

49th European Go Congress Prague 2005

Bulletin 1

Contents

The plans from the editorial team	3
Introduction	4
Karate	5
Commented game – Zhao Pei vs. Alexander Dinerstein	6
New books	9
Commented game – Cristian Pop vs. Kai Naoyuki	10
Photos – life on congress	12
Lithuania – travel impressions	14
Lithuania – The Violet Swarm has Turned Green... ..	15
Interview with Yan An and Chinese tsumego problems	16

In the next bulletin

- 13×13 tournament
- Interview with Guo Juan, 5p
- Vocabulary English – Czech – Japanese – Korean
- Talk with Turkish champion

The plans from the editorial team



We present you some commented games. Also we would like to introduce to you some of the players participating in the main tournament. Every Go Congress is a meeting of the veterans, who already took part in many Congresses, with players who show up for the first time. Also there are players present, from some countries, which did not take part before. Yet another category of players present here are those who took part in an EGC before, but came back to us only after a long break. We will re-introduce some of them to you.

In every issue of the bulletin we will also print interviews with some of the professionals present. Every time we ask them to show us a set of life and death problems. The first problem will be easy, so everybody has a chance to solve. The second one is meant for the level of 1-digit kyu and the third will be for dan level players. Of course, solutions of those problems will be published only in the next issue of the bulletin.

Our editorial team is quite small, so we will be very grateful for any help from the readers. Please feel free to contribute your stories, gossips, songs, pictures or cartoons.

Already several people wrote articles for us, others took pictures. We also recieved help in proofreading.

The editorial team: Peter Dijkema (editor-in-chief), Anna Bogusz (editor), Tomáš Grosser (producent), Vít Brunner (lay-out)

Peter Dijkema



Round 1 got under way. Game at board 1 is shown live on the internet.

Introduction to the Main Tournament

On Sunday a record number of 623 players started in the main tournament. At the top boards 32 players form the so-called Super-group, 24 from Europe and 8 Asian participants. Especially those 7D and 6D from Korea and Japan are candidates to win the Championship. The main favourites from Europe are the three professionals, who compete for the title. Catalin Taranu (RUM, 5P) has the highest rating of them: 2810. Aleksander Dinerchtein (RUS, 1P, 2762) is the next player from the top of the rating list to take part. Ahead of our third professional, Svetlana Shiksina (RUS, 1P, 2683), is Christian Pop (RUM, 7D, 2698). European participants in the Super-group were chosen according to their position on the ranking list.

The eight Asians in the top group were invited on basis of their rating. For some no rating was available, but based on information from their countrymen, three more Korean 7D were included in the top group. Lee Ki-bong has the best rating at 2745. He already played many games in Europe, next are Lee Hong-bok with 2722 and Cho Seok-bin with 2705.

Unfortunately, due to a mistake, Yoon Kwang Sun, last year's European champion, was not included in the top group.

Lim Yeon-Sik, Yoon Sa-Youn and Kang Na-Yeon are not rated yet in Europe. All six players are Korean 7D. From Japan Kai Naoyoki (6D, 2621) and Tanaka Masanori (5D, 2515) compete in the top group. Both participated already many times in the European Championship, often with good results. For instance, Kai became vice-champion 12 years ago in the EGC 1993 here in Prague.

Most, if not all of the next players from the top of the rating list, who also take part in the main tournament, have studied for some time either Go in Japan or Baduk in Korea. The best ranking Czech player is Ondrej Silt, he is 15th with 2654 rating points. Other top Czech players can't participate in the main tournaments top group. – Not because their rating is not high enough, but because they are busy organising the tournament. Radek Nechanicki is assistant referee and Vladimir Danek is busy getting the professional players from Asia to hold public commentaries and give simultaneous games.

However, Radek won the European Toyota Tour and thus qualified for the European Masters.

Franz-Josef Dickhut (GER, 6D, 2648, 16th) and Mero Csaba (HUN, 6D, 2645, 17th) would qualify for the top group, but they probably will only play in the European Masters during the weekend. In the next bulletin we will write a bit more about this Masters tournament.

Laurent Heiser (LUX, 6D) is 20th with 2631 points. Next is Dragos Bajenaru (RUM, 6D, 21st) with 2629. Zhao Pei (GER, 6D, 23rd) has 2624 and the younger brother of Svetlana, Ilja Shikshin is 30st on the rating list with 2601 points.

However there are more candidates for the title, as many strong players from Korea and Japan are playing in the next MacMahon group. They start with one MM-point less, but if one of them just will win all ten games, he or she will be the next European Champion!

The following players are also participating in the top group: Andrej Kulkov (RUS, 6D, European Champion in 2001, 34th, 2595), Christoph Gerlach (GER, 6D, 39th, 2588), Pierre Colmez (FRA, 5D, 50th, 2546), Leszek Soldan (POL, 5D, 59th, 2530), Robert Rehm (NED, 5D, 66th, 2512), Dimitrij Jacenko (UKR, 5D, 100th, 2474).

Ranking below the 100th position, but still playing in the Super group are: Artem Dugin (RUS, 4D, 2468), Ivan Kostka (2452) and Zbynek Dach (2451, both 4D and CZE), Thomas Heshe (DEN, 5D, 2439), Robert Jasiek (GER, 5D, 2438), Vladimir Kokozej (UKR, 5D, 2436), Igor Nemlij (RUS, 5D, 2430), Lucian Corlan (RUM, 4D, 2427) and Vit Brunner (CZE, 4D, 2425).

Karate

We are going to practice (Shotokan-)Karate during the Congress – mainly Kata. +Anyone with a basic knowledge of Karate is welcome to join in. As time and place +is determined on a day-to-day basis please contact either Klaus Blumberg, (Go-)1 +Dan or Steffi Hebsacker (Go-)1 Kyu during the rounds of the main Tournament.



Round: Round 1

White: Pei Zhao 6d

Black: Alexander Dinerstein 1p

Date: 2005-07-24

Komi: 5.5

Result: B+R

Commented by Alexander



1p



6d

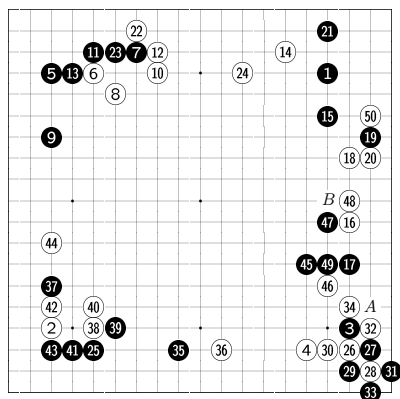


Figure 1: 1–50

1: This is the game from the 1st round of the 49th European Championship. I am Black and my opponent is Zhao Pei, 6-dan (China-Germany).

8: The old fashion (see variation 1)

10: Another dubious move (see var 2)

11: The strongest answer (var 3)

12: White has no other way (see var 4 and 5)

13: This variation was first played in 1971 in Ishida Yoshio versus Go Seigen game. Personally I believe that the result is better for Black.

15: The correct answer (var 6)

16: One point closer pincer is probably better here.

23: It is also possible to block directly. I am not sure which move is better.

24: An urgent place.

25: Black can think about the pincer around 36, or about defending the corner at 26 (var 7)

28: It is probably better to extend at 29, keeping the invasion at A for future.

29: Black can simply connect at 32, but I found another plan.

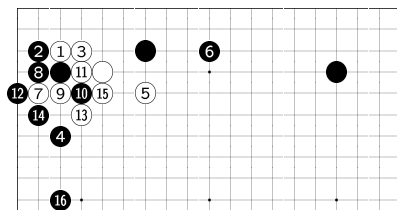
32: White has no other way (var 8)

35: An urgent move, preventing the pincer. It would be greedy for Black to move the marked stone immediately.

36: White can attack at 45, but she must be afraid of the endgame tesuji at A.

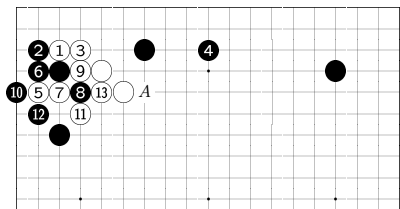
44: A joseki.

48: Too passive. Hane at B would be better here (var 9)



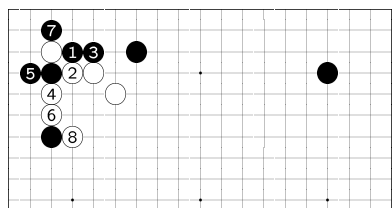
Variation 1 at move 8

16: Nowadays this variation is much more popular.



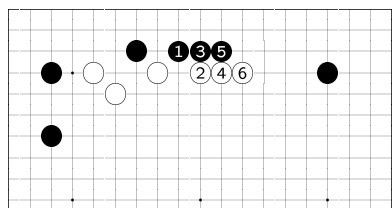
Variation 2 at move 10

13: It is little bit better to have empty triangle stone at A, but anyway the result considered to be equal.



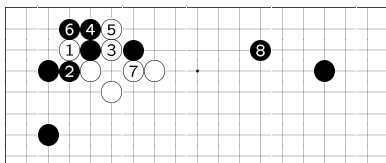
Variation 2.1
at move 2 in Variation 2

8: The result of this joseki is usually favourable for White.



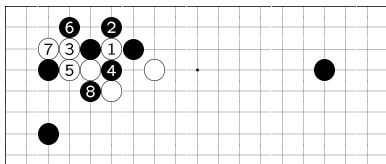
Variation 3 at move 11

6: Black can save the stone, but the position would be rather low.



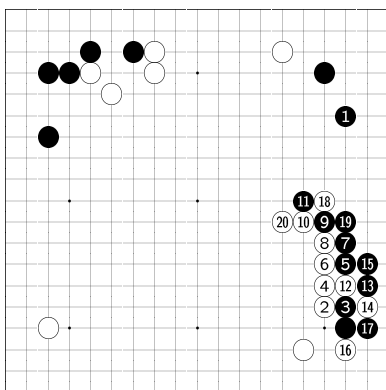
Variation 4 at move 12

8: The position would be clearly favourable for Black.



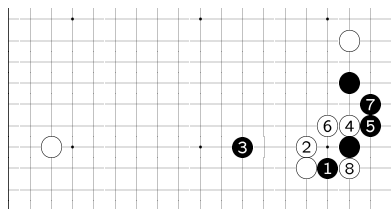
Variation 5 at move 12

8: The fight would be complicated, but promising for Black.



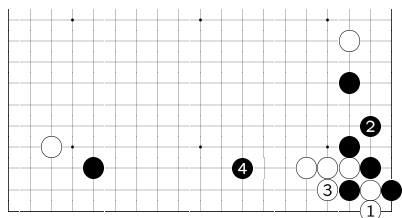
Variation 6 at move 15

20: I was trying to avoid white's pressing move. Black's position on the right side would be really low.



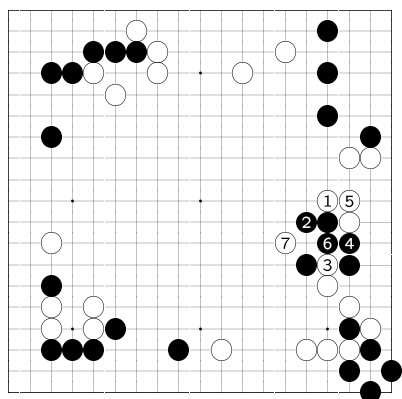
Variation 7 at move 25

8: The attack is possible, but the aji would be rather bad.



Variation 8 at move 32

4: Black's shape would be perfect.



Variation 9 at move 48

7: This is the best way to attack the group.

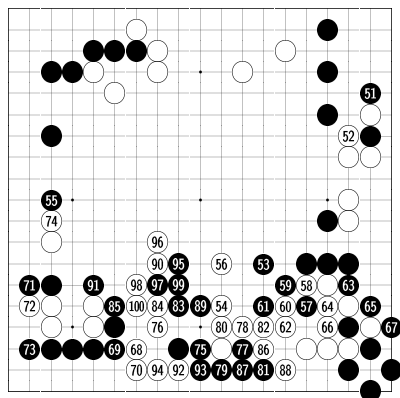


Figure 2: 51-100

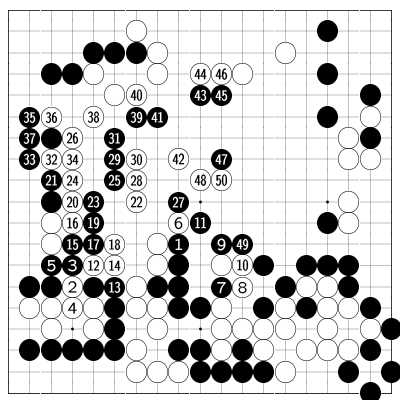
53: Black's group is almost alive, and now he has a clear lead on territory.

54: An urgent move, defending against the invasion at 86.

57: A probe.

58: This is the losing move. White must defend solidly at 66, keeping the black groups separated.

67: I was really happy to connect. It is already difficult for Black to lose this game. This is the last comment.



New Books

Peter Zandveld

The season of 2004–05 has been very good for go books. I list just the best and special books:

- Dictionary of basic fuseki, Rin Kaiho, publisher Yutopian: The original dictionary of 2 volumes in Japanese is being translated and will be published in 4 volumes. The translation is made from the revised edition of 1996. This means that the most recent developments are missing. So far only the first 2 volumes have been published. Volume 1 covers Nirensai and Sanrensai patterns. Volume 2 covers starpoint and 3-4 point combinations. The books consists of opening parts of professional games (10-40 moves) sorted by fuseki, with comments.
- A dictionary of modern fuseki, the Korean style, publisher Kiseido: This book can be considered as a supplement to the “Dictionary of Basic Fuseki”, as well as to the well know Ishida joseki encyclopedia. The material has been compiled from different sources in Korea. The book reflects the development of fuseki theory up to early 2004.
- Dictionary of basic tesuji, Fujisawa Shuko, publisher Slate and Shell: Also a translation from Japanese, and it will also be published in 4 volumes, of which the first 2 have been printed. . . “Dictionary” is a bit misleading as it is rather difficult to look up something. So it should just be called “Shuko’s Collection of Tesuji”. Please have a look at this book and be surprised about the quality of the subtle comments of the variations.

The above 3 books are intended for strong and/or ambitious players. The books below are of interest to players of all levels, who are interested in the broader aspects of go culture:

- Contemporary Go Terms: Definitions and translations by Chihyun Nam, Publisher Oromedia (Korea). This book attempts to set a standard for English Go terms. The audience is not only go players from the West, but also players from the East: Koreans, Chinese and Japanese tend also to use English as a common language. For each English term the Korean, Japanese and Chinese equivalents have been given. The terms are explained in English and diagrams.
- Eurogo, Franco Pratesi (with assistance of Theo van Ees): The books are about the history of go in Europe. Volume 1 covers the first mentions of go in reports from travellers to the far east, and the first players of the game up to 1950. Volume 2 is up to about 1968. Volume 3 is also planned. These books have been printed in very small quantities, so do not wait to long if you want to have it.
- Itago, Franco Pratesi: If Eurogo is not enough, or you want to know all about the puzzling situation in Italian go, this is the book for you. Please note this book is in Italian. Though there are not so many go players in Italy the book has 420 pages and an index of names of 11 pages!

White: Cristian Pop 7d

Black: Kai Naoyuki 6d

Komi: 6.5

Comments in words of Kai is based on an analysis of Enda 9p.



6d



7d

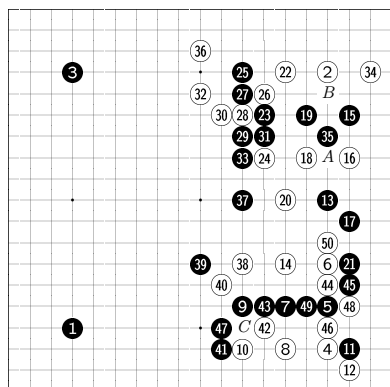


Figure 1: 1-50

17: A is normal.

19: 20 is better. After that White 20 and Black at san-san.

21: Black is not pleased with this watari. The exchange white 20 for black 21 is kikachi for White.

28: Kai was surprised with this cut. Sensei Enda also, but he did not comment...

35: Enda: too slow. Instead Black could play at B, White connects, and black 37.

44: The combination of moves 44 and 46 does not work well.

47: Connecting at 49, white 48 and then C is correct. So 47 is too slow.

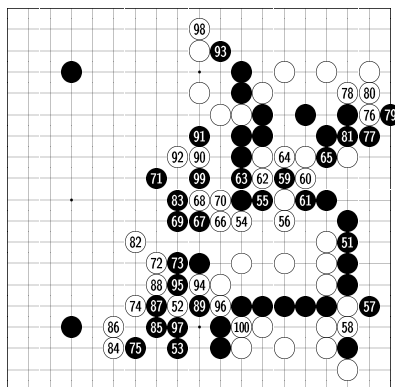
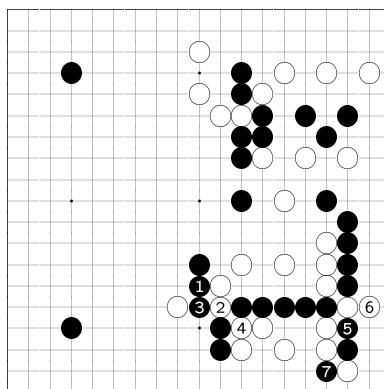


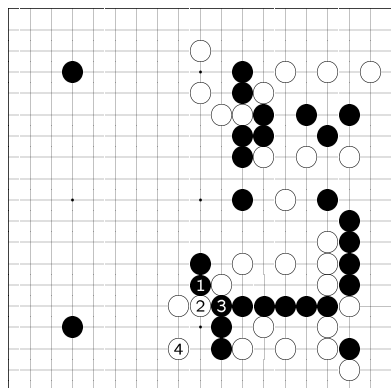
Figure 2: 51-100

52: Looks very dangerous. Black can cut at 94.



Variation 1 at move 53

1: This variation is good for Black.



Variation 2 at move 53

4: This is a difficult semeai but it looks better for Black.

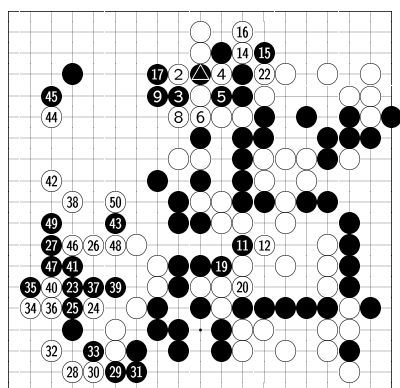


Figure 3: 101-150

1 at △,
7, 13, 21 at 1,
10, 18 at 4

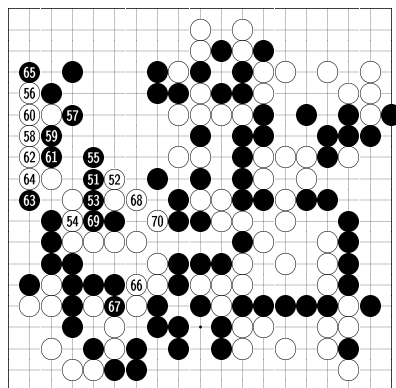


Figure 4: 151-170

70: Black resigned, because White has been leading for a long time. Black was trying to capture the group in the centre, but now White can either make a second eye or escape, so there is no sense in further playing.



Song Sang-hun, 6dan



EGC messenger – Marwin



Interview with Korean television



Organizer's room



Boby



Professional's meeting

Lithuania – Travel Impressions

For me it all began when I went to a small tournament in North-east Germany. There I met a player whose name I couldn't recall when I got home again. I met him again, passingly, at the Go-Congress in Zagreb – I got around to remember his name this time: Olaf Martens. Later I got an e-mail from him, asking me to come for a week of Go-playing in Mindunai in Lithuania. It turned out that Olaf is the main spring behind Lithuania's Go and a very good organizer. The first question: where in the world is that? Second: how to get there? I asked two friends of mine, with whom I've been travelling before, whether they would like to go as well. The answer was 'yes' and we decided to travel by car. Well, all that was some two years ago, and now I'm asked to write about it.

We met in Summer '03 in my home town, set out for the trip of some 1.300 km, spent one night in Poland and finally arrived in Lithuania to end up in the middle of nowhere – some 70 km North-east of Vilnius. It is an area full of lakes, trees, mosquitoes, cows, storks – but very few people. But the place where we were to spend the next week was packed to capacity with Go-players, most of them very young and quite unexperienced – the average playing strength probably was 15th kyu. But all of them were very enthusiastic, very nice and eager to play. We spent the week playing a team tournament, lightning, the Open Lithuanian Championship and playing Go wherever, whenever – besides other games, volleyball, swimming, touring the country and, last not least, enjoying large amounts of great Lithuanian beer.

Unfortunately the week came to an end much too soon, but the pattern was set for the next two years to come. Some of the participants moved on to the European Go-Championship in St Petersburg, we went home, fully determined to come back next year.

In '04 the – now established – routine was repeated: meeting in Germany, trekking over two days to Mindunai, spending a lovely week there, with the added bonus of meeting old friends. The ending was different this time: we didn't go home straight, but followed a Lithuanian bus – full of Go-players – to the EGC in Tuchola, Poland. The Lithuanian group – also known as 'The Violet Swarm' – went home after a week, full of fun and games, but we had to struggle on for another week, before we could go home again as well.

Well, now we are in '05: same procedure as every year. But a few changes have taken place: the violet swarm has changed its colours to green – most of you will have noticed them already – and the place was switched to Prague. But the pleasure of meeting and playing old and new friends still remains the same, it is great fun for all, and the one week the Lithuanians will stay in Prague will end much too soon.

But we will not despair: the next Lithuanian Go-camp is already planned, we have already registered, and we will be travelling again.

Klaus Blumberg (with his travel-companions Achim Schultze and Gerd Mex)

The Violet Swarm has Turned Green ...

But they are still the same. Here they are again.

Whoever attended last year's Go Congress in Poland will remember an ever-present crowd of young people, quiet but eager to play and see and learn, all clad in the same t-shirts, with some adults to accompany them – the Team **Lithuania**.

Where do they come from? – A little country far away on the coast of the Baltic Sea, a country of many songs and a very peculiar language. A country whose existence seems to have been forgotten in the Western world for a long time (except by some linguists). Here it is again.

But where do **they** come from? – Right now they came from a summer camp in Antalakaja, some 70 km North-east of Vilnius, the 12th of its kind. These events



are held at a very agreeable site of small bungalows, with room for many tents. Lawn and playing grounds, a creek running through the premise, widening into a bathing pond, a large lake in walking distance – all that forms a great venue. Even foreigners and families found their way to Antalakaja, too, and they like it very much.

The camp enjoys the support and presence of Yuki Shigeno, 2 Dan-Pro, and Takeshi Harumi, 2dan, and in 2004 Olaf Martens and his team were pleased to welcome Tozawa Akinobu, 9 Dan-Pro from Japan, and Lee Ki Bong, 7 Dan from Korea.

Why are there so many children? – Because it's a summer camp mainly for the children from Lithuania. Most of them came from a school in Moletai, some 10 km away.

Go at school? – Yes. Since 1981 Jonas Kraujelis taught Go at school. Some of his pupils (in his words: a first generation) reached dan rank and now came to Prague too. The Nineties brought a decline to Lithuanian Go – the transition of society demanded all efforts. Since 2001 Jonas teaches about 30 pupils of the age from 12 to 17 (a second generation). They attend lessons twice a week, and 6 times a year members of the first generation and Kaunas Go players join the pupils for weekend seminars. Go has been integrated into the school schedule. (For the time being the pupils cannot play on the internet, as the school has at present only one computer.) The pupils spread the knowledge of Go to their friends. Playing Go improves the self-confidence, and it offers them possibilities to see places abroad with their own eyes. This year 17 young players took the chance and came to the Go Congress for one week – to play and to see and to learn.



Achim Schultze

Interview with Yan An, 7P

With the help of Guo Juan we talked with Yan An, the visiting professional from China.

Q: Tell us please about your career as a professional player.

A: I already reached professional strength in 1979, but at time there was no organisation of professionals as now yet. This started in 1984, then I immediately became a 4P.

Q: What is the result you are most proud of as a competitive player?

A: Once we won third place in the New Talents competition with the Hubei province team.

Q: But now you are teaching most of the time in Hubei?

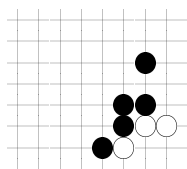
A: Yes, now I still live in Hubei and I am full time trainer for students, who want to become professionals. They spend full time on Weiqi training. Their ages vary between 12 and 17. There are more then 100 students. They already have professional strength.

But we also teach Weiqi to children at normal schools. The best among them we invite later to attend the professional school. In Hubei I have about 10 colleague professionals, who are also full-time teachers. We do not play in competitions any more. Some of them also teach privately or at private schools. Next there are of course many amateur teachers everywhere in Hubei.

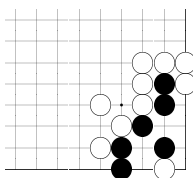
Q: There is also a female teacher in the Chinese delegation. Is she also from Hubei?

A: Liu Ya Jie, 3P is also a teaching professional. She lives in Guang Xi province.

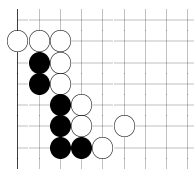
Tsumego problems:



Easy



Intermediate



Advanced