

Go Teaching Programme for Spring 1998

Matthew Macfadyen

Go Seminars around the Country

The series of seminars run over the last two years has now built up to a large body of teaching material on the middle game of go and the techniques and attitudes required to play it effectively.

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Correspondence course

This course is proving very popular, and the rates will increase in the New Year. Sign up before the end of the London tournament to take advantage of the 1997 rates.

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At 1997 rates the initial questionnaire and analysis costs £20, and the second phase costs £50 for 10 packages of material. From January 1998 these rates will be £25 and £75, and the second phase fee will cover 8 packages.

For more information write to:
Matthew Macfadyen, 29 Milverton Crescent, Leamington Spa, Warwickshire, CV32 5NJ
Or Telephone 01926 337919, E-mail Matthew@jklmn.demon.co.uk,
Or check the latest details at: <http://www.jklmn.demon.co.uk/>

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BGA Officials

President: Alex Rix, 6 Meynell Cres, Hackney, London E9 7AS (0181-533-0899).
Alexander+.Rix@gb.swissbank.com

Secretary: Tony Atkins, 37 Courts Rd, Earley, Reading RG6 7DJ (0118-9268143).
A.J.Atkins@x400.icl.co.uk

Treasurer: T. Mark Hall, 47 Cedars Rd, Clapham, London SW4 0PN (0171-6270856).

Membership Secretary: Alison Jones, 29 Forest Way, Woodford Green, Essex IG8 0QF. (0181-504-6944). bga@acjamj.demon.co.uk

Journal Editor: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shrops. TF9 3LY (01630-685292). journal@brigo.demon.co.uk

Book Distributor: Gerry Mills, 10 Vine Acre, Monmouth, Gwent NP5 3HW (01600-712934).

Publicity Officer: Adam Atkinson, 22 Chatham Place, Brighton BN1 3TN (01273-297115). ghira@mistral.co.uk

Press Officer: Post vacant.

Youth Coordinator: Jonathan Chetwynd, 29 Crimsworth Rd, London SW8 4RJ (0171-978-1764).

Computer Coordinator: Nick Wedd, 37 North Hinksey Village, Oxford OX2 0NA (Tel/fax 01865-247403) nick@maproom.demon.co.uk

Newsletter Editor: Eddie Smithers, 1 Tweed Drive, Melton Mowbray, Leics. LE13 0UZ (01664-857154).

Analysis Service: T. Mark Hall (address above).

Archivist: Post vacant.

Championships Organiser: Charles Matthews, 60 Glisson Rd, Cambridge CB1 2HF. (01223-350096). Charles@sabaki.demon.co.uk

Grading: Chairman, Jim Clare, 32-28 Granville Rd, Reading RG30 3QE (01189-507319).

Andrew Jones: Address as for Membership Secretary.
Marcus Bennett: 24 Cowper Rd, Moordown, Bournemouth (01202-512655).
Kevin Drake: c/o 24 Cowper Rd, Moordown, Bournemouth (01202-512655).

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Wireplay GO

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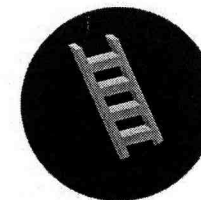
- a custom built network for the best possible performance
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There is no need to subscribe to the internet and there are no registration fees. The only cost is your phone bill, which could reduce when Wireplay introduces its special pricing packages.

It is our intention to work closely with the British Go Association to promote and support the playing of GO in Britain.

To register your interest please contact Keith Silver:

Telephone: 0171-492 3470.
Fax: 0171-492 3890
email: silverkj@boat.bt.com



Wireplay
The games network from BT

Tournament Calendar

Please note that some fixtures early in 1998 have not yet been confirmed.

Anglo-Japanese: 13 December. By invitation only. David Ward, 0171-3548539.

London Open: 1-4 January. David Ward, 0171-3548539. Sponsored by Hitachi.

Youth Go Championships: 25 January, at the Milton Community Centre, Cambridge. Paul Smith, 01223-563932.

Furze Platt: January.

School Teams: January.

Oxford: 7 February, St. Edmund Hall, Oxford. Nick Fortescue, St. Edmund Hall, Oxford OX1 4AR nicolas.fortescue@seh.ox.ac.uk

Trigantius: Cambridge, 1st March. Tim Hunt, 01223-500769. tjh1000@damtp.cam.ac.uk

Candidates': 14-15 March. Nippon Club, Piccadilly. By invitation. Charles Matthews, 01223-350096.

International Teams: March.

Irish Open: March.

South London: March.

Coventry: March.

British Go Congress: 17-19 April, at BAe, near Chester. Helen Harvey 01925-602388. Sponsored by British Aerospace.

Anglo-Japanese 'B': April.

Barlow: 3 May, Cambridge. Kyu players only. Tim Hunt, 01223-500769. tjh1000@damtp.cam.ac.uk

Pair Go: May 17, Weedon, Northants.

Bracknell: May.

Scottish Open: May.

Challenger's: 2-4 May, Nippon Club, Piccadilly. By qualification. Charles Matthews, 01223-350096.

British Small Board Championships: June.

Leicester: June.

Anglo-Japanese: June. By invitation.

Barmouth: June.

Youth Pairs: July.

Devon: July.

Northern Go Congress: Manchester, September.

Milton Keynes: September.

Shrewsbury: 5 October. Brian Timmins, 01630-685292.

International Teams Trophy: October.

Wessex: Marlborough, October.

Three Peaks: Thornton in Lonsdale, November.

Swindon: November.

West Surrey Handicap: December.

Isle of Man: August 1999 (biennial).

Tournament Organisers: Please supply information to the editors of the Journal and the Newsletter as early as possible

Notices

Go by Email

I put a note in the last Journal raising the question of who might run a list of email opponents, for those who wish to play in this leisurely way. Steve Bailey pointed out to me the existence of such a list maintained on behalf of the American Go Association by Joe Wakeley.

If you wish to sign up for this list, which is distributed regularly to subscribers by email, contact Joe at:

jjw6@psu.edu

You need to send him the following information:

email address;
name;
strength;
desired opponent strength;
when available to play.

Charles Matthews

EDITORIAL TEAM

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B. C. Timmins

Technical adviser

I. C. Sharpe

Diagram producers

S. Bailey, P. Smith

Regular Contributors

A. J. Atkins, D. Cann,
A. Grant, T. M. Hall,
R. Hunter, C. Matthews,
M. Macfadyen, F. Roads

Proof reader

K. Timmins

1997 British Championship Game 3

Comments by
Matthew Macfadyen

Played at Milton Keynes, 13 Sept. 1997, this game was published in *The Independent* with a brief commentary on 22 September. The time limit was 3 hours + 5 stones in 5 minutes overtime.

Black: Matthew Macfadyen,
6 dan
White: Charles Matthews,
3 dan

The 3,4,5 combination is only discussed in the obscure corners of particularly large joseki books.

White 6 was a new one on me, apparently Kajiwara invented it. The result seems fair enough, though Black's stone 5 is not very securely captured.

White 28 falls between two stools. It is neither close enough to black 21 to prevent any future trouble nor far enough up the side to cramp the activity of Black 13. White finds himself obliged to add a stone at 36 and still the white position has very little secure territory.

39: Makes it difficult for 32 to run anywhere, and now White has to come up with something.

40: Looks quite reasonable: it aims at 46 to attack the corner, and if that corner is weak there are good chances for White to make territory on the left.

41: Presents a challenge. If this move really works then the game is almost over. The sequence to 51 seems about right, but then nothing quite works for

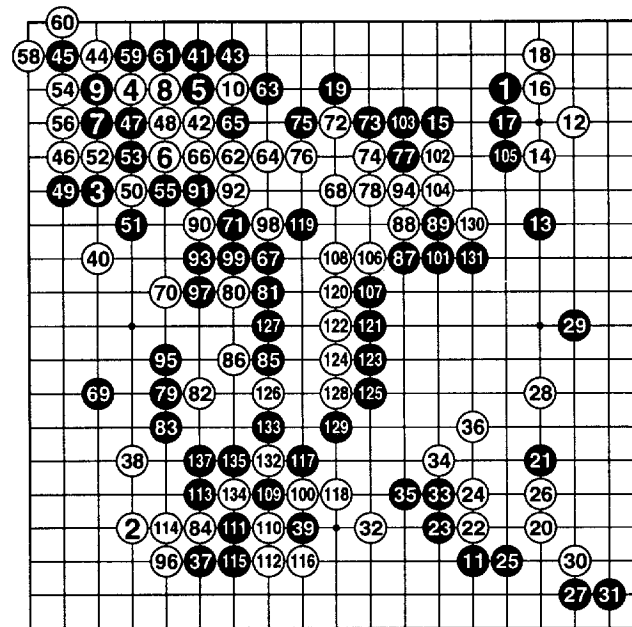


Figure 1 (1—137)
57 at 50, 136 at 109

White in the corner. However the Black positions are all stretched to the limit, and White should look for a way to take advantage of this.

The best I have been able to find is for White to play 52 as a contact play to the right of 19. There are all sorts of strange possibilities, but somehow he has to drag some extra issues in to the fight. The straightforward interpretation is that Black cannot be attacked in the corner, has territory all along the upper side and has a weak group to attack in the centre. This is too good to allow.

Charles solved part of the problem by living in sente in the corner with the sequence to 61. But now the white stones in the centre are too weak to develop constructively and too big to sacrifice.

The remaining hopes which White has lie in possibilities of attacking the whole black group on the left, but 67 was carefully chosen to make this difficult without abandoning the chance to attack.

The rest of the game consists mostly of shadow boxing. Charles is trying to dangle the weak group in the centre in the hope that I will attack too soon; meanwhile I am studiously avoiding any such attack, and trying to keep ahead on territory so that he will not have time to defend the group properly.

Eventually I ran out of patience, and went for the kill with 119. The extra stones at 109 and 117 proved to be sufficient, and Charles resigned at 137.



Mind Sports Olympiad

by Andrew Grant

Photos by Yvonne Margetts

"Does anyone want £350?" asked Francis Roads.

"Yes please," I answered.

Naturally there was a catch. I had to run the go events at the first Mind Sports Olympiad at the Royal Festival Hall in August. This was a competition for 'mind sports' (what we used to call 'games') run along the same lines as the Olympics. Here is my MSO diary.

Sunday, 17th Aug. Off I go to the Festival Hall for a preliminary 'Arbiters' Meeting'. Several dozen people turn up, representing every game imaginable (and several I've never heard of - what is 'Zatre', for instance?). David Levy, the chief organiser and the prime mover behind the MSO, explains what is required of us over the next week. The go events are unlikely to attract many people due to the clash with the Isle of Man tournament. But there's always someone worse off than yourself; the organiser for Skat (a 3 player German card game) makes an appeal for anyone who plays to come forward. He only has two entrants...

Monday, 18th Aug. I arrive at the Festival Hall at 7am. Too early, as nothing much was happening. All the doors are locked except for one small staff entrance at the back. Inside, there are some signs of activity— tables being set up, a registration area being organised, that sort of thing.

The schedule for the go



In the Royal Festival Hall Bar, just before prize giving: Tony Goddard, David Ward, Andrew Grant, Paul Margetts, Tony Atkins, Des Cann

events is for a 19x19 tournament in the mornings, with a 13x13 tournament in the afternoons. At the weekend there's to be another 19x19 tournament followed by a 9x9 tournament. None of them looks likely to attract more than a couple of dozen players. I receive a list of entries from David Levy. Sure enough, there are only 24 entries for the main 19x19 event, and their grades aren't given (the MSO organisers are all chess players and are used to the Swiss system. They don't seem to have realised that the McMahon system needs grade info).

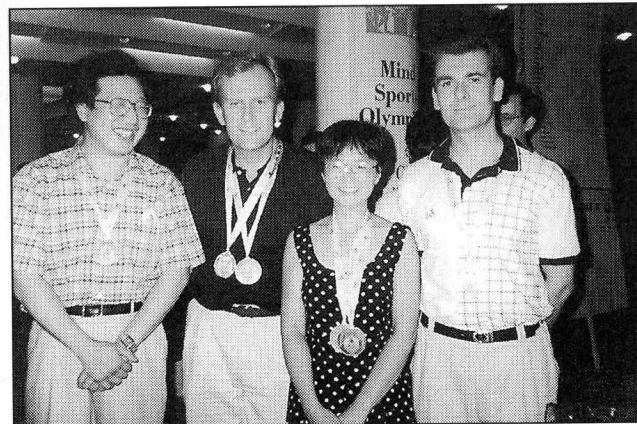
At 9.30am the main doors are finally unlocked and people swarm into the hall. The events are meant to start at 10am, but for many events there's no hope of that with so little time to handle registration. 10am arrived, and there's a grand and somewhat pompous opening ceremony, with TV crews from all over the world present. I begin to realise just how much importance is being attached to this whole thing.

Only nineteen go players are present, so I have less trouble

than I might have had in getting a first round draw done. What we lack in numbers we more than make up for in strength—two 7 dans, two 6 dans, and a 5 dan head the list. There are big money prizes to be won, you see—the total prize fund for go is £8300. There's only one round per day in the 19x19 tournament, so the time limits are long—90 minutes per player. We are in the main ballroom with the chess players. Also there are draughts, shogi, xiangqi and oware players with us. There are lots of other events squirrelled away all over the building.

After only half an hour we get our first result—Piers Shepper-son gets his moves in the wrong order against Shutai Zhang and has to resign. By lunchtime we have all the results in at last.

The afternoon session is devoted to the 13x13 tournament, which surely set a record for the ratio of rounds to entrants—15 rounds, nine entrants. Fortunately I have been given wide discretion by the MSO organisers to run my events as I please, so I up the number of rounds to 16, and set up a handicap



Gold Medal winners: Shutai Zhang, David Ward, Guo Juan, Paul Margetts

round-robin in which everybody plays everybody else twice, then just tell them to get on with it.

Meanwhile the BGA book stand is doing brisk business—Gerry Mills is glad he came. Likewise Adam Atkinson's teaching area is attracting a steady stream of curious people.

After it's all over at 8pm, all the organisers are invited to a champagne reception on the 5th floor balcony. I stay a little while, unwilling to pass up free drinks, but I've got a long journey home so I soon call it a day.

Tuesday, 19th Aug. The clash of the tournament—Zhang Shutai v. Guo Juan in the 19x19 event. Guo wins and looks likely to take first place overall. It looks as if Guo and Zhang will get the top two places in both the 19x19 and 13x13 tournaments.

There's far fewer press and TV around today, so there's not so much to keep an organiser busy. I decide to play in the tournament myself to make an even number. I don't usually recommend this since it's very difficult to concentrate on a

game with organisational worries in the back of your mind. Sure enough I lose what should have been a won game against Paul Smith due to a lapse in concentration in the yose.

Today we got the first medal ceremonies. Like the 'real' Olympics, there are medal ceremonies taking place throughout the week as various events finish. Real medals are awarded, but thankfully we're spared the flags and anthems. Each ceremony is preceded by *Fanfare for the Common Man* played very loudly over the PA. I timed this at two minutes and 58 seconds. All this while people are trying to concentrate on their games...

Worse was to come in the afternoon when the 13x13 was interrupted by the sound of drilling coming from the ceiling, directly above the go area. I rush upstairs to find a workman doing a bit of unscheduled overtime, and get him to stop.

Wednesday, 20th Aug. It's several years since I've done a McMahon draw by hand, and I'm clearly out of practice. Fortunately Matthew Holton is watching me do the draw and

spots my mistake - I have to redo the entire draw for today's round of the 19x19. (No, I'm not going to tell you what I'd done wrong.) It's a good job we've plenty of time.

Guo Juan suffers her first defeat today, in the 13x13 at the hands of Zhang Shutai. I'm asked by one of the chess players if it's true that Guo is the European Ladies' Champion. I reply that she's the European Champion, regardless of gender. I think he (naturally it was a he) was suitably impressed.

An old gentleman arrives as a spectator and presents me with a pile of old copies of *Go Review* (a now-defunct Nihon Kiin English-language go magazine, the forerunner to *Go World*) from 1961-63. Apparently he attended the old London Go Club in those days, and the magazines had been gathering dust in his attic for the last thirty years. It's amazing how the MSO publicity is able to bring such people out of the woodwork. Perhaps the MSO is not such a bad idea after all.

Thursday, 21st Aug. A fairly uneventful day, except in the 13x13 league where one of the players scratches from the event with four games left to play, prompting some discussion over whether a win by default should count as a genuine win or not.

Two of the other players are missing—one on a sightseeing trip, the other is playing stratego on the 5th floor balcony. The MSO organisers have encouraged people to enter multiple events, offering a 'Pentamind' prize (a sort of pentathlon where you choose your own five events) but have made no attempt to stop people entering events that take place simultaneously. I'm not sure this was a good idea. Getting the league finished tomorrow will take some thinking out.

In both 19x19 and 13x13 events the gold and silver medallists look certain to be the same two people, Guo and Zhang, so I ask David Levy if we can do the two medal presentations in one ceremony. Anyone who had seen one of these ceremonies would understand why I didn't want to put Guo and Zhang through two of them in one day!

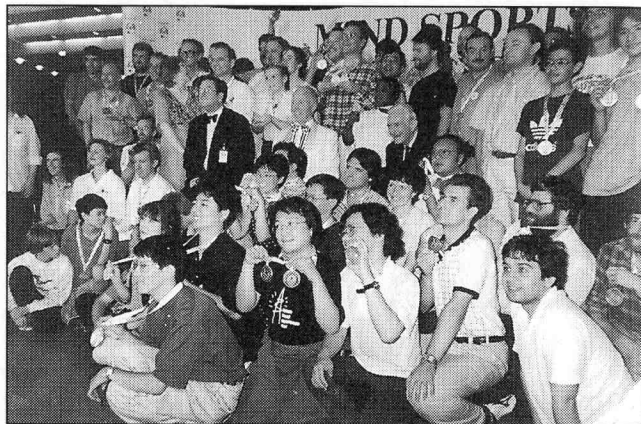
Friday, 22nd Aug. The big day—we get the final results in both tournaments. Guo gets a relatively easy draw for the last round—she's already beaten all the other top players. Soon she has won, and will get the gold medal (actually brass—the sponsors' money evidently didn't run that far). After all the other games have finished, Zhang Shutai and Tony Godard, on board two, continue to fight it out for silver (pewter) and bronze (bronze). Finally Tony resigns and the 19x19 tournament is over. In the afternoon comes the thankless task of getting the 13x13 league finished. Zhang wins gold with 15.5 wins out of 16 (the odd half-point being an agreed draw with Guo when it became clear that the game could not affect the medal placings), Guo has 14 wins, David Ward 10.

8.30 pm: the medal ceremony is about to begin but only one of our four medallists is here. Will I have to go up and accept five medals on behalf of the other three? Fortunately they all wander in together with only a minute or two to go.

13x13 ceremony first. Raymond Keene, on the podium, announces:

"Bronze medal, Vladimir Danek, Czech Republic..."

Something has gone dreadfully wrong. Danek was fifth. That bronze medal should be for David Ward. A bemused Danek goes up to get the medal



All the medal winners at the end of the awards ceremony

while I fight my way to the podium and explain to Raymond Keene that there's been a mistake. He shows me the list of medallists he's working from, and says he intends to read it out as he has it. Wonderful! He's got the gold and silver medallists the wrong way round as well. The ceremony goes on, with Zhang getting the silver and Guo the gold. The 19x19 medals are awarded correctly, but I don't see that presentation—I'm off to find David Levy.

It eventually turns out that David Levy copied the wrong names off the result sheet when drawing up the list of medallists for Raymond Keene. I have to go round collecting the 13x13 medals and give them back to the MSO organisers. They agree to re-award them on Sunday evening with an apology.

Saturday, 23rd Aug. A change of scenery for the weekend events—we're moved up to the 6th floor, since the ballroom is needed for the Times Crossword competition. I wish

we'd been here from the start—it's quieter than the ballroom and there's a french window leading on to a flat roof where we can get what passes in London for fresh air (it's been hot and humid all week).

We have some new faces for the weekend—26 people compete in the weekend 19x19 tournament. So there's more running about trying to get grade info, just like on Monday. But it's still a disappointing entry. I could understand people not wanting to spend a whole week playing go but surely people could come for the weekend. I suppose the high entry fees had a lot to do with it.

The weekend tournament is a six round McMahon, which goes fairly smoothly. I'm more concerned with the 9x9 tournament scheduled for Sunday afternoon. I still haven't decided on a format for this—MSO tournament rules specify only that it must not be a knockout or a McMahon. Handicaps are inevitable but I've no idea what the correct handicaps or komi on a 9x9 board ought to be. Luckily Roy Nelson, a mathematician as well as a go player,

has turned up as a spectator so I ask him what he thinks. He says it ought to be possible to work it out from first principles—I'm less convinced of this, but let him get on with it.

Sunday, 24th Aug. Last day, thank God. It's been hard work. We finish up the weekend 19x19 tournament in the morning; Guo gets the gold again, Zhang the silver, Danek the bronze.

We have 17 entries for the 9x9, of which 12 are dan players. I decide to divide the dan players into two leagues of as equal strength as possible. All games will be handicapped—Roy Nelson has come up with a plausible handicapping system. The winner of each league will then play the runner-up in the other in a pair of semi-finals, followed by a final and a third place playoff. The kyu players play in their own league but are not allowed to compete for medals. I arrange with Adam Atkinson that the winner of the kyu league can pick a book from the BGA bookstall (which has been doing steady business all week).

Naturally I put Guo and Zhang in separate leagues, hoping to set up a Guo-Zhang final, but Guo fails to win her league and meets Zhang in the semi-final instead. The other semi-final pits David Ward against Paul Margetts. Guo and Ward win and go on to the final, which is won by Guo. Meanwhile Paul Margetts defeats Zhang for third place.

Suddenly there's nothing to do but wait for the final medal ceremony at 8.30pm. This time it goes without a hitch—the 13x13 medals are re-awarded as promised, as well as the weekend 19x19 and 9x9 medals. It's all over at last! Well, not quite. There's still the little matter of money. All the medallists, and

in some events the fourth and fifth placed players too, are owed a prize cheque. Unfortunately, the organisation of this leaves a lot to be desired. Instead of writing the cheques in advance and handing them out at the medal ceremony, everybody has to crowd round the organisers afterwards in the hope that someone will write a cheque for them. Long after the event is over there are still irate queues of people waiting for their money. In my case I receive my organiser's fee (£350, if you remember) in used bank notes tucked into an old envelope. What is going on? At least I get the sum I was expecting. Des Cann was owed £100 for coming fifth in the weekend 19x19 tournament. Instead he eventually gets a cheque for £33.33; for some reason his prize has been split three ways. It's a sad end to an otherwise enjoyable event.

* * *

Thanks are due to all those who helped out during the week. Despite the various hiccups, the MSO is an excellent idea, but the administration of the event needs to be improved somewhat if it's to be a success in future years. The organisers have actively invited feedback from anyone who was there, which is an encouraging sign. The next MSO is due to be held from 24-30 August 1998, probably at the Festival Hall again. I hope that more go players will give it a try.



Go-Mann-Go

by Philip Marshall
(aged 13)

One and a half years ago there was no go club at Ashley Hill Primary School; now there is a club consisting of over fifty children. Five of these were chosen along with my brother Andrew and me to represent the Island in the Youth Tournament. For some members of the team it was their first ever trip off the Island and for most a first trip to London. For many of the people who attended this tournament it would just be a day trip or, if they had gone to the main tournament the day before, a two-day trip. But for us it meant three long days away from home.

We had to get up bright and early at six on Saturday morning to catch the boat to England. This boat took four and a half long hours but it gave a chance to catch up on some sleep. Next we took a bus from the dock to Liverpool Lime Street Station and boarded the Inter-City to Euston, another first for most of the party. Three hours later we crossed London on the Underground and travelled by train from Paddington to Windsor. Here we were greeted by a sight that none of us had ever seen before: Windsor Castle. We contemplated calling in to say hello, but thought that the Royals might be busy! We all piled into two taxis and drove to Windsor Youth Hostel. At last the travel was over!

At the tournament we all played six games each plus numerous friendlies and 13x13 games. All members won prizes, but we were particularly delighted that Claire Franklin won the under 12 competition, and brought the title to the Isle of Man at the first attempt.

Charting a Course in the Middle Game

by Cho Chikun, Honinbo

Translated by Bob Terry
from *Kido*, January 1984

Part 7

The subject this time is a game between 3-dan players, but this is top class play. If one wonders why, then listening to the players give their thoughts after the game makes it obvious, and while watching the game the severity of the moves, one after another, leaves a strong impression.

We will follow the course of the game while relating the players' thinking and their reflections after the game. Figure 1 shows the Chinese style opening versus three star points in a row (sanren sei).

White: "I somehow ended up playing 12 and 14. There was no deep meaning behind it. These are definitely bad moves."

Ridiculous. This is joseki and to characterise them as bad moves is hardly credible. Rather, when Black has played the stone at 7, one is inclined to play 12 and 14. Of course, for White simply to answer at A is usual, but with 7 there, one wants to try something. It is an understandable feeling.

Black: "I entered the 3-3 point with 17 because White had developed both wings of the position. After White 16 in the lower left corner, I did not know how to continue, so I decided just to play elsewhere. I thought that as the game proceeded it would become clear how to play."

Hmm... You have a point

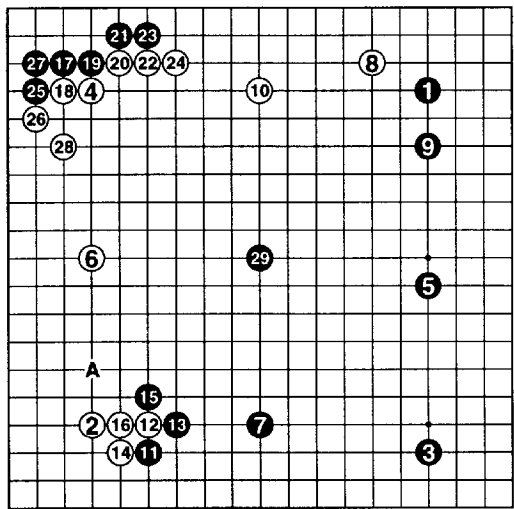


Figure 1 (1—29)

there. Playing elsewhere is stylish.

Descending with 1 in Diagram 1 is usual, but up to 6, the marked black stone makes somewhat over-concentrated shape.

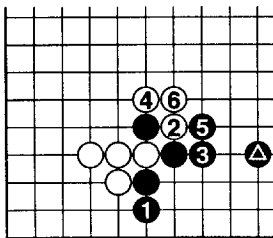


Diagram 1

After 4 in Diagram 2, White is left with a move at A and the marked black stone is not positioned very well. I don't know if that's what Black was thinking, but it seems that it was something along these lines. Well, actually, instead of play-

ing elsewhere, Black should have played something around here.

White: "I blocked from the direction of 18, but I wonder if it would have been better to do it from the reverse direction. I

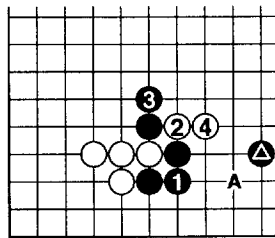


Diagram 2

really fretted over this."

It makes a lot of sense to fret over a fretful situation.

Diagram 3 would also have been a fine way of playing. However, in this game it seems easier to build territory on the left rather than the upper side. Therefore, I think that White 18

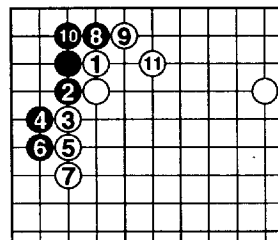


Diagram 3

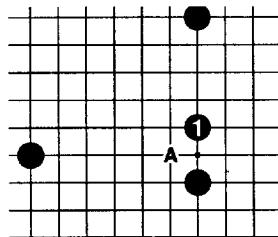


Diagram 4

was correct.

Black: "I didn't know where the best place to play 29 was, so I just stopped worrying about it and played at the central star point. Once the position is mapped out with a move at the centre it's easier to play."

That's a good perception. Move 29 is a key point of the territorial framework for both sides. However, 1 in Diagram 4 or else the tight move at A would also have been good.

White: "When I attacked with the low move of 30 in Figure 2, I was prepared for Black to come at me with 31 and 33. I knew that was going to happen and I was ready to play the attachment of 34."

This is fantastic. I've never seen anything like it. Leaving aside the question of whether the move was good or bad, just thinking about this kind of move is fantastic.

Just before that, I have some thoughts. If the lower left is just ignored indefinitely, it will unavoidably become worrisome.

Before attacking at 30, how

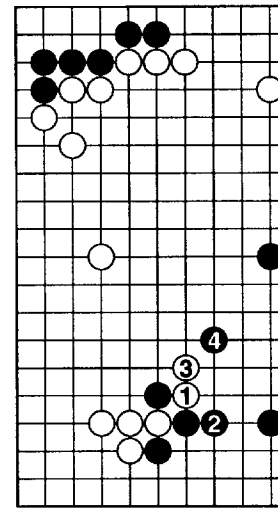


Diagram 5

about the cut of 1 in Diagram 5? After drawing back to 2, the fencing-in move of 4 is good. Anyway, when the territory is

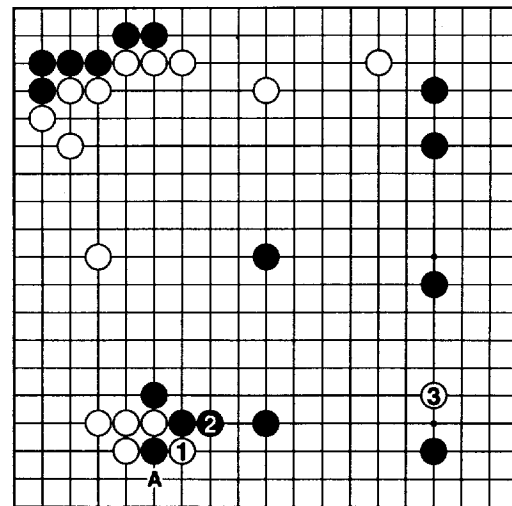


Diagram 6

mapped out with the move at the central star point, this moyo becomes the size of the Pacific Ocean. White must dread this happening.

So then, what about the cut from below in Diagram 6? Black pulls back with 2, aiming to descend at A and then squeeze when White goes to capture these stones. At that point, White can turn to the attack at 3. Be that as it may, what will happen with the fight on the right side?

Black: "I was surprised at 34. I thought of playing as in Diagram 7, but somehow that is playing into the opponent's hands... However, if White had played 1 at A or B, I planned to play at Black 3."

Just so, just so. One wants to hane outward with 35 and start a fight.

At 37, Black could have extended at 1 in Diagram 8. The sequence to 12 can be expected, and White is left with painfully awkward shape; certainly White has not tided over the situation

well, with light shape, and there is a lot to be desired here.

White: "The ladder is favourable here, so I knew that I could capture a stone with 42."

Black: "No; for my part I was able to make the large capture of the two white stones so I considered it a playable position."

Both White and Black's positions are playable.

Regardless of the ladder, at 40 White could have played tough with 1 and the rest in Diagram 9.

The slide to 44 is a good move. After this, the pending problem in the lower left can end with Black A, White B and Black C... Or else White B, Black D, White E... Which side will get the opportunity to play here? The subject matter this time was truly superb.

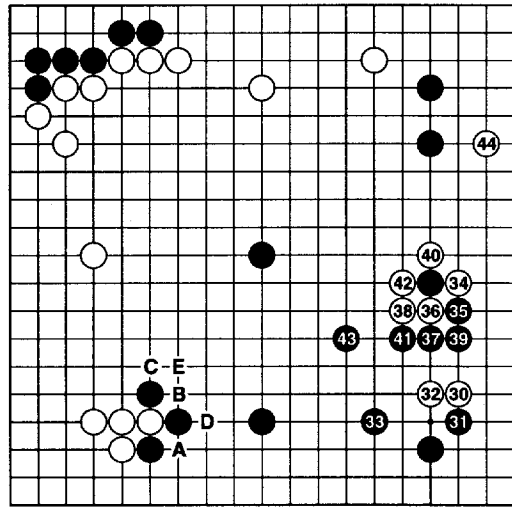


Figure 2 (30—44)

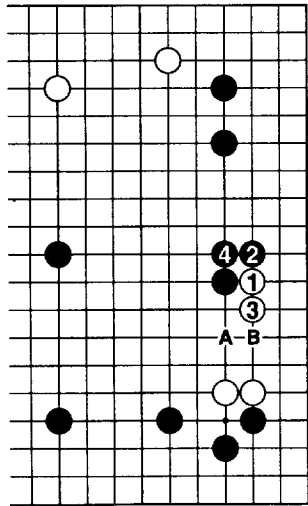


Diagram 7

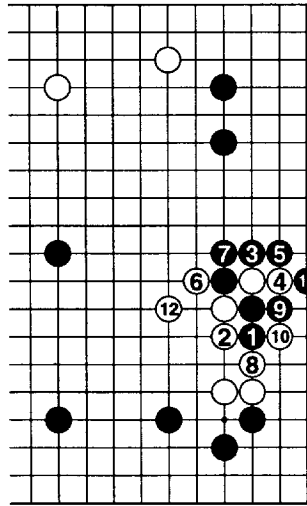


Diagram 8

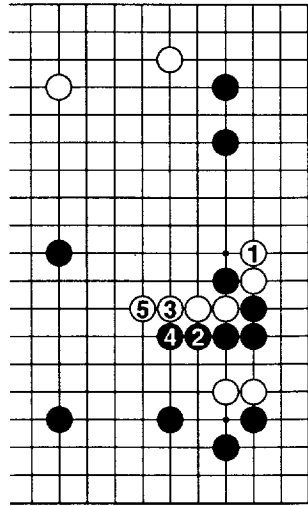


Diagram 9

Reviews

The Many Faces of Go, version 10.0

reviewed by Nick Wedd

In Number 101 of this Journal, I wrote a review of version 9.0 of David Fotland's program *The Many Faces of Go*. Since then, I have been recommending it as the best all-round go program for someone who is willing to pay for the best.

Version 10.0 has just been released. Whereas version 9.0 was a Dos program (and therefore compatible with Windows), version 10.0 is a Windows 95 program. It works with Windows 95 and NT, but not with Windows 3.x. It includes everything that was present in version 9.0, and in the version 9.0 'Deluxe Addon', with many improvements.

It is supplied on a CD, and is very easy to install, though it needs about 16 Mb of disk space.

If you use it with Windows NT, you will get a warning message about the graphics mode when you first run it. With the warning there is an option "Try to use the 256 color graphics", which is ticked. You must untick this, otherwise it will not work. This oddity is caused by Windows not working in the way Microsoft thinks it does.

Many Faces can play on any odd-sized board from 9x9 to 19x19. It can play as Black, White, both, or neither. It can be set to use American, Chinese, Ing or Japanese rules. It can play very fast. I set it to play itself on a full board at its lowest strength level, and the entire game took 14 seconds.

I tried playing against it at the highest of its ten levels of

strength, giving it nine stones, and beat it (I am 1-kyu). This is something which I still cannot do against HandTalk. At this level, it was averaging a minute per move on my Pentium Pro 266 Mhz.

I also tried playing it directly against HandTalk version 96.09; but having limited time, I set Many Faces to strength level 8, which is very much faster than level 10. This game I must record as a win for both programs. I accidentally set Many Faces to play with 5.5 points of komi, and HandTalk to play without komi; Many Faces claimed to have won by 2.5 points, and HandTalk claimed to have won by three points.

The styles of the two programs are very different. Many Faces makes good shape, and plays proper moves. HandTalk is fond of playing near the edge of the board, and tries to kill things which ought not to be killable.

As well as playing go, Many Faces includes many features not present in other go-playing programs. It has an excellent introductory tutorial, a Joseki tutor, three databases of openings, a collection of problems, a problem solver, a collection of commented professional games, and the ability to play via a modem link. These are described more fully in my review of version 9 in BGG 101, though they have been improved in version 10.

The tutorial is directed at beginners, with clear explanations of such concepts as liberties and connected groups. It is in the form of a Windows help file, so it is easy to find your way around.

The Joseki tutor is the feature which I shall find most useful. It knows a large number of joseki, and can show not only the joseki moves, but some tempting non-joseki moves and

their refutations, and some follow-up moves. I find it much easier to use than a joseki book.

The largest of its three databases of openings contains over 36,000 fuseki. The requirement to handle such large data structures is one reason why version 10.0 is only available on the 32-bit versions of Windows. It also allows you to construct your own fuseki databases.

There are over 200 introductory (up to 20-kyu) problems for you to solve. As well as knowing the correct answer to these problems, it is able to show the refutations of the more plausible wrong answers. You can also create your own sets of problems, and these may be distributed freely.

Many Faces includes a problem-solver. You can apply this either to a position which you set up for it, or to a group which you want to analyse in the course of a game. It is not very strong: I believe that I can do better than it does in the same time. But a beginner would find it useful.

It includes almost 400 annotated professional games. You can use it to record your own games, complete with variations and comments. Something which I find particularly impressive is that it can record games in either Ishi or SGF format. As it can read both of these formats as well as writing them, it can be used to convert between them. I know of no other program which can convert from Ishi to SGF format, and Many Faces makes the SGF to Ishi conversion more reliably than the only other program I know which does this.

Many Faces version 10.0 has in one package almost all of the features available in any other go program. It is suitable as an introduction to go for complete beginners, and has plenty to offer to experienced players. I would not hesitate to recom-

mend it to anyone who has a Windows 95 or Windows NT system. It is attractively packaged, and would make a suitable present for a games player.

The Many Faces of Go version 10.0 is available on CD, inclusive of VAT and delivery, for 210 guilders, from Schaak en Gowinkel het Paard, 00-31-20-624-1171. If you pay them by credit card the currency conversion fee is minimal.

It may also be available for £69.95 (offer applies to BGA members only), from Ishi Press, 0171-284-4898, but check availability first.

How I Started...

by Daffyd Robinson

I had been taught games of cards, draughts, darts etc. from childhood due to the fact that we did not have TV till I was eleven years old. Back in 1974 I had a bedsit in Watford. Gavin Grant, who owned the house, was a very fine chess player as well as enjoying other games of strategy. There was another friend who had three years of a magazine, *Games & Puzzles*, which introduced us to many games that we looked at, made and played. Then came go.

I have always been interested in religious ideas and spent several years learning Aikido which led me to think about Japanese culture and ideas. The concepts and basic strategy from the articles in the magazines drew me into the 'game' very quickly as many of the ideas were so familiar. Sadly, practice and understanding are not the same.

The factory next to where I worked had a skip full of quarter-inch plastic sheet. To get started, I spent a happy hour over lunch stamping one-inch

circles, spraying half of them black. The board was drawn on the same plastic (a little over size, but no matter!).

Gavin was hooked and was soon entering competitions at the London Go Centre and reached dan grade. I moved on, and access and time prevented development. I did manage to play at the Birmingham club a few times through the winter of 1979 to 1980, gaining about 12 kyu.

The nearest club is Nottingham (two hours drive) and according to BGA records I seem to be the only one out here in the Lincolnshire Wolds. I can beat the computer go program that I have, so need to find another source of development. If anyone else lives out this way (Willoughby), how about a game? Give me a bell on 01507 462045.

Go Servers

by Charles Matthews

BT Wireplay, a broadly based commercial games operation for those with a PC and modem, has approached the BGA for cooperation in setting up a go playing service in 1998. [See advertisement on page 3.] The details have not yet come to the Council for discussion; but here is a brief explanation.

The Wireplay service differs

from go servers such as IGS and NNGS. While they are based on Telnet, meaning a client program is required to use them with any ease, and Internet connections, so that netlag and unreliable connections are a problem, Wireplay uses phone lines (to a server in Ipswich), and provides software. Its target response time is about 1/10 second. However the service is UK only.

A proposed attitude of the BGA to the various go servers would read like this:

(a) the BGA does not endorse particular servers, on the grounds that individual members may be best suited by one or other, and the aims of the BGA are unlikely to be furthered by an endorsement;

(b) the BGA offers cooperation to all those running go servers;

(c) where volunteers can be found to assist a go service, either by advising our members on how to use it, or by helping in a 'virtual go club' on the service, the BGA will cooperate in the coordination of such assistance.

With some such framework of even-handed policy in place, I personally would see no objection to the main request BT Wireplay has put to the BGA: to find volunteers to get the go service off the ground at the start of 1998, with the aid of a free Wireplay account. Anyone interested should contact me.

Join the AGA through the BGA!

As a member of the American Go Association you will receive the American Go Journal (full of lively articles, game commentaries up to professional level, and news), and Newsletter. Among many other activities the AGA maintains a computerised numerical rating system, and a web site:

(<http://www.usgo.org>).

No need to mail money abroad— just send a cheque for £20, made out to the British Go Association, to:
BGA Membership Secretary, Alison Jones, 29 Forest Way,
Woodford Green, Essex IG8 0QF.

Go Proverbs

by Francis Roads

Part 9

This is another collection of life-and-death proverbs. If your collection goes back that far, you'll remember that Proverb 19 said, "Learn a joseki and become a stone weaker." If you want to use your memory to improve your go, learn life-and-death positions off by heart. Memorising openings is an activity that should be left to chess players.

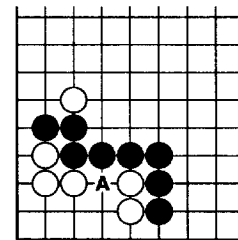


Diagram 1A

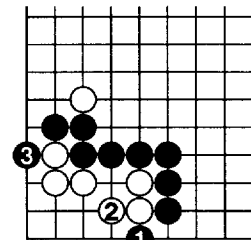


Diagram 1B

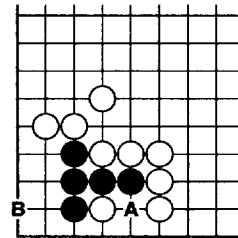


Diagram 2A

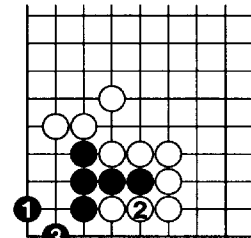


Diagram 2B

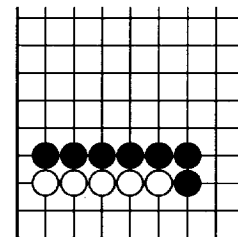


Diagram 3A

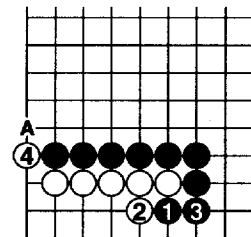


Diagram 3B

Proverb 82
Strange things happen at the 1-2 points

Can you resist the temptation to capture one stone at A in Diagram 2A? If you can't, White will kill you with the monkey-jump at B. But "My opponent's key play is my own key play" (Proverb 20), and Black can live as shown in Diagram 2B.

The reason why the 1-2 points are so useful in making eyes is that the four corner points have only two liberties, and are therefore the easiest points to make into eyes.

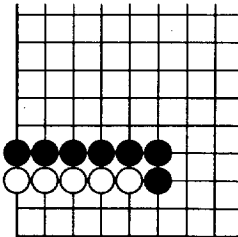


Diagram 4A

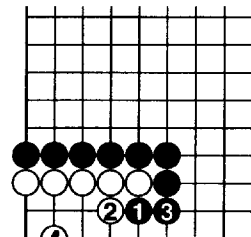


Diagram 4B

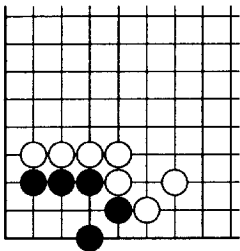


Diagram 5A

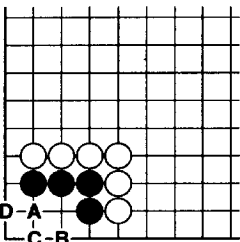


Diagram 6

Proverb 83
Five stones on the third line in the corner live

This proverb is related to Proverb 12, "On the third line, four die, and six live." 3A shows the position referred to. In 3B Black tries applying Proverb 81, but here it doesn't work. The hane at White 4 is the most efficient way to live, but I leave it to you to investigate what happens if Black now plays at A.

Diagrams 4A and 4B show that this proverb also works when the stones are one line nearer to the corner. In 4B, White lives by applying Proverb 82.

Proverb 84
The J-group is unsettled.

You will sometimes come across this proverb in the form: "The J-group is dead." I prefer my wording, because if Black plays first in Diagram 5A he can live easily. But if he omits to do

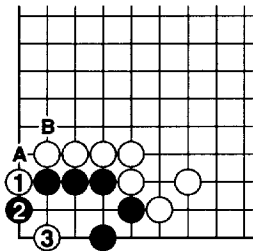


Diagram 5B

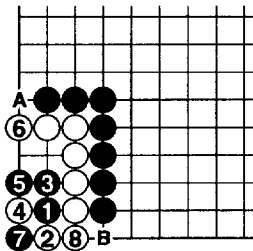


Diagram 7

so, White kills him by following Proverb 81 with 1 in Diagram 5B, and then taking the vital point inside the group with 3. If Black now captures at A, White answers at B. Playing the hane at A first is an efficient way for Black to live.

Proverb 85
The L-group is dead

Diagram 6 shows why I prefer to use the term 'unsettled' in Proverb 84. Here Black is dead even if he plays first. Black A is answered by White B, and C and D are points of miai; that is to say, if Black plays one, White plays the other.

One could invent a whole series of L-group and J-group proverbs, and I recommend you to do so. Here is just one more.

Proverb 86
The long L-group is mannen-ko.

Mannen-ko means literally 'ten thousand year ko', and it

implies that it is the sort of ko that you wouldn't want to start playing once in ten thousand years. The sequence in Diagram 7, which is best for both sides, shows how you get it. To start the ko for real, Black needs to play at A and B, and also on one of the two internal liberties first. For White to start it, he also needs to fill an internal liberty. You don't usually get spare moves to do such things, so most usually Black ends up by filling in at 4 near the end of the game, making a seki.

But both sides have to watch out for the effects of moves at A and B on the end-game. Of course, White can choose to keep all the corner territory, at the cost of an extra move before Black plays the shown sequence.

Proverb 87
The tripod group is alive

Black sometimes plays 1 in Diagram 8 as a probe against the White formation. When White wants to build outside strength, he chooses 2, and then Black can live with the sequence to 5. It doesn't always pay to do this at once, because the sequence is gote.

But 1, 3, and 5 are the tripod group. Black can answer White A at B, or White C at D and live easily. It is a kyu-players' mistake for Black to exchange C for E and think that it a good sente yose play. The reason I leave for you to study (or look up, if you're lazy).

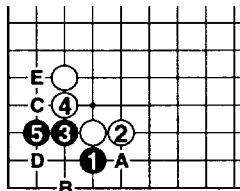


Diagram 8

Proverb 88
If the formation is symmetrical, play in the centre

This proverb has many applications, both in strategy and tactics. Diagram 9 shows a case where it works to keep a group alive, where Black can only live with the surprising looking move at 1. If Black makes the more natural looking move at 1 in Diagram 9B, to prevent White from applying Proverb 81, his group will die. The moves to 4 show one way in which this can happen.

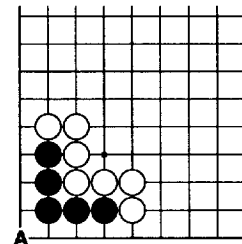


Diagram 9A

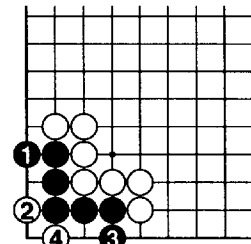


Diagram 9B

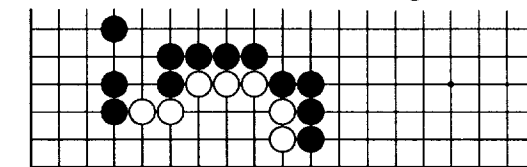


Diagram 10A

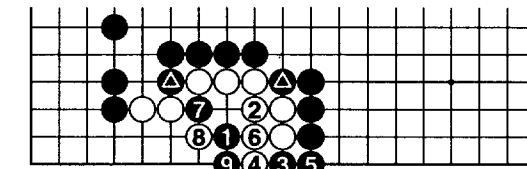


Diagram 10B

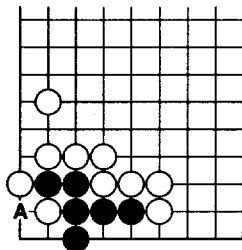


Diagram 11A

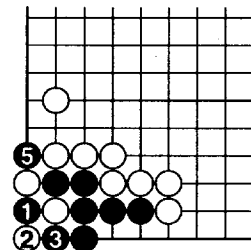


Diagram 11B
4 at 1

Proverb 89
Against three in a row, play in the centre.

This is a particular case of the preceding proverb, and also of Proverb 6, "Learn the eye-stealing tesuji." You might think that a big group like White's in Diagram 10A would have ample eye-space. The sequence in Diagram 10B shows how wrong you would be. Black's move at 1 is what is described by the proverb. It constitutes two eye-stealing tesujis at once, in relation to the two marked black stones. With the sequence to 9, Black captures eight white stones in a snap-back. To live, White should have played a stone at 1 before any of this happened.

Proverb 90
Learn ishi-no-shita.

'Ishi-no-shita' translates literally as 'underneath the stones'. It refers to a sequence in which you have to visualise the position which will obtain after some stones have been taken off the board.

Diagram 11A looks like a position where sacrificing a stone at A will eventually enable Black to make a capture and save his stones. Diagram 11B

shows that Black is correct in the first part of this assumption, when he captures a four stone group with 5, but...

Diagram 11C shows the position that White had envisaged 'under the stones'. A and B are now miai; if Black plays one, White can kill Black by playing the other.

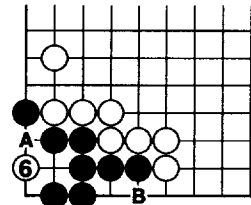


Diagram 11C

Kyu Games Commented

by T. Mark Hall

This game was played at the Wessex Tournament in 1995, when both players were still at kyu level. The commentary was written for Black.

Black: P. Barnard, 1k
White: J. Crow, 1k

14: This is not joseki and you should have punished it.

17: It would be useful to keep the white stones disconnected with Diagram 1 or Diagram 2.

31: Should really be at 65. This makes all your groups safe and making territory.

33: Diagram 3 might be an entertaining way of playing. The single black stone isn't yet settled and you are squeezing the corner.

36: This cut seems to work embarrassingly well so presumably 35 was wrong or maybe I should have used 33 to settle the group at top left enough to be able to invade at the top. (P.B.)

37: A play at 38 leads to a bit of a hairy fight at the top (see Diagram 4).

41: Forcing White to make secure territory but T. Mark says that is OK provided that I have more. It seems that I probably do have more at the moment and I don't seem to be too far behind in terms of power so long as my top left group doesn't get attacked... (P.B.)

43: ...hence an attempt to make an attack more difficult and to limit the potential of White's side. (P.B.)

Not so bad, provided that you don't get distracted.

45: I saw no reason why I shouldn't get away with this and if I did I thought I had a won game (optimism!). (P.B.)

What did I say about distracted?

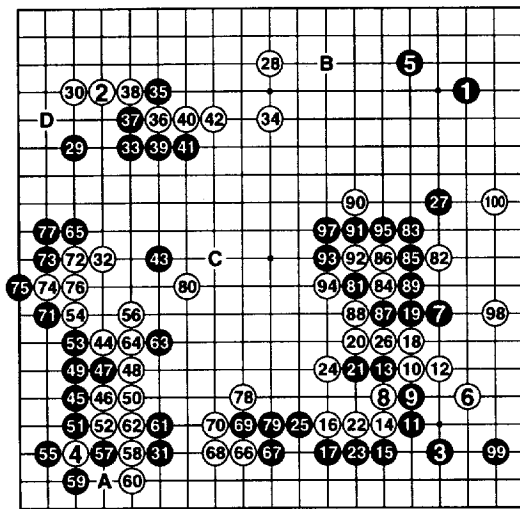


Figure 1 (1—100)
96 at 81

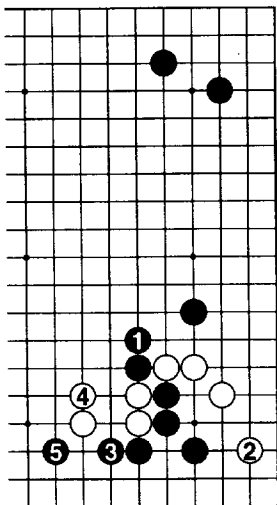


Diagram 1

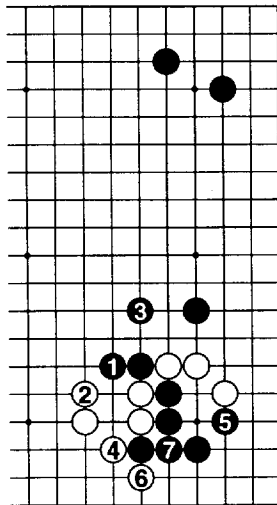


Diagram 2

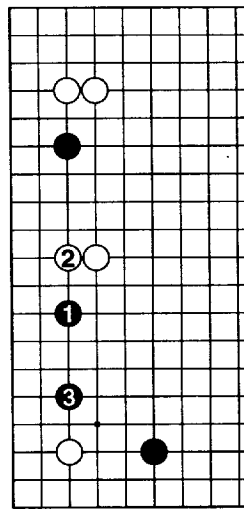


Diagram 3

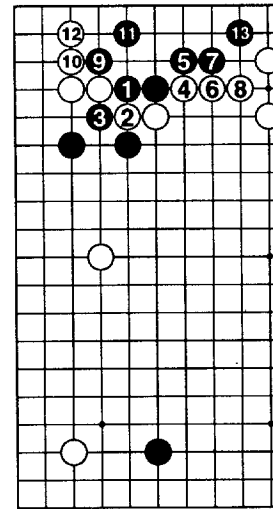


Diagram 4

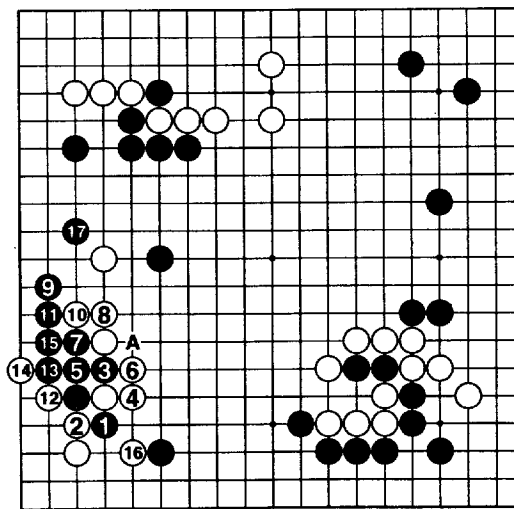


Diagram 5

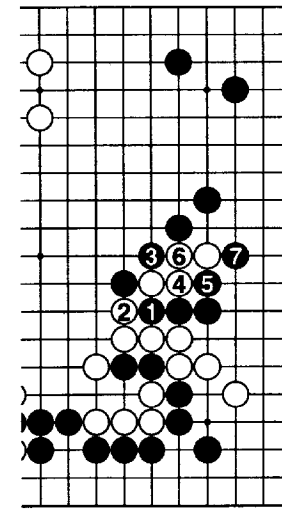


Diagram 6

47: Diagram 5 seems also to be possible. This leaves the cut at A as aji.

55: I thought about one of the various cuts but settling the group seemed a better idea than starting a fight which could impact unfavourably on my lower side or my unsettled top left group. Besides which taking another 10 points of territory would be nice. (P.B.)

57: Perhaps the atari underneath would have been better because... The standard tesuji is at A in Figure 1. A play at 59 can lead to a ko.

60: I didn't like this. (P.B.)

69: Heavy!

79: Not really a very valuable stone, is it? All the alternative moves in Figure 1 would be worth more: B, 81, C, D, or 80.

85: Playing 87 should also be possible. See Diagram 6.

90: Slack; should be at 92.

97: I felt that this had been a nice sequence for me. (P.B.)

98: But here was White making a mockery of my area. I couldn't think of a good direct response so I decided to allow the damage and gain compensation elsewhere. (P.B.)

99: This seemed to do that and set up the following attack. (P.B.)

110: Not much of an attack it seems! If I'm not careful my whole right side is going to be trashed and I will be behind. I have to kill at least some of these white bits. (P.B.)

117: Well, 111 seems to have been a useful cut but surely I could have done something that didn't force almost all the white stones to be so settled? (P.B.)

135: Well that seems to be the kill I needed so long as I don't lose the group including 135. (P.B.)

137: Either 149 or the peep two points below it first is amusing. See Diagrams 7 and 8.

140: I was happy to see this since it lets me into the centre to trash White's potential there. My black bits can still connect two ways. (P.B.)

143: Wonderful to get that in. Now surely I have a won game again. (P.B.)

144: White hadn't cottoned on to the fact that my group was now connected and proceeded to attack it for the next 20 moves or so driving it deep into White's centre. (P.B.)

145: This was to make absolutely sure I could win the race to capture at the top. (P.B.)

160: At this point White realised that Black's central group was connected at the bottom right and resigned. (P.B.)

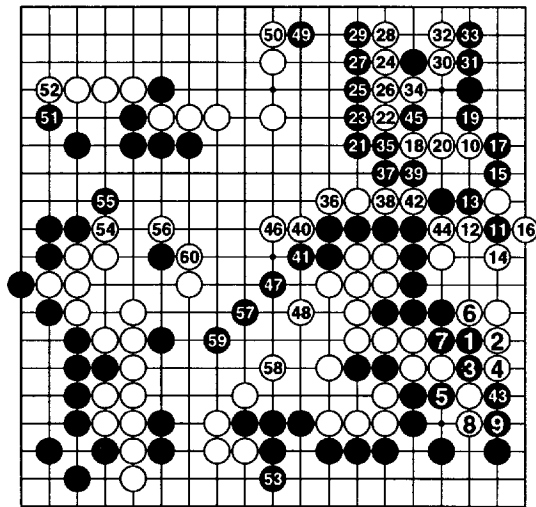


Figure 2 (101—160)

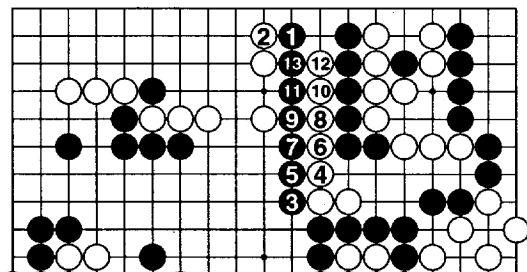


Diagram 7

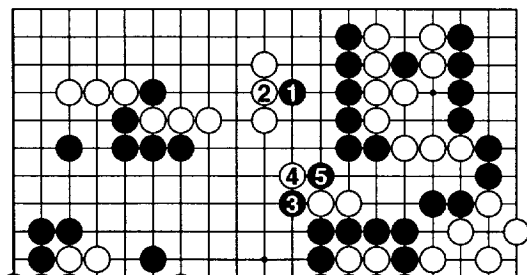


Diagram 8

Darmstadt

by Kevin Roger

On a cold, bright morning, 15 February, eighty-one people gathered in the small southern German town of Darmstadt, not far from Frankfurt, for the Darmstadt Go Tournament. There were eighty Germans... and one Brit. The venue was Bessunger Schlösschen (little castle), actually more of a cultural centre, in the Prinz-Emil Garten, a little park not far from the town centre. Mathias Kegelmann, who plays in the Birmingham Go Club, is a post-graduate student from Darmstadt and I had decided to spend the weekend in a new country playing go. In a way too I was making a reciprocal visit, as several German players have recently visited Birmingham Go Club (thanks to the ever-enthusiastic Mathias).

By the time the tournament started, there was a serious danger that there might not be enough clocks, as about twenty more than expected had entered, some of the stronger players perhaps attracted by what appeared to be quite a good level of sponsorship, others welcoming back a tournament which hadn't been held for a couple of years (a state of affairs only too familiar to those of us from Birmingham).

On the Saturday three rounds were played, and I ended the day two games to one ahead, having lost to a 2-dan in the last round from what felt like a won position halfway through.

The game shown here is from round 3. Thomas Nohr, 2 dan, took White. Komi was 5½ points. Moves were recorded up to 206. White won by 17½ points.

My third round opponent, it emerged afterwards, was the vice-President of the German

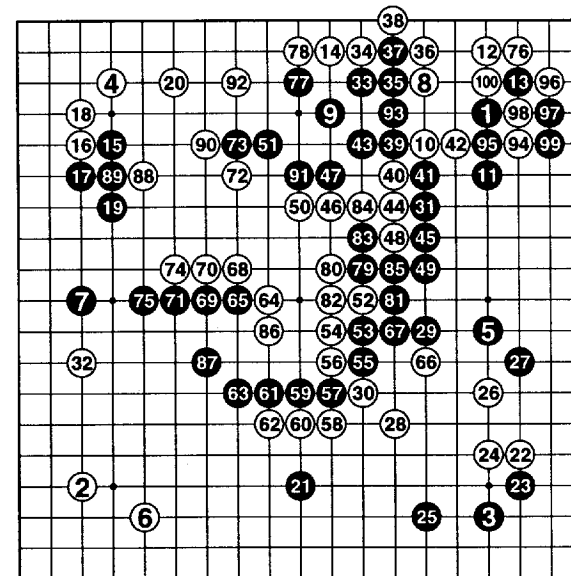


Figure 1 (1—100)

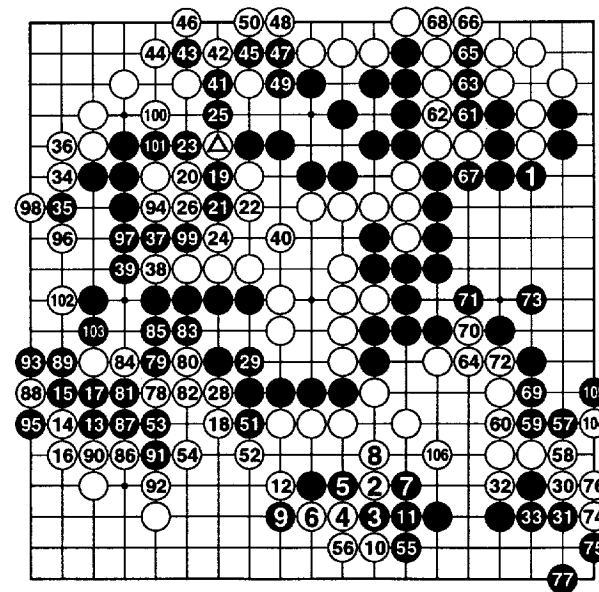


Figure 2 (101—206)
127 at triangled stone (90)

Go Federation and had travelled all the way from Hamburg, about three hundred miles. Time for the après-go!

About fifty of us repaired to the Jasmine, a very pleasant Chinese Restaurant in the town, for a superb all-you-can eat buffet followed by rengo and a few lightning games. A good time was had by all.

On the Sunday, another beautiful day, there were only two rounds, and after the fourth round I was feeling good having beaten my second shodan of the weekend with white. I went all out in the last game, but was way too aggressive and lost badly. With 3 wins out of five I was top of the 1-kyus, and thought I should have won more, so felt that I had a good tournament in go terms, though maybe not playing at my peak.

The overall tournament winner was Christoph Gerlach, 5-dan. After the prize giving, I had several hours to kill before my flight back to the UK, so my hosts took me for a tour round the town, taking in the bizarre Russian Orthodox Chapel, built by one of the local potentates

for his Russian wife so that she could worship in her own tradition, and other tourist venues and sights such as the odd houses built by the newly affluent middle classes around the turn of the century, the old city walls and the White Tower. We also saw the University mathematics building, which is famous not for its architecture (for which the term "monstrous car-buncle" might have been invented), but for the number of go players who have been or are students there.

Then it was a quick drive on the autobahn in the gathering gloom back to the vast and glittering Frankfurt airport, and the plane back to England. Several people clearly thought I was mad to go all that way just for a go tournament, but I had a great

time, and would love to go back to Germany again. Everyone was very friendly and helpful, but I'll have to improve my German - even the Romanian émigré I met spoke better English than my German! Many thanks to the organisers and to my hosts, I hope to meet you again in Germany one day, perhaps next year in Darmstadt.

Tournament results and photos, as well as a report from the Tournament winner (in German) can be found at:

<http://www.mathematik.th-darmstadt.de/go/pt.html>

Interview with the Smiths

by Charles Matthews

Paul and Andrea Smith were talking to Charles Matthews about their varied fortunes at the Mind Sports Olympiad in London (August 18 to 24).

Charles: So Paul, you play more than one game— give us your impressions of the MSO.

Paul: I think it was a very interesting event and it was a lot of fun to be there. There were about 30 different games going on there. I play shogi, Chinese chess, Othello and things like that. It was the first time I'd seen all those things going on together in the same place.

Charles: Which events did you take part in?

Paul: I played Chinese chess, and shogi, and go, and chess. I played Mastermind, and I took part in an IQ competition.

Charles: Very impressive!

Paul: Actually most of it was fun, but there were times when it did seem a little bit gruelling. The place was incredibly hot.

There is no air-conditioning in the Festival Hall at all. So I was sitting there playing go with a ninety minute time limit, in that heat, for three hours. By the end of the week I was glad I wasn't playing in any more games which lasted as long as that. And then the IQ test really finished me off, because it was about four hours with hardly a break.

Charles: You actually got a medal in that!

Paul: Yes, I got a bronze in that.

Charles: Anything else?

Paul: A silver medal for playing shogi, in a competition with three people. So that was also very impressive! And £150.

Charles: More than you've ever won playing go, I imagine!

Paul: I once won £20 playing go in the London Open, and a plate with a painting on it by a friend of Harold Lee, and a coaster with an explanation of an obscure joseki on it. That was my previous winnings at go, so it's possibly more lucrative to play shogi!

Charles: Andrea took part too.

Andrea: I did. I played in the 13x13 go in the afternoon, the handicap tournament, which had nine people in it, and I came ninth! In terms of actually beating people I won one game against Demis Hassabis, and he won one game against me. But one person dropped out and Demis got a point for the person who dropped out so he got two points, and I only got one point as I'd already played my game against that person. That was quite exciting, two seven dans, a six dan, a three dan, the next weakest player apart from me being 6 kyu.

Paul: You got to play Guo Juan. I've never got to play her.

Andrea: You're welcome to her! And I played in the jigsaw competition, as you know, for my silver medal. Three entries.

I didn't win any money for it, but I was allowed to select two of the jigsaws. I took the one nobody had managed to complete, covered completely with black and white dice. And at the weekend I played in the Gin Rummy competition, which was meant to last the whole weekend, but because there were only four people taking part they managed to get it over with on the Saturday. And I came fourth out of four, so I didn't get a medal for that.

Paul: It makes it sound as if there weren't many people in things. But there were more than a hundred people in the chess competition, and bridge and backgammon and Scrabble and so on got lots of people. I think they said there were more than 2000 entries all together in all the different competitions. But we played in some of the ones which had fewest people in them.

Charles: Did you try oware [a West African game of the mancala family, played with carved wooden boards]?

Paul: Yes. The people who played oware seemed to be one of the main attractions for the press. There were loads of people every day filming things. Because the oware people were there, with their nicely carved boards and seats and in a prime position, it was one of the more noticeable things going on, and lots of different people were going along and trying it. I've seen the game before. I think it's quite interesting. I beat the people that I played down there, but I think there were much stronger people. I'd be quite interested to find out how much there is to the strategy of it.

Andrea: You're going to do different things next year, aren't you?— Going to try out all the games he hasn't ever played before.

Paul: Yes, I've now played all the games but one which

were featured at the MSO. I still haven't managed to get hold of a set to play zartra. I've been thoroughly demolished at skat [a three-handed card game from Germany] this afternoon by John Rickard's brother Jeremy and his girlfriend. It took us about an hour to pluck up the courage to try playing, because the rules seemed so complicated. I know there are some people at the MSO and there are some go players like that who just like playing one particular game, but I've always liked playing all different sorts of board games.

Charles: Find any kindred spirits there besides Demis [the polytalented Demis Hassabis, who graduated from Cambridge this year, and who came second in the Pentamind and Decamentathlon events]?

Paul: Well, Demis was running up and down stairs, and I think he managed to play in eight different competitions, which according to the timetable would be quite impossible. There were some people playing in different things, because there was a Pentamind competition. If you were playing in five events you had a chance to win medals for that. There was a Concorde trip as well, I think, for the person who won a gold medal in it. I was a bit disappointed that, while there were very strong players at some individual games— there were quite a few chess grandmasters, there were lots of dan players at go and shogi, and so on— not all that many of them went around having a go at all the different things, which was a bit of a shame. It seems there is a lot more opportunity for the whole thing to be a fun event, where people are playing different things, and they're finding out about different games, people who haven't played go are finding out about go and so on,

rather than just going along and playing the game at which they are expert. They can do that anyway.

Charles: I spoke to at least one chess international master on the go stand. Was there a big buzz about go? You kept on taking a break from your go game, collaring some leaflets, dumping them by the chess players, coming back and saying, "They're gone!"

Paul: Yes, there were quite a lot of people walking past who'd heard of go, who'd played it once, who had never really seen a competition or were unaware that there were clubs, or people they could play against. So there was a lot of interest in that sense. I didn't really get much opportunity to go and hang around the go stall. I think chess and backgammon got more publicity in the handouts which came out every day, because they were games people had heard of. At the front of the place, where the main chess tournament was, they had oware and Chinese chess and shogi and go. I think quite a lot of people who wandered in found those games interesting, because they look different, and you can tell that something is going on even if you can't quite understand what it is.

Go Seigen is expected to visit the Fujitsu tournament in Barcelona in February next year— there is a web page up promising more details at:

www.els.url.es/~ce02861/go/seigen.html

Isle of Man 1997

by Francis Roads

Finland, France, Germany, Japan and the Netherlands were all represented at this year's IOM congress, perhaps justifying the description 'international' in the local paper. But more remarkable still was another statistic. Out of the 52 players that competed in at least one of the events, over a third (19) were female. And that's people actually playing go, not including all the hangers-on who come to the Isle of Man just for the ride. I think this probably sets some sort of British record, and maybe more than just British.

So after years of our agonising over how to attract more female players into the world of go, the answer seems to have come up and hit us in the face: hold your tournaments in the Isle of Man. Or is there more to it than that?

And the unfortunate accidental clash with the Mind Sports Olympiad does not seem to have affected overall attendance. The future of this event seems secure.

After three congresses in Douglas, this year we moved to Port Erin, a small seaside resort at the southern tip of the island. The reason for the move was that to find a suitable venue in a place with a good range of accommodation, from comfortable to cheap, is apparently not easy, and seems to rule out such obvious venues as Ramsey and Peel. The '99 congress may be at Port Erin again, and I shouldn't be at all sorry.

You can walk out of the Cherry Orchard Hotel, where we played, and be up on the cliff top and out of sight of human habitation in fifteen minutes. There may be a slight shortage

of good restaurants, but I'll swap those any day for attractive natural surroundings. Even Barmouth barely rivals Port Erin as a beautiful setting.

There were boat trips to the nature reserve on the Calf of Man, the railway museum to revisit, and the nearby town of Port St. Mary was a 25 minute walk away, for those who insisted on a Chinese meal. And for those who wanted the fleshpots of Douglas, they were only 50 minutes away in the bus. I loved it all.

The congress took its normal form, with a five-day main tournament in the morning, a three-day afternoon tournament, and a handicap event on the two remaining afternoons. In the evening there were the usual range of one-off events.

The first Sunday was taken as the rest day, for excursions. I suppose this must have pleased any Sabbatarians, but the reason for taking a rest before the tournament had even begun was the unavailability of the Orchard Room in the hotel, which was serving as a carvery. In the morning a clifftop walk was on offer, and in the afternoon a coach took us off to Peel to visit the new "House of Manannan", a combined museum and audio-visual presentation of Manx history. It takes a good two hours to go round. It's been well done, and is worth the £5 you pay, though for my taste it leans just a little too heavily on the 3-minute audio-visual.

In the evening we ate fresh sea-food, played liar dice and did all the usual things at a pub. Bed-time? No, when you get back there was a quiz, based largely on light entertainment and related matters. No, my team didn't do very brilliantly. I think we came bottom.

The main tournament was dominated by Vesa Laatikainen from Finland. He outplayed Richard Hunter and myself, the

only other players within a stone of him, and demolished a number of two-dans. He was a popular winner. Fortunately for the rest of us he decided to use the afternoons to explore the island, leaving the field free for a humble four-dan to win the afternoon event.

The Isle of Man handicapping system attracted some comment. Not only are all handicaps increased by a stone, which is very tough on the White player in low handicap games, but also very large strength differences are accommodated by enormous numbers of komi. Not all the players were won over to this system, and it may be due for a rethink. But one has to say that some 25-kyu-ish players were left cock-a-hoop at having beaten opponents up in the high kyus.

An important event held on one afternoon was a children's tournament. There were many young players in the main tournaments, including the usual lively team from Brakenhale. But this was with age restrictions, and attracted a goodly entry from the island's own young go players.

That there was such a good entry is the result of the activities of one of the BGA's unsung heroines, Celia Marshall. She produces hordes of young go players at the junior school where she teaches, and is now extending her activities into the local secondary school. We don't see them much on the mainland, because of the restrictions of time and money in travelling from the island. But she is an example to the rest of us.

Oh, and by the way, while I think of it, the Susan Barnes Trust could do with its funds topping up a bit. Anyone who's made a fat profit on a congress might like to ponder this need.

There were side events in the evening, such as team go and 13x13, but there were also the

usual non-go playing events, the musical evening on Tuesday, and the buffet dinner on Friday. These had the very desirable effect of bringing in many of the people who were there as partners/parents/general hangers-on of the go players, and giving them a chance to feel involved. France Ellul brought his harp, Leo Phillips her flute, and I gave free beginners' lessons on the crumhorn. Recorders were played, many songs were sung— not go songs, they were kept for the Friday— and a surprising range of musical talent was manifest. I gave top marks to Kikuyo Nishikata, our visitor who had flown from Japan to be with us, for a very creditable stab at the crumhorn. Black mark to Simon Goss, who was known to have his oboe, but declined to play it.

It was at the Friday dinner that the go songs came out. There was plenty of spare room for those who have yet to learn to appreciate this art form to retire and play go, or tenjiku shogi if Colin Adams got hold of you and twisted your arm.

Most people had to leave on Saturday, but for those of us who chose to stay on a few days, there was hospitality on offer in the homes of the Manx go players, just when you would think they would want to be rid of us and take a well deserved rest.

I love the Isle of Man. David and Leo Phillips do a superb job of organisation. Very little goes wrong. On the evaluation sheets that we were given at the end, some people were rating their enjoyment at 11 or 12 on a ten point scale. This was my sixth visit, and already I am looking for an excuse to go back. I can assure any player who goes of a warm welcome from the Manx go players at any time. Of all British go events, this is the one which I would be sorriest to miss.

Kanji

碁	詰碁	黒
1	2	3
正解	生き	死
4	5	6
コウ	先	囲碁
7	8	9
手筋	白	失敗
10	11	12
活	劫	番
13	14	15

The above kanji were sent in by Richard Hunter as aids to anyone interested in studying Japanese go problem books. Each character is numbered, and the translations will be found on page 50. Thus you can learn them by testing yourself till you get them all right.

Beginners, don't despair! You can reach dan level without knowing a word of Japanese....

British Go Association

* Indicates new information

Bath: Paul Christie, 8 Gordon Rd, Widcombe, Bath BA2 4NH. 01225-428995. Meets at The Rummer, near Pulteney Bridge, Wed 7.30pm.

Belfast: Contact member needed.

Birmingham: Kevin Roger, Flat 5, Nelson Court, 70 Trafalgar Rd, Moseley, Birmingham B13 8BU. 0121-4494181. Meets various places.

Bloxham School: Hugh Alexander, 6 Greenhills Park, Bloxham, Oxfordshire OX15 4TA. 01295-721043.

Bolton: Stephen Gratton, 525 Tottington Rd, Bury BL8 1UB. 01617613465. Meets Mon 7.30pm.

Bournemouth: Marcus Bennett, 24 Cowper Rd, Moordown, Bournemouth BH9 2UJ. 01202-512655. Meets Tues 8pm.

Bracknell: Clive Hendrie, ICL, Lovelace Road, Bracknell, Berks RG12 4SN. 01344-472741.

Bradford: Steve Wright, 16 Daisy Hill Grove, Bradford BD9 6DR. Meets at The Prune Park Inn, Prune Park Lane, Allerton, Wed 7.30pm.

Brakenhale School: France Ellul, 35 Sunnycroft, Downley, High Wycombe HP13 5UQ. 01494-452047 (home).

Brighton: Steve Newport, 10 Northcourt Rd, Worthing BN14 7DT. 01903-237767. Meets at The Caxton Arms, near Brighton Central Station, Tues from 7pm.

Bristol: Antonio Moreno, 96 Beaulay Rd, Southville BS3 1QJ. 0117-9637155. Meets at Polish Ex-servicemen's Club, 50 St Paul's Road, Clifton, Bristol, Tues 7.30pm.

Club List

Cambridge University & City: Charles Matthews, 60 Glisson Rd, Cambridge CB1 2HF. 01223-350096. Meets in Robert Gardner Room, A5 staircase, Emmanuel College, Tues 7.30pm (term); coffee lounge (cafeteria level), Univ Centre, Mill Ln, Thurs 8pm; CB1 (café) 32 Mill Road, Fri 7-9pm.

Cheltenham: David Killen, 33 Broad Oak Way, Up Hatherley, Cheltenham, Gloucestershire GL51 5LG. 01242-576524 (h). Meets various places Thurs 7.30pm.

Chester: Dave Kelly, Mount View, Knowle Lane, Buckley, Clwyd CH7 3JA. 01244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

Devon: Tom Widdicombe, Woodlands, Haytor Vale, Newton Abbot, TQ13 9XR. 01364 661470. Meets Thurs 8pm.

* **Docklands:** Keith Braithwaite. Meets Tuesdays, 6pm to 8.30 in one of the pubs near Canary Wharf. For more details contact Alison Jones, 0181-504-6944.

Dundee: meets weekly. Contact Rich Philp, 01382-202283, or Bruce Primrose, 01382-669564.

Durham University: Chris Cooper, Dept of Computer Science, Science Site, South Rd, Durham.

* **Edinburgh:** Stephen Tweedie, 10 Upper Grove Place, Edinburgh EH3 8AU. 0131-228-3170. Meets at Postgrad Students' Union, 22 Buccleugh Place, Wed 7pm.

Epsom Downs: Paul Margetts, 157 Ruden Way, Epsom Downs, Surrey KT17 3LW. 01737-362354. Meets Tuesdays.

Glasgow: John O'Donnell, Computing Science Dept, Glasgow Uni-

December 1997

versity, Glasgow G12 8QQ. 0141-3305458. Meets term time at Research Club, Hetherington House, 13 University Gardens, Thurs 7pm.

Harwell: Charles Clement, 15 Witan Way, Wantage OX12 9EU. 01235-772262 (h). Meets at AERE Social Club, some lunchtimes.

Hazel Grove High School: John Kilmartin, Hazel Grove High School, Jackson's Lane, Hazel Grove, Stockport SK6 8JR. 0161-456-4888 (w).

Hereford School: Chris Spencer, 2 Crossways, How Caple, Hereford HR1 4TE. 0198 986 625.

High Wycombe: Jim Edwards, 16 Strawberry Close, Prestwood, Gt. Missenden, Bucks. HP16 0SG. 01494-866107. Meets Wed.

HP (Bristol): Andy Seabome, 17 Shipley Road, Westbury-on-Trym, Bristol BS9 3HR. 0117-9507390. Meets Wed. lunch times.

Huddersfield: Derek Giles, 83 Ashdene Drive, Crofton, Wakefield, WF4 1HF. Meets at the Huddersfield Sports Centre, Tues, 7pm.

Hull: Mark Collinson, 12 Fitzroy St, Beverley Rd, Hull HU5 1LL. 01482-341179.

Hursley: Mike Cobbett, 24 Hazel Close, Hiltingbury, Chandlers Ford, Hants SO53 5RF. 01703-266710 (h), 01962-816770 (w). Meets various places, Wed.

* **Isle of Man:** David Phillips, 4 Ivydene Ave, Onchan IM3 3HD. 01624-612294. Meets Mon 7.30pm

Lancaster: Adrian Abrahams, 1 Ainsdale Close, Lancaster LA1 2SF. 01524-34656. Meets Wed. Gregson Community Centre, 33 Moorgate.

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Leamington: Matthew Macfadyen, 29 Milverton Crescent, Leamington CV32 5NJ. 01926-337919. Meets Thurs 7.30pm.

* **Leicester:** Eddie Smithers, 1 Tweed Rd, Melton Mowbray, LE13 0UZ. 01664-857154. Meets Tues 7:30 p.m. at Richard Thompson's House. For details ring Eddie, or ring Richard on 0116-2761287.

LONDON

Black Horse: Colin Weeks, 67 Willow Way, Farnham, GU9 0NT. 01252-716925 (h), 0171-232-3554 (w). Meets at the Anchor, Bankside (just off Park St), Southwark, SE1, Thurs 5.30-8.30pm.

* **Central London:** David Ward, 0171-3548539. Meets in the Daiwa Foundation, Japan House, 13-14 Cornwall Tce, NW1, Sun 2-7pm. Also Nippon Club, Friday.

North London: Martin Smith, 84 Rydal Cres, Perivale, Middlesex, UB6 8EG. 0181-991-5039. Meets in the Gregory Room, back of Parish Church, Church Row, Hampstead (near Hampstead tube station) Tues 7.30pm.

North West London: Keith Rapley, Lisheen, Wynnswick Rd, Seer Green, Bucks HP9 2XW. 01494-675066 (h), 0181-562-6614 (w). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

South London: Jonathan Chetwynd, 29 Crimsworth Rd, SW8 4RJ. 0171-978-1764.

Wanstead & East London: Alison Jones, 29 Forest Way, Woodford Green, Essex IG8 0QF. 0181-504-6944. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

Club List

Maidenhead: Iain Attwell, Northurst, Westmorland Rd, Maidenhead. SL6 4HB. 01628-76792. Meets various places, Fri 8pm.

Manchester: Chris Kirkham, 201 Kentmere Rd, Timperley, Altrincham WA15 7NT. 0161-903-9023. Meets at Mr Thomas's Chop House, Cross St, Thurs 7.30pm.

Monmouth: Jeff Cross, 'Lamorna', Machen Rd, Broadwell, Coleford, Glos. GL16 7BU. 01594-832221. Meets various places.

Newcastle: John Hall, 10 Avondale Court, Rectory Rd, Gosforth, Newcastle NE3 1XQ. 0191-285-6786. Meets various places, Wed.

Norwich & Norfolk: Tony Lyall, 01603-613698.

Nottingham: Alan Matthews, 96 Brookhill St, Stapleford, Notts. NG7 7GG. 01159-491535.

Open University & Milton Keynes: Fred Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes MK12 5DL. 01908-315342. Meets Mon 7.30pm, alternately in O.U. Common Room and at Wetherpoons, Midsummer Boulevard, Milton Keynes.

Oxford City: Nick Wedd, Sunnycroft, 37 North Hinksey Village, Oxford OX2 0NA. 01865-247403. Meets at Freud's Café, Walton Street, Tues 6pm.

Oxford University: Nicolas Fortescue, Trinity College. Meets Wed 7.30pm, Danson Room, Trinity College.

Portsmouth: Neil Moffat, 28 Lowcay Rd, Southsea, Portsmouth PO5 2QA. 01705-643843. Meets various places, Sun 2pm.

Reading: Jim Clare, 32-28 Granville Rd, Reading, RG30 3QE. 01189-507319 (h), 01344-472972

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(w). Meets at The Brewery Tap, Castle St, Reading, Tues 6.30pm.

* **Royal Holloway:** Egham. Dave Cohen, 01784-443692. Meets in Computer Science Dept, Mon.

Shrewsbury: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shrops. 01630-685292.

South Cotswold: Michael Lock, 37 High Street, Wickwar GL12 8NP. 01454-294461. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

Stirling University: Contact Duk-Hyun Yoon, Inst of Aquaculture, University of Stirling. Phone & fax 01786-470058.

Swindon: David King, 21 Windsor Rd, Swindon. 01793-521625. Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Wed 7.30pm.

Taunton: David Wickham, Trowell Farm, Chipstable, Taunton TA4 2PU. 01984-623519. Meets Tues, Ilminster.

Teesside: Gary Quinn, 26 King's Rd, Linthorpe, Middlesbrough TS5 5AL. 01642-384303 (w). Meets at University of Teesside, Wed, 4pm.

West Cornwall: Paul Hunt, c/o The Acorn, Parade St, Penzance. Ralph Freeman, 01736-798061. Meets at 1 St Mary's Place, Penzance, Thurs 7.30pm..

West Wales: Jo Hampton, 5 Handlith Tce, Barmouth, LL42 1RD. 01341-281425. Meets regularly.

West Surrey: Pauline Bailey, 27, Dagley Farm, Shalford, Guildford GU4 8DE. 01483-561027. Meets in Guildford on Mondays 7.30-10pm.

Worcester & Malvern: Edward Blockley, 27 Laugherne Rd, Worcester WR2 5LP. 01905-420908. Wed 7.30pm.

Attach-Extend Mysteries

by Charles Mathews

Part 2

This will be a chunk, not of corner opening as in Part 1, but of fighting on the side. The pattern can be seen for initial assessment in Diagram 1.

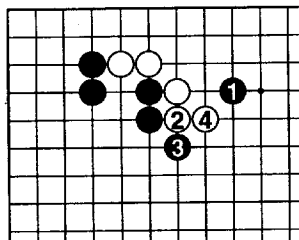


Diagram 1

There are at least three 'mysteries' to ponder here. Why has White made an empty triangle rather than playing 2 directly at 4? Is the White cutting point one for Black to peep at, and if so, how? Those two will be enough for this time. We shall find a relationship between these queries. And under what circumstances would 1 be better placed on the third line? This will form matter for the next episode.

But first some evidence that this is a broad topic of enquiry. The plays 1 to 5 in Diagram 2 are another opening, which has been much played recently

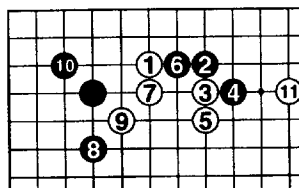


Diagram 2

without apparently reaching definitive form. Unusually for the 4-4 point, it can lead into a running fight. Diagrams 3 and 4 are representative 4-3 point openings from the Ishida Dictionary. These lines should be enough to establish our basic position as a 'sort of fight', rather than just one variation.

Now look back a bit. Dia-

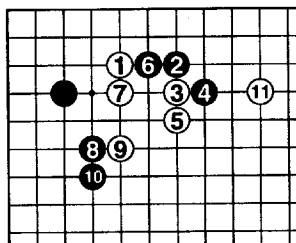


Diagram 3

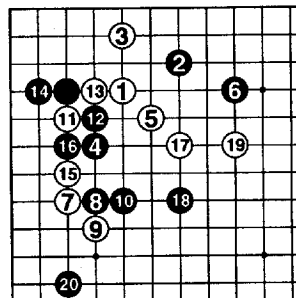


Diagram 4

gram 1 arises because White didn't finish the corner opening. Diagram 5 is the expected local continuation, with 7 on the right point to guard the cut. (However, don't assume that if Black now cuts then White is obliged to save the stone 3. If you did, you have been caught out—go and read Proverb 79 in Francis Roads' article in the Autumn issue of this fine magazine. Diagram 6 is usually more like it, with White able to aim both at A, and a possible cut at B later.) In the other joseki too, Black or White is

attacked in this way as a result of trying for a little over the odds. Go is a remarkably equitable game; here we are discussing an attack which is made not out of excess aggression but as a method for reasserting an equilibrium disturbed by one side pushing hard for advantage.

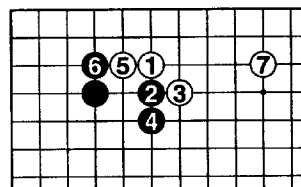


Diagram 5

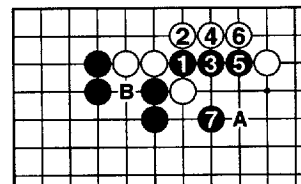


Diagram 6

The first problem is about the empty triangle. It looks bad. But there is something fairly surprising concealed here.

Perhaps Diagram 7 takes a moment to understand. White has come out diagonally with 2, then Black peeps on the second line.

"Oh," you cry, "but Kageyama says you must peep directly!"

Just so, it's there for all to see on page 96 of Kage's *Secret Chronicles*. However a cutting

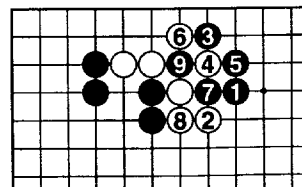
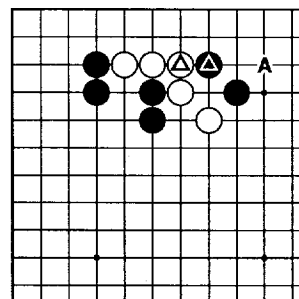


Diagram 7

point on the third line is definitely an exception. Black could peep at 4, but normally that's a worse shape (Reference Diagram, with a future White invasion at A on the cards). So in this case Black peeps on the second line, and White feels like resisting with 4. However when Black sets up a ko with 7 White could fall apart. I don't say this all happens yet. But it clouds the issue of whether White can counterattack on the top side.



Reference Diagram

There are the two further ways for White to respond to the peep, shown in Diagrams 8 and 9—of which the first looks distinctly poor.

Even yet we don't have the full story. Diagram 10 shows the orthodox way for Black to play when White comes out with the diagonal move, as shown in my Japanese sources. White 10 forms an undignified empty triangle to add to White's woes, making the stone at 4 misplaced.

Therefore White prefers to play 2 and 4 as in Diagram 1. Exchanging 2 for 3 there before coming out with 4 saddles Black with a cutting point, obviously enough, but also means that Diagram 11 is feasible. Black plays the good style peep 1, but White forcefully replies with 2 and 4. Black at A is now irrelevant to shape, just filling liberties. Black will feel like

connecting at 5, but this is a heavy play—the Black stones at the top probably ought to be handled more lightly for the moment.

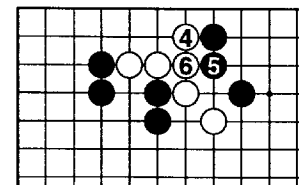


Diagram 8

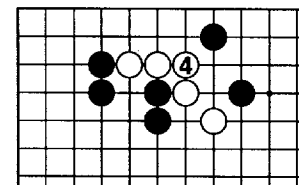


Diagram 9

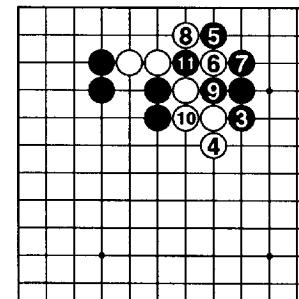


Diagram 10

"Come now," I hear you say. "The push into the knight's move to take sente? Is that not the stuff of sharp intakes of breath from the senior members of go clubs? Is this really all going on?"

I assure you it is, and is well documented in the literature. Fortunately, chapter and verse is to hand. Diagram 12 is from a game in *Go World* 79. Some cut and thrust between Lee Changho (Black) and Cho Hunhyun, in what is recognis-

ably a situation of the type we are looking at, though this time it arose from a 5-3 opening.

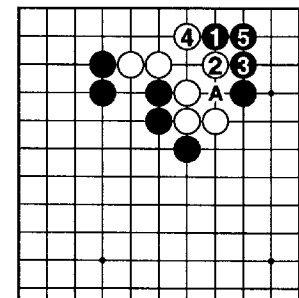


Diagram 11

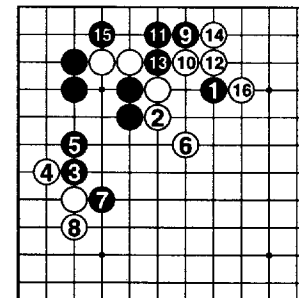


Diagram 12

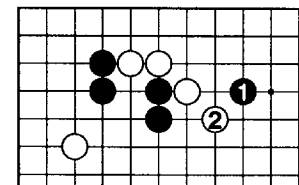


Diagram 13

The life of the amateur go writer is hard. As I finished compiling this article I came across a game of Takemiya, in which there was a second approach move in place (Diagram 13). He came out with the diagonal move. I am sure he had his reasons; and if he ever tells me what they were, be sure I shall pass them on.

Letters

Bob Bagot writes:

The reports in the Journal of the various stages of the British championships have prompted me to make a few random observations. My remarks have nothing to do with the actual results this year. Charles Matthews is to be congratulated on his reaching the final and I think it is excellent that a 'lowly' three-dan (at the time of writing!?) has done so well.

The most recent changes have made it more difficult to qualify for the Candidates' and easier to get into the Challenger's. At Cambridge in May, there were about 25 players entered for the Candidates'. Why is attendance less than when it was held in London? The venue in Cambridge is excellent and fairly accessible from most parts of the country. Is it too difficult to win 3 out of 3 at a tournament in order to qualify? We were playing for 11 or 12 places to go through to the Challenger's whereas in the old system there were usually 4 or 5 places available. It meant that 3 wins out of 6 would probably be sufficient and that is not enough pressure for a tournament of this kind.

It was unfortunate that so many strong players were unavailable for the Challenger's Tournament. Even so I wonder if British go is strong enough to justify a final eliminator with 16 players. The old Challenger's League had the cream of British 3, 4 and 5-dans (with the occasional surprise sacrificial 2-dan) but now the Challenger's has become just like any other ordinary tournament.

Did anyone not turn up because they knew who they would be playing? It is quite right to have seeding but surely the draw should be done on the

day. I was due to play David Ward this year so I spent some time looking through old games and planning one or two ideas. Yet when I arrived, someone else had not turned up, my ranking had altered and I ended up in the opposite half of the draw. All very frustrating. We have a system where you know who you are playing in advance but you don't!

I also think the Challenger's would be better organised as a league but, if it continues as a knockout, is it possible to have some sort of losers' section to overcome the vagaries of the draw?

Finally I would like to suggest that one player who always misses the Challenger's and is one of the strongest players in the country should have automatic entry into the Challenger's the following year. I am referring to whichever player goes to Japan for the World Amateur. Next year it will be Matthew Cocke who will have to go through the Candidate's if he wants to challenge for the British Championships. Still, if they keep the same system with lots of places up for grabs, I might still have a chance.

Nick Wedd writes:

In the last issue of BGJ, Wayne Walters discussed the possibility of Go databases, analogous with the databases used by leading Chess players. He described one which he is developing, and asked whether anyone else has developed anything similar.

There are at least four such databases: one available on floppy disk, two on CD, and one on the internet.

David Fotland's Many Faces of Go, version 9, with its "de luxe add-on", was reviewed in BGJ no. 101. It includes four

databases, with a total of over 5,000 openings. Each database is constructed so that, part-way through an opening, you can see how what moves were played next, and how popular each was.

Version 10 of Many Faces of Go is also now available. It is on CD, and includes three databases of openings, one of them with over 36,000 openings. They work in the same way as in version 9.

Alex Telitsin's Go Info is available on CD. This is a database of almost 4,000 complete games, also arranged by the opening moves. He also offers a "Lite" version, with only 2,000 games.

Jan van der Steen has also done something similar, and made it available on the internet. His "Fuseki Dictionary" is at:

<http://www.cwi.nl/~jansteen/go/fuseki>

Also, he has made a similar analysis of individual josekis taken from a large number of professional games. His "Joseki Dictionary" is at:

<http://www.cwi.nl/~jansteen/go/joseki>

KNTO Support for the British Congress

The 1998 B.G.C. near Chester on 17-19 April will receive support from the London office of the Korea National Tourism Organization.

Details will not be set until early next year, but it is expected that a Reception will be held on the Saturday evening and trophies awarded to the top four players to keep.

More about the event and our sponsor should be found in the near future on the BGA web site, on pages to be located at:

www.britgo.demon.co.uk/korea/index.html

Wessex Wedding

by Brian Timmins

When Ian Sharpe and Anne Harry decided to get married in October, one consideration of course was the tournament calendar. They live in Bath, and in view of the proximity of Marlborough, the Wessex Tournament was not only imminent but surely unmissable.

Before the happy event was announced, Kathleen and I had already booked in for a long weekend at Marlborough at the Castle and Ball Hotel. Ian very thoughtfully selected Friday 24th October for the wedding, so that his witnesses at the registry office (and also Best Man and Matron of Honour) were only a little more than half an hour's drive away.

For October the weather was remarkably bright, and actually warm if you were standing in the sun, which we were able to do for some of the photographs



Wedding celebrations pass into the coffee and go phase

taken in a botanical garden near Bath after the wedding.

Then we drove back to Marlborough, where we were joined for a celebratory dinner at the hotel by Ian and Anne, who had booked in for the night.

No evening could be celebrated without a game of go, could it? Ian and I decided to have a token game, to show that go stops for nothing. At least, I thought it was a token game,

but like all games of go it soon became too interesting to stop after the first few moves. There was some doubt about the result. The Bridegroom claimed he had won by a dozen points or more; the Best Man did not disagree with the simple arithmetic of his plight, but wrote off defeat as merely a token defeat in what was supposed to be a token game. He also suggested that no decent fellow would beat a friend on his wedding day. For some reason that reduced Ian to laughter...

But what about the Wessex Tournament? Not quite unmissable, after all. Only days before, Ian had had second thoughts, and cancelled his entry, so that next day he and Anne could set off for a honeymoon in St Ives. Oh well, no doubt we shall see him again at the Wessex next year. And Anne? Quite possibly!



A happy couple, or just laughing at the Best Man's move?



Counting Liberties: Applications

by Richard Hunter
hunter@gol.com

Part 2: Whether to make an eye

In the six-part series *Counting Liberties*, we studied the basic types of fights and read out the status of the fight to see who was winning. You didn't have to find any clever moves, as you do in tesuji or life-and-death problems. This series, Applications, builds on the reading skills you've learned in order to consider where to play when fighting. We'll look at fights a few moves earlier when there is still a choice of paths to take.

In this part, we consider positions where you have the chance to choose the type of fight. The question is whether or not to make an eye.

Figures 1a and 1b show two settled positions that you should be able to read out instantly. In Figure 1a, White is dead. (It's a type 3 fight and Black is ahead in liberties by 5:3.) In Figure 1b, the position is a seki. (It's a type 2 fight and neither side has enough liberties to kill the other.

Position 1: Black to play

It should be clear from the first two figures that Black should make an eye with 1 in Diagram 1a. This kills White. Note that if White answers by filling one of Black's outside liberties, Black can play elsewhere. Then White will have died in gote. Instead of making the eye, as in Diagram 1a, playing on an outside liberty with 1 in Diagram 1b allows White to

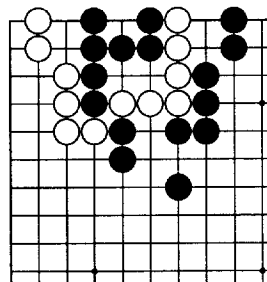


Figure 1a

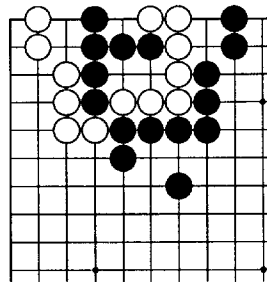
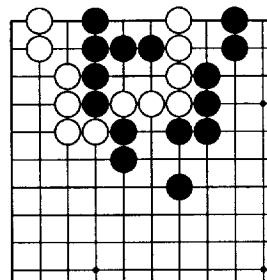


Figure 1b



Position 1

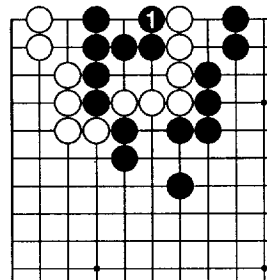


Diagram 1a

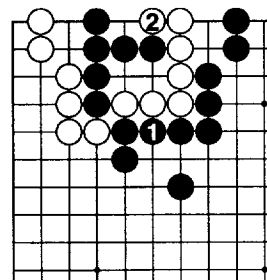
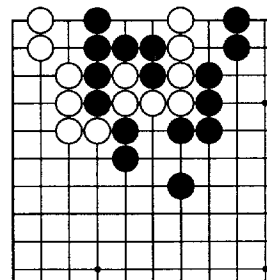


Diagram 1b



Position 2

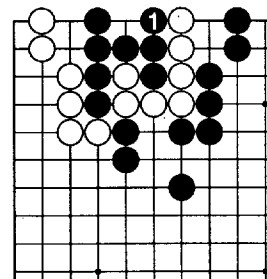


Diagram 2a

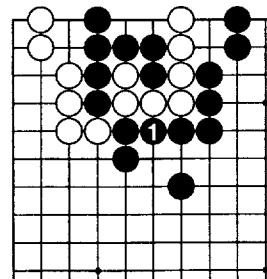


Diagram 2b

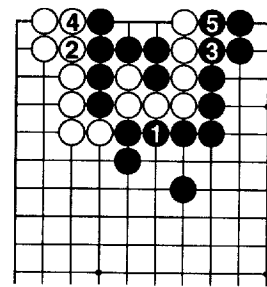
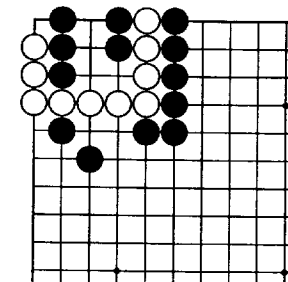


Diagram 2c



Position 3

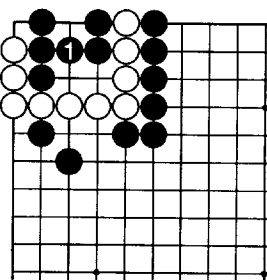


Diagram 3a

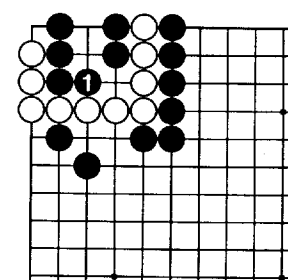


Diagram 3b

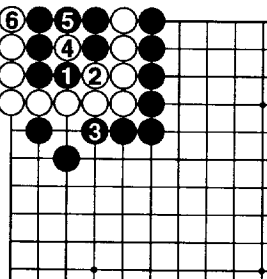
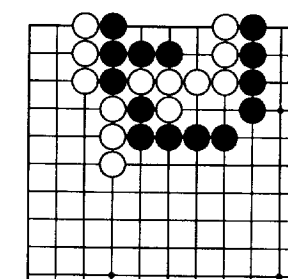


Diagram 3c



Position 4

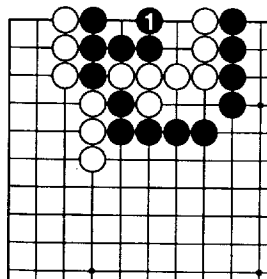


Diagram 4a

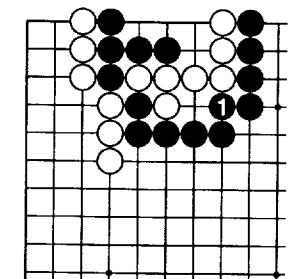


Diagram 4b

take the vital point of 2, so neither side will be able to make an eye. This result is Figure 1b.

Position 2: Black to play

Black rushes to make an eye with 1 in Diagram 2a, without stopping to think. He knows the proverb "Eyes win semeais", but he hasn't understood that there are exceptions. While White is considering this move, Black has time to read out the position, and spots that he's a move behind. He might conclude that his losing the fight was therefore inevitable and never realize that he could in fact have won. It's true that *having* an eye doesn't guarantee that you win a fight; if your opponent has enough liberties he can win. But what many players, even quite strong ones, don't realize is that *making* an eye can be a mistake.

In Position 2, making an eye is suicidal. If you stop and count after Black 1 in Diagram 2a, it's obvious that each side has three liberties and it's White's turn. What went wrong? Well in this position, Black gains no advantage from making an eye and he decreases his own liberties by one. Black should play on an outside liberty, as in Diagram 2b. Then he wins, as Diagram 2c shows.

Making an eye when your opponent doesn't have one (and can't make one later) has four possible effects:

- It gives you exclusive possession of all the inside liberties.
- It may force your opponent to make approach moves.
- It may decrease your own liberties.
- It eliminates the possibility of you living in seki.

The two advantages are well covered by books on tesuji and

life and death, but the two disadvantages are often ignored and consequently many players are not familiar with them.

Position 3: Black to play

Black should play 1 in Diagram 3a. This gives him all the inside liberties, so he is ahead 4:3. Playing 1 in Diagram 3b is a mistake. Black may think this reduces White's liberties, but he is mistaken. All the inside liberties belong to Black, so Black is the only side losing liberties as a result. As Diagram 3c shows, White wins.

Position 4: Black to play

This is similar to Position 3. Black should play 1 in Diagram 4a, making an eye while maximizing the inside liberties. Playing 1 in Diagram 4b fails to kill White and 1 in Diagram 4c is even worse, as the continuation in Diagram 4d shows. The diagonal move is sometimes a tesuji. In Diagram 4e for example, the diagonal move of 1 prevents White from playing atari from the inside, so he has to play an extra move on the outside at 2 and loses.

However, Black 1 in Diagram 4c has no such effect.

Position 5: Black to play

Black looks to be in trouble. He has two liberties to White's three, so if he fills one of White's outside liberties, White will simply put him in atari.

Making an eye with 1 in Diagram 5a is the key move. Since there aren't any inside liberties in this fight, this may not seem very beneficial. However, the second effect of making an eye is to force the opponent to make approach moves in certain positions, and this is one of those positions.

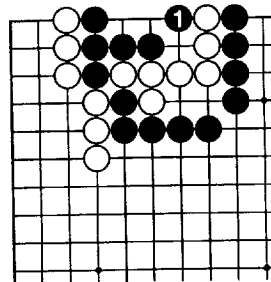


Diagram 4c

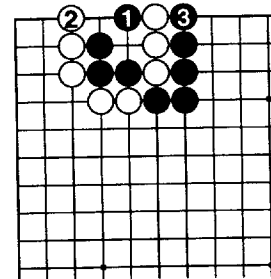


Diagram 4e

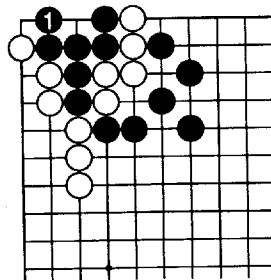


Diagram 5a

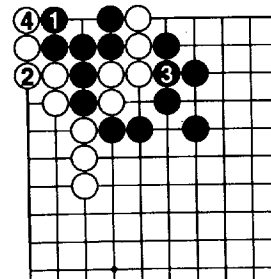


Diagram 5c

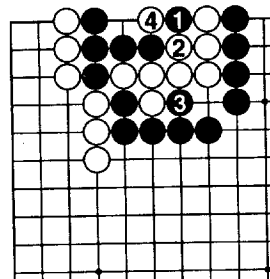
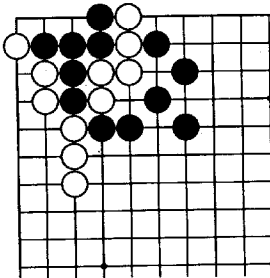


Diagram 4d



Position 5

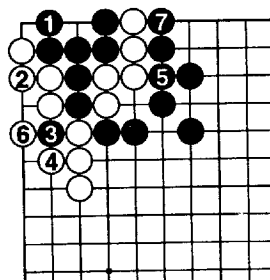
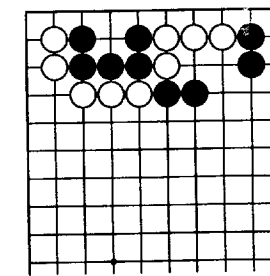


Diagram 5b



Position 6

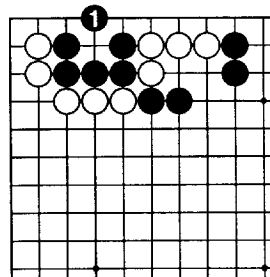


Diagram 6a

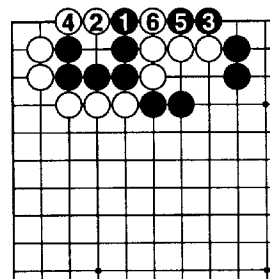


Diagram 6c

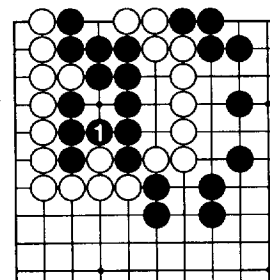


Diagram 7a

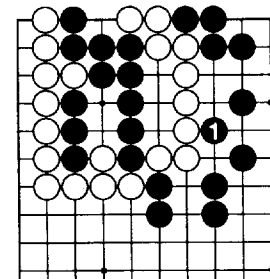


Diagram 7c

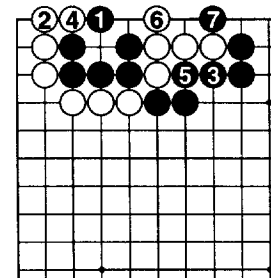
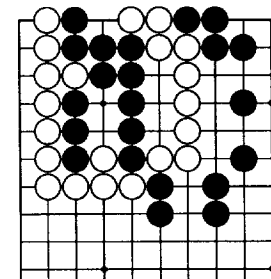


Diagram 6b



Position 7

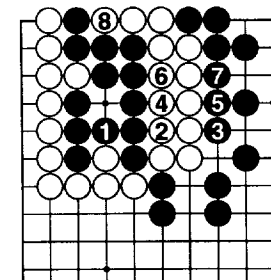


Diagram 7b

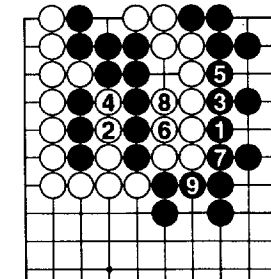


Diagram 7d

When White connects at 2 in Diagram 5b, Black cuts at 3. This forces White to play two moves to capture the stone before he can play atari in the corner. As a result, Black wins. If Black neglects to cut and starts filling White's outside liberties with 3 in Diagram 5c, White can atari at 4.

Position 6: Black to play

Black should make an eye with 1 in Diagram 6a. This forces White to make approach moves, so Black wins as Diagram 6b shows. Playing 1 in Diagram 6c loses, as does 1 at 6 or anywhere else.

Position 7: Black to play

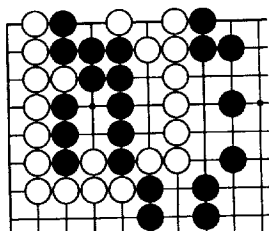
Making an eye with 1 in Diagram 7a is very tempting. But a quick count of the liberties shows five each and it's White's turn to play. So Black dies as shown in Diagram 7b. Instead Black should fill an outside liberty, as shown in Diagram 7c. Although Black loses three stones, he saves the majority of his group by living in a seki, as shown in Diagram 7d.

Position 8: Black to play

This position is very similar to the previous one.

Although Black can make a seki with 1-9 in Diagram 8a, this is not the best he can do. In this position, Black should make an eye with 1 in Diagram 8b. This forces White to play an approach move at 8 in Diagram 8c, giving Black time to fill another liberty with 9. Next, White cannot put Black in atari, so he dies. Compare this result with Diagram 7b.

In an actual game, the position might be more complicated, like Diagram 8d for ex-



Position 8

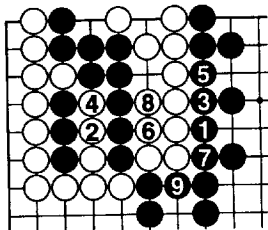


Diagram 8a

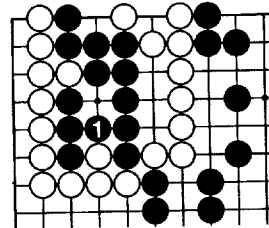


Diagram 8b

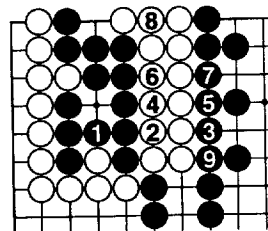


Diagram 8c

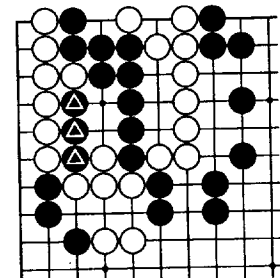


Diagram 8d

group and switch his attention elsewhere. But if he leaves it too long, Black may get the chance to play there first and make an eye. Ideally, White wants to play it when Black is still aiming to attack the lower group and thus will answer by connecting, losing both the liberties and the chance of an eye. However, White has to be careful in playing this atari because it reduces the liberties on his lower group. We'll come back to this idea later when we look at some examples from actual games.

Guidelines for winning a fight

Eyes often win fights. Making an eye gives you all the inside liberties and may force your opponent to make approach moves, but it may also decrease your own liberties and it eliminates the safety net of living in seki.

ample, where Black's three stones are valuable cutting stones. If White captures them, with a sequence like the one in Diagram 8a, he connects his groups together. Black would like to save these three cutting stones and cut off White's lower group, similar to Diagram 8c. The timing of when White should play atari on these three stones is very difficult and not something I want to discuss in detail here. It involves many factors.

If White plays atari too early in the game, before the groups get surrounded, Black may give up trying to attack the lower

Taking a Stand

by Charles Matthews

The BGA manned a stand through all seven days of the Mind Sports Olympiad, selling much equipment and distributing generous numbers of the handsome BGA pamphlet together with other information. The BGA banner, suspended with string by the resourceful Steve Bailey, dominated the main playing area (well, only a mild exaggeration). Gerry Mills was not able to be there throughout, but Adam Atkinson provided continuity for the whole time. He was looking a bit dazed when I turned up on the Thursday—no change there then!

On the day, and again on Sunday, I met many journalists, chess players, interested parties and the usual members of the public seeing go for the first time. There was a man who assured me that go was mentioned constantly in the autobiography of Howard Marks, the notorious drug smuggler, one celeb name to avoid dropping, I suggest. There was the Malaysian who challenged me to a game of his national go variant called Empire, in which groups not joined to the edge with any number of liberties or eyes are captured instantly when completely cut off by enemy stones (a bit bogging; you are supposed to start in the middle of the board to enter into the spirit). There was the Korean who claimed to be a total beginner knowing only life-and-death, against whom I resigned a nine stone game having got the margin to the respectable side of thirty, at which point he revealed a Korean grade of 8 gup (say 5 kyu). He told me I was a 'very nice' player, so that was all right then.

Many thanks from the BGA to the nine other 'too numerous to mention' who turned out to help, from clubs all over southern England. The event and our presence did us a great deal of good in all sorts of ways.

For the Beginner

by Robert Finking
Robert.Finking@roke.co.uk

Cutting and Connecting

Part 3: Some Problems

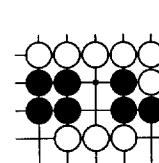
Welcome to Part 3. To recap, we have looked at direct connections, ponnuki connections, diagonal connections and bamboo joint connections. In this part we will look at some practical examples. To enable you to get the most out of these examples, they have been presented as problems. The more interesting problems are discussed in most detail in the answers.

A few example problems were given in Part 2. There was also an explanation of the kind of problems used in this series. Do not worry if you missed it. In each problem you need to work out the 'status' of Black's stones. Are they connected, cut or is the position undecided? If the position is undecided, where should Black play to connect and where should White play to cut?

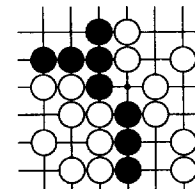
Here are ten problems for you to solve. Most are in the middle of the board. Watch out though! A couple are at the edge of the board.

Any groups which touch the edge of a diagram can be assumed to extend off the edge of the diagram. The obvious exception to this is where the only points at which the group touches the edge of the diagram are at the edge of the board. Clearly a group can not extend over the edge of the board. Have fun!

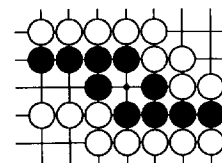
Solutions in next issue



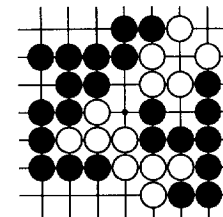
Problem 1



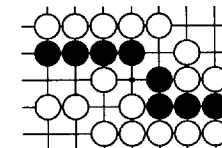
Problem 2



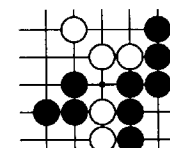
Problem 3



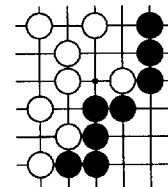
Problem 4



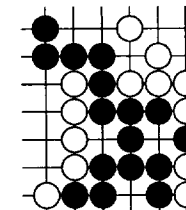
Problem 5



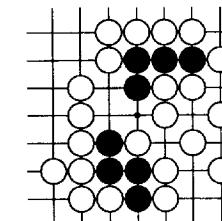
Problem 6



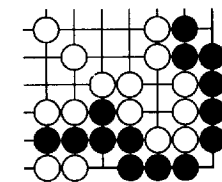
Problem 7



Problem 8



Problem 9



Problem 10

Two Games from Marseille

by T. Mark Hall

For both these games, played in Marseille at the European Go Congress, had time limits of 2 hours 30 minutes each, and komi of 8 points (Ing rules).

Game 1

White: Xavier Lugol, 4 dan
Black: T Mark Hall, 4 dan

The first game was played in the second round when we had both won a game. Whoever won would go and get minced by a 6-dan in the next round.

34: Despite my san-ren-sei White is the one who gets a moyo. I am then content to keep making my territory.

45: Following Cho Chikun's dictum of breaking into a moyo one move before it is complete.

50: After White 50 I found it a bit tricky. If I continue to try to pull these stones out I will probably give him opportunities to break into either of both of my side territories. All the time I was thinking of 69 which is big for both. I was surprised later in the game that he missed playing what I thought were obvious kikashi which would have won the game for him.

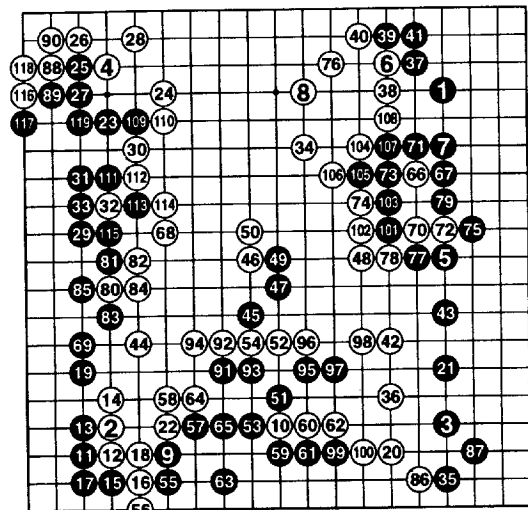
51: Black 51 is an attempt to make shape. If he answers at the bottom I may be able to live in this area.

66: After I had lived at the bottom I still think that he should play at 69 before pushing on the right.

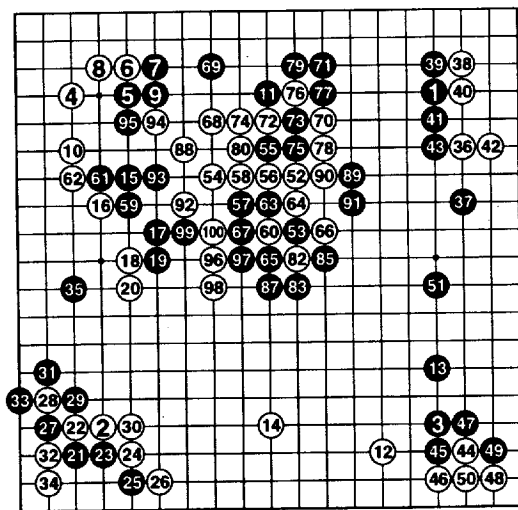
76: Rats! I'd kept that in reserve to mess up his upper side.

86: Now is the time to play at 115; I can hardly ignore it because he would get a flower-viewing ko on the left side if I did.

119: Recording stops. Black eventually won by 1 point.



Game 1
Figure 1 (1—119)



Game 2
Figure 1 (1—100)
81 at 76, 84 at 60, 86 at 53

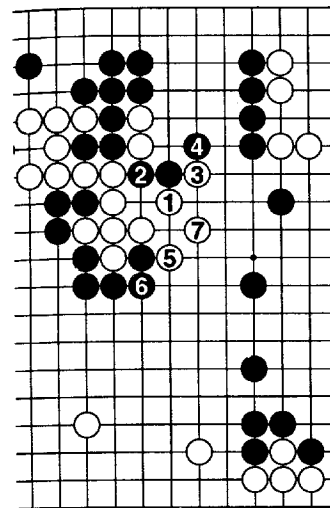


Diagram 1

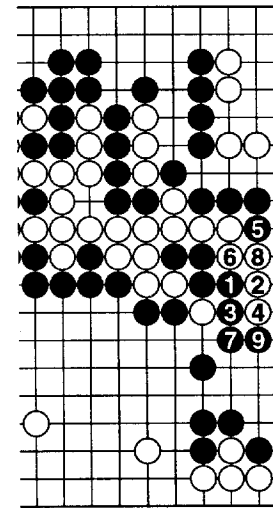


Diagram 2

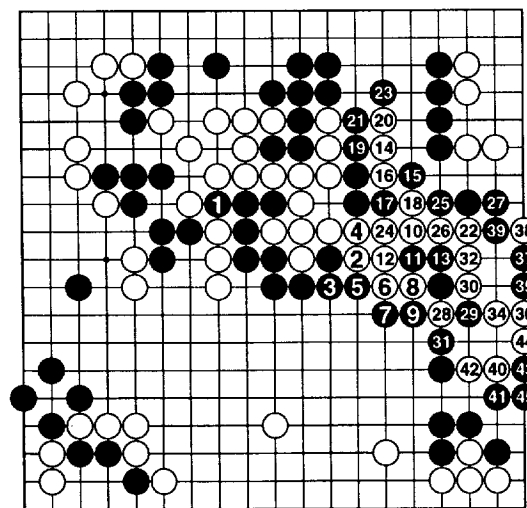


Figure 2 (101—145)
133 at 128

Game 2

White: Des Cann, 4 dan
Black: T Mark Hall, 4 dan

Played on 2 August 1997 in round 10, this was the final game, and I was annoyed that I had to play a Brit when there seemed to be so many other possibilities available. I was rather tired and emotional and I should apologise again to Des both for commenting this game and for my behaviour during the game. It is interesting mainly for the way one move can change the way the game goes.

21: First I push on the outside then invade the corner to limit White's territory here.

52: Now Des invades my moyo; this will really decide the game.

53: Fighting spirit!

66: I think that White should play at 67 first before 66 to give him some sente moves in this area.

88: Now White has one eye; can I stop the other one?

89: This is where we decided that White lost the game in response to Black 89.

90: White should play at 1 in Diagram 1.

Diagram 1: If White simply makes another eye sacrificing the two stones he will have a good game remembering that he has 8 komi to come. However my influence may be useful in breaking up the lower side but White has four corners and secure territory. A hard game for Black.

91: Now it is difficult to see White making eyes easily.

96: It was suggested that White should have cut one point to the right.

101: Now if White tries to attack the central Black group he would need to connect a stone in gote.

114: Des and I went over this part of the game for quite some time after the game but we

didn't really come up with a good sequence for White.

129: I thought about 1 in Diagram 2 which still seems to kill White but I wasn't sure how White would play. This I thought would still kill (I'd spotted a move that Saijo pro 8-dan had pointed out in analysing another game).

135: This was the move that Saijo had used to show that a group was dead. If I played at 1 in Diagram 3, White lives easily.

145: Black wins by resignation. My unfortunate behaviour was that every time I thought Des was going to make a move I made a remark about the hopelessness of his situation. Actually Des was on the point of resigning. Sorry, Des!

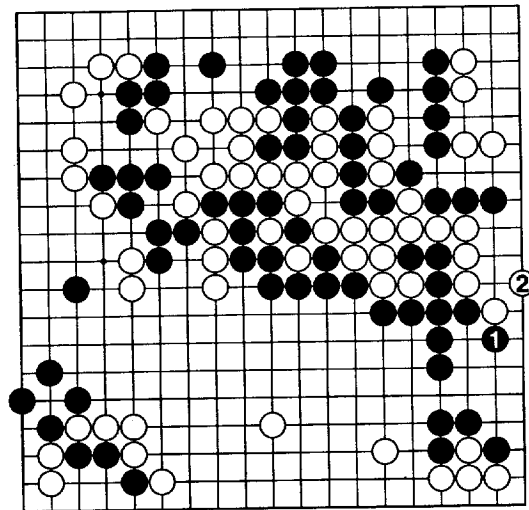


Diagram 3

Dan List

of paid up dan-level members. If your name is omitted please let us know.

7 dan

S Zhang

6 dan

J Diamond
A M Goddard
C S Lee (overseas)
M Macfadyen

5 dan

M Cocke
K Hayashi (Camb)
Y K Kim (CLGC)
V Laatikainen (Fin)
Nobuyoshi Takagi (J)
E Shaw
P Shepperson

4 dan

D Cann
T M Hall
R Hunter
H Lee
J Rickard
A Rix
F M Roads

A Wall
S Wang (Overseas)

3 dan

K Arnold (USA)
WR Brakes
B Chandler
J Chetwynd
J Clare
W Connolly
A C Jones
D M Jones
P T Manning
C R Matthews
A R Moreno
A P Selby
S Shiu
J H Smith
D J Sutton
T Thorsteinson
D Ward
N Webber

2 dan

A J Atkins
T Ayzen
R Bagot
T Barker
S Barthropp
M Charles
P Christie
C F Clement

M Cumper
S Draper
J Fairbairn
H Fearnley
S Goss
A Grant
H Groot Lipman
J Hampton
P Hankin
M J Harvey
J Hawdon
M Holton
D Hunter
A M Jones
S Kalisch
J McLeod
I Meiklejohn
D Phillips
J Rastall
R J Smith
P Smith
P J Smith
G Stettner
A Thornton
J Toma (Overseas)
Y Wang (Reading)

1 dan

B Allday
M Amin
D Artus
P Barnard

M Bennett
L Bremner
S Brennan
J Dawson
C S Dawson
Y Fan
T Fischer
D Harper
C A Hendrie
R Hitchens
J Hobson
K Kashiwagi
D Keeble
C Leedham-Green
P Margetts
J McAnally
P V Mellor
R G Mills
T Putman
J F Sadler
A Scarff
M Smith
E Smithers
R H Thompson
R Upton
T Van Ees (overseas)
M Wainwright
A Warburton
Weed [by deedpoll]
D Woodnutt
C R Wright
G Wright

Francis in Australasia

by Francis Roads

Auckland

My host and hostess in Auckland were Paul's parents, Tony and Kath. Kath was waiting for me at the airport, and drove me to their home in Manukau. The said home is another of these vast detached Australasian residences, which Tony is busily making vaster with a DIY extension. This is fine while you're inside them. But the drawback with everything being so spread out is that it thins out the number of people likely to be waiting at each bus stop. So there are few bus stops, and more cars, and... Auckland has something of an American feel to it.

In theory, Manukau is a separate city from Auckland. What has happened is that about five such cities have agglomerated into an urban sprawl that is supposed to be as large as Los Angeles, but with a tenth the population. Most Australasian cities have grown up on the site of a natural harbour. Auckland had grown where it is because it has two huge harbours, Auckland Harbour on the Pacific side, and Manukau onto the Tasman Sea. They have no navigable connection.

Once again, two hour time difference or not, no time for jetlag, but off for a walk into some nearby bush. In New Zealand it's denser but less floral than the Australian, and less dominated by fires. We see a faintail and some pukekos.

On Monday I sample the Auckland public transport system. After Kath kindly drives me the five minutes to the bus stop, it takes an hour, out of

rush hour, to reach the central bus station. And Manukau isn't on the fringe of Auckland. I spent Monday and Tuesday exploring the city, including the museum and obvious sights. I am struck by the trilingual notices in the museum; English, Maori and Japanese have been selected. As usual, I ask at Tourist Information about the Botanic Gardens. Here's the leaflet, they said. Easy to get to, they said. Only 27 kilometres from the centre by car.

Monday evening is go night. After some navigational problems I meet Colin Grierson at his place of work. He drives me, via One Tree Hill, a famous viewpoint, to the church hall where the club meets. Not surprisingly, there are a few sheep grazing the hill. He tells me that when he takes Japanese visitors up there, the first thing they want to do is photograph a sheep. I didn't.

There are a healthy 16 or so at the club, including Secretary Mike Taler, the local driving force, and Geoff Talbot, now 4 dan, and son of Bob Talbot, whom some will remember as a stalwart of the London Go Club in the 60's. He is now revered as a founding father of New Zealand go. Sadly I never got to meet him on this trip, but his son seems to be doing well.

Here for the first time I experience the New Zealand rules of go. When I compared the various versions of the rules in "The Go Player's Almanac", the New Zealand rules struck me as the simplest and most logical. They include Chinese style counting and a seven point komi. I wish that they could be adopted world-wide, but go players, especially the orientals who did after all invent the game, can be very conservative. I certainly think we should consider them for Britain.

On Tuesday I meet Sharon Talbot, a musical friend who

lived in London for several years. She sings with New Zealand Opera which mounts, wait for it, two productions per year. She tells me some alarming tales about cultural life in Auckland. Apparently, in this city of a million souls, the last professional theatre company has just disbanded. She also helps me to plan my trip around the South Island, where she was brought up.

New Zealand is no longer the country that we used to read about, world leader in social equality and welfare provision. Ten years of rampant Thatcherism has had predictable results; business confidence; employment uncertainty; a strong Kiwi dollar; weak public services; more wealth; more poverty. I hope that is what they all wanted.

On Tuesday and Wednesday evenings opponents have been found for me; they arrive at the Margetts's house by car. On Wednesday I meet Ray Tomes, a player whom, like Neville Smythe, I had met only in Japan in 1982. He has now given up big time go, in order to concentrate on cycles, that is, the temporal kind. Apparently our lives are governed by cycles. If you know how they interact, you can predict the next stock exchange crash.

He takes me, with another friend staying with him, to ... the Botanic Gardens. They may be 27 Km from the centre, but they're a stone's throw from the Margetts residence. In the afternoon it's back to Auckland for another Aquarium and Antarctic exhibition. It's often said that New Zealand isn't on the way to anywhere. That's true, almost, except for the Antarctic; here's where you come first if you're off to the South Pole.

On Thursday Kath takes me to a nearby bird sanctuary, where I see a very impressive colony of breeding New

Zealand gannets. There is some impressive new Zealand coastal scenery there too. The feeling is growing that I haven't left nearly long enough for this trip. It's a pleasant trip out of the city, too, which I am well ready for.

I had discovered at the club on Monday that Auckland boasts a second go club which meets on the North Shore. A fine fellow called Jim Dubignon decided that there weren't enough go clubs in Auckland, so he started another one. No whingeing about "Not many people seem interested" or "I can't get anyone to turn up." He just got on and started a club, and now it's thriving. His attitude reminds me of Paul's in building up the Epsom Downs Club in London out of more or less nothing. Must be these New Zealanders' pioneer spirit or something.

So I told them that I'd be going. How will you get there, they asked. By bus of course, I answered. They do run across the Auckland Harbour Bridge, don't they? (By the way, that's the only way you can cross the bridge. It is characteristic of Auckland transport that pedestrians cannot use it.) Doubtful looks. OK then, but how are you going to get back to Manukau? Same way, I said. Bus timetables were consulted, and it was discovered that the only way that I could do this was to leave the club at 10 pm and catch the last bus to the centre, wait an hour and then catch the last bus to Manukau, arriving well after midnight, and still 15 minutes walk from home. Trains? No, they stop after 6.30 pm. Taxis? Unreliable and expensive.

It was decided on my behalf that I would need to stay the night at Jim's house. Then I could stay at the club until it closed at midnight. And that is what happened. Even finding my way there was harder than I

thought. Auckland buses, as perhaps you guessed, are currently benefiting from having been privatised. I needed a bus to Birkenhead. Birkenhead buses no longer stop at the bus station. Eventually I found a bus with "Birkenhead Bus Company." written on the side. I boarded, and asked the driver for a ticket to Birkenhead. "I'm, sorry, we don't go to Birkenhead," he replied. "But on the side of your bus ... oh, never mind, just take me as near to Birkenhead as you can, please." I found it in the end.

Friday dawned, and a kind go player gave me a lift all the way to Manukau, to save braving privatised transport yet again. When I was packed up, the Margetts's kindly drove me back to the centre, to catch the coach to Rotorua. Coach duly caught, which then whisks me down the motorway, past Manukau...

New Championships Systems

Candidates' invitations to include dan players and invited 1 kyu (for 1998), two days and presumably four rounds with 90 minutes each.

Challengers' to be 24, with 11 qualified as top 12 from 1997 less Macfadyen, all 5 dans and stronger to have an automatic place, and the World Amateur representative from the previous year, and at least six places to be filled from the Candidates', a 6 round Swiss with time limit 2 hours each, seedings yet to be defined.

Women's Qualifier: points to be awarded on the basis of results at the British Congress, to the best eight.

Charles Matthews

The Art of Shogi

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Six Stone Game

Charles Matthews

This is a game I played in June 1996 against Demis Hassabis (Black), then a Cambridge undergraduate. If his fame round the University was more for his prowess at table football, he was also making rapid strides in go. At the time he was reading Ishida's *All About Thickness*, and that shows. A strong (BCF 210) chess player, he had begun to play tidily as well as with tactical sharpness.

15: Black plays into bad shape. The exchange which follows probably favours White, but also simplifies the game.

23: I can't now recall whether I spent any time worrying about playing at 24 to make more points. Probably not. At the start of a handicap game points are hardly the issue for White, measured against thickness and sente—and here White manages both of those.

59: In fact White only gives up sente at this point. White is now in the game, but has two weak groups. Black cannot attack the one on the top right side to make much territory after 51.

66: Proper to play at 73 at once.

75: Hopes to find a target in the lower left Black group.

Up to 100 Black doesn't have an overwhelming lead in territory, but White is beginning to look a bit thin. Note that after Black 100 the play bending round White 99 is a huge follow-up for Black.

101: A bid to take a key point for eye shape in sente.

102: Black resists.

105: White cuts to make a game of it. But Black lives in the corner.

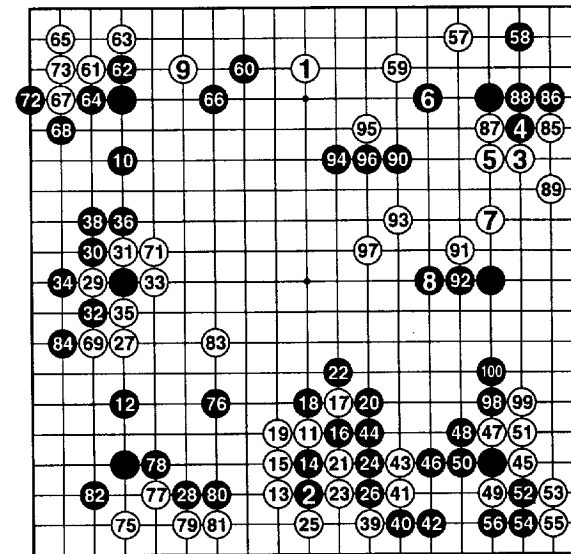


Figure 1 (1—100)
ko (29): 37, 70, 74 lists

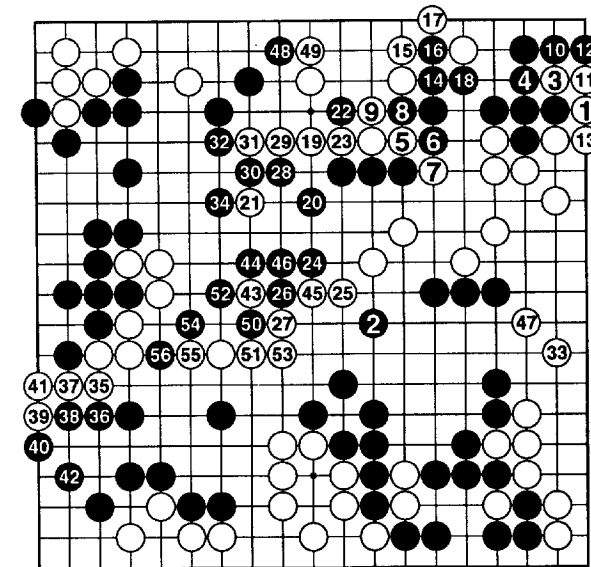


Figure 2 (101—156)

110: Better at 112 to avoid a possible ko after 111 at 112. White felt Black had too many threats locally and backed down from it—losing would have weakened the group on the right.

118: Black has two eyes.

119: An attack in the centre just when the game seemed to be entering the endgame.

122: An aberration.

133: There is no large scale attack in the centre. Going for the stones 90, 94, 96 on their own is quite small (ten points?).

134: Another thick move. Plays like this or 84 discourage White even if the game becomes nominally closer when secure territory is counted.

147: White looks to make the margin only a dozen to Black. However the centre is highly combustible.

148-156: White in fact resigned half way through this sequence but it might as well appear on the record. He is comprehensively cut.

Scottish Gathering

by Donald Macleod

Not a tournament, on November 1st, but still a very worthwhile exercise. I had originally suggested a Stirling v Edinburgh match, but like Topsy it grew into a general gathering of Scottish go players - 16 came in all, about half of them Korean which made for much misgrading and general hilarity, lubricated by copious quantities of crisps and fizzy drinks. And with arrays of stuffed fish looming over us (as we were in Stirling University's world-renowned Institute of Aquaculture). Thanks to local organiser Duk-Hyun Yoon for a job well done.

Over five hours most people got three games, but detailed records were not kept. However such informal gatherings are likely to be repeated regularly, given the small size of Scottish go clubs ("same old faces" every week).

The nice thing was that beginners and the inexperienced enjoyed it at least as much as the old hands.

Sonoyama

by Charles Matthews

The 1997 Sonoyama League of five clubs got off to a rosy start, when a suspect number circulated by the organiser involved a leading London player being connected, presumably briefly, to a phone line of ill repute. And it is not quite over, though the final match is projected around the copy date for this BGJ.

In between Cambridge have won 4, Wanstead 3, CLGC and Stevenage 1, OU none. Nearly fifty players have turned out for matches. Highlight for me was Wanstead 3 Cambridge 15, over two rounds on nine boards. The margin in this rugby score shouldn't be taken too seriously. If I as Cambridge captain had warned our top board that there was no overtime, we might have had another. (And if you think Wanstead should feel chastened, visit their brand new web site at:

www.ajwall.demon.co.uk/Wanstead.htm

and you will swiftly be abused of the notion.)

The League for 1998, which it seems I shall have the honour of organising once more, is open to clubs in the area who can raise a team of four on a regular basis. All games are played with full handicaps.

Subscriptions

Membership Renewals

It is now time to start thinking about renewing your membership for the year ahead. The membership secretary will be writing to all members who need to renew enclosing a renewal form. Membership is important to us as potential sponsors want to know the size of our membership so please help us by renewing early.

Subscription rates are:

UK: adult £10; youth, OAP, unemployed £5; Family £15.

Overseas: Europe £12.

Overseas: other £15.

Family rate enables up to two adults and their children to enjoy all the benefits of membership whilst receiving one copy of each newsletter and journal per family.

Multiple year memberships, up to 5 years, can be obtained by paying in advance at the current rates.

Cheques should be made payable to the British Go Association and sent to:

Alison Jones,
BGA membership secretary,
29 Forest Way,
Woodford Green IG8 0QF.

Membership Changes

We are moving away from our traditional calendar year for membership. Instead new members will join for one year taking effect from one of four quarter days (1 January, 1 April, 1 July and 1 October) so that everyone will receive a minimum of 4 journals from the date of joining.

It will still be possible to backdate membership for those missing journals if you forget to renew on time however.

So Long, Seong-June!

by Charles Matthews

Part 2

Another discussion of how to choose amongst joseki with Seong-June Kim, a strong Korean amateur. I have to confess a copy date ambush—he is still very much in Cambridge, whatever I said last issue.

This time the position comes from a match game CLGC vs. Cambridge, in which I had White against Stuart Barthropp. Seong-June and I had a look at the early moves on the train back home, with the help of my battered old magnetic set.

Diagram 1 shows the start. Black and White both playing parallel 4-4 points is a top opening for today, which I was interested in trying on this occasion. Seong-June's only comment up to 23 was that he'd have played 13 one to the left, with the reason that then next Black at 22 makes a good shape on the left side.

So now White has to defend in the top left. Any one of A to G can be considered, making this on the face of it a complex exercise. Two simplifying methods can be brought to bear. The first is trying to understand what White wants to do round here, by looking at the overall position and figuring out what he needs to do. This emerged as the central theme of Seong-June's analysis. White has taken territory on the right in the corners, he said. What matters on the left is life. The second is a 'culling' or 'cropping' technique familiar from multiple choice exams. Rule out answers you think are definitely wrong, to get a more sharply posed problem.

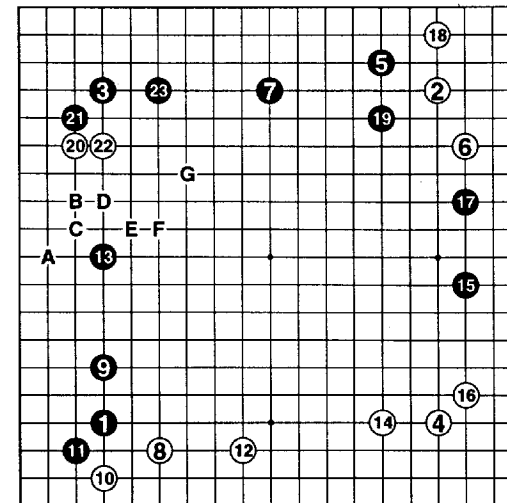


Diagram 1

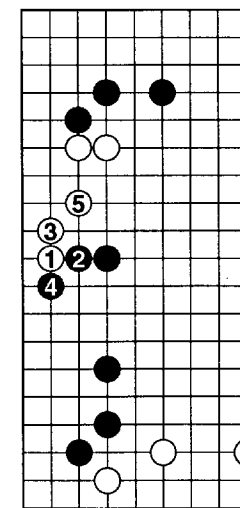


Diagram 2

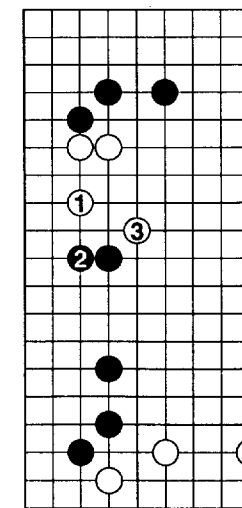


Diagram 3

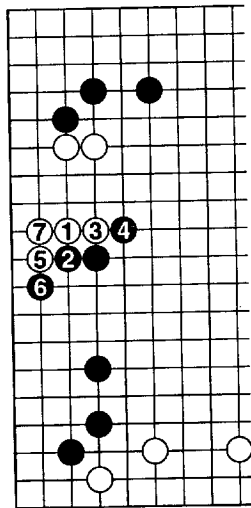


Diagram 4

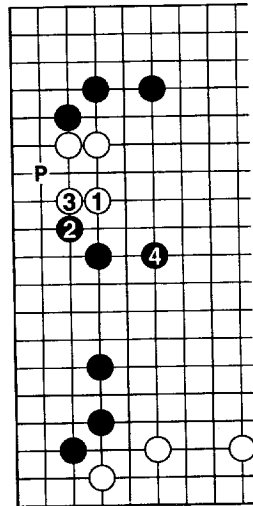


Diagram 5

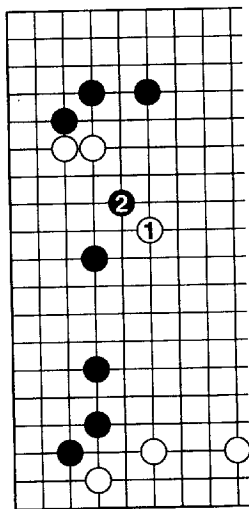


Diagram 6

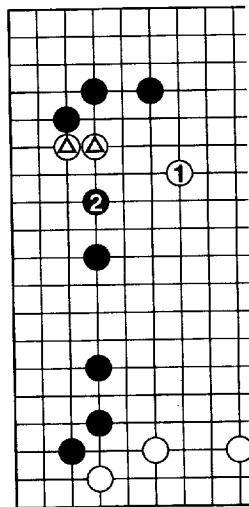


Diagram 7

Interestingly the two methods may tell one different things. The choices looking for immediate life are *A, B, C, D*. The moves I ruled out at once were *A, C, F* and *G*. That would leave me meditating on *B* or *D*, which is at least a manageable decision. As I ended up playing *E* in the game, we're going to have to backtrack and look at this ground in some detail. By the way, *D* is supposed to be correct.

Running over the options: Diagram 2 shows one of a number of possibilities after *A*, with both sides making proper shapes. Diagram 3 is the most common sequence after *B*. Playing *C*, as in Diagram 4, is most often bad. However, it is sometimes good; and when I learn the same thing in different words from my other guru, Matthew Macfadyen, who calls this 'digging in', I realise that this is a kind of blind spot. The play at *C* is definitely 'anti-suji', locally a loss, but may be called for on occasion.

Finally among this family, *D* of Diagram 5 probably meets the diagonal move 2. Consistent with simply going for life is to play at 3, since next *P* creates a surprising amount of eye shape.

The other ways to play look to run out in some sort of style. The jump to *F* I tried once, and now suspect of being poor shape. In Diagram 6 White has his hands full—this has started to look like high-handicap go.

Black replying simply at the point *D* also should be enough. The immediate leap out, of Diagram 7, looks like an option for a running fight, but with nothing Black to attack it seems inappropriate too. After Black takes the key point 2 there, White really needs an impressive way to sacrifice the two marked stones, which have become truly heavy. There is no percentage in simply defending the connection.

That leaves choice *E* among the running-away possibilities. Diagram 8 shows one continuation. White picks up some shape (note the clamp at *Q* left behind) and has successfully moved out into the centre. Black has prof-

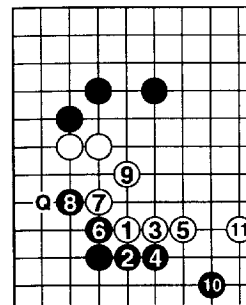


Diagram 8

ited below, but now White can invade the top side or corner.

Well, my judgement isn't at 6 dan level. During the game I wanted to invade the top and tried *E*. The snag with the lines *A* to *D* living on the side is that

a subsequent 3-3 invasion in the top left may well damage the carefully constructed eye shape of the outside group. But that's greed talking.

Some of the further moves are shown in Diagram 9. Seong-June's comments: White 7 is misplaced since *W* is the vital point round here. Then 8, 10 should be omitted since White has no time to play to prevent them.

Black 12 is big anyway. White 13 etc. (the unbeautiful Cambridge style, I'm afraid); 22 is a bit too relaxed; after 27 it is enough for Black to play *R*, White *S*, Black *T* to keep up the pressure on the outside weak group. When it came to Black reducing White's lower side, the central weak group hampered White's efforts and Black was well set to win.

The key point I took away from this talk was that joseki choice decisions may involve whole board judgement, not just questions about arranging stones attractively on the adjacent sides.

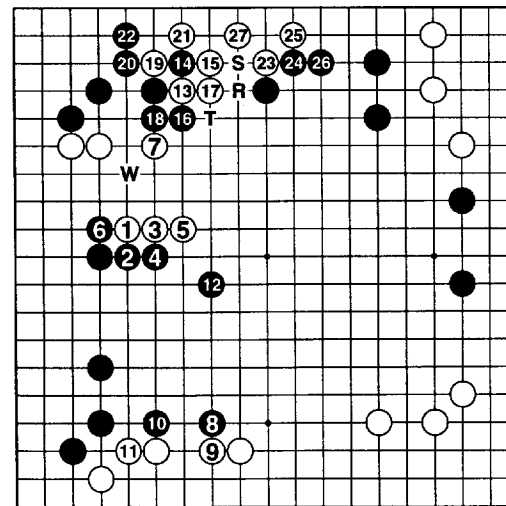


Diagram 9

Tournament News

by Tony Atkins

Cherry Orchard

Francis Roads has described elsewhere the activities of the Isle of Man Go Week held at the Cherry Orchard Hotel, Port Erin, in August, so here is just a round up of the results. Forty-seven players took part in the five-round main.

As expected nobody could stop the Finnish 5 dan, Vesa Laatikainen, from winning with a straight 5. Only two other players scored 5: John Walsh (4 kyu Bolton) and Anne Trinks (18 kyu Germany). Bracknell's Ian Marsh (1 kyu) won 4, but at the top the players placed behind Vesa only won three. On tie-break the ordering was second Tony Atkins (2 dan Reading), third Bob Bagot (2 dan Manchester), then Richard Hunter (4 dan Japan) and David Phillips (2 dan Isle of Man).

Of the 37 players in the afternoon tournament four players won 3/3: Leo Phillips (25 kyu Isle Of Man), Bill Rivers (3 kyu Oxford), France Ellul (3 kyu High Wycombe) and, holding on to the title, Francis Roads (4 dan Wanstead). Second was Richard Hunter and third Bob Bagot. Ian Marsh won the six-round two-day handicap tournament. 13x13 champion was Gunnar Bertram (3 kyu Germany) and rengo (doubles) champions were Richard Hunter and Isle of Man Go President John Atherton.

In the team tournament Finns and Trinks beat the Dave Phillips Formation Dancers in the final. At the end of the week the top two in the continuous lightning played a final which saw Richard Hunter beating

Gunnar Bertram. In Richard Hunter's Go Kanji quiz the top scorers were Emma Marchant (Youth), Nick Wedd (Kyu) and Francis Roads (Open). The general knowledge quiz night was won by the Four Horsemen of the Apocalypse.

In a junior competition, where all contestants except Laura Coe won a prize, the results were especially good for the local players. Under 16: Philip Marshall from Graham Brooks, Emma Marchant; Under 14: Samantha Hughes from Alistair Brooks, Richard Atherton; Under 12: Katherine Cooper from Clare Franklin, Linda Stone; Under 10: Ronald Atherton; 2/2 Alice Pickering; 3/4: Christopher Atherton; Best Newcomer: Robin Betts (35 kyu).

Fanfare

Coincident with the Isle of Man Go Week was the first Mind Sports Olympiad. This was held at the Royal Festival Hall on London's South Bank. Gold, silver and bronze coloured medals were competed for in a spirit of friendly rivalry and presented to winners at ceremonies featuring an overlong version of Fanfare for the Common Man. Hundreds came from all over the world to play games such as go, chess, draughts, Hare and Tortoise, Scrabble and quite a few you have probably never heard of. One of the most popular was crossword solving (five Times crosswords in under ten minutes each) and one of the most intriguing was Owari (a version of mancala) won by a lady from Africa called Low Ten Que.

Indeed some go players did well at other games: Piers Shep-erson got a silver in the team bridge, Paul Smith a bronze for shogi and Andrea Smith a silver for jigsaw puzzle solving.

Andrew Grant acted as Go Tournament Director and well earned his fee through sleepless nights and tired feet. A go stall was manned throughout the week by Gerry Mills, Adam Atkinson, Charles Matthews and a team of volunteers who did sterling work with teaching and selling of equipment.

The main go tournament over five days attracted 20 players from 7 dan to 10 kyu. As expected the strong players dominated taking the Skandia-sponsored cash and the medals. Gold went to Guo Juan (7 dan Netherlands), silver to Zhang Shutai (7 dan China) and bronze to Tony Goddard (England) on tie-break from Vladamir Danek (Czech). Twenty-six players of the same grade range played in the six round weekend fast-play. Guo won her second gold and Zhang silver. This time Danek had the best of the third place tie-break from Goddard.

Players doing well for their grades with 5/6 were Geoff Kaniuk (2 kyu England) and Patrick Vicente (France). The week day afternoons had featured a 13x13 event where 9 players played each other twice. At the prize giving the organisers read out the first three names and not the winners, but at the re-run the medals correctly went to Zhang Shutai, Guo Juan and David Ward (3 dan England). The Sunday afternoon wrapped up with a 9x9 event which gave Guo her third gold medal and total winnings of over £1000. Second was David Ward and third Paul Margetts (1 dan England).

The whole event closed with a long medal ceremony and speeches where it was claimed a third of the world's population would have heard about the Olympiad.

Finally after a group photo of the winners and yet another

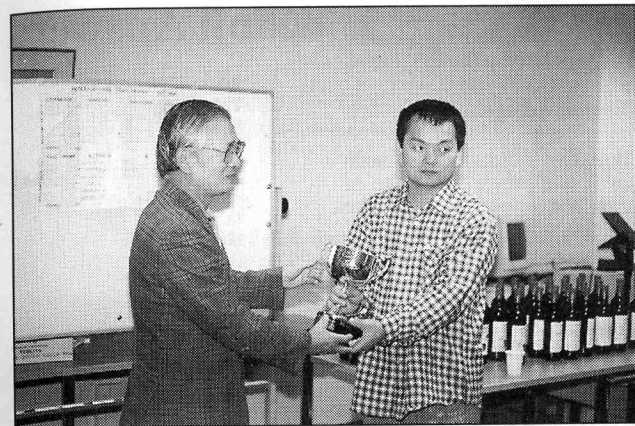
rendition of the Fanfare, it was over with a promise of something bigger and even better next year.

Funeral

This year the Northern Go Congress started with a minute's silence as a mark of respect for Diana Princess of Wales whose public funeral took place during round one. A couple of players took a bye to watch the event on Allen Hall's television, but for most of the 54 players gathered in Manchester it was eyes down for six hard fought games of go. Winner this year was Simon Shiu (3 dan Bristol) who beat Matthew Cocke (5 dan Liverpool) into second place. Colin Adams (1 dan Lancaster) had a good run beating Manning (3 dan) and Rickard before worrying Shiu in the final round to end on 4/6. John Rickard (4 dan Cambridge) and T. Mark Hall (4 dan London) were the other top players on 4/6. John Walsh (3 kyu Bolton) won 5/6 and prizes went to kyu players on 4/6: Chris Kirkham (1 kyu Manchester), Mike Cumpstey (3 kyu Manchester), Tom Blockley (5 kyu Worcester), Jim Edwards (7 kyu High Wycombe), John Turner (11 kyu Manchester) and Paul Callaghan (18 kyu Durham).

Final

In a separate room alongside the Milton Keynes Tournament, Matthew Macfadyen (6 dan Leamington) beat Charles Matthews (3 dan Cambridge) to regain by three games to nil the British title vacated by Zhang Shutai. The lesser title was contested by 56 players in the Open University's restaurant next door. Winning his second event in a row was Simon Shiu, beating Ward, Cann and Rickard on the way.



Cambridge Champions: Mr Kono, President of Nippon Club Go Section, presenting the cup to S. Kim

Prizes for 3/3 went to Geoff Kaniuk (2 kyu London), Mike Russell (2 kyu OU), Richard Mullens (5 kyu Stevenage) and Niel Hankey (15 kyu Epsom Downs). Emma Marchant of Brakenhale organised and won the continuous 13x13 tournament.

Tenth Draw

Around 50 players played Shrewsbury this year, held as usual at the Gateway Centre alongside the river Severn. Matthew Macfadyen was back and reclaimed the go ban trophy that has traditionally been his. Runner up this year was David Ward (3 dan London). Prizes for 3/3 went to Nicoletti Mandache (1 kyu Bristol), Tom Blockley (5 kyu Worcester) and Ron Bell (10 kyu Reading). The Thames Valley won the team trophy, but were unable to receive it as the previous holders had failed to return it. On the suggestion of one of the competitors, Kathleen Timmins received the final prize from husband Brian for doing the draw ten years in a row.

Cambridge Champions

In September Cambridge, as Sonoyama League champions, took on and beat Reading, Thames Valley Champions, by four boards to two. As they had also won the previous London International Team Tournament, all eyes were on them at the autumn edition at the Nippon Club in October. Indeed their top board S. Kim and Oliver Riordan headed the team to victory by winning all four games. The team's 16 points put them ahead of the 13 of the CLG Oldies, the 11 of Wanstead and Reading and 10 of the CLG Upstarts and Nippon A. Winners of three games were Messers Selby, Shaw, Goss, Leenders, Goddard, Hall, Fairbairn, Ward, Uda, Oe and Takahashi (Ayzen).

Fall Back

As traditional the day the clocks went back was the day for the annual pilgrimage to Marlborough Town Hall for the Wessex. Only 100 players attended this year despite the arrival of a new batch from Brak-

enhale School. One of them, Darren Fairbrother, was rewarded with his first prize by winning the Fred Guyatt 13x13 competition. In the main tournament Tony Goddard showed his strength by winning, beating John Rickard in the last round. The other division winners were: 2 Simon Goss (2 dan Bracknell); 3 Gerhard Stettner (1 dan CLGC); 4 Nick Mandache (1 kyu Bristol); 5 Barry Chandler (2 kyu Reading); 6 David Elsdon (3 kyu West Surrey); 7 Peter Johnson (7 kyu Hursley); 8 George Haig (8 kyu Swindon); 9 Graham Horsley (16 kyu West Surrey); 10 Emma Fairbrother (30 kyu Brakenhale). Of these Simon, Barry and Graham won all 4.

US Open

In August the US Go Congress was held in Lancaster Pennsylvania. Thomas Hsiang won the tournament ahead of Edward Kim and Woo Jim Kim. Ted Ning and Pauline Pohl won the pair go and Stella Chang won the women's. Next year the congress will be in Santa Fe, New Mexico, not far from Albuquerque and the Rockies and not too humid in August because of its altitude.

Obayashi Cup

The first week end in September in Amsterdam is now the time and place for one of Europe's biggest and most important tournaments, the Obayashi Cup. Two hundred and forty players took part on the first day, but only the best sixteen survived to the second day for the knock out stage. The English-born US professional Michael Redmond was at the EGCC to do commentaries. In the final Zhang Shutai, 7 dan from London, beat Miss Zhao Pei, 5 dan Germany, by resignation after 155 moves.

Glossary

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.

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.

Kanji Answers

1. go
2. tsume go
3. black
4. correct
5. life
6. death
7. ko
8. first
9. igo
10. tesuji
11. white
12. wrong, failure
13. life
14. ko
15. turn

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Contributions for next Journal by **4th February**, but please send earlier if possible. Text on disk or by email is welcome, (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

Prices to non-members

Instead of a separate price list, customers who are not members of the BGA normally pay 20% extra on the standard price list for all items. However, attendance at official BGA tournaments enables non-members who have paid the non-member tournament fee to buy at standard prices.

NOW AVAILABLE

Igo Hatsuyo-ron, Vol. 1 (Y16, £10) was originally written in 1713, and is a part of a set of Classical Life and Death Problems originally kept as a treasured secret by the Inoue go school in Japan. There have previously been four Japanese editions, the most recent in 1982 edited by Shuko, but this is the first edition published in English. Eventually there will be three volumes containing a total of 183 problems.

Kido Year Book 1997 (KI97, £36): a small number of copies are now in stock, and I am taking orders for earlier years (if available).

Plastic go stones (SSP, £8) have again become available mainly due to demand from schools, who are reluctant to use glass stones because of the occasional chips and resulting sharp edges. They also weigh less, which is quite an advantage if a dozen or so sets have to be transported. Containers are not supplied—the stones are in plastic bags—but suitable plastic boxes are easy to buy in the shops.

Magnetic go sets (MGM, £17 provisionally): supplies have become easier again, and the middle-size set should be in stock by the time this journal is published. The small set (MGS) continues to be available at £12.

COMING SOON

Beauty and the Beast (Y17, £10 provisionally) has been announced by Yutopian to be published in September, but no details are available at the time of writing.

COMPUTER SOFTWARE

Handtalk (HT, £35) is now supplied by the BGA Bookshop rather than by Nick Wedd. At present the support I give is not as good as I would like, but I will do my best to deal with queries.

Full price list available on request.

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)