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COVER "Twilight"

Rei Hamon
1968

### EDITORIAL

It is nearly a year since the newsletter last appeared. We must apologize to our regular readers for this lapse. This issue attempts to catch up on a large amount of news and results from several tournaments. A highlight is Kyle Jones' game against the Hong Kong representative in the last round of the World Amateur Championship in 1989; one of the best wins ever by a New Zealand player.

The New Zealand go scene continues to be an active one. The four provincial tournaments all seem well established now, regularly drawing fields of 15 to 20 people. The Go Kichi tournament is proving to be a very popular event. The frequency with which the trophy is lost indicates the closeness of competition amongst our top players. Go Fests have been popular in the past and another was held in January. It combined go playing with more traditional holiday activities, and judging from the favourable reponses to the event, points the way for future go fests. The format for the next New Zealand Go Championship in August of this year, is to be altered to make it more attractive for kyu players. It will last for an extra day, and will separate the main even game touraments on Wednesday Thursday and Friday, from a weekend handicap tournament. The NZGS will soon be an incorporated society and in a position to seek grants and sponsorship for major projects currently being planned by the NZGS committee. The first of these activities is likely to be a tour by professional and amateur players from Japan in February 1991, culminating in a Go Fest in Queenstown. This tour should kick off two to three years of promotional activity that will aim to establish go as a recognised recreation in this country.

This issue will go to anyone who will read it, buture issues will only go to subscribers. A subscription form is enclosed. The editors of this magazine set themselves the task of providing New Zealand players with news, information and local games in an attractive style. Although the publication has called itself by many names in the past; "Newsletter", "Quarterly" and "Journal", in appearance, if not in content, it has always been a humble newsletter. Our goal during this year is to work towards a format which can sustain the elevated title of "Go Journal". Regular appearance of the journal is also desirable and the current editors make a committment to readers that it will appear four times a year.

### EDITORS

Graeme Parmenter, Barry Phease, Paul Yates. Correspondence to: 8 Michie St, Dunedin.

### NEWS

The 14th NZ Go Championship

The 14th New Zealand Go Championship was held in Auckland in September 1989. It drew the smallest field yet to a New Zealand championship, with 12 participants. Notable absences were Stanley Wang, plagued by exams, Alan Guerin, and last years champion Kyle Jones, who was still enjoying life as a go bum in Hokkaido. There were still five players with ratings around 4 dan, so there was no shortage of competition at the top. Incredibly, though, there were only four kyu players, raising urgent questions about why NZ's top Go tournament no longer appeals to most of the country's Go players. The small number of kyu players meant that by the end of the tournament, some players met each other for a second time, or in the case of Paul Yates, were obliged to play more than one strong dan player. The winner of the kyu players section was David Milne.

After three rounds the leader of the dan section was David Coughlin, but he tumbled out of contention with losses in the next two rounds. Going into the final round three old warhorses, Tomes, Phease and Parmenter were all on four points. Barry Phease played Colin Grierson (on two points) and suffered a surprise loss, leaving the title 'New Zealand Champion' to the winner of the Tomes/Parmenter game. Ray triumphed in a game which was a masterpiece for him, taking the title for the third time.

activities was an idea which appealed to a number of go players. The visit by Masaki Tomomi, a Japanese 6-dan amateur from Tokushima, provided an a good excuse to try the idea out. The requirements were cheap accommodation with readily available food and an area suitable for playing go, in a location with outdoor attractions. Such a place was found at the Lake Ohau ski lodge. With Mount Cook in view and beech forest walks only 15 minutes away, the setting was ideal. Fifteen adults, three children and a dog enjoyed four relaxed days from January 11-14. We played go in the mornings. In the afternoons we went swimming, or walking, or windsurfing, or played tennis, and some fanatics even played more go! evenings were spent playing go or enjoying a chat over a glass of cool beer. Notice of this event was rather too short to attract many people from outside Dunedin and Christchurch, but those who were there will attest to the fact that this is a very pleasant way to play your go. One pleasing feature of the weekend was that it was a family affair. Those who missed out need not fear. This was only the first of what will be regular Summer go fests.

### Wellington Open Championship David Johnstone

This is possibly one of the oldest regularly held provincial tournaments in the country. Traditionally it has also been one of the strongest and this year was no exception. Half of the 16 players were at dan level and as always these days it was never easy to pick a likely winner beforehand (there were five different winners of

	New Zealand Go Championship 1989														
	McM	Rd	1	Rd	2	Rd	3	Rd	4	Rd	5	Rd	6	sos	WAG
1 Ray Tomes	0	6+	1	2-	1	5+	2	7+	3	4+	4	3+	5	21	10
2 Barry Phease	0	3+	1	1+	2	4-	2	5+	3	7+	4	6-	4	22	5
3 Graeme Parmenter	. 0	2-	0	8+	1	9+	2	4+	3	6+	4	1-	4	19	5
4 David Coughlin	0	8+	1	5+	2	2+	3	3-	3	1-	3	9+	4	19	5
5 Yu Cong Phease	0	7+	1	4-	1	1-	1	2-	1	8+	2	10+	3	19	1
6 Colin Grierson	0	1-	0	10+	1	7-	1	8+	2	. 3∸.	2	2+	3	19	1
7 Russell Buchanan	0	5-	0	9+	1	6+	2	1-	2	2-	2	11+	3	19	1
8 David Johnstone	0	4-	0	ુ3 –	0	11+	1	6-	1	5-	1	12+	2	13	
9 Paul Yates	-1	12+	0	7-	0	3-	0	10+	1	11-	1	4-	1	11	
0 David Milne	-2	11+ -	-1	6	1	12+	0	9-	0	12+	1	5-	1	4	
11 Ira Turvey	-2	10-	-2	12	-1	8-	-1	12+	0	9+	1	7-	1	3	
12 Jim Dubignon	-2	9-	2	11	2	10-	-2	11	-2	10	-2	8	-2	7	

### Summer Go Fest

Go fests used to have the air of a monastic retreat. One slept on the floor, rose at dawn and played (rather than prayed!) continuously until dusk. These days go players seem a little more relaxed about life, and a Summer go fest which combined go playing with opportunities for outdoor

the major tournaments in 1988 to choose from!).

Defending champion Alan Guerin could not make it this time, so ex-NZ champions Ray Tomes and Graeme Parmenter were expected to lead the way. Colin Grierson, along with local heavies David Coughlin and Stanley Wang were also in contention. The tournament turned out to be

	Paraller of this of	7 273	Welli	ngt	on O	per	n Chi	am	pions	hip	198	9		V .37
en de	(I teus) sagrams	McM	Rd	1	Rd	2	Rd	3	Rd	4	Rd	5	sos	WAGO
1	Graeme Parmenter	0	5+	ាំ្	6+	2	2+	3	3+	4		4		4.00
2	David Coughlin	0	7+	1	3+	2	14	2	4+	3	5-	3	15	1.50
3	Stanley Wang	0	4+	1	2-	1	5+	2	1-	2		3		1.50
4	Colin Grierson	0	3-	0	7+	1	6+	2	2-	2	14	3	THE CONTRACT OF THE	14. 物皮脂质 5世
5	Ray Tomes	0	1-4	0	9+	1	3-	1	7+	2	2+	3		1.50
6	David Johnstone	0	9+	1	1-	1	4-	1	8+	2		2	11 TO 1 TO 1 TO 1	
7	Russell Buchanan	0	2-	0	4-	0	11+	1	5-	1	9+	2	11	
8	Jonathon Sarfati	-2	15+	-1	12+	0	9+	1	6-	STOOM.	2574	2	 	
9	Peter Rochford	0	6-	0	5-	0	8-	0	12+	1	er legislature e	-1	10	SACHANAN Sama
10	Masaaki Hayashi	2	12-	-2	16+ -	-1	4.5	0	17 to 17 to 18	1		1	:	
11	Greg Waite	-2	14+	-1	13+	0	7-	0	10-			1	3	
12	David Milne	-2	10+	-1	8	-1	14+	0	100		841-3-11	1		Asked A
12	Michael Norrish	-2	16+	-1	11	. 444	10	A real feet of		ita i	group of .	1	-1	taley result
14	Chee Kin Leong	-2	11-	-2	15+ -		12	ton a 9"		S. 353	96.0	'n	hirebia.	() 17,954
15	Anthony Ker	-2	8-	-2		510,000	16+ -	Section 2	13		-3 11			gar eg i
16	E Stephen-Smith	-2	13-	-2		1000 100	Constitution (Constitution)	47,40	14	AT SHEET	12	7-5		ő indepen

Graeme Parmenter's first major win since his return from England. But will he be able to dominate go in the early 90's as he did in the early 80's? Tough job. His heirs to the throne in the late 80's, Ray Tomes and Barry Phease, have been finding it increasingly difficult to remain unmolested at the top! It will be interesting to see if, over the new decade, anyone steps firmly ahead of the pack of two, three and four dans currently playing musical chairs in tournament placings. Congratulations also to the former NZ chess champion, Jonathon Sarfati, for convincingly winning the kyu section with four wins. Interestingly, Jonathon says that playing go seems to reinforce his chess rather than detract from it, as one might expect. Coincidentally, Anthony Ker, the 1989 NZ chess champion also participated in this tournament - perhaps his chess has also been favourably affected by go. Thanks to the Japan Information and Cultural

Centre for once again providing an excellent venue; and to Russell Buchanan for an enjoyable social evening at his home.

Christchurch Open Championship

Christchurch go had suffered a serious loss since the first Christchurch Open in 1988. Alan Guerin, the organiser of that tournament moved, to Auckland, depriving Christchurch players of an enthusistic and talented go player. Greg Waite accepted the task of tournament organiser and produced a well run event which attracted sixteen players over the weekend March 17–18, more than half of them from outside Christchurch. There were some notable upsets on the first day. Russell Buchanan (1 dan) defeated David Coughlin (4 dan) and Paul Yates (2 kyu) defeated Bill Taylor (1 dan). By the end of the first day, the leaders of the tournament, with three straight wins, were Barry Phease in the dan section and

	Chris	stchu	ch	Op	en	Go	Ch	ampi	on	ship	16	90	1000
	McM	Rd		Rd									WAGC
1 Graeme Parmenter		5+	1	4+	2	2-	2	3+	3	6+	4	14	3.50
2 Barry Phease	0	8+	1	6+	2	1+	3	5+	4	3-	4	Addition of the	3.50
3 David Coughlin	0		0	7+	1	4+	2	1-	2	ness en en en en en en	3	Security of	1.50
4 Stanley Wang	0	7+	1	1-	1	3-	1	9+	2	VG (CONTRACTOR)	37.50b	Shows I .	1.50
5 Yu Cong Phease	0	1-	0	8+	1	6+	2	2-	2	4-	2	Secretary and a con-	ana a sa Y
6 Russell Buchanan	0	3+	1	2-	1	5-	1	7+	2			Carlo market	
7 Akio Yamada	0	4-	0	3-	0	10+	1	6-	1		2		
8 Bill Taylor	0	2-	0	5-	0	9-	0	10+	1	11+	2	Very Sense 11	
9 Paul Yates	-2	11+ -	1	13+	0				1	7-			
10 Con Jackson	-2	12+ -	1	14+	0	7-	0	8-	0		-50		(a T VER Aven Latin Til
ll Tom Boyes	-2	9	-2	16+	-1	13+	0	12+	1	ひちきむ 珍	1		
12 Greg Waite	-2	10	2	15+	-1	14+	0	11-	0	16+	Acres .		
13 Stuart Munro	-2	15+ -	1	9-	-1			16+		14+		Market 1	a Prain
14 Peter Pearce	-2	16+ -	1	10-	-1	12	-1	STATE OF STATE OF	- 4	Section 1945	0	ก	nati ila
15 Paul Huggett	-2	13	2	12-	-2	16+ -	-1	14			600	1	idalah
16 Steve Yeo	-2	14	2	11-	-2	15	-2	13	. 2		100 100	2	

Paul Yates in the kyu section. The following day, Barry was nearly tripped up by his wife, Yu Cong, when he won their game by a single point! In the final round, he lost to David Coughlin and although that left Barry and Graeme Parmenter on the same number of wins, Graeme won the tournament with a marginally higher SOS. Although Paul Yates lost his last two games, and ended with the same score as several other kyu players, he won that section because his opponents had been much tougher. Con Jackson won the 13x13 tournament on Saturday evening.

Thanks to Con and Judy for a magnificent barbeque. Special thanks to Lana and family for hosting such a gathering of crazies. The success of this tournament seems to assure it of a permanent place on the NZ go scene. Well done Greg! All that experience as a tournament controller can now be put to good use when the NZ Championship is played in Christchurch in August this year.

### Birth Notice

In spite of warnings from the NZGS president at the last AGM that reproduction was not the most effective way of increasing the go playing population of New Zealand, Shona and Graeme Parmenter have great pleasure in announcing the birth of a daughter on May 6. She may not have been the biggest little girl ever born (5lb 2oz), but she cannot have given more joy. Her names are Zoe Matai. At 10 days, she was seen to focus on a page of go problems. We can't tell yet whether she solved any of them.

The 11th World Amateur Go

Championship The WAGC is being held in Hiroshima in May this year. As we go to press, our representative, David Coughlin, has just left for Japan. David yon the right to represent us by finishing the 89 tournament year with the highest number of WAGC points from the five scoring tournaments. He had a successful warm-up at the 1990 Auckland Championships, tying with two other players for first place. Recent New Zealand representatives at this tournament have been placed around 24th-28th although we have managed 16th place on two occasions and in the days of the knockout tournament a 14th and an 8th place. There will be nearly 40 countries represented at this years tournament and David will be doing very well if he can make the top twenty. The Oceania team of David and Neville Smythe of Australia, is accompanied by a New Zealand manager. He is David Johnstone. David has been a major force in New Zealand go. He was a member of the Palmerston North club and after moving to Wellington was active in the club there, organising (and winning!) the first Wellington open championship in 1983. When

Wellington took over the committee in 1986 David was elected one of it's members. During his time on the committee he contributed substantially to the debate on the WAGC points system and the rating system, two prominent features of the current New Zealand Go scene. He also served on the editorial committee of the Go Journal and latterly was sole editor. The committee was delighted to be able to recognise the service David has done to the game in this country by appointing him team manager. This is no junket for David though. He has been given the task while in Japan of arranging a professional/amateur tour here in February 1991, as part of go promotion activities in the new year.

Japanese Go Tour

There was a time when Japanese professionals visited New Zealand to help promote the game here, but the small number of people in this country makes that a fairly unrewarding exercise compared with trips to Europe or America. In the past these visits have always been at the initiative of the Japanese, but the work of Russell Buchanan and other Wellington players to bring Wu Song Sheng over from Australia, has shown what can be done if we take the initiative. With this in mind, the committee has set out to organise a tour in February 1991. The proposal at present is that a single Japanese professional and a group of 6-8 amateurs visit here for two weeks. The principle objective of such a tour would be to help local clubs promote the game in their city. This will provide opportunities for media coverage. In addition, a planned program of newspaper features, news stories, posters, advertisements and invitations prior to the public demonstration could be used to attract as many potential players as possible to the local club. The details of this will be discussed with each club and where possible the NZGS will assist with materials to aid local promotions. A secondary objective of the tour will be to improve the standard of NZ go. This can be done by giving NZ players the opportunity to play stronger players than they would normally meet and receive professional teaching. To achieve this, the planned tour calls for the group to spend 4-6 days at a go fest in Queenstown, where go teaching and playing will be mixed with opportunities to take advantage of the many outdoor attractions in the Queenstown area. The event will also be widely advertised in Australia and the US, to see if we can't make it a truly international go festival. David Johnstone, the Oceania team manager at this years WAGC, is currently in Japan and will be trying to arrange the tour. The committee will keep clubs posted of developments, but all players should circle February 1991 in their diary.

WAGC points

World Amateur Go Championship points are available at five tournaments in New Zealand each year. The player with the highest number of points at the end of each tournament year (after

more than last year. The new appearances on the list were Russell Buchanan, David Johnstone and Shuji Takashima. The big improver was Graeme Parmenter who jumped from eighth to second. His good performances so far in the 1989-90 season also make him the front runner for the

	WAGC and t	poin the fir	ts for st two	the 1	988-89 seas aments of 1	on 989-90	Strange of a	11 145 11 145
				988-8			10	89-90
	Chch	Wn	Ak	Dn	Congress	Total	Wn	Chch
Ray Tomes	0.75		1.00		10.00	11.75	1.50	Onch
Graeme Parmenter	3.00			1.00		arrana ana ara-ar	4.00	- FA
Barry Phease	0.75	2.00		1.00	College Street, College Street	Sales and the sales of	4.00	3.50
David Coughlin	0.75			1.00		6.75	1.50	3.50
Kyle Jones		3.00	3.50		3.00	6.50	1.50	1.50
Stanley Wang	4.00	0.34	1.00	1.00	nconstant is an	6.34	1.50	Marin
Yu Cong Phease				4.00	1.00	5.00	1.50	1.50
Alan Guerin	0.75	4.00			2.00	4.75	74 (18 Haller)	Admirla (C)
Shuji Takashima			3.50			3.50		
Russell Buchanan		0.34	Mark Colonia C	1.00	1.00	2.34	15245-86	. Salah Salah
David Johnstone			1.00	100	1.00	2.00		
Colin Grierson		0.34		-,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	1.00	1.34	1.50	y ko Bisi

the NZ congress) becomes our representative to the WAGC. All points (positive and negative) are reduced by 25% after the WAGC representative is chosen, and that person also loses a further 33 points.

position of WAGC representative next year. The club order for WAGC points was the same as last year; Dunedin, Auckland, Wellington and Christchurch.

	1988-89	seaso	n	and the same
				C points
		L988-89		Depreciated
David Coughlin	4.09	6.75	10.84	-24.87
Stanley Wang	3.64	6.34	9.98	7.49
Graeme Parmenter			9.90	7.43
Yu Cong Phease	3.53		8.53	6.40
Alan Guerin	3.41		8.16	6.12
Shuji Takashima	0.00	1-	3.50	2.63
Russell Buchanan	0.00		2.34	1.76
David Johnstone	0.00		2.00	1.50
Colin Grierson	0.45		1.79	
Barry Phease	-8.74		0.01	1.35
Ray Tomes	-22.12	A CONTRACTOR OF THE CO.	0.01 -10.37	0.01
Kyle Jones	-24.15	12.12.00.00	-10.37 -17.65	-7.77 -13.23

A summary of the points won during the 1988-89 season and the points of each player after the 1989 NZ go championship are shown above. Also shown are the points accumulated by players so far in the 1989-90 year.

The top point scorer for the second year in a row was Ray Tomes, thanks largely to his victory in the New Zealand championship. A total of twelve people scored points during the year, three

Go Kichi Results

As most people are probably now aware, the Go Kichi is New Zealand's only challenge tournament. The holder gets to use a superb traditional go ban, but must defend this trophy against regular challenges from the country's top players. In the last go journal, it was reported that Ray Tomes had regained the Go Kichi from David Coughlin. The results since then have been:





	a selective i deli discolori sucha i cili selecti i i i cossi prese		
Go K	ichi Challenge	Signet	angua ta Barata
Challenge Date	Challenger	Defender	Result
number	Gilairenger	Deletidel	nesuit
7 Sep-89	Russell Buchanan	Ray Tomes	0 - 3
Comparison for the control of the co	Stanley Wang	Ray Tomes	3 - 1
[16] [16] 12	Barry Phease	Stanley Wang	Anna Water of Division
	Colin Grierson Ray Tomes	Barry Phease Barry Phease	
Har-90	val romes	Darry Phease	1 - 3

Barry has now managed to defend the Go Kichi trophy successfully against two challenges — more than anyone else. Challenges have slowed down a little now that North Island people have to travel down to Dunedin. The next challenger is a Dunedin player, but Graeme has just become a father so the match is likely to be played slowly. It is hoped that we can maintain the rate of at least six challenges a year.

The challengers list is as follows:

Graeme Parmenter Stanley Wang Yu Cong Phease Alan Guerin Shuji Takashima David Johnstone Colin Grierson Ray Tomes

If you wish to get onto the challengers list you should write to the holder, who is currently Barry Phease. His address is 129 Opoho Rd., Dunedin. Any member of the NZGS who is of Dan strength may challenge for the trophy. Each year, after the NZ championships, the challengers list is re-ordered according to the ratings of the players on the list.

## Calender 1990-91.

July 14-15 Otago Open

August 22-26 New Zealand Championships, Christchurch

November ??-?? Wellington Open

February 1991 Summer Go Fest, Queenstown

## N.Z. Go Society AGM 1989 Minutes

Present: G Parmenter (chair), P Yates (sec), B Phease (Tres.), R Philburn, J Dubignon, I Turvey, Y Phease, C Grierson, D Johnstone, D Coughlin, R Buchanan, R Tomes.

Apologies: P Rochford, S Terzaghi (arrived late).

- 1. Start: The meeting started at 3:00 pm.
- 2. Teller: Election of Teller: D Johnstone.
- 3. Minutes: The minutes of the 1988 AGM were adopted (distributed at meeting).

4. Business Arising

Progress made with the rating system was discussed. Over 6 months of results have been keyed in to the computer recently by Barry and Ray. The system seems to be working OK. Barry reported that some ratings have been adjusted without any supporting evidence. This makes it difficult to gauge the efficacy of the rating system. David Johnstone suggested that one person from each club be appointed to bring club results to each tournament. Until the need for a different system arises, club should continue to send the results to Ray.

5. Bookshop Manager's Report

This report was read for Peter Rochford by Russell Buchanan. Regarding supply of stones, Barry has some stones from China (\$7 a set in China).

MOTION: "That the Bookshop Manager in conjunction with the committee have the power to set prices for bookshop material." (Buchanan, Phease) CARRIED (Tomes against)

6. Treasurers Report

Tabled. There was a brief discussion on the financial year.

7. Presidents Report
The president read his report.

8. Election of Officers

Sitting members were already nominated, and were elected unopposed. David Coughlin was nominated for the committee (Parmenter, Buchanan). Elected unopposed.

9. Promotion of Go

The document on promoting go in New Zealand had been previously sent to all clubs and some time was spent going through the uncompleted sections of the report. There was no objection to the content of the report. Assent was given to the

committee to start to implement a programme to promote Go. Comments and suggestions made during the discussion follow.

BOOKSHOP: (i) write to ISHI press asking them to contact us if other NZer's write to them direct. (ii) advertising is important. (iii) Russell has a contact in a PR company – of potential use in the future.

ROLE OF CLUB, CLUB ENVIRONMENT: (i) Clubs need to meet the needs of its members, not the NZGS. (ii) new members object to paying the high fees. This needs to be addressed by each club. (Already being done in a sensible manner.) (iii) Change the name of Go – a good move in marketing.

NEWSLETTER: (i) Institute Go columnists. (ii) More emphasis on articles of interest to beginners. (iii) Better quality printing, bigger. (iv) Publish four times a year. (v) Printed cover. (vi) Extra copies for overseas, public advertising.

ADVERTISING: (i) Poster production is the single most effective means of advertising. (ii) Establish an advertising manager.

MEDIA: Produce a media kit including a collection of articles.

PATRON: Establish a patron to the society. It was suggested that an appropriate person would be Hugh Fletcher. He and his wife play Go.

Three motions came from this discussion:

MOTION: That the capitation fee be reduced to \$10 (reducible to \$5 for non-earners), without entitlement to a newsletter. (Yates, Parmenter) Passed (2 abstentions 2 against)

(2 abstentions, 2 against).

MOTION: "That the Society's committee have the power to appoint a patron for the society." (Buchanan, Parmenter). Passed (Phease against).

MOTION: "That the committee be empowered to borrow money for the sole purpose of purchasing goods, and the lender have no claim until the proceeds of sale are sufficient to pay them back, and the committee will stipulate this as a condition to the

10. Incorporation

Barry presented information of this before the motion in the agenda was put.

lender. (Tomes, Buchanan). Passed.

MOTION: "That the NZ Go Society become an incorporated body."

(Phease, Parmenter). Passed.

11. Promotion to dan Ranks

The balance of opinion (7-3) is for a rating based promotion system. Barry tabled a report on the current state of the committee's investigations.

12. Go Kichi Rule Change

MOTION: "That this amendment does not affect existing re-challengers (being Dave Coughlin and Stanley Wang).

"That there be a challengers list and a rechallengers list, and that re-challengers be added to the bottom of both.

"That the challengers list is sorted by ratings at the end of the NZ Go Congress.

"That re-challengers be taken next provided that two previous challenges have occurred since their loss of the trophy, except that at least one challenge must occur between each re-challenge.

"If a re-challenger comes to the top of either list they may challenge, but are then removed from both." (Tomes, Grierson). Passed.

End Meeting closed at 6:05 pm.

NZGS Balance Sh	neet 88-89	Process of the second state of the second se
Opening Balance		\$858.43
Income		
Subs for year 87-88	\$40.00	
Subs for year 88-89	\$620.00	
Interest	\$35.62	
TOTAL	\$695.62	\$695.62
Expenditure		
Newsletters (2)	\$110.00	Turis averaging
IGF fee (1/2 fee)	\$128.39	
Post and stationery	\$40.00	365 // 33.3
Cheque Books	\$2.00	
TOTAL	\$280.39	(\$280.39)
Bank balance as at 1/9	0/89	\$1,273.66

### JONES VS LAU

Kyle Jones was NZ's representative at the 1989 WAGC in Tokyo. This is his final game, and the best win of his go playing career! It helped dull the pain of blunders in earlier games.

White: Kin-man Lau 6 dan Black: Kyle Jones 4 dan Played on 26 May 1989 Time: 1 1/2 hours each Byo—yomi: 60 seconds Komi: 5 1/2 points

Commentary Kyle Jones

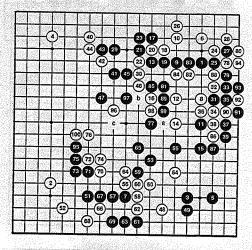


Figure 1 (1-100)

Figure 1
27 I usually play at 11. However because of the position of white 2 black is aiming at the 3-3 invasion.

W14-16 White would normally play W17, B16, W14, B15. The game sequence gives white a stable group on the side but 17 is a good point for black.

W18-22 These moves are bordering on overplays but there are few interesting alternatives.

B23 A bad mistake. Correct would be for black to extend at 1 in diagram 1. If next W2 white's corner group is in trouble after B3-B9. For example, if Wa, Bb and white has only one eye. Instead of W2 white must defend the corner, so black can look after his stones in the centre.

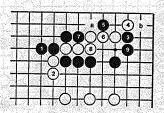


Diagram 1

B29 Important to play this exchange for 30 before playing 31 and 33. If this is omitted white makes a strong attack at 29.

B31-33 Painful moves to have to play. The overall result after black connects is a little favourable for white.

W48 Looks like an overplay because black 47 has weakened white's centre group. Closing the bottom left corner would be good here.

W50 A nice light move. If white plays a one space jump, black gets a nice peep, followed by the cap.

B53 To go for a splitting attack. A splitting attack is effective if both groups are a little bit weak. To effectively attack a single group it must be very weak.

W56-58 A nice combination. For black to play 57 at 58 would be a waste of time.

B61 If at 70 white can settle himself at the bottom, and black cannot attack the centre group, black would be behind.

B77 Pursuing the splitting attack. White entered byo-yomi now.

W78 A mistake. White should settle his group by playing at 'a'. After 79 and 80, B81 threatens white's eye shape.

B89 A bad mistake. Cutting at 'b' would be more solid.

W96 Misses the key point. White should play at 'c' leaving black with bad aji. Black is relieved to play at 97.

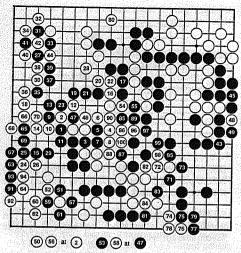


Figure 2 (101-200)

Figure 2
B103 I went into byo-yomi with this move.

B109 Black could cut at 146, but the white group will live.

W114 looks unreasonable.

B119 A key point.

B123 The worst move of the game. Playing instead at 146 would not leave the ko behind when white plays at 146.

B135 A good alternative would be to play at 139. I had failed to see that white 142 would be atari!

W144 A mistake. When black plays 145 to capture this group he is ahead. White has some ko threats of his own and he can live with his group on the left anyway and still keep the lead. For example, if white answers black's ko threat at 1 (diagram 2) black captures the ko, white lives with 3. Black plays four to cut off the centre group, white re-captures the ko. Play continues and black ignores white's ko threat at 9. Black profits in the upper left corner, but white gets compensation at the bottom. This would be very close.

B145 This should be at 148, which is slightly more solid and leaves fewer ko threats.

B151 A horrible move. If black wants to play in this corner it should be at 161.

W162 The game is very close.

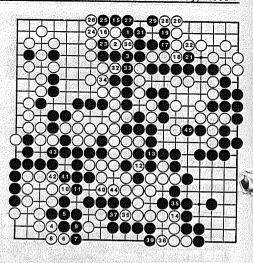


Figure 3 (201-245)

Figure 3
W214 The final losing move. Playing at 29
instead would be about 2 points better.

B245 Unnecessary. This costs black 1 point, which black can only just afford.

Black wins by 1/2 point!

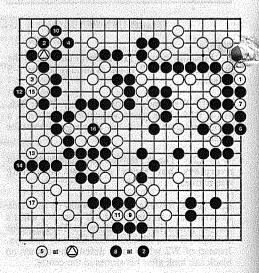


Diagram 2

## PARMENTER VS TOMES

This game comes from the last round of the 1989 NZ Championships and decided who won the tournament.

White: Ray Tomes (4 dan)
Black: Graeme Parmenter (4 dan)
1989 NZ Championship, Auckland

Time: 1 1/2 hours Byo-yomi: 60 seconds Komi: 6 points

## Commentary Graeme Parmenter

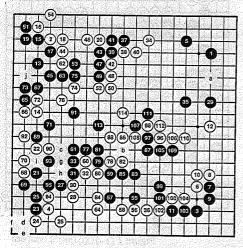


Figure 1 (1-114)

Figure 1

B15 I chose the tight attitude! I was trying to deny white as much as I could and by being mean, lure him into a customary overplay.

W24 Joseki books say this should be at 25.

B25 This should be at 94.

B35 This helps protect against a white invasion at 'a' and looks forward to B37.

W40 I thought this was the overplay I'd been waiting for but the resulting sequence seems to turn out well for white. Perhaps the invasion was premature.

B45 Playing at 1 in diagram 1 also seems possible. Things could get a little wild, but this seems better for black.

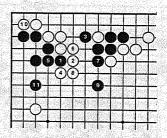


Diagram 1

If black plays 1 in diagram 2 instead of 45 there may be some danger of being closed in, requiring another move to live. In addition, white links up three weak groups which would have been unfortunate.

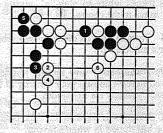


Diagram 2

W50 Forcing this was painful for black, but seemed a necessary preliminary to turning in the corner.

W52 This was a wonderful move. White's central thickness after this dominated the game.

W54 White is alive. Black has gained very little and white has gained great thickness at the expense of a few points of territory.

W64 This leaves weaknesses behind.

B65 I wanted to get this in to prevent white from sliding to 'j' which would strengthen his stones and attack the eyeshape of mine.

W68 Unfortunately for me, this is a very good answer which weakens my stones in the lower left corner instead!

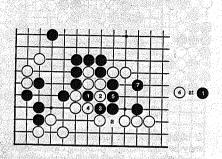


Diagram 3

B83. Black should play 1-7 in diagram 3 instead. This forces white to play 'a', giving black the first move in the centre.

B87 Threatening to capture two white stones after a move at 'b'.

B89 I was being very simple minded when I played here. I should play directly at 90 to help secure eyeshape for my stones.

W90 Black is in big trouble! The balance of the game has tipped in white's favour.

B91 Desperate side-step!

B93 One eye, with 4/5 (?) an eye elsewhere!

W96 A tough move. Black must be very careful about how he struggles. If white gets stronger in the centre black's group on the left may die after 'c' - 'i'. White's central thickness is being used very skillfully here.

B99 Black 101 instead would connect to the corner group. White cannot cut because of black's forcing move at 105.

W114. After this move the black stones in the lower middle are doomed. Perhaps you can find a way for these black stones to live. If you can don't bother sending a solution to Graeme Parmenter, 8 Michie St, Dunedin!

Black wins by resignation.

## PHEASE VS GRIERSON

This was the deciding game of Barry's first defence of the Go Kichi title.

White: Colin Grierson (3 dan) Black: Barry Phease (4 dan) Go Kichi 10th Challenge, Game 4

Time: 2 hours Byo-yomi: 60 seconds

Komi: 6 pts

Commentary Barry Phease

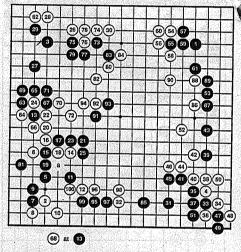


Figure 1 (1–100)

Figure 1
B11 is better at 'a', which is joseki.

B13 is an overplay, This should be at 16. A of space jump by white to 18 would be difficult for me.

W14 at 18 would be simpler, this looks like an overplay.

B15-25 These moves all seem reasonable but black gets perfect thickness in the centre. Maybe white needs to be more aggressive here.

W26-30 These moves hurt the white group on the side. A splitting move next to 30 would be an excellent alternative for white.

W34 White should hane on the other side. This makes things too easy for black.

B35-51 This is an easy life for black but white's thickness is quite good.

W52 A pincer would put the black stones under a lot of pressure.

B53 too low.

W54-B61 Black gets a lot of secure territory but white's thickness is building up.

W62, B63 are miai, Black doesn't just answer white's move.

W66-72 White is too generous, his group can still be attacked. White should play 66 as in diagram 1. If black responds at 'a' white can cut at 'b'.

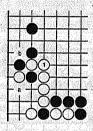


Diagram 1

B79 Ridiculous! Black should connect the stone in the centre. The cut at 79 is not a worry for black.

W80 Good! It surrounds territory and connects the side group.

B81 Small! No point in attacking these stones now.

95 Too early! This would be a very big move but black should first play to connect his stone in the centre (B93).

Figure 2 W118 Keeps black i

W118 Keeps black in the game. If white first plays at 1-7 in diagram 2 he can cut off the centre stones in sente first.

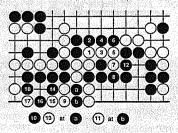


Diagram 2

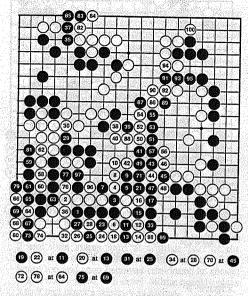


Figure 2 (101-200)

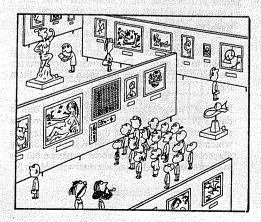
W124 I had read this sequence out this far when I played 95 but I hadn't seen the ko.

B137 This is not enough compensation for the ko. White is 15 points behind in territory which he should be able to pick up in the centre.

B141 The centre is very difficult. This is about as far as black has to go. Can this stone be cut off?

W148 White can get a ko by playing at 149. This is probably too hard for him to win.

W166-168 Sets up a ko which gains him a number of points in sente thanks to having ko threats.



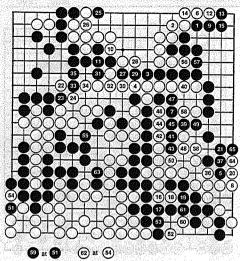


Figure 3 (201-300)

Figure 3
B205 Horrible! If black plays at 206 he keeps a small lead

W232 Careless! B233 captures a stone and regains the lead. W232 should be at 233.

B243 Terrible. This should be at 244. Black has a shortage of liberties.

B247 If white answers at 249 all these stones are captured. This should be at 249.

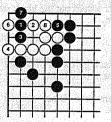
B252. White can make a 2 step ko here to kill the black group. With his ko threats in the top left, this should be decisive. This is a result of B243.

Black wins by 3 points.

# PROBLEMS FROM MY GAMES Barry Phease

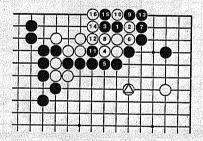
My opponents seem to have got the idea that I am unable to kill groups. The following problems are from positions in games that seem to prove them right.

Problem 1 comes from my game against Colin in the 1989 congress. I was black and played the sequence to 8 shown in the problem diagram which leaves white 100% alive in seki. Strong players may criticise this whole sequence but the main problem is to find an alternative to black 5.



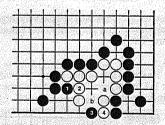
Problem 1

Problem 2 comes from the same game. White has played the marked stone instead of looking after his group. The sequence from 1 to 16 is quite clever but leaves white alive again. At what point can black play differently to guarantee white dies?



Problem 2

Problem 3 comes from a friendly game with Graeme. I was black and played the sequence shown to try to kill the white group. After this 'a' and 'b' are miai for white and he is alive. What is the correct sequence to kill white here?



Problem 3

Problems like these demonstrate the necessity for studying life and death until the correct moves can be found to problems in actual games. I promise my opponents that in future such groups will be killed without mercy.

## JACK THE RIPOFF Confessions of a dishonest go player

If you are new to the game of go, you are also likely to be frustrated by how often stronger players rip you off. This is the first in a series of articles designed to help you recognise ripoffs in the making and to help you avoid them. These articles are not prepared for weaker players out of the goodness of my heart. I'm one of those stronger players who has done his share of ripping off, but these days, I'm more often a witness of ripoffs in other peoples games and I can't stand it any more! Watching, helpless, as 5 kyu spiders trap 20 kyu flies is more than I can bear. The information contained in these articles is not just for the benefit of weaker players though. By falling for the same ripoffs game after game, weaker players encourage stronger players to develop a very dishonest style of go. Weaker players can do a lot to stamp this out by kicking stronger players where it hurts most right in the ripoff! Of course stronger players won't thank me for exposing all of their malicious secrets. In fact they will be more than a little irate when they find that all their old tricks are useless. To avoid their recriminations, I have been forced to write this column under a pseudonym. (No, I'm not a member of the Royal family!).

I remember well the second game of go I played. After my first game, I bought 'Go for Beginners' and spent the first week of my go life reading it from cover to cover. I knew about territory and eves and ladders and snapbacks, and so much else I already felt like an accomplished player by the time I turned up at the local club for my second game. I couldn't believe it when I was told I should take nine stones, and was not surprised by the huge territories I surrounded rly in the game. Then things began to go From the margins of the board my wrong. opponent pushed, cut, poked, slid, and jumped his way into my huge territories while I seemed powerless to stop him. Territory after territory was eaten away by nimble white stones which danced along the first and second lines underneath a canopy of black stones. 'Go for Beginners' had nothing about ripoffs! These are the ways stronger players perform their despicable acts:

### The Push

Stronger players know that whenever they play a move like 1 in diagram 1, beginners will play 2 to stop them pushing any further into their territory. Black's move leaves a weakness which I've seen repeated more than any other in the games of beginners. God, it's painful just to describe it! The moves of 3 and 5 are probably the main source of profit for ripoff merchants and black's

potential territory on the side evaporates. Please black, descend at 1 as soon as you can in a game, but if white does play 1 before you, pull back at 3.

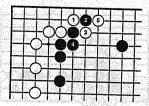


Diagram 1

## The Cut

The cut is a component of the previous ripoff as well, but it occurs in it's pure form in a very common ripoff. White plays 1 and 3 in diagram 2 and then stares hard at another part of the board. Of course black looks at that part of the board too and soon becomes convinced he should play a move there. Oh dear! White quickly plays 5 to 9 and black's territory is history.

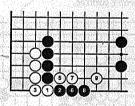


Diagram 2

### The Poke

Stronger players know that weaker player love to catch stones, so they offer them stones to catch. At a price! In diagram 3, white puts a stone at 3 knowing that black can't resist the chance to play atari at 4. But white is not interested in saving this stone. He breaks into the black territory up to 9 and now white has the territory, not black. Beware of stronger players bearing gifts! When white cuts at 3 pull back at 7 and keep your territory.

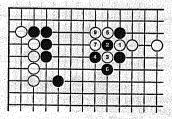


Diagram 3

### The Slide

This is a legitimate move, but ripoff merchants like this move enormously because it throws beginners into complete confusion. The monkey jump of 1 in diagram 4 is a special favourite.

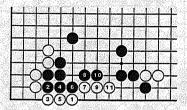


Diagram 4

More often than not black will respond with some heart rending sequence like 2 to 10 and it's another case of the incredible shrinking territory. Don't panic! Play 1 and 3 in diagram 5. White must play 4, and you can play 5, then the important move of 7. (If you don't know why 7 is important see 'The Cut'). White can't cut at 7 instead of playing 4 (although he might try if he thinks you're easy meat), because you can cut his stones off by playing atari at 6 and the white stones won't survive.

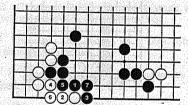


Diagram 5

The Jump

Many beginners don't appreciate what a threat to their territory a move like 1 in diagram 6 is and they play elsewhere. But after white plays 3, he's difficult to stop and you often get a comical leapfrogging into black's territory; 3 jump, 7 jump, 11 jump! Why can't you just respond to 1 by playing at 4 and save yourself a lot of territory and save me all that agony?

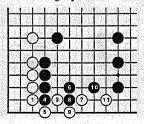
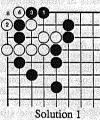


Diagram 6

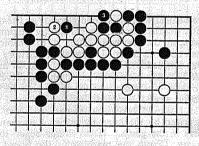
In this article I've looked at common ways you can be ripped off when your opponent does unspeakable things around the margins of your territory. In the next article I'll examine how you can be ripped off when your opponent plays right inside your territory; using a technique only marginally less shameful than 'plonking'.

## SOLUTIONS TO PROBLEMS

Solution 1. After B1 to W4 black can capture the ko at 'a'. This is a very difficult ko for white to finish off so this would be a success for black.

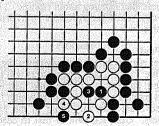


Solution 2. If black plays 15 at 1 here, white must answer at 2 to stop black playing there but then black captures at 3 and white can only make one eye.



Solution 2

Solution 3. Black 3 in the problem diagram should be played at 1 here. White's strongest resistance is to play at 2 but black kills him with the sequence to 5.



Solution 3



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ne sea Sange All action	12.30pm - 3.	.00pm	Round 2
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## KAMI KAZE'S KORNER by KTKami Kaze

Komi is compensation for white having the first move. The Japanese justify their 5 points komi by saying it is half the value of the first move. How many points is it really worth?

Why half the first move value?

The value to black of having the first move can only be estimated by probabilistic means. This assumes that different games have different numbers of moves of each particular size. The first move has a size, which should be the same for each game, which has the value n.

Assume the size of the first move available decreases monotonically from n to 0. (That means that the first move is worth n points and the size of a move is never greater than the move before it). The game ends when only moves worth 0 points are left. For each size of move there are either an even or odd number of moves of that size. If each size has an odd or even occurence with equal probability the komi should be n/2. (Note that with Chinese counting the size n is 1 greater than with Japanese so the komi should be 1/2 point greater.)

This 50% probability may not be correct for the first few moves. For example with the current habit of playing first in 4 empty corners there are an even number of these and the size of the komi should be half the size of the 5th move. This analysis could be extended if we could say exactly how many moves there are with size n-1. With perfect play the numbers of moves having a particular size is fixed and the correct komi could be anywhere between 0 and n.

Note that if the best first move were at tengen and then there are an even number of moves of each are after that then komi should be n (ie the value of the first move). However if black plays at tengen and then mimics white's subsequent moves he should win by 1 point on the board. This is because white's move after black has played on the centre point are actually bigger than the same moves for black. They have the effect of nullifying black's thickness.

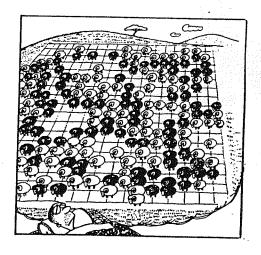
How big is the first move?

The size is not the same as the size counted for yose moves. In estimating yose we look at the difference between our move and our opponents so the size calculated is actually twice the actual size. The same is true of capturing stones where the actual size is just the number of captured stones plus 1.

I can think of 2 ways for estimating the size of the first moves:

- (i) Pro-pro handicap games indicate that 9 stones (ie 8 1/2 head start) corresponds to 140 points Japanese (148 1/2 in NZ). This is about 17 1/2 points per move. But all 9 of these stones probably don't have the same value so the first move is probably 18 points or greater. The points chosen for Japanese handicap stones may not be the biggest points (although I think they are a pretty good guess).
- (ii) About 21 stones are enough head start to deny the opponent even a living group which means that they take 361 points. This is just over 17 points per stone. The last stone stops the opponent making a live group so it alone must be worth at least 12 points. Some people think that the number of stones necessary is as low as 16 which would indicate a size of 22 points per move.

It seems that the correct komi calculated as half the size of the first move is at least 9 points and probably 10. the only way to check this is to get the top professionals to play on larger komis and see what the percentage wins for black are. The results of Ing's tournament, played with 8 points komi seemed not to favour black. A further analysis of pro-pro handicap games could indicate the true value of the different moves. Of particular interest would be the value of the centre point which should be the largest of all.



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