

A Strategic Defeat

Commentary by Andrew Grant

This is a game played at Furze Platt Tournament in January. There is one comment by Fred Holroyd arising from an earlier discussion of the game.

Black: F. Holroyd (2 kyu)
White: G. Wright (1 kyu)

14: White should defend his upper right group by running out at 59. It is dangerous to invade with a weak group already on the board.

18: White cannot play here with two weak groups on the board; he is now sure to suffer a strong attack.

21: Better at 24 to leave less bad aji in the corner.

26: White feels it necessary to peep here in order to get his group out, but 27 strengthens Black and so weakens the White group above – this sort of thing is part of the price White pays for having two weak groups.

31: Black can play this at 33 to shut White in. Although this leaves Black with three cutting points, there doesn't seem to be any way for White to capture anything.

36: Too small. White should move out into the centre here.

40: Since White has to defend his upper group (60 would be better shape), Black gets a good move at 41. Again White is paying for his greed in the opening.

43: A blunder. 42 threatens to link under at 48; once White does so he is no longer in danger. Black must play 43 at 48.

47: Unnecessary, since these stones are already connected. In any case, 48 is much more urgent.

49: Pointless, since White is now safe.

55, 57: Now that White is connected, Black's right side group serves no purpose. Rather than running out with it, Black may do better to play 58 and sacrifice it, extending his wall in sente.

63: This should be at 73, but Black thought this cut worked. (All the Black moves from 49 on were apparently played with this in mind.)

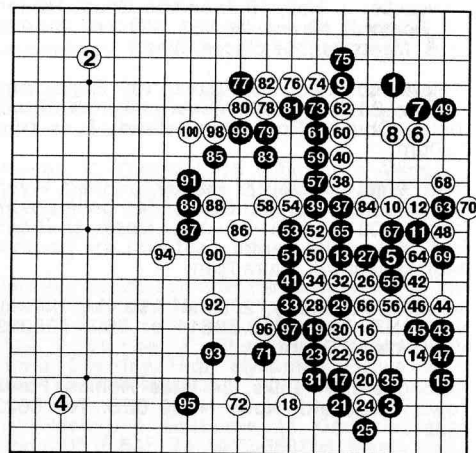


Figure 1 (1-100)

71, 72: Both players ignore the proverb "Stay away from thickness". Black's move is too defensive and over-concentrated, while White's move leaves him open to attack. Anyway, 73 is more urgent for both players.

77: Playing here, with a weak group on the board, is very risky. It forces White 78, which is the sort of move White wants to play anyway to put

pressure on Black. It's better for Black to just jump out to 125 or thereabouts.

83: Horribly defensive. 125 is better, or even 85, though Black needs to do some reading before playing there.

84: It's silly to take the eye away when this group can easily jump out to 85 and be in no trouble. White would do better to play 85 himself, gaining influence towards the left and forcing Black to live on a small scale.

86: White should forget these stones; he's just giving Black a target for attack.

89: Better one point left of 91. 89 leaves a weak point behind, so Black has to go back and defend at 91 instead of answering White 90 directly.

95: This is one reason why White should have left the centre stones alone; Black takes territory while attacking them.

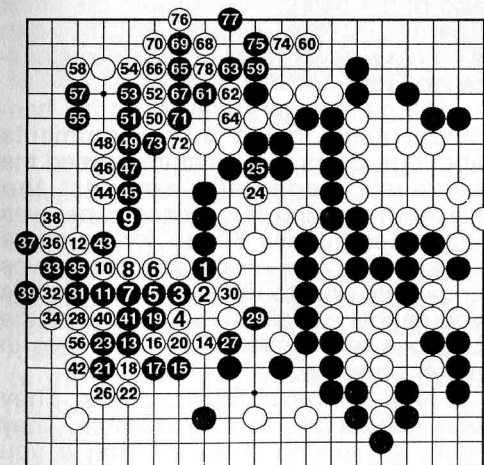


Figure 2 (101-178)

107: Fred Holroyd comments: When I first showed Andrew this game, he was of the opinion that this was the

losing move. Had it been at 119, White would have had to defend 104, allowing Black to hane safely at 108.

112: 131 is more severe.

115: Something like 122 would be better here to keep everything connected up.

127: Probably the losing move. Black should live on the left side, forcing White to do likewise in the centre, then attack the five white stones on the left.

143: This cut is worthless, since Black's stones are captured. Once White defends the left side with 144-148, Black may as well resign.

150: 152 is better; White is so far ahead he doesn't need to push too hard. Not that it really matters now – even though Black breaks in to the left side, he doesn't come near closing the gap. Black tries a last desperate invasion at 159 but gets nowhere and resigns.

Strategically, Black should have won this game – White seemed to want to deny Black any territory at all, treated the whole game as one large fight and never stopped to make any territory for himself. Unfortunately, this way of playing sometimes works if the opponent is not careful. Despite this, White's play is not to be emulated by weaker players.

Reminder: Subscriptions are now due for *Go World*. The annual fee is still £18. For anyone interested in becoming a subscriber, *Go World* is a quarterly magazine of very high quality, produced in Tokyo but printed in English. It deals with professional games, and has problems ranging from high kyu upwards. A must for the ambitious! Available from Bob Bagot (address on p.2).

Humiliation in St Petersburg

by Francis Roads

Plenty of small denomination dollar bills or D-marks, any fresh fruit that you hope to eat, a small supply of loo paper, and some very warm clothing indeed are amongst the more useful items of luggage for the traveller to Russia's former capital city. From which observation you will gather that it is no place for travellers lacking in fortitude, and that I've been there for a holiday recently.

After receiving conjugal permission, I contacted the local go fraternity. To find that most of the leading players had left for a tournament in Moscow over the long weekend at the middle of our visit. Nonetheless, I met and played a couple of games with seventeen year old Daniel Metveyev, who at 2 dan is some kind of junior champion. He told me about the junior tournament which was taking place in St Petersburg for four days (!) during the time that I was there. He is hoping to come to the European Congress at Canterbury.

Tania Gavrilova, wife of Oleg, whom some of us met at this year's London Open, kindly took me along to kibitz the last day of this event. She is no go player, but her very well spoken (in English) daughter Dana was a 15 kyu entrant. The suburbs of most East European cities consist of Legoland blocks of flats, and it was in the midst of such a concrete jungle that I was taken to the school where the tournament was being held.

There were upwards of a hundred entrants, aged between five years and

sixteen. The youngest players are confined to 9x9 boards, middling ones 13x13, and only the oldest used full boards. The strongest competitor was described, and I mean described, as 2 kyu. Go is, experimentally, a curriculum subject in three St Petersburg schools. But with or without that fillip, it was an impressive turnout, with entrants from as far away as Chelyabinsk. Surroundings were spartan, but enthusiasm was high. And they had exactly the same problem as we have in keeping quiet the younger ones who had finished games early, while more serious games were still going on.

I was treated as an honoured visitor. After some trifling difficulties with language, it was decided that I would play a simultaneous game with six players who had done well, at the end of the morning's play, which was the end of the event. I got beaten on all six boards. Russian kids 6, British 4-dan nil. I have never done so badly in simultaneous go.

All games were played on full handicap, and I could make comments about gradings. But what impressed me so much, especially amongst the players receiving large handicaps, was their steadiness. British kyu players usually play five or six goodish moves and then one terrible one, which lets you cancel out all the advantage of the previous few moves. And they cave in under pressure.

Not so these Russian kids. They play consistently at their strength. They don't let you rip them off, and if you have a weak point they will attack it resolutely. Someone has done some very good teaching. Now that the military threat is seen to be non-existent, we have a new danger from the East to contend with!

Public transport in St Petersburg is an experience. Buses and trams are crowded and unreliable because of the petrol shortage and poor maintenance respectively. Preferable is the Underground, which is quick and frequent. Provided, that is, that you know where you are and where you are going, there being no information whatsoever visible from inside the carriages on either subject.



A game with Dana Gavrilova. (F.R.)

Nonetheless we entrusted ourselves to the system, in order to accept a kind invitation to dinner with Tania, a few days later. She made us very welcome with a goodly spread of Russian delicacies, despite the appalling difficulties which Russians face in obtaining food. I played a game of go with Dana (won) and of chess with her grandmother (lost). During the evening the Moscow tournament was reported on the main TV news bulletin, under sport. Alexei Lazarev's face was clearly visible.

Another maturing experience in St Petersburg is shopping. Most shops have little indication outside as to what is on sale, and when you go in the

wares are of a bewildering variety. For example, in one shop specialising mainly in assorted clothing and souvenir-type objects, a single microwave oven was on sale. And no other electrical goods at all.

So I decided to make my purchases in the main, and probably only, department store. It looked more like a permanent covered market to me, with often identical items on sale on different counters. But...! On the games counter a substantial pile of go sets was on sale. For 42 roubles (at current exchange rates about 25p) you got a locally made wooden 13x13 board, rough but quite attractive stones in glass, and some rules. I added a set to my pile of purchases.

The Russians face huge burdens in their daily lives. But for whatever reason, they seem to have succeeded in making go take off, in a way in which we, with our longer experience of organising the game, have not found. The jokey thing to say about Russian life is that anything that isn't forbidden is compulsory. Be that as it may, there is nothing forbidden about go in St Petersburg.

Glossary Revision

Comments about the glossary of Japanese go terms have suggested that it has not been as useful as it could be.

Thanks to Andrew Grant, the terms have now been more fully and clearly explained, and so it is hoped that beginners will find the revised glossary a real help.

Lessons from Kunwa Go Salon

Part 2

by Richard Hunter

Here is another five-stone teaching game against Iwamoto 9 dan.

10: Should play 12. Then Black can answer 11 at 13. Black 12 is not urgent.

16: Small. Should answer White 15.

36: Bad. Black should make a two-space jump to 40.

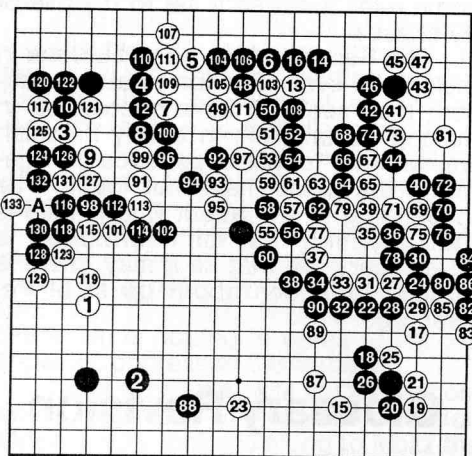


Figure 1 (1-133)

42: Better at 43.

48: This is a crucial point in the game. Black could take control of the game here. Black should attack from a distance with 1 in Dia. 1. If White 2, Black 3 leaves White in trouble.

58: Better at 59.

78: Another decisive point. Black must connect at 79 (Black 1 in Dia. 2).

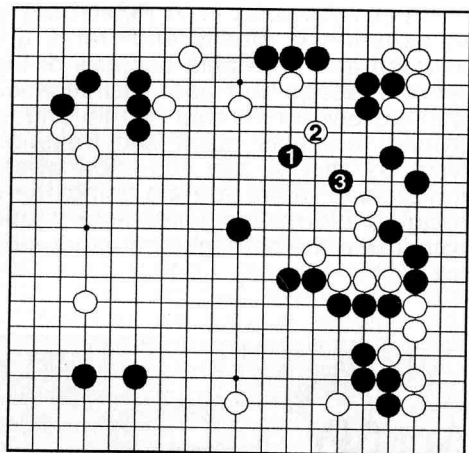


Diagram 1

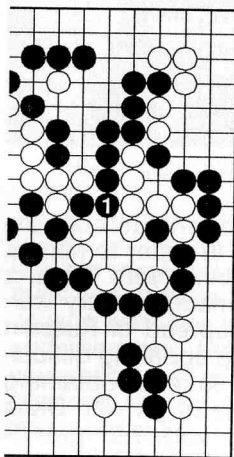


Diagram 2

This splits the White groups apart and the one on the right only has one eye. Black 78 is worthless and Black still has to play 80 to live.

128: Black's last chance to win. Must connect at 131 (1 in Dia. 3). Black resigns after 133.

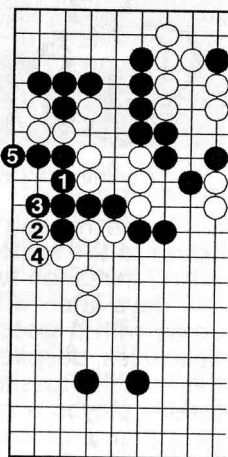


Diagram 3

All Fighting And Horrible Mistakes

by Andy Finch

I enjoy playing Mr Lee, at the So-Cho Baduk (Go) Salon, because we're similar in strength, and I can be sure that the game is going to be interesting. We always get into some good fights, and I know that I'll have a chance in them, in contrast to the players who give me two or three stones and completely take over if fighting starts. Yes, I know we learn most from the games we lose, and that fighting is the best way to improve, but it's nice to be able to have some confidence as well! The opposite of course is when we're giving a handicap, and our technique can become slack through not having to expect the best reply from the opponent.

This game has all the marks of a kyu game, anyway – both people fighting to attack the opponent rather than look after themselves, and both making horrible mistakes. Still, it's all part of learning and improving I suppose.

White: Lee, Se-Ho (4 kyu)

Black: Andy Finch (5 kyu)

Analysis: Kim, Jwa-Gi (prof. 6 dan)

Commentary by Andy Finch

5: OK. Also good is Black A, White B, Black C.

8: Too soon, since 6 is still weak. But Black comes too close with 9, so White doesn't suffer too much. Black D (White E, Black F, White G, Black H) is a more effective combination of pincer and extension.

12: Again, White is trying to do too much too early. Even if he succeeds he'll leave Black strong on both sides.

19: Of the three possible moves in the edge, this is the one *not* to make, since A is sente, and helps White to live. Black B attacks both groups, and Black C, White D, Black B is sente. Even better is Black E, White B, Black F. White is weak and low, Black is strong.

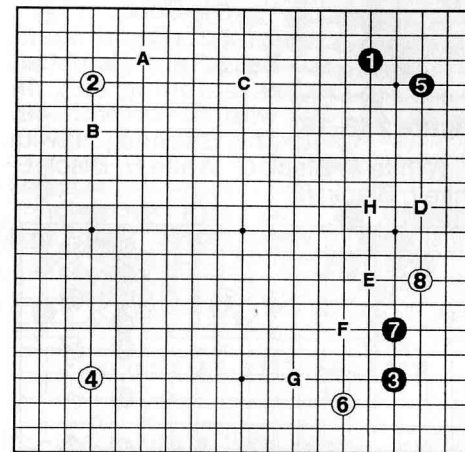


Figure 1 (1-8)

24: No; White 25 = life.

27: White 28 is sente, so Black 27 at A is no good.

33: "Bent four in the corner." White has sente, so all is not lost. Black has about 22 points in the corner, so if White can use aji and put up a wall around him, he can get a reasonable result.

34, 38: Unfortunately this isn't the way to do it!

43: Good. Atari first then play at B, leaving 43 lots of potential. However, because of 45, 46, 47, Black 43 is fin-

ished as a future threat, so 48 at 49 might be more desirable.

49: A hasty move. The diagonal move at C would prevent White from joining up (White D).

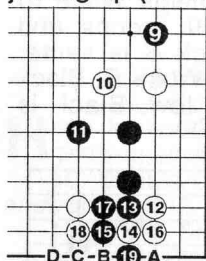


Figure 2 (9-19)

50: Good. Black here threatens to attack the two stones 42 and 46, thus destroying White's influence.

51: Good.

52: Good idea, but 52 at E is better, threatening to join with 32 or with 48.

This 52 can't join with 32. (White F, Black G, White H, Black E, White I, Black J.)

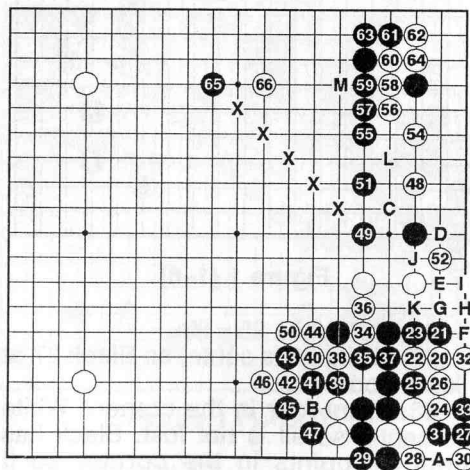


Figure 3 (20-66) 53 at F

I wasn't at all surprised to see my lead disappearing. As the proverb says, "A large lead in the beginning makes a difficult game". (We relax, and the opponent stiffens his sinews!) Another

proverb says, "A good move and a bad move are close partners". I thought that 52 was threatening to save the White group and therefore descended at 53, but G or K would have been much better, especially K, which threatens to cut.

54: White didn't join at D, and I was happy to reply at 55, looking for large influence to offset White's power in the centre and his two 4-4 stones on the other side of the board. But this whole sequence to 64 gives White too much in return. 55 at L is better, White joins, and then Black 57.

57: If at M this would stop White's advance as well as consolidating the wall. Black 63 is actually not sente, though White made it so by answering, so I was lucky. Imagine White 64 at 65! Wake up, Black!

65: Good.

66: Too deep. Think of a line (marked with X's on the figure) from the outermost stones of the moyo. It's best to approach from outside the line, or we'll be attacked, surrounded, chased into the centre, etc. Whatever happens, it'll be difficult and the opponent will be strengthened.

67, 69: Black has the opportunity to do these things, but chooses to establish a base along the side. A directional problem! White is weak, so Black should make the most of it. 69 at 78 would be much more powerful.

67-84: Black could have made influence and a large-scale wall if he'd surrounded and pressed down on 66. Instead he's chased it out to safety, and sustained damaging moves at 70 and 76.

79: Too small. A is more severe.

87: Another fight has started, but how can we find the best points to play without taking too long looking at all the moves? "Attach? Hane!" works

here. 86 is an attachment, so 87 at B is good, keeping up the attack, splitting the White groups, and beginning a Black presence on the left side.

92: This move proves that B would have been better for Black.

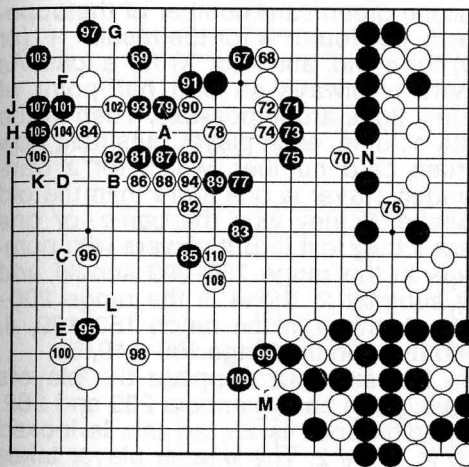


Figure 4 (67-110)

93: Unnecessary. I was thinking too hard, seeing all sorts of moves for White. How about 93 at 94? If there's a chance, take it! Oh lord, spare me from the unnecessary move. This must be one of the main factors on the road to defeat. If "it's worth losing some stones in order to gain sente" then the unnecessary move is the antithesis of this. It's great to find the best move, but it's also good to know when not to move.

95: White's left side is getting stronger and stronger, so after 94, Black needs to do something. However, 95 encourages White 96 - a pincer and a territorial move. White is happy! Black 95 at C would have given Black the option of extending two spaces in either direction, at D or E.

97: "Your best move is my best move." White would like to play in this area and consolidate while attacking Black.

98: Trying to do too much once more. E or 100 would do the job, forc-

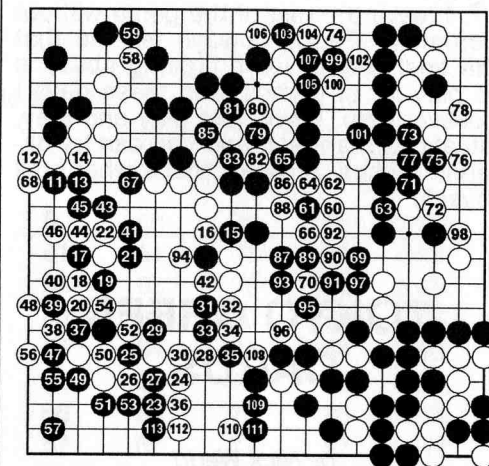


Figure 5 (111-213) 184 at 179

ing Black into a tight shape, pushing him into the centre, and making White territory along the bottom side in the process.

103: Black tries to play safe, but actually he's left the attachment at G for White. Black could be in trouble here. Simpler and sounder is 103 at F.

105: If Black wants to reduce White in this area, 105 at 107 achieves this - in sente. If White 105, Black hane at H, White I, Black J, White K. 105 in gote is too small!!!

108: White is spoilt for choice, but a more conservative move would have been sufficient. 99 can cause problems on the lower edge, so White can't regard this area as territory to be expanded. 85 still has a distant view of 95,

so all in all *L* or *M* would have been bigger. We've both overlooked White *N*!

110: White goes for the big time, which sparks off more fighting all over the board, with various results. Black wins.

I leave the rest of the game without comment. People always tell me that the best way to learn fighting ability is to play lot of games, and these days I believe them. If you just play and play, situations reappear, and you can try different tactics. Anyway, that's what I tell myself!

TOKYO GREEN CARDS

by Nick Wedd

For the last few months, Oxford City Go Club has been trying out a modified form of the Tokyo Green Card system, which is rather like a ladder, for all players above about 20 kyu. It works as described below.

Each club member has their own "green card", divided into five columns, on which is stated their current "green card number". For players new to the system, this number is derived from their dan or kyu grade according to Table 1 (see Tables on the next page).

When two members of the club play a game, they compare their green card numbers, and look up the difference in Table 2. The stronger player takes the white stones. The weaker player receives a number of handicap stones given by the heading of the column in which the difference was found. Komi is

as specified under the heading "Komi given".

After the game, each player fills in the next row of their card. The first column is for the date. The second is for the name of the opponent. The third is for the green card number of the opponent. The fourth is for the result: + (or O) for a win, and - (or X) for a loss. As there is always an odd half-point of komi, jigos are impossible. Then in the fifth column, each player puts their new green card number, which for a dan-graded player is one more than the old number if they won the game, or one less if they lost it. But players with numbers in the range 250-299 should add or subtract 2, those in the range 200-249, 3, those in the range 150-199, 4, and those in the range 100-149, 5.

For example, suppose the players have green card numbers 239 and 262. The difference is 23, so this is looked up in Table 2. The weaker player takes Black, and according to the column heading receives 3 handicap stones and according to the komi column also gives 2.5 points of komi. Now if Black wins, he adds 3 to his number giving 242 as his new number, and White subtracts 2 from his, giving 260. But if White had won, the new numbers would be 236 and 264.

From our experience, I would recommend the use of such a system to other clubs. Advantages are: members' green card numbers move up and down until they reflect their true grades, so that kyu players know how strong they are; every game played affects the players' numbers, so everyone has an incentive to win every game; and when two members who have not played each other before sit down to a game, they do not have to ask "How many handicap stones should we play on?".

Table 1

Correspondence between grades and Green Card Numbers

20 kyu	100	10 kyu	200	1 dan	300
19 kyu	110	9 kyu	210	2 dan	310
etc.		etc.		etc.	

Table 2

H'cap: 0	2	3	4	5	6	7	8	9	Komi*
0	10	20	30	40	50	60	70	80	5.5B
1	11	21	31	41	51	61	71	81	4.5B
2	12	22	32	42	52	62	72	82	3.5B
3	13	23	33	43	53	63	73	83	2.5B
4	14	24	34	44	54	64	74	84	1.5B
5	15	25	35	45	55	65	75	85	0.5B
6	16	26	36	46	56	66	76	86	0.5W
7	17	27	37	47	57	67	77	87	1.5W
8	18	28	38	48	58	68	78	88	2.5W
9	19	29	39	49	59	69	79	89	3.5W

* B/W indicates komi given by Black or White.

1992 US Go Congress : Saturday 1st August – Sunday 9th August

Registration fee: Player: \$125, non-player \$30
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Venue: Willamette University, Salem, Oregon. Willamette University is a gracious, tree-studded campus with a stream running through it. Five minute walk to restaurants and lounges.

Cheques in U.S. dollars, payable to U.S. Go Congress. Send to: Ira Smith, Registrar, 1992 US Go Congress, P.O. Box 12647, Portland, Oregon 97212-0647

Solutions

Live Groups, Dead Groups (Part 2)

by T. Mark Hall

With group A Black's best move is the 2-2 point in diagram A1 (a digression to an old go song, "Two-two the vital point, See the stones around it die, One eye left is all alone and ever more shall be so") and we will see in later diagrams how relevant this is. If White blocks off the side with 2, Black makes his eye with 3 and Black has a second eye in the corner.

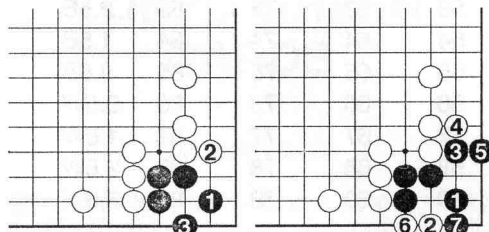


Diagram A1

Diagram A2

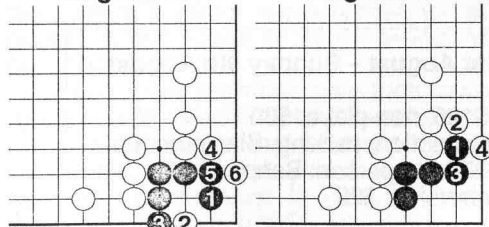


Diagram A3

Diagram A4

If White takes away the eye with 2 in diagram A2, Black extends his eye space with 3 and 5, and the best White can do is to pull back his stone with 6. Black then lives with 7.

Black must avoid the temptation of cutting the stone off with 3 in diagram

A3. White then plays 4 and 6 and the Black group is dead.

I am sure that many players would be tempted to play at 1 in diagram A4, because it appears to extend the space to make eyes. If Black then plays at 3, White plays 4 ("There is death in the hane") although he does have alternatives which do kill the group as well.

Black may think that the ko in diagram A5 would be good enough, but since he could live as in A1 and A2 this is unnecessary; and see diagram A6.

In diagram A6 White plays inside at the 2-2 point. This avoids the ko, and with the sequence to 6 there is now miai for the points at A and B, and Black cannot live.

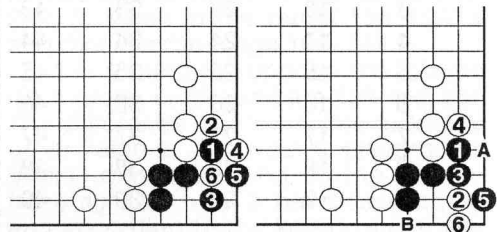


Diagram A5

Diagram A6

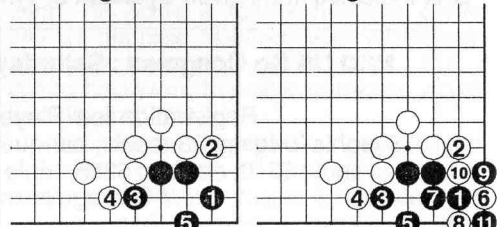


Diagram B1

Diagram B2

Group B is a little trickier but the opening move is still the same as in diagram A1. If White blocks off the right side, Black plays the hane at 3 and the hanging connection of 5. This protects the move at 3 and the eye in the corner. The vital point to be noted here is the

extra liberty which Black has on the two stones at the hoshi point; this prevents White from getting an atari on both 3 and the two original black stones.

If Black plays the hanging connection at 5 in diagram B2, the best that he can do is get a ko with the moves to 11, a second-best result when he could have lived.

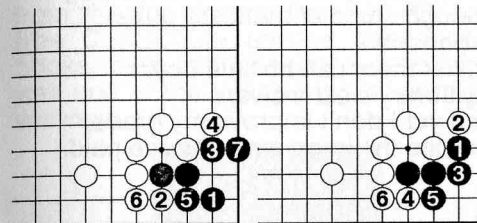


Diagram B3

Diagram B4

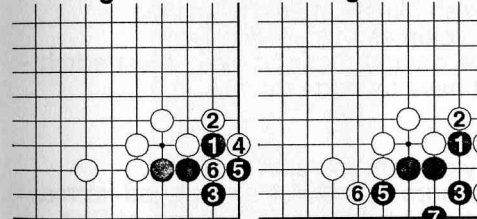


Diagram B5

Diagram B6

White may play at 2 in diagram B3. Now Black extends his eye space with 3 then plays 5, to threaten to capture the white stone. He can live with 7.

However, if Black plays at 1 in diagram B4 he does not really extend his eye space enough, and White kills him with 4 and 6. He would have to resort to the ko in diagram B5, another second-best result.

Black may think that he can revert to the original way of living in diagram B6 after White 2 and 4 by playing the hane of 5 and the hanging connection of 7. However, he has helped White to get the move of 4 in place and White can play at 8 and kill the group. Some-

times I have seen players who would capture the single stone, letting Black play at 8, and they wonder if they could have killed the group after all!

Group C is again slightly different. Black has fewer liberties on the outside, and in this situation the best he can hope for is ko as in diagram C1.

If White feels that he cannot win the

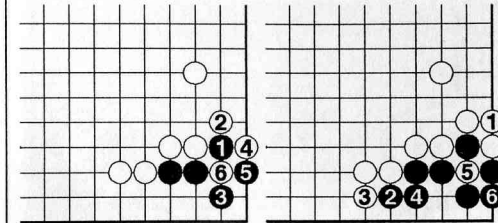


Diagram C1

Diagram C2

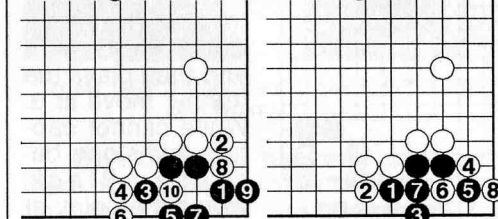


Diagram C3

Diagram C4

ko and connects at 1 in C2, Black will live with the moves to 6.

Diagram C3 shows what happens if Black tries to play the 2-2 point rather than the ko. White patiently fills in the liberty at 8 and then the throw-in at 10 kills the group.

Black cannot play the hane at 1 in C4 because he does not have the extra liberty on his two stones. White can play 4 and 6 and the group is again dead. I hope that you can see that Black cannot live this way.

The Black group in diagram D is a little different. Black has tenukied; can White kill it? In D1 we see the standard moves which show that Black is alive.

However, Black has to watch out for any White move at X, which may be a threat to things further up the edge or a defence against a Black play. If X is in place, White can play at 8 instead of 7 and destroy Black's second eye here.

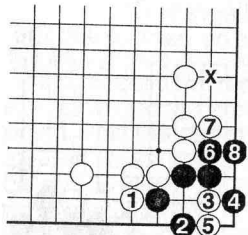


Diagram D1

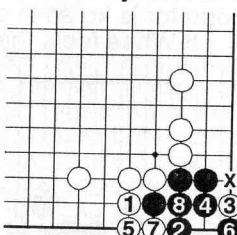


Diagram D2

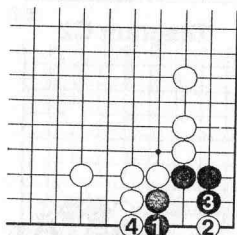


Diagram D3

What happens if White plays at 3 in diagram D2? Black plays at 4 and then plays the "funny" move at 6. White cannot capture this stone because Black would then play at X, so White plays

7. If Black does now capture at X, White has succeeded in getting a ko when he captures at 8. Black just connects at 8 and his group is still secure.

Watch out for playing the move at 1 in diagram D3. This sometimes works to make shape, but not here. White will play 2 and Black is now dead.

There are further variations on this group, which I will try to cover in a later article.

Prize Problems (BGJ86): solutions in next issue. The winner of the £10 prize was Jonathan Chin (10 kyu) of Reading. He was also the only entrant!

The Book Buyer

by Andrew Grant

I buy each go book that comes out,
Though some of them are quite
expensive –

I think there can be little doubt
My library's extensive;
And yet I don't improve my grade,
Despite the large amounts I've paid.

Whenever my opponent proves
My corner group a shapeless wreck is,
I wish I knew the skilful moves
In volumes of josekis;
I've bought those books, I must admit –
I'll have to study them a bit.

My openings are far too slow,
I'm sure it's more than just bad karma –
I should have read the works of Cho
Or maybe Kageyama;
"They're there to read," I tell myself,
"Not just to decorate my shelf."

On finding I'm tesuji-blind,
I bought a book (I think I need it),
And yet I never seem to find
Sufficient time to read it;
So, in each fight I blunder on
Till every chance of winning's gone.

The moral's plain, though rather tough
On people who don't like to study –
Just buying books is not enough,
You've got to read them, buddy;
For otherwise you're just enlargin'
The Ishi Press's profit margin.

Handicap Trickery

by Richard Hunter

Figure 1: White 1 is a tricky move. It tempts Black into a difficult fight. This is a three-stone handicap game played in Spring '91. White is Yoda 8 dan, winner of the NHK lightning cup, and Black is the Ladies' Amateur Honinbo, Sato Akiko, who later won the 1991 Ladies' World Amateur and also became the first woman ever to get in the Amateur top ten (coming fourth).

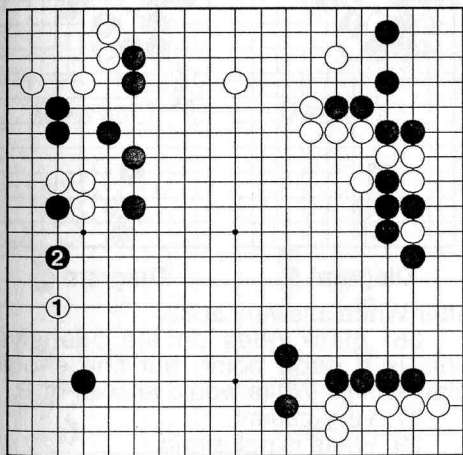


Figure 1

Figure 2: Black rises to the challenge and jumps right in. This is an example of White using handicap psychology. A weaker player would steer clear of the fight. Only a strong player would fall for a trap like this. It turns out that Yoda and Sato have played each other many times; they studied together as insei, but Sato did not become a

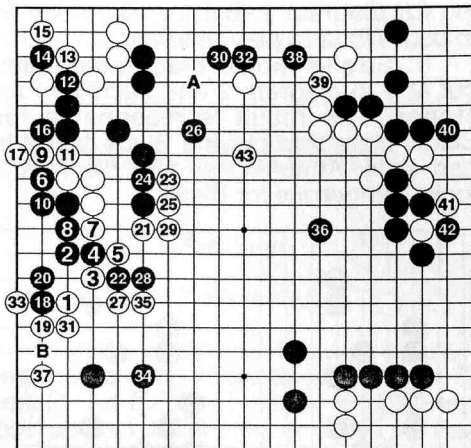


Figure 2 (1-43)

professional. Black 2 is risky. Later we will see where Black should have played, but for now let's see how the game continued.

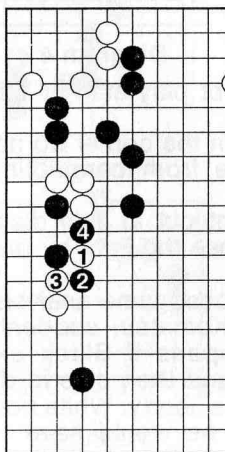


Diagram 1

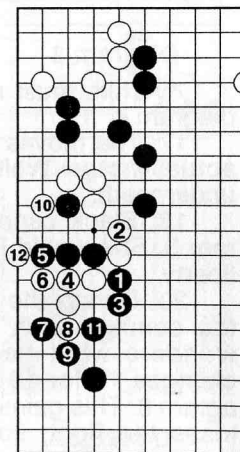


Diagram 2

3: White plays kosumi to make use of his strong three stones. Black is hop-

ing for diagram 1, but it's too much to expect White to play this way.

6: Strong move. Black could also cut at 1 in diagram 2 and sacrifice four stones. The result is reasonable for Black. Note that playing Black 1 at 2 is bad style. Attaching at 1 in diagram 3 looks dangerous for Black.

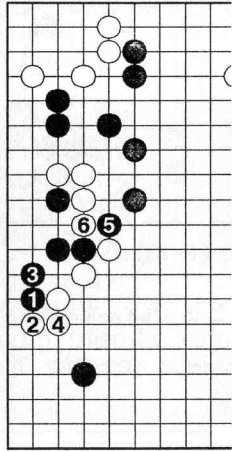


Diagram 3

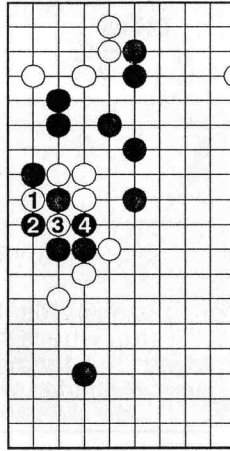


Diagram 4

7: White must not play atari at 1 in diagram 4.

17: The moves in the corner do not actually stop White from connecting underneath.

18: Black cannot cut at 1 in diagram 5. She would lose the fight by one liberty.

20: During the post-game analysis, the commentator, Komatsu, suddenly wonders what happens if Black exchanges 18 for 19 and then cuts in diagram 6. This gains a liberty; White now loses the fight, so he would have to connect out on the first line at 3 instead of 2. Very painful. Yoda was quite taken aback at this discovery. The descent at 17 was unreasonable.

22: Another strong move. Cutting at 31 is small.

30: Necessary. White A would be a serious threat.

32: Living with the group is better. There are many moves possible in order to live. Probably 33 is best, but 37 is also interesting, as it still leaves a ko

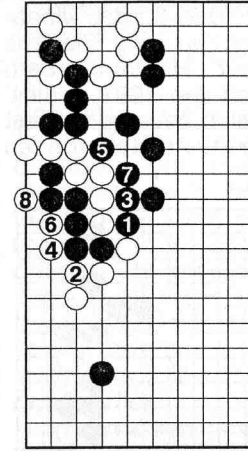


Diagram 5

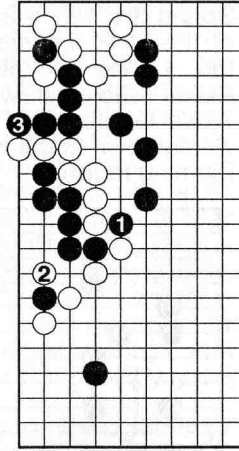


Diagram 6

after White answers at 33.

36: Black goes on the offensive. This is a good point, but she should play 37 first. White would answer at B.

37: Very patient.

39: White is not afraid.

40: A good move.

Returning to the beginning, jumping to 1 in diagram 7 would be an honest move, but it makes things too easy for Black. Even the narrower extension in diagram 8 is not perfect. Black 2 causes problems.

So how should Black have answered White 1 in figure 1? Black 1 in diagram 9 is good style; it is also the vital point that White took with 3 in figure 1. Black must take the vital point

immediately; expecting to get it on the next move as in diagram 1 is too optim-

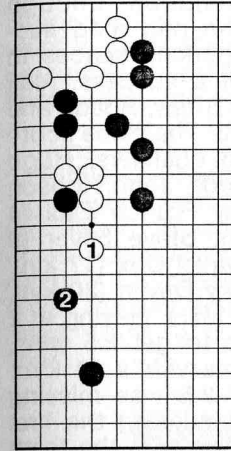


Diagram 7

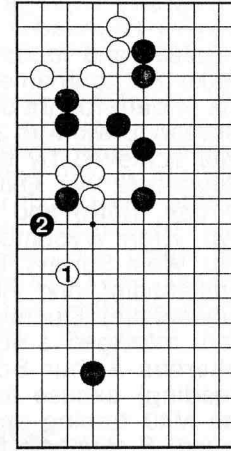


Diagram 8

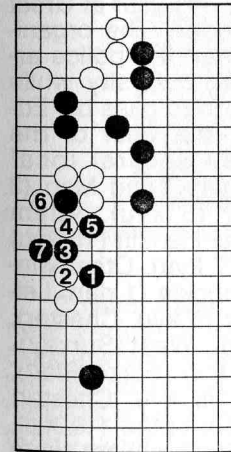


Diagram 9

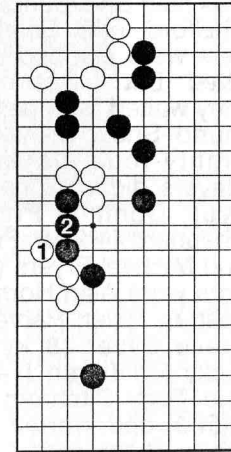


Diagram 10

istic. White 2 and Black 3 follow. Then, White would not play 4. Yoda said if Black had played this way he would have been in real trouble. He would have had to sacrifice the three stones

as in diagram 10. After 43 in figure 2, White had a fairly comfortable game and eventually won.

Prize Problems

Part Two

by T. Mark Hall

In these problems, Black is to play first in A and B, White to play first in C and D. As before, I offer 1 a prize for four correct solutions, or three in the case of a kyu player (unaided).

One change: the prize is now £15!

Please send entries to me at my address (given on page 2). If I get more

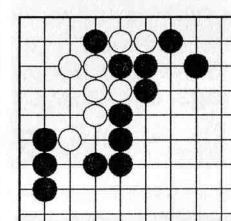


Diagram A

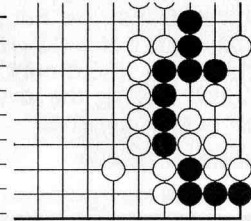


Diagram B

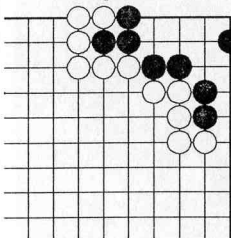


Diagram C

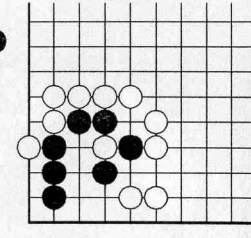


Diagram D

than one winning entry then I will draw the name out of a hat.

Clubs & Tournaments

by Tony Atkins

There were no collapsing tables at this year's Wanstead. Not too many of the seventy-two people were lost in the fog or in the North Circular's roadworks, and the computer draw allowed speedy execution of the four rounds. The winner was Des Cann (4 dan) on tie-break from Francis Roads and Edmund Shaw. Good enough for Candidates' places were Alison Jones, Chris Wright and Sam Beaton. Prize winners for four wins were M. Pryke (18 kyu), W. Brompton (22 kyu), S. Brooks (14 kyu) and P. Margetts (3 kyu). The home team of Wanstead Weak-Kneed Dans beat Furze Platt for the team prize, and the 13x13 tournament saw prizes go to Edmund Shaw and Simon Rudd, raising the average age of such winners somewhat.



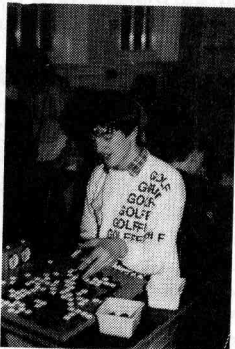
Wanstead Christmas party: Wayne Walters, Tony Atkins, Alistair Wall, Alex Rix, Andrew Jones playing liar dice. (FR)

The first of the Varsity Tournaments was Oxford as normal with the same University College location. Enough players negotiated the ring road successfully and found parking spaces to make the tournament a success. Alex Rix (4 dan) fought off Shaw, Roads and Moreno to win with 3/3. The same score was achieved by the qualifiers, Hugo Huggett (2 kyu, Oxford), John Hobson (1 dan, Bath) and by France Ellul (4 kyu, High Wycombe), Steve Silver (9 kyu, West Surrey), Daniel Cox (17 kyu, Brakenhale), and Vicky Devlin (30 kyu, Brakenhale). Quentin Mills, playing at 2 dan, managed a jigo to get 2.5 wins, whereas Arthur Somerville's (9 kyu, Reading) excuse for 2.5 was missing the M40 turning and missing the first round! Brakenhale Boys won the team prize.

The second Varsity Tournament was held on a Sunday this year at Great Shelford, near Cambridge. The organisers were alarmed when the police arrived, but it was only curiosity while they waited for a parade to pass by. Edmund Shaw proved the best of the eighty-four players. Several local players did well, namely Yong Mao (3 kyu), Dominic Prior (5 kyu), Adam Shepherd (4 kyu), Paul Hankin (15 kyu) and Michael Fryers (17 kyu). Other winners were Alan Hornbuckle (1 dan, Leicester), Helen Harvey (6 kyu, Chester), Steve Silver (8 kyu, West Surrey), Vicky Macfarren (14 kyu, Furze Platt), and Tony Pitchford (35 kyu, Chester) with 3, and Warren Brompton (19 kyu, Furze Platt) with 2.5. Qualifiers were Brian Ellis and Tony Warburton. Unusually a strong player was awarded a 13x13 prize as Paul Smith got a prize as runner up to Anthony Hearn of Brakenhale. Your correspondent unusually won a prize, as his team made up with

Furze Platt travelling companions and turned in the best percentage.

The British Youth Go Championship was again held at Stowe this year. Forty-five youngsters of a large kyu cross-range played over five rounds to a new system run ably by Simon Goss. This involved chances of winning prizes for handicap games after elimination from the age groups. Indeed, with two free Canterbury entries, tee shirts, books, sets and chocolate on offer it was one of the year's biggest prize giveaways.

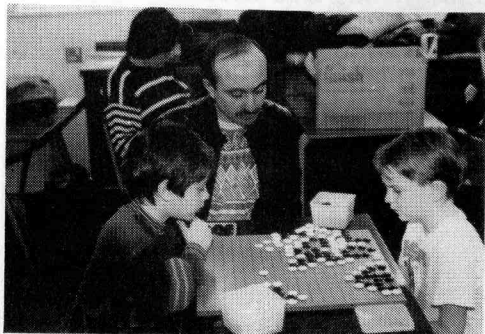


Greg Baily needs to lose LF from his jumper.
(AJA)

Sam Beaton (1 kyu) won the Under Eighteen and Youth Championship by beating fellow Furze Platt rival Chris Dawson (2 kyu). In the Under Sixteen, home player Jason Cheng (4 kyu) saw off any challenge from the likes of Greg Bailey or Garry Mills to take the title.

Brakenhale's Adelberto Duarte (10 kyu) was placed ahead of colleague Debbie Lakeman (10 kyu) and Simon Brooks (19 kyu) from Swindon. Furze Platt's Anna Griffiths was Under Twelve Champion, with Graham Brooks from Swindon taking the Under Ten from Felix Eve of Stowe. Under Eight Cham-

pion was John Ellul from Brakenhale. Other prize winners were Greg Bailey, David Shelton of Stowe, Clare Cooper and Debbie Fenney of Culcheth, John-Paul Kenton, Helen Bird and Anupa Taylor of Brakenhale for four wins in the handicap.



Stowe 1992: Tomorrow's champions? France Ellul looks on. (AJA)

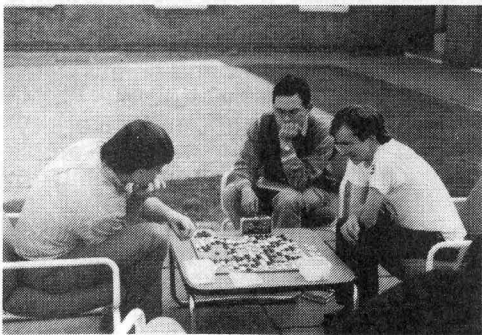
With Coventry put back into April, there was then a whole month to wait until the British. It was well worth the wait as 100 players turned up to the 25th British Go Congress. The location this year was the hot and sunny venue of Derby Hall on the luscious green campus of Nottingham University. Playing space was more than ample thanks to a cancellation freeing up rooms and preventing a repeat of the Black Hole that was a feature of the last Nottingham congress ten years previously.

Friday night started off with 64 players in the Lightning and after four rounds it was the dans who triumphed. Unbeaten were Messrs Roads, Hall, Manning and Clare, despite Jim Clare getting a jigo, and these had to play off on the Saturday night.

This year the draw was run using Geoff Kaniuk's program on the new BGA computer, which had both arrived despite your BGA Secretary's attempt to write his car off. The program coped well with the draw, apart from the need to do something to split the many Brakenhale players at the bottom of the draw. It was also used to do the new European CUSS system of tie-break that in fact was critical to the tournament result as shall be seen.



Entry of the Swedish Triplets. (BCT)



Raffle winner Peter Yim watches Ulf Olsson playing Terry Barker. (AJA)

We had four visitors from the Continent and it was one of these, Ulf Olsson

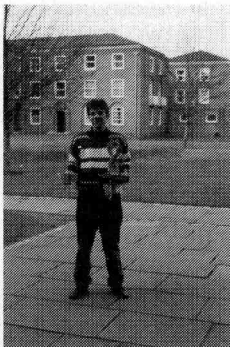
from Sweden, who was leading after three rounds. However, the presence of one of his triplets during a later round meant Ulf only managed to win one more. Two nidans had won three games, but these were expected to fade on the Sunday.

After queueing for dinner the Annual General Meeting started half an hour late. Alex Rix as Acting President came to get his mandate from the people, basing his policies around having a very successful European Go Congress in Canterbury this summer. Tony Atkins threatened to bore the members with meeting statistics, but then went on to bore them with a film taken during last year's British at Canterbury. The accounts were passed despite an imbalance in the balance sheet, and there was a discussion on membership policy. In the elections, the sitting council retained a large majority, much like the Conservatives two days earlier.

Then it was time for the Lightning finals in which T. Mark Hall triumphed for the second year running. Then it was off to the bar for a drink or a sing-song with Francis Roads and his accordeon.

On Sunday the last three rounds saw some interesting results. Des Cann and Harold Lee recovered from bad starts, but the two nidans, Alistair Wall, and Mark Willems visiting from Entschede in the Netherlands, held on to their good positions. CUSS tie-break sorted these out into the order: Willems, Lee, Cann, Wall, and so the "minds in conflict" trophy went abroad for the first time in many years. Prizes for 5 wins went to Mark Willems, Alistair Wall, Simon Shiu, David Keeble, Helen Harvey, Roger Langer, Mike Lambert, John Hoddy, Daniel Cox and Ben Beaton, and to David Scholefield and Da-

niel King for 4.5/6. Qualifiers were Peter Yim and Simon Rudd. This year the Nippon Club Cup for the best team went to Furze Platt, and the 13x13 tournament was won by Simon Brooks. The final award, the Stacey Trophy for the most wins in the previous twelve months, went to Francis Roads. Hopefully this compensated Francis for failing to win a seat for the Green Party in the General Election. Our thanks must go to Austin Dilks and Clive Wright for running a successful congress. Indeed it was the first time I've heard the comment "Can we come here again next year".



Mark Willems, British Open Champion 1992.
(AJA)

Coventry was held this year at the new venue of the Midland Sports Centre which is designed especially for the handicapped. However, the only handicaps visible were those on the go board, and the swimming pool and snooker tables were well populated by many of the fifty-eight go players between rounds. In addition there were ten entrants in the kiddies' tournament (won by Graham Brooks), and a strong female contingent, making it a day out for all the family.

Matthew Macfadyen escaped from his family ties enough to win the event. A creditable two wins against four-dans was achieved by Quentin Mills to come second. Three first kyus won 3/3 and got 1993 qualifying places, namely Dave Woodnutt, Sam Beaton and John McAnally. Others on three wins were Chris Dawson (2 kyu), Robin Moore (4 kyu), Vicky Macfarren (11 kyu), P. Macclennan (14 kyu) and Elinor Brooks (17 kyu). Furze Platt won the team prize and their Joseph Beaton won the 13x13 side tournament.



Kiddies' Tournament contestants get in some extra games. (BCT)

Disappointingly this year only twelve of the thirty-three kyu and shodan qualifiers took their places at the Candidates' Tournament. T. Mark Hall, being an IVC member, was obviously used to the noise and bustle of Covent Garden at holiday time and won all his games. He confessed he had an easy draw, only playing one four-dan and he admitted he could not attend the Challenger's League as he would be abroad, working in Korea and Japan. The second place was taken by Jim Barty on half a SOS point from Alex Rix who also had 5 wins. Then came a

group on 4, of whom the best were two second dans, Andrew Grant and Alistair Wall, on tie-break from Mark Cumper and Francis Roads who are the reserves. The four qualifiers will then join Cann, Shaw, Lee and Shepperson for the League at the next bank holiday.

One controversial happening occurred during the Candidates'. A certain London first kyu was upset that his opponent did not resign but went on to win. As the organisers naturally would not change the result, the first kyu then withdrew from the tournament and will probably enter the annals of go legend.

In the international arena Prague was won by Guo Juan. She beat fellow Chinese Shen Gruang-Ji by only half a point in the second round and held off David Schoffel by two and a half points. Schoffel had already beaten our own Matthew Macfadyen, so had a good event. Despite recent illness, Jurgen Mattern played well to end second ahead of Shen and Saifullin. Over two hundred participants (including several Brits) enjoyed the good organisation and the beautiful city and no doubt all look forward to next year's European which is at the same venue.

By winning Prague Guo took the lead in the Grand Prix ranking, but not playing at the next two allowed Frank Janssen to overtake. Good results from CIS players knocked Macfadyen down to fifth too. Lazarev in fact won both Copenhagen and Vienna. None of the top Chinese were in Denmark as they were battling out for eight thousand dollars in Cannes which Guo actually won. Both GP tournaments had low attendances (thirty-six and fifty-six) and apart from CIS players the locals seemed to dominate the field. In the first the runner up was Bogdanov and in the second it was Saifullin.

Eight London players attended the Easter Grand Prix event in Paris. The British of those failed to win more than half their games and thus it was up to Zhang to save the day and take first place despite losing to Shen in the last round. It was all Chinese at the top, Guo finishing second ahead of Shen. Fourth player also on five wins was Frédéric Donzet of Paris. Eighteen different countries were represented among the 314 players, making Paris one of Europe's top events.

The current European Champion and last year's GP winner, Alexei Lazarev, lost by 11.5 points to Peung from Taiwan in the recent Fujitsu Cup first round. The first two rounds were dominated by the Chinese players, as Kobayashi, Ishida, Rin and the others went out. The last eight are Nei, Otake, Ma, Cho Chikun, Liu, Cho Hunhyun, Che and O Rissei who will play in June. Currently Lazarev is still in the lead to get the Fujitsu place, but Guo and Janssen are ahead of him in the GP stakes.

Plans for the European Go Congress in Canterbury are rapidly shaping up. Several professionals are lined up to come, including Mr Ruan from China who is currently touring Germany, and Shuichi Inoue from the Kansai Kiin in Japan. Bruce Wilcox will be coming for the first week to teach his Instant Go Theory and will be presenting the prizes in the raffle. Our thanks must go to all who supported the draw and to Paul Margetts and Sue Gardner for thinking of the idea and seeing it through.

Finally I was surprised to find twenty-five go players packed into a small and smoky room, on an excursion to Edinburgh recently. With the club opening its annual tournament to all comers this year, go seems to be flourishing north of the border.

New Price List

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* Level: D=dan level. Figures denote kyu level. (Ratings rise from 30 kyu to 1, then 1 to 9 dan.)

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