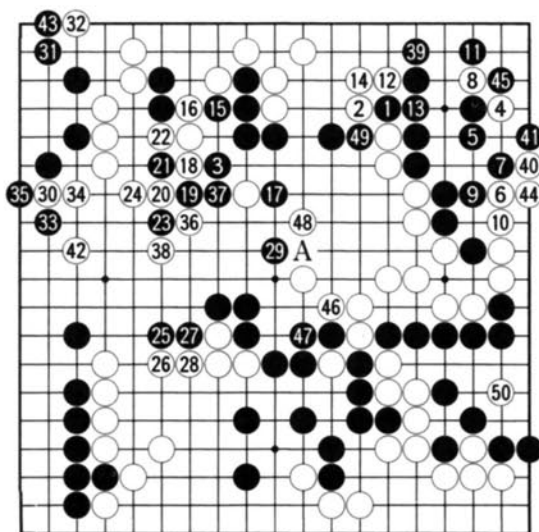


Figure 3 (101-150)

**Figure 3 (101-150). Shinogi not good enough**

In his heyday Sakata was a byword for his skill at shinogi (rescuing weak groups) and sure enough he still knows how to look after his stones. However, he misses a chance with 17. Sakata: 'If I'd used 17 to push along at 18 and kept pushing, I would have been ahead.' In contrast, White takes the initiative with 18.



Sakata is unable to breach the Wall of China.

Black 49. This is Black's chance to stake the game on pushing through at A and cutting. Instead, 49 lets White build centre territory later, so Black can no longer give the komi.

Figure 4 (151-200)

Black 53. Black 56 is correct.

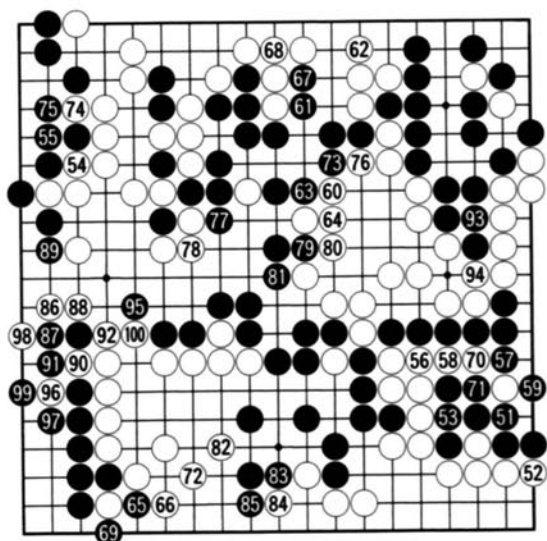


Figure 4 (151-200)

suggesting that one year makes a big difference, but he made his debut earlier (he turned professional in 1985 when he was 7-dan) and he has been a top player for several years now, so he has more experience to draw upon. This was probably one of the best wins of his career.

White wins by 4 1/2 points.

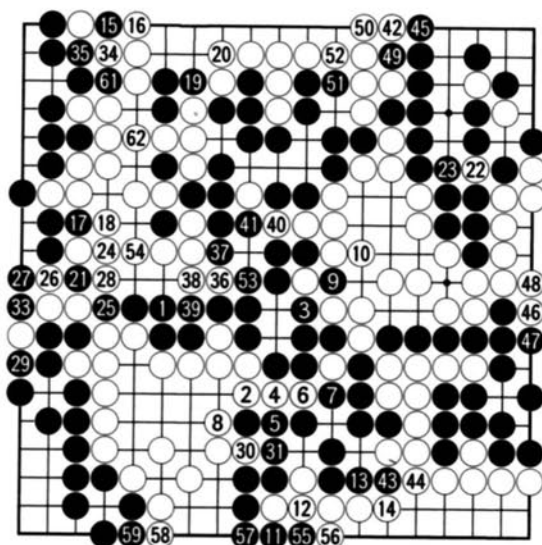


Figure 5 (201-262)

32: connects (at 21); 60: connects (at 15)

Figure 5 (201-262). A fine win for Qian

Qian is one year older than Yu. We're not



## Game Eleven: Takemiya v. Qian

White: Takemiya Masaki 9-dan

Black: Qian Yuping 9-dan

Played in Nanjing City on 1 July 1990.

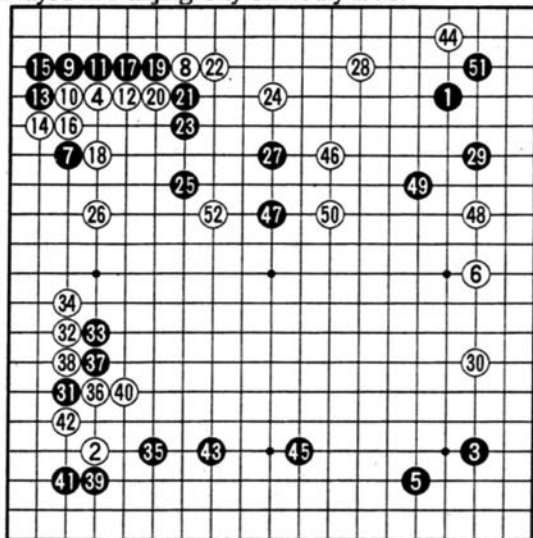


Figure 1 (1-52)

Figure 1 (1-52). Qian helps Takemiya to play a centre game.

White 8. This enclosure is a little unusual these days. Black promptly invades at 9 to avoid give White a big corner, so Takemiya is able to build a moyo.

Black 19, 21. Nie shook his head. 'Too early,' he said. Qian seems to be a little impatient.

Black uses his double approach move at 35 to take territory, but White is probably quite satisfied with his thickness. This is the kind of position Takemiya likes.

White develops nicely with 48 and 50: the former move induces Black 49, setting up the latter, which drives a wedge through the centre.

White 52, supported by White's thickness, presses Black to define the status of his centre group more clearly. In the process White hopes to settle his own shape.

Figure 2 (53-100). The lead changes hands.

Black 53 and 55 are a standard technique for making shape, but instead of responding docilely on the third line White counters with 56, so the first important battle takes place. White uses the tesuji of 62 to capture some stones, but in exchange Black breaks into the top area. However, White's profit is enough to give him the lead.

In retrospect, it can be said that Black should have exchanged A for White B before playing 53. In that case, connecting at C after the continuation to 66 would be sente. If White ignores Black 1 in *Dia. 1*, Black can pull out his stones with 3 and 5. The presence of the marked stone means that White can't win the semeai between the black group and the three white stones at the top. If White does answer Black 1, the gain from playing 1 in sente would make the trade favourable for Black.

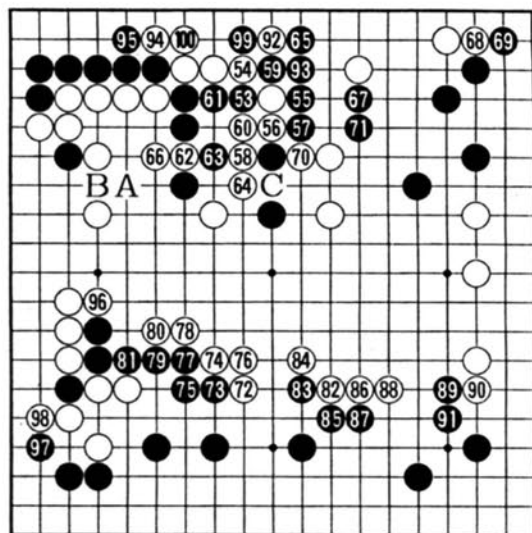
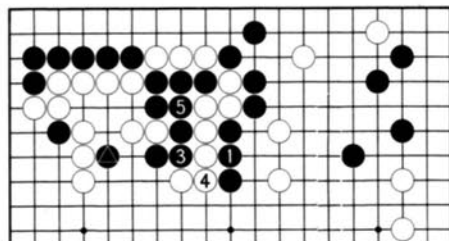


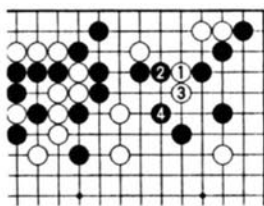
Figure 2 (53-100)



*Dia. 1*

White 70 is a difficult point. Nie and Liu concluded that White could have lived at the top by playing 1 in *Dia. 2* (next page). If Black wants to try to kill White, the strongest move is Black 2. Takemiya's concern about this move is probably why he played cautiously with 70. Unfortunately our commentary from *Go Weekly* does not show how White would live after Black 4.

The large territory Black secures with 71 makes the game close again.



Dia. 2

White 72 is dubious. When Black plays 75, White has to go back to defend at 76, which is painful. He would very much like to block with White 77, but the fight after Black cut at 76 would be more than he could handle.

If you try to surround the centre, the opponent expands his territory on the side. This catch is why following a centre strategy is so difficult. Putting aside the merits or otherwise of 72, Qian's gait suddenly becomes lighter and swifter. When his two stones to the left come back to life up to 81 he has clearly taken over the lead.

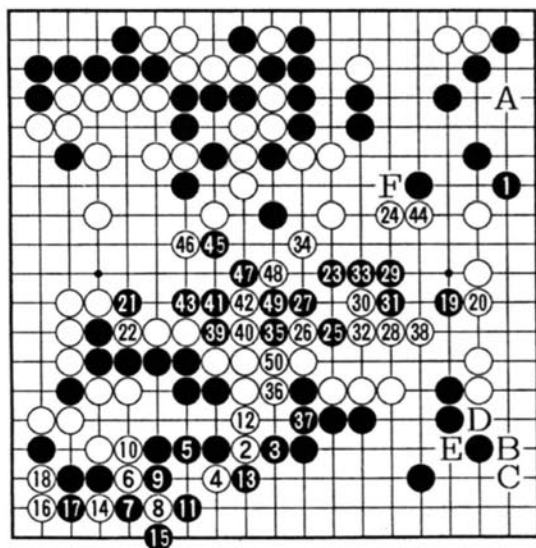


Figure 3 (101-150)

Figure 3 (101-150). Qian survives his blunder.

Black 1, forestalling White A, is the biggest endgame move, but Black 12 would make better aji and, according to Nie, would be big enough to win.

Black 3 is an oversight: White promptly hanes at 4. Qian was very upset with himself, slapping his knees and even stamping his foot on the ground. Black has no counter to White 6 and 8.

Ironically, however, Takemiya helps Qian to his feet — by playing his continuation of 14 to

18 immediately instead of keeping it in reserve. According to Nie, White would have won if he had played White B through Black E, then switched to the centre with F.

On the contrary, it is Black who gets to play in the centre first with 19 to 25 and this decides the game. Black gains in the trade to 44.

In short, White 16 was the losing move.

Capturing half the invading group, even though it's the larger half, is not enough.

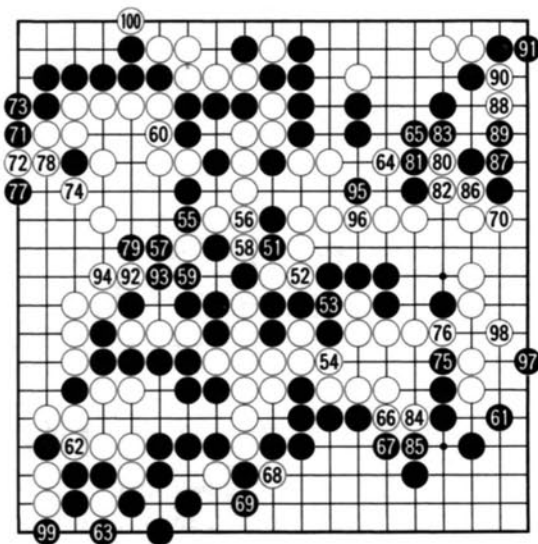


Figure 4 (151-200)

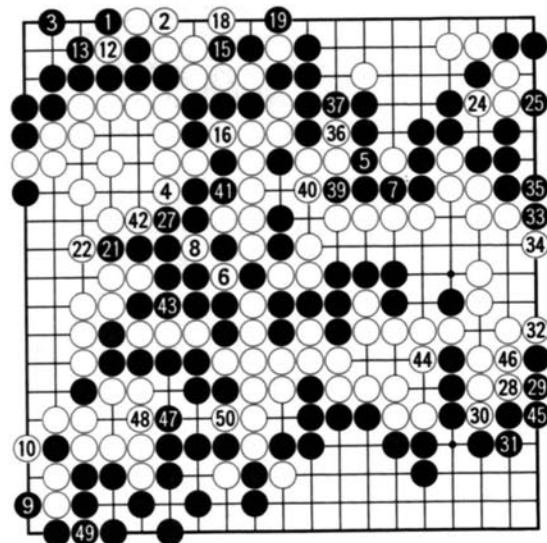


Figure 5 (201-250)  
ko: 11, 14, 17, 20, 23, 26  
38: connects (right of 8)

Figure 4, Figure 5. China's fourth victory  
The next day the headline in the Nanjing

newspaper read: 'The blunt sword vanquishes the cosmic style.' The implication seemed to be that Qian owed his victory to his tenacity rather than to any sharpness in his play. Certainly Takemiya had the better of it in the early middle game.

Takemiya showed no signs of being upset by his loss when he came into the gymnasium where the public commentary was held. He responded to the applause of the crowd with his usual big smile. 'This is my first visit to Nanjing and I was astonished by the enthusiasm of the go fans,' he said. 'My move 116 was terrible. I would have liked to be able to play one more game here. Thanks very much for your warm applause.'

Takemiya is a great ambassador for

Japanese go. Perhaps the Japanese team should be content with that.

This was China's fourth victory in the five Super Go series and the first one to be achieved without the help of Nie. Qian has not enjoyed the best of health and in fact lost a large part of a year to illness a couple of years ago, but he seems to have put this problem behind him. These two impressive wins over Sakata and Takemiya show that he has the ability to be one of the mainstays of the Chinese team.

The 6th Super Go series is scheduled to start in April 1991.

*Black wins by 4 1/2 points.*

(Commentaries taken from *Go Weekly*.)

# Go Around the World

The following is a survey of activity in go-playing countries of the world during 1990, based on reports sent in by national go associations. Because of the early publication date of this yearbook, it has not been possible to cover the final part of the year, but we hope to be able to catch up in the next yearbook.

This section of Ranka 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.



*Mrs. Montiel*

## *Argentina*

This year has been a very active one for the Argentine Go Association. It started in January with the qualifying tournament for the Fujitsu Cup, which was won by Roberto Alaluf 4-dan. Also during January we were visited by Ozawa Yoshiaki of the Liaison Department of the Nihon Ki-in, who in spite of the summer holidays had the opportunity to meet a number of players. He traveled to Sao Paulo in Brazil with Alaluf and Hugo Skolnik for the playoff between the Argentine and Brazilian representatives for the South American place in the 3rd Fujitsu Cup (this playoff was won by Lee 6-dan of Brazil).

In March we held our first handicap tournament, in which first place was shared by

Franklin Bassarsky 3-dan and Araoz 1-dan. In May we organized a second handicap tournament, again won by Mr. Bassarsky. Second place went to Altinier 1-dan.

As usual, our association put up a stand at the International Book Fair, held for two weeks in June. During this Fair, intensive promotional efforts were made aimed at popularizing the game in Argentina. As a follow-up to this project, mainly carried out by Castro, Quaglia, and Ms. Papeschi, we opened a new centre in the Japanese Gardens, made possible by the support of Mr. Tsuji of the Argentine-Japanese Association. In this new centre Castro 3-dan organized a course which, together with his teaching activities in the School of Engineering of the University of Buenos Aires, helped a lot to recruit new players.



*Mr. Zucal*



*Mr. Poleschi and Mrs. Papeschi*



*Mr. Bassarsky and Mr. Sangorovsky*

## Australia

### 1990 Australian Championships

In this year's Australian Championships 22 dan players competed in the A division and six kyu players in the B division. The top division was won by Wang Yufei 6-dan of China with a 7-1 score. He became the 1990 Australian Open Champion. His only loss was to Qian Wei, nominally 2-dan, also of China, who took third place with six wins. Second place went to Park Junchul 5-dan of Korea, who also finished with 7-1. Fourth place in a very strong tournament was taken by Charlie Chou 6-dan (China) on 5 points, 5th by Norman Wildberger 5-dan of Canada (5-3), and 6th by Dae Hahn 6-dan (5-3), who became the Australian Champion. Michael Park 5-dan, who took 8th place with 5 wins, will be the Australian representative in the 13th WAGC.



*Mr. Quaglia*

The Argentine Championship started in September and lasted until mid-October and was won by Carlos Asato 3-dan; he showed a big improvement in his skill and did not lose a single game.

Ms. Papeschi was our representative in the Yokohama Sotetsu Cup (see the report in this issue).

Finally, during December we are scheduled to start the qualifying tournament for the 4th Fujitsu Cup allowing players who do not live in Buenos Aires to participate.

*(Report from Hugo Skolnik)*



*Hugo Skolnik*



*Jan Trevithick playing for Australia in the 2nd Yokohama Sotetsu Cup.*

The B division was won by David Evans 4-kyu with 6 wins to 2 losses. Second was Tony McCulloch with five wins and third Arthur Mullins, also on five points.

Current officers of the Australian Go Association are:

President: Dr. David Evans, 1 Swanston St, Newtown 7008.



Secretary: John Hendry, 35 Clarinda St.,  
Hornsby 2077.

Treasurer: John Hardy, 63 Tristan St. Carin-  
dale 4152.

The contact address for the Australian Go  
Association is: GPO Box 65, Canberra 2601.

## *Austria*

### **1990 Vienna Open Go Tournament**

The Vienna Open Go Tournament: The Friedrich Susan Memorial was held on 30 March and 1 April and was attended by 83 players from 12 countries. It was the 7th in the Grand Prix d'Europe series and was won by Viktor Bogdanov 6-dan of Petrosavodsk. He won all of his games and increased his lead in the GP rankings.

Second place was taken by Hans Pietsch 5-dan of Germany, who started the tournament well by defeating Zhang Shutai 6-dan of China in the second round. The tournament was decided when Bogdanov and Pietsch, both undefeated, met in the fifth and final round. Pietsch started out well by killing a group of Bogdanov's, but he slipped up in byo-yomi. This gave Bogdanov the tournament and the first prize of 6,000 Austrian Schilling. Incidentally, later in the year Hans Pietsch went to Japan, where he has become an insei, that is, an apprentice professional, at the Nihon Ki-in.

Other players besides Pietsch with four wins were, in order: Rostam Sakhaboutzinov 5-dan (USSR), Zhang, and Martin Müller 5-dan (Austria).

(From Grand Prix d'Europe Newsletter #6)

## *Brazil*

### **Founding of the Rio de Janeiro Go Club**

A go club called "Go Dokokai, Rio de Janeiro Go Club" was inaugurated on 21 September 1990 at the Japanese Consulate General. It has 40 members who meet at the following address from 18:00 every Tuesday night: Av Presidente Wilson, 165 Centro, Rio de Janeiro RJ.

## *Canada*

### **Ontario's Major Tournaments for 1990**

First, to conclude the 1989 report —

The 3rd Ambassador's Bowl Tournament was held on November 4, 1989. Sponsored by the Embassy of Japan and organized by the Ottawa Go Club, this three-round event attracted a total of 53 players. The overall winner was Bruce Amos 5-dan of Toronto. The winners of the remaining six sections were: K. Narita 3-dan (Ottawa), T.Y. Cheung 2-dan (Ottawa), Steven Mays 1-dan (Ottawa), T. Shibahara 1-kyu (Ottawa), D. Bryant 8-kyu (Ottawa), and J. Bryant 8-kyu (Ottawa).

The 6th Ottawa Chinese Go Tournament was held on November 25 and 26, 1989. Organized by the Ottawa Chinese Go Club, this six-round event, which was divided into seven sections, attracted 36 players. The winner of first place was Bruce Amos 5-dan of Toronto. The winners of the remaining six sections were: Norm Chadwick 4-dan (Toronto), Rob Campbell 2-dan (Ottawa), Frank Despot 1-kyu (Toronto), Philip Waldron (Whitby, Ontario), and Michael Chang (Ottawa). The winner of the Junior section was Jonathan Lui (Ottawa).

To go on to events in 1990 —

The 6th Ottawa Meijin Tournament was won by Dao Ming Hsiung 5-dan of Ottawa. This double round-robin event, stretched over the cold winter months of 1990, attracted ten players. Organized by the Ottawa Chinese Go Club, this annual tournament is open to all and there are no handicaps.

The Toronto Open Tournament was held on the weekend of March 17 and 18 at Hart House at the University of Toronto. Sponsored by Japan Communications Inc., this six-round tournament attracted 49 players. The overall winner was Zhi-Qi Yu 7-dan of Toronto. The remaining six sections were won by the following players: Stanley Chang 4-dan (Ottawa), C.K. Shen 3-dan (Toronto), Fred Hansen 1-dan (Pittsburg, USA), Harry Weisbaum 2-kyu (Toronto), David Goodman 5-kyu (Toronto), Marty Miceli 10-kyu (Toronto).

The 8th Ottawa Open, held on 21 and 22 April, attracted 26 players. Organized by the Ottawa Go Club, this six-round event was divided into four sections. First place went to Jae-Woo Kim 4-dan of Toronto. The winners of the other three sections were: Charles Chang 3-dan (Ottawa), J.C. Hwang 2-dan (Ottawa), and Vincent Wong 4-kyu (Ottawa) and Marty Miceli 8-kyu (Toronto) shared first place in the last section.

The 4th Ambassador's Bowl Tournament, held on October 21, was won by Ming Lian Dong 5-dan of Montreal. Sponsored by the Embassy of Japan as part of the activities surrounding Japan Week and organized by the Ottawa Go Club, this three-round event attracted a total of 58 players. The winners of the remaining six sections were: Mr. Watanabe 3-dan, Mr. Kadokura 2-dan, Satoshi Hara 1-dan, Lynne Baird 3-kyu, John Bryant 6-kyu, and Douglas Pollock 15-kyu, all from Ottawa.

#### Nova Scotia

The sudden arrival of seven new players, students from China, in a club that normally has between ten and 12 active members, obliged the organizers of the Halifax Go Club to organize a tournament to integrate the newcomers into the club's rating system.

Held during the month of May (one Saturday and four consecutive Tuesdays), this tournament attracted 15 players. Each player was to play at least six games, and the new players were given provisional ratings. Given the wide range in playing strength (14-kyu to 2-dan), handicaps were allowed. The results confirmed the provisional ratings.

#### The 14th Canadian Open

This tournament was held for the third time in its history in Montreal (the first time was in 1980 and the second in 1985). Organized by the Association Québécoise des Joueurs de Go and sponsored in part by the Canadian Chinese Cooperative Movement and the Quebec Ministry of Hunting, Fishing and Recreation, this pre-eminent Canadian go event attracted a total of 75 players from across Canada.

Located at the Hotel Arcade on René-

Lévesque Boulevard in downtown Montreal, the tournament site was divided between the playing area on the first floor and the analysis room on the second floor, where Mr. Yu, a Chinese player of professional calibre, gave analyses of tournament games.

The tournament was held on September 1 and 2, with playoffs being held on Monday, September 3 to decide the final order of winning players. In the end, June Ki Beck 6-dan of Toronto defeated Cho Jong 6-dan of Vancouver to become Canadian Champion and the national representative in the World Amateur Go Championship in 1991. The first-place winners in the other five sections were: Liao Ke Qiang 4-dan (Montreal), Wayne Chang 2-dan (Toronto), Kwan B. Jon 1-kyu (Montreal), Mike Falk 3-kyu (Halifax), and Charles Cavalho 7-kyu (Winnipeg).

#### Montreal's Major Tournaments for 1990

The 10th Winter Tournament, held on February 24, was won by Eric Côté 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 29 players participated. The winners of the other three sections were: Renaud Nadeau 3-dan (Montreal), Steven Mays 1-dan (Ottawa), and Yvan St-Pierre (Montreal).

The 12th Quebec Open Tournament, held on 19 and 20 May, was again won by Louis Leroux 5-dan of Montreal (third year in a row). This six-round event, in which 34 players competed, is organized annually by the Association Québécoise des Joueurs de Go. The winners of the other four sections were: Pat Thompson 3-dan (Toronto), George Beck 2-dan (Toronto), Barry Nolin 1-dan (Ottawa), and Claude Parent 10-kyu (Montreal).

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

#### Executive Members

The following revisions should be made to the list given on page 60 of the 1990 Yearbook:

Newsletter Editor: Charles Chang, 917 Kil-  
leen Ave., Ottawa, Ontario, K2A 2Y1. Tel. (613)

722-0603. The address of Isabel Chang, the Youth Officer, is the same.

Ratings Officer: Chuck Elliott, 10828 122nd Street, Edmonton, Alberta, T5M 0A6. Tel. (403) 452-1874.

Secretary-Treasurer: Pat Thompson, 383 Mary Street North, Oshawa, Ontario, L1C 5C9. Tel. (416) 728-0669.

Inventory Manager: Bob Sedlack, 72 Martin Rd #7, Bowmanville, Ontario, L1C 3N3. Tel. (416) 623-4443.

A new member of the executive is Carlos Carvalho, Second Vice President, 731 Riverwood Ave., Winnipeg, Manitoba, R3T 1K7. Tel. (204) 452-6472.

### *European Go Federation*

The highlight of the go year in Europe is the Grand Prix d'Europe series of tournaments. Points are awarded for places in these tournaments and at the end of the season the top ten players in the final rankings are given prizes.

The Grand Prix series is open to non-European players, but the main target for European players is the competition for the European place in the Fujitsu Cup. Here only the best three results count.

### **European Go Championship**

The Grand Prix series culminated in the 34th European Go Championship, held in Vienna from 22 July to 4 August, which was won by Dutchman Rob van Zeijst 6-dan. He dropped only one game, against Jürgen Mattern 6-dan of Germany, and finished with a 9-1 score. Second was Shutai Zhang 6-dan of China on 8-2; he beat Hans Pietsch 5-dan of Germany, also on 8-2, on SOS points. Mattern headed a group of nine players on seven points. Full placings in the top group were:

1. Rob van Zeijst: 9-1
2. Shutai Zhang: 8-2

3. Hans Pietsch: 8-2
4. Jürgen Mattern: 7-3
5. Laurent Hesier 5-dan (Luxembourg): 7-3
6. Nakamura Chikako 6-dan (Japan): 7-3
7. Manfred Wimmer 6-dan (Austria): 7-3
8. Viktor Bogdanov 6-dan (USSR): 7-3
9. M. Nakai 5-dan (Japan): 7-3
10. Sorin Gherman 4-dan (Romania): 7-3
11. Noriko Iguchi 5-dan (Japan): 7-3
12. Martin Müller 5-dan (Austria): 7-3.

The European Championship is contested in a tournament that lasts two weeks and in which ten rounds are played according to the McMahon system. It is the final and most important tournament in the Grand Prix series. Almost all the favourites from the GP and Fujitsu Cup rankings participated; the only top player missing was Ronald Schlemper. Leading challengers for the title included former European Champion (Linz 1981) Rob van Zeijst, for some years now a resident of Tokyo, and some strong Japanese players, such as Nakamura Chikako, a former women's amateur champion in her country.

After the five rounds of the first week only van Zeijst and Pietsch were undefeated in the top group (that is, 4-dan and stronger), so they had to face each other in the 6th round to decide who would take the lead. Van Zeijst took the honours in this encounter. In the next round, however, Mattern reopened the race for the championship with a fine win over van Zeijst. After seven rounds four players were leading the tournament, so they paired off in the 8th round. Van Zeijst beat Zhang and Heiser beat Mattern. The two winners then met in the next round, where van Zeijst regained the sole lead by besting Heiser.

Van Zeijst was now one point ahead of a group of four players: Zhang, Heiser, Mattern, and Pietsch. He had already faced each one of them, so in the final round he was drawn down to play the strongest player in the group with six wins. This was Bogdanov, the leader in the Fujitsu rankings. Strong play in this game secured the tournament victory for van Zeijst.

The European Championship completed the 1989-90 tournament cycle. Final results in the two points competitions were:

*Grand Prix rankings:*

1. Shutai Zhang: 122 points
2. Viktor Bogdanov: 109
3. Hans Pietsch: 73.5
4. Alexei Lazarev: 56
5. Manfred Wimmer: 48
6. Laurent Heiser: 46
7. Frank Janssen: 44.5
8. Matthew Macfadyen: 39
9. Rostam Sachabutdinov, Rob van Zeijst:

30

*Final Fujitsu rankings:*

1. Bogdanov: 45
2. Pietsch: 44
3. Heiser: 39
4. Macfadyen: 35
5. Janssen: 33
6. Wimmer: 32
7. van Zeijst: 30
8. Sachabutdinov: 28
9. Lazarev: 26
10. Tibor Pocsai: 25.5

*France*

**Report from the Fédération Française de Go**

The most important events in the life of Associations are not always tournaments, championships or other visible circumstances. The evolution of structures is often a slow, un spectacular process, but it may be more significant for the future than almost anything else.

As perhaps happens in various countries, it is not always easy to find players who can devote a lot of time to the task of running an organization. In France for a period the FFG had the luck to have a president who made a full-time job (unpaid) of her post. That was when Dominique Cornuéjols did almost everything, including editing and even typesetting herself the *Revue Française de Go* with a highly professional skill.

When Dominique, in 1985, thought that the time had come for her to switch to her other interests in life (she is now the happy mother of a superb son), the problem was to build up a team to manage the development of go around the country.

It took some time to achieve this goal, but

it can be said that now the FFG has reached a new stage of organization.

One of the most important steps taken (initiated by Dominique before she resigned as president) is the constitution of regional leagues. France is now divided into nine leagues which act as local representatives of the Fédération, strengthening the links among the clubs and helping to organize tournaments. These leagues are in a much better position than a national institution to found new clubs and facilitate their first steps.

In the beginning only two or three leagues were really active, but they demonstrated how useful this new organization could be, and, through their influence, helped the other regions to set up their own structures. Since it was a wholly democratic process that had to start from the basis of players and clubs, it took more time than initially expected and cannot be said to be entirely completed, but though the different leagues are at various levels of efficiency, all of them are alive and developing.

Together with the organization of the leagues, the FFG has recently reinforced its administrative functioning and the operational relationship with the clubs. This has resulted in a significant increase in the number of licensed players, which had been more or less stagnant in previous years.

*Go in schools.*

The FFG has devoted much effort in recent years to promoting go in schools. Today there are nearly 20 school clubs, some of them with 40 to 50 members. As a result of this policy, French young players have recently been doing well in qualifying tournaments for the World Youth Championship. In 1989 two of the four Western European representatives were French. In 1990 they secured three of the four tickets. After that, the organizers decided on a maximum of two players from one country.

*The Women's Championship*

During the year we organized a women's championship in Saint-Flour, a small but very attractive city in the mountainous central region of France. To our knowledge, it was the first time that a national women's championship had been organized in Europe.



*Marie-Claire Chaine, first French Women's Champion*

The first winner of this new tournament was Marie-Claire Chaine, who had represented France at the 1st Yokohama-Sotetsu Cup, where she took 8th place. She won all her games, but she actually secured the tournament victory by defeating Dominique Nadeff (formerly Cornuéjols) by half a point.

We would like to note that the number of women players in France is increasing significantly, partly thanks to the summer sessions. They now represent about 10% of the total number of licensed players.

#### *Summer session*

The traditional summer session took place as usual in Sanilhac, a small village in the centre of France, during the first two weeks of July. Nearly 200 participants attended the session, most of them for the whole two weeks, with a peak at the mid-session weekend of 170 people present at the same time. Three of the players came all the way from California specially to attend the session.

In 1991 the session will be held in the second and third weeks of July.

#### *Go and gastronomy*

One-week winter sessions used to be organized in mountain resorts under the name of 'Go-Ski' sessions.

At Christmas in 1989, the winter session got a new name: 'Go and gastronomy'. It took place in Saint-Flour, in a cosy hotel with a very good chef.

Daily programs included games, lectures, commentaries and so on, plus a light lunch and every evening a gastronomic dinner which was a real treat every day, enabling the participants to enrich their experience both of the 'Nouvelle Cuisine' and of the local specialties.

#### *1990 French Championship*

On 15 December André Moussa won the French Championship.

*Report from Pierre Decroix*

#### **1990 Paris Tournament**

The 1990 Paris Grand Prix d'Europe tournament was held on 14 to 16 April. This has always been one of the biggest weekend tournaments in Europe and this year too over 300 players took part, including many favourites for top places in the Grand Prix d'Europe and the Fujitsu Cup rankings. One of these favourites, Shutai Zhang of London, took the first prize with six straight wins. He defeated former European Champion Tibor Pocsai, winner of the 1st Fujitsu Cup series in 1988, Pierre Colmez, Laurent Heiser and others. This victory put him in second place after Viktor Bogdanov in the Grand Prix rankings after eight tournaments. Other places went to:

2nd: Heiser 5-dan (Luxembourg) 5-1

3rd: Pocsai 5-dan (Hungary) 5-1

4th: Alexei Lazarev 6-dan (USSR) 4-2

5th: Pierre Colmez 5-dan (France) 4-1.

(From Grand Prix d'Europe Newsletter #7)

#### *Germany*

#### **The 2nd German Open**

The 2nd German Open, held in Essen on 13 and 14 January, was a great success, not only because of the large number of players attending but also because of a visit made by top

professionals from Japan to stage the first game of the 14th Kisei title match in Düsseldorf.

Like the London Grand Prix tournament that started off the 1990 tournament year, the German Open was won by Shutai Zhang 6-dan of China, who nipped Ralph Spiegel 5-dan of Austria on SOS points. These two both won all their games. They were followed by a group of 11 players on 4-1, headed, in order by: Martin Müller 5-dan (Austria), Laurent Heiser 5-dan (Luxembourg) and Jürgen Mattern 5-dan (West Germany) (tied for 4th), and Viktor Bogdanov 6-dan (USSR) and Malte Schuster 4-dan (East Germany). In all, 67 players competed in the top section, which is 4-dan and up.

This year's Germany Open established itself as the top event in the short history of the Grand Prix d'Europe series when a record number of 340 players from 24 countries participated. Among them was a huge delegation of 60 players from the USSR and, as a result of the opening of the Berlin Wall, for the first time East German players, some 24 of them, participated in a western tournament.

### *Ireland*

Ireland is the newest member of the IGF, having been accepted in 1990. While there have been scattered individuals playing go for over ten years, it wasn't until 1989 that any attempt was made to form real clubs and organize an Irish Go Association.

The impetus for this organization came from the arrival in Dublin of Isao Toshima, a 2-dan from Japan who was very keen to teach new players and generate a strong club. Contact was made with others who were already playing, and chess clubs and game conventions provided opportunities to heighten awareness of the game.

The first Irish Go Championship was held in March 1990 and was won by Isao Toshima. The Irish Champion, Noel Mitchell 1-kyu, represented the country in the 12th WAGC. Other events have included demonstrations and teaching sessions at games conventions (one of which was run by Francis Roads, then 3-dan, from the U.K.), a lightning tournament, some inter-club competitions and a two-stage match

against the Isle of Man which Ireland lost 3-5. The occasional visit from foreigners passing through usually sparks a lot of interest.

The number of players in Ireland is around 50, but half of these are beginners. We are only beginning the slow and arduous task of building up the number of dedicated players, but we hope Ireland will have some of dan strength in the near future.

*Report from Noel Mitchell*

### *Italy*

The year 1990 has been a decisive one for Italian go. After the refounding of the federation in 1989, new and old players started teaching the game with renewed enthusiasm. The effort has paid off: we now have six clubs and 12 contact points in the whole peninsula.

It has also been a fruitful year with respect to visits. An official delegation led by Takemiya Masaki visited Rome, and another professional player, Ms. Mito, visited the Milan Go Club.

We have participated in a lot of competitions, and the Italian team (E. Pedrini, G. Soletti, M. Vitari, R. Soletti) took 6th place in the Linz European team championship.

We hope that this upward trend will continue in 1991.

*Report from Gionata Soletti, Secretary, F.I.G.G.*

#### *Federazione Italiana Giuoco GO*

President: Raffaele Rinaldi, Via Lamormora 18, I-20122 Milano

Secretary: Gionata Soletti, Via Rosellini, 26, I-20124 Milano. Tel. 39.2.688.03.91.

#### *New club addresses*

MILANO: Centro sociale 'Garibaldi', via Degli Angioli 2, 20100 Milano (near metro station Lanza, line 2 'green').

TORINO: c/o Mr. Francesco Merlo, via Aosta 29/A, 10126 Torino.

PALERMO: c/o Mr. Giovanni Pezzino, via Narzisi 19, 90145 Palermo.

## Netherlands

### Main Events of the Year in Dutch Go

#### A Dutch World Champion in Go

The year started well when Mark Boon of Amsterdam returned from the World Championship for Computer Go Programs, held in Taiwan at the end of 1989. His program Goliath didn't drop a game. He came back in time to play in the Dutch Championship.

#### Dutch Championship, January

The Dutch title is contested in a tournament over eight rounds with 16 participants. At stake are the Dutch title, the qualification for the WAGC and places in the following year's championship (for those with five wins or more). The tournament was held over two weekends in January. During the second weekend it coincided with the women's qualifying tournament.

The 1990 championship was honored by the visit of Oeda Yusuke, director of the Overseas Department of the Nihon Ki-in, and Nagahara Yoshiaki, co-author of *The Basic Techniques of Go*. Both are professionals, Oeda being 8-dan and Nagahara 6-dan. They came to Holland to investigate the possibility of establishing the future European Go Centre in Amsterdam. The City of Amsterdam gave full support to this plan.

They saw Frank Janssen, the defending champion, lose in the first round. Ronald Schlemper didn't compete the year before. He hasn't dropped a game in Dutch title tournaments for over ten years. Once again he took the title undefeated and qualified for the 1991 WAGC. Michiel Eijkhout finished second on 6-2 and is first reserve for the 1991 WAGC. Frank Janssen (3rd), Erik Puyt and Mark Boon also kept their places for next year's tournament. Marian Diederer won the qualification for the women's world amateur championship.

### Other Dutch Titles, March

#### Youth Title

Martijn van Roermund was the only player who qualified. He took the title without playing a game.

#### Club Team Title

The Eindhoven team (Frank Janssen, Rudi

Verhagen and Geert Groenen) didn't drop a single game in this tournament over five rounds and thus scored a convincing win.

### Dutch successes abroad

Frank Janssen won the GP Prague. He won all of his games in February. Robert Rehm won the lightning tournament at the Paris GP in April. Back home in Amsterdam, Ronald Schlemper made his first appearance in a GP tournament. He won all seven games. Also in May Frank Janssen finished 8th at the WAGC in Hiroshima.

In summer during the European Congress in Vienna Rob van Zeijst won both the Ing Cup with a 7-0 score, beating Ronald Schlemper into second place, and the European title with 9-1.

### Former woman professional settles in Holland

Guo Juan is a former professional from China. She had been teaching in Europe before. In September she settled in Holland. In October she played her first tournament as an amateur in Europe at the GP Brussels and defeated Schlemper in the final round. In Europe there are not many strong players from Asia. By playing and teaching she might be a great help in raising the level of play in Europe.

### Qualification Tournament

In Autumn regional champions compete together with the women's and youth champions for 11 vacant places in the next Dutch Title tournament. Gerald Westhoff, back from a long stay in Japan, won the tournament. Ex-champion Robert Rehm also finished on 7-1, and Gilles van Eeden, winner of the Nijmegen tournament in winter, was third with 6-2. Among the sub-top players who qualified there were some 'officials': Frank Mannens, Rob Koopman, and Richard Zwiers (president of the Amsterdam club). Erik Kaper, Henk Jongejan, Andreas Drost and Willy Hendriks also qualified.

### Goliath Defends World Title

The year ended well when Mark Boon of Amsterdam returned from the World Championship for Computer Go Programs, held in Beijing in November. His program Goliath defended the title in a convincing manner.

During a congress at Beijing University all of the top programmers gave lectures on writing go programs.

### New Presidency, New Policy

In spring the Go Bond (Go Association) appointed new members to the governing board. Frank Mannens is the new president, Ger Hanssen is secretary and Joost Cremers treasurer. Hans Wanders and Rob Koopman (who was the only holdover from the old team) are members of the board.

The new team proudly claimed their playing strength was higher than the former board, implying that they would also try to do better governing the Go Bond. One of their worries will be the number of young players, who don't seem to be increasing as rapidly as we have become used to. For the future, there is the 1994 European Congress to look forward to.

### New Editor

*Go* is the Dutch Go Journal. In July Rob Kok took over from Jan van der Steen as editor. Jan wrote a program to edit games and guided *Go* into the age of desktop publishing. Rob Kok is not entirely new to the job, as he did most of the editing of *Go* before.

### Centre for Go Publicity

The possibility of editing and typesetting games by computer has greatly encouraged other go publications coming from Amsterdam, which has developed into a centre of publicity for go in the West.

A trial issue of *Go Moon* appeared during the Amsterdam Tournament on the occasion (and only a few days after) the first game of the Honinbo title match, played in Paris in May 1988. *Go Moon 1* was presented at the 1988 European Congress in Hamburg.

After this Congress the first Fujitsu Grand Prix d'Europe season started, with Newsletters appearing a few days after each tournament. Each Newsletter contained a report on the tournament, a game with commentary and the rankings in the Grand Prix series. It is distributed to major European newspapers and to tournament organizations.

In summer, when the Newsletter went into its third season, Rob Kok took over as editor. The regular appearance of the Newsletter (16 issues a year) plays an important role for many

other national and international publications, for it is often quoted.

Most of the material in *Go Moon* which is distributed in Europe and America, is recent professional games. It also covers most of the news from the Newsletters and sometimes presents interviews (for example, Mark Boon: 'How to become World Champion in computer go'; Michael Redmond on professional go in Japan) and historical articles.

### Contact addresses:

1. Grand Prix d'Europe Newsletter  
Rob Kok, Editor  
Van der Hoopstraat 37-III  
NL 1051 VB Amsterdam  
Holland  
Tel. (31) (20) 68 40 818

2. GO MOON  
Peter Dijkema, Editor  
Tasmanstraat 43-I  
NL 1013 PX Amsterdam  
Holland  
Tel. (31) (20) 68 48 256.

## New Zealand

### New Zealand Go 1990

1990 has been an important year for New Zealand go. After several years with a static number of go players, we are on the move again. A major effort is underway to promote the game in 1990-91. This will involve a tour by a group of amateur players from the Kansai Ki-in, led by Hyodo Shuichi and two professional players, Hotta Yozo 8-dan and Yoshida Shoji 5-dan. They will visit the four main go-playing centres of New Zealand and give public demonstrations that will be widely promoted in the media. Following these visits, they will take part in New Zealand's first international go festival in Queenstown, in the heart of the Southern Alps. This will take place from January 31 to February 4, and it promises a feast of top-level go instruction, a wealth of opponents in the higher dan levels, and plenty of sightseeing and thrill seeking.

Substantial sponsorship by the Fletcher Challenge Corporation, a multinational New Zealand-based company, has made this tour possible. Gaining such sponsorship from a



New Zealand company is a major breakthrough for us and promises exciting developments in the future.

*The tournament year*

The tournament year began with the Wellington championship in November, won by Graeme Parmenter. In March the Christchurch championship was also won by Parmenter.

*16th Auckland Go Championship*

First place in this tournament, held in May,

was shared by three players, David Coughlin of Dunedin, and Colin Grierson and Ray Tomes, both of Auckland. A notable presence in the top section was Bob Talbot, one of New Zealand's go pioneers, making a comeback to active play after a break of several years.

*1990 Otago Open*

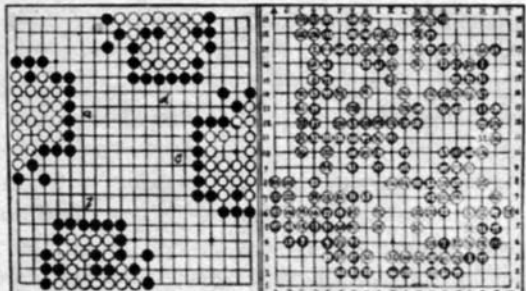
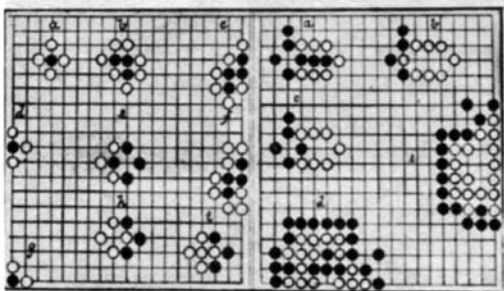
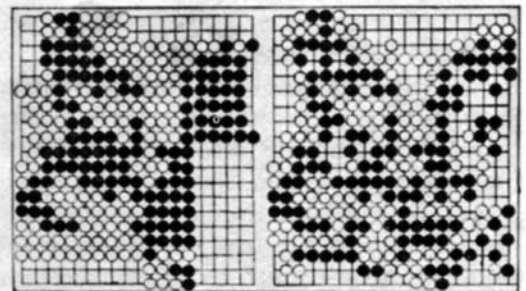
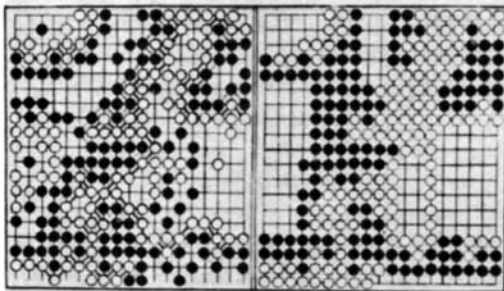
Bastille Day 1990 was the start of the Otago Open. This was a very strong tournament with many dan-level players competing. Yu Cong Phense looked like running away with it



STAFF OFFICERS OF THE 80TH DIVISION  
Lieut. Phipps, Capt. J. Stirling, Capt. Stirling, Quartermaster

LIEUT. W. BROWN  
Capt. Phipps, Capt. Stirling, Quartermaster

AS THE 80TH DIVISION  
BARRACKS, HASTINGS & WYLLIE



*From the Otago Witness, 26 February 1902. The go column shares the page with photos of contemporary army types.*

when she was the only player to survive the first four rounds without a loss. However, she dropped her fifth and last game, enabling Kyle Jones to draw even. A superior SOS gave her victory. In third place, on 3-2, was Graeme Parmenter.

#### *15th N.Z. Championship*

Held in August, this tournament was won by a young Japanese student, Matsumoto Chikara. The top resident was Ray Tomes, taking the title of New Zealand Champion for the fourth time. Parmenter's equal third in this tournament and his two tournament wins earlier in the year were enough to make him our representative at the next WAGC.

#### *International tournaments*

David Coughlin, our representative in the 12th WAGC, finished a creditable 28th in his first major tournament, especially considering he was afflicted by PTC (post tournament collapse) two rounds early. Yu Cong Phease was our representative in the 2nd World Women's Amateur Championship. She had shown her strength in New Zealand by winning the Otago Open Championship two years running against some of the top players in the country, and it was a great thrill to see her live up to that form by finishing 6th in the WWAC.

#### *Kiwi Go*

The New Zealand Go Society newsletter has now been upgraded to a magazine called *Kiwi Go*. Subscriptions can be obtained from the society's treasurer. The last issue of the magazine claimed that a New Zealand newspaper was the first anywhere in the world to run a regular go column. Between February 5, 1902 and March 1903, John Mouat, the chess editor of the Otago Witness, a weekly newspaper of the 'frontier' town of Dunedin in the South Island of New Zealand, published translated instalments of Korschelt's articles on go. This was several years before Arthur Smith published *The Game of Go*, in which he stated that Korschelt's work had not been published. It was several generations before King and Leckie repeated the job done in the pages of the Otago Witness! We would be very interested to hear from anyone who can refute the claim that this was the first

regular go column published in a public newspaper.

*Report by Graeme Parmenter.*

#### *Response from the editor*

To take up the gauntlet, I would say it's quite possible that the Otago Witness was the first Western newspaper to publish a regular go column. The comment quoted above by Arthur Smith about Korschelt is wrong, however. Korschelt published his work in an academic magazine, then later in book form. According to Hayashi Yutaka, compiler of *Igo Hyakka Jiten* (The Encyclopaedia of Go), a game record was published in a German newspaper on 1 June 1881 (he doesn't give any details).

I have no information about other early go articles in Western newspapers, but newspaper go in Japan had become firmly established by the end of the 19th century. The first newspaper column on go started on 1 April 1878 in the Yubin Hochi and appeared twice monthly until 1886. The Yomiuri started publishing game records on 10 March 1885 (in 1899 it sponsored a telegram game between a professional in Tokyo and one in Osaka). The Yubin Hochi started publishing go problems in February 1890 (the problems, taken from a professional game, were of the find-the-next-move type and the competition was open to both professionals and amateurs). Go columns became very popular after the Sino-Japanese war (1894-95). By 1910 more than a dozen newspapers had go columns. (The above information is from Hayashi's encyclopaedia. JP)

#### *North Korea*

North Korea has applied to join the IGF and will probably send a player to the 1991 WAGC. The official address is:

Pak Myong Chol  
The DPR Korean Go Association  
Munsin-dong 2  
Dongdaewon-dist.  
Pyongyang  
D.P.R.K.

There is also a contact address in Japan:  
4-33-14, Hakusan  
Bunkyo-ku  
Tokyo 112.

## Romania

### Romanian Go in 1990

In the improved circumstances resulting from the December 1989 Revolution in Romania, a Go Federation has been created in the Ministry of Sports and Youth. At the inaugural conference, held in March 1990 in Bucharest, the structure of the Federation was decided. Georghe Paun was elected as President and George Stihl as Secretary. The official address is: The Romanian Go Federation, Vasile Cona Street No. 16, 70139 Bucuresti, Romania.

Under the new conditions, Romanian go players were able to participate in more international competitions. Our 1990 champion, Sorin Gherman 4-dan, took 18th place (4 points from 8 rounds) at the 12th WAGC in Hiroshima in May and 10th place (7 points in 10 rounds) at the 1990 European Go Championship in Vienna. The Romanian go team (Mihai Bisca 4-dan, Robert Mateescu 4-dan, Lucretiu Calota 4-dan, and Marcel Crasmaru 3-dan) took third place in the 1990 European Go Championship for National Teams held in Linz, Austria. As most of the active players are high school or college students, we can claim that the future is quite promising.

During the year we also organized the following internal tournaments:

*Bucuresti* (March, open, McMahon system, 6 rounds): 1st, Ion Forescu 3-dan; 2nd, Valentin Urziceanu 3-dan; 3rd, Sergiu Irimie 2-dan.

*Bucuresti* (June, qualifying tournament for European Championship): 1st, Ion Florescu 3-dan; 2nd, Sorin Gherman 4-dan; 3rd, Mihai Bisca 4-dan.

*Braila* (July, open, McMahon system, 6 rounds; the top group counted as semifinal of the Romanian Cup 1990): 1st, Robert Mateescu 4-dan; 2nd, Mihai Bisca 4-dan; 3rd, Marcel Crasmaru 3-dan; 4th, Lucretiu Calota 4-dan.

*Craiova* (September, open, McMahon system, 6 rounds; the top group counted as final of the Romania Cup 1990): 1st, Lucretiu Calota 4-dan; 2nd, Valentin Urziceanu 3-dan; 3rd, Sorin Gherman 4-dan.

Some other important tournaments are

scheduled for the autumn: the semifinal and final of the national go championship (for dan players, of whom there are 16 at the moment, the highest rank being 4-dan), the team championship, the 'master' final tournament (the winner will challenge Mihai Bisca 4-dan, the holder of the *Science and Technique Magazine* Trophy for 1990).

Of course, as we have just started, our Go Federation has a lot of plans, but we are also faced with a lot of difficulties (organizational, but especially a shortage of money). Any help will be welcome.

4 October 1990

Georghe Paun  
George Stihl

## United Kingdom

### London Open Go Congress

The 16th London Open Go Congress was held from 29 December to 1 January and it was the fourth Grand Prix tournament of the 1989-90 series. It was won by the as yet relatively unknown Chinese player Shutai Zhang, who lives in London. He scored an impressive eight successive wins, which put him a clear two points ahead of the field.

There was a very strong field in this eight-round tournament (the longest on the Grand Prix circuit), with 16 of the 132 competitors 4-dan or higher, but Zhang soon showed his quality by beating such favourites as Matthew Macfadyen 6-dan (UK) in the second round, Hans Pietsch 5-dan (West Germany) in the third, and Viktor Bogdanov 6-dan (USSR) in the fourth.

Hans Pietsch was already assured of second place when he scored his sixth win in the 7th round because of his good SOS tally, so his loss in the 8th round to Frank Janssen 5-dan of Holland, who came third, didn't hurt him. Fourth place went to Matthew Macfadyen, who also scored six wins.

(From Grand Prix d'Europe Newsletter #3)

## History of the BGA

by Francis Roads

Go was played in London in the 1930's under the leadership of John Barrs. Activity ceased during the war, but the London Go Club was refounded by John in the early

1950's. His renewal of go activity was somewhat delayed by his other interests. John was active in the world of weight-lifting and represented Britain in the 1948 Olympic Games.

The British Go Association was founded in 1956. London go players had been attending the European Go Congress, which at that time was held in Germany every year. It became necessary to found the Association in order to give Britain a voice in the European Go Federation, even though at that time go activity was almost entirely confined to London.

Then as now it was difficult to gain national publicity for go, but a great fillip was given to the British go scene in 1965 by the publication of an article in the magazine *New Scientist* by Dr. Good, a mathematics fellow of Trinity College. This article gave a reasonable exposition of the rules of the game.

At this time there were about half a dozen go clubs in Britain, including those at Cambridge, Bristol and Edinburgh, which still flourish. Both individual and club affiliations 'took off' from this point. The following year the European Go Congress was held in Britain for the first time, at Avery Hill College in London. In 1967 the first British internal tournament took place at Oxford. It was an afternoon event lasting for two rounds only. The British Go Journal, a number of duplicated sheets without diagrams, was first published in this year.

The first British Go Congress was held on a weekend near Easter in 1968 at Jesus College, Oxford. It was attended by 30 people. There were six rounds, with time limits of an hour, all games played on handicap. For the first time, the Annual General Meeting of the Association was able to be held out of London.

At this meeting Derek Hunter was elected Secretary of the Association. He was to hold this and other key posts for a further 17 years without a break and was a crucial figure in the development of British go.

The British Go Congress has become a permanent feature of the British go scene; it is the only annual tournament to change its venue each year in order to give people from different parts of the country the chance to attend the AGM. The only significant changes in format from the 1968 prototype have been the addition of a lightning tournament and the change to even games, run under the McMahon system.

This system was first tried out at the fourth British Congress, at Leeds in 1971. It was invented in order to enable most players to play even games, and to avoid having to divide players up into classes, so that all players from the strongest to beginners are effectively playing in the same tournament. The system has been refined and has become standard in most British and European tournaments. It was named 'McMahon' after a system of that name used at the New York Go Club, but it later transpired that the American prototype had a different purpose, being more of a club grading scheme. Later the system was re-imported into the US for their own annual congress. In its present form, the McMahon system remains essentially a British invention.

British go received a blow in January 1971 with the sudden death of its founder and first BGA President John Barrs. Francis Roads was elected President in his place. John had carried out much of the administration of the Association in a rather independent and single-handed manner. From this point it became necessary for the administration to become more of a team effort, especially in view of the forthcoming European Go Congress in Bristol that year. Britain went on to host the European Go Congress again in 1976 in Cambridge and plans to do so in 1992 in Canterbury.

While the British Congress became a permanent fixture, other annual one-day congresses sprang up. The first of these was the Wessex tournament, run each October by the Bristol Go Club at Marlborough in Wiltshire. Most British tournaments follow the British Congress pattern of three rounds per day, with one-hour time limits. Wessex manages to cram in four rounds in a single day's play. It remains one of the best attended British tournaments.

At present there are around 15 annual British tournaments. In contrast with the Continental pattern of mainly two-day weekend tournaments, most last a single day. Exceptions include the Northern Go Congress, held over a weekend in September in Manchester, and the London Open Congress, held over four days around the New Year. This latter has become a major international event and part of the Fujitsu Grand Prix d'Europe.

The first London Open Congress was held at Imperial College, London in 1973. In the fol-

lowing year a permanent venue for this and other go events became available in the form of the London Go Centre. This centre was opened with generous Japanese sponsorship and was run for four years by Stuart Dowsey and David Mitchell as a seven day a week centre for playing and teaching go, a focus for go publicity and for the distribution of go material. In the end it proved to be over-extended and was unable to attract enough members to be financially independent in the expensive London environment.

A British Go Championship has been held every year since the Association's inception. In the early days before the first British Congress it was decided by play in London. Neil Stein and John Barrs were early champions, but the early '60's saw the emergence of Jon Diamond, who rose to the rank of 6-dan and dominated the Championship except for a single year's tenure by another 6-dan, Paul Prescott. Jon retired from championship play in the mid '70's and was immediately supplanted by the equally dominant figure of Matthew Macfadyen, the third of Britain's trio of 6-dans. From 1984-87 he in turn was supplanted by Terry Stacey and then Piers Shepperson, but at the time of writing appears to have regained a fairly secure position as Champion. Terry Stacey, his closest rival, died in a tragic road accident in 1988.



*Matthew Macfadyen*

The Championship is currently held as a five-round match. The Challenger is chosen

from a round-robin tournament of eight players. Four of these qualify from another, Swiss-system tournament, and for that tournament players qualify either from the many regional tournaments or by attaining the rank of 2-dan. In 1989 one of the Championship games, between Challenger Edmund Shaw and Champion Macfadyen, was held as part of the Meijin Title event held in London under the generous sponsorship of the Asahi newspaper of Japan.

British dan ratings are strictly controlled by a Committee of the Association. The aim is to keep them average by European standards; recent results by British players show that this objective is being fairly well reached. Japanese visitors sometimes comment that it is actually more difficult to be promoted in the amateur grades in Britain than in Japan.

There are now about 50 go clubs in Britain. It is a constant challenge for the British Go Association to attract the necessary sponsorship and publicity that would enable the Association to expand still further. Perhaps the most promising sign is the good attendance at the annual Youth Championship and Youth Team Championship.

(Reprinted from British Go Journal No. 80, Autumn 1990)

# Growth in 1990 for American Go

by Roy Laird

1990 was another good year for American go. AGA Membership grew by over 10%, the US Go Congress in Denver was the most successful yet, and Jimmy Cha repeated last year's feat of winning the US seat in the Fujitsu Cup and scoring an upset victory in the quarter-final round. Professional players visited throughout the year, and several new events appeared on the tournament calendar.

## Jimmy Cha Wins Again!

The Third North American Fujitsu Qualifying Tournament was conducted at a motel whose owner, Robert Chu, is probably Cleveland's strongest player. Organizer Harold Lloyd and TD Duane Burns worked together to produce a superb event. The eight boards needed for the Qualifier were arranged in a spacious room with mirrored walls while a somewhat larger room next door housed the Cleveland Open, a five-round side event that turned out to be the largest tournament ever played in Cleveland. But even for the 52 Open players who signed up, Topic A was the games in progress across the way.

Jimmy Cha came to the playing room the first day wearing a souvenir of his poker-playing career, a sweatshirt identifying him as a 'World-Class Competitor.' Hey, no argument about that. In an exciting final rematch, Cha outpointed Michael Redmond, the Californian who has achieved the rank of 7-dan in the Japan Go Association, again winning the right to represent the US. Jung Ho Lim defeated Zhi-li Peng in the match for third and fourth places, and Joseph Wang, Ron Snyder and Canada's Sung Hwa Hong tied for fifth with 3-1 records. Both Peng and Wang won stiff battles with Jim Kerwin to gain their final places.

All players were paired in all four rounds. For ten of the thirteen amateurs, this meant the chance of a lifetime — to face a pro in real competition! Such arrangements were unheard of even a few years ago, but the recent proliferation of international pro-am tournaments has changed all that, and the pros who came to Cleveland took it in stride.

Cha went on to achieve a distinguished result. Taking White against Cho Chikun, the

Korean-born Nihon Ki-in nemesis, he scored a four and a half point victory! (In the following round, played on June 3, he lost to Nie Weiping, China's strongest player in international events, by exactly the same margin.)

## Denver Hosts Sixth Us Go Congress

With the foothills of the Rocky Mountains looming majestically outside, almost 250 people from 31 states and 10 foreign countries gathered at Teikyo Loretto Heights University in Denver, Colorado for the Sixth US Go Congress, masterfully organized by Ulo Tamm and Stuart Horowitz of the Mile High Go Club. Participants played in the Congress Championship, in the self-paired handicap tournament and in various special events during the week and when they weren't playing each other, they played almost 200 simultaneous games against the nine pros attending this year. Dan-level Americans matched wits with visitors from Korea in the Second US-Korea Friendship Baduk Tournament; three dan-level women played for the right to represent the US in the World Women's Amateur Championship; and seven computer programs competed in the North American Computer Go Championship.

This year's Congress was particularly international in character. In addition to the tour group of 31 Japanese players brought by Mr. Nakayama pro 5-dan, a team of four Korean players came to play in the Second US-Korea Friendship Baduk Tournament, organized by Chun Sam Jho, a Korean 6-dan professional. Both Mr. Nakayama and Mr. Chun have attended all six Congresses. A record number of European players from both Germanys, the Netherlands, Switzerland, Italy and England came as well, taking home more than their share of prizes and confirming that European ranks are still a little stronger than American ones. Ten Canadian players also attended, reflecting our northern neighbor's increasing interest in this event.

The panoramic view of the Rockies from the dining hall was too much for even go players to resist, and this year a record number of attendees went hiking, biking, and rafting on the traditional day off (Wednesday).

### **Congress Championship**

Jing Yang, a Chinese student attending Carnegie-Mellon University in Pittsburgh, won the top section of the 172-player event with a perfect score, followed by Guorong Zhang and Rokuro Matsumoto. Longtime competitor Harry Gonshor of New Jersey had a very good Congress, winning the 5-dan section. Second place among the 5-dans went to Mark Boon of the Netherlands, author of Goliath, the program that won the Computer Go Championship. Third went to Trevor Morris of Binghamton, New York, a young lion who will bear watching in the future.

### **US Championship**

Held on the final weekend of the Congress, the US Championship was a whirlwind of competitive activity. When the dust settled, Jung Ho Lim of Utah had won the Championship with a perfect 5-0 score. Lim, a perennial top contender, has previously represented the US in the IBM Lightning Tournament and the World Amateur Go Championship but because of the non-repeat rule he was ineligible for the WAGC this year. Joseph Wang of Texas, also 5-0, won the WAGC spot. Last year Wang represented the US at the IBM Lightning Tournament and beat a professional in the first round, so it will be especially interesting to watch his performance against other amateurs.

### **The Second US-Korea Friendship Baduk Tournament**

Four Korean citizens toured the US this year in the Second US-Korea Friendship Baduk Tournament. After playing friendship rounds with players in Los Angeles and San Francisco and visiting Yosemite National Park and Las Vegas, their visit culminated with their arrival at the Congress. On Sunday and Monday, five rounds of handicap play were scheduled with a total of twenty dan-level American opponents of whom only seven won their games. On Monday night, the four Korean players entered the Speed Go Tournament. None of them had ever played under such tight time restrictions, but after preparing with a few practice games they did even better than in the official tournament, with a total of fifteen wins out of twenty games among them.

### **Second US Women's Championship**

On Thursday, three dan-level American

women played in the US Women's Championship to select the US representative for the World's Women's Amateur Championship in Yokohama, Japan in November. Joanne Phipps 3D of Sonoma, CA, won this year's event with victories against Judy Schwabe 2D of Cleveland and Debbie Siemen 2D of Atlanta. However, Phipps is expecting a child this fall and has decided against playing in Japan. Runner-up Judy Schwabe represented the US and had a respectable result.

### **North American Computer Go Championship**

At the last two Congresses, Acer Technologies has sponsored the North American Computer Go Championship to select the North American entrant in the World Computer Go Congress, sponsored by the Ing Chang-ki Wei-Ch'i Educational Foundation. This year all selections for the WCGC will be made in Taipei, where entering programs will be played off by proxy (the programmer does not have to attend the preliminary rounds). However, thanks to the efforts of TD David Fotland, author of Cosmos, a field of seven programs was organized so that the NACGC could continue under AGA sponsorship. This event, played on Monday and Tuesday, was won by Mark Boon's Goliath with an undefeated record. However, Fotland decided to retain the rule from previous NACGC's that only programs written by North American programmers could win the Championship, so first place went to Ken Chen's Go Intellect, which placed second and became the North American Champion for the second year. Although Boon could not win the North American title, he did find a potential distributor for his top-scoring program, which should soon be available for the first time in North America.

### **Side Events**

Keith Arnold 3D of Baltimore dominated the self-paired handicap tournament, as he seems to just about every year. This tournament favors the player who gets the most games in, and this year Keith had no serious competition, with 17 wins. He also won the prize for most games lost — he had 17 of them too!

The Speed Go Tournament, held on Monday night, attracted a field of 72 players, and

more would have entered if they could. Judy Schwabe 2D of Cleveland, won this event as well as the Women's Championship.

Thursday night was 'Crazy Go' night, with many strange variations on go, some played for the first time. Anders Kierulf, the author of The Smart Game Board, set up his program to use white stones only while recording all the moves, so that 'Colorblind Go' could be played. Former AGA President Terry Benson made creative use of a Xerox machine to fashion a 23x23 line board, on which at least three games were played. Bill Saltman, director of the Third USGC, conducted several rounds of 'Zen Go', in which three people play in turn. It works out that each player plays first one color, then the other, so that each player contributes equally to both victory and defeat. And Schwabe, Jim Menegay 2D and Harold Lloyd 2D, all of Cleveland, played 'Round Robin Go', using three boards and playing each other simultaneously. The traditional 13x13 line tournament was also held, along with a few rounds of team go and 'Blind Partner Go' (rengo kriegspiel).

### Professionals Visit

For many Congress fans, the real highlight is the chance to meet professional players, who come from around the world to teach us. This year we were honored with visits by several distinguished pros including Reiki Magari 9-dan and our old friend Noriyuki Nakayama 5-dan from Japan; Jianwen Luo 7-dan and Zhiyun Zhao 6-dan from the People's Republic of China; and Chun Sam Jho 6-dan from Korea who, like Mr. Nakayama, has attended all six Congresses.

We are also fortunate to have several pros residing in the US and trying to build their careers. Yi-lun Yang 6-dan, the American Go Institute's resident instructor, played simuls, gave lectures in fluent English, and offered private lessons that sold out quickly, especially at the dan level. James Kerwin 1-dan of Minneapolis, the first Westerner to earn professional credentials from the Nihon Ki-in, also attended. Kerwin, having taken note of Mr. Yang's success with his small group private lesson format last year, came to the Congress with several small group lessons prepared for various levels of play. Janice Kim 1-dan of New Mexico, the first Westerner to be admitted to professional status by the Han Kuk Kiwon, ar-

rived on Thursday and gave some lessons as well.

### Amateur Lectures

At this year's Congress, amateurs also gave well-attended lectures on various subjects. Bob High and Howard Landman gave a series of lectures on 'Mathematical Go', a concept being developed by Elwyn Berlekamp of UC Berkeley and his students. Workshops were also conducted by AGA organizers on such subjects as pairing systems and reporting tournament results to the rating system. By far the most popular of these talks were Bruce Wilcox's 'Instant Go' lectures. Wilcox lectured for an hour each day and all day on Wednesday (the day off). Next year Wilcox will be given additional lecture time.

At the closing banquet on Friday, Tamm, Horowitz and the team of local organizers were applauded loud and long for their outstanding efforts. There has never been a better organized Congress. But we'll see about that next year, when we convene in Rochester, New York on August 3-11, 1991, for the Seventh US Go Congress.

### Meijin Tournament Overflows

The largest US event apart from the Congress, the Asahi Shimbun US Amateur Meijin, drew so many players that the room was filled and several late arrivals had to go on a waiting list! Held at the New York Hilton with a final field of 128, this event had a very strong top section, with 22 6-dans and 15 5-dans. The winner was Kim Suk Hwan, defeating Jong Moon Lee. The winner of the 5D section was Tang Jie, a woman who recently arrived in the US from China.

### New Events

Several new events appeared on the tournament calendar this year, a few with sizable prizes. Lloyd Eric Cotsen, a successful LA businessman, sponsored the Cotsen Open under auspices of the American Go Institute. First prize in the open division of the tournament was \$1000, second was \$500 and third \$300. There were six other divisions, with cash prizes for the top places. Trophies were also awarded to the winners. And to top it off, the participants were treated to a Chinese buffet dinner after the tournament. Seventy players of all strengths gathered in a festive atmos-



phere on the Saturday morning of the two-day affair. 19 players entered the open division, while the rest played for class prizes and for official AGI rankings that Mr. Yang offered as part of the event.

Another new event was the Woods Hole Weekend Challenge, held in facilities owned by the Woods Hole Oceanographic Institution on Cape Cod in Massachusetts. A top prize worth \$500 and total prizes worth over \$1500 drew nearly 50 players from all over to Cape Cod in July. This event was co-sponsored by the Woods Hole Go Club and Ishi Press International, which provided half-price gift certificates for all prizes. Fred Hansen 1D (now 2D) of Pittsburgh beat Skip Ascheim 3D of Boston in the final round to win the Woods Hole Masters on Saturday and Sunday, handicapped and open to all dan-level players. Another 25 or so played in the Woods Hole Handicap Tournament, which finished on Saturday evening.

On Sunday morning a lightning tournament and a children's tournament were conducted while the Masters finished. The tournament was staged in two buildings on the grounds of the Woods Hole Oceanographic Institute, which unfortunately were separated by a drawbridge. TD Roger Hjulstrom spent a lot of his time waiting for it to close as he carried pairings from one site to the other. He, his wife Marsha, and Mitchell Mondino did a wonderful job of organizing. Their exuberant attitude infused the whole proceedings with a sense of gaiety and fun, especially when Marsha's 'assistant' Billy Star began announcing the pairings (she is a professional ventriloquist), and when Roger enthused, 'Next year we're going to have a hundred people!'

The Nashua Go Club in Nashua, New Hampshire, also conducted their first go tournament in November, drawing a field of twenty players. And a Thanksgiving tournament was held for the first time in Amherst, Massachusetts, with a similar turnout.

### **Asian Youngsters Win Top Prizes**

Several of our local tournaments were dominated by youngsters this year. At The Woods Hole Weiqi/Baduk Society Handicap Tournament on March 3, 16-year-old 5-kyu Jun Waj Hong defeated his 3-dan father, Seong Young Hong, in the final round to take first place.

A similar battle marked the championship round of the Rocky Mountain Regional Championship, organized on April 21-22 in Colorado Springs, at Colorado Tech by Jim Michali, Steve Ingram and Bob Sorenson of the Colorado Springs Go Club. Robert Zeng, a teenage 3-dan, won the top section with a victory over his father, a 6-dan, and ended the day with a 5-0 record.

At the NoVa Go Club, which held its fall tournament in Arlington, VA on October 7, there were some pretty wild pairings in the early rounds when the computer crashed and TD Ken Koester had to do them by hand, but in the end Yuan Zhou, age 14, was the winner on tie break. And the San Francisco Go Club's fall tournament was also won by a Chinese-American youth, James Chien, who beat out top players Hongsoo Shin and Ned Phipps for the top honor.

### **Rating System Spots Top Players**

The AGA's computerized rating system is becoming an ever larger part of the life of the tournament player here in the US. At the Congress, results of games in the Congress Championship and the handicap tournament were entered into the AGA Rating System each day, and provisional ratings were posted. These numbers tended to whipsaw pretty wildly early in the week, but they settled down as the system acquired a larger amount of data, and by week's end most players seemed to agree that their ratings had moved appropriately (especially players who had done well, in a few cases improving over 100 points). When the results of the US-Korea Friendship Baduk Tournament were entered, the resulting ratings for the Korean team matched the impressions of Chun San Jho, the Korean pro 6-dan who organized the event.

The rating system tends to confirm what we already suspected — that there is a group of about fifteen '6-dans plus', who consistently beat other 6-dans and may be in a class by themselves. The AGA still recognizes no amateur rank above 6-dan, but the ratings are a measure of the breadth of this band.

Paul Matthews, the principal architect of the rating system, has written a pairing program using the rating algorithm to generate pairings, which was tested in several tournaments this year. This 'accelerated pairing program' generates provisional ratings at the

end of each round, which are then used for pairing. We will continue to refine and work with this concept.

### **A Productive Year**

Many Western old-timers remember a time when whole years went by without the publication of any new books or products, aside from the old Go Review. In striking contrast, this seemed to be the year of the go entrepreneur in the US. Spurred by the publication of several new books and the production of a host of go-related articles by Ishi Press, American players began producing instructional and related materials as well.

Introduction of computer products was especially strong. IPI introduced GoScribe, a game recording utility by Wayne Lobb of Massachusetts, and Contender, a Macintosh go-playing program with an adjustable algorithm by Jim Logan and Lynn Beus of Salt Lake City. Bruce Wilcox, who has moved to Hawaii to be closer to Asia, finally got the long-awaited hand-held Igo Dojo into the market. At the Congress, Wilcox also sold many copies of the 'Instant Go Starter Kit', a description of his approach to go for the rank beginner. And he now offers a full line of products, including NEMESIS: The Go Master, for both IBM and Apple formats.

Players who wish to record their games are often frustrated by an extreme manifestation of the Heisenberg principle — that the quality of one's play is changed by the act of trying to record it, and substantially for the worse. Gus Garcia of Allentown, Pa., has come up with a way to record games more easily by hand. Garcia has written an IBM computer program that prints alternating black and white numbered circles onto sheets of round white labels, such as those found in stationery stores. The labels are 5/16" in diameter and work fine on a standard size recording pad, with the numbers appearing a bit smaller than they do in published game records. Labels numbered to Black 1 to White 320, or White 1 to Black 310 with handicap stones.

Players in the US are separated by great distances, and some go lovers are completely isolated. There is a whole network of players who use computer networks to get a few games in, generally using the AGA's 'Tele-Tsuke'. This year Eric Ace introduced a competitor, 'Go Anywhere', with a high quality

graphic interface.

On Japanese TV, many hours of programming are devoted to go each week, and Ken Fujino of New York has prepared a translated two-hour videotape of such programming, dubbed in English by Michael Simon and Carol Pelletier. Fujino is already at work on a second tape.

### **Redmond Wins Fourth Fujitsu Qualifier**

The AGA changed the date of the North American Fujitsu Qualifying Tournament from February to December this year, which meant we actually conducted two qualifying tournaments. Western Vice President Ernest Brown organized the December contest, which was conducted at the elegant St. Francis Hotel in San Francisco. The final round featured another Cha-Redmond matchup, and this time Redmond prevailed in a hard-fought battle that finally turned his way in the endgame. Third place, which reflects the strongest amateur showing in the event, was taken by Ron Snyder of New York.

### **In Good Shape**

The year ended on a hopeful note. Jiang Zhujiu, a Chinese 9-dan who is known for his strong performance in the Japan-China Super Go Series, was residing in San Francisco for an extended period and teaching weekly at the San Francisco Go Club. There had been many mentions of go in the press and go equipment even seems a bit more prominent in stores and catalogs, especially of software products. And Paramount Pictures released *Come See The Paradise*, a feature film which reportedly features Dennis Quaid learning to play go. Next year we hope for even more growth and development!



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