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British Go Journal

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Front cover: European Go Congress design submitted by Heather Allen.

The views expressed in this Journal are not necessarily those of the BGA or of the Editor.

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Deadline for contributions for next issue is **9th May**, but please send earlier if possible.

Calendar

This is a list of all UK tournaments to give new members an idea of what is available. Later events may be provisional. Entry forms are distributed with newsletters. See newsletters for foreign tournaments.

British Go Congress: Nottingham, 10th-12th April. Austin Dilks, 34 Little Hollies, Forest Town, Mansfield, Notts NG19 0EB. 0623-25351.

Coventry: 26th April, Midlands Sport Centre (near University). M. Lynn, 0675-442753.

Candidates': 2nd-4th May. By invitation only.

Bracknell: 9th May. R. Lyon, 0344-85675.

Challenger's: 23rd 25th May. By invitation only.

Ladies': 13th-14th June. By invitation only.

Leicester: 20th June. E. Smithers (see page 2).

European Go Congress: Canterbury, 25th July - 8th August. A. Jones, 081-527-9846.

Northern Go Congress: Manchester, 5th-6th September. J. Smith, 061-445-5012.

Milton Keynes: 19th September.

Shrewsbury: 4th October.

Wessex: Marlborough, 25th October.

Bournemouth: 7th November.

Birmingham: 22nd November.

West Surrey: 5th-6th December

London Open: Dec/Jan.

Furze Platt (near Maidenhead): January.

Wanstead: February

Oxford: February.

Trigantius: Cambridge, March.

British Youth Championship: Stowe, March.

Glossary

Aji: a source of annoyance.

Aji-keshi: removing aji.

Atari: threat to capture.

Byo yomi: shortage of time.

Dame: no-man's land.

Damezumari: shortage of liberties.

Furikawari: trade of territory/groups.

Fuseki: opening play on whole board.

Gote: not keeping the initiative.

Hane: a diagonal play in contact with enemy stones.

Hasami: pincer attack.

Hoshi: star-point (where handicap stone may be placed).

Ikken-tobi: a one-point jump.

Jigo: a draw.

Joseki: a formalised series of moves, usually in a corner.

Jubango: ten-game match.

Kakari: a play which threatens to attack a single corner stone.

Keima: two stones with relative position like knight's move in chess.

Kikashi: a forcing move.

Komi: points given to compensate for Black having first move.

Kosumi: a diagonal move.

Miai: points of exchange, "tit for tat."

Moyo: potential territory.

Ponnuki: empty diamond shape of one colour (4 stones).

Sagari: descent towards edge of board
Sanren-sei: plays on three hoshi points along one side.

Seki: a local stalemate.

Semeai: race to capture.

Sente: keeping the initiative.

Shimari: corner enclosure of 2 stones.

Shodan: one dan level.

Tenuki: to play elsewhere.

Tesuji: skilful move in a local situation.

Yose: the end-game.

Editorial

2,001 And All That

I attended my first European Go Congress in 1983 in Edinburgh. The location was important; having no idea what these events were like, I would not commit my family to a fortnight abroad that might have proved to be a wasted holiday.

In the event, it was a marvellous fortnight, and we now go abroad to congresses, but if you have similar doubts, and want to test the quality in a match at the homeground, then Canterbury 1992 is the answer. Unless you are prepared to wait until the return of the European Congress to the UK, in approximately 2,001?

Journal On Disk?

Recently a suggestion came from Nick Wedd that we could emulate "Go World On Disk" by offering the British Go Journal through the same medium, that is, *GoScribe*. I undertook to write the conversion program from the journal diagram editor to *GoScribe* format (my editing program being too badly written for anyone else easily to come to grips with!), and have nearly finished.

Is it worth finishing? Please let me know if you are interested (which means purchasing *GoScribe*), and your name will be put on a provisional list of subscribers.

For those who do not already possess *GoScribe*, it is worth pointing out that, with its facilities for move by move replay accompanied by commentary, it takes away the chore of hunting a

crowded board for the next move, and among various options it allows you to try to guess the next play.

It is envisaged that if there is sufficient interest, a disk would be available at the end of the year holding the games and commentaries for all 1992 journals, and probably also all problems and solutions.

Do let me know. Over to you...

Late News (and good!)

At a recent meeting of the European Planning Committee, modifications were made to the costs and terms of entry to the 1992 European Go Tournament. These were made possible by Asahi sponsorship and greater flexibility shown by the University.

Those wishing to have self-catering can now take this for any number of days from a minimum of five. The cost has been reduced to £9 per person per night, and children under three years can now stay free. The last date for 10% discount for early payment of fees will now be 25th May. The full Congress fee will be cut to £60, and other fees will be reduced by between £10 and £5.

Some informal arrangement will be made for the care of young children (not babies).

Full details will be supplied shortly.

Dan List

Please note that this consists only of current BGA members holding diplomas ratified by the Association. Therefore foreign players are not listed unless, as in the case of some long-staying visitors, they have been awarded British dan diplomas.

British Championship 1991

Comments by Matthew Macfadyen

Game One

Black: Matthew Macfadyen
White: Edmund Shaw

White 16 can also be at 17 as in diagram 1. White would then get more of a base in the corner, but Black would extend farther up the left side and be stronger at the bottom.

20: Can attack Black's shape immediately by playing at 37 but Black will reply at 36, preparing to discard three stones (5, 9, 13) if necessary in order to develop the right side. White 20 makes the threat of 37 much more severe, hence Black 21 (which also weakens the white stones on the left).

22, 24: Will be all right if they can be treated lightly, and may be very useful in restricting Black's development on the left, but there is a danger that White may get a heavy group on the left and lose control in the centre.

33: Looks thin, but White can only cut if he is prepared to commit himself to having a group on the left side. This would fall in with Black's plan to have the main fight of the game in his sphere of influence on the right.

With 38 White starts building the group he didn't really want. White 40 might have been better one point to the left, leaving some bad shape in order to try to keep sente. When Black sticks his head out at 41 the game is becoming easy for him.

53: Puts the skids under White's lower group. White settles himself in

good shape with 58-64 but gives up a lot of territory in doing so. Probably White 62 should connect solidly as in diagram 2 in order to keep all the white stones hereabouts connected and minimise Black's territory.

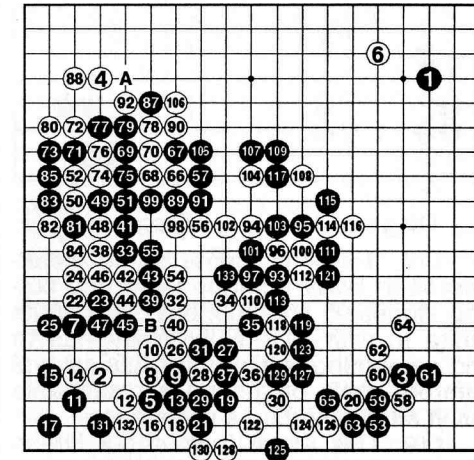


Figure 1 (1-133)

86 at 81

66: Feels like a bit of an overplay but it is time to try something.

Up to 86 White hangs on to the left side, but Black has a choice of ways to break out in the middle.

88: Prevents Black from playing there and takes some territory, hoping to survive whatever it is in the centre.

91: Could have connected at A. White would then need to rescue the 5 stones cut off in the centre, and would still be short of anywhere to make territory. Black's move at 91 is not bad, and turns out very well in the game, but it is not clear that the attack with 93 and 95 is really worth as much as 92.

White sticks his neck out with 100, and Black promptly cuts. Note that

neither player is in a hurry to play on the cutting point at *B* as it is likely to become a dame, not actually contributing to the shape in any of the fighting areas.

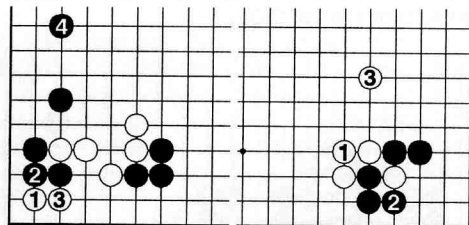


Diagram 1

Diagram 2

110: Tries to create some weaknesses in Black's shape using the cutting stones 96 and 100, but Black shuts White in with 117. Now White has to find something, while Black has several different ways of getting a reasonable result after giving up a few stones.

119: This move took about fifteen minutes. I had decided that 122 didn't work, but even if it did there were good chances to regain enough on the right side to make up for losing the group at the bottom.

125: Occupies the vital point. White played out the rest of the sequence to make the result clear for the spectators. He makes an eye on the side and connects along the bottom, but 133 steals the other eye, killing the entire white group. White resigns at 133.

Tony Atkins writes that in the Pitt Rivers Collection, housed behind the Natural History Museum in Oxford, can be found a range of Japanese netsuke, and in the games section, a pair of go bowls dating from 1910. What other exhibits are still to be discovered?

Prize Problems

Part One

by T. Mark Hall

Here is a set of four problems in each of which Black is to play first. I will give a prize of £10 for four correct solutions, or, in the case of a kyu player, for three correct solutions (on trust that they don't ask Shutai Zhang or Matthew Macfadyen or any other dan player to help them!).

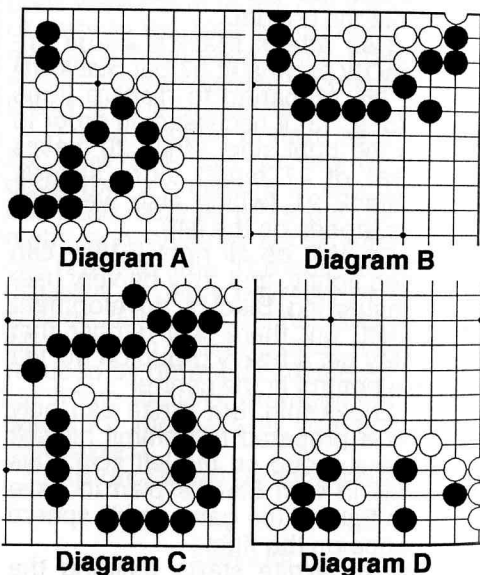


Diagram A

Diagram B

Diagram C

Diagram D

Please send entries to me at my address on page 2. If I get more than one winning entry then I will draw the name out of a hat.

Note of encouragement for schools: it seems that a go club was recently started at Eton!

Play And Display

During the last few years the number of programs for playing go or studying games has greatly increased. Here a range of the products now available is examined. The first two articles review the programs demonstrated at the Computer Go Seminar organised by Harry Fearnley at Oxford on 13th October 1991.

Programs For The IBM PC And Compatibles

by Nick Wedd

A distinction must be made between, on the one hand, programs whose purpose is to display go games and problems, with comments and variations, and to allow you to enter your own games and problems; and on the other hand, programs which actually make their own moves. Many of the latter have the facility to save the game being played, and restore and resume it later, but this is no substitute for a proper displaying program. Below, programs which display games are marked [D], and those which play are marked [P].

It is not easy to assess the strength of a go-playing program. You can play against it and see how well it does, but you have to decide before you start whether you are going to make reasonable moves, or to try to kill all its stones. You can have a trial game against it first, but then you will learn how to take advantage of its particular weaknesses.

I have tried to assess the strengths of these programs in two ways. First I administered a set of five simple problems, scoring from 0 for five wrong answers to 10 for five correct answers. Then, after a couple of trial games, I

played a full game on a 13x13 board, and recorded the margin by which I won (I was 4 kyu). I tried to kill all its stones if possible. I also used this game to measure its speed (on a 25MHz 386). Programs offering more than one level of skill were played at their highest level, unless I have stated otherwise. Prices are guide prices - please confirm before placing an order.

1.) Star of Poland version 4.5. [P] It runs on a PC with CGA, and claims to run on one without graphics, though I have not been able to verify this. It scored 2/10 on the problems, and lost the game by 81 points, taking 49 minutes. \$110 OPENetwork, 215 Berkeley Pl, Suite A1, Brooklyn, NY 11217, USA; Tel: +1 (718) 638-2266, 1 (718) 398-3838.

1a.) Star of Poland, demonstration version. [P] This is the same as the above, but has been disabled by being given a limit of 50 moves, after which it refuses to play. 'free' - available, as above, and via 'anonymous ftp' from 'milton.u.washington.edu'. It may be copied freely.

1b.) Star of Poland version 5.0. [P] The same as 1 above, but plays somewhat better - it lost a game by 47 points. It is for sale - see 1, above.

2a.) Nameless shareware program 1. [P] This runs on a PC with CGA. It is impossible to set up problems for it. It is easy to kill all its stones, but it plays

very quickly. It is extremely fond of playing on the third line. It is a small, simple, and robust program, which I would recommend for beginners. As shareware, it may be copied freely. Available together with (2b), below.

2b.) Nameless shareware program 2. [P] This does not use graphics. It scored 3/10 on the problems. It only plays on a 19x19 board. It crashes quite often - in the test game it played 40 moves in 20 minutes, and then crashed. £8, together with (2b), above, on Disk 1556 : Shareware Marketing, 3a Queen Street, Seaton, Devon, EX12 2NY; (0297) 24088. As shareware, it may be copied freely, but you are encouraged to send \$20 to: TMW Co, at 1361 Eastside Road, El Cajon, California 92020-1420, USA.

3a.) Cosmos version 2. [P] This can use, though it does not require, CGA, EGA, Hercules, or VGA. It scored 4/10 on the problems, and lost all its stones in the game, taking 20 minutes. The new, improved version is called 'Many Faces of Go' - see below.

3b.) GoScribe version 2.0. [D] This requires CGA, EGA, VGA, or Hercules. I like its display and ease of use - sufficiently that I have bought myself a copy. £40, Ishi Press International Ltd, 20 Bruges Pl, Baynes St, London NW1 0TE; (071) 284 4898.

3c.) Many Faces of Go version 7.03. [P,D] This requires CGA, EGA, VGA, or Hercules. It appears to be developed from a combination of Cosmos and GoScribe. It scored 6/10 on the problems. At its highest level it was unbearably slow, so I played the game at a strength setting of 16/20: it lost all its stones, taking 80 minutes. £40, Ishi Press, as above.

3d.) Igo version 7.35. [P] This requires CGA, EGA, VGA, or Hercules. It

is a cut-down version of Many Faces of Go which plays only on a 9x9 board (not very well), and also offers a go tutorial, explaining about liberties, eyes, etc. Uniquely among the programs considered here, it does not take handicap stones, but offers to give them: it is intended as an introduction for beginners. It may be copied freely. £2, Ishi Press, as above.

4.) Nemesis version 4.7. [P] This requires DOS 3 and CGA, EGA, VGA, or, I think, Hercules. It scored 6/10 on the problems, and lost the game by about 50 points, taking about 4 hours on its moves (it has a clock which it uses to measure the time that it has taken, but this sometimes goes backwards). Superseded by version 5.02.

4a.) Nemesis for Windows, Deluxe version 5.02. [P,D] This runs on a PC with Windows. It comprises four products: Go Master (\$69), Joseki Genius (\$49), Tactical Wizard (\$59), and Scribber (\$59), or all four together \$139. In playing strength it scored the same as 4, but played more quickly - half an hour for the game. Alone of the programs reviewed here, it can play via a modem. It makes good use of graphics to show territory, influence, etc. A version for DOS 5 should be available 'very soon'. Toyogo Inc, PO Box 25460, Honolulu, HI 96825-0460, USA; Tel +1 (808) 396-5526.

4b.) Nemesis Junior version 5.02. [P,D] This is a cut-down version of the above, also requiring windows. It offers the same facilities, but without the same playing strength. It scored 4/10 on the problems, and lost all its stones in the game. It may be copied freely. \$35, Toyogo Inc - see above.

5.) Kei-Go version 2.00. [D] This does not use graphics. It does not allow comments or variations, and is gener-

ally limited in its usefulness. £3, Tony Collman, 7 Rossiter Rd, London SW12 9RY.

6.) My Go Tutor version 2.0. [D] This does not use graphics. In its lack of graphics it is inferior to GoScribe; also, it is harder to use. But there is available for it an enormous body of problems, games, and tutorial material. Moreover, it may be copied freely. 'free', 'anonymous ftp' from 'milton.u.washington.edu'.

7.) Diago version 4. [D] This is used for printing the diagrams in this Journal. It is not really a displaying program [only intended for editing]; its main merit is that it can generate the PostScript instructions that will cause a laser printer to draw a go diagram. This is the private property of the editor of the Journal and Ian Sharpe, but they may be willing to allow copying.

8.) Oxford Softworks. [P] This runs on a PC with CGA, EGA, VGA, Hercules, or without graphics: it is possible but awkward to use it without a mouse. It also runs on an Amiga or an Atari. It scored 3/10 on the problems, but played better than any of the other programs described here. On the recommendation of Michael Reiss, the author, I played it at a skill level of 95 rather than its maximum level of 100, and it lost by 15 points, taking 27 minutes on its moves. When I played it at 100, it lost by 26 points and took 97 minutes. An improved version is currently being developed by the author. £25.49 from shops such as Virgin Records or from Oxford Softworks, CP Software, Stonefield House, 198 The Hill, Burford, Oxford OX8 4HX; (0993) 82 3463

8a.) Oxford Softworks, development version. [P] This only runs on a PC and does not use graphics, but it plays even better than the above.

Once, when I was not particularly alert, it beat me in an even game (I was then 4 kyu). It is the private property of the author, and is not available.

9.) Microgo version 2.59. [P] This runs on a PC with CGA or EGA. It scored 6/10 on the problems, and lost the game by 117 points, taking 5 minutes on its moves. It is possible but awkward to use it without a mouse. I understand that an earlier version was available on the BBC micro, and that the author, Alan Scarfe, is currently rewriting a version which he hopes will play much better. It is not yet for sale.

10.) Steve Peirson's nameless program. [P] This requires CGA, EGA, or VGA. It scored 8/10 on the problems, and lost all its stones in the game, taking virtually no time on its moves. It has an unusual style, playing good-looking moves early in the game but falling apart later. Alone of the programs described here, it is strongly influenced by knowing which move its opponent made last. Updated since this review. [See advert. on page 39. - Editor]

11.) RisiKo. This does not use graphics. It is a specialised tsume-go solving program. Only one of the test problems was in a suitable form for it, and it solved this immediately and correctly. If it is given a status problem, and the group on the outside clearly has no gaps through which the enclosed group might run out, it determines the status, including kos and sekis, very quickly. The author, Thomas Wolf, claims that it cannot always solve such problems perfectly; but if it gets any wrong they are certainly far too hard for me to understand. It is the private property of the author, and is not available.

P.S. I would like to mention Shogi Master. This of course has nothing to

do with go. It plays shogi, and is similar in style to Many Faces of Go. Even at its faster speeds, it plays shogi much better than any of the programs described here play go. It is for sale for £29.99 from Ishi Press.

Glossary.

Amiga: A type of personal computer, quite unlike a PC.

Atari: Another type of personal computer, quite unlike a PC.

CGA: The lowest grade of graphics on a PC.

EGA: A grade of graphics on a PC, better than CGA.

Hercules: A grade of graphics on a PC, similar to EGA.

Modem: A device for communicating between computers.

PC: Any machine like an IBM PC personal computer.

PostScript: A "language" for sending instructions to some printers.

Shareware: Software which may be legally copied.

Shogi: The Japanese form of chess, played on a 9x9 board.

VGA: A grade of graphics on a PC, better than EGA.

Windows: A Microsoft product, making a PC look a bit like a Macintosh.

Programs For The Macintosh

by Nick Webber

I was very pleased when the seminar organiser, Harry Fearnley, rang me up to ask me to contribute a review. He knows me as a moderately keen go player, with some ideas about what constitutes a good go program. The fact that I could also provide several Macintoshes at the seminar to demonstrate the programs on may also have been in his mind.

In the end seven programs were received for review. A few programs, not

ably Nemesis, had been promised but failed to materialise. Only one program, MacGo (in the version I was given) proved to be unreliable on the hardware/software platforms available.

The programs have been tested and reviewed on an SE/30 and an LC. The LC carried system 6.0.7. and system 7, the SE/30 system 6.0.7 only.

As I started to compare the various programs it rapidly became apparent that 'go program' can mean a vast number of things. Each program was trying to do something slightly, or very, different. This caused me to sit back and ask myself the question "What should a go program do?" The first thing to come to mind is that it should play go, but when you look a little deeper there are some other distinct functions that a program could address. Here's an incomplete list of them:

- Playing go
- Producing game/position diagrams
- Teaching go techniques (e.g. joseki, life and death, yose)
- Solving go problems
- Facilitating playing over a network
- Introducing the rules of go (to novices)
- Acting as a study aid (for stronger players)

The point about this list is that to be a successful program, being able to play go alone may not be sufficient. For instance, to be any use as a study aid or a teaching aid, you had better be able to save and load up games and positions with annotations and comments. Also, a program without a suitable interface or attractive appearance may not be commercially successful.

Presentation: Until recently, low end Macintoshes did not come

equipped with colour monitors. This meant that colour, for many applications, was unnecessary. Today, low end Macintoshes may have colour as standard, which means users are becoming more and more colour orientated. The seminar was an opportunity for me to compare Macintosh and DOS go programs, and in terms of presentation, the good DOS programs beat the Mac go programs hands down, and solely through effective exploitation of colour. Only one program I reviewed used colour (Ponnuki). Unless programs start incorporating colour, they are going to lose out to those that do. Conversely, the Macintosh has always provided excellent sound capabilities. To those of us who like to hear a clunky 'click' when a stone is played, or the computer announce 'atari', Macintosh programs easily do better than DOS!

Of the programs reviewed, some play go, and others do not. I have not seriously attempted to compare the playing strengths of the playing programs. I found it very difficult to make judgments. Nor perhaps would it be too useful for me to do so. Playing strength is an important factor, but there are alternative points of view as to its significance. Developing a program that performs better than other programs, or is stronger in play against humans (perhaps a better criterion) is an entirely acceptable objective. However I would question whether this produces a program which is automatically commercially more viable than a 'weaker' program with more or better features. As a marketing ploy, it is undoubtedly true that success in a tournament will not do you any harm at all! (The situation though may be analogous to Grand Prix motor racing.) To make a strong go program is an intellectually

interesting and challenging task, and in the future may result in programs of professional strength, but it seems to me not to be the issue of primary importance when comparing the sort of programs you might want to acquire to use today. There are many people who cannot find human opponents of a suitable strength, and to these a go playing program may be a God-send. But when the human improves, the program does not, and its strength becomes inappropriate. Some programs have different levels of play, but even the top levels are not too strong, and it is legitimate to ask if the scale of strength corresponds to a useful graduation for an improving human player. More appropriate, I believe, is the ability of a program to 'instruct', and to do so appropriately as the human improves. This is particularly true for beginners, who I strongly recommend do join a go club instead of relying solely on playing a program! No, playing a program can be fun, but treat with caution.

There is space in this review for only very basic comments about each program. These brief comments are particularly unfair to the go playing programs, which really require a separate article of their own.

Contender: Plays go and can save and load commented and annotated games. Has a joseki teaching file. Can produce basic diagrams (i.e. numbers the stones). Has comms facility. Contender 2.1: Go for the Mac, £30; Joseki Tutor, £18; from Ishi Press (see back cover of this Journal for address).

Dragon: Plays go, but nothing else. I can't work out how to set up positions for it to start to play from. Can save files, but can't get it to load them up. Won't play with women. Requires a

clutter of files. Dragon 2.1 ['free']: 'anonymous ftp' from 'milton.u.washington.edu'

Go Intellect: Excellent facilities (uses 'Smart Game Board'). Plays Go, and does everything else. Does good diagrams (but you need extra Macintosh tools to cut them out). Excellent for teaching (stores trees of annotated positions). Go Intellect 2.98 (?\$): Ken Chen, 4407 Oak Lane, Charlotte, NC 28213, US; +1 (704) 547 4582; 'chen@uncvax.uucp'

Goliath: Plays go, but that's about all. Can save and load up games, but won't let you comment or annotate them, so it's no good for collecting or saving games with. 'Shows thinking.' Natty bit of Japanese down the side: very cultural. Goliath 3 (Dfl 100?): Mark Boon, Tasmanstraat 43-1, 1013 PX Amsterdam, Holland; +31 20 6848 256.

MacGo: Speculate that it was written on a very old Macintosh system. The version I was given doesn't run at all on the latest version of the Macintosh operating system, and crashes a lot on the previous version. Responsible for destroying the first version of this document (well all right, I should have saved it more often). Plays go. Thinks it can provide comms. Produces basic diagrams. Can't comment or annotate. Thinks it can save and load games. MacGo ['free'] 'anonymous ftp' from 'milton.u.washington.edu'

Ponnuki: Very nice interface: supports colour. Only records and plays back games in this version. Saves and loads games. Allows comments and annotations. Potentially good for teaching. MacGo ['free']: Greg Anderson - 'greggor@apple.com'

Smart Go Board: A games playing shell with an interface with many features; see Go Intellect. A game recor-

ding and playback system, in this form. And very good at it too. Very good for producing diagrams (with extra utilities). Provides comms facilities. Has a vast collection of annotated games. Smart Go Board 4.0.2 (\$40): Anders Kierulf, Smart Game Board, PO Box 7751, Menlo Park, CA d94026-7751, USA; +1 (415) 853-8129 (w), +1(415)854-4667 (h).

Nemesis: No review copy received. Go Master \$69, Joseki Genius \$49, Tactical Wizard \$59, Scribbler \$59, Deluxe Toolkit (all previous ones) \$139. Go Junior, \$35: Toyogo Inc, PO Box 25460, Honolulu, HI 96825-0460, USA; +1(808)396-5526.

Of these programs, I definitely liked Go Intellect/Smart Go Board a great deal. Goliath and Contender are fun to play with. Dragon was handicapped somewhat by my inability to work out how to get it to load saved programs. (I consider this its fault rather than mine!) Ponnuki is still under development, and may be worth looking out for.

More For The Mac

by David Sutton

The Ishi Press have produced two major items of software for the Macintosh: *Contender* and *Teach Joseki*. Along with these there are two collections of (uncommented) games: 100 short games from the Kido Yearbooks of the last 10 years, and 54 games from the first Honinbo Tournament. Subscriptions to Go World on disk are also available.

I have not got the Go World on disk, but Father Christmas was kind

enough to bring me the rest, so I thought I would follow up Mark Hall's pioneering reviews of the equivalent products for IBM PC (see BGJs 82 and 85) with some reactions of my own. I had better explain that as a professional programmer I am normally about the last person to be impressed by anything to do with computers, or to wish to spend more time than I am already obliged to sitting at a keyboard. I was thus rather surprised to find that these products are of considerable practical utility and also great fun; they also seem to me remarkable value for money.

The products are nicely presented, and the board display very clear (if you choose 'white board' rather than the grey which is the default). The instructions in the accompanying pamphlet, however, are a bit terse; you are assumed to be Macintosh literate, which is fair enough, but one could do with a bit more guidance on some of the menu options: I still haven't been able to figure out what 'Variations from document' on the 'Play' menu does.

The *Contender* program is the key-stone: the chief point of this is to allow the recording and replaying of games in 'human v. human' mode. It will also play go against you on its own account, allowing up to 17 handicap stones, but this is the least interesting aspect of the software: it is not so much that the program is weak as that most of the time it doesn't really respond to your moves, especially when it comes to contact plays, but instead pursues its own mysterious purposes diligently fashioning empty triangles or filling in its own liberties in another part of the board. Thus one of the main pleasures of the game, the sense of combative yet cooperative dialogue with another mind, is quite

lacking: you might as well try to have a philosophical debate with a speak-your-weight mahine.

The recording and replaying facilities are, however, excellent: numbered stones appear at a touch of the mouse, allowing you to record a 250-move game in fifteen minutes or so, and once you have it recorded you can save it and then replay it as many times as you like, either in manual mode, where you press the mouse to have each move appear when you are ready for it, or in automatic mode where you sit back and watch the game unfold before you at the speed of your choice. You can backtrack to any given move by pressing the mouse on that stone. I find that a good way to study is to play a professional game through once to record it, then to replay it manually thinking about it, with recourse to whatever commentary is available, and then finally to replay it a couple more times in automatic mode at about two seconds a move: this last is a very good way of getting a sense of the organic development of a game, its rhythm and flow, without being distracted by the effort of remembering and placing the moves. If you find that after the initial play-through you don't remember the next move at any point, pause the replay and try to analyse *why* you don't remember it: it will usually indicate something you haven't properly understood. It is possible to include comment on the game as you record it, but this slows down the replay and breaks up the flow of things, so I think it best to record the games uncommented. As indicated, there are already plenty of pre-recorded games available at a very reasonable price, and these have the attraction that one can treat each game as a continuous series of full-board

problems, trying to guess the next move before you press the mouse.

It is possible to get game diagrams and game records printed out; I cannot report on this aspect because Father Christmas, despite hints, has not so far brought me a laser printer for my Macintosh.

The *Teach Joseki* is separate from the *Contender* program but requires it. It is based on the three-volume Ishida dictionary and provides an excellent way of exploring joseki: the great thing is that you have lettered alternatives at each branching point of the joseki, and can backtrack to any given point by touching the mouse on the required stone: this lets you whizz through variations much faster than by laying out the stones manually on a board. If you want to explore paths not actually given in the joseki, you can always switch over to 'Play' mode. It must, of course, be emphasised that studying joseki in isolation has its dangers, and rote memorisation of long sequences that you are never likely to get the chance to use (if only because your opponent can never remember his part of the act) is not a good use of study time. You should approach joseki with a more flexible spirit, as a mine of ideas for shape and tesuji: "So that's the sort of thing you can get up in this sort of situation," and the best way to use a tool like *Teach Joseki* is not to work through it methodically but to use it for quick reviews of joseki you have just played (or misplayed) yourself, or ones that have occurred in a game you have just been studying.

One hopes that these products get the success they deserve, and will be followed by others: a problem presenter (such as I understand to be already available for IBM PC) would be

nice. They don't, of course, replace books, still less human opponents, and don't give the aesthetic pleasure of board and stones, but I think that stronger players in particular could find their go receiving quite a stimulus from a judicious use of these tools; I personally am pretty confident that they will improve my game by at least six stones over the next year or so...

Strength With Menace

by Allan Scarff

Commentary in this game is by myself (AS), Zhongxiao Ye (YE) and Simon Shiu (SS). Ye is nominally 4 dan, but is often very successful against players of higher rank. He tells me that his style is not typically Chinese, but like many Chinese players his moves tend to severely "test" his opponent. His style seems less successful against players such as Simon (shodan) who play slow solid go. So when recently Ye had to give Simon five instead of the more usual three stones (on the Newcastle Go Club ladder), the odds were stacked against him. However, despite Simon playing very well in the first half of the game, Ye, who is nothing if not persistent, managed to claw back all but 5 points at the end.

I am currently developing a strong go-playing computer program to play well against a wide variety of styles, hence my interest in this particular game. The prototype program was used to analyse the game sequences. Although the program concentrates on

the shorter "forceful" sequences (in order to evaluate the status of groups), it is generally more accurate than amateur dan players.

2: AS: The single White stone is outnumbered. Black should take advantage while he can! The pincer builds Black strength whilst keeping White weak.

4: AS: The corner handicap stone is under attack. Whatever Black does he should try to maintain tempo. Since White is potentially weak on both sides, a splitting play is natural. Black chooses the simplest move eliminating any possibility of a cut later on.

10: YE: Locally better at 11. AS: Yes, but Black's strategy is to choose the simplest move to maintain the strength of his splitting stones and retain tempo.

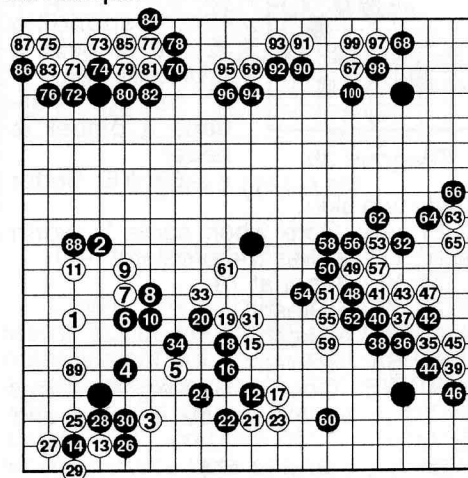


Figure 1 (1-100)

11: YE: I was not happy with the result but it is naturally difficult for White at the beginning. AS: White played on both sides of Black's splitting stones so it is not surprising that the sequence

ends in gote for White. It must be true that if Black plays as well as White throughout the game, White cannot win. However I believe that White should play lightly over a significant portion of the board to make it less easy for Black to use the influence afforded by the handicap stones.

12: AS: It is correct to attack the two white stones on a large scale, making it as difficult as possible for White to make a profitable sacrifice, but perhaps a play on the third line would achieve this more easily by giving the prospect of efficient Black territory to the right and/or a more severe attack on the white stones.

16: SS: I didn't see White 17. One skip to the right of 12 looks better.

28: YE: Unnecessary. Better at 30.

31: AS: A little slow. Better one skip above 2. YE: The connection is big!

32: AS: The computer program (but not the players) spotted that 32 in diagram 1 splits the White stones in sente. However, note that White has miai, replying at 89 to Black 88 (as in the game) and replying one skip above 2 to Black's corner attack. In the latter case sente is worth more than the gote capture of the corner stones.

33: YE: Test! AS: Bluff?

34: AS: Simplifies matters! Disregarding risk management, tenuki or an indirect answer might be better.

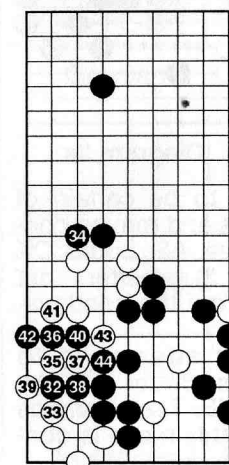


Diagram 1

35: AS: OK if White's stones to the left were stronger, but as it is, the fourth line might be better.

36: AS: The right idea! Separating the attacking stone from the yet to be settled White stones to the left helps retain tempo.

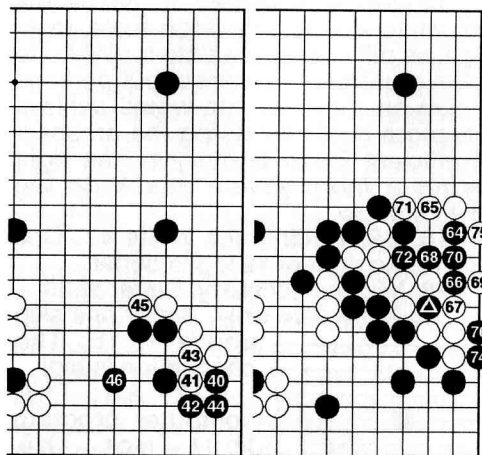


Diagram 2

Diagram 3a

40: SS: I wanted to be certain of splitting White's stones and maybe connect to the stone above. AS: Looks OK but maybe joseki (dia. 2) is better - but only if you can figure out the continuations.

41: AS: Overplay attempting to counter Black's tactics. Better the corner three-three point. YE: Test! Perhaps 35 was a mistake but this move is consistent play.

59: AS: A consistent move. The problem was moves 35-41.

60: AS: Better one point to the right.

61: YE: I would have liked to play one skip above 32 but was uncertain about life of the white stones.

63: YE: Perhaps an overplay. Better at 65.

64: AS: Takes no risk! 65 is locally a better move, but only if you can confidently read out all the possible follow-up sequences. (See diagrams 3a - 73 at triangled stone - and 3b.) Anyhow Black can cope with a good fuseki move (see next comment).

66: YE: Locally better one skip above 64. AS: I prefer the top middle hoshi point so as to make sense of Black's framework. Black can let White peep at 125, responding at 126 to build a profitable wall.

68: AS: Perhaps a pincer is better.

69: YE: Better to play two skip.

71: AS: Gote when sente is worth plenty. YE: 69 was the problem!

74: YE: Better at 79.

79: YE: Aji keshi!

84: YE: Aji keshi!

86: SS: Irrelevant.

90: YE: Good. AS: Knight's move from 82 protecting the cut is easier and less risky.

95: YE: Better at 104.

104: SS: Mistake! At 107 might be better.

120: AS: Better at 121 to gain sente.

130: AS: Better at 131 to gain sente or bigger follow-up.

137: YE: Better knight's move above 9 or thereabouts.

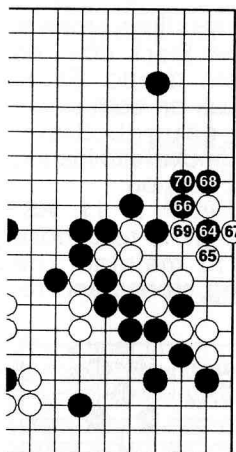


Diagram 3b

144: AS: Easier to play knight's move to right of 2. Black tries too hard to kill White. It is less risky to use White's weakness to build territory or further influence..

154: AS: Better at 161.

157: YE: Maybe better at 161.

161: YE: Better at 162.

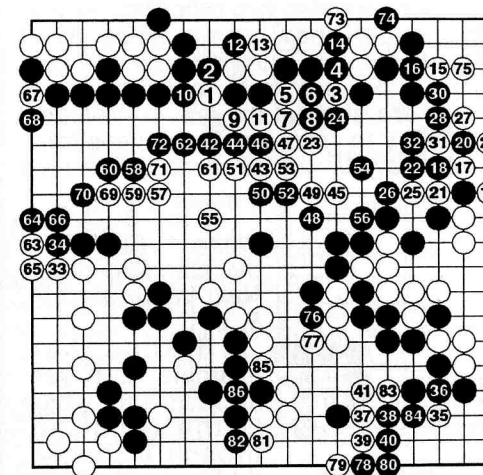


Figure 2 (101-186)

166: AS: Better one point above.

There are subtle lessons to be learnt about consistent play and risk management but, most of all, this game illustrates the principle that solid play, with menace, retains the long term initiative. This contrasts with many games where players lose control by giving a high priority to defence of territory and killing their opponent's stones. However, a person's style is heavily influenced by their character. It is not so easy for a player to adopt a particular style lock, stock and barrel (unless the player is a computer program!).

Live Groups, Dead Groups

Part Two

by T. Mark Hall

Here are four more groups in the corner, each with similar shapes, and this time the object is to define life for Black.

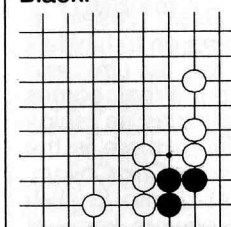


Diagram A

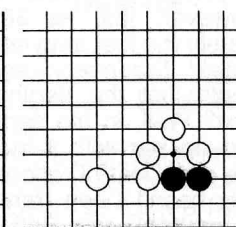


Diagram B

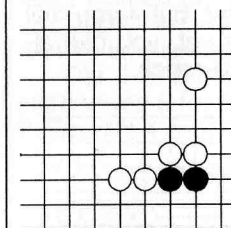


Diagram C

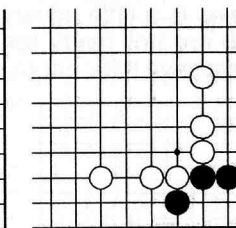


Diagram D

In groups A, B and C the object is for Black to play and live.

In D, Black tenukis; is he safe to do so?

• • • • •

Beyond Life & Death

The Carpenter's Square under the Microscope, Part 1

By Richard Hunter

Life and Death by James Davies is an indispensable book for serious Go players. It's a classic introduction to the subject and I'd be surprised if any British player got to shodan without studying it. However, just as *38 Basic Joseki* is merely the first step leading on to Ishida's *Joseki Dictionary*, so too is *Life and Death* just the beginning. What comes next? Well, in the same series as Ishida and on par with it in depth there is the *Life and Death Dictionary* by Cho Chikun. This hasn't been translated into English so probably few British players know of it. This series will draw heavily on that source plus a few other books. The series is a little advanced, but if you feel you are not ready for it yet, you can always save it for future reference.

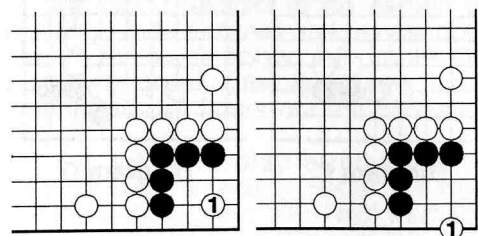


Diagram 1 Diagram 2

Dia. 1. This is the basic shape of the Carpenter's Square. Most readers will know that White 1 is the best way for White to attack and that the result is ko. But what exactly does "best" mean here and how inferior are the other moves?

Dia. 2. White 1 is a well-known trick play. It offers Black more chance to make a mistake and die unconditionally instead of in ko. However, if Black plays correctly, he can live unconditionally. That's the gamble. If you are not confident you know how to answer this move, then read *Life and Death* again.

There are also two other moves that you should know about. They often take players by surprise and it's very easy to make a fatal mistake. These moves are given at the end in Problems 1 & 2. Try to read out all the variations. A full analysis will be given in the next issue.

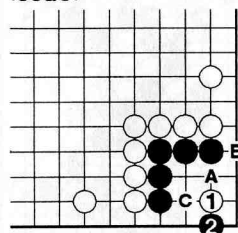
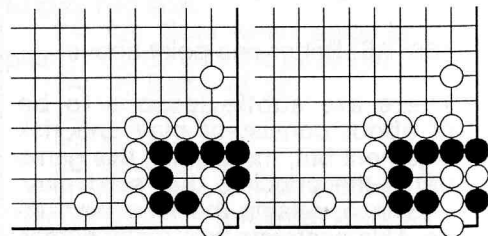


Diagram 3

results first. What

Dia. 3. After White 1, Black 2 is the standard tesuji. Next White plays A, B, or C.

Rather than examine each variation in turn, which is the usual approach in books, I'd like to study the shape should Black

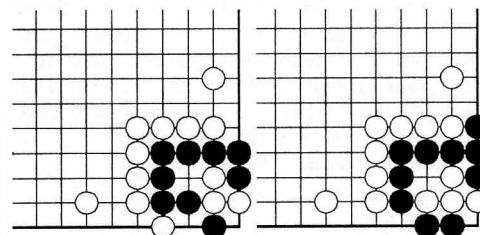


Result 1 Result 2

(or White) aim for and what should he avoid? Which are the vital points?

Result 1. Black is dead. This shape is the ultimate disaster for Black. If White makes an eye like this, he can put Black into atari from the outside. Even if Black has enough liberties to

capture the White stones, he does not get a living shape. It's a four-point nakade and White will play back in at the 2-2 point.



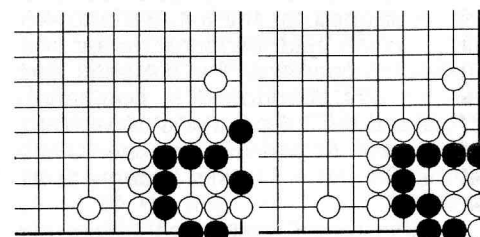
Result 3 Result 4

Result 2. Black dies in a shortage of liberties.

If Black can deny White the 2-1 point here, then he can get a living shape by capturing the White stones. However, Black needs an outside liberty to make this possible.

Result 3. Black is alive in seki. This shape is a success for Black (and a failure for White). Please convince yourself of this.

Result 4. Black is dead. Eventually, White will atari at the 3-3 point (not at the 1-1 point) and Black will capture 5 stones, but it's a dead shape (five-point



Result 5 Result 6

nakade). Note the difference in shape between this result and the previous one.

Result 5. Consequently, this ko is irrelevant. Black is dead unconditionally.

Result 6. Black is dead. Eventually, Black will have to capture the five White stones, but he will only make a dead shape. It's a five-point nakade.

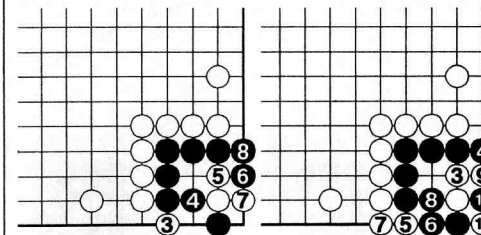


Diagram 4 Diagram 5

Dia. 4. Returning to the basic shape in Dia. 3, we can now easily see that if White plays the wrong hane, Black can force a seki (Result 3).

Dia. 5. This is the sequence given in *Life and Death*. It leads to a direct ko. If White wins, he connects to form a five-point nakade (Result 6). If Black has an outside liberty, he can atari at the 3-3 point instead of fighting the ko.

Dia. 6. Ko. White can also get a direct ko by playing this hane.

Dia. 7. If Black 4 at 5, he dies. White exchanges 5 for 6 and then plays 7 and 9 (Results 4 & 5).

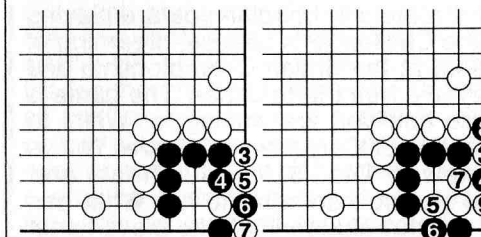


Diagram 6 Diagram 7

Dia. 8. White must not play 5 and 7 here or he will allow Black to get a ko for seki. (Result 3). Playing 7 at 8 reverts to the previous diagram and kills

Black, but White 5 in Dia. 7 is more straightforward.

Dia. 9. Extending in the other direction produces essentially the same ko as in Dia. 6.

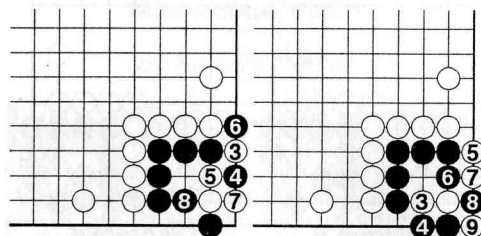
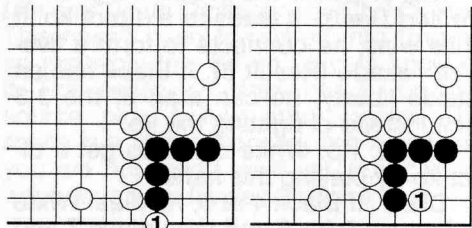


Diagram 8

Diagram 9

Which ko is better, Dia. 5, or Dia. 6? We'll consider the question in a future issue. Hint: think about what happens after the ko is resolved.



Problem 1

Problem 2

Problem 1. Imagine you are playing in the Challenger's League, dreaming of a shot at the British Championship and maybe a free trip to Japan. The game is close and you are waiting for White to attack your Carpenter's Square. You've reviewed Dia. 5 in your head and reckon you can win the ko. What can go wrong? Suddenly White plays hane! What kind of stupid mistake is this? Perhaps he's not so strong after all. Maybe you can live unconditionally. You start to think. Ten minutes left until byoyomi.

Problem 2. Would you believe it? In the very next game, White plays here.

Doesn't anyone know the "right" move? WARNING: Problem 2 appeared in BGJ 70, but the answer given there is wrong! The claimed "only move" allows the corner to die unconditionally. There is a moral here. Don't believe all you read; work it out for yourself and accept responsibility for the moves that you choose to play. A detailed analysis of these positions will be given in the next issue. Happy homework.

Four Hundred Years Of Japanese Go

by Andrew Grant

Part Two: Sansa

After the cross-hoshi was abandoned, some progress was made in opening theory, but this largely took the form of new joseki rather than grand strategy. Since the players were now free to play other moves than the 4-4 point, new joseki were urgently needed. By the mid-sixteenth century, some sequences had been developed for the 3-4, 3-5 and 4-5 points, which had become by far the commonest openings. The 4-4 point had been virtually abandoned in non-handicap go, and the 3-3 point was considered far too small. (It was not until the 1930's that the 3-3 and 4-4 points became at all common.)

At this time, Japan was beginning to emerge from a long period of civil war. The samurai warlord Oda Nobunaga, who began the process of reunifying the country, happened to be a strong and enthusiastic go player, and he decided to seek out the strongest

player in Japan in order to become his pupil. It happened that the strongest player of the time was a Buddhist monk of the Nichiren sect named Nikkai, who lived in a pagoda called "Honinbo" in the Jakkoji temple in Kyoto.

Nobunaga must have been annoyed to discover this, for he despised the Nichiren sect, but there was no

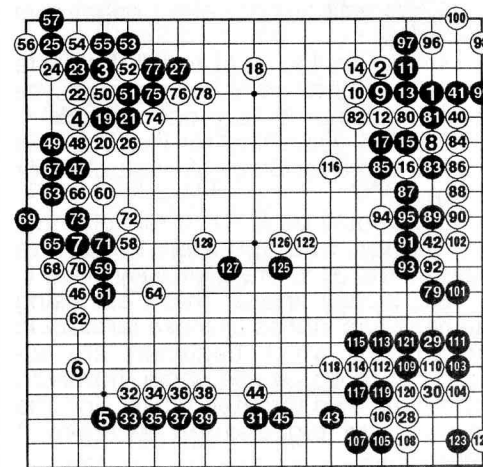


Figure 1 (1-128)

doubt that Nikkai was the strongest player in Japan, so in 1578, during a visit to Kyoto, Nobunaga sent for him and was very impressed despite himself. Nobunaga was not a weak player, but Nikkai was able to give him five stones handicap. It was Nobunaga who first referred to Nikkai as the "meijin," which means "expert", and which later came to be applied to the strongest player of the day as a title.

In 1582 Nikkai was summoned to the Honnoji temple in Kyoto to play a game against his main rival, Kashio Rigen, in Nobunaga's presence. A triple ko is said to have arisen in this game, requiring the game to be abandoned. A game record survives, but shows only

128 moves (see figure 1), and modern professionals are mystified as to how a triple ko could have arisen. There is a theory that it actually occurred in another game on the same day.

This game is one of the most famous in go history because of what happened next. The reunification of Japan was still far from complete, and heavy fighting was taking place in the western provinces, where Toyotomi Hideyoshi, one of Nobunaga's subordinate generals, was making steady but slow progress. On the night of the triple ko game Nobunaga ordered another subordinate general, Akechi Mitsuhide, to march west to relieve Hideyoshi. Akechi seems to have harboured a secret grudge against Nobunaga, for upon reaching the Katsura River, just west of Kyoto, he turned his troops around, shouting "The enemy is in the Honnoji!", and marched them back, capturing the temple and forcing Nobunaga to commit suicide. Because of this, a triple ko was thereafter regarded as an unlucky omen.

Nobunaga's work was continued by Hideyoshi, who rushed back to Kyoto after concluding a hasty peace treaty in the west, and promptly dealt with Akechi. Like Nobunaga, Hideyoshi was a strong go player, and Nikkai became his teacher. In 1588 Hideyoshi ordered all the top players of the day to take part in a tournament to determine their relative strengths, which would enable a grading system to be set up. Nikkai won this tournament as expected and received an annual salary from Hideyoshi as his prize. At about this time Nikkai changed his name to Sansa, and adopted the surname "Honinbo" after the pagoda where he lived. It is as Honinbo Sansa that he is best known today.

A Lesson With Dr Zhang

by Alistair Wall

Shutai Zhang is a semi-professional Chinese player, currently studying medicine in London. He gives lessons, both to individuals and groups. To anyone who wants to be British Champion, this is an opportunity not to be missed.

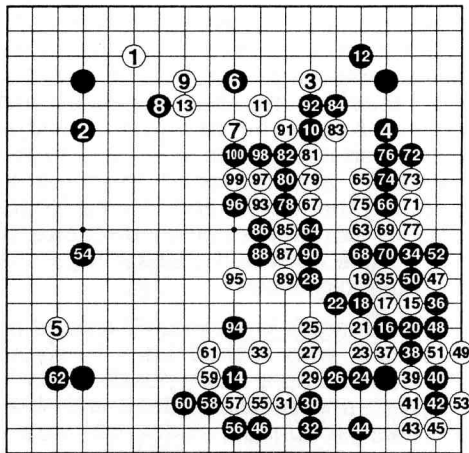


Figure 1 (1-100)

In previous games, I had discovered that Zhang can live in confined spaces, break through solid walls, and revive dead groups for long enough to kill my surrounding groups. In this game, therefore, I resolved to play cautiously.

6: In handicap games, the sooner you take the initiative, the more useful the extra stones are.

8-13: Zhang thought this sequence gave White too much territory this early

in the game. However, since it reinforces the corners and keeps the game simple, it is playable.

15: If at 20 a pincer is very effective. 16: 38 gives White too much scope for dodging about.

20: Is a key point for both sides. 30-32: Defends against White 37 and 39.

37: Is well timed. Later I might give way at 39.

44: If I try too hard to kill the white stones, I might lose my own group. The result in this corner is good for Black.

53: Not necessary for life, but now it is not sente for Black to capture 47 or 15-19.

54: Should be at 61 to reinforce my connection and threaten the White group. After 61 White is virtually alive.

62: It may appear that I am using the handicap stones to make territory in the corners, which beginners are advised not to do. In this game, however, my moves also threaten White, and the corners are big enough to make it worth while.

63: Unreasonable, since Black can aim at 68.

88: I should simply connect at 90, leaving the aji of capturing the two white stones.

94: Aims at capturing three stones in a ladder or driving out 14. 95 defends against both threats.

96: So much for caution! If these stones don't escape, White will connect all his groups together, taking a lot of territory in the process.

114: Is bad, filling in my own liberty. It should be at 116. If White answers at 115.

136: Phew! Now White demonstrates his ability to live in confined spaces.

142: Zhang recommended 147 to capture the White group. I was worried about White playing atari above 137, then cutting at 144.

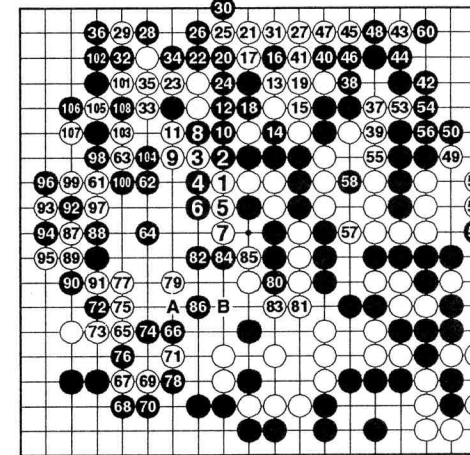


Figure 2 (101-208)

148, 150: Safety first.

152: Is normally a tesuji to spoil White's eye with the sequence in diagram 1. However, in this position White 5 threatens to capture five stones, killing the group below. Note that if White had not played 53, Black could now threaten to kill both groups by taking off the four white stones.

159: I notice my mistake.

161: White needs to make a lot of territory on this side to win. I should play quietly now, but I am tempted by the aji in White's position.

171: A strange shape, but it is the only move that works.

172-4: Makes miai of 175 and 176. White plays 175 and 177 to maintain his attack on the stones above. However, with 180-186 I exploit White's aji to connect my group out.

188: Is cautious. If I play at 189, White will counter-attack to the right, where my position is still rather fragile.

199: White could connect his stones out at 200, but he will lose on territory.

After winning the ko at 208, giving up his group in the bottom right corner, White tried to cut off Black's stones in the centre, starting at A.

However when Black calmly connected at B he had no chance of winning.

I won this game by keeping it simple; I secured my own groups, surrounded White but didn't try too hard to kill him, and didn't get involved in running fights (except at 96, when I was confident that there were enough weaknesses in White's position above).

Points to note about Zhang's play are the way he leaves aji behind to exploit later, and his balance; it is difficult to strike a decisive blow against him because he can always dodge, counter-attack, or leave the position alone and come back when he has stones in the right place.

● *Dr Zhang (6 dan) offers lessons to players from beginner to advanced level. Teaching games, comments, analysis, answers to your questions, lessons tailored to your interests and weaknesses. Evening or weekend, 1.5 hours per session. Private lessons (one-to-one) £15; small group (4 to 5 people): 9-5 kyu, £8 per person; 5-1 kyu, £9; 1 kyu-3 dan, £10. Contact: Dr S. Zhang, Dept. of Epidemiology & Public Health, 66/72 Gower St., London WC1E 6EA. Tel: 071-7225838 (home).*

Pair Go meets Blind Date

by Sue Paterson

Remember rengo? Those interminable R games with two or three people per side (sometimes more)? Pair go as played by the Japanese is an altogether different kettle of sushi. Male-female partnerships, 45 minutes with no byo-yomi and first prize a trip to Hawaii for the winning pair. The aim is to foster friendship and goodwill between pairs and opponents. There is (like bridge) a danger that the partnership will end in divorce. I was fortunate in the supreme tolerance of my partner.

Folk returned from last year's European Tournament with rumours of an International Pair Go Tournament to be held in Tokyo in November. A qualifying tournament was speedily arranged (thanks to Kirsty Healy and Matthew MacFadyen) and Jim Barty and I scraped to first place by the skins of our teeth.

By November 20th we were aboard the JAL flight bound for Tokyo. I had my new go book "All about Thickness" clutched to my bosom while Jim was settling down to do some serious work on the sake.

The 1991 International Pair Go Championship was the second of its kind but the first to be truly international with competitors from twelve countries. It was the brain child of Ms Taki who enjoys playing Pair Go herself and who hopes to promote this form of go worldwide. Ms Taki with the assistance of Ms Sato had secured considerable commercial sponsorship for the tourna-

ment. Competitors' flights and stay at a luxury hotel were sponsored as was that of a team captain from each country. The British team captain was Norman Tobin, chosen by the BGA in appreciation for his past work as BGA President.

The Tournament was a one day affair, a knock-out tournament of thirty-two pairs. Twenty-one Japanese pairs had made it through the qualifying heats and there were eleven pairs from the rest of the world. There were a few husband and wife partnerships, others were friends, father and daughter or simply players from the same go club. Xie Yuguo and Zhang Chenghna from China had never met before the tournament. This did not prevent them from winning the event and thus the holiday for two in Hawaii – look out for them on Blind Date.

And what of the British pair? Well I'm afraid Norman's pre-match pep-talk was clearly not punchy enough and we lost in the first round to Irina Guskova and Aleksey Lazarev from the USSR. We lost in the losers tournament too, to one of the Japanese couples. Still it was fun and we came away with handsome prizes purely for taking part, as did Norman, so the British camp found some solace.

Spirits were lifted still higher the following day as all the competitors and captains were taken on a sightseeing trip to Nikko. We caught a glimpse of Mount Fuji in the Tokyo sunset on our return and the day ended with a traditional Japanese meal in a top-class restaurant.

Pair go is fun to play and a good opportunity for the weaker player to learn more about the game. Women and girls take note! There are now two tournaments in Japan every year for a

British woman to compete in. There has never been a better time for the female go player to become stronger. But beware! Your choice of partner for the International Pair Go Tournament could be crucial should you happen to win first prize!

New Proverbs

from Colin Williams

This year at the West Surrey Handicap Tournament we set a competition for the invention of proverbs. Emphasis was placed on proverbs that were relevant to handicap games. Below are the entries which were considered by the organisers to be of merit.

– If you're getting slated, clam up.
– Let him without gote cast the first stone.

France Ellul

– Four half eyes are alive: A and B are miai, C and D are mi other eye.

Simon Goss

– Go boards have 19x19 grids because that is just large enough for unwary players to forget what's happening at the other side of the board...

H. Negishi

– A roadworthy car is better than a lot of handicap stones. [Bournemouth team had to call out the AA again...]

– Several hours of stress is better than watching the box.

Pauline Bailey

– Black should not try to win handi-cap games, he should try to learn.
– Black never has any ko threats in handicap games.

Mark Cumper

– Think first of playing elsewhere – like next door. (Proverb for noisy kibbitzers.)

– Never resign in your opponent's time. (Proverb for Weak-Kneed Dans.)

Francis Roads

– Look left, look right, then cut. (The Green Cut Code.)

Gregory Bailey

– Tesuji unto weekies as dan players have tesuji'd unto you.

Paul Margetts

– White stones never die, they just ko away.

Colin Williams

The winner? Simon Goss, who was presented with a box of chocolates.

New Clubs

Chelmsford: Terry Hall is hoping to find enough players in the area to form a club. Tel: 0277-821305.

London: Dr Zhang will hold meetings on Wednesdays at University Union Building, Malet Street, WC1.

London: Yan Wong wants to set up a new go club. For details phone Harold Lee, 081-346-3303. □

Professional 9x9 Go

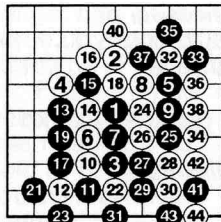
Part Five

by Richard Hunter

Game Two

Black: Aoki
White: Mimura
Komi: 5.5 points

If White just plays a simple ikken tobi at 19 instead of playing 6 as he does then he will lose.



Game 2

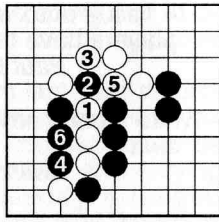


Diagram 1

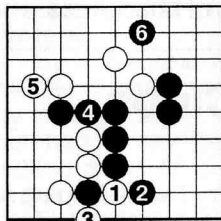


Diagram 2

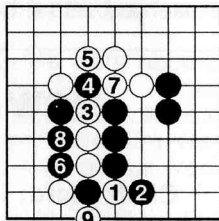


Diagram 3

10: Hane says the game is very close, probably half a point – but who to?

13: Striking at the waist of the knight's move is good shape. If White pushes through at 1 in diagram 1, Black will get a nice squeeze. Hane suggested playing atari at 1 in diagram 2

instead. The ponnuki is big but after 6 it looks good for Black. If White exchanges 1 for 2 in diagram 3, then the squeeze no longer works, so Black will connect at 2 in diagram 4 leaving miai at the triangled points.

14: White thinks and then pushes through. Hane considers the continuation after the squeeze and offers diagram 5. This seems to give White a half point win. Hane says Mimura has read it all out. Manabe wonders if White can hane at the other end, at 34 instead of 32. Hane says it's not necessary if you have a won position with 32.

20: Played at 15.

34: The game unfolds exactly as

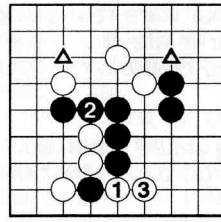


Diagram 4

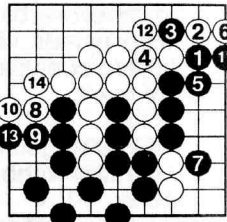


Diagram 5

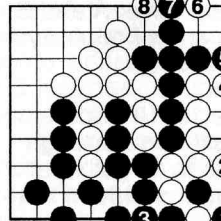


Diagram 6

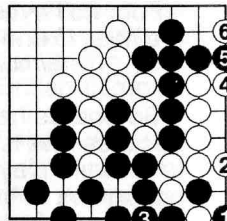


Diagram 7

predicted as far as 33. Hane is impressed by 34.

39: Played at 32.

40: Instead, White could live by playing 41. White 40 leads to a semeai.

44: When White throws in here, Black resigns. Hane shows diagram 6 as good for White. Manabe points out

that instead of playing 7, Black can connect at 44 and start filling White liberties. Hane is highly embarrassed and swiftly changes White 6 to dia. 7. See how easy it is to make a fatal mistake.

The score is now one-all. The next article will present the final of this best-of-three match. More examples of tesuji, life and death, and deep reading await you.

Years Ago

by Tony Atkins

Thirty Years Ago

Kaoru Iwamoto was in the United States playing simultaneous matches in Washington and giving lessons at the New York Japanese Club with his daughter Yoko. The late Harry Gonshor, then science professor at Rutgers University, earned promotion to two dan by beating Iwamoto on six stones.

The fifth European Go Congress was held in Baden, Austria. Wichard von Alvensleben was the champion. Segoe and Hashimoto were the attending professionals.

In Japan Takagawa lost the Honinbo and Oza to Sakata. This ended Takagawa's nine year reign as Honinbo.

Twenty Years Ago

The second Wessex Tournament was attended by fifty-two players. The Robnor Paints Trophy went to Rick Hubbell, an American 3 dan living in London. Second was 2 dan Andrew Daly from Reading, losing to the winner by one point.

Andrew won the Reading Lightning Tournament and no doubt helped

Reading win four games in an eight game match against Woodford. Bristol, however, managed to beat Cheltenham 7 boards to 3.

The Roads's house was the scene of the fifteen-player Woodford Tournament. Wayne Walters (12 kyu) and Jeremy Hawdon (6 kyu) both won 3 games. Judith Roads provided the catering. Woodford then travelled to Imperial College to win 4-2, despite the then traditional power cut.

Rin Kaiho regained the Meijin title from Fujisawa Shuko, four games to two. This gave him his fifth Meijin title.

Ten Years Ago

Terry Stacey won the 1981 London Open with a splendid eight games out of eight. Tony Goddard was second with seven wins, and third was Jean Michel from Paris. Jeremy Hawdon (1 dan), John Rickard (4 kyu), Simon Butler (9 kyu) and Tony Atkins (10 kyu) were among the other prize winners. The lightning was won by Peter Zandveld from Amsterdam.

Matthew Macfadyen won the tournaments at Berlin and Prague, whilst X. T. He, the local Chinese, won at Edinburgh. T. Mark Hall won the Wessex, Jim Barty, Woodford, and Terry Stacey the Cambridge Trigantius Tournament. Leeds Grammar School won the Schools' Championship for the third time at Madeley College, Cheshire.

The first BGA Newsletter appeared in February 1982 under the editorship of Francis Roads. Included was notification of the forthcoming AGM from secretary Matthew Macfadyen, dates of future tournaments, and useful addresses.

In Japan, Cho Chikun held both the Honinbo and Meijin titles. Hashimoto Shoji won the Oza title. □