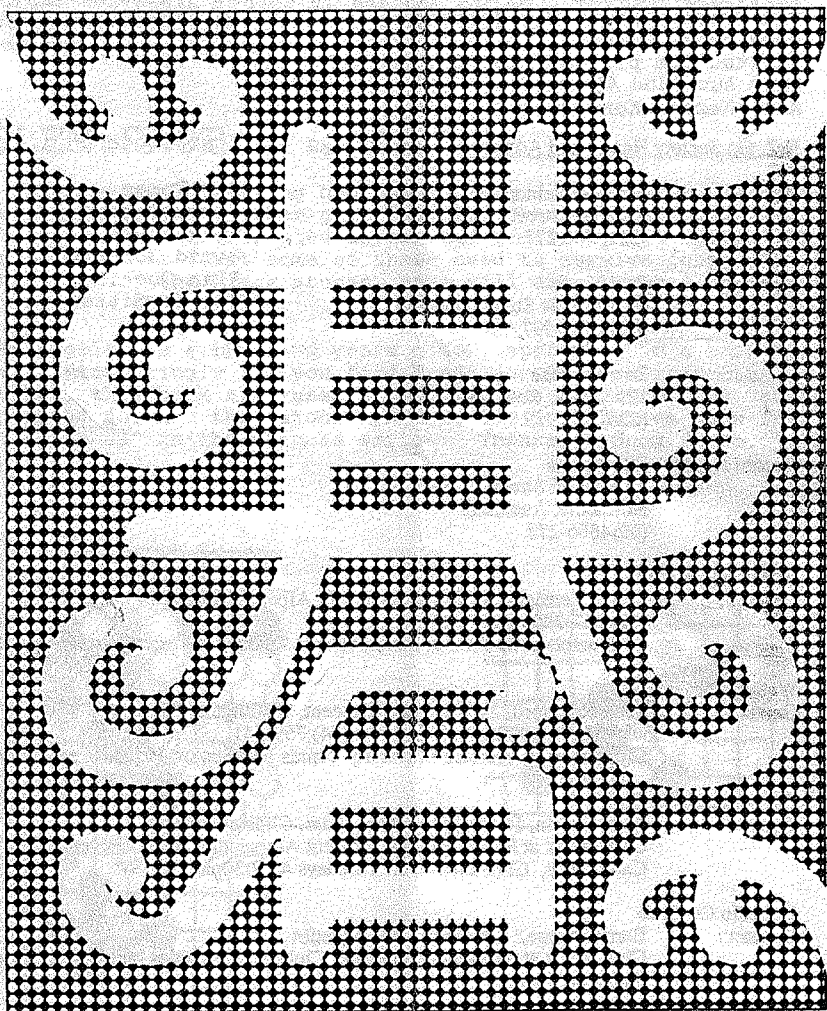


kiwido



New Zealand Go Journal February 1989

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EDITORIAL

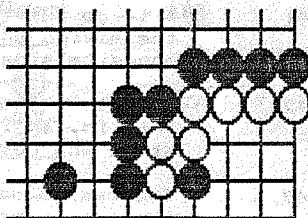
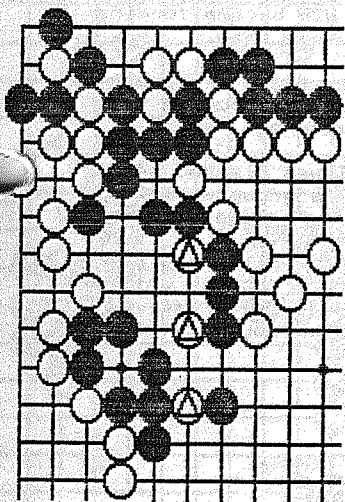
This issue is rather fatter than the last one, including more games as requested. There are also lots of tournament results, and a fat report asking how we would like to do dan promotions. Please send your views to the committee. A number of new names have been added to the list of N Z club open title holders, and the Go Kichi trophy has shown that it is not easy to hang on to. News from Japan and China, problems old and new, plus all the weird forms of go from Kami Kaze are in this issue. Unfortunately Sergei has been very busy, and so my lowly Amiga has done the diagrams this time rather than a MacIntosh with a better print setup. Hopefully the diagrams are still readable, but the Mac will be back next time.

Ray Tomes
Editor

PROBLEM PAGE by Ray Tomes

By late November my Go playing had been going downhill for a few months and here I was, losing another game to Colin Grierson, although the margin was quite narrow. The triangled stones had foolishly got themselves into a bit of bother. At least some of these need to survive to save the game, and by the look of the black stones, some will die on their feet. (White to play)

The other problem is a thousand years older, appearing in a book of problems. Interestingly (if you find Kanji, or Chinese characters interesting), this book also uses a now obsolete character for "surround" in the name of go, and the "stone" part of the go kanji we know is replaced by "wood" in the Chinese script. Thanks to Sung Chupo. (Black to play)



Incidentally, the problem answers appear later in this issue.

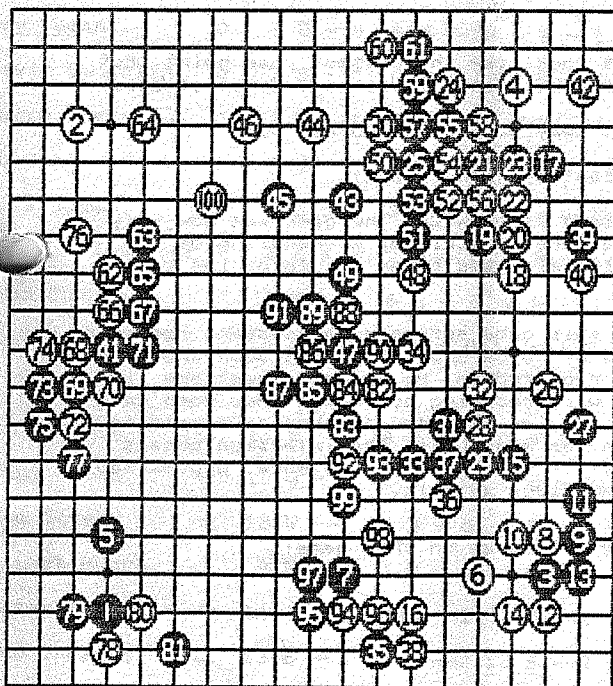
Black: Kyle Jones

White: David Johnstone

Round 3, 1988 N.Z. Championships

- B7 : Seems to be part of Kyle's new fuseki strategy.
- W8 - W16 : I had no idea if W8 was joseki (later scrutiny of the Dictionary of Joseki indicated it was not), but the result didn't seem too bad. W16 would obviously be better placed further along the left, but the left side is open now and black's group on the right is not yet completely settled.
- B19 : Virtually all the standard variations seem to lead to a black wall facing down the right side. This is obviously what black wants, working almost perfectly with his group lower down. Even so, white does get a large corner and probably sente with replies like W23.
- W20 : Instead I took the bloody-minded approach (nobody tells me what to do!) and aimed to forestall the black wall. I figured that if black replied with B22, then W56, B21, W52, B54, W53 would follow - leaving me with central thickness and a corner which should still have some life in it (I discovered later that this sequence is in the Dictionary, with Mr. Ishida's appraisal that it is bad for white!)
- B21 : Fortunately, I guess Kyle didn't know it was bad for me either.
- B25 : Letting me off the hook by not attacking my three heavy stones first. W26 and W28 became forcing moves in aid of that beleaguered trio.
- B41 : A large fuseki point - suggesting a framework in the making and putting the white group on the opposite side under more pressure.
- W42 : Despite the merits of B41, I was pleased to get this in, as it renders black's group eyeless still and nets more territory - and all in sente!
- B47 : The reason behind B43 and B45 - black now has an impressive moyo. In retrospect, I think white should have played here with 46. After all, I don't think black's group above could settle easily anyway.

- B49 : I was stunned by this. Could he really strengthen his moyo and unify his weak groups so easily - risking nothing?
- B51 : Ah ... so that's it! But ... does it work?
- W52 - B61: I always find it difficult to evaluate these trade-offs. B61, letting me get W62, swung it in my favour I think, as the potential damage inflicted by black at the top is minimal.
- W72 : Crunch time. Now one must assess the state of the game and select the appropriate level of aggression. Territorially, I was fine, but how was I to deal with that moyo? Certainly reduction, possibly invasion was possible on the right and at the bottom, but ... Again utilising hindsight, playing W73 and W75 would have been better. If black captured the upper part of the group, the lower part would have settled in the heart of black's framework.
- W76 : Oh dear. The least I could have done was W(a), B77, W(b), B(c), W(d), B(e) leaving the options of either retreating with W76 or advancing with W(f).
- W94 : Quite likely there were severer moves around (W(g) for example) which could have attempted to join up with the thin aji white had in the bottom left. I still didn't feel such do-or-die measures were called for. I continued chiselling.



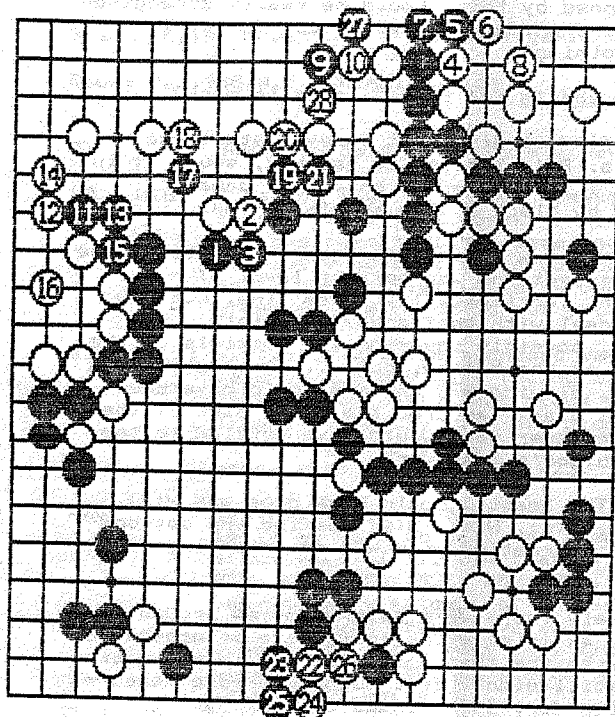
BLACK: KYLE JONES

WHITE: DAVID JOHNSTONE

ROUND 3 1988

N Z GO CHAMPIONSHIPS

1 - 180



BLACK: KYLE JONES
 WHITE: DAVID JOHNSTONE
 ROUND 3 1988
 N Z GO CHAMPIONSHIPS
 181 - 128
 FURTHER MOVES NOT
 RECORDED
 BLACK WINS

W104 : It may not look like the biggest yose point, but black's captive stones still have a lot of aji.

B109 : Can he get away with this? Surely not!

B127 : Well, he can if I ignore B121.

My recording sheet stops after W128. The game was now very close, but alas, from here I recall my mishandling of the endgame (something I've elevated to an art form) led to a convincing loss.

Despite the outcome, this game serves as a constant reminder for me of the dangers of moyos and not acting soon enough or strongly enough when required to. Be warned: questions like "Should I invade? Or will reducing be enough? How deep dare I go? Should I do it now, or wait for further developments?" will slowly fester in the mind until the infection breaks and you commit yourself - with cowardly defence, protracted procrastination or ambitious assault.

I suspect I displayed all three in this game!

SUBSCRIPTIONS = NEWSLETTERS

Barry Phease, the Treasurer of the New Zealand Go Society would like to remind everyone that subscriptions for 1988-1989 year were due on 1st of July 1988. Fees are \$20.00 reducing to \$10.00 for non-earners.

The only people who are paid up members are Stanley Wang, Colin Grierson, Cao Yu Cong, Barry Phease, Paul Yates, D Reeves, Dave Coughlin, Peter Rochford and Alan Guerin. If your name doesn't appear here, or you didn't just post a cheque, then you need to do so.

The Treasurer has advised the Editors that this will be the last newsletter for non-financial members. How about it, get A into G.

DUNEDIN OPEN CHAMPIONSHIPS 1988

Unfortunately these results fell down a crack in our organisation (or lack of it) in the last newsletter. Sorry about that deep south.

All the honours went to the local lads, the further south they lived, the better they did. First was Barry Phease with five straight wins, Graeme Parmenter shared second place with Alan Guerin, and Kyle Jones was fourth.

No. Name Start Round 1 Round 2 Round 3 Round 4 Round 5 SOS POS

DAN SECTION

1 Ray Tomes	0	3 B - 0	8 W + 1	4 W - 1	9 B + 2	2 B - 2	14	7
2 David Coughlin	0	7 B - 0	10 B + 1	11 W + 2	3 B - 2	1 W + 3	14	5
3 Barry Phease	0	1 W + 1	5 B - 2	7 B + 3	2 W + 4	6 W + 5	14	1
4 Yu Cong	0	5 W - 0	12 B + 1	1 B + 2	6 B - 2	9 W + 3	10	6
5 Kyle Jones	0	4 B + 1	3 W - 1	6 W - 1	12 W + 2	7 B + 3	15	4
6 Graeme Parmenter	0	8 B + 1	7 W - 1	5 B + 2	4 W + 3	3 B - 3	16	2=
7 Alan Guerin	0	2 W + 1	6 B + 2	3 W - 2	8 W + 3	5 W - 3	16	2=
8 Bill Taylor	0	6 W - 0	1 B - 0	10 W + 1	7 B 1 1	13 B + 2	9	8

KYU SECTION

9 Con Jackson	-1	12 B --1	14 W + 0	13 W + 1	1 W - 1	4 B - 1	3	4
10 Paul Yates	-1	11 B + 0	2 W - 0	8 B - 0	13 W + 1	14 B + 2	4	1
11 Tom Boyes	-1	10 W --1	13 B + 0	2 B - 0	14 B + 1	12 W + 2	3	2
12 Stuart Munro	-1	9 W + 0	4 W - 0	14 W + 1	5 B - 1	11 B - 1	7	3
13 Peter Pearce	-2	14 W +-1	11 W --1	9 B --1	10 B --1	8 W --1	5	5
14 Sue Crosado	-2	13 B --2	9 B --2	12 B --2	11 W --2	10 W --2	5	6

GO KICHI RESULTS Trophy changes hands twice

No.	Date	Challenger	Defender	Result
1	10/88	Alan Guerin	Ray Tomes	3 - 1 to Guerin
2	11/88	Colin Grierson	Alan Guerin	0 - 3
3	01/89	Ray Tomes	Alan Guerin	3 - 0 to Tomes
4	02/89	Stanley Wang	Ray Tomes	next challenge

For those who are still mystified as to what "Go Kichi" means, the word is now out that it means Go Addict or Go Freak or Crazy Go Player. The title has lived up to its name with the pace of challenges so far. The question is, can a non-Aucklander win it, or does this just cause them to settle there. After beating Ray, Alan stayed on in Auckland, and with his good form continuing in the Wellington open, and a bit of a slump by Ray Tomes, Alan was briefly the highest rated player in New Zealand. After a holiday break Ray came back refreshed and regained the trophy and a one stone lead in the ratings (~~See N Z Go Ratings this issue~~).

TOMES vs GUERIN Third Challenge, First Game

Black: Alan Guerin White: Ray Tomes 28/01/89

Comments by Guerin and Tomes

- W6 Isn't in the Joseki books
- B7 Makes it difficult for black in the lower left corner
- B9 At 10 might be better. Alan expected 10 at 15 then B10.
- B25 Should lean on W8 (say at 74) before doing this.
- B27-39 Decides to sacrifice for some thickness. Ray would like to exchange W48 for B45 during this, but cannot find time.
- W34 Much better than 38, because white keeps sente and may still get a ladder block.
- B45+47 Don't help black's weak corner. Should answer 44.
- W48 Surprising after B45+47, but difficult to deal with.
- B51 Alan feels that 74 to remove bad aji is best.
- B59 Better at 60.
- B63 Leaving the bottom right group to look after itself. A typical Guerin move.
- W68 If captures 67, can probably play 142 in sente and then answer 63, but the game line is more exciting.
- B75 Alan thought that there was still some nasty business for him to do to white's bottom group after this, but it is not so.
- B95 Should be to the left of 110 attacking W40. Both black and white want to be first here.

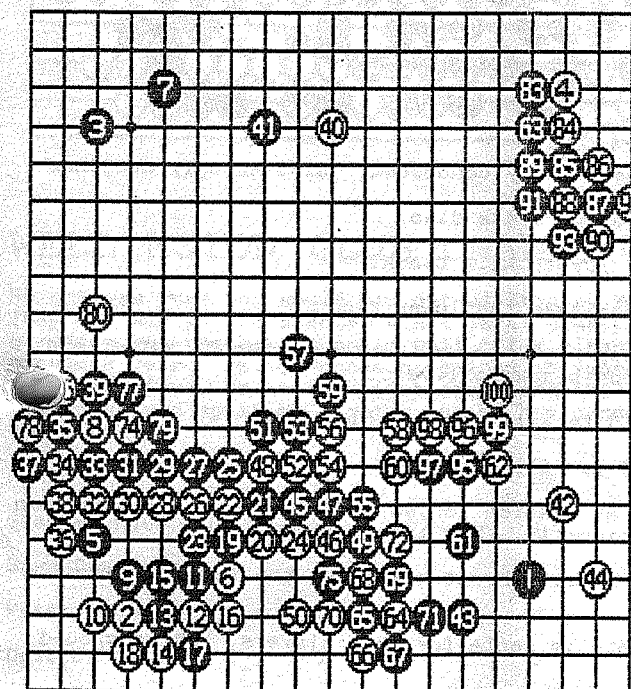
WORLD'S FIRST WOMAN 9 DAN

In June 1988, Ren Nai Wei won a game against Kong Shang Ming and thus gained promotion to 9 dan. This is a world first, no other woman has got past 8 dan. She is only the eight person to be promoted to 9 dan in China.

The promotion system in China differs from that in Japan in that games outside the promotion tournament are also counted. In 1987 games played against the Japanese were also counted, and there was some confusion as to whether this applied in 1988. It was not until after playing another game and losing that she found that she had promoted. She had 5 wins and 2 losses against Japanese players. In China a promotion is granted for winning 9 games out of 12 in specified tournaments, some of which include strong amateurs.

Ren Nai Wei was born in 1964 in Shanghai and started to play Wei qi at age eleven. She has been Chinese women's champion runner up several times. Until recently she has found it very difficult to beat her two main women rivals, Kong Shang Ming and Yang Hui. To be the first woman 9 dan was one of the goals that kept her in the Wei qi team rather than go to University. Now that she is the world's number one woman player she will have to find new goals to sustain her.

Barry Phease



WHITE: RAY TOMES

BLACK: ALAN GUERIN

3RD GAME

3RD GO KICHI CHALLENGE

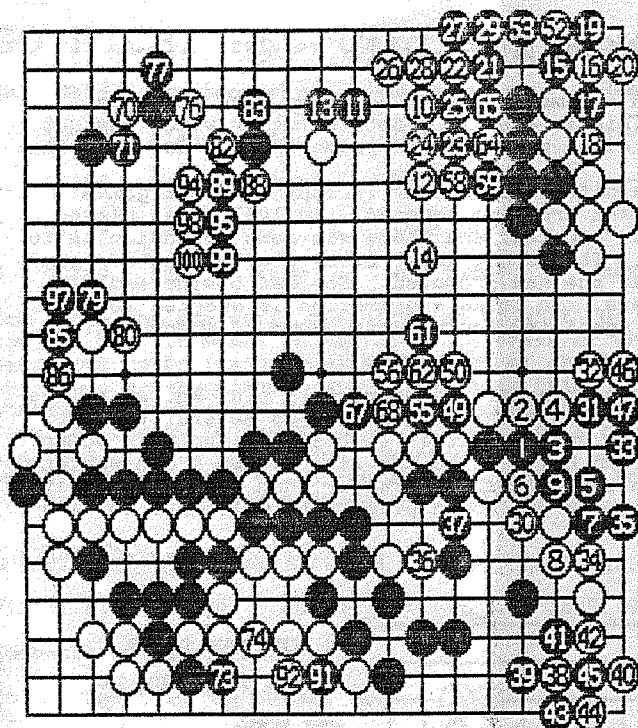
1 - 100

73 AT 65

81 AT 55

82 AT 8

94 AT 87



WHITE: RAY TOMES

BLACK: ALAN GUERIN

3RD GAME

3RD GO KICHI CHALLENGE

181 - 200

48 AT 38	75 KO
51 KO	78 KO
52 KO	81 KO
57 KO	84 KO
60 KO	87 KO
63 KO	90 KO
66 KO	93 KO
69 KO	96 KO
72 KO	

W100-104 Offers one white stone to stay connected. B105 wrongly declines.

W106 Is bad. Should be at 130 and black dies.

W108 Also bad. Should be at 109 to kill black.

W110 This seems more important than the lower right.

B111+113 Is suicidal for the top right group, however Tomes is asleep and makes enough mistakes for black to live...

W120 Should give atari at 115 to kill the outside stones.

W122 Should be at 125 or 128 to kill black.

W134 Should be to the right of 1 which forces B to defend at 134 and then white can live unconditionally. Now life depends on a ko.

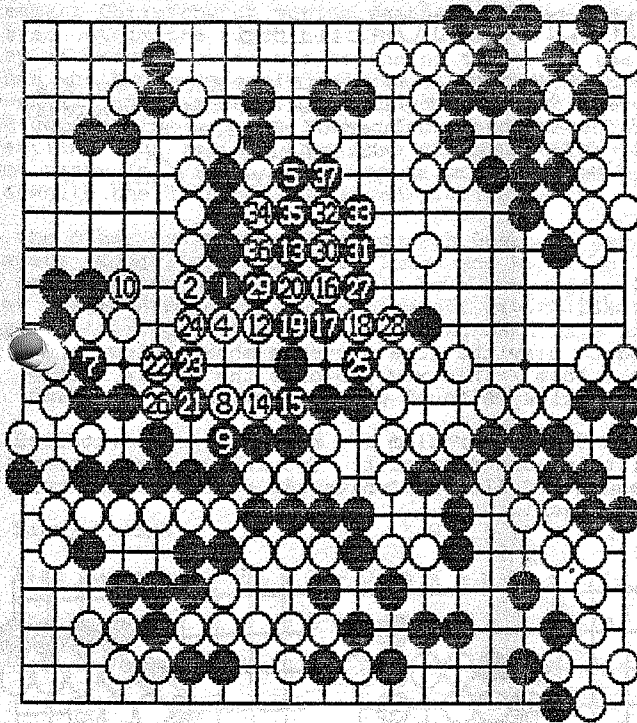
W198 Rather than answer the direct threat makes the top left become more important than the ko!

B203 Should be at 204, as this is sente for both players. White should win from here.

Both players were in byo-yomi, with Alan also recording. He says that only the play is bad from here, but surely we didn't play such bad moves!

W210 & B211 Must be at 212! After this it is crazy (Go Kichi stuff).

White not only captures the black group, but saves his group with the ko. Black was deluded about his attack on whites upper right group, forgetting that it had life because his group was dead.



WHITE: RAY TOMES

BLACK: ALAN GUERIN

3RD GAME

3RD GO KICHI CHALLENGE

200 - 249

③ KO

⑥ KO

⑪ KO

③③ AT ②②

MOVES 239 - 250
NOT RECORDED

BLACK RESIGNS

WELLINGTON CLUB CHAMPIONSHIPS

No one was sure who would win out of Stanley Wang and Dave Coughlin. They met early, and Stanley won a particularly violent encounter, so the question was whether he could pull off a clean sweep as he did the previous year. David Johnstone gained an upset over Stanley, but lost to Peter Rochford, so it was first equal and third equal. A play-off for first was won again by Stanley, so he has consolidated his hold on this title.

	SW	DC	PR	DJ	RB	WON	POS
Stanley Wang	X	1	1	0	1	3	1=
Dave Coughlin	0	X	1	1	1	3	1=
Peter Rochford	0	0	X	1	1	2	3=
Dave Johnstone	1	0	0	X	1	2	3=
Russell Buchanan	0	0	0	0	X	0	5

We look forward to hearing about the Dunedin Club Championships (or Gang of Four as it might be called).

WELLINGTON OPEN CHAMPIONSHIPS

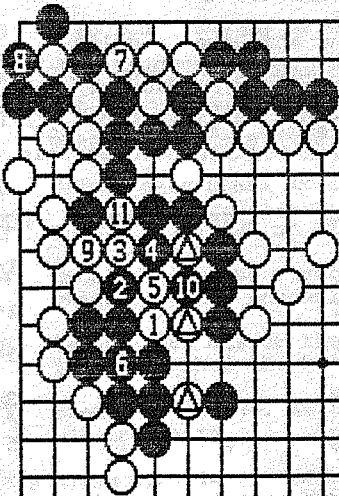
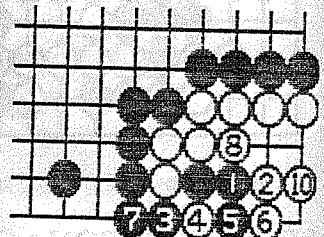
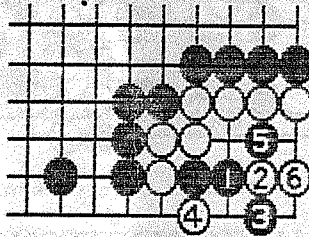
Held 26-27 November 1988, the new improved Alan Guerin (Go Kichi) won his first open title, and showed that he can not only pick off the occasional top player, but can now do it in bulk. The number of players in the top echelon continues to grow. Unfortunately the editors have not yet received the full results of this event, so they will have to appear in the next issue.

PROBLEM SOLUTIONS

Although black is not obliged to play the game sequence shown below, the other options also result in a loss. This way prolongs the battle, but loses the war. Even after black 10, white 11 prevents black's connection.

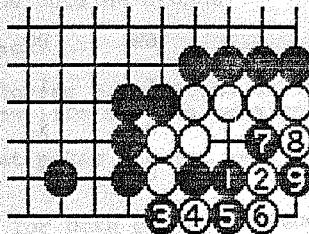
The first few moves of the old Chinese problem are reasonably predictable, but finishing the job is a little more difficult. Two failures are shown as well as the successful sequence. Although white can capture on either side, it will result in a snap-back!

Problem 1 solution



Failure 1

Failure 2



Success

CHRISTCHURCH OPEN CHAMPIONSHIPS

Pleasant Christchurch spring weather allowed many of the games to be played out in the sunshine. The custom of having a new "sideline" game to play at each go event was beginning to strain the imaginations of the old hands who had previously enjoyed table-tennis, space-invaders, shogun, go-speil, snilliards, lightning go, oh hell!, sergeant-major, exchange-go, and goodness knows what else. Tomes and Parmenter tried out indoor sumo wrestling, but decided that this lacked promise (other than the promise of some nasty injuries), and eventually discovered move go! (See Kami Kaze). Meanwhile the diehards continued playing shogun!

In the other event (The Christchurch Open) an exciting climax saw four players (Coughlin, Parmenter, Tomes and Wang) on 3 points with one round to go, so there would inevitably be a play-off. In the end Stanley Wang beat Graeme Parmenter in the play-off giving him his first open title, but also signalling that Graeme is coming back into his stride.

No.	Name	score	Round 1	Round 2	Round 3	Round 4	Round 5	SOS	POS
1	Ray Tomes	0	4 B + 1	11 W + 2	5 B - 2	14 B + 3	6 W - 3	13	4=
2	Dave Coughlin	0	3 W - 0	18 W + 1	8 B + 2	5 B + 3	4 W - 3	13	4=
3	Barry Phease	0	2 B + 1	5 W - 1	11 W + 2	6 B - 2	8 W + 3	14	3
4	Alan Guerin	0	1 W - 0	6 W - 0	17 B + 1	7 W + 2	2 B + 3	13	4=
5	Stanley Wang	0	6 B + 1	3 B + 2	1 W + 3	2 W - 3	12 B + 4	15	1
6	Graeme Parmenter	0	5 W - 0	4 B + 1	7 W + 2	3 W + 3	1 B + 4	15	2
7	Bill Taylor	-1	10 W + 0	13 W + 1	6 B - 1	4 B - 1	15 W + 2	11	7
8	Con Jackson	-1	16 W + 0	9 B + 1	2 W - 1	17 B + 2	3 B - 2	9	8
9	Paul Yates	-1	15 B + 0	8 W - 0	13 W + 1	12 W - 1	14 B + 2	8	9=
10	Tom Boyes	-1	7 B --1	15 W + 0	12 B - 0	11 W + 1	13 W - 1	8	13
11	Michael Chisnall	-1	12 W + 0	1 B - 0	3 B - 0	10 B - 0	bye	1	7 14
12	hen Taylor	-1	11 B --1	20 W + 0	10 W + 1	9 B + 2	5 W - 2	8	9=
13	Stuart Munro	-1	14 W + 0	7 B - 0	9 B - 0	16 W + 1	10 B + 2	7	11
14	Greg Waite	-1	13 B --1	16 W + 0	21 B + 1	1 W - 1	9 W - 1	11	12
15	Peter Pearce	-1	9 W --1	10 B --1	18 B + 0	20 W + 1	7 B - 1	5	16
16	Lana Leq.	-1	8 B --1	14 B --1	19 W + 0	13 B - 0	17 W - 0	6	18
17	Steve Yeo	-2	20 B +-1	19 W + 0	4 W - 0	8 W - 0	16 B + 1	4	17
18	Sue Crosado	-2	bye -1	2 B --1	15 W --1	21 B + 0	19 W + 1	6	15
19	Chris Price	-2	21 W +-1	17 B --1	16 B --1	bye	0 18 B - 0	0	19
20	Scott Jackson	-2	17 W --2	12 B --2	bye -1	15 B --1	21 W --1	2	21
21	Graeme Guerin	-2	19 B --2	bye -1	14 W --1	18 W --1	20 B + 0	-1	20

Promotion to a rank in New Zealand - Impossible?

The 'system' used to promote New Zealand players to dan ranks has fallen into disuse. This is a very unsatisfactory state of affairs, because our stronger players have not received any recognition for the study and constant practice that has made them so strong (the strongest go nation in the southern hemisphere!). In order to rectify this situation, the NZGS committee intends to implement a new promotion system before the next New Zealand congress. The following pages contain two proposals for promotion systems. The members of the committee ask all members of the society to read these proposals, to discuss them fully with other club members, and to tell their secretary, or better still, inform him in writing, which system you would prefer as a basis for a promotion system, or any changes you would like to see made to either system which would make it acceptable to you. You can also write directly to the secretary of the society (8 Michie St; Dunedin).

All club secretaries have been requested to forward suggestions to the committee by

March 31 1989

The committee will then address the issues raised by these submissions and make a decision about what promotion system we will adopt. This may be either of the proposals presented here, unaltered, or these proposals may be modified according to suggestions made by society members.

The question of how players are promoted may seem a rather unimportant one, since all players know roughly what strength they are anyway. However we feel it is important that the strength of New Zealand's top players be recognised officially by the society. This provides an appropriate incentive for efforts to improve their skill and a suitable reward for that achievement. It also sets the standard by which New Zealand go strength will be judged overseas.

What is a rank?

It is necessary to make clear what a 'Rank' is intended to be, and how it will be awarded.

Firstly, it is a recognition by the society of a level of playing strength reached by a player. Of course, we are all free to call ourselves whatever rank we choose, but the 'rank' considered here is only that recognised by the society.

A rank awarded by the society is intended only to recognise a level of strength which a player has reached at some time. It is not intended that it should indicate the current strength of a player. The rating system used in each of the clubs in New Zealand does that already. A player's rank will normally lag behind his rating as he continues to improve, but there may be occasions when his rank will be greater than his rating. In such circumstances, it is not considered desirable to award a player a rank less than the one he has already been given in the past! This is because a 'rank' is intended principally to reward a level of achievement, rather than set a standard of performance forever expected of the player.

It should be clear to players what is required of them if they wish to achieve a recognised rank, and 'judgement' by individuals should play little part in determining when ranks are awarded.

The procedure for awarding ranks will not depend on the player making application to the committee, as in the past. Instead, the society's record keeper will inform the committee when a player has qualified for a promotion, and that fact will be communicated to the player by the committee and published in the newsletter.

Ranks will be awarded as soon as possible after they are achieved.

Proposal 1: A Tournament Based Promotion System

What we want in a tournament based Promotion System

1. Playing at a rank in enough tournaments should bring promotion to that rank
2. Promotion should be rapid enough to keep pace with increases in playing strength
3. People should not be promoted too easily. For example, it should take more than a single tournament to get promoted to the rank you are actually playing at, or to the top rank in a tournament, and it should not be possible to get promoted past your actual playing strength
4. The higher the finishing position of a player in a tournament, the more credit he should get towards promotion
5. The difficulty of promotion should increase exponentially the higher the rank

Some of these aims are conflicting (2 and 3), requiring a balance to be struck between them.

Tournaments would have points awarded for each finishing place in the tournament, with the total number of points awarded in a tournament being greater, the stronger the participants and the more important the tournament. Most points would be available in a tournament such as the World Amateur Go Championship, then the New Zealand Championship, followed by regional open tournaments and club tournaments. Matches between two players like those for the Go Kichi trophy could also attract points. The points accumulated by players in these tournaments would be used to award ranks.

Points would be allocated to tournament positions in the following way:

All players in a tournament who already have a rank, and all those close to achieving a rank (these we can call 0 dans), are given an expected finishing position. A line (linear regression) is plotted, which relates rank and expected finishing position (Figure 1).

This line is constrained to reach a rank of zero for the player expected to finish last in the group of ranked players (including 0 dans). A greater weighting is also given to the ranks of the stronger players in fitting the regression line (since their rank ought to have a greater bearing on the maximum rank achievable in the tournament).

When the tournament is completed (Figure 1), for any finishing position (read off the x axis), we can now determine a rank (read off the y axis). This is a tournament rank only, so to avoid confusion with a player's official rank, we will call it a 'grade'. It is converted into promotion points by a formula which takes account of both the grade and the type of tournament. Players accumulate their points from tournaments until they get enough for promotion.

For Enthusiasts Only ! - Calculating points from tournaments - an example using the Christchurch Open

1. List the ranked players in order
2. n is the number of ranked players, including 0 dans
3. R_i is the rank of the i th player
4. $G_i = b - (i \cdot b/n)$ where G_i is the tournament grade for the i th finishing position, and $b = \frac{4 \cdot (\sum (n-i)^2 \cdot R_i)}{(n-1)^2 \cdot n}$
5. Points are awarded using the formula $P = W \cdot 4G_i$ where W is the weighting reflecting the importance of the event, and G_i is the grade associated with the i th finishing position in the tournament.

Using officially recognised ranks or reasonably conservative guesses, the Christchurch tournament works out like this.

i	R_i	$n-i$	$(n-i)^2$	$R_i (n-i)^2$
1 Ray	4	6	36	144
2 Barry	4	5	25	100
3 Graeme	4	4	16	64
4 Dave	3	3	9	27
5 Alan	3	2	4	12
6 Stanley	3	1	1	3
7 Bill	0	0	0	0
				350

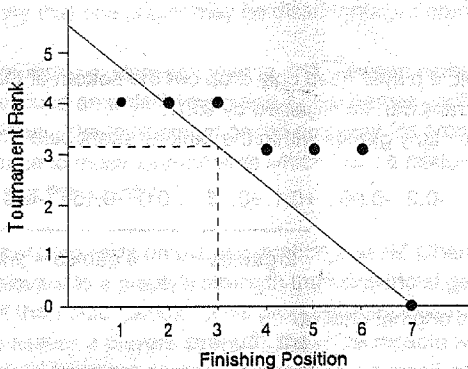


FIGURE 1 The dotted line shows how a finishing position (3rd) is used to calculate tournament rank from the regression line fitted to the players ranks and their expected finishing positions

Points available in this tournament (which, as an open provincial tournament has a weighting of 2) are calculated using $P_i = 2 \cdot 4G_i$

1st Stanley 1472	2nd Graeme 489	3rd Barry 183	4th Ray 18
4th Alan 18	4th Dave 18	7th Bill 2	

Points required for promotion are:

1 dan 50	2 dan 200	3 dan 800	4 dan 3200
5 dan 12800	6 dan 51200	7 dan 204800	8 dan 819200

Proposal 2: Promotion to Dan Grades Based on Club Ratings

This system uses the same ratings that players see in their club rating book. This includes games from tournaments, but many other games as well.

- 1) To gain promotion to dan grade, a player must remain at or above a specified rating for a certain number of games:**

For 1-dan:

<i>Rating</i>	-0.1	-0.2	-0.3	-0.4	-0.5	-0.6	-0.7	-0.8
<i>Number of games</i>	101	57	37	25	16	9	4	1

(e.g. playing 16 games without ever dropping below -0.5 demonstrates shodan rank)

Note: Statistically, the above table is consistent with students $t=1.96$ (for 1 side only), which represents a 2.5% chance that this was just a fluke. It is possible to vary this percentage if required.

- 2) To lose a dan rank, a player need only drop out the bottom of the rank e.g. 0.0 for 1-dan. A lost rank can be regained by either

- a) having twice as many games within the rank as spent below it

(e.g. rating goes	-0.2	-0.05	+0.1	+0.15	0.0	-0.15	-0.3	-0.15
	<hr/>				<hr/>			
	2 games				4 games = promotion			

- b) resatisfying the original criteria.

- 3) Whatever other checks on reasonableness of results that the committee feel is justified e.g. spread of opponents, results against strong opponents etc.**

Note: The present NZ ratings are too inflated to commence such a system. All clubs should be demoted 0.5 to make the ratings agree with the dan ranks people think in terms of, before commencing such a system.

What we think of these proposals

The Main Problem

The major difference between these proposals is the games they consider for promotion. Proposal one considers only tournament even games, proposal two considers all games recorded in the club rating system, including handicap games.

Proposal one wishes to use only tournament games, because

i) it attempts to avoid using 'out of sight' games to decide promotion. That is, games where the conditions of play are not subject to scrutiny. A lot of club games may be played under conditions where one or both players may be playing at less than optimum concentration, in less than ideal conditions. There may be no time constraints for one player and a deadline for completing the game for the other player. Observers may make comments on games which affect the outcome. Some players in clubs may even prey on vulnerable opponents to get easy wins (heaven forbid!). All these problems can affect games recorded in the rating system, and any promotions based on them. A tournament makes the conditions of play the same for all and avoids the possibility that one player may be disadvantaged compared with another.

ii) the rating system can lead to drift between clubs which would give players in some clubs an unfair advantage if club games could be used to make promotions. The tournament based proposal for promotion gives more importance to those tournaments which have a mixture of players from throughout the country.

Proposal two rests on the assumption that NZ Championship games are no more relevant to a player's strength than provincial games, or these no more relevant than club games. This proposal also assumes that the more games used to assess a player's strength, the more reliable will be the ranks calculated. Because tournament games represent only a small proportion of all the games played in New Zealand each year, a large amount of information about a player's strength will be lost if only tournament games are used for promotions. In this proposal, drift is not considered an important source of difference in ratings between clubs.

This difference between the two proposals boils down to a question about whether a player's rating, the number in the club rating book, indicates a player's strength accurately, or at least accurately enough so that no player will be disadvantaged compared with any other player in the awarding of promotions.

If the player's rating is an accurate measure of his strength, then there may be

no point in introducing a tournament based system to award ranks. If it is not an accurate measure of his strength, a rating based promotion system (proposal two) may still be a valid option, since if the rating system is not considered perfect, it could be altered to make it better, rather than solving the problems by introducing a second system.

The real question then is not "does the rating system accurately measure a player's strength", but "can the rating system ever be expected to accurately measure a player's strength", given the problems of "out of sight" games and drift. It may be the best we can do to provide players throughout the country with a similar system to measure their improvement and work out correct handicaps for games, but is it good enough to provide a fair basis for rewarding our strongest players by issuing official ranks?

The Best of Both Proposals?

There are good reasons for attempting to find some sort of compromise between the two proposals offered here. The rating system as a whole may not be accurate enough to give ranks, but some club games may provide information about playing strength, just as accurate as tournament games.

Although tournament games are played under uniform conditions, there are few of them and the more games that can be used to determine rank, the better.

Possible compromises might involve specifying a minimum set of conditions for rating system games which would make them acceptable for use in a ranking system, and giving a greater weight to tournament games recorded in the rating system.

Current Concerns about the Details of each Proposal

The committee is concerned about the apparently complex way that proposal one allots promotion points to the finishing positions in tournaments, and whether tournaments with unusual distributions of ranks will produce unreasonable distribution of points between the participants

It is also concerned that proposal two will reduce promotion chases to an attempt to reach -0.8 on a single occasion (or -1.8 for two dan, -2.8 for 3 dan etc.), and that over a large number of games, this level is almost certain to be reached by chance alone, even if actual strength is a stone less.

Before any system is adopted, it will be thoroughly tested on available data to ensure that it does actually work!

Demotion

It will be noted that proposal two contains provision for the demotion of players who drop out of their rank. The committee currently feels that this is undesirable, but does not see demotion as a necessary feature of this proposal. If demotion was not possible, the number of games at a particular level required for promotion may need to be increased, because we would need to be even surer that promotion was merited.

The Role of Judgement

Proposal two calls for the committee to judge the reasonableness of results. However, the committee hopes to minimise the role of 'judgement' in awarding ranks. Judgement will be required whichever proposal is adopted. If a tournament based system is used, judgement may be required in deciding which tournaments or matches can be used for ranking purposes, and who qualifies as a zero dan when the points allocated to each finishing position are calculated. If promotions are based on the rating system, judgement may be required in deciding things like what the maximum permissible handicap (if any) is for a ranking game, whether games off handicap count, whether games against people from other clubs need to be included, how many games against the same person are permitted, whether some tournament games need to be included etc.

The committee's intention is to specify as many of these requirements as possible when the promotion system gets under way, so that all players know what is required to get a rank. The committee wants no role in deciding, after results have been accumulated, whether or not they are sufficient for promotion.

This should be apparent from the conditions laid down when the promotion system is introduced.

Practical Differences Between Proposals

There are some practical differences in the operation of the two systems proposed. If readers can think of any other differences in the way the two proposals would work, then the committee would be grateful to hear them.

Proposal one provides promotion points without a great deal of paper work, while proposal two would require a large amount of work on the part of the record keeper (a large amount of which is already performed), and regular returns of club results by club secretaries.

In proposal two, a player's attitude to handicap games which are recorded in the rating system will be altered. He may be more reluctant to record many of his

games in the rating system, or be reluctant to play games on high handicaps if he believes the results of these are more unpredictable. Proposal one is unlikely to alter the attitude to tournament games even given the knowledge that ranking points will be calculated from the tournament results.

Proposal one uses only even games, and the exponential increase in points required to progress from one grade to the next, produces a *probability of winning an even game* where there is a one dan difference, of about 0.3 for the weaker player. For a two dan difference, this becomes about 0.09. In contrast, proposal two is based on a handicap system, which attempts to calculate the *correct handicap to give each player a 50% chance of winning*. Under this system, the probability of winning an even game which is off handicap varies with the strengths of the player. In practice this is likely to produce a small difference between systems in the relative strength of dan players (we're not sure how much?).

Proposal one would lead to promotions being made as soon after tournaments as the committee could verify that someone had accumulated enough points to reach a new rank. In cases where matches between players were to be used to claim promotion points, results of these matches would have to be communicated to the committee before a promotion could be awarded.

Proposal two may involve a greater delay between reaching the level required for a rank, and award of a promotion. The club rating book would need to be sent to the societies record keeper (this ought to happen at regular intervals throughout the year, and be the responsibility of a single person in the club), who would confirm that the requirements for promotion had been met and inform the committee that a promotion was due.

Just as the rating system would need to be assessed carefully if it is to be used as the basis for promotions, so the format and conduct of tournaments would need to be more carefully considered if proposal two was adopted.

NEWS FROM JAPAN



CHO DEFENDS TENGEN TITLE

Cho held the Tengen title by beating Sonoda of the Kansai Ki-in 3-1. The fifth round was completed on December 26th.

MICHAEL REDMOND MAKES 6 DAN

Redmond has shown that westerner(s?) can turn professional AND then gain promotions as rapidly as the top few Japanese. 1988 saw the first woman 9 dan, so how long will it be until there is a western 9 dan?

TAKEMIYA TO CHALLENGE KOBAYASHI IN KISEI

Takemiya defeated Cho 2-1 to become challenger for the top Japanese title. 1988 has been a good year for both Takemiya (32 wins 17 losses) and Kobayashi (36 wins 13 losses). From 1971 to 1988 they have met 42 times, with Kobayashi just ahead at 22 to 20, but in 1988 Takemiya had the advantage 4 to 1. The first round will be in New York.

CHINA - JAPAN SUPER GO FINISHED

The 9th game was played in China on December 18th. The "Iron Goal Keeper" Nieh has finally been defeated by Hane 9 dan by 2.5 points. Nieh has earned this nickname for repeatedly halting the whole remaining Japanese team in previous Super Go matches. The Japanese must be pleased to show that it is possible to get a goal in.

JAPAN - CHINA MEIJIN TITLE

A new title sponsored by the Asahi newspaper adds further to the many Japan China tournaments. Best of three, the tournament was won by Kobayashi (Japan) by 2-0 from Liao (China) in early December.

Thanks to H Shirakami



BORN Leonard Alexander Cao Yi Chen

12/01/89 to Cao Yu Cong and Barry Phease.

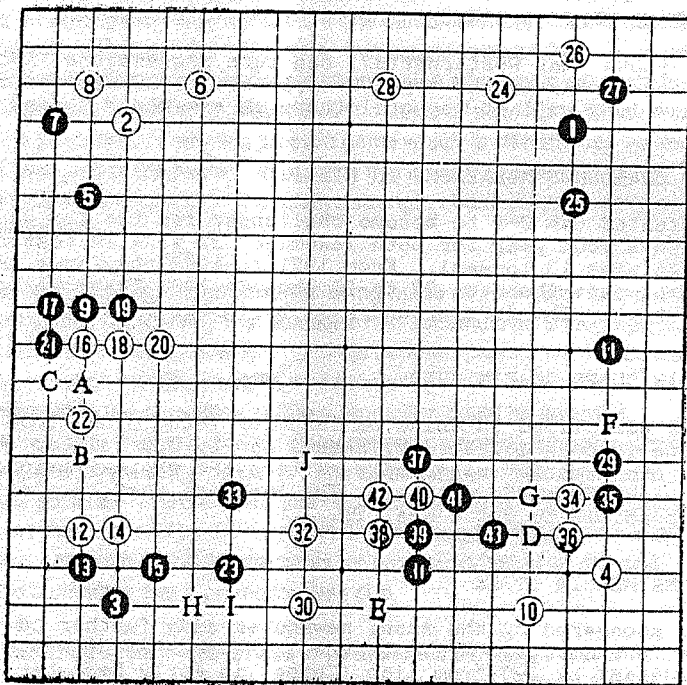
Kami Kaze did warn them about the consequences of a Ko-habit and of excessive Ko-operating. Congratulations from N Z Go Society members.

FUJITSU CUP - PLAYOFF FOR THIRD

Comments by Nieh, translated by Sung Chupo

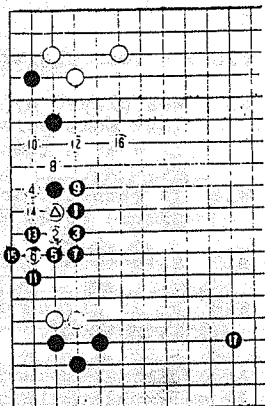
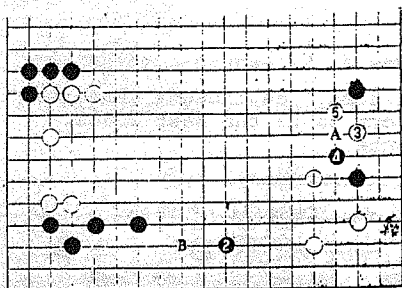
Black: Nieh White: Kobayashi

FIG 1.

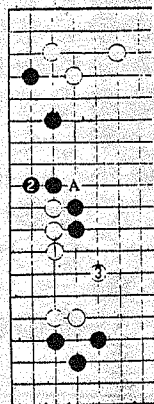


- W8 In the first supergo Kobayashi played diagram 1 against Nieh.
- W16 In games between Nieh and Kato, when Kato plays A Nieh plays B. Kobayashi doesn't like this for white.
- B17 The first idea for black is to play 1 in diag 2. This result is satisfactory, but Nieh is concerned that white will play diag 3 leaving him with a weakness at A, so he plays the tight move of 17.
- B29 This is a calm move. Nieh wishes to avoid the urgency created by playing 35, D, E, F and G which is no good for white. Diag 4 is OK for both, but a tense fighting position.
- B33 This move separates the two white groups, with H being answered by I.
- W38 Seems a little rushed, generally J would be better.
- B41 The last move before lunch.
- B43 Should be the diagonal connection and continuation in diag 5.

Diag 4



Diag 2



Diag 3

FIG 2.

- W16 Kobayashi said this should be at 18. This leads to his loss.
- B17 Is the only move.
- W28 Is good as it leaves a cut. One space higher is not good. Black must answer with 29.
- B51 Is aggressive.
- W52 Kobayashi said that he should play Diag 8.
- W60 Is a good move saving four stones and having invasion possibilities on the right side.

FIG 3 Both players are now in byo-yomi.

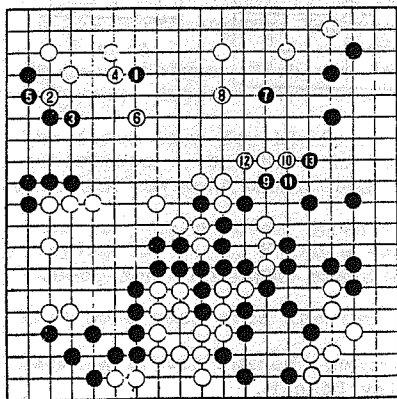
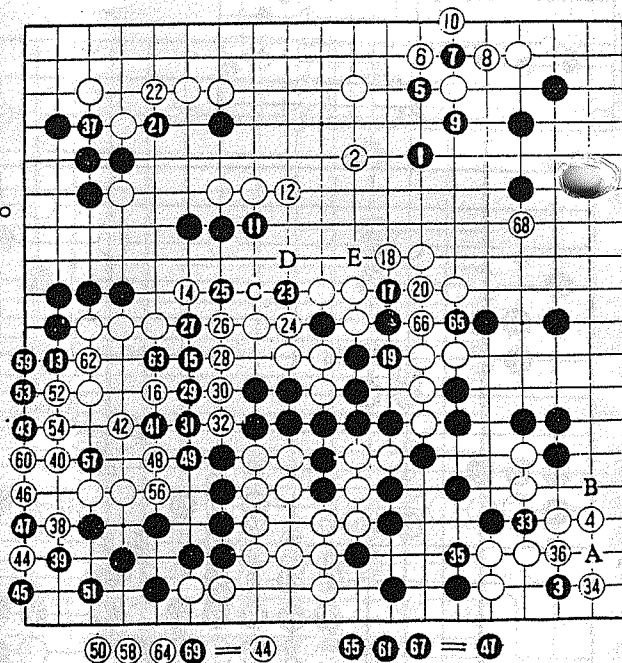
B3 Was played by Nih to gain some extra time. He thought that it lost some points, but 3 and 4 turned out to be the best moves. If 4 at A then black can play B in sente.

W14 Is pathetic and should be at 26.

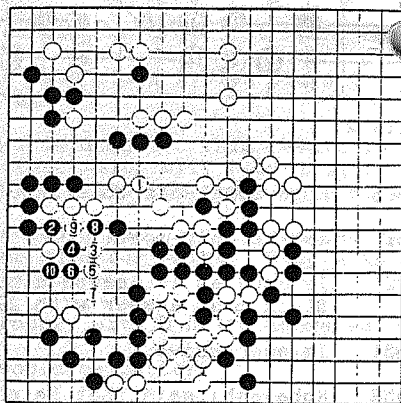
B15 Sets about cutting.

W16 At 25 giving diag 10 is no good.

An exciting exchange up to 32 gains black 10 points, but 37 is a mistake. This move should finish the white group off.



Diag 8

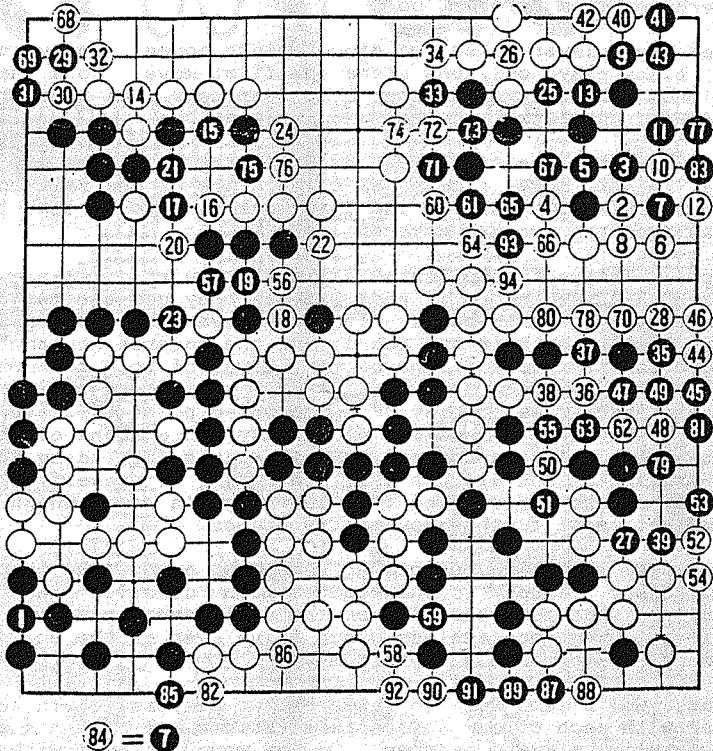


Diag 10

FIG 4.

When white captures 12 in sente the game is fairly close.

White loses by 1.5 points.



AUCKLAND GO CHAMPIONSHIPS 1989

The 1989 Auckland Open Go Championships will be held on the weekend of 13th to 14th of May. Please send your name, rank and serial number to Sergei Terzaghi, 33 Grande Ave, Mt Albert, Auckland together with \$10 if you wish to attend. Also indicate whether you require billeting, and flight and time details if you wish to be collected from the airport. A higher fee will be charged for entries received after the 7th of May.

KAMI KAZE'S KORNER

by H K Kami Kaze

Over the years various weird and wonderful variants of Go have been reported to or invented in New Zealand. For those that haven't been exposed to all of these, the list below should allow you to try out the remainder. The rules are necessarily brief, explaining only the differences from "proper" Go.

Go Go: Each player makes two simultaneous moves. To avoid the need for a komi, black plays only one stone the first move. Note that three eyes are required to be alive, and that some seemingly real eyes are false. Double sized kos, snapbacks and throwins are possible.

Keima Go: After the first move by each player, stones may only be played keima (knights move) from an existing stone of the same colour. Note ladders are still possible and that some one-eyed groups live if all keimas from the eye are covered.

Go Spell: The most complicated variant, requiring two players and a referee, and spectators if possible, as they get the most entertainment. Recommended for 13x13 board. The two players sit facing away from each other, each with their own board, and the referee has another board between their backs with the correct moves of both colours. The players do not see each other's moves, and only know where their own stones are. When a player tries to play on an occupied point the referee says "You cannot play there" and so the player may put a stone of the opponent's colour there. Also announced are all ataris (including double, triple and self-inflicted) and all captures (including of oneself ... "moan"). The captured stones are removed from the victim's board which allows the determination of further opponent's stones.

Refusal Go: Each time one player puts down a move the opponent has the right to say "refuse" (pronounced to mean "disallow", not to mean "rubbish"), but must then accept the replacement move. Note that it is possible to keep one eyeless group alive even at the end of the game by refusing the opponent's capture move.

Exchange Go: A game for two teams of two players. Each team has one player with each colour and captured stones are put in a pile in front of the capturing players partner. On any move a player with any of these stones available may play one of them in addition to the normal move ("gotchas" to those in the know). This teaches players to be careful every stone, as even a modest capture leads to a rapid downhill slide (not to mention abuse from one's partner). Clocks are a must, with say 10 minutes per player with 13x13 boards.

And now the new original ...

Moving Go: Each move consists of two parts each of which is optional. One is playing a stone as in normal go, and the other is moving an existing stone one point along a line of the grid. Also recommended for a small board, this game adds a whole new dimension, allowing new skills in creative thinking to be displayed. Note that seemingly dead groups often rearrange themselves to form two eyes, and other wondrous things happen (with probably many more to be discovered). Bill Taylor is current world champion at this mercurial game invented by Tomes and Parmenter.

Others are lightning go, progressive go and various combinations of any of the above, hopefully not to the extent of confusing the players to the point that they don't know whether they are coming or going.