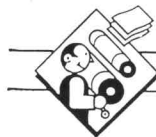

British Go Journal

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Glossary

aji influence from dead stones, source of annoyance
dame common point between black and white with no territorial value
geta jump ahead to capture
hamete unsound play involving a trick
hasami pincer attack
hoshi one of the points marked with a dot
joseki opening sequence, usually balanced in value to both sides confined to one corner
keima knight's move
komi stones given to white to compensate for moving second
moyo large potential territory
seki stalemate (local)
semeai race to capture
shimari corner enclosure
tenuki play in another part of the board
tesuji clever move

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British Congress 1988 Fri Apr 15 — Sun Apr 17

Stowe, Buckingham

6 round McMahon, 1 hour + 10 sec byo-yomi. Round 1 at 10.00 on Saturday, prizes (5 or more wins, lightning, junior and team) at 18.30 Sunday. Non-smoking, with separate facilities if **both** players smoke.

The lightning will take place on Friday at 19.30 — four round Swiss, with handicaps as appropriate.

Players at all levels most welcome

Facilities for swimming, golf, badminton, fives and squash will also be available. The tournament itself will be in a large 18th century state-room, and a celler bar completes the line-up.

Entries (early please, £3 surcharge on the day) to:

Alex Eve,
17 St Peters Road, Brackley,
Northants, NN13 5DB.
(0280) 704561

Cheques payable to The British Go Congress 1988

BGA or overseas	£5.00
Non-members	£6.00
Under 18	£2.50
Lightning	£1.00

Accommodation: Nights	One	Two
Single (full board)	£27.00	£46.50
Double (full board)	£21.00	£34.50
Cubicle (full board)	£18.00	£28.50
Camping (breakfast—supper)	£5.00	£9.50
Lunch (Campers and non-residents)	£3.50	£7.00

1988 Oxford Go Tournament

The Oxford tournament is once more to be held in Rhodes House, on Sat 20th February. Registration 9:30, Clocks at 10:00 sharp.

Three round MacMahon, 55mins with 10sec byo-yomi. Entry includes Coffee, Tea and biscuits. £3.50, £1 surcharge for late entry. First Prize £30, second £15, +3/3.

Entries to

W.M.Connelly,
3 Staincross House,
Albion Place,
Oxford, OX1 1SG.
(0865) 240408

Midland Go Tournament

Coventry (University of Warwick) — Sunday 27th March 1987. Three rounds (to be arranged, possibly handicap.) Contact Mike Lynn on (06755) 2753.

1988 European Go Congress

July 23rd to August 6th — full details to be published by the organisers in November, but these details for those wishing to take advantage of the early registration discounts (before end May 1988).

Extremely cheap accommodation is available from **DM 50** for the fortnight in the conference venue (camp beds) to **DM 40** per day for a single room in a boarding house. The youth hostel is DM 14 per day including breakfast.

Full details:

Deutscher Go-Bund e.V.,
Postfach 605454,
D-2000 Hamburg 60.

Pre-payments:

Deutscher Go-Bund e.V.,
Postgiro Hamburg,
• account #: 599300-207

British Championship

GAME WITH AN EAR-REDDENING MOVE 1987 British Championship, Game 1

Black: Piers Shepperson 4-dan
(Challenger)

White: Terry Stacey 5-dan
(Champion)

Commentary by Jim Barty after discussing the game with Terry Stacey

B3-B7 — Evidently Piers has worked out this opening sequence, and it gave him a good result in this game.

B13 — The natural move around W14 to finish off the joseki leaves Black overconcentrated on the lower side of the board

W16 — Terry played 16 to take sente in this

corner, and so get to play W26 before Black does

B27 — Takes the fourth corner. I would prefer to play at 35, the weakness of the top right hand black group gave White his best chance of winning later on.

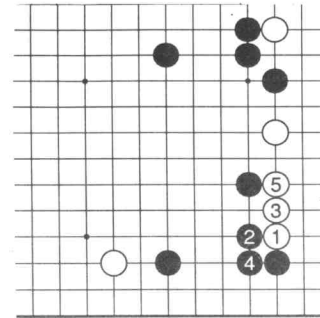
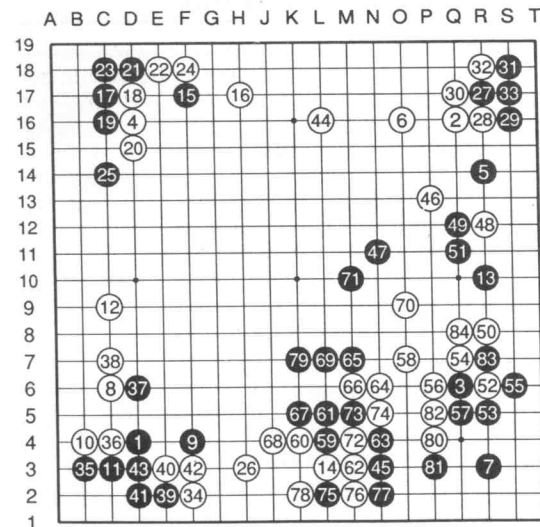
W34 — I would prefer to play 44 immediately, a Black invasion around here would devastate White's territorial prospects.

B45 — Black is now ahead on territory at the expense of the unsettled group in the bottom left.

W46-B47 — A delightful sequence. White plays at the intersection of two moyos. Black then produces 47. Terry later called this an ear-reddening move. It simultaneously reduces White's moyo, expands Black's area and makes it much harder for White to invade Black's position. Now White is not just behind in territory, he is losing the game as well.

W48-B51, B49 — is a natural local response to W48, but it's equally natural for White to leave 48 behind and skip lightly to 50. The black position in the bottom right is large but a little thin and B49 and 51 let White straight back into the game. I recommend 49 at 84, the worst damage Black can expect in the top right hand corner is White's connection at 111 to be sente.

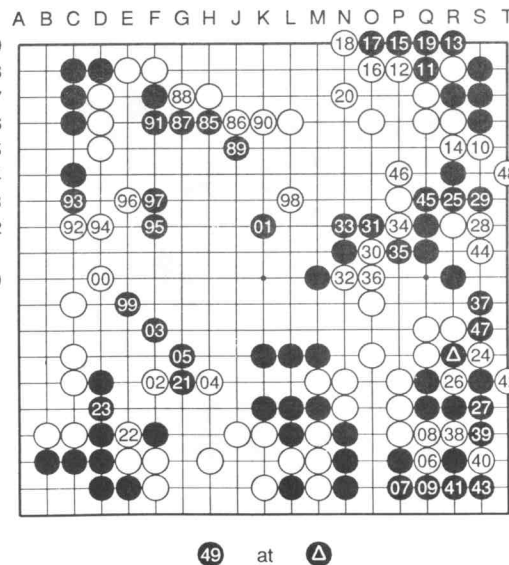
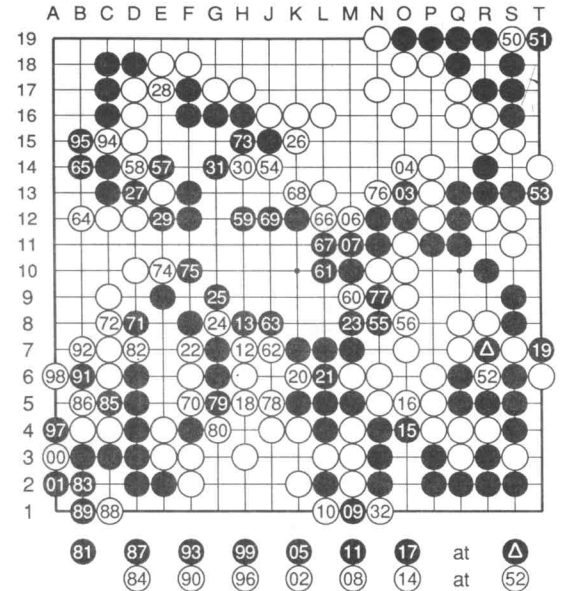
W52 — I would prefer to play in contact with the Black san-san. Diagram A (next page) gives only one of many possible sequences, but White is likely to get a better result than the game.



W64-B65 — An awful exchange for White.

B75 — Tesuji, allows Black to play 77 in sente.

B79 — Necessary. Black can't kill the White group as the sequence



played shows, but to be sealed in and live in gote is humiliating.

B85 — Unfortunately Black now embarks on a horrible vulgar sequence. The game is now finely balanced, I suggest B99 immediately as the best option.

W90 — Should have at 226

B91 — Heavy

W98 — Slack. White is now ahead but this move throws it all away. White must take immediate advantage of Black's weakness in the bottom left and play 102.

W100-B101 — W100 is not strictly necessary and when Black seals his centre with 101 he takes a clear lead in the game.

W102 — Terry was dismayed to see that Black has four corners and a centre territory. Unfortunately with B99 already on the board W102 achieves little.

W114 — I think it is better to play at 125.

W128 — At the time Terry thought he had to do more than play simple yose to win. This is probably not true and W128 may be the losing move. White takes a big loss from this sequence.

W150 — It seems better to connect out the three stones in sente.

W154 — White can hane under B147 and still have Ko for seki.

B223 — This is nine points in double gote but it is bigger to connect at 224 and thus win the race to 226.

288 moves — Black wins by 1/2 pt.

Terry played some unexpectedly poor moves in the early middle game but he doesn't miss many tricks in the yose and would probably still have won but for the sequence he embarked on with W128. Piers was inspired when he played B47 and produced a centre territory from his weak groups with great skill. The smart money is still on Terry but if Piers continues to play like this there may be an upset.

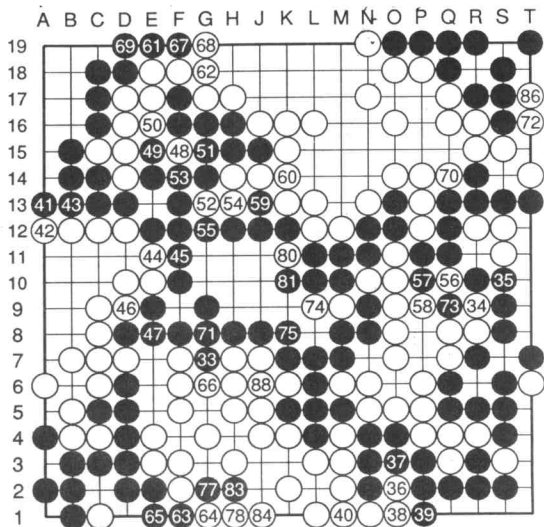
**British Championship
1987, Game 2**

Black Terry Stacey, 5-dan

White Piers Shepperson, 4-dan
by T. Mark Hall

Played at the Inter-Varsity Club, London. 31 October 1987.

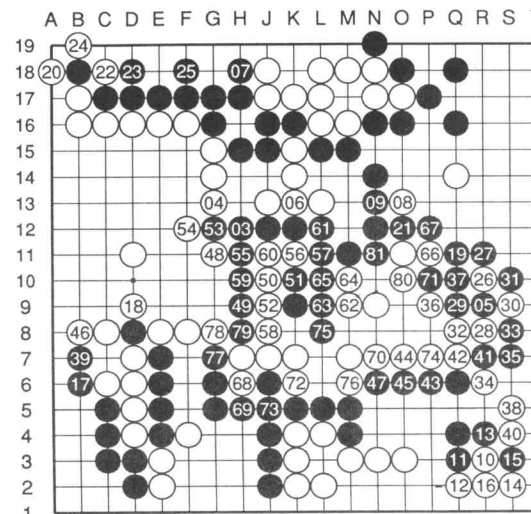
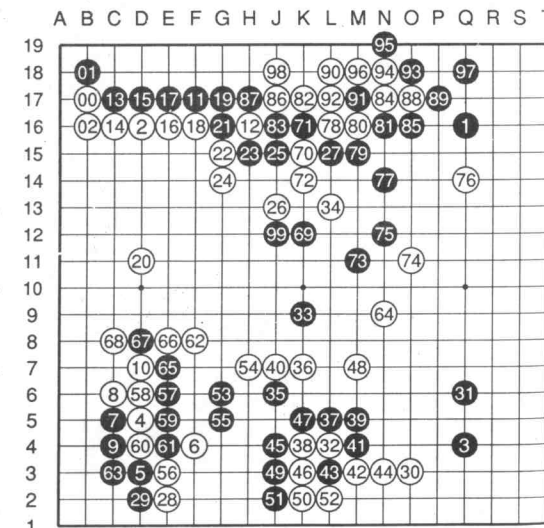
These comments are mostly taken from the discussion between the players after the game, supplemented



(76) (82) (87) at (56) (79) (85) at (73)

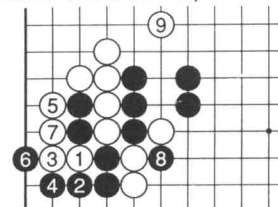
by impressions as the referee/game recorder.

It became obvious that Piers was trying to turn the game into a moyo contest, and he kept to his plan throughout the fuseki. He was not sure what to do when Terry played 33, but 34 looks a good point. The sequence



that follows is tricky; White is trying to force the Black group to connect on dame points, while White tries to expand the centre moyo. Terry is trying to settle his group, if possible by capturing some White stones. The reasoning behind 44 is to threaten a move around 147 or 145, which would cut off the group, and threaten the right side.

When Terry continued at 59 I did not understand what was going on. I thought that 62 was larger. Terry commented that a White move then at 60 was sente, which would save White's stones unconditionally. However if White had played as in Reference diagram 1., he would have been able to force Black into a low position (if Black tenukis after White 7, a connection at 8 kills the remaining Black stones in the corner) and White would



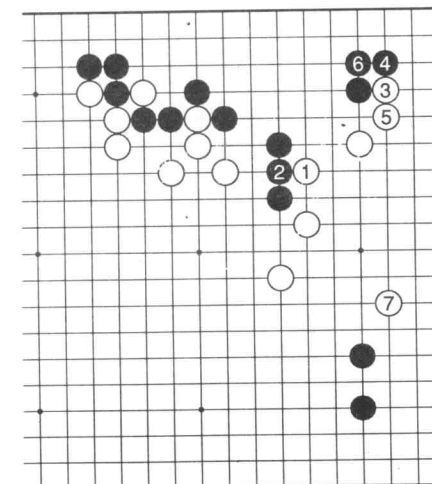
Reference Diagram 1

gain about 20 points on the left side, all in sente!

When Piers played at 62, Terry took no time at all in defending at 63. Piers had not worked this out as sente, and this was a major lost chance, as well as about 30 points for Black.

He then tried to expand his moyo with 64 and after some kikashi with 65 and 67, Terry started to extricate the odd stone in the centre. I asked why Terry had not pulled out 67 at 118 to create a little more aji? Terry replied that Piers would probably play at 117 and be able to get a squeeze in the corner. It is not certain that the two stones in the centre would be able to escape or live. (The kibbitzers are not always right!)

With 78 Piers admitted that he had gone totally wrong; he should have played as in Reference diagram 2, where he tries to carve out a large-ish side, leaving the



Reference Diagram 2

aji of 12 and the cut at 78 as reducing moves for later.

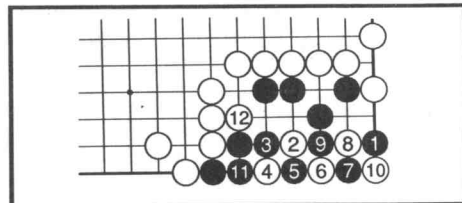
He said that as soon as he had played 78 he realised that Terry would draw back with 79 and he would have to struggle for life. He does live, but at the cost of allowing Terry to seal off the corner. Terry then gets in the moves at 99 and 103. Piers cursed 104, which although it defends more territory, does give Terry the chance of defending his group in the upper left, should he need to, by capturing 70 and 72.

Terry was then able to take the largest point at 105, and from this point all Piers' attacks became a little disparate. He misread that Terry could live, (or at worst get seki) for the group at the top, so that 120 was not sente. Terry took very little time in cutting off a large slice of territory with 121, and a discreet viel should be drawn over the remainder of the proceedings.

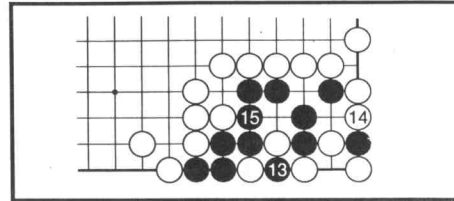
All in all this was not a good game for Piers, although I did like his consistency in following his plan, and we hope that he will give a better account of himself in the next game.

The Ridiculously Hard Problem

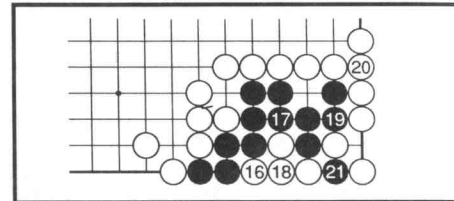
The solution to the ridiculously hard problem which was held over from last edition, involving a double ko and a 23 move sequence is shown in the four diagrams below:



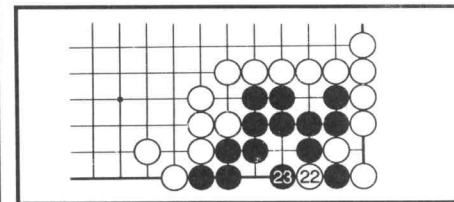
Hard Problem 1 — 12



Hard Problem 13 — 15



Hard Problem 16 — 21



Hard Problem 22 — 23

Grand Prix de Go Tournaments

Chaux de Fonds	CH	Oct.
Brussels	B	Nov.
London	GB	New Year
Prague	Cz	Feb.
Paris	Fr	Easter
Hannover	D	April
Budapest	Hu	May 1st
Amsterdam	Nl	Ascension
Odense	Dk	Whitsun
Hamburg	D	EGC 88

EGF AGM Grenoble

notes by T. Mark Hall

Although this was my fifth European Congress, this was the first time I had attended the EGF AGM. Most Go players find an irresistible urge to go and get drunk when the subject of AGMs and committee meetings comes up, especially for one which has a reputation of lasting past midnight. Not only was this the first for me, I had been invited to be the EGF Auditor and report on the accuracy of the accounts.

The meeting opened promptly at 20.00 with Tony Steinger quickly getting a vote to ban smoking in the meeting room. Since all transactions were in English, this vote caused confusion the following morning because one of the delegates/observers thought that a vote had been taken to ban smoking outright. He was quickly assured this was not so.

Jan van Frankenhausen as President had been criticised for his chairmanship at previous meetings, but as far as I could see he dealt with business briskly, while giving everyone a chance to make their point. The normal language of business was quickly established as English, with no objections. A couple of people who had insufficient English were able to find an interpreter, while the Finn did without. There were about 40 people present (plus one dog); delegates from 15 countries, observers from 3, the 3 EGF officers, myself as auditor and a number of others with nothing better to do.

The major items of interest to Go players were: a) siting of the Congress in future years and the tournament system to be used there, and b) the Grand Prix system. The EGC is going to be in Hamburg in 1988, in Nis (Yugoslavia) in 1989, probably Vienna in 1990 and Belgium in 1991. Hamburg have not yet produced the rules to show how they are going to run the European Championship, but they are stating at the present that all European 4-dans will play in a Swiss system

in the first week and the best 8 will then go into a series of play-offs to produce semi-finals and a final. Everybody else will play a normal McMahon tournament, but the main concern of the BGA (and the Dutch) is that possibly 30 or more players will be eliminated from the Swiss system and join the McMahon half way through. Apparently the sponsors for the Hamburg EGC have insisted on some 'World Cup' type system as a condition of sponsorship. [I think he means soccer — Ed.] The Germans promise a document for November, but we feel this is unsatisfactory, as they also promised one for the EGF meetings in 1986 and 1987.

The Grand Prix sets up 10 tournaments (including the 1988 Congress) each of which will contribute DM 100 to the EGF. Any Go player who is placed in the top 10 of the tournament would receive points. At the end of the Congress next year, prizes will be awarded to the players with the highest accumulated score. The tournaments are shown in the box opposite.

The object would be to encourage players to attend as many tournaments as possible, with the certainty that no-one could go to them all.

Half way through the meeting, I took out a plastic cup, poured out some whisky, topped it up from a can of coke and had a drink. I seem to have been the only one to consider liquid sustenance for the meeting, so the chairman decided to have quick beer break. The Dutch guy with the dog decided to go out leaving the dog tied to the chair behind me. The dog was not too keen on this and tried to follow, dragging the chair behind it as it passed under my chair. Not only was I auditor, I was chief dog-minder as well!

The meeting actually finished at 23:00 with enough time to get a drink and find somebody to play Go, liar's dice, skat or pits. If anyone is interested in the Auditor's recommendation about EGF Officer's expenses or any other point raised during the meeting I will be glad to explain it in copious detail. If you're that interested, maybe you would like to be our delegate at the next meeting?

Professional Visit to London August 1987

by Francis Roads

My Japanese studies have progressed since I wrote the article published in the last BGJ. I am now the proud possessor of a Japanese O level Certificate Grade A to hang alongside my 3 dan diploma.

No this isn't just swank; I needed my Japanese when Mr Minematsu and Mr Mobuta arrived at my home on Sunday 23rd August. Charming Japanese gentlemen but little or no English. They had arrived from a week in Holland as guests of the Dutch Go Association, where they had had the benefit of a fluent interpreter (a Japanese - Dutch Go widow). Before that they had been in Grenoble where there had been plenty of translators around. But we were on our own.

Mr Minematsu kept a meticulous diary of all arrangements, past and future. Not to be outdone, here is my version of their visit.

Sunday 23rd

David Ward meets the visitors at Heathrow. Evening at Central London Go Clubbashing up all comers at simultaneous Go. Later they arrive at my abode. Obviously very tired, but would you know the Japanese for "It's all right to go to bed now — you don't have to stay up and be sociable."

Monday 24th

I am supposed to be taking them sightseeing today but an ailment prevents me. Harold Lee steps into the breach. It turns out that Mr Mobuta is a golf addict, so Harold deposits him on a course and he is happy all day. Not so Mr Minematsu, who seems less than impressed with the Tower of London. It turns out later that he was none too well himself, which probably added to communications difficulties. evening at the North London Go Club hosted by Bill Streeten, then back to me.

Tuesday 25th

Coventry Go Club volunteered to host them today, so Harold sees them off to Euston. They are put on a train bearing a large demonstration board.

Des Cann files them at Coventry where they meet go players from miles around (you know, places like Birmingham). [See the note from Mike Lynn after this article — Editor]

Wednesday 26th

To Reading via Stratford sightseeing. Tony Atkins' turn to look after them. They are conveyed to Bracknell for a joint Bracknell/Reading meeting. No doubt Tony remembered to show them all the beautiful and historic sights of Reading. [The Editor is convinced that the author must be thinking of another Reading, perhaps Mass.?

Thursday 27th

Train to London where David meets them again. Thursday evening spent at the Kiku Restaurant with members of the Nippon club of London. This arrangement was made with our friend Mr Naira who kindly acted as interpreter at the two CLGC visits.

Friday 28th

I am now feeling well enough to take my guests sight seeing myself, so it's the standard South West Essex sights — Waltham Abbey (where they both bought glass ships in bottles as appropriate souvenirs), Queen Elizabeth's Hunting Lodge and Greenstead Church.

Evening to CLGC again for a demonstration game, ie a British player plays Mr Mobuta while Mr Minematsu comments. And who got chosen as the victim? You've guessed. And did I win? You've guessed again.

Saturday 29th

Bill Streeten sees them off to the airport after some last minute shopping.

The arrangements for the visit were not totally straightforward. first they were coming, then they weren't, then (largely at the insistence of Toby Manning) they were.

Toby then went to Canada for three weeks immediately before the visit. *That man will be a five—dan yet, you mark my words!*

August is of course the worst possible time for obvious reasons, so attendance at their sessions was not overwhelming, though adequate. If anyone thinks that the London players were in any sense "hogging" them, they've got the wrong end of the stick — London took on the job of looking after them most of the time for lack of offers from other clubs. (Thank you Coventry and Reading.) Also the notice we were given from the Nihon Ki-in was very short. So all in all I think we did quite well — everyone who met the professionals seemed to enjoy the occasion.

And I did get some Japanese conversational practice.

F.R.

The Visit to Coventry

I enclose some news of the visit of the two Japanese professionals on Tuesday 25th August.

The evening was a great success, judging by the feedback I received. (One player phoned me up from Milton Keynes to say how much he had enjoyed the evening!)

The first part of the evening took the form of a game between D. Cann and the younger professional (3 - dan) with the 5- dan commenting. This was a lively and at times very amusing session. The game was very interesting and the commentary extremely detailed with the aid of an interpreter and pieces flying on and off a demonstration board. Although Desmond lost, he was not disgraced and seemed to me to put up quite a fight.

During the second half of the evening each of the professionals took on four players simultaneously. All the games were played to a conclusion and only Bob Hitchin of Monmouth managed a win. I attach full details.

On behalf of the Coventry and Warwick club and others who came along I would be glad if you could convey our thanks to the organisers for such an enjoyable experience.

Yours faithfully,

Mike Lynn

COVENTRY & WARWICK GO CLUB

RESULTS OF SIMULTANEOUS

• Mobuta 5d

H'cpName	Grade	Club	Result
9 David Killen	5k	(Chelt'ham)	-infinity
9 Paul Manning	5k	(Malvern)	-infinity
8 Peter Collins	2k	(Malvern)	-infinity
8 Stuart Hinsley	2k	(Coventry)	-infinity

• Minematsu 3d

H'cpName	Grade	Club	Result
9 Fred Holroyd	6k	(Open Univ.)	-5
8 Robin Moore	3k	(Birmingham)	-infinity
7 E. Blockley	2k	(Malvern)	-10
6 Bob Hitchin	1d	(Monmouth)	+infinity

European Go Championship Final 1987

by Francis Roads

Black MacFadyen (GB)

White Lazarev (USSR)

This commentary will follow my usual style of concentrating more on what is going on than what ought to be going on. However, as I was listening to the public commentary given by the two Chinese and two Japanese professional players, I will incorporate some of their remarks. Needless to say all adverse comment on any of the moves in what follows emanates from them.

See Figure 1 (below right).

White 10 — the normal attack in this corner when there is a black stone around 7. Black is advised to chose the joseki shown in diagram 1 in place of 11. However ...

White 16 — a blunder. The correct joseki is shown in Diagram 2, where White's spearpoint at 8 leaves Black 7 (in Figure 1) sitting on a bad point.

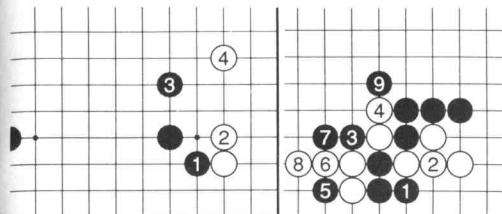
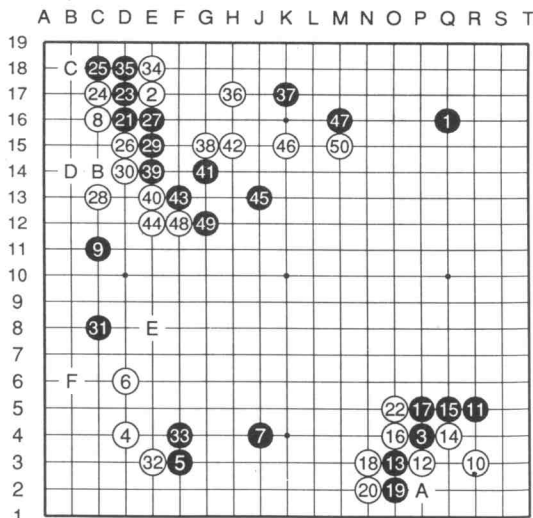
Black 21 — a ladder-breaker, the said ladder materialising as in Diagram 3. White 22 is another mistake, leaving behind some bad aji such as Diagram 4. Of course Black will not play this sequence at once; he wants to keep other options such as the atari at A open. 22 should itself be at A. Such an apparently slow move that eliminates bad aji is a good example of a "honte" or proper move.

For further study of the joseki in this corner see Ishida's *Joseki Dictionary Vol.3 pp57-8*.

White 28 — can be at B; this would not give Black his sente move at 29.

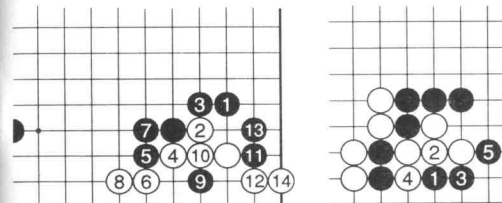
Black 31 — excellent shape, making the ideal two point extension and attacking the weak point of White 4 and 6. These stones cannot now make much territory. On the other hand they are light and can escape to the centre easily, so it is not not obvious that the exchange of 32 for 33 helps White much.

White 34 — heavily criticised. "A handicap move," said Mr Nobuta. the trouble is that after 35 White loses the option of a sente move at C, and leaves his group thereabouts with a very sore point at D. This point is the eye-stealing tesuji in relation to Black 21 and also threatens to connect with 9. So after 37 White has a weak group on both sides. Black's group between them is therefore not as weak as it looks.



Ref. Dia 1

Ref. Dia. 3



Ref. Dia. 2

Ref. Dia. 4

45 and 47 — Black follows the proverb "Make territory while attacking." He does not expect to kill the white group, but he does expect a good chunk of territory outlined by 1, 47 and 37.

Nonetheless, 45 was better at E or F, Black's groups are all now strong, while White has three weakish groups, and one with bad aji. You don't always have to hang on to sente just because you have the better position.

See Figure 2 (bottom right).

After 51 White decides that his upper group is safe for the time being, and sets about attacking the two Black stones on the left. 55 and 57 are an attempt to help them lightly and in sente, but Black is still advised to play G (E in Fig 1), in place of either 55 or the attach at 59. (Matthew still maintains that 55 and 57 are sound!)

I hope you realise what superb shape White 58 makes, connecting his stones, making an eye, and further weakening Black's left side position. A

Black stone at White 58 would be the eye-stealing tesuji.

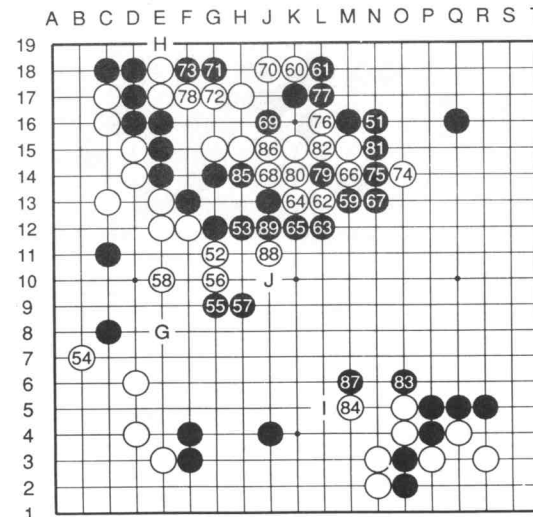
Throughout the ensuing sequence the professionals kept pointing at G and muttering in either Chinese or Japanese.

When Black attacks at 59, he still doesn't expect to kill the group, but he is after a big profit to compensate for the losses on the left, 61 can be at 77.

White 74 — this is naughty. Having played tenuki from his group he must concentrate on living. He is trying to follow the proverb "Play kikashi before living." When you can do this in such a way as to create bad aji that you can exploit later, it is a good plan, but in this case White 74 ends up on a very silly point indeed, and there are no significant weaknesses in Black's influence. Despite his failure to play at G Black is well ahead.

By the way, can you see that White has a certain eye on the upper edge? Can you also see why a Black play at H does not take the eye away?

How pleased Matthew must have felt as he played the beautiful move at 83, building

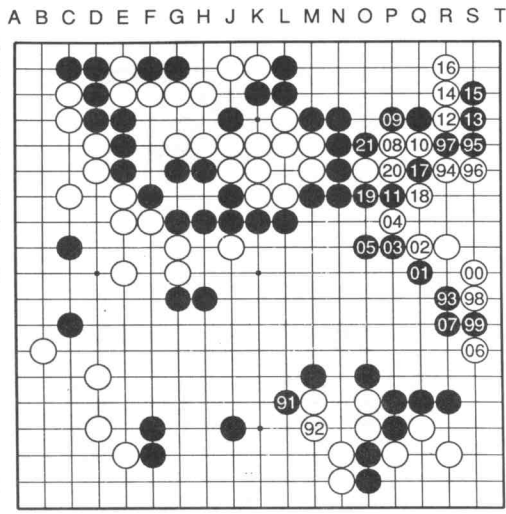


a huge moyo on the right and threatening a sequence similar to Diagram 3, White pays the price for his error at 22.

85 and 86 — a kikashi exchange — Black might as well make this spare eye as White is certain to answer, even though at the moment this group doesn't look as if it needs one.

87 — threatens to cut White off from the centre with a play at I, which is a very nasty threat itself (can you see what?) White plays a kikashi of his own with 88 and 89, and now he has a strategic problem. Should he continue with the obvious move of J, prevent I by playing there himself, or invade Black's right side moyo? And in the latter case, where would the correct point be? The professionals discussed this point, but what is your answer before looking at the next figure (below)?

If you are going to invade the moyo, 90 is the correct point, but White is advised to play



91 instead. If Black plays around 90 to secure territory, White starts to attack all the now weak stones scattered in the lower left corner.

Black 93 — correctly drives White towards his strength, covering some of the cracks in his lower wall.

94-111 — Once again, Black does not expect to kill this group, but he does expect to strengthen his grip on the corner territory and to build more strength in the centre. 106 was criticised as aji-keshi; White does not yet know whether this or 107 will be more useful in the end-game. Note what a vicious move 111 is! It is the eye-stealing tesuji in relation to Black 97, and cannot be cut off with white at 119 (can you see why not?)

White 112 — What is the Russian up to here? Well, he is not trying a cheap rip-off against a player of Matthew's strength. He hopes to

find a way to live on the outside in sente by sacrificing some stones. After 116 Black makes some kikashi plays...

See Figure 4 (opposite, top right) ... up to 122, and continues at 123.

After 124 Black is advised to simply kill off the white stones cleanly by playing at 126. He has another chance to do so with 129 at 136. The professional view was that Black would then have enough territory to win despite taking gote. Instead Black gives up most of his corner territory to keep the initiative. Four white stones are left in atari, and there is a cut left at 179 worth twelve points in reverse sente, but these moves are left behind as we are still in the middle game. Matthew thought he could now kill the White group, but...

137-142 ... after this sequence the White group can live with a seki at the least.

Black 143 — At Last!

The professionals suggested that White need not respond locally to 145 — a corner-defending move like 151 is bigger. 147 can just as well be at 149.

158-161 — aji-keshi for White, and in view of what follows, 162, though large, may not be the most urgent.

163-167 — White suffers from his bad move at 34 which left the sore point at D in Figure 1.

White 174 — Does it surprise you that it has taken White so long to follow up his move at 144? Well the rule that territory is easiest to surround around the edges applies to 6-dans as well. It is only now that Black has committed himself to trying to make central territory with 173 that 174 becomes worthwhile. It would be even stronger at K.

Black 179 — a "gyaku - yose," ie it is sente for Black and gote for White. Locally it appears to be

worth twelve points, but after Black captures four stones by playing 181 at 131 ...

See Figure 5 (below)

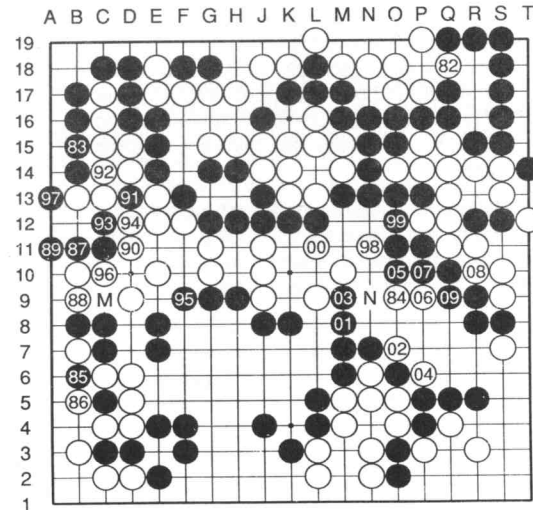
... White feel it necessary to recapture at 182, making Black's net gain 17 points in sente. So why play 182?

Have a look at Diagram 5 (next page), which explains what would happen if White plays elsewhere. Black 1 threatens the sacrifice at White 2, and you will find that White ends up fighting a ko to rescue his five stones. This is a "hanami-ko" for Black — one where he has little to lose and plenty to win.

But if White decides to stop that by playing at 2 himself, Black can rescue his two stones with 3, threatening the entire upper white group. White then just lives in gote up to 10 (Black 9 is at 4). This was the sequence you were supposed to spot in Figure 3 to make the second eye.

All this being so, why didn't White take time off to connect at 131 before Black has a chance to play 181? It is after all sente to kill Black's upper right corner group.

Sente it is, but Black will live by playing at L in Figure 4. This disturbs the balance of



the seki which keeps White's right side group alive, so White would need an extra move there and end in gote.

The above explains White's thinking in playing 182. All correct as far as it goes, but Black's next move is actually bigger in points, despite what he is threatening on the upper edge.

The professional's gut reaction to Black 183 was to observe that the yose in the lower right corner (eg Diagram 4) is larger, but —

Would you have spotted the threat to connect out with 187 and 189? please convince yourself that Black has a connection either at 197 or by a sequence of moves beginning with M to his lower group. Not only is it huge territorially, but a worse threat follows...

(But before that notice what a poor move 184 was. It can be attacked at M — work it out — apart from failing to prevent 187 etc.)

... as White fails to spot that his entire group is under threat and wastes valuable eye-making time rescuing his corner stones with 192 and 194. However perhaps he realised that losing them left him behind on territory, and was hoping for a miracle. (Don't we all?)

White resigns a few moves later.

Lessons from this game:

- Don't leave bad aji lying around as White did in both the upper left and lower right corners. Ghost-like it comes back to haunt you long after you think it is finished with.
- Attack weak groups, but don't expect to kill every one. Building territory or thickness while allowing a weak group just to live is a common and good strategy.
- Don't be too reluctant to give up sente. This seems to have been Black's main mistake. It was somewhat ironic that the sente he gained so expensively by giving up territory in the upper right corner was directed to 143, the very point he was advised to play earlier in the game, instead of keeping up pressure on his opponent then.

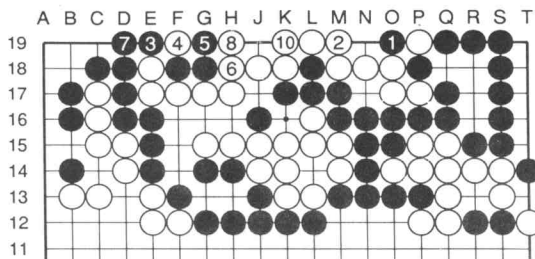


Diagram 5.

EUROPEAN GO CONGRESS 1987

by Tony Atkins

Grenoble in south-east France was the location for this year's European. Whether it meant Chartreuse tasting, funicular railways, mountain walks, dice playing, restaurants or even playing go, the fortnight seemed to be enjoyed by all. 25 intrepid British braved the threat of catastrophic French organisation and attempted to show the rest of Europe how to play go. Grenoble was reached by various means. Whether car, plane, bike or train was used, most people had arrived in time for the opening ceremony. This was on Saturday July 25th. I had crossed the channel by overnight ferry and allowed French railways to speed me across the country. I had a couple of cold hours in a murky Paris and was rather shocked when temperatures in the 80s hit me in Grenoble. I decided to walk to the university and 45 minutes later arrived at the congress site near to collapse from the heat.

I joined those British who had not gone up a mountain, applauded the professionals at the opening ceremony and knocked back some of the free champagne. Then it was off to the West Residences to unpack before the first of the evening game sessions.

The British are very keen on playing games other than go. Pits, skat, bridge, liar dice, shogi and scrabble were all played at some time. We even got desperate and played liar cards at one point. If you do not know any of these come next year and find out.

The Sunday morning saw the start of the tournament and the French showed their wonderful organisation by starting the 9.30 round at 12.15. by the time you had then worked out how the electric timers worked and played your game the day was nearly over. In the evening it was off to town to a restaurant: French, Chinese, or even the Cat/Casino.

Monday and Tuesday saw two more rounds and the weather kept good, so if you finished early you could sun bathe, play a few friendly games or get comments from the professional on your game. The more adventurous were seen heading off on the cheap, articulated, number 22 bus towards one of Grenoble's many museums. Tuesday evening saw the first part of the lightning - a round robin, with a double elimination knock-out on the following evening.

Wednesday was a free day. Geneva was the target of some Brits, while others stayed nearer and went up Grenoble's famous Telepherique cable car. From the top you could get panoramic views of the city, go for walks in the hills or visit the tiny motor museum.

Thursday started with a thunder storm and after round four, I was in a car that went to the Chartreuse distillery at Voiron and then to a pizza restaurant on the north bank of the Isere. That night saw the EGF meeting, where T. Mark Hall made everyone thirsty and Matthew MacFadyen argued the British case, as usual.

The weather was back to normal for round 5 on the Friday and stayed good for the next week. The Saturday heralded the weekend tournament. Most of the British played, but some went walking in the mountains. Those British who had only played to try and win at least one game during the week eventually managed it on Sunday afternoon, and Matthew was seen to accidentally leave a large group in atari. The evenings saw more restaurant trips, including a trip to the Tonneau where the Gratin Dauphinoise (the local speciality) arrived 30 minutes after the rest of the course.

Monday saw round 6 of the main event. A couple of British had gone home and one more had arrived. Completing the daily crossword had, by now, become a ritual that

usually ended very quickly when Matthew arrived. The afternoon saw two car loads off to the funicular at St. Hillaire. This thrusts its way up a cliff face at some 83°. A short walk at the top takes you to a viewing platform where one gets a great view of the Isere valley, the hang gliders and even Mont Blanc on a clear day. That evening one could either play in the team tournament (for a team such as Milan) or go into town to sample Grenoble's brand new super trams that started that day.

Tuesday saw more sunbathing, round 7, the stalker and another trip to the Tonneau restaurant. This time it was my steak that was late. The epic moment was finally captured on film by T.Mark Hall, before it was off to a cafe to play dice.

Wednesday was a free day again. I set off by train to ancient Chambery, the spa town Aix-les-Bains and bustling Lyon. Of course there was still plenty of chance to play go and other games in the evening.

Thursday saw all eyes on the top boards, and the question was could Matthew get through to the knockout stage. We were not disappointed as he scraped enough SOS to manage it.

Friday was the semi-finals and the last round for everyone else. The evening was the highlight of the week for many the British go song party. All the favorite go songs were sung, the classic jokes were cracked, the ballads told, and much beer was drunk; the Germans produced a new song; the Dutch a song and a poem; the Fins fell over going E-i-e-i-o. *But where were the French?* I suspect they were at the alternative disco, to which some went after the songs, but later admitted it was not worth it. If you have never heard the go jokes or sung the songs, then **buy the forthcoming song book**, or go to next year's congress.

Saturday was the day of the final. Matthew had survived the go and beer of the Friday to meet the Russian Lazerev. They were locked in a room, away from interruptions and blueberry yogurts. The spectators filled the lecture theatre to watch on video

and listen to commentaries. Eventually the referee got out of bed and the match started. This was good spectator sport for over four hours, but you needed a crossword to do in the boring bits.

Finally the Russian admitted his stones were dead and we waited for the closing ceremony. Here we were given free Chartreuse, the winners got their accolades and Matthew a trophy and enough money to go bird watching in the Carmargue. After the ceremony he taught the professionals a joseki or two, and there was still time for the addicts to play more go.

After the final cards session we made our goodbyes and made our ways home. Were you there? If not why not? See you in Hamburg!

TOURNAMENT RESULTS

Main Tournament

1. Matthew MacFadyen (GB)
2. Alexy Lazerev (SU)
- 3.= Frederic Donzet (F)
- 3.= Rob Van Zeist (NL)
28. Francis Roads (2 dan, 7/9)
36. Quentin Mills (3 dan, 5/9)
307. Christian Scarff (14 kyu, 8/9)

British average: 50.14%

During the first week it looked like Laurent Heiser (LUX) was going to win, being on 5/5, as Van Zeist and Lazerev lost early games. MacFadyen and Donzet lost games in the middle. With no Schlemper this year the field was fairly open.

After 8 rounds Colmez (F) and Solovyov (SU) were on lowest SOS of the top group, and Heiser had crumbled. So the semi-finals were: MacFadyen beat Donzet and Lazerev beat Van Zeist. Matthew MacFadyen beat Lazerev in the final to become European Champion for the third time.

Weekend Tournament:

5 round MacMahon won by Rob Van Zeist (6 dan, NL). British prize winners were: Jim Clare, John Dawson, Matthew MacFadyen and Christian Scarff.

PARTY GO

by Tony Atkins

The end of term go party at Furze Platt School, Maidenhead, featured food, music, a raffle, go problems and a 9x9 tournament. Run by friendly adults from Reading and Bracknell clubs, this tournament has become very popular. 23 youngsters (and one not so young) played in six groups of four in a round-robin. Handicaps were on the Leffler scale (stones and, or, komi) giving some players a head start of five stones and four points komi. Kieran MacAbery, Helen Boothman, Lucy Ashman and Chris Dawson reached the knockout stage, and the latter two managed a draw in the final game shown here. The best at answering the problem sheet were Louise Newman and Andrew Witheridge. Many of the youngsters were then seen clutching books and go goodies after the raffle. The chaos was held to some semblance of peace by France Ellul.

Game comments by Tony Atkins and others.

Tournament Results Contd...

This tournament saw Matthew missing an ataried group for a long time and several of the British doing rather well, though this was off-set by several doing rather badly.

Lightning:

Won by Frank Janssen (NL) from Jean Michel (F). T.Mark Hall and Tony Atkins reached the second stage, but got beaten by the foreigners either on the board or off...



Party Go

Black: Lucy Ashman 19 kyu

White: Chris Dawson 14 kyu

Handicap: 2 stones, 5 komi to white

- 7 — Rather odd shape. Aggressive players would play A. Either 8 or 13 would patch up a weakness instead.
- 9 — Looks as if Black wants to get cut up. Where would you play?
- 12 — Black answers this of course and makes an empty triangle with stone 7.
- 16 — Better to play solidly at 19.
- 17 & 18 — Should both have been at 28. Then black should push at A before playing 23 and would go on to win by 2. If Black errs and pushes once more above 2, he will end in gote and will let White play 27, and White wins by 2.
- 29 — Moves to here end the game naturally
- 33 — White just checks his opponent is awake with 30 and 32 and then finds the result is a jigo (including the 5 komi).

Computer Go Report

by William Streeten

The 1987 European Computer Go Championship was held at Grenoble in France from the 27th to the 30th of July, concurrently with the European go Championship. There were two tournaments, one on a 9x9 board, and the other on a 19x19 board; the computers had to play according to the Chinese rules as laid down by the Ing Foundation of Taiwan, who provided the fairly substantial prizes. The first prize on the 19x19 board was about £800.

There were eight entries in the 9x9 tournament. This had a time limit of one hour with no byo-yomi. It was intended that every program should play every other program, but in fact one dropped out after two games. The results were as follows:

Program	Author	Points
GO 3	Michael Reiss(UK)	5
Goliath 1	Robert Rehm(NL)	5
Goliath 2	Mark Boon(NL)	5
Microgo 2	Alan Scarff(UK)	5
Star of Poland	Jansuz Kraszek(P)	5
Nemisis	Bruce Wilcox(USA)	2
Amigo	U.of Grenoble(F)	1
IAATH	Jordi Salnat and Joal Pons(E)	0

The five programs shared the three prizes equally.

In the 19x19 tournament, IAATH was replaced by SMAKY, and GO 3 dropped out

Computer Go subscriptions

Send \$12(US), (or a British cheque for the sterling equivalent) to:

David W.Erbach,
Editor "Computer Go"
71 Brixford Crescent,
Winnipeg,
Manitoba R2N 1E

after its first game through not being able to cope with the time limit of 2 hours.

Program	Author	Points
Star of Poland	Jansuz Kraszek(P)	7
Microgo 2	Alan Scarff(UK)	6
Goliath 2	Mark Boon(NL)	5
Goliath 1	Robert Rehm(NL)	4
Nemisis	Bruce Wilcox(USA)	3
SMAKY	F.Jaques(CH)	2
Amigo	U.of Grenoble(F)	1
GO 3	Michael Reiss(UK)	0

A more detailed report of the tournaments will be published in the 4th issue of the recently launched quarterly magazine, "Computer Go." The following game between Star of Poland (Black) and MicroGo 2 (White) was first published in Conference Bulletin #4, and includes Alan Scarff's commentary:

16-22 — MicroGo 2 decides to gain influence towards the centre

25-28 — SoP is helpful!

38 — Cowardly!

42 — Now over aggressive!

50 — An attempt to keep SoP's group weak.

52 — MicroGo 2 pays attention to Life and Death, SoP plays good shape

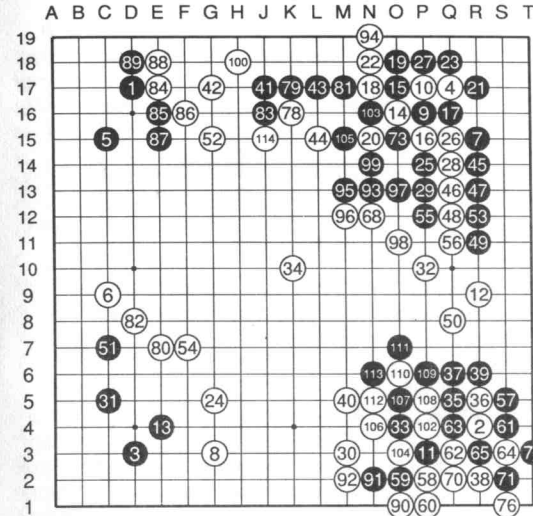
55-56 — a good understanding of weak and strong groups is advantageous

58 — But understanding that a group is weak can make a program nervous!

64 — MicroGo 2 can sometimes find the right move

68-77 — MicroGo 2 thinks it can fight ko and win. SoP has found the first bug! Clever SoP

80 — A bug but not disasterous



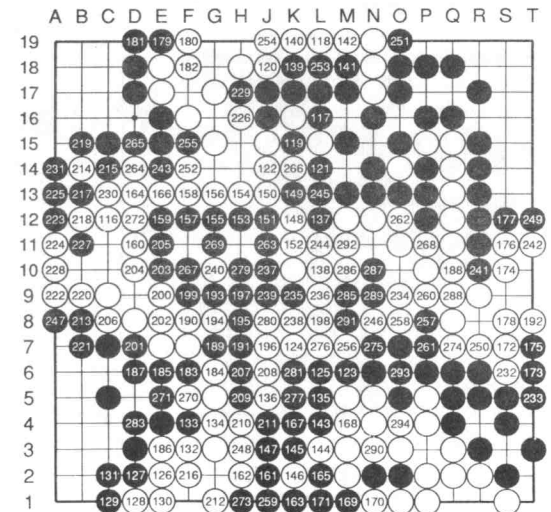
84 — MicroGo 2 strengthens the separating stones

100-106 — The same bug as before (68-77). The ko at 73 is really dangerous! Ouch! SoP in the lead?

110-111 — Mutual rubbish

145 — Cut? What Cut?

151 — SoP makes a large dead group. MicroGo 2 fails to kill. Another bug. Thank you SoP. We fight again another day!



Matthew wins the British Championship

by Francis Roads

Matthew? Isn't Piers Shepperson supposed to be challenging Terry Stacey this year? And anyway, they couldn't have played all their matches yet. Matthew Macfadyen was right out of it this year, and retired to his canal boat to watch for the migrating Norwegian Blues.

Right so far. But you've got the wrong Matthew and the wrong Championship. The British Youth Championship, held at Cookham in Berkshire on July 18th, and run by the indefatigable France Ellul, was won this year by Matthew Cocke, a 2-Kyu player from Norwich.

Thanks to the sponsorship of Equity and Law Plc prizes were generous and numerous — it was quite hard not to win one. Main prizewinners other than overall Tournament winner Matthew were:

- Under 18: Leigh Rutland (2 Kyu),
- Under 16: Matthew Cocke (again) (2 Kyu),
- Under 14: Samuel Beaton (14 Kyu),

Best Beginners: Andrew Witheridge (23 Kyu) and Simon Rudd (30 Kyu).

There were 17 entrants.

Matthew (Black)

Leigh Rutland (White).

Black 11 — Joseki is at 28, but this leads to rather a complicated joseki which you can look up if you want to. A simple way for White to exploit Black's submissive move is to play next at 28 himself.

White 14 — Not joseki: he is confusing the position with that when Black 13 is one higher. Usual are

A, 15, or 19.

White 16 — The move of a player who plays to much handicap Go. It invites a splitting attack, which Black promptly makes with 17.

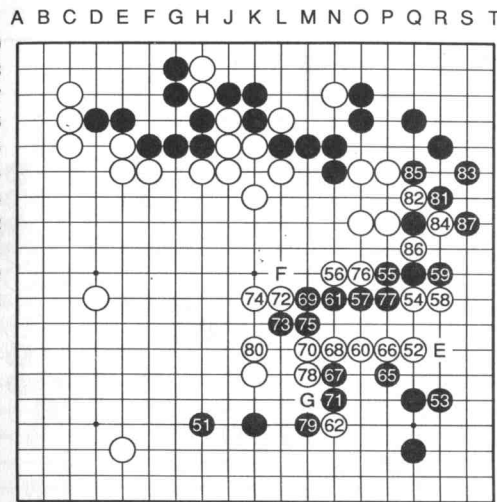
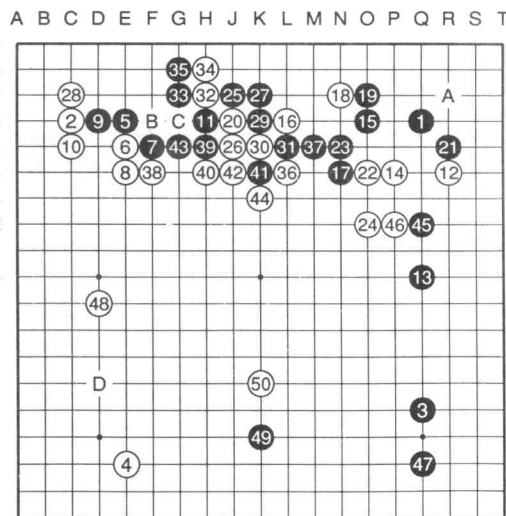
18 - 27 — White has had a hard time defending both groups. The contact play at 20 encourages Black to strengthen his loose group with 25 and 27.

White 28 — A very bold decision. He decides to sacrifice most of his upper group.

White 32 and 34 — Probely best left unplayed.

39 - 43 — Black makes a mess of this - the influence of White's stones after the ponuki capture at 44 easily makes up for the lose of territory on the upper edge. White 38 threatens B, but Black could answer simply at C or even tenuki to set about reducing Whites influence at once. White now has the better position.

White 48 — This looks reasonable, but when your influence is so strong, moves like this are actually overconcentrated. A



move in the lower right corner would be suitable, or an extension around 49.

White 52 — White is right to invade deeply when he has strong influence elsewhere on the board. E might be even better. He has also to bear in mind, however, that the black stones above are not as weak as they look because, since the 45 - 46 exchange, Black has had the connection at 81 available.

White 54 — The contact play again (see White 20). This helps to strengthen Black. A simple jump to 60 gives a much better chance of eventually attacking the two black stones above.

White 62 — Right off target. White is acquiring two weak groups, and had better strengthen one with, say, 70.

63 - 71 — I like Black's intention here, to make territory whilst attacking and to capture the intruder at 62 on a large scale. But he gets car-

ried away with the idea with 71. This move can wait; how about 71 at F?

White 76 — Quite a good moment to play this forcing move and protect the cut one point above.

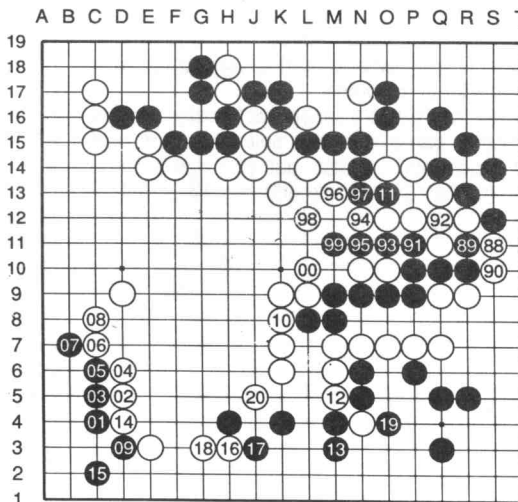
Black 79 — Again, overly concentrated with his territory. A White move at G is not such a terrible threat, so how about poking his nose out at H?

80 - 87 — Black is now forced to exercise his option to connect along the edge.

White now needs to turn most of his moyo into territory to win the game, and his best chance is by first defending the lower left corner at 101. Instead he hallucinates that he can cut off Black's group with a Ko fight

up to 90 but —

Black 91 — disproves the idea. All White needed to was connect at 94, Black captures at 92 and White still has sente to play at 101. 92 is the game losing move.



Up to 97 White disastrously loses his group and the game. Worse still, White continues to end in gote up to 100.

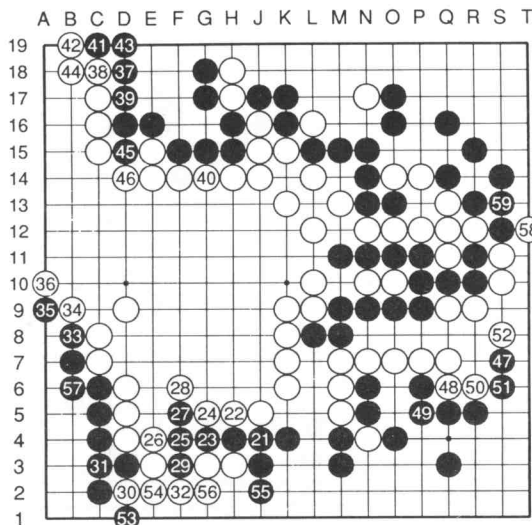
Black 111 and 119 — unnecessary moves, the latter especially so after the defensive move at 117. Black is so far ahead that they do not affect the result, but in a close game such moves should be avoided.

Diagram 4

The players here are making an attempt to avoid the Kyu-players favorite habit of following each other around the board during the end-game but not entirely successfully. To take just one example, look at move 144 (44 in the diagram). One gets into the habit of playing this move automatically along the edge because it is usually very large, but here in the corner it is not worth so many. It is quite easy to work out the exact value. Now look at 147. Not quite so easy to work out the precise value, but easy enough to convince yourself it is worth more than 144. (If White plays here first he plays 151.)

I have omitted moves 160 onwards to spare Leigh Rutland further embarrassment. Black won by 55 points.

After the game I played a friendly 3 stone handicap game with the new champion and got wiped out. Watch out you dan-players, this chap is 15 years old and improving fast.



THE SUSAN BARNES TRUST

The Trust has recently made an individual award to Matthew Cocke, the new BGA Youth Champion, and a further payment to Furze Platt School Go Club to assist with travel expenses to tournaments.

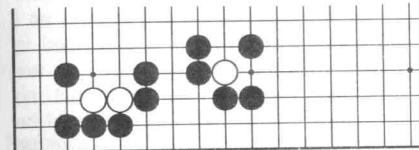
Any individual or group who wish to ask the Trust for help with any Go activity involving under 18 players are encouraged to contact

- FRANCIS ROADS
- 61 MALMESBURY ROAD
- SOUTH WOODFORD
- LONDON E18 2NL
- TEL: (01)-505-4381

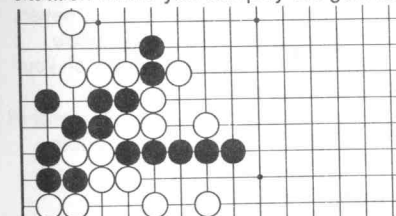
Geta Problems

by T.Mark Hall

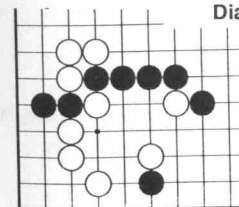
I hope to do some articles in which the problems are all related and which feature the same tesuji or method of answer. Plenty of problems appear in journals, but few have a consistent theme. I hope that these articles will give a series of problems with this consistency, and that they will introduce ideas that you can apply to your games.



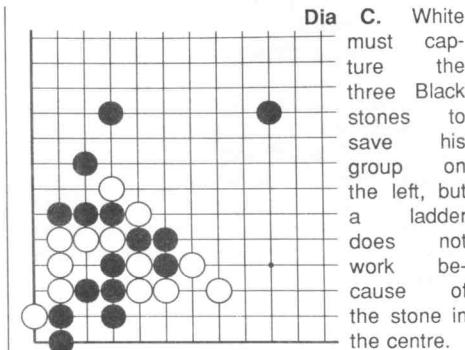
Below are five Go problems all of which involve the same tesuji at some point during the answers. The move is a geta, the shape formed in the Reference diagram. The move does not necessarily occur as the first move in each problem, you may have to create the situation where you can play the geta usefully.



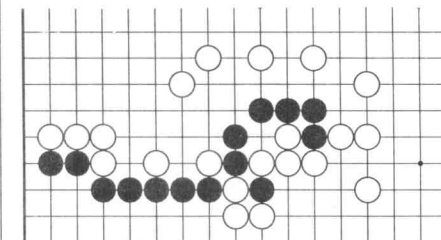
Dia A. The Black group on the left hand side is dead and the only way to save it is to capture three white stones.



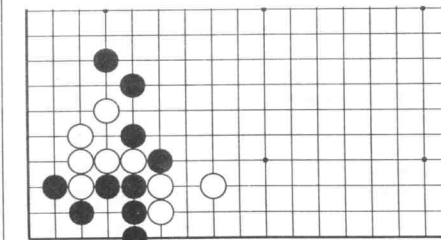
Dia B. How does Black capture the single White stone to save his two? The first move must be atari, but what then?



Dia C. White must capture the three Black stones to save his group on the left, but a ladder does not work because of the stone in the centre.



Dia D. Black can save the six stones!



Dia E. This occurs sometimes in a joseki, where Black is trying to fool White into making a mistake. How does White get out?

Grand Prix D'Europe De Go

In editing the journal, and trying to represent you on the council, One constantly wonders what constitutes a British Go player. Bear with some terrible generalisations for a brief thumbnail sketch...

Aside from the obvious conclusion that Go players suffer from extremely good taste, tend to be highly intelligent and well informed, one concludes that the game seems to attract mathematicians, musicians, computer programmers and artists... something to do with symmetries and spatial perceptions one presumes.

What then has all this to do with the "Grand Prix D'Europe De Go?" Well the EGF has a problem in the area of the Graphic Arts — there is an urgent need for a logo for the competition, so much so that a design competition has been announced, closing date the end of December, the jury will award prizes for the best three entries. One feels sure that the highly talented group just outlined can and will come up with the goods...

The competition guidelines — the logo should:

- use a modern style of letters. [typefont?]
- be eye catching to readers of announcements and invitations
- be usable in all types of posters

Entries to:

- Anton Steininger,
EGF Secretary,
PB 139,
A 4021 Linz,
Austria

The BGJ hopes there will be a good British entry that it can publish in the spring. It certainly wants to publish the prizewinners.

Correction

Dear Sir,

For various reasons, I have received my copy of Issue 70 of the British Go Journal only today. This issue contains two short pieces by me on gradings.

Unfortunately, a rather serious error has been edited into the first paragraph of the second article (between the heading and the table on page 16). From this it would appear that the criterion of obtaining 150 points from 15 games is an essential part of the system.

Au contrair, the essence of the system as I designed it and indeed as it is described in the following paragraphs is that not only are those numbers incorrect, but also that no fixed criterion should be applied. It should be clear from the remainder of the article that the grading committee must exercise its educated judgement, and that the promotion points are a support to that judgement rather than a determinant in themselves.

I hope you will be able to correct this misapprehension, probably introduced with the best of intentions (perhaps explaining what is currently done: I hope not!) but nevertheless wrong and a distortion of my article.

With best wishes for the success of your editorship of the Journal.

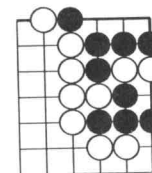
Yours faithfully,

Andrew Daly.
London N11
26th November 1987

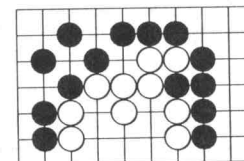
[We hope this clears any misconceptions
— Editor.]

Tony's Teasers

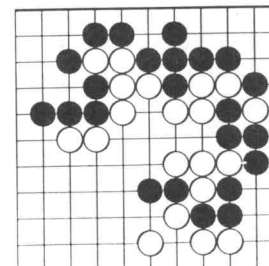
This is the first of a series of real game situation problems. The answers might not always be 100% correct and neither might the questions. The level of knowledge required varies and anyone from 25 kyu to shodan can have a go. Many of this time's teasers come from the Youth Championship.



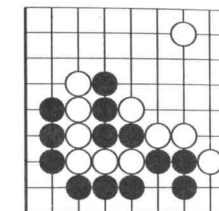
Problem 1: What is the status of Black's group?



Problem 2: What is the status of White's group?



Problem 3: White to play and loose lots of stones.



Problem 4: Can white catch the four black stones and win the South Coast handicap tournament?

New Club

Chandler's Ford, Hampshire.
Meets 19:30 Wednesday at No4, Barford
Close, North millers Dale, Chandlers Ford.

Contact: Derek Jennings
(Chandler's Ford) 268953

Midland News

Four members of the Coventry and Warwick Go club travelled down to Malvern in June to play a match against a Malvern Team at their new venue, "The Carpenter's Arms."

The Contest added a keen competitive edge to the evening and was enjoyed by all. The visitors staggered out 3—1 winners at closing time, the full score being:

- M.Hollings (3 dan) 1—0 D.Cann (3 dan)
- E.Blockley (2 kyu) 0—1 S.Hinsley (2 kyu)
- P.Manning (7 kyu) 0—1 J.Sells (4 kyu)
- P.Allen (11 kyu) 0—1 M.Lynn (9 kyu)

Afterwards, amongst the beer and "skittles games" there was talk of Midland League Chess, Knockouts, Merit Tables ...

Any takers?

The following match is from that evening

Black: Mark Hollings (3 dan)

White: Des Cann (3 dan)

Komi: 6 stones

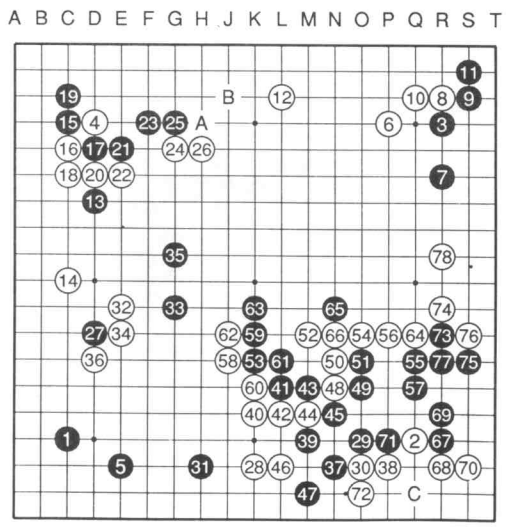
Commentary by Des Cann (DC), Nick Webber (NW) and Bill Brakes (BB)

Black 7 — This strong low stone is good against the white hoshi at 2 (DC)

White 8 — Could be played at K4, treating 6 as kikashi since 7 is low

Black 13 — Black is probably expecting White D6 or similar, when he would play K4, but I did not like that (DC). That may be favourable to White because 13 is left in an unusual position (NW)

White 16 — If at 19 (C3) then Black 16. White has to connect solidly which leaves a heavy position, and Black gets to pincer 14. (DC)



White 18—26 — Seems a reasonable exchange for both sides. If 18 is played at 19, Black can sacrifice two or three stones to build up good thickness. (DC)

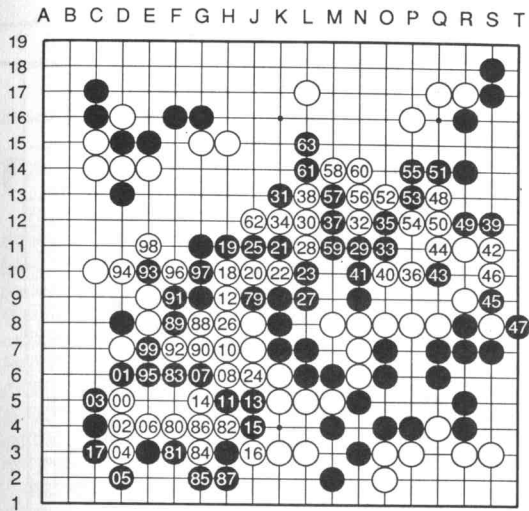
Black 27 — A play by white at A (D8) is big, it has a strong hane as a follow-up. Black could play B (C9), threatening an invasion, and therefore forcing a reply at 163 (E11) to prevent White A (NW).

Black 29 — White 30 — This exchange is good for White now, but when I failed to answer 31 at the bottom, it became bad (DC). Black 29 should be a kakari from the other side (NW).

White 32 — This felt big to me (DC) but Nick felt dealing with 29 is bigger.

Black 33 — Pushing up at 34 would be natural, but following White's plan. White's moyo has been nipped in the bud, but up to White 36 White has gained territory on the side, and Black has lost the chance to make territory in front of his shimari (DC) Black's stones 33 and 35 are floating (NW).

White 36 — Better at 40 (NW)



Black 37, 39 — White 28 is now in the wrong place, would be much better one to the right (DC)

White 68 — If played at 69 it captures 67. see below.

Black 71 — Ensures an eye while threatening C, white connects black 72 which reduces white to two points in sente (DC).

White 72 — Prevents above sequence, while removing half an eye from black's group(DC).

Black 79 — Good thick move (DC)

White 88 — Can be at 90 (BB). If Black 92, white 88, black 89, White 91 and White can either capture 83 etc. or push through in the centre(DC)

White 90 — If at 92, Black 90 (DC)

White 98 — Overplay, should just connect at 99 (DC).

White 100 — Should just play 107, threatening 100 and P11 (DC)

White 106 — Threatens to make an eye in the corner

Black 107 — The key point; the sequence is now forced up to 128(DC).

White 112 — If this were a connection at 124, Black will play at P11. White can then get an eye in the corner or in the centre — but not both (DC)

Black 113 — If at 118, White will reply at 114, if 114, White moves out at 118 more easily than in the game, because he does not need to come back to connect at 124 (DC)

Black 119 — Prevents P11, which would threaten Ko and 115. (DC)

White 128 — White's group is now dead as it stands, but it has 10 liberties. There are two Black groups to attack with far fewer...

Black 129 — Good shape

White 134 — Black cannot resist this directly

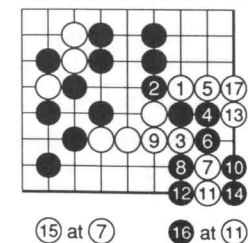
Black 135 — Aims mainly at the White group to the right

White 152 — Good shape, *if it works!*

Black 153 — Forced, he cannot win it — the white group simply connects.

White 154 — Blunder. If played at 155, Black 154, White F14 and White wins the semeai

Black 163 — This tesuji threatens to capture both clumps of 5 stones. The loss of either involves the loss of a large white group, so White resigns.



15 at 7 16 at 11

Cumper — Chandler

by Richard Granville

W6,B7 — Both players follow the proverb "don't disturb symmetry".

W8,10 — Unusual. If White wants to play 10, he should omit the 8-9 exchange; if he wants to play at 8 he should continue at 17.

B11 — Since Black wants to play around 17, he should play lightly in the bottom right. The large knight's approach at R6 is probably more appropriate — if White R4, Black can tenuki quite happily.

B17 — He wants to play both here and at 19.

B23-27 — A good attack, but the 25-26 exchange solidifies Whites right hand side.

W30 — White really should play at the top, since the sequence Black H16, White G15, Black H13 kills.

W44 — Strange — a one place jump to F7 is better.

B59 — Black should jump to N7.

B65 — Better at 72 (White replies at G14).

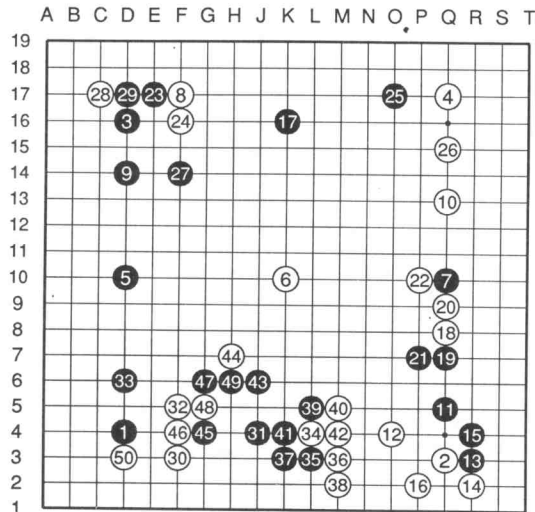
B73 — Only correct if Black can deal with White's invasion at 74.

B77 — Rather ineffective, K17 should kill the two white stones.

W78 — Good — makes miai of the connections at O18 and J18.

W82 — Should defend at Q12.

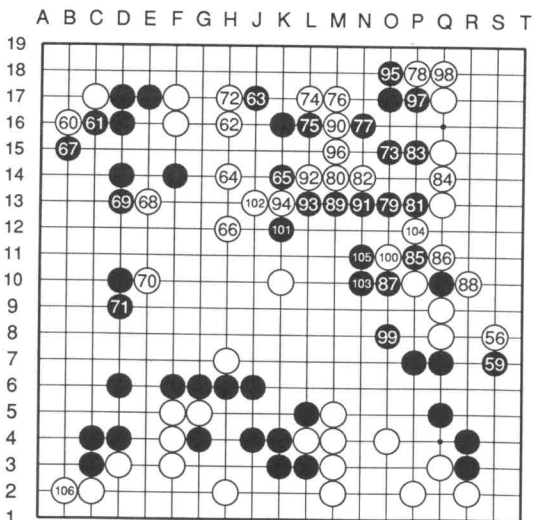
B87 — Very poor — Should take the opportunity to play Q12 and R12 to break into White's right side territory.



B89 — Must connect at 90

W94,96 — These capture the group to the left.

W106 — White is clearly winning now. The eventual margin was 28 points.



Computer Go: Taiwan

David Fotland

Results of the 3rd Annual International Go contest in Taiwan, Nov 11—12 1987.

Bruce, Michael, Allan, David, and Mark travelled to Taiwan to participate. Janusz tried to come to Taiwan but got stuck in Japan and couldn't get a visa. The Westerners took the first 4 places in the 9x9 competition. Shogun's loss was to Michael Reiss. Michael's loss was to Nemesis. Allan's loss was to Friday. Shogun also played Friday and beat it in a very close game. Nemesis, Microgo, and Shogun were not matched directly in this competition.

Kaihu Chen is a Taiwanese native who is currently at school in the US. His program was played by his brother.

The Friday program was clearly the strongest. It was the only program that Shogun lost to. It also beat Dragon and Goliath and Flute. Nemesis and Microgo 2 were matched in the last round and Nemesis won by one point. The last round game between Shogun and Goliath was also close. Go 3.1 was matched against Peanut in the last round, and Go 3.1 crashed in a won position to forfeit the game. Dragon and Friday played the last round. I don't think there were enough games played to determine the relative strength of Shogun, Nemesis and Microgo 2. Dragon beat both Nemesis and Microgo, so it deserved 2nd place. Peanut got 3rd place through a fluke since its opponent crashed when Peanut was losing (and also its other lost game was to Quick Go.)

[Further details in the Computer Go Journal]
The above article is re-printed from the EUNet distribution of rec.games.go

9x9 Competition

1 Bruce Wilcox Nemesis	USA	5 Wins
2 Michael Reiss Go 3.1	England	4 Wins
3 Allan Scarff Microgo 2	England	4 Wins
4 David Fotland G2 (Shogun)	USA	4 Wins
5 Loh-Tsi Wang Friday	Taiwan	3 Wins
6 Mark Boon Goliath 2	Holland	3 Wins
7 Chun-Tsang Chang	E.T.	Taiwan 3 Wins
8 Shan-Su Chang	Taiwan	2 Wins
9 Kaihu Chen Peanut	USA	2 Wins
10 Yu-Long Lin Game	Taiwan	2 Wins
11 Boh-Yu Chen Go-Game	Taiwan	2 Wins
12 Janusz Kraszek	Star of Poland	Poland 2 Wins
13 Dong-Yue Liu Dragon 21	Taiwan	2 Wins
14 Wen-Yu Cheng	Thinking	Taiwan 1 Win
15 James Logan Go	USA	1 Win
16 Guang-Jueh Lin	Flute	Taiwan 0 Wins
17 Katsura Yuuji Tengen 1	Japan	0 Wins

The 19x19 Competition:

1 Loh-tsi Wang Friday	Taiwan	4 Wins
2 Dong-Yue Liu Dragon 21	Taiwan	3 Wins
3 Kaihu Chen Peanut	USA	3 Wins
4 David Fotland G2 (Shogun)	USA	3 Wins
5 Bruce Wilcox Nemesis	USA	3 Wins
6 Allan Scarff Microgo 2	England	2 Wins
7 Mark Boon Goliath 2	Holland	2 Wins
8 Chun-Tsang Chan	E. T.	Taiwan 2 Wins
9 Janusz Kraszek	Star of Poland	Poland 2 Wins
10 Michael Reiss Go 3.1	England	2 Wins
11 Robert Good Arachne	USA	2 Wins
12 Tien-Fa Huang	Quick Go	Taiwan 1 Win
13 James Logan Go	USA	1 Win
14 Katsura Yuuji Tengen 1	Japan	1 Win

Whites Stones Can Be Killed

by Francis Roads

Many readers of this journal complain that both the games and commentaries published are above their heads. When you suggest to such complainers that they send in their own game records to the BGA Analyser or BGJ Editor, somehow the subject of conversation seems to change very quickly.

I was sounding off about this on a rare visit to the N. London Club recently. I should have kept my mouth shut — by the next post a substantial wodge of game records arrived on my doormat chronicalling a long series of confrontations between Chris Scammon (White in this game) and David Ward.

I have chosen this game as a good example of Black's refusal to accept the common belief of handicap receivers that all white stones have two eyes built into them.

Diagram 1 (below right)

2-8 — In most three stone handicap games one player would have taken the empty corner by now, but none of these moves is bad.

9-13 — Excellent a text-book sequence.

14 — A vital point. A standard way for White to stabilise his stones. Often this move is delayed until later, but if black then gets a chance to return to the area first, 14 is also the best move for him to attack 8, 10, 12.

15-24 — Black has gone wrong here — can you say where? (answer on p. 33)

25 — Locally a very thick move. He is right not to try to pull out his three stone group, as these are not cutting stones — White is already

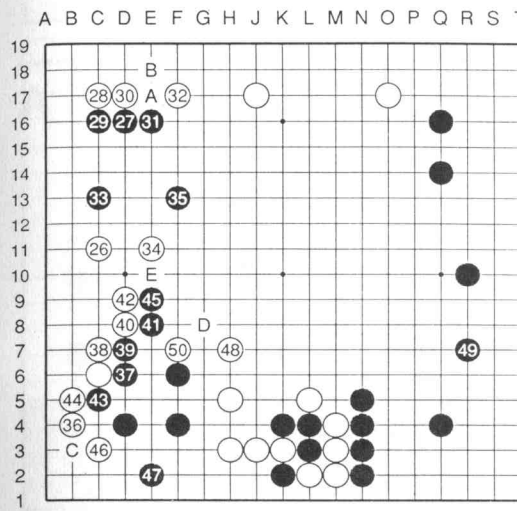
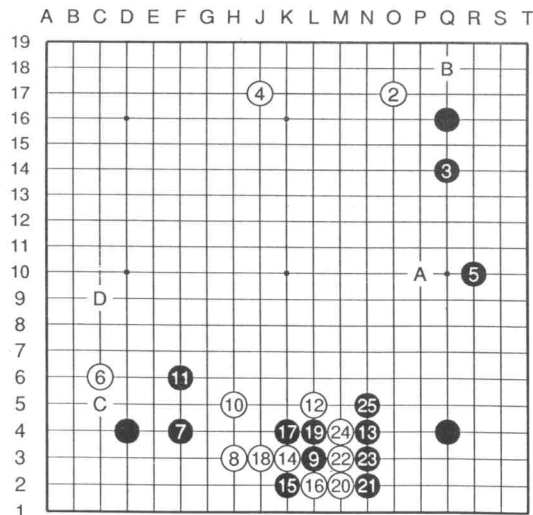
connected along the bottom. but he can also consider a play in the empty corner, the huge moves at A and B, or the attack on White 6 at C or around D, and

Diagram 2 (adjacent)

26 — Clearly White feared the latter the most.

27 — With White 4 and 26 in place, this move asks for the invasion at 27, but Black will take territory and end with sente to reduce the outward influence that White will build up. (look up the joseki if you dont know them.)

31 — Joseki calls for Black A here, but Black is wise to play 31. After A White would play the cut at 31 instead of the joseki move at B, because in the ensuing fight he has the aforementioned 4 and 26 stones to help him (as well as being three stnes stronger!)



33 — This is a horrible move. The optimum extension from his 3-stone wall 29, 27, 31, is to 26. Such a cramped extension as this is for dire emergencies only and this is not such an emergency. Black has a much better move to secure his three stones. Can you spot it? (answer on page 33).

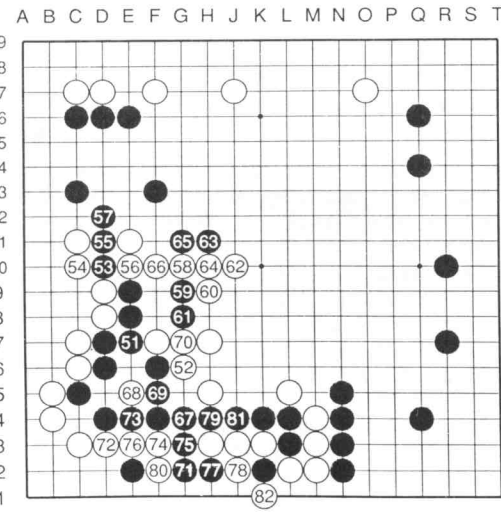
37-47 — Black decides that his group sandwiched between two strong white positions had better make eye shape. Not a bad idea in itself, but 43 is naughty — a classic case of aji-keshi. 44 is more help to White than 43 is to Black, and Black loses the option, amongst others, of a contact play at C. 45 would make better shape at D — White could more or less compell this move by replying to 45 at E. 47 is a vague looking move; it sort of helps to make eyes, but so would a move at 48, at the same time reducing White's central strength.

48-49 — These moves show a difference of opinion between the players. 48 is not worth playing unless it threatens the Black group, but Black spurns another chance to play D to make territory at 49. A and B in diagram 1 are probably bigger if Black wants a territorial move — White has no good attack around 49 because of Black's thick move at 25. Diagram 3 (below)

63-65 — These are good kikashi plays — provided that Black remains confident of his ability to keep his group alive.

72 — This points out the vague nature of 47 in diagram 2. Can you see why Black can't play 73 at 76, and that 47 would be more use at 76?

80 — White should play this move at 81, securing all his stones in the centre, and forcing Black to live in gote by playing 81. White seems to have become convinced that he must kill the Black group at all



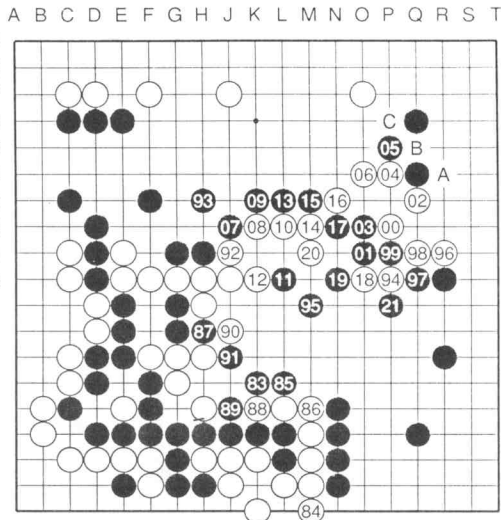
costs. Sealing it in all round with small life is quite good enough for White.

91 — White's greed has cost him dear — not only has he lost five stones, but White's group above 90 is very weak.

94 — White hopes for an answer on the right so that he can strengthen the said weak group but ...

95 — Black very properly ignores 94 locally and pursues the weak group.

97 — Normally one avoids this kind of move as locally it makes White 94 into good shape, in accordance with the proverb "at the head of two stones in a row play hane." But in his case Black has so many friendly stones nearby that he can make the aggressive cut at 99.



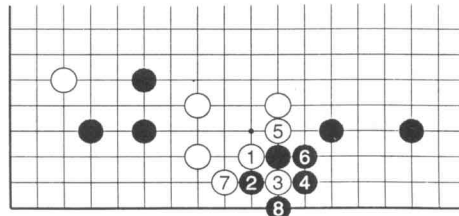
strong player is ready to revise his overall strategy at every move if necessary.

F.R.

Answers

Black 17 — The first bad move. The moves in Diagram 5 show the text-book sequence. Both White and Black are strengthened by this Kikashi exchange.

Black 33 — What is wrong with pushing through at A in Diagram 2? If White answers at B, Black will cut either left or right of B. White will have to lose either his two corner stones or have 32 captured in a ladder. Because of Black's thick move at 25 White has no very threatening ladder breaker in the lower right corner.



100-106 — This White group is in very bad shape. 103 and 97, and also 103 and 3 in diagram 1, constitute two pairs of "eye stealing tesuji". This being so, Black needn't worry overmuch about his upper right corner being attacked. He can afford to answer A with B, even though it creates the empty triangle at C.

111 — Another eye stealing tesuji, together with 107.

117 — The White group cannot escape now. The game continued for a few more moves after 121 before White did the decent thing.

Black made two particularly poor moves, the one on the lower edge and 33, and slightly lost track of what he was doing with 47 and 49, but in general he showed good fighting spirit and did not show undue respect for weak White stones.

White fell into a common trap. There are many things you can do to a weak group other than kill it. It is all too easy to become obsessed by one particular strategy. A

A New Proverb?

Anyone remember the book "Go Proverbs?" It explained things like:

- Hane at the head of two stones
- Hane at the head of three stones
- Play in the center of a symmetrical situation
- Remember the monkey jump!
- 6 die, eight live

Anyway, I've made up my own proverb:

- Fourth-line territory is only three lines high.

By this, I refer to situations in which we hesitate to push along, making an "outside thickness" wall. Sometimes we hesitate if the opponents inner wall which we are provoking is on the "fourth line".

So my proverb reminds us that such territory is really only three lines high, so sometimes we shouldn't fear the profit we're giving the opponent, and our outer thickness might be better!

What do you think?
Eric Osman, Maynard, Mass

I think that the operative word here is "sometimes". 3 lines of territory can be pretty good. Consider the (admittedly HIGHLY artificial) example where one player (e.g. white) takes fourth-line territory (3 lines of it) clear around the board and black gets completely solid facing walls on the outside. Black has pretty terrific thickness, but White has 192 points of real territory and easily wins the game. I know that this position would never occur in any real game, but

it goes a long way toward showing the relative territorial advantages of the edges of the board.

Three lines adds up fast, so if you intend to allow your opponent to get very much fourth-line territory in exchange for thickness, you ought to have a very good use in mind for that thickness.

-- Paul Neubauer
UUCP: uunet!bsu-cs!neubauer

Go Typists Wanted

We are looking for one or two people with word processing experience to type go game diagrams into an IBM PC compatible word processor. We would prefer people with their own equipment who can work in their own homes, but would consider applications from people who would prefer to work in our office in London or Maidenhead.

Please write to:

David Levy,
Intellegent Chess Software Ltd.,
70, Rosebery Avenue,
London EC1R 4RR



Points for SFKs

Fred Holroyd (6 kyu)

Bill Brakes (1-Dan) recently played this game against me and subsequently made what I thought were some extremely enlightening comments. I feel that they could be generally useful to players of my sort of level.

Black: Fred Holroyd (6-kyu)

White: Bill Brakes (1-Dan)

Black 5-11 — (BB) This way of playing gives me a safe group and also the first move elsewhere; but because of the triangled stone, it's also OK for you.

Black 13 — (BB) One point to the left would attack the stone at 12, one point to the right would defend the corner. But this is not really a criticism of 13.

Black 15 — (BB) You're "trying too hard" here. You should play at 31. (FH) I thought of playing one to the left of 27. Would that have been OK?

(BB) That would have been a nice move too. It would have worked well with the thickness in the lower left.

Black 17 — (BB) You're still trying to be too clever. 31 remains urgent, but if you want to be consistent after playing 15, you should play 25; White 26; Black one point to the right of 16; White one point to the right of 27; Black 22. At least you get some territory that way!

Black 25-27 — (BB) There's no point continuing to attack my group like this, especially given the weakness at 28. (FH) I wasn't trying to kill it, but to

shut it in. (BB) It Doesn't work. The gap between the handicap stone and 27 is too large.

Black 43 — (BB) You're trying too hard again! You should jump out again (at one point below 62), leaving me with the problem of defending either my lower side group or 38, 40.

Black 53 — (BB) Probably coming out once more to 64 is better.

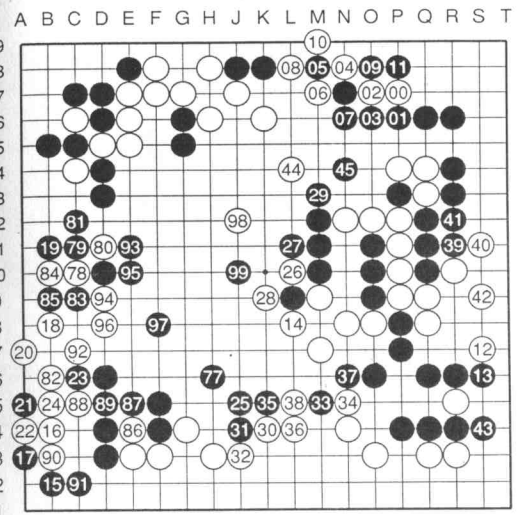
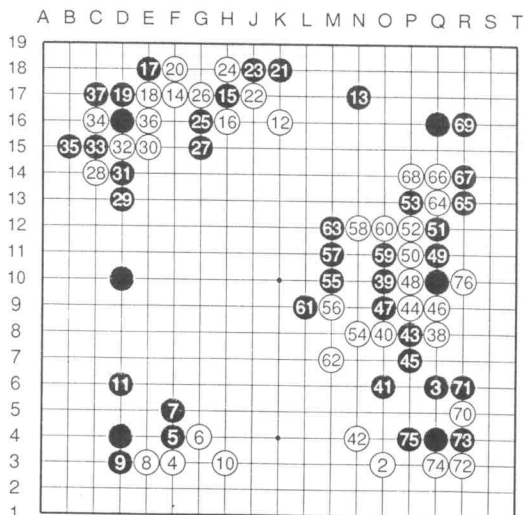
Black 55 — (BB) The correct tesuji is 56. Letting me get that point is terrible.

Black 57 — (BB) Either the straight connection or the hanging connection (one to the right of 57) is probably better.

Black 59 — (FH) Necessary to prevent 39, 47 from being captured in a snapback!

White 68 — (FH) The top and bottom corners are now presumably miai. Whichever one I defend, Bill will attack the other.

Black 71 — (BB) Correct! Connecting against the peep would be too heavy in this position.



Black 77 — (BB) You were right not to defend your three stones, but 77 was the wrong choice. Playing at A or thereabouts, but fortunately my guardian angel stepped in and asked me to think again. That would have been a threat to connect my eyeless group to a pair of dead stones!

Black 161 — (FH) The idea was to prepare for the capture of three stones and the consolidation of territory, by 171. (BB) Yes, but the timing is wrong. You should first save your stones with 176. I would then either have to use a move defending my bottom left group or have to submit to a ko fight for its life.

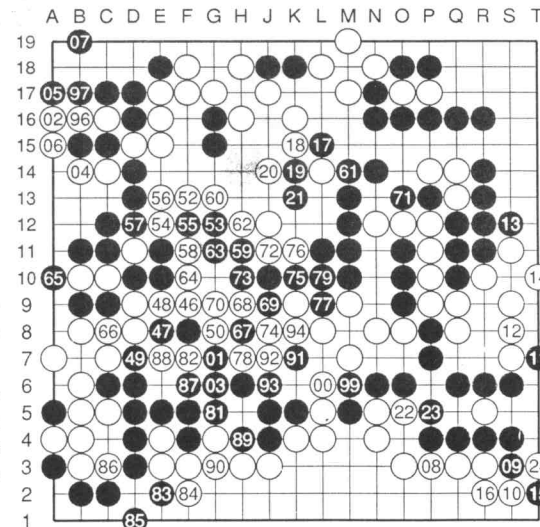
Black 179 — (FH) I didn't really appreciate the strength of your ko threat at 178.

Black 203 — (BB) You will probably end up suffering in the top left corner anyway, but at this stage you should use your internal ko threat one to the left of 115.

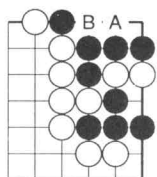
Black 211-215 — (BB) You are not making any more eye space, and failing to see the threat to your group.

Black 217 — (FH) Alas! Had I but played at 224!

White 224 — (FH) Ouch!!

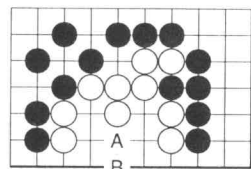


Tony's Teasers



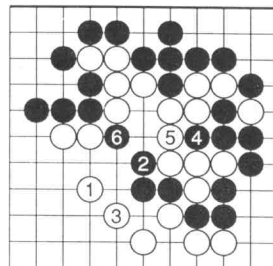
Answer 1

Answer 1: If White plays at A black dies since he cannot connect at B. If Black plays at A or B his group lives.



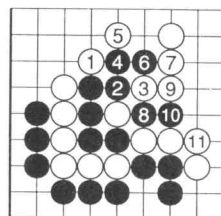
Answer 2

Answer 2: If White plays A (etc) he lives. To kill Black has to play at B, and then he can link up to the surrounding black stones either way.



Answer 3

Answer 3: If White follows the sequence shown Black cuts him apart and lots of stones die. White must be more careful and protect his cutting points.

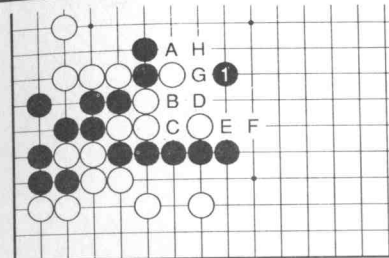


Answer 4

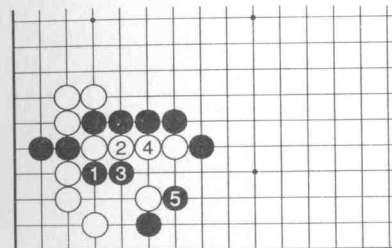
Answer 4: No - if White plays the spiral ladder as shown to 10, then White must connect at A and then Black can switch to the cuts around 1 and capture White instead.

More next time!

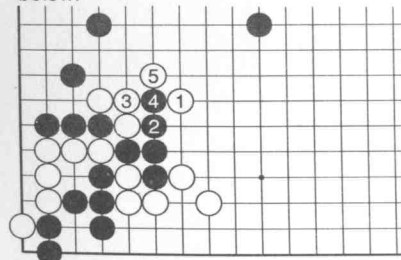
Geta Problems — Answers



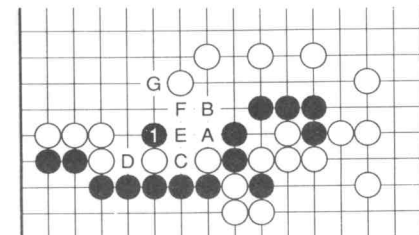
Problem A. Black plays at 1. If White plays at A, Black B, then C,D,E and Black captures with F. If White G, then Black C, B, H and White is again captured.



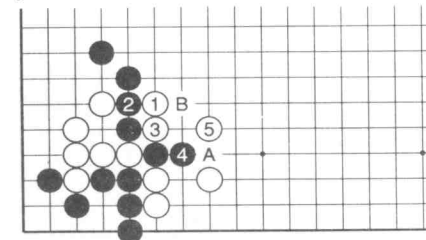
Problem B. Black has to atari and push again at 3, but 5 forms the geta. You should see that whatever White does, the four stones are now lost. White will now struggle to live and may lose stones above or below.



Problem C. White plays at 1 and no matter which way Black plays the stones are lost, but only because the White stones have enough liberties.



Problem D. Black plays at 1. If White A, Black B forms the geta; if White C, Black D cuts the stones off. But what happens if White plays E? Black can't get out by playing A, C, F, D and G because there is then a cutting point at B. I'll leave this to you to work out.



Problem E. The mistake is to play directly at 3, and to try then to capture at 2. Black will then push on at A, threatening the stones below, and will play a geta of his own at B or 1. The answer is to peep at 1 and capture with 3 and 5.