

# British Go Journal

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## GLOSSARY OF JAPANESE TERMS

AJI: Latent potential or threats left behind in a position.  
 ATARI: Threat of immediate capture.  
 FUSEKI: The opening  
 GOTE: Not having, or surrendering the initiative (see SENTE).  
 HANE: A contact play, 'bending round' an opponent's stone.  
 HASAMI: A pincer play.  
 HOSHI: The star points.  
 JOSEKI: Fixed local sequence, usually at the start of the game and in a corner.  
 KAKARI: An approach move to an opponent's corner stone.  
 KIKASHI: A forcing move.  
 MIAI: Two points which are equivalent, in you take one your opponent takes the other.  
 MOYO: A large territorial framework.  
 SEKI: Stalemate between two adjacent eyeless groups.  
 SENTE: Having or retaining the initiative.  
 SHIMARI: A corner enclosure.  
 TENUKI: To play away from a local situation.  
 TSUME-GO: Life-and-death fights  
 YOSE: The endgame.

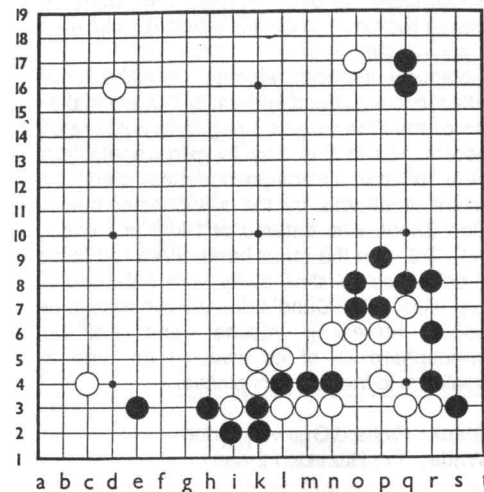
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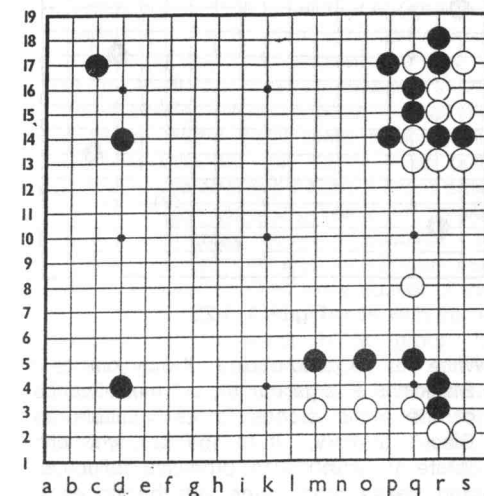
# Spot the move

by Richard Granville



Problem 1. White to play.

Problem 2. White to play



Problem 3. Black to play

Here are three more problems to test your sense of direction. As always, you'll be able to compare yourself against the opinions of a panel of 'experts' - a group of British dan players who will also be trying to pick the best move and describing their thinking. Look at the positions below, and try and work out what should happen next. Concentrate on deciding first what sector of the board is urgent, then narrow your choice onto the possible local moves. Try and back up your decisions with reasons. The reader whose suggestions come closest to those of our panel will receive the spendid prize of a £5 book token, to be spent at the BGA book service. Answers should be sent to The Editor, Ian Meiklejohn, 172 Strathyre Avenue, Norbury, London SW16. Good luck! Answers to, and commentary on, last issue's competition are to be found on page 22.

# Electing a candidate by Francis Roads

Throughout the year, at each of the dozen or so regional tournaments, one shodan and one kyu player are declared qualifiers for the Candidates Tournament - the first stage in the process of selecting a challenger for the British champion.

Mark Cumper, the BGA's tournament coordinator, keeps careful records of their names. They are invited, together with players graded 2-dan and above, to play for three days and six rounds over the May bank holiday at the Inter-Varsity Club, Covent Garden. This is a convenient place to travel to, and there are plenty of London players who can billet players from the provinces. It is also very suitable for those who enjoy playing Go to the sound of amateur saxophonists and assorted atonal buskers.

This year Mark decided that running the tournament was too serious a task to delegate and did the job himself. Since the Grading Committee controls only dan grades, any BGA member can in theory qualify as a kyu player, work his way through the Candidates and Challengers League, and trounce the British champion.

There are four places available in the Challengers League to the top four Candidates; they in turn are supplemented by the top four Challengers of the previous year. Mr MacMahon doesn't get a look in at either tournament, since the Challengers is all-play-all, and the Candidates is a Swiss. So it's quite possible for a 1-kyu to be matched against a 3-dan in the first round.

By no means all the qualifiers exercise their right to play in such a punishing event - out of 25 entrants this year only nine were qualifiers. However one doughty qualifier did win through to this year's Challengers!

Three players: Eddy Shaw (3-dan), Francis Roads (2-dan), and Mark Hall (3-dan) won 5/6 and took three of the prized places. To decide the fourth place the SOS (Sum of Opponents' Scores) tie-break came into operation. Of five players with 4/6, Alastair Thompson (now 2-dan, but a 1-dan qualifier)

had the highest, followed by Piers Shepperson (3-dan), Harold Lee (then 2-dan), Richard Granville (3-dan) and Des Cann (2-dan).

Obviously random elements in the draw affect one's SOS considerably, but the make-up of the Challengers League is deliberately determined in this way to give variety from year to year. Perhaps the most creditable result of all was by the Manchester player, Bob Bagot, who entered at 1-kyu and ended with 3/6. On the other hand, three red-faced 2-dans had to slink away with only one or two wins. The Candidates always throws up some interesting results, and has an atmosphere all of its own. I do urge all qualifiers to take up their places.

**Black:** Richard Granville 3-dan  
**White:** Tim Hazelden 2-dan

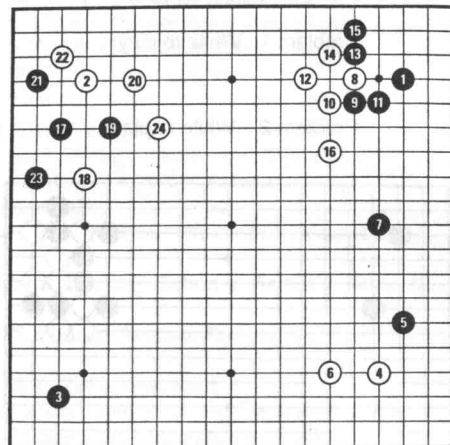


Figure 1. 1-23

**White 16:** A good choice. It may look as if Black has a large corner, but the influence of the white stones is as valuable as Black's territory. It co-operates well with White 2, which also promises influence, and makes good shape with the stones 8, 10, 12, and 14.

**White 24:** Works well with 16, and is far more valuable than a play on the lower side.

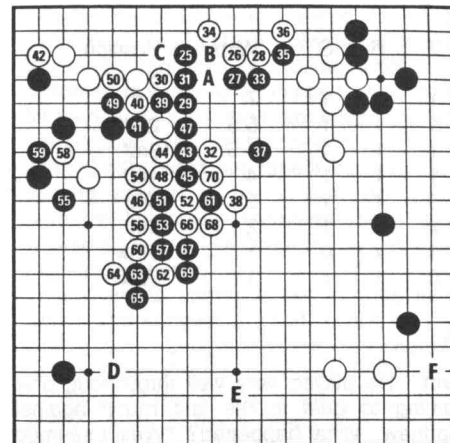


Figure 2. 24-69

**Black 25:** Tim thought this move was an overplay; Richard thought it reasonable, if somewhat premature. I agree with Tim - what do you think?

**White 26-28:** 26 is the right way to attack, but 28 is overconcentrated in relation to the strong stones upper right. In this kind of situation a play at 'A' is worth a try. If Black cross-cuts at B, the position looks complicated, but White should come out on top because he has so many friendly stones nearby. Without going into all the variations, some good rules to follow in such positions are: (a) Try to keep both cutting stones alive (b) If Black tries to save one group by sacrificing the other, make the sacrificial group as big as possible - at least two stones. A well timed 'atari' can help to ensure this. The likely upshot of the fight should be that White ends with some territory and a weak black group to continue attacking later in the game.

**White 30:** The exchange 30-31 strengthens Black more than White. Better is 'C', or 32 immediately.

**Black 39-41:** In the case of this cross-cut, the local White stones are weaker. White has to defend his corner at 42. This is a

large territorial move, but loses his attack when Black replies at 43.

**White 48:** Because he once had an attack

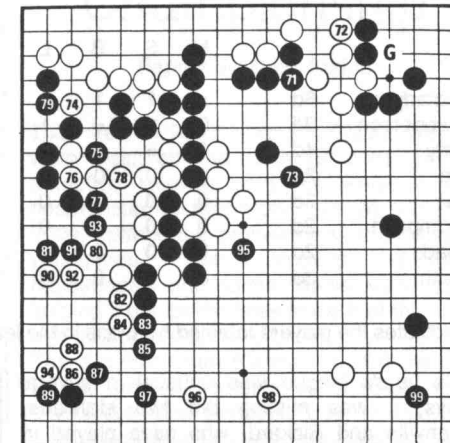


Figure 3. 70-99

on the black group, White seems to think he still has one, and therefore must defend his cutting stones 24 and 44. In fact he is only making a heavy group of stones which Black will be able to counter-attack. A move like 'D', 'E', or 'F' on the lower edge is of more use. A psychological rule of Go (which is often ignored) is to play the position as it is now, not as it would have been if you'd played the right moves beforehand.

**White 52:** This is the kind of 'atari' referred to above, giving Black a group he will be reluctant to sacrifice. Unfortunately, the strategy only works when the attack is sound to start with!

**Black 51-69:** "My play here was rather haphazard and inexact, but the attack proceeded well" - Richard.

**Black 71:** The exchange 71-72 costs Black territory in the corner (can you work out what happens in the endgame if White gets a move in at 'G'?) It is worth the loss, however, to strengthen his connection in the centre.

**White 74-79:** This forcing sequence achieves little. There is no point in playing moves only because they compel your

# Challengers League 1986

by Jim Barty

		M	S	B	L	H	T	R	S	Wins	Position
Macfadyen	6d	x	1	1	1	1	1	1	1	7	1st
Shepperson	3d	0	x	=	1	1	1	1	1	5.5	2nd*
Barty	4d	0	=	x	1	0	1	1	1	4.5	3rd*
Lee	2d	0	0	0	x	1	1	1	1	4	4th*
Hall	3d	0	0	1	0	x	0	1	1	3	5th
Thompson	2d	0	0	0	0	1	x	0	1	2	6th
Roads	2d	0	0	0	0	0	1	x	0	1	7th=
Smith	3d	0	0	0	0	0	0	1	x	1	7th=

\* Indicates the players retained his place in the league.

This year's league was unusual in several ways; it was missing the two stalwarts, Granville and Rickard, who have played in all the recent leagues. Terry Stacey was absent, of course, replaced by former British Champion, Matthew Macfadyen, and no less than three qualifiers failed to turn up: Jon Diamond, Jim Bates (currently living in Japan) and Eddy Shaw.

As a result, the league was a lot weaker than it need have been. This was especially surprising given that the winner of the league would qualify for a free trip to China - a rather better prize than is usual for a British Go event.

The organiser, Mark Cumper, to whom much thanks in general is due, made one mistake in arranging the draw on the basis of the previous year's results. The effect was that the anticipated 'crunch' games took place in the first two rounds, weakening interest in the remainder of the games. There was, it is true, one unanticipated 'crunch' in the last round; but nonetheless a random draw would have been better.

So how did Britain's best perform?

Matthew Macfadyen, reduced to the unexpected indignity of playing in the league, was rather below his best. He was seen to think for a few seconds occasionally, even when playing 2-dans. This League, though, was not good enough to stretch him much.

Piers Shepperson was the man really in

form. He played very well throughout, only coming to grief in the last round against Matthew. What happened? "Well, I seemed to be doing all right, then suddenly I didn't have enough territory....", he said.

As for your reporter, my game with Matthew was even for about 100 moves, when suddenly I threw away the eye space of a group. After that matters deteriorated: I blundered against T. Mark Hall and had to pull hard on a lot of stops in the yose to rescue lost positions against Piers and Harold Lee (jigo and 1 point win respectively).

Harold Lee put in a very good performance, belying his 2-dan grade. Qualifying to play only as third reserve, his recent experience in the big Paris and Amsterdam tournaments stood him in good stead. His score of four points was enough to retain his place in the League.

(Editor's note: Jim's game with Harold provided a bit of a stir, when Harold good-naturedly announced the next day that a recount at home had reversed the score and that he not Jim, had won, by a point)

T. Mark Hall did not show up as well as many had expected. He had his moments, which even included a good looking position against Matthew, but he didn't manage to hold it together this time.

Alastair Thompson, the man who never resigns, did win two games. He puts lots of thought into his play, and likes to build large

moyos. But this can be a difficult strategy to sustain against stronger players, and needs considerable fighting skill to back it up.

Francis Roads qualified for the league for only the second time in his long career, but didn't do himself justice. His games carried too many eggs in one basket, which often seemed to collapse at the last. Against me he tried to disprove the theory that very large groups never die. The theory won.

John Smith could not repeat his triumph of coming second in the league last year - perhaps he never recovered from being walked all over by Matthew in the first round. Perhaps next year.

Finally, would someone like to write to the Editor and suggest a good reason why the Challengers League exists. I certainly cannot think of one. If the best in British Go consisted of four or five players, all of similar ability, then perhaps there would be an excuse for an all-play-all league. However it seems that the same 'crunch' games would not be missing if the league was merged with the Candidates to form a Challengers Tournament of the type we enjoyed in 1980, 1981 and 1982.

(Jim raises an interesting question. The present system favours the incumbent titleholder, who is only exposed to one other strong player. I personally favour all-play-all rough-and-tumbles. But what do other players think? IM)

## Granville-Hazelden. Contd. from p5.

opponent to reply to them.

White 86: This move follows the principle that contact plays are defensive. White urgently needs eyes for his group, which he succeeds in achieving up to 94, but as always thrashing around like this always results in your opponent being greatly strengthened.

Black 95: ....who now uses that strength to attack another weak group. Trying to extricate these stones now would be suicidal for White. In the game he played some more moves on the lower edge, but after Black 99 it is clear that White is hopelessly behind on territory, and in fact he resigned a few moves later.

# British Youth Championship

Report by Tony Atkins

This year's British Youth Championships were held on the 28th of June in the attractive location of Lyme Regis. The headmaster of Woodroffe School, Mr Paul Vittle, opened the proceedings, and 14 keen youngsters from Norwich, London, Maidenhead and Lyme Regis were soon battling it out for the titles in each of the three age groups (U-18, U-16, U-14).

The day had been planned so that the four rounds were not rushed. As a result many participants took the opportunity to enjoy the sunshine and the school's swimming pool.

The afternoon's games proved entertaining for players and spectators alike, and it soon became clear that no-one could beat Sam Perlo-Freeman, playing on his home ground. Sam thus duly became Under-18 Champion, and obtained a qualifying place for next year's Candidates.

In the U-16 section Matthew Cooke, a 12 kyu from Earlham School, Norwich, beat Michael Carr, a 10 kyu from Furze Platt in the final round to take the title. And in the U-14s Peter Diamond showed signs of following in the footsteps of his father (Jon, many times grown-up British Champion) by winning ahead of Martin Gardner, 15 kyu, and Leon Rosenberg, 25 kyu.

It was good to see some new faces at the tournament, such as Karen Slaughter, who entered despite only having been playing for four days, and Sarah Perlo-Coull, who is not yet at senior school.

The headmaster said how impressed he was by the youngsters, while Bob Litt of sponsors Equity & Law PLC awarded the trophies. No-one went away disappointed, since there was a prize for everyone who took part. Our thanks go to Justine Lattimer, who arranged the event, and to France Ellul for acting as tournament director. And of course we must once again thank Equity & Law for their generous sponsorship.

# World Amateur Championship

Terry Stacey reports on this year's tournament to find the world's best amateur

The 8th World Amateur Go Championship was held at the Nihon Ki-in in Tokyo from the 25th to the 30th of May. First place again went predictably to an Easterner, Y. K. Chan, with seven wins out of eight.

Chan was one of the favourites, having already come 3rd in 1979 and 2nd in 1985, when representing mainland China. He emigrated from China a couple of years ago, and is now resident in Hong Kong, which presumably must make him the strongest Go player who has British citizenship.

The Japanese representative, Kikuchi Yasuro, also lost only one game, but finished second on tie-break (the tournament was run on the Swiss System). Third was Song Xue Lin of China, who defeated Chan in their game, while Kim Chul Jung of Korea was fourth.

Among the Westerners, highest placed was Janusz Kraszek of Poland, the European champion in 1983, who scored 5 wins and finished in 5th place. Kraszek did well to defeat Ronald Schlemper of Holland, who finished 6th, and who, having won the European Championship three years in a row, is generally considered Europe's strongest indigenous player.

I finished in 13th place, with four wins; I lost to Chan, Kikuchi, Hasibeder (6-dan of Austria) who finished 7th, and Hahn of Australia.

Two of my games are given below with notes based on comments by the tournament referees and official commentators, Chiu, 9-dan, Kato, 9-dan and Koyama 9-dan.

In all, thirty-four players took part in the tournament this year, with, for the first time, representatives from the USSR, Belgium, and Luxembourg. After the tournament many of the players enjoyed visits to Suita City and the Kansai Ki-in in Osaka. The latter was notable for a specially arranged goodwill Go match held at the historic Nanzen-ji Temple in Kyoto.

Round 1

Black : T. Stacey (GB)

White: Y. K. Chan (Hong Kong)

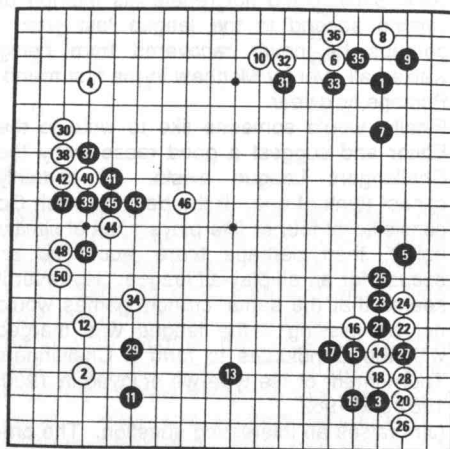


Figure 1. 1-50

Black 15: Better to play one of the usual moves, eg at 167 or 28.

Black 25: Playing at 87 is better since then 27 has some meaning.

White 30: If at 34, then Black 47.

Black 31: Since white 34 is now a good move, Black should force with 163, W 196, B 164, W 48.

White 34: Permitting 35 is usually bad, but 34 is actually quite urgent.

Black 37: Black should continue with his 'O-moyo' (large territory) strategy by pushing at 110. The sequence to 46 in the game allows White to counter Black's influence while attacking.

White 58: Maybe it was safer to play around 68.

Black 61: Quite a strong attack, but....

Black 73: ....continuing the attack (playing one point below 74) would be more consistent.

Black 93: It is necessary to play at 107, as

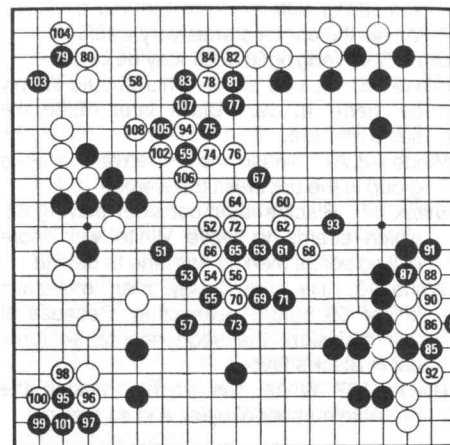


Figure 2. 51-108

Black has a weakness at 134.  
White 102: Aims at the sequence 132-134.  
Black 129: Playing at 130 is necessary, to reinforce the weakness. The sequence to 140 loses the game for Black, but he defers resigning until move 206.

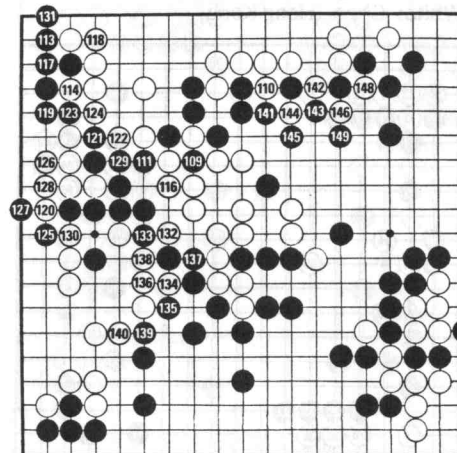


Figure 3. 109-155.

112: ko capture of 109; 115: ko at 109; 147: ko capture of 144; 150: ko at 144

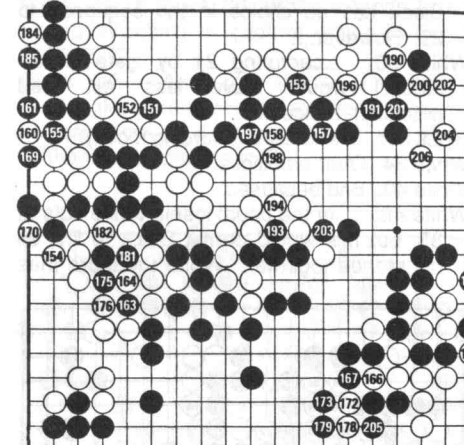


Figure 4. 151-206.

Ko at: 156; 159; 162; 165; 168; 171; 174; 177; 180; 183; 186; 189; 192; 195; 199; connects ko

Round 5

Black: T. Stacey (GB)

White: Yoon-Bae Kim (Canada)

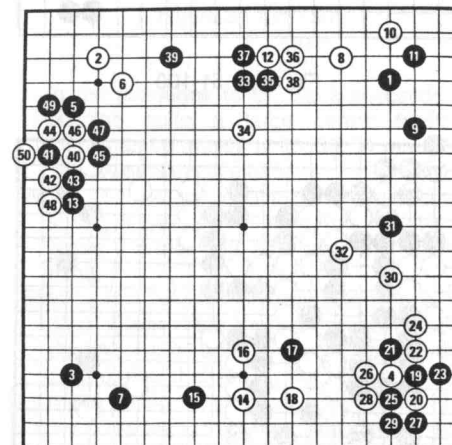


Figure 1. 1-50.

Black 17: Simply playing at 24, emphasising the right side, is better.  
White 22: This is better than a move at 26.

Black has no choice in the sequence to 29. However....

White 30: ...capturing 21 by 'geta' (loose ladder) would leave less 'aji' (bad potential), hence....

Black 31: ....is 'kikashi' (a forcing move).

White 34: Over-ambitious.

White 40: Bad because...

White 48: ....in the usual joseki White cuts at 85, but this would permit Black to link all his stones together. White therefore tries

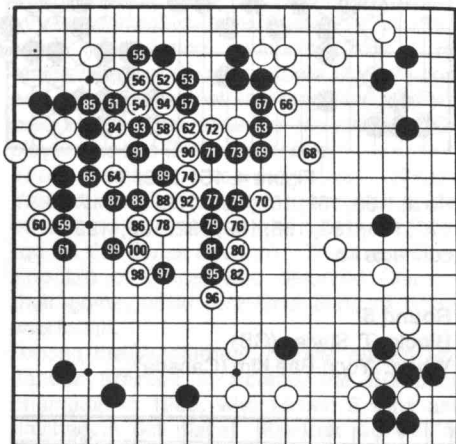


Figure 2. 51-100

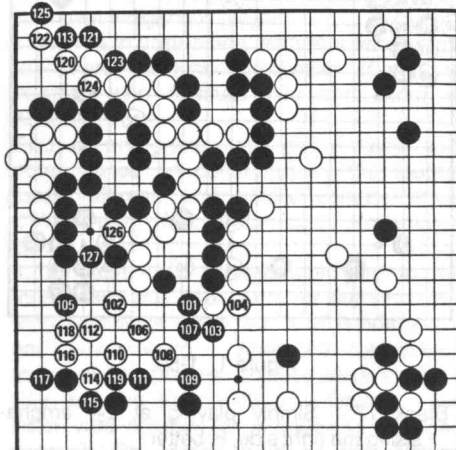


Figure 3. 101-127

something different, but the move played leaves the corner stones very weak.

Black 53: Wedging in at 56 may be better.

White 66: Is bad style. This should simply be 'hane' at 69. Black later made the same mistake.

White 68,70: These moves leave the white group in the upper left too weak.

Black 87: Black should consider playing 88, which seems to leave White with more cutting points than he has time to defend.

White 90: He should play 'atari' one point left of 89 before connecting. Because of this omission, the sequence to 94 turns out in Black's favour.

Up to 127 White has trouble making the requisite number of eyes, and so resigns.

Here is the only game Chan lost - to his former compatriot from mainland China. The game is distinguished by an absence of difficult fighting, and provides an excellent example for endgame study. See how early you can guess the final score. (Commentary by Ian Meiklejohn)

Black: Song (China)  
White: Chan (Hong Kong)

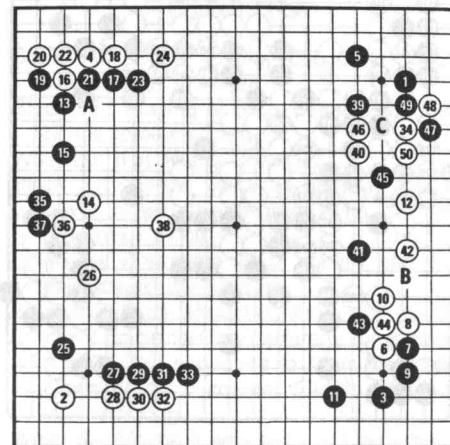


Figure 1-50

Black 15: Very steady. This move provokes W 16 to prevent Black from sliding in to 20. It would be wrong for Black to play 'A',

since his stones would be terribly overconcentrated. So he sidesteps with 17 etc. Strong players might argue over whether 15 is too close to the resulting thickness.

White 26: A good move, preventing White from pinching 14. The result is that Black again takes thickness in return for profit. The game will hinge on whether Black can turn his thickness to account by attacking White's weak group caught between two Black walls.

White 34: A very large, urgent point, since a Black play at 50 is a good extension from Black's corner and threatens an invasion. But Black 35 is also an excellent point, stabilising his own group while attacking White's eye space.

Black 41: Good timing. Note how Black skillfully erases the potentially large White territory.

Black 45: A probe that starts a tactical skirmish.

White 50: If White captures 47, Black gives atari at 'C' then cuts off W 40 and 46.

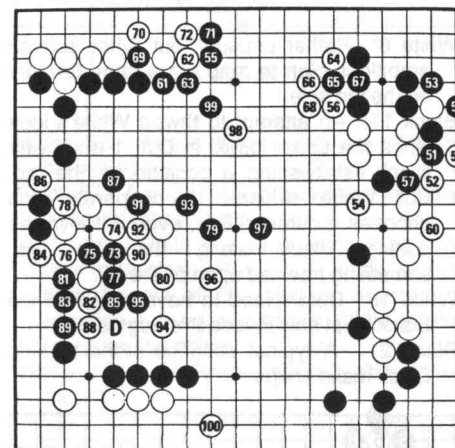


Figure 2. 51-100.

White 54: In return for losing 48, White captures Black's probe.

White 56: Nips Black's territory in the bid (imagine a Black stone there).

Black 73: The expected attack.

Black 85: If Black 86, White extends to 88 and threatens to capture either 81/83 or 73/75/77.

Black 95: An 'ugly' shape (the empty triangle) normally to be avoided, but good here since it has more effect on White than simply playing at 'D'.

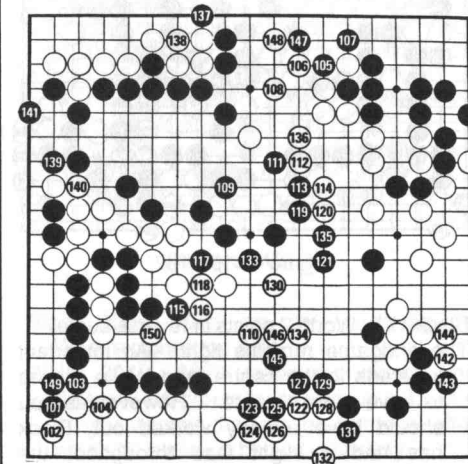


Figure 3. 101-150

In the sequence to 97 Black succeeds in building quite a large centre territory thanks to the moves at 79, 87, 91, and 93 - the rewards of his attack.

White 110: A good calm move typical of a strong player, strengthening his only weak group. White can now play with a free hand.

Black 141: Leaves the possibility of a ko after Black 168, but at present Black doesn't have enough large ko threats, considering that losing the ko would also mean losing most of his large centre. Try counting the game now and decide who is ahead - remember the komi of 5.5 points, and when counting try to count captured stones on the board, not in the lids.

White 164: Big - worth at least 5 or 6 points.

White 168: Worth at least 4 points (2 points in reverse sente). What is the score now?

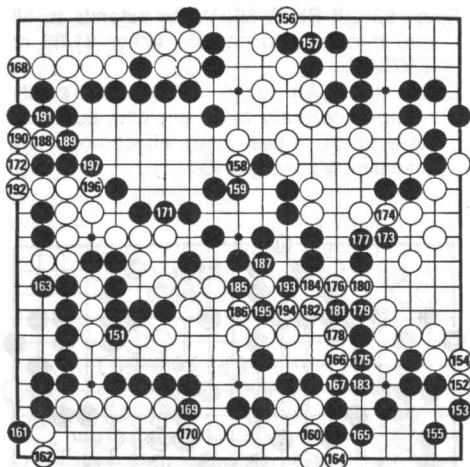


Figure 4. 151-197

Black 177: Worth 2 points in reverse sente. The endgame remains tight. An important ko starts in the centre, and White proves to have more threats. However as you should have already worked out, Black has had a slight lead throughout the endgame, and he succeeds in nursing his advantage home to win by 2.5 points.

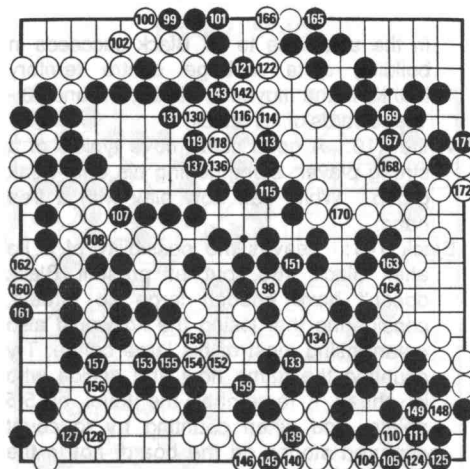


Figure 5. 198-273

Ko: 103; 106; 109; 112; 117; 120; 123; 126; 129; 132; 135; 138; 141; 144; 147; 150; 173

Finally, the decisive last round struggle between the winner and runner-up.

Black: Chan (Hong Kong)  
White: Kikuchi (Japan)

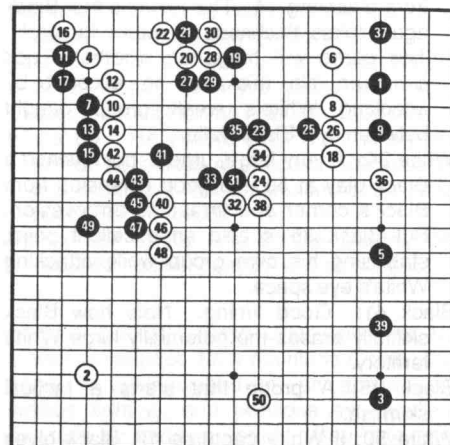


Figure 1. 1-50

White 8: Rather unusual, but White has an ambitious plan to map out a large territory on the top side.

Black 11: An attempt to thwart White's idea since the usual joseki in Dia. 1 ends with Black establishing a position on the top. But White refuses to cooperate and chooses a different line, even if it involves pushing Black along the 4th line, something frowned upon by theory.

White 18: Determined to have a fight, since Black must now invade this huge area.

Black 21: A typical sacrifice stone to help Black make shape.

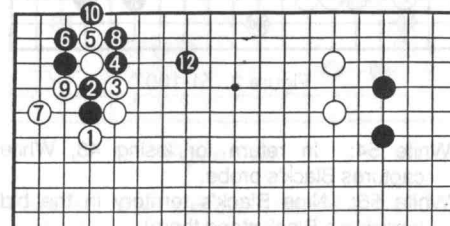


Diagram 1.

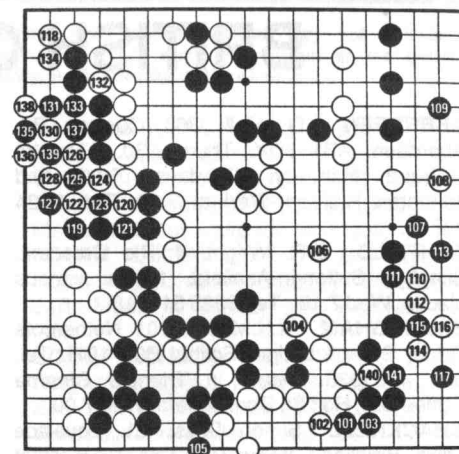


Figure 3. 101-141

Black 203: Sets up an attack against White's stones top right.

White 204: White takes the money and defends his group by setting up a ko, but cannot escape the loss of 4 stones, after which he is always behind in territory.

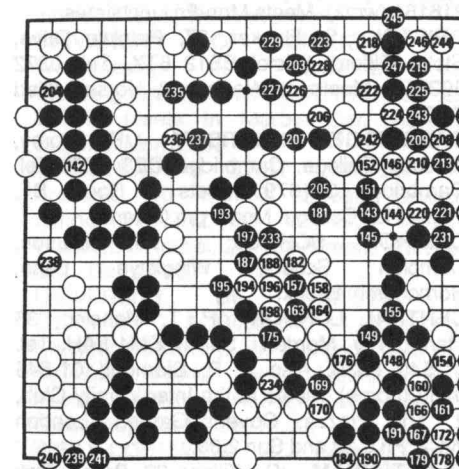


Figure 4. 142-247.

Ko at: 147; 150; 153; 156; 159; 162; 165; 168; 171; 174; 177; 180; 183; 186; 189; 192; 199; 202. 214 at 172. 215 at 178. 216 ko at 208. 232 at 213.

White 36: This move is some compensation for the destruction of White's moyo. but prompts Black to make a reasonably large, secure corner.

White 39: Solid but slow.

White 40: Threatening to shut Black in.

White 50: Again a pugnacious move, forcing Black to invade a wide extension.

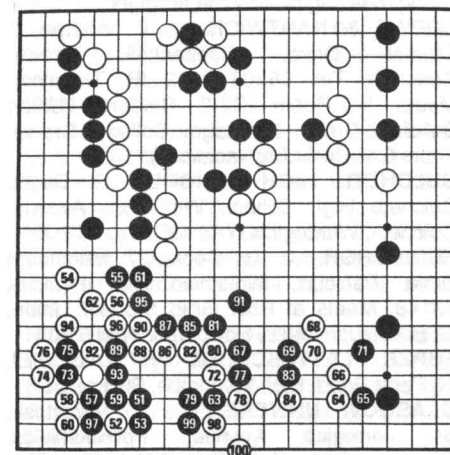


Figure 2. 51-100

White 52: Keeps Black weak by attacking his eye-space.

Black 57: A good time to play this move and see how White reacts.

White 72: White has to do something - he lags in territory. But Black neatly parries with the cut at 73 (another example of sacrifice stones) and forces White to play along neutral points.

White 104: Defends the cut above 102 (how?).

White 112: This looks like a desperate invasion.....

White 122: ....As does this, But in the sequence to 138 a ko arises. Black now has to find ko threats by attacking White's groups.

Black 193: Black has ingeniously managed to keep all of White's group starting at the bottom weak, which now enables him to cut off a chunk of territory in the centre.

# BRITISH GO CLUBS

**ABERDEEN** D. Hall, 368 Queens Rd. Aberdeen, AB1 8DX. Thurs 7.30. Also at Hillhead Hall on Sundays, 5.00 and Johnston Hall on Wed at 7.30. Tel. 0224 39766.

**ASHFIELD** C.R. Wright, 4 The Crescent, Skegby, Sutton-in-Ashfield. Meets various places, Wed 7.15. Tel. 0623 514718.

**BIRMINGHAM** R.N. Moore, 101 Nethercote Gdns, Solihull Lodge, Solihull B90 1BH. Tel. 021 4305938. Meets in Triangle Cinema Coffee Bar, Holt St, Birmingham. Wed 7.00.

**BRACKNELL** Simon Goss, ICL, Lovelace Lane, Bracknell, Berks RG12 4SN. Meets at this address. Tel. 0344 24842 (work).

**BRADFORD COMMUNITY** G. Telfer, 29 Quaker Lane, Little Horton, Bradford BD5 9JL. Tel. 0274 573221. Meets Manningham Community Centre, 203 Lumb Lane, Bradford. Mon 7.30.

**BRETBY** M. J. Willet, MRDE, Ashby Road, Stanhope Bretby, Burton-on-Trent, Staffs DE15 0QD. Tel. 0283 21922 (home), 0283 216161 (work). Meets Mon-Fri lunchtimes.

**BRISTOL** S. Flucker, 37, Ratcliffe Drive, Stoke Gifford, Bristol BS12 6TX. Tel. 0272 693917. Meets at Waggon & Horses Wed 7.30.

**CAMBRIDGE UNIVERSITY** P. Dorey, Queens College, Cambridge CB3 9ET. Tel. Cambridge 311679. Meets in Room B1, Trinity Hall College. Mon 9 pm (in term).

**CAMPION SCHOOL** Ian Carson, Campion School, Wingley Lane, Hornchurch Essex.

**CENTRAL LONDON** P. T. Manning, 36 Martin Way, Morden, Surrey SM4 5AH. Tel. 01-540 8630. Also J. P. Diamond 01-546 0460 (home). Meets at the Inter Varsity Club, 2, The Piazza, Covent Garden, London WC2. Fri 6.30 and Sun 2.00.

**CHELTENHAM** D. Killen, 33 Broad Oak way, Up Hatherley, Cheltenham, Glos. Tel. 0242 576524 (home). Meets at various places. Thurs 7.30.

**CHESTER** D. Kelly, 18 West Street, Newton, Chester CH2 3PS. Tel. 0244 319484 (home). Meets at Olde Customs

House, Watergate Street, Chester, Wed 8.00.

**COVENTRY** J. R. Ennis, 79 Upper Eastern Green Lane, Coventry, W. Midlands CV5 7DA. Tel. 0203 461422 (home), 88733 x 50 (work). Meeting place to be arranged.

**CREWE & NANTWICH** I. C. Sharpe, 2 Cromer Drive, Coppenhall, Crewe, Cheshire. Tel. 063084 292 (B. Timmins). Meets in Room C1-2 Students Union Building, Crewe & Alsager College, Crewe, Thurs 6.45 (including vacations).

**CULCHETH HIGH SCHOOL** R. Bagot, Culcheth High School, Withington Avenue, Culcheth, Warrington WA3 4JQ.

**EDINBURGH** J. H. Cook, 27 Marchburn Drive, Penicuik, Midlothian. Tel. Penicuik 73148. Meets at Post Grad Student Union, 22 Buccleugh Place, Edinburgh. Wed 6.30.

**FURZE PLATT SCHOOL** F. C. L. Ellul, 18 Perth Road, High Wycombe, Bucks.

**GLASGOW UNIVERSITY** A. Macintosh, 54 Jerregles Avenue, Pollockshields, Glasgow G41 4LK. Tel. 041 423 0792. Meets at Hetherington House Research Club, 13 University Gdns, (off University Ave). Tues 6.00.

**HARWELL** C.F. Clement, 15 Witan Way, Wantage, Oxon OX12 9EU. Tel. Wantage 4201 (home), Abingdon 24141 x2917. Meets at AERE Social Club, Tues 12.00 to 2.00.

**HASTINGS** (1066) R. A. Hill, 23 Heathlands, Westfield, Hastings TN35 4QZ.

**HEMEL HEMPSTEAD** A. Thornton, 20 Garland close, Hemel Hempstead, Herts HP2 5HU. Meets Thursdays.

**HUDDERSFIELD** D. R. Giles, 83 Ashdene Drive, Crofton, Wakefield WF1 1HF.

**IPSWICH** V. Baldwin, 58 Heath Road, Ipswich, Suffolk IP4 5SL. Tel. 0473 79045. Meets at 1 Church Lane, Sproughton, Ipswich. Thurs 7.30.

**LEICESTER** H. Holmes, Buckminster Road, Leicester. Meets at 66 Club, Albion House, South Albion Street, Leicester. Tues 7.30.

**MALVERN** P. Manning, 31 Lower Chase

**START YOUR OWN CLUB....**If you play Go regularly with several friends, why not affiliate to the BGA. No minimum number of members is needed. For more information of the benefits and how to get started, contact the membership secretary, Brian Timmins (address on p 2.)

Road, Malvern, Worcs WR14 2BX. Tel 06845 2990 (home), 06845 2733 x 2076. Meets at Somers Arms, Leigh Sinton. Mon 7.00.

**MANCHESTER** A. Moran, 31 Overton Crescent, Sale, Cheshire M33 4HG. Tel. 061 962 2057 (home), 061 998 79999. Meets at Teachers' Centre, Mersey Road, Sparth Road, West Didsbury. Thurs 7.30 (in school term).

**MONMOUTH** Mrs E. M. Hitchins, Kilmallock, Highfield Road, Monmouth, Gwent NP5 3HR. Tel. Monmouth 6256 (home). Meets at the White Swan, Monmouth. Tues 7.30.

**MORETON SAY SCHOOL** Mrs K. Timmins, The Hollies, Wollerton, Market Drayton, Shropshire TF9 3LY. Tel. 063084 292.

**NORTH WEST LONDON** K. Rapley, Lisheen, Wynnswick Road, Seer Green, Bucks HP9 2XW. Tel. Beaconsfield 5066 (home), 01-750 5867. Meets at Greenford Community Centre, Oldfield Lane, Greenford. Wed 7.00.

**NORWICH** A. J. Boddy, 2 Lime Tree Road, Norwich NR2 2NF. Meets Wed 7.00.

**NOTTINGHAM UNIVERSITY** D. Gilder, 316 Queens Road West, Beeston, Nottingham NG9 1GS. Tel. 0602 223446 (Mark Skinner). Meets in East Concourse Lounge, Portland Building. Thurs 7.00.

**OPEN UNIVERSITY** F. C. Holroyd, 10 Stacey Avenue, Wolverton, Milton Keynes MK12 5DL. Tel. 0908 315542. Meets in the Common Room, 7.30, alternate Tuesdays.

**ORWELL PARK SCHOOL** Stephanie Perks, Orwell Park School, Nacton, Ipswich, Suffolk.

**OXFORD CITY** N. Wedd, Bartlemas Road, Oxford. Meets at 64 Southfield Road. Mon 8.00.

**OXFORD UNIVERSITY** D. Lowe, Brasenose College, Oxford OX2 6HS. Meets at Lecture Room A, Queen's College. Thurs 7.30 (during term).

**READING** J. A. Clare, Flat 32, 28 Granville Road, Reading, Berks RG3 3QE. Tel. Reading 507319 (home), 0344 424842.

Meets at ICL Club, 53 Blagrove Street. Reading. Tues 6.30.

**SHEFFIELD** A. Cornah, 32 Havelock Street, Sheffield S10 2FP. Tel. 0742 21814. Meets at various locations, Mon 8.00.

**SOUTH COTSWALD** R. D. Hays, 87 Robin Way, Chipping Sodbury, Bristol BS17 6JR. Meets at Buthay Inn, Wickwar. Mon 7.30.

**SOUTH LONDON** Jay Rastall, 17 The Heights, Foxgrove Road, Beckenham, Kent BR3 2BY. Tel. 01 650 9828, 01-628 7700. Meets at address given. Wed 7.00.

**STEVENAGE** J. E. Allen, 5 Greenways, Stevenage, Herts SG1 3TE. Tel. 0438 729100 (home), 0438 726161. Meets at I-DEC, London Road, Stevenage. Wed 5.30. Ring first.

**ST. DUNSTANS COLLEGE** J. Hawden, St. Dunstons College, Catford, London SE6 4TY.

**THREE COUNTIES** Cathy Naef, 24 Hartford Rise, Camberley, Surrey. Meets at various places, Thurs evenings.

**UNIVERSITY OF SUSSEX** S. Wathanasin, 28 Catherine Vale, Woodingdean, Brighton BN2 6TZ. Tel. 0273 36747. Meets in Marble Bar, Refectory Building. Mon 6.00.

**WANSTEAD & EAST LONDON** R. Arundell, 10 Fernhill Street, Silverton, London E16 2HZ. Tel. 474 1921. Meets at Wanstead House, 21 The Green, Wanstead E11. Thurs 7.15.

**UNIVERSITY OF WARWICK** (ex Coventry) C. A. Robinson, 14 Morningside, Earlsdon, Coventry, W. Midlands CV5 6PD. Tel. 0203 75040 (home). Meets in Maths Faculty Common Room, Gibbet Hill Site (East Site). Tues 5.30 -10.00.

**WEST CORNWALL** F. J. Culmer, Rose-in-Vale, Gweek, Helston, Cornwall TR12 7AD. Tel. 0326 53167.

**WOODROFFE SCHOOL** S. Perlo-Freeman, Valley View, Vale Lane, Axminster, Devon.

(N.B. Details of changes to Brian Timmins)



## NEWS...NEWS...NEWS...



Terry Stacey, pictured here in action, finished 13th in this year's World Amateur Championships in Taiwan, scoring 4/7. As usual, the event was won by a Chinese player, though this time he represented Hong Kong. A full report starts on page 8.

**Tournament round-up**

**Leicester** Won by J. Y. Lee (5-dan of Nottingham). Qualifiers for the Candidates were Alex Rix and Gerry Mills.

**North London** Terry Stacey won the first non-smoking tournament organised by Harold Lee, which was well attended with 56 players. Qualifiers were Andrew Grant and I Phillips.

**Northern** J. Y. Lee again made his presence felt by taking the Northern, ahead of a field of 38. Qualifier was M. Cumpstey.

**Wanstead** 60 players made this year the best ever turnout for Wanstead. Terry Stacey was overall prizewinner, while among the other players on 3/3 were Sue Paterson, 3-kyu, Kevin Rogers 4 kyu, and Paul Frost of Bournemouth, a 24-kyu.

**British Go Congress**

Brian Timmins amplifies on the brief details given in our last issue.

Eighty-six players made the journey to Crewe, converging from as far away as

Edinburgh and Helston, Cornwall. Reversing a recent deplorable trend, 11 players came from London, and while a fifth of all players were dan strength, there were enough double-kyu players to keep handicaps reasonably even.

Much interest was aroused by Ian Docherty's program which operated the draw, and complaints were limited to fairly minor points. It certainly speeded up inter-round progress.

The main tournament trophy once again went to Matthew Macfadyen, and prizewinners with 5 or 6 games out of 6 were M. Shiono (a student at York University), M Munro (Bristol), K. Timmins (Crew and Nantwich), and Steve Flucker (Bristol), all of whom received a £10 book token. Candidates places went to A. Grant (Wanstead) and C. Kirkham (Manchester).

The honour of being the first club to hold the new team trophy, The Team Cup, kindly donated by the Nippon Club to commemorate its 25th anniversary, was gained by Bristol. The lightning Go Championship was won by Brian Chandler (Manchester), while runner up was A. McKendrick (Edinburgh). A problem set in the tournament booklet was most satisfactorily solved by Bob Bagot of Manchester.

An innovation of a £1 surcharge for non-BGA members did not appear to act as a deterrent, as ten non-members took part, and by the end of the tournament three joined, taking advantage of the £1 already paid!

Many thanks to all who came, and especially to Ian Docherty and Ian Sharpe for all their help.

**Northern Go League**

Once again the combined Huddersfield and Sheffield team have swept all opposition before them. Only a draw against Natwch prevented them from achieving a clean sweep of all their matches. Second was Culcheth with 4/6; third were Nantwich (1/3

and 2=), while poor Bradford could only muster a single draw. The league's organiser, John Smith, would welcome new teams wishing to play in this long established league. He can be contacted on 061 445 5012.

**World Youth Go Championship**

Report by Anton Steiniger

The third WYGC was held in Taipei from the 8th to the 10th of August. Three European boys took part, Hans Pietsch, a 4-dan from Bremen, Peter von Milczewsky, a 1-dan, from Kiel, and Farid Ben Malek, 1-dan from Lyon. The two German boys managed to win two games, while the French lad finished with one point.

The tournament was won, as usual, by a



Korean, Lee Sang-Hoon (3-dan) He was followed by Shi I-Chen from Taipei (2-dan) and Kikuwa Mikitoshi (6-dan) from Japan, the first time the Japanese have had a player in the top three. (For those bewildered by the gradings, Korean amateurgrades are about three stones stronger than Japanese/Western amateur grades).

In a side tournament for chaperons, our own Matthew Macfayen was beaten by Bruce Wilcox of the US, who went on to win the event.

Next year it is hoped that mainland China will participate for the first time, provided all the political niceties can be resolved. Europe will send two boys whose visas were refused this year, plus two others to be selected by qualification tournaments at the Paris and Amsterdam congresses.

**British Go Association News****Promotions**

The grading committee has made the following promotions: Harold Lee to 3-dan, Alex Rix to 2-dan; Bob Bagot to 1-dan; Gerry Mills to 1-dan. Our congratulations to all concerned.

**Rule changes**

A number of changes have been decided in the rules for the qualifying tournaments for the British Championship. Full details will appear in the next issue, but the essential changes are:

**Candidates** games will be played over minimum times of 90 minutes plus 20 seconds byo-yomi, with a six point komi; tie-breaks will be decided by SOS, cumulative round scores, and nigiri, in that order (or a play-off inside 7-days if all parties agree).

**Challengers League** - same time limits as above, but tie-break decided by result of individual games; in a three-way split, the player with a win against the highest other player will qualify.

**Subscriptions**

Good news.....there will definitely be no increase in BGA subs next year! There's never been a better time to recruit a friend!

**Membership up!**

The long decline in BGA membership has been reversed, Due in part to the sterling efforts of Brian Timmins, membership for 1986 was 507, up from 491 last year. The number of clubs has also risen to 44.

**Unattached members**

A reminder that the time has almost arrived to renew your subscriptions. You should renew by January at the latest, but Brian Timmins will accept renewals for next year from October onwards.

**Book service**

Clive Wright is expecting a large delivery of new stock, and will be issuing a new price list in the next Newsletter. Subscribers to *Go World* are advised to keep pestering Games Workshop.

**Susan Barnes Trust**

The trust has awarded £50 to Sam Perlo-Freeman for becoming the first player (in the trust's lifetime) below the age of 18 to reach shodan. Our congratulations to Sam.

European Championship

Ronald Schlemper of Holland has again proven his class by winning this year's European Championship with a clean sweep of 9/9. Second was his compatriot, Frank Janssen, who dropped only one game to Schlemper. The top of the tournament table was as follows:

1. Schlemper	6d	Holland	9
2. Janssen	5d	Holland	8
3. Donzet	5d	France	7
4. Rittner	4d	W. Germany	6
5. Macfadyen	6d	G.B.	6
6. Lazarev	5d	S. Union	6
7. Danek	5d	Czech	6
7. Moussa	5d	France	6
8. Westhoff G.	5d	Holland	6
10. Petrovic	5d	Yugoslavia	6
11. Nilov	6d	S. Union	6
12. Wimmer	7d	Austria	5
22. Shepperson	3d	G.B.	6
26. Lee	3d	G.B.	6
40. Mill Q.	3d	G.B.	5
40. Granville	3d	G.B.	5

(See Francis Road's report elsewhere in this issue for more details)

European Go Federation AGM

Sketchy details to have reached us include: venues - next year the tournament will be in Grenoble; few details available as yet; in 1988 the venue is Hamberg; free accomodation is said to be available, and a massive publicity campaign is planned; 1989 and Yugoslavia gets another chance with the town of Nis 'only 500 km from the Adriatic'; 1990 will provisionally be in Vienna.

There will also be a number of changes to the top tournament. In Grenoble there will be a Macmahon, but after seven rounds the top four players will play a two-round knock out. The idea behind this bizarre suggestion is to provide a final on the last day - presumably to attract more publicity. In 1988 the system is even simpler: championship participants play in a separate group with 6 rounds in the first week, whereupon the 16 players with the highest score are split out

into four groups of four. After two further rounds the two top players from each group form two further groups of four. The top two players from those groups then play each other in a two-round knock-out. What happens to those eliminated, I hear you ask - well they can drop back into the main tournament and keep playing for sheer fun.

A division of opinion is clearly emerging among Go organisers throughout Europe. There are those who subscribe to the Hamberg principle: ie the overriding objective is to further the spread of Go and its acceptance as a serious sport, worthy of sponsorship. There are others who, while wanting to promote the game, still believe that it is primarily a pastime to be enjoyed, and that the venue for the European should be chosen for its suitability as a holiday, and not its proximity to sponsors and TV stations.

Computer Go

Interest in computer Go has been given a tremendous fillip with the offer, by Taiwanese computer manufacturer Multitech, of a \$1 million prize to the first program which can defeat the reigning Taiwanese junior champion (rated approx. 5-6 dan on Western amateur grades). The offer is good for 15 years.

At the same time Alan Scarff has been making significant headway with his program MicroGo. He has tied up distribution rights in Japan to sell a version of MicroGo1 on the Famicom home computer, which is Japan's most popular machine, with an estimated 8 million units already sold.

Alan has polished up the program to give it more exciting graphics and background music, and he is optimistic of selling several hundred thousand copies. In November he hopes to match MicroGo2 against Bruce Wilcox's program Nemesis in a computer Go competition in Taipei. "Both of us are aiming for a nominal 10 kyu standard, so the shoot-out, if it happens, will be exciting to say the least," he says.

Alan intends to concentrate on the Far East market in the immediate future, and has plans for a dedicated Go machine "within a year or two". Such a machine, he hopes,

"will be manufactured in very large numbers." An article by Alan, explaining his ideas on the future of computer Go and his own novel approach, can be found on page 27 of this issue.

Japanese News (from M. Shirakami)

**Meijin** Challenger for Kobayashi's Meijin title is 'killer' Kato, who has got off to a flying start and leads 2-0. Kobayashi blundered when ahead in the first game, then lost a very tight 2nd game by half a point. The final game will take place on November 12th. Kato has hit a purple patch and at time of writing is unbeaten in his last 13 games. Kato overhauled Takemiya in the Meijin League, who had been leading 6-0, but then lost to Rin and Cho. Otake had a disastrous time for a player of his strength: he could only manage 1-7 and is demoted from the League, along with O Meiwan.

**Honinbo** Takemiya has retained his title, fighting off newcomer Yamashiro 4-1. 27-year old Yamashiro did not disgrace himself, however, and is expected to challenge for further titles in the future.

**Kisei** Otake, Ishikura, 8-dan, Cho, and Takemiya are left fighting it to challenge Kobayashi for his Kisei title. Ishikura is the surprise, having fought his way through from the 5-dan stage. In the quarter-finals Otake meets Ishikura, while Cho faces his old rival Takemiya. One interesting performance in the qualifying stages was that of Yoshikuni Shimada. Formerly a top amateur, he turned professional, and won the 1-dan section of the Kisei. In the Oza tournament challenger for Kato is Rin.

**Gosei** Otake has finally lost the title he has held for six years in a row, losing to Cho Chikun 3-0. Cho now seems to be something of a bogey oponent for Otake, who has lost almost all his games against him this year.

**NEC Japan-China Super Match** The latest news is that nine games have been played, and Japan has taken the lead thanks to Kobayashi Satoru. In the fourth round Imamura beat Zhang, but then lost to Chian Yu Ping, who in turn lost to Kobayashi. Kobayashi then went on to beat Shao Jen

Jung, ex amateur world champion, Tsao Ta Yuan, and Jiang Zhu-ji (the player who beat four Japanese professionals in a row in the last match).

TOURNAMENT DIARY

**October 26** Wessex. A 4 round Macmahon at Marlborough Town Hall. Contact Steve Flucker, 37 Ratcliffe Drive, Stoke Giffard, Bristol.

**November 8** Nottingham Go Tournament. Contact Clive Wright (address on inside cover)

**December 14** Black Bull Handicap Tournament, Leigh Sinton. Contact Paul Manning, 31 Lower Chase Road, Malvern, Worcs.

**December 28-31** London Open. An 8 round Macmahon held at the Inter-Varsity Club, 2-5 The Piazza, Covent Garden. Contact Toby Manning, 36 Martin Way, Morden, Surrey.

Answers to last month's problems

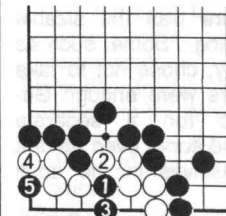


Diagram 1

Problem 1 (left). The wedge at 1 is the correct move, but there is a nasty trap for the complacent. After 4, Black must find 5; if he plays on the other 2/1 point White can get a ko by playing at 1/1. (This incorrect solution was published in another magazine!). If White 4 left of 3, then Black 5 still wins.

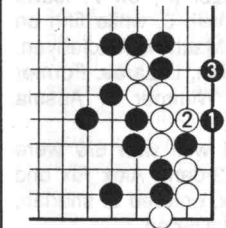


Diagram 2

Problem 2 (below) The diagonal play at 1 steals White's eyes. If White tries to cut both stones off (dia 3) he runs short of liberties.

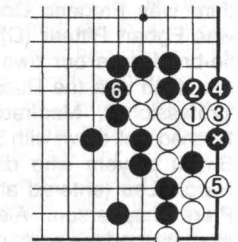


Diagram 3

## Beer and battles in Buda by Francis Roads

What most of you missed....

A ride in a tram for 3p, a glass of beer for 25p, a good meal in a restaurant with drinks for £3.....no, I'm not reminiscing about my lost youth, but how it was this year in Budapest.

Three hundred and seventy three Go players, a record number, took part in this year's European Go Congress, with 319 staying for the full fortnight.

Eighteen may sound like a healthy British contingent, until you hear that over 50 apiece from W Germany and the Netherlands. Where were you all?

The numbers were further swelled by strong contingents from East Germany, Poland, Czechoslovakia, and even a handful of Soviet players. Many of the East Block players are unable to attend congresses in Western Europe because of visa or currency problems, and it was wonderful to meet so many new players.

Another cheering feature was the sizable group of families attending. Some, such as Jan Rüten-Budde's baby, chose not to take part in the Go; but there were enough Go-playing youngsters to run a separate tournament for them, and some even gave a good account of themselves in the adult tournaments.

It won't amaze you to learn that 7 dan Ronald Schlemper (NL) with his year's training as an 'insei' in Japan, won the European Championship for the third time in a row, with a clean 9-0 sweep. Second was his compatriot, Frank Jansson, with 8 wins; third was Frederic Donzet (F) on 7; fourth was Egbert Rittner (D) with 6, while fifth on tie-break was our own Matthew Macfadyen, and sixth was the Russian, Lazarev. Former 'professional', Manfred Wimmer of Austria finished well down with 5.

British players who did well with 6/9 were Harold Lee (entered at 3-dan), Alex Rix and Piers Shepperson. Alex, entered at shodan, even bagged the scalp of a 5-dan.

No fewer than seven subsidiary tournaments were on offer: the Weekend; the Continuous

Handicap; Continuous Lightning; Knock-out Lightning; Town Team; 13x13 and 9x9 boards. Perhaps because there were so many, no single tournament except the Weekend attracted as large or as serious an entry as might otherwise have been the case. However it was good to see dan-players battling it out on the 9x9 board. Who says it's a simple, game?

Of the Brits, only your humble reporter won anything in the subsidiary events (I got a pot for 10/10 in the handicap tournament). However one Lena Petrovics must be mentioned in despatches. She is the daughter of a strong Yugoslavian player, looks about ten years old, entered at 18 kyu, and walked off clutching no less than three prizes. Come on, Yugoslavian grading committee, do your stuff!

The general organisation of the event was rather good, especially considering the huge attendance. Nick van Diepen's computer program did the draw tolerably well - what delays and errors there were could be attributed to human failings. The event was heavily sponsored - I didn't know there were so many 'firms' in communist Hungary that could offer sponsorship - so prizes were both numerous and generous. We have much to learn from the Hungarians in that respect.

I was also surprised at first by the small number of people that booked up for the organised excursions on the two free Wednesdays. I won't give you a travel diary, but there was plenty to see and do in and around Budapest, including a glut of concerts marking Liszt's 150th birthday. The reason for the apparent apathy, however, turned out to be that public transport is so cheap, you could organise your own trip at half the cost!

On the last Friday the British contingent had a friendly singing competition with the East Germans. They sang German folk songs, while we sang Go songs such as "The English 1-kyu's Go-Ban" and "The Weak-Kneed Dans". (What's that, you don't know

any Go songs? Another one who hasn't been to enough congresses!) I think we won, as the Germans eventually became to drunk to keep in time, whereas our timing was perfect.

Well, there you are. Four days sightseeing and nine days playing Go are the perfect holiday for me. I shall try to make Grenoble next year, but I don't think somehow that it's going to be quite so cheap.

**Black:** Richard Granville (GB) 3-dan

**White:** Z. Mutabzija (YU) 5-dan

Zoran Mutabzija won the European Championship away back in 1971 when it was held at Bristol. Perhaps fifteen years and the demands of a family have cost him a little sharpness, but this was a good win for Britain. Far be it from me to suggest to these strong players where they went wrong, so the following commentary is designed to tell kyu-players what is happening. You definitely need board and stones to follow this game: it's no bed-time reading!

**Black 1-6:** The famous "Shusaku" opening pattern, named after a 19th century player of the same name who was virtually unbeatable with the black stones and favoured this arrangement.

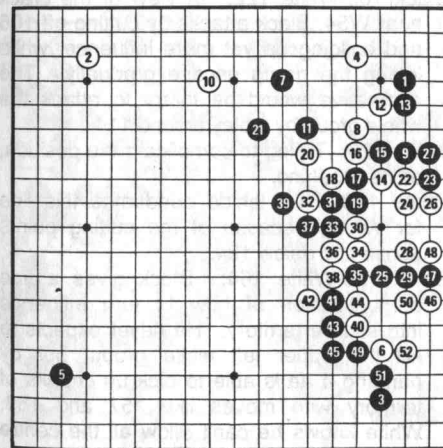


Figure 1. 1-50.

**Black 7 -21:** Joseki, according to Ishida's 'Dictionary of Basic Joseki'.

**White 22-24:** White appears to create a weak, heavy group. Obviously he thought that his stone situated below (6) enabled him to play this way; all the same, Black 25 looks a good splitting attack.

**White 40:** "Pon-nuki" (the shape Black would get if he captures 32) is worth 30 points", says the proverb (ie, 30 points worth of influence). I am sure Black expected White to connect at 32, but White decides he can do better by attacking the three black stones below. White's reluctance to connect is understandable - even after the connection the white group arising from 4 is in poor shape.

**Black 41:** In the sequence to 52 Black gives up his stones, makes some sente plays which strengthen his lower right corner, and then goes straight to.....

**Black 53:** ..the 'pon-nuki' capture mentioned above. Black has given up about 20 points on the right, but the outward influence gained by this move, together with the profit to come from attacking W's upper right group, should amply compensate.

**Black 63:** In this sequence Black does not expect to kill White, but rather to build his strength on the outside by attacking. White 10 becomes a wasted stone in the process.

**White 64:** The peaceful course for White is to play at 69, (B plays at 64) which gives him sente. After the move played, White can live in the corner, but Black becomes strong on the outside. Neither the remainder of the white group nor the black stones will have room for two eyes, so a 'semeai' (life and death struggle) must ensue. White must have thought he could win this fight. Before playing the subsequent moves out, think of the four possible outcomes: White captures Black; Black captures White; seki; or a ko fight. How soon can you predict the outcome?

**White 76:** With this move White makes his two eyes in the corner. Now the semeai begins.

**Black 81:** Prevents both the capture of Black

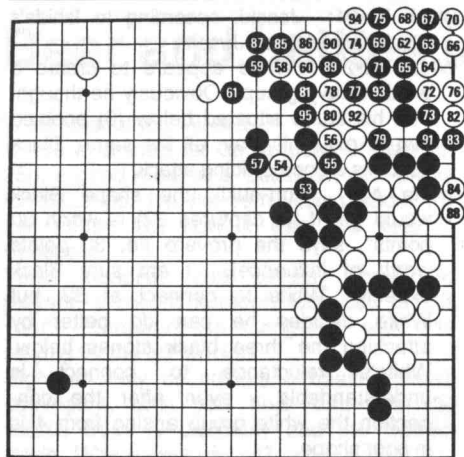


Figure 2. 51-95

11 and white making an eye at 89.

White 82-88: In a semeai, always fill in outside liberties first.

White 92-94: Leaves the groups with no common liberties. This means: (a) there can be no seki (b) that the Go proverb which says "a fight where one player has an eye is a fight over nothing" (or more succinctly in Japanese, "me ari me nashi") does not apply. Black's eye does not help him.

White 96-Black 107: So it comes to ko. White needs to win this ko to keep enough liberties (three) to have time to fill Black's two. Both players have one internal ko threat, at 97 and 100 respectively, but after White takes the ko a second time (with 102) he knows that there is no threat on the board large enough to force Black to reply, if Black takes the ko again. Therefore White fills the ko with 104, and Black carries out his ko threat with 105. This threatens four outside white stones. If Black captures them his influence will be overwhelming, so White makes the best shape he can with 106, though the stones remain weak. This provokes Black's connection at 107. The upshot of the semeai is that Black rescues his dead stones lower right and is left with a weak white group to attack all at the cost of sixteen stones. With

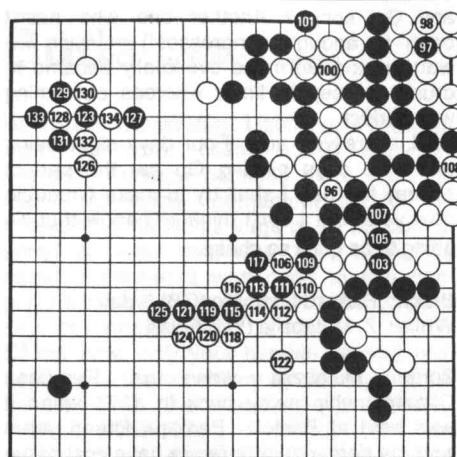


Figure 3. 96-134  
Ko: 99; 102. 104: fills ko.

hindsight, what do you think of White 64?

White 108: Not needed to kill Black, but giving his own group, including 96, one more liberty, thereby weakening the black group including 107, and indirectly strengthening his own group (containing 106). The move also stops Black from capturing two stones in sente on the right edge (work it out!). What do you think of replacing 108 with 114?

Black 109-White 122: In view of the crack near W54, Black attacks by cutting off 106 and building up yet more influence, while letting the group escape gradually. The alternative would be to try to attack the whole group by a play around 114.

White 126: Trying to complicate the position, as he is behind.

White 128-134: Ishida condemns this line for White, because of the cutting points above and below 134.

Black 135-White 160: Black gives a fine demonstration of how to turn influence into secure territory. He never expects to kill the upper left white group, but by harrying it he is able to pick up chunks of territory with moves like 157 and 159. White knows he can't allow all the centre to become black territory, so he has to delay making eyes until 160.

Black 161-166: Black could have cut at 166

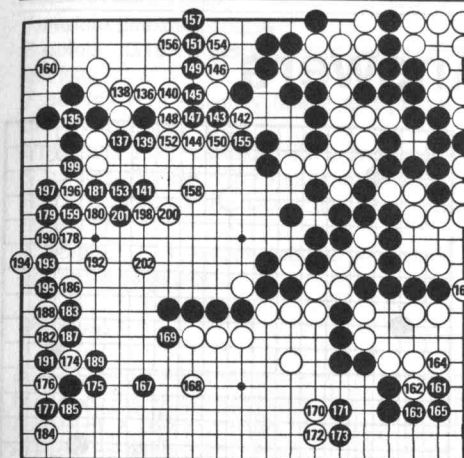


Figure 4. 135-202

previously, but then White lives with 165. This sequence is good sente yose for Black, securing his corner stones and yet more territory.

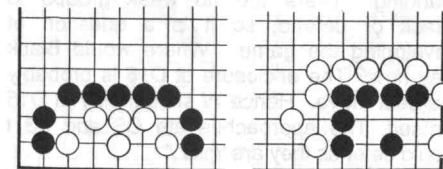
White 174-202: "If you plan to live in your opponent's area, play against his stones" says the proverb. White proceeds to do this with 174, 176, 178, and 180. These moves are 'kikashi', and when you play like this you mustn't expect all of the stones to live. Here White gives up some

stones but connects the remainder to safety with 202. A huge yose play remains on the left edge, but...

Black 203-211: Black plays shows good endgame skill by playing some sente yose first, before returning to the enormous play at 211. Make a count of the game now. Black went on to win this game by ten points on the board. Is that the present margin? The small yose plays are not without interest, but I won't describe them in detail. While thinking them through yourself, bear in mind the principles that apply to all yose: (1) a gote play gaining n points is roughly as valuable as a sente play worth n/2 points (2) a gote play which would have been sente for the opponent is as good as a sente play for you (3) moves which are sente for both players have top priority.

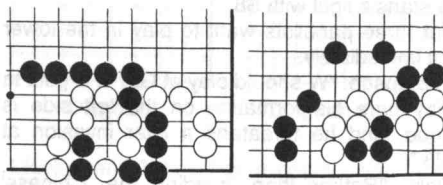
## Tsume-go corner

Try to solve the following problems in your head before turning to the answers on p 31. In all cases Black is to play. (Hint: if you find problem 4 is difficult, think about what you are trying to achieve before you start calculating variations.)



Problem 1.

Problem 2.



Problem 3.

Problem 4.

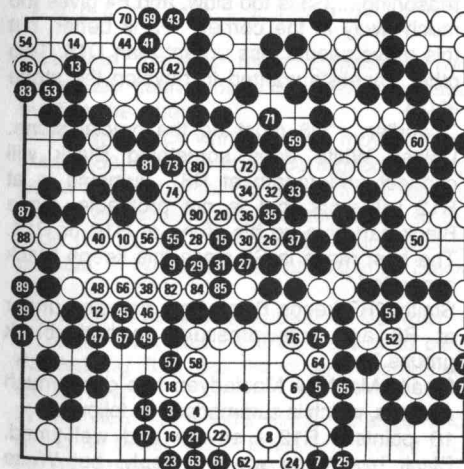


Figure 5. 203-289

# Spot The Move - Answers

Richard Granville takes on the role of judge and jury as he summarises the answers of our panel of 'experts' to last month's competition. The next competition, number 6, can be found on page 3.

## Problem 1

	1	2	3
Matthew Macfadyen 6d	R12	R16	K8
Piers Shepperson 3d	F3	R16	J8
Andrew Daly 3d	F4	G6	J8
John Smith 3d	R7	R16	J7
Brian Chandler 2d	S8	Q8	K9
Toby Manning 2d	D15	P3	Q16
Francis Roads 2d	O6	G6	C6/K5
Alastair Thompson 2d	G3	G6	J17

### Problem 1

Although the panel has swollen to eight players, all dan strength, it hasn't helped find the best move for this problem. Half the panelists have suggested different solutions, but nonetheless I feel obliged to award 'full' marks to no less than five alternatives.

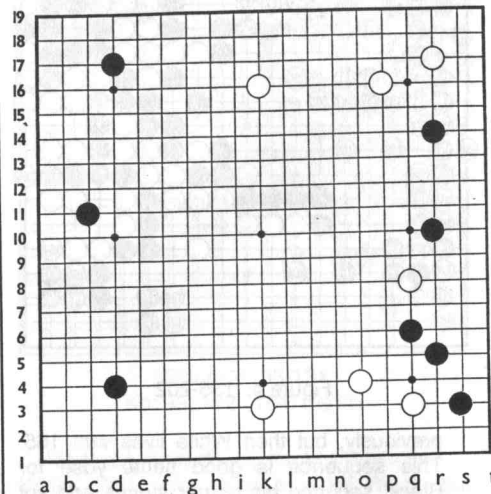
Manning: "There are no weak groups to attack or defend, so it is a question of developing the game. Where would Black play now? The enclosure at D15 is probably the best move. Hence W should play at D15 himself. The approaches at C6 and F3 I would defer as they are 'miai'."

Roads: "Now is the time for W to build thickness by playing O6 before invading the left side. If B answers at P7, W treats this as a useful forcing exchange and proceeds to invade at C6. If B plays elsewhere, say D6, W starts a fight with S8.

But three panelists want to play in the lower left immediately.

Thompson: "W should play at G3. If B gets to play here his formation on the left side is good, and he threatens a later invasion at M3."

Daly: "Rather than invading the 'Chinese' formation (Blacks's three stone set-up on the left) I would prefer to approach it from the outside. The lower side is clearly better than



the upper, and I prefer F4 to F3 partly because of its balance (high-low) with K3."

Shepperson: "A black move at G3 or H3 would create a desirable double-wing formation and expose weaknesses in whites's group at the bottom. F3 to prevent this seems best."

I am not convinced by this line of reasoning....G3 is too slow, and F4 gives too much away in the corner. F3 is better, but this move seems less urgent than D15. Two other panelists wanted to develop the stone at Q8.

Chandler: "Q8 must be the crucial stone. Unless White does something Black will connect underneath at R8. Jumping in at R12 will work, but is not profitable, since Black can give up his stone at R10 or R14. The best move is S8 since this keeps Black separated."

Smith: "R7 keeps Black from crossing under at R8 and puts pressure on both black groups."

Finally Matthew Macfadyen has done much analysis, which is summarised as follows.

10 points: R12 - severe and well-timed. Black has many ways to reply, but White should always get a good result.

9 points: D15 - the normal move and

therefore unexceptionable.

8 points: G16 - gives up a little too much on the left.

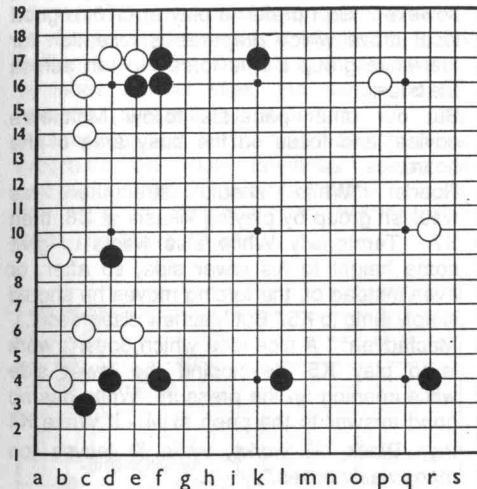
7 points: P14 - slightly feeble and probably better left till after G16.

6 points: F3,O6 - develops the wrong area.

5 points: P9, S8, R7 - heavy and wasteful. Black cannot kill the stone at Q8 with one move.

4 points: E11 - such moves only work if you're the Honinbo!

## Problem 2



This time there is more agreement; two moves are each chosen by three panelists. But first the others.

Chandler: "Black wants a large moyo on the lower side, and G6 would be a good point to get at the right time. At the moment all the groups are stable and it is not urgent to invade the top right corner. So Black should play Q8. If White answers at P10, then Black R17.

Manning: "Two points appear to be 'miai' - R16 (or R17) and P4 (P3). I prefer to play P3, leaving R16 and the other major point, G6, as 'miai'.

In my view Q8 seems rather strange and would be better left till Black has played G6. P3 is obviously reasonable, but White's stone at R10 reduces the effectiveness of a

black enclosure here. Surely the choice must lie between expanding Black's moyo or invading the top right corner.

Roads: "At first glance G6 seems a must, the focal point of two moyos. Another possibility is D13 to press White down even further on the left.

Daly: "An interesting position. G6 expands black's potential and reduce white's chances of capturing D9 on a large scale. R17 seems better than R16 in preventing White making territory on the upper right side, but G6 is more urgent. If White answers G6 at R16 Black should play Q8."

Thompson chooses G6 for the same reasons as Daly, but Smith pays greater attention to the consequences of black move in the corner.

"The stone at K17 cramps White's 5-4 stone, making the choice of a joseki difficult. The ordinary sequence in Dia 3 leaves White's stone on the tight isolated."

Shepperson: "I can't find any good answer to a play at R16, thanks to black's strong position at the top. After the sequence in Dia. 4 White has a low position on the right and a silly wall doing nothing - a lost game."

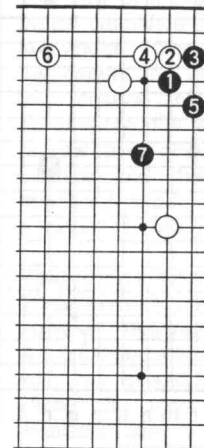


Diagram 3.

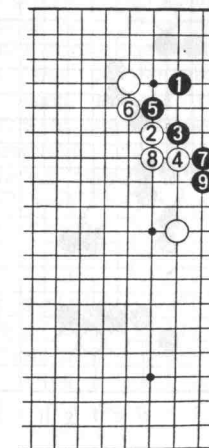


Diagram 4.

Macfadyen: "White has a gaping hole in his position upper right. One possibility is to play R17, but the reply R15 will be well-placed. I prefer R16 after which the moves

in Dia 5 or 6 could result, and Black's result is satisfactory in either case."

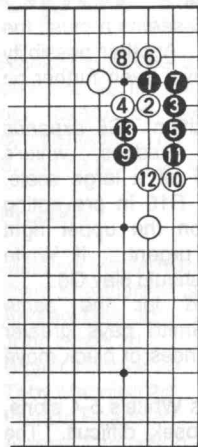


Diagram 5.

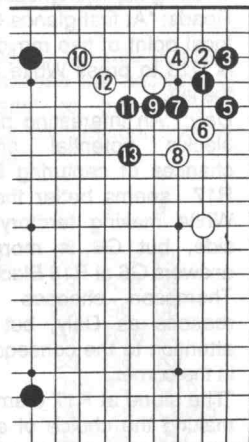
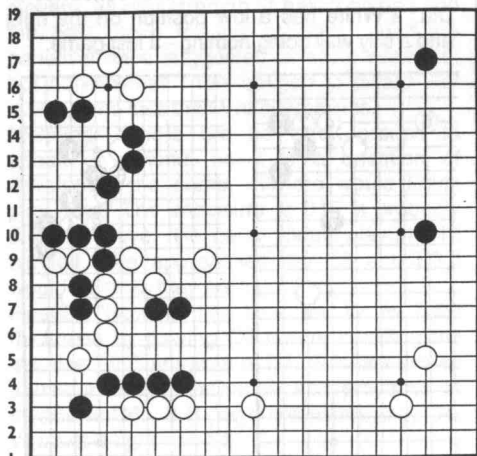


Diagram 6.

**Problem 3**



Macfadyen: "A running fight is in progress in the bottom left. All moves not in that quarter of the board score 0.

"One tricky problem is that White can play forcing moves at B7 and C6 (in that order) and almost certainly get an answer. Thus although B7 is to my mind the best play at

the moment it staves off the real question" how to make correct shape in the centre." I agree with Matthew, so consider the following reply wide of the mark.

Thompson: "A white play at or near J17 is vital, since Black is threatening a severe attack on white's upper left group, starting with F17."

J17 is certainly good locally, but not urgent. A better 'tenuki' from the fight is this....

Manning: "Black can probably get eyes in the bottom left; White has one eye if he plays B7, and can continue the fight or run away with K9, which doesn't do anything positive, however. So I prefer to play at Q16, a good local move which prepares a reception for the white group if it is forced to run across the board.

But our other panelists follow Matthew's advice, and focus on the busy area of the board.

Roads: "White should strengthen his weakish group by playing kikashi at C6, then B7. Territorially White also wants to give some height to his lower side, so after, or even instead of, the forcing moves he should simply jump to K5." But Matthew disagrees....

Macfadyen: "A nice idea which doesn't work is to play K5, developing the lower side while keeping up the pressure. White has no good answer to the peep at I4 - if White K4 then Black H2 works, while I3 leaves too many weaknesses."

What about the capping play at I7?

Smith: "The bottom left corner has adjacent weak groups, The play at I7 strengthens White at the expense of Black."

Macfadyen: "I7 is vigorous, but is bit of an overplay. Dia. 7 seems to follow, but I0 is hard to answer - Black's group might be able to scramble two eyes somewhere but White can't."

The remaining moves worthy of consideration are I8, K8, and K9. The last of these was played in the actual game (by a professional). I find it difficult to assess the others, but here are the panelists' comments.

Shepperson: "I8 is the move that puts the most pressure on black's groups."

Chandler: "I8 and K9 are both possible, the latter being the most natural, but leaving

# Brute force and ignorance

*Alan Scarff describes the unusual thinking behind his efforts to produce an intelligent Go-playing program.*

Computer programs can already play some simple games perfectly, and can even play relatively complex games, such as backgammon, to a world class level. At present, chess programs aren't quite up to this standard, but can beat many club players. How do they do it? And can the same technique be used to conquer Go?

A chess computer's style of play is quite unlike that of a human. It relentlessly punishes tactical slips, but cannot match human strategical expertise. The explanation lies in the reliance of chess programs on their immense speed of calculation, which permits them to look

several moves ahead for all plausible alternatives.

For each play, the program selects a number of candidate moves, to which it chooses several reasonable replies. Then for each combination of move-and-reply, a further set of plausible moves are considered. This process continues for a pre-determined number of moves, until the program chooses the best sequence, and hence selects its next move.

The number of sequences rapidly escalates as the look-ahead proceeds. For instance, a seven-move look-ahead generating five candidate moves at each stage requires the program to examine 5x5x5x5x5x5x5 or 78,125 combinations. Whereas this is now possible, given the speed of a modern computer, a significantly deeper lookahead is not.

The 'skill' of a chess program is its ability to prune candidate moves by applying chess knowledge. The more severe the pruning, the deeper the look-ahead, but the greater the chance of missing a vital play. Fortunately, the nature of chess allows a narrow focus of concentration. For instance capture and threatened capture is very important, and it is relatively safe to truncate a sequence ending in such a way.

**Spot The Move Contd.**

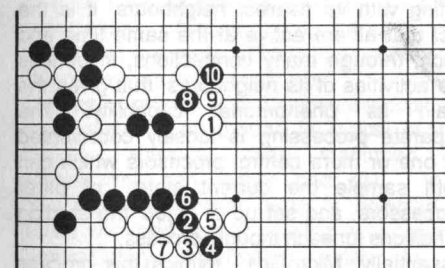


Diagram 7.

Black more room for manoeuvre. I prefer K8, although the shape is peculiar."

Daly: "White would like to play L5, beginning to make a substantial territory on the lower side. But he has two potentially weak groups; at the top, where Black can attack at F17, and also in the bottom left. Hence he should play more safely. I8 seems about right."

**Pattern matching**

To achieve the same level of analysis in Go, however, requires much longer sequences. A typical sequence might be 20 moves deep with ten candidate moves at each stage. Using the most powerful supercomputer available today, an optimistic estimate of the time taken to calculate this sequence and select a move would be three million years!

Go programs must therefore take draconian measures to limit the number of candidate moves for any practical use of lookahead. In fact, most programs do not rely on lookahead at all, but use some form of

The winner of last issue's competition was Bob Bagot then 1-kyu, now 1-dan, with a score of 28/30. Second was Clive Wright with 25/30. Congratulations to them both.

pattern matching instead. A local area of the board is scanned, comparing the pattern of stones against a library of shapes in order to select the the best move. However a human can easily defeat a shape-oriented program by playing unusual or even silly moves, because the library is inevitably of limited size, and cannot cope with novelty.

It is conceivable that a very large, sophisticated library might allow a program to play well, but in my estimation the development of such a library would be a huge task. To speed development, it might prove essential to automate the task. Best of all would be a self-teaching program, capable of extending its own shape library. This would have the added advantage of providing an ever changing challenge to a human opponent.

### Expert systems

Rather than concentrating on pattern matching, it may be better to use a wider 'knowledge-based' or 'expert system' approach. Expert systems are based on large collections of rules gleaned from human experts. The key facts are usually rules of thumb and value judgements which may lack theoretical justification, but have been found to work in practice.

Because it is informal, this sort of information is rarely written down. The human expert is often unaware of the importance of these decision rules, so a 'knowledge engineer' is needed to extract them.

A promising starting point is the extensive literature on Go technique. All that would be required is to convert this copious body of information into concise rules. But for a conventional expert system each rule must be totally defined. For example the Go proverb 'urgent plays before big' must be converted into rules which precisely define 'urgent' and 'big'.

It is at this point that we hit the snag. The literature gives many examples of big and urgent plays, but we need to be able to abstract the essential principle from incidental information. Such a task is not at all obvious, even to the best players - it is unnecessary to be so pedantic when teaching humans! Reductionism (the break-

ing up of a problem into simpler parts) is very much an occidental approach.

To many it will seem highly unlikely that this approach can succeed with the one game celebrated above all others for its indivisible nature. Yet progress has been made with this technique, especially in the fuseki and local fighting. The resulting simple rules may prove useful when teaching human beginners, as well as computers. But it is still the case that middle-game strategy of Go remains stubbornly inscrutable.

### How humans think

My own research by contrast is based on conjecture as to how human thought differs from traditional program logic. The aim is not to discover exactly how human thought operates, but merely to engender fresh approaches to artificial intelligence - if these prove useful, it is reward enough.

My guess is that the brain operates as if composed of millions of simple thought processors, each connected and communicating with its nearest neighbours. It is the fact that all are active at the same time and each, through many connections, influences the activities of its neighbours, that gives the brain its phenomenal capability. The separate processing is loosely coordinated by one or more control processors which can both sample the current state of other processors, and set up or 'seed' the starting conditions for each thought process.

Essentially, MicroGo1 mimics this process by using a technique known as cellular automata. Each cell starts as black, white or empty, to correspond to each intersection of the Go board during the game. By the application of simple rules, the influence of each stone is propagated outwards and interacts with other similar propagations. After a few interactions, an overall evaluation of the board position can be formed, and can generate candidate moves.

The advantage of this technique is its holistic effect. All potential conflicts between individual rules are avoided. The disadvantage is the difficulty in developing the propagation rules. Small changes have dramatic effects which are entirely non intuitive. The human brain has had millions

of years in which to evolve, unlike Go programs.

Another major difference between computer programs and humans is that the former are pedantically logical, whereas the latter are not. Evolution has provided humans with the not inconsiderable ability to make snap decisions. In real life it is often better to make a decision fast, than to deliberate to excessive length or not to make a decision at all.

### No smoke without fire

I believe that we 'jump' to the 'conclusion' first, then work backwards, if required to do so later to justify ourselves. The important process is intuitive, and my hypothesis is that it is largely based on a simple associative mechanism.

Association is based on the principle of 'no smoke without fire'. Positive associations are made by connecting objects as a result of seeing them together. Repeated appearances strengthen the association (this is how advertising works). Negative associations (noting two objects are opposites) are more difficult to establish, but otherwise work in the same way.

Clumps of related and negative associations can coexist, even though in logical contradiction. However unless reaffirmed, old associations can wither and die. In a complex environment, data is selected to agree with and bolster existing associations. Contradictory information tends to be ignored.

It should be fairly obvious that an association mechanism can be used by a computer program in a learning process. Less obvious is its relationship to deep look-ahead. The key is the potential improvement to be made in selection of candidate moves. If better candidates can be chosen, fewer need be used, thus allowing deeper lookahead within the same time limits. Associations formed from practical play can be related to sequences of moves and to criteria which work in practice, whether the theory exists to back such criteria or not. It may become practical to engineer a narrow and deep look-ahead process which closely resembles a human

Go player's reading of a board position.

### A leap forward

From individual experiments, I am confident that these techniques work well. But turning experiments into a full-blooded Go playing program is not a trivial exercise - it is easier to extend existing programs. But I believe the time has come for a leap forward.

I personally favour the development of a program with intelligent abilities - an 'intelligence engine', which by using different collections of rules, will be able to play different games. I estimate that a single-minded effort to produce a dan-level Go program would require no more research, but take in excess of two years to compile the game rules. It therefore makes more sense to go one step further.

The intelligence engine must be made with the capability to learn from experience, thus reducing the workload for the human knowledge engineer. The main part of the learning is combining new information and concepts with the old. This process will be inherently slow - one can envisage leaving the computer on all night, so that the next time you play it, it will have assimilated the lessons of the previous game.

Hopefully, starting with minimal information, such a program might eventually master any intellectual game - including playing the Stock market! The final goal is to produce a version to play at programming. I can then retire, thus finding the time to actually play some Go!

*Since Alan's article, we have received news of Dutch efforts in the field. Four (very strong) players, Robert Rehm, Rob Sprey, Mark Boon and Peter Zandfeld have been collaborating on a program called Goliath which has beaten the present version of Alan's program in all even games. The program uses pattern-recognition techniques. "We are aware of the limitations of this method," say its authors. "Later versions will include tsume-go and a global view of the board."*

*In the next issue we hope to publish some examples of computer Go, including games by Goliath and MicroGo2.*

# Meijin title game - Kato's lucky start

The Meijin is, along with the Honinbo, one of the two the most prestigious tournaments in professional Go. It is sponsored by the Asahi newspaper to the tune of 150 million yen (roughly 70% of the Kisei prize fund).

The two contestants, Kato and Kobayashi are both products of the school of Go formed by Kitani Minoru, one of the game's greatest ever players. Kato is known for his great fighting ability, especially his ability to trap and kill large groups. Kobayashi, who for a number of years remained in the shadow of Kato and other Kitani pupils, such as Ishida, before scaling the very heights of the Go world, has a more balanced style and is known for his deep erudition and enormous appetite for working at the game.

## Meijin Game 1, September 10th-11th.

**Black:** Kato  
**White:** Kobayashi  
**Referee:** Sakata

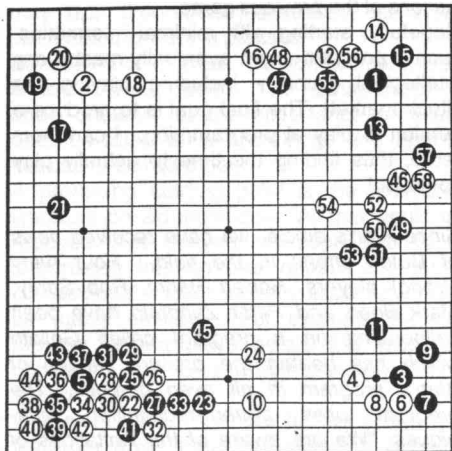
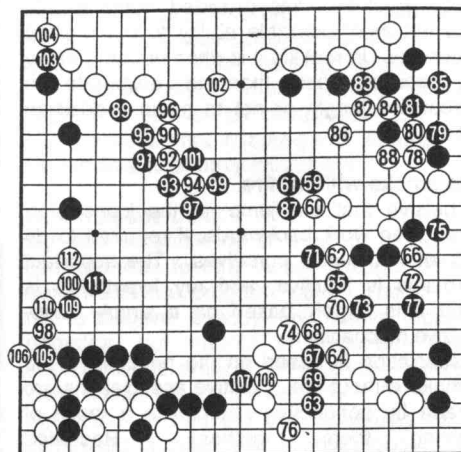


Figure 1. 1-54

Kato played the opening very quickly. By move 41 he had spent 10 minutes, compared to Kobayashi's hour and a half. The invasion at 46 starts an important fight.



Black 63 is a diversionary attack. White gains a slight lead in the sequence up to 124, and Kato plunges into a do-or-die invasion with 125.

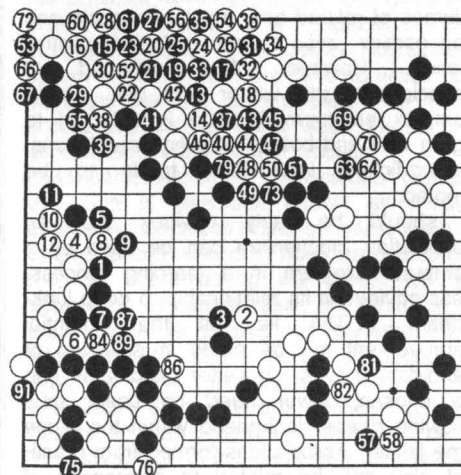


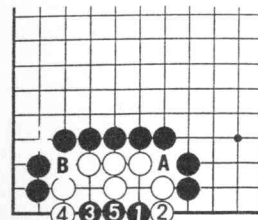
Figure 3. 112 - 203 (1 - 87)

*Ko* at 35/56: 59; 62; 65; 68; 71; 74; 77; 80; 83; 90. 78: ko at 66; 85 at 53; 88 at 66;

Kobayashi, short of time, goes wrong with 130. He should have played at 144, when the invasion fails. White resigns after 203.

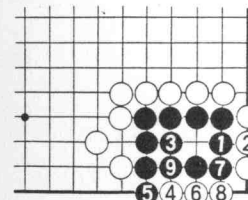
# Answers to problems

## Problem 1.



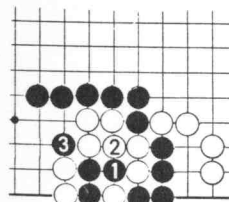
Black 1 and 3 are interchangeable. After 5, White loses because 'A' and 'B' are miai (if White takes one, Black takes the other).

## Problem 2



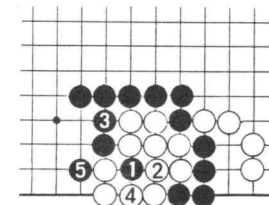
Black lives because of the special property of the corner. 1 and 3 make one eye, forcing White to throw in at 4. After 5, 6 seems strong, since if Black 7 at 8, then White plays 7 and robs Black of eyes. But Black can calmly play 7 himself, and after 8, 9 puts White in 'dame zumari' or shortage of liberties.

## Problem 3.



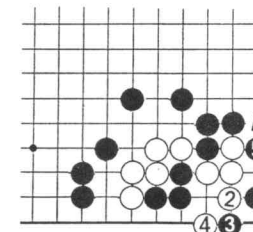
This problem tests your ability to visualise moves played where captured stones have been removed (what the Japanese call an 'ishi no shita' - under the stones - problem).

It looks as if Black is short of liberties if he plays 1, since after 2 he hasn't the time to connect. But he has the time to calmly play 3. White then captures giving the position in the next diagram.



Black plays in at 1, and White must now hurry to capture; but after 3 and 5 the truth is plain to see.

## Problem 4.



This problem is very difficult - for as long as you fail to realise that White can still be killed even if he captures Black's three stones. Once that penny drops, the problem moves into focus.

Black's best move is the placement at 1, whereupon 2 is the strongest reply (if White plays one point to the left, Black just plays 5), and seems convincing. But after 3 and 4, Black finds 5, which cleverly makes a ko, because of White's shortage of liberties. If you got this problem right, you are probably close to dan strength.