

GO-klubbar i Sverige

Göteborgs Go-klubb

Våra öppentider är onsdagar klockan 18:30 på skolgatan 21 i Haga. Kontakta gärna mig om du vill besöka oss men inte varit här förut. Lokalen ligger i bottenplanet på huset och har separat ingång.

c/o Lars Pensjö, Sia Allegatan 2A, 413 01 Göteborg

Tel: 031-13 83 15 hem, 031-41 08 05 arb www.algonet.se/~tobbec/go/gbg.html

Malmö Go-klubb

c/o Jörgen Abrahamsson, Tel: 040-97 97 57

Spelar i Malmö på onsdagkvällar hemma hos Jörgen på Föreningsgatan 49. jason@gemini ldc.lu.se

Stockholms Go-klubb

med ett 40-tal medlemmar, har sin spelplats i Stockholms schacksalonger på Brännkyrkagatan 65 08-840 710 nära tunnelbanestn. Mariatorget. Den reguljära tiden är onsdagar kl 18-23.

c/o Sören Lindström 08-640 81 08, Torbjörn Bäck 08-85 01 52,

Staffan Bäcklund 08-640 81 08, Dag von Arnold ehsdva@ehs.ericsson.se

Västerås Go-klubb

Du hittar oss tisdagar från 17:30 på Bryggargårdens Café

c/o Leif Pettersson 021 – 14 89 93 hem, 12 30 60 arb

Ludvika Go! Club

...har f.n. inga regelbundna möten.

"De mest aktiva har flyttat från Ludvika så vi är klart subkritiska."

c/o Peter Forsberg, Högbergsgatan 93c, 771 35 Ludvika

0240-846 28hem, 0240-795 27 arb Peter.Forsberg@stri.se

"Lingo" eller Linköping Go-klubb

...är en realitet sedan i våren 1992 med 10 aktiva medlemmar.

Onsdagar kl 18-24 i "Villa Blå" i Ryd. Rydsvägen 80D.

c/o Niklas Gyulai 013 - 17 71 17. www.ida.liu.se/labs/edslab/members/gusfa/lingo/

Karlstads Go-klubb

c/o Lennart Ljung, Graninge P L 522, Karlstad 054-36 557

Goföreningen Öga För öga

Tisdag kvällar på Chalmers; Hilbert rummet i F-huset.

c/o Peter Zoltan, Kapellgången 2/1253, 411 31 Göteborg. 031-20 47 4 zoltan@cd.chalmers.se

Se även [www-bprc.mps.ohio-state.edu/cgi-bin/hpp/dagge.html]

Svensk Go Tidning

ISSN 1400-5263

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Ny Go-tidning "European Go Journal"

Frank Janssen berättar om Go vardagen i Japan

Erik Ekholm visar ett parti från Göteborg i höstas

VM-poäng: slutställning 1994.

Go-Nyheter från Japan

Tema "Tsume Go" eller Life and Death

Ett parti från titelmatchen "Tengen"

Från Internet:

Konsten att spela vit i handikapp-partier.

Anton på Ishi Press skriver om Go World

Go Seigens och Kitani Shin Fuseki

Det gångna året på IGS

GO-spelare anslutna till förbundet

1xx xx Stockholm

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European Go Journal #1

En ny Go tidning ser dagens ljus

En stilla dag i februari trillade en för mig helt obekant GO tidning "European Go Journal" ned i min brevlåda.

Helt och hållet slumpvar det kanske inte eftersom de redaktörer etablerat ett utbyte av go tidskrifter mellan Nederländerna och Sverige. Detta utbyte gör att de får grepp om vilka turneringar vi har och vilka som spelar där. Frånsett detta är det jag nog som har största nyttan av detta utbyte, eftersom deras tidskrift "go" är ungefär 10 gånger så genomarbetad som vår egen. Slutligen kan man kanske se att EGJ lånat en del layoutideer från Svensk Go tidning – alltid nåt sa han som..

Nederländerna måste nog betraktas som Europas stormakt när det gäller go. Det är m.a.o. helt i sin ordning att initiativet med en europeisk go tidskrift kommer från deras Go Centre i Amstelveen.

Nedanstående ledare kommer från första sidan i denna gotidning. På nästa sida följer en kommentar från Europeiska Go Förbundets president samt instruktioner för prenumeration. Längre fram i tidningen, slutligen, kommer dessutom översättningen av en högst intressant artikel av Frank Janssen som jobbar på EGC !

Notes from EGJ editors

Matti Groot and Rob Kok

It has taken some time, but finally we can present the first issue of the European Go Journal. This first special issue contains 72 pages with mainly news from the European Go scene from July on. From page 32 on you will find the main part of this issue: a complete report of the European Fujitsu Finals, with all the games annotated, which has been held last December in the European Go Centre.

We want to stress the fact that this Journal's purpose is to provide news from the European Go scene, especially for those countries that don't publish a regular Go journal. We don't want to compete with national Go magazines or other periodicals. On the contrary, we want to provide information and news for Go Associations. All the information appearing in this magazine may be freely used by any European magazine.

The EGJ is an initiative of the European Go Centre. The EGJ is a part of a promotion plan developed by the European Go Centre. Its goal is to spread Go over Europe. In the section News from the European Go Centre, you will find more information on this matter. With the EGJ we aim at publishing four issues a year.

The EGJ will be available at the bigger tournaments throughout Europe. The price is set at DM 5 per issue retail. People interested may order a yearly subscription at the cost of DM 25 (DM 15 for the subscription and DM 10 for postal costs). Transfer DM 25 to Account No. 27.01.51.281 of the Tokai Bank in Amsterdam, to the EGCC, Schokland 14, Amstelveen, The Netherlands. [Rob håller på och försöker göra det möjligt att betala med kreditkort istället. Red.anm]

Furthermore, we would like to stress some other points which deal with European Go matters. In this issue you will find an European

Tournament Calendar. Please, send all necessary information on tournaments in 1995 and 1996 to our editorial address (see below). This will help for better coordination of the European Tournament Calendar in the future and hopefully prevent overlaps as there have been too many in the past.

For the News section of the EGJ, we would like to ask all local tournament organizers to provide us with their complete results and a short report, preferably plain ascii-files sent to us on floppy disks or by e-mail [go@swi.psy.uva.nl]. We need the complete tournament results to maintain and update the European Rating List. This list is published by the European Go Federation. Another publication by the EGF is the European Address List. All information on clubs and Go Associations is in this booklet. To keep this list updated we kindly ask every Go Association to send mutations to the EGCC. We expect that you will have a lot of pleasure reading this EGJ. If you have any ideas or suggestions don't hesitate and let us know.

A message from the president of European Go Federation

Alan Held

WITH THE PUBLICATION of the first issue of the European Go Journal European go enters yet another phase of organization. The editors and those who have worked with them deserve a vote of thanks from all of us. Perhaps even more than a vote thanks, which really costs us all nothing, they deserve something much more im-

Available Now: EUROPEAN GO JOURNAL #1

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Report on the Obayashi Cup

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European Fujitsu Finals, with all annotated games

European Tournament Calendar

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portant, and that is cooperation.

They have done their job, and now it is up to the rest of us to do what we can to make it a success. The call has gone out for tournament results so that our European rating system will have meaning and for changes in addresses and executives to be reported so that our address listing will be up to date. For a successful Journal this must be done. However that alone is not sufficient. The EGJ requires and we hope

deserves direct support in the sense that individual members of the European Go Community and not just national Federations should subscribe. It is not very expensive and your little bit will help to make it financially viable.

If you have ideas for features or items that you would like to see in the EGJ don't hesitate to let them be known to the editorial staff.

As we all do, I wish our new Journal much success.

Göteborg Grand Prix 12-13/11

Ulf Olsson

Tävlingen hade en väntad vinnare, Viktor Bogdanov, och en möjlig "dark horse" med Vladimir Danek som vann Copenhagen Grand Prix nyligen. Viktor klarade trycket på sig, men Vladimir förlorade oväntat mot Vesa Laatikainen som tog andra plats efter Viktor.

Den blivna svenska shodan-spelarna – de flesta av dem vriga IGS-spelare, fick nu bra träning i Riktiga Partier. IGS är viktigt för ett land som Sverige med stora avstånd och en liten befolkning.

Antalet spelare var detsamma som rekordet från 1990, med skillnaden att de flesta spelarna i år var svenskar men 1990 var deryssar! 1990 års turnering var extremt också genom att Ronald Schlemper blev 6:a och Zhang Shutai 10:a!

pl	name	str	nat	MM	1	2	3	4	5	pt	sos	sodos
1	Viktor Bogdanov	6d	R	22	3+	5+	2+	4+	8+	5	100	100
2	Vesa Laatikainen	5d	SF	21	9+	4+	1-	6+	5+	4	101	79
3	Kaspar Hornbaek	4d	DK	20	1-	12+	7+	10+	6-	3	100	58
4	Ulf Olsson	4d	S	20	12+	2-	9+	1-	11+	3	100	57
5	Vladimir Danek	5d	CH	20	18+	1-	10+	8+	2-	3	98	55
6	Matti Siivola	5d	SF	20	7-	18+	8+	2-	3+	3	97	56
7	Xiangdong Li	2d	CHI	20	6+	8-	3-	18+	9+	3	95	56
8	Thomas Heshe	5d	DK	19	10+	7+	6-	5-	1-	2	101	39
9	Martin Cieply	4d	CH	19	2-	11+	4-	13+	7-	2	99	38
10	Antje Rapmund	3d	D	19	8-	13+	5-	3-	14+	2	96	37
11	Bjorn Hallin	1d	S	19	15+	9-	14+	12+	4-	3	94	55
12	Wenhan Zhang	2d	CHI	19	4-	3-	15+	11-	19+	2	94	35
13	Harry Taari	1d	S	19	14+	10-	18+	9-	15+	3	91	53
14	Terje Christoffers	1d	N	18	13-	19+	11-	20+	10-	2	91	34
15	Magnus Kylemark	1d	S	18	11-	20+	12-	19+	13-	2	91	34
16	Staffan Backlund	2k	S	18	23-	26+	25+	22+	18+	4	79	63
17	Erik Ekholm	2k	S	18	22-	23+	29+	24+	20+	4	78	62
18	Christer Lindstedt	2d	S	17	5-	6-	13-	7-	16-	0	97	0
19	Lars Willfor	1d	S	17	20-	14-	22+	15-	12-	1	88	16
20	Klaus Sorensen	1k	DK	17	19+	15-	23+	14-	17-	2	87	33
21	Soren Lindstrom	3k	S	17	26-	25+	24+	23+	22+	4	77	62
22	Niclas Sandstrom	2k	S	16	17+	24+	19-	16-	21-	2	85	33
23	Niklas Gyulai	2k	S	16	16+	17-	20-	21-	26+	2	85	33
24	Peter Zoltan	2k	S	15	25+	22-	21-	17-	27-	1	81	15
25	Yatao Zhang	2k	S	15	24-	21-	16-	27-	30+	1	79	14
26	Torbjorn Carlsson	4k	S	15	21+	16-	free	29+	23-	3	77	31
27	Niklas Mellin	5k	S	15	32+	31+	30-	25+	24+	4	70	56
28	Sari Kohonen	4k	SF	15	31-	29-	35+	33+	32+	3	64	36
29	Per Kristensen	5k	S	14	30+	28+	17-	26-	33+	3	74	41
30	Ake Johansson	5k	S	14	29-	34+	27+	31+	25-	3	70	41
31	Mikael Thulin	5k	S	14	28+	27-	32+	30-	36+	3	68	39
32	Yvonne Benzian	5k	S	12	27-	33+	31-	34-	28-	1	68	12
33	Henrik Rydberg	6k	S	12	37+	32-	38+	28-	29-	2	64	23
34	Krister Strand	6k	S	12	38+	30-	36-	32+	37-	2	61	23
35	Gustav Fahl	7k	S	12	40+	37+	28-	36-	42+	3	58	31
36	Michael Lindstedt	7k	S	12	43+	38-	34+	35+	31-	3	57	32
37	Lennart Alfredsson	6k	S	12	33-	35-	39-	38+	34+	2	57	23
38	Magnus Gustafsson	6k	S	11	34-	36+	33-	37-	-	1	58	12
39	Gunnar Sathe	9k	N	10	42-	41-	37+	40+	43+	3	49	30
40	Robert Axryd	7k	S	10	35-	43+	42-	39-	41-	1	49	8
41	Michael Rater	11k	CH	10	free	39+	43+	42+	40+	5	42	37
42	Henrik Bengtsson	10k	S	9	39+	free	40+	41-	35-	3	48	20
43	Marc Gonzales	9k	E	8	36-	40-	41-	free	39-	1	49	0

6th EGF Ing Cup

by Rob Kok

Catal in Taranu is the winner of the EGF ING Cup Despite his loss in the last round against Shen Guanji he came first on SOS. In the fifth round he beat Macfadyen in an exciting game and took the sole lead. Four players ended on five points, they shared the prize money, which was 2000 US\$ each.

The tournament saw some surprising results: European Champion Guo Juan lost to Zhang and Danek and took only fifth place. The European champion of 1993, Rob van Zeijst did even worse, he lost to Macfadyen, Shen and against Cioata in the last round. John Lee, who got delayed by almost two days, because of a false bomb alarm on his plane, did very well. He won all his games. His

first two forfeited games gave him half a point each, so he managed to share the first prize.

The side tournament was, surprisingly, won by Peter Zandveld (4d amsterdam). He beat favourite Frederic Donzet (5d Paris) in third round, who finished second.

1 Taranu, Catalin 6d Buc RO 15+ 13+ 10+ 20+ 2+ 4- 5 21 16

2 Macfadyen, Matthew	6d Lon GB	22+	12+	4+	9+	1-	13+	5	20.5	15.5
3 Lee, John	6d San USA	--	--	23+	19+	11+	7+	5	20	15
4 Shen, Guanji	6d Fra PRC	6+	23+	2-	17+	9+	1+	5	19.5	14.5
5 Guo, Juan	6d Ams NL	7-	14+	6+	10-	12+	11+	4	19.5	12.5
6 Seailles, Jef	5d Par F	4-	16+	5-	14+	17+	10+	4	19.5	10.5
7 Zhang, Shutai	6d Lon PRC	5+	19+	9-	18+	10+	3-	4	19	11
8 Cioata, Daniel	4d Buc RO	14+	10-	15+	11-	20+	9+	4	17	11
9 Zeijst, Rob van	6d Tok NL	16+	11+	7+	2-	4-	8-	3	24	10
10 Danek, Vladimir	5d Pra CZ	18+	8+	1-	5+	7-	6-	3	23	10
11 Soldan, Leszek	6d War PL	17+	9-	21+	8+	3-	5-	3	19.5	7.5
12 Gomenyuk, Andrei	5d Mos RUS	free	2-	17-	21+	5-	20+	3	17	5.25
13 Sakhabutdinov, Rostam	5d Kaz RUS	21+	1-	20-	23+	19+	2-	3	17	5
Rittner, Egbert	5d Ham D	8-	5-	22+	6-	23+	18+	3	17	5
15 Pomstra, Willem Koen	3d Ens NL	1-	18+	8-	16-	24+	19+	3	16	4
16 Boon, Mark	6d Ams NL	9-	6-	18-	15+	21+	17+	3	15.5	6.5
17 Gillwald, Jens	4d Ham D	11-	free	12+	4-	6-	16-	2	19	3.25
18 Eeden, Gilles van	5d Nij NL	10-	15-	16+	7-	22+	14-	2	18	5
19 Pop, Cristian	4d Buc RO	20+	7-	24+	3-	13-	15-	2	17	2
20 Westhoff, Gerald	6d IGS NL	19-	24+	13+	1-	8-	12-	2	16.5	3
21 Arnim, Felix von	4d Ham D	13-	22+	11-	12-	16-	24+	2	13.5	2
22 Bogdanov, Victor	6d Pet RUS	2-	21-	14-	24+	18-	23+	2	13	1
23 Janssen, Frank	6d Ams NL	24+	4-	3-	13-	14-	22-	1	18	0
24 Amersdorfer, Johannes	4d Vie A	23-	20-	19-	22-	15-	21-	0	12	0

German Women Championship, held at Bonn on February 25/26.

Christian Gawron

Pl.	Name	Str	Cl.	MMS	1	2	3	4	5	Pt	SOS	SOSOS	IGS
1	Zou, Hao-Jiang	4d	KA	5	10+	5+	2+	3+	4+	5	14	68	
2	Rapmund, Antje	3d	B	4	8+	6+	1-	5+	3+	4	16	67	
3	Quest, Regina	1d	BN	3	7+	4+	11+	1-	2-	3	15	66	queen
4	Hartmann, Kirsten	1d	RAT	3	12+	3-	7+	6+	1-	3	13	66	
5	Harbrecht, Uschi	1d	BN	3	9+	1-	12+	2-	7+	3	13	64	
6	Reimpell, Monika	2k	B0	3	11+	2-	9+	4-	8+	3	12	60	MC
7	Borger, Gerda	3k	H	2	3-	8+	4-	9+	5-	2	13	63	
8	Trinks, Daniela	1k	B	2	2-	7-	10+	11+	6-	2	12	61	
9	Puttkammer, Hildegard	1d	W	2	5-	10+	6-	7-	12+	2	9	60	
10	Hansen, Kirsten	3k	HH	1	1-	9-	8-	12+	11=	1	10	56	
11	Kuhn, Frauke	1k	HH	1	6-	12+	3-	8-	10=	1	9	61	
12	Henschel, Ulrike	3k	BN	0	4-	11-	5-	10-	9-	0	11	55	

The danger of flying

John Lee

This is a story of a man, known as John Lee, who has just recently come back from the European Ing Cup held in Amsterdam. I am just writing this from what I remember from the top of my head.

Have you ever wished to be a character in a movie? I think everyone at one point of their lives dream what it would be like to star in a movie. Well, I do not how interesting the story would be if made a movie, but I certainly felt like I was a character in a movie.

SOMETIME AGO, I was invited to play in the European ING Cup as the United States Representative by the European Go Foundation. Having received this invitation, I felt honoured and I looked forward to the tournament which was supposed to be held in Amsterdam. Having never been to Europe, the trip attracted me more than anything else I can imagine (of course besides my girlfriend). I did make it to the tournament, but due to technical controversies, only after the first two rounds have been played.

I left San Francisco on the night of March 1st Wednesday, scheduled to arrive in Amsterdam on the 2nd, Thursday during the day. The opening ceremony was supposed to be held on Thursday at 6pm. As the plane sped down the runway, the joys and excitement I had are probably not explainable in words. In a way it's like the feeling of a sweet butterscotch melting on the tip of your tongue. On the otherhand, the feeling was similar to that of having matched the first five numbers of a lotto, praying dearly to let the last number match what appears on your ticket. Anyway, The plane took off and I was excited.

Malfunctioning engines

The plane was supposed to be a nonstop flight to Amsterdam however, we were forced to make a landing at New York JFK airport. Must have been about 3 hours in the air, the captain announced that one of the engines is malfunctioning. We were authorized to land in JFK. This was the first thing that made me nervous; it wasn't about the possible danger from the malfunctioning of the plane, but the thought of not making to Amsterdam in time for the opening ceremony.

When we landed in JFK, it was 3am. I had lost sense of time. I couldn't tell what day it was but my watch said it was 3am. We stayed on board until 6am, then we deplaned. The captain announced that the technicians needed at least 4 hours to fix the engine. We were driven into a hotel in Manhattan. They said when the plane is fixed the buses will come and get us, and we would be notified an hour before the buses come. The scheduled time to reboard was around 6pm that night.

Black bug

I couldn't do anything in New York. The best I could do was to wait. So I called up Janice and she came to befriend me at the hotel. I am very thankful to her for being with me when my head was about to burst from the stress I had just received from the plane. We went

around the city for a while but came back to hotel soon to be alert as to what is going on. While waiting, we grabbed something to eat at the hotel restaurant. Why not eat, it was free. Janice and I first helped ourselves to some salad. When we just sat down and began eating, a black bug with similar characteristics of a roach crawled out of Jan's salad. That was it for our delicious free lunch.

Shouting wildly

The plane which was supposed to leave at 6pm couldn't make it that day. At this point, everyone was busy trying to book themselves on other flights to Amsterdam. One was leaving at 7pm but the next one wasn't scheduled to leave until next day. The airline representative printed out a list of names whom they booked people for the 7pm flight. Being as lucky as I was, I did not find my name on the list. We thought it would be the best that I go to the airport and get in face of the airline representatives to get me a seat for that flight. Jan and I bid farewell, and I headed to the airport.

When I got to the airport, I hurried to the airline desk. When I got there, I was ignored for a while. It was about 6pm, the plane is supposed to leave in an hour but I was being neglected. I began shouting at the representatives like a mad man. The whole airport seemed to be echoing from my voice. Well, that was the plan and I succeeded in getting myself a seat on that 7pm flight.

A bomb

I felt relieved once on the plane. At this point, I hoped to make it on time for the first round which was scheduled at 10am on Friday March 3rd. My arrival was delayed for about 18 hours but I thought I would still make it in time for the first round of the tournament. When I was being relieved, there was another technical chaos which demanded an emergency landing. This time it was worse than having an engine break down.

We must have been in air for about half an hour. When the stewardesses began serving drinks, the plane literally dropped about what seemed to be about a few yards, but this is only a relative guess as if things were happening on earth. I am sure the distance we dropped in air is much greater than what it felt. The plane began to shake as if it was on top of a pan. Obviously the stewardesses took all the drinks back and restored everything in order. People on the plane were panicking. Soon after the turbulence, captain announced that there is a bomb on the plane. Yes! A bomb on the plane.

People were rubbing their butts on the seat, I saw some even jumping on their seats in a sitting position. The girl next to me reiterated what the captain has just announced to me. It didn't sink in though. I remember replying, "A bomb? So, what does that mean? I have to go to Amsterdam, I will miss my first round...." The time was around 8:20pm. The bomb was supposed to go off at 9:05pm.

Bangor, snowy Maine

Where we landed was a place called Bangor, Maine. That's where Stephen King lives. Everyone deplaned at around 8:50 I think. There was SNOW and it was cold. There was time to go through the bags and get a jacket. When we got off the plane, we hurriedly were guided towards some empty lot where many school buses were lined up awaiting us. The cold weather restored my brain to work. As we cruised down for about a mile, I saw many police cars, fire trucks, and even a bomb squad who flew in jets. Yes jets! I just realized how serious it was. I felt that I can die there. Without fear of death, I began thinking about all the people I met in the past and of course what a pity it was to not make it to the tournament in Europe. I was to die having never been to Europe. What a pity.

The bus took us to a small room. Over 400 passengers were held hostage in a small room. There were only 4 phones in that room, which meant about a 100 people had to share a phone. The lines were burning. People were shouting get off the phone. Make it quick. Be considerate. But of course when they themselves got on the phone, they took for ever. I waited for God knows how long to call home, to let my parents know that I might die, and that I was really sorry. There was another person who is special to me that I wanted to talk to but the circumstances didn't allow. I must have felt so bad if I died without talking to that special person.

Packed in that room as if a pig was packed in a hen's cage, we were stationed involuntarily for about 6 hours. Then the captain announced that the bomb was found in a suitcase. The bags are removed from the plane and in about half an hour we may board again. When I heard this, I felt hopeful again. I can make it in time for

second round!

Computer break-down

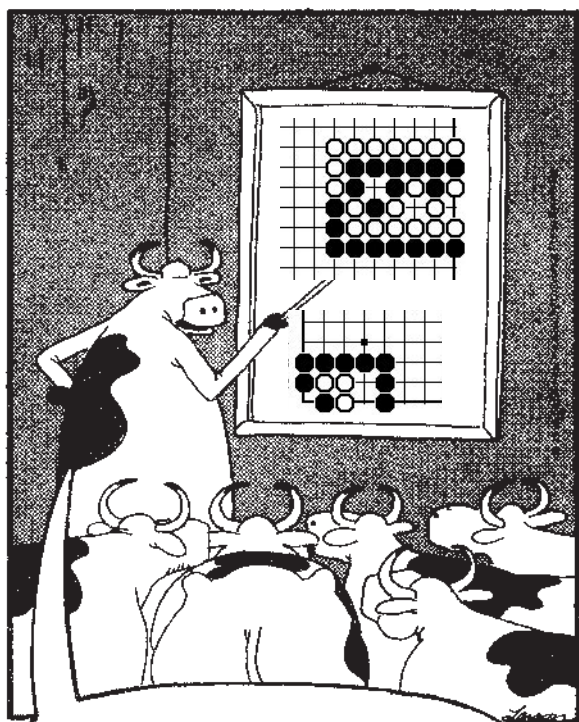
About 2 hours have gone by since the captain last spoke on the intercomm. Captain appeared again. He announces the computer system on the plane has broken down. it was around 3am I am not sure what day. He said that the plane will be able to take off next day at 6pm. At this time, I had given up all hopes and just wanted to get some sleep. We were all taken to 8 locations of near by hotels. Next day the buses came to pick us up and took us to the airport.

A long flight eh?

The plane finally took off at 7pm that day. I made it to Amsterdam, surprising? It was local time around 6am on Saturday morning, March 4th. I left San Francisco on a non stop flight on Wednesday night and got to Amsterdam on Saturday morning, 3 nights and 4 days. A long flight eh? Eric came to pick me up at the airport, I was very happy to see him, but I hadn't recovered my senses yet. I made it in time for the 3rd round of the tournament. I was just glad that everything was over. My life still attached to my body; I was breathing. Normally.

After a couple days of stay in Amsterdam, now I am back home. I slept for about 3 days when I got back. I felt dizzy. I had a headache and felt like throwing up. My soul must have been scared from the controversy. It could have been a devil's joke, nature's protest, God knows what. But I can only thank God now for having my body and soul in one piece.

In regards to the happening, I'd like to thank the EGF very much for all they have done for me. I specially like to thank Rob Kok and Eric (EGF officers) for their kindness and help they have given me both physically and psychologically. And I am glad to have met many nice people in Amsterdam including the popular figures on igs, jansteen and kishiko. I hope to return to Amsterdam in the future and accomplish what I had planned to do this time. To tour the city and to win the European Ing Cup.



Ok grabbar. Nu ska vi titta
på en äkta trippel-ko. Och efter det
kommer höjdpunkten:
Den 10000-åriga kon.

Den grå vardagen för go-spelare i Japan

Frank Janssen

Japan, Mecka för den sanne GO-entusiasten. Jag trodde faktiskt att jag visste en hel del omdet, men mitt besök nyligen var faktiskt en uppenbarelse.

Låt mig börja från början. Vad hade jag i Japan att göra egentligen? –Jag skulle gå kursen 'International GO Instructor' vid Nihon Ki-in, det japanska förbundet för professionella GO-spelare. Det hela började dock ett och ett halvt år tidigare när Alan Held, ordförande i Europeiska GO-förbundet, kontaktade Nihon Ki-in.

Hans önskemål var att några få utvalda go-spelare skulle erbjudas en grundlig utbildning i att lära ut go. Efter denna kurs skulle de kunna sprida GO i Europa. För sex månader sedan kom Japans godkännande och den första gruppen spelare kunde åka till Japan. Matthew MacFadyen –flerfaldig europeisk mästare– och jag själv var utvalda. Villkoret för resan var dock att kandidaterna verkligen var villiga att tillämpa det de skulle lära sig i Japan. I mitt fall passade detta mycket bra eftersom jag skulle börja arbeta för det Europeiska GO-centret i december. Och syftet med detta var precis att ge impulser till att sprida GO i Europa.

Den 19e september klev jag ombord på flyget för att för tredje gången i mitt liv åka till Japan. Mina två tidigare besök här var för amatör-VM vilket betydde lyxhotell och arrangerade utflykter. Så mina intryck av Japan är litet begränsade därmed.

Denna gång upplevde jag mer av 'normalt' vardagsliv. Under vårt besök bodde vi på Insei-skolan. Inseis studerar för att bli proffs. Så vi väntade oss att få möta en stor grupp av unga japaner studerande go under en strikt ledning. Det verkar ha varit det ursprungliga syftet med centret, men verkligheten var annorlunda. Skolbyggnaden ligger i Makuhari, ett stort kontorsdistrikt i Chiba (en förort till Tokyo) med 1,3 miljoner innevånare. Pendeltåget till Tokyo tar nästan en timme. Detta verkar inte passa de flesta unga japaner. Husreglerna kan också ha varit för hårda. –kliva upp 6.30 och ingen TV efter 21.30. Allt som allt bodde bara 7 inseis här, bland dem 4 från väst: Sorin Gehrman, en 23-åring från Rumänien, Anton, en rysk 18-åring, Dimitri, 13 år, från Ukraina och Emil Nijhuis, 14 år, Holland/Tyskland. Två ungdomar från Taiwan och en från Japan, alla tre kring 15 år bodde också här.

På lördagar träffas alla femtio Insei här för att spela sina partier för att bestämma sin inbördes rangordning. Det fanns två till studenter från väst: Normon Chadwick, 34 år, från Canada och tysken Hans Pietsch 25 år. Efter tre år här hade Norman fortfarande inte kommit högre än 35e plats. Jag var förvånad över att han fortfarande förväntade sig att bli professionell. Jag tror att han till och med var litet svagare än jag.

Hans Pietsch istället spelade på hög nivå. Han deltog i promotions-turneringen med 13 andra starka Insei och 4 starka outsiders. Hans har redan spelat i denna turnering tre gånger. Oturligt nog slutade han igen i den undre halvan: 11 av 18 deltagare. I år skulle han göra ett sista försök.

Ungdomarna från väst hade mycket att tänka på. Till att börja med

hade de bara en grundläggande engelska som gemensamt språk. Sedan förväntades de också lära sig japanska, besöka en japansk skola, vänja sig vid japansk kultur och sist men viktigast: De skulle bli riktigt starka i go nästan helt på egen hand. En nästan omöjlig uppgift.

På kvällarna spelade de oftast bordtennis och tittade på TV. Faktiskt följde de inte riktigt regeln om att stänga av TVn 21.30. Klockan 22.00 letade de sig tillbaka till TV-rummet; efter 21.00 var det oftast en amerikansk film på satellit-TV kanalen.

Våra första veckor använde vi för att vänja oss vid Japan och att göra upp planer. Nihon Ki-in hade inget färdigt schema. Vi satte oss tillsammans och gjorde en lista med ämnen, möten med lärare och ett program med föreläsningar som vi ville vara med om. Vi besökte också TV-bolag, video producenter, förläggare och författare av go-tidningar och böcker.

Vår kontaktperson var herr Saheki, chefen för 'Oversees Department' i Nihon Ki-in. En av hans go-spelande vänner befanns vara villig att följa med och tolka åt oss. Denne herr Morita hade bott i USA i 10 år. Han ställde upp eftersom han tyckte det skulle bli en underbar möjlighet att se ställen han annars aldrig skulle besökt. T.ex. insisterade han på att få vara med när vi träffade Michael Redmond eftersom han verkligen ville få möjlighet att träffa honom.

Vad fick vi vara med om? Föreläsningar i själva Nihon Ki-in ges för det mesta av proffs. Publiken på en vanlig veckodag utgjordes mest av personer över 65 år, både män och kvinnor. På en eftermiddag var det ofta kring 500 lyssnare. Grupper om 100 till 150 lyssnar tyst på en lektion om cirka en timme. Och efter det spelar de några avslappnade partier med varann.

De här föreläsningarna är mer underhållande än undervisande. Den japanska go-publiken verkar likna bridge-spelarna i Holland, även om genomsnittsåldern i Japan är åtminstone 10 år högre. I klubbarna är det mest amatörer som undervisar. Man måste förstå att en go-klubb i Japan är en kommersiell inrättning. Man betalar 6 till 8 dollar per besök. För detta får man så många motståndare och så mycket te man vill ha. Överallt i byggnaden finns automater med en sorts aningen bittert öl. Man blir snart van vid det.

Det finns en klar skillnad mellan europeisk och japansk go-kultur. I Japan spelar man mycket oftare bara för skojs skull. Nästan varje parti tar bara en halvtimme. Klockor används inte. Men fortfarande

räknas varje parti i det interna rankingsystemet. De flesta klubbarna använder samma handikapp-system. Det är rätt roande hur mycket längre de driver detta än i Europa. Ett jämnt parti innebär en komi på 6 1/2 poäng för vit. En poängs skillnad i ranking betyder 5 1/2 i komi, två poängs rankingskillnad 4 1/2 osv. Efter ett antal vunna partier gå din ranking upp ett steg. Senare ska jag berätta mer utförligt om detta system. Jag ska också berätta mer om att ge go-lektioner för barn, vilket vi ägnade mycket tid åt.

Nästan varje besök på en klubb eller föreläsning slutade med en inbjudan till en bra restaurang. På detta sätt fick vi massor av erfarenhet av japanska matvanor: Koreansk barbeque, västerländska steak house, sashimi, sushi och genuin kinesisk mat. Allt smakade bra och åtföljdes av mängder av saké, det varma japanska risvinet. Precis så här var det vid vårt första besök på en klubb. Ägaren, herr Katsube, hade varit i Warsawa med ett japanskt lag vid det första Europeiska Lag Mästerskapet 1985. Både Matthew och jag hade också varit där. Jag skulle t.om. ha mött honom, men det har jag inget minne av. Den här herr Katsube bjöd ut oss på middag minst fyra gånger.

För de som planerar att besöka Japan är hösten idealisk. Tokyo ligger på samma latitud som Nordafrika, så klimatet är liknande. De första sex veckorna bar vi kortärmade skjortor och behövde ej jackor. Under denna tid var vädret tryckande på grund av den höga luftfuktigheten.

En gång upplevde vi en Tai Fun: en tropisk regnstorm. –En riktigt stark bläst samtidigt som det regnade hundar och katter. Normalt brukar de tillfälliga milda skurarna mer likna en tjock dimma. Den här sommaren ska ha varit extremt varm och vintern riktigt kall; så vi hade enorm tur med oss.

Under de nio veckorna hade jag också tillfälle att turista litet, för det mest i samband med vårt träningsprogram. Till exempel så åkte vi till Omachi i de japanska alperna med herr Yasuda för att besöka fyra lekskolor och ett sjukhus och lära barnen go där. Vi upptäckte att Omachi var en magnifik plats: Fantastiska berg och en underbar utsikt. Kommunen bjöd oss på en en-dags guidad tur. Denna kommun har för avsikt att förvandla Omachi till ett go-semesterområde, speciellt på sommaren. Detta skulle passa bra ihop med deras tidigare image som vintersportort. För att prata om detta projekt inbjöds vi två gånger av borgmästaren, och en 'affärlunch' åts tillsammans med ett antal tjänstemän. Vi var närvarande för att fylla ut bordet och hängav oss åt alla delikatesser medan de inbjudna officiella gästerna hängav sig åt känsloladdade diskussioner. Den här typen av möten är förresten mycket viktiga i den japanska kulturen. I synnerhet drinkarna får alla hämningar att släppa och många saker blir sagda som annars aldrig skulle komma fram i dagsljus.

En annan utflykt var en tre dagars resa till Osaka och Kyoto. Osaka är ett slags japanskt Rotterdam. En gigantisk modern hamn- och industristad. Vår guide här var Tsukuda Akiko, en ung professionell shodan. Samtidigt som hon fick sin professionella status tog hon en universitetsexamen i engelska. De som var i Maastricht kommer säkert ihåg henne. Förresten är det mycket lättare för kvinnor att bli professionella än för män. Förutom den vanliga promotionsturneringen varje år, där också kvinnor deltar (i år deltog Kobayashi Koichis dotter), spelas en turnering för kvinnliga inseis där vinnaren

blir professionell. Tsukuda berättade en hel del om livet som insei och som nybliven professionell. Jag skulle kunna fylla en hel tidsskrift om detta...

Japan, och i synnerhet Tokyo med omgivningarna, där jag vanligtvis befann mig är angenämt att bo i. Allt är rent, förutom alla bilarna, och det finns nästan ingen vandalism. Överallt finns myntautomater med mat och dryck samt telefonautomater –men ingenting blir vandaliserat. Alla uppför sig tyst och försynt speciellt på pendeltågen som nästan alltid är bräddfyllda med stora grupper av 'salary men' de japanska tjänstemännen.

Praktiskt taget alla japanska män har kostym och slips. Alla anpassar sig till detta, till och med kvinnorna är ofta diskret klädda. Japan är fortfarande männens värld.

Många kvinnor stannar hemma och tar hand om barnen. Överallt man går står kvinnor och väntar på en. På ett kontor kommer en av flickorna och serverar te innan arbetet börjar. Männerna arbetar och går ofta ut och äter och dricker innan de kommer hem sent på kvällen.

Konstigt nog spelade jag nästan ingen go. Jag studerade en hel del go. För detta ändamål fanns tre stora dojos vid insei-skolan. En dojo är ett lärum i japansk stil. Golvet är täckt av risstråmmattor tatami. En tatamimatta har en standardstorlek om en gång två meter. Japanerna mäter storleken på rum i antalet tatamimattor. Det största samlingsrummet var 72 tatami och det fanns också ett på 21 tatami. Det tredje var i västerländsk stil med vanliga mattor, bord och stolar.

I tatami-rummen är inte ens sandaler tillåtna. Skor är alltid tabu i japanska hem. Också i Insei-skolan började man med att lämna sina skor i entrehallen och sätta på sandaler istället.

När vi besökte go-klubbar frågades vi oftast om vi ville spela simultanpartier med de närvarande. På klubbarna var det få starka spelare närvarande så för det mesta fick vi ge höga handikapp. För detta ändamål blev vi klassade som 8 dan, två mer än i Europa. Trots detta vann vi de flesta partier.

Mitt intressantaste parti var emot en 11-årig flicka, som vill bli professionell. Hon var elev till en 7 dan professionell, Iwata, som en gång i veckan hade en klass med barn. Jag gav henne två stenar och vann ändå, med mitt intryck var att om ett år skulle hon vara starkare än jag. Bakom en blyg fasad dolde sig en gigantisk läsförmåga, och hon hade redan en enorm erfarenhet trots sin ungdom.

Jag spelade också fyra partier mot proffs. Ett två stenars parti mot Michael Redmond var mitt bästa. Olyckligtvis förlorade jag, men min fuseki och mitt mittspel var inte alls dåligt. Ett parti mot Kobayashi Chizu ska komma i en veckotidning, och ett parti mot ett kvinnligt kinesiskt proffs spelades in på video av ett litet företag som sålde undervisningsfilmer.

Om ni har några ytterligare frågor om go i Japan, japanska undervisningsmetoder eller Japan i allmänhet så är jag alltid tillgänglig vid The European Go Cultural Centre.

Go news from Japan

James Davies

OCTOBER

China has taken the lead again in the current China-Japan Supergo Series. Cao Dayuan, playing in his home town of Shanghai, defeated Yamashiro Hiroshi by 2 1/2 points on October 28 and Kataoka Satoshi by resignation on October 30. Japan now has only one player left, Kato Masao, and he will have to win three straight games if Japan is to rescue the series.

* * *

After suffering three reverses in match play earlier this year, Kobayashi Koichi rebounded smartly by defending his Meijin title without a single defeat. In game after game challenger Rin Kaiho seemed to have victory within grasp, only to see Kobayashi snatch it away. Despite the loss of his other major titles, Kobayashi obviously remains a dominating force in Japanese go, as he has been for the last decade. Over the past ten years he has played as challenger or defender in 39 of the 70 newspaper-sponsored title matches, and has won 26 of them. That's about twice as well as anyone else has done.

* * *

Twenty-six go players from around the world spent September 29 to October 2 at the Shonan Village Center, a new international conference facility overlooking the sea southeast of Kamakura. The isolated location was perfect for concentrating on the business at hand, which was the 5th Women's World Amateur Go Championship. Sato Akiko of Japan faced a tough set of opponents and came through with only one loss, taking first-place honors for a second time. Kwun Hyojin (age thirteen) of Korea came a close second. At the awards ceremony, however, the audience reserved their warmest applause for Aysegul Tuna, the young Turk who finished last but captivated everybody with her spirited style.

1 Sato Akiko (Japan)
4-4

7-1 | 14 Lim Sijing (Singapore)

2 Kwun Hyojin (Korea)	7-1 15 Els Buntsma (Netherlands)	4-4
3 Kan Ying (Hong Kong)	6-2 16 Eleonore Gruber (Austria)	4-4
4 Chang Kaisim (Taipei)	6-2 17 Carmen Mateescu (Romania)	4-4
5 Liu Yajie (China)	5-3 18 Raffaella Giardino (Italy)	3-5
6 Cathy Zhang (Australia)	5-3 19 Alison Cross (U.K.)	3-5
7 Antje Rappmund (Germany)	5-3 20 Emilia Grudzinska (Poland)	3-5
8 Stella Chang (Canada)	5-3 21 Sari Kohonen (Finland)	3-5
9 Martina Simunkova (Czech.)	5-3 22 Vera Rupel (Slovenia)	3-5
10 Debbie Siemon (U.S.A.)	4-4 23 Miyoko Holliger (Switz.)	2-6
11 Beatriz Martinez (Spain)	4-4 24 Cecilie Irgens (Norway)	2-6
12 Veronika Varga (Hungary)	4-4 25 Yvonne Benzian (Sweden)	2-6
13 Monique Berreby (France)	4-4 26 Aysegul Tuna (Turkey)	0-8

* * *

In professional women's go, the rise of new talent continues. Challenger in the women's Honinbo title match next month will be Tsukuda Akiko, shodan, the twenty-two-year-old girl who arrived at the European Go Congress last summer, plunked her knapsack down on the floor, and started right in playing go. She will be the first player from the Osaka branch of the Nihon Kiin ever to challenge for a title.

* * *

And some new blood has at last broken into the big tournaments. Next month Rin Kaiho will be challenged for his Tengen title by Ryu Shikun, 6-dan. Also twenty-two, Ryu will be the youngest challenger Rin or anyone else has faced in a long time in an unrestricted title match. Ryu beat out Kobayashi Koichi for the challenger's spot.

* * *

Kato Masao won the lightning tournament sponsored by Tokyo TV, but he had to come from behind in the final game against Yamada Kimio. This young 6-dan, unruffled at being targeted by a typical Kato attack, caught Kato in error and completely turned the

forts. från föregående sida

tables on him from move 90 to move 159. At move 160, however, he misread a life-and- death position and Kato killed one of his groups.

* * *

Mimura Tomoyasu, 7-dan, a protege of Fujisawa Shuko, is wearing the newcomers' crown this year. He defeated Yo Kagen (Taiwan-born Yang Chia-Yuan) by a 2-1 score to capture the Shinjin-O title.

* * *

Cho Chikun won the first Oza game from Kato Masao on October 21.

NOVEMBER

Yoshida Mika prevailed over her shodan challenger Tsukuda Akiko, by 5 1/2 points on November 6 and a narrow half-point on November 16, to remain Women's Honinbo. That keeps at least one professional title in the possession of the Kansai Kiin.

* * *

Yamashiro Hiroshi beat Ogata Masaki by a point and a half on November 10 to claim his ninth Okan title. He now holds the record for most victories in this event, which is confined to players belonging to the Nagoya branch of the Nihon Kiin. Yamashiro specializes in winning the Okan, since it is the only title that he has gained so far in his career, but he has also challenged for some of the biggest titles in Japan, and is hot in contention right now for a world title as well.

* * *

Four days after winning the Okan, Yamashiro beat Yoo Changhyuk, one of Korea's best, in the quarter-final round of the Tongyang Securities Cup in Seoul. The semi-finals, scheduled for next March, will match Yamashiro and the current Tongyang title-holder, Cho Hunhyun, against two Chinese opponents, Nie Weiping and Ma Xiaochun. Full results of the first three rounds are given below (with apologies for doubtful spelling of Korean names).

----- Round 1 (October 16) -----			
Lee Changho (Korea)	beat	Zhang Wendong	(China)
Jang Suyong (Korea)	beat	Takemiya Masaki	(Japan)
Yamashiro Hiroshi (Japan)	beat	Seo Bongsoo (Korea)	
Chen Yung-an (Taipei)	beat	Yang Keon (Korea)	
Yoon Hyeonseok (Korea)	beat	Kataoka Satoshi	(Japan)
Kim Dongyeop (Korea)	beat	Komatsu Hideki (Japan)	
Qian Yuping (China)	beat	Alexei Lazarev (Europe)	
Otake Hideo (Japan)	beat	Yang Hui (China)	
----- Round 2 (October 18) -----			



Från vänster: Kato, MacFadyen, tolk, Sakata och Cho.

Ett parti i Oza-matchen.

Nie Weiping (China)	beat	Lee Changho (Korea)
Yoda Norimoto (Japan)	beat	Jang Suyong (Korea)
Yamashiro Hiroshi (Japan)	beat	Cho Chikun (Korea)
Yoo Changhyuk (Korea)	beat	Chen Yung-an (Taipei)
Ma Xiaochun (China)	beat	Yoon Hyeonseok (Korea)
O Rissei (Taipei)	beat	Kim Dongyeop (Korea)
Qian Yuping (China)	beat	Jimmy Cha (USA)
Cho Hunhyun (Korea)	beat	Otake Hideo (Japan)
----- Round 3 (November 14) -----		
Nie Weiping (China)	beat	Yoda Norimoto (Japan)
Yamashiro Hiroshi (Japan)	beat	Yoo Changhyuk (Korea)
Ma Xiaochun (China)	beat	O Rissei (Taipei)
Cho Hunhyun (Korea)	beat	Qian Yuping (China)

* * *

Aoki Kikuyo has taken the Women's Kakusei title for the third time. She defeated Kusunoki Teruko by a point and a half on November 19. The game was played in Tokyo's domed baseball stadium as part of a weekend festival celebrating the 70th anniversary of the Nihon Kiin.

* * *

On the next weekend, the fifth international amateur pair-go championship was held in Tokyo. The winners were a Japanese pair, Sakai Yukihide and Umezawa Yukari, who beat the Korean pair in the final game.

* * *

After four Oza games, Kato Masao and Cho Chikun are tied 2-2. The showdown will come on December 8.

* * *

The Tengen match is also tied, at 1-1. Challenger Ryu Shikun took opener, but Rin Kaiho came back to win the second game.

* * *

The next Kisei challenger will be named Kobayashi, but it could be either Koichi or Satoru. The two Kobayashi's are tied 1-1 in the best-of-three play-off that caps the elaborate challenger-determining process. The deciding game will be played on December 1.

* * *

In the computer go championship held this month in Taipei, Ken Chen's Go Intellect, David Fotland's Many Faces of Go, and Cheng Zhixing's Handtalk took top honors, each finishing with only one loss. Tie-break points put Go Intellect first, Many Faces second, and Handtalk third.

DECEMBER

The 9th China-Japan Supergo series is over and China has a new pair of heroes: Liu Xiaoguang, who dispatched the first three members of the six-man Japanese team, and Cao Dayuan, who dispatched the last three. Victory for the Chinese came on Christmas eve in Tokyo, when Cao defeated Kato Masao by 2 1/2 points. China has now won five out of nine Supergos.

* * *

"Too many careless mistakes," said Kobayashi Koichi in summing up the 7th annual Mingren-Meijin match, held in Tokyo in mid-December. After dropping the first game and winning the second, he lost the third and deciding game on an uncharacteristic blunder. "I once felt that Kobayashi and I were on different levels," said the victorious Chinese Mingren Ma Xiaochun, summing up the past six years of this match. "I'm glad that I can now give him some real

competition.“

Japan is off to a flying start in the Jinro-SBS cup, due to four wins by Miyazawa Goro. Under a new individual prize system, those four wins were also worth \$15,000. Known as the most aggressive pro player in Japan, Miyazawa nearly downed his fifth opponent too, which would have doubled the prize, but he became over-aggressive in a winning position. Here are the results of the first six games, which were played December 6 to 12 in Shanghai:

Liu Jing (China)	beat	Yoo Changhyuk (Korea)
Miyazawa Goro (Japan)	beat	Liu Jing (China)
Miyazawa Goro (Japan)	beat	Seo Bongsoo (Korea)
Miyazawa Goro (Japan)	beat	Zheng Hong (China)
Miyazawa Goro (Japan)	beat	Yang Jaeho (Korea)
Cao Dayuan (China)	beat	Miyazawa Goro (Japan)

Cho Chikun marked Pearl Harbor Day on December 8 by taking the Oza title from Kato Masao. It wasn't an easy win: Kato led for most of the first hundred moves, but he dropped his guard twice in the late middle game and Cho took advantage of both mistakes. In retrospect, the deciding game of the five-game series was the first, in which Kato overlooked a tesuji and Cho killed nearly half his stones at the 55th move. With the Kisei, Honinbo, and Oza titles now in his possession, Cho has definitely regained the top spot in Japanese go.

Also on December 8, Ryu Shikun celebrated his twenty-third birthday by beating Rin Kaiho by resignation to win the Tengen title. Born in Seoul, Korea, Ryu came to Japan in 1986 to study under Oeda Yusuke, made shodan in 1988, and reached 6 dan earlier this year. His victory over Rin came as a surprise to many people, perhaps including Ryu himself. Showing that he has mastered Japanese etiquette as well as go, he said, "I'm not sure I'm qualified to hold a title this high. I'll have to study harder and become stronger."

The Kisei challenger-deciding game between the two Kobayashi's, Koichi and Satoru, was won by Kobayashi Satoru on December 1. Koichi did not seem to be playing with his usual determination. After devastating losses in the 1990-1992 Honinbo and 1994 Kisei matches, he may not have had the heart to face Cho Chikun again. Kobayashi Satoru will start playing Cho on January 18 in the United States, at the Hotel Nikko in Atlanta. It should be a good match: over the past decade these two have met six times and have won and lost in turn.

Victory in the Kirin Cup went to the Tohoku team of seven (three pros, four amateurs). The team included current world amateur champion Hiraoka Satoshi and three-time former champion Imamura Fumiaki, whose victories were instrumental in the final 4-3 triumph over the Tokyo B team. Individual honors were won by Hiraoka and three other unbeaten players, who will be enjoying free beer for the coming year.

Kato Tomoko, former Women's Honinbo, will try to become Women's Meijin next year. This title match also starts on January 18.

JANUARY

The Jinro-SBS Cup remains a three-way contest right to the end. Korea's young lion Lee Changho, normally an indifferent performer away from his native Seoul, caught fire in Tokyo in mid-January and turned in four straight wins. Nie Weiping then saved China from elimination by taking the next two games. That leaves China, Japan, and Korea with one player apiece for the finale in Korea next month: Nie will face Cho Hunhyun, then the winner will play Rin Kaiho for the cup. Results of second round of six games, held January 10-16:

Lee Changho (Korea)	beat	Cao Dayuan (China)
Lee Changho (Korea)	beat	Komatsu Hideki (Japan)
Lee Changho (Korea)	beat	Ma Xiaochun (China)
Lee Changho (Korea)	beat	Takemiya Masaki (Japan)
Nie Weiping (China)	beat	Lee Changho (Korea)
Nie Weiping (China)	beat	Kato Masao (Japan)

Rui Naiwei is women's world champion again, after besting Feng Yun by a 2-1 score in Seoul on January 22-24 to win the Bohae Cup. The tournament was a tough one for Rui: she nearly lost to Japan's Nishida Terumi in the first round, Feng wiped her out in the first game of the three-game play-off, and Rui had to fight back from a lost position to save the second game, but she lived up to her reputation in the end. Best Japanese performance was by Kato Tomoko, who beat Ye Jinjin to reach the semi-finals. This was the only loss by a Chinese player to a Japanese or Korean opponent. Although sponsorship of the championship has shifted from China to Korea, Chinese women still seem to stand head and shoulders above the rest of the field.

Pair go has gone professional in Japan, with sixteen mixed pairs competing in a knockout tournament sponsored by the Ricoh company. In the final game, held January 29, a Kansai Kiin pair, Hashimoto Shoji and Konishi Kazuko, defeated a Nihon Kiin pair, Ishida Yoshio and Nakazawa Ayako, to win the first Ricoh Cup.

Cho Chikun made a good start in defense of his Kisei title by beating Kobayashi Satoru in Atlanta, Georgia on January 18-19. He had the game pretty well wrapped up by the end of the first day. Kobayashi struggled for ninety more moves the next day, then resigned.

Sugiuchi Kazuko will need two straight wins if she is to keep her Women's Meijin title for a fifth year. She lost the first game of the match by resignation to her pupil, Kato Tomoko.

While Japanese professionals are being hard pressed in international competition, at the collegiate level Japan continues to rule the board. The University of Tokyo emerged victorious again at the Asian University Go Championship, beating China's Qinghua University 4-1 on January 5, and downing Korea's Hanyang U. by the same score the next day. Qinghua edged out Hanyang 3-2 for second place. The match was held at the Arcadia Ichigaya in Tokyo.

Go is not the board game that's getting attention of the Japanese press these days: it's shogi, the Japanese variant of chess, where Habu Yoshiharu is challenging Tanigawa Koji for the Osho title.

If Habu wins, he'll have all seven of the major professional shogi titles—and this whiz-kid is still only twenty-four. At the moment, Habu's winning is a big if, because Tanigawa has a 2-0 lead in the best-of-seven match.

FEBRUARY

The Korean team has racked up another victory in the Jinro-SBS Cup. Their anchor-man Cho Hunhyun got past China's Nie Weiping by 8 1/2 points on February 21, and defeated Japan's Rin Kaiho by resignation the next day. Both games started well for Cho's opponents, but Cho showed that he can come through under pressure. The final won- lost records: Korea 6-4, Japan 4-5, China 4-5. Cries of "Stop Korea!" are starting to be seen in the Japanese go press.

* * *

"I feel I've repaid a debt of gratitude," said Kato Tomoko after winning the Women's Meijin title match on February 1. She was referring to the debt owed by pupil to teacher, and she repaid it by demonstrating that she had been well taught, by defeating her teacher Sugiyuchi Kazuko in two straight games. Master-disciple matches are rare in Japanese go, and a lot was riding on this one: had Sugiyuchi won, she would have had five straight Women's Meijin titles, making her Honorary Women's Meijin for life. Her undoing was a reading error that allowed a large group Kato's stones to survive an attack in the second game.

* * *

The Kisei games are two-day affairs, so Cho Chikun's resignation on February 1, the first day of the second game, caused quite a stir. Cho had overlooked a move in some early fighting. He won the third game, with some difficulty, but then lost the fourth by 3 1/2 points, after misreading a ladder twice. That ties the match at two wins apiece. If Cho does not settle down, Kobayashi Satoru could be Kisei by mid-March.

* * *

The second ACOM cup began on February 6, with attention focused on the twelve amateur contestants. Hirata Hironori defeated 2-dan and 3-dan pros before losing to another 3-dan pro in the third round, and four other amateurs, including women's amateur champion Sato Akiko, won their first-round games. Hirata, incidentally, will represent Japan in the upcoming world amateur championship.

* * *

Yoda Norimoto will start playing Otake for the Judan title in March. He earned the Judan challenger's berth by beating Morita Michihiro on February 9, two days before his twenty-ninth birthday.

* * *

In shogi, after Habu tied the Osho match at two-all, Tanigawa swept back to a convincing win in game five on February 27-28. "Can't tell where I went wrong until I check it out later," said Habu. In making this check Habu, an intensive computer-user, will be able to access the Kisen data base maintained by the Japan Shogi Federation, which contains records of some twenty thousand professional games from the past twenty years. Habu's play has been criticized as being computer-dependent. His retort: "I think that from now on, using a PC to organize data will become as natural as using a telephone or fax."

MARCH

Kobayashi Satoru has risen out of nowhere straight to the top by taking the Kisei title from Cho Chikun. Well, not quite nowhere—his 34-7 won-lost record last year was a sign that something was in the offing—but his previous title wins could be counted on the fingers of one hand, without using the thumb, and most of them had been in minor tournaments restricted to young, non-top-ranked players. So it was more than a mild surprise when, after tying the Kisei match at 2-2, he went on to take games five and six, both by resignation. He won by keeping cool, staying close, matching Cho's depth of reading, and waiting for Cho to auto-destruct. Cho mismanaged his time and lost several of the games on mistakes in byo-yomi. "I still can't believe it," Kobayashi stated afterward. "The correct handicap between Cho and me is probably for me to take black in every game, and I'm not just saying that to be modest."

* * *

In between the fifth and sixth Kisei games, the same Kobayashi captured the NHK Cup as well. His opponent in the final game was Kiyonari Tetsuya, a player from the Kansai Kiin. As in most of the Kisei games, it was a come-from-behind win for Satoru-san, by 4 1/2 points.

* * *

Between those last two Kisei games, Cho also lost the NEC Cup to a player named Kobayashi, but it was his old rival Kobayashi Koichi. This was their first encounter in almost a year. Cho borrowed a couple of K.K.'s favorite moves in the opening, but to no avail. The Meijin and ex-Kisei Kobayashi pulled ahead in the middle game and won by resignation, earning his first NEC Cup.

* * *

Cho then beat Kobayashi Koichi in the semi-final round of the Kakusei tournament, however, so two days after losing the Kisei title, he found himself playing Kato Masao for the Kakusei title. Recent pictures of Cho at the end of crucial games have sometimes shown him burying his head in his hands, and this turned out to be one of those games. Capitalizing on a late middle-game mistake by Cho, Kato won by resignation, gaining the third Kakusei title of his career.

* * *

On March 25 Cho played in the final game of a still another tournament, a new one sponsored by Japan's national tobacco company (JT). The initial rounds of this tournament are organized by signs of the zodiac, and Cho, whose birthday is June 20, won his way up from the Gemini bracket. His final opponent was a Scorpio, O Rissei. This was the same match-up as in the final of the ACOM Cup last year, and the result was also the same: O Rissei is the first winner of the JT Cup.

* * *

So Cho has the unique distinction of having played for four titles in one month and lost all four. That might be enough to send some players into shock, but on March 30 Cho put the month behind him with a half-point victory over Rin Kaiho, in the Meijin league. Cho now leads that league with a 3-0 score, while Rin and Takemiya trail at 3-1.

* * *

As Cho moved to the top of the Meijin league, Kato Masao dropped from the top of the Honinbo league into a tie with two young

players, Yo Kagen and Yuki Satoshi. In the final Honinbo-league round next month, Kato will tackle Yo while Yuki plays Komatsu Hideki.

* * *

Nakano Hironari, a 25-year-old 8-dan from the Nagoya branch of the Nihon Kiin, won the NEC Rising Stars lighting tournament on March 4, beating Morita Michihiro in the final game. Truly a rising star, Nakano has two first places in Oteai competition, and now has the first title win of his career.

* * *

Enda Hideki, a 28-year-old 7-dan from the Osaka branch of the Nihon Kiin, won the New Stars lighting tournament sponsored by Tokyo TV. Enda upset Ryu Shikun, Tengen, in the final game.

* * *

Yoda Norimoto appears to be on the verge of taking the Judan title from Otake Hideo. Otake, who has been in a deep slump ever since defending this title last year, was decisively beaten in the first two games of the best-of-five match.

* * *

Results of the semi-final round of the Tongyang Securities Cup, played March 20-24 in Seoul:

Nie Weiping (China) beat Yamashiro Hiroshi (Japan) 2-1

Ma Xiaochun (China) beat Cho Hunhyun (Korea) 2-1

So China has its first world title in hand, either Nie's hand or Ma's. The semi-final results were reported on Internet a few days after the games were played, by readers of Chinese newspapers in America. The results have yet to be published in Japan.

* * *

World amateur champion Hiraoka Satoshi is also Japan's Student Meijin, after defeating the Student Honinbo 2-1. This ends Hiraoka's student career; next month he's off to work for Japan Freight Railway. In his time, Hiraoka has also been Middle-School meijin and national high-school champion.

* * *

World women's amateur champion Sato Akiko is Japan's women's amateur champion for the fifth time, including the last three years running. She beat Baba Tomoyumi by half a point in the deciding game.

* * *

In professional shogi, Tanigawa Koji defended his Osho title by overcoming Habu Yoshiharu in the seventh game of the match on March 23-24. Two games were actually played. The first ended at 2:30 in the afternoon of the second day in a stalemate, by repetition of the same position four times. Under tournament rules the players took an hour's rest, then switched sides and started over, using their remaining time plus enough extra to give each player at least two hours. Habu resigned at 9:18, six moves short of being put in checkmate. Tanigawa's victory stopped Habu from getting all of the major shogi titles, so Habu will have to be content with being Meijin, Kisei, Oi, Oza, Kio, and Ryuo, as well as a TV star of sorts (he appears in commercials). This setback notwithstanding, Habu seems to be Japan's answer to Lee Changho and Garry Kasparov. The unfortunate difference is that the game he excels at is not widely played outside Japan.

* * *

If shogi, why not sumo wrestling? Hawaiian-born grand champion Akebono pushed over native-born grand champion Takanohana to win the March tourney with a 14-1 score. This is Akebono's

first championship since a year ago, and signals a complete recovery from knee surgery. It stopped a three-tournament winning streak by Takanohana.

16. Bonner Go-Turnier 25-26/2

Christian Gawron

The winner of the last two years, Zhao Pei from China, didn't participate this year, giving the german players a chance. There were nearly 10 percent IGS-ers which is quite a lot in Germany.

Pl. Name	Str	Cl.	MMS	1	2	3	4	5	6	Pt	SOS	SOSOS	IGS name
1 Gerlach, Christoph	5d	H	29	3+	4+	2+	5+	8+	9+	6	158	937	
2 Dickhut, FJ	6d	B0	27	6+	5+	1-	10+	3+	4-	4	160	932	
3 Heiser, Laurent	6d	KA	27	1-	11+	6+	4+	2-	5+	4	160	943	
4 Schoffel, David	6d	BN	27	17+	1-	8+	3-	15+	2+	4	158	916	dasch
5 Zschintzsch, Hans	4d	D	26	8+	2-	15+	1-	6+	3-	3	159	934	
6 Kretschmann, Michael	4d	GT	26	2-	13+	3-	12+	5-	14+	3	155	929	mika
7 Knop, Thomas	3d	HAG	26	13-	14-	27+	19+	12+	11+	4	147	891	
8 Groot, Matti	4d	A`d	25	5-	12+	4-	11+	1-	--	2	155	917	
9 Teikemeyer, Lothar	4d	BN	25	--	--	--	--	--	1-	0	144	848	
10 Kok, Rob	2d	A`d	25	31+	25+	18+	2-	28+	--	4	141	852	brokko
87 Hocker, Gunnar	20k	GT	2	85-	84-	83+	86-	78-	82+	2	19	210	

Dutch Championship 1995

Jan van der Steen

Gilles van Eeden, from Nijmegen, became for the first time Dutch Champion. After the first weekend, two weeks ago, he had the best prospects, but a loss against Gerald in the seventh round Westhoff (jiroo on IGS) made the tournament interesting again. If Frank Janssen would win in the last round against Van Eeden a play-off between four players would be necessary. Van Eeden, though, didn't give Janssen much of a chance. With his first place Van Eeden will represent Holland in the European Ing Cup in March. Marianne Diederik (1st kyu, Amsterdam) won the play-off for the Woman Championship.

		1	2	3	4	5	6	7	8	PT	SOS	SODOS
1 Eeden, Gilles van	5D	12+	16+	13+	5+	6+	3+	2-	4+	7		
2 Westhoff, Gerald	5D	6+	5-	4+	9+	3-	8+	1+	7+	6	38	28
3 Boon, Mark	5D	8+	4+	5-	12+	2+	1-	7+	6+	6	37	26
4 Janssen, Frank	6D	14+	3-	2-	16+	13+	6+	5+	1-	5		
5 Pomstra, W	3D	7+	2+	3+	1-	8-	9+	4-	10-	4	40	20
6 Rehm, Robert	5D	2-	7+	15+	13+	1-	4-	12+	3-	4	36	12
7 Verhagen, Rudi	4D	5-	6-	11+	10+	9+	12+	3-	2-	4	35	15
8 Claasen, Tonny	4D	3-	14+	12-	15+	5+	2-	10+	11-	4	32	13
9 Gelderen, V van	3D	11+	13-	16+	2-	7-	5-	14+	15+	4	27	10
10 Nijhuis, Caspar	3D	16-	12-	14+	7-	15+	13+	8-	5+	4	24	12
11 Vos, Dave de	3D	9-	15-	7-	14+	12-	16+	13+	8+	4	24	11
12 Warnaar, Walther	4D	1-	10+	8+	3-	11+	7-	6-	14-	3	36	12
13 Hendriks, Willy	3D	15+	9+	1-	6-	4-	10-	11-	16+	3	31	7
14 Henselmans, Erik	3D	4-	8-	10-	11-	16+	15+	9-	12+	3	27	6
15 Rosendal, Auke	3D	13-	11+	6-	8-	10-	14-	16+	9-	2		
16 Spruit, Nico	3D	10+	1-	9-	4-	14-	11-	15-	13-	1		



Gilles van Eeden

Erik Ekholm möter Klaus Sörensen

Spel at i sista ronden av Göteborg Open 1994.

Betänketid: 75 min + 20 drag per 5 min.

Partiet kommenteras av Thomas Heshe 5 dan, Caspar Nijhuis 3 dan, Klaus Sörensen 1k och Erik Ekholm 2k.

10. Spelades av Rin Kaiho mot Kobayashi Koichi i den senaste Meijin-matchen, fast då hade svart en sten på 4-4:an i stället för en shimari i övre högra hörnet. Här blir 9 ett utmärkt drag för svart.

19. CN: E14, följt av vit G16, svart D12, är joseki, men på grund av 12, har svart svårt att attackera översidan om vit svarar på D10, så 19 är nog ok.

21. CN: Här bör svart pressa på punkten ovanför 21.

23. TH: Här bör svart spela 25, vilket inducerar vit 24, följt av svart 23. Detta ger vit färre möjligheter.

24. CN: Om vit spelar en linje närmare, så hotar han att förbinda med kontaktdraget på C11. Det är därför att föredra.

25. CN: Hellre en punkt högre för att döda de vita stenarna.

27. KS: Igen borde jag hoppa med den nedre gruppen först. Den övre gruppen är den starkaste.

29. KS: I detta läge var jag beredd att offra de två stenarna, då det är utsiktslöst att springa med dem, medan den övre svarta gruppen fortfarande inte har säkra ögon.

30. Vit bör blockera på den andra sidan nu får svart en mur som hjälper honom att utveckla den nedre sidan.

36. EE: Aji keshi. Jag ville stärka min övre grupp, men svart kan fortfarande spela L17, så "peepen" är onödig.

37. Mycket illa. Svart måste förbinda sina stenar direkt istället.

38. CN: Bör spelas ett steg längre till vänster.

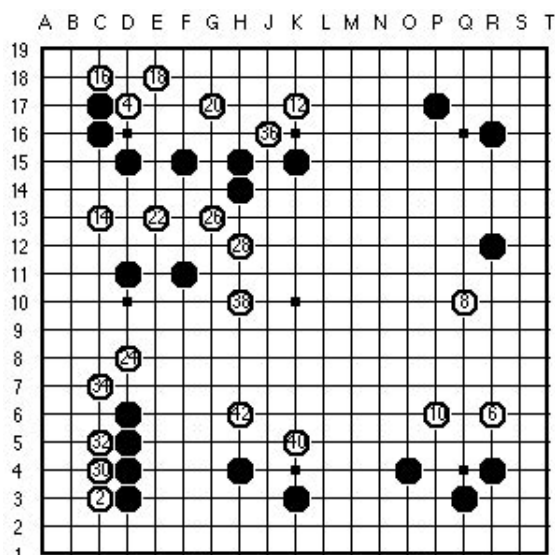
39. Ett mycket stort drag.

40. EE: Jag vill fänga hans båda stenar i stor skala, hålla nere hans moyo och bygga på en egen moyo i mitten.

42. Svart bör betrakta 40 som kikashi och nu spela 46 för att därmed säkra fångsten av de två stenarna.

43. EE: Jag hade underskattat effekten av detta drag.

46. CN: Möjligen bör vit spela E7, F8, F7 istället.



1-42

49. Nu ser det bra ut för svart. Vit har alltså dålig aji kring 45.

50. EE: Vit siktar på en centrummoyo och hoppas på att svart ska svara på 50 så att vit kan få spela 51 i sente, följt av 58 för att fullborda moyon.

51. Men svart vägrar samarbeta, detta drag är stort.

52. Vit är konsekvent, men...

53. ...svart fortsätter reduktionen av moyon.

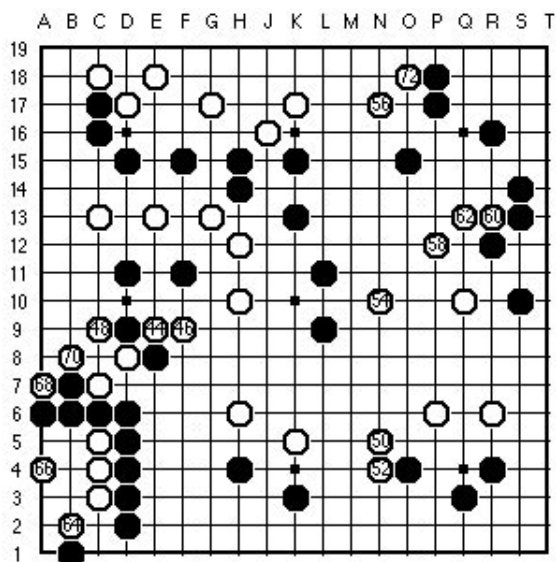
58. CN: Dame.

64. EE: När jag lät svart spela 49 hoppades jag att det åtminstone skulle finnas ko-aji i hörnet, men det ser kört ut. För att kunna göra en korrekt bedömning av poäng-ställningen måste jag i alla fall kolla om svart klarar av att döda min grupp.

67. EE: Jodå, det kunde han...

74. Vit ligger efter och måste lyckas med denna skärning för att vara med i spelet.

76. KS: Det var obehagligt att bli avskuren här. Då jag hoppade in i vits moyo räknade jag med att få ett hyfsat resultat genom att offra de tre stenarna och ge atari på 79 och vidare för att hämta ut stenen



43-73

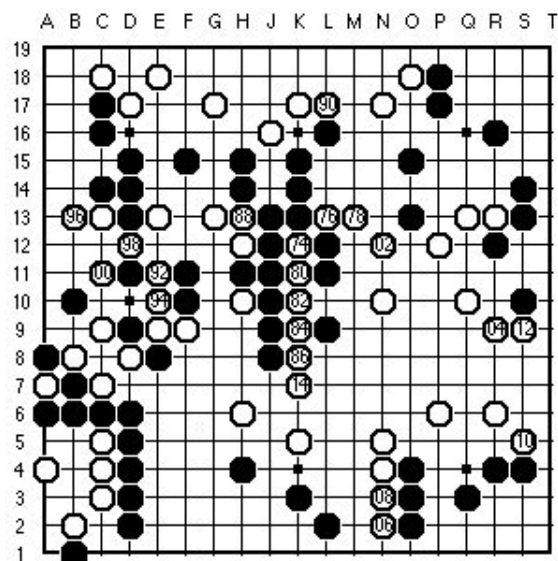
på F11.

77. KS: Caspar föreslog att spela atarin på 78 först för att öde-lägga vits form, men det är inte möjligt att fånga vits skärnings-sten och svart måste se upp så att han inte blir instängd med sin ögonlösa grupp till vänster.

79. Mycket ogynnsamt för svart att knuffa vit framför sig på det här sättet, men det finns förmodligen inget bättre. Nu är vit tillbaka i partiet.

93. Storskalig aji keshi. Svart försitter sin chans att dra ut ste-nen på D9 och ställa till förtret för vit.

115. Övriga drag är ej noterade. Vit vinner med 4.5 poäng.



74-115

VM-poäng: Slutställning 1994

Årets resenär till amatör-VM blir Lars Willför -för första gången. Eui-Suk har åkt en gång tidigare och dessutom är han i Boston just nu och studerar.

Ulf samlar, som synes, poäng i expressfart. Kan någon hindra honom från att bli nästa herrepå täppan?

	-92	-93	-93	-93	-93	-93	-93	-94	-94	-94	-94	-94	-94	-94
	ΣΣ	V&S	NM	SM	Gbg	Σ	ΣΣ	V&S	NM	SM	Lin	Gbg	Σ	ΣΣ
Eui Suk Chung	11			10		10	16						0	12
Lars Willför		1		6	1	8	6	1		8			9	12
Björn Hallin	-3		1	2	2	5	2		3	6		3	12	11
Ulf Olsson	-18			*5*	5	10	-6		5	10		5	20	11
Gunnar von Arnold	14					0	11						0	9
Dag von Arnold	10					0	8	2		1			3	9
Harry Taari										4	1	2	7	6
Magnus Kylemark									2		3	1	6	5
Björn Wendsjö	6					0	5						0	4
Rune Tenghamn	6					0	5						0	4
Niklas Gyulai	1			1		1	2			3			3	4
Yvonne Benzian	3					0	3						0	3
Steve Shanberg				3		3	3						0	3
Staffan Bäcklund		2				2	2			2			2	3
Lars Pensjö	2					0	2						0	2
Dan Lidström	1					0	1						0	1
Per Kristensen	1					0	1						0	1
Kerstin Andersson	1					0	1						0	1
Sverre Schreiber	1					0	1						0	1
Christer Lindstedt	-9		2	4		6	-3		1				1	-2
Magnus Persson	9	3	5	8	3	19	-12	3		*5*	2		10	-2
Mats Johansson	-3					0	-3						0	-3

Favorit i repris En fråga om liv och död

av David A. Mechner

När jag var insei – professionell student – i Japan tillbringade jag en ansenlig tid med att kontrollera den djupa innebörden hos problemsomhandlar om liv och död. (För att skilja mellan liv och död problem i det verkliga livet och de på go-brädet kallar jag de senare för tsume-go.) Jag brukade ägna mig åt den här typen av grubbel sedan någon av tonåringarna jag levde och studerade tillsammans med råkat passera go-brädet där jag hade svettats blod över något problem en halvtimmes tid, kastat en blick ned och utropat "David, så enkelt!"

Den här typen av kommentarer – utan att vara illasinnade – tenderade att ha en demoraliserande effekt på en allvarlig ung

go-student som mig själv. Hur som helst, tillbringade jag mycket tid med att tänka på tsume-go. Ifall ni tycker att mina slutsatser i denna artikel är intressanta, tänk på att min tid skulle ha varit bättre använd om jag studerat tsume-go problem istället för att ha tänkt på hur man studerar dem.

Den centrala poängen är denna: Meningen med tsume-go är inte att memorera former i hörnet eller att lära hur man dödar grupper – den är istället att skärpa precisionen i läsningen och öka disciplinen i tänkandet.

Att hålla på med tsume-go är som förbereda sig för en boxningsmatch genom att jogga eller lyfta tyngder. Det är inte roligt; det är smärtsamt. Om du joggar, så är det för att förbättra konditionen, inte för att njuta av naturen. När man håller på med tsume-go är det för att förbättra sin mentala kondition inte för att lära sig olika former.

Med ovanstående i minnet finns det sedan några regler som måste följas för att tsume-go ska ge någon förbättring som resultat:

Gissa inte bara

Om du tittar på ett problem; gissar draget och tittar på svaret är det inte tsume-go. Du anstränger dig inte. Du joggar inte – du glider fram i bilen; och även om scenariet är vackert så hjälper det dig inte i boxningsringen. Sättet att göra tsume-go är att titta på problemet, gissa draget, spela det bästa motdrag du kan hitta och fortsätta analysera drag och mot-drag tills du VET svaret. Var inte optimist. Antag inte att motståndaren kommer att rulla runt och dö frivilligt. Leta efter de klurigaste, smartaste och bizarraste mot-dragen. När du sedan är säker på din sak, kontrollera svaret i boken. Hade du fel, slå dig själv på fingrarna och var mer eftertänksam nästa gång.

Lös det inte felaktigt

Det finns ingen orsak att få fel svar. Är du inte säker på svaret – bortom alla skuggor av tvivel; fortsatt nöta på det. Får du fel svar beror det på dåliga vanor och att du inte tänker tillräckligt disciplinerat. Konfucius sa "Det är bättre att läsa ut ett problem riktigt, än att ögna genom alla tsume-go samlingar i Japan" – nåja, det gjorde han kanske inte, men han skulle ha gjort det om han varit en stark spelare. Jag vet att detta låter ohyggligt tvingande, men det är detta läsning han lär om. Läsning är att kunna se en sekvens och veta att det är rätt, inte att se skymten av en bekant sekvens och spela den i hopp om att det ska fungera. Om du inte bryr dig om att vara säker

sluta med tsume-go.

Upptäcker du att oavsett hur mycket du pinar dig själv så hittar du inte de rätta svaren med någon säkerhet, lägg boken åt sidan och välj en lättare. Om du istället utan bekymmer får alla svar rätt, då är det dags att öka på med några tyngder på stängen.

Använd inte brädet

"Usch" kanske du säger för dig själv "är han så besatt av tanken att hitta rätta svaret är det kanske bäst att lägga ut stenarna..." Nej. Lägg bara upp problemet på ett riktigt bräde om du kan motstå frestelsen att spela ut sekvenserna. Såvida inte du har motståndare som är så vänliga att du får lägga ut stenar, och prova olika sekvenser, innan du bestämmer dig. Det hela handlar om att förbättra din förmåga att visualisera. Gör Allt Inne I Ditt Huvud.

All den här ansträngande disciplinen handlar om att läsning ÄR disciplin. Det finns en hel del former som är bra att känna till, visst. Men läsning är förmågan att visualisera sekvenser i sitt huvud utan att lägga stenar glöms bort, och utan att ifyllda friheter verkar vara lediga. Det är förmågan att kasta av sig tankelättjan som vi alla praktiserar i vår vardag, och att tvinga oss själva att tänka precis och stegvis.

Om du följer de här reglerna, kommer du bli en starkare go-spelare. Följer du reglerna och dessutom ofta tränar tsume-go blir du mycket starkare. Men får du istället rysningar av min attityd till go, och av att läsa mina råd. Då älskar du förmodligen go för dess inre skönhet, och du har inget behov av ytliga ego-trippar såsom dansnåvar och liknade. Synd bara att vi inte alla är så gynnade...

Hur nybörjare bör studera "Life and death" problem.

av Bob Terry för British GO Journal

Tsume GO översätts vanligtvis med "life and death" problem och detta är förståeligt, eftersom gruppens status levande, ko, seki, död är det som ska avgöras. Men detta är en torftig översättning som missar alla nyanserna som tsume go implicerar.

På japanska förmedlar tsume en känsla av något som är ihoppackat eller förpackat – kanske omsorgsfullt för hand i en box eller i en miniatyr. Bonsai, till exempel, har denna känsla. Japanerna excellerar i den här konstarten och den är en av höjdpunkterna i deras kultur. När go kopplas ihop med denna term förväntar man sig att se ett mikrokosmos som illustrerar spelets urverkliknande precision. På sin höjdpunkt är tsume go ett under av genialitet och elegans.

Detta problem är ett enkelt med välpolerat exempel på tsume go som konst. 5 dan spelare och starkare löser det på 30 sekunder eller mindre. Shodan-spelare behöver 3 – 5 minuter. För svagare spelare varierar tiden, men nybörjare löser det sällan eller aldrig.

@ ♪ ♫ ? !!! säger nybörjaren vid det här laget. –Jag har slösat bort min tid på en omöjlig uppgift!

Nå, detta är ju inte sant. Meningen med tsume go ligger i analys-processen, inte i lösningen. Intressant nog använder nybörjarna en stor tidsrymd av fruktlös analys trots att det bara finns sex olika ställen att spela på. En novis skulle kunna tänka så här: Först inser han att om 1 i Dia.1 besvaras med 2 dödar 3 hela gruppen. (Tror novisen att detta är slutet är hon/han i sina första stapplande steg fortfarande.)

Men om svart spelar 1 kommer vit istället att svara på 2 som i Dia.2 och gruppen lever. Notera att a och b är miai – endera leder till målet; tar svart ena punkten, tar vit den andra. Därför fungerar inte svart 1. Låt oss fortsätta.

Svart 1 i Dia.3 är en annan möjlighet, men det är enkelt att se att om vit svarar på 2 lever gruppen. Men, spelar vit av misstag på a återgår ställningen till diagram 1.

Svart försöker sedan med 1 i Dia.4, men vit 2 visar sig återigen vara den vitala punkten. Och genom att närmast spela på endera miai-punkterna a och b lever vit.

Svart 1 i Dia.5 tillåter återigen vit att leva genom att ta den vitala punkten 2.

Vi har nu undersökt fyra av de sex möjliga platserna för svart att spela på och vi har funnit att de duger ej. Vi kan med berättigande eliminera dessa drag från listan med kandidater över dödande drag. Men, vi har ändå, under analysens gång, lärt oss en hel del om ställningens natur. Låt oss fortsätta.

Svart 1 i Dia.6 utgör ett intressant studieobjekt. Svarar vit med 2 – vilket råkade vara den vitala punkten i tre av de tidigare diagrammen – spelar svart 3. Detta skapar en död form – nakade på japanska.

Dvs, när vit spelar atari på 4 i Dia.7 gör svart connection – vilket ger vit en död form. Vit fångar med 6, men svart spelar in en ny sten på 5 och vit kan inte få mer än ett öga.

De flesta nybörjarna skulle sluta analysera här övertygade om att detta är lösningen. Men det är det inte. Låt oss fortsätta.

Spelar svart 1 som i Dia.6 svarar inte vit på a som i det diagrammet men på 2 i Dia.8. Detta skapar en ko. Vit lever om han vinner denna.

Den nybörjare som inte slutat analysera efter Dia.7 skulle säkerligen sluta här övertygad om att ko är svaret ...men det är det inte. Låt oss fortsätta.

Mitt upprepande av frasen "Låt oss fortsätta" är med avsikt. Detta tema genomsyrar denna artikel – och faktiskt allt kontemplerande av tsume go.

Misslyckas man med att analysera tsume go riktigt, vare sig man är 5-dan spelare eller nybörjare, är orsaken densamma; att man inte fortsatt nog långt. Istället har man funnit sig återvända till sekvenser som analyserats förut, precis som en skiva

Svart drar och dödar

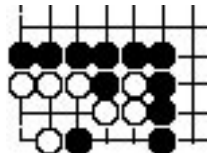


Diagram 1.

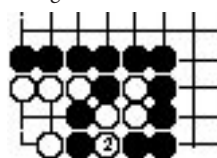


Diagram 2.

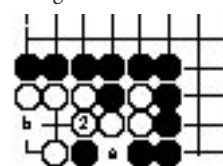


Diagram 3.

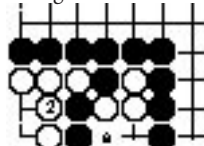


Diagram 4.

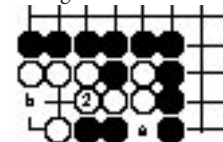


Diagram 5.

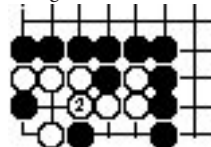


Diagram 6.

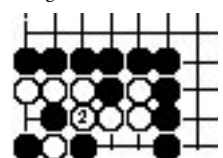
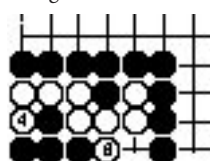


Diagram 7.



som hakat upp sig.

Det är vid sådana tillfällen man måste komma ihåg "Låt oss fortsätta" och gå vidare ända till slutpunkten.

I en av Sir Arthur Conan Doyle's böcker kommenterar Sherlock Holmes att "När man har eliminerat allt som är omöjligt måste det är kvar, oavsett hur osannolikt det verkar, vara sanningen." Vi har just ett sådant fall här. Den uppmärksamme läsaren har kanske noterat att vi hittills bara har analyserat fem av de sex möjliga punkterna än.

Den sista möjligheten är svart 1 i **Dia.9**. Det verkar så orimligt att spela här att de flesta nybörjare inte ens skulle överväga det. De skulle istället återvända till diagram 1–8 om och om igen och försöka hitta var de gjort fel. Men svart 1 här är det korrekta draget.

Om vit fångar stenen med 2 i **Dia. 10** dödar 3 hela gruppen. Notera att vit inte kan spela atari på de här två stenarna från något av de två hållen på grund av damezumari – brist på friheter.

Diagram 8.

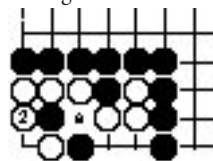


Diagram 9.

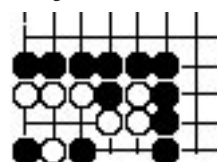
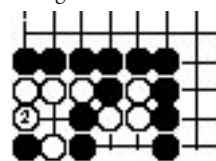


Diagram 10.

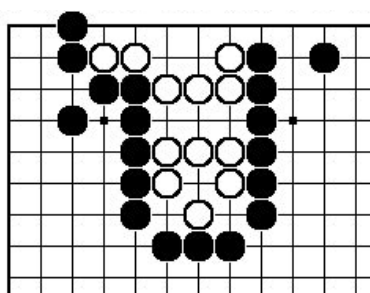


Nu är det läsarens tur

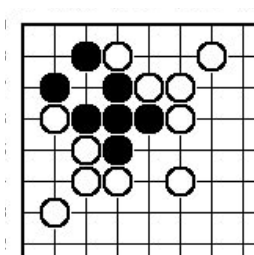
Fem "Life-and-death" problem

Huayong

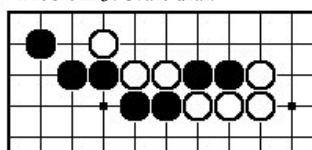
Problem 1. Svart drar.



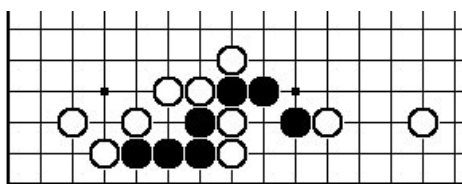
Problem 2. Vit drar.



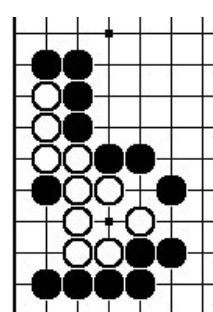
Problem 3. Svart drar.



Problem 4. Vit drar.



Problem 5. Svart drar.



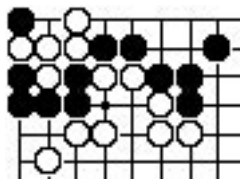
Vänd sida för lösningar !

Tesuji

Idag ger go-problem för mycket hjälp:
"Svart spelar och dödar". "Vit spelar och lever". I ett parti finns ingen röst – hoppas vi – som talar om vad som ska åstadkommas.

Så i dessa problemska den som börjar spela "ha ett bra resultat".
Detta kan vara att fånga någonting, rädda någonting, skaffa bra former eller få motståndaren att verka billigt.

Problem 1, vit drar



Discussions in newsgroup rec.games.go

Playing white in handicap games

I was discussing ways to play white in handicap games with a friend at go club this evening. He contended white must make overplays to win. I maintained that, although this is indeed a viable strategy, playing correctly and with a steady patience is more effective both in winning games and in furthering one's understanding of the game.

What do you think?

veg

I don't agree with overplays but, IMO, White must play a light game (the higher the handicap, the lighter). This means leaving josekis incomplete, if necessary, and making lots of probing moves.

When White plays this way, it is Black who must find a means to exploit White's weaknesses, which should not be easy since Black is supposed to be a weaker player. Black's job, of course, is to split White and stay connected.

Ken Warkentyne Email: warkentyne@di.epfl.ch

Making strong walls (or mojos) works a lot for me in handicap games, since the black player will have too fight if not carefull
NN

Totally agree with you on this one, veg. In handicap games, white has to play with great efficiency and trust that, in the end, the little bit of advantage he builds up with each move will become decisive. I've found low handicap games the hardest to win. Seems like with high handicap games, the moves that black makes are so *inefficient* that just about any response from white will be marginally better than black's.

My strategy in handicap go (as white) is:

Get out of "book" moves as soon as possible.

Keep situations unsettled for as long as possible (unless it is to your advantage to settle them.)

Try to start complicated fights and trust that your reading ability is better than opp.

Only make gross overplays if you are far behind. Since you will lose anyway, costs you nothing to try wacky plays.

Just my \$0.02.

Bill (horangi on IGS)

[Reply to veg's first notice:]

Both overplaying and proper playing get used, depending on the stronger player's style. What I've found out is that one gets *far* better results when (trying to) play properly, since it's in no way guaranteed the weaker player falls into the trap. Quite the contrary, my experience is that many weaker players tend to keep in mind that they are weaker and play a bit safer, thereby frustrating the overplays and often even punishing them.

>Get out of "book" moves as soon as possible.

Hm, I tend to use lots of 'book moves'. I can well enough complicate a position after a joseki... or else choose a complicated joseki and/or a joseki where simple variation gives the opponent an inferior result.

>Keep situations unsettled for as long as possible (unless it is to your >advantage to settle them.)

This is clearly a key point. While making them 'secure enough' is paramount, going any further in solidifying is likely to cause problems. Positions tend to interact in complicated ways, and these interactions tend to be the reason the weaker player needs the handicap.

>Try to start complicated fights and trust that your reading ability is >better than opp.

This is risky. I've found that a) I can make reading mistakes too and b) many weaker players have a surprisingly good reading ability. Thus, I rarely rely on having a superior reading ability, instead I play as if the opponent's reading ability was par to mine and _then_ let the opponent make mistakes if (s)he will :-). Works in even games, too, by the way <grin>

>Only make gross overplays if you are far behind. Since you will lose >anyway, costs you nothing to try wacky plays.

This is gross. Better to resign than win this way. After all, handicap games are _teaching_ games (although w/ handicap less than about 3 or 4 they are markedly less so). If the opponent plays well enough to put the stronger player in a clearly lost position, it's better to do the usual thing (ie, what one should do in a lost position in an even game): make a big gamble, and if it works, fine, else resign. Of course, if there's no big enough a gamble to make the position approximately even, better to resign at once.

Tournament games are a wholly another matter, though, since there's nothing left of the teaching game aspect (heh, heh)...

My FIM 0.10 worth...

Olli, 3 dan E-mail: Olli.Lounela@sinkki.FI

[Reply to veg's first notice:]

Both are viable, depending on your opponent and the handicap. If overplay means playing light, then its ok. If overplay means a single chancy/iffy placement to see what kind of response you get, then its ok. If overplay means making a lot of chancy/iffy placements and ignoring signs that your opponent sees through your moves and is playing reasonable, then that's not ok. The use of the term 'correctly' is a little biased, more so than conservatively. In the right hands overplays may be correct, if they make your opponent's knees shake, rather than bring a smile to their face.

NN

[Reply to veg's first notice:]

All the strong players I know seem to share your opinion, at least the way they do, I am not so sure I think they play the way they claim they should. The question is not entirely simple. Even the terms of the question are complex.

In an even game, when you are ahead, you play conservatively, don't take many chances, and try to preserve your lead. On the flip side, when you are behind, you try to start fights, throw the game into question, break things open.

It could be argued that facing a nine stone handicap, the only reasonable tactic is to invade the 3-3 point, and take what life you can get. I have never seen a strong player do this.

When white tries to separate black stones, inevitably the black stones start off more solidly than the white ones. Can you claim that it is solid play to abandon unsettled white stones to start new groups out? Even if you can't, this type of strategy seems to pay off in the handicap games I have watched and played.

When I play, I try to avoid leaving groups that are subject to the types of tesuji I notice. That doesn't mean I play what I would call "correctly." Often in the course of a nine stone game, I have to resist the impulse to resign. A successful joseki in one corner will typically leave me killing a 4-4 point stone, at the awful cost of my opponent taking sente. It is difficult not to resign immediately after killing something, looking at the board, and seeing how far behind you are.

In any case, I think the question itself is not entirely appropriate. One plays differently ahead and behind. In a handicap game, you start behind. The style of play appropriate when a player is behind can be characterized in different fashions. The question itself may simply come from one characterization of the appropriate play for someone (like white in a handicap game) who is behind in a game.

For more lessons in the proper play of go from a 7k*, send cash...
angus

[Reply to veg's first notice:]

I once knew a japanese 4d who told me no matter how strong your opponent or how high the handicap is you always should play as if you were playing with the world's strongest player (as a consequence, he lost most of his handicap games:) but that's another story).

IMO white has to make some kind of overplay in that way that you can not always play honte moves but I (almost:) never start one-way-street-variations even if they are long and complicated when I see that it won't work.

Thomas (higgs on IGS)

Olli wrote:

>>Only make gross overplays if you are far behind. Since you will lose >>anyway, costs you nothing to try wacky plays.

>

>This is gross. Better to resign than win this way. After all, handicap >games are _teaching_ games (although w/ handicap less than about 3 or 4 >they are markedly less so). If the opponent plays well enough to put >the stronger player in a clearly lost position, it's better to do the >usual thing (ie, what one should do in a lost position in an even game): >make a big gamble, and if it works, fine, else resign. Of course, if >there's no big enough a gamble to make the position approximately even, >better to resign at once.

>Tournament games are a wholly another matter, though, since there's >nothing left of the teaching game aspect (heh, heh)...

Call me boorish, but I'd rather win on a screwup by my opponent than lose

a game in which I played "proper" moves, though the points about the difference between friendly, teaching games and tournament games are well taken. Since in any handicap game white is "behind" from the beginning, black has to make mistakes in order for white to win so it seems inconsistent to deride gross overplays while accepting that white must overextend at times during the game.

There are many reasons to play go—the simplicity (note that this doesn't equate to "not difficult") of it, the beauty of the board, stones and positions that develop, the ability of the concentrated effort to blot out the other problems in one's life—but for me the basic drive is winning. It hurts like hell to lose and winning produces an exhilaration like no other. I think it's very hard to improve unless that is the prevailing attitude one brings to the board. And an attitude of "Winning isn't everything, winning is the *only* thing," can make up for a lot of weaknesses in your game. That is, if your opponents perceive you as a strong player, they will play less aggressively and their perception of you will make you stronger.

Well, just my \$0.02. I suspect I'm a lot closer to Olli's point of view than this post let's on but this thread is interesting.

Bill "I'd walk through hell in a gasoline suit just to play baduk" Sharpe

C. A. Steadman (angus@coho.halcyon.com) wrote:
: It could be argued that facing a nine stone handicap, the only reasonable tactic is to invade the 3-3 point, and take what life you can get. I have never seen a strong player do this.

I wouldn't invade the 3-3 point at the outset. I suspect that the immediate 3-3 invasion is wrong even if the object is to lose by the smallest margin when giving 9 stones to an equal.

My objection is that Black plays the simple joseki in which he does not make the two-step hane, but lets white crawl on the second line. White keeps sente, and invades all four corners but does not escape into the middle. Black blocks white in such a way that white crawls along only two edges. (When white invades a corner that he has crawled toward, black blocks him in the direction that makes white crawl in the opposite direction along the same edge.)

The center of the board is now allegedly black territory. Black wins by about 165 points. If white makes normal knight approach moves, I suspect black only wins by about 140 points, assuming equal players. (One of the Ishi books says 140 is roughly the right komi for a pro-pro 9 stone game.) My experience as a kyu player suggests that 120 might be more reasonable.
NN

I strongly agree that playing steady and calm is the right practice. The black player will definitely make mistakes. That's the reason he gets the handicap. Just be patient. :-)
Joachim

ISHI Press and GO World

GO World #71 was mailed last week, and people should be getting them soon. This issue is the largest ever, at 80 pages, and includes articles on the Ing Rules of GOE, and the solution to the \$1,000.00 KO contest by Berlekamp.

The limiting factor on GO WORLD right now is John Power. Almost all text and translations are done by him, he edits and lays out the entire magazine, so it can't come out any faster than he puts it together.

Perhaps Ing will provide us with Chinese translators, so we can have some professional commentaries from China, but so far all the articles he has provided have been regarding his rules (naturally enough).

Simply put, you can't PAY someone enough to do the work for GO WORLD and other publications; the market is entirely too small. Ask Bob Terry or James Davies if they have received appropriate compensation for the amount of work done, and whether another professional translator would do the same work for the same money. The answer is certainly no. The only people who do translation are doing it for love, not for money, and as we need money to live, sometimes love has to wait. The GO market is miniscule compared to nearly every other market.

So get to work and grow the market if you want lower prices and more materials.

Anton Dovydaits
Customer Support, Ishi Press International
408/944-9900 direct voice, 408/944-9110 FAX

In response to the recent tide of justifiable complaints about the timeliness of GO WORLD, I have just sent a very strongly worded FAX to our office in Japan regarding the seriousness of the matter. In that FAX, I included some of the comments and complaints from this thread. I emphasized the importance of this matter, and drew a comparison to the Pentium Bug controversy (I guess we're the Intel of GO, oh well). In any case, I told them quite directly that another six month gap between GO Worlds would be unacceptable to our customers, and in that case we would lose large numbers of subscribers.

To our European subscribers:

GO World #71 was shipped to our London office in December, and should arrive soon (if it hasn't already). Of course then they have to mail it off, so it will some more time further. I apologize for these delays, but we ship to London in bulk (books, stones, magazines altogether) in order to reduce shipping costs to Europe.

Our European office does not YET have an e-mail address, but just got 14.4KBaud modem, so they will be there soon. I will be posting their e-mail address when they are ready, but until then I am happy to forward e-mail to them via FAX.

For those who have had problems with our European office in the past three years, let me assure you that the persons responsible have been fired, and are no longer associated with Ishi Press. Unfortunately, they kept very poor records, and did not pass these on in their entirety, so our new staff may not always be aware of past interactions. They are eager to serve you though, and will work with you towards your satisfaction.

To all of our valued customers:

Ishi Press provides the highest quality equipment and customer service, and we stand behind our products. If you are ever dissatisfied with any of our books, software, or equipment, please feel free to return them for an exchange, credit or refund. I will do anything I can to make sure that you are satisfied with any materials you purchase from us. I also work hard to support the GO community, to help with publicity and prizes for tournaments, to help establish new GO clubs in communities that have none, and to forge partnerships between retail game outlets and local GO clubs in order to strengthen and expand the GO community.

Always feel free to call, write, or FAX me if you have any questions or comments.

Anton Dovydaits

Richard Lee Wenzbauer (wagme@gagme.wwa.com) wrote:
: I too have not received an issue since I got #70 back in August 1994.
: The Ishi representative you named is Anton Dovydaits. The way I understand it, Ing Chang Ki began subsidizing (at least in part) Go World and I was promised:
: More games by Chinese pros
: SEVEN free issues after my subscription ran out

The Ing Chang Ki Weiqi Found. is subsidizing GO World subscriptions in North America as part of their effort to support GO here. In return, we agree to promote his rules (which is entirely fair). Everyone who paid \$40 for a one year subscription have had 7 issue added to their subscriptions as promised. Anyone can call or e-mail me to find out when their subscription will end, or they can look for the number after their name on their GO World label.

I didn't PROMISE Chinese game commentaries in GO WORLD. I said that since Ing was subsidizing GO WORLD, I HOPED that he would provide Chinese Game commentaries played under his rules, and that this would broaden GO World. However, all articles he has provided (all translated by Sidney Yuan of Yutopian) have been attempts at clarifying some of the more confusing aspects of his rules (hot stones, disturbing kos). Without Chinese Translators, we cannot provide Chinese games. Our base is in Japan, and we can and have gotten a lot of material translated from Japan. But unless Ing provides or subsidizes Chinese translators, or if someone (like Sidney) translates Chinese game commentaries, we won't have any. We can't provide what we don't have.

Anton Dovydaits

AusiasMarc (ausiasmarc@aol.com) wrote:
: I've had the same problem, and believe, it pisses me off a lot. They first : complain that they don't have enough money and that they need the help : from the go people, but when it comes to being a little responsible with : the subscribers, forget it, they just don't know who you are. Once they : have the money in their pocket, no more Go World for the baby. I have : received only 1 fucking issue since I subscribed (I don't even remember : when it was). Are the issues supposed to be out every 4 months, or just : whenever they feel like it. I'd like somebody from Ishi to answer this, : please, if possible. And don't give me the crap that you forgot or

: something. I live in the US, and the mail takes at most two or three days
: to arrive from one place to another.
: So, Anton, I am sorry about it, but you are not alone.

I will be FAXing this message directly to John Power, who literally IS GO World. I cannot possibly publish an issue of GO World BEFORE I have the photo-ready material here in the United States. You think I'm not aware of the lateness of GO World? That it doesn't bother me? What am I supposed to do? Before Ing was going to subsidize GO World, there was the distinct possibility that GO World would simply be canceled. In that case, we were not in a position to do cash refunds, and were going to offer CREDIT instead. I did not relish telling my customers this, and did not believe it was even legal. I was prepared to resign rather than face that mess, which thanks to ING did NOT come to pass.

I signed up for Ishi Press in order to make people happy, and to serve and grow the GO community. Since then I have done everything in my limited power to make Ishi Press a responsive and supportive organization. To the extent that resources are available, I have done so.

But Ishi Press is NOT a big business. Sales are under a million dollars a year, and GO represents less than half of that. I listen to everything that everyone would like us to do, and it's impossible. The market simply isn't large enough. There are less than 2,000 GO World subscribers world-wide. That's not much of a subscriber base to work from. And with that few subscribers, there's a limited amount of effort we can put into it. Hire translators? Hah, hah. Pay free lances writers? Impossible. One of the reasons Bob Terry is unhappy is that he never got what he thought his work for GO World was worth. How, when it barely manages enough income to pay for itself (and for a while, not even that)?

Anyone who is unsatisfied with any Ishi Press merchandise, GO World included, is entitled to a refund or exchange. My job is to make people happy, insofar as this is possible. I am available via FAX, e-mail, and telephone. You can ask me any questions you like, and I will answer you to the best of my ability.

Anton Dovydaitis

My recent posts in this newsgroup regarding the timeliness of GO World may have given the impression that John Power was partly responsible for the delays in the magazine. This is completely false. John Power has always produced GO World in a timely manner when requested.

As regards John Power, what I meant to say was that he is responsible for nearly all of the content of GO World. He does most of the translation, writes most of the articles, and both edits and typesets the magazine. And therefore, GO World can only be produced as fast as he is capable of doing so. In terms of content and quality, GO World is an extraordinary magazine, and it is nothing short of miraculous that one man can produce such a publication. With a world wide subscriber base of fewer than 2,000, we are extremely fortunate to have a high caliber magazine like GO World. An effort like this can only be had for love, not for money. Without John Power's contributions, the Western GO community would be greatly diminished.

Part of the difficulty has arisen from a lack of communication. Until recently, I was not able to speak directly with our partners in Japan, and all information to me was filtered by my superiors. I therefore did not have an accurate estimate of the true situation, but had to interpolate based on what I was being told. As this is no longer the case, I expect this will occur much less often.

I would like to apologize for any mistaken impressions I may have given about John Power, for whom I have only the highest respect. The English speaking GO community owes a great deal to his efforts.

Anton Dovydaitis

Maybe in the future ISHI-press can drop a small note in the net, and we can take this over to our friends. The Go community is not so large, that this will not reach almost all people involved.
fritz

NEWS FROM ISHI PRESS, February 28, 1995.

Well, right now I'm looking at MY copy of GO World #72, fresh from Japan, so why isn't it in your hands as well?

Richard Bozulich took GO World #72 to the printer last Wednesday, and had it back from the printer on Friday, when he mailed TWO copies via airmail to the San Jose office. So can you assume the rest of the copies of GO World #72 are on their way from Japan? Not quite. Why not?

Well, 1,400 copies of GO World weighs over a third of a ton. A little too

heavy to ship via sea mail, which is difficult to insure anyway. Airmailing a third of a ton is too expensive to even think about. So we'll have to ship it via a container on board a ship. But even 1,400 GO Worlds is not really enough to justify the overhead of shipping, paperwork, duties, etc., by itself, as GO World is still not a terribly profitable item.

So GO World will have to wait until the next shipment of goods from Japan. Fortunately, we've just placed an order with our Japan office for, among other things, more Maeda's Tsume-go, 1994 Kido Yearbooks, 9.2mm Yuki Clamshells, and back issues of GO World. Taken altogether, this is a decent sized order, and worth shipping in a container from Japan. So why hasn't it left already? Well, the Japan office needs to physically acquire the goods, bring them to the port, fill out the export papers, get insurance, and so on and so on. Then it has to wait for the next appropriate ship, which will then take 2-4 weeks to cross the ocean. Then when it hits the port of Oakland, it cannot leave until it has been inspected by U.S. Customs. This usually takes 3-4 days, but can take as long as two weeks. Then, it has to be trucked from Oakland to San Jose, counted and received into inventory.

So having arrived into the warehouse, won't GO World be mailed out immediately the next day? Again, no. Once a shipment arrives from Japan, the FIRST priority has to be the orders which have been waiting for these goods, both wholesale and retail. Someone who has ordered a 2" Katsura Board, 9.2mm Yuki Slate and Shell GO Stones, and Keyaki Bowls will get their stuff just as fast as we can ship it. So for the next day or so after the shipment arrives the shipping department will be busy with back orders. Also, doing a 2nd class mailing is not in itself a trivial project. The labels have to be selected and printed, and counted according to zones (which are determined right down to 5-digit zipcodes). The GO Worlds have to be stuffed into envelopes, sealed, labeled, sorted, bundled, and sacked (not to mention the various forms to fill out). And we can't simply shut down shipping: all this must be accomplished along with our regular shipping. So GO World might not actually get delivered to the Post Office until nearly two weeks after it has physically arrived. In the mean time, any stores that place orders in that time will get their GO World sent to them as a matter of course. Second Class mail doesn't arrive overnight, either, unless you're in Santa Clara County. Delivery time can vary, from a week or so to major cities like New York or Cleveland, to up to six weeks in rural Kentucky or Canada.

Now that GO World appears to be back on track and published on a timely basis, I'd like you to subscribe now, BEFORE I prepare the labels for GO World #72. To encourage you, let me divulge the Table of Contents:

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NEWS FROM KOREA:

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For EUROPEAN subscriptions, contact 'gbshi-uk.demon.co.uk'.

In the U.S., subscriptions are \$18.00 for one year (four issues).

In Canada, subscriptions are US\$21.00 for one year (four issues).

Other overseas AIRMAIL subscriptions are \$58.00 for one year.

OTHER NEWS:

G34 All About Thickness paperback is now officially OUT OF PRINT. The hardcover edition is still available for \$24.95.

All of the GO VIDEOS are back in stock again, but this batch will go pretty fast. I expect to be out of the HANDICAP GO video series

again almost immediately.

The Korean shipment is SUPPOSED to leave Korea this week. I mean we PAID for it, and they say that the materials are all ready to ship, but what does this REALLY mean? Your guess is as good as mine. Not all B134 backorders will be filled by this shipment, but all 2" agathis and hiba board back orders should be accounted for, as well as magnetic GO sets. This will NOT include 8mm or 9.5mm Tsuke grade slate and shell stones, as to include them, I am told, would delay this order, which we have no intention of doing. Look for them, and the rest of the B134s, in something like 45-60 days.

We are having trouble with von Rolland, the manufacturer of the wooden and plastic chess clocks we have on sale. The last batch had over a 50% failure rate, which is nowhere near acceptable. We've told them we refuse to take another buggy batch, but they insist on sending us the same old same old, even though we just return most of them. You'd think they'd be proud of their German craftsmanship, but their attitude towards quality more closely parallels Taiwan and Hong Kong (i.e., "what's the matter—isn't it CHEAP enough?"). However, once the problem is solved, we'll have them in short order, and I WILL test them out before shipping them.

I am still testing version 9.0 of The Many Faces of GO, and have begun working on the manual. A preliminary date of March 21st has been set for the official announcement, so I'll be putting in even MORE overtime between now and then.

Finally, last episode I forgot to announce our most recent venture onto the InterNet, a couple of web pages at the "IBUKI Trading Post":
http://www.portal.com/~rww/top_go.html
http://www.portal.com/~rww/trading_post.html

You can purchase essentially the complete line of Ishi Press GO materials and puzzles directly through the World Wide Web! My personal thanks to Richard Weyrauch, the proprietor of Ibuki, for bring Ishi Press a big step further onto the Net.

Always feel free to write me if you have any questions or comments.

Anton Dovydaits

Summary so far:

>:(Anton Dovydaits) wrote:

>>> A one year subscription from our
 >>> American office are \$18.00 in the U.S., \$21.00 in Canada, and \$58.00
 >>> overseas airmail. For European subscribers, contact our London office.

Mark Boon: Europeans are ripped off.

Anton: not so, contact London. It is still a bit more expensive due to a different price structure in Europe.

Anton is right about Europe, I am afraid.

What I do not understand is item 2 below. Anton again:

>The \$58.00 Airmail rate quoted above is the cost of an overseas airmail
 >subscription from the U.S. to the rest of the world (Brazil, Israel,
 >South Africa, etc.). In that case, the costs are higher because:
 > 1) No second class bulk mail to these countries
 > 2) Must be shipped AIRMAIL (expensive)
 > 3) Individual invoices and packing lists for each issue
 > must be prepared, which costs staff time.
 >Staff time costs money, and it must be paid for. This is the lesson
 >of the real world.

Other US firms can and do give you a choice between surface and air mail delivery. Is this 'second class bulk mail' in US postal terms? Packing for surface mail is the same, I'd say. But postage is much less, it typically halves the customer price. Why has surface mail disappeared?

It should be noted also that printing go material is pretty much a fringe activity. And unfortunately Go World is again on the fringe of that: not much more than one thousand copies sold is few for a professionally done magazine. Ishi is not making much profit on Go World, if they make profit at all. They could be doing books instead. So if you want Go World, be prepared to pay for it.

Niek van Diepen (niekd@cs.kun.nl)

Secretary European Go Federation (though not writing this as such)

The new fuseki

Ken Warkentyne writes

>What exactly was the shin fuseki (new opening), any high
 >opening move (i.e. 4-4, 5-4, etc)? Also, how much of the shin
 >fuseki do pros continue to use? Finally, I've been looking at
 >a 1957 game between Go (Wu2 Qing-yuan2) and Minoru (Mu4-gu3 Shi2)—the
 >inventors of the shin fuseki—in which the first five moves are all
 >on 3-4 points. However, later on Black plays the 5-4 point as an extension
 >from his 3-4 stone. Is this shin fuseki?

The new idea in the 'shin fuseki' was to get a rapid development by settling the corner in a single move. Asymmetrically placed stones strongly encourage the same player to close the corner with a shimari: 3-4 invites 5-3 or 5-4, 5-3 invites 3-4, and 5-4 invites 4-3 (so in particular no, the 5-4 point is not particularly shin, i.e. new). The classical idea was that a play in a corner implied an intention to make a shimari, and invited a kakari to prevent this.

On the other hand, from a stone on the 4-4 point, the player cannot close the corner even with another move — the stone is more interested in outward development than in the corner — and conversely the 3-3 point guarantees the corner territory, so making another play in the corner non-urgent even when there are enemy stones fairly near by.

Even in the early days the shin fuseki pioneers didn't restrict themselves entirely to the symmetrical points — and your game between Go and Kitani (Minoru was his given name) is some twenty years after the invention of shin fuseki. However, they are still very much alive and well in professional play. Two parallel fuseki formations that are often seen are the san-ren-sei, which takes two 4-4 points, and the Chinese opening, which takes a 4-4 point and a 3-4 point. Neither is the 3-3 point neglected. Cho is very fond of it, for instance.

Mark Wainwright

> Ken Warkentyne writes

>

>>What exactly was the shin fuseki (new opening)?

Some thoughts and some "facts" (I am relying on memory).

This is badly understood. In the summer of 1933 Go Seigen went on a brief holiday to the hot spring in Jigokudani (Hell valley) in Nagano, with Kitani. Kitani was there working on a book, Integration of Fuseki and Joseki, with the go writer Kohara Masahiro. They did not confer directly but Go listened in to Kitani's comments to Kohara. He (and other players) had previously begun experimenting with new moves but nothing had been codified. Listening to Kitani enabled Go to codify his own ideas, but they were far from identical. Kitani was stressing outside influence; Go was more concerned with establishing a presence in the corners with a single move so that he could get to the other big points first.

Although both players subsequently tested their own ideas in play there was no collusion and no unified concept. That was due to the superstrong amateur Yasunaga Hajime who heard the two players views and rushed off to write a book, Shin Fuseki-ho, (Go said it was written virtually in a single evening) which ambitiously tried to unify the two players views but in the process he added a lot of pseudo-scientific baggage (his sub-title was "a go revolution" and there were plenty of board diagrams with fancy arrows all over). Go has since indicated that he did not agree with Yasunaga's interpretation, but neither he nor Kitani have ever really given a detailed exposition of their views (even though they did contribute a preface to Yasunaga's book).

Go continued with his own thoughts, and in 1937 he was convalescing for 18 months in the Fushimi Highland Sanatorium under the famous doctor Masaki Fujokyu. Dr Masaki later published some reminiscences in which he said that whenever he visited Go once a week for an examination there was always a go board there, there were always fewer than a dozen stones on the board, and they were always scattered across the centre of the board.

Go has recently said that he is working on "Fuseki for the 21st century" which is all about achieving balance overall. He believes the reason the Chinese and Koreans have begun to overtake the Japanese is that they are closer to achieving this balance, whereas the Japanese are too obsessed with joseki, and it is josekis which create unbalance. He has also said that his original inspiration for his ideas was his admiration for Honinbo Shuei (who often played on the corner star points with White), and he turned to him once he reached 5-dan and had to take White a lot (previously he played Shusaku's 1-3-5 in virtually every game as Black).

Kitani's go evolved differently. He tried changing his style completely more than once, but ultimately poor health held him back.

Shin Fuseki in turn evolved into Integrated Fuseki in the early 1950s.

Bearing in mind that Japanese does not normally distinguish singular and plural, my view is that we can best convey the above by talking of New Fuseki theories (plural - ho = theory), or perhaps better still ensure that when we talk about it we throw in at least once a phrase like "Yasunaga's New Fuseki theory".

The fascination with whatever you call it is just as strong in Japan as in the west. The hotel room in Jigokudani where Go and Kitani pored over the go board in 1933 (they spent just three or four days there) has been preserved "just as it was".

John Fairbairn

IGS Summary 1994

The year 1994 has been great for the Internet Go Server. To understand what makes it special, perhaps a brief explanation of what IGS (Internet in general has been called "Acronyms R Us") is will help.

Go is an ancient game, invented in China, and popularized throughout the east in Japan, Korea, and Taiwan. It has spread in more recent years throughout the world, but had always been handicapped by the fact that there are relatively fewer strong players outside the Orient, and so it has been difficult for players elsewhere to become strong. All this changed with the invention of IGS, a computer server where folks with home computers log on to find others who share an obsession with the game, and now players from all over the world can log on at any hour, day or night, 365 days a year, and find an opponent of almost any ability, or a game to watch.

My first experience with IGS is illustrative of who it works. The first time I logged on I played my first game against a player in rural Australia. I quickly became friends with some stronger players, and received lessons from two very strong players in Amsterdam, Netherlands. IGS is where go players can find players close to their own strength from New Zealand to Finland, Chile to Canada, and all points in between. By the end of 1994 IGS averaged 200 players or more during daylight hours in the continental United States, and 100 players throughout the night. An average of around 500 games a day were, with more than 170,000 total games played on IGS during 1994.

Now onto how IGS changed during the year. This year one of the least heralded changes was also one of the most important for the status of IGS as an international go forum. One of the worlds strongest go players teaches go in Los Angeles California. He has started using IGS to give his students lessons. This transforms the nature of IGS. The presence of Mr. Yang, a 6 dan professional go player, on IGS makes IGS one of the worlds finest go clubs in even a traditional sense of the word. IGS is inherently modern, and the fact that it can boast of this traditional mark of distinction is remarkable.

This year also witnessed the birth of the "Go Teaching Ladder." This incredible tool allows players of all abilities to submit their games electronically to stronger players to analyze. The stronger players then review the games at their convenience, and annotate them, and send them back to the player. When the teaching ladder was born, Jean-loup Gailly (the chief instigator, better known internationally as the author of a popular data compression program) was afraid that players would only volunteer to analyze their games if they could be assured that they would be able to get their games reviewed by stronger players in turn. It turned out that he underestimated the generosity of the international go community. There are many players who actively volunteer to review games for beginners. I personally have analyzed games for a law student at Duke University, a Systems Analyst in Chicago, and a computer student in Ulm Germany, and in turn have had a game reviewed by a top amateur go player in Amsterdam Netherlands.

A beginner can learn the basic rules of go in 5 minutes, but there are some strange situations that are theoretically possible as a result of the simple rules. Historically there have been 2 major rule systems, one from China, and one from Japan. Recently, an interesting character has tried to resolve all of the different systems and exceptions to the rules, and designed a common sense set of rules, a set that was "recursive" (sorry, it is a word I don't understand, but is important to mathematicians and computer programmers, among others.) IGS used the Japanese rule set, but this year IGS implemented the ING rules, working hard to ensure that all of the scoring and special "suicide" rules worked with all of the separate clients that are used to attach home computers to the server. Mr. Ing of the Ing Chang-Ki Foundation (the author of the GOE rules) then donated a generous prize fund to subsidize the worlds largest electronic go tournament, using his rule set.

This tournament was unlike any other go tournament. The tournament director lived in Finland, the playing area was in Pennsylvania USA, the results and mail were sent to Paris France, and the folks who ran the playing area were located in California, USA and Paris, France. Not only that, but the referees for the tournament were widely disbursed from Washington state USA; to Finland; Paris, France; New York City, USA; and Chicago, Illinois USA. The tournament was funded from Taiwan. The tournament was played all over the world. Most of the organizers have never met each other, and most players could walk right past their last round opponent on the street and not ever have a clue. The tournament awarded prizes, yet did not charge an entry fee. There were 604 games played for the tournament, and they typified the wide range of IGS go games.

The tournament featured lots of great go. Top players like artu and NING proved that you have to be careful from the beginning, as early mistakes can quickly become early resignations. The igs punks, bsdserver and raven, in round four played a game that featured vicious fighting. There was the incredible high level fighting of artu and jy23 in round 5, when

artu made amazing life with the philosophically challenging shape that can be described as two snakes eating each other. This shape was so rare that most observers hadn't seen anything like it before. That game set a record for observers that stood until artu played jujo (a 9 dan professional) the next week. There was the more subtle game that artu played against nomad in round 4. This game can be thought of as a commentary on the 1985 Honinbo match played by Takemiya and Rin, since it followed that Japanese championship title game till move 21. Artu played one of the shortest and sharpest games of the tournament in the last round. Artu plays moves that throw the go proverbs into doubt. Against zhong, he played on the third line or below until move 25. Even beginning go players know the go proverb that you play on the fourth line to fight, and the third line to make territory, right? Wrong! Artu managed to kill a group after devoting the fuseki (Japanese word for opening) to the third line. Perhaps weak players should avoid watching games of this high level for fear of learning bad habits? Anyway, artu can use third line territory to kill and end the game at move 85. In round 2, lyu met kishiko in a close and hard fought game that lyu eventually won by 3 points. In the last round, again, jansteen played jiroo in what might have been the most 'fun' game of the tournament. Bigbug and christ played a strange game in round 3 that featured an early race to the hoshi (marked handicap) points, and a game that reflected that interesting fuseki choice.

The tournament was interesting even off the virtual boards. Who can forget when rich 23k* (a rank that means beginner) found a seki (sort of "undead" shape) when observing a game with several 6k* and 7k*s (much more advanced beginners) that eluded the analysis of the stronger players until he pointed it out? Or the time when a 22k* was getting a friendly 7k* to go over his recent game, and sws 5d* (top level amateur) and nomad 5d* (also a top amateur and eventual tourney champ) pitched in to help teach?

The games attracted incredible interest, as 200 players typically gathered to watch the top boards either surreptitiously at work, quietly at home while their wife was sleeping in the bedroom, or in the University computer center.

Go is spreading from IGS itself on the internet. There is the usenet group rec.games.go where folks discuss, rant, analyze, ask about long lost friends, and try to order take out chinese food (this newsgroup may actually predate IGS.) There are now many go related "pages" on the World Wide Web, where you can access everything from information on go related computer programming, huge archives of professional go games, IGS games, lists of upcoming tournaments in the USA and Europe, pictures of many of the personalities on IGS, and the latest news on the professional go scene. A good place to start exploring is: <http://www.cwi.nl/~jansteen/go/>.

The fact that there is now an archive of thousands of games provides fodder for many programmers and statisticians. There are now three rating systems, the one used by IGS, and two alternate systems that claim to be more accurate when dealing with the statistically challenging problem of beginners and weaker players (finger either mattsoncs.gla.ac.uk or pettiderot.ucsf.edu.)

As the year came to a close, probably the most important development was the move of IGS from it's old host at the University of Pennsylvania to Seoul Korea. With the move to igs.nuri.net came the addition of two new "net gods" to the traditional IGS trinity of tim, tweet, and fmc. Now taeha and artemis have joined the list of IGS administrators. I am sure they are doing wonderful work, but long ago I asked where I could order take out food in Seoul, and they have yet to respond!

When the server moved to Korea, the administrators worked to translate the "help" files into other languages. They intend to have the files available in Chinese and Japanese, as well as English. They have already added support for Korean.

IGS now features a new command, "bet." Bet enables the observers of a game to compete amongst themselves in guessing the next move. If you guess correctly, and someone else misses the next move, you win. On IGS, do "help bet" to find out more.

This year promises to be just as exciting. As I write this, the AGA (American Go Association) is running the "AGA/IGS winter tournament" where players can play rated games without those onerous entry fees!

Well, I hope to see you on the server...

angus (angusalcyon.com)



Lösningar till Tesuji

Problem 1. Vit måste hitta ett sätt att vinna semeai'en i hörnet. Att helt enkelt fylla en av svarts friheter som i **Dia.1** misslyckas eftersom svart omedelbart sätter vit i atari och hans stenar är förlorade. Trickdraget är att spela 1 som i **Dia.2** Svart lider nu av brist på friheter damezumari och kan inte göra den nyss nämnda atarin. Även om han kan fånga vits sten tar det för många drag och vit vinner semeai'en.

Problem 2.. Problemet här verkar vara att bäst utnyttja svarts dåliga form och knyta ihop de vita stenarna. 1 i **Dia.3** verkar vara den vitala punkten.

Försöker svart skära av den vita stenen som i **Dia.4** ger vit helt enkelt upp den och knyter ihop på utsidan i god form.

Spelar vit längre ut med 1 i **Dia.5** får svart god form med 2. Och efter 3 har svart kvar otrevliga hot efter A, B och C.

Här i **Dia.6** är josekin som leder till problemet. För att undvika detta bör svart 6 istället spelas på A för att hålla de vita stenarna separerade.

Problem 3. Problemet här måste vara att knyta ihop de vita stenarna genom att spela mellan de svarta stenarna och kanten. Vit 1 i **Dia.7** verkar fungera.

Om svart helt enkelt fångar de två stenarna som i **Dia.8** kan vita knyta ihop. Att slänga in en sten med 5 förlorar poäng eftersom svart inte behöver ögon, och han kommer ändå inte att binda ihop stenarna efter 5.

Gör svart motstånd genom att forcera med 2 och 4 i **Dia.9** innan han tar de två stenarna kommer han att förlora fyra stenar om han inte connectar efter 9.

Förfärligt blir det i **Dia.10** om svart försöker fånga den vita stenen med 2 och 4; då kommer han att upptäcka att han ligger ett steg efter – och han förlorar sina skärande stenar.

Problem 4. Om svart kan knyta ihop sina stenar får han ett stort territorium efter överkanten.

Svart 1 i **Dia.11** klarar detta otroligt nog.

Korrekt: Vit måste tålmodigt fånga en sten med 2 i **Dia.12** och tillåta svart att knyta och få sitt område.

Misstag: I **Dia.13** gör vit motstånd med 2 men svart spelar atari med 3 – och vit kan inte connecta med A eftersom B blir en fungerande stege.

Alternativ: Vit kan faktiskt fortsätta spela enligt sekvensen i **Dia.14** och bilda en levande grupp i hörnet. Svart har dock fortfarande god form och de vita stenarna i mitten är på driven.

Svart gör fel i **Dia.15**. Försöker han göra atari direkt med 1 skapar vit en god form åt sina stenar med 4 – och hinner först fånga svarts stenar.



Diagram 1

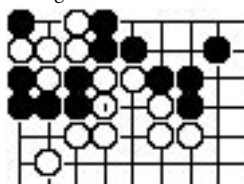


Diagram 2

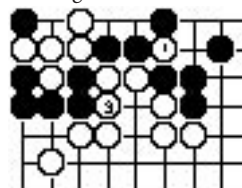


Diagram 3

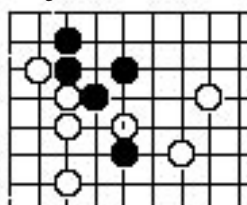


Diagram 4

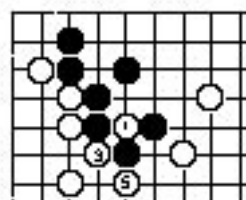


Diagram 5

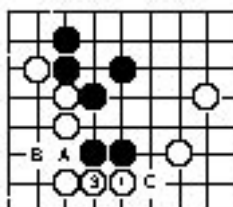


Diagram 6

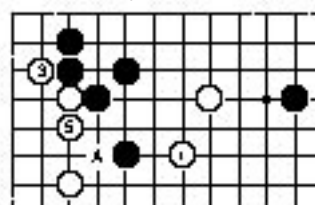


Diagram 7

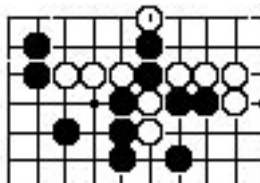


Diagram 8

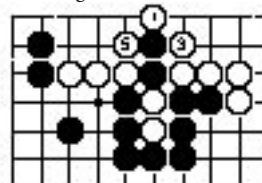


Diagram 9

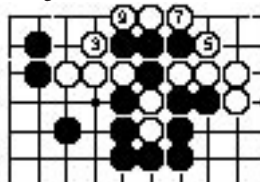


Diagram 10

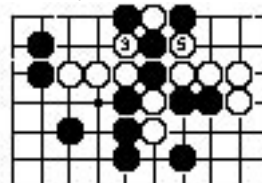


Diagram 11

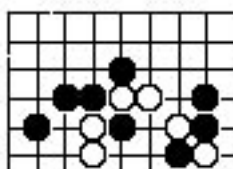


Diagram 12

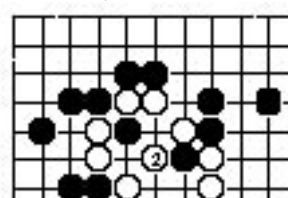


Diagram 13

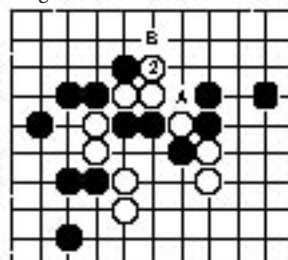


Diagram 14

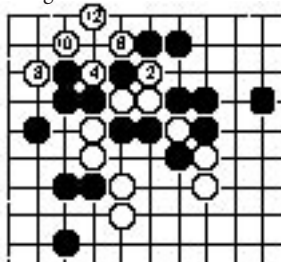
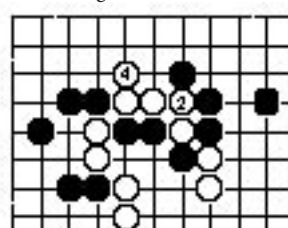


Diagram 15



Tengen 1994. Riu Shikun–Rin Kaiho

JAN VAN DER STEEN är en stark amatör från Nederländerna som ofta brukar koppla upp sig till IGS. Han har den trevliga vanan att dela med sig av sin kunskap när han tittar på andras partier här.

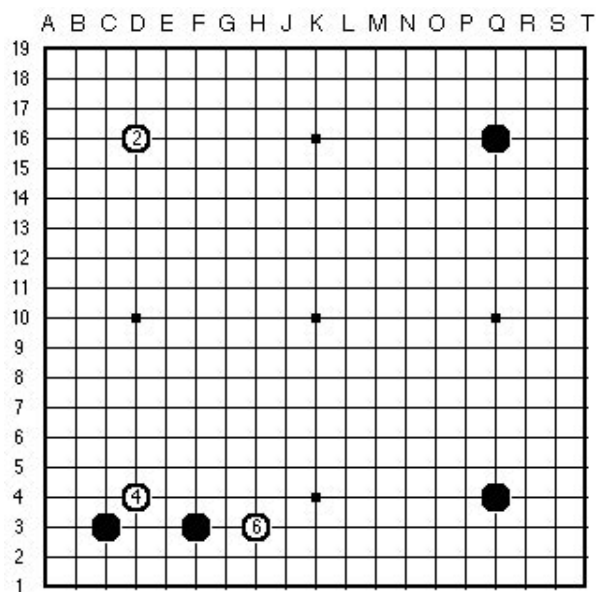
På något sätt lyckas han också få tag i rykande färska partier från de stora turneringarna i Japan, Kina och Korea.

Dessa partier spelar han sedan upp på IGS och uppmuntrar ki-

bitzarna till diskussion. Ibland –som i detta parti– stannar han upp i nyckelpositioner och väntar på att någon ska lyckas hitta nästa drag.

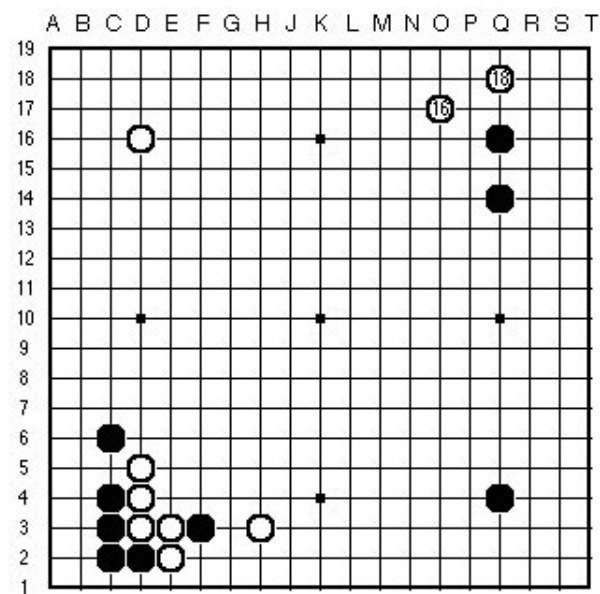
–Svårare än så här är det inte att undervisa i go; samma metod använder till exempel den kinesiske 9D spelaren ”jujo” i de videofilmer han säljer.

Följ med på denna lektion, Rin spelar vit och det här är fjärde partiet i matchen:



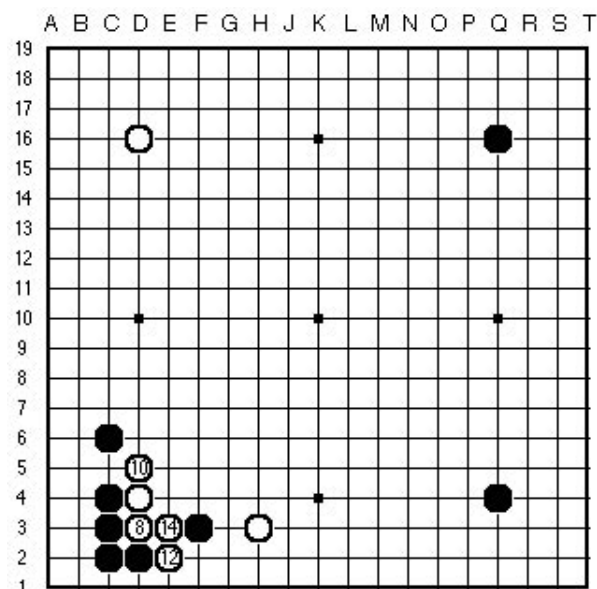
A. På vilken sida blockerar vit?

1-7



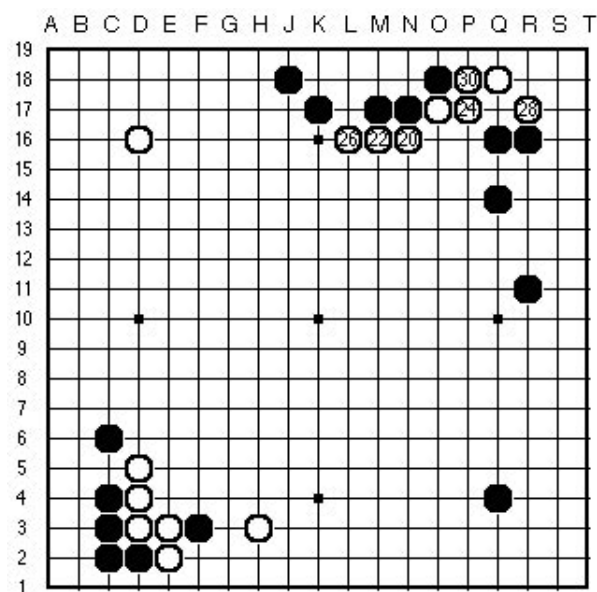
C. Vilket drag är nu ”mode” för svart?

16-18



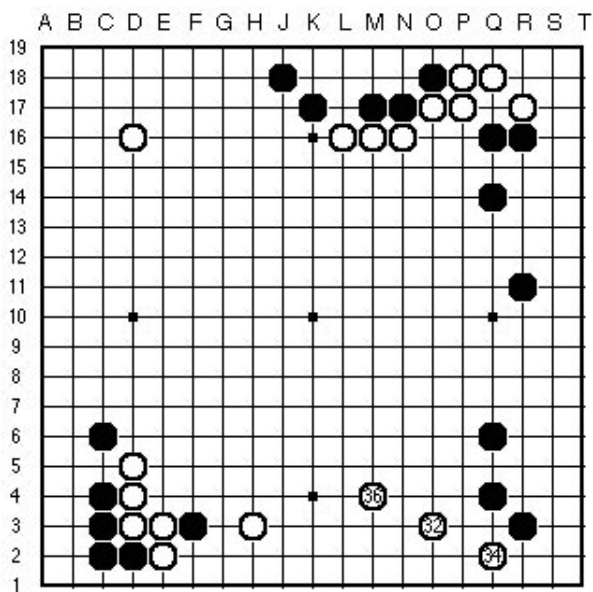
B. Var spelar vit nu då? Kanske en smaksak.

8-15



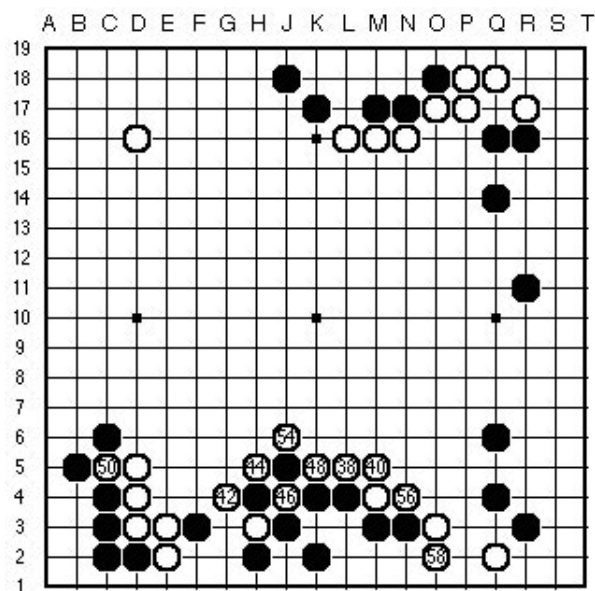
D. Josekin är nu slut. Var fortsätter vit?

19-31



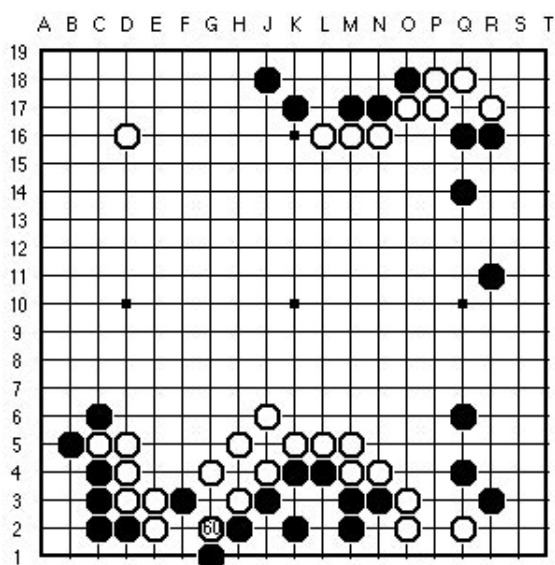
E. Var attackerar svart härnäst ?

32-36



F. Hur ska svart leva ?

37-58



G. Vit fick mycket "thickness" nere i mitten. Men 59-61
hur ska han utnyttja den ?

59-61

27. dohy 4d : this variant according to korean prof group is rather good for black because of O18

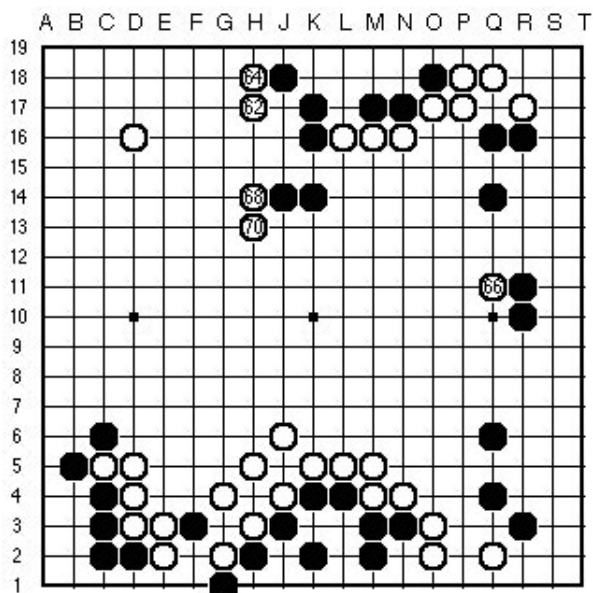
jansteen 3d*: The keypoint of this joseki comes with the next move

jansteen 3d*: The peep at p15 to protect o16 cut is a negative way of playing, black would profit on two sides

30. jansteen 3d*: since white is alive in the corner, the pressure is off the o16 point

36. jansteen 3d*: Since both c6 and j18 are low, the upper-left is not attractive to play right now

38. xsl 4d*: : quite hard to predict



H. Svart behöver ta hand om vits övre vänstra hörn. Hur invadera det ?

62-70

49. xsl 4d*: wowowowowow

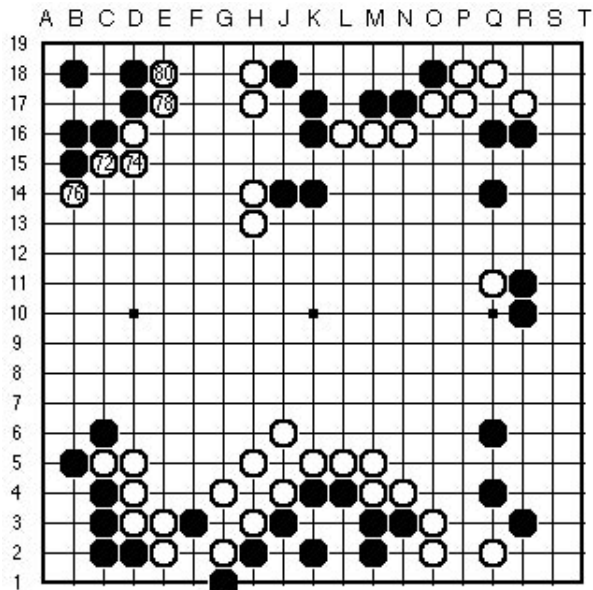
61. jansteen 3d*: The idea is to create a target to attack

64. jansteen 3d*: now white's thickness is working suddenly

76. jansteen 3d*: this is all joseki...

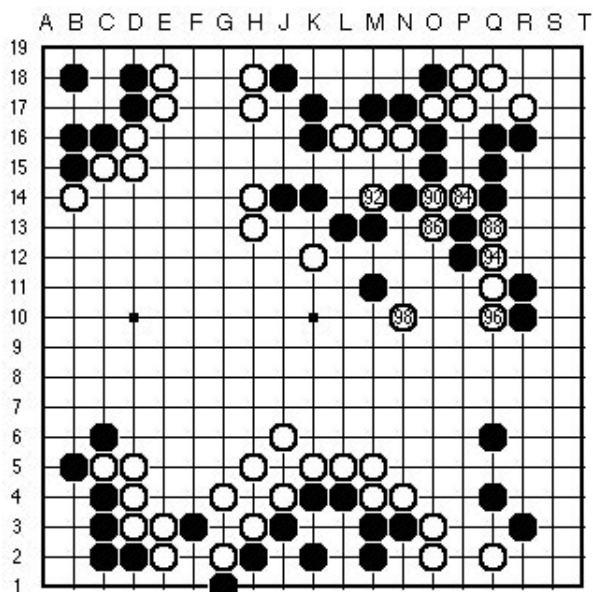
83. xsl 4d*: easy game for w

sony 1d*: w d8 later can rip big profit



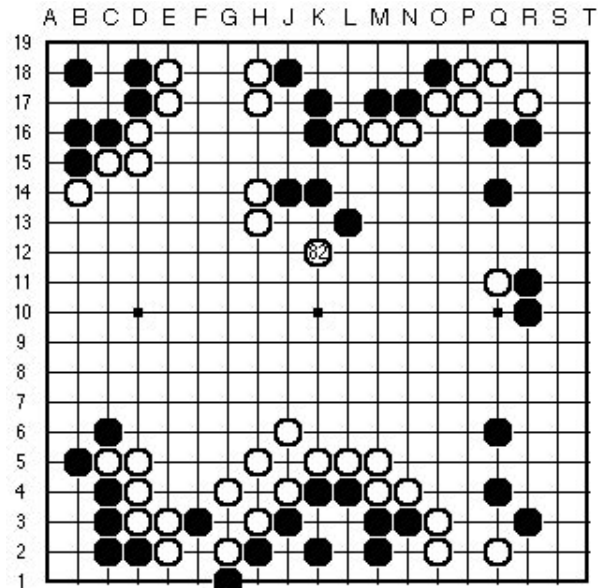
I. Hur ska vi fortsätta attacken på svarts grupp upptill i mitten ?

71-81



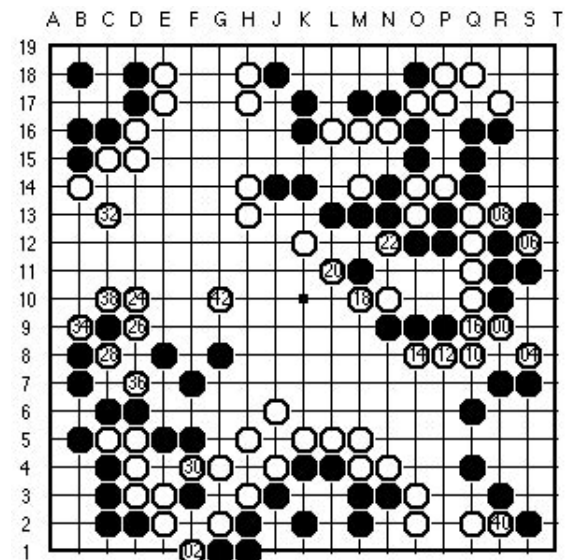
K. Äntligen har svart lyckats knyta ihop sina grupper. Men vilket pris låter vit honom betala ?

84-99



J. Vit skulle vilja fortsätta med en till keima på M11. Men han vill också hålla svarts grupper separerade. Hur ?

82-83



L.Vit har fått mycket poäng upptill till 100-142 vänster. Resten av partiet är nu slutspel -kommenteras ej.

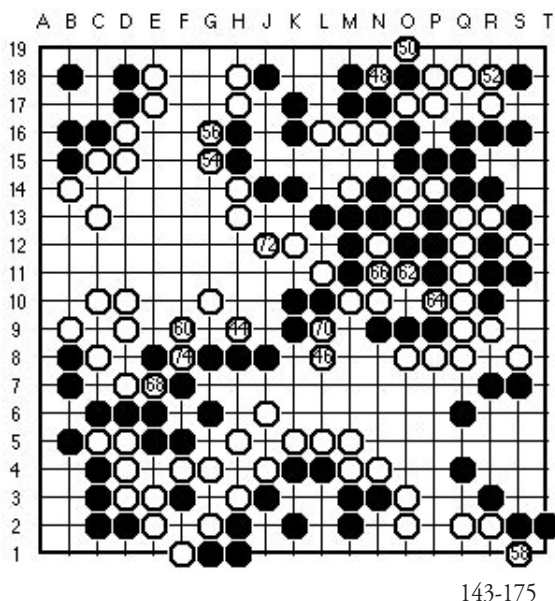
Baduk TV

Korean Go Association and BTV (Baduk TV means Go TV) officially announced that Baduk (Go) cable TV is opening in July. They already set up everything what they need and use the channel 40.

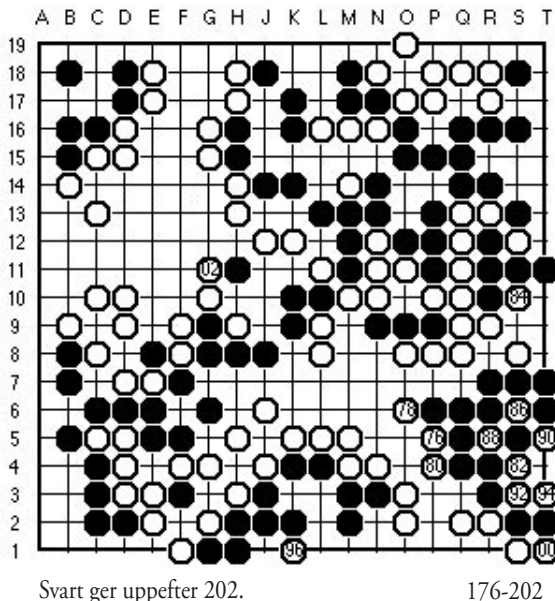
Now 10 million Korean go players can watch the games and go news for 24 hours/7 days on which is first **Go TV** in the world.

American go players also can watch its games and news with video tape (hopefully) from this summer is available at video store.

Traveling Korea? Simply fix the TV channel at 40 when you get there and enjoy this new world.



143-175



Svart ger uppefter 202.

176-202

"Go Masters"

If you have access to a video rental house that prides itself on a particularly eclectic collection, try to locate "The Go Masters." Put on a pot of water for tea, pop some corn, and settle down for about three hours of beautiful photo-graphy and subtitles.

Like many eastern art forms, a single paragraph description cannot do this film justice, but here goes: Believed to be the 1st Japanese/Chinese film collaboration in decades, the story is intricate and spans three generations. A gifted Chinese boy goes to Japan to study go with a master.

The Sino-Japanese war erupts. Betrayals, prejudice, love, and political intrigue lead to misunderstandings between the master and the father of the young prodigy. People die, tears flow, hearts break, go bowls break.

Many years later everybody who is still alive reconciles their hatred and guilt.

The game of go actually plays a minor role in the film but there are some lovely—if brief—shots in an old go club, a go school, go in a royal palace, and go in a military camp.

David Bogie, Boise Go Club

New rating system in China

Chinese Go Association will adopt a rating system similar to chess this year. The baseline is : 9-dan 2560, 8-dan 2520, 7-dan 2480, 1-dan 2220. In the first rating list, Nie Weiping and Ma Xiaochun tie for No.1, both have 2600. The player's rating will vary according to his/her performance in national and international games.

HITACHI 21ST LONDON OPEN 30/12-2/1

129 players from 13 countries attended this year's London open at the Highbury Roundhouse. Over a third of these were from overseas - A, B, DK, F, D, I, IRE, JAP, KOR, NL, SLO, USA. The tournament was very successful thanks to the hard work of organiser Harold Lee and the generous sponsorship from Hitachi. The Managing Director of Hitachi Leasing Europe Ltd, Dr. Motoki Shirasuka, was pleased to be able to present the prizes including one to his son who is a very keen go player.

The main battles were to see whether anyone could beat the two strong Chinese lady players: Guo Juan from the Netherlands and Zhao Pei from Germany. In the end no-body could and Guo beat Zhao to win the tournament with a perfect score.

The top places are as follows:

- 1 Guo Juan (7 dan, NL) 8/8
- 2 Pei Zhao (5 dan, D) 7/8
- 3 Matthew Macfadyen (6 dan, GB) 6/8
- 4= Mark Boon (5 dan, NL) 5/8
- 4= Matthew Cocke (4 dan, GB) 5/8

Also on 5/8 at the top were F. Van Arnim, J. Clare, J. Rickard and W. Connolley.

Prize winners for 6/8 were:

- | | |
|------------------------|----------------------------|
| O. Dodinval (1 dan, B) | B. Kraft (1 kyu, D) |
| V. Morrish (2 kyu, GB) | P. Liboriussen (4 kyu, DK) |
| R. Upton (4 kyu, GB) | O. Azem (10 kyu, D) |

and for 5/7:

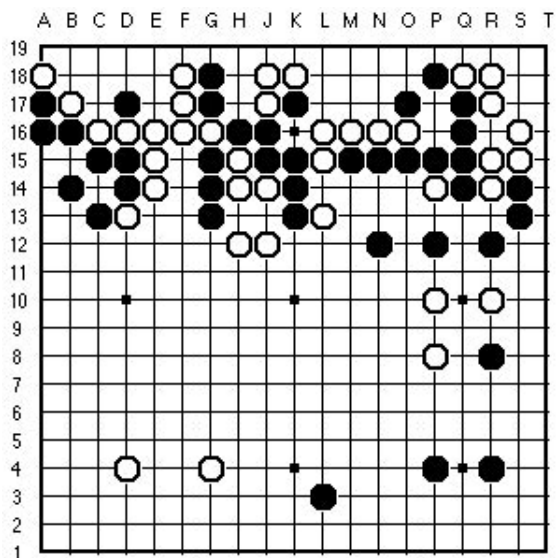
Tom Blockley (13 kyu, GB)

P. Liboriussen from Denmark was the lucky player who got 5 or more wins and got his name drawn to win a Hitachi Camcorder.

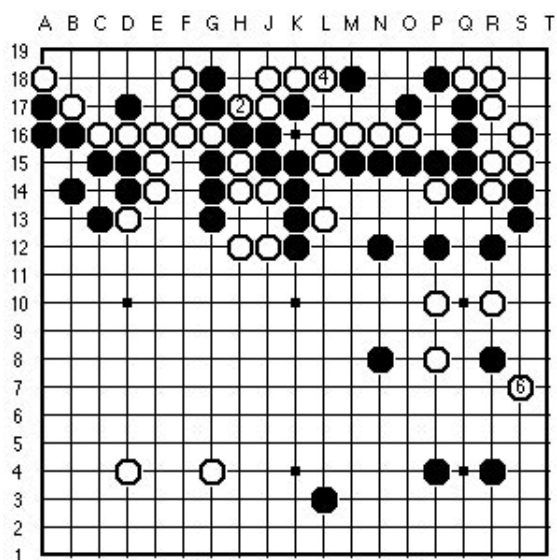
Två partier

Avgörande ögonblick

Zheng Hong 8-dan spelar svart mot Miyazawa Goro 9-dan

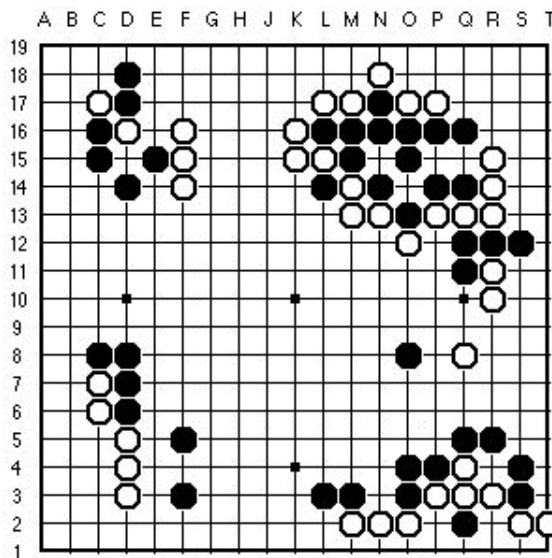


Zheng hade en utmärkt chans att vinna partiet. Han behövde bara förbinda sina två viktiga stenar "Qi2 Jing1" med H17, då skulle vit sökerligen förlora en av sina grupper som delades av G17 och G18 stenarna. Åskådarna väntade... Det oväntade hände. Zheng övergav sina "Qi2 Jing1".



Otroligt !
Nie Weiping lämnade observationslokalen genast.

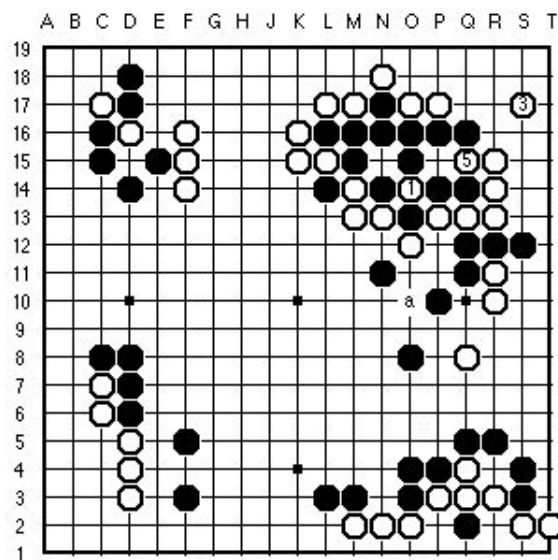
Miyazawa Goro 9d spelar svart mot Liu Jing 5d



Nie weiping kritiserade sin student:

–Och du förlorade et sånt här parti ?

Han pekade ut: Vit 1 måste läggas på a. Det draget inte bara



4 tar ko.

utökar vits potential "Wai4 Shi4" men fångar också fyra svarta stenar. Det kan leda till en enkel vinst för vit.

–Det du spelade lät svart ta nyckelpunkten. Så efter svart 2 och 6 var hela situationen omvänd.