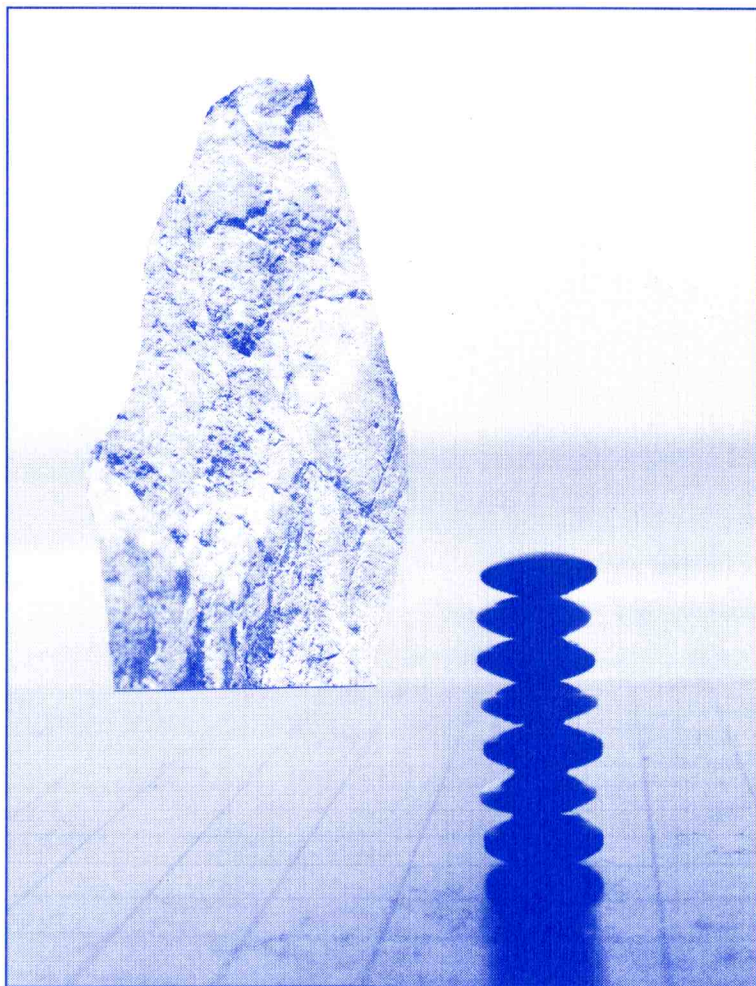

British Go Journal

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Front Cover: Standing Stones, by Ralph Freeman of West Cornwall Go Club.

Tournament Calendar

London Open: 29th Dec.- 1st January. Harold Lee, 0181-440-1001.

London Youth: January.

Furze Platt: 20th January, at Hitachi Europe, Whitebrook Park, Lower Cookham Rd, Maidenhead. Anna Griffiths, 01628-38847.

School Teams: January.

Wanstead: 3rd February. Alison Jones, 0181-527-9846.

Oxford: 18th February. Nick Wedd, 01865-247403.

Trigantius: Cambridge, 24th February. Mark Wainwright, 01223-300368. See page 58.

International Teams: March. By invitation only.

Irish Open: March. John Gibson, Dublin 908779.

South London: March. Jonathan Chetwynd, 0171-228-2495.

Coventry: 24th March. Mike Lynn, 01675-442753.

British Go Congress: Durham, 12-14 April.

Candidates': May. By invitation only.

Bracknell: May. Clive Hendry, 01344-472741 (work).

Challenger's: May. By invitation only.

Scottish Open: May. Stephen Tweedie, 0131-2283170.

Ladies': June. By invitation.

British Small Board Championships: Cambridge, June. Paul Smith, 01223-563932.

Leicester: June. Eddie Smithers, 01664-69023.

Barmouth: 29th-30th June. Jo Hampton, 01341-281425.

Devon: 13th July. Alan Reid, 01364-643343.

Anglo-Japanese Friendship Match: July. By invitation only.

Isle of Man: August 1996. (One week, alternate years.)

Northern Go Congress: Manchester, September. John Smith, 0161-4455012.

International Teams Trophy: September. By invitation only.

Milton Keynes: September. Andrew Grant, 01908-669883.

Pair Go: September.

Shrewsbury: 6th October 1966.

Wessex: Marlborough, October.

Three Peaks: Thornton in Lonsdale, November.

Swindon: November.

West Surrey: December.

Anglo-Japanese: December.

Tournament Organisers: Please supply information to the Editor as early as possible

Financial Aid for Tournaments

1. A cash subsidy can be given to any BGA-recognized open go tournament.

2. This will be in the form of £2 for every entrant, with a minimum of £50, and can be used to subsidise entry fees, etc.

3. Organizers should approach the BGA Secretary for further details.

Notices on page 58

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European Go Journal

Subscribe now!

The Journal's main focus is on news and games from Europe, extended with news from China, Japan and Korea. We think the Journal will be of major importance for the spread of information throughout Europe.

However, mainly because of organisational factors we still don't have enough subscriptions. Please note that it is of the utmost importance to have sufficient subscriptions by the first of January 1996, otherwise production of the European Go Journal may have to be stopped.

Please fill in your name in the form below and send it to:

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Tim Hazelden

Tim Hazelden, 2 dan, was killed in a car accident on September 29, aged 41.

After graduating from the University of Surrey, Tim moved to London in 1974 and became a regular member of the London Go Centre. Meanwhile he was moving through a succession of banks in London — Coutts, Bank of American International and then Bank of Yokohama. He had a brief spell as BGA Treasurer in 1979.

However, in 1987 he made a dramatic change in career. He forsook the bright lights of London and moved to Ingleton in North Yorkshire where he and Colin Elsdon bought a run-down pub, the Marton Arms. Ingleton is in the Yorkshire Dales (underneath Ingleborough, about 20 miles east of Lancaster), and his pub rapidly became a mecca for cavers and lovers of good beer (the pub regularly served 15 real ales, and was advertised as "an entire beer festival under one roof"). My memory from that time was asking Tim how business was going during the recession of the early 80's and getting the reply that growth was down to only 7%!!

For some years Tim was building up the business and was not seen so much at go tournaments, but with the last three years he re-emerged, attending a number of British tournaments. In 1993 he ran the first Three Peaks Tournament at the Marton Arms, a tournament successfully repeated in 1994. The 1995 tournament was held in his memory over November 4 and 5.

Perhaps Tim's best tournament result was in the Northern Go Congress in 1994, where he came 9th, thus earning himself two Grand Prix points. In the European rankings that year he was 98th.

Tim was also one of the prime movers behind the go skiing trips, and we shall miss his presence in Méribel this winter.

However, on the fateful Friday Tim had gone shopping in Lancaster and on his return to Ingleton was in a collision with a coach.

He died on the way to hospital. Tim was the only serious casualty from the accident.

As well as a successful business, Tim, leaves his close friend and business partner Colin. Colin intends to keep the pub and hopes to continue to host the Three Peaks Tournament in his memory.

The Marton Arms has always had happy memories for me — excellent beer, good food and a go-playing landlord. I shall continue to patronise it whenever I am in the area, regretting only that I cannot give Tim a game after dinner, and I urge others to do likewise.

Toby Manning

On Monday 9th October, Tim's funeral took place, in accordance with his expressed wishes, in the parish church of St. Oswald's, Thornton-in-Lonsdale. There was a congregation of well over two hundred people, leaving standing room only in the small church.

The priest mentioned Tim's expertise at oriental games in his address (Tim also played shogi), and Tim's go set was on display at the rear of the church. Five go players attended. After the service, a game of renko was played on the board in Tim's memory during the reception at The Marton Arms.

Tim was buried in the graveyard on the north side of the church, surrounded by the beautiful Yorkshire countryside which he so loved.

Francis Roads



Tim outside the Hotel with his dog Caesar

British Championship 1995

Commentary by
Matthew Macfadyen

Game 1

Black: Shutai Zhang, 6 dan*
White: Matthew Macfadyen, 6
dan
Komi: 5.5

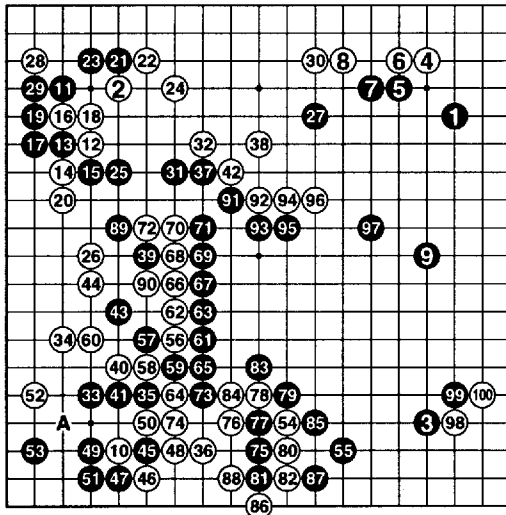


Figure 1 (1—100)

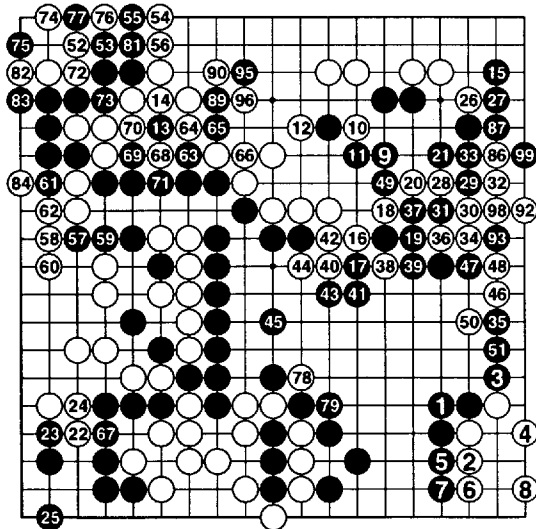


Figure 2 (101—200)

Ko (176/177): 180, 185, 188, 191, 194, 197, 200

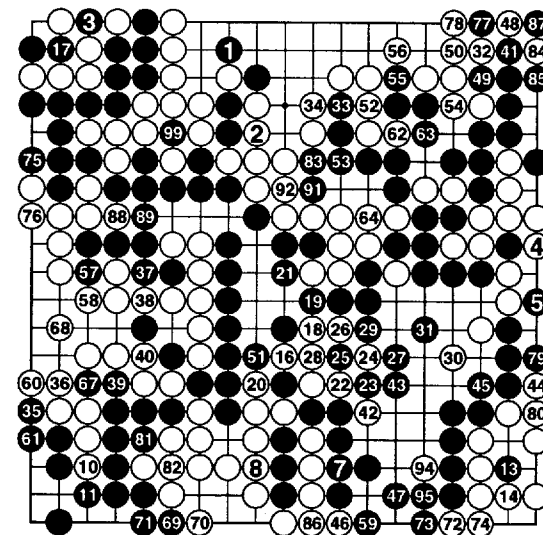


Figure 3 (201—301)

Ko (203): 206, 209, 212, 215.
265 at 225, 266 at 83. Ko (284/287): 290, 293, 296.
297 at 224, 298 at 277, 300 at 287, 301 connects 299

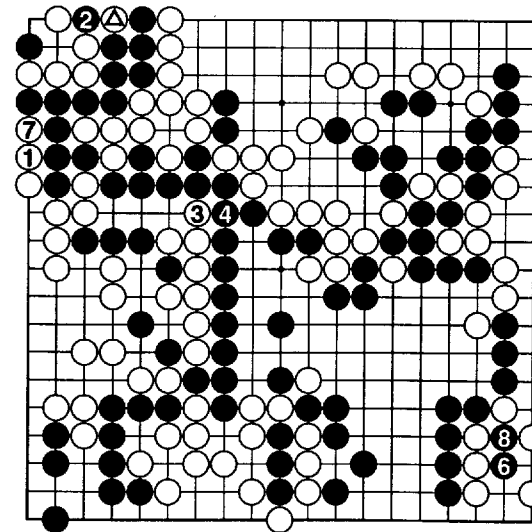


Diagram 1
5 at triangled stone

The first game was played at the house of Andrew and Alison Jones in London, the second was a 'home game' at Leamington, the third was played at the Nippon Club in London during an international match, and for the fourth it was back to the Jones's.

21: The recommended play is the 4-4 point (White will connect solidly) living in sente with the corner group before pulling out the cutting stone in the centre, but 21 is not very bad — I spent quite a lot of time looking for ways to cut the corner immediately.

33: Shutai loves a good scrap. Many players would be reluctant to build two weak groups when they have a moyo to develop on the other side.

42: I am trying to patch up the upper side without having to spend a move on it. I was quite happy with the position so far.

The sequence to 72 rescues Black's position. I had not seen

* This is the current rank from the Grading Committee, but Shutai Zhang is regarded as of 7 dan strength.

that he could sacrifice the centre stones so effectively.

75: Now White has a problem. I wanted to peep at A — if Black connects 3 stones then his corner can be killed — but now it is too late.

81: Another effective sacrifice to build the right side.

102: I had badly miscalculated the game and thought at this stage that any life in the corner would be big enough. Actually I need to do something bolder. Extending along the second line instead of 102 would be good if it worked.

107: Lazy — he should play the 2-1 point first then the yose on the side is much better.

126: White has to break into the side somehow.

134: White should clamp at 151. Black 135 is too good to allow.

149: Is sharp — now White has died in gote on the side and the game is no longer close.

154: An attempt to swindle Black. He falls straight into the trap by believing that he can answer the threat in the corner in sente.

168: White springs the trap.

184: Now there is a two-stage ko to kill the corner. Zhang had a long think at this stage. It proved afterwards that he had counted the game and the size of the various ko threats available and knew what order he intended to play them in.

190: My big chance. Dia 1 shows how to take it. This variation gives a close game. I was not precise enough in following up my lucky break.

195: Now Black has too many ko threats and the game is decided.

The exact order of the final moves is somewhat ambiguous in the official record but the result is clear. Black won by 15.5 points.

Game 2

Black: Matthew Macfadyen
White: Shutai Zhang

25: Black tries to patch up the thin corner position in sente but it would have been more sensible simply to extend in the centre; White cannot easily exploit Black's thinness when his own group above is weak.

37: Both sides aim at the other's weaknesses while ignoring their own.

44: Now White needs a lot from his attack on the severed black stones to compensate for the loss on the lower side.

An alternative for 55 would be 1 in Diagram 1 (Black throws in at 11). This variation seems OK for Black though I had misread it at the time.

59 and 61 are very bad — I had overlooked the fact that 61 cannot block to the right of 60 (see Diagram 2). It would be much better to take the upper side by playing 59 at A in Figure 1.

78: White builds a very weak group but Zhang is very good at handling such positions.

93: The 93-94 exchange is bad for Black; White's group becomes secure while Black's centre group is severely weakened. It is not going to be possible to kill the White group so Black must invade the right side. Now would be a good time and B looks like the right point.

97: A terrible overplay as is soon pointed out.

109: Is another error. White can patch up his group with 110 which also threatens the black stones in the centre.

117: The last chance to invade the right side. The centre stones may have to be given up but there is no time to rescue them securely at this stage.

124: White patches up his last real weakness.

134: Zhang was confident that there was no need to kill the

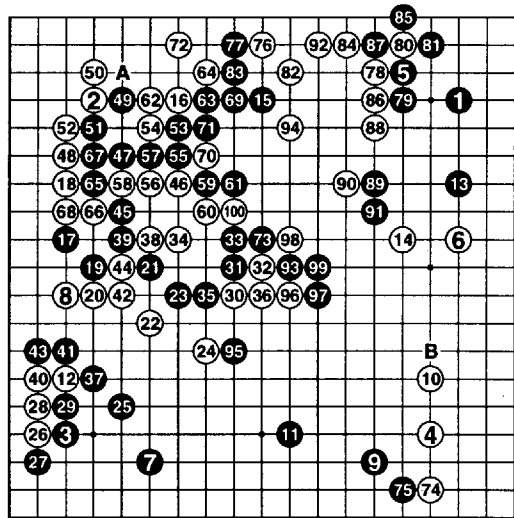


Figure 1 (1—100)

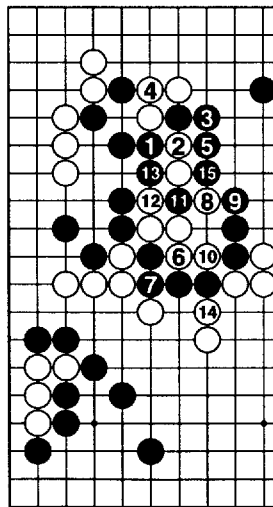


Diagram 1

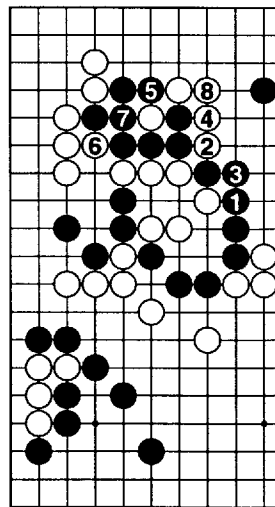


Diagram 2

black stones in the centre, just let them solidify all the surrounding White positions.

175: This is nonsense — it is much bigger to connect with 187, preventing White's sente cut at 186 — but as it happened 175 caused Black to win.

204: White loses by making an illegal move.

Game 3

Black: Shutai Zhang
White: Matthew Macfadyen

My turn to have White. Zhang seems to have had a bit of an off day here and this coincided with one of my less inaccurate games to give me a surprisingly easy win.

5: This is impatient and is not the best approach to the 5-5 point anyway. After White 14 Black has the choice of a horribly low position or of letting White develop on both sides as in the game.

29: A bit of an overplay. It would be more normal to add a stone to the centre group.

40: The white stones across the centre help prepare for an invasion in the upper left.

42: Hits a weak spot in Black's shape. There is no really satisfactory reply.

50: White can try cutting in the centre but all sorts of horrors emerge, for example Diagram 1. I was content to patch up my own shape and continue harrassing the group from a distance.

68: Again I am being offered an opportunity to try to kill Black. This one fails quickly as shown in Diagram 2. Black 6 here leaves White in hopeless damezumari

75: Better to atari the other side. This way lets White patch up the shape in the centre.

83: Just when the Black group was about to escape Zhang lets it get back into trou-

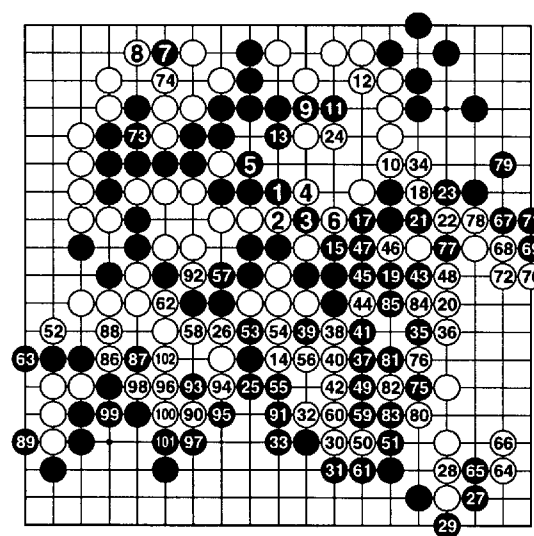


Figure 2 (101—204)
116 at 103, 203 at 175, 204 at 182

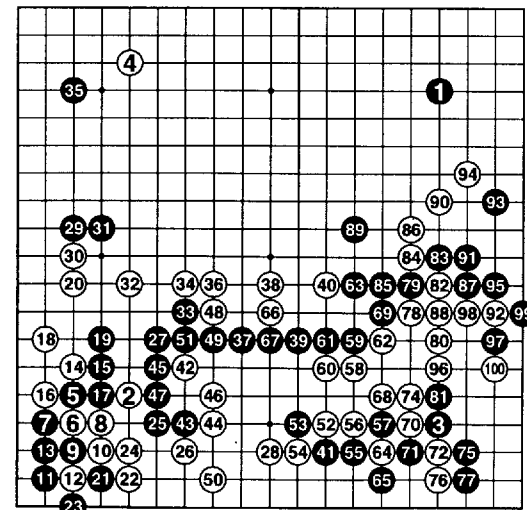


Figure 1 (1—100)
73 at 57

ble with this remarkable overplay.

90: The sealed move at lunch. I am not trying to kill the group on the side, just to invite it to help my stones become stronger.

110: Is severe; it shuts the group in very tightly.

134: White takes away Black's reserve eye.

136: Another opportunity to try to kill the group. Dia. 3 shows what might happen if I try. I was not sure that this really worked for Black but it certainly doesn't if I get an extra liberty by taking the ko at A.

139: A most unZhang like blunder. He forgot that the group already has half an eye in the centre and so doesn't need a move to live. White 140 is enormous and takes the pressure off White's only remaining weak group.

148: White 148 may seem dangerous but this group has plenty of ways to make eyes, and separating Black in the centre should make it impossible for him to reduce the upper side much.

165: Zhang is trying to mount an attack on the upper side — the upper left is too small for now.

170: Aims to secure eyeshape absolutely while keeping up some sort of attack on Black.

180: With this ko to fight as well as the lower right corner to worry about surely Black can't hang on.

183: Maybe it was better to leave this ko dangling and live on the upper side. After 84 that is impossible.

193: Good timing. White can probably win without this ko so he may be inclined to give it up without much struggle.

198: Calm, and big enough—even though Black can capture 8 stones after winning the ko.

211: Black is desperate but he has to find some points somewhere.

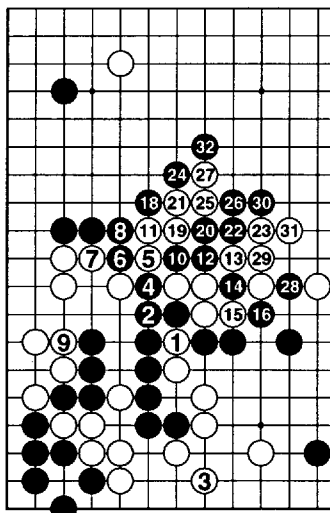


Diagram 1
17 at 14

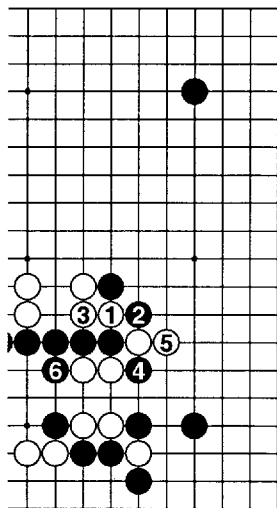


Diagram 2

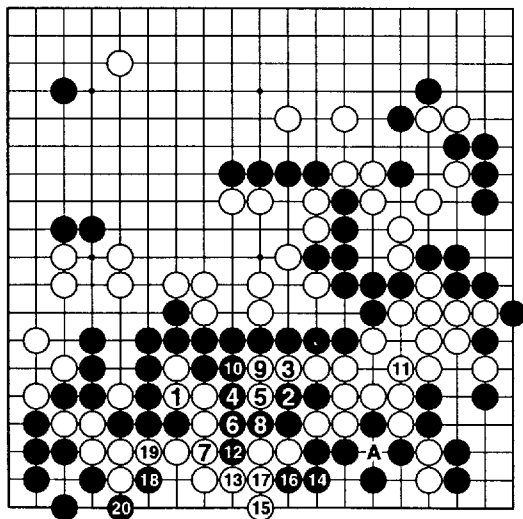


Diagram 3

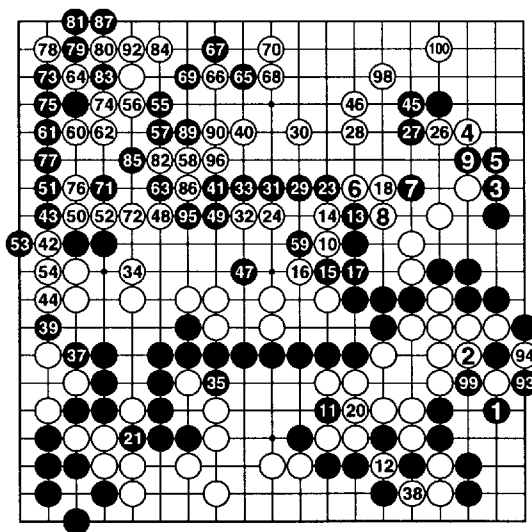


Figure 2 (101—200)
Ko (112): 119, 122, 125, 136
188 at 164, 191 at 183, 197 takes 194

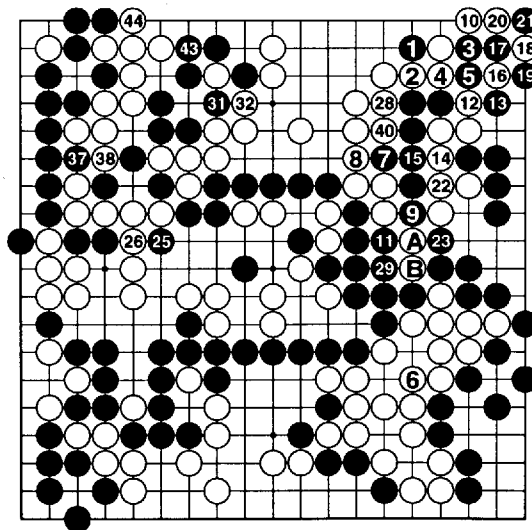


Figure 3 (201—244)
Ko: (221/218): 224, 227, 230, 233, (234 at A; 235 at B), 236, 239. 241 at A, 242 at 218

222: This ko is almost free for White and there are several local ko threats. Now it is only necessary to keep calm.

244: Black resigns. 243 threatened to live but after 244 there are two kos to fight and even Zhang's ingenuity is not up to winning two kos simultaneously.

Game 4 overleaf

Late News

The fifth game of the British Go Championship, Matthew Macfadyen versus Shutai Zhang, was played at Swindon on Sunday 26th November. Shutai Zhang won, thus retaining the title, 3—2.

The Swindon Tournament, held on the same day, was won by Francis Roads.

Advertising Rates

The cost of advertising is £50 a page and pro rata. However, except in the case of a full page, the space bought is a **minimum** guaranteed.

Thus, for example, you might take a quarter page at £12.50, and find your advert is given a third of a page or so, if this is more convenient to page layout.

Game Four

Black: Matthew Macfadyen
White: Shutai Zhang

This game started out reasonably well for me, but half way through I simply ran out of tesuji crunching power and made a string of silly errors resulting in a decisive win for Shutai.

21: Reckless, provoking a fight in White's area. More in keeping with the 5-5 points on the right would be to start shutting White in with a play at 45.

41: Shutai remarked afterwards that he suddenly realised that 41 could be at 42, but it is not so clear that this would be a good idea since Black would come under a more severe attack on the lower side.

49: Black hopes that the lower group can't be captured

51: Black could also consider capturing one stone at 72 and letting the lower group go.

70: A terrible oversight which lets Black right back into the game — 71 almost threatens to kill the corner and White doesn't even get to capture three stones in the centre.

81: White can't be killed (see Diagram 1) but this is a lazy play. Black should exchange the hane at 82 for a play at the 3-3 point left of 12, then play 81 which would reduce White's corner a little and prevent the damaging white stone at 82.

87: A bit greedy; the normal play would be 88 leaving possibilities to invade the corner or expand the side.

99: Would be better as in Diagram 2. This diagram leaves White with a lot of territory to find but if he doesn't play the obedient moves at 6 and 8 Black has promising attacking options.

White 106 was the sealed move at lunchtime. It took Shutai about half an hour but it seems to have been a mistake.

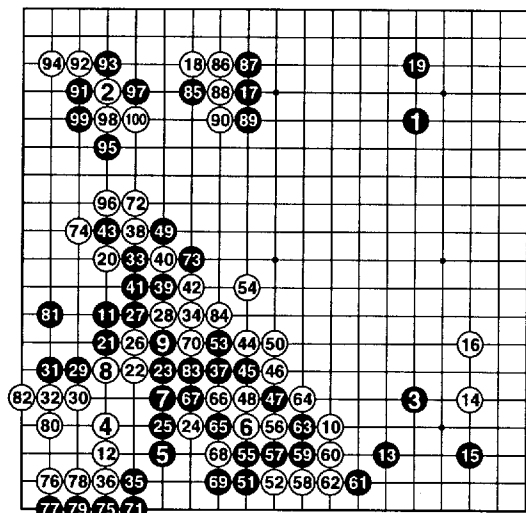


Figure 1 (1—100)

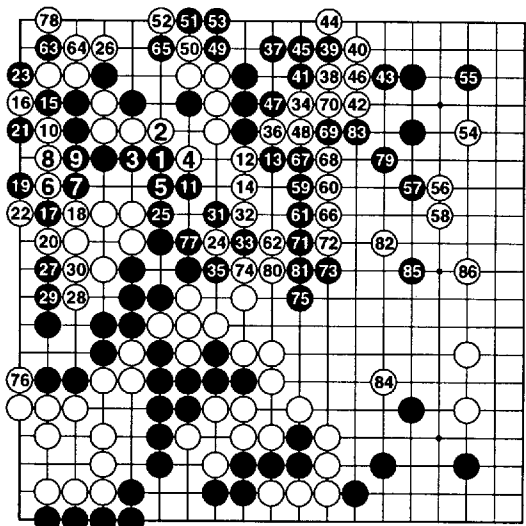


Figure 2 (101—186)

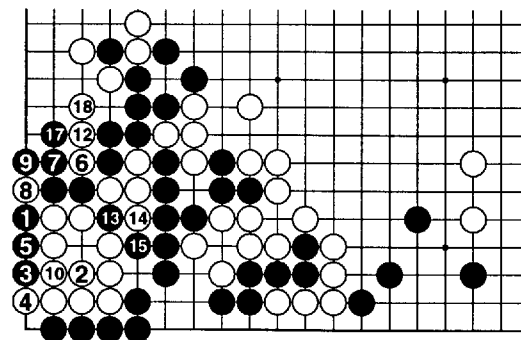


Diagram 1
11 at 8, 16 at 13

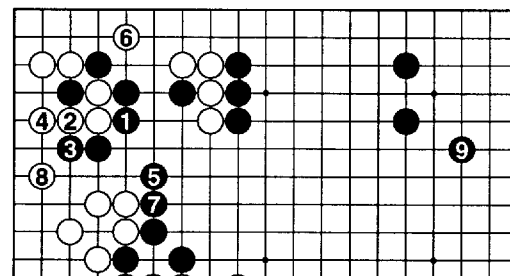


Diagram 2

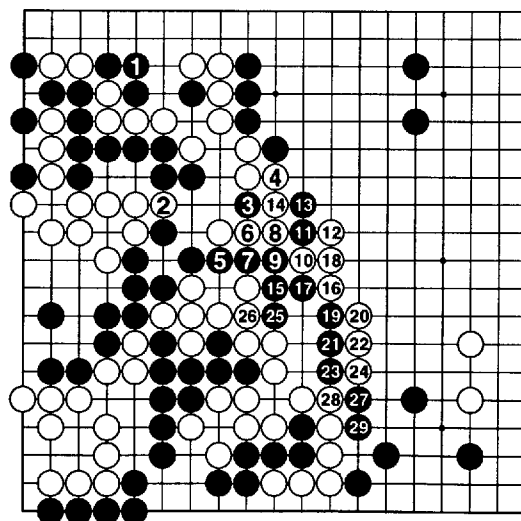


Diagram 3

115: This was the beginning of my collapse. Black will certainly have to play a gote move to settle the stones on this side so playing simply at 124 which also prepares to cut across the centre is the only logical move.

125: If Black intends to play here the previous sequence is rubbish. The only consistent line is shown in Diagram 3. There are dozens of variations of this sort of fight but Black has no need to start them immediately and should be able to get a playable game by sacrificing the group on the left in exchange for an extra stone on the right at some stage.

134: Immediately after playing this point Shutai realised that he could have killed the group on the left since it does not even have one eye on the side (do you see why?).

158: Black 157 is probably necessary to prevent White from connecting up too easily but Black's only remaining chance is to invade the right side and hope to lure White into an overambitious attack. There are still plenty of weaknesses for Black to aim at (for example the cutting point above 10) and it is not necessary to kill things in order to win.

163: This can't possibly be right. It only tries to take away a few points at the top. I thought I was cleverly making an extra eye but even this doesn't help.

176: Game over: this removes all of Black's eyes on the side.

183: I was just lobbing stones on to the board while vaguely wondering why I hadn't resigned yet

186: Black resigns



BGA Books Ltd

by Gerry Mills

The BGA book distributor is dead - long live BGA Books Ltd!

Why is the BGA making this change?

As BGA book distributor I was restricted to selling books and equipment to BGA members only, but BGA Books Ltd can sell to anyone.

Why sell to the general public?

The BGA often engages in events to promote go. For example, in July I attended a display of go at the Truro museum run by the very enterprising West Cornwall club. During the day we taught well over 50 people to play, and some immediately wanted to buy go sets and beginners' books. BGA Books Ltd was able to meet this demand. And the costs of supporting such ventures will be more than covered by the profits from increased sales.

Why can't new players just be given a list of dealers?

Because wide range stockists exist only in London, and they cannot give the expert and unbiased advice available from BGA Books Ltd. (Trumpets off-stage!) Nor can they give most budding players a chance to see and handle books and equipment before purchase.

Won't this deter dealers from stocking go material?

Our objective is to promote go, and any profits from BGA Books Ltd will be used for that purpose. This should increase the total market for go material

considerably. Also we will refer enquiries to appropriate dealers if we are unable to supply - for example people asking about traditional go-bans are sent an Ishi catalogue - and we are planning to give free publicity to all dealers that can be recommended.

What about the low prices to BGA members?

As a matter of BGA policy the last will continue. The new price list (available from me) shows prices for BGA members, while a separate price list for the public, now on the Internet, shows prices comparable with those charged in the shops.

Why are the prices now the same for tournaments and by post?

The costs of taking the BGA bookshop to a tournament are quite high if the time and expenses of the book distributor are properly taken into account. I think the benefit of this time-given freely - should accrue to the BGA rather than to purchasers at tournaments, who will still get many advantages from the availability of the bookshop. There are also administrative advantages.

Haven't prices increased a lot?

The cost of books from Japan has been going up steadily over the last year for various reasons. Also increasing raw material costs have led

to some increases in the prices of equipment. Both these changes result mainly from the decline in the value of sterling. Apart from that, the reductions in postal prices are roughly equivalent to the increases in tournament prices.

Isn't the job of running BGA Books Ltd becoming too complex for an amateur?

I want to be the last BGA book distributor. In perhaps five years time the BGA can pass the task on to one or more commercial organisations, who will be able to make a profit on go books and equipment sold at major tournaments and by mail order, while giving BGA members a discount. And many more shops will then stock go material. Cloud cuckoo land? If every member brought in one new member a year - easy if clubs run events like the Truro display - and allowing for a 20% lapse rate, the BGA would have a membership in the year 2000 of over 5,000. Then tournaments like the Cambridge would have 250 players - leading to book sales of £2,000 or more - definitely a commercial proposition.

Subscriptions

To ensure an uninterrupted supply of journals and newsletters, please renew your membership soon.

Fees, apart from overseas membership, are unchanged. Unattached: adult £7.50, full time education £3.50; club: adult £6, full time education £3.

Rates have remained unchanged for several years, but because of the high cost of airmail it has become necessary to raise the overseas membership fee to £10.

BGA PRIVATISATION

by Tony Atkins

Following from the pioneering "privatisation" of the BGA Book sales announced elsewhere in this journal, we are proud to announce plans for the complete privatisation of the BGA.

These plans were devised at a special meeting held on the first day of Quarter Two 1995. They are based on the highly successful privatisation of British Rail currently in progress.

1. BGA Structure

Following on from the successful division of the country into 10 regions looked after by Uncles, the BGA will be reorganised into groups by function.

A committee headed by an Auntie will look after groups of clubs such as large clubs, small clubs, London clubs, remote clubs (ie not London), clubs that never meet and so on. The BGA Council will be slowly wound down (as opposed to up as at present), until it is disbanded on completion of privatisation. The rump BGA is expected to be sold to a large Japanese corporation such as Hitachi.

2. Clubs

In groups, in turn, all of the BGA clubs will be put up for tender. If you think you can run a club better than the current team you can apply for a franchise. Heading the Fast Play Four, to be tendered first is Wanstead (the others are CLGC, Reading and Manchester), so if you can run Wanstead more sociably, can make its members win more tournaments, have a better official club pub or move to a nicer venue (such as the Scilly Isles) then apply for the franchise. We suspect there will be in many

cases strong competition from management buy-outs, but we understand Reading is likely to go to Wokingham to ensure that that club does in fact meet.

3. Tournaments

To run a tournament you will have to apply for a slot from the Tournament Regulator and commit to a regular slot for up to seven years. When applying, you bid how much levy you will pay to the BGA (or its privatised successor). Levy could of course be negative taking advantage of central government funding in the way of Board Access Grants (paid in Yen).

4. Go sets

The country's go sets will be divided up among three Go board And Stone Companies (GASCOs). The three GASCOs (Jones Board Co, AJAX Leasing and ClubSets Ltd) will be asset rich and ripe for selling off at the earliest opportunity. In order to use boards and stones, clubs and tournaments will have to lease them at charges appropriate to the quality and quantity of the equipment required.

5. Utilities

All BGA cost centres will be changed to profit centres making at least a 9 per cent return on assets. These are expected to be sold off to multinational corporations (such as Ishi or Yutopian). The first to be sold will be the Journal, followed by

the Newsletter and Membership. Publicity will be disbanded in order to reduce costs and services will be bought in at full market prices from the private sector when required.

6. Fair Play

Overseeing all this change will be the newly created Office of Fair GO (OFFGO). If you have a complaint - such as your opponent's moves are too good and hence unfair - then report it to OFFGO who will tell you to GO OFF.

Go Kiburi

by Francis Roads

"Daddy!"

"Yes, Daniel?"

"Daddy, my friend won't believe it's my birthday. Tell him, Daddy."

"It's better to sort these things out yourself. Go and show him how clever you are. Then he'll believe you're a year older."

"What can I tell him?"

"Well, what do you know?"

"I know all the people in this town."

"Maybe you know all the English-born people. But do you know all the immigrants as well?"

"Yes, Daddy."

"Do you know all the Chinese people in Plumber's Street, for example?"

"Yes, Daddy."

"And do you know all the Jamaicans in the Electrician's Avenue?"

"Yes, Daddy. I know all the British people, and all the immigrants."

"Well, if you know the very Asians of the Carpenter's Square, you must be five, Dan."

A Word from the Indexer

by Jochen Fassbender

• Jochen is a member of Bremen Go Club

It all began in 1992 at the European Go Congress in Canterbury when I obtained a couple of back issues of the British Go Journal. I immediately found out that the BGJ is one of the finest go journals in Europe: consistent in itself with a long tradition, highly interesting articles, and supported by the BGA's most active dan players as contributors. Quite a contrast to some magazines, I thought. But what a pity that there had been no index for access to such a wealth of knowledge.

Then, in the spring of 1993, I discovered the call for an index in BGJ 90. Since indexing was part of my studies and since I had also done it professionally, I spontaneously decided to ring up Brian Timmins. A few minutes later I had become the BGJ indexer.

Brian sent me a stack of back issues and thus input started. Before that I also received some back issues from Bob Bagot as a consolation for not being able to meet me during a Bremen visit. Later, BGA veteran Francis Roads, archivist Keith Rapley and secretary Tony Atkins helped to fill in my back issue gaps. Francis and Tony also answered a lot of questions. Many thanks to all those who supported me.

Indexing has not to be underestimated. Accuracy and consistency, though very time-consuming, are very important. Synonyms and related entries have to be controlled by cross-references. Also, I have developed a set of index conventions which I have listed in the introduction of the index.

Most of the input had been

done in spring 1994. I then had to wait till BGJ 100. In the meantime I did a similar project for the American Go Journal which I finished earlier this year.

Some facts about the finished BGJ Index: it refers to BGJ 0 to BGJ 100 with 2878 pages altogether. There are more than 2400 index main entries with a total of well over 5000 references. The index refers to more than 500 individuals, more than 800 events, and about 500 games. 84 of the latter were played by Matthew Macfadyen who seems likely to keep this BGJ record for many years to come.

Who is the number one BGJ contributor? Well, it is probably Francis Roads, though one has to be careful about the actual number of contributions. There are articles stretching as a series over many issues. The record with 16 parts so far is Andrew Grant's article, *Four Hundred Years of Japanese Go* (apologies to Tony Atkins whose *Tournament News* column I do not count though, of course, I indexed the events he mentioned). There are also contributors like Richard Hunter who has concentrated on some fine and very specific topics, or T. Mark Hall whose innumerable game commentaries I did not count. Early editors/contributors like Jon Diamond did not add their names to each of their contributions.

The BGJ Index will also be available shortly on disk. There are Word for Windows as well as ASCII files for export to other programs. The printed version of the index has been generated from the index main

file — a chronologically sorted table with one entry per line. The main file does include a main topic category which allows the selection of every major aspect of go such as associations, clubs, players, tournaments, games, fuseki, joseki, life and death, rating, computers, literature etc. Thus, for instance, one can look for all tournaments held in 1995, or all 6-stone handicap games ever published in the BGJ, or all book reviews even if the words 'book review' do not appear in the title of the article. There are more than 50 main topics available and I strongly recommend use of them if working with the index on disk.

It has been a great honour for me to produce the BGJ Index. Hopefully this index will be a useful tool for all serious BGJ readers.

• It is hoped that the BGJ Index will be printed and ready for circulation shortly. Details will appear in either the next Journal or the Newsletter.

Journal Publication Dates

Until now the Journal has been posted to reach members in the middle of March, June, September and December.

These dates may now be varied by a week or so in either direction in order to cut postage costs by distributing some of the journals at Tournaments.

All being well, the spring issue should be available for distribution at Coventry Tournament in March.

Ten Best Games

by Bob Terry

Game Nine

Black: Kato Masao, Honinbo
White: Fujisawa Shuko, Kisei
Kisei Title Match, Game 7,
1978

Komi: 5½ points

This match was one of the most eagerly anticipated ones of modern times. For years Kato was regarded as an up-and-coming player, but lost seven straight title challenges before finally breaking through by winning the Judan title from Rin Kaiho in 1976 and the Gosei title from Otake Hideo the same year. Then he went from success to success, and in 1977 he defended his Judan title against Sakata, 3-0, capturing the Honinbo title from Takemiya Masaki and defending his Gosei title against the same opponent.

That year, Rin had been in fabulous form, winning 24 games straight, an unheard of feat! (Every *Kido* magazine awards a prize for the most consecutive wins, but the winner has usually racked up 12 or 13.) However, Kato was selected as player of the year. It seemed as if every critic on the scene considered him the strongest player in the world, and when word reached Fujisawa Shuko he was indignant.

"I am the strongest player in the world! I beseech the newspapers! Sponsor a special match so I can put Kato in his place!"

Well, no paper stepped forward, but Fujisawa didn't have long to wait before getting his opportunity. At the end of 1977, Kato defeated Rin in a dramatic series, ending Rin's winning streak, and became the Kisei challenger.

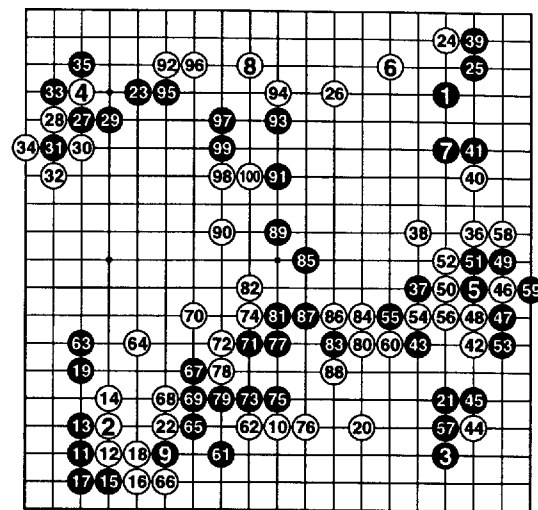


Figure 1 (1—100)

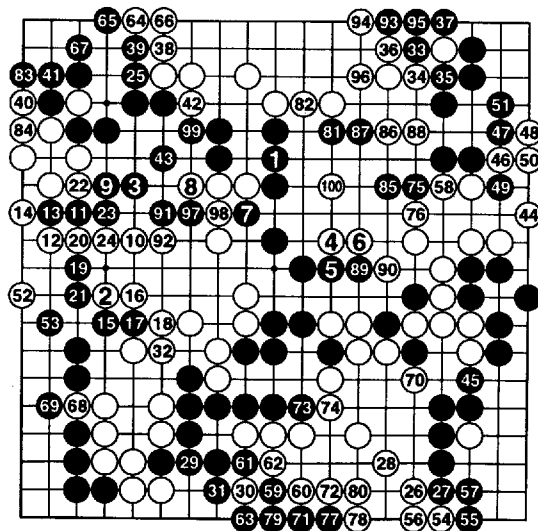


Figure 2 (101—200)

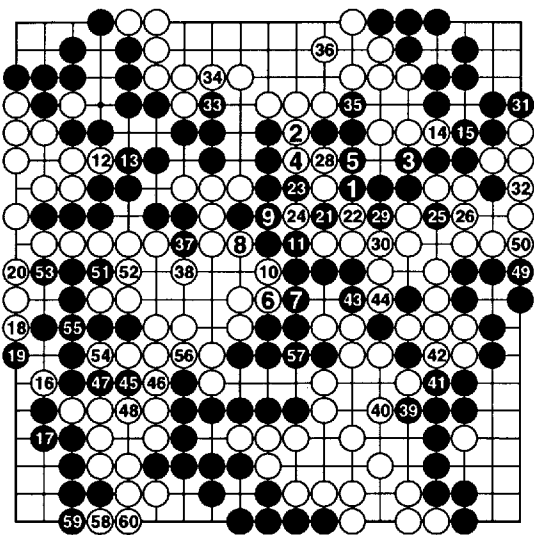


Figure 3 (201—261)
227 at 221, 261 at 224

Kato won the first two games, which Sakata analysed in *Kido* magazine.

"Fujisawa!" he cried out plaintively, "Uphold the honour of our generation! Will you go down in total destruction?"

Kato had been playing the Chinese style opening with great panache and success. That sparked great interest and imitation all over the country, almost like the second coming of the New Fuseki. So the journalists covering the match asked the two to specifically play this opening. The players were happy to oblige, and this made the match special for amateurs throughout the world.

Fujisawa annihilated Kato in the third and fifth games, but Kato played powerfully in the fourth game, and many considered his eventual victory inevitable. In the sixth game, Kato made an uncharacteristic blunder, losing to set up the showdown in the seventh and

last game.

It had been a thrilling series, and fans everywhere watched the climax intently. Fujisawa played well, but Kato also played his usual powerful game. With the loss of the game and his title staring him in the face, he hunkered down and played the endgame of his life. He finally managed to eke out a half point win. Kato was sheepish.

"I was so far ahead the whole game, I didn't bother to count! How stupid of me! I should have paid closer attention earlier..."

In *Kido* magazine, Fujisawa had a field day analyzing the game with Cho Chikun and another young player. It was a verbatim report of the conversation, and what is remarkable about the article is that you can practically hear the slurring of his speech from the drunken celebration he must have had the night before!

HandTalk

The strongest Go-playing program available.

For PCs and compatibles running Dos.

Version 95.08 of this program won the FOST World Computer Go Championship in September 1995, ahead of Go4++ and Many Faces of Go, and was awarded a 5-kyu certificate. Version 95.10 is even stronger. Both versions are included.

HandTalk, written by Professor Chen Zhixing of Guangzhou, China, not only plays well, it plays much faster than other programs of comparable strength. The graphics are better than in earlier versions.

Available on 3½" disk from Nick Wedd, Sunnybrook, 37 North Hinksey Village, Oxford OX2 0NA: price £40.00 inc. VAT.

Tales from the Wild South West

by Paul Hunt

● Paul is secretary of West Cornwall Go Club.

One sunny summer's morning, two friends met to begin the work of laying slates on the roof of a house which stood on the northern bank of the Helford river. Fine views lay before them as they alighted on the dew-laden roof that morning, for not only did the Helford river stretch east and west, but the fabled Frenchman's Creek reached away to the south as well. As you will be aware, wondrous events take place up and down all rivers, and so, what with wondering and working, and even more wondering, the morning passed very quickly for the two friends.

Soon it was time for lunch, and they sat down to eat. One reached into his bag and took out sandwiches and a flask. The other did the same, and then reached into his bag once more. Lo and behold! There appeared, as if by magic, a magnetic go set. Whatever had distracted them before lunch, nothing could do so now. The two friends were lost in thought as they laid slates of a different kind, and all the while, the work in hand remained untouched. Only when failing light had forced a tally that late evening did the sudden recollections of domestic duties and user-unfriendly headlights send the go players scurrying off the roof and down the ladder, each assuring the other that they would work harder tomorrow to make up for time lost.

This little tale was told to me by John Culmer, the man with the magnetic go set, and marks

the beginning of the West Cornwall Go Club. John's friend was Adrian Roddick, a Canadian who has since returned to Canada.

John discovered go at Imperial College, London, and when he arrived back in his native Cornwall in 1967, he was a 3 kyu. The event on the roof took place fifteen years later, after he'd settled down and raised a family with his wife, Ali, who also plays go.

In those days, John provided the inspiration and the venue. We would all drive into the heart of the countryside and spend an evening playing go by candle-light and drinking strong coffee with this great enthusiast.

Nowadays, we meet in Penzance (every Thursday night, from seven thirty until we've had enough) and there are five or six inspired enthusiasts who play whenever possible. This side of Truro we know of 30 go players, and as many as 14 have turned up on a club night, although the usual number is between 4 and 8. Thanks to recent help by Gerry Mills and the BGA we are able to provide boards and stones whatever the circumstances.

At the end of June, our design department produced flyers and cards. Apart from wanting to attract local players, we see a large number of oriental holiday makers here, and there is always the possibility...

A week later, having seen a flyer at the Tate Gallery in St. Ives, a Japanese amateur 1 Dan named Hiroshi Yamada turned up at the club. What a delight! Hiroshi teaches English in Japan and he was here with a group on a cultural visit. He came bearing gifts (a tea towel and a handkerchief, both in printed cotton, and a brand new copy of *Go Weekly* that he bought from the airport news stand... aren't they lucky!) and he found time to play three

games. In conversation at the beginning of the evening, Hiroshi suggested that John Culmer, now 1 kyu, would be a stronger player than a Japanese amateur 1 dan. This proved to be true, and by the end of the evening we had placed Hiroshi at about 2 kyu. He resigned both games to John, but when I played him (at 4 kyu, open board) I resigned. Although Hiroshi insisted on calling it a draw, two stones would probably have given me an even match.

A relaxed and jolly time was had by all, especially as Hiroshi has a great sense of humour, and heart-felt invitations to play again were extended from both sides of the world.

On the fifteenth of July, six of us met up with Gerry Mills at the Royal Cornwall Museum, Truro, where we were to take part in a day-long display of Japanese culture. The display was timed to coincide with the opening of an exhibition called 'Japanese Connections'. Gerry offered choice selections from the BGA book stall, various go sets, and copies of a beautifully illustrated calendar, as well as the opportunity for some teaching games.

We didn't know what to expect. Certainly we imagined ourselves quietly playing go, with the occasional enquiry, or perhaps one or two of us taking time from a game to explain a few ideas. Hmmm...

Within half an hour of the exhibition opening we were very busy. This continued all day, and at times we were inundated. I have vague memories of Japanese music and the occasional shout floating above the sea of noise and colour while I explained the game to a Japanese girl who was teaching English in Penzance, and I know that I had a reunion with Iyan Harris, a keen go player whom I hadn't seen for ten years. At last, around mid after-

noon we were able to take a break, and over a hasty lunch (provided free by the RCM) everyone expressed their surprise and delight at how well things were going. Then it was heads down for more go until five o'clock, by which time we were all exhausted. Since then, we've had a letter of thanks from the RCM confirming the success of the exhibition, and expressing the intention to do more of the same in the future.

Thank you to Tim German and Hazel Berriman and the staff at the RCM. Thank you to Gerry Mills for his continuing support. Thank you to WCGC members, Ralph Freeman, Alan Palmer, John Culmer, and John and Carol Webster.

The following weekend saw John Culmer and myself giving WOMAD a miss and hastening to Totnes for the First Devon Go Tournament. More than you, this time to Tom Widdicombe and members of the Devon Go Club who ably and amicably hosted another very successful day. I'm sure that an account of events will appear in the BGJ. For my part, I lost all three of my games, for which I award myself three cheers. In all the time I've been playing go, I've played only four games against opponents of equal strength. Could this be relevant? For whatever reason, the board seemed to be a very confusing jumble, and I left Totnes with food for thought and a resolve to play more and study harder. Not that any of this detracted from my enjoyment of the day. I'm an addict after all.

Before closing, I'd like to mention that the WCGC occasionally plays three variations of go. I realise that old hands will know many more besides, but there must be some players who would appreciate these. It seems reasonable to mention them here, since they are so instructive.

In the first variation, Black

places stones all the way around the edge of the board, excepting the corner points, which become eyes. White tries to make a living group inside Black's invulnerable position.

In the second variation, black places stones on the nine hoshi points. The first white move is repeated as many times as is necessary to place stones on all similar points, relative to the black stones. This means, for example, that a small knight's move approach to a black corner stone repeats nine times around the board, whereas a play on the four seven point repeats twelve times because it appears on two edges. The result is a repeating game of interconnected seven by seven boards. Brief and amusing it is too.

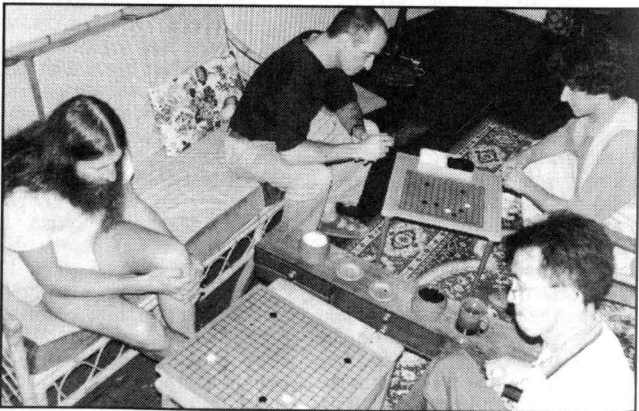
The third variation is three handed go. We use white stones with red stickers on one side for the third colour. This is a mind-bender with strange things happening all over the board. Among other things, I've learnt a lot about seki playing this way, and it is fun working out a reasonable set of rules.

Finally, I must extend a welcome on behalf of the WCGC. If you'd like to come to Cornwall and play go, we'd love to

see you, and it's possible that we can help with accommodation. The club meets in a beautiful Regency house which overlooks the sub-tropical Morrab gardens and has fine views of the sea. Apart from club night, we can assure you of a game almost any time you feel inclined to play.

Needless to say, there are loads of things to do down here besides playing go. Within a radius of three miles there are forty or fifty public houses. Then there's the Acorn Theatre up the road, and the Arts Club down the road. There's the Newlyn Art Gallery just along the sea front, and the Tate Gallery in St. Ives, and exhibitions can be found all over the area because the place is alive with artists and craftspeople of all descriptions. Finding somewhere to eat is no problem, and if you like music and dancing, there's plenty of both, especially in the summer during the Golowan and the St. Ives Festivals. If you play music, bring an instrument - there's no shortage of musicians down here. The list could continue with lovely scenery and fabulous walks, public gardens, beaches galore, sailing, surfing, swimming pools, rock climbing...

Could you want more?



John Culmer, Ralph Freeman, Michael Bird, Hiroshi Yamada

Go Poetry

Go in Space

As the Light Gentle settled on the Sea Sand
 Yellow Wooden board,
 and the Lines Black of Space Held imprisoned the
 Objects Stones, in their Place;
 The Silence surfeited those Pairs of People, creating
 configurations.
 The Silent shapes Co-encircling;
 as the sun laden Dust Motes lazily rise in the
 Morning of Round the Sun-One.

Space-frame Go
 the seas of Space,
 on the other Side of the Star.

No corner to a System,
 their Methods differ.
 Click Inter-place.
 The Black and Whites reflect a Sun-Glare,
 Circleless of the Wobbling Stones.
 Orthogonality of Orbit:
 Room for Competition.

Somewhere Outside the Galaxies of
 Black and White hole star-stones,
 and the Gods who play Go
 delight in the Calm
 Quiet music of To and Fro.

They long ago had Learnt to Travel
 the board-lines of space.

Go, a Game like Life,
 has been played.

Roger Daniel

Go

Go is slow
 or fast—
 and fun
 Who will win?
 Right now
 No-one
 crossed lines
 Black and white stones
 playing skills
 territory homes

Sophia Ellull (British under-ten go champion)

Northern Tie-breaker

by T. Mark Hall

This was the final round of the 1995 Northern Go Tournament, time limits 1 hour each then 30 stones in 5 minutes. John had won all five of his previous games and if he won this would take the trophy. I had to hope that I could win and also win the tie-breaker. As it was, the tie-breaker favoured me.

White: T Mark Hall 4 dan
Black: John Rickard 4 dan
Komi: 6 points.

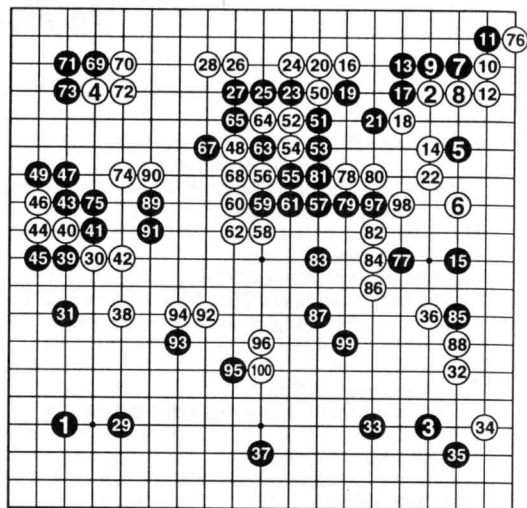


Figure 1 (1—100)
66 at 63

10: Francis Roads had mentioned that he had played this way against Des Cann and Des had not liked the result. I thought I would see if something similar happened here.

15: I think that this is premature considering that the Black group above isn't settled.

16: This was the move that Francis had mentioned.

22: Helps to kill off the aji of the odd Black stone while making White thick towards the centre.

36: Black 15 is now looking a little forlorn.

41: After Black 39 and 41 I had a difficult choice to make. I decided to sacrifice a couple of stones and try to build thickness in the centre to attack the Black group. Curiously John asked whether if he played at 76 the Black group would be alive. I think that it would be because the best I could do about it would be ko. The fact that he didn't see that meant that my attack was much stronger than I realised.

44: Instead of this I could of course play between 31 and 49, but this would settle Black too much and give me no leverage towards the centre.

48: A ladder breaker.

49: If Black plays instead at 1 in Diagram 1 then White has a choice of the ladders at C and D.

69: I think that this play is a diversionary piece of greed on John's part.

74: Utilises the aji of the three White stones to secure a large territory.

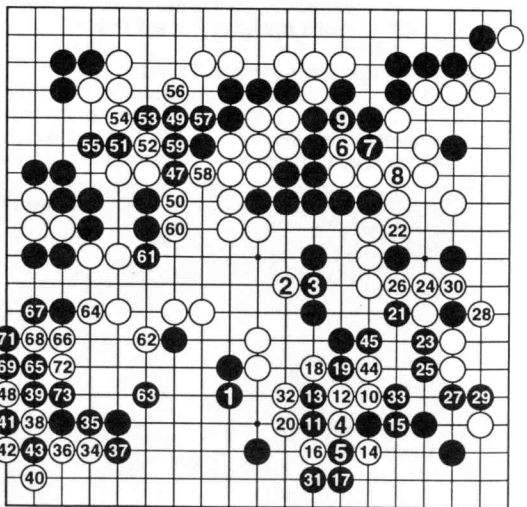


Figure 2 (101—173)
146 at 138, 170 at 141

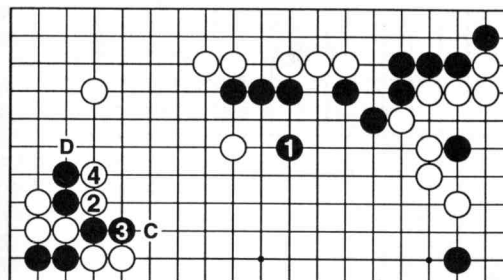


Diagram 1

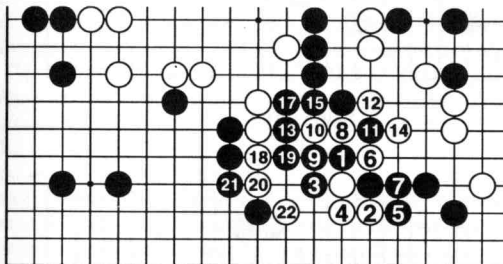


Diagram 2
16 at 11

77: John agreed after the game that Black 77 was an overplay. I think that a play at 80 would be better shape. Black 77 is being aggressive when you are weak and my next move took advantage of the weak shape.

85: Another slack move; the centre is where the action is.

86: I think that I can be proud of White 86 since it keeps up the pressure in the centre and reduces the aji available to the three Black stones on the side.

95: Tries to secure as much of the side as possible. White has about 70 points plus komi. Black can make about 80 points; it depends how far White can get into the lower side.

104: Mean and nasty. If Black allows White to break in here White will go ahead.

105: A bit of a grovel but I can't see anything better from 1 in Diagram 2.

148: Since I had many ko threats perhaps I should have played the cut between 65 and 67 and continued the ko for a couple more moves.

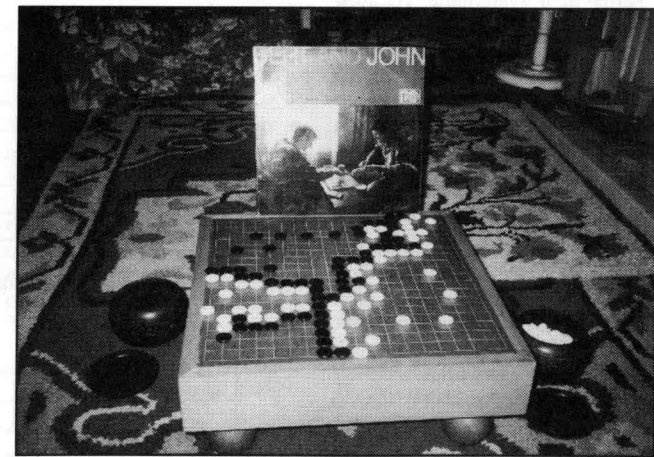
173: White wins by 13 points. I am afraid that I can't remember all the subsequent yose (and John's regrettable errors in time trouble).

Memorabilia

by Tom Widdicombe

I learnt to play go in the late sixties when, quite frankly, finding the board was a major achievement, never mind finding a tesuji. I am still good friends with the guy who taught me, and this summer I asked him how he learnt the game.

His first introduction to go was from the cover of the album *Bert and John* recorded in 1966 on the Transatlantic label. This was followed up by a visit to the local library to find *Go and Gomoku* by Edmund Lasker. This was backed up by the purchase of that old Penguin classic, *Go for Beginners*, purchased from W. H. Smith. Our first go



stones were those half inch mosaic tiles that all keen sixties of the album and a reproduction of the game which I calculate Bert wins by three points.

Anyway, here is a photograph of the album and a reproduction of the game which I calculate Bert wins by three points.

Go Proverbs

by Francis Roads

Chapter 1

"What are all these go proverbs, then?" asked the double-figure kyu player with whom I was having a teaching session. I felt as a priest might feel if a confirmation candidate asked: "What are these Ten Commandments, then?"

When I had been playing go for a matter of weeks, I strolled into Parker's bookshop in Broad Street, Oxford, and bought a copy of Kensaku Segoe's "Go Proverbs Illustrated" off the shelves. It cost 35/-, a fair bit in those days.

I can't say that I was immediately impressed. It seemed to present its information in disconnected gobbets, the so called "proverbs", rather than approaching the teaching of go skills in a systematic Western way. Still, in those days it was one of the only two non-beginners' books available to us. And in time I came to realise that I had improved my strength more through reading that book than through any other.

Apart from knowledge of the proverbs themselves, the book taught me to think about the structure of go knowledge, and indeed knowledge in general, in a new way. Western thought since the Renaissance has been brilliantly successful in tackling knowledge pyramidally; that is to say, drawing down a whole body of knowledge logically from a few fundamental principles. Mathematics, astronomy, physics, chemistry, engineering, to a lesser extent biology and medicine; all these disciplines

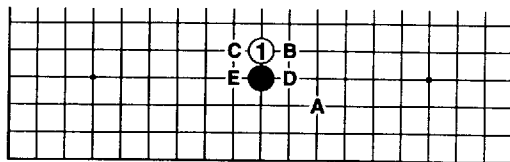


Diagram 1

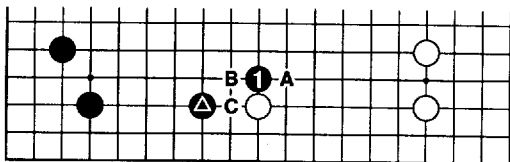


Diagram 2

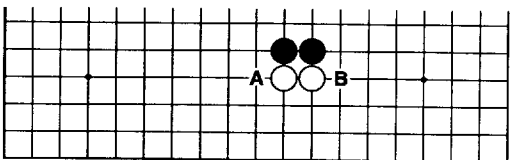


Diagram 3

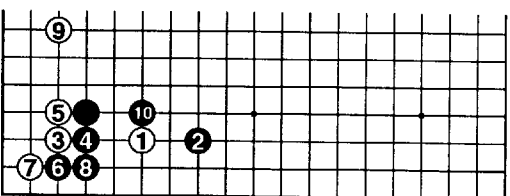


Diagram 4

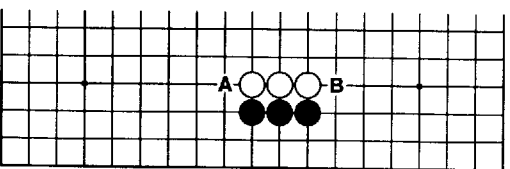


Diagram 5

have benefited greatly from the pyramid structure.

Our mistake has been to assume that the knowledge structure which has served these disciplines so well can be applied to all forms of knowledge, with less than happy results in such fields as psychology and sociology. Go knowledge in particular does not yield to the pyramid way of thinking; indeed, that is one reason for the weakness of go playing computer programmes.

Go knowledge rather resembles a network, of which the go proverbs represent the nodes. The net extends to infinity. To ask where the net starts, that is to say, what are the fundamental principles of go, is rather like asking where the headquarters of the computer internet is. You can start anywhere you like in learning this web of knowledge, but wherever you start, you will always have the feeling that there is something else you needed to have understood first.

And that is why Segoe's method of presentation in gobbets is in fact so useful and relevant to learning go. The go proverbs are related in too complex a manner for all the relationships between them to be expressed in writing, or coding, for that matter. They can only be linked together in the human mind.

As Segoe's book has been out of print for many years, and there appears to be no other book which actually lists the proverbs, I perceived a need, and resolved to fulfil it over a series of articles in this journal. I shall cover all the proverbs which I have heard of, including all those from Segoe's book, some of which were his own,

some invented in the West, and a handful of my own. Please tell me of any which you think I have missed or am likely to miss out.

What use is a go proverb? I am indebted to Paul Margetts of the Epsom Downs Go Club for another homely computer analogy. Go proverbs represent default options. If you have ever used, say, a word processing program, you will know that it usually assumes that you want to print out your work on A4 paper until you tell it different; likewise, it will probably make assumptions about spacing, tab points, margins etc., which it will only alter if specifically commanded. These assumptions are "default options."

Go proverbs tell you what to do, or what not to do, in a situation, unless there is a good reason to the contrary. They represent a starting point for your thinking, and in many cases can short circuit out much unnecessary thought. You certainly cannot become strong at go by applying proverbs blindly in all situations, but you need to know them, and you need to know how to apply them.

There will only be room in these articles to fulfil the first of these needs. I shall describe each proverb briefly, with one or two examples at the most. The rest is up to you.

Proverb 1 *Answer contact with hane*

It was the need to have known this proverb which set me to work on this project. My friend suggested in all seriousness that a play at A was likely to be a reasonable answer to a white contact play at 1 in Dia-

gram 1. In fact the hane plays at B and C are the most usual moves, filling in a second liberty of a stone which has already lost one liberty. The next moves in priority to look at would be the nobi plays D and E.

You still have to choose which of the two hane moves to play. In Diagram 2, most strong players would look at A first. The hane at B would give Black a good cut at C supported by the marked stone.

Proverb 2 *Play hane at the head of two stones*

This means that in a position like Diagram 3, either A or B is most likely to be the correct move for Black. The proverb only truly applies when two adjacent side liberties of the two stone group are already filled.

Diagram 4 shows a lesser known joseki which applies this proverb with Black 6.

Proverb 3 *Play hane at the head of three stones*

This proverb applies the principle of the first two proverbs to a three stone group. In Diagram 5, A or B are likely to be good moves for Black.

Proverbs like these recommending particular shapes also apply even if the recommended move is not the last one to be played. So in Diagram 6, a black play at A would produce the good "hane at the head of three stones" position.

Proverb 4 *Don't make empty triangles*

The empty triangle is the shape shown in Diagram 7. It is

thought to be inherently inefficient, because it has a poorer liberties-to-stones ratio than a straight three stone group. If there is a white stone at A, then the triangle is not empty and the stones are all working.

So in Diagram 8, the jump to 1 is likely to be a better way of defending the two black stones from capture than the empty triangle at A.

Proverb 5

Don't make compact groups of stones

This is an extension of the previous proverb. The liberties/stones ratio of a group is one of the parameters of good shape: it should be as high as possible. The ratio for the black group following the sequence in Diagrams 9 and 10 is very low. Shapes like this are described pejoratively as "dumplings" or *dango* in Japanese.

You may well ask what else Black could have done to avoid losing some stones in this position. The answer is, not a lot. Therefore, the position must have been bad to start with. If you can see that a sequence enables the opponent to force you to contravene a proverb, look for a better sequence.

Proverb 6

Learn the eye-stealing tesuji

A tesuji is a specific useful and clever tactical play which can be applied in a variety of situations

This is one of the most important proverbs in understanding good and bad shape. The two marked white stones in Diagram 11 constitute the eye stealing

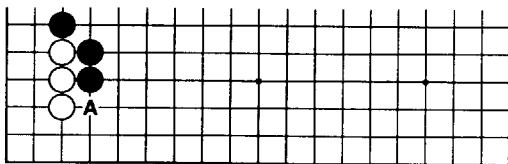


Diagram 6

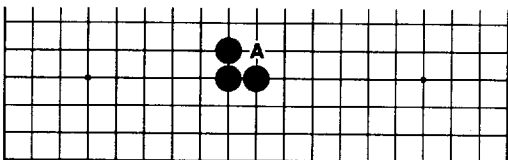


Diagram 7

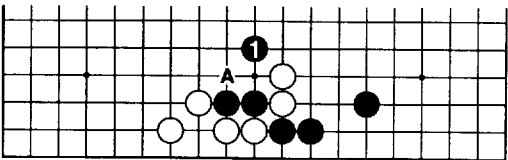


Diagram 8

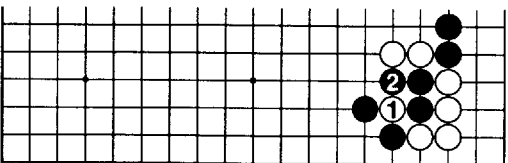


Diagram 9

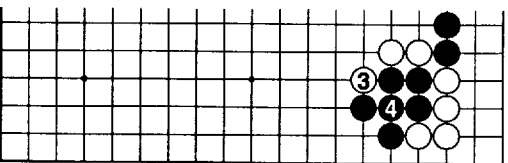


Diagram 10

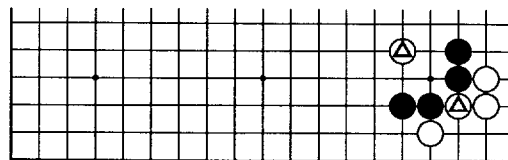


Diagram 11

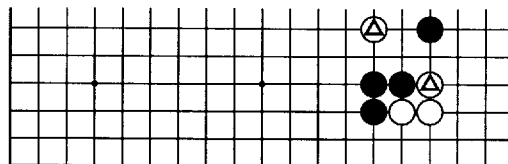


Diagram 12

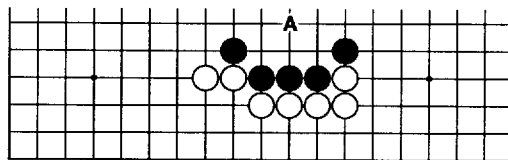


Diagram 13

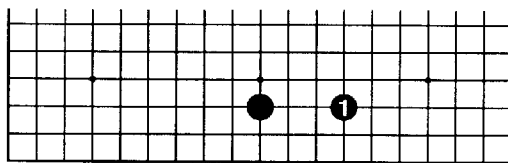


Diagram 14

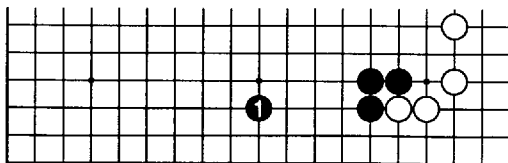


Diagram 15

tesuji. They are as far apart as it is possible for two stones to be, while still ensuring that any of the opponent's stones between them cannot make eye shape. Any stones caught between the pincers of the eye stealing tesuji can only connect up by making empty triangles, or other inefficient shapes.

It is only the two white stones in the diagram which constitute the tesuji. The black ones may be in other positions. Diagram 12 shows another example of this tesuji.

Proverb 7

Against three in a row, play in the centre

This is one of Segoe's proverbs. It refers to the specific situation where you can make two eye stealing tesujis with one play. In Diagram 13, White will regard a play at A as a very high priority.

Proverb 8

Extend two from one; three from two, four from three, and five from four

This proverb gets expressed in various ways, and the above wording is my own. It refers to the extensions shown in Diagrams 14 - 17, where Black 1 represents the best shape in each case. In theory the extension can always connect up with its wall, and make two eyes in the process, however White attacks.

The system doesn't work beyond four-stone walls. In many cases local conditions may make a narrower extension advisable, or an extension on the fourth rather than the third line. The proverb also gives a clue

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Monkey Jump Workshop

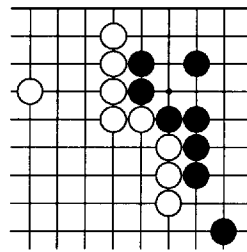
Part 6

by Richard Hunter

In this part, I'd like to finish off a few loose ends related to endgame positions.

In diagram 78, White is threatening to play a monkey jump. How should Black stop him? Blocking at 1 in diagram 79 is not effective. The gap in Black's stones on the third line means that White can still hane and connect in sente. The correct move is 1 in diagram 80. White will push through at 2 in diagram 81, but blocking at 4 would be gote. Black would play elsewhere since he can easily block White 6 at 7. So White will probably stop and play 4 elsewhere. Then Black can push at 5 in diagram 82 in sente. Since this follow-up is sente for Black and gote for White, it can be regarded as Black's privilege.

Diagram 83 shows the standard monkey jump sequence, which I hope you know by heart by now. But how about playing the diagonal move at 1 in diagram 84? Your first thought is probably "What a ridiculous move. How can it possibly be good?" Well of course it isn't. But you might be surprised at how little it loses. Try as hard as he might, White can find no better reply than 2 in diagram 85. The final result is similar to the standard one. The difference is that a move at A is gote for both sides, so White can only count half a point at X. Thus the diagonal move is half a point worse than the large knight's move. Well, surprising though it may seem, so what? There's no reason to play a move that loses half a point. No, but it does hint at the diagonal move being powerful and perhaps it might come in handy in a different situation.



first. Note that pushing at 9 in diagram 96 is gote for White. It's not worth giving up sente for the sake of three points at this stage of the endgame.

In this type of position, it's hard to decide whether to play the monkey jump or to play a one-point jump on the second line at 1 in diagram 97. The choice depends on the balance of ko threats. If White passively follows diagram 98, then Black gains two points in the corner, which is clearly bad. White should only make the one-point jump if he intends to challenge Black to ko (diagram 99). If White has more ko threats, Black has to give way, at 6 in diagram 100. This ends up with the same result as the monkey jump in diagram 94. But things are not so simple. If White feels confident in fighting a ko, which is a heavy burden on Black, he can spring the tesuji at 5 in diagram 101. Black cannot cut this off at 6 because he gets caught in a snapback. Some of you may have suffered the shock of having this happen to you. In response to White 5, Black can only play atari at 6 in diagram 102 and fight the ko. It's too late to avoid the ko. If White loses the ko, he suffers a big loss, but Black has even more at stake. White should carefully consider the balance of ko threats when deciding whether to play the monkey jump or the one-point jump.

What the Yose Dictionary surprisingly fails to mention in this position (pages 66-67 for those of you with a copy) is how Black can avoid the ko. Black can (and should if White is correct in his judgement about ko threats) fall back to 4 in diagram 103. As far as I can see, a reasonable continuation is diagram 104 (and please note that this is my own analysis here, with much appreciated help via email from Matthew Macfadyen). Black's corner is 12 points, only one point less than

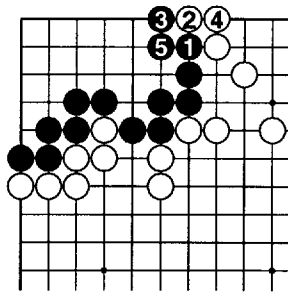


Diagram 95

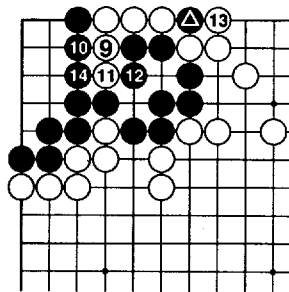


Diagram 96
15 at triangle

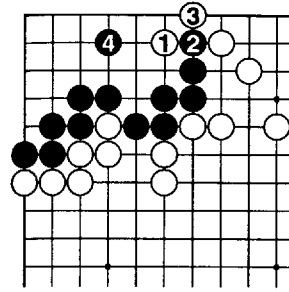


Diagram 103

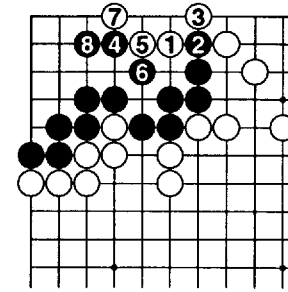


Diagram 104

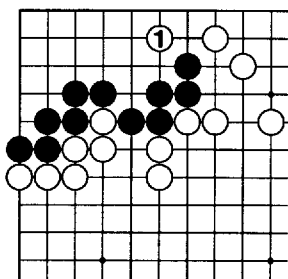


Diagram 97

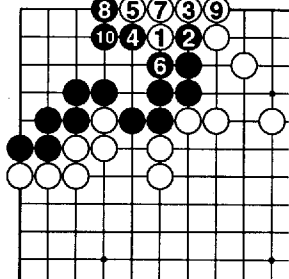


Diagram 98

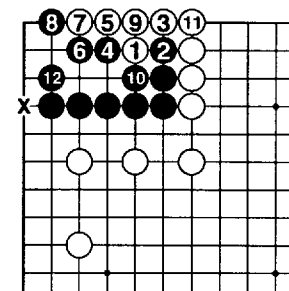


Diagram 105

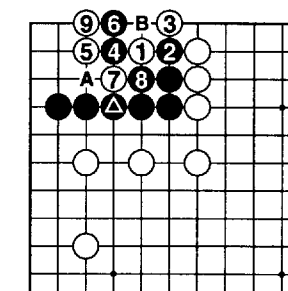


Diagram 106

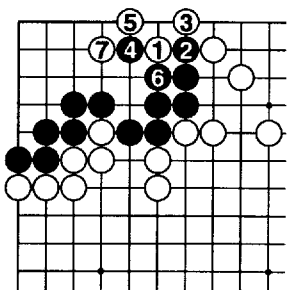


Diagram 99

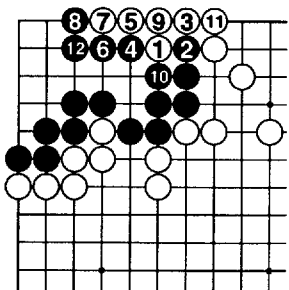


Diagram 100

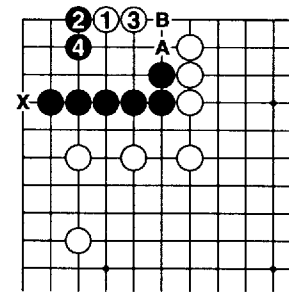


Diagram 107

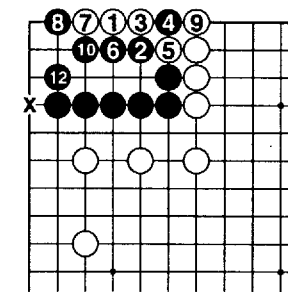


Diagram 108
11 at 4

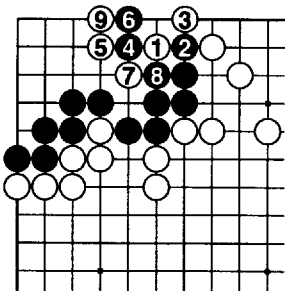


Diagram 101

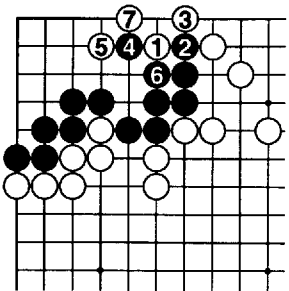


Diagram 102

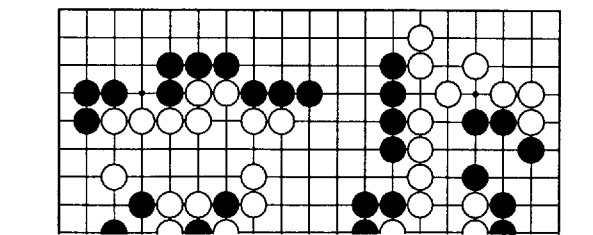


Diagram 109

diagrams 94 and 100. Beginners and black players taking a large handicap should not even consider fighting the ko for the sake of one point. Stronger players should note that diagram 102 is only likely to occur in an actual game if one of the players has made an error in judgement. I strongly recommend you study this position until you are confident you know how to avoid getting into trouble. For White players, White 5 in diagram 101 is a valuable trick to have up your sleeve.

Diagram 105 shows a similar position. Again, Black only has one stone on the third line. White should jump to 1. Black plays 4 and gives way at 6. To calculate the size of the corner, we assume that Black defends at X on the first line and gets all the points inside. The corner is 6 points. What about White's tricky move at 5 in diagram 106? You're raring to play that aren't you? Unfortunately, it doesn't work here. There is a crucial difference from diagram 101. The marked stone in diagram 106 makes 8 a double atari. When White plays 9, Black captures at A not at B. It's important to understand the nuances of moves like 5 and not just play them regardless of the position. White's monkey jump in diagram 107 is not as good as the one point jump. This time Black blocks at 2 on the first line. After 4, in order to count the corner, we assume Black exchanges A for B in sente at the top and defends on the left with X. Black's corner is at least 7 points, so White should play diagram 105. Playing 2 in diagram 108 only gives Black 6 points, so it's not so good here. If it's Black turn, he defends in the same way as in diagram 95, but White can hane and connect in sente, so the corner is 13 points. Defending is worth 7 points in reverse sente.

Diagram 109 shows a position from a game between Yoda

(White) and Ishida (Black). In the commentary, Yoda said he should have played 1 in diagram 110 and the sequence to 12 would have followed. He actually jumped in at 1 in diagram 111, but he concluded that this was one point worse. The counting is complicated by the unsettled territory in the centre. I'm not going to discuss ko lines or variations in this position. Feel free to study them by yourself. I merely hope these diagrams show you the possibilities.

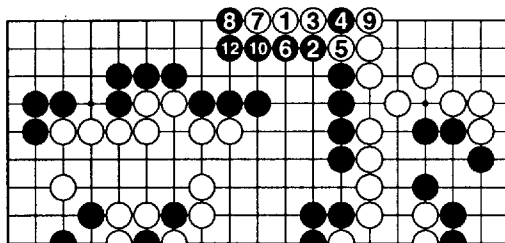


Diagram 110
11 at 4

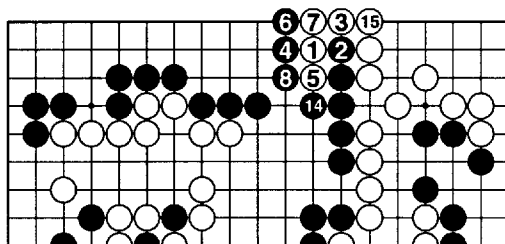


Diagram 111
1-8, 14-15

Here they are... the Gifts of Gifts!!!

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Letters

Francis Roads writes:

I am always pleased when my writings in the Journal provoke more correspondence and discussion, of whatever sort. So thank you Sue, Alison and S. for responding to my letter about competitiveness.

Sue spends several paragraphs telling us that she does not like games in general or go in particular. I can understand that point of view. We all have our pet hates. It is an eternal wonderment to me that intelligent adults voluntarily listen to rock music.

Alison shares my puzzlement at people who imagine that there can be such an animal as a non-competitive go player. And S (whom I know well) responded in verse. It's a pity that we don't have more poetry in the BGJ. [In this issue your regret is answered, Francis.—Editor.] And maybe fiction, and art, and music ... but I digress.

The trouble is that none of you have answered my question. I wasn't asking why women don't play go; I was wondering more specifically why so many that I have asked have mentioned the competitive element as the reason why they don't. I still want to know if they consider the likes of Martina Navratilova to be "too competitive".

I've just had a splendid Sunday at Marlow playing in the Pair Go Tournament. (Thank you, Jackie, for partnering me so competitively.) Over thirty mixed pairs, competing away like billy-oh.

I still don't get it.

Simon Goss writes:

In a year when we have, perhaps, dwelt rather a lot on what

seems to some to be wrong with British go, it was nice to be reminded, at the Three Peaks Tournament last weekend, of what is so very right about it.

At the short, informal ceremony held at Tim Hazelden's grave last Sunday, Colin Elsdon, Tim's partner at the Marton Arms, spoke warmly of the BGA as a friendly, close-knit group of people. Later that day, France Ellul spoke of a family atmosphere evident during the weekend. To my mind, they hit the nail on the head.

There is something special about the Three Peaks Tournament. The peace and quiet of the Yorkshire countryside, the stiff walk to release tensions before we settle down to playing our games, the relaxed character of the tournament itself, the convivial atmosphere of the Marton Arms: these things seem to bring out the best in us.

We are fortunate that Colin has welcomed us to hold the tournament at the Marton Arms again next year. In instituting the tournament and giving it the character he did, Tim Hazelden made a unique contribution to the British go scene. I hope we shall continue it for many years to come — it would be a fine memorial to him.

Harold Lee writes:

As regards time limits, yes, many go players, in particular those who go to tournaments, have their own views. Most would agree that the 25 to 5 kyu range prefer to have shorter time limits — say 15 to 30 minutes each — whilst the 1 to 5 dan range prefer the opposite, say to 2 hours each plus some kind of overtime. If you accept this then maybe tournament organisers should be more accommodating and al-

low differential time limits according to the player's grade! I believe many players enjoy different time limits, and it's healthy to have a change from the normal 1 day, 3 rounds, 1 hour time limits.

What is being overlooked, sadly, is something else: the relationship between strength and time. It is reasonable to assume that the longer you think, the more you would see, resulting in better moves. If you are given say 2 or even 3 hours to play a game then you could say at the end of the game, "The moves I've played reflect the depth of knowledge I have of go." On the other hand, if you had less time it's more likely you would say, "If only I had had a few more minutes I could have done this and that, etc. etc." This is especially so in the analysis of a game lost.

Although strong (that is a relative word) players can/should be able to play both fast and slow, it is hard to imagine they would not be able to improve on their moves if given extra time. That being so brings us to the point I'm trying to establish, which is, should your strength or grade be maintained by your results in fast or slow tournaments?

I had always thought that the BGA Grading Committee (who are they?) only monitor tournament results on time limits of one hour or longer, and furthermore they give more significance to matches with longer time limits (e.g. the London Open, Candidates', Challenger's). At a recent BGA AGM I was shocked (yes, horrified) to learn that the grading committee monitored and more importantly allowed no difference in the way they allocate promotion points for tournaments with time limits of between say 40 minutes and 2 hours. For all I know even this system has already been superseded with perhaps even shorter

time limits. The message is clear: they obviously believe strong players should be able to play well both in fast and slow games. That's fine, but at least inform us which tournaments qualify towards promotion points, so that players like myself may be able to think twice before entering a tournament. If players feel longer time limits do generate better moves and deserve more merit than perhaps they should voice their thoughts.

My second point concerns flexible komi both in tournaments and casual games. It was first introduced at the London Open a few years back, and I still believe all tournaments should adopt it. The rules of go do not impose a komi structure; indeed no player, either professional or amateur, can say what komi should be. However, by the time we reach say 10 kyu we tend to have an idea of how comfortable we would feel on a certain komi level. Whilst some would agree on 2½ points, others might go for 8 or 9 points. The Japanese professionals for many years played with 5½ points. More recently Mr Ing through his extensive research believes that 8 points is reasonable for the disadvantage that White suffers. There are some very very strong professionals who think that 1½ or 2½ points is sufficient. Who is right? Why not leave it to the players to decide?

T. Mark Hall writes:

I refer to Hermann Marxer's informative article in BGJ 100 about the International Go Server. However, I should be grateful for a translation into English in a future Journal. I have to date avoided getting linked to the Internet, mainly because I would probably find that I would spend more of my time on it than on anything else.

Maybe it should also be pointed out that, for leisure users, you would require to buy a certain amount of software, buy a modem, pay for the link to a commercial operator and then pay for the telephone usage. My own understanding is that a greater majority of the game records use Smart Go format (which I keep promising myself I will obtain). However, as the only person he could be referring to as selling game records, I should point out that Games of Go on Disk are being paid for the amount of work in creating the collections plus the translation (and programming) skills of John Fairbairn. Personally, I would purchase the games, but then I am biased.

PS—Hermann, when do you want any more games commented? I have only ever had the one from you; this service comes free from the BGA.

Bob Terry (USA) writes:

I should like to respond to Alison Jones's letter regarding the 'competitive' aspect of go. I believe that I 'suffer' from a lack of competitiveness! I would have much greater success at the game if I were more competitive.

A few weeks ago I entertained two professionals (Awaji Shuzo 9 dan and Abe Yoshiteru 9 dan) at the go club of which I am a director. They were eager to play me, and took perverse pleasure in beating me senseless. It was quite amusing to watch. I only won one game in seven, and that only because of a foolish lapse by a pro during a complicated ko fight. (He was playing another player at the same time.) Now, tell me: if these pros can beat me so easily, even though I am taking three stones as a handicap, why should I be so concerned about being 'competitive' against the

other patzers in the tournaments in town?

Frankly, I am not willing to devote that much energy to an exercise that is essentially meaningless. Why should I spend a tremendous amount of time and energy to get perhaps one stone stronger? Or, think of it this way: suppose by some miracle I actually get *three* stones stronger, and improve to professional strength? I will still be a moron among the 'real' professionals, and be regarded piteously by them! What is the point in that?

I work as a professional interpreter and translator, and get tremendous satisfaction from the work. I will be travelling to Japan next month to hear a friend of mine lecture on physics at Kyoto University. I am unwilling to sacrifice these pursuits in order to get incrementally stronger at go. I get much more pleasure listening to great players, who have devoted their lives to the game, explain their own insights. Whatever I would come up with would be laughable in comparison.

So let boys be boys and competitors be competitors. I will enjoy the abstract intellectual qualities of the game and the socialising aspects that it offers. I will play in the quarterly tournaments in my club. In fact, I came within 1 point of winning the last tournament! And I intend to win the next one! But if I lose, I will congratulate the winner and go on my merry way. There is an excellent proverb that covers both winning and losing: "This too shall pass."

● *Correspondence about time allowance and grading can now be closed, as the Grading Committee is being asked to explain the principles on which it works.*

Four Hundred Years of Japanese Go

by Andrew Grant

Part Seventeen: The End of Edo Go

Shuwa was heartbroken at Shusaku's death, but his main concern had now to be choosing a new heir. Shuho was the obvious choice, but when Shuwa suggested making Shuho his heir, Jowa's widow, who seems to have had immense influence in the Honinbo school, refused to allow it. Shusaku had married her daughter, and she felt that to allow Shuho, who was unrelated to any of the senior Honinbo players, to succeed would sully Shusaku's memory.

This argument forced Shuwa to select his thirteen year old 3 dan eldest son, Shuetsu, as his heir. Shuho was promoted to 7 dan as a consolation, but he harboured a grudge against the Honinbo school thereafter. It happened that in the same year the Hayashi heir, Yubi, also died (of syphilis), and with no other likely candidates in the Hayashi school Shuwa offered them his second son, Shuei. Shuwa was willing to give Shuei to the Hayashis because he had shown little promise as a player. Ironically, in later years Shuei became Meijin.

Ito Showa, the last survivor of the Tempo Four Best, was seventy years old when he played the game shown here against the nineteen year old future Meijin Shuei.

1863 saw the first signs of real change in the go world, for in that year the annual castle game ceremony was cancelled, although the actual games had already been played. This had also happened in 1862, but that

was because of a fire at Edo Castle; this time the shogun was too preoccupied with his government's troubles to take time off to watch some games of go. Since Commodore Perry's fleet of American warships had appeared off the Japanese coast in 1853, people in Japan had become aware that technologically they had fallen far behind the Western powers, and the ultra-conservative Tokugawa government had its hands full resisting the pressure for radical change. After 1863 there were no castle games at all, and go was clearly in decline. The go schools still received government money, but without the castle games their prestige was badly dented.

For the Tokugawa government, and the Edo period, the end came in 1868 when the shogun was forced to resign and the Emperor Meiji was put in nominal power. The people behind the coup were determined that Japan should catch

up with the West, and in the headlong rush towards all things Western that followed, anything traditional, such as go, was virtually abandoned. The go schools lost their government stipends, the post of godokoro was formally abolished, and the story of Edo period go was over.

For the go schools, the loss of their funding was as if the carpet had been pulled out from under them. The only way they could survive was by charging tuition fees, but in the new climate hardly anybody wanted to learn, and it was as much as the go heads could do to keep the schools going. It was clearly not helpful that the four schools were all based in Edo, or Tokyo as it was renamed, given the tiny proportion of the population still willing to learn, and Inoue Matsumoto Inseki finally took the plunge and moved the Inoue school to Osaka.

Many players gave up professional go altogether, most no-

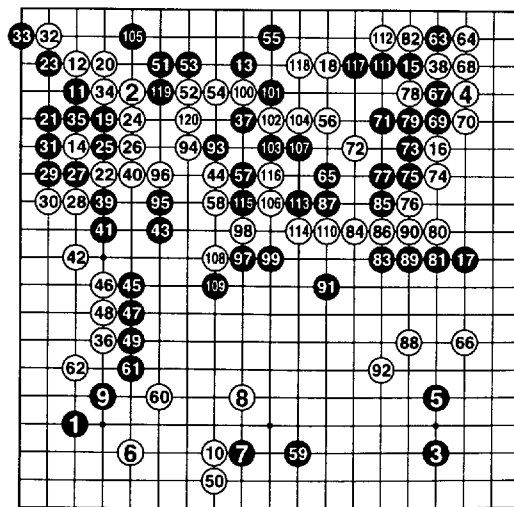


Figure 1 (1—120)

White: Ito Showa, Black: Hayashi (later Honinbo) Shuei. 21st Mar. 1870. White wins by resignation.

tably Shuho, who spent the next decade travelling around the country. Shuwa's health deteriorated and he finally died in poverty in 1873. He lived to see the virtual death of Japanese go, to which he had devoted his whole life, but did not survive to see its rebirth.

For the next six bleak years, Shuetsu (by now 6 dan) kept the Honinbo school afloat, but the strain proved too much for him, and he became mentally unbalanced. Finally, in 1879, he was forced to retire, and his brother, Shuwa's third son Shugen, who was a mere 4 dan, became the 16th Honinbo. It was all a far cry from the great days of only two decades previously, but in fact that very year 1879 saw the first signs of recovery.

• For a more extensive history of go The Go Player's Almanac is recommended.

The Woodcutter's Tale

by Simon Goss

A well-known legend tells of a woodcutter who kibitized a game of go between two immortal sages. When the game ended, he realised that he had been watching for so long that the handle of his axe had rotted. What happened after that has long been a mystery, but after much painstaking research, I bring you the amazing sequel.

Leaving behind the rotted handle of his axe, the woodcutter returned to his home village on the banks of the River Sikusu. There, he lost no time in teaching the new game to his friends. They, too, were most interested in it, and they resolved to play whenever they

could and thus to perfect their skills.

Go caught on like wild fire. Clubs sprang up in every village along the Sikusu. They held regular tournaments and set up a regional go association called the Go Association of Sikusu (GAS), which, they felt, nicely reflected its purpose. They devised a ranking system that was administered by a specially appointed Ranka Committee. There were only two ranks: strong players were Sikusu-dan and the rest were Sikusu-kyu (which, in their ancient and venerable language, meant "those who play at the other end of the Sikusu").

Time limits in those days were one aeon each, measured as the lifetime of one axe handle. The game was over when the handle broke and the kibitzer leaning on it fell on to the blade. This system was known as "sudden death". One aeon was considered long enough for both players to play perfectly. This being so, they realised that the only fair result was jigo, so they adopted the custom of setting the komi after the game in order to ensure this result.

Truth to tell, the amount of komi needed to ensure jigo varied widely from game to game. Some strong players inferred that games were not really being played perfectly, and were very concerned about it. In order to raise standards, they proposed that the Ranka Committee should only be allowed to consider games played to time limits of one and a half aeons, with byo-yomi of one move per fortnight thereafter. This became the subject of a long and really very interesting discussion. Nobody was quite sure what it was about, actually, but it was much enjoyed, and gave rise to several interesting new theories about how, in their ancient and venerable language, one should spell "fortnight".

Extant records do not reveal whether they ever resolved it.

Go was popular on other rivers too, and exchange visits were held. One such occasion was celebrated by a group of three contemporary poets, who wrote a 742-syllable lament asking what should be done with a strong kyu from the River Wun who had been giving one of them some trouble. A poet from the River Wun replied with a 916-syllable dirge, the gist of which was "Don't blame us; it's the fault of the Three Wise Men".

The Ranka Committee seem to have come in for a lot of flak, in fact. In another incident, a famous tsume wrestler called Dai Hei complained that ranking was done only on the basis of tournament performance, taking no account of physical strength. This, he said, was forcing him into embarrassing his opponents. He was, in fact, very strong, so they promoted him.

Yet another problem arose when it was realised that some of the Sikusu-dans were having to give unreasonably large amounts of komi in order to reach jigo. They wanted to invent a new rank into which these "super-Sikusu-dans" could be promoted. The Ranka Committee did their best, researching the customs of several other rivers. But it came to nothing when they visited Shrewsbury and realised the impossibility of there ever being a Severn-dan.

Let us take a look at their playing skills. Naturally, they described the game using the terminology of their woodcutters' profession. A dead group reminded them of dead wood with no growth on it, so they called it a stick (which, in their

ancient and venerable language, was spelled "sutikku"). A live group, on the other hand, reminded them of a tree covered in leaves and blossom, and they called such a group bushy (which, in their ancient and venerable language, was spelled "bushi").

To begin with, they concentrated on tactics. Strategy was first discovered by the ancient and venerable Fu Ran Sisu, one of the three poets, who needed it in order to deal with that Wun-kyu. Fu Ran Sisu sussed that the key to ensuring a jigo was never to resign. He recorded his insight for posterity in a 355-syllable poem in the form of an Exhortation to Youth to Distinguish Between Right and Wrong.

They also studied fuseki. In the early period, games always began with plays on the 3-3 points, since priority was given to surrounding corner territory. In later periods, some players came to prefer the 3-4 points, reckoning that they were almost as good and there were twice as many of them. Finally, in the Golden Age of Sikusu go, there flourished an opening in which both styles were combined, with Black playing his first three moves on the 3-3 point and both the 3-4 points in one corner. This came to be known as the "1-3-5 Sure-Win Fuseki".

The greatest player of the Golden Age was a foreigner, whom they nicknamed Dhin Brang Nun (which, in their ancient and venerable language, meant "Maker of Empty Triangles"). All the players of his day marvelled at his skill in finding moves that nobody else would even dream of. He was a very fast player, able to complete five, six or even more games within the lifetime of one axe handle.

Dhin Brang Nun was never able to master their ancient and venerable language, but he did master the 1-3-5 Sure-Win

Fuseki and he also developed many counter-measures, including a whole range of invasion joseki beginning on and around the 2-2 point. Diagram 1 shows the result of one such joseki, which Dhin assessed as an equal exchange of territory for empty triangles. It first appeared, with Dhin as White, in a famous game played in the very popular Upper Sikusu tournament (which, in their ancient and venerable language, was spelled "Ue-Sikusu").

Black was an inexperienced Sikusu-kyu who did not yet fully understand bent 4 in the corner. Thinking that this was one of those that becomes ko, he played 1 in diagram 2 rather hastily (17 minutes). Dhin replied at 2 almost instantly (6 minutes) and Black captured at 3 like greased lightning (23 minutes). "Ha!", he thought to himself, "The ko is on, he's got to find the first ko threat and there isn't a single atari on the board. What are you going to do about that, Gunga Dhin?"

But Dhin was unruffled. Having read out all of Black's possible replies, he calmly slipped a stone on to the point shown in diagram 3.

Black was already poised, stone in hand, to connect on the 1-1 point. Fortunately for him, he stopped himself just in time. He stared at the board, astonished that Dhin was apparently filling his own eye space. Slowly the truth dawned on him. The stone fell from his hand. The tips of his ears turned red*. And, to this very day, this method of living by turning the attacker's killing connection into a suicide move is named after what he said next, which, in their ancient and venerable language, is spelled "oshitsubushi".

* Leading one of the onlookers, a doctor, to predict a jigo. Isn't it just amazing what legends are made of?

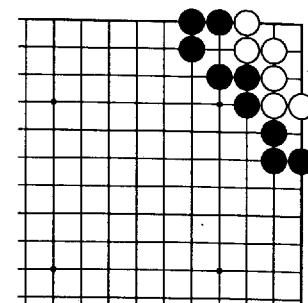


Diagram 1

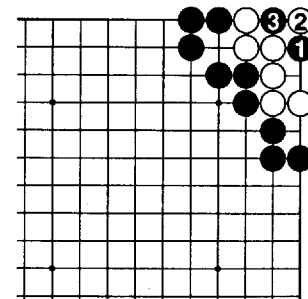


Diagram 2

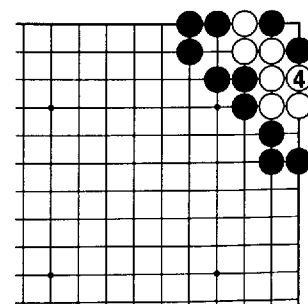


Diagram 3

Many Faces of Go

Version 9.0

by Nick Wedd

The latest version of David Fotland's program Many Faces of Go has recently been released. This follows its success in the FOST World Computer Go Championship this autumn, in which it came third and was awarded an 8-kyu certificate by the organisers.

Many Faces, unlike the two programs which beat it in the championship, is a complete Go package. It does everything from teach the rules of Go to a complete beginner, to playing near the highest levels so far achieved by computers.

Many Faces runs on PCs. The minimum system requirement is a PC compatible (386, or later, recommended), running DOS, with 640Kb of RAM. It runs correctly from inside Windows (unlike some DOS programs). It takes up 1.5 Mb of disk space. A mouse is strongly recommended, but not strictly necessary.

I am reluctant to give an estimate of its playing strength, though it seems to be weaker than 10kyu. The value of such estimates is doubtful, as there are various ways of measuring the strength of a Go-playing program, and their strengths against various opponents seem less consistent than those of human players. I will just say that the first time I played it at its highest level, giving it 9 stones, I beat it without much difficulty (I am 1-kyu). A 2 dan, doing the same, beat it by 92 and 132 points in the first two games.

It has various playing strength settings, from 1 to 7 (but see below under the Deluxe Addon). At the highest of these,

on a 66MHz 486, it typically took 15 seconds on its moves, and sometimes as much as 40 seconds. It is both slower, and weaker, than last year's Handtalk.

The manual of Many Faces makes it clear that it is not just a playing program. It starts with 15 pages on the history and rules of Go, making it clear that it might be a suitable gift for someone new to Go.

The program itself has a large amount of tutorial material. This starts at a very elementary level, explaining liberties, connections, capture, and so on. This is displayed more clearly on a computer screen than it could be in a book. There is plenty of advice on play, and two sample games with very full comments directed at beginners. The tutorial concludes with a brief account of various rule-sets - incidentally, the program will play with Japanese, Chinese, American, and Ing 'goe' rules.

There are over 200 elementary problems. When you think that you have solved the problem presented on the screen, you select the Solve option, and it suggests a few plausible moves (if your selection is not among these, you are doing badly). If you select the right move, it explains why it is correct. If you choose a plausible but wrong move, it shows why it is wrong. This method of presenting problems makes them easier to understand than if they were in a book.

When you are playing against it, you can obtain information from it about its view of what is happening. You can ask it to display any or all of "Group status" - how alive it thinks that all the groups are, "Joseki moves" - where would be joseki in the corners, "Fight moves" - where you might play so as to start a fight, "Big

moves", and "Endgame moves". When it plays a stone, you can ask it "Why", and get its list of reasons for liking the move it has just made, e.g. "Joseki follow up move. Extend along edge toward enemy. Extend in front of a corner enclosure". If you click on a group, it will give an opinion e.g. "This group is fighting against neighbours marked with A. It is surrounded and must capture something to live". Computers are normally better at such tactical calculations than they are at strategy. The program usually comes up with several worthwhile explanations, but sometimes has great difficulty prioritising them - my guess is that most 15 kyus, given the same lists of explanations, would make better choices among them than the program does.

An unusual feature, which I welcome, is the fact that, in addition to the full-board size, you can choose 'small-board' sizes of 15x15 and 17x17, as well as the more usual 9x9, 11x11, and 13x13.

The program can be made to display the moves that it is thinking of, while it is examining them. Even if you can not follow all the high-speed sequences, it nevertheless gives a valuable insight into priority areas.

You can save and replay games, in a similar format to that used by GoScribe. However you cannot add comments and variations to them (but see below). The "View Game" option of Many faces offers much the same features as GoView (a shareware version of GoScribe, without the ability to edit game records), but differently presented. It offers no print facility. The format used is not quite identical to that used by GoScribe (this may be a mistake). This means that while many GoScribe files are readable by Many Faces, at least some are not.

It is supplied with 11 commented games. There are also 15 "lessons" which set up a position, and ask where you would play, allowing you to see the consequences of each choice.

The Deluxe Addon

This is supplied separately, and costs more than Many Faces itself. It cannot be used without Many Faces, to which it adds these features:

Higher levels of play.

To the levels 1.7 of Many Faces, are added levels 8, 9 and 10. Each level is 50% slower than the one below it, so you will not want these unless you are very patient, or have a pentium-based PC. I tried level 10, and got bored when it took three-and-a-half minutes on its 14th move.

Game Editor.

This allows you to edit game records, adding comments and variations. Instead of the limited "GoView"-type facilities offered by Many Faces, you have the full range of features offered by "GoScribe" - though they are presented differently, and there is no possibility of producing print-outs of positions. As a familiar user of GoScribe, I knew what I would be able to get it to do, but had to look in different places to find what commands I had to use.

If you are thinking of buying both Many Faces and GoScribe, then you might consider buying the Deluxe Addon instead of GoScribe. However, I repeat my previous warning about file formats: not all GoScribe-created files make sense when read into Many Faces, or the Deluxe Addon. Also, GoScribe can produce print-outs while Many Faces and the Addon cannot.

MyGoTutor format conversion.

This is a utility written by Dieter Garling (and also freely available elsewhere) which takes game records written in the popular MyGoTutor (also known as SmartGoBoard) format, and converts them into the Ishi format. This is useful for people who download games from the internet, where MyGoTutor format is widely used, and want to play through them with Many Faces or with the Deluxe Addon. It does not work perfectly, because the two formats work in rather different ways, and because some files which appear to be in MyGoTutor format do not strictly follow the format (though they may be acceptable to MyGoTutor itself). I tested it with three files from different sources: two of them worked correctly when read with the Deluxe Addon, but the third, which contained variations, caused the Addon to hang.

Joseki Tutor.

This is definitely the feature which would persuade me to spend money on the Deluxe Addon. In a game, or just in a joseki-learning session, you can ask the program to show you all the joseki moves in a selected corner. You can step easily backwards and forwards through the joseki, examining all the lines. It classifies moves in four categories: proper joseki moves, joseki follow-ups which are not urgent but may get played some time later, trick plays which are not optimal but may get a good result against inferior play, and bad moves. The purpose of including these last is that the joseki tutor will tell you how to follow them up so as to take advantage of them. In my opinion, this feature does a lot to make the joseki tutor more useful than most books: it is not much use knowing that it is bad

for my opponent to play on a particular point, unless someone can show me what to do about it.

Life-and-Death problem solver.

Like the joseki tutor, you can call this up during a game, or in a special session that you have set up for it. It analyses the status of the group which you specify.

I tested it by giving it what I thought was a reasonably simple problem, with a small group that could be killed in ko. It showed me two moves which might be used to try to kill it, and proclaimed one "success" and the other "failure". In fact both moves allowed the group to live; the one labelled "success" was refuted trivially (the program was also unable to find the trivial refutation). It appeared not to have tried either of the moves leading to a ko. It had similar problems with other, small, problems which did not involve ko.

Fuseki libraries.

The Addon includes four fuseki libraries, including openings from a total of over 5,000 games. You can load one of these libraries, as if it were a recorded game, and play through the fuseki. At each move, it gives statistics, showing e.g. that following a parallel double-hoshi, 161 players made a san-ren-sei, 101 made a keima kakari, etc. This is the nearest thing on a PC to Jan Steen's go game database - very worthwhile.

Game records.

The Addon also includes 100 commented professional game records, and 85 other professional game records.

Play-by-Modem.

The Addon allows you to play go via a modem link with someone else who also has a

copy of the Addon, or has a compatible program. Unfortunately the manual does not state what is compatible, or what protocol is used. I have not tested this, as it is my experience that getting a modem link to work can be difficult; particularly when you are trying to use a single telephone line both for the modem and to synchronise your dialling with the other person.

Conclusion

This is a very good all-round package with lots of material for beginners and other learners.

Many Faces of Go, version 9.0, costs £49.95.

An upgrade from version 8 (original disk must be produced) to version 9.0 costs £24.95.

The Deluxe Addon costs £59.95.

The Deluxe Addon, and Many Faces of Go, bought together, cost a total of £99.95, for a saving of £9.95.

All are available from Ishi International Ltd., P.O.Box 3288, London NW5 1RQ.

GAMES OF GO ON DISK PRICE LIST

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Vol. I: Honinbo Shuho (300 games)

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£16 per volume

GoMaximizer runs on PC clones, 286 upwards, VGA screen. It is useful to have a mouse and hard disk, but not essential. Features include:

Chinese/Japanese/Korean characters, 'ghost stones' for examining variations, maxims and player biographies and other text files. Easy to use game-viewing program, no other software required.

Files for Goscribe or Many Faces of Go (or other Ishi format display):

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0171 627 0856

or

Schaak en Gowinkel het Paard,
Haarlemmerdijk 147,
1013 KH AMSTERDAM,
The Netherlands

Go in Print

by Wayne Walters

I'm sure most go players are aware of the excellent book *The Master of Go* by the Nobel Prize winning Yasunari Kawabata. Always on the lookout for books mentioning go, I was recently recommended *Chung Kuo* by David Wingrove (Book one - *The Middle Kingdom*).

It opens in the year 2190; one city now spans the continents. Dominated by Chinese rulers, it has a population of 34 billion and lives in 300 levels, this being technically possible due to the development of an immensely strong almost weightless plastic.

In chapter 3, *A Game Of Static Patterns*, the villain plays on a computer while waiting for his victim: 'Inset into the wall was an old-fashioned games machine. A ResTem Mark IV. He switched it on and set it up for Wei Chi; an eighth level game, the machine to start with black.'

Interrupted by the victim and then because he does not switch off the computer, it is evident that the villain can be identified as being one of the strongest players.

Further references to go appear throughout the book, culminating in a game played on a real board between the villain and the arising hero (seven stone handicap). The result of this game will be familiar to all Black players taking a high handicap: 'Slowly he watched his position crumble on all sides of the board until, with a small shrug of resignation, he threw the black stone he was holding back into the tray.'

The author's notes to the book are interesting: 'The game of Wei Chi is, incidentally, more commonly known by its Japanese name of Go, and is not merely the world's best game

but its most elegant *The Game Of Wei Chi* by D. Pecorini and T. Shu is a real book long out of print, and I have Brian Aldiss to thank for my treasured copy. It's my fond hope that its use herein might some day lead to the republication of this slender classic." (December 1988)

Wingrove quotes freely from this book with references to the game's philosophical symbolism.

Incidentally, I managed to pick up this classic from a secondhand book shop in Sheringham, Norfolk, for £2. The foreword by H. A. Giles, Professor of Chinese at Cambridge University, is interesting: 'I am extremely interested to hear that a book on Wei-Ch'i is being published, as I was the pioneer, many years ago, in introducing this game to this country. To learn to play Wei-Ch'i as an amusement is an easy task: I taught my young children. To become a master is an affair of years.' (1929)

I have also recently read *Tojo, The Last Banzai* by Courtney Browne. General Hideki Tojo was adjudged to be accountable for the Japanese war atrocities, was condemned by the International Military Tribunal and died on the gallows.

Ousted from power shortly before the end, 'He had too much time and he didn't know what to do with it. For him there was not the relaxation of the traditional chess games (!) shogi and go to fall back on.'

As it has a beginning, almost 700 pages of middle, but no end I do not intend to read any more of the Wingrove series, however, I am assured that go continues to feature.

Have readers any more examples of go in print?



Dan List

consisting only of current members graded by the BGA

Six Dan

J.Diamond, M.Macfadyen, S. Zhang

Five Dan

E.Shaw, P.Shepperson

Four Dan

D.Cann, M.Cocke, T.M.Hall, R.Hunter, H.Lee, J.Rickard, A.Rix, F.Roads, A.Wall

Three Dan

W.Brakes, B.Chandler, J.Clare, W.Connolly, A.Daly, R.Granville, T.M.Hall, A.C.Jones, D.M.Jones, T.Manning, C.Matthews, A.Moreno, K.Pulverer, S.Shui, J.H.Smith, D.Sutton, T.Thorsteinsson, N.Webber

Two Dan

A.Atkins, R.Bagot, T.Barker, S.Barthrop, M.Charles, J.Chetwynd, P.Christie, C.Clement, M.Cumper, S.Draper, J.Fairbairn, H.Fearnley, A.Grant, J.Hampton, J.Hawdon, D.Hunter, A.M.Jones, J.McLeod, I.Meiklejohn, D.Phillips, J.Rastal, A.Selby, A.Thompson, A.Thornton, D.Ward

One Dan

P. Achard, M. Amin, M.Bennett, L.Bremner, C.Dawson, J.Dawson, S.Goss, D.Harper, M.Harvey, C.Hendrie, R.Hitchens, J.Hobson, M.Holton, A.Hornbuckle, C.Leedham-Green, J.McAnally, P.Mellor, G.Mills, A.Scarff, P.Smith, E.Smithers, R.Thompson, M.Wainwright, C.Whitehouse, D.Woodnutt, C.R.Wright, G.Wright

Kyu Games Commented

by T. Mark Hall

Part 2

The following three games, all played at the Shrewsbury Tournament, were sent in by Nick Wedd, for whom the comments were originally written.

Game 1

Black: S. Bailey
White: N. Wedd
No komi

11: I have commented before about people playing this move when they can't extend along the side. It loses the possibility of invading at the 3-3 later. Black should play at 1 in Diagram 1.

13: Bad.

19: This may be big but the urgent area is at the top. Black should play at least one more move to extract his group since 36 is very big for White.

25: I felt very grateful for this move. With my response I make some useful territory while Black's two stones don't seem to do much. (NW)

28: White should play at 30 first which gives the approximation of an eye and cramps Black's shape a bit.

32: It is probably bigger to move out once at 33.

40: Better at 45.

47: Black can try 1 in Diagram 2.

49: Since Black can live fairly easily with A in Figure 1 this is a bit chicken.

50: A good point which is what Black should have played with 49.

71: White seems to have lived with a bigger group than he deserved and in sente.

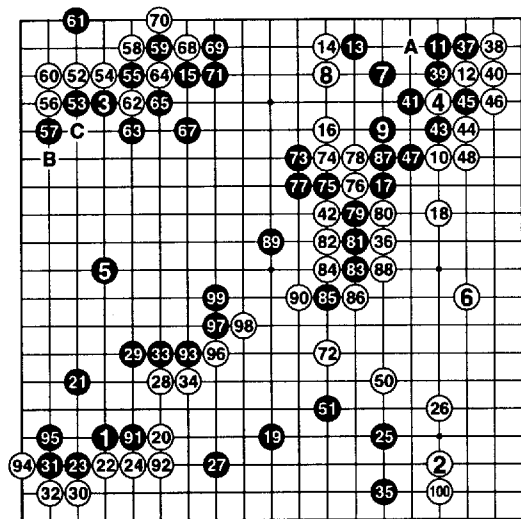


Figure 1 (1—100)
49 at 4, 66 at 55

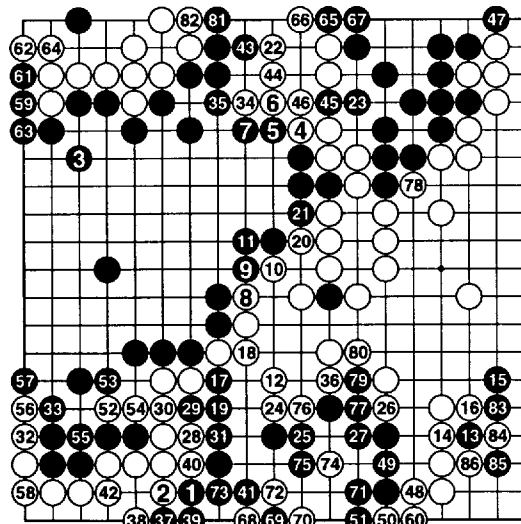


Figure 2 (101—186)

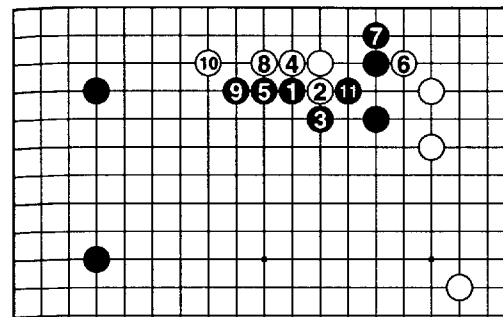


Diagram 1

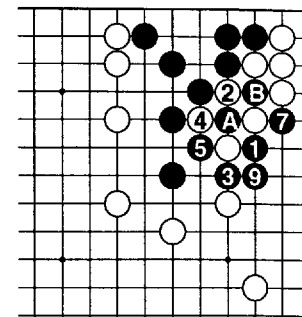


Diagram 2
6 at A, 8 at B

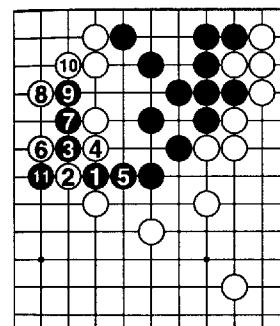


Diagram 3

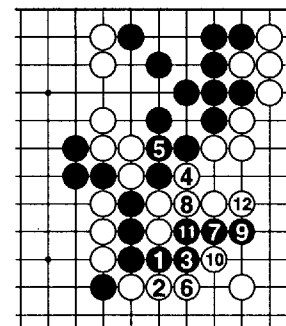


Diagram 4

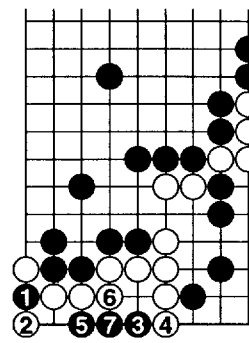


Diagram 5

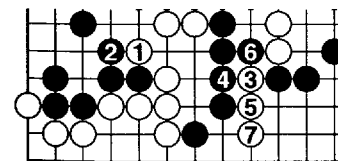


Diagram 6

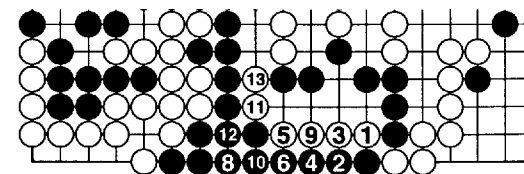


Diagram 7

72: White should get B in Figure 1 in now.

73: Black 1 in Diagram 3 would cause some trouble.

87: Black 1 in Diagram 4 doesn't work although it may have caused White some bother to work out why.

90: Small; better at 99 or B.

98: Now might have been the time to try C.

122: The rest of the game is of no interest (NW). — Really? I think that the lower left White group could be seki although there is always the chance that White will get it wrong. See Diagram 5.

126: Move 1 in Diagram 6 might lead to entertainment.

164: Move 1 in Diagram 7 would be interesting.

168: Still better at 1 in Diagram 7.

186: White subsequently won by 5 points.

Game 2

*Black: N. Wedd
White: P. Margetts
Komi 5½ points*

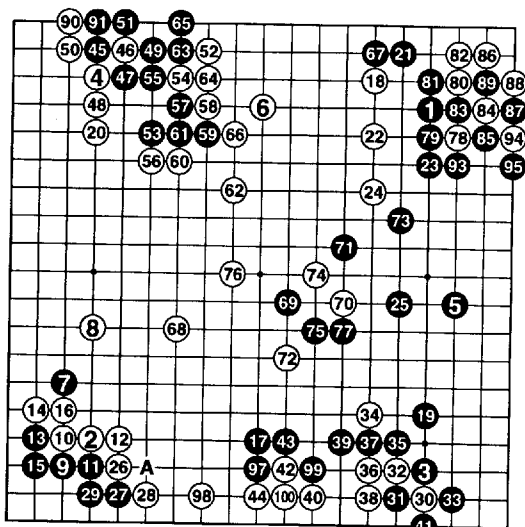


Figure 1 (1—100)
92 at 84, 96 at 87

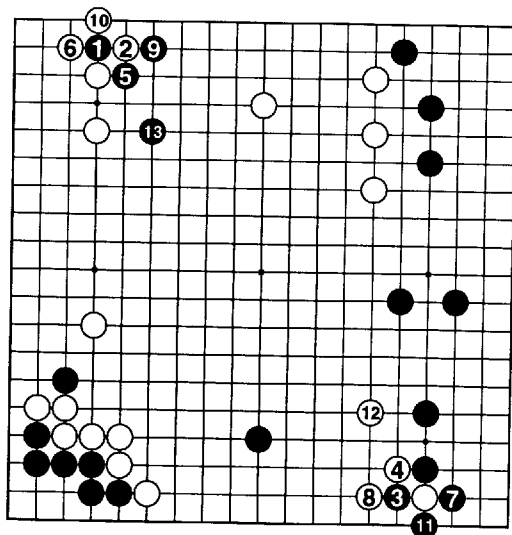


Diagram 1

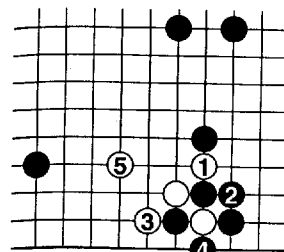


Diagram 2

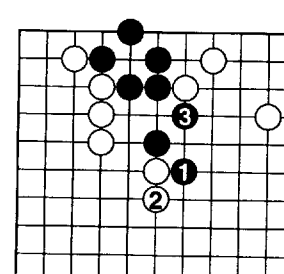


Diagram 3

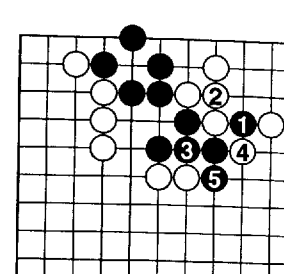


Diagram 4

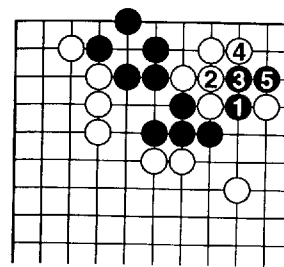


Diagram 5

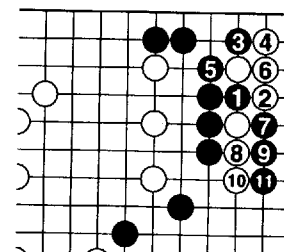


Diagram 6

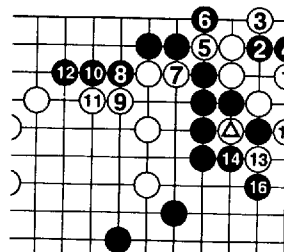


Diagram 7
17 at triangle

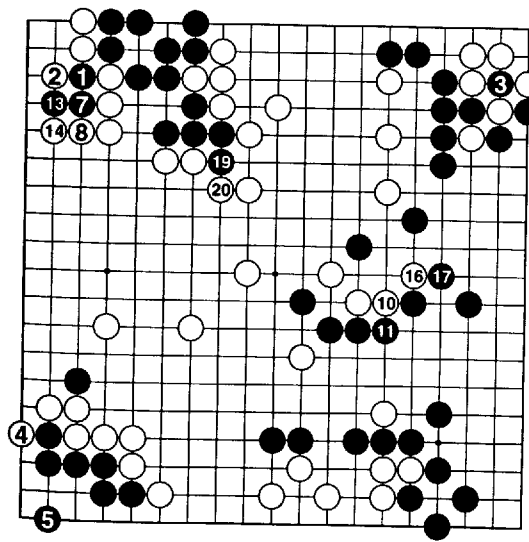


Diagram 8
Ko: 6, 9, 12, 15, 18, 21

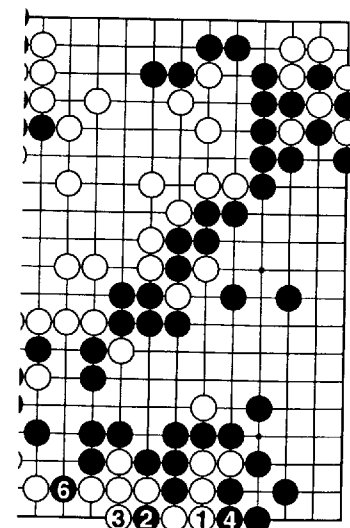


Diagram 9
5 at 2

17: Should be at A in Figure 1.

18: White should play at 26 or 27 soon.

31: I did not like White's invasion at 30 because I always seem to handle it badly. If the invading stone is mine it dies without compensation; if it is my opponent's it flourishes all over my moyo. For this reason I considered playing mane go [one player imitating the other's moves] here, starting at 45. Paul could then have dictated how the two fights developed but at least I would have been guaranteed an equal result in both (see Diagram 1). I would have been happy with this as I thought I was winning on the rest of the board. Paul told me afterwards that he would have welcomed and cooperated with this as he also thought he was winning on the rest of the board. I don't know why I didn't try it. (NW)

It might be simpler then to play at 32, offering him the chance of living in the corner or being attacked on the side so that there are no cutting points for him to make shape.

34: White should play at 1 in Diagram 2.

53: Better at 54.

57: Better at 1 in Diagram 3.

59: Better at 60.

61: At 1 in Diagram 4 first.

Diagram 4: Now White can't shut Black in so easily.

63: Or at 1 in Diagram 5.

75: The last few moves felt like shadow-boxing. I was trying to wall off some territory while keeping a route open into Paul's and thought I had more or less succeeded. But Paul was also happy with the result. (NW)

81: Better at 1 in Diagram 6.

86: Possibly at 1 in Diagram 7.

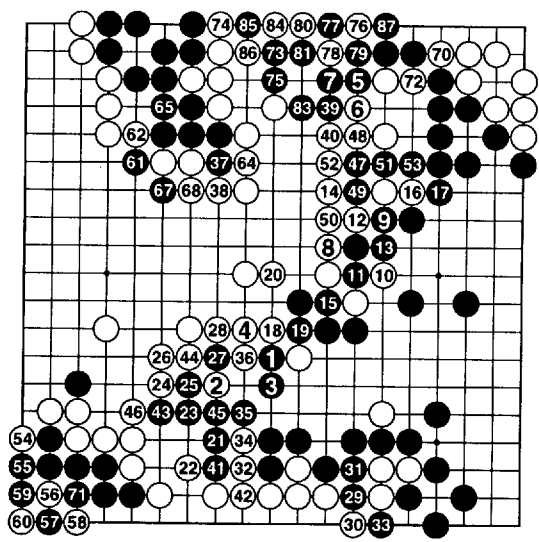


Figure 2 (101—187)

163 at 157, 166 at 160, 169 at 157, 182 at 177

93: Black should keep on with the ko as in Diagram 8.

101: A bit blunt.

132: Not 1 in Diagram 9.

155: This is a blunder, letting the corner live in ko when it should live unconditionally. Should be at 156. Now Black has no problems.

167: Should be 168. Two extra threats. See Diagram 10.

176: I'm not sure if 1 in Diagram 11 wouldn't kill the group.

187: I had certainly not seen the snapback when I ignored the ko threat at 170. I just hoped to live somehow. I subsequently won by about 8 points. (NW)

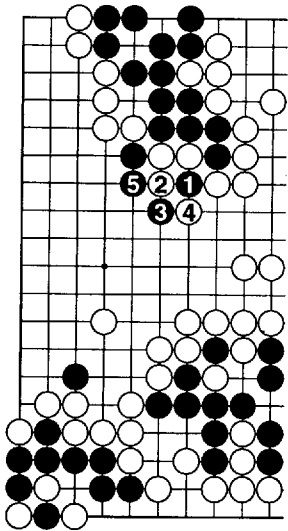


Diagram 10
6 at 1

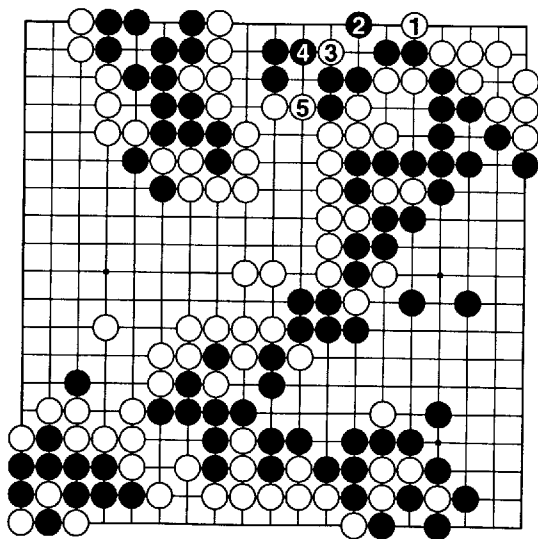


Diagram 11

Game 3

Black: I. Sharpe

White: N. Wedd

Komi 5½ points

1: Wrong corner. He could be left-handed. Some pros do this as well you know.

9: It has happened that pros have left the position on the top left but Black should play at 56 or 70

40: Maybe this should be at 43?

75: Better at 77.

80: Maybe ought to patch up at 83.

88: This is a blunder caused by misreading. White should connect at 1 in Diagram 1.

120: What about 1 in Diagram 2? I just love this tesuji.

128: Should be at 144. 128 leaves a weakness at 144. If Black played as in Diagram 3 White could be in trouble.

130: This move turned out to have been enormous. It killed the stones 9, 109 and 111 outright and the corner stones in ko. I had also considered playing at 1 in Diagram 4. It would not have worked. (NW)

Diagram 4: I did not know what might happen after 5, but I had not seen the continuation given, which is a disaster for White. (NW) Move 9 does not work. 1 in Diagram 5 is better. Here, White has reduced the damage but Black's group is linked up and the triangled stones are wasted.

141: Instead can't Black build an alive-ish group by playing at 1 in Diagram 6? It might be tricky. If Black plays 8 instead of 5 and White plays 5, the upper group may die.

162: Did Black need to fight a ko for this group? (NW). No, and he still doesn't. He should play 163 at 170.

164: I doubt this ko threat is big enough.

167: This may be a big move but answering it is not that much better than ignoring it.

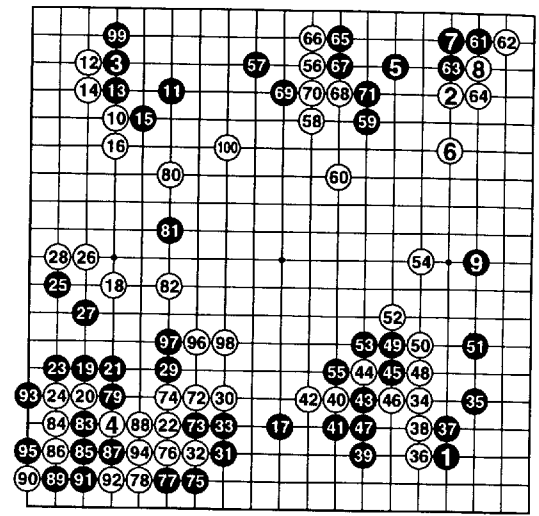


Figure 1 (1—100)

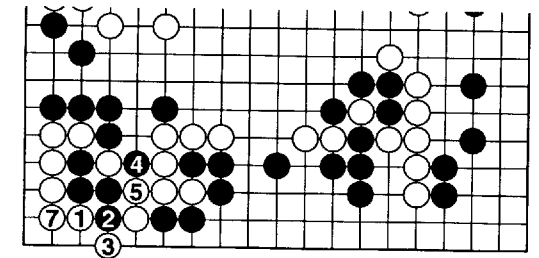


Diagram 1
6 fills

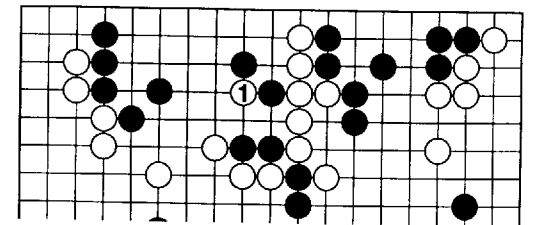


Diagram 2

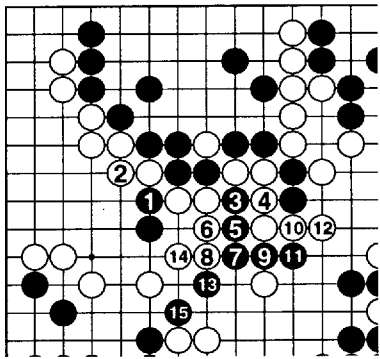


Diagram 3

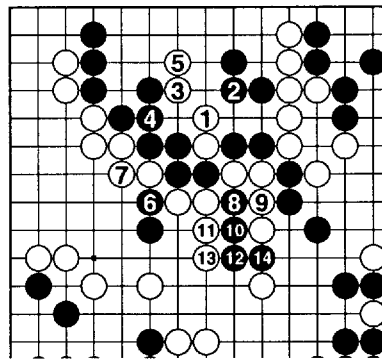


Diagram 4

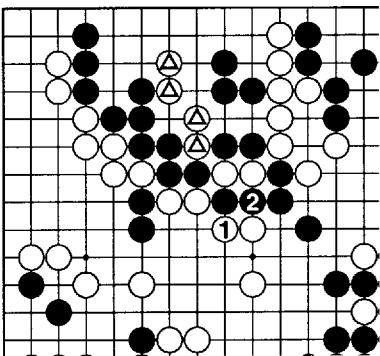


Diagram 5

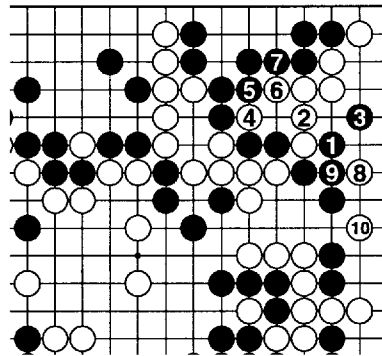


Diagram 6

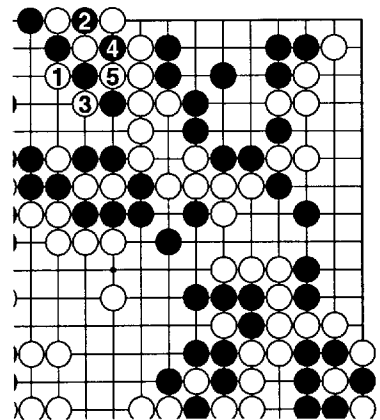


Diagram 7

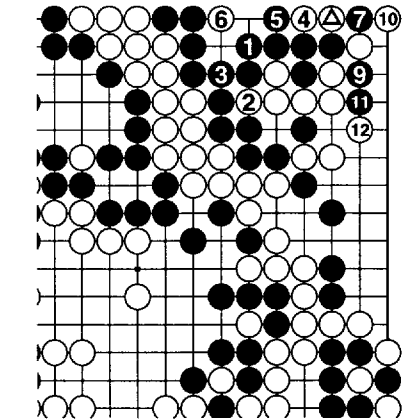


Diagram 8
8 at triangled stone

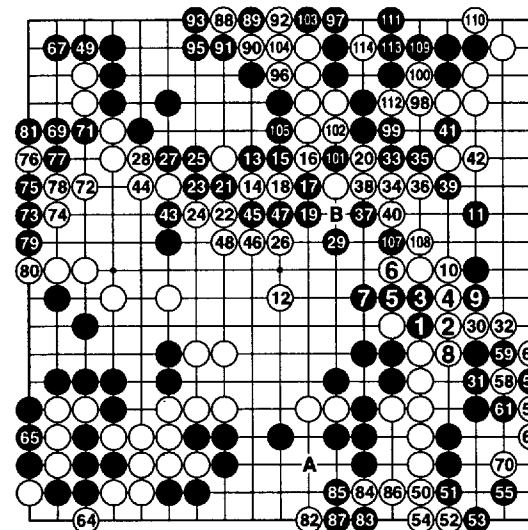


Figure 2 (101—214)
163 at 157, 166 at 158, 168 at 157, 194 at 189,
206 at 201

170: On reflection I haven't really killed the group in ko, I have made an extra move after winning the ko. But Black had had his ko threat ignored and carried it out as a point of honour. (NW)

182: This over-extended monkey jump is sometimes possible when there is a stone at 154 as well as at 150 and 36. But A in Figure 2 is possible.

187: But not in this case. At least I retained sente. (NW)

194: Or at 1 in Diagram 7.
208: Black had thought he was killing the white stones at the top. He had not noticed the liberty at B in Figure 2.

The rest of the game was not recorded, but the Black group at the top died and Black then resigned. I think the group should have survived, but White is ahead anyway. (NW)

Diagram 8: Maybe it really was dead?

213: An unfortunate choice.
214: Now the group is dead. Black resigned.

Computer and Printer for sale

The British Go Association has a 286 computer and a Mannesman Tally laser printer which are no longer needed.

No prices have been fixed.

To make an offer or for further information, please contact Brian Timmins,
01630-685292.

Tournament News

by Tony Atkins

European Grand Prix

Before the European the last two Grand Prix events were in Helsinki and Warsaw in June. At the first, Viktor Bogdanov won with a straight six ahead of Andrei Gomenyuk, fellow Russian, and well-travelled Czech Vladimir Danek. At the latter event Danek was second, placed between two Poles, Janusz Kraszek and winner Leszek Soldan. Only 26 players attended, probably because Poland was also the scene of the 39th European Go Congress, only five weeks later. Much of the fun of the two weeks in Tuchola was described last time. To recap the results:

European Champion on a perfect 10 was Guo Juan, the Chinese 7 dan now resident in the Netherlands. Second was

Miyakawa Wataru, the Japanese from Paris, on 9; third was visitor Sumikura Yasuyuki on 8. Next came a group on 7 wins: Christoph Gerlach, Pierre Colmez, Jef Seailles, Matthew Macfadyen, Matti Groot, Vladimir Danek and Cas Muller.

Guo's 30 extra Grand Prix points put her seven points clear at the top of the table for 1994-1995. Second was Danek and then were placed Shen Guangji, Leszek Soldan and Viktor Bogdanov. Britain's Matthew Macfadyen was sixth and Des Cann was 13th. Surprisingly Shutai Zhang was only 26th, just above Matthew Cocke at 30th, having had a year off from touring Europe because of travelling further afield. Macfadyen will be our only representative among the 16 strong Europeans in December's Fujitsu Finals; he won his place by winning Prague.

Only 281 players played in the weekend tournament at Tuchola (compared to 380 in the Main). Familiar visitor from Japan Kai Naoyuki won, ahead of Guo, Sumikura and Constantin Ghioc from Romania. Matthew Macfadyen won four,

as did Alex Selby (Cambridge, 1 dan) who also won four in the second week. Sumikura was winner of the afternoon Rapid Tournament winning all 16 games.

Lightning Champion was Deaconu of Romania. Dick Riedeman of the Netherlands was 13x13 Champion and Thomas Schmid of Germany won the 9x9. In the Town Team event Wanstead lost in the semis to winners Little Gonzo from the Netherlands. There was also a Rengo event won by team 443 and a Pair Go contest in which Rob Kok helped Guo Juan to a third consecutive win. Star of Poland won the Computer Championships.

Summer Fun

Other summer fun could be had at the French and Hungarian Go Camps, and at the Isle of Man Go Congress. This was reported last time, but I must apologise to Paul Hankin who was Colin Adams' Pair Go partner and not Joseph Hampton as stated. The US Go Congress was held in Seattle on the west coast and had a few European visitors such as Klaus Pulverer who won the four dan section and Enzo Pedrini who won the two dan. Winner of the Open was Danning Jiang and professional player Zhu-Zhu Jiang won the first North American Masters. This tournament for resident American professionals was started on the Internet Go Server, where often over a thousand spectators were logged in during a match.

Earlier in July the Ing sponsored World Youth Goe Championships were held in Amsterdam. (Goe is Mr. Ing's current name for the game.) As expected the orientals dominated. Under-12 Champion was Lee Yong-Soo from Korea and Under-19 Champion was Huang Yizhong of China. The

most popular side event without doubt was the laser shooting in which Guo Juan was, unusually, the loser.

Mild Autumn

The mild Autumn weather was a surprise to those who went to the Brussels Grand Prix tournament in October. Only four Brits attended this well-run event, which is surprising given the ease of access now the Channel Tunnel is open and the cheapness of fares, both rail and plane. 84 players arrived on the Saturday, despite the previous day's Belgian train strike. Ten European countries were represented, with over 25 players from each of Belgium and the Netherlands. The bar at three dan gave rise to some odd pairings. Shutai Zhang had to play two two dans and a three dan, whilst Guo Juan had a much tougher draw. Anyway she beat Shutai to finish first ahead of Zhang and Miyakawa, Colmez and Danek. Unusual features of this event include a free pudding from sponsor Danone at the start of the first four rounds, a draw for Danone bags amongst those submitting game records, free entry next year for all those on zero and much Gallic kissing at the prize giving. Shutai got a bag as well as second and a noteworthy result was got by Dutch two dan Henk Hollman who beat a French 5 dan. Let's hope many more Brits make the trip next year, for the go and for the break in what is often an underestimated pleasant European city.

Guo also beat Shutai in September in the final at the Obayashi Cup. Shutai foolishly missed an atari in the last yose ko fight and his opponent thanked him very much. Neither of these two were at Copenhagen two weeks later, so Germany's Christoph Gerlach got the first 15 points of the new Grand Prix Season.



Pair go: Simon Goss and Rhiannon Griffiths (A.J.A.)

International Computers

Dr Michael Reiss was sponsored by the BGA to attend the first FOST Computer Go World Championships in Tokyo. His program Go4++ came second with six out of seven and was awarded a 7 kyu diploma by the Nihon Kiin. Winner from the USA was Ken Chen's Handtalk, which was unbeaten, including a game against a human 6 kyu, and earned a 5 kyu diploma. Current US Champion, Dave Fotland's Many Faces, came third.

The summer Anglo-Japanese match was not held in the go tent at the Battersea Park Matsuri Festival due to failed sponsorship, but was delayed until the day the Isle of Man ended. Thus the London British were a bit under strength and were wiped out 33 to 9, with only three of the side winning two games.

The Japanese also did well at the International Team match in October. Held at the new Nippon Club venue in Samuel House, St Alban's Street near Piccadilly, the home team pipped the CLGC by one point.

Fourth were Wanstead four points behind on 15 and China and Friends scored 12. Players on three wins and winning the best prizes were oddly two from each team: T. Mark Hall, Jonathan Chetwynd, Edmund Shaw, Alan Thornton, H. Naka, G. Obayashi, Harold Lee and Z. Gan. At the same time, in another room, Matthew Macfadyen was beating Shutai Zhang in the third British Championship game, robbing the Chinese team of their captain. The following day Shutai squared the match at two all, having won the first game and having lost the second by illegal ko capture. The final game was planned for the Swindon Tournament in late November.

Go West, Go North

Back in July a new tournament made its debut, although a clash with the European lowered entrance to twenty. Devon attracted local players and some from further afield, to battle against the summer tourist traffic (and quite literally against the locals) in order to battle at



Pair Go: Shutai Zhang and Fei Fei Niu (A.J.A.)

go. Wanstead's Alistair Wall (4 dan) let the train take the strain and won the event ahead of Antonio Moreno (2 dan) from Bristol. Local organiser Tom Widdicombe was pleased that the other prize for three wins went to a local player Rick Brennan (12 kyu). Totnes is a quaint old town and Dartmoor and the Devonshire Riviera are not far away, so next year it is hoped lots will bring their families for a weekend away and it is promised not to clash with the European.

North was the direction to head at the start of September for the Northern Go Congress in Manchester. Allen Hall at the University was again the venue and the 51 players had a weekend of go during the day and those resident had evenings of playing cards and other games in the bar. At the end of Saturday Francis Roads and John Rickard were unbeaten. John went on to win his next two. However the Cambridge four dan lost in the sixth round to T.Mark Hall who had already lost to Des Cann in round two. When the tie-break calculations were done it was T.Mark who was declared the winner of the Red Rose Shield ahead of John. Young Tom Summerscales (16 kyu Culcheth) won all six games despite having been go idle all summer. Players on five wins were Robin Hobbes (7 kyu Manchester) and Tony Pitchford (8 kyu Chester). Paul Hankin (1 kyu Cambridge) won 4 with one draw.

Open Gateway

Seventy players attended the Open University for this year's Milton Keynes Tournament which had moved from Saturday to Sunday. A buffet lunch was provided and the bar was open so nobody was tempted to attack the mulberry tree.

Matthew Macfadyen (6 dan Leamington Spa) won as expected. Players on three wins were Alison Jones (2 dan Wanstead), France Ellul (4 kyu), Graham Brooks (Swindon 12 kyu), Tom Summerscales (Culcheth 14 kyu), Francis Weaver (Brakenhale 17 kyu) and Andrea Smith (Cambridge 30 kyu). Despite the harder rules for earning candidates places for the British Championship no fewer than four players did so: Paul Barnard (Swindon 1 kyu), Matthew Holton (Teesside 1 kyu) and Tony Warburton (Cambridge 1 kyu) all on three and David Woodnutt (Open University 1 dan) on 2.5.

At the riverside Gateway Centre in Shrewsbury two weeks later, Matthew Macfadyen was again Champion beating Messrs Roads, Wall and Shiu. This regained him "his" go ban trophy which was looked after by Des Cann for a year, because of Matthew's Japan trip making him miss last year. Most note worthy winner of three games was organiser Brian Timmins (3 kyu). Others on three were Tony Putman (Devon 1 kyu), Emma Marchant (Brakenhale 12 kyu) and Jamie Harrod (Brakenhale 30 kyu). First to enter was Gerry Mills, Tom Widdicombe was judged to have come the furthest (and not otherwise a prize winner) and Tom Summerscales won the continuous 13x13 contest. The team prize was not awarded as it was a four way tie.

Wessex Peaks

The 26th Wessex took place on the day the clocks went back, as usual, despite some diaries having the wrong date. Unfortunately for a car from Reading their driver put his clocks back but his brain for-

ward, and so they were late arriving at Marlborough Town Hall. The attendance of 124 was a recent record, but this did not unduly affect the organisers of the go nor of the catering. Divided into nine divisions the results were as follows:

1. (3 - 4 dan) T. Mark Hall (Bristol) beat Thorstein Thorsteinsson in the final game;
2. (2 dan) Paul Christie (Bath) best 3/4;
3. (1 dan) Jo Hampton (West Wales) 3.5/4;
4. (1 kyu) Nick Wedd (Oxford) 3.5/4;
5. (2 - 3 kyu) Jiri Keller (CLGC) 3/4;
6. (4 - 5 kyu) Andy Seabourne (HP Bristol) 3/4;
7. (6 - 9 kyu) David King (Swindon) 4/4;
8. (10 - 19 kyu) Peter Johnson (Hursley) 4/4;
9. (20 - 30 kyu) Jamie Harrod (Brakenhale) 4/4.

Hursley Hotshots won the team prize with 75%; winner of the Fred Guyatt prize for 13x13 was Francis Weaver with 14 wins. Qualifiers where Mike Harvey, Simon Goss, Nick Wedd and Bill Aldred.

The third Three Peaks Tournament went ahead this year despite the death of host Tim Hazelden in a car crash at the end of September. At the request of Tim's business partner Colin, the tournament is to continue in Tim's memory and was this year run by Alison Jones. 26 players attended and as a mark of respect to the former landlord of the Marton Arms a wreath-laying ceremony was held at Tim's grave. The player who was inspired most by the beautiful surroundings of the Yorkshire Dales was Cambridge 4 dan John Rickard who won all 5 games. Francis Roads (4 dan Wanstead) got 3.5/5. Prize winners with 4/5 were Tim Moon (Bradford) and David Bennett (Culcheth).

Pair Go

The British Pair Go Tournament has traditionally been a small event. This year, however, it was turned into a prestigious event thanks to the generous sponsorship of Mr. and Mrs. Taki of the International Amateur Pair Go Committee. Held in Spetember at the Compleat Angler, a renowned Thames-side hotel in Marlow, the choice of venue and the encouragement to dress smartly was all consistent with the Pair Go strategy to attract more female players to the game. No less than 72 players attended and as a consequence of this success there were problems when the refreshment budget ran out, but most people were not too disappointed with the buffet lunch and the wine at the prize giving.

The top group of eight qualifying couples played even games to determine who would be the British representatives at the international event in Japan. Although based on a points system, the winning team of Kirsty Healey and Matthew Macfadyen were determined as the ones to play in Tokyo in November. Losers of the final were Jackie Chai and Francis Roads. Sally Prime and Nick Webber, Alison Jones and Des Cann also won two games out of three.

In a novices section six dan-strength players adopted a beginner (including the referee who had to play with a small boy to make up the numbers) and played on 13x13 boards. Sylvia Kalisch and Noel Leaver, Yvonne Mao and Paul Margetts won four games out of five.

Twenty-two couples ranging in strength from 6 dan (Shutai Zhang and Fei Fei Niu) to 35 kyu (some of France Ellul's beginners) played in the handicap section. The top team unexpectedly lost in the last round to Ursula Harbrecht and Simon Bex-



Pair Go winners: Matthew Macfadyen and Kirsty Healey (with Lydia) (A.J.A.)

field, so that only two couples were unbeaten after three rounds: Debbie Jones and Francis Weaver, Hannah and John Ellul.

The best dressed couple was adjudged to be Andrea and Paul Smith (in a very smart grey and black). Runners up were Elinor Brooks and France Ellul (mainly in red with a very bright man's shirt) and Fei Fei Niu and Shutai Zhang (in black and red). Youth best dressed couple were Hannah and John Ellul and a special mixed age prize went to Karen Gordon and Iain Flynn. Most reluctant player award went to Felicity Andrew who deserved it for not playing go whilst living with Toby Manning for many years. A special prize went to France Ellul for encouraging so many couples to come, including some taught the previous day.

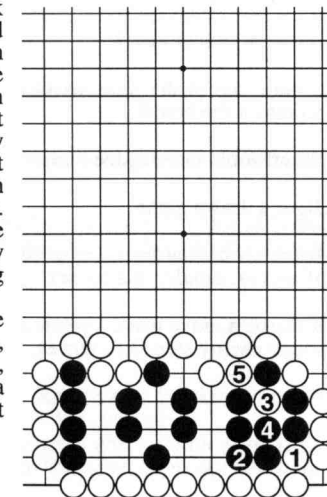
Next year it is hoped to have even more couples - so men, find a wife, sister, mother, friend, colleague or even a complete stranger, and get them playing go!



Problem "100"

Solution

White can kill Black in the way shown below. Alternatively the order of plays might be 1,5,4,3,2. There are other ways of killing Black, which the reader can work out from the solution offered.



Glossary

Komi: a points allowance given to White to compensate for Black having the first move.

Kosumi: a diagonal play.

Miai: two points related such that if one player takes one of them, the opponent will take the other one.

Moyo: a potential territory.

Ponnuki: the diamond shape left behind after a single stone has been captured.

Sagari: a descent towards the edge of the board.

Sanren-sei: an opening which consists of playing on the three hoshi points along one side of the board.

Seki: a local stalemate between two or more groups dependent on the same liberties for survival.

Semeai: a race to capture between two adjacent groups that cannot both live.

Sente: gaining the initiative; a move that requires a reply.

Shicho: a ladder.

Shimari: a corner enclosure of two stones.

Shodan: one-dan level.

Tengen: centre point of board.

Tenuki: to abandon the local position and play elsewhere.

Tesuji: a skilful move in a local fight.

Tsuke: a contact play.

Yose: the endgame.

Aji: latent possibilities left behind in a position.

Aji-keshi: a move which destroys one's own aji (and is therefore bad).

Atari: the state of having only one liberty left.

Byo yomi: shortage of time.

Dame: a neutral point, of no value to either player.

Damezumari: shortage of liberties.

Furikawari: a trade of territory or groups.

Fuseki: the opening phase of the game.

Gote: losing the initiative.

Hane: a move that 'bends round' an enemy stone, leaving a cutting-point behind.

Hasami: pincer attack.

Hoshi: one of the nine marked points on the board.

Ikken-tobi: a one-space jump.

Jigo: a drawn game.

Joseki: a standardised sequence of moves, usually in a corner.

Kakari: a move made against a single enemy stone in a corner.

Keima: a knight's move jump.

Kikashi: a move which creates aji while forcing a submissive reply.

Notices

Trigantius 20

Come to Cambridge! As this is the twentieth Trigantius Tournament it is hoped to make it something special. There is sponsorship by Hitachi, with £50 for the over all winner. A special tournament will be run for beginners and near beginners, there will be a teaching session, a team prize, and a 13x13 tournament. Contact: Mark Wainwright, 01223-300368.

Found...

After the Three Peaks Tournament a very ornate pen was left behind. If this is yours, please contact Brian Timmins (01630-685292).

Contributions for next Journal by 14th February, but please send earlier if possible. Text can be accepted on both 5.25" and 3.5" disks (plain ASCII, not right justified, and no tabulation) but should be accompanied by a print-out in case of difficulties. Diagram references: please use A,B etc., not K10, C3 style notation.

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Book & Equipment Update

Price Changes

G5 "The Middle Game of Go" UP to £10.00
T371 Chestnut bowls (for stones to 8.5mm)
NOW £42.00
G36 "Opening Theory Made Easy" DOWN
to £9.00
PT "Theory and Practice" DOWN to £5.00

Goods Direct

The BGA bookshop, with a full range of books and equipment, will be at the London Open, Furze Platt and Cambridge tournaments.

NOW AVAILABLE

The first in a new series of books from Kiseido "Get Strong at Invading" is now on sale, and most players have commented favourably to me on the problem-orientated format. (G55 - £8.00)

I am confident that the next book in the series "Get Strong at Joseki I" will also be in stock by the time this Journal is published. It seems to me that this series of books will become the definitive English-language read for the aspiring go player. (G52 - £9.50)

Another new book from Yutopian "100 Challenging Go Problems for 100 Days of Study" arrived recently. This seems to me to be an accurate title, and I commend the book to strong kyu and all dan players. The publisher claims that "reading this book is the next best thing to getting professional training at the Nihon Ki-in!" (Y05 - £10.00)

Ten more copies of the first issue of the European Go Journal have become available - almost certainly the last I shall get. Issue 3 is also in stock. (E1, E2 and E3 - £3.00)

After some frustrating delays, a few copies of "Ranka Yearbook for 1995" arrived and immediately sold out. I hope to obtain enough to meet all demands but, if this is not the case, then orders will be handled in rotation, so order early. (RA11 - £6.00)

In response to popular demand, I have in stock a range of framed prints of Japanese go scenes. They are protected by glass, and the dark wooden frames (about 38 x 53 cm) are of very good quality. Moira, (my wife), loves them! However, I am only offering these for sale at tournaments and public events, NOT by post. (ISHP - £12.00)

Go World

Unfortunately the cost of individual copies will go up to £4.50 from the beginning of 1996, so if you want back numbers at £4 each, order them now!

Subscriptions for 1996 are £18. All copies ordered will be posted on at once. Go World is now being delivered much sooner after the date of issue. Subscribe in good time to be sure of receiving issue 95 promptly in mid-January.

All prices quoted above include the cost of postage and packing.

Note that credit card facilities are not available. Orders, accompanied by cheques made payable to "British Go Association," should be sent to R. G. Mills, 10 Vine Acre, Monmouth, Gwent NP5 3HW. (Tel: 01600-712934)