

Kiwi Go

October 1992

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COVER

Kyle Jones. 1992 New Zealand Go Champion.

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SUBSCRIPTIONS

\$12, overseas NZ\$18.
Cheques payable to Dunedin Go Club.

EDITORIAL

Does Kiwi Go have a future?

In last issue we examined the prognosis for the NZGS in the light of waning enthusiasm for organisation. That malaise was discussed further at this year's AGM reported in this issue. Now we have to consider the future of this magazine.

The editorial group in Dunedin has dwindled (in numbers and enthusiasm) to the point where it is no longer feasible to write all the articles and produce the magazine here.

1. Is there anybody who wants to take over editing a magazine/newsletter for New Zealand Go?

2. Is there anybody else willing to write articles (anything considered) provide photos, game records, comment on game records etc?

Kiwi Go will not survive without wider input.

With this issue the cupboard is bare. There will not be another issue until we get enough material. If there is not enough material to put together another issue before the next congress then Kiwi Go will disappear.

We would like to print games from all New Zealand clubs and tournaments. Kyu players get someone to record your games and get a dan player to add some comments. We can arrange for someone to comment on it if you don't have any dan players handy. Has anybody got any photos we could publish. Don't let your go events go unrecorded.

Why do we need Kiwi Go?

Kiwi Go has two purposes. One is to inform New Zealand Go players about the activities of the Go world in general (and particularly in relation to New Zealand). The other purpose is to be a record of New Zealand Go.

When Kiwi Go first appeared (as distinct from its predecessors) the editors made a decision to concentrate on the second purpose. We have only included New Zealand games and tournament results including New Zealanders.

Is this what readers want? Would readers like to see articles from foreign journals, or professional games republished here? How about more letters commenting on the content. Kiwi Go has to be your journal. Help make sure that it survives and continues to keep us informed.

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CLUB REPORTS

Wellington

In October we were treated to a surprise visit by Yoshida sensei with his girlfriend. He visited Auckland and Wellington, and was able to attend the Wellington Go Club on the Friday of Labour weekend.

WGC will be arranging a go fest with the Palmerston North club in March 93, to coincide with the start of the University year at Massey.

Dunedin.

Lately Dunedin go players have been meeting every two weeks at Graeme's house. Attendances have been about 6 people each time. We have two Chinese players who are about shodan and a new Korean player.

After this month the venue will change to Barry and Yucong's house in Opoho.

NEWS

Erratum.

It has taken us a long time to correct it but here goes. We reported previously the result of the playoff match for the 1991 reserve championship incorrectly. The playoff (and the trophy) was won by Jeff Talbot of Auckland. Congratulations Jeff and apologies for the mistake.

Go Festival Update

Unfortunately, Countrywide Bank has cancelled its sponsorship and we have no information yet on Hillary Commission funding. A date for the fest has been tentatively arranged: a week during

the period 26th April - 5 May 1993. Contact the organizers if you intend to take part but find this time unsuitable.

World Women's Amateur Championships

New Zealand was unrepresented this year. Yucong was unavailable and we could not find anybody to take her place. Accordingly the Nihon Ki-in was informed and they allocated new Zealand's place to another country. Will we be invited in the future?

It was a young crowd of mostly newcomers that competed for the fourth World Women's Amateur Go Championship in Yokohama. Yao (China), Yoon (Korea, age 15), and Chang (Chinese Taipei, age 12) ended in a three-way tie at 6-1, and Yao and Yoon were also tied at 34 SOS points apiece (Chang had 30). The title went to Yao because she had beaten Yoon. Incidentally, Chang was not the youngest player in the tournament; that distinction went to seven-year-old Choe Una from DPR Korea, who finished a strong eighth.

1 Yao Xiaomin (China)	6-1
2 Yoon Young-sun (Korea)	6-1
3 Chang Kaisim (Taipei)	6-1
4 Yamashita Chifumi (Japan)	5-2
5 Rika Kyriakakis (Australia)	5-2
6 Yong Wei Wu Peng (USA)	4-3
7 Veronika Varga (Hungary)	4-3
8 Choe Una (DPR Korea)	4-3

1992 Wellington Open

Wellington Open Go Tournament was held on weekend of 7th and 8th November. Some complaints were received about inadequate notice being given to other clubs. Apparently the organizers believed that 1 month was the agreed-upon time and that they were only a few days short of this. The availability of the Japanese Cultural Centre was the main reason why the event was held earlier than its "normal" date at the end of November. In spite of this 3 Aucklanders managed to attend.

The tournament was won by Kyle Jones (continuing his good form from the Congress). Second place getter was Ray Tomes with a welcome return to top-level competition. Third place went to Eric Jones.

The reserve section was won by Michael Norrish (who managed an upset win over Russell). The beginner's section winner was Kim Rutherford.

There were 16 players in all. We hope to bring you more detail in the next issue.

1991/92 WAGC points

Well 20.83
 Auckland 11.66
 Christchurch 0.5
 Dunedin 26.0

WAGC points for 1991/92 year.

name	Wellington	Christchurch	Auckland	Dunedin	Congress	Total / year
Kyle Jones	4.00				10.00	14.00
Barry Phease			1.00	3.00	5.00	9.00
Graeme Parmenter				4.00	5.00	9.00
Yucong Phease				2.00	5.00	7.00
Hong Sung			4.00			4.00
Colin Grierson	2.00		1.00		0.34	3.34
Du Xin Seng			3.00			3.00
Eric Jones	2.00				0.34	2.34
Peter Rochford	2.00					2.00
Russell Buchanan					2.00	2.00
Shuji Takashima			1.00			1.00
Alan Guerin				0.50		0.50
Han Sen Yoon				0.50		0.50
Rob Talbot					0.34	0.34

Total WAGC points Accumulated to date

	name	Start	1991-92	year's total	depreciated
Top point winner for the year was Kyle, helped by becoming New Zealand Champion. Barry, Graeme and Yucong also did well.	Yucong Phease	16.22	7.00	23.22	17.42
	Kyle Jones	4.80	14.00	18.80	14.10
	Colin Grierson	5.74	3.34	9.08	6.81
	Graeme Parmenter	-0.36	9.00	8.64	6.48
	Stanley Wang	6.75		6.75	5.06
	Ray Tomes	6.42		6.42	4.82
	Hong Sung		4.00	4.00	3.00
	Alan Guerin	3.45	0.50	3.95	2.96
	Shuji Takashima	2.24	1.00	3.24	2.43
	Du Xin Seng		3.00	3.00	2.25
Highest placed for the year was Yucong who will be our representative at next year's WAGC. Kyle has a healthy head start in the competition to go in 1994.	Russell Buchanan	0.99	2.00	2.99	2.24
	Rob Talbot	2.45	0.34	2.79	2.09
	Dave Johnstone	2.35		2.35	1.77
	Peter Rochford		2.00	2.00	1.50
	Bill Taylor	1.50		1.50	1.13
	Paul Yates	0.75		0.75	0.56
	Chris Burrows	0.75		0.75	0.56
	Han Sen Yoon		0.50	0.50	0.38

Book Announcement

Ishi Press have recently published "The Go Player's Almanac". It contains all the information which is not in the books to help you get stronger. It starts with an introduction to go and material on the philosophy and history of the game. It lists professional players from Japan, China and Korea and their tournament results (perhaps yearbooks will be available to keep it up to date). There are articles about go terms, go equipment, computer go etc. There is also a

collection of the rules used in different countries (including New Zealand).


This is an excellent reference book for settling arguments. See Colin for pricing and ordering details.

Professional games by computer

The first game of the 1992 Meijin match, between holder Kobayashi Koichi and Challenger Otake Hideo, was held in Amsterdam in September. The people from the new European Go and

Culture Centre in Amsterdam decide to share this game with the rest of the world by broadcasting the moves on the Internet Go server (see later article for description).


The game had a time allowance of 10 hours for each player plus byo-yomi so was going to be a two day game. It meant that the moves came at the speed of paint drying (One follower's comment "but such beautiful paint"). It was also played in European time, which meant the games started at 7:30 pm our time and went all night. This meant that New Zealanders could follow only a small part of the game.



The moves were keyed in by people watching the game by video in the Go centre (The game was played in a hotel in another part of the city). They got the same coverage which was sent back to Japan, consequently they were often treated to pictures of the city. Also they sometimes saw discussions by match referee, Ishida Yoshio or another of the professionals in Amsterdam for the game. (Ishida and Nagahara had previously played games on the IGS themselves). Thanks to Jansteen and AshaiRey for following the match for so many people's amusement.

As the moves happened slowly there was plenty of time for the IGS observers to exchange comments on the game, the weather on the time wherever they were, information about the participants or anything else to pass the time.

There were a few interruptions as the communications between Amsterdam and California (where the IGS lives) broke down, but on the whole, the exercise was a success in bringing professional go to the masses.



This was not the first time a professional game has been watched by many in this way, however. In 1991, two Korean professionals Lee Chang Ho 5-dan and Yoo Chang Hyoek 5-dan played a game from their respective homes. They played by computer and their audience was estimated at 130,000 people. Yoo won with black by 1.5 points. Lee claimed that although he lost the game he didn't feel like he was losing as there was no opponent sitting opposite.

Inflation on IGS

When the Internet Go server first began most people using it were not sure of their ranks. People who had official ranks used those but most users seem to be Chinese students at American universities, who don't seem to go to go clubs.

Most people claimed ranks that were fairly conservative to start with and the average seemed to be about the level of American Go Association rankings (the top New Zealand players would be 5 dan on the AGA scale). Gradually ranks seem to have crept up until the administrators put a ceiling on self-claimed ranks of 6 dan. Most 6-dans on IGS now seem to be about AGA 5-dan.

NEWS FROM JAPAN

Courtesy of James Davies

Fujitsu Cup

August 1: The final game of the Fujitsu Cup matched Otake Hideo, who had dominated the opposition in his first four games, against O Rissei, who had consistently been playing catch-up. True to form, Otake took an early lead and O caught up, but the timing was wrong: O overtook Otake before the 50th move, and although he held onto the lead for the next 90 moves, eventually he overplayed and Otake won by half a point. Otake now has his first world championship. Liu Xiaoguang beat Ma Xiaochun to finish third.

Meijin Tournament

August 5: Otake scored another triumph by winning his last game in the Meijin League, winning the league by a two-game margin, Cho finishing second and Yoda third. Rin Kaiho won his final game against Iwata Tatsuaki to keep his place in the league for the 30th consecutive year.

The title match started September 9-10 in Amsterdam, and go players on Internet were able to follow (and kibitz) the action live as Kobayashi Koichi beat Otake Hideo by resignation. This game did not show Otake at his best: he played for power, but held the power in reserve too long and let Kobayashi defend one weak group after another. In game two, however, it was Otake all the way, playing for territory, brilliantly sacrificing a center group, and staving off Kobayashi's endgame tactics to win by half a point. (The way to brilliantly sacrifice a group is to make it look as if the sacrifice is unintentional, so the opponent thinks he's getting the lead when he isn't.) Then in game three, played September 30 and October 1, it was Kobayashi's turn to dominate, which he did from about the 75th move on, winning by 1 1/2 points.

Kobayashi Koichi and Otake Hideo continued to trade victories: Otake evened the series by taking the fourth game, but then Kobayashi won the fifth game to pull ahead 3-2. So far every game has gone to black. If the pattern continues Otake

should take game six, but the outcome of the seventh game is unpredictable because the players will choose colors again by nigiri.

1992 Ing Cup World Championship

While Otake was winning the Fujitsu cup, Takemiya Masaki was playing Korean Suh Bongsoo in Seoul in the remaining quarter-final game of the Ing Cup. By using all three of his overtime periods (purchased at a cost of six points under the Ing Time-Purchasing System) Takemiya managed to overcome a bad start and snatch the lead. Unfortunately he then blundered the game away, so Suh advances into the semi-finals where he will encounter Cho Chikun. (In the other semi-final Otake will play Rui Nai Wei.)

Asian TV Go Championship

Takemiya took revenge for his Ing cup defeat on Korea's top player Cho Hunhyun. The game was the final of the Asian TV Go Championship. Takemiya has a complete monopoly on this championship: it has been held four times and he has won it every time.

Gosei Match

The fourth game of the Gosei match was played on August 26 at the Kanazawa Grand Hotel, site of the 1991 World Amateur Go Championship. Kobayashi Koichi beat Kobayashi Satoru by resignation to take the series 3-1. Having won five years in a row, Kobayashi Koichi will continue to be listed as Honorary Gosei even after he loses the title, not that there are any signs of that happening soon.

Fujisawa Hosai dies

The first player to gain promotion to 9-dan under the modern Oteai system, Fujisawa Hosai, died on August 2 at the age of 73. He was famed for playing imitative go, which led to unusual large-scale openings. During his career he won the Oza and Judan titles, the Nihon Kiin Championship (twice), and three lightning-go championships, and was the only player who ever managed to win a best-of-ten match from Go Seigen.

Shinjin-O (new players) tournament

This year the Shinjin-O tournament attracted more than the usual amount of attention because one of the two finalists was Michael Redmond, 7-dan. This was Redmond's first appearance in a newspaper-sponsored title match (the Shinjin-O is sponsored by Akahata - "Red Flag" - the newspaper of Japan's Communist Party). He faced a formidable opponent in Komatsu Hideki,

8-dan, who had already won this title once in 1988, and played in both the Meijin and Honinbo leagues in 1992. The result: Komatsu 2, Redmond 0; Komatsu is Shinjin-O for a second time.

Women's Kakusei

Aoki Kikuyo, who won the Women's Kakusei title in 1991, did it again in 1992 by beating Yoshida Mika, a young 5-dan player from the Kansai Kiin. The final game was close: Aoki fell behind in the middle game, gained ground in the endgame, stubbornly fought and won a final one-point ko, and took the title by half a point.

1993 Japanese WAGC Entrant

Japan's entrant in the next World Amateur Championship will be Hirata Hironori. Hirata was the oldest player in the two-day, six-round qualifying play-off, but he had enough energy left to defeat Kikuchi and Tanaka (last year's amateur Honinbo) in the last two rounds. Hirata has played in three previous World Amateur Championships (1982, 1984, and 1989), finishing third each time.

Oza Title Match

In between Meijin games Kobayashi Koichi has started playing in another title match, the Oza, in which he is challenging Fujisawa Shuko. This one is not going as well for him: Despite a 27-year age handicap, Fujisawa has triumphed in two of the first three games. Still, win or lose, Kobayashi is having a remarkable year. He has played in six of the seven title challenge matches: Kisei, Judan, Honinbo, Gosei, Meijin, and Oza.

Tengen Title match

Kobayashi reached the final game of the Tengen preliminaries, but lost that game to Yamashiro Hiroshi, who thereby got revenge for his defeat in the Kisei match earlier this year. Yamashiro will start playing Rin Kaiho for the Tengen title on November 9.

Chinese Mingren (=Meijin)

Ma Xiaochun has defended his Mingren title against challenger Zhang Wendong.

Chinese Top Ten

Ma has also triumphed in the Chinese Top Ten.

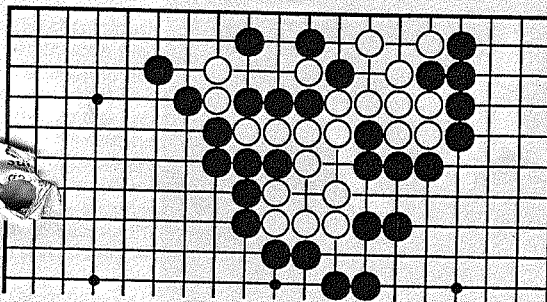
Chinese National Championships

These were won by Shao Weigang 5-dan.

PROBLEMS FROM NEW ZEALAND GAMES

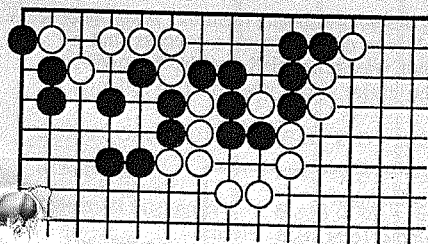
Barry Pease

In this issue I would like to look at some past Go Kichi games



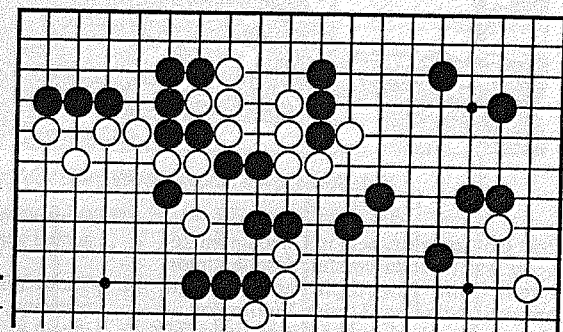
problem 1

Problem 1: I was white against challenger Colin Grierson. My group is surrounded and it looks hopeless. Is there anything I can do?



problem 2

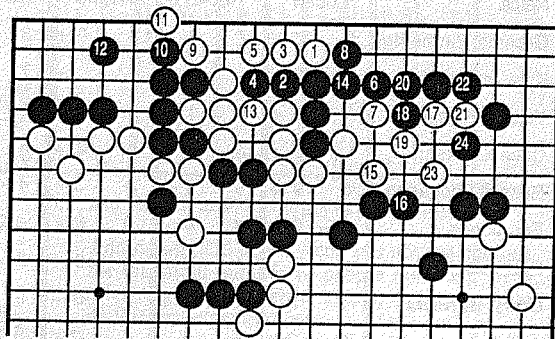
Problem 2: I was white against Graeme Parmenter. The top side is split into 2 weak groups but mine is weaker. I tried to attack the black group and instead my group died. How should I have played?



problem 3

Problem 3: In this game Graeme was black against challenger Ray Tones. White has done well on the rest of the board so only needs to get a living group at the top to win the game.

Problem 3a: The sequence actually played resulted in all the white stones dying.



problem 3a

THE 1992 NEW ZEALAND GO CONGRESS

Eric Jones



Kyle Jones, even below his best, was too good for the rest.

The 1992 Go Congress, held in Dunedin on 26-30 August was most successful, despite almost continuous rain 15 people attended the tournaments, including 3 from Wellington, 1 from Palmerston North and 4 from Auckland. Mike Taler, however, was unfortunately unable

to attend other than for the for the first part of the annual general food fight (AGFF).

The AGFF deserves a special mention. A spirited occasion, it was deemed such a success that a repeat event was scheduled for the following night. The entire ritual was most excellently

1992 Go Congress Lightning Tournament										
No. Name	Round 1		Round 2		Round 3		Round 4		Total	SCS Place
1 Graeme Parmenter	8	2 +	7	2 +	11	10 +	3	0 +	4	8 1
2 Kyle Jones	9	2 -	-	+	-	+	7	2 +	3	4 4
3 Yucong Phaease	11	10 +	4	1 +	5	3 +	1	0 -	3	11 2
4 Colin Grierson	-	+	3	- 1 -	9	2 +	5	2 -	2	8 9
5 Russell Buchanan	6	0 +	9	0 +	3	- 3 -	4	- 2 +	3	10 3
6 Eric Jones	5	0 -	11	8 -	10	5 -	-	+	1	6 10=
7 Rob Talbot	10	5 +	1	- 2 -	8	0 +	2	- 2 -	2	9 6=
8 Chris Burrows	1	- 2 -	10	5 +	7	0 -	9	1 -	1	9 6=
9 Jeff Talbot	2	- 2 +	5	0 -	4	- 2 -	8	- 1 +	2	9 6=
10 Mike Van Doorn	7	- 5 -	8	- 5 -	6	- 5 +	11	3 -	1	6 10=
11 Steve Delowe	3	- 10 -	6	- 8 +	1	- 10 -	10	- 3 +	2	12 5

documented by Paul Yates, although it must be said that the written record fails in certain respects to capture the true flavour of the occasion. (To set the record straight, the principal flavours were raw egg with a hint of cayenne pepper.) A repeat event is promised for next year.

The championship tournament, a far more sedate affair, took place at the Dunedin public library. Throughout the tournament, Kyle Jones was often heard to mutter "I'm not playing well," a strategy that seemed to unsettle his opponents. In fact, his opponents were apparently unsettled to such a considerable degree that Kyle won all his games and thus the trophy. Other games of note include an upset victory by Russell Buchanan over Yucong Phese, for which he was awarded a special mug with writing on it.

The remainder of the congress took place at John McGlashan College and consisted of a lightning tournament and a handicap tournament. The lightning tournament was a welcome innovation and lots of fun. I hope that we see this tournament continuing at future congresses.

first round was paired by matching 1-7, 2-8 until 6-12. (This is the top half against the bottom, but with twelve people it is especially appropriate as we expect the top player to play the nearest 6 opponents (and beat them).

In the second round the same procedure was followed within score groups. Pairings 1-4, 2-5, 3-6, and 7-10, 8-11, 9-12. The upsets in this round helped things, as they caused the SOS (sum of Opponents Scores) to get mixed up. There were now 3 people on 2 wins and so someone had to be chosen to play down. Following kami kaze's suggestion I looked for the player with the highest SOS to play down. Of the three, only Kyle's first round opponent had lost in the second round so Yucong and I tossed for who got the "easy" game. In the same fashion Colin was chosen to play down from the second group.

The reverse procedure was used in deciding who played up. Jeff's opponents had only won one game between them and so he got to play Yucong. Similarly it was a toss-up between Mike

No. Name	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Total	SOS	Place
1 Graeme Parmenter	7 W+	4 B-	9 B+	6 W+	2 B-	5 W+	4	22.5	2
2 Kyle Jones	8 B+	5 W+	3 W+	4 B+	1 W+	6 B+	6	19.5	1
3 Barry Phese	9 B+	6 W+	2 B-	5 B+	4 W-	10 W+	4	21	4
4 Yucong Phese	10 B+	1 W+	11 W+	2 W-	3 B+	7 B-	4	21.5	3
5 Colin Grierson	11 W+	2 B-	12 B+	3 W-	10 W+	1 B-	3	18	7
6 Rob Talbot	12 W+	3 B-	10 B+	1 B-	9 W+	2 W-	3	19	6
Russell Buchanan	1 B-	10 W-	8 W-	12 B+	11 W+	4 W+	3.5	13.5	5
8 Paul Yates	2 W-	11 B-	7 B-	10 W-	12 W+	9 B-	1.5	16.5	11
9 Eric Jones	3 W-	12 B+	1 W-	11 B+	6 B-	8 W+	3	14.5	8
10 Chris Burrows	4 W-	7 B+	6 W-	8 B+	5 B-	3 B-	2	19	9
11 Jeff Talbot	5 B-	8 W+	4 B-	9 W-	7 B-	12 W+	2	15	10
12 Mike Van Doorn	6 B-	9 W-	5 W-	7 W-	8 B-	11 B-	0	16	12

The draw for the 1992 NZ Go Championships

Barry Phese

I decided to try out some of Kami Kaze's ideas in drawing this tournament. Firstly I ordered people according to (approximate) ability with last year's champion, Graeme Parmenter, at the top. The

and Russell to see who got to play Colin.

Adding up SOS as we went was not too onerous for the small number of people involved. It is relatively simple to write a computer program to do this for larger numbers.

Subsequent rounds were paired in the same way. From the nice ordering of the final SOS numbers

1992 Go Congress Handicap Tournament													
No. Name	Round 1		Round 2		Round 3		Round 4		Round 5		Total	SCS	Place
1 Graeme Parmenter	14	10 +	9	3 +	8	3 +	3	0 -	6	3 +	4	14	2
2 Kyle Jones	11	9 -	10	7 -	13	26 +	7	- 3 +	8	3 +	3	10	5 =
3 Barry Phease	5	3 +	11	8 +	7	3 +	1	0 +	9	4 -	4	14	1
4 Colin Grierson	6	2 +	7	2 -	10	5 -	11	7 -	13	26 -	1	11	12
5 Russell Buchanan	3	- 3 -	12	10 +	6	0 -	Withdrew						13
6 Eric Jones	4	- 2 -	14	7 +	5	0 +	10	3 +	1	- 3 -	3	12	4
7 Rob Talbot	12	9 +	4	- 2 +	3	- 3 -	2	- 3 -	10	4 -	2	14	9
8 Chris Burrows	10	3 +	13	23 +	1	- 3 -	9	0 -	2	- 3 -	2	15	8
9 Jeff Talbot	13	19 +	1	- 3 -	11	6 +	8	0 +	3	- 4 +	4	13	3
10 Bee-Gom Kim	8	- 3 -	2	- 7 +	4	- 5 +	6	- 3 -	7	- 4 +	3	10	5 =
11 Mike Van Doorn	2	- 9 +	3	- 8 -	9	- 6 -	4	- 7 +	12	5 -	2	13	10
12 Steve Delowe	7	- 9 -	5	- 10 -	14	- 3 +	13	14 +	11	- 5 +	3	8	7
13 John Clover	9	- 19 -	8	- 23 -	2	- 26 -	12	- 14 -	4	- 26 +	1	13	11
14 Nick Lawson	1	- 10 -	6	- 7 -	12	3 -	Withdrew						14

you can see how well the tournament functioned. The only standout figure is that of Chris, who got a harder than deserved opponent in the last round. I would have liked to have avoided this but was constrained too much by the other Swiss rules.

1992 NEW ZEALAND GO SOCIETY AGM

NZGS President's Report August 1992

Mike Taler (slightly abridged)

"In Go We Trust"

This year has not been as busy as some previous years for N.Z.G.S., although it has not passed without attendant stress.

An Australia-N.Z. tournament was held where N.Z. was dealt a severe blow, but I guess our excuse was that, as the tournament was called at such short notice, we were not able to assemble as strong a team as we could have. However, some good came of it as David Evans, the President of the A.G.A. came to our Go Fest and we discussed future Aus.-N.Z. tournaments. It would be nice to revive these tournaments, possibly biennially. David Evans and I agreed that the A.G.A. & N.Z.G.S. would aim to have a tournament in N.Z. between the dates of our respective tournaments in 1994.

Again we were visited by our friends from the Kansai Ki-in and although we lacked sponsorship and time, nevertheless the Go Fest was a success. The coming Go Fest in 1993 promises to be superb, as all augurs well for it, both in time and sponsorship.

For the committee this has been a difficult year. As you are aware I am not the president you had elected. He resigned in December because he strongly disagreed with some committee decisions particularly the Aus.-N.Z. tournament. The committee quickly came to terms with this. When I was asked to become president I considered whether I was capable and whether I could commit enough of myself to the N.Z.G.S. I accepted because I felt committed to the aims of the society and thought I had adequate time and energy to carry out the duties. How wrong I was on the second point as I had omitted to include politics.

My first priority was to ensure the success of the imminent Go Fest. Thanks to a hard-working committee it went smoothly. I must thank Steve Delowe, Horst Kiechle and Jeff Talbot for their unstinting effort and invaluable advice and support. I would always be happy to work with them.

Still on the topic of the committee; one post that I shy away from is that of secretary. In small groups it is a thankless job that requires talents which I do not have. When Dave Milne resigned and nobody could be found to take the position, as senior officer I became responsible for the tasks to be carried out. Well, I must apologize for not doing a good job of it.

Let's recap, the president resigns within 4 months, the secretary soon thereafter, and the rest of the committee isn't interested in continuing past the end of the year, where normally the term would be up to three years.

Why? What brought this to pass?

In raising this issue, my intention is to make us reflect on some of the weaknesses in our society so that we might overcome them and improve. I believe that pointing out weaknesses is dangerous as it is often seen as criticism. I hope it is taken as it was intended, in the spirit of constructive criticism.

I would like to dwell a short while on the meaning of "society". A definition in the Concise Oxford Dictionary is: "Association of persons united by a common aim or interest or principle."

What are our common aims?

-To publicise and promote Go within N.Z. by all means possible.

-To co-ordinate Go activities in N.Z. and represent this nation in international Go affairs.

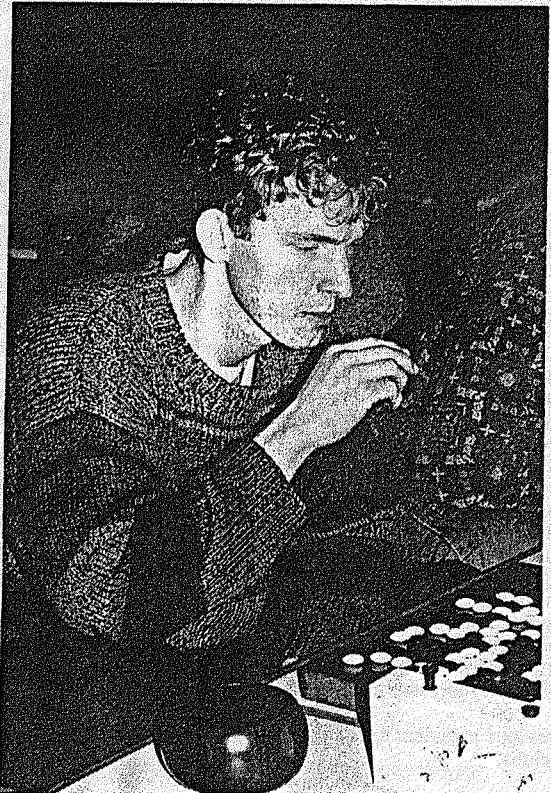
-To arrange a national tournament and confer national titles.

-To maintain master (Dan) grades consistent with international standards and award suitable diplomas.

So, looking at the records of our society you would presume that most of them would reflect our pursuit of these aims. Well, the truth of the matter is that during

my presidency fully a third of N.Z. correspondence and I dare say half of our committee meeting time was devoted to dealing with acrimony within the society. To the point where at a special meeting of the committee we decided to write a letter of resignation.

What I am referring to is a malaise that has become obvious to me from the first days of my presidency. The first contact I had was one from Wellington. It was a 35 minute telephone call haranguing me and telling me how I should re-organize the Go Fest, how the Auckland Go Club was parochial by trying to exclude Wellington (as if that had anything to do with me). and how weak-kneed I was for not changing the plans two weeks prior to the event, and two weeks after taking office. Talk about initiation! Not a word of welcome to the post; I'd like to help, how can I do it? If Dale Carnegie gave a prize for "How to make friends and influence people" then this, in my opinion, would have been one of the least deserving cases. (Fortunately, there were others that approached me with considerably greater



Mike van Doorn: Wins kyū section in his first congress

tact.) The malaise I had earlier referred to was factionalism, liberally garnished with egotism.

I wanted to react strongly, but was advised by people whose opinions I value, that hard workers must be respected for their hard work. My own feelings place an additional constraint on that: hard work should support the whole, not just a particular patch at the expense of the whole, otherwise it is less than valueless.

Maybe, it is now time to consider the previous president's report. It is much more positive than mine. (Printed in Aug 1991 Kiwi Go)

What does it tell us? It tells us we are a small society short on energy. That we must conserve this energy; we must direct it wisely and profitably.

We do not have the strength to survive factionalism. When we elect a committee to work for us, we must be prepared to give it authority commensurate with its responsibilities in pursuing the aims of the society, and as long as it is pursuing these aims it deserves the full support of the membership.

There is another point which I do not want to leave unsaid, for I fear it may be overlooked. The committee must always bear in mind that its responsibilities are for N.Z. Go and that it must show neither favouritism nor prejudice towards any segment of the society.

As individuals in life some members of this society tend not to behave as they would on the go board: "give and take", "51% is enough", etc. No, too many of us behave as I currently play go - impulsively, - aggressively (re: Kiwi Go Oct 91/Jan 92 p.33 col 2). We will never be better than a 10kyu society until we change our approach. many of us are too quick on the criticism and too slow on the support. For example, we are unhappy because Kiwi Go is not being published regularly or that the committee is not responding to our "worldview", etc., etc., but I see no-one rushing in to help. don't forget that these tasks started being a "labour of love". If we taint them with criticism rather than decorate with support, it soon becomes a "labour of duty" which is but a short step from "bugger it".

The previous president spoke of the importance of the clubs.

So, what is happening in our clubs?

Our membership numbers peaked in 1991 but are now almost down to half those levels. Clearly something is wrong. Why has our membership peaked and plummeted? I speculate that our peak was partly as a result of the high profile we received in the press. But all our energy was expended lifting our membership to such heights and none was reserved for maintaining it at those levels. I also suspect that not much thought had been given to the follow-up. When our 1993 Go Fest draws new members in, the clubs must be prepared to follow up the good muster.

I think it is time we began concentrating elsewhere - on N.Z. - on our clubs - on our communities. That is where we will find our new sources of energy. That energy that we so desperately need to fulfill the society's aims.

We do have a glimmer of hope. There is a chance that a new club will be born in Rotorua. Let us nurture and support the procedure, and be wary not to induce its premature birth lest it aborts.

Soon after becoming president I spoke to many people whose support I needed and for which I am grateful. Influenced by these discussions and by some of the previous correspondence I had access to, I aspired to resolve some perennial issues on the N.Z.G.S. namely the granting of Dan grades, having a Society seal and logo that would be useful in presenting an attractive and consistent image, and more importantly, promoting go to our next generation! Well, they were a pipe dream (and without a pipe at that!)

I suppose all presidents would like to leave their post feeling something has been achieved during their term (that's why I chose a couple of those dreams). There is one last hope for me, if I were able to convince you to put in place a ranking promotion procedure at this meeting. Whatever we choose will be faulty, as I suppose most procedures around the world to be, but we must take the first step of a long journey. In the first instance, I would recommend a combination of the two proposals suggested in 1989 i.e. club rankings backed up by tournaments. Furthermore, until we have a procedure we cannot improve on it, nor strictly speaking can we promote. Our constitution gives us ample scope to alter it as soon as any serious problem arises.

Finally, I would like to thank all who gave me support and apologize to all whom I have disappointed. I have gained much from the experience. Thank you.

Minutes of NZGS AGM 1991 (30/8/91)

(These were unavailable for publication earlier)

Present: G. Parmenter (chair), P. Yates (sec), B. Phease (treas), S. Yeo, R. Tomes, D. Milne, R. Buchanan, C. Burrows, H-S Yoon, K. Jones, D. Johnstone, R. Talbot, J. Talbot, H. Kiechle, K. Danmura, M. Keehan, S. Delowe, P. Rochford.

Meeting commenced: 19:30

1. Election of Tellers (Jones, Phease) carried

2. Minutes distributed in Kiwi Go (R. Talbot, Johnstone) carried (1 abstention)

3. no discussion

4. a) president's report
b) treasurer's report tabled
c) bookshop manager's report (not presented)

5. Nominations:

president - R. Tomes (Jones, Milne)
secretary - D. Milne (R. Talbot, Jones)
treasurer - H. Kiechle (Tomes, Delowe)

elected unopposed.

6. Committee member nominations:

Michael Taler (Tomes, Milne)
Jeff Talbot (Parmenter, Milne)

elected unopposed.

7. Moved "That komi be increased to 7 points" (Phease, Parmenter)

Discussion:

- i) people prefer black which indicates that komi is not enough.
- ii) theoretical reasons exist for komi to be ca 8 or 9.
- iii) odd number allows more drawn games - an advantage in swiss tournaments.
- iv) Japanese 5.5 is only de-facto standard.
- v) More than 60% of NZ Tournament games are won by black.

Carried, 3 dissenting votes.

Moved by chair that the above rule change take effect from Monday, 2 Sept.

Carried, 1 dissenting vote.

8. NZGS Rule changes (as reported in Kiwi Go)

- i) Removal of definition of groups (Neither rigorous nor necessary)
- ii) Restated liberty rules (to recursive definition)
- iii) Restated capture rules
- iv) Restatement of end of game procedure
- v) Komi change (as above)
- vi) Changes to discussion to clarify some points

Discussion:

International scene: Japan, China & USA have all recently changed their rules. The rewording is to tidy up "holes" in the rules (some found by James Davies). IGF have a rules committee which can ratify different sets of rules for international tournament use, as long as they have been in use by a member country for some time.

Moved that the rule changes as outlined be accepted. (Phease, Burrows).

carried unanimously.

Moved that playing conditions in Notes to Rules be ratified for NZ tournaments. (Phease, R. Talbot)

carried, 1 dissenting vote.

Moved that the two preceding motions take effect on Mon 2 Sept 1991. (Chair)

carried.

b) Go Tour of NZ Go players to the Kansai Ki-in.

Russell Buchanan outlined proposals to send a tour. Keiji communicated with Hyodo Syunichi to get his ideas.

The question arose as regards the issues of sponsorship. Will asking for money deplete sources of sponsorship for other activities of the society? Discussion ensued!

c) Summer Go Fest

- Kansai Ki-in professional and approximately 5 amateurs.

- 1 week long, teaching seminar

- Auckland Go People will organize

d) Selection of team manager for 1992 WAGC

Nominated: Paul Yates (Parmenter, Talbot/Buchanan)

elected unopposed

e) Newsletter

How to fund promotional copies we give to clubs and send overseas

Motion "That all members of the NZGS receive a newsletter at least 4 times a year." (R. Talbot, Rochford)

Amending motion " That the NZGS use its best endeavours to have clubs produce newsletters at a local level" (Buchanan, Phease) carried (1 dissension)

Amended motion carried (1 dissension)

f) Discussion of one-off joining fee - for lifetime membership.

g) Bookshop manager: New committee to monitor progress.

Minutes of 1992 NZGS AGM (27/8/92)

Start: 9.07pm

PRESENT: Mike Taler (President), Kyle Jones, Rob Talbot, Jeff Talbot, Eric Jones, Russell Buchanan, Colin Grierson, Chris Burrows, Barry Phease, Yu Cong Phease, Paul Yates (acting Secretary), Steve Delowe, Nick Lawson, Graeme Parmenter

1. Election of Tellers:

R Talbot/J Talbot:	Chris
Burrows	
Jones/Grierson :	Russell
Buchanan	

2. Minutes of previous AGM Read by the President

Proposed that minutes be accepted (from Chair).

Agreed.

3. Receipt and Consideration of written Reports from Bookshop Manager

Colin Grierson presented the report, Questions were asked on some details

Cash in hand, why so much?
Nature of bad debts.

Chair: Move that bookshop accounts be incorporated into society's accounts.
Buchanan seconded

Carried unanimously

Moved (Grierson/R Talbot) "That the bookshop be authorised to sell the Go Worlds' held on behalf of the society"

Carried

Chair: "Moved that bookshop report be accepted".

Carried

Treasurer's Report



Rob Talbot: Finished in the middle of the dan section.

Read by Jeff Talbot

Special mention was made of Steve and Nobuko Delowe's efforts in helping the Secretary with Fax and Tolls charges.

Moved (from the chair) that the treasurer's report be accepted.

Carried

President's Report.

The president read his report (printed above).

Russell asked why Ray Tomes resigned as president. The chairman read Ray's letter of resignation.

Some discussion (continued under item 4 below) began as to reasons for the lack of desire on the part of the committee to continue their role. The chairman asked the acting secretary to assume the chair as he was an interested party and felt unable to properly chair the meeting.

Moved Talbot/Grierson "That the report be accepted".

carried, 1 abstention.

The meeting changed its venue at this point, continuing at 8 Michie St.

4. Election of Officers

Active discussion ensued at this point in the meeting. Problems both concerning individual relationships and the nature of the committee's role in the Society were brought to light, and these issues were discussed exhaustively. The personality clashes were not minuted, but were discussed. The problem with the committee's role was one of too much work; in the past national committee.

The meeting attempted to address the problem of what the necessary activities of the committee were, and what tasks the committee should delegate to members at large. It was hoped that in re-defining the committee's activities in this way a solution to the impasse would present itself. During this discussion the meeting was adjourned and reconvened two days later.

The meeting agreed that essential tasks which can and should be delegated are as follows.

1. Organise the national tournament.
2. Correspond with other countries.
3. Communicate internally.

4. Run the bookshop.
5. Apply for funds nationwide.
6. Administer the newsletter.
7. Maintain national ratings and a society archive.
8. Maintain NZ rules of Go.

The first four items on this list were agreed to be the essential core of activities, without which the society would cease to function meaningfully. That being the case, if the committee could not find people to assume responsibility for these four items, they should (only then) carry them out themselves. It was hoped that this would not expose the committee to undue pressures.

In addition, there are several items which the committee and officers cannot delegate, but must undertake themselves.

1. Co-ordinate the activities listed above.
2. Call and run the AGM.
3. Maintain the Society's constitution.
4. Be financially accountable (the Society is incorporated, and there are legal requirements).
5. Collect membership subscriptions, and maintain memberships lists.

Discussion continued for some time on most of the items in the two lists above, with some members present clearly unhappy with the lack of emphasis on the importance of applying for funds, and the newsletter. However the meeting agreed that these were not essential for the Society to continue at a minimal level of activity. The national tournament and communication with others were considered essential.

After reconvening the secretary/chairman called for nominations for office bearers. No nominations were forthcoming, and further discussion ensued.

The possibility arose that an incoming committee may be able to gain partial funding for the Society's office bearers (eg from the Hillary Commission). The question was put in general terms to the meeting as to whether the Society would agree to let officer bearers keep such honoraria. After discussion the chair moved the following motion:

"The AGM accepts the condition that if funding can be obtained for the officers of the society, they be permitted to keep the money".

Carried, 3 abstentions.

The following nominations were made:

President : (Russell B/Grierson) Eric Jones
 Treasurer: (Russell B/ Grierson) Robbie
 Cameron
 Secretary: (K Jones/Grierson) Russell
 Buchanan

There being no other nominations the chair declared these officers duly elected.

The new president declined an invitation to chair the remainder of the meeting.

5. Election of Committee

Kyle Jones (Buchanan/R Talbot)

Chris Burrows (E Jones/Grierson)

No further nominations were made, and the chair declared these committee members duly elected.

6. Motion: M Taler: "That the NZGS adopt a method of issuing players with rankings". After discussion, motion lapsed, as M Taler was not present.

Bob: interested in issuing of rankings officially.

Graeme: not a key issue

7. Motion: M Taler: Constitution amendments, as listed in the agenda. Motion lapsed, as M Taler was not present.

8. General Discussion:

a)...Magazine: Russell has contacted the Countrywide Bank - they would be interested in an advertisement on the back page, paying around \$200. Russell suggests this money be used to help sponsor '93 festival.

The issue arose as to whom magazine belongs. Graeme asserted that Kiwi Go is a Dunedin Go club publication. Rob Talbot said that we can deal with this outside of the AGM.

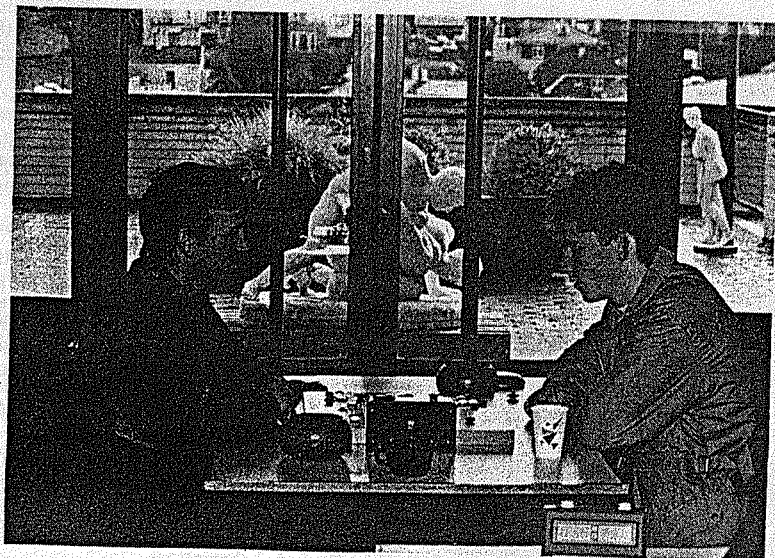
Graeme re-iterated that the newsletter editors are answerable to Dunedin Club.

b) Discussion - 1993 Go Festival plans. Mr Hyodo is involved with the US Go Congress in mid-August - We must decide on date, so the sponsorship from Japan can be organised.

Auckland Committee - Xmas appropriate timing. Wellington has no one available at Xmas (ditto for Dunedin). Mr Hyodo indicated that Japan will consider some other time.

Russell replied that any other time of year would be possible.

Harumi suggested what about December? Russell replied that this was no good, he will be away. Harumi -will give a date, maybe Easter.



Colin and Mike Enjoying the view???

Russell reported on the state of possible Hillary Commission funding - eligibility is the key, the Hillary Commission are re-evaluating their commitment to funding chess at the moment, and we will be in a similar position. November - February will find out. Russell has estimated that we will need about \$15,000.

Russell reported that Konishi, a Glue company is looking at entering the NZ market. They are interested in supporting NZ Go if they do come to New Zealand. Russell has commissioned a market survey (~ \$2000) export department looking at it. They haven't paid, Russell has. Company that's doing it won't get paid unless Konishi comes to New Zealand.

Russell talked to Hyodo about computers from Fujitsu. Idea: national raffle for these (possible prizes from Kansai Ki-in).

Kansai Ki-in will send another pro, at no cost. The objective of the festival is solely for purpose of promoting Go. Hyodo can bring 5 amateurs. Mr. Kurita and wife will come.

Russell has approached people in Wellington regarding sponsorship:

- Countrywide Bank
 - Want to put add in magazine
 - Will provide a venue
 - Will put on Television (Countrywide grandstand)
- But won't make cash donations

Have not written off Fletcher Challenge, but previous contact has left the company.

This could be the last festival. Wellington didn't get a mailing list last time. This time it's a priority. Use commercial mailing lists: Chess players, Bridge players, Schools etc. Send promotional material. Hyodo/M Taler - taking Japanese tourists to Rotorua, Hyodo admitted that this was really "time-out" for Japanese players.

As yet there is no schedule planned - no dates, no certainty of money.

Russell will write to Graeme advising of dates/sponsorship.

Colin, and Rob agreed that they would see to it that Auckland would do anything necessary for the Auckland leg of the tour.

Russell said that as a requirement of Hillary Commission funding we have to invite Australia. David Evans is contact person.

Barry asked how much teaching will be done on the tour? How does the South Island fit in?

The tour will not extend to the South Island.

Graeme asked what role have the pro and Japanese amateurs in the tour?

Russell responded that publicity was their main focal point.

Graeme commented that the pros and amateurs are not being used to the full if only demonstrating.

Point is using magazine, radio, newspaper, Television. Russell asked that Graeme put his ideas in writing, so the organisers can build on the experience of the first festival. Graeme will write to Russell. Important to focus on getting the most out of the visit, and follow-up properly.

Another suggestion: the Japanese could visit Palmerston North, instead of Rotorua. There are many players there who need a focus.

Auckland and Wellington will commit some local funds towards festival.

The bookshop needs to produce catalogues with address for available Go sets, and books to send out to interested people.

Final point: this will be the last festival for a number of years, lets make it end with a bang!

Graeme commented that after this next festival we should thank the Kansai Ki-in for their marvelous level of assistance over the last few years, and suggest that we need to have a period of consolidation and put our energies into promoting go internally.

The chairman complimented the quality and quantity of work that Russell has put into planning so far, and thank him for his full report.

The chairman declared meeting closed.

JONES VS PARMENTER

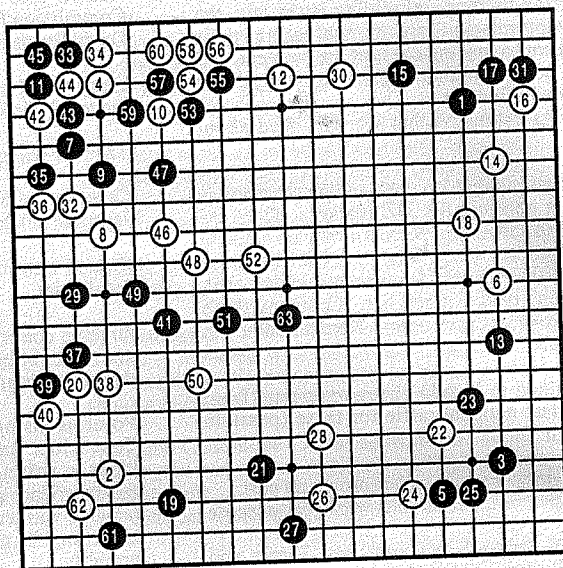
1992 New Zealand Championship

White Kyle Jones: Wellington

Black Graeme Parmenter: Dunedin

(editor's note: This was the game in which Kyle defeated last year's champion. The record only shows 63 moves and doesn't appear to show Kyle with a decisive advantage. It is only later that Kyle demonstrates his tremendous power. We hope to be able to bring some of Kyle's games in future issues.)

White wins by resignation



BURROWS VS YUCONG

1992 NZ Championships

White: Chris Burrows.

Black: Yucong Phae.

Commentary: Chris Burrows.

(editors note: Chris Burrows has been stranded alone in Palmerston North for some years. His tournament appearances have always showed him to be a promising go player. If he can get some more games with the development of a club there he could become a formidable player. Even now he is a player capable of giving Yucong a good game.)

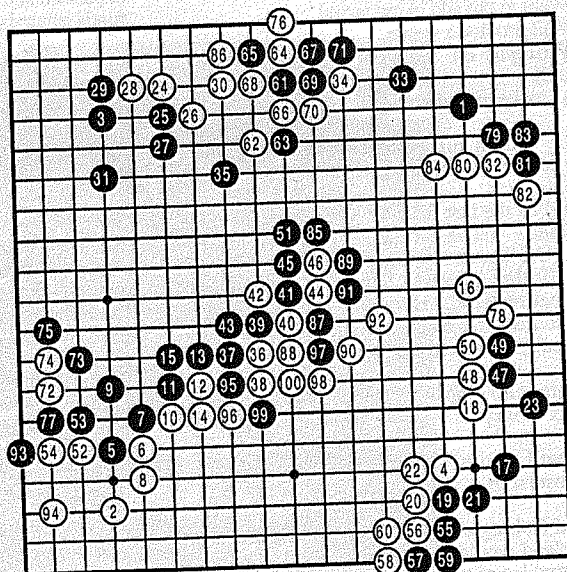


figure 1 (1-100)

Figure 1 (1-100)

B13. I was expecting a sequence more like diagram 1 so I was happy.

W32. I was unsure which area I should play in first. In hindsight, taking 35 would have made my game easier.

W48,W50. These should both be at 51 and be followed up by driving into the

W52. Taking profit.

B55-59. These are end-game moves.

W76. I had misread a sequence (106-114) in the corner. 76 was designed to remove eye shape.

B84. An attempt to defend a few points of territory on the edge. The move is better at 85 as this takes a few points in the middle and removes some of the bad aji that exists nearby.

W86,B87. The game is lost.

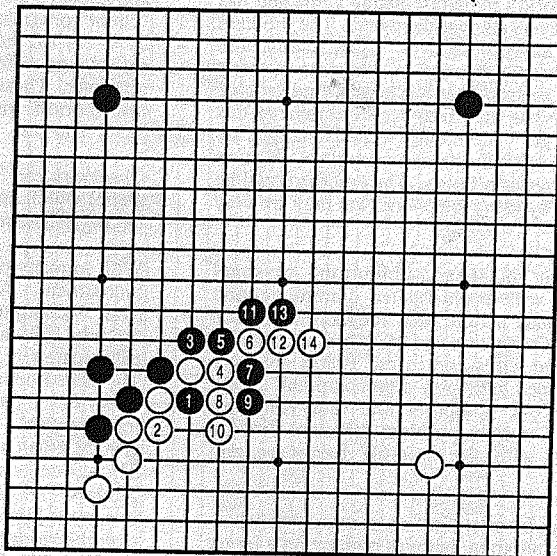


diagram 1

Figure 2 (101-143)

Subsequent moves not recorded. Black wins by 30+ points.

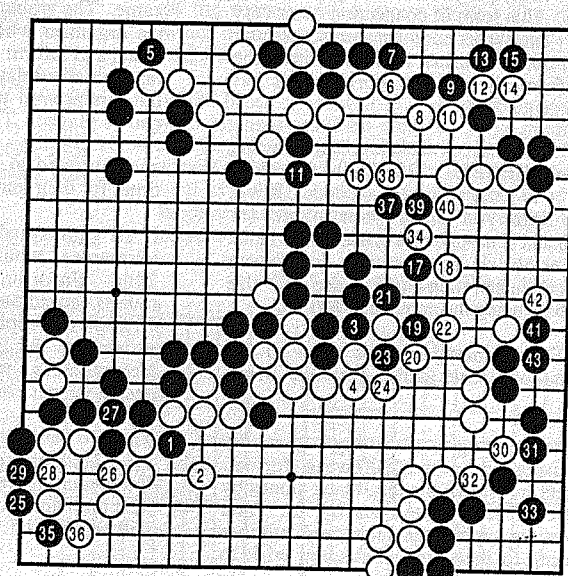


figure 2 (101-143)

THE IGS WORLD CHAMPIONSHIP TOURNAMENT

Barry Phease

Go is the world's most fascinating game and has attracted players all over the world. The problem that many have (outside of Japan, China and Korea) is that the number of adherents in many countries is so small that it is hard to find suitable opponents. The first means tried to remedy this was postal go. The moves were exchanged by letter which made the process very slow. A game could take years to finish. The process could be speeded up by using telephones but they are very expensive.

The advent of cheap, ubiquitous personal computers with sophisticated communication facilities made people look for more advanced solutions. Computers can be linked by modems to telephone wires and in the 1980's software was developed to display a go board and accept moves on one computer and relay them to another. The only problem then was finding opponents with the suitable hardware and software.

In 1992 the Internet Go Server was established. This was a program that was running on a larger computer. People could connect to it and look for someone to play against. The software was all on the server computer so that all the players needed was the communications capability. The program Telnet exists on most University and research computers so many people were ready to connect immediately. This form of connection costs very little to use. The server soon became so popular that the number of users increased into the thousands, from all over the world. This has become a large go club.

When you first connect to the server (eg by using the command TELNET 128.32.201.46 6969) you are asked to enter your sign-on code. If it is your first time you enter your name (or pseudonym) and if no-one else is using that name you then establish a password for future connections. You can then check to see who else is at the club by using the command WHO.

The GAMES command can be used to get information about the games that are being played.

When you are playing or observing a game the game is displayed in the following format. Empty points are shown by dots, black stones by the character '#' and white ones by 'O'. You enter moves by typing the letter and number corresponding to the point where you wish to play.

If you find it hard to follow the game on the above board display then you can use one of the "client" programs. These are programs written by users of the go server to show graphical displays on different computers to work with the go server. These make it possible to transmit less information for each move and have better pictures to see.

Observers can "kibitz" (make comments on the game) which are shown to the people observing but not the players.

With so many people using IGS it was time for a tournament. A player (li@aa.washington.edu) from Washington, USA offered to organise one for July 1992 and he issued a call for people to participate (by using the UseNet news service). The tournament attracted 88 entries ranging from 15 kyu to 6-dan. The entries were divided up into 4 groups. There were 14 people in group 1 (strong 4-dan and up), 26 in group 2 (1-dan - 4-dan), 24 in group 3 (high kyu players) and 14 in group 4 (7-kyu and below). Most participants live in the United States but others come from all over the world, including two from New Zealand (one in group 1 and one in group 4). The title of IGS92 was to be given to the winner of group 1.

On the first of July people learned who their opponents were to be and it was up to them to contact their opponent on the server and play the game. The winner then had to relay the result to the organiser who would then arrange the next round and inform the participants of the results so far. Initially 3 days were allowed for each round, but this proved to be insufficient to get all the games played. The time was extended for later rounds to 4 days. Sometimes the different time zones proved to be confusing as people set up times for their games.

If all games had been completed on time the tournament would have been finished by July 24th. Unfortunately the delays in the early rounds caused the last rounds to overlap with the Olympics. People then spent less time on the go server and the last rounds dragged still more. Nevertheless, enough games were played to decide winners in all groups by early August.

The two New Zealanders involved finished near the middle of groups 1 and 4. This a creditable, if not exciting, result. We all look forward to the next tournament. When will this happen and who will organize it?

A game from the IGS tournament

Black: billf: New Zealand (10 kyu)

White: reger: ?????????? (10 kyu)

Commentary by Graeme Parmenter.

This is a game played between "billf" of New Zealand, and "reger" of somewhere (presumably) in the USA. It was copied from the Network by Barry Phense, who, when he's not working on AD, spends a lot of time scanning Network land.

Figure 1 (1-100)

W8 If black replies properly to this (at 10), then white is left with no secure base for his stones. He should invade the 3-3 point in the corner.

B9 This sort of peep makes white stronger and cuts down black's options in the future. For example, if black later plays 'a' he will no longer be able to connect to 7.

W10 - B11 White is crazy to ignore B9. When white plays 10 black should push through at 12 and take big profit (dia 1).

W12 White can hardly refuse to connect this time. Ta very much!

B17 Follow the proverb "From 2 extend 3", by playing at 'b'. Black should feel a little uncomfortable about leaving his two corner stones alone (3 and 11). If white gets a little bigger in the area, he could take black's base away with a move at 'c'.

W18 Good. Using his strength to attack the two black stones.

B19 Also a big move.

B23 Since black has room to move in both directions, this is not an urgent move. Playing a pincer around 29 is probably more urgent. If black does play on the bottom side, something like dia. 2 is more severe, since it threatens to deprive white of two eyes in the corner.

B29 Big!

W30 Heavy.

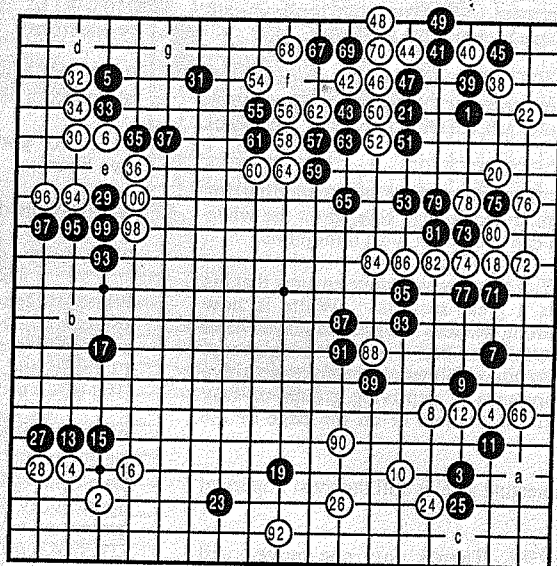


figure 1 (1-100)

B33 Black's aim should be to prevent white making a base for his stones by digging him out of the corner with a move at 'd'. The move which black played is the first of a number which make his stones very heavy.

W38 Must connect at 'e'. If black cuts at 'e' with his next move he creates a huge potential territory in this area. A black cut would help secure the territory on the left and top sides as well as giving black a great chance of making large amounts in the middle. Incredibly, both players leave this area alone.

W42 Outrageous! Who does this guy think he is?

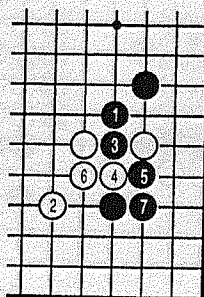


diagram 1

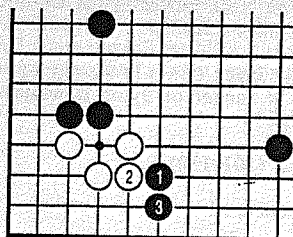


diagram 2

B43 To attack this stone, black must begin by taking away its base with a move at 'f'. Attaching to a stone makes it stronger, not weaker, because immediately he replies your attaching stone is reduced to 2 liberties.

W44 Ah Ha! The cunning plan revealed. A clamp. No eyes for black and a threatened connection for white. Only one flaw. He forgot about 45.

W46-B49 The moves here are struggling for some imaginary advantage centred on the white stone 40. I can't work out what it might be.

W50-54 With these moves white ensures that his invasion is a great success. White is now relatively strong whereas if black had played 43 at 'f' white would have had a weak floating group. A 10 kyu becomes a 5 kyu by becoming sensitive to the importance of depriving groups of easy eyespace in the corners or on the edge of the board.

W54 Connecting at 'e' is still the most important move.

B55 !@*%? There's only one move. All together now!

B57 The second example of black's heavy stone syndrome. What value does black believe these stones (43 and 57) have? Watch as black attempts to increase the liberties of these stones up to 65 and ask yourself who has done better out of the exchange.

B61 The third example of the heavy stone syndrome.

W66 Big. Black must answer to save the corner...

B67-69 ... but it's back to the top for a plan so cunning...!

B73-75 The 4th example of the heavy stone syndrome. Up to 82, work out whether the black moves or the white moves are more valuable.

W100 The black stones in the top left are now in danger of dying if white plays at 'g'.

Figure 2 (101-130)

B101 About time!

W102 Stung by black's late attempt to rescue his group, white decides to kill the group anyway.

B103-W114 Black can win this race to capture by one liberty.

B119 This is where black loses it. He lets white take an extra liberty at 120.

B121 For good measure he fills in one of his own liberties.

W126 White doesn't even need to answer here.

Black resigns at 130.

White's biggest problem in this game was an apparent arrogance demonstrated by an unwillingness to play absolutely vital points, like 12 and 'e' and by unreasonable invasions like 42 (102 was worth a try).

Black displayed two main problems in his game. He got unimportant stones heavy and then tried to save them (33, 57, 61, 73) and when he had the opportunity he didn't try to deprive white's groups of eyespace on the edge of the board (23, 33, 43 or perhaps there's an error in his program which manifests itself every 10th move!).

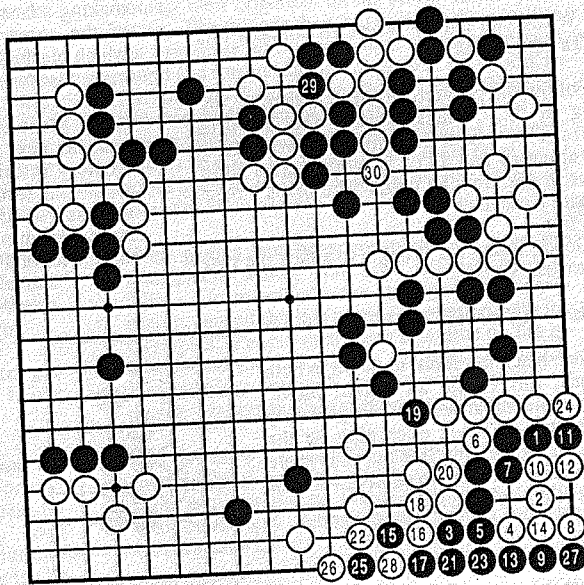
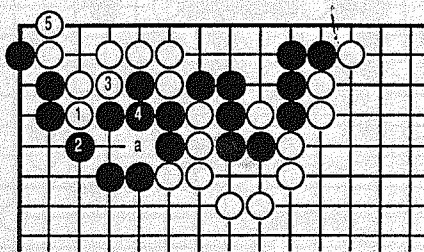


figure 2 (101-130)

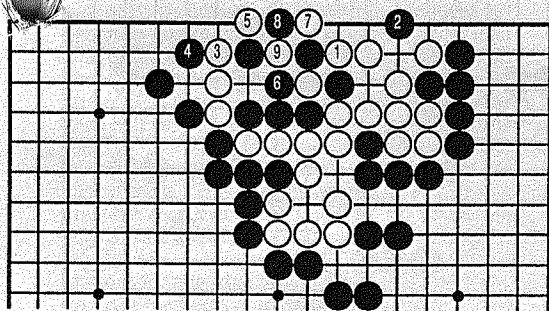
SOLUTIONS TO PROBLEMS

Solution 1: Playing 1 forced black to respond at 2. With 3 I isolated a portion of the surrounding stones. With 5 leaves black in a quandary. Capturing at 6 avoids any shortage of liberties allowing white to get ko with 7 and 9.



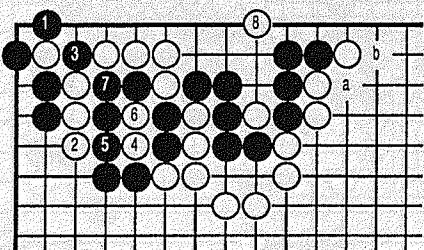
solution 2

Solution 2: I must look after my own group with 1 and 3. 3 threatens to capture 2 stones with 'a' so black has to answer at 4 allowing me to live with 5.



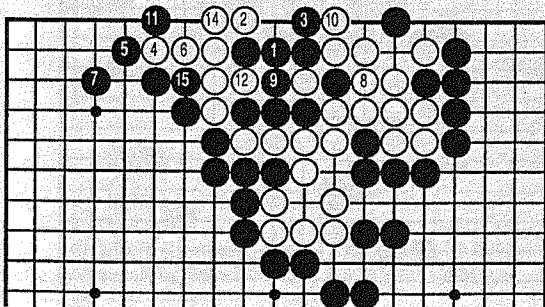
solution 1

Solution 1a: If black moves 4 in solution 1 to 1 in this diagram it looks tougher for white. White first exchanges 2 for 3 then plays 4 and 6 to extend liberties. Then capturing at 8 is the only move and the result is still ko.

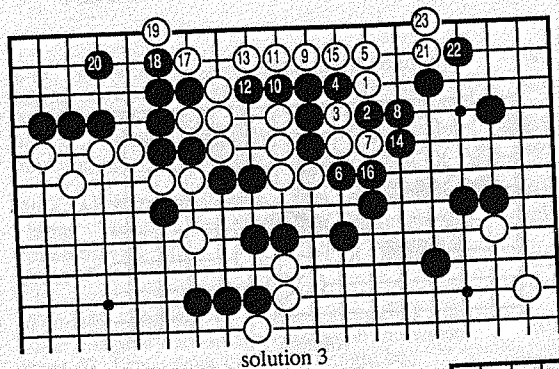


solution 2a

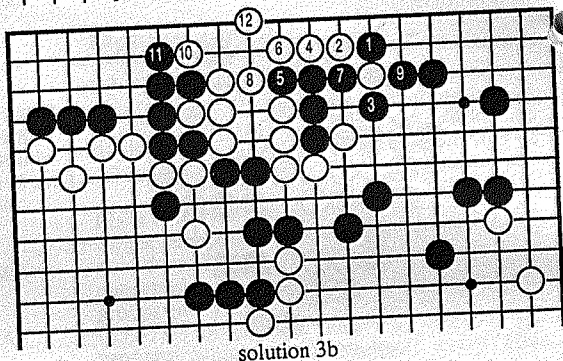
Solution 2a: There is the problem of what to do if black plays 2 at 1 here. If white 2 then black captures at 3 allowing white to capture 2 stones. If black then cuts off the three stones with 7 white can kill the black group with 8. The question then is what can black do with the aji of 'a' and 'b'.



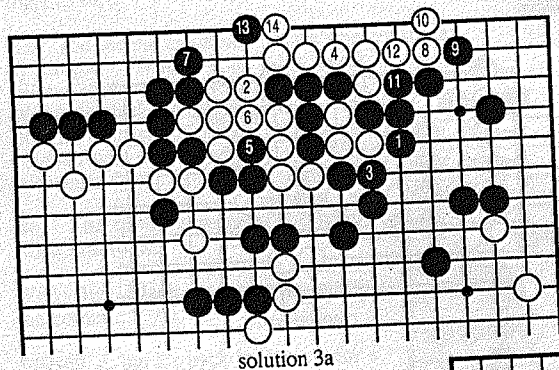
solution 1a (13 captures ko)



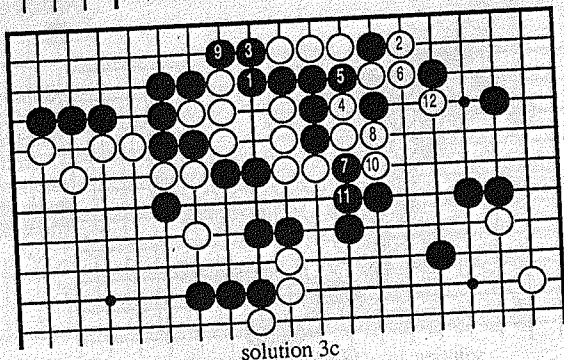
Solution 3b: The other black response to white 1 in solution 3 is this black 1 here. Black plays 3 in response to white 2 but can't stop white from living up to 12.



Solution 3: The most likely move for white is 1 here. If black tries the obvious answer of 2 the sequence to 23 follows. White lives easily by giving up three stones.



Solution 3c: The black move at 7 in solution 3b is slack. Extending at 1 in this diagram is much tougher. White must respond at 2 and black can cut off some stones with 3 and 7. White still lives in this area. This may not be any better than solution 3.



Solution 3a: If instead of 12 black hastens to capture the 3 stones with 1 and 3 here white still lives up to 14.

AFTER EYES

Graeme Parmenter

Once you learn how to make and take eyes you are 5 kyu. Getting any stronger depends on skills a little more subtle. One of those skills is attack and with its balancing idea defence they form the subject of this second article in the series 'After Eyes'.

Attack and Defence

Why attack?

Contrary to popular belief capturing groups is not the main aim of go. That is to capture more than half of the board and if your opponent lets you do that without threatening any of his groups then be grateful. Of course most opponents want more than half of the board too, and attacking groups is fun, so you have to know how to do it. But rarely is a group attacked with the aim of capturing it. This is probably the most common mistake that kyu players make. Of course an attack should threaten to capture, but in most cases its purpose is something else. The most common reasons for attacking groups are to make territory, to make thickness or to destabilise a group so that you have the option of doing one of these two things later in the game.

Attacking to make territory. In dia. 1, when black plays 1, white runs into the centre because there is not enough room to make two eyes on the edge. Black plays 3, continuing the attack and can look forward to making a reasonable territory in front of his corner shimari.

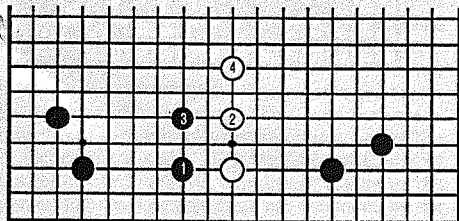


diagram 1

Attacking to make thickness. In dia. 2, the marked black stone gives black the chance to develop a promising central moyo. This he does by attacking the weak white group with 1 and 3 in order to create some central thickness.

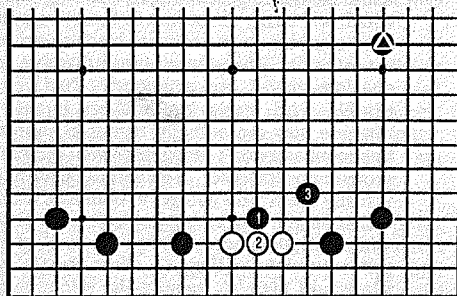


diagram 2

Attacking to create instability. In dia. 3, white has left the joseki in the lower left corner unfinished. Black attacks the white group not to make territory or thickness, but with the aim of denying the white group an easy base on the edge of the board. As the game progresses, this group will be a burden to white and may later be attacked to make territory or thickness.

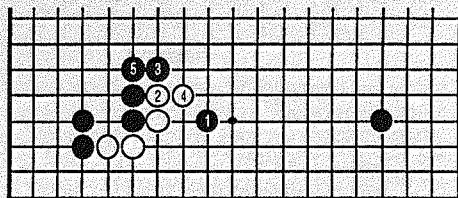


diagram 3

There is an excellent book called *Attack and Defense*, published by Ishi press, which contains chapters on the technique of attack. Rather than repeat those here I want to deal with three common errors players around 5 kyu make when attacking.

1. The Hare and Hound fallacy. When a group is attacked it often runs. Many players cannot control the urge to give chase, seduced by the analogy of the hare and hound. They believe that if they run faster they will catch the fleeing group. Unfortunately this is a false analogy when applied to the chase in go.

Look at a typical example of a chase in dia 4. Black keeps up with white, but with every jump white makes he gets stronger, building thickness which will easily allow him to form two eyes and even sets him up to decimate black's territory on the left side. This doesn't mean that this sort of chasing moves are necessarily bad, but the trouble with many kyu players is that they imagine they are actually trying to capture the opponent and don't recognise when the hare has turned into a monster. The sort of chase in dia. 4 is really about who will get to dominate the centre of the board. For example black must play 9 or white will play there and trap the black stones in the lower right. Likewise, white must play 8 or black will play 'a', gaining the initiative in the centre.

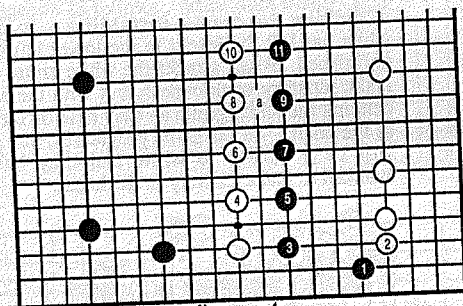


diagram 4

2. Attacking yourself. Another common mistake of 5 kyu players is to think no further then the effect of their attacking moves on their opponent, forgetting that the opponents responses may affect their own groups. Take the example in dia. 5. When black attacks at 1, there is no doubt that white has to defend. But black has ignored the consequences of whites moves (2-10) on his own weak group.

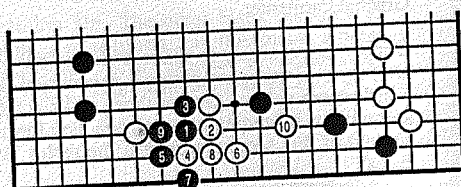


diagram 5

3. Out of control. How often do attacks start innocently enough but soon spiral out of control taking on a life of their own. As more and more damage is done to the attackers positions, everything is sacrificed in a do or die effort to kill a group. Diagram 6 is a classic example taken from 'Attack and Defense'.

Black throws everything into the attack, giving away points at every turn in order to keep white down to one eye. When the attack finally fails, he wishes he had simply played 1 at 21!

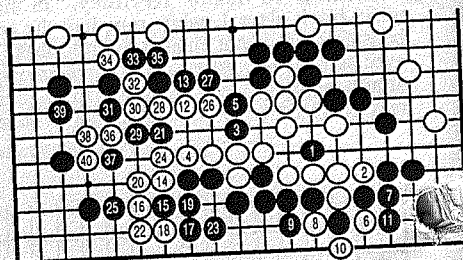


diagram 6

To avoid some common errors in attacking remember:

in go hares turn into monsters
don't attack yourself
killing isn't everything.

KAMI KAZE'S KORNER

The Inner Game Of Go (or Go With The Flow)

"Neither mastery nor satisfaction can be found in the playing of any game without giving some attention to the relatively neglected skills of the inner game. This is the game that takes place in the mind of the player, and it is played against such obstacles as lapses in concentration, nervousness, self-doubt and self-condemnation" - from "The Inner Game of Tennis" by W Timothy Gallwey.

Why do we play Go?

One day, while pondering how to get better at go, I wondered if I might not be asking myself the wrong question. Perhaps if I understand what I get out of playing go I might not need to get better. Or perhaps a better understanding of why I play might help me improve. Whatever the benefit I decided I had to know what drives people to play go.

A book was suggested to me. It is called "Beyond boredom and Anxiety" by Mihaly Csikszentmihaly (a pyschologist). It gives details of studies on the intrinsic rewards people get from play. The studies included some Chess players whose experiences are probably similar to those of Go players.

In the studies people talked about reaching a state of mind during playing which was most often referred to as "Flow". This is a state of optimal or peak experience which is very enjoyable. People talk of this state as "Not noticing if the telephone rings, or if the building catches fire". They are totally immersed in the game.

Not all activities result in flow and none will do it all the time. The components required for flow are that the skills required to compete are matched to those available to the participant. If the task is too easy you become bored. If the task is too hard you become anxious. The other requirement is some sort of inducement. This is easy to see in the case of rock climbing or gambling, where life or riches are at stake. For the likes of Chess or Go the rewards are the winning or losing of the game. For most people these are enhanced by the further rewards of tournament success.

Achievement of the goal is important to establishing flow but the goal is not in itself satisfying. Enjoyment comes from the activity alone. Being too concerned with the end result not only reduces enjoyment but the fear of losing can distract a player's concentration. A Samurai swordsman concerned about winning will be beaten by an opponent who is not thus distracted.

People who play games for a living are less likely to experience flow. There seems to be a necessary element of choice. This mirrors the statements of some professional players that they never play for enjoyment.

People in flow also tend to play better. People talk of being "At the peak of one's powers". "Feeling at one with the experience". "Concentrating without trying to concentrate". You play with a natural rhythm and all of your experience is called on to find the next move.

In my own experience it takes a number of moves before I start to feel any of this. I always feel nervous during the early fuseki. When I get into positions I can understand then, sometimes, I get lost in the analysis of sequences and start to enjoy the game. When in this state I can mostly predict my opponent's moves and feel confident in the moves that I play.

Sometimes I get nervous and am not confident of my reading then I play moves that I know are not the best. When that happens I become judgemental and play further bad moves and lose hideously. This happens when I play people as strong as or stronger than myself. Go books constantly stress the need to be objective and not attached to your stones. I think this refers to bad moves as well as light stones. If you fixate on your bad moves it is very hard to get back into flow. Consequently you can't enjoy the game any more.

We see that the questions of enjoyment and ability are closely related. If we are enjoying the game we can concentrate and good moves come easily. We learn and improve naturally. If we are anxious or bored it is hard to concentrate and we play sub-optimal moves.

It is important to recognise this so that we can do something about it. We need to increase the proportion of the game that is played in flow. In ball sports the expression "watch the ball" refers to transferring one's attention to an external object to still the mind. In go we probably need to maintain concentration by focusing on the board as it is. If we ignore the sequence of moves that produced the position we are more likely to find a creative move.

I finish with another quote from "The Inner Game of Tennis" describing true competition. "Winning is overcoming obstacles to reach a goal, but the value in winning is only as great as the value of the goal reached. It isn't the opponent we defeat, it is simply a matter of overcoming the obstacles he represents."

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Go World

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