


Asia and the game of Go

This booklet tells you about East Asia, including Korea, China, Taiwan and Japan. These countries are all very far away, but you can get there quickly by jet plane. Everywhere in Europe you can meet children from East Asia. Their parents may work here, or they may be on holiday. You could ask them about their country, or you could play a game with them.


One of their most interesting games is Go. Go is the oldest game in the world. This booklet tells you how to play it. Go is easy to learn and it is always fun to play.

If you want to learn more about Go or about East Asia, you can ask your teacher.

Have fun!



Name:	_____
Age:	_____
Class:	_____



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Front cover: *Asia and the Game of Go* (EGF booklet). See article *Know Any Children?* on page 17.

Tournament Calendar

Anglo-Japanese: December. By invitation only.

London Open: 31 December—3 January. Geoff Kaniuk, 0181-8747362 (phone and fax)

Youth Go Championships: January.

Furze Platt: January.

School Teams: January.

Oxford: 13 February (provisional)

Trigantius: Cambridge, 7 March.

Candidates': March.

International Teams: March.

Irish Open: March.

Coventry: March.

Women's Coaching: March.

Bournemouth: April.

British Go Congress: Abingdon, 9-11 April.

Anglo-Japanese 'B': April.

Barlow: Cambridge, 2 May. Kyu players only.

Bracknell: May.

Pair Go: 23 May. France Ellul, 01494452047. See p. 13

Scottish Open: May.

Challenger's: May. By qualification.

Leicester: 12 June.

Anglo-Japanese: June. By invitation.

Barmouth: 26-27 June.

Youth Pairs: July.

Devon: July.

Norwich: August.

Isle of Man: 22-27 August. Leo & David Phillips, 01624-612294. See page 6.

Northern Go Congress: Manchester, September.

Milton Keynes: September.

Shrewsbury: 3 October.

International Teams Trophy: October.

Wessex: Marlborough, October.

Three Peaks: Thornton in Lonsdale, November.

Swindon: November.

West Surrey Handicap: December.

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

Editorial

An innovation in figures and diagrams appears with this issue. Ian Sharpe has introduced a system of markers.

This means that readers who had difficulty finding the next move in a game should find it easier. A tiny marker points towards the next stone played.

Pointers are only being printed on figures and diagrams which have a large number of moves.

Apparently the idea was thought of many years ago, but was it ever put into practice?

It would be interesting to know what readers think of this new system.

Notices on page 54

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British Championship

by Matthew Macfadyen

Game 2

The first and third games of this year's British Championship were decidedly unconvincing for me. In the first game Edmund had handled the early middle game very well, and was still ahead when the endgame appeared to be beginning and he inadvertently failed to make a second eye for his group. The third game featured some very sloppy counting and reading errors and I was lucky to scramble a half point win. But this game went exactly to plan from my point of view. It shows one way to handle the san ren sei.

White: Matthew Macfadyen
Black: Edmund Shaw
Komi 5½ points

8: Black builds the well known San Ren Sei, White immediately sets about breaking down its outer influence by playing secure stones on the third line pointing into the area Black would like to develop.

14: does not threaten anything very much in the way of an attack, but it begins to surround a big corner at the bottom, and it turns the whole left side into an area where Black is a little stretched.

16: There is no hurry to invade the Black formation yet. It has too many gaps to patch up with one move and

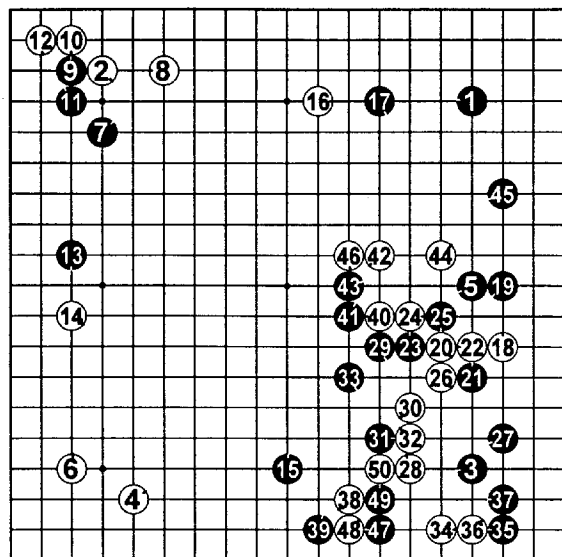


Figure 1 (1—50)

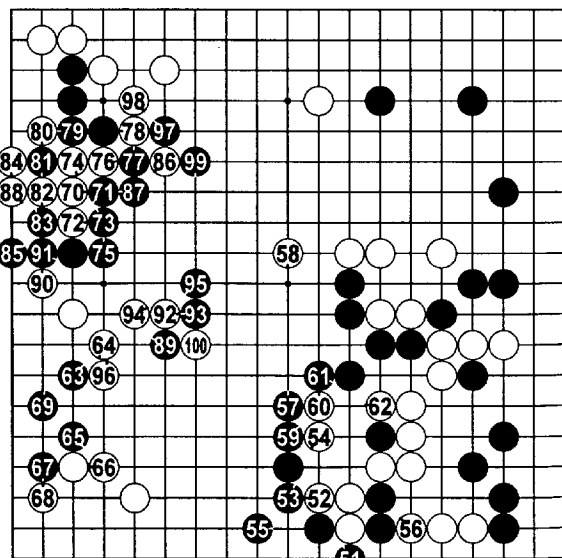


Figure 2 (51—100)

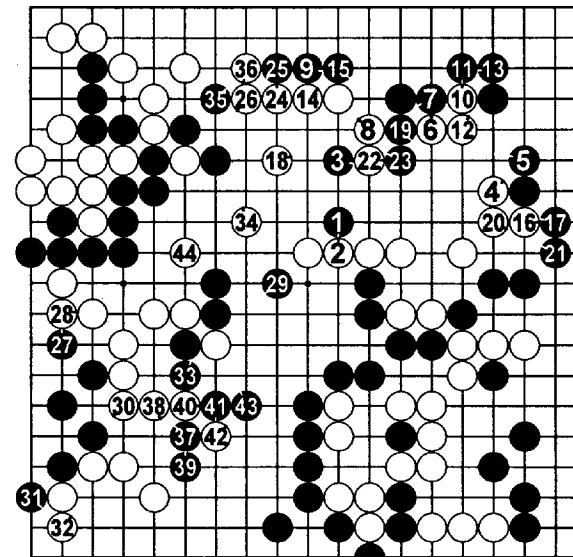


Figure 3 (101—144)

this White play creates another area in which Black will want to overstretch himself by invading later.

18: defines the type of game we are playing. Both of the Black corners can still be invaded, and White is going to play far enough away from them so that Black has little chance to secure a corner at the same time as attacking a group. Of course he can have the corner territories any time by playing at the 3-3 points, but this would cost a whole move which is a little bit slow.

23: is a very interesting idea. This eye stealing shape hopes to prolong the period when White is settling the weak group, so that Black can

get in a lot of extra stones building up his positions above and below.

26: must not play atari. The whole strategy is to leave Black with too many jobs to do.

27: is not really a serious attack, but Black is getting on with securing his corner territories while keeping White busy.

38: makes plenty of eye-space and completes the destruction of Black's lower territory. The next question is how much Black can surround in the upper right area.

39: wanders from the vital area. This does not threaten the white group, and would have been better capturing the

cutting stone in the centre.

40: White's real ambition is to invade the upper right corner, so the natural direction to run out is the other way, towards the centre.

47: Edmund feels obliged to follow up the move he had hoped would be sente

58: Black's attack has ended in gote. He spent too many moves in the lower right area and now has nothing to attack and too little territory.

63: looks a little desperate but Black's game is not running well, so he tries to stir something up. This attitude shows Edmund's strength, though luckily for me he does not quite have Zhang Shutai's ability at stirring.

70: There are various ways to try to attack the group in the lower left, but none of them seems decisive at present. By invading here White hopes to give Black too many jobs to do at once.

75: abandons the three stones at the top in the hope of getting an attack on the side.

100: It looks possible to kill the black group in the lower left, but White is already ahead and this move gives the central White group some reserve options in case Black should find a dangerous attack on it.

101, 103: An ambitious attack, but he needs something.

106: Time to abandon the long nurtured option of invad-

ing the upper right corner. Black needs to kill something here and it is enough for White simply to connect the centre stones out.

130: gets round to killing the group.

144: Black resigns.

Visitors to Monmouth

by Jeff Cross

In late August I received a phone call from Yas Oishi, a retired physical chemistry professor from Kyoto, asking me if I could find him some opponents to play. Yas, a 5 dan, was visiting relatives in Bridgend. As a result Gerry Mills (1 dan) Alistair Thompson (2 dan) and I spent a very enjoyable afternoon at the home of Katsumi Kuwabara, head of the Sony plant at Bridgend.

Yas has been playing for 60 years and it was a joy to watch his game. Katsumi is a talented go player who, when he's not playing golf, comes to the Monmouth Go club. He is also a 4 dan shogi player. Any shogi players out there? Come visit!

● Jeff Cross is Secretary of Monmouth Go Club

London and Paris

by Jonathan Chetwynd

I have just come back from a great go playing week in Paris, not a competition, just the regular daily meetings. The Paris club has for many years been in a Café in Les Halles, central Paris, currently the Pierre Lescot Café. The club is open from 3pm to 2am daily, there is a small additional charge on drinks, but you don't have to drink to play.

There were at least seven or eight boards going at any time in the fresh air, and plenty of advice for those that like and need it from Denis Feldman, 3 dan. A resident player, Mr Lim, is busy attending to novices free. I was told later that he had taught all the French five dans. The beer is cheap, the company pleasant and friendly. Why is it that, when we had Covent Garden, only a few were able to sit out on the Piazza and open the game to strangers?

One may compare the Paris scene with the Central London Go Club, cloistered up in the penthouse of a block on the side of Regent's park. Is it any wonder we have difficulty expanding membership when no-one had played a game outside all summer? The two games I

played in the park one afternoon attracted two groups of people who had played but had never heard of a club, and a novice.

Chizu Kobayashi (5 dan), sister of Satori Kobayashi was over for the second time this year and teaching children over two weeks at the new Japanese cultural centre, a huge new block near the Eiffel Tower. In a simultaneous match she gracefully lost to Hubert Thomas, 11 years old, having given him seven stones, and allowing him two moves back. She then offered to give him a one-to-one teaching game. She is a generous and kind player, to the children at least.

I managed to win four, lose two and draw one, so don't be scared of the continental drift, rather the two and a half hour delay on Eurostar coming home. Well, we're getting our money back, but talk about incompetence!

IOM: book early!

The IOM Go Congress is the same week as Practice Week for the Manx Grand Prix, and motorcyclists book early, so please enter soon! (You only need to pay a deposit when booking.)

See the Tournament Calendar on page 3 for further information.

Winning a Won Game

Essential Joseki



and...

The Go Pack

Yet more New Titles from Yutopian

by Matthew Macfadyen

I find another two new Yutopian titles on my desk in time for this issue of the BGJ. Both have something interesting to offer, though not quite what the covers may lead you to expect.

Winning a Won Game, translated from the Chinese by Sidney Yuan, is a collection of excerpts from the games of Go Seigen. Most of the text is in the form of conversations between Go Seigen and 'Mr X'. We are not told who Mr X is, but presumably he is the author of the original book, which collects notes from conversations with Go Seigen about some of his classic wins.

The games chosen include some beautiful examples of the way in which a thoroughly confusing looking position can be converted into a simpler position with a favourable outlook, provided that you have enough imaginative flair. But many of the opponents in these games are among the top dozen or so players of the 20th century. Players whose ambitions do not actually run to making Sakata look slightly silly will have to look elsewhere for ways to win their won games.

The other new book is *Essential Joseki* by Rui Naiwei, translated by Roy Schmidt. As with many of the Yutopian titles, the introductory remarks are brief, and leave several questions unanswered as to how the book was written. It seems to have been a team effort involving some of Rui Naiwei's teachers, but it would have been nice to see Rui's name among the proof readers of the English edition.

Opinions vary as to what use Joseki books are. Professionals mainly seem to ignore them, and treat each game as a special case, and many kyu players do not try to know josekis at all. But there is a range of strengths around shodan where it can be useful to memorise some good moves, and constructive to study joseki patterns as examples of proper fighting technique. This book contains enough interesting examples to keep most players busy for some time, though the very brief discussion of several of the notoriously tricky variations leaves a lot of homework to be done. Players who know *38 Basic Joseki* and want a more expanded treatment, especially of the 3-4 point, may find this book to be just the right size, but it is too small to be an effective dictionary and too old to be a useful source on newly researched lines.

The Go Pack

by Nick Wedd

The Go Pack, published by Carlton, contains a book *The Game of Go* by Matthew Macfadyen, a go board and a set of stones.

The Book

The Game of Go is a 128-page paperback, which describes go in a way which should appeal to those who have never played it before, and certainly appeals to those who have.

It starts by giving the rules, omitting the ko rule. Then the game of 'Atari Go' on a 9-by-9 board is introduced, in which the winner is the first player to make any capture. This game is treated seriously, and advice on how to capture stones is given.

Once the reader is familiar with 'Atari Go', the concept of territory is introduced, and the 'Territory Game' is described - what we normally mean by 'go' but on a 9-by-9 board. With this the ko rule is introduced. Next there is more advice on tactics, including on the making of eyes.

There are several chapters which give advice on tactics and strategy on a full-sized board. These are illustrated with problems suitable for beginners, and end with a commented game. They are written so as to be comprehensible to beginners, while giving advice that will benefit moderately experienced players. Even if beginners do not take in all the concepts, they will get the impression that playing go involves thinking about many interesting things.

Next there are twelve 'challenge problems'. These are quite difficult - this 1-kyu reviewer took a week to solve one of them, and got another wrong. However they are quite small positions, with very few moves to try, so they can all be solved by determined brute-force analysis. The author's intention is that even someone who has just learned the rules will be able to solve these problems with sufficient determination.

Finally there is a chapter on the history and context of go, and a list of contact addresses.

All of the above is intended as an introduction to go for someone who may have no go teacher available. I believe that it succeeds admirably, better than any other introduction to go. I particularly like the use of 'Atari Go' as a teaching step: this will appeal to children, who learn much faster if they can understand what they are trying to achieve. But what most impressed me about the whole book is the way that the author explains even the most basic concepts without the least hint of condescension.

The Go Set

The full Go Pack is a cardboard box the size of a telephone directory, containing the book de-

scribed above, a folded 19-by-19 go board on solid card, and plastic stones 15mm in diameter. There are no bowls for the stones, nor even bags to keep them in; this is a disadvantage, as once they have been unwrapped, the stones tend not to stay in the plastic insert which initially houses the components.

The board itself and the stones are adequate but not impressive. Anyone who is impelled by the book to play more than a few games is likely to want something a bit less fiddly. However the board does have a 9-by-9 board printed on the back, so it can be used for the games described at the beginning of the book.

Those familiar with go may object to two features of the Go Pack. One is that the printed 'grain' on the board, pleasant enough in itself, runs sideways across the board. The other is that the outside of the box, and the cover of the book, show what is presumably a go game in progress but with the stones in totally implausible positions. Neither of these defects will be noticed by a newcomer to go, and the artist did at least know to place the stones on the intersections.

Conclusions

Readers of this Journal are unlikely to want to buy the complete Go Pack for themselves, as they will already have better go sets than the one which it contains. They may well want to buy the book separately, if this is possible. However the Pack is ideal as a present for any children you want to interest in go, perhaps as a Christmas present. The book is an excellent introduction to the game, and the board and stones adequate. If the child enjoys the game, you can give a better set in 1999.

• *The Go Pack is available in book and games shops for £20.00, and from the BGA Bookshop for £16.00. The book which it contains, The Game of Go, carries the price £7.99, and I understand that Carlton plan to distribute it separately some time in 1999.*

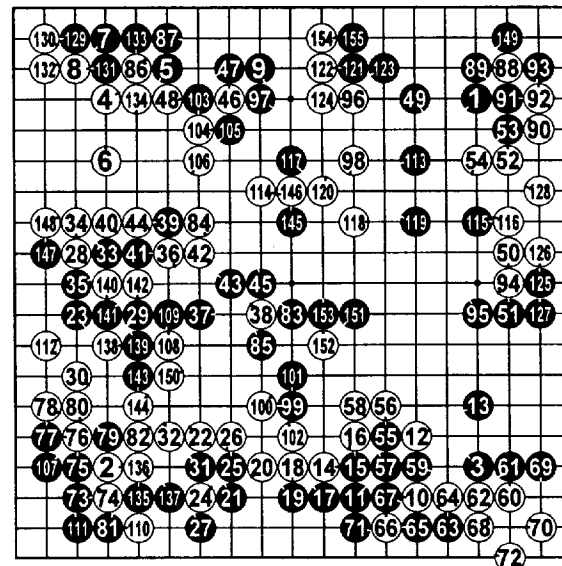
World Amateur Championships

Two uncommented games

from T. Mark Hall

Game 1

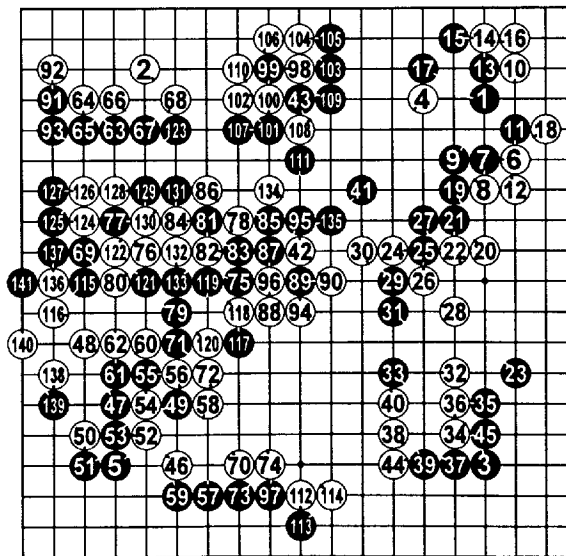
White: T Mark Hall, 4 dan
Black: Chou Ping Chiang, 6 dan
Black wins by resignation.



Game 1 (1—155)

Game 2

White: Watanabe Kazuo (Brazil), 5 dan
Black: T Mark Hall, 4 dan
Black wins by resignation.



Game 2 (1—141)

In game 2, I had not realised until I came to record the result that Mr Watanabe was graded as 5 dan. He won 4 games in the tournament.

For a commented game from the WAGC, see page 44

Charting a Course in the Middle Game

by Cho Chikun, Honinbo

Translated by Bob Terry from Kido,
May 1984

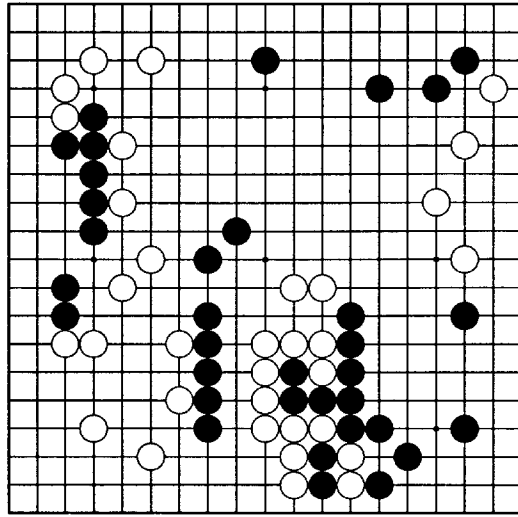
Part 11

How Would You Play in a Complex Position with Various Attacking Schemes Possible?

The Model Diagram has been taken from a game between amateur 3-dan players. This point is the height of the middle game, and before determining the best course to take in this situation let's carefully examine it. At first glance, one is struck by the matter of Black's floating stones which extend from the lower side into the centre. If one does not take aim at these weak stones, no other opportunity will present itself.

"I understand that, but where on earth the best point to attack is I don't know. There are so many moves that seem good and I just wind up getting confused."

This was what the player said after the game. There are loads of ways of attacking and one's head ends up spinning, doesn't it? After suffering this confusion for a while one says simply, "Oh, what a bother!" and often plays a lukewarm move that doesn't seem *too* bad. For a game played during a lunch break, without the luxury of a lot of time, that's



Model Diagram

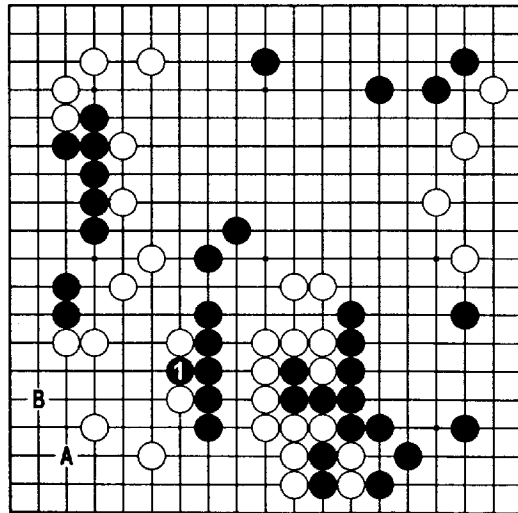


Diagram 1

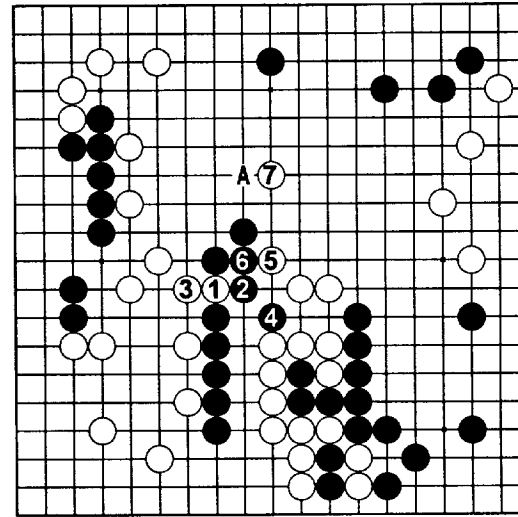


Diagram 2

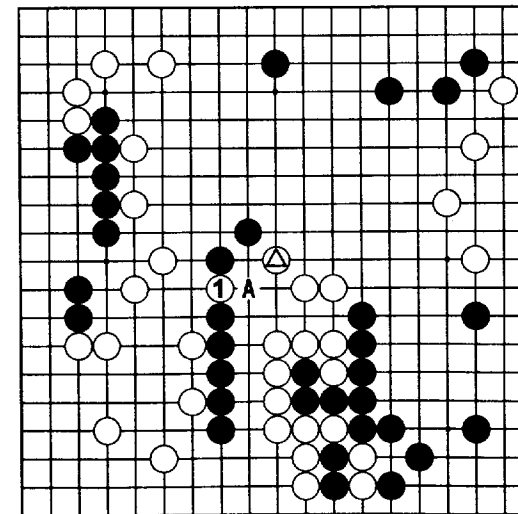


Diagram 3

about what to expect... Well, let's organise the problematical points a little.

Black's pole-like group of stones really has a paucity of eye shape. However, if Black pushes through at 1 in Diagram 1 then White's shape is also thin, and it seems as though Black should at least be able to make one eye in gote. But if Black does push through at 1 and White gets reinforced here, Black loses the potential of moves at A and B. That is a minus. (If Black plays here he can form an eye in gote. In other words, we can regard Black as having half an eye here and leave it at that.

Now, considering an attack by White, one's attention is drawn to the direct wedging-in move of 1 in Diagram 2. If Black plays from the direction of 3 then these stones will be cut. So 2 is the only move. After White 3 and Black 4, White will peep at 5 to fix the shape. The pole-like character of the group is more and more noticeable. And then White 7, or perhaps a direct charge at A. Being faced with this kind of straightforward attack would be quite painful for Black. White could expect a lot of side benefits from this attack. Fixing the shape with these kinds of moves is good, generally speaking, 80% of the time. However, 'savouring the possibilities deeply', without fixing the shape, is also conceivable.

If, in the future, White gets a stone at the marked point, the wedging-in move of 1 in Diagram 3 cuts Black on the spot. This kind of thing is a little heavy-handed, but there are cases where one would like to peep at A as

well. This is all a matter of taste. Diagram 2, which was considered first, should be given primary consideration, over all, but let's examine other ways of playing.

There is White 1 in Diagram 4. 'When attacking, use a capping play', says the go proverb. Black must go out to either the right or the left. Whichever direction is chosen, Black can be expected to 'stumble out like a drunk'. To the left, 2 looks like the vital point, but the diagonal attachment of White 3 cuts it off. After this, Black will probably move out to the right with the variation Black A, White B and Black C. The capping move of 1 is a direct assault. Definite profit can be expected.

If Black runs with 2 in Diagram 5, White chases with 3 and then the key is to invade with 5. One looks for the fruits of the attack on the upper side, and the large group of stones is still not clearly settled.

Diagram 6 shows an indirect attack from afar on Black's large group of stones. This can be a powerful method of attack, without doubt, but in this situation it comes up short with insufficient force. Black defends at 2 and White has no follow-up move; White's one stone at 1 in itself can become a powerful reinforcement to an attack, but here is wasted.

Taking it one step further, White can try playing the attachment of 1 in Diagram 7. If Black 2, then White makes the capping play of 3. If White can make the forcing moves through 7, substantial influence is created. Then, leaving it at that,

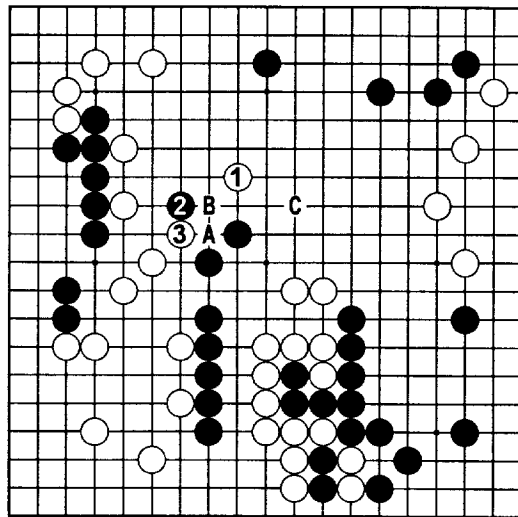


Diagram 4

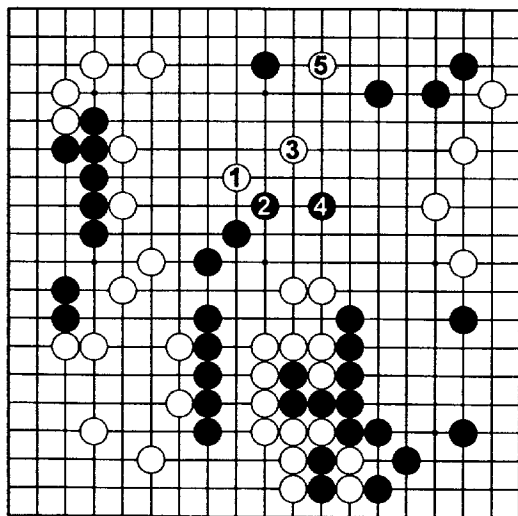


Diagram 5

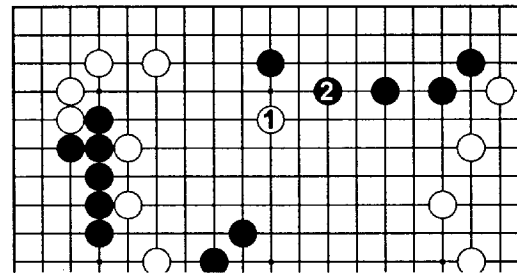


Diagram 6

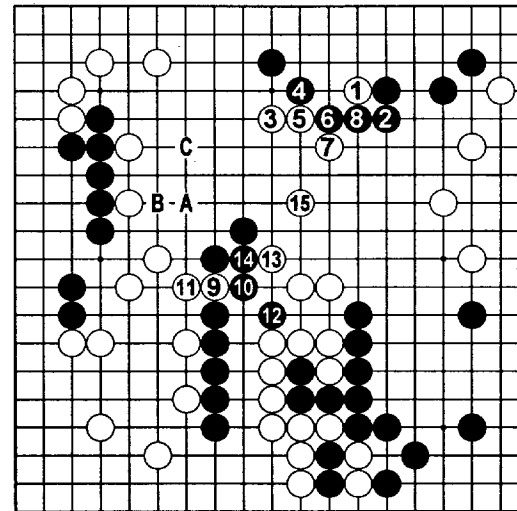


Diagram 7

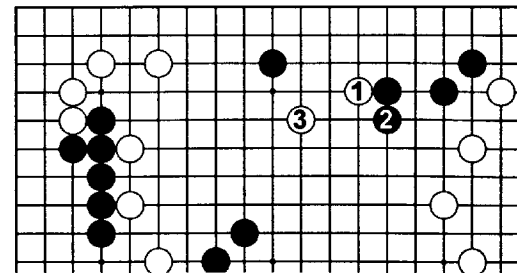


Diagram 8

White attacks with the above mentioned moves starting with 9. After this sequence, Black can try playing at A, White B and Black C, but where does that leave him?

The thing to be feared is, supposing Black survives? The profit that one looked for in attacking hasn't been realised. And Black's territory on the upper side has been substantially enhanced, hasn't it? A pro instinctively shirks incurring a loss before seeking compensation in an attack. After all, one must have confidence and spirit or one cannot play this way.

After White 1 and Black 2 in Diagram 8, the knight move of White 3 is also formidable. Without incurring a loss, White eyes the attack from afar, and this may be considered a good way to deeply savour the possibilities of the situation. It is simple to advocate attacking, but the ways to do it are practically infinite. In the example this time, it seems that attacking directly is the best policy.

Pair Go

The venue for Pair Go has been provisionally arranged as The King's Arms Hotel, Stokenchurch, High Wycombe. This is near junction 5 of the M40. For other information see the Tournament Calendar on page 3.

Reflections on English Go Literature

by Franco Pratesi

Recently, I have been puzzled by the English technical literature on go. I know that the number of go books printed in the languages of Japan, China and Korea is even greater, but among the European languages English go literature is by far the richest. There are several sections to distinguish, however. If I am interested, as actually I am now, in the European go literature, I find that the English go literature of European origin is not so large. It turns out that precisely the rich English literature of international provenance may represent a good reason against a wide publishing of English works in England proper. Let us thus briefly consider the English go books according to their country of provenance. This information is known to readers, but some reflection on it may be useful.

On the Chinese literature we are recently becoming informed thanks to English translations by Yutopian, based in the USA. Janice Kim slowly lets us become acquainted, again from the USA, with a seemingly fundamental didactic work of Korean provenance.

However, in publishing go literature in English, Japan by far appears to be the leading country. To begin with, the Nihon-Kiin itself has made some effort. It suffices to think of three old milestones of go didactics, Takagawa's *How to Play Go*, 1956, followed by his *The Vital Points of Go*, 1958, and Segoe's *Go Proverbs Illustrated*, 1960. Less important seems to have been then the two volume book, *Go: The most fascinating game*, printed anonymously in 1972 – even if it was also published at least in French, German, Russian, and Spanish.

Charles Tuttle published in the Sixties three common handbooks, *Stepping-stones to Go* and the reprints of the two classical books by Smith and Korschelt. These have been reprinted many times both in hardbound and paperback issues and until now have been the most commonly available books in general bookstores.

But it has mostly been Ishi Press, now Kiseido, providing the basic English go literature, with half a hundred essential works. The range is a complete one, from beginners' level up to a few advanced treatises. This company also helped in producing or selling books by other publishers, and printed periodical literature too.

What about countries where English is the mother tongue? Several great countries such as Australia and Canada have hardly any appreciable go literature. Usually there are a few newsletters or congress proceedings, which cover a few years and/or local associations.

The USA go literature is instead rather large, only second to that of Japanese origin. Craig Hutchinson has recently published a bibliography (*AGA Historical Bibliography, June 1996*) which aims to cover all the go literature in the Western world. This useful work not only lists go books but also – and this it does especially for the USA – go references from journals, books of general literature, and so on. It has been the main source for my comments here and I would appreciate being informed of any edition that escaped my attention.

Also in Europe some English go texts can be found originating from countries different from Great Britain, due to the international character of the language. For instance, the proceedings of the European go congresses and tournaments are usually published in English, independent of the country in which they take place.

Thus, various countries and many English books have been encountered before we reach Great Britain proper. Now, the question is,

“What has been the British contribution to go literature?” (My attention is focused on treatises on go. For instance, I do not take the early reports of travellers or missionaries into account.) To begin with, several fundamental books on board games have been printed in England. Works by authors with such renowned names as Hyde (1), Falkener (2), Murray (3) and Bell (4) must be taken into account even when their section on go is small.

The earliest contributions of England to the history of go actually deal with Chinese weiqi, with the first information brought to Europe, beginning with Hyde. Interesting early contributions derived from sinologists such as Herbert Giles (5) and Volpicelli (6). In particular, the first British book entirely devoted to go was printed in Hastings at the author's expense (7).

Later on, an outstanding work appeared, which can be considered as the most detailed book on weiqi to have been published in the Western world, with several quotations from the classic Chinese sources (8). The Italian original edition had been printed one or two years earlier, but it apparently had an extremely limited circulation.

An English treatise was compiled in 1962 by the International GO-Friends Union and authored by the President of the BGA (9). Later on, as common for the national federations, a series of publications has aimed to spread the knowledge of the rules (10), of the federal organisation (11), tournaments (12), and so on. They are usually in the form of booklets or leaflets with some essential information.

Starting in 1967 and now at number 112, the most fundamental source is the British Go Journal; a useful index of its contents has appeared recently (13). For some months, a newsletter also appeared (14). Another newsletter is active now.

Translation of Japanese advanced treatises is also remarkable, particularly due to the activity

of John Fairbairn (15), a scholar in Japanese language. He is one of the leading experts in go history and literature and is also present among the authors with his elementary handbook (16), printed by a well known publisher.

Among so many books of Japanese origin, we thus find some compiled by authors, accustomed to describe games to European readers. David Pritchard is one of the most active writers on games at a European level. In particular, he has published a whole introductory book on go (17), which, as far as I know, is the most detailed among the British contributions to the subject.

A remarkable attention to go literature occurred toward the middle of the Seventies, in correspondence with the 1976 European Go Championship and the foundation in London of the European Go Centre (18). Apart from technical books circulating among go players, there were two interesting Penguin books published in 1976 – the documentary novel by Nobel prize winner Kawabata (19) and a reprint of the elementary handbook (20) published by Ishi Press under the name of Iwamoto Kaoru (a book translated in many European languages, more than any other among go books for beginners).

Other booklets were published, devoted to such special subjects as proverbs (21) or in a particular style (22). There can be mentioned the presence of a go section in a known journal devoted to games in general (23).

There is also a topic where the British editions appear to be the most original, even though the matter is rather limited – song books: at least two of them (24) appeared in England! I do not know of any other country which may approach this record.

In conclusion, the British go literature is certainly only a fraction of the editions published in English. However, it is rather complete in itself, with enough elementary books, some trans-

lations from Japanese advanced works, a few completely original contributions. The problem with these editions is usually that they soon get out of print and are then hard to find (if any reader has used items to offer, including old years of BGJ and several books out of print, for instance Cheshire and Fairbairn, please tell Gerry Mills for me). It may be concluded on the whole that only a couple of the other European countries have a similarly comprehensive go literature and only in Germany can a comparable production be found for early times.

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Know Any Children? Mind Sports Problems

by Tony Atkins

by Charles Matthews

If you know any children or have contacts with junior schools or teachers, then there is now a one lesson glossy booklet that can be used to promote go to a new and growing audience.

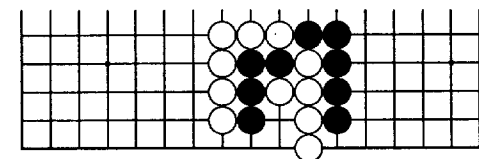
Produced by the European Go and Cultural Centre with the help of the BGA, the booklet *Asia and the Game of Go* aims to bring some knowledge of Asian go and culture to children aged up to about twelve. It is bright and colourfully illustrated, with simple wording and things to do. It is based on the Dutch version which has been used successfully for some time.

There are sections on geography, food, writing, sports and games. These opening sections are designed to give teachers a reason for using the booklet, leading the children easily into the idea that go is something worth learning too. In easy stages the booklet tells the youngster how to play Capture Go (Atari Go). This is recognised by many as the most successful way of introducing go concepts to young children; it is about the most one should attempt in a single lesson. As a consequence of not teaching the full game it is important for there to be follow up available from local go players or a visiting go teacher, to ensure that the delight of the full go game is not lost from the pupils and also so that they do not just disappear from contact.

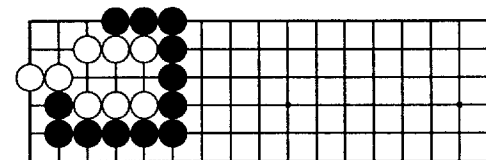
There is a planned Teacher's Guide in production and also a plan to get card starter sets available to be given to the school at the same time as the booklets.

To obtain a sample booklet to show to a school, contact the BGA Youth Coordinator.

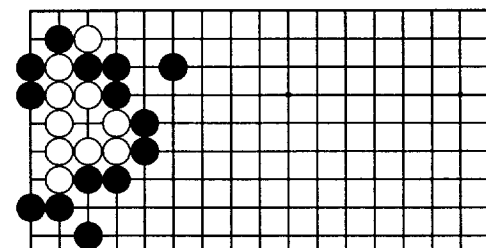
The four problems below were set by me for the Decamentathlon at the 1998 Mind Sports Olympiad. The weighting was 10%, 20%, 30% and 40%. Solutions on page 38.



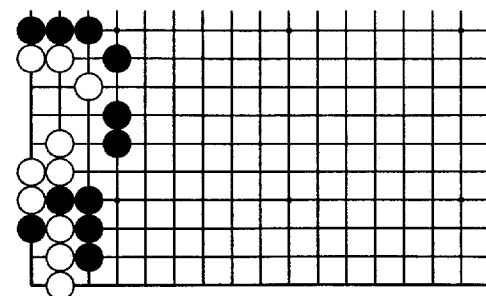
Problem 1



Problem 2



Problem 3



Problem 4



Nirensai

by Charles Matthews

Part 3

Here's another instalment about today's trendy opening, Black playing 4-4 points down one side of the board, and White doing likewise over the way.

What is seen in Diagram 1 is the latest way to handle Black 5. This strategy says, "Whatever else, Black is not building a framework on the lower side." The development from here on will differ substantially from that seen in Part 1.

There is some interesting history. The earliest game I know with this play is Korean, from 1991. Lee Chang-ho as White played the one point low pincer 6 against his teacher Cho Hun-Hyun. Now innovations in go only really matter if they are taken up and become part of the consensus theory (these days we don't take 'in Japan' as read). So attributing this play to Lee may not only be historically wrong, but to miss the collective aspects of the professional community. However there is almost room for that current piece of pompous journalese here, 'the defining moment'. Lee was then 4 dan and knee-high to a crawl on the second line. (I exaggerate, sixteen years old or so.) He is the great innovator of our era, and

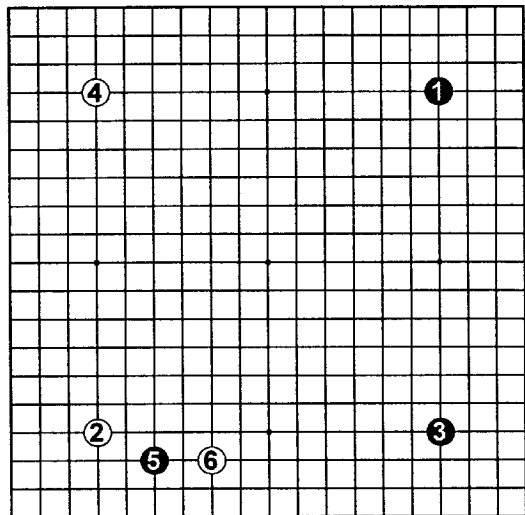


Diagram 1

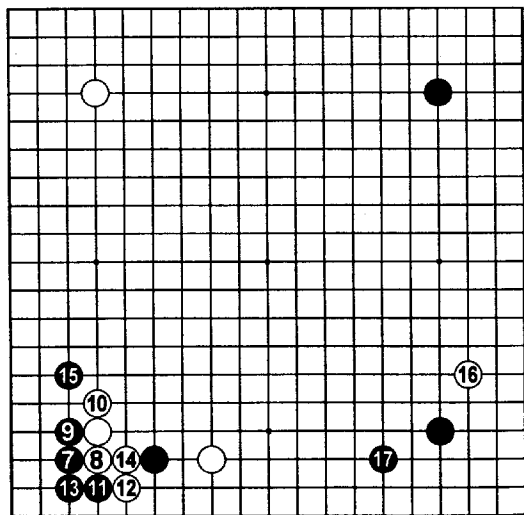


Diagram 2

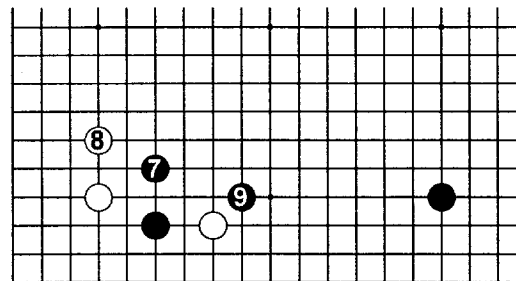


Diagram 3

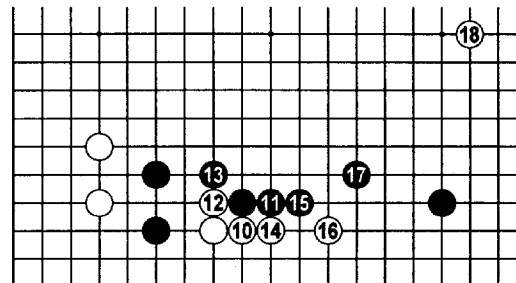


Diagram 4

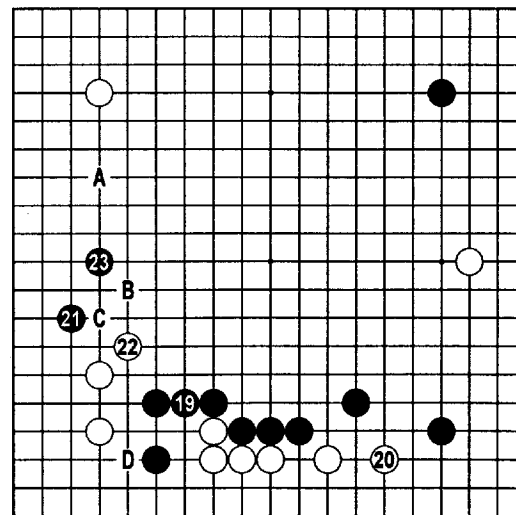


Diagram 5

this one has his stamp. There are no less than thirty-six examples in the 1996 Korean Yearbook, one of my treasured possessions.

One sort of thing that can happen is represented by Diagram 2. The joseki in the lower left after Black invades at 3-3 was discussed at some length last time. White seems to have seized the initiative in the game for the moment; but Black is accumulating territory.

The other common way for things to go is represented by Diagram 3. Up to 9 White has the choice of giving up the stone 6 on the side, talked about in Part 1, or crawling for life. (Admirers of the hirsute will know of other lines, maybe. The analogues to the peculiar Kajiwara stuff in Chapter 4 of *The Direction of Play* don't seem to be on anyone's menu.) Here giving up the stone looks inconsistent.

What comes next is fairly much unanimous. Up to 18 in Diagram 4 White will live on the lower edge, and finds time to wedge to stop a large scale plan. Kataoka has tried doing without the wedge (I actually got this far in a game with Yongcheol Shin and ended up regretting an attempt to do the same).

Going on to Diagram 5 we see how Black uses the central influence. Before Black plays at 19 White can wedge there and cut Black up if there is a scuffle on the lower edge; but White reacts solidly at 20. The gospel accord-

ing to Matthew Macfadyen states that Black should never, ever answer as this sort of defensive play locally. But anyway Black wants to make the White lower left feel uncomfortable with 21. White may play at *A*, *B*, *C* or *D* after the good shape play at 23. The old firm of Lee and Cho have played the position after *C*, my favourite, a number of times and with either colour.

In fact your go coach will tell you that these fashionable openings stunt your growth etc. So I hope they have some taste of forbidden fruit. Final comment on these four-star openings. Black is getting into the habit of leaving out 3 and going straight to the approach move at 5. This sounds out White's intentions. In the case White answers there and plays the pincer under consideration Black gets the choice of occupying the top left corner. This may well not be the only reason for this way of doing things with an early approach play (Harold Lee was there first, though that may not be the reason either). The orderly openings where the players share out the corners first are the least incomprehensible. There are fun transpositional possibilities if you know your way around what has been said so far.



Four Strong Women

by Tony Atkins

At this year's London Open we may for the first time have present four women go players stronger in rating than Britain's best, Matthew Macfadyen. The following acts as a way of introducing any of the four you do not know already. (Family names are printed first, oriental style.

The first we hope to have there is Guo Juan, who has been a regular attender of the last few years. A former Chinese professional, she now lives in the Netherlands with her young son and Dutch husband. As a seven dan she has won the London Open three times and was the European Champion four years in a row.

Lui Yajie should be about half way through her stay in Britain. Yajie learnt go when she was eight, and three years later in 1981 she was women's champion of her home city, Luo Yang in central China. Two years later she was He Nan province's top girl player and in 1984 was promoted to professional 1 dan, after being national girl champion. After two years study in Beijing she was promoted to 2 dan. With the BGA's old friend Feng Yun, she played in the Chinese Team Tournament. After attending Sports College, she has

been working as a go coach for seven years.

Shigeno Yuki will be familiar to many from the 1996 and 1997 Europeans, the 1998 Irish and US Opens, and the cover of Journal 111. Yuki was born in Niigata Prefecture in Japan and was a disciple of the late Shimamura. Whilst an insei (student professional) she decided that she would be more successful as a go teacher than as a player. Since becoming a professional in 1986 she has concentrated on teaching, especially children; for the last two years she has been doing that in Europe, based in Milan. She likes Guinness and liar dice, at least since her Dublin trip.

Nam Chi-hyoung is a Korean professional, one of the small but growing number of women in such a role. In Korea she is well known as a TV presenter on the baduk channel. She was second in the Women's World Amateur in 1990 while still at school. Her major is in English Literature. She is spending two months shadowing Yuki around Europe. She hopes to write a book about occidental players, based on her experiences in Europe and at the 1998 US Open, so be careful what you do when she is around!

100 Not Out

by Tony Atkins

With the October 1998 edition, the BGA Newsletter reaches its first century when issue 100 appears. Issue 1 appeared back in February 1982 with the aim of providing up to date news in a more timely fashion than the Journal.

The contents included details of the Annual General Meeting to be held at Nottingham and the proposed doubling of subscriptions to four pounds. Toby Manning was President and Terry Stacey, it reported, had won the London Open. For a mere fiver you could get your tournament included on a tear-off strip; this only happened three times (Not the Challenger's in issue 2, the British Lightning in issue 4 and a CLGC Tournament in issue 5). The other annual tear-off strip was the subscriptions reminder in the December issue. To increase the timely nature of news two editions (number 10 and 19) were amended with a rubber stamp, to announce extra events, after printing.

Opening editor was Francis Roads from Woodford, London, a former BGA President. He continued up until issue 22 in August 1985. Issue 23 was the first edition to be word processed and not typed. It was produced by Richard Granville from Malvern, who had recently stepped down as BGA President. After issue 28 in August 1986, Richard passed the editorship on to Bob Cannard of Tewkesbury who produced editions up to number 33 the following June.

From issue 34 the then BGA President, Norman Tobin of Uxbridge, took over the editorship until issue 40 in July 1988 when Steve Draper of Basingstoke relieved Norman of his dual role. Steve experimentally introduced colour with number 41 being on bright yellow pa-

per and 42 being on a more sombre ochre coloured paper.

Unfortunately during these two periods the editors only published what they were given, without seeking out news, and several tournament results went unpublished. Moreover at the same time the Journal was undergoing publication problems. Steve's last issue was 48 and number 49 was issued by Francis Roads, acting as a temporary editor.

A new era for the 1990s started with issue 50 on 1st June 1990. Eddie Smithers of Melton Mowbray took on the editorship. Continually he has tried to improve the visual appearance of the Newsletter by using new word processing packages. Issue 56 saw, for instance, a three line symbol appear on the title line. Issue 57 saw this change to a go stone and 58 to three go stones, which continued to appear for a while. Issue 73 in April 1994 used a smaller type face and 74 had a boxed heading, which soon changed from a thick line to a double line. Issue 76 introduced a telephone symbol against phone numbers. From issue 85 (April 1996) the British Go Association letter head (with a Gothic 'go') started to appear in various forms. Issues 95 to 97 dropped the Gothic 'go' temporarily, though 95 had seasonal holly leaves.

Issue 100 will already have appeared by the time this is published and this must be an opportunity to thank Eddie for his continuing hard work. We will have to see how the newsletter develops over the next 100 issues. The change to individual mailings made for more envelopes to be filled, but it did have the advantage of making all the mailings the same—the same entry forms for tournaments and equipment price lists in each envelope. The receipt of most news by email also makes the job of the editor simpler, but it is never easy. Editors in the past have even got the title line wrong: issue 20 said February 1985 not April, issue 38 said 39 and the real 39 said March not May 1988!

The Value of Influence

by Roger Daniel

Black: Roger Daniel (5 kyu)
White: Tom Blockley (4 kyu)

Played at the Northern Go Tournament in September, this game has an unusual fuseki from the point of view of kyu level players. I stopped recording at 59, but play continued, as I recall, with White A through to F. Surprisingly, I managed, with correct play by Thomas, to lose my 19—45 group. I think 27 was premature and should have been played at 34.

Having lost my large group I resigned, but the intrinsic value of the use of influence might be of interest to readers.

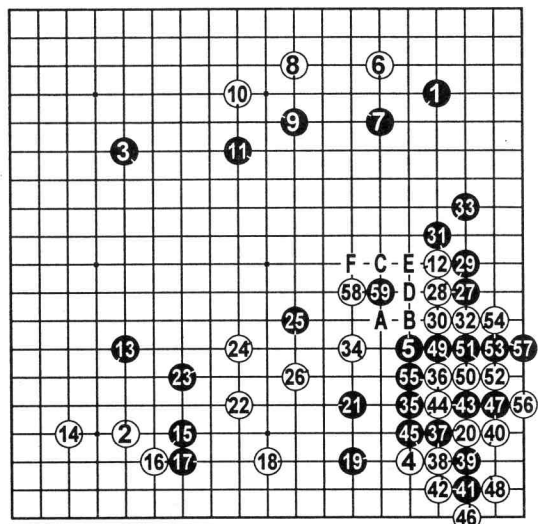


Figure 1 (1—59)

BGA Dan List

Only paid-up BGA members with BGA diplomas are listed here. (Foreign players are not usually given a BGA grading unless they gain promotion above their foreign grade.)

7 Dan
S. Zhang

6 Dan
J. Diamond, M. Macfadyen

5 Dan
M.Cocke, A.M.Goddard, M.E.Shaw, P.A.Shepperson

4 Dan
D.Cann, T.M.Hall, R. Hunter, H.Lee, A. Moreno, J.Rickard, A.Rix, F.M.Roads, S.K.Shui, A.Wall

3 Dan
W.R.Brakes, J.Chetwynd, J.A.Clare, W.Connolley, A.C.Jones, D.M.Jones, P.T.Manning, C.R.Matthews,

A.Selby, J.H.Smith, D.J.Sutton, D.Ward, N.J.Webber, M.Zhang

2 Dan
J.E.Allen, A.J.Atkins, R.V.Bagot, T.Barker, S.Barthropp, M.Charles, P.Christie, C.F.Clement, G.M.Clemow, M.Cumper, J.T.Fairbairn, H.Fearnley, D.Gilder, S.Goss, A.J.Grant, J.Hampton, P.Hankin, J.C.Hawdon, J.Hobson, M.Holton, D.Hunter, A.M.Jones, M.Marz, J.McLeod, I.Meiklejohn, D.Phillips, J.Rastall, M.Smith, P.Smith, P.J.Smith, R.J.Smith, G.Stettner, A.Thornton

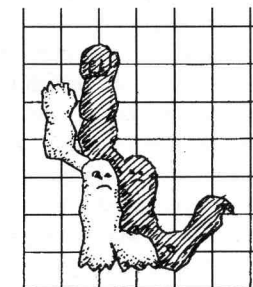
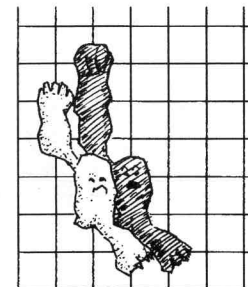
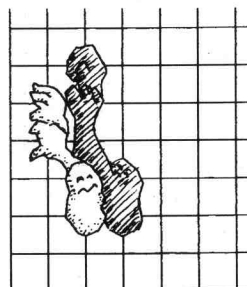
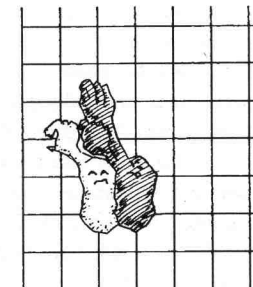
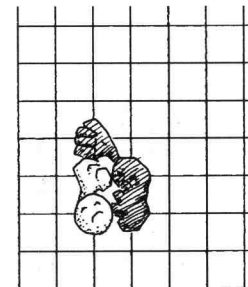
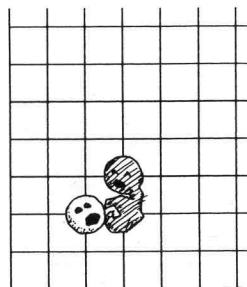
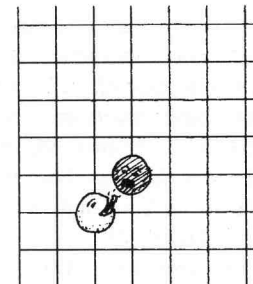
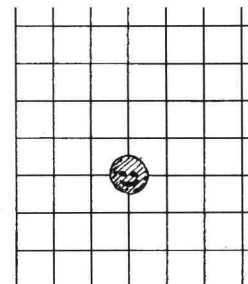
1 Dan
P.Achard, C.P.Adams, B.Allday, M.Amin, D.Artus, P.Barnard, M.Bennett, L.Bremner, S.Brennan, C.Dawson, D.Harper, M.J.Harvey, C.Hendrie, R.Hitchens, S.W.Jones, D.Keeble, C.Leedham-Green, N.Mandache, P.Margetts, I.F.Marsh, J.McAnally, P.Mellor, R.G.Mills, T.Putman, S.Rudd, A.Scarff, E.Smithers, R.H.Thompson, R.Upton, A.Warburton, Weed, D.Woodnutt, C.R.Wright, G.Wright.

The Secret Lives of Go Stones

...the side of them that we don't see in real life, though we keep talking about it

by Henry Segerman

Episode 1 The 3-3 Point Invasion



Miniature under the Microscope

by Charles Matthews

Part 1

It has been wisely said that you can't expect to extract all the content of a game of go. However one sometimes meets an encounter that is pith epitomised, short, sweet and to the point. Such is the clash between Tim Hunt and Paul Barnard studied here.

In fact Tim, more than somewhat outraged to lose, came to me for comments on this game from Milton Keynes, lasting only 55 plays. It seemed worthwhile to try to cover what happens in much more detail than is usually given.

In this game Paul Barnard (1 dan) was Black, and Tim Hunt (1 kyu) was White. Comments about the opening are definitely in order. Black 7 is a rare play at professional level, a fact that may take some by surprise. And White 8 is a try that fails to make it into the joseki books.

The sort of opening on the right side is popular with British players around the shodan mark. For that reason it is attractive to deal quite thoroughly with it, leaving for other episodes the dirty work at the cross-cuts later in the game.

Professionals rarely play for the pincer 7 in the right side forma-

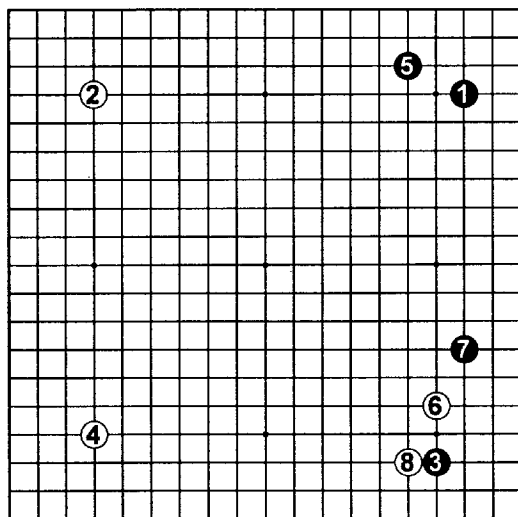


Diagram 1

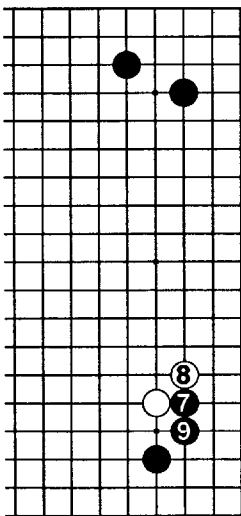


Diagram 2

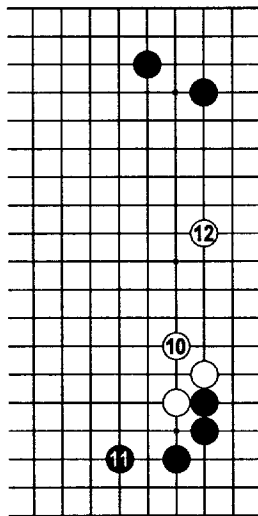


Diagram 3

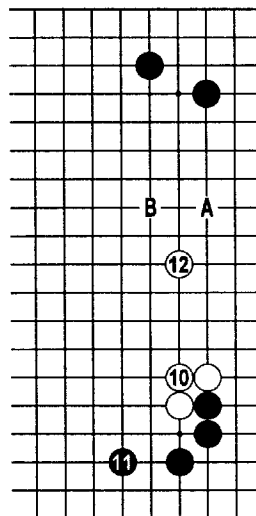


Diagram 4

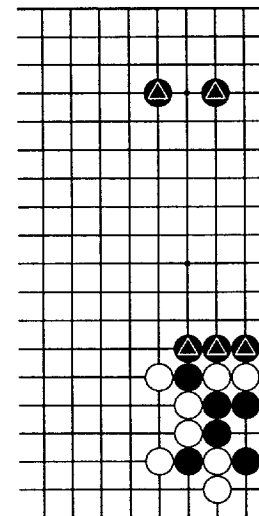


Diagram 5

tion. They almost invariably play it the way shown in Diagram 2. I was confident enough in this assertion from my own studies. But it was gratifying to have it backed up by Jan van der Steen, who searched his database for Tim. Jan's service deserves to be better known. Parenthetically I might add that technology as applied to go research desperately needs players to come up with observations and questions of this kind. Collections of 10,000 games are only as good as the use to which they are put.

The contact play in Diagram 2 is the orthodox way for Black. We'll come on to possible reasons in a minute. The

traditional continuation is in Diagram 3. The more recent theory looks like Diagram 4, especially if, as in the game under consideration, White has played star points for influence. White can answer Black A with B. This is in the centre-oriented style of Takemiya.

Now there is certainly something here to puzzle the reader. Black has made an enclosure in the top right corner. An extension in front of such an enclosure is a big play. Can it be that an extension-cum-pincer like 7 in the game is so bad? Even allowing for two matters, (a) Black ends the joseki in Diagrams 3 and 4 in sente, and (b) the solid Black stone at 11

counters White influence on the lower side, there seems to be a bit more to explain.

I believe there is a concrete answer, at the end of the day. But suppose for a moment that the question is this, clarified a little. Is Black correct to play for a framework on the right hand side? This formulation invites further queries. Is there a problem with the structure of the resulting framework? Would another pincer be better? Is Black guilty of the 'eggs-in-one-basket' strategy (ippoji) in being so single-minded about the right side?

One can at least start to answer some of those questions. There is a first comment about consistency. If Black's main aim is to colonise the right side, would it not have been better to use a different enclosure? Diagram 5 exemplifies a kind of ideal result.

If what unfolds in the lower right corner is the joseki result shown here, then the five marked stones set up a well-made framework. The one point enclosure and the box shape it sketches out shown there look better than the knight's enclosure would, if you can see so far in your crystal ball. The Black framework so defined is troubling for White to invade, but also hard to reduce.

The one point enclosure was more popular before the advent

of komi. The theory of the 1-3-5 formation as in our game but with 5 on the fourth line seems to have been worked out in the period 1940-1960, and is covered in *Modern Joseki and Fuseki*, Chapter 3. The conclusion is that White should avoid going down this path. Instead White should adopt another, ladder-dependent line, as shown in Diagram 6.

What goes on in Diagram 6 is that White establishes a group on the right side, and a running fight is about to happen on the lower side and in the centre. The possible ladder comes up at 19. If Black 19 can be at 23 to set up a good ladder running north-west, and at the same time to threaten the three White stones on the edge, this line is unplayable. Therefore

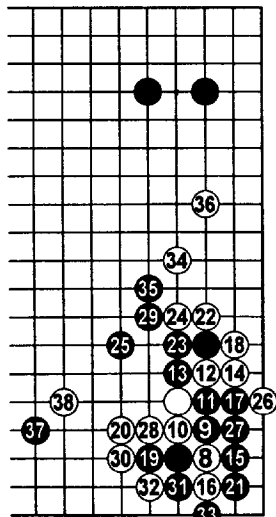


Diagram 6

the White stone in the top left corner is crucial. (For the kika-shi buff, the timing of 26 is what Sakata played in game 3 of the 19th Honinbo match, so write to him, not me, please. That game had Black 35 at 36.)

The somewhat imponderable question of knight's move enclosure (solid but less ambitious) versus one point enclosure (less tight in the corner, harder to reduce in the centre) comes a bit more into focus with nearly 40 plays on the board. Diagram 6 seems not to do the enclosure any great favours. Another play at the top seems a priority for Black. Currently I suppose playing the two high pincer 'Magic Sword' joseki for 7 seems a better bet

for Black, but 'Modern Jo and Fu' would require a facelift and graft from *Beauty and the Beast*, Chapter 1, before it could go out in public on this one.

Armed, as they say, with this knowledge, let's return to the original question. Why is the pincer 7 of the game a rare choice in pro play? Because if White is properly apprised of the correct joseki choice as shown in Diagram 6, complete with ladder question, then Black will not get the Diagram 5 type result. There is a Macfadyen-commented game, Groenen-Lazarev, like this in the book of the Canterbury EGC (game 18). What about other pincers? The two point

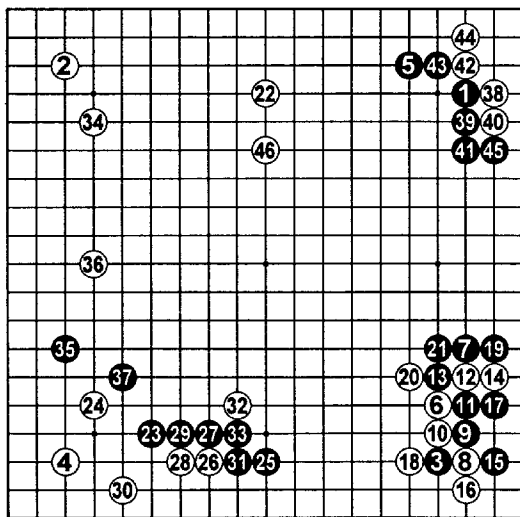


Diagram 7 (1-46)

high pincer is being tested at professional level (and the one point high pincer has cropped up). The best way to play it isn't likely to be simple-minded. To close with, here are two examples of top players handling these issues.

In Diagram 7 Fujisawa Shuko as White demonstrates his independence of mind, playing the line you're advised against and going on eventually to win, in the 1975 Pro Best Ten (*Kido Yearbook* 1976 p. 141). In Diagram 8 Nie Weiping is Black, playing the sort of strategy alluded to before, playing Cho Chikun in 1995. The order of 14 and 16 in the joseki seems still to be debated. White won.

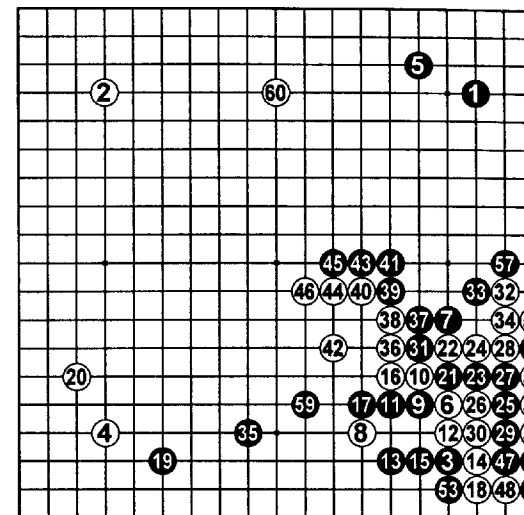


Diagram 8 (1-60)
56 at 51

British Small Board Championship

by Paul Smith

The 1998 British Small Board Championship had 20 entrants. The winner was Mike Charles (2 dan, St Albans), who won a rapid play-off game against Alan Thornton (also 2 dan, St Albans) after both players had finished on 5/6. There were five other prizewinners, all on 4/6: David Ward (3 dan, Cambridge), Alex Selby (3 dan, Cambridge), Hermann Tittel (16 kyu, Cambridge), Aaron Dixson (22 kyu, Brakenhale) and Shawn Hearn (24k, Brakenhale).

The competition was held as part of the Cambridge Junior Chess and Go Club 2nd Annual

Congress, which also included junior and adult chess sections.

The event as a whole attracted 114 competitors.

There was a 9x9 Go Competition as a side event between rounds. This was very popular - 40 children and 2 adults entered, many of them chess players who had not played go before. The top placings were determined by number of wins. These were Hereward Mills (Bedford) 10 wins; Alexander Foster (Cambridge) 7 wins; Kristopher Gray (Ely), Aaron Dixson (Brakenhale) and William Brooks (Cambridge) 6 wins; Hannah Edwards (Finborough) and Daniel Rowson (Cambridge) 5 wins.



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.

Billericay: Guy Footring, 01277-623305. Meets Mon.

Birmingham: Kevin Roger, Flat 5, Nelson Ct, 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:** Neil Cleverly, 6 Swift Close, Creekmoor, Poole, Dorset, BH17 7UZ. 01202-659653. Meets at 24 Cowper Rd, Moordown, Tues 8pm.

Bracknell: Clive Hendrie, ICL, Lovelace Road, Bracknell, RG12 4SN. 01344-472741. Meets at Duke's Head, Wokingham, Tues.

* **Bradford:** Kunio Kashiwagi, Danehurst, Hurst Road, Hebden Bridge, W. Yorks HX7 8HU. Meets at Prune Park Tavern, Thornton, Wed 7pm.

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

Brighton: Steve Newport, 70 Northcourt Rd, Worthing BN14 7DT. 01903-237767. Meets at The Caxton Arms, near Brighton Central Station, Tues from 7.30pm.

Bristol: Antonio Moreno, 21 Sefton Park Rd, St Andrew's, Bristol BS7 9AN. 0117-9422276. Meets at Polish Ex-servicemen's

Club List

Club, 50 St Paul's Road, Clifton, Bristol, Tues 7.30pm.

* **Cambridge Chess & Go Club:** Paul Smith, 2 Townsend Close, Milton, Cambridge CB4 6DN. 01223 563932. Meets Victoria Road Community Centre, Victoria Road, Fri 6.15 to 7.45pm. Caters for beginners and children.

* **Cambridge University & City:** Charles Matthews, 60 Glisson Rd, Cambridge CB1 2HF. 01223-350096. Meets in The Erasmus Room, Queens' College, Tues 7.30pm (term); coffee lounge, 3rd floor, the University Centre, Mill Lane, Thurs 7.30pm; CB1 (café), 32 Mill Road, Fridays 7-8.30pm.

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.

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

Durham University: Paul Callaghan, Dept of Computer Science, South Rd, Durham DH1 3LE.

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 7.30.

Glasgow: John O'Donnell, Computing Science Dept, Glasgow University, Glasgow G12 8QQ. 0141-3305458. Meets term time at Research Club, Hetherington

December 1998

House, 13 University Gardens, Thurs 7pm.

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

Hazel Grove High School: John Kilmartin, Hazel Grove High School, Jackson's Lane, Hazel Grove, Stockport. SK6 8JR. 01663-762433(h)

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

HP (Bristol): Andy Seaborne, 17 Shipley Road, Westbury-on-Trym, Bristol BS9 3HR. 0117-9507390. Meets Wed & Fri noon. Please ring in advance for security clearance.

Huddersfield: Deric 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. Meets Sat 7.30pm.

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.

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

* **Leicester:** Eddie Smithers, 1 Tweed Dr, Melton Mowbray, LE13 0UZ. 01664-857154. Meets Thurs from 7.45pm at Richard Thompson's house. For details ring Eddie, or ring Richard on 0116-2761287.

December 1998**LONDON**

* **Central London:** Geoff Kaniuk, 35 Clonmore St, London, SW18 5EU. 0181-8747362. Meets in Daiwa Foundation, Japan House, 13-14 Cornwall Tce, NW1, Sat 2pm. Please press doorbell marked 'Go' and wait 3 minutes.

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 Rapple, 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, London SW8 4RJ (0171-978-1764).

* **Wanstead & East London:** Jeremy Hawdon, 22 West Grove, Woodford Green, Essex IG8 7NS. 0181-5056547. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

Maidenhead: Iain Attwell, Norhurst, Westmorland Rd, Maidenhead. SL6 4HB. 01628-676792. Meets various places, Fri 8pm.

Manchester: Chris Kirkham, 201 Kentmere Rd, Timperley, Altrincham WA15 7NT. 0161-903-9023. Meets at the Square Albert in Albert Square, Thurs 7.30pm.

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

Club List

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.

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.

Oxford City: Richard Helyer, The House by the Green, Rope Way, Southrop, Hook Norton, Oxon. 01608 737594. Meets at Freud's Café, Walton Sreet, Tues 6pm. If shut, at Philanderer and Firkin nearby.

* **Oxford University:** Henry Segerman, St John's College. Meets in Besse 1.1, St Edmund Hall (term only).

* **Plymouth:** Michael Davis, 3 Chedworth Street, North Hill, Plymouth, PL4 8NT. 01752-260932. Meets Tues 8pm.

Portsmouth: Neil Moffatt, 28 Lowcay Rd, Southsea, Portsmouth PO5 2QA. 01705-643843. Meets various places, Sun 1pm.

Reading: Jim Clare, 32-28 Granville Rd, Reading, RG30 3QE. 01189-507319 (h), 01344-472972 (w). Meets at The Brewery Tap, Castle St, Reading, Tues 6.30pm.

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

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

St Albans: Alan Thornton, 63 Hillfield Rd, Hemel Hempstead,

British Go Association

Herts. HP2 4AB. 01442-261945, or Richard Mullens 01707-352343. Meets at The Mermaid, Wed 8pm.

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, various places.

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

West Cornwall: John Culmer, Rose-in-Vale, Gweek, Cornwall TR12 7AD. 01326-573167. Meets Flat 4, 25 Lenoweth Rd, Penzance, Thurs 7.30pm..

West Wales: Jo Hampton, 1 Glan-y-Don, High Street, Barmouth LL42 1DW. 01341-281336. Meets regularly.

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

Winchester: Mike Cobbett, 24 Hazel Close, Hiltlingbury, Hants SO53 5RF. 01703-266710 (h), 01962-816770 (w). Meets mostly at Black Boy, Wharf Hill, Bar End, Wed 7pm. Check with M. Cobbett.

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

Go Clubs on the Web
The BGA club list is at:
<http://www.britgo.demon.co.uk/clublist/clubsmap.html>

Counting Liberties: Game Examples

by Richard Hunter
hunter@gol.com

Part 2: Honda vs. O

Here is another exceptional game that ends in a large-scale capturing race. It provides good examples of why capturing races occur, how to choose the type of fight, and how to maximise your liberties. It also gives you the chance to practice how well you can count liberties in the natural state, rather than in the cleaned-up examples I deliberately chose for introducing the basic principles. This game is from the 30th Hayago Championship (1997) shown on Channel 12 (TV Tokyo). Since other TV games presented in the journal have been from the NHK Cup, let me briefly describe the conditions.

These games are broadcast in two 45-minute slots on consecutive Sundays at 6:00 am. This has the added feature that the second programme starts with a quick replay of the moves so far. The players have five minutes of clock time, and then 30 seconds per move; they also have two 3-minute thinking periods. In this game, Black is Honda Kunihisa 9-dan

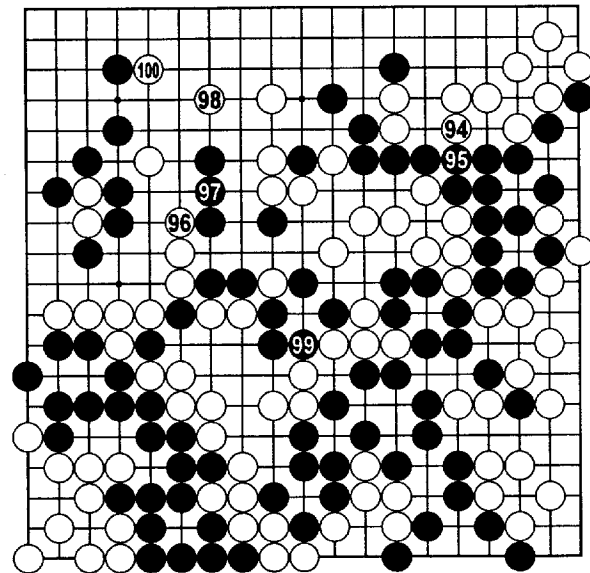


Figure 1 (194—200)

and White is O Meien 9-dan. The commentary was by Shiraiishi Yutaka 9-dan with assistance from Okada Yumiko 4-dan.

We join the game at move 194 (94 in Figure 1). Both players have used up their clock time and thinking periods and are down to 30 seconds per move. Shiraiishi says the game is close. There are several weak groups and some big moves waiting to be played. For example, after 95, a White hane at 1 in Diagram 1 is huge. Besides taking territory, it shuts in the black group in the top right, and, if Black doesn't answer, he's not unconditionally alive when White takes the ko with 3. However,

the white group in the centre of Figure 1 is weak, so that's White's first priority. White could of course connect his stones up (with 2 in Figure 2), but professionals hate to make a move like that because it doesn't make any profit. White would much rather move into Black's territory and make eyes there.

White 98 reduces Black's potential territory, makes space for eyes, and attacks the Black stones below.

Black 99: Black could of course connect his stones out (with 7 or 44 in Figure 2), but that's a purely defensive move. Making an eye with 99 not only makes a point of territory, but also threatens to cut

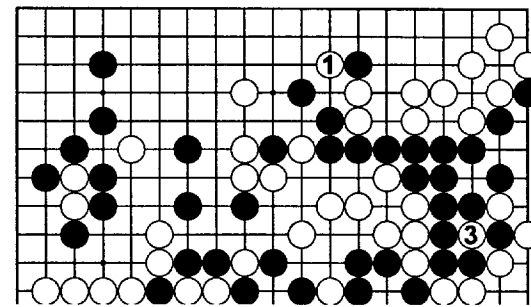


Diagram 1 (2 elsewhere)

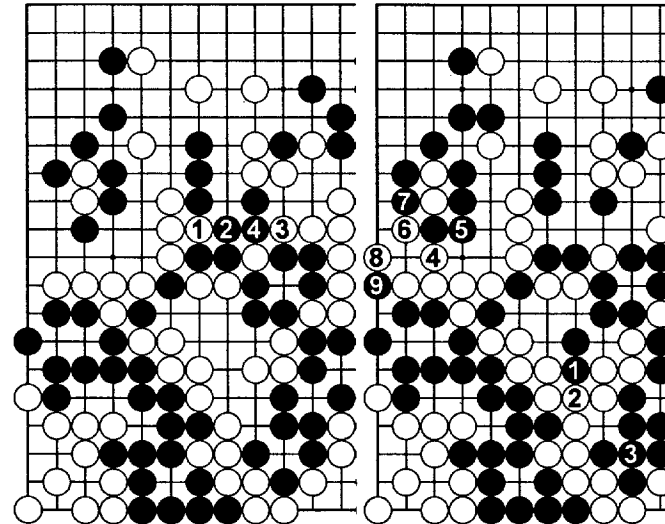


Diagram 2

Diagram 3

White's group in two. However, it doesn't give the black group two eyes, as shown by Diagram 2, which illustrates White attacking in the position after 204. White pushes ahead with 200. If he can get sente to play the hane in Diagram 1 he'll be ahead on territory.

In response, Black cuts at 1 in Figure 2 (move 201). Shirai-

shi notes that White's entire group on the left is not completely safe either, but it's probably ok since Black has a liberty shortage. Black 5 is a probe at White's eye shape. Black still hasn't answered White 100 in Figure 1. A White follow-up move there is worth about 20 points in sente, so Black 7 and 9 are very large

moves in terms of territory. White 8 secures the white group. If White omits this move, Black 1 in Diagram 3 reduces it to one eye in the middle, forcing White to seek an eye on the side, but he has to fight a ko to get it. White 10 in Figure 2 steals Black's spare eye. Black can of course live by playing at 22, but he must consider the score. Will living in gote give him a chance to win? First, Black saves a stone with 13.

OY: "He's trying something more aggressive than simply living."

SY: "No, it's just a forcing move, since it threatens to cut at 14. Nevertheless, the white group never looks a bit weak."

OY: "Can Black continue by attacking at 27?"

SY: "No, surely not. It's too risky for Black to try capturing the white stones; there are too many uncertainties in the position at the top."

SY: "However, Black 15 means he's really going for it. When Black captures at 23, he'll eliminate White's forcing moves around the top (at 37 etc.), so it will be hard for White to play the hane in Diagram 1."

Shiraiishi expected White 18 at 20, followed by Black 22. He was surprised by Black 19.

SY: "I can't follow this. White's clearly aiming at the black group. But there's no

time to read it out."

White 22 reduces Black to one eye. With both sides stubbornly refusing to play defensive moves, it has now become a capturing race.

SY: "I can't read it out. It feels like White is ahead. What do you think?"

The exchange of 23 for 24 is Black's privilege.

SY: "This is making my head hurt."

Black 25 and White's connection at 26 were also both expected.

SY: "White has more liberties, doesn't he?"

Black 27 looks risky, but then it's the only move that has a hope of keeping White's liberty count down, so he really has no choice. White 28 has no particular meaning, since White has to play an approach move here anyway. It's probably just played under time pressure to gain time to think about the main issue. Instead of 33, Black would of course like to play at 1 in Diagram 4, but the obvious continuation allows White to connect out.

This is where reading ability is essential. Note that White 6 in Diagram 4 threatens to wedge in between 1 and 5 if Black plays 7 on the right. White 38 is a mistake that loses a liberty to Black's reply at 39. White is quite upset when he realises what he has done. Perhaps he was trying to get a squeeze to

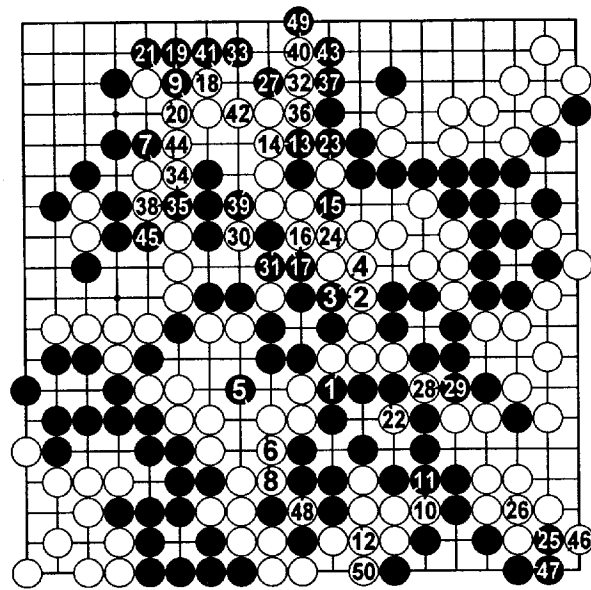


Figure 2 (201-250)

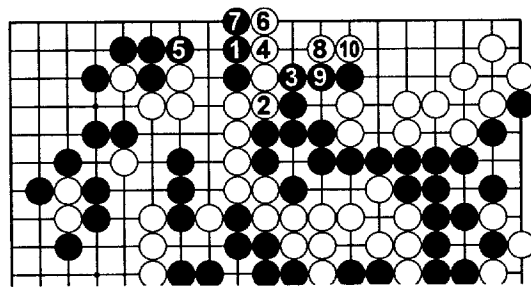


Diagram 4

make an eye. It just goes to show how easy it is to throw away liberties in a capturing race.

OY: "White can make an eye (at A in Diagram 5)."

SY: "Yes, but it's damezumari; he reduces his own liberties in doing so. Even if White ends up with an eye while

Black doesn't have one, there's only one inside liberty in the capturing race, so it's not important to make an eye."

OY: "Can White make two eyes? One on the left and one in the centre?"

SY: "Ah, he has half an eye (an eye in gote) in the centre (at B). Can he make an eye in

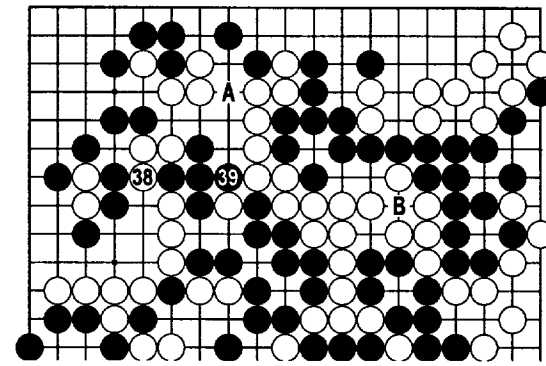


Diagram 5

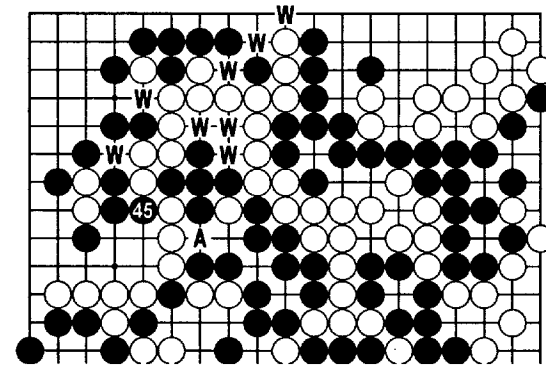


Diagram 6

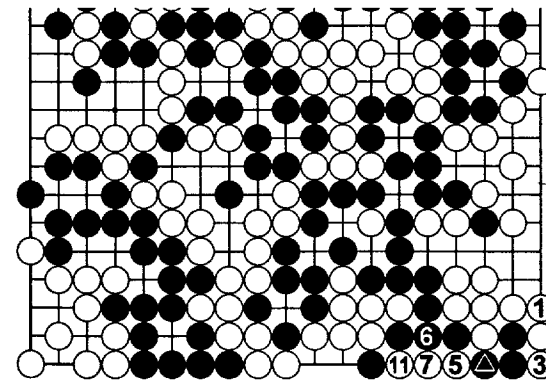


Diagram 7
9 at Δ

sente on the left? I don't think so. Let's see. Eh, no, definitely not."

White 42: White comes to the same conclusion. This connection gives up all hope of making an eye around here, but it maximises White's liberty count. Now the type of capturing race is more-or-less decided. The camera zooms in for a close-up of O holding his head in despair and muttering loudly to himself. On the other hand, Honda has lost his customary amused smile and is looking quite grim-faced. After Black 45, Shiraishi starts to count the liberties:

SY: "White has 8 liberties here." These are marked W in Diagram 6. Note, however, that playing them is self-atari for Black, so in order to avoid making an approach move at A, he must finally put White into atari from the other end, by taking the ko at B (in diagram 5) when all the other liberties have been filled. This can be seen more clearly in Diagram 10.

Shiraishi doesn't finish counting White's liberties in the centre (it looks like three to me, because White will have to play the inside liberty in this fight.) to arrive at a final liberty count, but instead starts counting the liberties on Black's group, after the players exchange of 46 for 47.

SY: "How many liberties

does Black have in the bottom right corner?"

OY: "Oh, this kind of position is so hard to count. Let's see: 1, 2, 3...."

SY: "... 4, 5. Black has 5 liberties at the bottom, 3 more here, and an eye, while White has no eyes. Oh, maybe Black's ahead."

Diagram 7 shows the 5 liberties being discussed. They are 1, 3, 7, 9, and 11. You don't count move 5 because Black answers it at 6.

White 50: On seeing this move, Black resigns. The final position is shown in Diagram 8. The programme host remarked that many of the amateur viewers might wonder why Black had resigned, so she asked the professionals to explain. Diagram 9 shows the continuation.

SY: "Let's just fill the liberties. It's quite straightforward. First, Black 1 is a good move."

If White gets to play here, Black will have fewer liberties. Note that filling the liberties from the left with White 50 ends up taking five moves to fill all the black liberties in the bottom right corner, so it's effectively the same as the sequence that Shiraishi showed before. Check for yourself. The final result of the 28-move sequence is shown in Diagram 10.

SY: "Black is in atari, while White has two liberties. Although Black can take the ko, White has two local ko threats

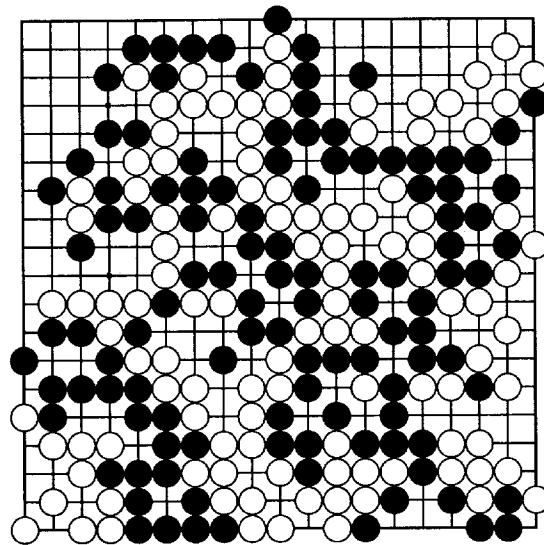


Diagram 8

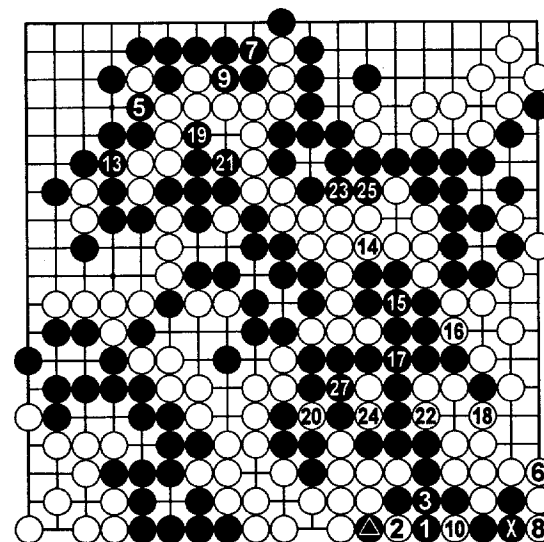


Diagram 9

4 at Δ, 11 retakes, 12 at X, 26 ko at 10, 28 at 24

(at A and B), while Black has none at all. Therefore it's hopeless for Black."

After studying Diagram 9, go back to Diagram 8 and see if you can read out the sequence in your head. All it takes is practice.

- Making an eye is not always a good idea.
- It's better to make life in your opponent's territory than to connect out on a dame point.
- Improve your reading ability and you'll get stronger.
- Killing big groups is fun.

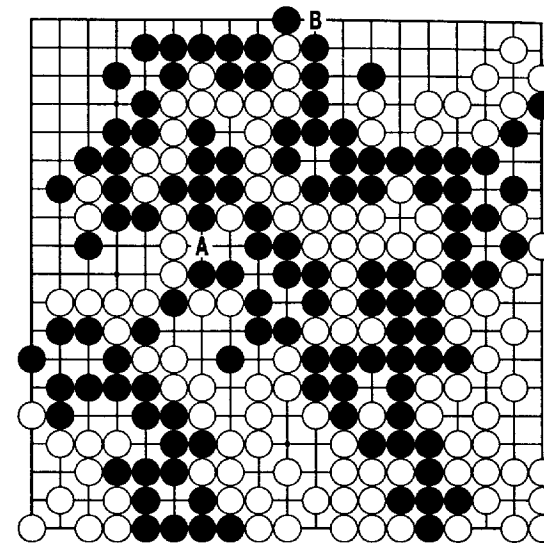


Diagram 10

A List of Youth Go Clubs

compiled by Paul Smith

* Please note that these clubs are not open to outsiders

Cambridge Juniors: Paul Smith, 2 Townsend Close, Milton, Cambridge, CB4 6DN; tel 01223 563932 (home), 01908 844469 (work). paul@mpaul.cix.co.uk

St Paul's School, Cambridge: Charles Matthews, 60 Glisson Road, Cambridge, CB1 2HF; tel 01223 350096 (home). charles@sabaki.demon.co.uk

Brakenhale School, Bracknell: France Ellul, 35 Sunnycroft, Downley, High Wycombe, HP13 5UQ; tel 01494 452047

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

Hazel Grove High School, Stockport: John Kilmartin, Hazel Grove High School, Jackson's Lane, Hazel Grove, Stockport, SK6 8JR; tel 01663 762433 (home)

Fitzharry's School, Abingdon: Nick Wedd, 37 North Hinksey Village, Oxford, OX2 0NA; tel 01865 247403 (home)

St Ninian's High School, Isle of Man: Steve Watt, St Ninian's High School, Douglas, Isle of Man

Eveline Lowe Primary School, London SE1: Mr C O'Neill-McAleenan, Flat 23, Walker

House, Odessa St, Rotherhithe, London, SE16 1HD; tel 0171 2520945

The Dragon School, Oxford: Jonathan Reece, The Dragon School, Woodstock, Oxford; tel 01869 331515 (home), jon.reece@zetnet.co.uk

St Ives School, Cornwall: Contact Ms Alex Maund, St Ives School, Higher Treganna, St Ives, Cornwall, TR26 2BB; tel 01736 788914 (home); alex@st-ives.cornwall.sch.uk

It is planned to build this up into a list independent of the main club listing. For corrections or additions, please contact Paul Smith.— Editor.

● *Go Tutor* was a BGA publication in 12 parts, designed to help the novice player. It presented a complete view of the game of Go, for levels 20 kyu to 10 kyu. It is being recycled in the *British Go Journal* in a new form, edited into chapters. Chapter 1 is based on articles by Nick Webber, Toby Manning and David Jones. Editing by Charles Matthews.

Chapter 1 The Life & Death of Stones

Section 1: Capturing Tactics

We begin with some simple ways to capture stones. The first idea is to use the edge of the board. Driving your opponent's stones towards the edge can sometimes result in their death. In Diagram 1 White cannot save the stone. The edge can help trap pieces. In Diagram 2 the two White stones are effectively captured. Before going on please satisfy yourself they cannot escape.

A fundamental method for capturing stones is the ladder. "If you don't understand the ladder, don't play go" is a Japanese proverb, but don't let this discourage you. It can happen

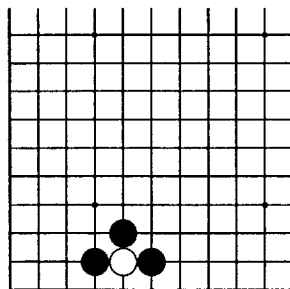


Diagram 1

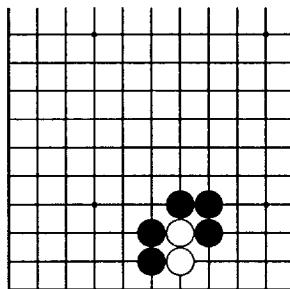


Diagram 2

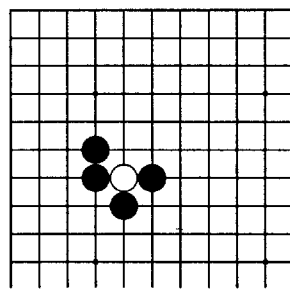


Diagram 3

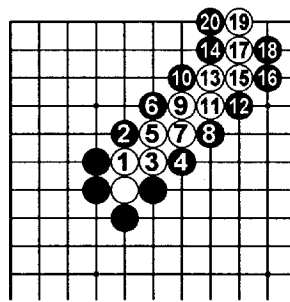


Diagram 4

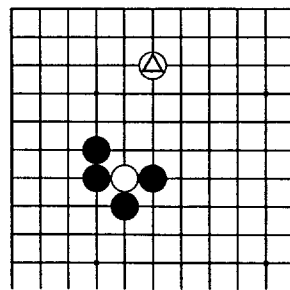


Diagram 5

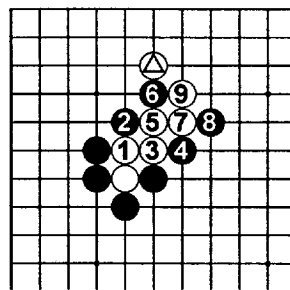


Diagram 6

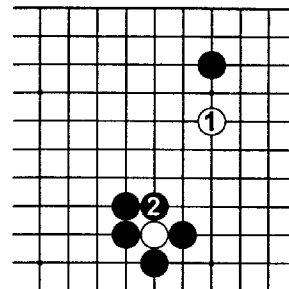


Diagram 7

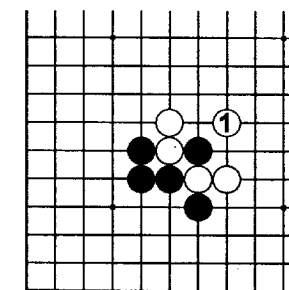


Diagram 8

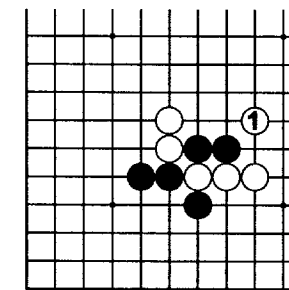


Diagram 9

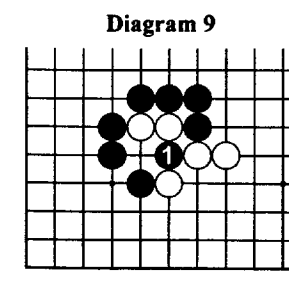


Diagram 10

that ladders give rise to surprises or complex sequences, but generally they are not hard to follow. Diagram 3 shows one basic position. White's stone cannot escape. If it (foolishly) tries, Black plays the sequence of atari moves (immediate threats to capture) in Diagram 4. The end result is that White is driven to the edge of the board and finally captured.

That was straightforward enough. Life becomes more interesting when there are stones in the path of the ladder. If there are just Black stones, they merely speed White's demise. But a White stone in the way may act as a 'ladder-breaker'. In Diagram 8, using the net has the definite advantage of ruling out the ladder-breaker.

Now for the snapback. Everyone in their go playing career has said, "Damn, it's a snapback," or words to that effect. If you haven't yet you soon will. White not only escapes, but can immediately turn and take advantage of the many cutting point weaknesses in Black's position.

If you capture stones in a ladder then your opponent may play a ladder-breaker, that is, place such a stone in the way. For ex-

ample Diagram 7. As there, it is generally wise to complete the capture. Often it is a good idea to forestall the ladder-breaker and take the stone(s) off anyway, removing all such threats well in advance.

Next we consider capture in a net. This technique may apply also where the stones attacked have three or more liberties.

Diagram 8 is an example, Diagram 9 another, showing that the technique isn't confined to stones with two liberties, but requiring a little thought to see that the Black pieces are trapped. If there is a choice of ladder or net as in the position of Diagram 8, using the net has the definite advantage of ruling out the ladder-breaker.

Now for the snapback. Everyone in their go playing career has said, "Damn, it's a snapback," or words to that effect. If you haven't yet you soon will. One basic snapback position is shown in Diagram 10, where Black 1 captures the two White stones. Black is playing into atari, but it does no good for White to capture, since Black then recaptures three stones. Note the appearance there of a 'false eye',

an internal liberty for White on which Black can still play to capture.

A final example is the 'crane's nest' (Diagrams 11 and 12). The point is that the three white stones (eggs) in Diagram 11 are already hopeless. The best try for them to escape, in Diagram 12, fails because of a sacrifice.

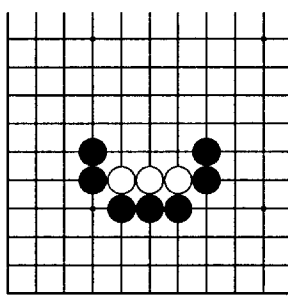


Diagram 11

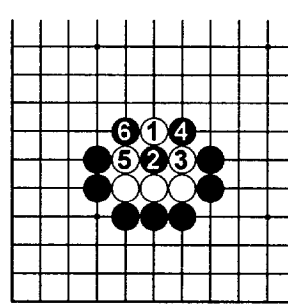


Diagram 12

Mind Sports Solutions

1. Black 1 wins the capturing race.
 2. If Black starts by jumping in at 1, White can't defend both eyes. Black 1 and 3 let White live at 1.
 3. Black 1 kills White.
 4. White has one eye at the top and half an eye in the corner. This becomes clear after Black plays the placement at 1. Either one eye space or the other is destroyed.
- Problem 4 is from a book by Shirae. The other sources were '1612', *Go Weekly* and a Korean go newspaper.

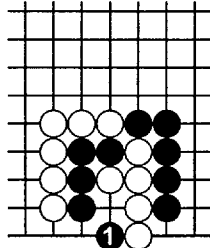


Diagram 1

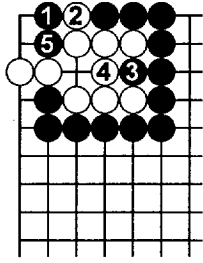


Diagram 2

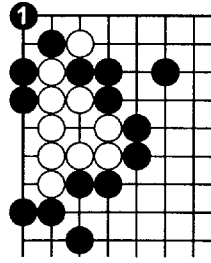


Diagram 3a

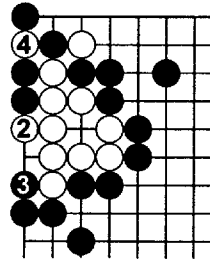


Diagram 3b

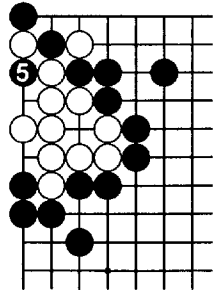


Diagram 3c

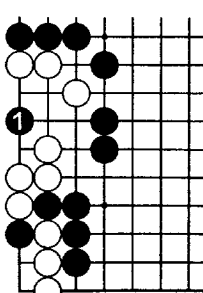


Diagram 4a

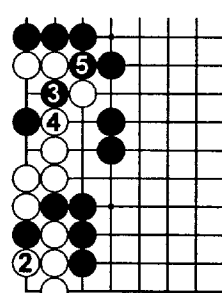


Diagram 4b

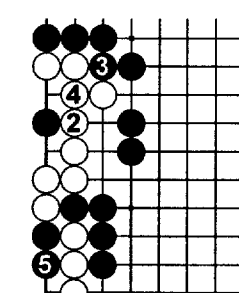


Diagram 4c

Rodeo in Crete

by Francis Roads

I have attended a Wild West Rodeo in Crete, Nebraska, that is, which is about as far from the ocean as you can get in the USA. It was quite definitely a genuine sporting contest, and by no means a tourist showpiece, with local cowpersons competing at roping the steer, riding the bull, etc.

This is the sort of thing you have time for if you attend the US Go Congress. Because the Americans allow themselves such short vacation time, their event lasts only a week, and it is hardly worth going to the States for so short a period. Jim Clare and Tony Atkins, who made up the rest of the British raiding party, spent their extra time exploring the region around Santa Fe, New Mexico, where the congress took place, while my travels ranged further afield.

I started my trip in Manhattan, thanks to the hospitality of Mary and Roy Laird. Roy has recently taken over as AGA President. My main purpose was overcoming jetlag, which takes me longer than many people, but I fitted in a few tourist visits. I went twice to the Manhattan Go Club at its new location, and I am sorry to say that I was somewhat underwhelmed at the warmth of my reception.

The second time I went, towards the end of Saturday afternoon, as many players drifted off in search of fast food, there remained the Centre Manager, two pairs of Japanese go players, and myself. I kibitzed one game; it came to an end. One Japanese player looked me in the eye. So did the other. It was obvious what each one was thinking. Then they swapped bowls and began another game. So I kibitzed the second game. And exactly the same thing happened again. The manager continued to read his newspaper. I left, and did not return. I hope we never treat our visitors like that.

After Manhattan, the next stop was Annapolis, at the home of Ken Koester. Annapolis is the US's answer to Dartmouth, as a centre for thousands of amateur yachtspersons, and also home to the college where they train their naval officers. You can go and look round it, and I was surprised at the relative lack of security. To qualify for the free education on offer, you have to be under 23, a US citizen, and physically fit, which gave me three good reasons for not applying to join the US Marines.

Ken shares my musical as well as my go interests, but on this occasion it was his nautical ac-

tivity in which I was the fortunate participant. At serious risk to his personal safety, he allowed me to crew his sailing boat on Chesapeake Bay. His willingness to take a day of precious leave from work to give me this opportunity was typical of the generous hospitality which I received from my many American friends.

Then it was on to Washington DC, to stay a couple of nights with my friend Karen Gold. The Washington Go Club was a bit thin on the ground. Ken and myself brought the attendance that Friday evening to five. I know the feeling so well. You try to run a go club for people, and somehow from time to time they all seem to conspire to depress the organiser by choosing the same night not to turn up. Karen's partner does not play go, so they are that exceptional combination of female go player and male non-player. Nonetheless, he kindly drove me the 30 miles to Dulles Airport, and so on to Santa Fe.

Anyone who decided not to attend this congress because they thought that the weather would be too hot was meteorologically misinformed. Santa Fe stands on a plateau at 7000 feet above sea level. Summer weather is warm but dry, so as long as you drink plenty it is a good deal more comfortable than in humid New York. Mind you, finding suitable beverages was not that easy. US colleges maintain the eccentric practice of banning beer from their campuses. I suppose there is some logic to it, as when you do find it it's that fizzy watery American stuff, so perhaps these colleges do know what they are doing.

What I did notice was the thin air. Rising from the plateau are mountains rising a further 2-3000 feet. A trail up one of these starts from the car park at St. John's College, where we were. 2000 feet, I thought? That's nothing; I've been up higher hills than that in the Lake District. So off I set one afternoon, having finished my game. But climbing a steep bit, I noticed my pulse racing as if I'd sprinted the 440. I wasn't out of breath, but a pulse rate of 160 caused me to stop and consider. I'd heard of something called altitude sickness, so 55-year-old Francis deemed it prudent to return to base. There were still some splendid views to be had of the New Mexican scenery.

The Congress has some similarities with the European. You have one serious even game per day on long time limits, and with an approximation to a McMahon draw. In the afternoons and evenings there are all the expected side events, professional teaching, etc., and Wednesday is

Continued on page 43

Kyu Games Commented

by T. Mark Hall

Black: Nick Fortescue, 3 kyu
White: France Ellul, 3 kyu
Played at Milton Keynes
Tournament, September

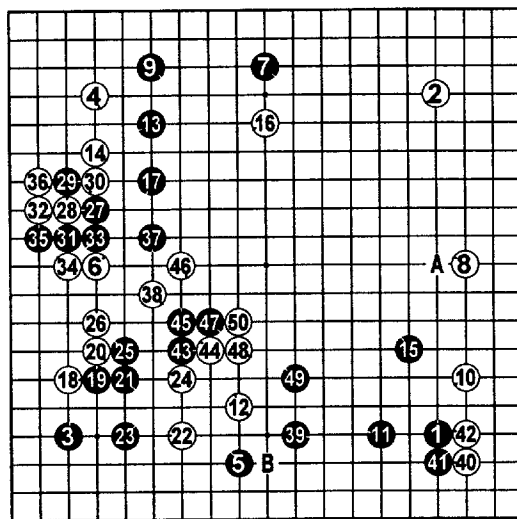


Figure 1 (1—50)

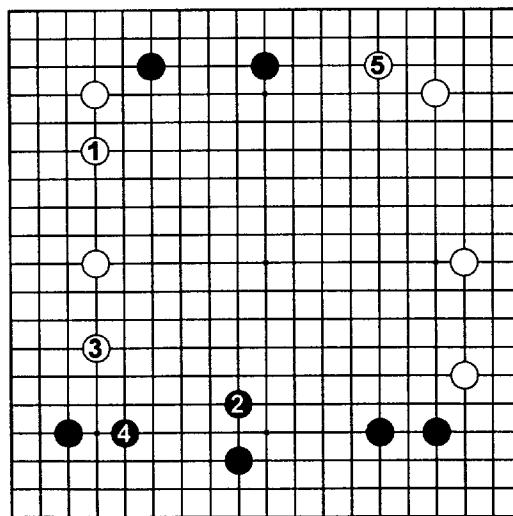


Diagram 1

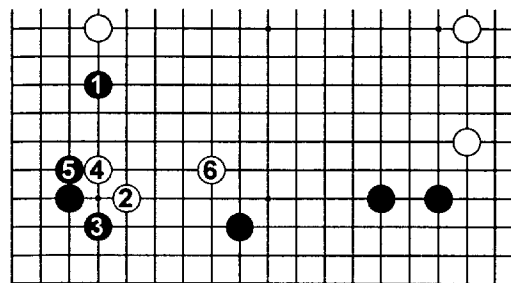


Diagram 2

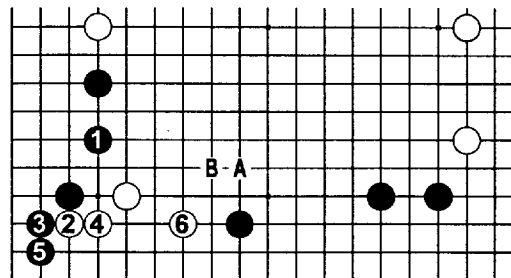


Diagram 3

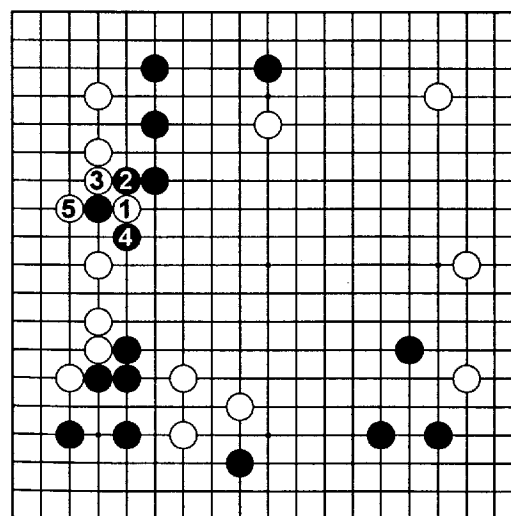


Diagram 4

A normal development for the Chinese fuseki is for Black to play 7 at A. The idea is that if White invades one of the open areas between the stones Black will pressure the invading stones while securing territory. Black 7 seems to be more worried about White's potential than Black's.

12: White now seems more worried about potential. I think that it would be better to play as in Diagram 1. If Black now plays 2 in that diagram then White 3 prompts Black to defend the side and get the first move in the top right.

Diagram 2: If Black plays 1 instead White flattens out the shape and then escapes lightly.

Diagram 3: I would only recommend this result in extremis because now Black will be able to play the way the Chinese is meant with a move around B putting pressure on the group and building a moyo on the outside.

Rather than 2 in Diagram 3 it is better to play at A, erasing

lightly. There is a lot of aji in the corner and White should be able to get a small live group in there if necessary. As the Japanese books and magazines often say, I will leave it to the reader to work out the details.

16: Totally off the boil; there is no serious attack that can be made on the Black group since he can extend both towards the corner and along the side.

24: Since this prompts Black to push up, a move he wants anyway, it cannot be recommended. The question has to be asked what is this move doing? If White wants to settle the stones in this area he should be playing something like B in Figure 1.

27: Again shows the kyu-player's worry about allowing the opponent any territory. Black should play at 39.

28: Just horrible; White must play at as in Diagram 4. By sacrificing a stone White can save his territory and link up the groups.

41: Could be at 1 in Diagram 5. As it is played, this gives away more points than necessary.

Diagram 5: Give up a couple of points in the corner for sente and then split the groups apart with 7.

43: Good! The vital point to attack both groups.

49: In the wrong direction; Black should continue to push with 1 in Diagram 6. White has

trouble looking after both groups.

59: Greedy! Black should not allow White the chance of connection; he must play at 70. White would then have to seek life for the lower group and leave this corner open for a later invasion by Black.

62: Is just wrong. If White had some kind of attack on the outside it may be worth it but it is better to now play 1 in Diagram 7; White settles the corner and then makes shape for his group with 5. The move at D will be a large yose play but at the moment it is gote and he has to try to settle the group in the centre against the threat of E.

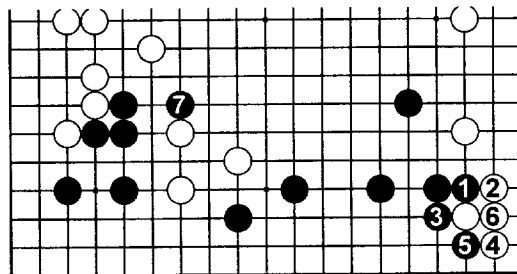


Diagram 5

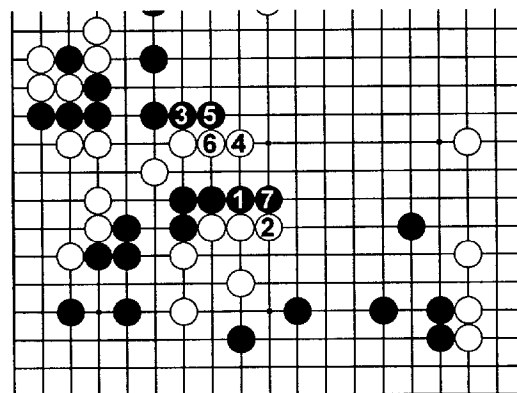


Diagram 6

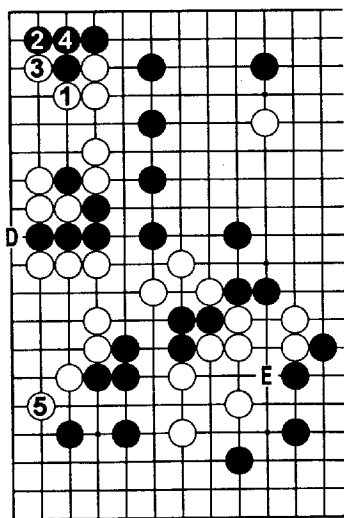


Diagram 7

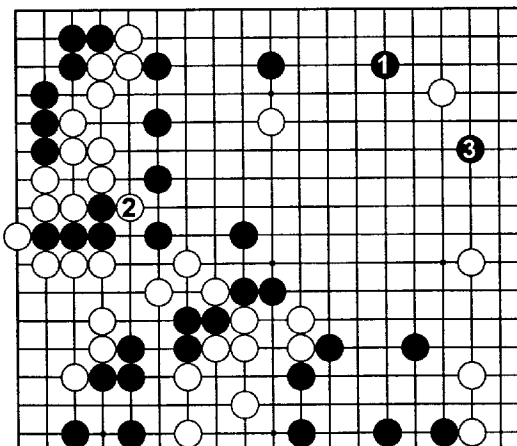


Diagram 8

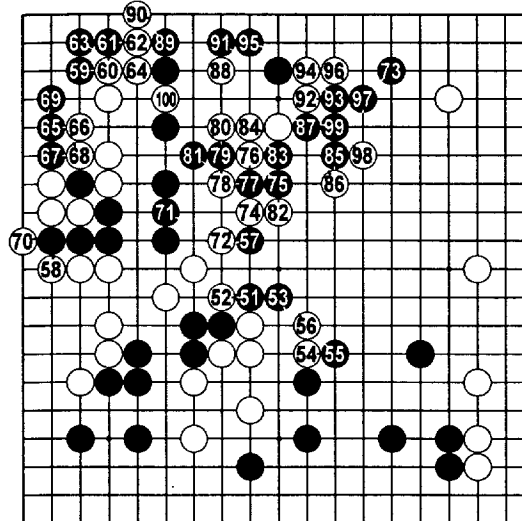


Figure 2 (51—100)

71: I'm not sure what this move is meant to prevent but readers might like to think about the value of the four black stones now. White has safely connected his group along the edge. Say Black plays elsewhere such as 73...

Diagram 8: Would successive moves at 1 and 3 be worth more than saving the 4 stones?

The game went on to move 245, but I am ending the comments here because the game descended into a hack from now on with White getting ever more desperate the more he lost.

Continued from page 39

excursion day, with a "die-hard" tournament for the go junkies. The entry is more international than you might think. There were plenty of entries from the Far East, a handful of Canadians, and something of a European contingent including German and French players as well as the Brits.

Results? Well, the winner was 17 year old Chinese player, Jie Li. We Brits did quite well, as we tend to in the US, because there is a disparity in gradings. The chairman of our Grading Committee, M. Clare, took cognizance of this state of affairs to the extent of entering himself two grades above his British grade, at 5-dan. He managed to justify his bold decision by being placed third within the 5-dan division.

Tony and I, who are both AGA members, took the view that it was the AGA's problem if they thought our grades were wrong; they were free to promote us if they wished. Nonetheless, Jim's achievement somewhat took the shine off ours. Tony was placed first amongst the 2-dans, and I was third placed 4-dan. As regards testing my grade on a transatlantic basis, I felt that I hadn't proved much, having played three Japanese, one Chinese, one German, and only one American player.

However, there are other successes to report. Amongst the side events, the organisers had forgotten to include a team tournament. Our own

experienced director of tournaments, Tony, volunteered to run one. I am glad to report that the winner in a field of nine teams was Britain, winning the final from Canada. The Americans had conveniently lost the official team trophy, no doubt still smarting from our winning it in Washington in 1994.

I also had a couple of other personal successes. I reached the final of the lightning tournament, before being wiped out of sight by Jie Li. But what I felt proudest of all about was winning the Bob High memorial competition. Bob High lost his life tragically in a rafting accident five years ago, days after taking up the reins as AGA President. He was one of the leading perpetrators of American go songs and verse, and an annual contest for the best new song or poem is held in his memory. I felt more pleased that my song *The Magic Stone* won first prize, than with any victory on the go board.

In view of the circumstances of Bob's death, I was a little surprised to find white-water rafting on offer as one of the three excursions on the Wednesday. None of us Brits felt inclined to take up the offer. Tony and Jim went off to see where the atomic bomb had been invented, while I took a more cultural trip to the nearby town of Taos, an Indian Pueblo village, and the Rio Grande gorge.

Continued on page 47

World Amateur Go Congress

by T. Mark Hall

Jostein Flood has been many times to the World Amateur, usually getting better results than this year. This was my first (and only?) time. The comments are from various amateurs including Rob Van Zeijst who can easily give me four stones.

This game was played on 3rd June 1998 at the Nihon Ki-in, Tokyo, in the twentieth Congress. Time each was 1 hour 30 minutes.

White: Jostein Flood, 5 dan
Black: T Mark Hall, 4 dan
Komi 5½

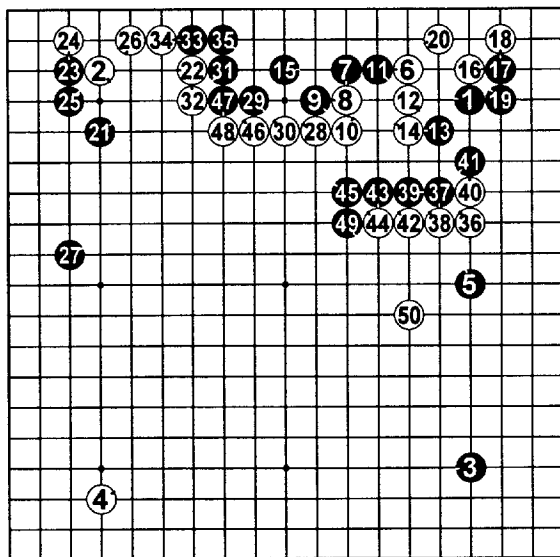


Figure 1 (1—50)

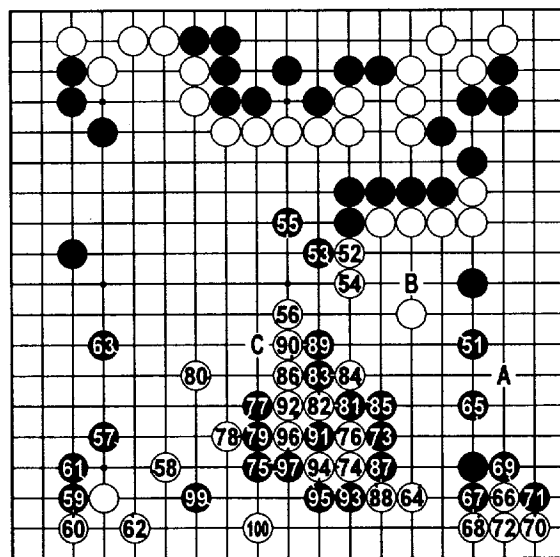


Figure 2 (51—100)
98 at 91

13: This is not joseki but I wanted to get one move in before playing on the upper side.

22: Was criticised as not being joseki but I should not have continued as I did because it helps to settle White in the corner and weakens my group on the upper side.

28: Rob said that White 28 was bad because it helps to settle the Black group although it could have been attacked severely later.

36: If White plays at 1 in Diagram 1 instead of 36, this threatens the Black group while building influence in the centre.

40: Rob criticised this since a play at 42 would unsettle the group. Throughout the game White always played direct attacks and never seemed to pre-

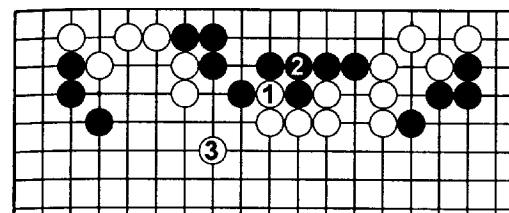


Diagram 1

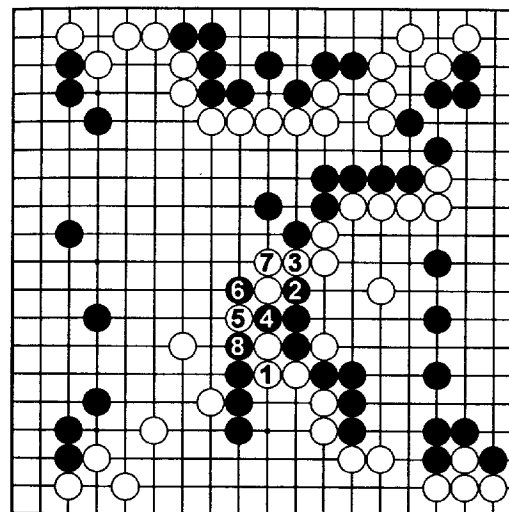


Diagram 2

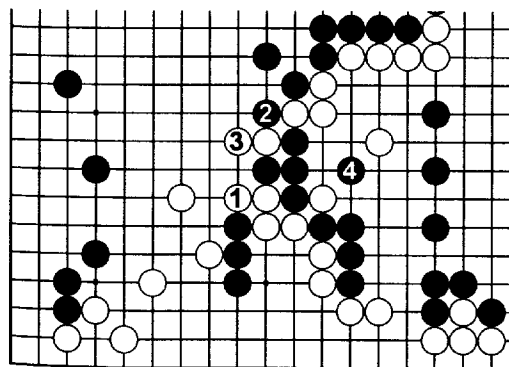


Diagram 3

pare his attacks by pushing on the other side.

47: After this play the Black group seems invulnerable.

Black 49, 53 and 55 seem to nullify most of the influence of the wall.

51: Rob thought that this could be played one line lower or at A. However he accepted that if I get to attack at B a move at 51 is more useful than either of those two moves.

64: Rob didn't like this move at all. Now White has some strength in the centre and the left he must attack at 65. This was the best chance for White to break up the side and appears to have been the prime example of wrong direction of play made by Jostein.

73: Rob thought that this should be at 87 instead which would be more severe on White. Black 73 helps White to build up some territory on the lower side.

75: Caused some amusement as a typical amateur hack move.

81: Rob thought that C would be more interesting for Black.

87: After I played this I worried that White might take the ponnuki in the centre and I would have no continuation.

90: There was much discussion about this play in view of what follows but I don't think that White can play at 1 in Diagram 2. My three stones escape.

If White plays 1 in Diagram 3 instead of 5 in Diagram 2 then he has a little problem settling his central group.

99: After this I thought that the Black group was safe but White doesn't attack it in the best fashion. However it must be said that the White corner group is now a little weak.

102: Rob thought this should have been at 1 in Diagram 4 to cause me more problems but it looks as if I would be able to break out because Black wins the semeai.

Diagram 5: It looks as if Black wins this fight as well. (1 in Diagram 5 is played instead of 21 in Diagram 4.)

114: Jostein said later that this was bad because it just helps Black to secure the territory.

129: After this move White should probe at 134 to see which way I am going to play. The general view of the other players was that I would lose a fair amount of territory in connecting my group.

134: Once I have got 133 in place I now have no problems and I thought the game was over. However I would have had more problems in the game if White had attacked in a more constructive way.

Moves after 155 not recorded. Black wins by resignation.

• Two more games sent in by T. Mark Hall from the WAGC can be found on page 9.

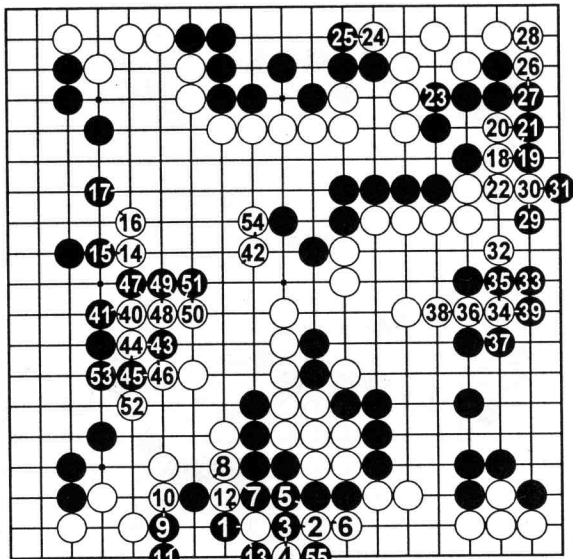


Figure 3 (101—155)

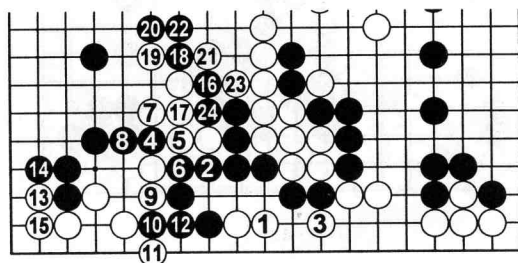


Diagram 4

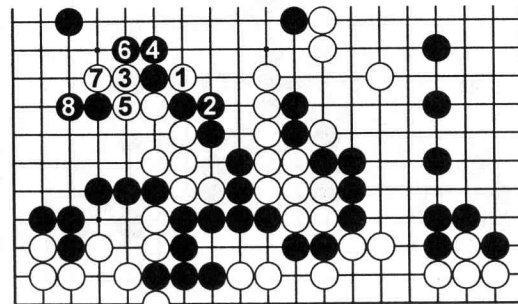


Diagram 5

Continued from page 43

The local Indians were agriculturalists, not the Hollywood sort who ride about on horses shouting, with feathers down their necks. Their villages, built in the characteristic local adobe style, are supposed to be genuine habitations, where they live out their traditional lives. I was surprised how much of their traditional lives entailed selling jewellery, musical instruments, and so on, to tourists.

The Rio Grande gorge is a surprise. There you are, riding along the grassy plateau; and there, without warning, is a 1500 foot gorge, created by a mighty earthquake some thousands of years back. The vertiginous were recommended not to walk across the bridge which spans this impressive work of nature. Turkey vultures were much in evidence in this area. I couldn't help wondering exactly what they were expecting to happen.

New Mexico was settled by the Spanish several years before the settlement at Jamestown, and the Pilgrim Fathers. There is plenty of history about, and the influence of Spanish Catholics is all around. I spent a happy afternoon in Santa Fe itself. My name-saint is much in evidence, and not only at St. Francis' Cathedral, because it was the Franciscans who made it their business to convert the local populace, with mixed success. The wooden spiral staircase at Loretto Chapel was the most interesting item I came across. It has neither central nor lateral support, and therefore seems to violate some fairly basic engineering principles.

The congress ended with a banquet, when the prizes were given out, and speeches made. An open-air performance of Hamlet in American accents was taking place near the dining hall, because St. John's is the sort of college that does that sort of thing. It was felt that periodic bursts of applause might spoil the atmosphere for the audience of this tragedy. So we resorted to the Zen Buddhist technique of showing our appreciation of success with the sound of one hand clapping.

From Santa Fe I travelled on to Chicago, c/o Bob and Dolores Barber. I had the chance to visit the No Exit Go Club, which meets in a café. I found this place more congenial than either the Manhattan or Washington clubs had been, despite the noise and the cigarette smoke, because there were a reasonable number of go players there, and most of them wanted to play me a game of go. That's what you want when you visit a go club.

My next two stops were with non-go players; my cousin in Iowa City, and my musical key-



Barbara Calhoun (ex-AGA President) and Francis Roads (ex-BGA President) playing in a café in Union Square, Manhattan

friend in Lincoln, Nebraska, whence she took me to see the rodeo. By the way, do you know what a key-friend is? It's someone that you have got to know through the internet. Iowa and Nebraska have mile upon mile of maize fields, as I was able to observe from my Greyhound coach, so if you're none too keen on maize fields, you'd better have some other good reason for going. But I did see an eagle in Lincoln.

After that, I had one more night in Manhattan. Terry Assael, Bob's former partner, had arranged a dinner party in my honour, with former and present AGA Presidents Barbara Calhoun and Roy in attendance. This warm send-off from the States amply compensated for my previous rather cool reception at the local go club. During the meal, we all had to stop to watch President Clinton own up on TV about his hanky-panky with Ms Lewinsky (it should be Lewinska, but Americans are a bit weak on Polish, and most other foreign languages for that matter.) I couldn't help feeling that playing go was more important.

Well, thank you, all my American friends, for making my trip so enjoyable. I am tempted, sorely tempted, to return next year. I have long wanted to visit San Francisco, where they are holding next year's congress, from the week beginning 31st July. And there is another reason, too. There is a much better atmosphere at their congress than you get at the European Go Congress these days. Fewer grumbles, less politics. They have their problems of course, but with the smaller numbers (about 250) and the common language and culture, it feels a more relaxed and sociable event. There's a lesson for us there somewhere, but I doubt if we can learn it.

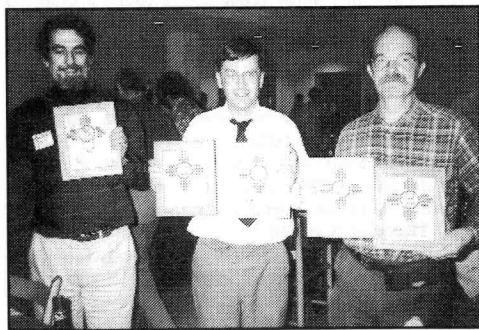
Tournament News

by Tony Atkins

Holy Go

Norwich is an ancient city, centre of East Anglian life and surrounded by pleasant countryside. Woe betide anyone who calls it a town as they have two cathedrals, one of which is old and famous, a castle and many old churches in the medieval centre. Most of these churches have found alternate uses as theatres, cafes and craft centres. As one wanders the narrow pedestrianised streets it seems there is a church at every turn.

It was in one of these holy settings that Tony Lyall of the Norwich and Norfolk Club chose to hold the first biennial tournament on 8th August. It was hoped that using St. Gregory's would attract passers by being next to a path to a car park, but the response was a little disappointing. However the building proved cool on a hot day. The problem with the city is that its a long way from anywhere big, apart from Cambridge, but some of the 16 players had made the weekend part of a holiday including Chris Kirk-



US Open: The British Team wins—
Francis Roads, Tony Atkins, Jim Clare



US Open: Mike and Daphne Ryan

ham coming all the way from Manchester. Winner of the dan section was Paul Smith (2 dan Cambridge) on 3/3. Matthew Woodcraft (2 kyu Cambridge) won the kyu section with 3/3 and also on 3/3 was Philip Beck (4 kyu Cambridge).

Playing in the Bath

During the last week of August the second annual Mind Sports Olympiad was held at the Novotel Hotel in Hammersmith, West London, rather than the expected Royal Festival Hall. Apologies must go to any spectators who did not hear about the change in time. This time attendance was increased and some 2500 players from 45 countries took part in many and various games.

Events ranged from the ever popular bridge, chess and crossword solving, to the less popular mind mapping, creative thinking and puzzle solving. Media event of the week was the Rummikub Champion insisting on defending his title whilst relaxed in a bath and sipping champagne.

Go was of course featured. The sales and teaching stand, manned by Adam Atkinson and friends, was there all week, though week day business was slow to say the least. The go events took the same format as last year: four different tournaments and as one of the written tests (four problems of increasing difficulty) in

Mind Sports go medal winners

Event	Gold	Silver	Bronze
Main	Shutai Zhang	Shoichi Sakagi	Vladimir Danek
Weekend	Migaku Hayashi	Shoichi Sakagi	Vladimir Danek
13x13	Vladimir Danek	Gerhardt Stettner	Reiko Monna
9x9	Migaku Hayashi	Des Cann	Francis Roads
Junior 9x9	Ezra Lutton	James Heppell	Josiah Lutton

the decamentathlon. Unfortunately, due to lack of publicity, the numbers in the go events were rather low: Main 14, 13x13 6 (4 at first), 9x9 18 and weekend 22. Nevertheless the opportunity was taken to reach out to new go converts through the stand, a tuition session, through contacts made at the champagne reception and just from being there.

Go players took part in other events than go. Winners of non-go medals were Piers Shepper-son (bridge pairs by sex and nationality), Ezra Lutton (Continuo and Junior Pentamind), Josiah Lutton (Junior Pentamind), Demis Hassabis (Continuo and Pentamind) and Paul Smith (Puzzle Solving, Decamentathlon, IQ, Entropy and Pentamind).

The go prizes were dominated by two visiting



Yuki Shigeno teaching children

Japanese players and Czech 6 dan Vladimir Danek. The go arbiter Song-June Kim was himself exempt from winning a medal, but actually finished in second place in the Weekend. Worthy of special mention was Pavel Spacek (18 kyu) with a Weekend 6/6. Unfortunately a bottle of champagne was the only extra prize for a winner this year as no cash sponsor was found by the organisers.

Constitutional

Only 47 players took part in this year's Northern Go Congress in Manchester. This was held during the second weekend in September due to the unavailability of Allen Hall for the traditional first weekend. The BGA took advantage of the number of players available to hold an EGM after round three on the Saturday.

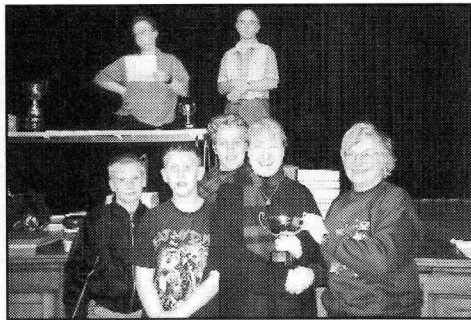
This was held in order to change the constitution so that subscriptions can run twelve monthly and not annually. In addition some wording that needed tidying was adjusted, such as amending 'Vice President' to 'Vice-president' (delighting Francis Roads as this then matched his calling cards). A proposal slipped in at a members' behest to allow proxy voting at General Meetings was rejected at this stage. The meeting only lasted about 20 minutes so it was over in time for dinner and did not impact on the

evening's casual game and card sessions.

Winner of the Northern was the young Chinese player from London, Michael Zhang (3 dan). He beat second placed player John Rickard (4 dan Cambridge) in round 1 and then beat T. Mark Hall (4 dan London) in a crucial round 4 clash. T. Mark lost to John in the last round to take third place ahead of Francis Roads (4 dan Wanstead). Richard Moulds of Manchester (12 kyu) was the only player apart from Michael to win all his games. All the kyu players on 4/6 were awarded prizes, namely: Steve Jones (1 kyu Isle of Man), Henry Segerman (1 kyu Manchester), Fred Holroyd (2 kyu Open University), Brian Timmins (3 kyu Shrewsbury), Tony Pitchford (6 kyu Chester), Jim Edwards (6 kyu High Wycombe) and Gary Beman (17 kyu Leamington). Based on these performances Michael Zhang has been confirmed as BGA 3 dan and Steve Jones has been promoted to 1 dan.

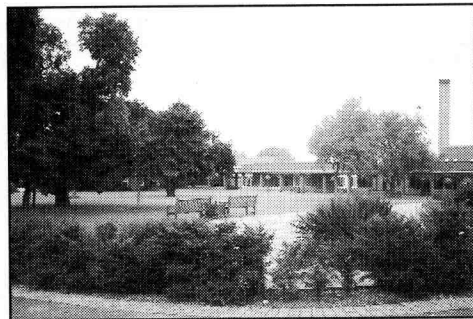
Title Match

On a murky Saturday in August game two of the British Championship match between Champion Matthew Macfadyen and Challenger Edmund Shaw took place at the Chess and Bridge



Wessex: Belated presentation of the Shrewsbury Team Trophy

by Kathleen Timmins to joint winners, Brakenhale: Shawn Hearn, Daren Fairbrother, Emma-Jayne Fairbrother, and Emma Marchant



Attractive venue: Open University campus

shop, Euston Road, near to Regent's Park in London.

Edmund resigned on move 145 and the shop provided space for a commentary on the game, provided by T. Mark Hall and the players. At the Milton Keynes Tournament on 19th September the third game was held in a side room a little way away from the main event in the Open University's canteen. This game was again won by Macfadyen to let him keep the title for the 14th time in 21 years. The game lasted nearly to the end of round three and this time was won by the closest of margins (half a point). An analysis session allowed the strongest players there to contribute their views on the game.

Sixty-four players took part in the Milton Keynes Tournament itself. Des Cann (4 dan Leamington) won this year; he beat John Rickard (4 dan Cambridge) in round 3.

Prizes for 3/3 went to Frank Visser (4 kyu Cambridge), Alexander Bell (4 kyu Portsmouth) and Shaun Hearn (29 kyu Brakenhale). The lowest graded 2/3s got prizes too: Nichola Hurden (16 kyu Brakenhale), Gary Beman (14 kyu Leamington) and Yvonne Margetts (10 kyu Epsom Downs).

Dismal Weather

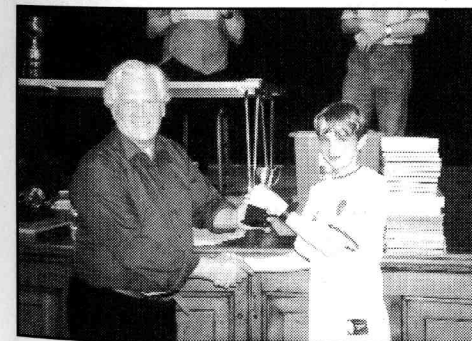
A record 64 players attended Shrewsbury on 4th October despite the dismal weather spoiling

the attractive riverside setting for only the second time.

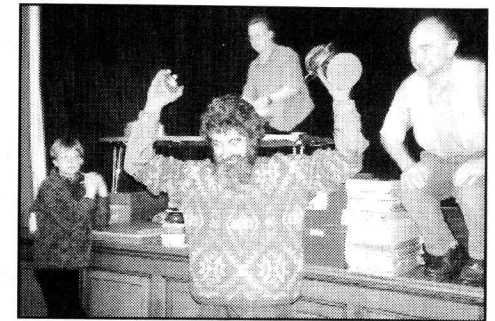
Simon Shiu (4 dan Bristol) set the title open by beating Matthew Macfadyen (6 dan Leamington) in the first round. Matthew won the first six Shrewsbury Tournaments, but, since missing a year through being in Japan, has only won in alternate years. Unfortunately for Simon he lost to Des Cann in round 3. Therefore Des Cann (4 dan Leamington) was the winner for the second time. Simon was rewarded with a runner up prize. Prizes for 3/3 went to Nicolae Mandache (1 dan Bristol), Henry Segerman (1 kyu Manchester), Paula Maneggia (17 kyu Birmingham), Darren Fairbrother (27 kyu Brakenhale) and Shaun Hearn (27 kyu Brakenhale). The team prize was shared between Brungo and the young players from Brakenhale, who were actually presented with the cup at the Wessex Tournament. Ian Sharpe won the first entry prize.

Ceramic Stones

The 29th Wessex Tournament was held as usual in Marlborough Town Hall on the day the clocks went back, 25th October. The day was bright which was a lucky change from the wind and rain of the day before. The food and atmosphere was the same as ever, but there were more



Fred Guyatt presents his trophy to Alistair Brooks



Wessex winner: Matthew Macfadyen

new faces than old ones this year. Nearly a fifth of the 100 players were from Brakenhale School for instance.

This year Matthew Macfadyen was the top player; the previous two winners (Rickard and Goddard) were absent, Alex Rix did not shine, three times winner T. Mark Hall had a good try at beating Macfadyen and it was Cambridge's Song-June Kim who had the honour of playing the final. However the 6 dan from Leamington won the game and got his sixth entry on the Wessex Trophy. The rest of the prizes of ceramic black and white go stone tiles were awarded by division, mostly on very tight tie breaks. Winners with 3/4 were Ian McAnally (30 kyu Manchester), Shaun Hearn (25 kyu Brakenhale), Richard Court (8 kyu Bristol) and Francis Weaver (6 kyu Brakenhale). With 4/4 were Paul Clarke (1 kyu High Wycombe) and Nick Mandache (1 dan Bristol). Tied on 3/4 in Division 2 were John Fairbairn (2 dan London) and Alan Thornton (2 dan St. Albans).

The Fred Guyatt 13x13 Trophy went to Alistair Brooks of Swindon for 14 wins. Portsmouth got the team prize with 70 percent boosted by new club member Alistair Wall (4 dan ex-Wanstead).

• There is no foreign news section this time as Tony is in Japan.

Active Members

Tony Atkins
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 Marcus Bennett
 Jonathan Chetwynd
 Jim Clare
 Robert Finking
 Simon Goss
 Andrew Grant
 T. Mark Hall
 Richard Hunter
 Andrew Jones
 Matthew Macfadyen
 Charles Matthews
 Gerry Mills
 Alex Rix
 Francis Roads
 Paul Smith
 Eddie Smithers
 Kathleen Timmins
 Brian Timmins
 Nick Wedd

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Corrections? Alterations? Additions?

Please contact the Editor at journal@britgo.demon.co.uk

Subscriptions: New Information

In the last journal we erroneously stated that membership rates are unchanged for 1999. In fact, the AGM approved the following rates from January 1st. 1999:

UK £11, Concessions £5, Europe £13, World and Family £16.

We are very sorry if this causes Club Secretaries embarrassment but we feel we have to respect the decisions of the AGM and ask you to charge members rejoining for 1999 at the new rate.

Of course all members are mailed, and may rejoin, individually but as I wrote on page 7 of BGJ 111 if secretaries and their club members choose to collect club subscriptions together and send them as a single cheque, this method of payment is just as welcome as it ever was.

*Kathleen Timmins,
 Membership Secretary*

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.

Geta: (or 'net'), a technique that captures stone(s) locally, leaving them with two or more liberties but unable to escape.

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.

Notices

Photographs

If you send in photographs, please make sure that your name is on the back so that they can be returned without difficulty.

Close-ups reproduce best, and unusual subjects (not just Black versus White across a go board) are especially welcome.

Advertisements

£50 a full page and pro rata. Terms available for consecutive ads. For part page ads, space allotted may exceed what has been paid for where it is convenient for layout. Small ads not for profit are free.

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

Price Reductions!

Beyond Forcing Moves (G37) is not in print, and so I have purchased a large stock which I am now offering at only £8.00.

Dramatic Moments on the Go Board (Y10) is a book I enjoyed reading, and to encourage other players to share my experience I am reducing its price to £8.00.

NOW AVAILABLE

4 Great Games (4GG - £10.00) by Tony Hosking is the first book I have stocked which is not exclusively about go, and is also unusual in that it is printed in England. It introduces chess, shogi, shiang chi and go, compares strategy and tactics in the four games, and concludes with 16 annotated games by the world's top players.

Lessons on Go Techniques, Vol 1 (Y20 - £10.00) by Cho Hun-hyeon is a new Yutopian book, aimed at the player developing from the beginner stage. In it the author teaches the basics and fundamentals of go technique, which has helped him to become one of the strongest players in the world. I grade the book at Elementary level.

Winning a Won Game (Y21 - £10.00) by Go Seigen is another new Yutopian book, covering a subject we all need to understand clearly. I quote: "Yesterday, a won game was lost; today, a clear lead was wasted. Is there any secret recipe to keep the lead to the end of the game? Actually, maintaining a lead is easy, if one can keep a cool head and make every play according to positional judgment. On the other hand, trying to claim a quick victory is not easy."

This is definitely going to be a popular book with medium strength players.

GO WORLD

Subscriptions for the next four issues (83 to 86) are now due at the reduced rate of £16. While much of Go World will continue to be on reporting the major title games in Japan and Korea, more space is now being given to instructional articles with the aim of raising the playing strength of all readers to shodan. As a result I think the magazine should now appeal to a wider public, so why not try reading the latest issue?

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)

E-mail: bgabooks@btinternet.com