

SVENSK GO TIDNING

ISSN 1400-5263

1/97



INNEHÅLL

REFERAT FRÅN NM
OCH VÄSTERÅS

SVENSKT-NORSKT
SAMARBETE

SUPER GO MATCH
USA OCH TAIWAN

NYHETER FRÅN JAPAN

SVENSK-NORSK GO BLAD

ISSN 1400-5263

I/97

*...ELLER FINNS DET
NÅGOT BÄTTRE NAMN
PÅ TIDNINGEN ?*



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INSIDAN

RED. BJÖRN WENDSJÖ. E-MAIL: BW@PI.SE

Detta nummer av go tidningen innebär en trevlig förändring: Innehållet görs i samarbete med våra gospelande kollegor i Norge.

GNISTAN till detta samarbete tändes av Pål Sannes som fick denna idé efter diskussioner med svenska spelare under Nordiska Mästerskapet i Odense.

FÖR ALLA NYTILLKOMNA norska läsare kan vi berätta att tidningen görs nere i Skåne av mig med en Macintosh-dator och PageMaker. Den distribueras sedan elektroniskt över Internet till alla klubbrepresentanter i Sverige. Det är därefter klubbarnas eget ansvar att trycka samt distribuera tidningen till sina medlemmar. Detta tillvägagångssätt började vi med förra sommaren.

NORDISK MESTERSKAP I ODENSE 1997

PÅL SANNE

BLE AVHOLDT I PAASKEN I ODENSE I DANMARK.

Fra Oslo deltok Terje, Antje og Paal, fra Sverige Erik, Niklas, Henric og Gustav (Stockholm) og Joergen (Malmoe).

Vertene hadde ikke mulighet til aa ordne privat innkvartering, men hva gjoer vel det naar man i stedet kan tilby vandrerhjem til kr 80 pr natt eller enkeltrom paa hotell inkludert frokost til kun kr 295 pr natt?

I tillegg var det ordnet med en meget variert bespising paa spillestedet etter forsyn-deg-selv prinsippet for en billig penge.

Siste spilledag hadde arrangøerne klart aa lokke til seg dansk fjernsyn (riktignok lokal-TV for Fyn men dog). Innslaget skulle sendes om kvelden samme dag, noen dansker har kanskje tatt opp dette paa video?

I turneringen utkrystalliserte det seg snart en klar tetrío bestaaende av 5 dan-spillerne, 3 danske og 2 finske. Etter 2. dag var det saa jevnt som det kunne bli: alle 5 dan spillerne sto da med 3 seire og 1 tap. De to siste rundene ble avgjøerende. Til slutt kunne finnene juble mest: Vesa Laatikainen vant (tapte kun for Thomas Heshe) foran Matti Siivola (tapte kun for Vesa), med Jannik Rasmussen som beste danske paa 3. plass.

Av de svenske og norske deltagerne var det kun Henric som klarte aakomme seg over middels resultat med sine 4 poeng.

Neste aar regner vi med aa ønske velkommen til Nordisk mesterskap i Oslo.

Resultattabell: se næsta sida.

HUR det kommer att fungera i Norge är inte klart i skrivande stund, här får Pål gnugga sina geniknölar!

I DETTA NUMMER finns ett parti utförligt kommenterat av Pål 3D och Jostein Flood 5D.

Jostein har lovat att bidra med fler kommentarer, så skicka in era partier!

VÄSTERÅS OPEN 1997

KRISTER STRAND

Trots få deltagande blev det en lyckad turnering. Lokalerna var bra och det är troligen där som vi ska ha Västerås Open i fortsättningen. I framtiden kommer vi att försöka hålla tävlingen i februari som vi brukar.

Men till tävlingen. Vi hade äntligen kommit över ett program som skulle klara av lottningen så blev det bara tretton deltagare. Knappast nödvändigt att använda program då. Efter lite strul med en för modern skrivare och hämtning av en äldre modell kom tävlingarna igång. (Vilken Goturnering har startat i tid :-).

Innan tävlingen startade beslutade vi att Lars Salomonsson och hans son Egil skulle få två respektive sex stenar i handikapp mot alla andra för att det skulle bli mer spännande partier för dem. Det hade varit roligare för dem om det hade kommit lite fler lågt rankade spelare.

Vinnare blev som väntat Jin Li, han vann alla sina partier. Tvåa blev Hong Zhong. Bästa svensk blev Erik Ekholm på en tredje plats. Niklas Mellin kom på fjärde plats efter fyra vinster. Han förlorade enbart mot Jin Li.

Tröstpriset fick Lars och Egil Salomonsson dela på, de fick ett presentkort att köpa böcker för.

pl	name	str	nat	MM	1	2	3	4	5	pt	sos	sodos
1	Jin Li	3d	CH	8	5+	6+	2+	3+	4+	5	28	28
2	Hong Zhong	1d	CH	6	3+	5+	1-	4-	9+	3	29	15
3	Erik Ekholm	1d	S	6	2-	9+	6+	1-	5+	3	28	14
4	Niklas Mellin	2k	S	6	10+	7+	11+	2+	1-	4	27	19
5	Staffan Bäcklund	1d	S	5	1-	2-	7+	6+	3-	2	30	10
6	Gustav Fahl	1k	S	5	11+	1-	3-	5-	10+	2	27	8
7	Everett Thiele	2k	USA	5	12+	4-	5-	9+	13+	3	19	8
8	Leif Pettersson	2k	S	5	9-	-	13+	11+	12+	3	14	8
9	Mikael Thulin	2k	S	4	8+	3-	10+	7-	2-	2	26	9
10	Krister Strand	3k	S	4	4-	12+	9-	free	6-	2	20	3
11	Andy Howlden	2k	GB	4	6-	13+	4-	8-	free	2	19	1
12	Lars Salomonsson	6k	S	3	7-	10-	free	13+	8-	2	16	1
13	Egil Salomonsson	14k	S	1	free	11-	8-	12-	7-	1	17	0



RESULTAT AV NM I ODENSE 1997

Nr.	Navn	Styrke	1.	2.	3.	4.	5.	6.	MM	SOS-1	SODOS	
1	Vesa Laatikainen	5d	+2	-4	+3	+7	+5	+8	13	60	5	(SF)
2	Matti Siivola	5d	-1	+14	+10	+13	+6	+3	13	58	54	(SF)
3	Jannik Rasmussen	5d	+8	+6	-1	+5	+4	-2	12	61	46	(DK)
4	Thomas Heshe	5d	+14	+1	-5	+6	-3	+11	12	58	43	(DK)
5	Kasper Hornbæk	5d	+10	+13	+4	-3	-1	+7	12	58	42	(DK)
6	Andreas Langsted	2d	+7	-3	+13	-4	-2	+10	11	58	30	(DK)
7	Jesper Pedersen	3d	-6	+8	+14	-1	+11	-5	11	57	30	(DK)
8	Ppl Sannes	3d	-3	-7	+9	+10	+13	-1	11	57	30	(N)
9	Michael Staub	1d	-13	-10	-8	+16	+14	+15	11	48	27	(DK)
10	Antje Rapmund	2d	-5	+9	-2	-8	+15	-6	10	58	20	(N)
11	Jörgen Abrahamsson	1k	-16	+17	+15	+14	-7	-4	10	50	27	(S)
12	Peter Starup	3k	+22	+18	+16	-15	+19	+13	10	44	42	(DK)
13	Erik Ekholm	1d	+9	-5	-6	-2	-8	-12	9	58	11	(S)
14	Terje Christoffersen	1d	-4	-2	-7	-11	-9	+17	9	57	9	(N)
15	Per Schüchter	2k	+17	+16	-11	+12	-10	-9	9	50	28	(DK)
16	Gustav Fahl	1k	+11	-15	-12	-9	-17	+19	9	49	18	(S)
17	Niklas Mellin	2k	-15	-11	+18	+21	+16	-14	9	46	25	(S)
18	Henric Bergspäker	3k	+19	-12	-17	+23	+21	+24	9	41	29	(S)
19	Ole Langsted	3k	-18	+21	+20	+22	-12	-16	8	43	22	(DK)
20	Sari Kohonen	3k	-21	-22	-19	+26	+28	+27	8	29	7	(SF)
21	Daniel Cheret	3k	+20	-19	+22	-17	-18	+25	7	41	15	(DK)
22	Erik Breum	3k	-12	+20	-21	-19	-23	+28	7	40	8	(DK)
23	Søren Isen Petersen	5k	+24	+27	+25	-18	+22	-26	7	34	21	(DK)
24	Henning Nielsen	4k	-23	-25	+28	+27	+26	-18	7	30	7	(DK)
25	John Nielsen	5k	+26	+24	-23	+28	-27	-21	7	28	18	(DK)
26	Allan Hansen	7k	-25	+28	+27	-20	-24	+23	4	32	10	(DK)
27	Johnny Johansen	8k	+28	-23	-26	-24	+25	-20	3	33	7	(DK)
28	Sinikka Siivola	12k	-27	-26	-24	-25	-20	-22	0	33	0	(SF)

KOREAN BADUK TO STAND ON ITS OWN

The following is an excerpt from the vernacular 'Korea Times, dated March 23 ("Baduk" column). Contributed by Jay Sim, freelance translator

"Hanguk Kiwon (Korean Go Association) has decided to adopt a new rule under which the black player's komi is increased by 1 point — from the current 5.5 points to 6.5. The new rule will apply to official matches beginning April 1.

"This reflects the views of professional go players who assert that, even if komi is set at 5.5 points, the black holder is far more advantageous."

The column says that, for the time being, the new rule will be applied to the Jinro Cup tournament and SBS (TV) consecutive wins championships only.

The Pak Yong-chol column adds: "The decision to increase the black player's komi to 6.5 points, independently adopted by the Korean baduk circles, is taken as the beginning of 'Korean baduk's effort to stand on its own' — which may be something small but is very significant. The Korean baduk circles have hitherto unconditionally followed in the steps of Japanese rules"

INBJUDAN TILL SM I GO

Malmö Go-klubb inbjuder till SM i GO. Så här ser arrangemanget ut:

NÄR: Pingsthelgen

Lördag 17:e Maj

12.00-13.15 Registrering

13.30-17.00 Rond 1

18.00-21.30 Rond 2

Söndag 18:e Maj

10.00-13.30 Rond 3

14.30-18.00 Rond 4

Måndag 19:e Maj

09.00-12.30 Rond 5

13.30-17.00 Rond 6. Efter sista partiet Prisutdelning

VAR: Vi spelar i Arbetet Nyheternas lokaler, Bergsgatan 20, inne i centrala Malmö nära Möllevångstorget. Cirka 20 minuters promenad från Centralstationen.

HUR: Betänktetiden är 1 timme per spelare, därefter byo-yomi om 20 stenar per 10 minuter. Anmälningsavgiften är 150:-

Spelare som registrerar sig efter 13.15 spelar i "Rond 1b": Lottning inbördes samt reducerad betänktetid (bara denna rond).

NEDRESA: För deltagare från Stockholmstrakten finns två passande avgångar på lördag: 06.18 (röd avgång) samt 07.48 med X2000. Båda är i Malmö vid halv ett.

LOGI: Ett mindre antal platser finns hemma hos Malmöspelarna. Några andra budgetalternativ: STF Vandrarhem "Södergården", med 45 rum, Backavägen 18, 040/82220, cirka 2 km Söder om spelplatsen. Hotel Formule 1, Lundavägen 28 bredvid MacDonalds, 040/930580 med 239:- per rum (plats för flera personer) och dygn, fri bilparkering, cirka 2 km NO om spelplatsen.

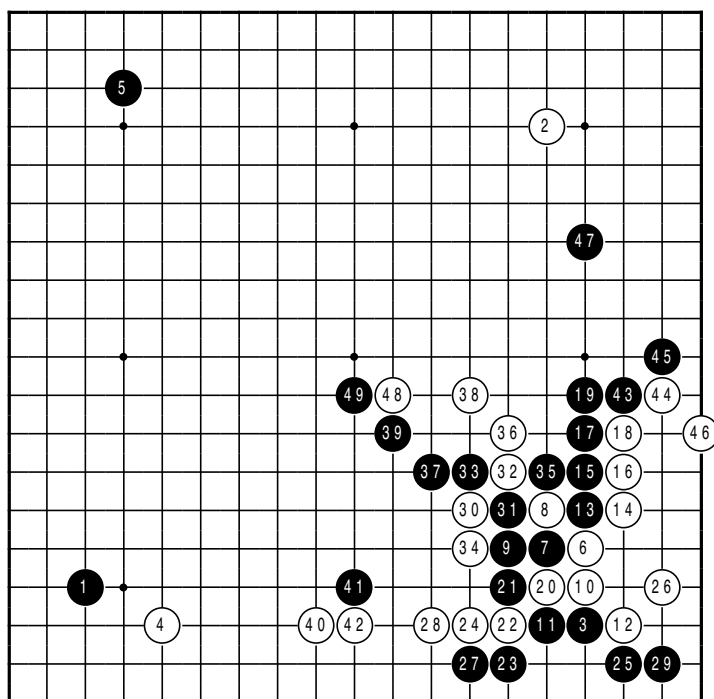
MATERIAL: Vi har brist på bräden, stenar och klockor. Därför vill vi gärna låna av klubbarna.

VEM: Ytterligare frågor besvaras av Jörgen Abrahamsson 040-979757 eller Björn Wendsjö 046-131905.

ETT PARTI FRÅN ROND 5 I NM ERIK EKHOLM 1D - PÅL SANNES 3D SORT

PÅL SANNES

Siden dette er den første svensk-norske samarbeidsutgaven av Go-tidsskriftet, syntes vi det var naturlig her å gjengi det svensk-norske toppoppgjøret mellom Erik og Pål. Kommentarer av Pål Sannes, delvis basert på en felles gjennomgang av partiet sammen med Erik Ekholm, dels på en senere rask men meget nyttig gjennomgang av partiet sammen med Jostein Flood (5 dan).



figur 1: trekk 1-49

Sort 23 etc.: Denne josekien fungerer ikke så bra for sort her pga de hvite stenene 2 og 4.

Diagram 1 viser et bedre alternativ for sort.

Sort 41: Aji-keshi.

Sort 47: Shape-trekket her er enten to plasser over 43 (dvs på 61) eller rett til venstre for dette. Erik var imidlertid redd for at hvit i så fall ville angripe to plasser over 61.

Sort 61: Sort blir stående fryktelig overkonsentrert her. Bedre synes det å være å spille 3 plasser høyere opp (R14). Etter sort 61 står hvit klart best på brettet...

Hvit 62: ...Men her lar jeg meg lure. Er kun opptatt av hvordan jeg skal immobilisere sort 59, uten å innse at det ikke skaper spesielle problemer for hvit hvis sort setter denne stenen i bevegelse. Et trekk som hvit 62 er altfor langsomt til å gjøres i dette stadium av fusekien.

Langt bedre er *diagram 2*.

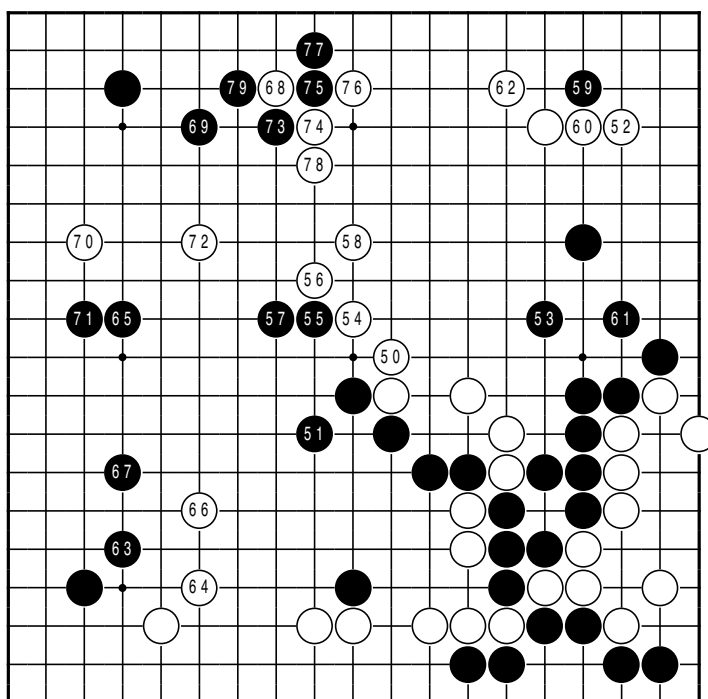
Sort 63: Etter dette trekket er partiet igjen antakelig helt åpent.

Hvit 66: Neppe bra i følge Jostein. Dette gir sort mulighet til å sikre for mye territorium på venstre randen. Hvit er såpass sterk her at en invasjon på venstre siden (f.eks. på C9) bør være et realistisk mål. Vanskelig å si om dette bør gjøres med en gang, eller om første prioritet nå bør gis til øvre del av brettet.

Sort 67: Jeg var mer redd for at sort ville spille en plass til høyre, noe som tar mer territorium.

Hvit 72: Tynt, og dessuten basert på helt feil tankegang. Hvits mål her bør være raskest mulig å lage en levende gruppe langs med venstre randen, se *diagram 3*. Den styrken sort derigjen-nom bygger opp er ham til liten hjelp pga hvits styrke i sentrum. Etter hvit 72 kan sort enten sikte mot å sikre et stort hjørne med C15 (to plasser over 70), et trekk som dessuten truer forbindelsen mellom 70 og 72, eller alternativt, slik som delvis skjer i partiet, å trenge inn i hvits moyo.

Sort 75: Hadde ventet en sort ekstensjon mot sentrum (H15).



figur 2: trekk 50-79

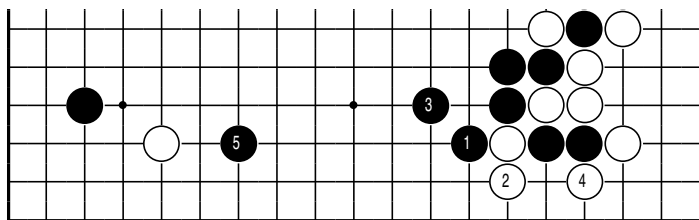


diagram 1

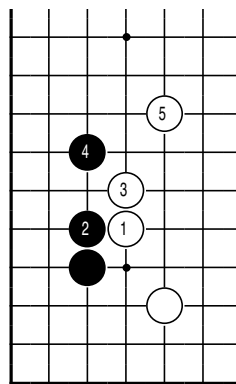


diagram 2

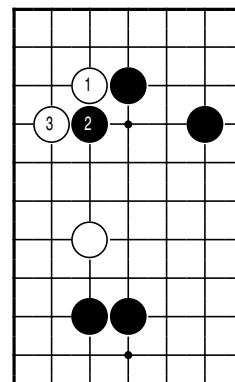


diagram 3

Sort 81: Kanskje dette er riktig tidspunkt å spille C15?

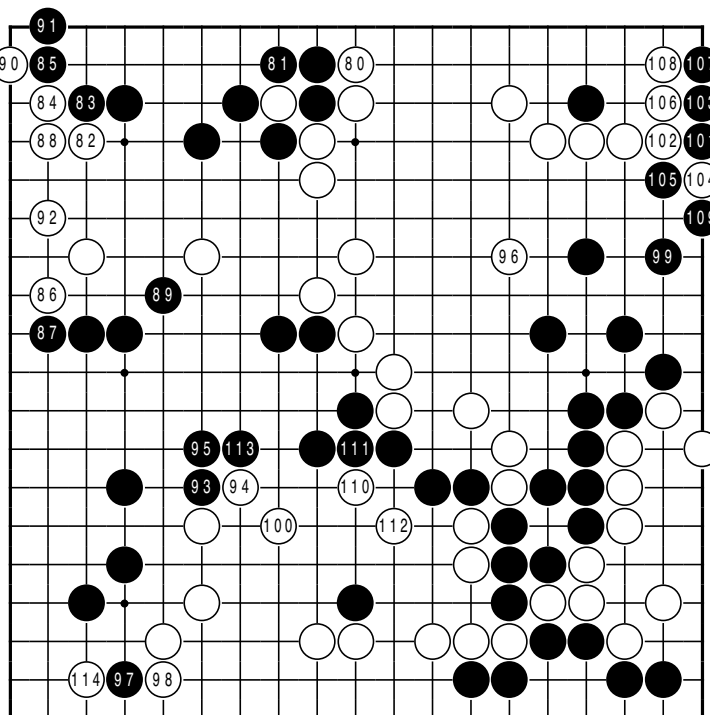
Sort 85: Noe passivt, med tanke på hvor sterk sort er i dette området. Diagram 4 viser en sekvens hvor sort tar mer territorium.

Hvit 102: Kan ved første øyekast virke noe ettergivende. Diagram 5 viser hvordan man normalt ville spille for å stenge sort ute fra hjørnet. Problemet er bare at sort i stedet kan følge diagram 6.

Sort 103: Sort ender i gode her. Bedre er et felt under 101 (T15) som riktignok taper rundt 6 poeng i forhold til 103, men opprettholder sente.

Det foregår større ting enn dette nede til venstre på brettet.
Sort 113: Forsvarer mot sekvensen vist i diagram 7. Dessuten kan nå sort sikte mot sekvensen gitt i diagram 8. Dette resulterer i en furikawari som lokalt er litt fordelaktig for sort, men hvor han mister sente.

Hvit 114: Regnet litt på sekvensen i diagram 8, men mente at jeg evt i trekk 4 i diagrammet ville kunne spille på 9 (N4) eller alternativt et felt under 3 (J5). Likevel burde jeg helt klart her ha eliminert alle aji ved å spille på N4. For sort er det å redde disse stenene vel så stort som noe annet på brettet, slik at jeg uansett ville fått det siste virkelig store sluttspillpunktet 114. Nå viste det seg at sort senere nøyde seg med å spille 3 i diagram 8 ett felt høyere opp. Uansett er hvits ledelse på dette tidspunkt ganske klar.



figur 3: trekk 80-114

Oevrige trekk utelatt.

Hvit vinner til slutt med 8 1/2 poeng.

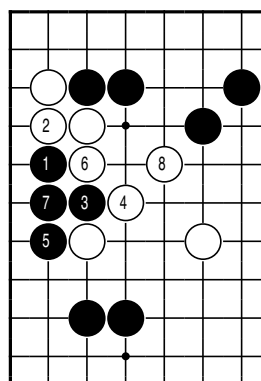


diagram 4

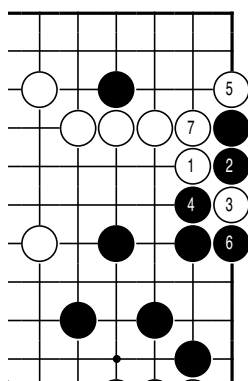


diagram 5

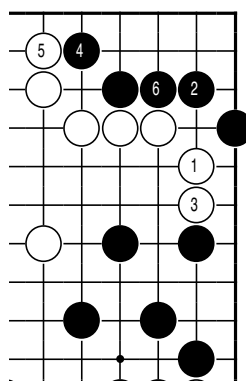


diagram 6

Diagram 7 och 8 på nästa sida!

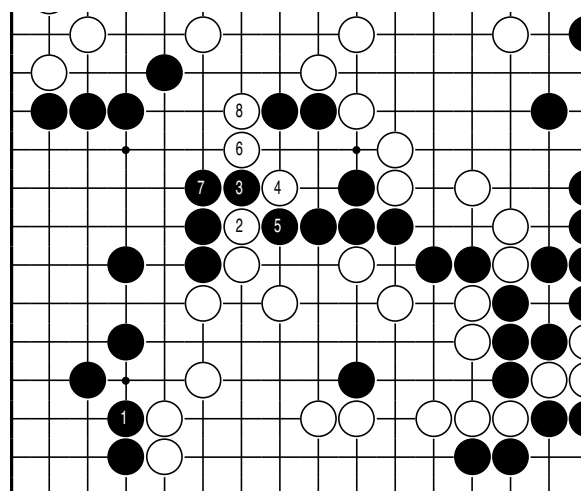


diagram 7

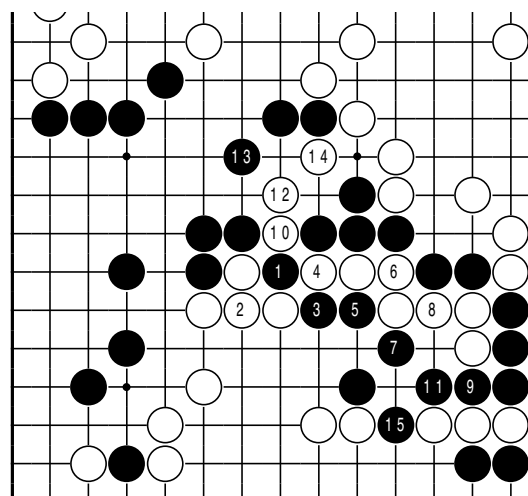


diagram 8

SUPER GO: USA-TAIWAN

Detta är en annorlunda form av landskamp som blivit populär i Asien. Japan, Korea och Kina brukar regelbundet spela matcher enligt denna modell.

Nationalhjälte blir den spelare som lyckas vinna flera partier i rad: kinesen Chang Hao vann sex partier i rad i matchen mot Japan och fem partier i rad året innan (se Go News from Japan). Nie Wei Ping har också skaffat sig ryktbarhet, och smeknamnet "Iron Goalkeeper" tidigare år genom liknande segerrader.

USA mönstrade ett lag med fem proffs:

1. Yilun Yang 7 Dan
2. Naiwei Rui 9 Dan
"Bohae Cup" världsmästare för damer
3. Michael Redmond 8 Dan
4. Zhujiu Jiang 9 Dan
"North American Masters" titelhållare
5. Jimmy (Minsoo) Cha 4 Dan

samt Taiwan:

1. David Chen 3 Dan
2. Gin-hua Peng 5 Dan
"Kuoshou" titelhållare
3. Sheng-hsieng 6 Dan
4. Jia-shen Tai 7 Dan
5. Chung-shung Chou 6 Dan,
"Minren" titelhållare

Tävlingen är en utslagsturnering där vinnaren av ett parti möter nästa spelare ur motståndarlaget ända tills han/hon förlorar. Vinnarlaget är det som slagit alla spelarna i det andra laget. Tävligen går igenom alla spelare två gånger. Därför kan antalet partier variera mellan 10 och 19.

Vidare spelar man enligt ING:s regler med 8 poängs komi. Betänketiden är 90 minuter per spelare. Därefter har man tre byo-yomi zoner med en minuts betänketid per drag. (Om man tänker mer än en minut på ett drag förflyttas man till nästa zon. Tredje gången man drar över sin minut förlorar man.) De i Sverige som fått tag i en "talande ING-klocka" känner igen detta.

Det intressanta med matchpartierna är att spelarna befinner sig på olika platser på jordklotet och utbyter drag via IGS. De är dock inte själva tvugna att sköta den dator som är uppkopplad mot Internet utan har hjälp av en bisittare som dessutom håller räkning på använd betänketid.

Det första partiet som spelades den 7:e December mellan Yang Yilun och David Chen sågs av 426 åskådare på IGS! Därefter har man hållit en takt av ett parti per helg. Och i skrivande stund är matchen ännu inte klar.

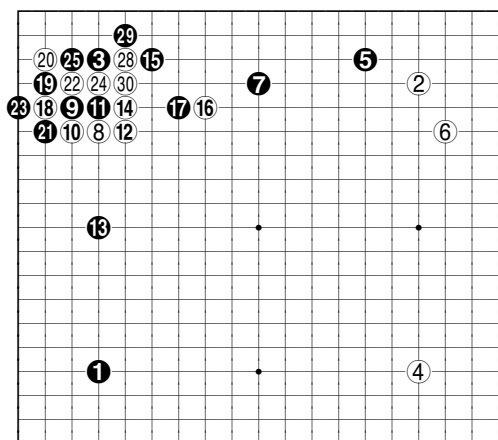
Tyvärr har man schemalagt partierna att börja klockan 1.30 på natten mot Söndag svensk tid. Det är annars en mycket intressant upplevelse att få följa ett parti medan det spelas och samtidigt få ta del av alla kommentarer (eller "kibitzar") från de andra åskådarna som ibland de också är i närheten av proffsklass.

Ett extra plus är att partierna finns tillgängliga att ta hem och studera i lugn och ro. Och precis det har jag gjort med fyra partier:

Rui Nai Wei - David Chen
David Chen - Michael Redmond
Michael Redmond - Sheng-hsieng
Sheng-hsieng - Zhujiu Jiang

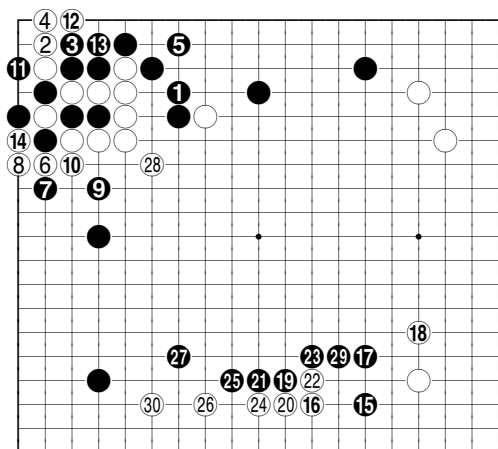
David Chen är välkänd för de som brukar besöka IGS. Här har han spelat under pseudonymerna artu och sheah. Yilun Yang med signaturen yly är också känd. Mest känd av dem alla är nog Zhujiu Jiang som juju.

RUI NAI WEI (SVART) - DAVID CHEN

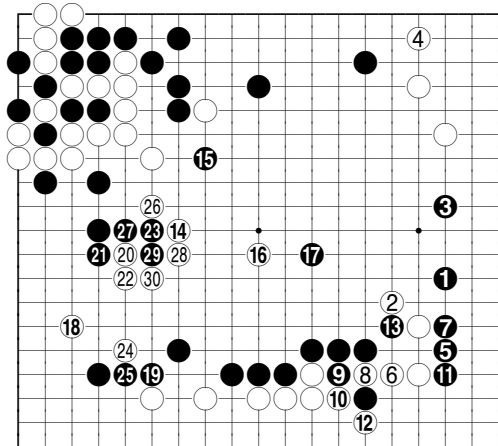


Dia. 1 : 1 — 30

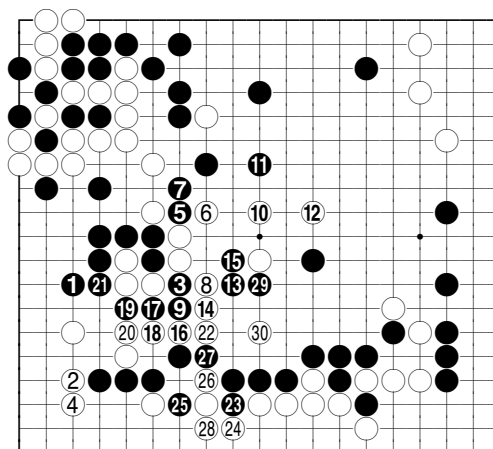
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27 = 9

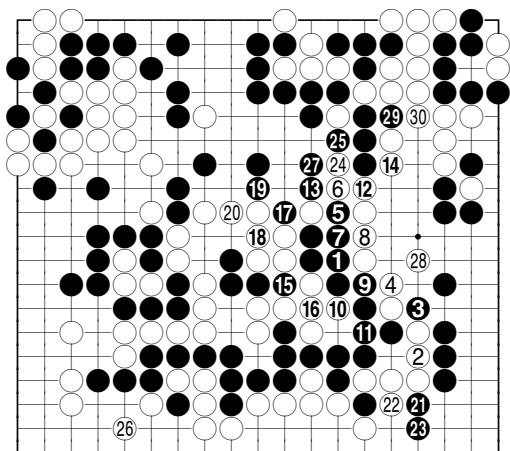


Dia. 2 : 31 — 60

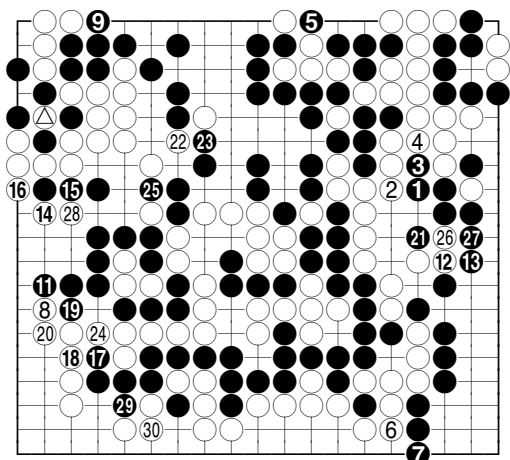


Dia. 3 : 61 — 90



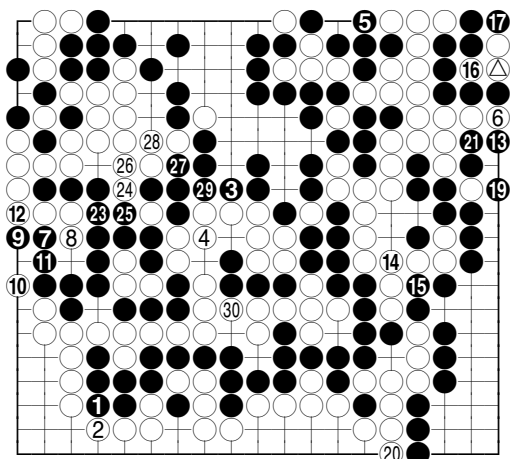


Dia. 7 : 181 — 210



Dia. 8 : 211 — 240

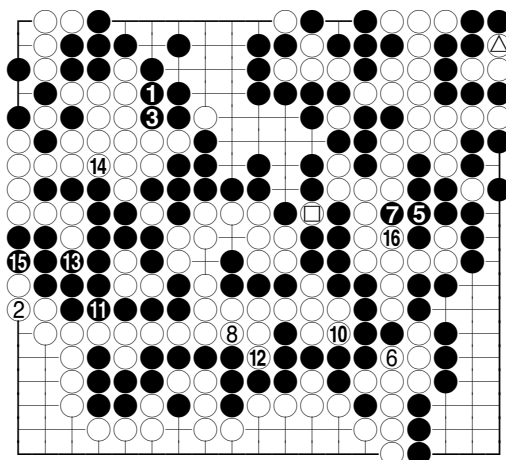
⑩ = △



Dia. 9 : 241 — 270

⑱ = △

⑳ = □ ⑯



Dia. 10 : 271 — 289

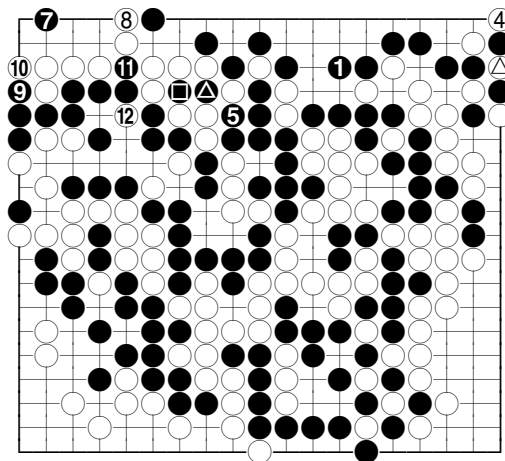
④ = △
⑨ = □

Vit vinner med 3 poäng.

NÅGRA TÄVLINGAR I SOMMAR

Amsterdam (NL)	8-11 May
Hamburg (D)	17-19 May
Warszawa (PL)	13-15 June
Helsinki (F)	28-29 June
Petosadovsk (RUS)	4- 6 July
European Go Congress, Marseille	19 July - 2 August
Isle of Man Go Event	18-22 August
Obayashicup, Amstelveen (NL)	6-7 September

SLUTET AV PARTIET
SHENG-HSIENG - ZHUJIU JIANG



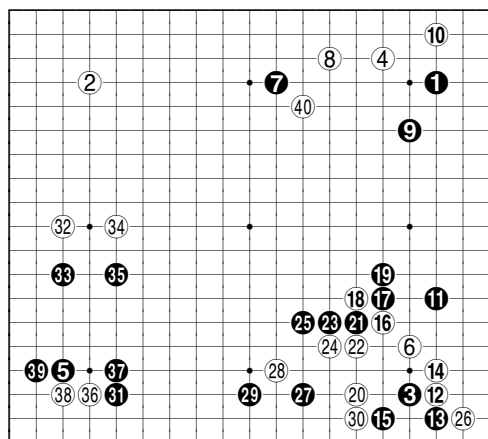
Dia. 13 : 241 — 252

② = △
③ = △
⑥ = □

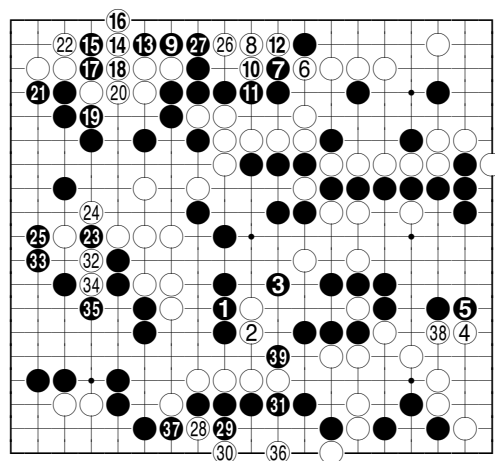
Svart ger upp.

MICHAEL REDMOND (SVART) - DAVID CHEN

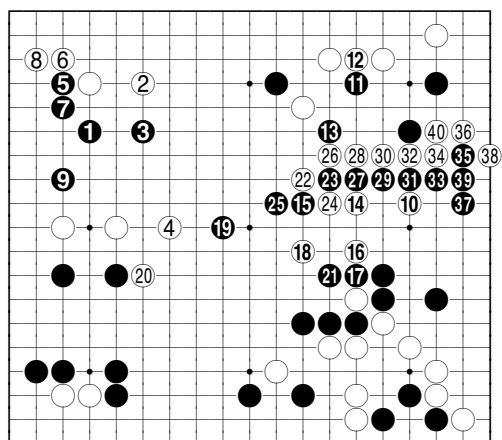
Kommentarer av Michael Redmond



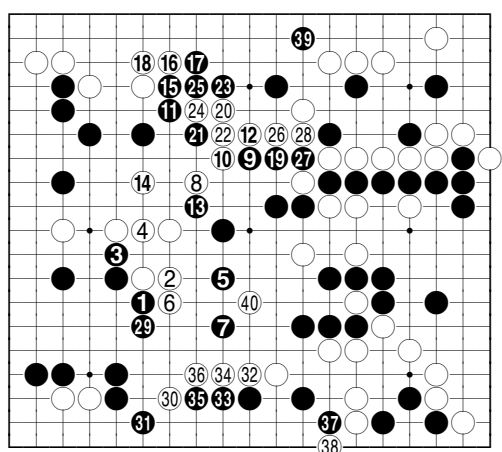
Dia. 1 : 1 — 40



Dia. 4 : 121 — 159



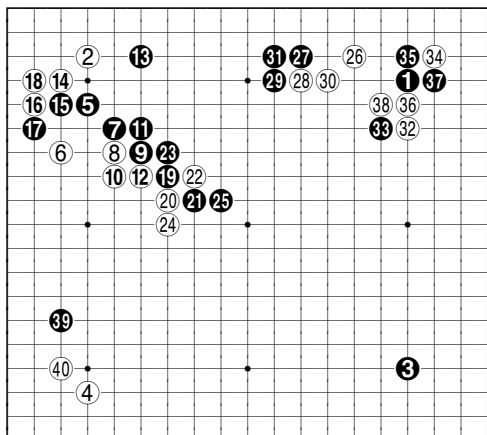
Dia. 2 : 41 — 80



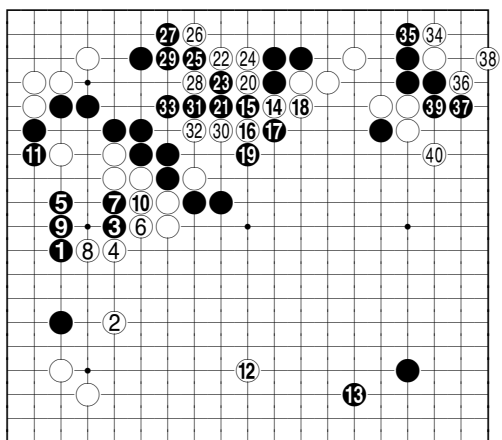
Dia. 3 : 81 — 120

- 11.R7 Jag valde detta som det mest aggressiva draget.
 21.O6 Att skära här Go Seigens stil.
 27.M3 Svart offerar hörnet.
 28.L4 Vit 28 undviker att han blir inestängd.
 (28.O2 29.M5 Svart får "thickness".)
 40.M15 Vit 40 är en nyckelpunkt. Vit ser framför sig en *moyo* till vänster och en invasion till höger.
 (40.D14 41.O16 42.O17 43.M15 Svarts *moyo* blir djupare.)
 41.D14 (41.Q12 42.F17 Detta vore att ge efter för mycket. Vit tar kontroll över partiet.)
 49.C12 Svarts mål är att attackera vits stenar på sidan (32 och 34).
 50.Q11 Vit måste invadera för att behålla den territoriella balansen.
 59.J10 Det här är partiets nyckelstrid. Vit måste starta en motattack någonstans.
 62.M12 Vit attackerar.
 (62.M10 63.L11 Det här skulle göra det enkelt för svart.)
 68.O13 Nu blir utbytet, *furikawarin*, oundviklig.
 85.J8 Partiet kändes komfortabelt för mig nu. Partiets fokus är nu hur striden i centrum ska påverka underkanten.
 99.L13 Svart har ett bra flyt just nu.
 110.G3 Det här draget tar bort all *aji* i hörnet.
 (110.E2 111.F2 112.F1 113.G2 114.B3 Detta är en ko.)
 119.M18 Att få den här punkten var mer än jag hade väntat mig.
 143.D10 Svart har nu en stabil form nere till vänster och det gör *watarin* (förbindelsen efter kanten) enklare.
 171.L2 Uppenbarligen fungerar inte detta för vit.
 159.L5 Svart verkade ha kontroll under hela partiet. Kanske var det Go Seigen josekin nere till höger som gav mig ett övertag.
 160. Vit ger upp.

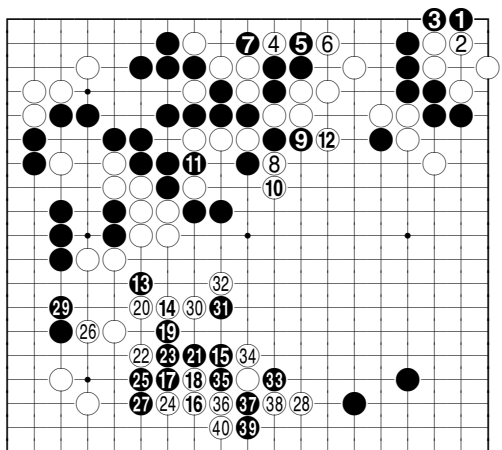
MICHAEL REDMOND - SHENG-HSIENG (SVART)
 Spelat 6 Mars 1997



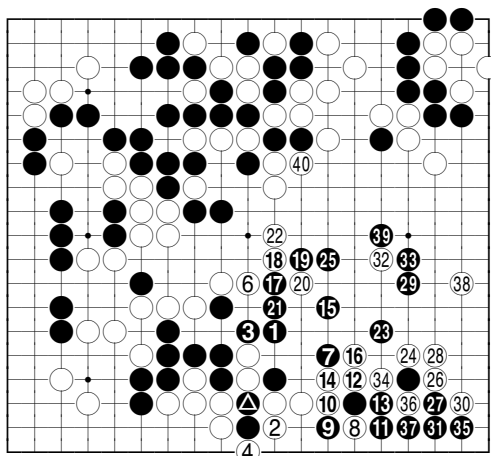
Dia. 1 : 1 — 40



Dia. 2 : 41 — 80

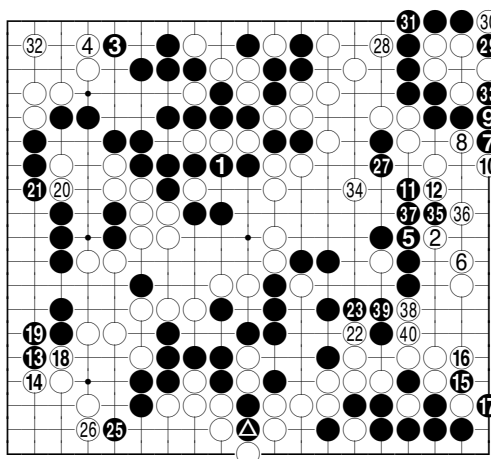


Dia. 3 : 81 — 120



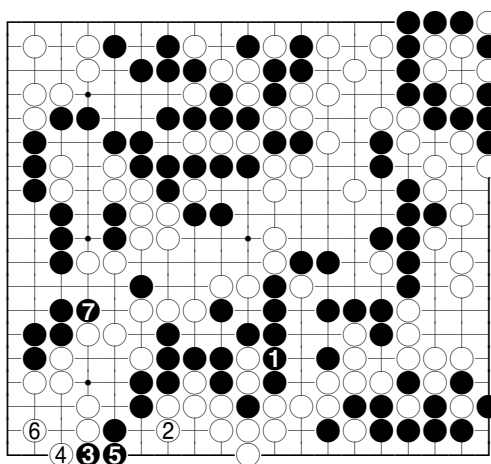
Dia. 4 : 121 — 160

5 = ▲



Dia. 5 : 161 — 200

24 = ▲



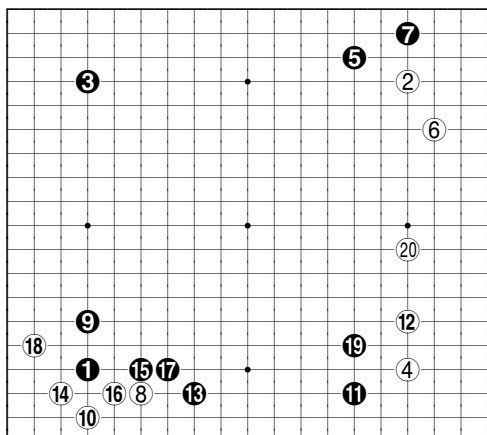
Dia. 6 : 201 — 207

Vit ger upp.

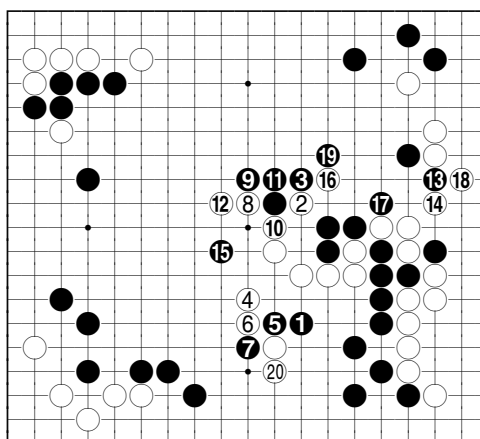
REDAKTÖRENS KOMMENTAR

Notera att diagrammen för SuperGo partierna har gjorts med en annan teknik än diagrammen för partiet Erik - Pål. SuperGo diagrammen är uppbyggda med ett speciellt TrueType teckensnitt som har ett tecken för varje drag 1 till 50. Detta gör att de är mycket utrymmessnåla. Dessutom visar *PubliGo* automatiskt de stenar som ligger ovanpå andra. Diagrammen för partiet är gjorda med traditionell teknik. I programmet *SmartGoBoard* kopieras diagram av typen PICT som klistras in i PagePaker. De här diagrammen ger en korrekt numrering av dragen. Men varje objekt i diagrammet är behäftat med litet sämre precision.

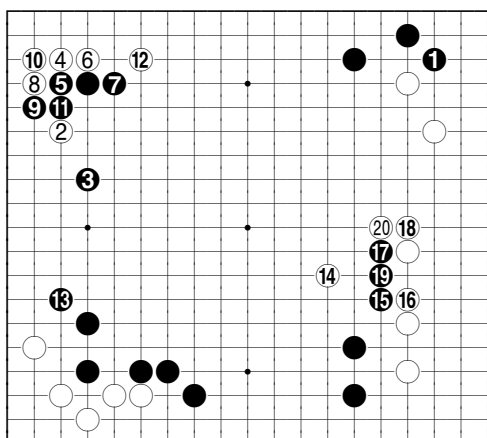
SHENG-HSIENG - ZHUJIU JIANG (SVART)
 spelat 9 Mars 1997



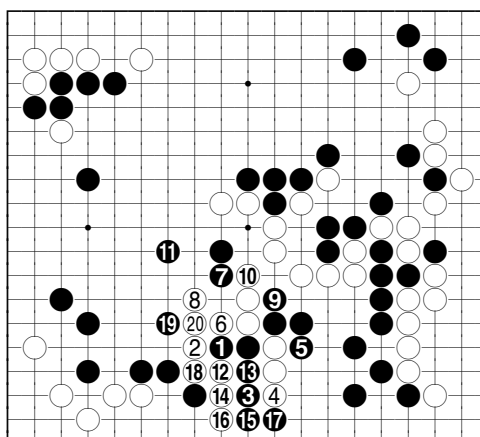
Dia. 1 : 1 — 20



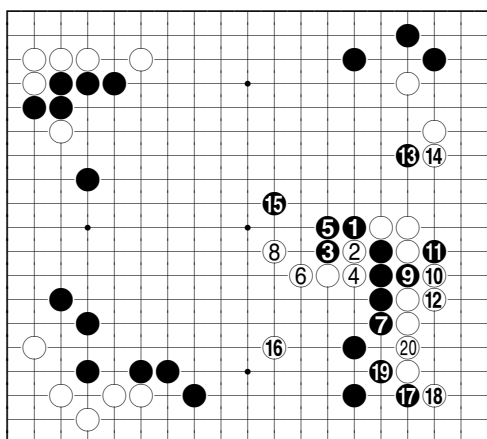
Dia. 2 : 21 — 40



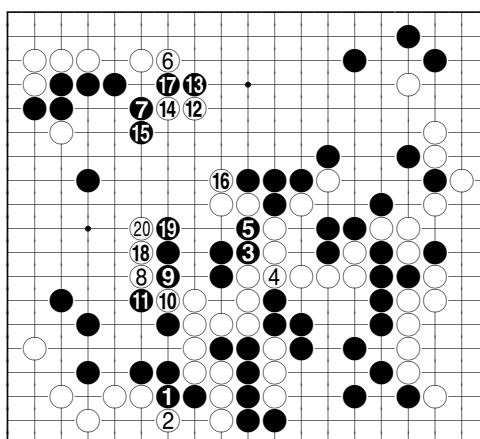
Dia. 3 : 41 — 60



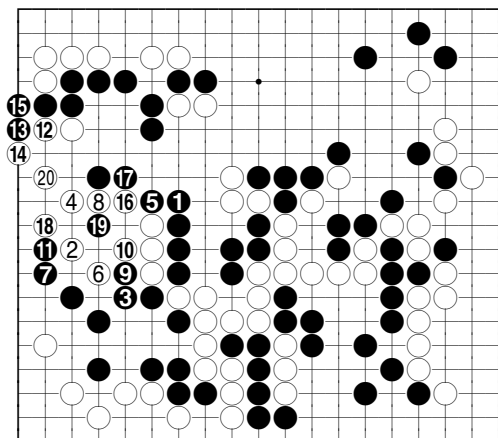
Dia. 4 : 61 — 80



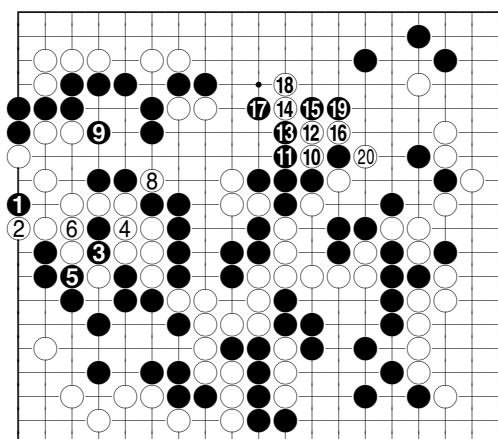
Dia. 5 : 81 — 100



Dia. 6 : 101 — 120

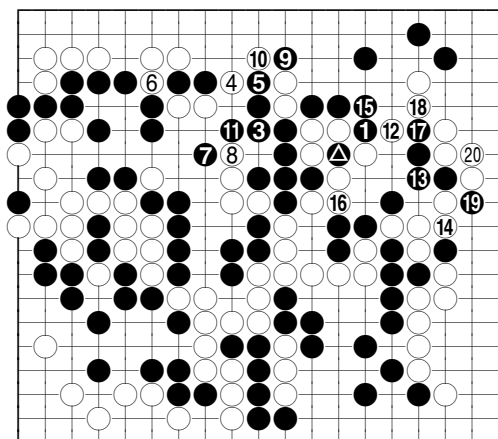


Dia. 7 : 121 — 140



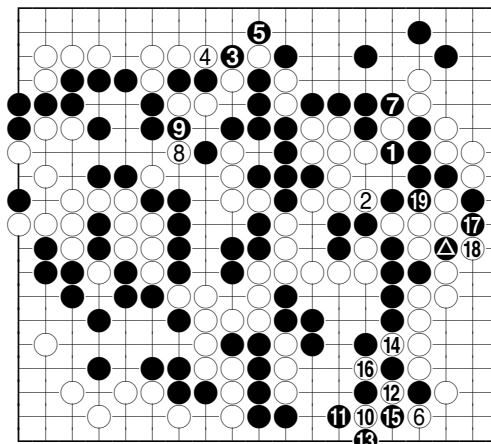
Dia. 8 : 141 — 160

7 = 3



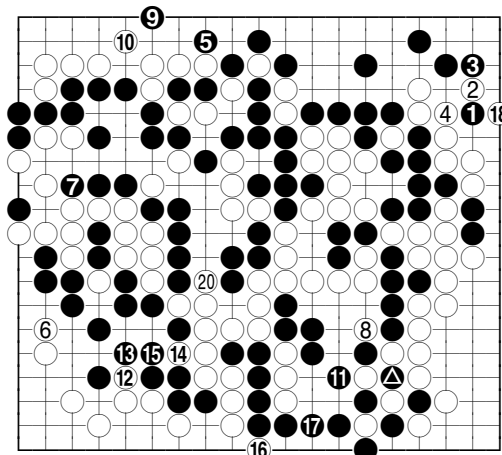
Dia. 9 : 161 — 180

2 = 18



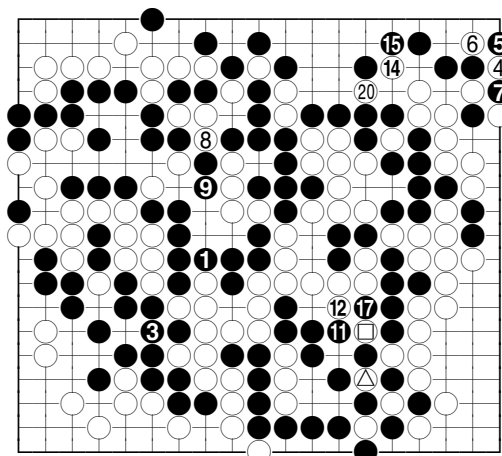
Dia. 10 : 181 — 200

20 = 18



Dia. 11 : 201 — 220

19 = 18



Dia. 12 : 221 — 240

2 = 18

10 = 4

13 = 7

16 = 4

18 = 18

19 = 7

Partiets sista diagram några sidor innan!

GO NEWS FROM JAPAN

JAMES DAVIES

DECEMBER

The eleventh China-Japan Supergo series resumed on Christmas day at the Nihon Kiin in Tokyo. As in the tenth series, Japan was having trouble finding someone who could beat China's Chang Hao. Hane Naoki, O Rissei, Ryu Shikun, and Yoda Norimoto had all been unsuccessful. Now it was Kobayashi Satoru's turn to try.

This was a good match for the Christmas season, because it paired two players who generally look merry. Playing go is supposed to be a tough profession, but Kobayashi's conversation is peppered with jokes and puns, and his trademark is a perpetual smile that frequently expands into a broad grin. Chang also has a ready smile, as Japanese go fans first discovered in 1990 when Chang won the World Amateur Go Championship in Hiroshima, at the age of thirteen.

Once this Christmas-day game started, however, it was no ho-ho-ho affair. Kobayashi, playing black, slipped up at the thirty-fifth move. Chang, showing the steady consistency that has earned him the second highest rating in China's point system, took the lead and rebuffed all Kobayashi's attempts to catch up. When the score was counted, Chang had won by a point and a half. "Chang's terrific," Kobayashi remarked during a TV broadcast later.

Two days after Kobayashi's defeat, Japan sent in its anchor man, Otake Hideo, to try to stop Chang again. Last time, in the same situation, Otake had defeated Chang and three more Chinese players before finally succumbing to Ma Xiaochun. This time Otake gave the Japanese onlookers reason to hope for another good performance. Playing white, he placed his first two stones on the 4-4 and 4-5 points on the left side of the board, then plunged into a fight on the right side and quickly gained the advantage. By the 140th move he seemed to have the game won, but Chang counterattacked against the top left corner, and Otake misread the defense. After the 167th move Otake had to choose between losing his corner or losing most of his main piece of territory, so he resigned. The series was over, and for the seventh time, China had won (Japan has won four times).

Chang's strings of victories in these two supergo series, five last year and six this year, rival the feats of Nie Weiping, whose heroics in the first three supergo series earned him the nickname of Iron Goalkeeper. Japanese go writers have yet to bestow a nickname on Chang, but they may want to come up with one, because Japan is likely to see a lot more of this young man in the near future.

* * *

Other items:

Tengen: Ryu Shikun defended this title by defeating Rin Kaiho 3-2

Game 3 (December 12, Fukuoka) Rin won by 3 1/2

Game 4 (December 19, Kobe) Ryu won by 3 1/2

Game 5 (December 26, Tokushima) Ryu won by resignation

Bohae Cup (World Women's Professional Championship)

Rui Naiwei (USA) defeated Feng Yun (China) 2-0 in the final

Game 1 (December 2, Cheju, Korea) Rui won by resignation

Game 2 (December 4, Cheju, Korea) Rui won by resignation

LG Cup, semifinal round

Lee Changho (Korea) beat Ma Xiaochun (China)

Yoo Changhyuk (Korea) beat Choi Myunghoon (Korea)

Jinro Cup (first six games)

Yu Bin (China) beat Kim Younghwan (Korea)

Yu Bin (China) beat Awaji Shuzo (Japan)

Seo Bongsoo (Korea) beat Yu Bin (China)

Seo Bongsoo (Korea) beat Hikosaka Naoto (Japan)

Seo Bongsoo (Korea) beat Chang Hao (China)

Seo Bongsoo (Korea) beat Yamada Kimio (Japan)

Sotetsu Cup World Women's Amateur Championship (Dec. 13-15, Yokohama)

1 Wang Yiqing (China) 6-0 | 11 Claude Burvenich (Belgium) 3-3

2 Ri Se-og (DPR Korea) 5-1 | 13 Helena Niinisalo (Finland) 3-3

3 Cho Hye-yeon (South Korea) 5-1 | 14 Kain Maisai (Hong Kong) 3-3

4 Nakamura Taiko (Japan) 4-2 | 15 Iva Prokopova (Czech Rep.) 2-4

5 Eleonore Gruber (Austria) 4-2 | 16 Vida Hernavs (Slovenia) 2-4

6 Lee Yu-Hsuan (Taipei) 4-2 | 17 Anne Tombarello (France) 2-4

7 Sylvia Kalisch (Germany) 4-2 | 18 Susan Paterson (UK) 2-4

8 Siyi Gan (Singapore) 4-2 | 19 Sonia Brazzoli (Italy) 1-5

9 Judy Schwabe (USA) 3-3 | 20 Basak Koca (Turkey) 1-5

10 Renee Frehe (Netherlands) 3-3 | 21 Tracey Nguyen (Australia) 1-5

11 Corina Tarina (Romania) 3-3 | 22 Isabel Chang (Canada) 1-5

JANUARY

The first event of the year on the Japanese go calendar is a collegiate event: the three-way Asian University Go Championship. This year it was held in Ichon, a Korean town southeast of Seoul, known for pottery-making. Academically, the three competing schools were among the best in their countries. Korea was represented by a team from Seoul National University, China by a co-educational team from Fudan University in Shanghai, and Japan by a team from Waseda University in Tokyo, led by former insei and current Student Honinbo Sakamoto Shusaku.

For the Waseda team, the trip to Ichon began last spring. On May 4 Waseda won the spring Kanto league tournament, a round-robin among teams from universities in Tokyo and the surrounding area. In the fall Waseda finished second to the Tokyo Institute of Technology, but they struck back on November 3 to win the play-off 3-2, thanks to a half-point victory by Waseda's Seki Hyoma in the deciding game. That put Waseda into the nationals.

Japan's national university championship is a four-day, eight-team round-robin affair that tests the participants' stamina as well as their playing skills. Waseda emerged with flying colors, beating all opponents to finish with a perfect 7-0 score. This time it was Sakamoto who notched the key victory, a half-pointer in Waseda's 3-2 win over Hokkaido University on December 27.

So after the new-year holidays, the Waseda team found itself in Ichon. On the line was Japan's unbeaten past record of five straight wins since the Asian championship began in 1992. Drawing a bye in the first round, Waseda watched the Fudan team defeat Seoul University 4-1 in the morning of January 6, then took on Seoul themselves in the afternoon. At one point it looked as if Seoul was going to win 4-1, but Waseda rallied to pull out two lost games and prevailed, 3-2.

In the deciding match on January 7, Seki Hyoma got Waseda off to a good start by quickly defeating Fudan co-ed Ye Jinjin, but then Japan's luck ran out. Wu Qi, Zhang Qi, Han Xun, and Yao Hongfei pounded the rest of the Waseda team unmercifully, winning two games by resignation, a third by 18 1/2 points, and a fourth game by 21 1/2, to capture the match 4-1 and make Fudan Asia's new collegiate champs.

Fudan University owns a prominent place in modern Chinese history, and was a focal point of resistance to Japanese incursions earlier in this century. Perhaps it was inevitable that Fudan would end Japan's reign on the collegiate go board. Now that Japan's last bastion has fallen, Japanese players can look forward to tough competition from Chinese and Korean opponents at every level of the game.

* * *

Other items:

Ricoh Cup (professional pair-go championship, Jan. 18, Honolulu)

Championship game: Chinen Kaori and Yuki Satoshi defeated Tsukuda Akiko and Otake Hideo by 3 1/2 points

Kisei title match: Cho Chikun leads Kobayashi Satoru 2-0

Game 1 (January 15-16, Ko Olina Resort) Cho won by resignation
Game 2 (January 29-30, Takayama) Cho won by resignation

Women's Meijin title: Ogawa Tomoko will challenge Nishida Terumi.

First game: February 26

Tongyang Cup 1st round (January 7, Seoul)

Kato Masao (Japan) beat Seo Bongsoo (Korea)
Kobayashi Koichi (Japan) beat Choi Myunghoon (Korea)
O Rissei (Japan) beat Yoo Changhyuk (Korea)
Wang Lei (China) beat Kang Hun (Korea)
Chang Hao (China) beat Seo Nungwook (Korea)
Cao Dayuan (China) beat Jang Sooyoung (Korea)
Ryu Shikun (Japan) beat Kim Soojang (Korea)
Kim Younghwan (Korea) beat Chou Chun-hsun (Chinese Taipei)

Second round (January 9, Seoul)

Lee Changho (Korea) beat Kato Masao (Japan)
Ma Xiaochun (China) beat Kobayashi Koichi (Japan)
Cho Hunhyun (Korea) beat O Rissei (Japan)
Wang Lei (China) beat Takemiya Masaki (Japan)
Cho Chikun (Korea) beat Chang Hao (China)
Kobayashi Satoru (Japan) beat Cao Dayuan (China)
Ryu Shikun (Japan) beat Nie Weiping (China)
Kim Younghwan (Korea) beat Liu Xiaoguang (China)

Pairings for the next round (February 13, Seoul)

Lee v. Ma, Cho Hunhyun v. Wang, Cho Chikun v. Kobayashi,
Ryu v. Kim

FEBRUARY

The third straight Kisei title match to be contested between Cho Chikun and Kobayashi Satoru ended on February 27 in Abashiri, a harbor town on the north coast of Japan's northernmost island of Hokkaido.

The final game was a close one that more or less summed up the match. Kobayashi played well in the middle game and took a very promising position into the endgame. To add to his advantage, he had over an hour left on his clock, while Cho was down to a minute a move. When Kobayashi cut off and captured an isolated stone in the middle of the board it seemed certain that he would win, and this showed in the players' manner, Cho spending fifty seconds or more on every move, visibly struggling, hair tousled, while Kobayashi responded quickly and confidently, hair-style unruffled. But near the end of the game, Kobayashi began to look uncomfortable, and when the score was counted, Cho was ahead by a point and a half. The match was over and Cho had won, four games to one.

The whole story was not so one-sided, however. Kobayashi lost the first two games by resignation in January, giving many observers the impression that he was off his form, but his form returned with a vengeance in February. First, he forced Cho to resign in the third Kisei game by killing a group of Cho's stones in the endgame. Next, he beat Cho in the quarterfinal round of the Tongyang Cup in Seoul, Korea. Then Cho and Kobayashi returned to Osaka, Japan, to play each other in the NEC Cup, and Kobayashi won once more, by killing another group in the endgame.

That brought matters up to the fourth game of the Kisei match, and this time, Kobayashi developed an attack on two large groups in the middle game. One group or the other should have died, but with ample time on his clock, Kobayashi made a hasty move in a critical situation. Cho managed to save all his stones, putting dents in Kobayashi's territory in the process, and it was Kobayashi who had to resign. If Kobayashi had been a little less certain of victory and a little more careful in the clutch, he could have won both the fourth and fifth Kisei games and made a clean sweep of Cho in February.

One reason for Cho's successful Kisei defense may be that he has added a new element to his game - serenity. This was first observed and much remarked on when Cho won the Meijin title last fall. In the past Cho often seemed to be torturing himself both physically and mentally during his games, but now he is calm in victory and equally calm in defeat. "Machigaechatta" (literally "I made a mistake," but roughly equivalent to "tsk-tsk") has become his standard remark after

losing a big title game through the unexpected death of a group. Perhaps this has something to do with turning forty, and realizing that his main rivals are now all younger than he is. Or perhaps it has something to do with having taken up golf. Anyway, here is the record of the Kisei match.

Game 1 (January 15-16, Ko Olina Resort) Cho won by resignation

Game 2 (January 29-30, Takayama) Cho won by resignation

Game 3 (February 5-6, Kamasaki) Kobayashi won by resignation

Game 4 (February 19-20, Yamaguchi) Cho won by resignation

Game 5 (February 26-27, Abashiri) Cho won by 1 1/2

Cho now has a month to rest up for his first game in the Fujitsu Cup, then another month or so before he faces a challenge to his Honinbo title. As for Kobayashi, he meets Lee Changho in the Tongyang semifinals next week.

* * *

Other items:

Jinro Cup: Seo Bongsoo wins nine in a row

January 27: Seo Bongsoo (Korea) beat Chen Linxin (China)

January 28: Seo Bongsoo (Korea) beat O Rissei (Japan)

January 30: Seo Bongsoo (Korea) beat Cao Dayuan (China)

January 31: Seo Bongsoo (Korea) beat Yoda Norimoto (Japan)

February 23: Seo Bongsoo (Korea) beat Ma Xiaochun (China)

Final result: Korea 9-1, China 2-5, Japan 0-5

Tongyang Cup: quarterfinal round (February 13, Seoul)

Cho Hunhyun (Korea) beat Wang Lei (China)

Kim Younghwan (Korea) beat Ryu Shikun (Japan)

Lee Changho (Korea) beat Ma Xiaochun (China)

Kobayashi Satoru (Japan) beat Cho Chikun (Korea)

Semifinal round (March 7, Seoul): Cho v. Kim, Lee v. Kobayashi

Women's Meijin title: Nishida Terumi leads Ogawa Tomoko 1-0

Game 1 (February 26, Urayasu) Nishida won by 6 1/2

Judan title: Kato Masao will challenge Yoda Norimoto

First game: March 3

MARCH

Among the several Japanese professional go tournaments that end together with the fiscal year in March, the most visible to the Japanese public is the NHK Cup, which is broadcast on nationwide television every Sunday afternoon. Japanese taxpayers who struggled to get their returns filed by the March 15th deadline were able to relax on March 16th by tuning in NHK's educational channel and watching the two NHK Cup finalists, Kobayashi Koichi and O Rissei, struggle on the go board.

The game had actually been played two weeks earlier at the Pacifico Yokohama convention facility. Kobayashi's old rival Takemiya Masaki give a live commentary before a thousand go fans, assisted by pro shodan Umezawa Yukari. Takemiya and Umezawa both speak their minds, so the commentary was almost as interesting as the game itself.

In the opening, Kobayashi built a big framework, O invaded, and Kobayashi attacked the invading stone in his usual methodical style. "Not that I mean to criticize the audience here," Takemiya said, "but Kobayashi's playing the way a lot of you amateurs would play."

After forcing O's invaders to live in a small space, Kobayashi expanded the remaining part of his framework and O invaded again. In the ensuing fight O surrounded a group of six stones, which Kobayashi promptly sacrificed to seal off a large area in the center. One key move in the fight made an ugly empty triangle, but reduced the liberties of the sacrificed group. In the commentary hall, Umezawa spotted this move before O played it, and had the satisfaction of pointing it out to Takemiya and explaining why it was better than the more shapely alternative Takemiya recommended.

As the fighting died down, Umezawa began pressing Takemiya for an estimate of the score. Takemiya resisted, saying "People who can count accurately are black-hearted," but eventually he gave in, did the calculations, and pronounced O to be safely ahead. "Of course your counting may be wrong," Umezawa said, presumably to keep the audience

in suspense, but it wasn't. O won by 7 1/2 points to capture the first NHK Cup of his career.

Asked for a comment, O (a.k.a. Wang Licheng) simply said "I'm happy." As Takemiya remarked, the NHK Cup is the tournament everyone wants to win and the one in which everyone hates to finish second. When it was his turn for a comment, Kobayashi said, "I did my best," maintained a smiling composure for about five seconds, then gave an exaggerated grimace.

But in the mixed bag of results this month, most of the losers were also winners. Three weeks after that grimace Kobayashi won the Kakusei tournament by beating Kato Masao, who had earlier won the NEC Cup by beating Kobayashi Satoru, who bounced back from that defeat by upsetting Lee Changho in Korea, and is currently playing Cho Hunhyun for the Tongyang Cup.

* * *

Other items:

NEC Rising Stars Tournament: Yo Kagen (Yang Chia-yuan) beat Nishida Terumi in the final game on March 1 in Tokyo.

Women's Meijin title: Nishida Terumi beat challenger Ogawa Tomoko 2-0
Second game (March 5, Tokyo) Nishida won by resignation

Japan Tobacco Cup: Yoda Norimoto beat Ryu Shikun in the final game on March 22 in Tokyo.

Tokyo TV New Stars tournament: Yo Kagen (Yang Chia-yuan) beat Kurotaki Masanori in the final game, televised March 23 & 30

Judan title match: Yoda Norimoto and Kato Masao are tied 1-1
First game (March 6, Sapporo) Kato won by 3 1/2
Second game (March 19, Nishiura) Yoda won by 10 1/2

Japan's Strongest Amateur: Sakai Hideyuki defended this title by beating Kanazawa Moriei 2-0 on March 22-23 in Kyoto

All-Japan Women's Amateur Championship (March 8-10, Tokyo)
won by Osawa Narumi



REVIEW OF GOLIATH 3.5 AND TSUME GO GOLIATH

BY NICK WEDD, JANUARY 1997, BRITISH GO ASSOCIATION

Goliath is a Go-playing program, written by Mark Boon. He wrote a version for the Atari many years ago, which won computer Go tournaments in 1989, 1990, and 1991. However version 3.5 runs on the Macintosh and on Windows 95 and NT. (A version for Windows 3.1 may be available: customers should enquire about this with the supplier, address below.) The Windows versions require a 486 processor or better, 256 or more colour graphics, and a CD-rom drive. The Macintosh version requires system 7 or later, a 68030 or later, a 640X480 display, and a CD-rom drive.

Installing it from the CD (the same one for Windows or Macintosh) is very easy. You just tell it what operating system you have, and it installs itself. Once it is installed onto your hard disk, you do not need the CD again.

The graphics are very nicely done. The appearance of the board is the best I have seen in any program. But on a Windows system, it does require 256 colours: with only 16, it runs but essential information is invisible.

It has options of 19-by-19, 13-by-13, and 9-by-9 boards; all four combinations of human and program playing Black and White; up to nine handicap stones; and three skill levels. It allows you to take back moves.

It can record partly-played games for re-loading later, and does this using popular "Ishi" format. I am particularly pleased about the last point: most authors of Go programs, for reasons which I cannot guess at, devise

their own new and incompatible formats for game records. Mark Boon has shown that there is no need for this, and I hope that other Go programmers will follow his example.

A consequence of this is that you can use it to play through Ishi-format game records, on a more attractive board than other game-recording programs. You can also use it to record games in Ishi format, by setting it to a "Human versus Human" game (however it ignores all comments and variations). And if you play a game against it, you can then play through the game with another program such as GoScribe or Yago, and add a commentary.

I found it easy to beat on nine stones, whereas I have not yet managed to beat HandTalk, the current world computer Go champion, on nine stones (I am 1-kyu). So when I played them against each other, I expected HandTalk to win. I set each to its maximum strength, to

play on a full board with Japanese rules, and Goliath as black giving 5* points komi. After a rather chaotic game, Goliath won by 16* points.

There must be something about the different styles of the two programs which allows me to beat one of them much more easily than the other. Their styles certainly differ greatly. Goliath seems to make good sensible standard shapes, while HandTalk has way of starting complicated and unreasonable fights, and then reasoning out, sometimes correctly, how to win them.

As you play, you have an option of four soundtracks of background music, or none. You need a soundcard to hear this. I have none, so I cannot comment on the music.

If you use it, you may find that it appears to be very slow. It is not: it can complete its part in a full-board game in ten minutes, on my 66mhz 486. But (on my Windows 95 system) it has a problem with detecting that it is its turn. I found that I can overcome this by playing my stone, and then twitching the mouse just to wake it up.

TSUME GO GOLIATH

Tsume Go Goliath is another program by Mark Boon. It displays Tsume Go problems, and knows the answers to them. Indeed, using new techniques in artificial intelligence, it not only knows the right answers, it is able to produce refutations for all the wrong answers.

System requirements, and installation, are the same as for Goliath 3.5, above.

It has a repertoire of almost 1,000 tsume problems, varying in difficulty from 20-kyu up to shodan. (That is what the manual says. The program rates me as 11-kyu, so I would like to think that the problems are actually more difficult than this.)

It operates in two modes, "browse" and "test". In "browse" mode, you select one of its 979 problems, and try to solve it. In "test" mode, the program uses its assessment of your strength, saved from a previous session, and selects a problem for you. Either way, when you think you have found the solution, you click on the point where you want to play. The program answers (without revealing whether you are right or wrong) and it is your move again. Eventually, if you get the entire sequence right, you see an animation of a bobbin-doll bowing to you and congratulating you. If you get it wrong, it continues playing until your failure is obvious, and then the bobbin-doll appears, bows, and tells you to try again.

At any point while trying to solve a problem, you can back up one move, back up all the way to the start, or give up and ask it for the answer.

In "test" mode, there is also a timer for each problem, set to two minutes. The program continuously adjusts its estimate of your strength, and is able to show you a graph of how this has been changing.

The problems are all Black to play: some to kill, some to live. For a few of them, the objective can only be achieved in ko - this is not stated, and you are meant to read it out for yourself. For others, it is possible to win outright, and if you only achieve a ko the bobbin-doll then tells you so.

I found this program much more rewarding than a book of tsume-go problems. This was because of its ability to refute all possible mistakes sensibly. If I try tsume-go problems from a book, and get one wrong, the book can generally not show me why my answer is wrong. This not only spoils that problem for me, it leaves an unpleasant feeling which distracts me from subsequent problems.

The problems are "real" ones, from Japanese composers. I found these more rewarding to try to solve than the computer-generated problems, with sealed-off edges, that are offered by Thomas Wolf's GoTools program. However, Tsume Goliath Go, unlike GoTools, cannot solve problems entered by the user. Moreover it has only a finite stock of problems (GoTools is supplied with 12,000 and can generate more). But there are plans to supply further problems for it, for customers who have worked their way through all 979.

For anyone wanting to buy a good program with which to improve their reading ability, I would recommend Tsume Go Goliath.

Goliath costs 169 guilders, Tsume Go Goliath 99 guilders, and both together 239 guilders.

They can be ordered from
Schaak en Gowinkel het Paard,
Haarlemmerdijk 147
1013 KH
Amsterdam,
The Netherlands.
Telephone +31-20-624-1171. Fax +31-20-627-0885.
Email paard@xs4all.nl Web site <http://www.xs4all.nl/~paard>

They accept Visa, so you can pay in guilders without incurring a currency charge.

