

Club List

(* Indicates recent change in information)

Aberdeen: R. Jones, 69 North Deeside Rd, Peterculter, Aberdeen AB1 0QL. Tel: 0224-732106.

Bath: P. Christie, 8 Gordon Rd, Widcombe, Bath. Tel: 0225-428995. Meets at The Rummer (downstairs) near Pultney Bridge, Wed 7.30pm.

Birmingham: R. Moore, 101 Nethercote Gardens, Solihull B90 1BH. Tel: 021-4305938. Meets in The Triangle (coffee bar), Holt Street, Gosta Green, Wed 7.15pm.

Bolton: S. Gratton, 525 Tottington Rd, Bury BL8 1UB. Tel: 061-761-3465. Meets Mon 7.30pm.

Bournemouth: N. Cleverly, 6 Swift Close, Creekmoor, Poole, Dorset BH17 7UZ. Tel: 0202-782553 (work). Meets at Parkstone Hotel, Station Rd, Parkstone, Tues 8pm.

Bracknell: S. Goss, ICL, King's House, Reading, Berks RG1 3PX. Meets at ICL, Lovelace Road, Bracknell.

Bradford: G. Telfer, 29 Quaker Lane, Little Horton, Bradford BD5 9JL. Tel: 0274-573221. Meets at The Star, Westgate, Bradford 1, Wed 7.30pm.

Brakenhale School: F. Ellul, Brakenhale School, Rectory Lane, Bracknell, Berks RG12 4BA.

Bretby: M. Willett, British Coal, Technical Services & Research Executive, Ashby Rd, Burton-on-Trent, DE15 0QD. Tel: 0283-550500 (work). Meets Mon to Fri lunch-times.

Bristol: S. Flucker, 14 Hawthorn Way, Stoke Gifford BS12 6UP. Tel: 0272-693917. Meets in Seishinkan (Japan Arts Centre), 23-27 Jacob's Well Rd, Hotwells, Bristol, Tues 7.30pm.

* **Cambridge University & City:** E. Ashfield, 11 de Freville Ct, Great Shelford, Cambridge, CB2 5LH. Tel: 0223-845316. Meets in Junior Parlour, Trinity College, Mon 7.30pm (term), University Centre, Mill Lane, 1st or 2nd Floor, South Lounge, Thurs 8pm.

Central London: S. Barthropp, 1, The Crescent, Weybridge, Surrey KT13 8EL. Tel: 0932-844572. Meets at IVC, 1-4 The Piazza, Covent Garden, Fri 6.30pm, Sat 3pm-7pm.

Cheltenham: D. Killen, 33 Broad Oak Way, Up Hatherley, Cheltenham, Gloucestershire. Tel: 0242-576524 (home). Meets various places, Thurs 7.30pm.

Chester: D. Kelly, Mount View, Knowle Lane, Buckley, Clwyd. Tel: 0244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

* **Coventry:** See under "Leamington."

Culcheth High School: R. Bagot, 54 Massey Brook Ln, Lymm, Ches WA13 0PH.

Dundee: R. Philp, 26 Seafield Rd, Dundee DD1 4NS. Tel: 0382-23839.

Edinburgh: J. Cook, 27 Marchburn Drive, Penicuik, Midlothian. Tel: 0968-73148. Meets at Post-grad Students' Union, 22 Buccleugh Place, Edinburgh, Wed 6.30pm.

Furze Platt School: S. Beaton, 36 Oaken Grove, Maidenhead, Berks. Tel: 0628-32295.

Glasgow: J. O'Donnell, Computing Science Department, Glasgow University, Glasgow G12 8QQ.

Harwell: C. Clement, 15 Witan Way, Wantage, Oxon OX12 9EU. Tel: 0235-772262 (home), 0235-433917 (work). Meets at AERE Social Club, Tues noon till 2pm.

Hereford School: C. Spencer, 2 Crossways, How Caple, Hereford HR1 4TE. Tel: 098 986 625.

High Wycombe: F. Ellul, The Gables, High Street, Downley, High Wycombe, Bucks. HP13 5XJ. Tel: 0494-449081.

HP (Bristol): A. Seaborne, 11 Kimberley Cres, Bristol BS16 5AF. Tel: 0272-568758. Meets Wed.

Huddersfield: D. Giles, 83 Ashdene Drive, Crofton, Wakefield, Yorkshire WF4 1HF. Meets at the Huddersfield Sports Centre, on Tuesdays, 7pm.

Ipswich: V. Baldwin, 52 Heathfield, Martlesham Heath, Ipswich, Suffolk. IP5 7UB. Tel: 0473-623974. Meets at 1 Church Lane, Sproughton, Thurs 7.30pm

* **Isle of Man:** D. Phillips, c/o 1 Bemahague Ave, Onchan. Tel: 0624-620386. Meets 8pm, Mon: 116 Ballabroogie Dr, Douglas. Juniors: Mon 6.30pm, 16 Falkland Drive, Onchan.

* **Leamington:** K. Healey, 29 Milverton Crescent, Leamington. Tel: 0926-337919. Meets Thurs.

Leicester: E. Smithers (see p.2). Meets at Sixty-Six Club, Albion House, South Albion St, Leicester, Tues 7.30pm.

Maidenhead: I. Attwell, Norhurst, Westmorland Rd, Maidenhead, Berks. Tel: 0628-76792. Meets various places, Fri 8pm.

* **Malvern:** see under Worcester.

Manchester: T. Barker, 7 Brocklehurst Ave, Bury, Lancs. BL9 9AQ. Tel: 061-705-2040 (home). Meets at The Brewer's Arms, Great Ducie St, near Victoria Station, Thurs 7.30pm.

Melior: A. Rix, 11 Brent Way, Finchley, London N3 1AJ. Tel: 081-346-3303. Meets some Sundays. Non-smokers only. Please phone first.

Moreton Say School: Mrs. K. Timmins, address as for Shrewsbury Club.

Newcastle: J. Hall, 10 Avondale Court, Rectory Rd, Gosforth, Newcastle NE3 1XQ. Tel: 091-285-6786. Meets various places, Wed.

* **North London:** Change of Secretary, time and venue. Please phone Bill Streeten, 071-435-7636.

North West London: K. Rapley, Lisheen, Wynnswick Rd, Seer Green, Bucks. Tel: 0494-675066 (home), 081-562-6614 (work). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

Norwich: A. Boddy, 2 Lime Tree Rd, Norwich NR2 2NF. Tel: 0603-58611 or 0603-505029. Meets Wed 7.30pm.

* **Nottingham:** A. Dilks, 34 Little Hollies, Forest Town, Mansfield, Notts NG19 0EB. Tel: 0623-25351.

Open University: F. Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes. Tel: 0908-315342. Meets in Common Room, Thurs 7.30pm.

Oxford City: N. Wedd, 4 Bartlemas Rd, Oxford OX4 1XX. Tel: 0865-247403. Meets Mon 8pm.

Oxford University: H. Huggett, Merton College. Meets in St. Edmund's Hall, Wed 7.30pm, and King's Arms, Sun 8pm (in term time).

Preston: Colin Adams. Tel: 0772-204388. Meets frequently.

Ravenscroft School (Bath): H. Alexander, Flat 2, Bathford Manor, Manor Drive, Bathford, Avon.

Reading: J. Clare, 32-28 Granville Rd, Reading, Berks. RG3 3QE. Tel: 0734-507319 (home), 693131 (work). Meets at ICL (Reading) Club, 53 Blagrove St, Reading, Tues 6.30pm.

Saltcoats: D. Tomelty, 43 Barrie Tce, Ardrossan, Ayrshire KA22 8AZ. Tel: 0294-601816. Meets at Argyle Community Centre, Campbell Ave, Saltcoats, Mon & Wed 7pm.

Sheffield: M. Buckland, Flat 1, Ranmoor View, 410 Fulwood Rd, S10 3GG. Tel: 0742-307760. Meets at The Jolly Buffer, Ecclesall Rd, Tues 8.30pm.

Shrewsbury: B. Timmins, The Hollies, Wollerton, Market Drayton, Shrops. TF9 3LY. Tel: 0630-84292. Meets at above address Thurs 7pm.

South Cotswold: M. Lock, 37 High Street, Wickwar GL12 8NP. Tel: 0454-294461. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

Stevenage: J. Allen, 5 Greenways, Stevenage, Herts SG1 3TE. Tel: 0438-729100 (home), -726161 x 8203 (work). Meets at Marquis of Lorne, High St, Stevenage Old Town, Wed 7pm.

Stowe School: A. Eve, 17 St Peter's Rd, Brackley, Northants. NN13 5DB. Tel: 0280-704561.

Swindon: P. Barnard, 16 Braemar Close, Swindon SN3 1HY. Tel: 0793-432856. Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Tues 7.30pm.

Wanstead & East London: Alison Jones, 11 Briarview Ct, Handsworth Ave, Highams Park, London E4 9PQ. Tel: 081-527-9846. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

West Cornwall: P. Hunt, 1 St Mary's Place, Penzance TR18 4EE.

West Surrey: C. Williams, 70 Greenhill Way, Farnham, Surrey. Tel: 0252-727306. Meets various places, Mon.

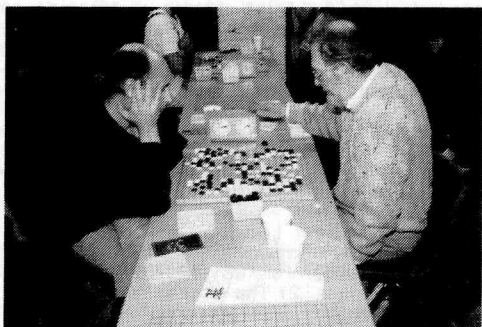
* **Worcester & Malvern:** E. Blockley, 27 Laugherne Rd, Worcester WR2 5LP. Tel: 0905-420908. Wed 7.30pm.

This space is waiting for a new club!
For information and help on starting a club, contact the Membership Secretary (address on page 2).

Asahi London Open 1991-1992

by David Ward

This year the London Open was again organised by Harold Lee, who did an excellent job in ensuring that the whole event went smoothly. We were very fortunate to have for the second year the Japanese newspaper Asahi Shimbun as our main sponsor, and special thanks go to Mr Fujitaka and Mr Tsurudome who presented the prizes and left us with their 1992 calendars.



Chris Whitehouse v. Geoff Kaniuk (H.L.)

One of the successes of the tournament was the computer draw program developed by Geoff Kaniuk. During the whole tournament only the first round was delayed (by fifteen minutes), and the only complaint (from last year's winner) proved to be unfounded. I understand that both the Dutch and French Go Associations are interested in using the software, so congratulations to Geoff and let's hope he can spend his time playing a bit more this year.

To the tournament itself. Dr Shutai Zhang was in devastating form; he won the lightning, the rapid and the main tournaments without losing a game. It appeared as if Shutai was particularly determined, as by his standards he didn't do so well last year. Matthew Macfadyen who was second with 5/7 seemed to sum it up best, when, seeing that in the last round Shutai's 5 dan opponent was in the process of being eaten up all over the board, he said "We don't believe you when you say 'I am not trying to kill your stones'."

Of the other people in the tournament it was particularly good to see a number of Chinese students from London playing, and I hope they can be encouraged to play in other British tournaments during the year. The best individual performance must go to Mike Charles, who scored 6/7 as a shodan; an exceptional result.



Mike Charles facing Michael Culver (H.L.)

The catering and sale of alcoholic drinks was ably managed by Bill Streeten and his daughters. They also ensured that there was plenty of boiling water for the free tea and coffee that were on offer for the duration of the tournament. There were also many

other people who helped in one way or another, so thank you all who did so.

The biggest disappointment was the failure of the Chinese professional to appear. At the last moment the trip had to be cancelled due to problems in obtaining a visa from the British Embassy in China. The only consolation was that the flight ticket may be transferable to later in the year, when we hope to meet Mr Tan in Canterbury for the European.

The other disappointment was the fall in entries from last year. Part of the reason was thought to be because of the European being held in England. The small number of high kyu players that entered is a cause for concern, and emphasises the need for all clubs to redouble efforts to attract new members.



Neil Symes to play; Alex Rix to yawn (H.L.)

On a lighter note, it was impressive and nothing else, to see on New Year's Eve Neil Symes sing word-perfect his twenty page ballad to the tune of Eskimo Nell, which was dedicated to his failure to beat Shutai at a previous London open. Even those of us in a drunken stupor wondered what the hell was going on; oh! well, it's only once a year.

London Results

				mms	pt	cuss
1	S Zhang	6D	C	+10.0	+7.0	+49.0
2	M Macfadyen	6D	UK	+8.0	+5.0	+43.0
3	D Schoffel	5D	D	+8.0	+5.0	+42.0
4	R Saifullin	5D	R	+8.0	+5.0	+41.0
5	V Bogdanov	6D	R	+8.0	+5.0	+40.0
6	I Popov	5D	R	+8.0	+5.0	+37.0
7	F Janssen	6D	NL	+7.0	+4.0	+40.0
	P Shepperson	5D	UK	+7.0	+4.0	+40.0
9	M Eijkhout	5D	NL	+7.0	+4.0	+38.0
	Y Ledovskoi	5D	U	+7.0	+4.0	+38.0
11	M Katscher	5D	D	+7.0	+4.0	+36.0
12	H Yu	3D	C	+7.0	+5.0	+34.0
13	D Cann	4D	UK	+7.0	+4.0	+31.0
	V Kraus	3D	D	+7.0	+5.0	+31.0
15	S Kato	5D	UK	+6.5	+3.5	+34.5
	E Shaw	5D	UK	+6.5	+3.5	+34.5
17	S Kaithick	3D	D	+6.0	+4.0	+36.0
18	T Mark Hall	3D	UK	+6.0	+4.0	+33.0
19	M Kashevnik	4D	R	+6.0	+3.0	+32.0
20	B Chandler	3D	J	+6.0	+4.0	+32.0
	Y Gourmond	3D	F	+6.0	+4.0	+32.0
22	A Passow	4D	D	+6.0	+3.0	+31.0
23	M Cocke	3D	UK	+6.0	+4.0	+30.0
24	J Rickard	4D	UK	+6.0	+3.0	+28.0
25	N Symes	3D	UK	+6.0	+4.0	+26.0
26	M Charles	1D	UK	+6.0	+6.0	+22.0
27	F May	4D	UK	+5.5	+2.5	+30.0
28	A Rix	4D	UK	+5.0	+2.0	+32.0
29	S Niwa	4D	UK	+5.0	+2.0	+30.0
	F Roads	4D	UK	+5.0	+2.0	+30.0
31	P Passow	4D	D	+5.0	+2.0	+28.0
32	J Clare	3D	UK	+5.0	+3.0	+26.0
	S Kalisch	2D	UK	+5.0	+4.0	+26.0
34	C Lindstedt	2D	SW	+5.0	+4.0	+24.0
35	Z Wu	2D	C	+5.0	+4.0	+22.0
36	A Grant	2D	UK	+5.0	+4.0	+20.0
	A Jones	1D	UK	+5.0	+5.0	+20.0
38	C Goetze	1D	D	+5.0	+5.0	+19.0
39	C Wright	1D	UK	+5.0	+5.0	+18.0
40	J Tavan	1D	F	+5.0	+5.0	+16.0

mms = McMahon score; pt = wins; cuss = cumulative sum of a player's McMahon scores.

			mms	pt	cuss
41	Q Huang	2D C	+4.5	+3.5	+23.5
42	M Cumper	2D UK	+4.5	+3.5	+21.5
43	M Rupel	3D SL	+4.0	+2.0	+23.0
44	A Wall	2D UK	+4.0	+3.0	+22.0
45	A J Atkins	2D UK	+4.0	+3.0	+21.0
	S Draper	2D UK	+4.0	+3.0	+21.0
	J McLeod	2D UK	+4.0	+3.0	+21.0
48	Y Gu	1D C	+4.0	+4.0	+20.0
	J Lewis	1D UK	+4.0	+4.0	+20.0
50	A Grzeschniok	1D D	+4.0	+4.0	+18.0
51	S D Wang	2D C	+4.0	+3.0	+17.5
	B Xu	2D C	+4.0	+3.0	+17.5
53	S Vydrin	1D R	+4.0	+4.0	+17.0
54	C Taves	1D SL	+4.0	+4.0	+16.0
	J Lin	1D UK	+4.0	+4.0	+16.0
56	P Christie	1D UK	+4.0	+4.0	+14.0
57	O Gavrilov	2K R	+4.0	+6.0	+9.0
58	W Cheng	3D C	+3.5	+1.5	+19.5
59	Y S Wang	2D C	+3.5	+2.5	+15.0
60	W Li	1D C	+3.5	+3.5	+14.5
61	R Monna	2D UK	+3.0	+2.0	+15.0
62	M Nakanishi	2D UK	+3.0	+2.0	+14.0
63	T Ayzen	2D UK	+3.0	+2.0	+11.0
	M Culver	1D UK	+3.0	+3.0	+11.0
	S Welch	1D UK	+3.0	+3.0	+11.0
66	J Dawson	1D UK	+3.0	+3.0	+10.0
67	P Achard	1K UK	+3.0	+4.0	+7.5
68	J Chetwynd	1K UK	+3.0	+4.0	+5.0
69	M Thibaut	2K F	+3.0	+5.0	+4.0
70	P Barnard	1K UK	+2.5	+3.5	+8.5
71	A Eve	1K UK	+2.5	+3.5	+7.5
72	G Kaniuk	2K UK	+2.5	+4.5	+5.5
73	N Monna	1D UK	+2.0	+2.0	+11.0
74	D Macdonald	1K UK	+2.0	+3.0	+10.0
75	M Takase	2D UK	+2.0	+1.0	+9.0
76	B Kraft	1K D	+2.0	+3.0	+8.0
77	C Whitehouse	1D UK	+2.0	+2.0	+6.0
	M Berreby	1K F	+2.0	+3.0	+6.0
79	C Leedham-Green	1K UK	+2.0	+3.0	+4.0
80	A Finch	1K UK	+2.0	+3.0	+3.0
81	T Grau	2K D	+2.0	+4.0	+2.0
82	H Dickau	3K D	+2.0	+5.0	+1.0
83	N Wedd	3K UK	+2.0	+5.0	-5.0
84	M Bennett	2K UK	+1.5	+3.5	-0.5
	K Drake	2K UK	+1.5	+3.5	-0.5

			mms	pt	cuss
86	D Woodnutt	1K UK	+1.0	+2.0	+4.0
87	J Penet	2K F	+1.0	+3.0	+1.0
88	V Morrish	1K UK	+1.0	+2.0	-2.0
89	J Keller	2K UK	+1.0	+3.0	-3.0
90	D Hallepee	3K F	+1.0	+4.0	-4.5
91	D Keeble	4K UK	+1.0	+5.0	-9.0
92	R Daniel	4K UK	+1.0	+5.0	-13.0
93	D Strowlger	1K UK	+0.0	+1.0	-2.0
94	C Adams	3K UK	+0.0	+3.0	-5.0
95	M Moatti	2K F	+0.0	+2.0	-9.0
	L Euler	4K D	+0.0	+4.0	-9.0
97	D Taub	4K UK	+0.0	+4.0	-11.0
98	P Margetts	3K UK	+0.0	+3.0	-12.0
99	U Gerhauser	5K D	+0.0	+5.0	-14.0
100	M Reiss	4K UK	-0.5	+3.5	-15.5
101	J Burou	3K F	-1.0	+2.0	-10.0
	C Prager	3K D	-1.0	+2.0	-10.0
103	P Colson	4K F	-1.0	+3.0	-13.0
104	B Streeten	4K UK	-1.0	+3.0	-17.5
105	P Lipatov	8K R	-1.0	+7.0	-28.0
106	M Smith	4K UK	-1.5	+2.5	-18.5
107	B Zimmermann	4K LX	-2.0	+2.0	-17.0
108	M Nash	4K UK	-2.0	+2.0	-23.0
109	A Martin	4K UK	-2.0	+2.0	-25.0
110	P Burton	4K UK	-2.5	+1.5	-18.5
111	H Negishi	7K UK	-2.5	+4.5	-29.0
112	G Fernandez	6K F	-3.0	+3.0	-30.0
113	V Rupel	6K SL	-3.0	+3.0	-34.0
114	J Koster	6K NL	-4.0	+2.0	-33.0
115	B Jay	7K UK	-4.0	+3.0	-38.0
116	J Sadler	8K UK	-4.0	+4.0	-43.0
117	K Poggenklas	8K D	-4.5	+3.5	-40.5
118	S Silver	11K UK	-6.0	+5.0	-58.0
119	D Wickham	9K UK	-7.0	+2.0	-55.0
120	S Gardner	10K UK	-9.5	+0.5	-69.0
121	S Schirmacher	15K D	-10.0	+5.0	-83.0
122	F Colson	17K F	-14.0	+3.0	-107.0
123	S Kitten	19K D	-16.0	+3.0	-121.0

More On The London Open

by Harold Lee

This year's Congress seems to have gone reasonably well, at least judging from the lack of complaints received.

Regrettably, numbers were down for various reasons. We lost most of our ex-USSR (now CIS) players, partly due to difficulty in obtaining visas. Next year's problem will be inflation, the estimated cost of the flight to London being probably £150-£250. Only 3 players came from Holland despite over 250 entry forms sent out.

In the main event, 104/123 players were ranked 4 kyu and upwards. Where have all our middle to low kyu players gone? Noticeably absent were the kids from Furze Platt (only three made it) and Brakenhale Schools.

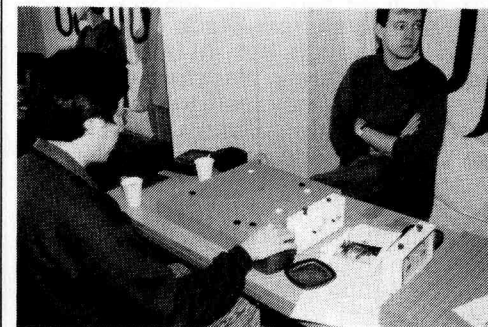


Ishi Press bookstall run by Erol Suleyman (H.L.)

Despite the loss of our Chinese professional [See article by David Ward] we were indeed fortunate to have Mr Yang from Xinhua New China News Agency, who wrote an article in the

People's Daily newspaper read by millions in Beijing. Mr Yang was introduced to us by Shutai Zhang, the current holder of the Open European Championship and twice winner of the Fujitsu Grand Prix d'Europe.

Undoubtedly the most sensational story I have heard about the Congress comes from Shutai himself. It appears that the results of the London Open sent by Mr Yang to his head office in Beijing were subsequently selected as one of the news items for broadcast by the China Central TV Station in their 7pm News Programme. It described the London Open as a major go event, part of the Grand Prix d'Europe, won by one of their overseas students studying in London who is also an amateur go player.



Zhang v. Eijkhout (4 dan) (H.L.)

Many thanks to David Ward, without whom I might not have taken up this job, and to the organising team, and the additional helpers – fifteen in all – far too many to enumerate here! We must thank in particular also Mr Fujitaka and Mr Tsurudome of Asahi Shimbun for presenting the prizes and providing two hundred calendars, and for their continued sponsorship.

Beginner's Corner

Part Three

by Bob Terry

This game was played between two lower ranked players, i.e. perhaps 15 kyu in strength. The comments that follow, which are strictly my own, will examine the fundamental errors that beginners tend to make, and attempt to illustrate the thought processes essential to correct these mistakes. It is hoped that this method will provide inspiration for other beginners.

White: Jay
Black: Christine

The moves from Black 1 to 5 seem ordinary enough but in fact stronger players will rarely play this way. The reason is that they lead to a very slow opening and, considering that 5 is on the fourth line and therefore open to invasion from the left, one that is a little lax territorially. One used to see this opening in the old days, when Black played without giving komi.

The funny thing is that lower kyu players seem to like this kind of opening a lot. I don't know why that is, but I remember that when I was that strength I used to like playing this way too!

6: May also be played at A.

7: Should certainly be played at A. That would have developed the potential of Black's corner enclosure. As it is, Black 7 is too high; one plays this way when one wishes to develop the upper side by building thickness here.

Now White should have jumped into the centre with 1 in diagram 1 and

slid under the corner and then the side with 3 and 5. This would establish a position for White while undermining Black's.

8: A funny move; I've never seen such a move played in a position like this! But on the other hand, at first I couldn't think of a severe answer to it! If I have to ponder over the response to a move, what must a poor 15 kyu go through?

It seems to me that the best move is to answer with a hane at 16 in the figure. Unfortunately, this can get complicated if White cross-cuts at 13 in return. Because of space considerations, it is impossible to illustrate all of the possible variations, but diagram 2 shows one likely continuation. Up to 11, Black builds thickness on the right side while ceding the corner to White.

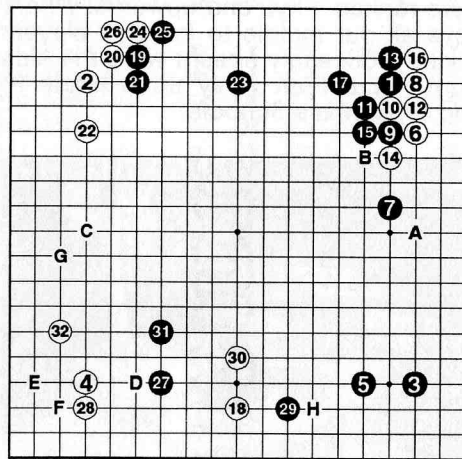


Figure 1 (1-32)

9-17: Black temporises, but this allows White to build a comfortable position in the corner while leaving Black with a flimsy shape. And on top of this White gets sente...

However, White does not take advantage of this opportunity. White 18 should have been played at 23. This would have exposed the thinness of Black's position since White now aims to press upward at B. Now, no matter how Black responds in the upper right, White will get the opportunity to occupy the star point on the left side at C.

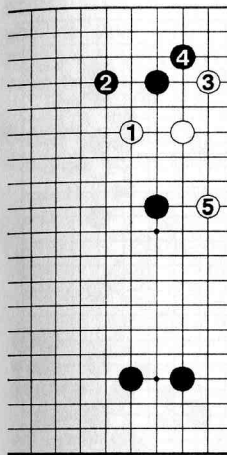


Diagram 1

19: Black hurries to remedy this situation. The idea is to exchange this move for White 22 and then develop the upper side with Black 23. White is more than helpful in accommodating Black's intentions: by exchanging White 20 for Black 21, White gives Black a two stone wall which makes 23 an ideal extension. And then White mistakenly plays the hane and connection of 24 and 26. This is very small at this point; it was more important for White to develop the left side with a move at C. In the space of a handful of moves, White has practically dissipated the advantage gained in the opening.

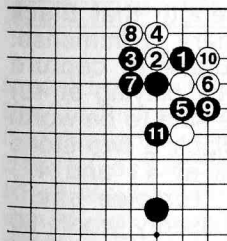


Diagram 2

27: Funny, though. The usual thing here would be for Black to play at 32, White D, Black E, White F and Black G.

White would then continue with an extension to H, which would be ideal, developing White's position while undermining Black's. In this case, White would still retain a small but real advantage. (If Black tried to avoid this by playing 27 at 29, White would likewise retain an advantage by answering at 32.)

Perhaps White should ignore Black 27 and continue by extending to H. In any event, White builds a comfortable position in the corner up to 32.

It is perhaps inevitable that Black plays 33 here; White must not be allowed to take control of the whole left side with another move. But White's next several moves are completely pointless and throw away whatever advantage White still held.

Instead of playing at 34, White should simply jump out to A on the lower side. If Black tries to keep the pressure on by jumping to B, Black jumps again to C and has a good game. One-point jumps by White here would be very effective: they would keep Black on the defensive on the left where the Black stones still do not have eye shape while at the same time building a position that would be useful when the time comes to invade the right side or Black's lower right hand corner.

At the same time, White would have little fear of having these stones come under attack, since there always remains the emergency escape route with White D, connecting underneath.

34: An attempt to separate Black's forces and attack, but it is a misguided one. Black can fight on equal terms here and in fact welcomes a fight in order to turn the tide that is running against her. But with 36 and 38, White commits a terrible blunder.

There is a go proverb that states that if you do not understand ladders, you cannot play go. Every beginner should heed this well. White incurs a tremendous loss here by failing to check out the ladder.

But this is a perfect opportunity to elaborate on the importance of ladders and how to read out the attendant variations.

Look at diagram 3. This shows the underlying shape with all extraneous stones removed. The black stones on the left side form the classic ladder shape: if Black now captures at A, a capsule-like shape results. When you encounter a situation with a ladder, keep this capsule-like shape in mind. If you can keep a prototype of this capsule in your mind's eye, you can mentally transport it to the other side of the board to see what will happen.

To illustrate this, it is important to point out another characteristic of ladders: the departure point of the zig-zag path of a ladder will be the same as the arrival point on the other side of the board, (although the arrival point is actually the mirror

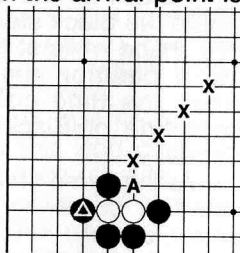


Diagram 3

image of the departure point). Although this might seem a bit complex, it is actually quite simple. Look again at diagram 3. The marked black stone on the left side, which anchors the ladder, is the departure point of the ladder. It occupies the star point on the left side. Now, without even thinking about it, one can be certain that the arrival point of this ladder is the star point on the upper side. And at a glance the figure confirms that Black al-

ready occupies that point. By understanding the inherent logic of ladders, one can orient oneself confidently on the board.

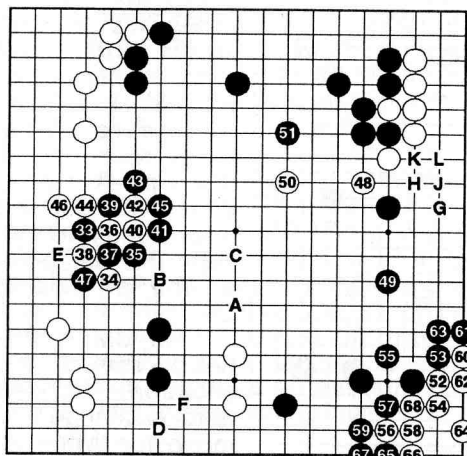


Figure 2 (33-68)

White tries to defy this logic by playing 36 and 38 and then compounds his error by moving out at 40 and yet again at 42. The strength that Black gains by capturing here is immense: had White allowed Black to capture only one stone (i.e., by playing at 40) the ponnuki capture is said to be worth 30 points. Allowing Black a two stone capture (with moves at 41 and 42) would produce the "tortoise shell" shape, which is supposedly worth 60 points. Every additional stone that is mistakenly added to an unfavourable ladder represents at least a 5 point loss per move.

44, 46: White tries to salvage something from the situation, but these are small moves. White should just connect underneath at D and wait for a chance to recoup his losses.

However, Black, perhaps feeling that letting White play at E next would give up too much territory on the left side, answers at 47, which confers some sort of legitimacy on White 46. It would have been better to play at F, aiming to drive White into the centre where Black's strength lies.

48, 50: White tries to mitigate Black's strength in the centre, but Black 49 is a calm response. Black can look

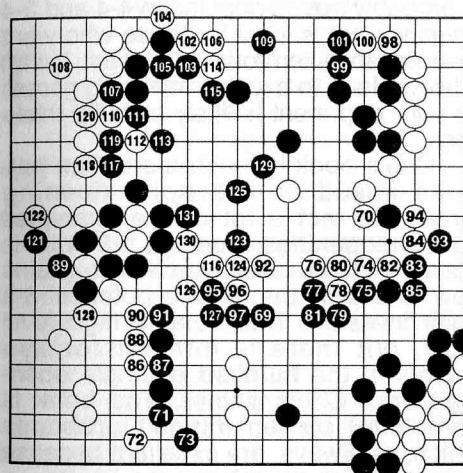


Figure 3 (69-131)

forward to taking a fair amount of territory in this area. Notice that if White had played in the manner suggested before (i.e., jumping to A and C), sliding to G would now be feasible. White would not care if Black cut with H, White J, Black K and White L because the four one-point jumps would erase the strength that Black builds up. At this point though, he doesn't dare play this way. Black would take sente to play at F and the game would be over.

52: This is a funny move as well; perhaps White was still reeling from the setback he encountered on the left

side. But Black compromises by playing at 55. Playing instead at 68 would have made it difficult, if not impossible, for White to live. There is some potential here for tricky play, but it would be incumbent upon Black to demonstrate a viable sequence. As it is, White lives up to 64.

65: Is not a sente move, and neither is White 66, but White 68 is simply inexplicable: there is no point to this move.

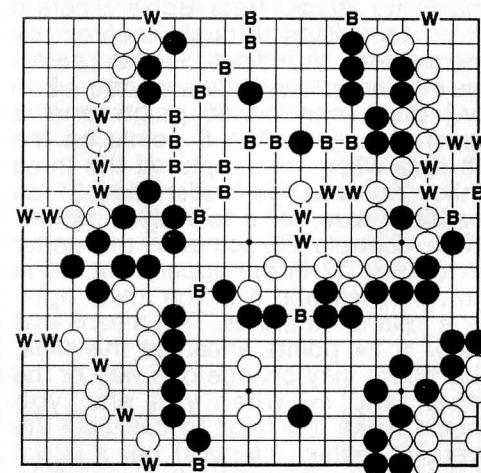


Diagram 4

After letting Black build up even more strength, this time in the lower right (and in return for just four miserable points of territory), White is really on the ropes. And, on top of this, he gives up sente for no reason. His game is practically hopeless at this point.

Of course, in answer to Black 69, White should connect on the lower side as suggested above, but he would still be behind. Black finally closes this escape route with 71, and, though she allows White to plough up against the lower side territory with 74 to 92, and even permits White to swallow up a

stone with 94, with the moves up to Black 101 (note, by the way, that there is no reason why Black could not have blocked at 100 with 99), she builds a substantial lead. Can you see this? If so, can you put a numerical value on that lead?

Diagram 4 shows how I envision the territorial boundaries on the board after Black 101. [Note: the diagram was created with *W* to mark White boundaries and *B* for Black, from Bob's diagram which took lines through squares not intersections to indicate leeway, so totals may not prove quite accurate. - Editor.] Black controls 36 points on the upper side (including 6 points on the left side where she captured the three white stones in the ladder) and 61 on the lower side, for a total of 97 points. White controls 28 points in the upper left corner, 22 in the upper right, 19 in the lower left and 4 in the lower right, for a total of 73 points. This means that Black is 24 points ahead at this time. This figure may change one way or the other (and so when you play you should make it a habit to calculate the score at regular intervals) but it is not likely that it will deviate far enough to affect the result.

There are a couple of things to add here. Notice that when calculating this result, Black must be prepared to give way on the left part of the upper side, while White must do the same on the right. This is because of defects in their respective positions. This will affect the score.

Notice also that White has taken all four corners. "If you lose all four corners, resign," states the go proverb, but here we have an exception to the rule.

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Book Review

by Bob Bagot

Following on from Cho's successful books for beginners and players who like to count, the latest Cho Chikun book is a pleasing addition to fuseki theory. *The 3-3 Point* concerns an opening that is probably not as popular as 4-4 and 3-4 openings but is ideal for those who want to build solid territorial positions. It can however lead to exciting attacking games as your opponent is likely to build thickness.

Cho's book is much more than patterns based on 3-3 point opening moves. In fact a lot of the examples concern openings when the 3-3 point is not played. In other words, it explains how to exploit the aji of a potential 3-3 point invasion. This is fairly high level stuff, but there is interest for kyu players in the hundred example openings from Cho's games. The book is completed by ten difficult problems which, as always, are excellent because you get the answers!

Also now available is a reprint of Miyamoto Noaki's excellent collection of full board problems, *G18, Test Your Go Strength*. Dealing with fuseki, middle game and endgame, the problems give you a choice of plays from five selected moves. The scoring system means that you will finish up several grades stronger than your current strength, which is good for the soul. Doing the problems and reading the answers might even improve your grade in reality.

• • • • •

Jubango

Part Five

by Terry Barker

Game 6

Black: Tamura (4 dan)

White: Ishii (5 dan)

The play at move 12 was a standard joseki at that time [1895, for the information of new readers].

16: A natural way of playing, to split up the right side.

24: Once again, a shoulder hit to reduce a moyo.

28: And again, this attachment.

31: Black does not descend to 36 because of the white stone at 20.

33: It is important to keep White separated.

35: A vital point locally.

47: White hopes that Black will play up at A but this would leave Black over-concentrated.

49: Black must not play the atari here; it would remove all of White's bad aji.

51: Typically building up central thickness.

54: Again a shoulder hit is used to start the reduction. The timing of this move is important.

56: Should he need it, White probably has the chance of making an eye (perhaps only in ko, depending on later moves) after this exchange.

58: The start of a subtle sequence to make sure White escapes with good shape. Escaping in itself is not difficult, but White does not want to be scrambling for eyes all the time.

68: White has poked his head out.
70: Perhaps a strange-looking move, but it is certainly best. If White connects at B or blocks at C, Black will have a crack that he might be able to exploit later. Notice that 70 is a knight's move from 16.

78: Perhaps another strange-looking move, bearing in mind that the action is currently in the lower half of the board. However, White is worried that the fighting might spread upwards across the board, leaving him with two weak groups to look after. Settling one of the groups indirectly strengthens the other and gives Black fewer options.

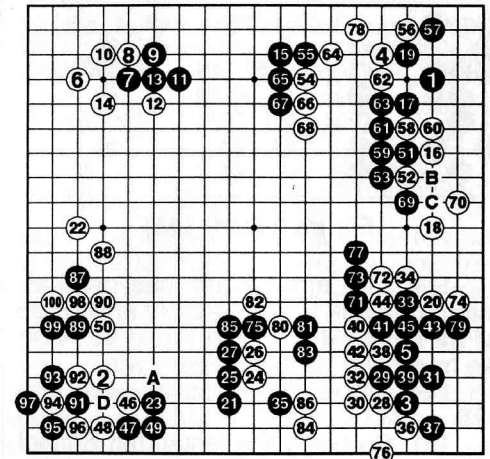


Figure 1 (1-100)

84: Of course not at 85; Black 84 would kill the group.

87: Once Black scoops out White's corner, the game is as good as over. Black comes out ahead.

94: A standard tesuji which stops Black connecting everything too easily and defends the cutting point at D. This sequence shows why 49 was correct earlier in the game.

103: Another shoulder hit, this time by Black.

104: A make-or-break move. Certainly it is large, but it ends up with a weakness Black is able to exploit.

115: Stronger than just capturing.

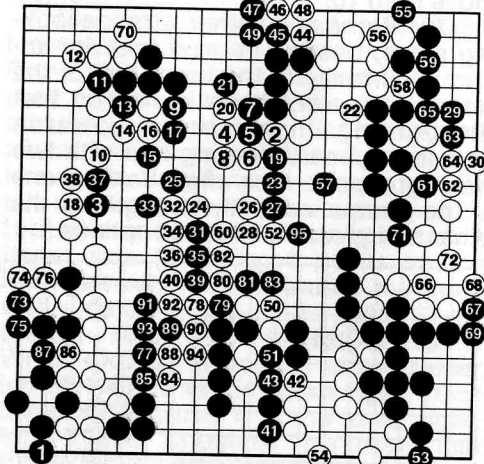


Figure 2 (101-195)

119: The move Black has been aiming at. Black is comfortably ahead, so all he has to do is keep White back on his heels and he has an easy win.

124: Good shape, as are 126 and 128.

131: Probably the tesuji that Shusai [the name by which Tamura was later known] played most frequently. Notice that if White played here, he would have a bamboo joint. As it is, Black plays there first and all of a sudden White's good shape looks a little silly.

140: White has had to connect on virtual dame.

141: Black is well over 5 points in the lead.

154: A move worth spending some time on. Make sure that you are happy with it.

181: Keeping things simple. Black gives up three stones and captures three stones.

195: Black has an easy win. Clearly he is back on form after setbacks in the last three games.

Moves after 195 not recorded here. Black wins by 10 points. Three wins out of six games for Tamura, with one jigo.

THE LONG ROAD TO CANTERBURY

or as the Americans prefer it "Sending a Boy to Camp"

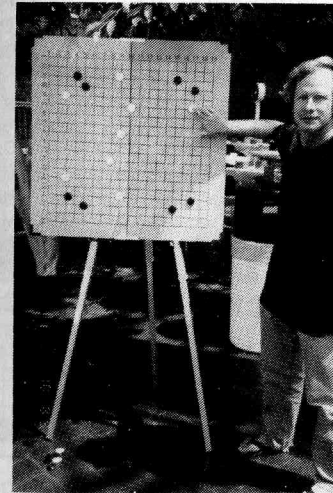
by Sue Gardner

This year's European Go Congress, to be held in Canterbury this summer, will be hoping to attract go pilgrims from all over the world. As the first European to be held in the UK for 9 years we Brits want it to be as special an event as possible with diversions to encourage all strengths of players.

The Congress runs for two weeks and is being billed as a holiday, not just for go players, but also their families who may wish to not play go all of the time. In between the main games and the subsidiary games will be a variety of professional lectures open to all but not necessarily comprehensible or useful to all players. Dan players will be excellently served by the coaching available to them but as a poor kyu player I know the feeling of incomprehension that comes over me in these lectures (not just down to patchy translation of the speaker).

Last year in America I encountered the illuminating Bruce Wilcox and re-

alised this chap had the ability to teach kyu players new ideas without leaving them awash in a sea of high echelon subtleties. Bruce's style of lecturing is dynamic and entertaining but uses simple concepts to build up his theory of "Instant Go". After attending his every packed-out lecture in the series I wanted to persuade him to come to the UK. As he is as keen to explain his ideas as I was to get him to appear at Canterbury we only had the slight problem of the fact that he lives in Hawaii and there was no millionaire benefactor around to pay his airfare. (Yes, I did ask Richard Branson, but his interest in flying in and out of Tokyo did not extend to sponsoring this flight.)



Bruce Wilcox: the Great Wall technique.

Meantime the American go players were warming to the idea of sending an emissary to the UK congress - along with a bevy of supporters coming to fly their flag over the goban. Bruce seemed to serve the triple function as a 5-dan player holding up the Americans'

reputation, as a computer go programmer with the *Nemesis Go Master* software selling very well in the States, and as the inventor of "Instant Go" (a method of learning go and improving one's play up through the kyu grades rapidly).

So, the idea was floated of some kind of fund-raising to cover the costs of Bruce's journey and accommodation, he volunteering to give his course of lectures free. As we know from the charges oriental professionals make, this offer is very generous, so I resolved to see what could be done to raise about £1,000 minimum to cover Bruce's costs.

A lottery was the idea which found most favour, as it could be supported by selling tickets in both Europe and America. This process is now under way and tickets have been available at tournaments and through go clubs and mail order. Bob High has been handling the distribution and sales in the USA, where the lottery is being promoted on its merits for national prestige and excellent prizes. The main prize is the Igo Dojo Hand-Held Go Computer for playing games using the *Nemesis* software or recording games. Runners-up win sets of the *Nemesis Go Master* software compatible with IBM or MAC computers and *Nemesis Go* T-shirts. For us Brits, we also get to see Bruce Wilcox's lectures which are difficult to describe except as an experience not to be missed (even if you are a dan player).

If you have missed your opportunity to purchase a lottery ticket thus far you can contact me, Sue Gardner at: Unit 7, First Quarter, Blenheim Road, Epsom, Surrey KT19 9QN. Or ring Paul Margetts on 0372 726 150 (office hours). Tickets are £1 each or 6 for £5 and the draw will take place on the 1st of May.

Solutions

Live Groups, Dead Groups (Part 2)

by T. Mark Hall

In diagram A1 White plays from the inside, on the 2-1 point, and if Black plays at 2, White takes away the other possible eye with the move at 3. I hope nobody would want to play at 4 or 5 for White 3.

In A2 we can see that it is possible to reverse the order of moves and play at 1 first, but this leaves aji. If Black ever gets a move round X, linked to a group on the left side, Black may be able to extend along the edge to connect the dead group out. In most cases Black would not play any of the moves immediately, but wait for the aji to develop in the hope that White will not spot it until too late.

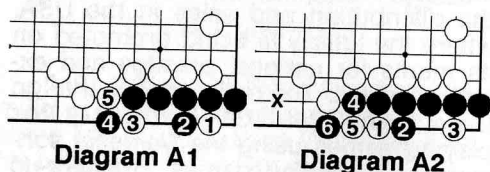


Diagram A1

Diagram A2

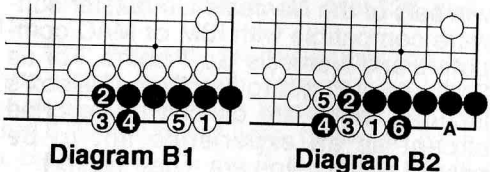


Diagram B1

Diagram B2

In group B, the surrounding situation is slightly different, and this time White does have to watch the order of moves more carefully. In B1 we can see that he should play at the 2-1 point again. If Black tries to extend his liberties with 2, White can play underneath with 3 and then take away the eyes with

5. Again White has to be careful of aji on the left side.

However, White cannot reverse the order of moves as in B2. Black's capture of two stones with 2 to 6 leaves mial of a Black move at A and at 3, and he is then alive.

With group C again the surrounding shape is slightly different, and there is a temptation to avoid. White must again play as in C1. If Black descends at 2, the throw-in at 3 will reduce the eye space and White kills the group with 5.

If Black plays 2 as in C2, White then plays at 3 and this is sufficient to prevent the second eye. If Black captures the two stones after 5, White will throw in at 5, which keeps this a false eye.

The temptation which has to be avoided is playing as in C3. There is a proverb "There is death in the hane", but in this case it allows Black to get a ko for life. Similarly, if White plays at 2 first then Black would play at A,

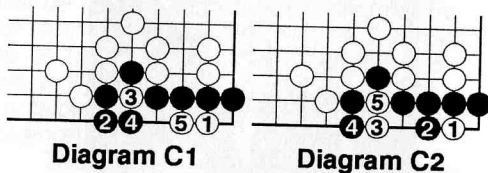


Diagram C1

Diagram C2

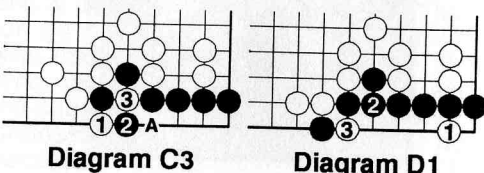


Diagram C3

Diagram D1

threatening to make two eyes either with a move at the 2-1 point or with a move at 1.

In group D, again there is a slight difference, but still White should play on the 2-1 point in D1. If Black connects at 2, White has the throw-in at 3 and vice versa.

If Black plays 2 in D2, White then has the placement at 3, and A and B are mial (whichever Black plays, White plays the other, and Black is dead as White keeps throwing in to maintain a false eye).

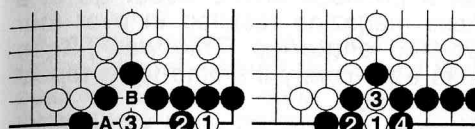


Diagram D2

Diagram D3

However, you must not play the placement first, as in D3. Black will reply at 2, and when he captures with 4 Black has mial of the 2-1 point and at 3 to make two eyes.

As can be seen from each of these groups, the simplest way of killing is the same move, on the 2-1 point. The basic shape of the group remained the same in each diagram, and the object of the exercise was to avoid being distracted by the minor differences on the outside. However, there will be groups (in future articles, if I can get round to them) where the killing moves do start from the outside. I hope that the difference will become clear.

Letters

Steve Draper writes:-

The PC program *GoScribe* has recently come to my attention and seems to be quite popular. As I am currently writing a recording/printing program for the Apple Macintosh I'd really like it to be able to read and write *GoScribe* format files. Hence the question: what is the for-

mat of a *GoScribe* file? Does anybody know?

Address: 16 Chandler Road, Basingstoke, Hants. RG21 3JX.

Bob Bagot writes:

In the hope of getting this letter published I must first congratulate you on the quality and punctuality of the BGJ under your editorship. Keep up the good work.

How many people read the Glossary? I have a small complaint to make.

Aji: a source of annoyance. **Aji-keshi:** removing aji. Reading these two would suggest that a move that is aji-keshi is a good move that removes a source of annoyance, whereas we are all taught aji-keshi moves are bad. Could I suggest that the definition of aji could read "a source of annoyance to your opponent"? But then it could be his aji which is annoying to you, so perhaps a better definition could be...

But hold on - how many people read the Glossary?

The Editor replies:

The Glossary seems to have been introduced in BGJ48 (May 1980). I think I should have liked a glossary available as a beginner, before I had bought any books, which in general anyway only define the particular terms that they use.

The glossary is modified occasionally to take account of terms used in current articles. I refer to *Go: International Handbook and Dictionary* (1972, doubtless long out of print) when giving definitions for new entries. These are shortened (where it's possible without distortion), on the crude journalistic

criterion that the more terms one can jam into half a page the better.

The only person who I know for certain uses the glossary is the crossword compiler! Yes, it would be interesting to know whether it is of use to other readers.

David Ward writes:

Having read with interest the article by Tom Rose and the subsequent reply from Francis Roads I would like to put in my own two pennyworth.

First I agree with Tom that there does appear to be an arrogant attitude from certain go players which does nothing to wean chess players or anyone else away from their game. Also, yes, if the top players were to play go instead of chess undoubtedly the standard would rise. Many of the top British go players are also excellent chess players. (Frank May, 4 dan, and Ian Meiklejohn, 2 dan, were both national champions in formative years.)

I believe that Francis's comparison of go and snooker, although superficially attractive, is false. Snooker became popular on television at the same time that the colour set was developed. Surely this is not a coincidence. Snooker is popular because it's attractive to watch, and everyone knows when a good shot has been played. Not true with go.

Looking into the future, I do think that go has an opportunity to gain at the expense of other games of skill purely because of the rapid increase in computer processing power. In a very few years the world's top chess player will be a computer, not only that, but computers are already being used as an aid to top players. Is this right? Sure-

ly many chess players will become disillusioned with this sorry state of affairs. This is our chance, so why not spend some of the BGA's money in advertising in chess and other games magazines? I understand from T. Mark Hall that a previous article about go in a chess magazine resulted in over four hundred enquiries. This was fifteen years ago; surely it's time for a repeat performance.

- *Tony Atkins has been responsible for advertisements in chess magazines, which do bring a moderate but worthwhile response.*

Francis Roads wrote last summer:

A party of three London based players visited the Hemel Hempstead Go Club. During a game I accidentally dropped on to the floor a white stone of the type with a narrow cylindrical rim. It landed on the linoleum floor in a stable position on its edge.

Later, whilst waiting until midnight for Harold Lee to finish his game, through an open door, giving on to the recently rain-moistened garden, there crawled into the playing-room two snails. They were reverently placed within the playing area.

What augurs the coincidence of the vertically stable stone and the numinary gastropods? Do we have any soothsayer amongst our number?

- *At the time of the letter (sorry about the delay, Francis!) it was tempting to link the snails with the recent European, as the snail is the emblem of Namur. However, the portents were clearly more sinister: Hemel Hempstead club is now defunct.*

European Go Congresses

by Tony Atkins

As the number of British players trekking abroad for the annual European Go Congress never seems to top thirty, there must be some who do not know what a European Congress involves.

Firstly there is the chance to meet players from all over the world. Some two to three hundred representatives of over twenty countries are expected at Canterbury this year – Japanese, Russians, Americans and hopefully lots of British.

During the fortnight there is plenty of chance to play go. True addicts can probably manage twelve hours a day of continuous play. There is the organised go – the tournaments – and the disorganised go – the continuous self-paired tournaments. If you are not a total addict then there is plenty of time to relax, go exploring the surrounding area, or to play an alternative game of cards, dice or shogi.

The Main Tournament is a leisurely affair. Time limits are long, and having started at 10am, slow players carry on till late afternoon. Others resign as fast as they can and rush off to sight-see. The ten rounds are spread out with the Wednesdays and the middle weekend free. Of course, alternative entertainment is arranged, such as the five round weekend tournament. This is attended by a number of people who do not want to spend a whole fortnight playing, and is a good way of getting to meet the foreign players.

Evenings are spent in sideline tournaments – lightning, smallboard, team go, renko and odd-ball tournaments such as liar dice and pits. There is always a number of visiting professionals on hand from China, Japan and Korea to give lectures, analysis, teaching games and simultaneous displays. This year we hope to have Bruce Wilcox lecturing on his Instant Go Theory, so all strengths of play are catered for.

For the politicians there is of course the European Go Federation meeting. For socialites there are the long evenings in the bar. But for many the highlight of the week is the Song Party, whereat many a go song, joke or poem is recounted and enjoyed by all.

So how can anyone fail to go to the next congress? See you in Canterbury!

A Visit To Japan

by Kirsty Healey

I arrived at the airport to discover that torrential rain and hurricanes had destroyed the railway system, so I caught a bus to Yokohama, where I stayed in a very large European-style hotel.

It was surprising how Westernised Japan has become. Seven years ago bread was only obtainable in the expensive parts of Tokyo; now there were sandwich bars all over the place.

As for the World Ladies' Amateur Championship, first came an induction meeting and briefing. This turned out to be choreography for the Opening Ceremony (in national dress!). We all had to go up in turn, sit on the stage, listen to speeches, and go down again. Then we had to go up with our next day's oppo-

nent, shake hands, be presented with a large bouquet (which the hotel would not provide a vase for) and go down again. About five hundred people attended.

Go was played on tables with white cloths, and two flags, one for each player's country. It didn't help to know that the game recorder – probably a young professional, 5 dan? – was shuddering at our every move.

The event was quite popular with the public. Lots of people were taking photographs all the time. There was a good view over Yokohama Bay.



Kirsty in hastily contrived 'national dress'.

Sato Akiko (Japan) was first. Highest placed European was Marie-Claire Chêne (6th, but just missed 3rd place by losing her last game). Yours truly was around 20th out of 24, having beaten Sweden and Yugoslavia.

During the second week we went touring with team captain Dörte Rüten-Budde. First we were taken round Kyoto and Osaka by Shirokami, a European Go Friend and very hospitable. We visited the Todai-Oi Temple where with great exertion we crawled through

a small hole in a bamboo pillar. This apparently guaranteed us ten years' good luck. And amazing luck certainly followed over the next few days.

We set off on our own towards Mount Fuji, catching every bus or train or boat with five to ten minutes to spare. We had an entirely unplanned and spectacular boat trip across an 11km lake, and a cable car ride across a sulphurous volcanic crag leading us to our hotel with hot spring bath.

Next day we visited Hakone Open Air Sculpture Park, a fabulous mountain side covered with Rodins, Henry Moores and much other modern sculpture. There was a room full of Picassos, but no time to visit that.

Our luck seemed to run out when we missed our next train due to being on the wrong side of the tracks. But no – we caught the next train and fell into conversation with our neighbours. We tried to explain that we'd come to Japan to play go, but didn't seem to be able to communicate this to them. Then Dörte showed them her tee-shirt which had the go kanji on it. Understanding was immediate.

"That's interesting," said one, "I'm a go player myself – professional."

Which ki-in? Nihon Ki-in. How strong? Nine dan. Amazing. He gave us his card and we looked him up afterwards. Definitely Kano, 9 dan.

Finishing up in Tokyo, we watched a spectacular kabuki, then home.

Kirsty wishes to remind people planning to attend the Coventry Tournament that there will be a special tournament for young children (four years and upwards) in a separate hall. Beginners welcome! Swimming-pool and other facilities available.

Crossword 13

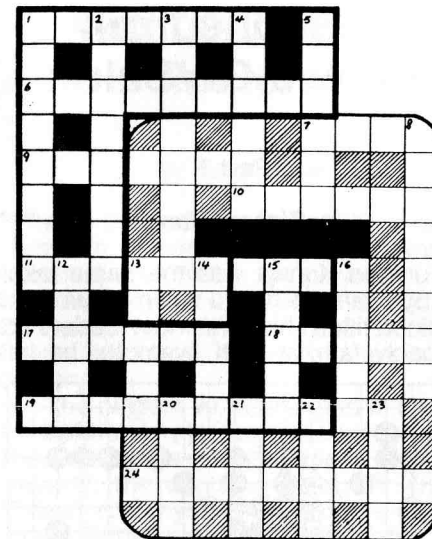
by Derek Williams

Across

1. Mixed ink upon the board can give this shape.
6. Almost pure four in gate to purify.
7. Optical bloomer.
9. Cooks again as there is confusion.
10. Cover that award.
11. Splendid support for the event.
17. Light and shapely scholar in Japanese drink.
18. Near to five hundred short of a meal.
19. Nowhere important for a card game the French prevent.
24. 500 is 100? Our bearings can de-claim!

Down

1. Grip a pen to make home improvements.
2. Another's mixing the drink.
3. Going on about a bad tune.
4. None colder here – French set rearranged.
5. In the meeting the Doge, I make a good move.
8. Scroll has no 'L' to make learners.
12. Fish for hungry and confused cleaner.
13. Comes to a saner result.
14. Light fall.
15. Raise strange animal.
16. Go and change – it's heavy!
20. Holiday accident.
21. Everyone in time? A chronographic miracle!
22. Fast gold in the dry.
23. European City is in Pennsylvania.



Solution to Crossword 12



Lessons from Kunwa Go Salon

Part 1

by Richard Hunter

Honinbo Kunwa was the name taken by Iwamoto Kaoru when he won the Honinbo title in his 40's. Most readers are probably familiar with Iwamoto; he has

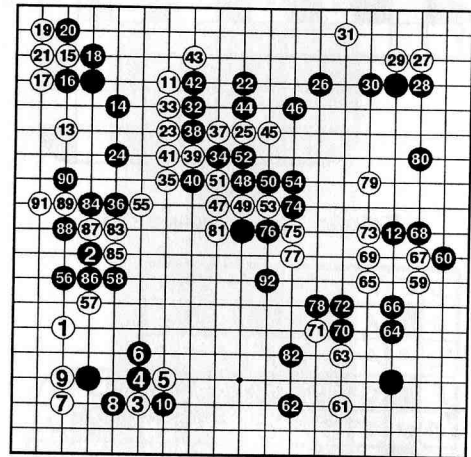


Figure 1 (1-92)

been mentioned many times in the British Go Journal and Go World. Iwamoto is one of the most active and enthusiastic patrons of international go. Kunwa Salon was his go club in Tokyo. Alas, it no longer exists. Iwamoto sold the building when he went to Brazil to open a go centre in San Paulo. He still seems to be in good shape. The last issue of Go World had a picture of him acting as referee for the 1991 Kisei game held in San Paulo.

These games were played in 1981, soon after I arrived in Tokyo. Enough time has passed for the mistakes to seem like the moves of another person. I feel that I have improved beyond the blunders you will see here. We'll start with games that I lost and maybe some-time in the future we'll have a look at some that I won. One good way to improve at go is to study games that you lost. There is little benefit in studying games that you won except to boost your confidence. The games demonstrate the chances Black had but

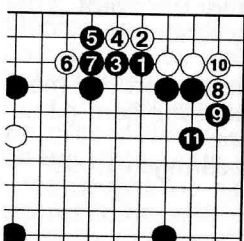


Diagram 1

missed. They are also excellent examples of how to play White and give a handicap. Unlike amateurs, professionals are very patient. They are happy to play joseki since they get a reasonable position. Iwamoto plays honest moves and waits for Black to make a mistake. Another difference is that amateurs want to win even when playing teaching games. Iwamoto certainly played to win, but he was sad if he did and happy if you beat him as that meant you were learning. Part of the motivation to win was to make Iwamoto proud of you.

Figure 1 shows my first game with Iwamoto. I was shodan at the time. Iwamoto, full of life at age 79, was playing two teaching games simultaneously lasting 1-2 hours. Five stones is not too taxing for a 9 dan; it was quite a while before I won a game and even longer before I got promoted to four stones.

30: Better to hane. Black gets a thick position in diagram 1. I played 30 to get sente, but it's not so clever.

Anglo -Chinese Match

by Harold Lee

This is the first time that we have had a match between the Chinese (mainly students) and British go players. It was organised by David Ward, President of Central London Go Club, and Dr Shutai Zhang, who is a Chinese student in this country.

The players were grouped in threes, as in the Anglo-Japanese matches. There were five groups (a total of fifteen players), the captains being Dr Zhang (6 dan) and myself (4 dan). The grades on the British side were from 4 dan to 4 kyu, whilst on the Chinese they were 6 dan to 3 kyu.

Results of the first round were 8-7 to the British. The second round results were the same. Unfortunately we only managed 6 to the Chinese 9 on the last round, and so we lost to them by only one point (22-23).

Two players from the British side, David Ward (2 dan) and Phil Achard (1 kyu), managed all 3 wins. On the Chinese side, three players won all their games: Shutai Zhang (6 dan), Gang Liang (1 dan) and Xinscheng Gan (3 kyu).

The match was sponsored by a Chinese shipping company, C.O.R.S.O., who kindly donated a magnificent cup for the event. A mini cocktail party followed the closing ceremony. There should be another such encounter in the autumn, but details are not yet available.

36: Terrible. Black must play kikashi at 39 before protecting here (See diagram 2). The difference is enormous. Black is in trouble now.

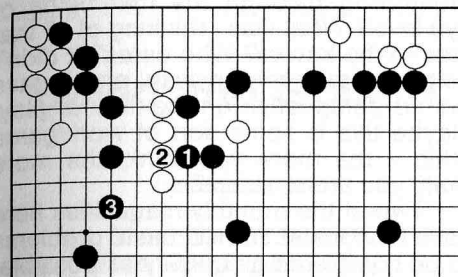


Diagram 2

42: Bad shape. White can hane in sente. Black should connect with 1 in diagram 3.

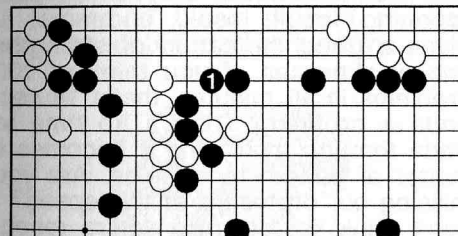


Diagram 3

48-55: White gets a strong position. Black's moves are small.

62: Should separate White with a boshi at 63. Moves after 92 were not recorded. White eventually won by resignation.

Alistair Wall recently supplied a cutting from the Radio Times:
"Elgar: Go, Song of Mine."
Is there a mistake in the punctuation? Did Elgar in fact play his part in immortalising go? Perhaps some musical expert can comment.

Land Of The Morning Calm

by Andy Finch

Coming to the Land of the Morning Calm, I was quickly made aware of the Korean amateurs' attitude to go. Unlike us foreigners, they've been playing *baduk* for most of their lives, and they're not all computer programmers or mathematicians! Most of the people I meet are business men, and in some of the local *ki-wons* they're anything from doctors to construction workers who use the places as second homes during the winter. Various aspects of the game are very familiar to them, and they like to play quickly, even when money is involved (small amounts of course!).

Here are some helpful ways of suggesting to your opponent that he might speed up:-

1) If he takes longer than 60 seconds on a move, tap the board with a stone.

2) If he continues to take a long time on his moves, order a meal and go and eat it.

3) When in a winning situation, start to sing, preferably the same phrase over and over again.

4) When losing, inspect the board fiercely, since there's obviously something wrong. It helps to displace a few stones with your arm while doing this, and then you can discuss where they were.

As an inveterate *byoyomi* player, this was difficult for me to adjust to, but now my games average 45 minutes. If

my opponent wants a fast game, I think I should respect that. How could I learn from a game that took three hours? OK for the intricacies of *dan* play, but when blundering through the minefields of *kyu* level? What was I thinking of all that time? Who knows? Who cares? It didn't help all that much anyway, and it gave me no perspective on the flow of play. Maybe this is some sort of work/game ethic - the more you think, the more likely you are to succeed.

Two of the monthly magazines here have time tests: 50-100 basic problems to be completed as quickly as possible. Afterwards you check your score and find your level. E.g. 50-70% correct in 30-45 minutes = 3 *kyu*; 70-85% in 30 minutes = *shodan*. Since each month has problems about only one aspect (opening, *tesuji*, *joseki*, endgame), it gives a good indication of strengths and weaknesses. If you think of 100 problems in 30 minutes, that's 18 seconds a problem! There's no time to wade through them, and it becomes a matter of pattern recognition. Are you missing out on *tesujis* at this speed? I don't think so, because you're recognising the shapes that produce the *tesuji*. Going through the same 100 problems until I could do them all in *shodan* time would not be cheating, but a very useful exercise. Why not try it? You'll like it! How fast can you go? Do it again, faster.

"Some people make a move because it looks good, some because it feels good." I don't think this has to be only on the expert level. Play quickly, and you'll register the shapes that do work, and also the ones that get you into trouble.

Let's encourage newcomers to this wonderful game to just play, as often and as fast as they like. They'll ask

questions when they need answers, and they'll be relevant to them. Let's help them get through their first thousand games as soon as possible!

David and Goliath

by Bob Bagot

Black: Sarah (35 *kyu*)
White: Bob Bagot (2 *dan*)

This was a remarkable game, at least in the end position, played against an eleven year old who learnt go about four weeks previously. Handicap is 4 stones.

Up to 17 Sarah showed she had learnt about blocking off territory.

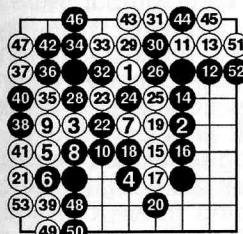


Figure 1 (1-55)

27 at 24; 54 at 40; 55 at 38

18: This had a decisive effect on the future of the game. I could have tried descending at 20 hoping for a rip off, but that is not how to teach beginners.

24: Sarah thought she had made a mistake with this move when I captured a stone, but she knew what she was doing with 26 and 28. I was facing the

possibility of all the white stones being dead - against a 35 *kyu*!

34: After this Sarah did not see that she can capture the entire top right with an *atari*, and 38 was a mistake but not a disaster. I could capture five stones with 39 at 46, but Sarah would actually win the game by a few points. So I ploughed on.

47: Sarah realised that she could not put me in *atari*, but did not realise that I could not put *her* in *atari*. The position was extremely complicated, involving eyes, liberties and throw-ins. So Sarah quite naturally defended her territory.

53: At this point I advised Sarah that the position was complicated but that she could still win, so she produced move 54.

After 55, Sarah needs to play at the 1-2 point to prevent a *ko*, but I did not start the *ko* for three reasons:

- White cannot win the *ko* fight or the game (try the variations).
- Sarah has not been taught *ko*.
- The bell was about to go for the end of the lunch hour.

The position in the top left is *seki*, but an unusual one in which White has an eye on both sides while Black has no eyes but neither side can safely place the opponent in *atari*.

Black wins by a lot and got lots of promotion points.

Question: If White did start a *ko* at the end of the game, assuming best play from Black, what would happen? [To avoid your eye catching the answer too easily, it is printed backwards.]

Answer: .draob eht no enots yreve esol dluow etihW

Clubs & Tournaments

by Tony Atkins

British go now has two more 4 dans as Richard Hunter and Alex Rix have been promoted, the first for his 20th position in the European and the second for consistent good play over the last couple of years. Also promoted, Matthew Cocke and Klaus Pulverer move up to take their place at 3 dan, Graham Clemow gets 2 dan, benefiting from his time in Japan, and Alison Jones and Simon Shiu (about time too) get to shodan.

Forty-two players attended this year's Bournemouth so it was appropriate that the local prizewinner is known as Zaphod (alias S. Palmer, 15 kyu). J. Saddler (25 kyu) travelled by motorbike from Brighton to win a prize in his first tournament, and Paul Margetts (3 kyu, South London) and Patrick Donovan (14 kyu, Eastbourne) also gained prizes for three wins. The title of South Coast Champion went to Francis Roads when he beat Antonio Moreno by the narrowest of margins. Wanstead Club then retired to the local Chinese to celebrate not only Francis winning a "Woolies" token, but Charles Leedham-Green qualifying for the Candidates'. Stuart Barthropp was the other qualifier.

Wanstead also were celebrating taking the Jubilee Challenge Trophy from Reading. They won 3-0 in a handicap match and were last seen staggering towards Reading Station with the go ban trophy. The following week Reading lost 3-1 to Furze Platt in the Thames Valley Go League, so it wasn't Reading's month.

It was however Furze Platt's, as the Maidenhead school won the Castledine Trophy for the eighth year in a row. This doubles Leeds Grammar School's run. The winning team of Sam Beaton, Chris Dawson and Chris Smith only dropped two games over four rounds, with their B team doing almost as well. Next placed were Brakenhale's two teams, then Stowe and finally the 'misfits' team.

Prizes were also awarded for those doing well in the small board event, namely Lizzie Sprott (Kendrick School, Reading), Jason Cheng (Stowe), Adelberto Duarte (Brakenhale) and Vicki Martin (Brakenhale). Headmaster Tony Hills presented the prizes and was rightly proud of his team, as the youngsters run the club without the aid of a teacher.

The resurrected Birmingham Tournament was a challenge as finding the venue was hard without there being an entry form. However over fifty players did manage it, probably with the help of an A to Z. The education centre at Harborne gave contestants an additional bonus as it was possible to listen to Mozart being rehearsed before round 3. However this did not put Francis Roads into a winning frame of mind, and so Matthew Macfadyen won as expected. A large contingent of local Chinese entered, mostly of unknown strength but in the range of 1 kyu to 2 dan. However they all lost at least one game. The players who won three were C. Adams (4 kyu), D. Killen (4 kyu), P. Bailey (20 kyu) and A. Marden (18 kyu). The qualifiers were E. Smithers and J. Macanally.

The previous day had seen the London players out in force to beat the local Japanese in the annual November match. Played as even games in groups of three boards, this year the

match was played over twenty-eight boards. Players are ranked by grade and seniority, so that when Frank May arrived late it was simply a case of cutting out the panel of names on the British side and sliding it down a row. The scores for the rounds went 19-9, 18-10, 16-12 giving a final score of 53-31 to the British. Perhaps it was our secret weapon of Dr Zhang on board two that swung the odds, or the strength of the bottom end players. All the three-win prize winners were on the British side: Shutai Zhang, Alex Rix, Neil Symes, Stuart Barthropp, Alison Jones and Vic Morrish. All the other players won prizes, as usual, generously given by the Japanese side.

Six dan-players were involved in this year's Guildford teaching day. About thirty players in all spent the day studying game positions, fuseki, tesuji and life and death. The traditional simultaneous was a thirteen-all draw; perhaps Matthew Macfadyen's absence aided the kyu players.

Even more players turned up on the Sunday. However in the handicap event all but two dan players won three games, and one of those was Stuart Barthropp who won the tournament for the second year running.

The London Open is covered elsewhere. Harold Lee was the very capable organiser again, leaving his distinctive mark on the event. He was backed by a strong team of helpers, and special mention must go to Jiri Keller and Geoff Kaniuk. Jiri displayed his artistic talents with portraits of famous players and the sheep on the entry form, whilst Geoff displayed his computer talents by introducing us to his go draw program that looks like a world beater. It was a shame more people were not present to enjoy the event.

Furze Platt School was again in the news. This time it was for organising their first tournament. A remarkable eighty-four players made it to Maidenhead to battle it out for the 13x13 go ban prize. This event went to Jim Clare (3 dan, Reading) who led the prize list. Granville Wright (1 kyu), Hugo Huggett (3 kyu), Andy Lane (11 kyu), Dave Burn (14 kyu), P. Rudge (28 kyu) and Lizzie Sprott (32 kyu) made up the rest of the list. Three prizes for 13x13 play went to Brakenhale's Adelberto Duarte, Dominic Hills and Daniel Cox. The tournament was well run by the youngsters (apart from when the coffee ran out) and looks like being a regular event.

Further promotions have been made: Andrew Jones, David Phillips and Paul Christie to 2 dan, and Alan Hornbuckle to shodan.

On the international scene we heard in the last Journal how Kirsty Healey was 20th in the Women's Tournament in Yokohama. Our other travellers to Japan were Sue Paterson and Jim Barty who attended the second World Pair Go Championships. After two rounds there were six Japanese, one Chinese and one Taiwanese pair left in, as expected. The Chinese pair went on to win. Sue was one of the lowest graded women, but found the tournament instructive, as did America's Debbie Siemon who was playing with one of the top American Chinese players. Non-playing captain Norman Tobin watched the consecutive local handicap tournament that was mostly among middle-aged Japanese. He also played two lady professionals, being soundly thrashed by one and getting a win by two points from the other. After the event he went on to Kyoto to stay at a traditional Japanese inn with lots of raw fish, seaweed and unidentifiable

food to eat. Sue and Jim left to stop over at Abu Dhabi (and not Aberdovey as first thought) on the way back.

The sixth Brussels Tournament had 111 participants and was the first Grand Prix tournament to use the new tie-break of cumulative round McMahon scores (cuss). The winner was Chinese Shen Gruang-Ji, who beat Guo Juan in the last round to win his second Grand Prix tournament of 1991. Guo pipped Frank Janssen into third place by 1 cuss point. Zhang Shutai was fourth.

The Chinese weren't so evident in Gothenburg. This allowed our own Matthew Macfadyen to win the event despite losing to Bogdanov. Frank Janssen was again beaten down a place by the cuss tie-break, and the Soviet players Bogdanov and Lazarev were placed third and fourth.

Guo Juan was present in Geneva, winning all her games and forcing Frank Janssen into second place again. Laurent Heiser of Luxembourg and Germany's David Schoffel fought off the Russian contingent to take third and fourth.

A party of Roumanians did manage to reach Belgrade. Catalin Taranu and Sorin Gherman took the top places. Jertic and Lazarevic of Yugoslavia came next.

It is hoped Grand Prix status can be regained next year.

In the London Open the Grand Prix ordering was: Janssen 37.5 points, Guo and Macfadyen 27, Schoffel 25, and Zhang 22. In the British equivalent, Francis Roads leads in the race for the Terry Stacey Trophy, from Cann, Macfadyen and Clare.

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