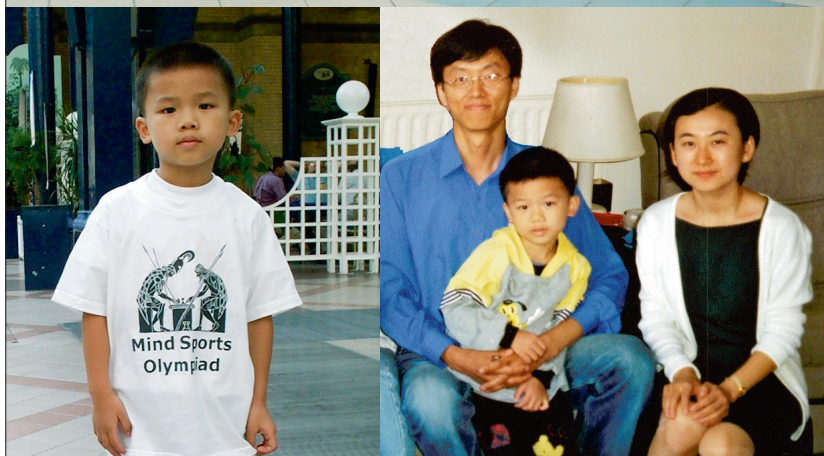


# BRITISH **Go** JOURNAL



Number 121

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Liao Xingwen, who won the Gold medal in the Youth Tournament and Bronze in the Lightning at the Fourth Mind Sports Olympiad, is congratulated by Tony Corfe with Alison Bexfield and William Brooks looking on.

Photo: Kirsty Healey

Six year old Liao Xingwen at the Fourth Mind Sports Olympiad, which was held at Alexandra Palace, London, in August.

Photo: Kirsty Healey

Lee Hyuk with Liao Xingwen and Liu Yajie on a visit to Cambridge. See the Punting Party Game on page 38

Photo: Charles Matthews

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## UK TOURNAMENT RESULTS

**Tony Atkins** ajaxgo@yahoo.co.uk

### Distant Alarm – Nearby Accommodation

The Northern was held as usual at Allen Hall, University of Manchester but because of repainting, the accommodation was arranged at nearby Tree Court in the Owen's Park complex. The socialites who met up on the Friday evening, 1st September, went for the now traditional curry and then mostly on to the Irish pub for a few drinks. On leaving the pub at 11:00 one young player was sadly met in a panic looking for a television on which to view *Big Brother*. Keeping up the tradition of university fire alarms, this year the alarm was a little distant and did not annoy too unduly. 48 players took part this year and, when Saturday evening drinks were being taken thanks to organiser John Smith, surprisingly none of the top players were on three wins. Games Toby Manning and John Rickard, T Mark Hall and M. Yang, were both drawn, and the highest graded player on three was Raffaella Giardino, the Italian 1 kyu from Bradford, who was not playing on the Sunday. Anyway Sunday avoided more top end draws and winner of the Red Rose Shield was T Mark Hall (4 dan) on 5.5/6. Second M. Yang (4 dan) a previously unknown Chinese player from Huddersfield on 4.5/6. Two 2 dans were placed next because of the drawn games: Ruud Stoelman (Bradford) and David Woodnutt (Milton Keynes) with 4 wins. The only player to win 5/6 was Will Segerman (20 kyu Manchester), and the two lowest graded 4/6s were awarded prizes too: Jil Segerman (10 kyu Manchester) and Philip Ward-Ackland (15 kyu Barmouth).

### No Sea – No Clouds

As there was no Devon Tournament in 2000, the West Country interest moved as far as Penzance in Cornwall. However,

despite being told it was at the seaside, when players arrived on Saturday 9th September, no sea could be seen as fog engulfed nearly all the land west of Exeter. Play took place in the white-painted Yacht Inn, just opposite the Promenade and in the shadow of the parish church. 18 players assembled after lunch for the Cornwall Lightning Handicap – five rounds of 20 minute games in a light hearted mood. John Rickard (4 dan Cambridge) proved that strong players always win despite the handicap, by scoring his fifth win just as the sun appeared and the sea came back. The Go Bowls trophy had not yet been made so he only had a Devon-style wooden stone to keep, the same prize going to runners up with 4/5 Mike Harvey (2 dan Winchester) and Dirk Henker (14 kyu), part of a family from Leipzig in Germany who just happened to be holidaying in the area. Saturday evening gave a chance to explore the fish restaurants and pubs of the old town before retiring to one of the many local guest houses for the night.

24 players assembled on the Sunday, including 10 locals, for the first Cornwall Tournament. No fog on the Sunday, in fact no clouds at all as summer made its final



Photo: Tony Atkins

Cornwall winners (from left): Mike Davis, Dirk Henker, Tony Atkins, John Rickard, Jake Finnis (crouching), Mike Harvey



blast allowing many to head for the garden to play. The really serious players stayed inside, including draw organiser Tony Atkins who was defending the Devon Go Stone trophy. This he did and the 2 dan from Bracknell Club beat Bob Bagot (2 dan), Quentin Mills (3 dan) and John Rickard (4 dan) to take first place. Two other players also ended on three wins: Mike Davis (11 kyu Rotherham) and Dirk Henker (14 kyu Leipzig). Jake Finnis (18 kyu West Cornwall) won the youth prize.

### No Petrol – No Coffee

Britain had been gripped by a week of petrol crisis up to 17th September, the date of the Milton Keynes Tournament. Despite no petrol, 56 players made it to the Open University. This year the ancient mulberry tree was fenced off to protect it from the Go players and as the event was for the first time on a Sunday there was no coffee after the end of the buffet lunch. Despite the wrath of thirsty players, organiser Andrew Grant and, this year, the draw computer survived the day. Prizes for 3/3 went to Damir Nola (2 kyu CLGC), Bill Streeten (3 kyu Wanstead), Richard Thompson (5 kyu Leicester), Nicola Hurden (12 kyu Berks Youth), Matthew Woodcraft (1 kyu Cambridge) and Konrad Scheffler (1 kyu Cambridge). Young Kim (5 dan CLGC) won his first two but lost in round three to John Rickard; John had earlier lost to Des Cann but had beaten Xiangdong Wang (4 dan CLGC), who had beaten Seong-June Kim (6 dan Cambridge). In the ensuing tie-break John Rickard was adjudged the winner, by 1 point of SODOS, ahead of Wang, Kim Y and Kim S-J.

### Cancelled – Retired

The second biennial Norwich tournament was scheduled for 12th August but, like the proverbial fortune tellers' conference, it was cancelled due to unforeseen circumstances. Another tournament missing from the year's calendar was the Shrewsbury, normally the

first Sunday in October, which has now stopped as Brian and Kathleen Timmins have retired from tournament organising.

In its 12 year run the Go ban trophy was won by Matthew Macfadyen 8 times, Des Cann 3 times and Jo Hampton once (a good win for a mere British 2 dan). The Go ban's resting place is now with Ian Sharpe who gave computer support to Brian for many years.

### Kyu Day – Dan Day

The Wanstead Tournament on 14th October was a six round rapid play event, designed to appeal to kyu players and featured an introductory display for locals (well at least the poetry society saw it). However of the 44 players who attended the Friends' Meeting House, 20 were dan players. Winner was Seong-June Kim (6 dan Cambridge). Second was T Mark Hall (4 dan London) with 5/6. Third were Young Kim (5 dan CLGC), Xiangdong Wang (4 dan London) and David Ward (3 dan Cambridge). Also on 5 wins were Natasha Regan (2 kyu Epsom Downs) and Shawn Hearn (10 kyu Berks Youth). Annie Hall (34 kyu Berks Geriatrics) won the novices prize with 2/6 at her first tournament; she obviously made use of her 13 stone 165 komi handicap which she was given one game. Kyu players with prizes for 4/6 were Wayne Walters (4 kyu Wanstead), Guy Footring (6 kyu Billericay) and Philip Bourez (5 kyu West Surrey). Geoff Kaniuk was awarded a set of mice for operating the computer and youngsters Nicola Hurden, Garry White and Shawn Hearn were recognised for running the registration. Peter Kimme (1 dan Berlin) had a prize for furthest travelled.

The following day five teams of six, mostly dan players, battled over four rapid rounds at the Nippon Club to decide who was best London International Team. Yet again it was Cambridge, who scored 18 aided by perfect fours from Seong-June Kim (6 dan) and David Ward (3 dan). Alan Thornton's 4/4 helped London come second with 12.



Wanstead and Reading scored 11 and Nippon Club 6 (a player short). 14 players had also played the day before at Wanstead, and some were looking a little bushed after 10 fast games and were glad to go home cuddling a bottle of wine, the traditional reward for taking part.

**Clocks Back – Go Forward**

92 players attended the 31st Wessex on the 29th October. The day started fine in Marlborough as Paul Atwell and new main organiser, Simon Shiu, arrived to set up the playing area and the traditional lunch and tea. After the four rounds, enabled by the extra hour, the rain had started and was set to continue all night causing flooding. However there was still time to award the prizes such as the team prize, won by Berks Youth 65%. Jake Finnis (18 kyu West Cornwall) won the Fred Guyatt Cup for 13x13 with 8/11, just squeezing out Simon Jones of Berks Youth. Tournament and

Division 1 winner was Seong-June Kim (6 dan Cambridge) with 4/4, Division 2 was Tony Atkins (2 dan Bracknell), Division 3 was Gerry Mills (1 dan Monmouth), Division 4 was Geoff Kaniuk (1 kyu CLGC) winning 4/4 including Natasha Regan in round 4, Division 5 was David Killen (2 kyu Cheltenham) on tie-break from Steve Bailey, Division 6 was Roger Daniel (3 kyu North London) with 3.5, Division 7 was unbeaten Ron Bell (5 kyu Reading), Division 8 was Daniel Shiu (8 kyu U/A) on 4/4, Division 9 was Simon Jones (15 kyu Berks Youth) who scored 3.5 forgetting the komi in the jigo game, and Division 10 was Alan Cameron (17 kyu Winchester) on tie break from Alistair Brooks (21 kyu Swindon), Tony Dolan (23 kyu Cheltenham) and Paul Blockley (25 kyu Worcester). Wessex is one of those places you see some old faces but this year it was good to see some new ones, especially the four young girls from Longwell Green Primary School, Bristol.

**GO TUTOR ~ PINCERS**

**Edited by Charles Matthews**

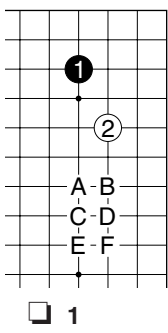
[charles@sabaki.demon.co.uk](mailto:charles@sabaki.demon.co.uk)

A detailed treatment of pincers might fill a book. Here are a few basic principles to add to what was said at the start of the discussion about openings.

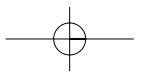
**The Pincer Pattern**

In a representative pincer opening you can expect a development in stages.

As Diagram 1 shows, Black occupies the corner with 1 and White plays an approach move at 2. What follows has a typical pattern:



- Black restricts the development of the White stone by playing a pincer at one of the six points A to F.
- White reinforces the stone at 2 with the objectives of making eye shape, moving out towards the centre and keeping Black separated.
- Black adds to the original stone 1 or possibly to the pincer stone, for example with an extension along the side.
- White aims for a small life in the corner or makes a compensating attack on Black on the side not reinforced.



Consider the opening from a professional game shown in Figure 1. The moves shown include two pincer joseki, in the top left and bottom right. After the pincer moves 7 and 12, there are extensions 8 and 13 towards the centre. We look at what lies behind these different choices and their follow-ups. In the lower right White consolidated with 10, which makes a small life. In the upper left, in contrast, Black counterattacked with 15 before strengthening his stones with 17 and 19.

The key to understanding these moves is Black 1. Together with the later plays 7 and 15 this stone sketches out a framework in the upper right; that is, these three stones work efficiently in combination. As compensation for allowing this framework, White has some territory in the top left (defined by 4, 14 and 18), and an attack on the Black group 5, 13, 17 and 19.

If, instead of the choice made in the lower right, White had attempted Black's strategy of counter-attacking the pincer stone, then something like Diagram 2 might have taken place.

Here White has two weak groups and Black can gain from attacking them simultaneously with Black 10. By contrast, in Figure 1 White is in a position to invade the right side later in the game, without the risk of having to defend two weak groups at once.

### Which Pincer?

When you decide to make a pincer attack, there can be a bewildering array of points from which to choose. For example in Diagram 1 the pincer can be high (A, C or E on the fourth line) or low (B, D or F); it can be close (A or B) or distant. Here is some guidance on choosing a good distance.

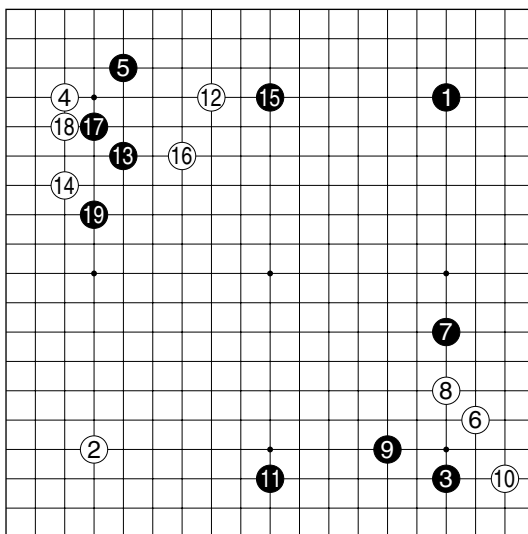
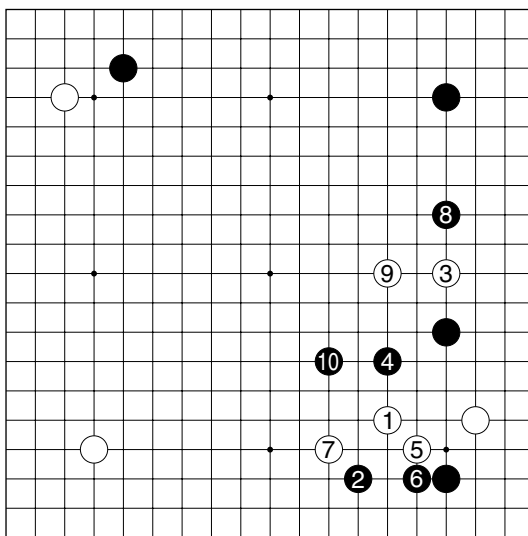


Figure 1

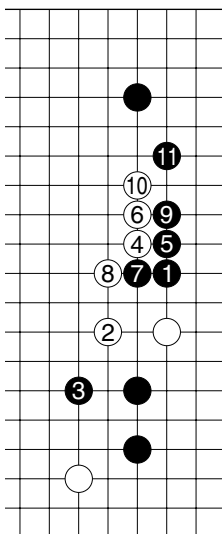


□ 2

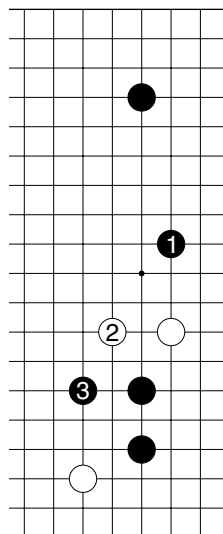
In each of Diagrams 3 and 4 White has played an approach move on the side towards Black's two stones in the lower corner. Black has replied with a pincer.

We assume the exchange of White 2 for Black 3; without 3 the Black stones become too weak. We can see that White 4 in Diagram 3 is an effective counter to the pincer one point away. In the sequence shown, the pincer stone is neutralised and White become fairly stable. In Diagram 4, the two point pincer is more successful in denying White the chance to settle quickly.

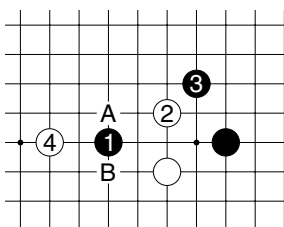
In Diagram 5 we see one feature of the close one point high pincer.



□ 3



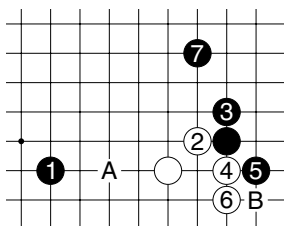
□ 4



□ 5

White 4 is a good counterattack, threatening as it does to confine the pincer stone with A, or connect under with B. On the other hand a more distant pincer permits the opponent more eye space.

In Diagram 6 White has already done enough to stabilise the pincer



□ 6

group. Of the two points there, A and B, White will be able to take one if Black occupies the other. Therefore White can play elsewhere after Black 7; this joseki ends in sente for White.

If the original pincer stone had been played by Black at A, White would need to play 8 at B to make a base; that joseki would end in sente for Black.

### Summary

Good pincers should have more than one purpose. However one cannot say that the decisions discussed are at all easy to get right.

**Go Tutor** is based on articles written by Toby Manning, David Jones, David Mitchell and T Mark Hall.

## BOOK REVIEW ~ THE FUSEKI ENCYCLOPAEDIA

**Andrew Grant**

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This is the second volume in the Nihon Ki-in's *Small Encyclopaedia* series, published by Yutopian. As befits an encyclopaedia, it lists all the common fuseki patterns under thirteen categories – nirensai, sanrensai, Chinese, Shusaku etc., and gives the most popular lines of play for each, with examples from professional games.

As such it fills a gap in the Go literature between a general book on opening strategy such as *In the Beginning* and an in-depth study of one particular pattern such as *The Chinese Opening* or *The Power of the Star-point*. The nearest thing to this book that has existed in the past is the two-volume *Modern Joseki and Fuseki*, but that's rather dated, extremely heavy going and out of print now anyway.

Professionals always say the fuseki is the most difficult part of the game, but for many amateurs it is effectively the easiest part, as they have little or no knowledge of how to play in the opening and therefore can't think constructively about it. We've all seen players who rush through the first dozen moves then slow down when the fighting starts. This book is aimed at just such people in the middle to strong kyu range, though dan players will benefit from it as well.

One nice thing about the book is that it avoids getting bogged down in endless joseki variations. It is impossible to study fuseki in isolation from joseki but relatively few joseki are presented here, and those are for the most part simple lines that anyone who wants to be a strong player should know. All the joseki are presented on full board diagrams, in the context of a particular fuseki in which it is

appropriate. Admittedly the large avalanche joseki is given, and that isn't simple by any means, but it is essential knowledge when playing the nirensai pattern, and even here only two variations are listed. Considering that whole books have been written on the avalanche joseki, that shows admirable restraint.

You can read this book without a board as there are relatively few moves per diagram, though as always it is best to play the moves out on a board if you have one handy. As with joseki books, it should be studied for the ideas and concepts it contains, rather than necessarily learnt by heart. Feel free to experiment – the final chapter on 'Unusual Openings' should serve as a reminder that professionals are always trying out new ideas in their games. A book like this should be a guide, not a strait-jacket.

Some of Yutopian's earlier books suffered from rather stilted English, but this has now been addressed and the text is as readable as any other Go book on the market. The fly-leaf lists a team of no fewer than eight proofreaders, though despite this a handful of minor typos have slipped through the net, mainly misspellings of the names of Japanese professionals. Probably the most glaring mistake is Hasegawa Sunao on page 225 changing sex to become Hasegawa Kayoko in the index.

All in all, this is a worthwhile addition to any aspiring player's bookshelf.

*The Fuseki Small Encyclopaedia* is translated and edited by Max Golem and published by Yutopian Enterprises



## COUNCIL HOUSE ~ BGA INTERNATIONAL

**Tony Atkins**

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It had been recent BGA Council policy to ensure that the membership income received each year matches the expenditure on direct membership services. It was for this reason the annual fee was increased upwards to its current level, which will be the same for 2001 as for 2000, at £12.

The BGA's other sources of income are from tournament levies, which cover the costs of tournament equipment and services, and from book and equipment sales, which fund all other activity. It may become necessary to change the membership fee upwards to cover more operating costs, as there is too much reliance on the books income and too many losses on discounted membership, but that's in the future.

As well as covering the cost of production and shipping the British Go Journal and the Newsletter, the membership fee also directly covers the costs of the membership secretary, such as membership cards and renewal reminders. What may not be obvious is that for every membership the BGA takes it has to pay an annual fee to two international organisations. Firstly a fee of half a euro per member is paid to the European Go Federation (EGF) and secondly a total fee of 40000 yen is paid to the International Go Federation (IGF). Any one national Go association of an internationally recognised country in, or near to, Europe can become a member of the EGF provided they pay the annual fees (there is a minimum payment of 50 euro). Britain is the fourth largest contributor to the EGF (behind Germany, France and Netherlands).

The internationally recognised country rule is important for the UK as devolution and the splitting up of the union approaches. It may be a few years yet before the fledgling Scottish Go Association can join the EGF and the BGA recognises the desire for the

Isle of Man Go Club to join but, despite issuing their own passports, coinage and stamps, they are still not their own country. The restriction of a single organisation in a country to be member of the EGF was written into the constitution without regard to how to change the member for a country. This has come to a head as the still unresolved disputes in Italy have given rise to an alternative organisation (the AGI) to the member organisation (the FIGG); currently the AGI can have no official position within the EGF.

Membership of the IGF is important for a country's Association, as then the country receives the annual Ranka Yearbook and moreover is eligible for an invitation each year to the World Amateur Go Championships. The UK has been represented at this event every year since it started over twenty years ago and this year more than 50 countries took part.

As the event is not just for the top player in each country to go on a free trip to Japan, but to encourage and develop the players near the top, most countries run a points system to enable a rotation of players. The UK system is based on the results in the Challenger's League and Title Match stages of the British Championship. It is designed so that the top player goes about every three years and the second player about every four. After that the third and other players go less often and a player ranked about fifth each year would expect to go maybe once every 10 or 12 years. Currently there is no clear, active, second strongest player and so the rotation is seeing more faces than expected.

As a British passport is required in order to compete in the World Amateur, overseas players can earn points by playing in the British Championship but can't use them

unless they change nationality; for instance, Shutai Zhang was British Champion for four years and has 36 points he cannot use. Invitations to the Women's and Pair Go World Championships are also organised through the IGF and EGF, though the first does not happen every year because of sponsorship problems and in the second the UK does not get a place every year; the BGA runs points systems for these too.

As well as BGA Secretary, I currently hold the remit for International Liaison within Council. In addition I hold the position of Vice-President Europe (one of two) within the five-man EGF Executive. As well as providing the BGA's interface to the EGF and IGF, I am the interface to the European Go and Cultural Centre (EGCC), the Nihon Ki-in (Japanese Go Association) and the

other professional bodies. This means that you will usually find me around when professionals are visiting the UK, ensuring that their trips go well.

Professional visits occur somewhat randomly, usually announced to us at short notice, and the next visits to our part of Europe will probably be in connection with the 2001 European Go Congress. This, as you probably know, is being held in Dublin and the BGA is assisting the Irish Go Association (IGA) by providing manpower to run various activities such as registration, tournaments and the bookshop. I am acting as the interface to the IGA and will be trying to find as many of you as possible to help ease the load and make the European Congress one of the best ever. Please contact me if you are going and are able to help out.

## IN THE DARK?

**Tony Atkins**

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Recently I received a letter from a BGA member who had risen nearly to dan level but confessed to knowing little about the Go scene in Japan and elsewhere in the Far East. He was unclear on many things. For instance: 'What is the difference between a Sensei, Gosei and Go Seigen?'

This new series will build up a glossary and help prevent our player from being in the dark. Starting with this issue, you will find boxes like this one scattered through the pages of the Journal. Each one will provide an explanation of some aspect of the game of Go that doesn't find a place in the many other kinds of article that appear in the pages of the Journal.

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## OUTPLAYED AT EVERY STEP

### Matthew Macfadyen

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This year's Challenger's League was a tough tournament for a 4 dan to play in, as John Rickard demonstrated by finishing last. The obvious favourite was last year's challenger, Matthew Cocke, but in the event the clear winner was Des Cann. In order to show that this was not a fluke, here is his third game from the league:

- White:** Des Cann 4 dan
- Black:** Matthew Cocke 5 dan
- Komi:** 5.5

#### Figure 1 (1 - 60)

Several important issues are clear by White 8. White is trying to develop the left and lower sides and will be looking to organise any fighting in the lower left to help these projects. Meanwhile Black has taken a large chunk of territory in the upper right and will expect to do some fighting in White's area on the other side. The upper side could belong to either player and a major feature of the fight at the bottom is who gets sente to play there.

Matthew decides to play outwards in the bottom corner, separating White's positions so that his future invasions of the white sides can include a flavour of counterattack. Meanwhile Des builds his side positions as fast as possible with 14 and 16, playing tightly so that the black corner group is still not properly alive.

Black 17 loses the thread. Black was supposed to be struggling for the right to play first on the upper side, and has just achieved it. The only choice is between playing 40 immediately and approaching the upper left corner.

White 22 is an excellent play. Apart from taking the eyes from Black's corner, this

asks Black which of the white side positions he wants to attack. Whichever side Black blocks the other white group will become strong.

Black 23 is nonsense, as Des quickly demonstrates by sacrificing half of his group to make the other half strong.

At the end of this fight the white position at the bottom is stronger than it was at the beginning, so is the white position on the

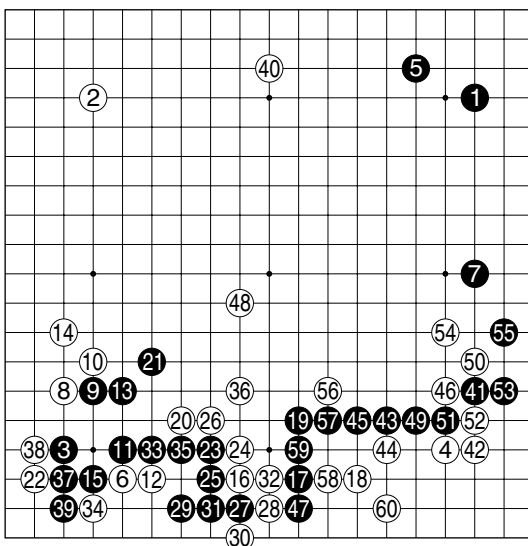


Figure 1 (1 - 60)

left, and Black has had to struggle to get back the territory he had in the first place. the sequence from 17 - 39 has been slightly worse than passing for Black. Des makes no mistake in grabbing the huge point at 40. Up to 45 Matthew resumes his determined attempt to attack White's strongest position, but this time it is not so unreasonable since he has prospects of developing the right side.

Des' play in this game features a lot of very good slow moves. White 60 is another of

them. This makes the white corner absolutely secure, and makes sure that Black has no room for an eye on the side, which in turn means that Black is weaker in the centre. This enhanced weakness means that Des does not fall behind in the centre fighting.

**Figure 2 61 – 140 (1 – 80)**

Black 9 tries to capture three stones. White should either have read out that this is impossible or played at 11 before 8.

White 16 is Des' first real mistake. This simply does not work, White has to back off a little here; pushing through above 15 is better. Simply crawling on the second line at 17 gives something.

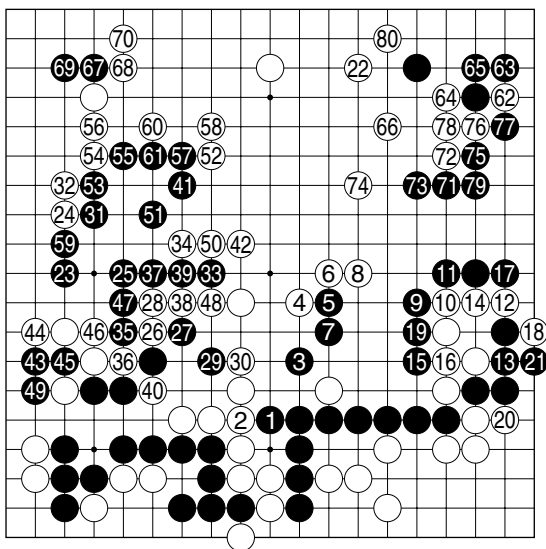
At 21, Matthew has scored his first success of the game, but Des keeps calm and gets back to taking big moves elsewhere.

Black 23 resumes the project of trying to attack strong looking positions. This strategy is frowned upon in some circles, but it can be an effective way of gaining extra momentum when your real project is just to invade, and it can be highly effective against a careless opponent.

But up to 40 things have gone seriously wrong for Black again. Most of White's potentially attackable stones have connected up and made territory at the same time, but worse, the black centre group is so weak that White's upper side is going to be very hard to reduce.

White 52 is a good point. White needs around 50 points on the upper side and in the centre. He is planning to let Black live, but take the rest of the area.

Black 59 loses the last real chance, this has to be at 60 to maintain access to the upper side. Des shuts in the group in sente and then skilfully surrounds the centre.



**Figure 2 61 – 140 (1 – 80)**

Black 69 might have caused more trouble by being at 70, but by the time 80 comes, the upper side is secure and far too big. Apart from the accident on the right side, Black has been outplayed at every step.



## IN THE DARK?

**Gosei**  
 Literally 'Go saint', one of the Big Seven Tournaments, restricted to 5 dan and above and run with its current name since 1976; its antecedents go back to 1951.

**Oza**  
 Literally the 'throne', the Oza is one of the Big Seven Tournaments, run since 1953.

**Tony Atkins**

# TO BOLDLY GO

## Des Cann ~ BGA Analysis Service

des@cann.demon.co.uk

Whatever you can do or dream you can, begin it. Boldness has genius, power and magic in it.

Johann Wolfgang von Goethe  
(1749 - 1832)

This is a close contest between players with different skill sets so it is quite exciting to watch the game develop. My theme is boldness. To break through to lower kyu grades one must have the imagination to come up with bold plans. Accuracy in execution can be tuned later with experience.

**White:** Ivan Watling  
**Black:** Jil Segerman  
**Komi:** 6

**Figure 1 (1 – 41)**

B 11: Up to here play by both sides is good.

W 12: The black group 7-9 is weak because it has a vulnerable point at A. Playing contact plays (including a diagonal away like 12) against weak stones is a mistake. Black should just reply with a block at 63 and the exchange would be good for her.

B 15: Good, Black has the momentum here.

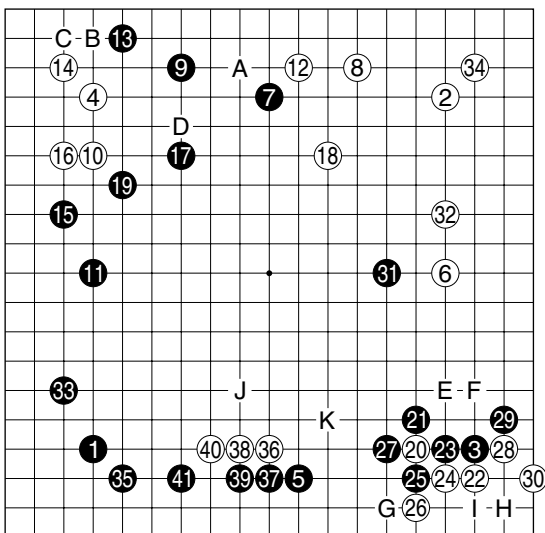
W 16: The combination of 14 and 16 is a little defensive because they surround too small a territory. Alternatives for 14 would have been B or C and 16 could have been a jump to D.

B 17: Good, Black is playing strongly.

W 18: Feels good.

B 19: Good, It is generally worth quite a lot to prevent your opponent coming out into the centre.

B 21: White 20 is an invasion because 5 is already in place. For that reason 20 is weak and Black should not play contact plays against it as that helps to strengthen it. There



**Figure 1 (1 – 41)**

is also the problem that playing on the outside like this Black will gain strength facing a white stone (6) which reduces the usefulness of that strength. It is better to attack at a distance with E or F.

W 28: Playing at G is more important because Black is building moyo on the bottom left whereas on the right she can only build strength facing White 6.

W 30: This shape, leaving an easy peep at H on the 2-2 point is worrying. better to connect solidly. Playing at 30 is often correct when White already has a stone at I.

B 31: A nice bold play.

W 32: Good, natural.

B 35: Black has a good game.

W 36: Bold but good, it is vital to reduce Blacks prospects here. It may in theory be too deep but it's difficult to refute.

B 37: The normal idea locally but given the size of the moyo, Black should consider an



attack from above. For example Black 40, White 37, Black J. The larger the moyo the bolder your plans should be.

B 39: Too submissive. It would be more positive to take a high stance with K and look for the chance to attack.

B 41: Black had a huge deep moyo but has responded to White's invasion by making ten extra points of territory. If White just jumps in the centre and keeps this group strong he would have a reasonable game now.

### Figure 2 (42 – 100)

B 45: No! Black 41 is much weaker than 5–39 so the atari at A is better.

W 46: Aji keshi. This makes Black defend where she wants to defend and is enough to make the game even again. Better for White is to jump in the centre. Black's correct reply would probably be to defend so White would gain speed.

B 49: 48 was cheeky but Black *still* secures territory. A counter attack at 75 would be better, separating 48 from the existing group.

W 50: A standard kyu player mistake. Black will always answer such a move and White has gained nothing (the stones have four liberties for example just as the single stone had) but White has lost a lot of potential. Later White may want to strike across the knight's move at 51 instead of playing 50.

W 54: Too modest. Having played the good, secure move of 34 earlier any additional territorial moves here should be on a larger scale such as B. It would be better still to gain strength in the centre by playing White 90, Black 95, White C. The black group 31–53 would then become a liability.

B 55: As Black has played 45 and is very strong here, this move is not so important. Territorially, Black should play at 100 first. If White gets to play at 100 then 45 and 55 will look pointless. Strategically, an attack from the other side with D looks more interesting.

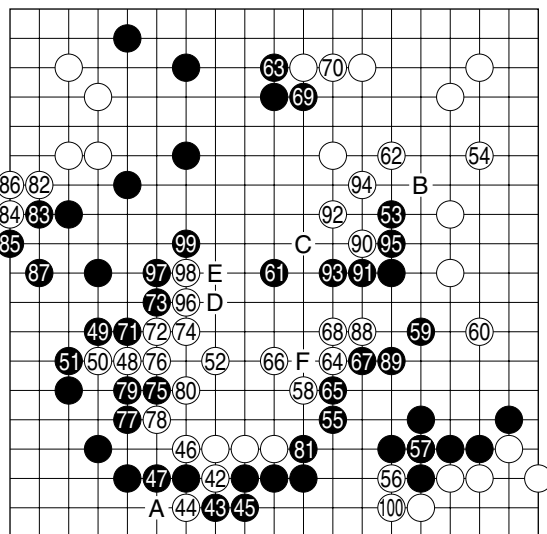


Figure 2 (42 – 100)

B 59: A little nebulous, this could end up not making any territory whereas the natural reply at 60 is clearly good yose. If Black feels thin then playing 100 in sente is big and strengthens the black position.

B 61: Another move not quite in focus. A play at D would keep White's centre group under pressure while building territory above. White is probably ahead again.

W 62: I think E is larger.

B 63: This has always been big.

B 65: It's bad shape to 'peep' at a kosumi (58–64). Locally, it would be better to play at 67 immediately.

W 66: This makes 67 too good, it would be better at F.

B 81: Another slow move here; locally, 100 is still the best move.

W 82: Big because it's double sente.

W 94: Too defensive, White can play at 95 immediately.

W 100: Now White's lead is clear having played 82, pushed into Black's centre up to 98 and still got to this point first.

**Figure 3 1 – 79 (101 – 179)**

B 101: Always worth having a go with a starting point like this.

W 104: Maybe a good kikashi but White must be careful.

W 106: A slip of the finger? Clearly must be at 107.

B 107: Disaster! Now Black has a big lead; her audacity in this corner has paid off big time.

W 112: Superb! I would have been pleased to spot this move myself.

B 135: Uh oh!...

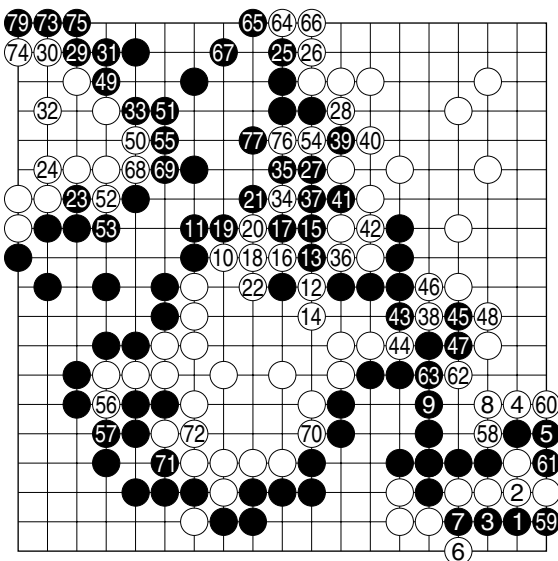
B 137: Another mistake, Black should give up the three stones because...

W 138: She has no answer to this. Black's lead is now quite small. White seems to have woken up after the disaster in the bottom right and started playing much more imaginatively and accurately.

B 149: It was important to capture 18 in sente first.

W 170: Both 171 and 175 are bigger but White actually needs both.

B 179: The last recorded move. Black wins by three points.



**Figure 3 1 – 79 (101 – 179)**

**Summary**

Black has a good positive opening but should have had greater (bolder) territorial ambitions for her moyo.

White had the stronger tactical game and where he needed to be brave he acted boldly and decisively. The momentary lapse in the bottom right was unfortunate.

**IN THE DARK?**

**Sensei**

A title meaning 'teacher' as applied to a school teacher or in Go to a professional, or other player, of higher rank. It can be used by amateurs when addressing a professional, with or without their name, for example 'Sensei' or 'Takemiya-Sensei.'

**Go Seigen**

Name of a top player of the 20th Century, originally known in his native China as Wu Quan. His great games were played in the 1930s, 1940s and 1950s, often against great rival Kitani Minoru.

**Tony Atkins**

## WHY DO WE MAKE BAD MOVES ~ PART 8: A CASE STUDY

### Denis Feldmann

Translated by Brian Timmins and first published in the Revue Française de Go.

F, our rash dan player, was quite willing to write a commentary for us on the game he played in the last round of the main tournament in Budapest. The usual 'theoretical' commentary has been neglected in order to concentrate on illustrating the various points discussed in this series of articles. I have attempted to separate the thoughts of F while the game was actually in progress (marked IF) from my 'psychological' commentary (marked C) and the few necessary theoretical comments (marked T).

Before the game, upon the draw for the 9th round: 'He's a 4 dan with four wins. Fortunately I am taking Black. If I win I shall have six wins out of nine games, which is my target. That is within my reach.' (IF)

Is that really what he said to himself? I rather suspect his usual euphoria before games: 'I'm going to win, no problem.'

#### 1 to 7: A rather odd start

4: 'Ah, a Shusaku opening. Well, suppose I tried playing the kosumi straight away?' (IF)

'Why not?' (T)

In fact, it's one of the fusekis disregarded by F and, as he is afraid, he reacts by refusing to play the normal pattern. (C)

'Fortunately he's answered!' (IF)

That will strengthen F's optimism, so why did he play 5? (C)

#### 8 to 36: Catastrophe in the joseki

'I thought hard before I played 9, but I had not envisaged 10, which I don't know very well. That irritated me, and I had forgotten the tesuji of 14.' (IF)

Translation: F is not yet competent in these tesujis, and when he forgets a

joseki of which they form part, he can't rediscover it. (C)

'I immediately improvised with 15.' (IF)

In fact it's a bad move. (T)

'He wanted to set up a driving tesuji, poor devil, but that is what I wanted!' (IF)

This tesuji at 16 is usually the justification for 14, but here White must simply play 18! (T)

There, the scene is set. He's pleased with himself (and that's not so clever) at having set a trap (admittedly brilliant) that has caught his opponent, and at the same time he therefore concludes that this opponent is not worthy of his grade, and that he will be able to continue leading him by the nose. Typical excess, and punishment will soon follow. (C)

'On top of all that, he's submitting to the squeeze play to the bitter end! Anyone would think he was a kyu level player. He should at least have ataried at 27.' (IF)

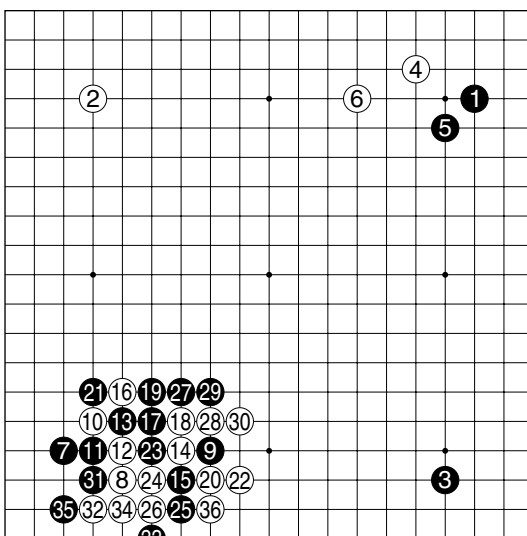


Figure 1 (1 – 36)

Definitely not! (T)

‘All this influence in sente! He must be shattered. Let’s play quickly to complete this massacre.’ (IF)

It certainly is a catastrophe, about 15 points, but 15 points is precisely the komi between 2 and 4 dan! (T)

Besides, it takes more skill to exploit influence than territory. Now, from this point, F is going to play in a totally carefree manner. He should have paused, and concentrated hard, and respected his opponent. (C)

### 37 to 64: The awakening

‘Move 38 is too near the wall, let’s punish it: 39 should make it heavy. Damn! I didn’t foresee 40, and 41 is forced’ (IF)

In fact, it can be played above 38, at A; that is the only justification for 39! (T)

That doesn’t matter, it was my privilege. (IF)

...Or how to play down one’s mistakes.

These kikashis have already reduced Black’s influence, and White is beginning to catch up a little. (C)

‘Does 52 mean that he doesn’t want to finish the joseki with B? Let him give me back sente, quick!’ (IF)

Impatience, impatience (C)

‘Oh, 57 is quite adequate, why hane?’ (IF)  
(Move played almost instantaneously.)

Of course, one must hane at 58. (T)

This is not so much a question of theoretical criticism as the problem of scorn for White’s influence. Why does Black contemplate his own so much and remain blind to what White has achieved, which is far from negligible? (C)

‘The joseki, with 59.’ (IF)

Not in these circumstances. (T)

He’s mad (hubris)! Not a moment’s thought, total contempt. Does he believe that he can attack stones 52, 54, 56, and 58? (C)

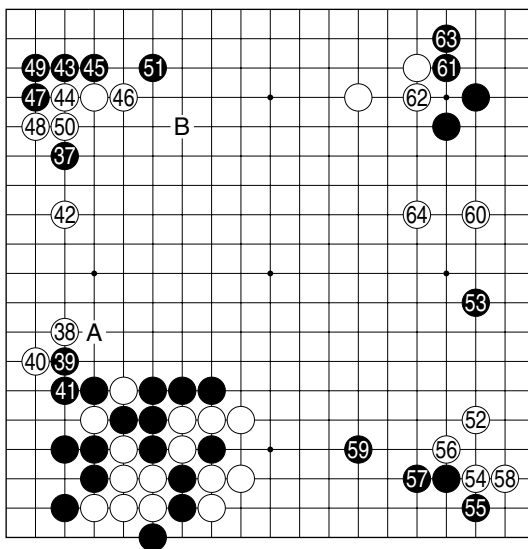


Figure 2 (37 – 64)

### 60 to 80: Premature attack

‘This is the moment, with 65.’ (IF)

Certainly not; simply ‘attack’ at A. (T)

This move is far too impatient. In the past it has brought him some success (not always deserved), leading him to create his own personal theory about it, but his theory is erroneous. Here, his opponent is strong at fighting, in a bad mood after initial losses, and fully aware of the state of mind of F; the punishment is going to be terrible! (C)

‘Attack on a grand scale with 73.’ (IF)

And if it fails? The damage will be huge: a ponnuki on this side largely makes up for the 15 points lost earlier, the group 37, 67 etc. is still weak, and so this attack is not very promising. All this is not at F’s standard, but he takes his opponent for one of his usual sparring partners! (C)

Let’s be charitable and stop the game at this point. Here is a summary of the subsequent action: the group supposedly attacked escapes without loss (White groups do not die easily); Black promptly has to make life

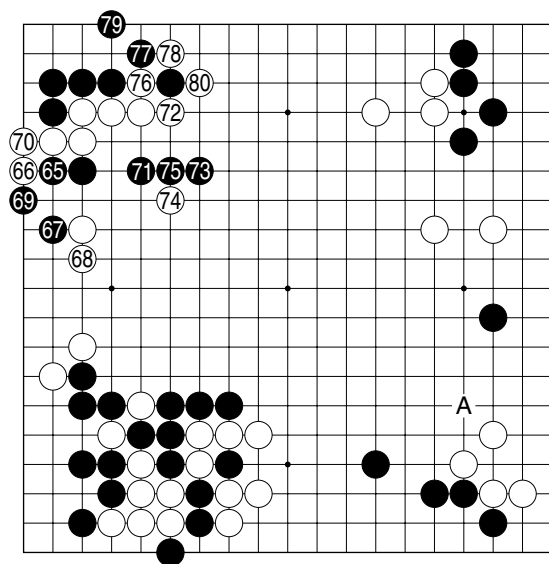


Figure 3 (60 – 80)

for his group, and the game becomes very close. Disheartened, Black makes mistakes at the start of the yose and has to resign, about 10 points behind.

F's final comment immediately after the game: 'After move 36, I lost interest in the game, and I couldn't maintain my concentration.'

It would be interesting to count how many games have 'interested' him right to the end during his long career! Perhaps he is just not sufficiently interested in Go?

## SIMPLE STRATEGIES FOR IMPROVING KYU GRADES

### Michael Vidler

This article addresses some aspects of Go playing in a way that I hope might be useful for kyu grade players who are stuck around those plateaus of perhaps 6-7 kyu and below. When playing Go it is easy to get involved in responding relatively unthinkingly to the moves of the opponent, particularly as Black in a mid to high handicap game. I am going to suggest that, even game or handicap game, there are some strategies one might consider using on a preconceived basis as an alternative to your normal style of play. The idea is to challenge what might be ingrained and implicit or unconscious preconceptions when choosing a move that result in creating heavy groups that are inefficient, do not take territory and, horror of horrors, have the temerity to die at some unfortunate point in the game. I do this, do you? I wish I didn't. Don't you? I don't claim that these suggestions are particularly special or profound but

they're free and if they help you, that's great! Here they are.

#### Tenuki!

Do you follow your opponent round the board? Do you always play the last stone locally? Do you answer every endgame play by your opponent? My advice: go into the game with the explicit intention of playing somewhere else on the board, *tenuki-ing*, on as many moves as possible. It can be frustrating for the opponent suddenly to find that their moves are no longer routinely answered. Of course, some tenukis will be bananas, but so what? File under *Furikawari!*

#### Sacrifice!

Before the game, decide to sacrifice a number of stones around the board. It is crude and highly simplistic but consider this: if you play 10 stones in your opponent's



territory and force him to take them off, he will need around 40 plays to do so. That's 30 points less territory, and 30 moves you can make elsewhere. Now, of course this argument can be criticised as simple minded in many ways but that's not the point: try to look at how you might play stones that you know will die but which will give you some form of leverage or aji against the opponent's stones. Stones die! So what? Dream a little and let them die valiantly!

### Play Contact Moves!

Contact plays by definition lose liberties and give your opponent the next move. What actually happens when you make contact plays? Do you strengthen the opposing stones? If so what do you get in return? Do you play on top of them, next to them or underneath them? Is your play more aggressive? Dare I say it, but do you rip your opponent off in the complications of contacts and cross cuts? Consider contact plays, and consider combining them with sacrifices!

### Furikawari!

Omigodmygroupsbeingattackedandmightdie! Let it. Look at your groups and what you get from adding more stones to them. Is your opponent making influence and territory whilst chasing you along? If so you are making a heavy group and using your stones inefficiently. In that case, perhaps you should look to get something in exchange, often by attacking elsewhere, engineering the gain of territory. Sometimes you can play a move at a distance that increases the chance of pulling out the ailing stones whilst have an effect on another part of the board. Either way, if the opponent ignores your move and adds a stone locally to ensure your group is snared, congratulations! You have probably made a furikawari.

Within this is another strategy: when you're in a hole, stop digging! It only hurts more to give up a bigger group but try to get the hang of the balance between the nuisance

value of a group with liberties and making the group too big to be given up. The stronger amongst you will realise I'm talking about giving up stones that are not particularly useful anyway: and this is not really pure furikawari. Often furikawari involves exchanging groups and territories that have far more potential. So try to look at all groups and what would happen if you simply gave one up. See under tenuki!

### Count the Liberties!

Go into the game determined to know how many liberties your groups have. Add to this deciding whether you can increase them should you get involved in a capturing race and try to keep a count of the liberties when looking over a train of moves. There can be a lot of finesse and beauty in semeais and by implication, increasing your liberties whilst taking away your opponents but despite the complexity try to get into the habit of counting liberties.

Some advice: when a group without eyes gets down to 2 liberties, worry! So don't go there if you can avoid it!

There you have some suggestions for experimenting in an explicit way with your play to see if you can find different ways of choosing moves if you are stuck in a rut. Have fun! On a more serious note, you will see that I have not included any positions to illustrate these suggestions. I don't think they're needed; the positions exist in your games and you choose the moves.

I subscribe to Bobby Fischer's doctrine:

don't learn moves, learn ideas.

The same sentiment is expressed in reverse in Go: learn joseki and become two stones weaker. If you are to play a coherent game, it's the reasons for playing your moves that matter, not playing a move because you 'know' it is right. So in conclusion, the final strategy I can suggest is to try to understand why you choose moves; but that is probably quite difficult to do without a lot of study.

# WHAT THE BOOKS DON'T TELL YOU ~ PART 1

**Simon Goss**

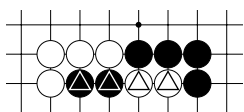
simon@gosoft.demon.co.uk

## MINIMISE THE POTENTIAL LOSS

This is the first of a series about elementary principles that Go books seem to forget to mention. In the case of the principle we'll look at this time, a few books are actually downright misleading.

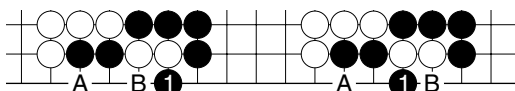
Solve each problem yourself, then look at the solution given and read the explanation before moving on to the next. The first problem is extremely elementary, so you should find the explanation easy to follow. That will prepare you for the slightly more difficult examples that follow.

**Problem 1:** Black to play. Assume that the unmarked stones are alive. Black wants to capture the marked white stones, saving his own marked stones in the process. There is only one correct answer.



**Problem 1**

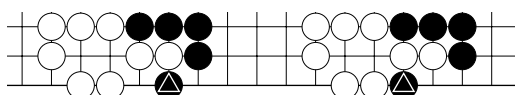
Diagram 1a shows two answers that work. After either of them, White can play at A in sente and, in the normal course of events,



**1a**

Black will take off at B. The result is the same in either case, so why does it matter?

Well, suppose that White uses A as a ko threat and you want to ignore it to win the ko. Or suppose that White just plays A at a time when you have spotted something bigger that you prefer to play. In either case, White will get to capture two stones. The positions you arrive at are shown in Diagram 1b.



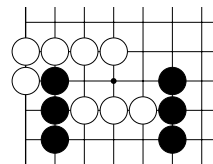
**1b**

On the right, Black's marked stone is dead; on the left, it isn't. So Black is between 2 and 4 points worse off on the right of the diagram (the exact amount depends on endgame details we won't go into here). So Black 1 on the left of Diagram 1a is correct and Black 1 on the right of Diagram 1a is wrong.

There is a simple principle behind all this. When you play a move, it needs to gain something at the time you play it, but you may find later that you want to give it back in exchange for something better. Play to minimise the local loss if that happens.

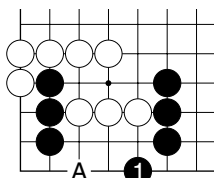
This principle is often very easy to apply. Black's correct move on the left side of diagram 1a is played nearer to the safe side where his stones are alive. On the right of the diagram, Black's bad move is further from the safe side and nearer to the stones that he might want to give up. This is often the case.

**Problem 2:** This is the problem that provoked this article. At least three books in English make a mess of it. Black to play and connect the corner stones to their friends on the outside (assumed alive). Again, there is only one correct answer.



**Problem 2**

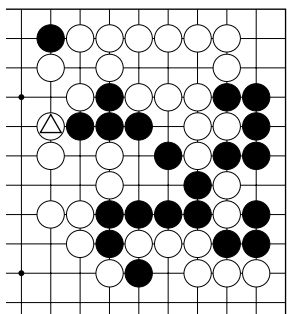
Diagram 2: The correct answer is Black 1, connecting with the monkey jump shape. The offending three books say that Black A also works. It does, but if Black then ignores a ko threat, a



□ 2

black stone at A gets captured, while one at Black 1 doesn't. Black A is a bad move. Notice how, once again, the correct move is played on the side of safety and the bad one on the side of danger.

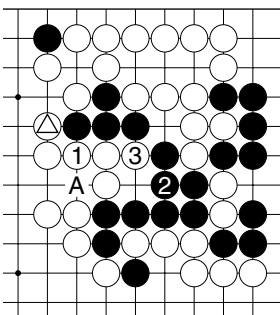
Problem 3: A more interesting position, taken from a professional game (Maeda - Go Sei Gen, 27-28/10/1954).



Problem 3

White has just played the marked stone. What is he threatening, and what is Black's best way to defend against the threat?

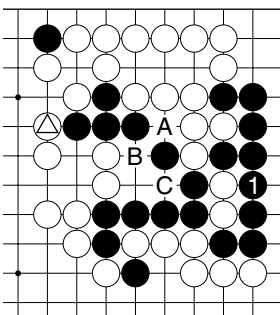
Diagram 3a: White threatens to play at 1. Black must then give up the four stones. If he tries to save them with Black 2, White plays at 3 and captures with



□ 3a

oiootshi. Other Black defences fail in a similar way, as you can check for yourself.

Diagram 3b: Maeda defended by capturing at 1.



□ 3b

This doesn't lose any points, since Black was going to have to play here eventually however he played. Other possible Black moves, such as A, B

or C, have different properties about the number and size of the ko threats left behind, making this position complicated to analyse to the last detail. You may enjoy doing that by yourself. But even if not, it's worth getting the feeling of playing back with a move like Black 1 here.

By the way, White has at least three other ways to achieve the same result as diagram 3a, but the move shown is the one that conforms to our principle. Black won't answer any of them, but he may later take the two White stones as a ko threat. White 1 is the move that makes sure that the point A is definitely a point of white territory.

When you have two or more different ways to do what you want to do, minimising the potential loss isn't the first thing you should think about. Sometimes you'll find you get more points by doing it one way rather than another. In such cases, maximising the immediate gain is more important than minimising the potential loss (but remember to consider sente too). In the three problems we've looked at, the right and wrong answers had the same points value. That's when you should play to minimise the potential loss.

## LEARNING GO ON-LINE

**Nick Wedd** [nick@maproom.co.uk](mailto:nick@maproom.co.uk)

In this article I describe some of the ways you can use the internet to learn about Go and improve your game.

### Human teachers

The BGA web site now has a page:

[www.britgo.org/teaching/teaching.html](http://www.britgo.org/teaching/teaching.html)

This lists strong players who sell Go lessons in various forms and it has links to the web pages of several teachers. You should read their pages to see which teacher offers the kind of service that you are looking for.

You can e-mail (or post) a game record to the teacher, who returns it with a comments that indicates the weaknesses in your play. You can take a correspondence course in which the teacher sends you 'homework', which you return for assessment.

You can arrange to play a 'teaching game' with the teacher, using a Go server. KGS ([kgs.kiseido.com](http://kgs.kiseido.com)) is particularly good for this, enabling game records to be edited online; after the game, players can try out variations and add commentary. Some teachers also give face-to-face teaching, either individually or as small seminars.

You might wonder why anyone should pay for Go lessons in view of the various free teaching resources listed below. Of course, the quality of tuition is likely to be higher. I have also found that paying money for a lesson greatly increases my incentive to concentrate and to benefit from it.

### The Go Teaching Ladder

If you have a record of a game which you would like reviewed by a stronger player, you can use the Go Teaching Ladder at

[gtl.jeudego.org](http://gtl.jeudego.org)

Use of this is free. You submit your game record, in SGF format, and a player a few grades stronger than you returns it with comments. When submitting a game for

analysis, your first inclination may be to choose one which you are proud of because you won it. But you obviously won't learn as much by having your good moves praised as by having your bad moves corrected. The most instructive kind of game to submit is one which you lost but have no idea why you lost it.

The Go Teaching Ladder page lets you look at other games which have been submitted and read the commentaries on them. You can also volunteer to be a teacher for the Ladder.

### Simple rules and tactics

When I am playing Go on a server, sometimes a beginner asks me: 'What is this game about?'. I want to be able to refer them to a simple, clear web page that explains Go in a way that a newcomer to the game will understand. There are surprisingly few such pages. The one I recommend is:

[www.telgo.com](http://www.telgo.com)

Another page, with a fuller account of Go and its context, written by the editor of this Journal, is:

[www.britgo.org/intro/intro.html](http://www.britgo.org/intro/intro.html)

There is also a section for beginners on the MSO site, described in the next section.

### More advanced material

There are many web sites with discussions of various aspects of Go tactics and strategy. The best that I know of is on the Mind Sports Olympiad (MSO) site, at:

[www.msoworld.com/mindzine/news/orient/go/learn/golearn.html](http://www.msoworld.com/mindzine/news/orient/go/learn/golearn.html)

This is written by Charles Matthews, and he is continually adding to it.

### Tsume and other problems

Many Go players underestimate the value of *tsume* (life-and-death) problems for improving their game. There are many web pages with such problems. The ones that I know of are indexed at:

[www.britgo.org/problems/index.html](http://www.britgo.org/problems/index.html)

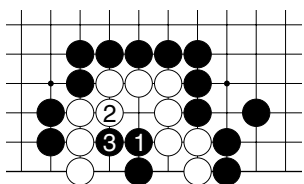
## NAKADE AND ISHI-NO-SHITA ~ PART 2: BUILDING NAKADE SHAPES

Richard Hunter

hunter@gol.com

### Problem Discussion

In BGJ 120, the first article in this series ended with a life and death problem.

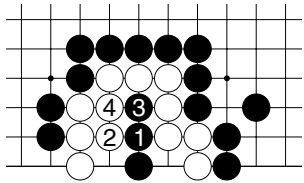


□ 1

Black 1 in Diagram 1 is an attractive point. It strikes at the centre of the three white stones on the left and threatens to cut at 2. If White connects at 2, Black 3 kills the group.

This position was Diagram 13 in the last part, so I hope you can judge this status easily. White has a six-point eye-space but he can't stop Black from almost filling it with a bulky five. However, this is not the correct answer. It's a fine example of *katte yomi*.

White 2 in Diagram 1a also protects the cutting point and foils Black's attempt to construct a nakade shape. Black 3 again threatens to

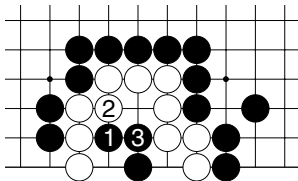


□ 1a

cut but White can simply connect at 4 making a seki. This position was Diagram 14a in the last part. White has a smaller eye-space than in Diagram 1, but what's important is its shape. If Black adds another stone to put White in atari after the outside liberty has been filled, he makes a bent four, which is not a nakade shape. If Black leaves the situation alone, White must not add any more stones inside his own eye. That would be suicidal. As it stands, he is alive in seki.

The correct answer to Problem 1 in BGJ 120 is to play 1 in Diagram 1b. This is the vital point for both sides.

Since Black 1 threatens to



□ 1b

cut, White connects at 2 but Black 3 kills the group. Check for yourself that White 2 at 3 fails.

### Key Questions

This problem nicely illustrates some of the key issues involved in nakade.

The first thing to consider is:

- Can I almost fill the eye-space with a nakade shape, leaving only one vacant inside liberty?

In the original problem, White has a seven-point eye-space. The only six-point shapes that Black can make are non-nakade ones. However, White has a cutting point, so if Black can force him to add a stone inside to protect it, the size of his eye-space will be reduced to six points. In Diagram 1b, Black can almost fill this six-point space with a bulky five.

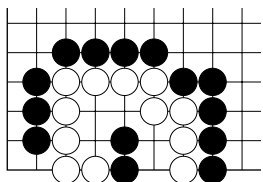
The next question is:

- Can I reach the nakade shape from the starting position, assuming White will try and stop me?

It's a battle between you trying to make a nakade shape and your opponent trying to force you to make a non-nakade shape. That's why it's important to know both types thoroughly, so you understand what the objective is. It's very easy to be lazy and believe that Black 1 in Diagram 1 works, especially if you usually play opponents who fail to punish such mistakes. But when you reach the next level of skill, which involves completely reading out a position and all its

variations, you'll discover that the game is much more interesting. Your efforts will be well rewarded.

Diagram 2: White has a seven-point eye-space with no cutting points.

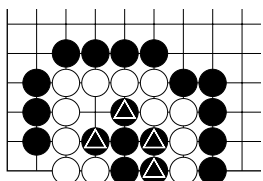


□ 2

Question 1: Can this eye be almost filled by a nakade shape?

Well, there is only one six-point nakade shape, the *cross plus one* or *Rabbity six*, although it can appear in different orientations.

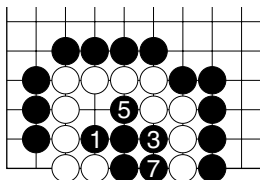
Yes, by adding four black stones we can almost fill this eye-space in two different ways. One is shown in Diagram 2a.



□ 2a

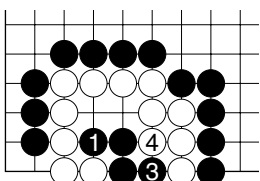
Question 2: Can Black reach this result from his starting position?

Yes, if White plays elsewhere, Black can play 1, 3, 5, and 7, for example, in Diagram 2b. Note how each of these moves makes a nakade shape. If White adds stones to capture any of



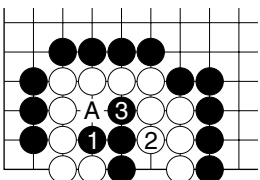
□ 2b

these black clumps of stones, he's left with a killable eye-space. If Black strays from the path, with 3 in Diagram 2c, for example, White can live with 4.



□ 2c

Black now has a dogleg four, which is a non-nakade shape, and he can't make any bigger nakade shapes by adding stones. Black is off the nakade path and can't get back on. As long as Black is on the nakade path, in this particular case there is nothing White can do to resist. Try the variations for yourself. One example is given in Diagram 2d.



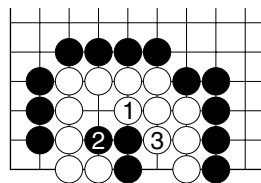
□ 2d

After White 2, Black 3 makes a nakade shape, so there is no point in White

adding another stone.

Therefore, Black will later be able to play A and almost fill White's eye-space with a bulky five.

On the other hand, if it's White's move in Diagram 2, he can live in seki with 1 and 3 in Diagram 2e.

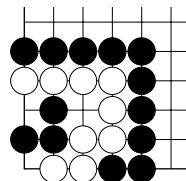


□ 2e

White 1 threatens to make an eye, so Black 2 is necessary. Although Black 2 does make a nakade shape, temporarily, White 3 shunts him onto a side track with no path to the target. The only four-point shape Black can make next is a dogleg four, which fails to kill. Note that White 3 is essential. If White plays elsewhere instead, Black 3 kills him.

In conclusion, Diagram 2 is unsettled. White lives or dies according to sente.

Diagram 3: Here's a simple example to test you. What is the status of the white group? The answer is given at the end of this article.

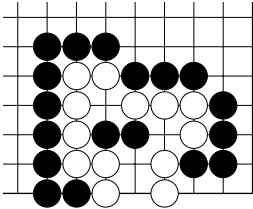


□ 3



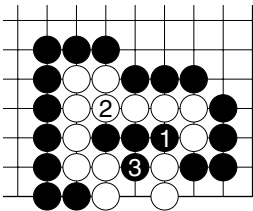
### Move Order

Diagram 4: Black to play.



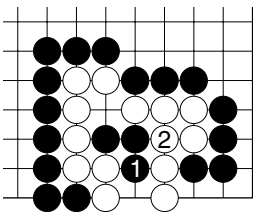
□ 4 Black to play

Black 1 in Diagram 4a is atari. If White connects with 2, Black 3 almost fills White's eye-space with a pyramid four.



□ 4a

Black must be careful not to play 1 in Diagram 4b, expecting to be able to play at 2 later. White will

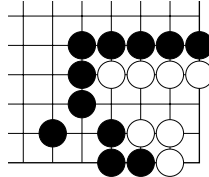


□ 4b

connect at 2 and live in seki. The order of moves is often important.

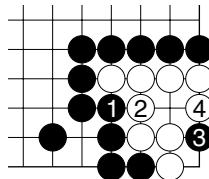
### Shortage of liberties

Diagram 5: White has an incomplete eye-space.



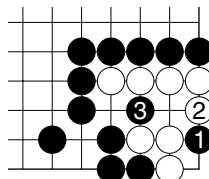
□ 5 Black to play

The straightforward push of Black 1 in Diagram 5a is answered by the obvious block of White 2, which makes a bent four.



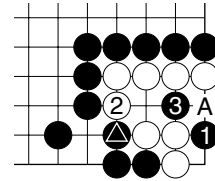
□ 5a

By now, you should instantly recognise this as being alive. Black 3 is answered by White 4, and vice versa. But all White's outside liberties in Diagram 5 are filled, so maybe there's a way to take advantage of his shortage of liberties. Black 1 in Diagram 5b is a tesuji.



□ 5b

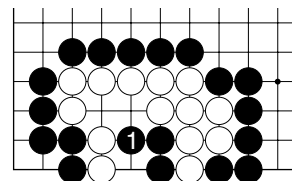
If White answers at 2, Black reaches in one line further than in Diagram 5a. White can't cut this stone off because of his shortage of liberties. And playing White 2 at 3 just lets Black extend to 2. So how about White 2 in Diagram 5c?



□ 5c

Now Black 3 kills him. White cannot play at A because of his shortage of liberties, so there's nothing to stop Black from connecting at A. The result is not seki because White will be in atari. Note the effectiveness of the marked black stone.

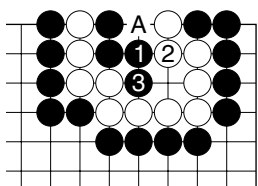
Diagram 6: Here's another example of how your opponent's liberty shortage can let you build a nakade shape.



□ 6

Black 1 is the vital point. Check for yourself that all other moves fail. White has no answer to this move.

It threatens a snapback but if White connects, Black can play elsewhere since there is nothing White can do to stop Black making a square four that almost fills the five-point eye-space. Either of the ataris would work for White if he had suitable open outside liberties but he doesn't; that's the key issue.

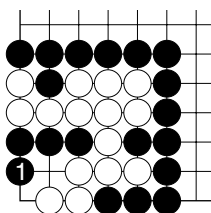


□ 7

Diagram 7: Black 1 and 3 kill the white stones. Even though Black has made a dogleg four, which is not a nakade shape, White cannot play at A, because of his liberty shortage. So there is nothing to stop Black from playing there to make a bulky five. On the other hand, if Black plays 3 at A, making a square four, White will not play elsewhere and let Black play at 3 to complete a bulky five. Instead, White will capture at 3, making two separate eyes.

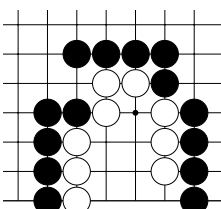
Usually, one proceeds through a sequence of nakade shapes making a bigger one with each move, so Black 3 here might be a blind-spot for some people. It only works because of White's shortage of liberties.

Diagram 8 shows another example. Black 1 kills the white group.



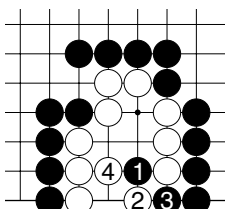
□ 8

Diagram 9: Black to play.



□ 9 Black to play

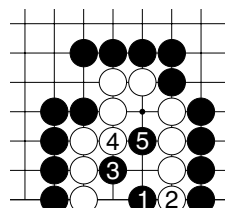
Black 1 in Diagram 9a strikes at the centre of three stones.



□ 9a

Black may be expecting White to descend to the edge at 3, but the hane of White 2 is a good move; the result is ko. Playing Black 1 at 3 leads to the same result.

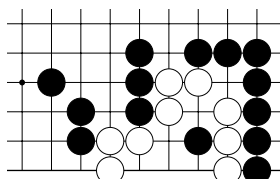
The correct answer is shown in Diagram 9b. White dies unconditionally. Black 5 takes advantage of White's shortage of liberties. White



□ 9b

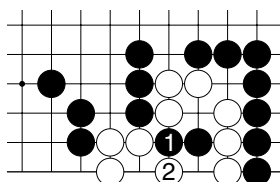
cannot push in below 5, so Black will be able to connect there himself.

Diagram 10: Black to play.



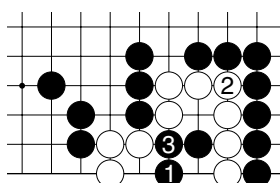
□ 10 Black to play

The cut of Black 1 in Diagram 10a fails. White answers at 2 and lives.



□ 10a

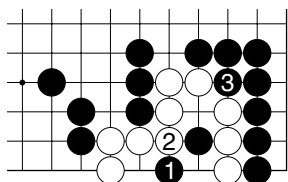
The diagonal move of 1 in Diagram 10b is a surprising move if you haven't seen it before. If White solidifies his wall with 2, Black cuts at 3. Since Black has already taken the vital point



□ 10b

of 1, there is no way White can live. Even if White could capture the three black stones, he would still not be able to live since a bent three is a nakade shape.

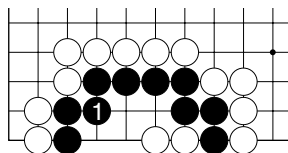
On the other hand, if White connects at 2 in Diagram 10c, Black chips away at white's wall with 3.



□ 10c

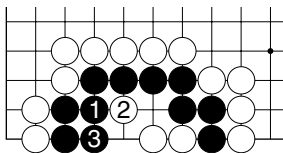
The result is similar to Diagram 5c. This combination of moves appears in many real game positions, so it's well worth studying. Note that if Black connects on the first line to make a bent three instead of 3 in Diagram 10c, White perfects his wall with 3 and this time the result is seki, because there are two vacant inside liberties.

A liberty shortage can also work the other way, preventing a nakade shape from being made. Black 1 in Diagram 11 is the only move that works in this position. Check the others for yourself. Next, if White



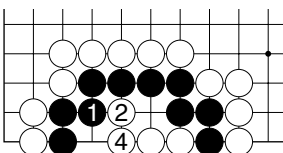
□ 11

plays 2 in Diagram 11a, Black 3 leaves White unable to make a nakade shape.



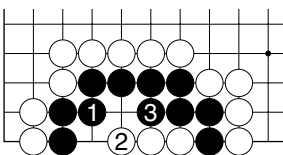
□ 11a

Note that Black 3 is necessary. If Black plays elsewhere, White can play 4 in Diagram 11b.



□ 11b

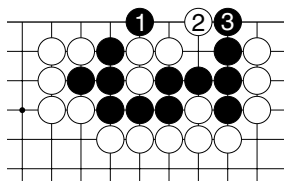
Although this is not a nakade shape, this time the liberty shortage restricts Black, who cannot play without putting himself in atari, so next White can make a bulky five. Alternatively, if White plays 2 in Diagram 11c, Black 3 takes the vital point,



□ 11c

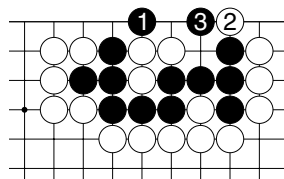
destroying White's possibility of making a nakade shape.

Diagram 12 shows the last example. The hane of Black 1 saves the black group. If White 2, Black 3 leaves White in a shortage



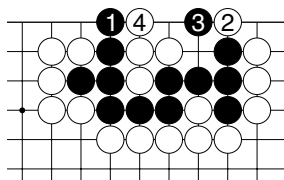
□ 12

of liberties and unable to make a nakade shape. The hane at 2 in Diagram 12a doesn't work either. Black 3 makes the group alive.



□ 12a

Note that even if White connects to the right of 2, Black can play elsewhere and still be safely alive in seki. Of course, when White descends on the left side, Black must answer by connecting to the left of 1. The descent of 1 in Diagram 12b fails. This time, after exchanging 2 for 3, White can make a nakade shape with 4, the vital point that Black took in Diagram 12.



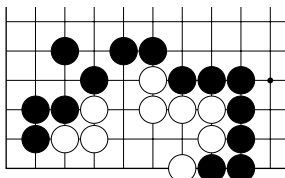
□ 12b

Although Black's eye-space is bigger than in Diagram 12a, its shape is bad.

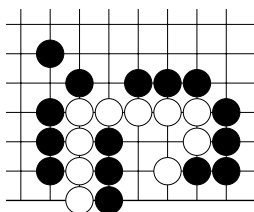
## Problems

These are typical book problems. The variations involve some of the concepts discussed in this article and lead into the next theme.

Consider them as a challenge and work at them. The answers will be discussed in the next Journal.



**Problem 1** Black to play



**Problem 2** Black to play

## Answer to Diagram 3

The white group is unsettled. The vital point for both sides is the 1-3 point.

If Black makes a square four, then he can next make a bulky five that almost fills White's eye. If White takes this vital point, Black will only be able to make a dogleg four, resulting in seki.

## IN THE DARK?

### Kisei

Literally 'Go or Chess Saint', this top Japanese title has run since 1977. The tournament system involved players of subsequently higher grades joining in at various levels. In 2000 this has been amended to include two six player leagues and a play-off to determine the challenger; lower levels are now structured differently at the two Japanese professionals' organisations, the Nihon Ki-in and Kansai Ki-in.

### Meijin

The title previously given to the strongest player or 'Master' of a historical period. The last Meijin was Tamura Yasuhisa, who is better known by his other title Honinbo Shusai, who died in 1940. The book *Meijin* or *The Master of Go* by Kawabata (available from Penguin

Books) immortalises the last match against Kitani. In 1962 Meijin became an annual title match, one of the Big Seven Tournaments. The stage before the title match is a nine player league.

### Honinbo

The priest Kano Yosabiru, known as Nikkai, started a hereditary Go school and took the name Honinbo Sansa in 1605. Honinbo was the name of a pagoda at his temple in Kyoto. Honinbo Shusai was the 21st and last holder of the title and ceded the name to a tournament first held in 1941. One of the big seven tournaments, the stage before the title match is the eight player Honinbo League.

**Tony Atkins**

## THE GO RANKING SYSTEM OF ARPAD ELO

**Franco Pratesi**

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In the last issue we looked at the ranking system introduced by Bruno R uger. In this and subsequent articles some developments of Go ranking systems – up to the present day – will be outlined. This time we look at the system devised by Arpad Elo and originally applied to Chess.

The traditional ranking system of Go players (of Japanese provenance, from about 9 dan pro down to 1 dan amateur and then from 1 to about 35 kyu) and the European ranking system (from 1, or 0, continuously down to 60, or a higher limit set for beginners) are both based on the number of handicap stones, be they integers or fractions. As such, they are typical of Go and cannot be transferred to other games.

There is however another ranking system that is in principle suitable for any strategic game and sport. It is based on the rating system implemented by Arpad Elo and fully described in his book *The Rating of Chess Players*, published in London by B. T. Batsford in 1978. In particular, what we get thereby is essentially a rating number, associated with every player and changed either after each tournament, or at fixed times, by the various federations.

Together with the rating numbers we obtain a direct way to rank the players, by selecting a suitable interval of rating values for distinguishing subsequent ranks. This interval of ratings is commonly selected so that a player has 76 percent probability to win a game against a player one rank below. The specific 0.76 value derives from the assumption that game results follow a normal distribution, but using different statistical laws would lead to similar values.

The fundamental concept is that any Elo scale is an ‘open-ended floating’ one. This implies that there are no fixed reference points; it is the differences between rating

values that are important and not their absolute values, which are set by one or another arbitrary selection.

In applying the Elo system to Chess, the rating interval between ranks was chosen to correspond to 200 points, for historical reasons, in order to fit an existing system. The ratings traditionally employed for Chess increase as known up to about 2000 for the strongest club players, 2400 for international masters and 2700 for candidates to the world championship – only ten Chess players now pass this value. The lower limit is rather undefined, with beginners at or somewhat below 1000. Thus, the total number of ranks required, at 200 point steps in rating until 2800, corresponding to the world champion, is about ten.

Apart from the rating values chosen, which may variously agreed upon according to requirements of the specific application, the whole concept of Elo rating (and ranking!) is suitable for most games and sports and has been officially adopted, in particular, by federations of Chess, Draughts, Othello-Reversi, and other board games.

Unfortunately, the detail of the system and its parameters as adopted for the various games usually are somewhat different, so that comparing player ratings for different games does not ensure that similar rating values correspond to similarly strong players. Moreover, there are intrinsic reasons why rating numbers cannot be exactly comparable for different games: each game actually has its own complexity and so the number of ranks required for ranging the various strengths of the players must be smaller for easy games and larger for complex ones.

For instance, one can check at the World Football Elo Ratings web site:  
[www.elaboratings.net](http://www.elaboratings.net)

the application to Football, where the following ratings may be found for October 2000: 1 France 2026, 2 Brazil 1943, 12 England 1795, 38 Scotland 1672, 100 Northern Ireland 1440, 101 Wales 1438, 214 and last, Anguilla 907.

Thus, for Football, the number of ranks required for ranging all the national teams of the world turns out to be about five.

Compared to Chess, this indicates a much lower complexity of the game - if one is allowed to compare on these terms a team game mainly played by a score of feet with one played between individuals, mainly using their minds.

What about Go? Several studies have indicated that Go has a remarkably greater overall complexity compared with the other traditional board games, also with Chess, not to mention Draughts, or Othello-Reversi. A confirmation may derive from the much lower progress in playing skill reached by the corresponding computer programs.

As noted at the beginning, ranking of Go players traditionally occurs in terms of stone handicaps. A specific Grading System, based on promotion points, has been used for many years by the BGA for ranking dan players and will soon be introduced for kyu players (see *BGJ 115*, 1999, pp. 12-15).

Other countries have adopted Elo-type ratings, but – as far as I know – always modified in order to obtain some fitting with the established stone-handicap ranks. For instance, the *Kommission Go* of the German Democratic Republic (apparently, not the best candidate coming to our minds for accepting a suggestion from the USA) officially adopted the Elo system in 1989. The same normal distribution curve in use for Chess was applied and the 200-point interval still kept the meaning of 0.76 winning probability. However, a rating interval of 100 was empirically found to be better suitable for fitting the already existing stone-handicap based ranks. Therefore, the

system worked by setting its rating values between 0 at 20k and 2300 at 4d, regularly stepped so that 1000 corresponded to 10k, 2000 to 1d, and so on.

At present, the involvement of European Go players with Elo systems is increasingly gaining a widespread acceptance. In particular, since 1998, the European Go Federation itself has officially adopted a Go rating system of the Elo kind, introduced some months earlier by Ales Cieply for the Czech federation. The values of the European Official Ratings increase from 20k (here with the value of 100 assigned) to 7d at 2700 – again regularly stepped at 100 rating points intervals.

By applying this system to the ranks of practical occurrence for Go players, we eventually obtain Elo rating values reasonably similar to those commonly encountered in Chess. However, differently from Chess, here full use is made of lower ratings, down to zero. It would even be possible to shift further the zero setting in order to take weaker players into account, down to complete beginners. Compared with the series of about ten ranks for Chess, many more might be required for Go, an independent way to confirm its greater complexity.

Even if the general framework of these applications may be considered clear enough, I believe that the correspondence between handicap-stone and Elo ranks for Go players is worth of further study and hope soon to be able again to comment on it.

The European Ratings described above together with a database of European players and tournaments and rating lists for each European country may be found at the European Go Federation website:  
egf.posluh.hr



## NO SMOKING IN THE PLAYING AREA

### T Mark Hall

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This game was played at the European Go Congress in Strausberg. We played in the schoolyard of the Oberstufenzentrum so that we could both have a smoke. Unfortunately, Bela Nagy resigned even before he got his first cigarette lit.

I have a habit as a player of inviting my opponent to a fight, sometimes when the position isn't good for it. However, in this game it worked to my advantage. There is also the point, shown I think by Black's play here, that you should prepare your fights. If your opponent makes what you think is a weak move, one that doesn't suppress all the aji in an area, don't jump in with both feet. You have to prepare your attack. It may not be too much of a loss if he has to go back and play another move to kill all the aji - that means you get another free move somewhere else.

**White:** T Mark Hall (4 dan)

**Black:** Bela Nagy (5 dan)

**Komi:** 8 points

### Figure 1 (1 – 100)

The first problem comes when Black leaves the group on the side to approach my corner with 23. He said that he played 23 from the side because a move at 24 would be too constricted. However, this means that I am playing towards his group in an area where he would normally expect to make his own eye-shape.

Black 25 then appears to be trying too hard; Black has two weak groups on the board, White has none. White 26 hopes to drive Black out and split 23 and the group on the lower edge apart. Sometimes the greatest fun in Go is having your opponent trying to defend two weak groups at once.

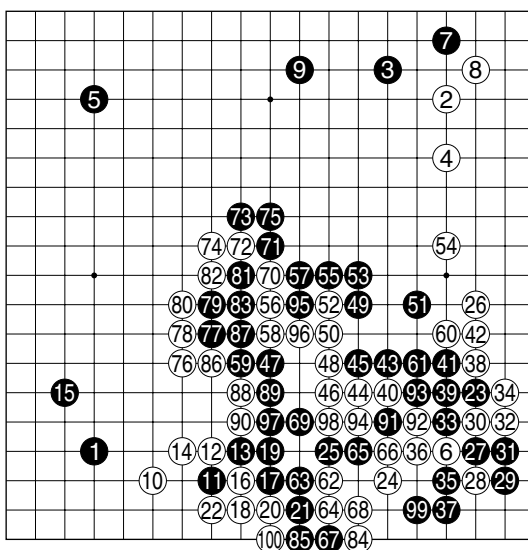


Figure 1 (1 – 100)

After 29, I worked out that I could shut Black into the corner and I hoped to make some territory on the right side. If I could then keep the group on the lower side under pressure, I felt that it would give me a good game.

White 38 is a move designed to tempt Black to fight. The point between 39 and 40 is better for suppressing aji but this would just invite Black to move out with his weak stones at the bottom. Instead of connecting at 39 it would have been better for Black to move out to the centre with his weak group since I would have had to make another move here at some point. As Takemiya says: 'First secure your groups, then attack'.

### Professional opinion

The Korean professional commented that Black 43 should have been the kosumi below 51 because 43 was bad shape, leaving a weakness between 41 and 43. Also, when Black plays 43 and 45 he is pushing me

against the weak group on the lower side and he doesn't do very much for his own group. It is as if he is co-operating in setting up the double attack.

The pro said that 47 should be one point to the left. Another proverb comes to mind – 'Attack from a distance!' The idea is that you play close (and contact moves) more when you are trying to make shape and survive. Moves at a distance tend to surround on a larger scale and don't give a direct target for the opponent to react against.

With 52 and 54 I pushed as far as I felt I could on the right before defending the territory on the right side. 54 also keeps up the attack on Black and he felt it necessary to move towards the centre. Unfortunately for him, this pushes me back towards his other weak group.

White 62 wasn't an attempt to make eyes, just messing up Black's shape here.

The pro said that 69 was unnecessary, since capture of these stones by White would be gote and would only give White one eye. Note that even after 69, Black isn't certain of eyes here. Instead of 69, Black should keep up the pressure from the outside, perhaps at 70 to build up the moyo on the upper side.

### Leaning Attack

Before moving back to attack the lower group, I push again at 70 and 72 to move further out into the centre and left. You can see that successful attacks sometimes depend on the fact that you can push the opponent on the side away from the target, building strength which can be used later.

I thought that Black should play 75 at 79, as a probe. Black then shows that he had made a misreading with 77 onwards and he had to resign.

Black resigns after 100.

## IN THE DARK?

### Oriental Names

In oriental countries, such as Japan, China and Korea, the family name is given first. Cho Chikun would not sound right as Chikun Cho, and so the BGJ usually follows this convention. However for oriental players living in the west their name will usually appear in the BGJ in western fashion, for example Shutai Zhang or Yuki Shigeno; there are some exceptions: Guo Juan and Lee Hyuk sound better with family name first. For added confusion there are also different ways of spelling the same name using Roman characters: Lee Chang-ho or Yi Ch'ang-ho for instance.

### Big Seven Tournaments

In Japan the top three tournaments are Kisei, Meijin and Honinbo. The next four are Judan, Tengen, Oza and Gosei. All are sponsored by various newspapers and are open to all Japanese professionals or all above a certain grade. The largest prizes, 25 million yen (150000 pounds) or more, are in the top three, these being best of seven games (each played over two days). All players also receive a game fee for each game played (starting at a few hundred pounds).

**Tony Atkins**

## BGA MEMBERSHIP SERVICES

### Alison Bexfield ~ BGA President

alison@bexfield.com

In the last journal I explained the outreach activities of the BGA Council. Those are aimed at attracting new members and spreading awareness of the game of Go. However, an equally important part of the Association's activities is that part devoted to member services.

The objectives I set under this section for the year were as follows:

- a smooth hand over to the new Journal team;
- continued production of a quality Journal, newsletter and web site; and
- higher retention rate of existing members.

Other services that the BGA provides for members, for example the Analysis Service and sales of books and equipment, did not have specific objectives.

### A year of change for our publications

This Journal is the third under the new editor, David Woodnutt. I am pleased that David is continuing the high standard set by Brian Timmins, whilst putting his own editorial mark on the publication. The journal is written for you, our members by our members. Please continue to pass feedback to David and the various authors on the types of article that you want to see included in the journal.

This year also saw Jil Segerman take over production of the newsletter from Eddie Smithers. I would like to record my thanks to Eddie for the many years that he devoted to the newsletter. During this time the newsletter proved a reliable and valuable source of information about what had been happening, and was about to happen, in the UK Go scene; it continues to be an important service for members.

Council has periodically debated the subject of moving towards an electronic-only

newsletter. Members have suggested we could save on postage costs by stopping the hardcopy version. However many members wish to receive it in this way so we have no intention of stopping it at present. It is still a minority - albeit a growing one - which prefers electronic mail. A trial is to be run next year of an electronic version. Please contact Steve Bailey (sgbailey@iee.org) to join the trial or request further information.

### BGA web site

Our web pages go from strength to strength under the editorship of Nick Wedd. Our site often proves useful to overseas players as well as UK-based ones; many of the favourable comments we receive come from abroad. Volunteers are now helping Nick by updating specific pages and a comprehensive index of the site has recently been completed by Jochen Fassbender in Germany. New ideas for content and feedback on existing content are always welcomed by Nick.

The site now contains a page that describes the site's policy towards commercial products, advertising and accuracy. If you find any errors, please report them by e-mail to Nick (webmaster@britgo.org).

### Membership retention rate

It remains important that we retain our existing members. We welcome feedback from members as to whether we are providing the services that you want and how we can improve our retention rate.

We are trying to make it easier for members to renew. The membership secretary will inform you directly when your membership is due for renewal. Don't forget that you can take advantage of multiple year memberships (up to 5 years) when renewing, and that you can renew directly at tournaments through any Council member present. Our reciprocal membership arrangement with the

American Go Association is still in place, bringing in overseas members and allowing British membership of the AGA without problems of foreign currency payment.

We hope to work more closely with club secretaries in the next few months to identify ways in which we can make it easier for them to encourage new members and renewals.

My new daughter, Charlotte, has already been enrolled as a BGA member under my family membership. However this is a somewhat slow method of increasing the membership numbers so other ideas are always welcome!

**Advance notice of the 2001 AGM**

Due to my new family commitments, I will not be standing for re-election as President next year. We will therefore be looking for new volunteers for Council and for BGA officers. Please contact myself or any Council member if you are interested, or for more information about what is involved.

If you have any motions for debate at the next AGM please let the BGA Secretary (secretary@britgo.org) have these as soon as possible as we intend to circulate an agenda with the February newsletter, ready for the meeting in Cardiff on 21st April.

**Charlotte Alison Bexfield**

Alison and Simon Bexfield are pleased to announce the birth of their daughter, Charlotte, on 3rd November 2000, weight 6 lb 1 oz (2.75 kg).

Charlotte is not yet playing Go but has already been enrolled as a BGA member under the family membership scheme.

**LETTERS TO THE EDITOR**

**Rewriting History...**

Dear Sir,

Between drafting and typing up the history of the British Go Congress that appeared in BGJ 119, the dates all appear to become incorrect and the reference to seven rounds was attached to the wrong Congress as Francis Roads half pointed out in BGJ 120. The correct text for the second column on page 33 of BGJ 119 is as follows.

...Francis Roads ran the 1972 congress and instigated the Friday night lightning. The Japanese Ambassador was a patron of the event and Games and Puzzles magazine donated subscriptions as prizes. 1973 moved to Scotland for the only time; normally the tournament was six rounds, but in Edinburgh they squeezed in seven. 1974 was in Reading with JAL as a sponsor and a good spread of photographs from the event in the British Go Journal.

Alsager, London, Leicester, Manchester were the next four, the latter having the infamous stolen suitcase incident...

Sorry for any confusion,

**Tony Atkins**

**Last Word?**

Sir,

I stand accused by Francis Roads (*Letters - BGJ 120*) of obscurity in my article on the British Championship. (*Come back when you're Stronger - BGJ 119*)

One reader with none of the background and preconceptions readily identified the issue as inclusiveness. The need for clubs to take active steps to cater for all was addressed by the BGA President on the same page.

I argue, in brief, that the BGA's flagship national event should not have been altered in the opposite direction, to favour the few.

**Charles Matthews**

## MORE MICROSCOPY ~ PART 4

**Charles Matthews**

charles@sabaki.demon.co.uk

This is the final part of analysis of a game Hunt–Fairbairn, based on a commentary by Seong-June Kim. As I write, I can give you the good news that Tim Hunt is now 2 dan; and John Fairbairn 3 dan. For obvious reasons I am unlikely to feature any more of Tim’s games.

### Figure 1 (36 – 51)

Figure 1 takes the game up to play 51. At this point Black is clearly ahead. The black framework in the upper left has become large and requires White’s immediate attention. White did invade it but lost the game anyway.

There is a sense in which Black’s strategy has proved superior to White’s already by the start of Figure 1.

By playing for position on the upper and lower sides, Black has managed a quite adequate trade-off between points on the right side and influence over the rest of the board. This is one aspect of balance in Go. Don’t become so attached to areas initially staked out that you forget the potential of the rest of the board.

### Tesuji

Comments to be made this time are about the detail of fighting on the right side. Black loses not a second in missing a tesuji at 37.

Black had the more interesting choice at this point of the contact play 1 in Diagram 1. This may work either to remove White’s base or to cut White, depending on the reply.

If in answer White simply draws back at 2 in Diagram 2, Black

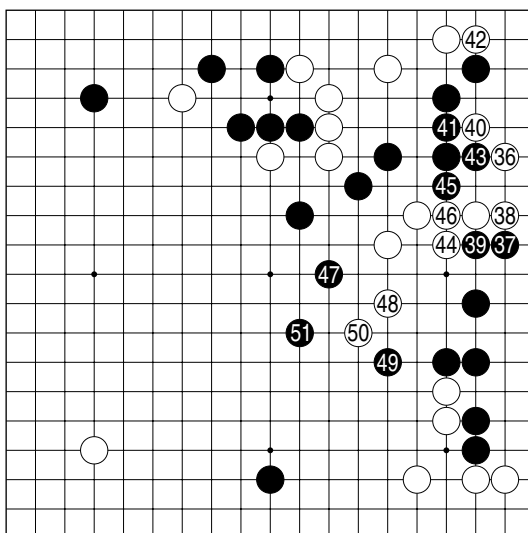
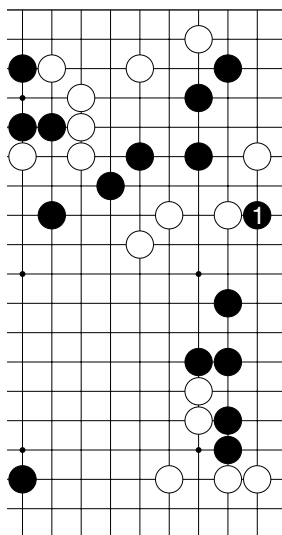
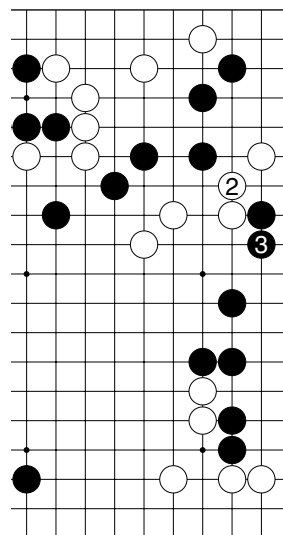


Figure 1 (36 – 51)



□ 1

Tesuji



□ 2

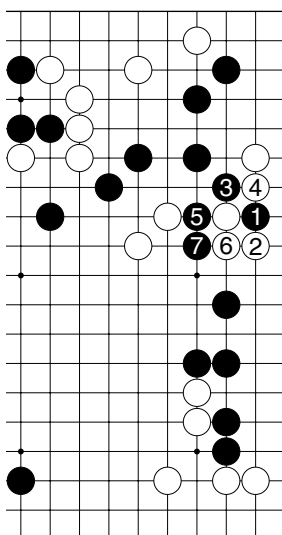
Good for Black

will also draw back with 3 there. The gain to Black from this exchange is quite plain, so that reply for White can be ruled out.

### Cut

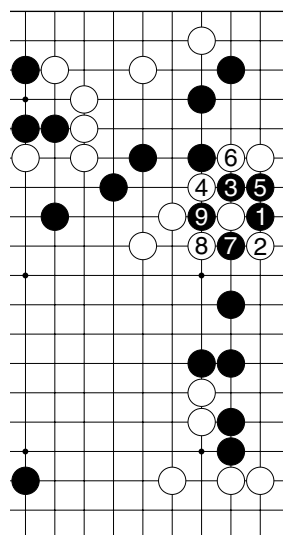
White 2 in Diagram 3 looks like the correct answer, whatever happens next.

Then, Black 3 is strong. If Black is allowed to cut through in the fashion shown here, he again gets a good result. The position is favourable for Black to develop central territory because the black formation in the lower right has good shape. Therefore White is quite likely to consider the resistance line shown in Diagram 4.



3

Cut



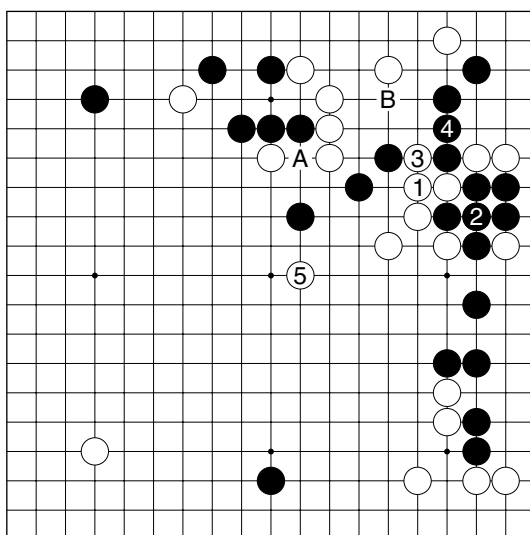
4

Ko

### Ko

Diagram 4 is an interesting excursion away from standard shapes. Up to 9, a ko fight has arisen. At this stage of the game there seem not to be ko threats large enough for the ko to be fought out.

Diagram 5 shows the probable continuation; Black takes definite side territory, while White hopes for profit from the three weak black stones in the centre. If you think about the weaknesses in White's position that Black may create with plays at A or B, you may reasonably conclude that White has a tough task.



5

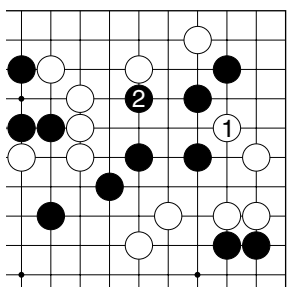
Continuation



## Peeps

The other comments on the fighting concern the peeping plays of White 40 and Black 45. Both are subject to criticism.

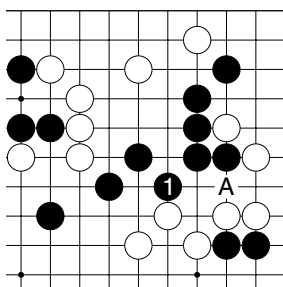
In Diagram 6 we see how Black could have answered White 40 in a less passive



□ 6 Good shape

fashion. Black 2 there makes good shape and is hard for White to ignore. It appears therefore that both White's peep and Black's answer were mistakes.

Diagram 7 shows a better shape for Black 45. It does



□ 7 Multi-purpose

more positive work for Black's shape. It also has an excellent follow-up at A which threatens a cut by ko, and also to mangle White on the right edge.

## Summary

After 51 in Figure 1 there are still unsettled groups on the right side but White is in more trouble than Black there. Since Black also has better global prospects in the game, it does look as if the tide is already running strongly in Black's favour.

Good luck in the future to both players at their new grades!

## TEN YEARS AGO

### Tony Atkins

Alison Cross, an art teacher from London, appeared on the Times newspaper women's page on 12th October 1990. She had been the winner of a hastily organised women's tournament. This win qualified her to play and come 19th in the second World Amateur Women's Tournament in Japan. The following day, Saturday 13th October, an Anglo-Japanese Friendship Go Match was held at the Montcalm Hotel in London.

Japan won 2-1, but the presence of professionals Takemiya, Miyamoto and Saijo raised the British spirits. Later both Alison Jones and Sylvia Kalisch won in the simultaneous display, against Takemiya. The Brits got revenge later in the year in a regular Anglo-Japanese match, when they beat the Nippon Club by a comfortable margin.

The 21st Wessex Tournament was celebrated by a birthday cake and the launch of the new

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Fred Guyatt Trophy for 13x13. Since 1970 the Wessex had grown from 26 to 126 players. Winner in 1990 was Edmund Shaw on a close tie-break. The Bournemouth Tournament reappeared on the calendar in November and was won by Alex Rix. The West Surrey Teach-In moved to Guildford's Surrey University. The following day's Handicap Tournament was won by Stuart Barthropp.

Matthew Macfadyen held on to the British Go Championship, beating John Rickard 3-0. This was good practice for John though, as he was to be the UK representative at the World Amateur in 1991.

A round up of 1990 Go in Britain can be found on the BGA web site at:

[www.britgo.org/history/1990.html](http://www.britgo.org/history/1990.html)

## BOOK REVIEW ~ GALACTIC GO VOLUME 1

**Alan Barry**

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Subtitled *A Guide to 3-Stone Handicap Games*, *Galactic Go* is the first volume of a projected 4-volume series on 3-stone handicap games. Like its predecessor, *Cosmic Go*, which dealt with 4-stone games, it continues the stellar allusion to Takemiya's large-scale style based on the handicap points and the perspective of the weaker player is assumed throughout. As White has the opportunity to play first in the empty corner in 3-stone games, josekis take on considerably more significance, accounting for the authors' intention to produce separate volumes based on White's first move and Black's reply.

This first volume deals with a White first move at the 3-4 point and a Black small knight's approach. Each of the 20 chapters covers a game, describing first a joseki or josekis and then a series of 'Black to play' problems in the middle game. The josekis are predominantly of the internecine variety with White usually making a wide pincer to prevent Black from settling himself easily in front of his handicap stone, and then Black counter-attacking just as aggressively. In common with several other books on handicap Go, Black is encouraged to attack from the start which, in this case, means that the josekis chosen are pretty complicated and this book is addressed to stronger players in the 4k – 4d range.

The middle game problems, on the other hand, I felt were standard single-digit kyu material: 'direction of play', tesuji, life and death, shape, oba (big points) and general positional problems. Problems relating to some frequently recurring local situations in handicap games and choosing the largest sanrensei, I found particularly useful. The games usually proceed with Black making a sub-optimal move and, even though these games appear to be contrived, I couldn't help wondering how Black could

be playing such weak moves in the middle game and yet choosing complicated joseki such as the taisha.

This was the main weakness of the book, I thought. Someone who felt comfortable with many of the josekis in *Galactic Go*, and wasn't just playing them from rote memory, would be too strong to find much of the material on the middle game stimulating. Conversely, someone of around about my strength (4 kyu) would probably get more from the sections on the middle game. *Galactic Go* does not purport to be a joseki tutor; indeed, the reader is referred to established books on joseki such as Ishida's *Dictionary* and though there are variations which either go beyond or do not appear in Ishida – notably in connection with the taisha and the 4-4 contact play which are dealt with in detail – there is none of Ishida's lucid exposition. On occasion, josekis are described with what looks like an attempt to imitate Ishida, by including un-annotated excerpts from professional games.

The design of the book is certainly the best of any Yutopian book I've come across. Gone are the oversized diagrams and the sometimes out-of-place text. The layout is mainly in two columns with diagrams perfectly aligned with appropriate commentary - useful for concealing the answers to problems - and the book has a distinctly professional appearance. Unless, however, you are a strong player with a firm foothold in the labyrinth of joseki who happens to play a lot of 3-stone games, I am doubtful as to exactly how useful *Galactic Go* might be. Something for everyone in the 8k-4d range, say, but perhaps not a lot for any particular level of ability.

*Galactic Go* is by Sangit Chatterjee and Yang Hui ren and is published by Yutopian Enterprises.

## PUNTING PARTY GAME

### Seong-June Kim

This game was played between Liao Xingwen (Black, four stones) and European Champion Lee Hyuk 7 dan. It was on a rest day of the Mind Sports Go events in August; to celebrate that, and my daughter's third birthday, I invited a distinguished party also including Liu Yajie and Shigeno Yuki to Cambridge, to go punting. This game took place afterwards, the venue being the carpet on Charles Matthews' living room floor, earlier home to some Subbuteo practice by Xingwen. In the light of the casual nature of the game and the fact that he's only six years old, my comments may seem to be unduly critical. However his level is already that of a good BGA 3 dan and it is interesting to see what a potential top star still has to learn.

**White:** Lee Hyuk

**Black:** Liao Xingwen (4 stones)

#### Figure 1 (1 - 30)

6 is good, but playing one below at A might be even better: it attacks White 3, the heavier of the stones, more severely, and White will be inhibited from invading at the 3-3 point in the upper left.

10 is a normal idea, but I prefer Black at 11. If White answers at B, there is no problem. Otherwise White as in Diagram 1 still needs a play like 4 to patch up.

White 11 leaves Black the double peep at C but that is and remains a bad style play, though naturally both players had to be mindful of it.

12 is correct, in my view. Another option here, that simplifies Black's task, may be seen in *More Microscopy Part 4* on page ??.

13 I don't in general want to criticise my old friend Lee, but the other contact play at E

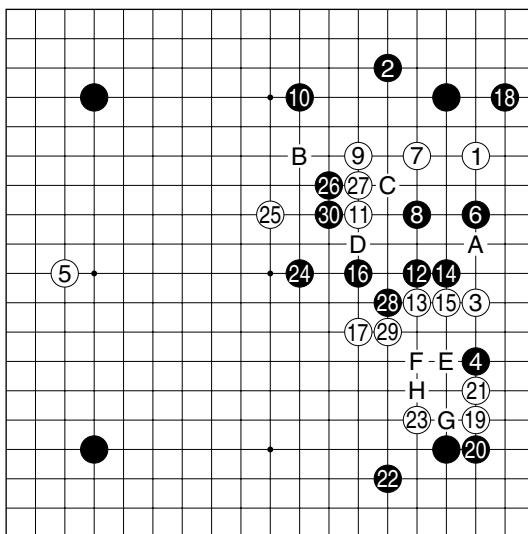
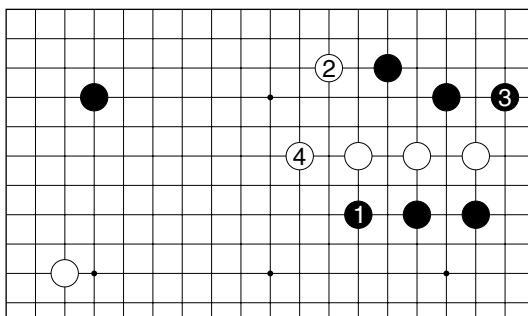


Figure 1 (1 - 30)



□ 1

does less to help Black out into the centre, where he is anyway headed.

14 No, Black should just jump out. The 14/15 exchange is aji keshi.

17 is a slight overplay, leaving Black the peep at F, but White is short of good plays.

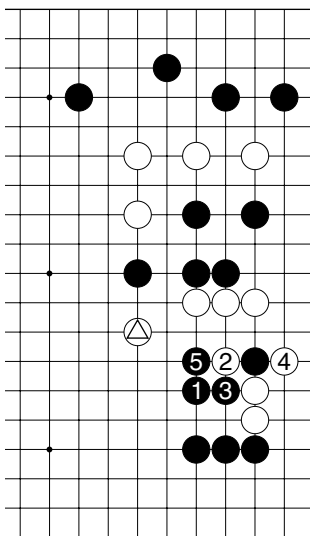
18 lacks whole board vision. The centre is currently the interesting area, and White can't contemplate invading this corner yet. The central fight is 'one weak group between two', which should work out fine for Black. Now White 19 has to be quick about it, before Black peeps at F and makes

this invasion much harder to play. Black 20 would be better at G.

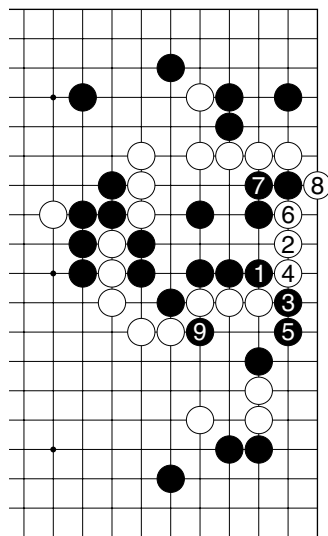
22 is a poor choice; H is a definite improvement. In Diagram 3 White's connection to the marked stone has become tenuous.

White 23 is really too good to allow. Black 24 is a good point, but now that White is settled below Black's plan seems less consistent.

Black 26 and his following two plays are consistent and sharp, but really too aggressive (and 28 is a loss). At this point in the game Black should identify the upper side as the interesting area, and treat 26 more lightly. The good plan is to develop territory at the top by attacking White's remaining weak group at a safer distance. Simply jumping once more in the centre would be adequate.



3



4 Black 1 is strong. If White jumps in to grab the key point with 2, he has no answer to the hane of Black 3 because of the cutting point at 9.

**Figure 2 (31 - 63)**

33 is a dangerous way to play, because of 34; but it is amazing to see this strong cut actually on the board. After White 37 it seems that Black has lost the chance to peep at 56, a question of timing. Black 38 is strong, but as Black plays to live on the side (now the chance to connect at 41 has gone), he seems to go astray at 42. Normally taking this key eye shape point is good, but here Black could have followed Diagram 4.

The sequence 54 to 63 may seem to be enough for Black but, in fact, that's a big mistake in positional judgement.

In answer to 53, I think Black should handle the position as in Diagram 5.

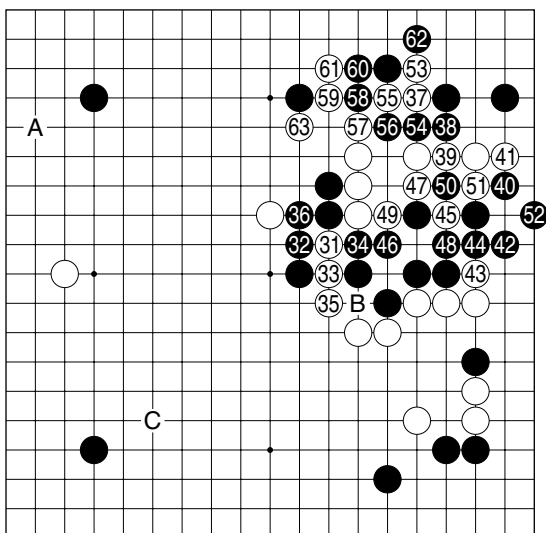


Figure 2 (31 - 63)

Perhaps learning to compromise comes hard. As it is, I think half the handicap advantage has gone, as White makes excellent shape with 63.

**Figure 3 (64 - 100)**

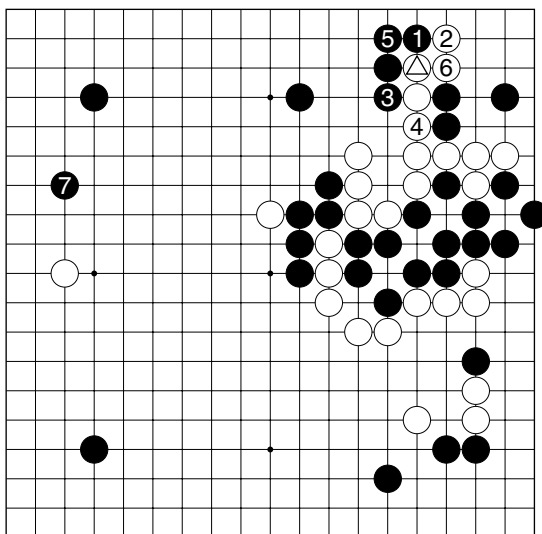
Black's plays from 64 to 100 don't lack punch but they can be criticised, objectively speaking. Black 64 should help the upper left, admitting that these central stones might need to be sacrificed. Black 66, and to some extent 84 also, are too territorial. I feel a strong player just plays 84 at 89 and awaits White's defensive play in the top area before deciding what to do next. Black 92 might be immediately at 94. However 100 is strong, making 99 look somewhat like an overplay, so it's not all one-way traffic.

**Figure 4 101 - 150 (1 - 50)**

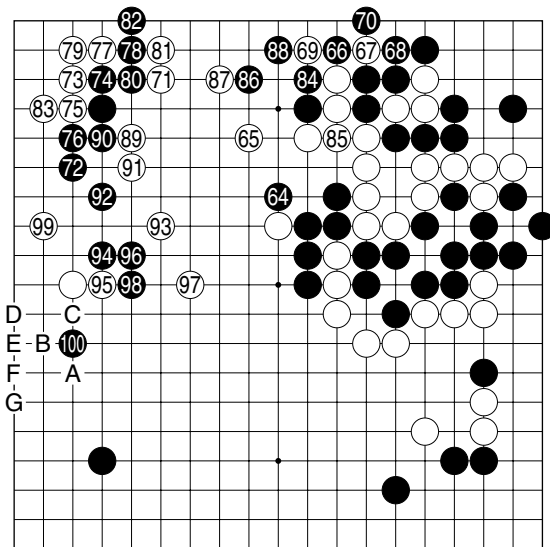
The plays in Figure 4 do pretty much settle the issues at stake in the central fighting. Black does well overall to connect at 26, giving up a few stones (Lee said afterwards he'd not read everything correctly). On the way there are some points of style, by no means unimportant. The timing in the fight on the left-hand side goes amiss for Black. There, Black A threatening the corner should be played before White connects under. Black must definitely play B before 26, though it is hard to see White actually being able to fight the threatened ko. As far as direction goes, I feel 38 at 39 must be better. Black 44 needs to be at C, to hamper the trickery with 45 and 47.

**Figure 5 151 - 207 (51 - 107)**

Figure 5 shows White making up ground, bringing the game to a very close finish. To manage that, White does have to dig deep in the handicap player's bag of tricks (Lee spends his



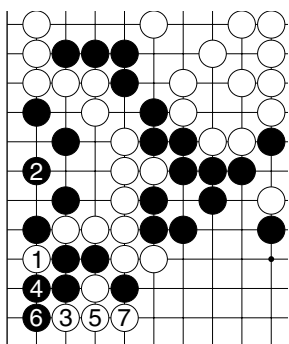
**5** If Black can conceive of giving up the corner in this way, he can regain strategic control up to 7, with his central stones contributing to the framework across the upper side, rather than becoming a defensive burden as in the game.



**Figure 3 (64 - 100)**

Go-playing evenings in Moscow playing games with the locals on a few stones).

White 57 is a try-on. Black should answer at 61. What happens in Diagram 6 isn't a serious loss for Black. White's gain with 61 was perhaps a surprise to Black, who may have expected it one to the right but the ko left behind with Black A, White B, up to Black G, is too hard for Black to



□ 6

win, since it gambles with the whole black corner. Liu Yajie thought that the outcome in this corner decided the game, though I believe in points terms Black still leads after coming back to 78. White is really counting on being able to squeeze more out of an attack on the central black group. It is bad luck that the stylish play Black 70 becomes a loss after the threats 71 and 73. White tries further fast footwork with 101, considering he has a rather thin group over there on the right.

The final piece of action took place in the lower right. White 101 sets up a ko on the side, with the double aim of breaking into Black's corner and cutting with 107. For the latter White must win the ko, to avoid shortage of liberties. Black probably abbreviated the ko too readily by connecting with 106. However this marked the end of the interesting events in this game (the record stops at 108). White eventually won by 5 points.

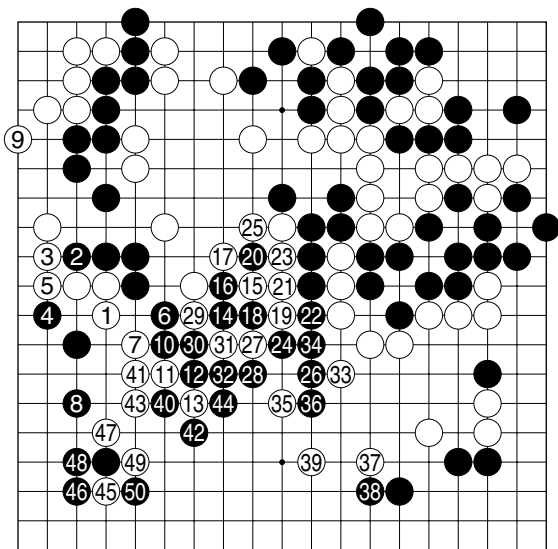


Figure 4 101 – 150 (1 – 50)

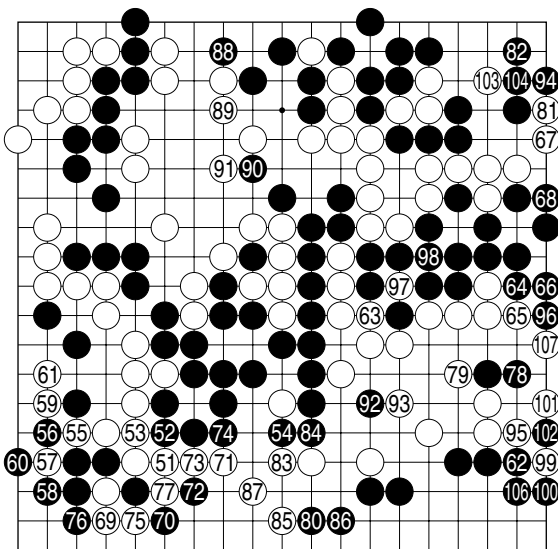


Figure 5 151 – 207 (51 – 107) 105 takes ko at 99

My overall comment: this is an exciting game that Black could have won easily, by sacrificing a single group.



## MIND SPORTS OLYMPIAD ~ A DIARY

**Tony Atkins**

ajaxgo@yahoo.co.uk

### Friday 18th August

The fourth Mind Sports Olympiad (MSO) was about to start the next day, but already media interest in the event had started. The Times newspaper featured an article headed *It's all Go for Chinese Prodigy* and showing a small Chinese boy sitting on a pile of suitcases at Heathrow Airport. This was six year old Liao Xingwen, from Guilin, who had come to the MSO as a guest with his teacher Liu Yajie. John Fairbairn met them on his China trip last year and made the suggestion to invite them over; Liao was previously pictured in BGJ117. Too young to attend school yet, he spends nearly all day at Go and is going to be a very strong player one day, if not a world champion. The big question was how strong was he this year, only the MSO would tell.



Matthew Macfadyen and Des Cann playing their first game in the British Championship Match, held at the Mind Sports Olympiad.

### Saturday 19th August

This year the MSO moved to another venue and the best yet. Alexandra Palace, the birthplace of British television broadcasting, is situated high on a north London hill, surrounded by parkland, with wonderful views of London. The exhibition centre has suffered several times from fire but the current restoration has left a very pleasant set of halls. The MSO used the West Hall and the Palm Court foyer – a future target would be to expand into the enormous main hall. The BGA arrived early to set up its teaching area and was already teaching beginners when Magnus Magnusson made his opening speech with organiser Tony Buzan. Thanks to a sponsor and early commitment to the event by the BGA, there were cash prizes for the Go events, unlike most other games, so a good turn out by the 7 dans was expected.

The main BGA event that day was the start of the British Championship Match, held in a quiet upstairs room. Matthew Macfadyen won the first game by 4.5 points. It was an exciting game with the 6 dan opinion being that Des Cann was winning at one point in the game. The game record was posted on the MSO website with comments by Seong-June Kim.

Main media interested focused on Liao. The Guardian pictured him sitting in a large chair with the title: *Go getter Young master exhibits prowess in ancient art* and Radio 4's Today programme featured an interview. Liao played Mick Reiss's computer Go program Go4<sup>++</sup> in two demonstration games. He won first in an even game by resignation and then later by 16 points giving the computer a 9 stone handicap. Sky TV News broadcast bulletins from the MSO throughout the day, including one showing the BGA British Championship team adjourning for coffee, again featuring Liao.

## Sunday 20th August

In the West Hall there were 700 junior chess players plus hangers-on and the BGA's area was right outside the main hall doors so the team of volunteer teachers was soon swamped with requests to learn the game. Many coming to learn had seen the media coverage. Professional player Yuki Shigeno had flown in from Milan and was eagerly joining in the teaching.

There were three Go events scheduled. Matthew Macfadyen won the second game of the British Championship title match by resignation to lead Des Cann two games to none. The morning tournament was the Lightning attended by 24 players. Gold medal and £500 was won by Lee Hyuk (the 7 dan Korean from Moscow) with 7/7. Seong-June Kim (6 dan Cambridge) was second on 6/7. Liao Xingwen and Tim Hunt (2 dan Cambridge) both finished on 4/7, with Xingwen taking the bronze medal on tie break. Other prizes went to Simon Bexfield (1 dan London) with 6/7 in the McMahon section, Shawn Hearn (10 kyu Berks Youth) with 5/7, Alistair Brooks (22 kyu Swindon) the youth prize with 4.5/7, Chuck Smith (30 kyu) with 6/7 and Mark Stretch (30 kyu) the beginner's prize with 4/7.

The afternoon Youth Tournament had 13 kids from 3 dan to 30 kyu and 6 to 17 years. Ordering was full board result followed by 9x9 percentage result. It was won by Liao Xingwen with 2/2 + 75% (giving him gold and £250 to go with his bronze medal and £200 of the morning). Second Jimmy Mao (1 kyu Bristol) and third was Tom Blockley (3 kyu Worcester). Under-14 winner was Adam Eckersley-Waites (10 kyu Cambridge) with 2 + 80%, Under-12 was William Brooks (8 kyu Cambridge) with 100% on 9x9 and Under-11 was Paul Blockley (25 kyu Worcester) with 2 and 67%. Frank Prager's 100% on 9x9 was unfortunately not good enough for a prize because of the ordering used.

## Monday 21st August

The only Go event this day was the third and as it turned out final game of the British Championship. Matthew Macfadyen won by resignation. He therefore wins the title British Champion for 2000; the 16th time and the fourth in 4 years. For the rest of the week, Adam Atkinson and the teaching and sales stand moved from the centre of the Palm Court to a spot under a palm tree towards one end. Will we ever know how many of the palm tree's population of spiders learned to play Go? Anyway with not much going on there was the chance to wander around and see what other groups were up to. Poker, Bridge and Chess always seemed to have something happening and the European Shogi Championships were taking place in a side room decorated with greek heroes. Unfortunately for Go these other games were attracting players who might otherwise have been sitting at the Go boards - Harold Lee at Poker, America's Larry Kaufman and France's Mr. Uno at Shogi. Other Go players were seen during the week splitting their time between Go and other games - such as quizzes and thinking problems.

## Tuesday 22nd August

The computer Go event in the Mind Sports Olympiad was played as a double round-robin, with each pair of programs playing twice, with colours reversed. Time limits were 60 minutes each, with no overtime and Chinese (area) rules were used. The clear winner, with ten wins out of ten, was Professor Chen Zhixing's GoeMate. Dr. Michael Reiss's Go4++ (sold as Go Professional 3) was second; its only losses were to GoeMate, one of them by only half a point. Hiroshi Yamashita's Aya was third, losing games to GoeMate and to Go4++ and losing one game to Bruno Bouzy's Indigo. Tristan Cazenove's GoLois lost all its games, despite achieving several won positions. It was running on a laptop computer and was

programmed to keep within the time limits by speeding up, playing much worse. Given more time, a faster processor, or more memory, it was thought it would have scored much better. The guests, including Liao Xingwen and Yuki Shigeno, spent a day punting in Cambridge and helping to celebrate the third birthday of Seong-June Kim's daughter.

### Wednesday 23rd August

The first two rounds of the Open tournament took place, 38 players took part in this, the main event. Liao Xingwen lost in round one to Matthew Macfadyen (6 dan Leamington) but won in round two against Francis Roads (4 dan Wanstead). The four 7 dan players were winning as expected: Guo Juan, Lee Hyuk, Shutai Zhang and Du Jingyu, the Chinese from Germany. The crunch games were expected to take place on the Thursday.

### Thursday 24th August

The second day of the three-day Open saw Guo Juan, the 7 dan former Chinese lady professional 5 dan, now from the Netherlands, as the only one to survive to day 3 unbeaten, beating Lee and Du Jingyu. Shutai Zhang, visiting from China, lost to Du.

### Friday 25th August

The Open swelled to 40 players for its last day. The medal placings ended up: Gold and £2000 to Guo Juan with 6/6; Silver and £1200 to Zhang Shutai with 4/6 (having lost to Guo in the last round); Bronze to Lee Hyuk also with 4/6. Others on 4/6 were fourth-placed Du Jingyu (7 dan), fifth Geert Groenen (6 dan Netherlands) and sixth Chen Zhixing (5 dan). Prizes for 4 points went to UK players Paul Margetts (1 dan), Andrew Morris (1 kyu) and Tom Cooper (15 kyu). Highlight for many, of course, was the small Chinese boy, Liao Xingwen beating Des Cann,

the recent British Championship Challenger. However, he beat neither the British Champion nor Du, ending on 3/6.

### Saturday 26th August

An all day Rapid Tournament attracted 42 players, including a party of Koreans who were winners at the Korean MSO, but didn't arrive in time for the Open. Winner was one of these: Moon Il Do, whose 6/6 earned the gold medal and £750. The Silver went to Du Jingyu with 5/6 and the Bronze to Lu Jinqiang on tie from Guo Juan (both 4/6). Also on 4/6 were Wang Xang Dong and Zhang Shutai. Prizes for 4/6 went to Jim Clare (3 dan), Alison Bexfield (2 dan), Tristan Cazenove (1 kyu France), Sue Paterson (2 kyu), Alexei Nemolovskii (2 kyu Ukraine), Frank Prager (8 kyu, Youth winner) and Nicola Hurden (12 kyu).

### Sunday 27th August

10 pairs joined in the first MSO Pair Go Tournament. Pairs ranged from 7 dan to 10 kyu and were from China and UK and also multi-country pairs such as the German from London playing with the Korean from Russia. The results started off as expected:



Photo: Tony Atkins

Sylvia Kalisch & Lee Hyuk play Liao Xingwen & Liu Yajie in the Pair Go Tournament at the MSO.

Gold to Guo Juan & Du Jingyu (7 dan), Silver to Sylvia Kalisch & Lee Hyuk (4.5 dan) but Bronze to Alison Bexfield & Simon Bexfield (1.5 dan). This was after a play-off against fourth placed Liu Yajie & Liao Xingwen (the result being determined by a half a point and a few clock seconds). Prizes in the lower division for 2/3 went to Anna Griffiths & Tony Atkins (3.5 kyu) and Nicola Hurden & Shawn Hearn (10 kyu). The Times Crossword Competition London area heat contained a few Go players such as David Vine and John McLeod.

### Monday 28th August

The last Go event at the Olympiad was 13x13. Nine players took part in the novices competition (a non-medal event): 1st Tom Cooper (13 kyu) 5/5; 2nd Vojtech Hrabal (16 kyu) 4/5; 3rd Lene Jakobsen 2/4; Youth prize to Lasse Jakobsen with 4/6. Four of these players joined the 18 players in the top section for the afternoon. The prize money

for first and second was shared. Gold was Guo Juan (5/6); Silver was Lee Dong Hwan (aged 13 from Korea) (also 5/6 equal on SOS); Bronze was Lee Hyuk (4/6); 4th was Moon Il Do (4/6); 5th was Seong-June Kim (3/6 best SOS). Prizes for 4/6 went to Tatsukomi Hiroyoshi (1 dan Japan), Bill Streeten (3 kyu), Stephane Nicolet (7 kyu Swiss). The Novice prize went to Vojtech Hrabal (Czechia).

So the fourth and largest MSO came to an end. The Go stand was packed up and the players left hurriedly so the Czech folk songs and the closing ceremony were missed but it will all be on again next August at the same place. Unfortunately we could not say goodbye to Liao Xingwen as he did not come to play on the Monday, probably because small boards are for children, but we expect to see much more of this child prodigy in the future.

### LADDER? WHAT LADDER?

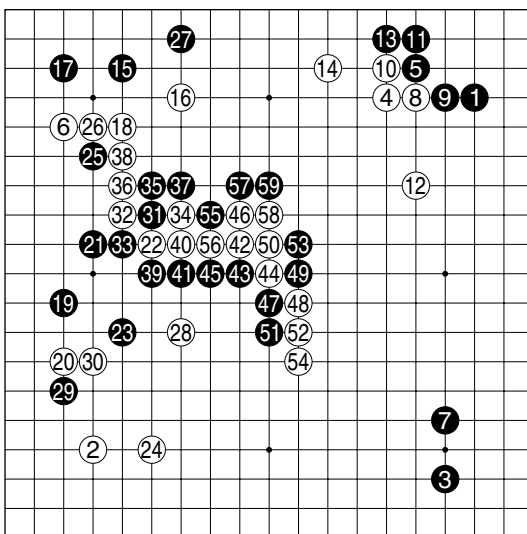
Figure 1 shows the first game of this year's Honinbo match. It appeared in the September issue of *Wei Qi Tian Di*. White must have been very surprised not to say despairing on reading out the ladder after Black 59.

*Wei Qi Tian Di* is the main Chinese Go magazine and comes out monthly. While only available in Chinese, it is still very interesting and contains many commented games from the major tournaments. *Wei Qi Tian Di* can be obtained by subscription from:

Guanghwa Company Ltd,  
7 Newport Place,  
London WC2 7JR.

Annual subscriptions keep going up but the last one was £28. Guanghwa also have a web site at:

[www.guanghwa.co.uk](http://www.guanghwa.co.uk)



**Figure 1** Honinbo Title Match Game 1  
White: O Meien Black: Cho Sonjin

# BRITISH CHAMPIONSHIP 2000 ~ THE TITLE MATCH

**Matthew Macfadyen**

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## Championship Game 1

**White:** Matthew Macfadyen

**Black:** Des Cann

Komi for the games of the Title Match was 5.5 points

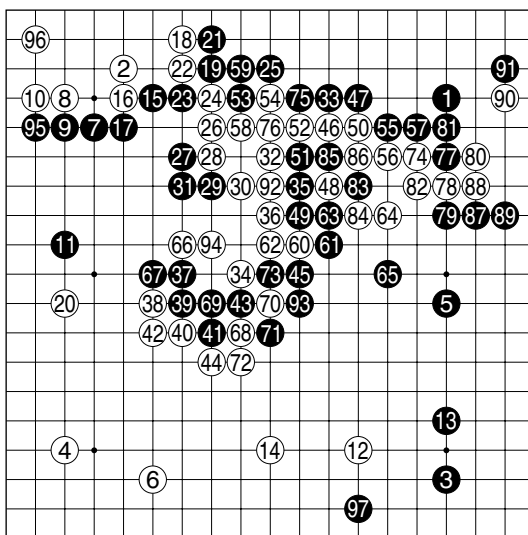
**Figure 1 (1 - 97)**

The game begins to take shape with Black 15. Des is going to pay what it costs on the left to build a large central position. My cut with 22 and 24 raises a further clutch of issues. Is this a weak group subject to profitable attack, or a strong base for counterattack? Is the black group in the upper left safe or can it be reduced in sente? in particular: is the second line blocking / crawling move to the left of 9 sente for either side?

Up to 36 I decided that my group had become strong enough to act as a launching pad for further operations, but this was a bit optimistic. The sequence to 44 goes a long way towards surrounding the entire lower left area, but this is neither completely secure nor obviously big enough.

Des could have played from the other direction at 45, chasing my group into the area where neither side stood to make territory. But in that case the right side would be large enough and loose enough to invade. In the game sequence, Black got to play moves like 47 and 57 securing his territory without having to spend moves doing it. The game is flowing well for Black.

As soon as my weak group started looking alive, I return to securing the lower area, but this is all becoming very hard work. Des returns to the attack with 79 and is able to make progress towards surrounding the lower right on a huge scale.



**Figure 1 (1 - 97)**

Black 95 is the last chance to play this important point, and then Des tries to start the endgame with 97.

**Figure 2 97 – 184 (1 – 88)**

At this stage the game is looking like a 10 point win for Black, and it may well have turned out that way if I had not spent four years losing title matches to Zhang Shutai. The vital lesson here is that, if you seem to be losing the game it is a good idea to try playing a different game. So the expansion of the lower left area has to be left alone, and something stirred up on the right.

Up to 8 I establish a live group in the corner, but then a small glint of light appears when Des tries to play a sente move at 9. In order to force me to make the eye at 20 he has to hang on to the centre stones which might easily be better sacrificed later on.



Black 21 had definitely better shut the bottom corner in with 29. things become confusing after 28.

Up to 41 I was able to capture three stones in sente and there is still the option of living in the bottom right corner, though the double sente moves at 42 and 43 come first.

Black 49 is a clever move, covering the immediate threats on the left while also killing the corner, but now Black has become thin in the centre.

The last big decision is at 63, where Des can look after the upper left group (play 76 for example) and let me in to the lower right. neither way seems quite big enough.

The sequence from 68 to 88 is crude but effective. Now Black does not have enough territory.

Des kept control of this game almost all the way through. it only required a little more spare energy at the point where I was reduced to speculative boat rocking.

White wins by 4.5.

## Game 2

**White:** Des Cann

**Black:** Matthew Macfadyen

This game was surprisingly one sided after the close tussle of the day before. Des started to get into trouble very early on, with a succession of very slightly inaccurate moves making things a little too easy for Black.

### Figure 4 1 – 121 (overleaf)

White 14 should be one line higher, then Black is puzzled as to which extension to make from below.

White 16 should be in the other direction, pointing towards Black's wider and more attackable position.

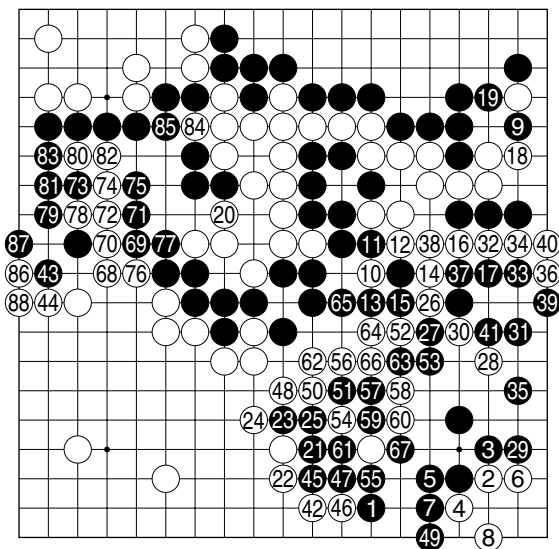


Figure 2 97 – 184 (1 – 88)

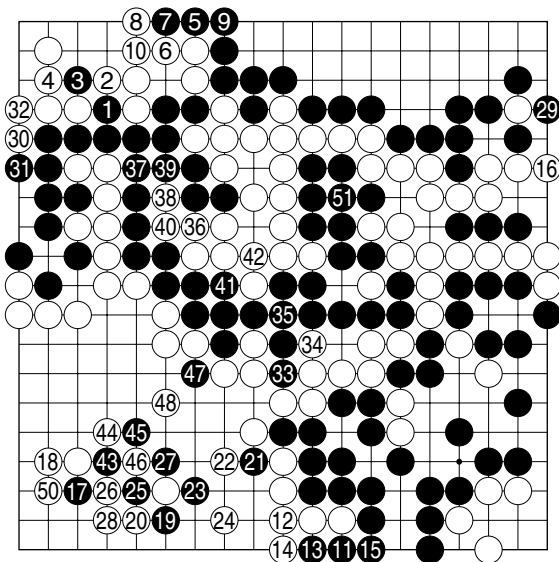


Figure 3 185 – 235 (1 – 51)



White 20 is good. The black positions above and below both look fairly solid, but White will probably have to wreck at least one of them to get back into the game and building a strong position in the area where you expect to fight later is the key to a successful opening.

White 24 starts a fight. This is not unreasonable, but...

White 30 is far too slow. This connection makes a heavy group which comes under immediate attack. Better is to start the ko immediately, planning either to make this white position big, or to do damage elsewhere while taking a local loss.

White 36 is another slow move. The corner could not actually be killed.

Black 43 does not capture the five stones cleanly, but White has no time to rescue them.

White has taken a big loss on the upper side, and needs a big gain on the left to compensate, but when I was able to establish a reasonably safe group on the left side in sente up to 72, the game became hopeless for White.

Des struggled gamely, trying to find useful things to do in three different areas with 76, 78, 80 in the hope that they might somehow combine.

I just rushed around patching up weaknesses as fast as possible, and there was nothing left to do by the time Des resigned at 121.

### Game 3

Playing 6 hour games on three successive days is hard work. Des had a difficult game plan to devise here, needing to keep the game close enough early on as well as retaining enough energy to play a tight endgame if need be.

**White:** Matthew Macfadyen  
**Black:** Des Cann

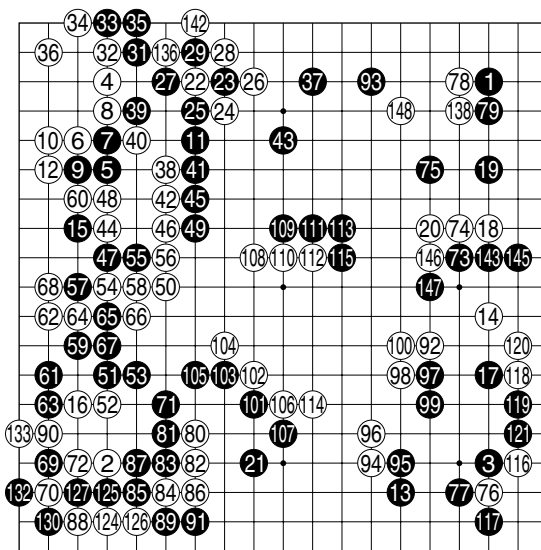


Figure 4 1 – 121

### Figure 5 1 – 72

The game started with both sides sketching out half of the board.

Black 13 looks a little odd; it does not really secure the right side and does not expand the centre as much as possible. The normal idea would be to play on or near the centre spot.

White 14 was not really a good move. Guo Juan thought that things could have been harder for White if 17 had played hane round the white stones, making sure they could not escape to the centre.

The sequence to 34 looks natural enough, but the result is far too good for White. The invading stones have access to both sides and to the centre.

Black 35 and 37 attempt to shut White in but this is not possible. Des was overheating a bit here. There are still various ways in which White might be attacked later and it would be better to leave the attack and get started on some invasions of his own.

The sequence to 52 just about wraps up the game. The white invasion has been a

complete success. Now Black has to find something even better on the white side.

**Figure 6 73 – 174 (1 – 102)**

Black 73 (1 in Figure 6) is a spirited play, keeping open the option of several possibilities for invasion, reduction and attack.

If the game is to work for Black, then there will need to be some stage at which White is struggling to survive.

There is no point in pulling out the black cutting stones at the top until at least one of the white side groups is small enough to be counterattacked. With 1, Des hopes to keep the white lower corner stones busy enough that some sort of attack can be mounted on the left side stones later on.

White 2. I decided to look after the upper area first.

White 28 is greedy. I was trying to defend my weaknesses by creating attacking possibilities against the black wall in the centre but the game could be won from here by playing simply.

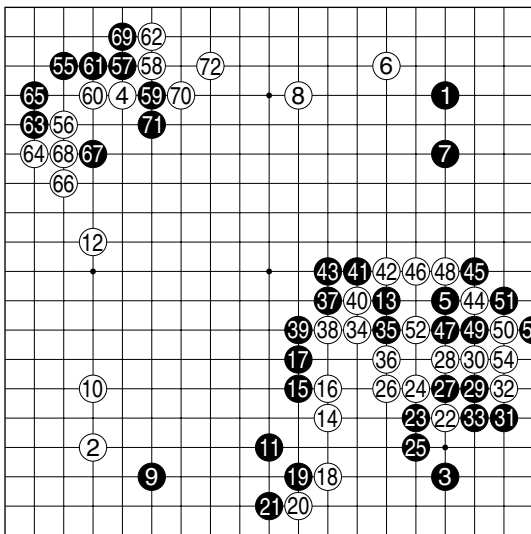
White 36 cuts off a third black group in this area and none of them is securely alive. Probably something will turn up and Black will collapse, but both sides are taking risks.

Black 53 is not sharp enough. Des has spotted that the big white group on the right is still not completely alive and wants to keep it that way, as well as rescuing the lower stones, but this stone has to be at 126 immediately.

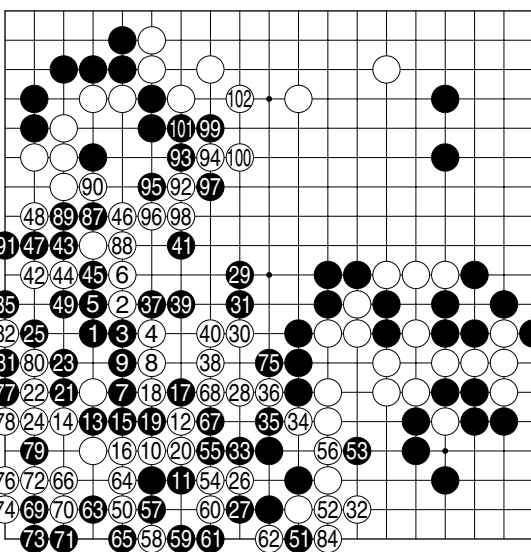
Black 69. A nice big capturing race to finish things off.

White 86, which connects at 51, is not necessary, but it is sufficient.

Black tries a speculative cut at the top and finds several more unfavourable capturing races, but nothing works.



**Figure 5 1 – 72**



**Figure 6 73 – 174 (1 – 102) 86 connects at 51**

Des made a very good job of finding complications in an unfavourable position in this game, but there was a bit too much to do after the successful white invasion early on.

## COLLATERAL GAINS, COLLATERAL DAMAGE

**Simon Goss**

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Figure 1 shows the opening of a game played by Hashimoto Utaro (Black) and Fujisawa Shuko (White) in January 1955. The position reached at the end of the figure is the one chosen by Des Cann as the starting position for the Fuseki Follow-On Tournament in Guildford in July this year. There were four rounds in the tournament, each player playing this position twice as Black and twice as White.

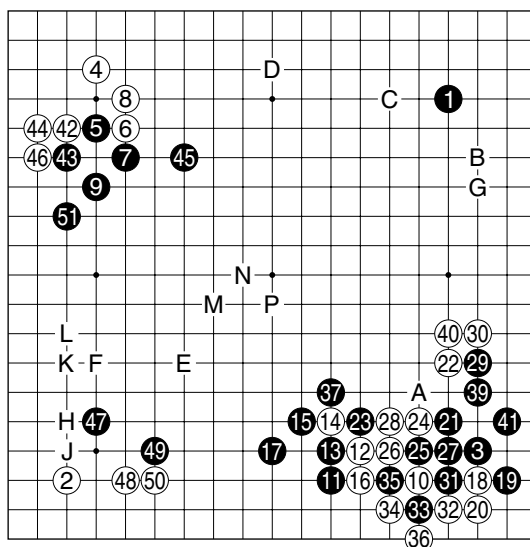
Before the first round, the players had a few minutes to study the position and decide on their approaches. We'll have a look at what they came up with and at how the professionals played. Before reading on, you might like to decide how you would play.

### Professional Opening

In the opening, Fujisawa began with a 3-3 point, played a low approach move at 10, and played for solid territory in the sequence from 42 to 51. In contrast, Hashimoto began with a 4-4 point, played a high approach move at 5, and played for outside influence in the sequence from 42 to 51.

White 12 is not mentioned in the Ishida dictionary. The ensuing sequence is very difficult, but the result fits with the strategies elsewhere. The territory in the lower right is roughly equal, but Black has played one move more than White. He has used the extra move to make an outside group that is much stronger and more shapely than White's three stones at 22/30/40, which Black can cut off from their friends by playing at A.

The result of all this is that, by the end of the figure, White is well ahead in firm territory, while Black has a huge moyo in and to the



**Figure 1**

38 at 10

left of the centre. This sets the agenda for the middle game: White will have to make sure that the Black centre doesn't become a territory even larger than his own. Black will want to attack White in such a way as to do one of: (a) make lots of territory through attacking, or (b) causing the fight to run into White's territories and damage them.

### Amateur Follow-on

That's the middle-game agenda, but have we reached the middle-game yet, or is there still some fuseki to play? Everyone in the tournament at Guildford thought there was, focussing on the upper right corner. Of the 10 games I've seen from the tournament, White began at B in 5 of them (3 different players). Perhaps they chose that side because it gives some help to the three stones lower down that could be cut off. It's the move I would have chosen, too.

The next most popular move was White C (3 games, 2 players). This seems rather less

appealing than B does. The high approach move has more to do with developing influence than territory, and the stone at Black 45 makes the upper side an unattractive place for White to build a moyo.

Two of the three Black players who were faced with White C replied with Black B. That's good, weakening the three white stones below. Possibly Black G might have been even better.

One player started with White D, which is surely too slow. The exchange of White 46 for Black 51 has made the upper left corner very strong, so White D has the feeling of making territory in front of thickness. Anyway, Black 45 makes it easy to erase that territory, and Black can enlarge and strengthen the moyo by doing that.

One player (Dave Lorking) did begin inside the moyo. He played at E, then at F, getting Black to protect his weak stones at 47 and 49. But then he left the centre alone to play next at G, giving a feeling that he simply wanted to probe the moyo a little before continuing the fuseki. However, I'm not sure about this, because when Dave was Black, he ignored White B to reinforce the moyo with an immediate move at H.

A danger of White delaying operations in the moyo is that Black may find time to reinforce it himself first. This happened in all but two of the ten games I've seen. The favourite move to reinforce it was Black J (5 games, 3 players). One player chose Black H, which is less forceful but gives White less excuse to reinforce the corner.

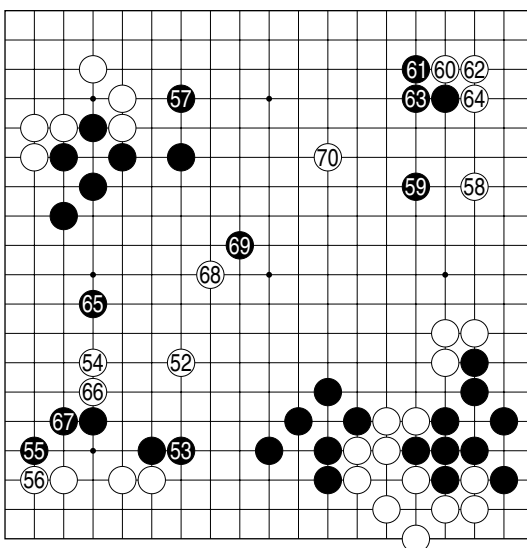
Jackie Chai had a very interesting strategy for developing the moyo as Black. Diagram 1 shows her game against Dave Lorking. Combining Black 57 with the cap at 59, Jackie makes the moyo extend all the way from the left side through the centre to the upper side. Unintimidated, Dave goes and takes a good territory in the

upper right corner, but Jackie replies by making solid shape, then goes on the attack with 65 to 69. This is the real point: by attacking the white group on the left, Black looks like making a large territory on the upper side. White is worried enough about this to try a second invasion at 70, and Jackie has a fine splitting attack going. Jackie won both this and her other game as Black, in which she used a similar strategy.

Returning to Figure 1, let's look at White's ways of dealing with the moyo. Three players chose to invade deeply, at F, K and L respectively. F and K take aim at the weakness of the Black stones at 47 and 49 and seem a good way to start. White L seems to me to be weaker, since it makes less use of that black weakness and is closer to the very strong black group above.

Three players chose to reduce from above, at M, N and P. By the time these moves were played, the positions above and to the right had evolved somewhat, so it isn't possible to comment on the choice of point in isolation.

Now let's see what the professionals did. Fujisawa decides to deal with the moyo



1

Dave Lorking vs Jackie Chai

straight away, invading deeply at 52 and 54. Hashimoto attacks really violently, stealing White's base with 55-59 and chasing White out into the centre. Up to 80 it looks as if the argument favours White, who has eye shape and has poked his head out into the open, while the moyo has been reduced to a small territory on the left.

But Hashimoto has more up his sleeve. Black 81 threatens to turn the upper right corner into serious territory, and is also looking daggers at the three White stones on the right side. When Fujisawa challenges for the territory, Hashimoto lets him take it in exchange for more outward influence and then launches the cutting sequence of 97 and 99. The three White stones have become isolated inside an area where Black is strong. White 100 begins their defence.

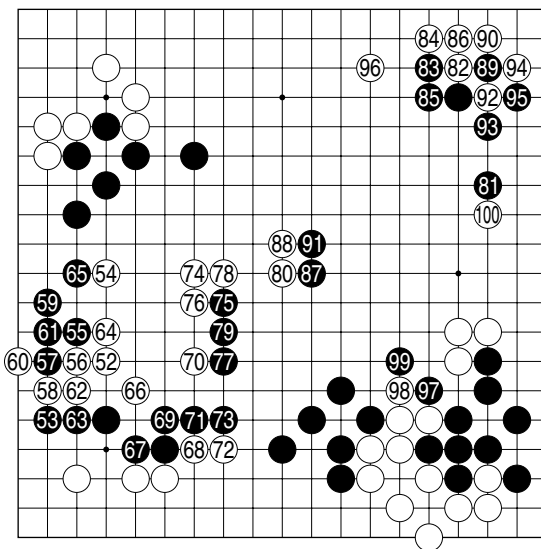


Figure 2

Figure 3 shows the rest of the middlegame. White manages to settle himself on the right side and Black takes sente to attack the upper side. When the dust settles after the extremely complicated sequence there, White gets sente to begin the endgame with 140.

At the end of the game, the score on the board was equal; White won by the 5.5 komi. It's interesting to consider how it became so close. After all, at the end of Figure 1 White had much more solid territory than Black. Black's resource was the moyo, and in Figure 2 that got 'trashed', as we amateurs like to say. Once that had happened, Black was in a position to launch a new attack on the right, but White survived that just fine too. So how did Black manage to get so close?

The answer can be found by looking at Figure 3. In the course of the fighting Black has managed to pick up several new pockets

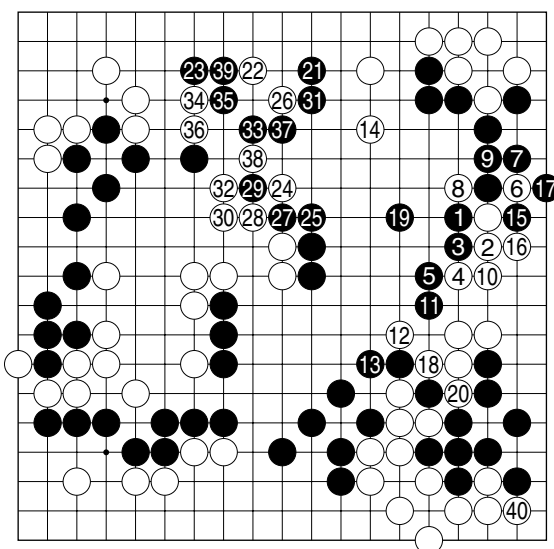


Figure 3

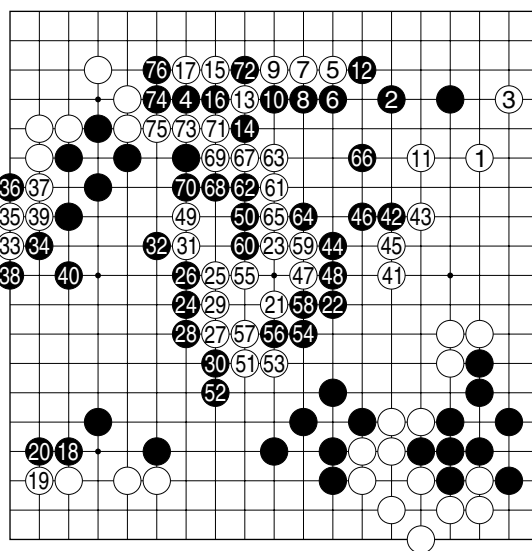
of solid territory: a bit on the left side; a bit on the right; a bigger bit at the top; and he will certainly get some in the centre. We amateurs see the big areas more easily than

we count up the fives and tens, and we worry when our moyos get trashed. But really, perhaps it is better to say, not that it was trashed, but that it was traded. It is the sum of those new pockets of Black territory that should tell us what the moyo was actually worth. That's the meaning of the 'Collateral Gains' in the title.

Diagram 2 illustrates some more ideas in this position. It's the game between Mike Cockburn (Black) and Jimmy Mao. Black 4 is an idea similar to Jackie Chai's. White 5 shows the danger of getting side-tracked from the main issue. If White ends up with a weak group here he is going to find it very hard to fight in the centre and on the left.

White makes a good territory up to 17 (it would have been smaller if Black 16 were at 17), but Black's outside wall makes the moyo much stronger, so when White tries to reduce at 21, Black goes on the attack with 22. That's important.

During the next few moves, Jimmy played away from the centre several times, taking lots of territory but again letting Black become strong in the centre. By the time Mike launches his eye-stealing tesuji at 50, the onlookers are slobbering for a kill.



2 Jimmy Mao vs Mike Cockburn

Mike's attack is very severe, but it's very hard to kill big groups. Jimmy manages to find a way to connect to the upper left at White 75, but at a cost. Black 72 and 76 put White's upper side in trouble. That illustrates what the 'Collateral Damage' in the title means. When you attack your opponent inside your moyo, you may not kill, but if the fight goes where you can take points from your opponent elsewhere, then those points are part of the value of the moyo too.

## IN THE DARK?

### Tengen

The centre handicap (or heaven) point on a Go board. Also the name of one of the Big Seven Tournaments in Japan.

The Challenger for the title is determined by knock-out tournaments, the play-off being best of five.

### Judan

Literally 'tenth grade', one higher than the normal ninth grade or dan. Since 1962 Judan has been a tournament, one of the Big Seven. It is characterised by a double knock-out to choose the challenger.

**Tony Atkins**



# COMPUTER GO ~ ALL DOWN TO THE REF?

**Nick Wedd**

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The 2000 Mind Sports Olympiad included a computer Go tournament. This was played as a double round-robin. The medal-winners are shown in Table 1.

Medal	Programmer	Program	Nation	Wins
Gold	Chen Zhixing	GoeMate	China	10/10
Silver	Michael Reiss	Go4 <sup>++</sup>	UK	8/10
Bronze	Yamashita Hiroshi	Aya	Japan	5/10

This article discusses two positions from this tournament.

**Table 1** Computer Go winners at the MSO

Figure 1 is from the game between Go4<sup>++</sup> (Black) and GoLois. Go4<sup>++</sup> has just played the marked stone.

The stones marked **b** are connected to the triangled stone.

When I saw this move, I asked Michael Reiss, the author of Go4<sup>++</sup>, about the dodgy-looking connections up the left side of the board. He explained that his program reasons as follows:

Therefore the triangled stone is secure.

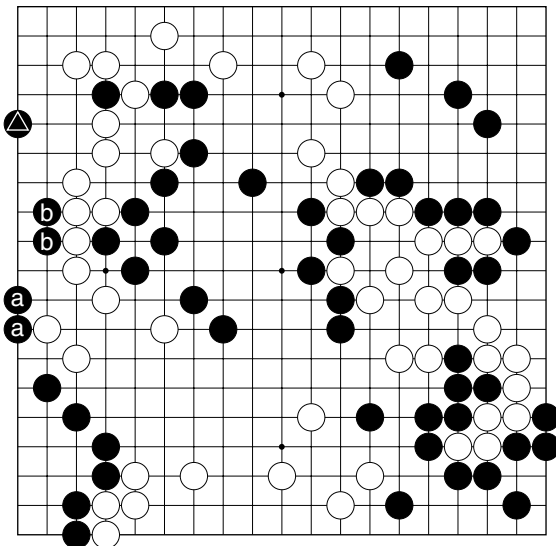
The six stones in the lower left corner are a living group.

Of course this logic is not valid. Diagram 1 shows one way to refute it.

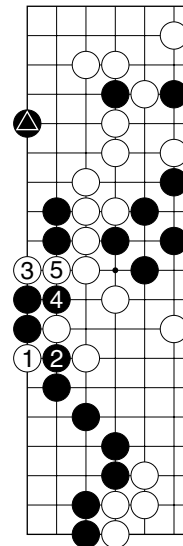
The six stones in the lower left corner are connected to the stones marked **a**.

The logic 'A is connected to B, and B is connected to C, therefore A is connected to C' is not valid. It may seem surprising that a leading Go program such as Go4<sup>++</sup> can afford to follow such fallacious reasoning. All I can say is that, despite its use of such reasoning, Go4<sup>++</sup> is one of the world's strongest programs.

The stones marked **a** are connected to the stones marked **b**.



**Figure 1**

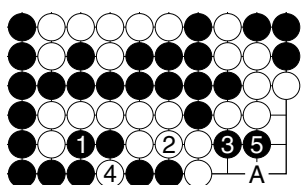


**□ 1**

## What's the score?

Figure 2 shows the final position from the game between Indigo (Black) and Aya. Both players have just passed. The status of the large black group occupying much of the lower half of the board is of interest.

Diagram 2 shows a very simple method by which Black can form a second eye. If this had been played, Black would have won the game by  $37\frac{1}{2}$  points (we were using Chinese scoring with  $6\frac{1}{2}$  points komi).



□ 2

In fact White would do better to answer 1 by playing at A, which would save most of his lower right corner. But Black would still save his large group and win the game by  $5\frac{1}{2}$  points.

If Black does nothing, White can play at A, saving his entire lower right group, keeping the large black group one-eyed, and winning the game by  $18\frac{1}{2}$  points.

I am not concerned with why these two programs failed to make such an important move. I am concerned with how to score this game. Both players have passed, so the game is over. Yet we do not know whether the large black group is alive; and without knowing this, we cannot count the game.

The principle usually applied in games between humans is that the status of a group (whether it is alive or dead) is what the players think it is, even if the onlookers know better. If the players agree, the game is scored accordingly. If they disagree, they play out a 'resolution subgame' to establish who is right.

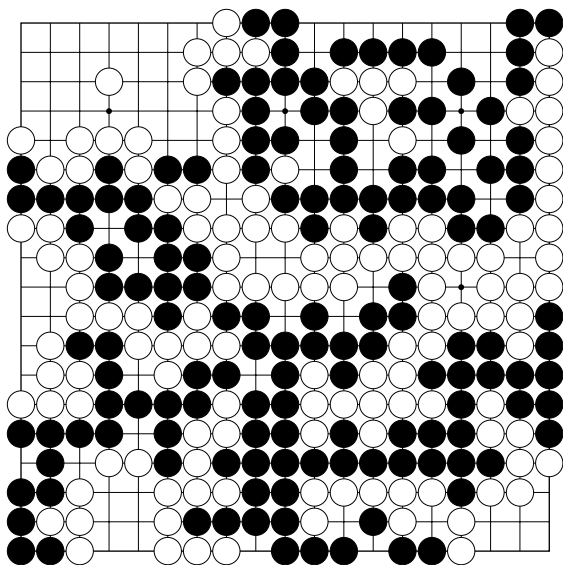


Figure 2

In this game I, as referee, applied this principle. I asked both programmers to ask their programs about the status of the groups involved. Both programs agreed that the large black group was dead. Therefore I declared White the winner.

I was fortunate in being able to do this. The tournament rules did not oblige programs to be able to reveal what they think about the status of groups. Even if there had been such an obligation, it would be impossible to make them do so honestly.

Adjudicating the result of a game is far easier if it can be assumed that the programs, and the programmers, are honest. But even when they are, a problem can arise. If, in the position of Figure 2, the Black program had claimed that the large black group was alive and the White program had claimed that it was dead, what should be done? When such a dispute arises between human players, a resolution subgame is played to establish the status of any doubtful groups. However, programs do

not generally understand the concept of a resolution subgame: if you tell them to carry on playing, they just pass again.

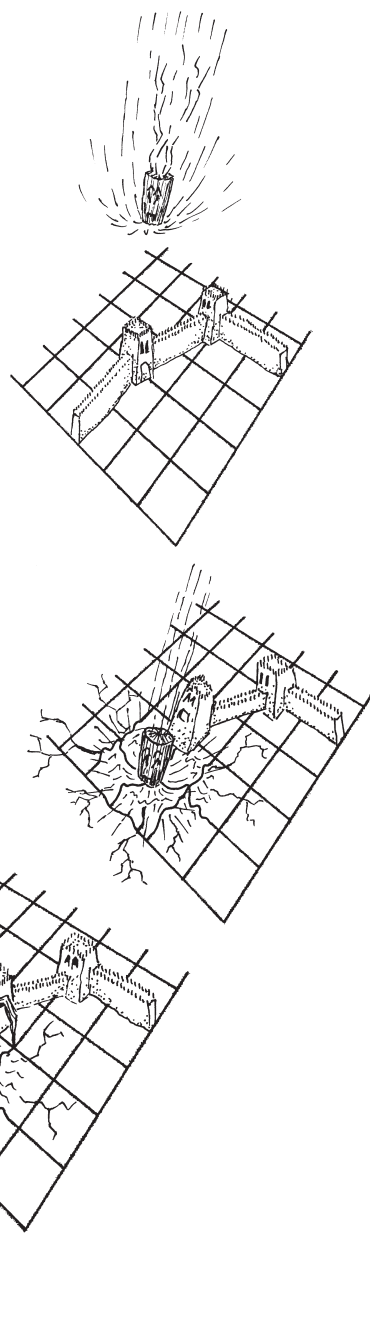
There is also the question of who moves first in the subgame. As both players have already passed, each should be willing to concede their opponent the first move in the subgame. But in the position of figure 2, whoever first plays a sensible move in the subgame should win it. The Japanese rules state that, if neither player is willing to concede first move in the subgame, then both lose. I do not know how Chinese rules handle this situation. For computer Go, it is not clear whether the operator of a program should have the right to concede the first move in the resolution subgame on behalf of the program: it could be correct to do so if the result of the game does not depend on the status of the disputed groups.

The basic problem is that the various formulations of the rules of Go assume, either that the players are competent, or that they are able to negotiate on the status of groups and to resolve disagreements by playing out resolution subgames.

With computer programs, neither of these assumptions is true. I believe that computer Go is currently being played in a way that can potentially leave the referee with the task of deciding who has won the game, but without adequate guidelines for doing so.

## THE TRIPOD GROUP

### Henry Segerman



## WORLD GO NEWS

### Tony Atkins

ajaxgo@yahoo.co.uk

#### August in Europe

Not much else happens in August with the MSO, US Open and the European going on. In the coverage of the European last time I must apologise for the use of the phrase 'deflated grade'; this was not meant to be insulting but was meant to highlight the differences between British kyu gradings and European ones.

#### September in Europe

202 players took part in the 9th Obayashi Cup at the EGCC in Amsterdam. Four players from Britain took part: Sally Prime (7 kyu Oxford) and Christin Meikeljohn (2 dan London) won 2/4. The top 16 players (3 or 4 wins 3 dan to 7 dan) proceeded to the knockout. Vladimir Danek knocked out Guo Juan, but lost to Filip van der Stappen. Franz-Joseph Dickhut knocked out Merliin Kuin, Frank Janssen and van der Stappen. Du Jingu knocked out Roebertie, Pei Zhao, Colmez and Dickhut to win the first prize.

Two weeks later the Toyota Tour Tournament at Prague attracted 98 players. Four players won 5/6 and were sorted by tie-break. First was Leszek Soldan (6 dan Poland) who only lost to Koszegi, second was Viktor Bogdanov (6 dan Russia) who lost to Nechanicky and third was Diana Koszegi (5 dan Hungary) who lost to Kuzela. Starting below the bar Martin Kuzela (3 dan Czechia) was fourth including a win over fifth placed Radek Nechanicky (5 dan Czechia). Sixth was Vladimir Danek (6 dan Czechia) and seventh was UK's Piers Shepperson (5 dan) with 4/6.

#### October in Europe

The last day in September and the first of October was the weekend of the Bucharest Toyota Tour event. Best of the 63 players was Cristian Pop (6 dan Romania) with a perfect 6. Second was Dragos Bajenaru

(5 dan Romania) with 5/6. Equal third were perennial Toyota Tourists Victor Bogdanov (6 dan Russia) and Vladimir Danek (6 dan Czechia) with 4/6.

The following weekend Bratislava was the venue for Diana Koszegi (5 dan) to win with 5/5. Fellow Hungarian Tibor Pocsai (5 dan) was second with 4/5 and third were Ondrej Silt (4 dan) and Vladimir Danek (6 dan).

The 15th Brussels Tournament was also a Toyota Tour event on 28th and 29th October. Best of the 66 players was Guo Juan (7 dan Netherlands) who dropped a game against Nijhuis. Second equal were Vladimir Danek (6 dan Czechia), who only lost to Guo, and Emil Nijhuis (5 dan Netherlands), who only lost to Danek. Fourth place, also by tie-break, was Geert Groenen (6 dan Netherlands) who only lost to Guo. Fifth place went to top Belgian, Allain Wettach (3 dan). Sixth was Filip van der Stappen (6 dan Netherlands) and seventh was UK's T. Mark Hall (4 dan). David Hall (no relation) tried to hide a poor British showing by entering as a Belgian 5 kyu.

### PROBLEM SOLVED!

There is a free interactive service to solve life & death problems on-line.

[lie.maths.qmw.ac.uk/GoToolsApplet.html](http://lie.maths.qmw.ac.uk/GoToolsApplet.html)

Thanks to Jean-Pierre Vesinet (Paris) it now has a graphical interface. For closed or nearly closed problems it is very efficient. For example, the 'Carpenters Square' is solved in about 3 seconds and 'The Diamond' in about 2 minutes.

**Thomas Wolf** [T.Wolf@qmw.ac.uk](mailto:T.Wolf@qmw.ac.uk)

## SMALL ADS

### **Kido Yearbook 1978 wanted**

Would swap 1975 (great cover) or 1976 charles@sabaki.demon.co.uk

**Willing to pay a good price** for any of the following out of print books:

*The Breakthrough To Shodan, Enclosure Josekis, All About Life and Death Vols 1 & 2, All About Thickness, Kato's Attack and Kill.*

Vince Suttle 01473 625111 v.suttle@btinternet.com

## SMALL ADS

### **Opposition needed**

Novice Go player (18 kyu), working in central London (Whitehall area) seeks opposition for regular or occasional lunchtime games. Willing to travel reasonable distance. Would prefer to play lunchtime Monday to Wednesday. Please contact Paul Ellis during office hours 020 8218 5045 (ansaphone)

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### **Corrections**

The address given in BGJ 120 for sgf files of Journal games was incorrect. The address is: [www.faldara.co.uk/Go/BGJ/BGJ-Index.html](http://www.faldara.co.uk/Go/BGJ/BGJ-Index.html)

### **Youth Championships**

The date on the entry form for the Youth Championships is incorrect. The correct date is Sunday 21st January.

### **Journal Contributions**

Please send contributions for the Spring Journal as soon as possible and in any case by 16th February.

Copy sent via e-mail is especially welcome. Please supply plain text as all formatting information will be discarded.

Diagrams can be supplied as mgt or sgf files from any recent Go editing program.

Please e-mail your contribution to:

[journal@britgo.org](mailto:journal@britgo.org)

or post to:

David Woodnutt  
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Lillingstone Dayrell  
Buckingham  
MK18 5AL

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## FORTHCOMING EVENTS

### January

*Saturday 20th*

Furze Platt, at Hitachi Europe HQ at Whitebrook Park, Maidenhead. Flexible komi will apply with players bidding to play Black. Entries to Chris Dawson. Chris\_Dawson@bigfoot.com

*Sunday 21st*

The British Youth Go Championships at Fitzharrys School, Abingdon. **Please note: the date on the entry form is incorrect.** Contact Simon Goss, Butler Road, Crowthorne, Berks RG45 6QY 01344 777 9634

### February

*Saturday 10th:*

Cheshire, at the Rolls-Royce & Bentley Motors Works Restaurant, Pym's Lane, Crewe, Cheshire.

This event is taking place alongside the Crewe Chess Congress. Many thanks to them, and to Rolls-Royce & Bentley Motors, for providing the venue.

Entries to Tony Atkins 0118 926 8143

*Saturday 17th (Provisional):*

Oxford. Contact Niall Cardin.

### March

*Sunday 4th:*

Trigantius, in Cambridge. Contact Alex Selby. alex@archduke.demon.co.uk

*Saturday-Sunday 17th-18th:*

Candidates' Tournament. Contact Tim Hunt.

Late in the month: Coventry.

*Saturday-Sunday 31st March-1st April:*

Irish Open. Contact John Gibson john@mhg.ie

For the most up to date information on future events, visit the BGA web site at:

[www.britgo.org/tournaments](http://www.britgo.org/tournaments)

## IN THE NEWS

### Eternity ~ Not So Long After All?

Cambridge Go players Alex Selby and Oliver Riordan were in the news recently as the first to solve 'Eternity' – a tiling problem developed by Christopher Monckton. Basically, Eternity is a polygonal jigsaw puzzle with an ingenious set of pieces. The object is to fit the 209 pieces into a twelve sided figure. A prize of £1,000,000 was offered for the first solution.

Alex and Oliver finally found a solution on May 15th 2000, some six weeks ahead of their nearest rival though it took some time to confirm that theirs was indeed the first solution. You can read Charles Matthews' account of their discovery through an interview with Alex at:

[www.msoworld.com/mindzine/news/miscellany/eternity.html](http://www.msoworld.com/mindzine/news/miscellany/eternity.html)



Alex Selby and Oliver Riordan with their puzzle solution and what looks like quite a lot of money.



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see web site for details of how to enlist  
for general and discussion broadcast:  
ukgolist@dcs.rhbnc.ac.uk  
for youth discussion broadcast:  
youthgolist@dcs.rhbnc.ac.uk

## UK CLUB LIST

☛ Indicates new information

**BATH:** Paul Christie 01225 428 995  
p.christie@bath.ac.uk Meets at The Rising  
Sun near Pulteney Bridge, Wed 7.30pm.

**BILLERICAY:** Guy Footring 01277 623 305  
guy@Footring.demon.co.uk Meets Mon.

**BIRMINGHAM:** Kevin Roger 01214 494 181  
kevin\_roger@europe.notes.pw.com  
Meets various places.

**BOLTON:** Stephen Gratton 01617 613 465  
Meets Mon 7.30pm.

**BOURNEMOUTH:** Neil Cleverly 01202 659 653  
cleverlyn@poole.siemens.co.uk Meets at 24  
Cowper Rd, Moordown, Tues 8pm.

**BRACKNELL:** Clive Hendrie 01344 422 502  
clive.hendrie@freenet.co.uk Meets at Duke's  
Head, Wokingham, Tues 8.30pm.

**BRADFORD:** Kunio Kashiwagi 01422 846 634  
kashiwag@aol.com Meets at Prune Park  
Tavern, Thornton Wed 7.30pm.

☛ **BRIGHTON:** Granville Wright 01444 410 229  
01273 898 319 (w) granville.wright@icl.com  
Meets at The Queen's Head, opposite Brighton  
Station, Tues 8pm.

**BRISTOL:** Antonio Moreno 01179 422 276  
Meets at Polish Ex-servicemen's Club, 50 St  
Paul's Road, Clifton, Bristol, Tues 7.30pm.

**CAMBRIDGE CHESS & GO CLUB:**  
Paul Smith 01223 563 932  
andreapaul@andrea-paul.freeserve.co.uk  
Meets Victoria Road Community Centre,  
Victoria Road, Fri 6.15 to 7:45pm.  
Caters for beginners and children.

☛ **CAMBRIDGE UNIVERSITY & CITY:**  
Charles Matthews 01223 350 096  
soc-cugos-contacts@lists.cam.ac.uk Meets at  
Alexandra Arms Mon 9pm; the Chetwynd  
Room, King's College Weds 7.30pm (term);  
Coffee Lounge, 3rd floor, The University  
Centre, Mill Lane Thurs 7.30pm; CB1 (café),  
32 Mill Road Fri 7.00 to 9pm

**CHELTENHAM:** David Killen 01242 576 524 (h)  
Meets various places, Wed 7.30pm.

**CHESTER:** Dave Kelly 01244 544 770  
davekelly@free4all.co.uk  
Meets at Olde Custom House, Watergate St,  
Chester, Weds 8.00pm.

☛ **DEVON:** Bob Bagot 01548 810 692  
Baigles@hotmail.com or Tom Widdecombe  
01364 661 470 Meets Thursdays at 7.30pm  
Royal Seven Stars Hotel, Totnes (at the  
bottom of the High St). Ring to confirm.

**DUNDEE:** Bruce Primrose 01382 669 564  
Meets weekly.

**DURHAM UNIVERSITY:** Paul Callaghan  
0191 374 7034 p.c.callaghan@durham.ac.uk

**EDINBURGH:** Howard Manning 0131 667 5260  
howard@manning2353.freeserve.co.uk Meets  
at 4 Bright's Crescent, Edin. EH9, Weds  
7.30pm.

**EPSOM DOWNS:** Paul Margetts 01372 723 268  
paul@yuhong.demon.co.uk Meets at 7 Ripley  
Way, Epsom, Surrey KT19 7DB but check  
with Paul first. Tues 7.30 to 11pm.

**GLASGOW:** John O'Donnell 01413 305 458  
jtod@dcs.gla.ac.uk Meets term time at  
Research Club, Hetherington House,  
13 University Gardens, Weds. 7pm.

**HIGH WYCOMBE:** Paul Clarke 01494 438 917  
paul.clarke@eu.citrix.com Meets Weds  
8.00pm.

**HP (BRISTOL):** Andy Seaborne 01179 507 390  
afs@hplb.hpl.hp.com Meets Wed & Fri noon.  
Please ring in advance to ensure that players  
are available.

**HUDDERSFIELD:** Alan Starkey 01484 852 420  
Meets at the Huddersfield Sports Centre, Tues  
7pm.

**HULL:** Mark Collinson 01482 341 179  
mark@collinson.karoo.co.uk  
Meets alternate Weds 7.30pm.

**IPSWICH:** Vince Suttle 01473 625 111  
v.suttle@btinternet.com Meets Thurs.  
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**ISLE OF MAN:** David Phillips 01624 612 294  
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LANCASTER: Adrian Abrahams 01524 34656  
adrian\_abr@lineone.net Meets Weds.  
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33 Moorgate.

LEAMINGTON: Matthew Macfadyen  
01926 624 445 Meets Thurs 7.30pm.

LEICESTER: Richard Thompson 0116 276 1287  
jrt@cix.co.uk Meets at 5 Barbara Avenue,  
LE5 2AD, Thurs 7:45pm.

MAIDENHEAD: Iain Attwell 01628 676 792  
Meets various places Fri 8pm.

MANCHESTER: Chris Kirkham 01619 039 023  
chris@cs.man.ac.uk Meets at the Square  
Albert in Albert Square, Thurs 7.30pm.

MONMOUTH: Gerry Mills 01600 712 934  
bgabooks@btinternet.com  
Meets by arrangement.

NEWCASTLE: John Hall 01912 856 786  
jfhall@avondale.demon.co.uk  
Meets various places, Weds.

NORWICH: Keith Osborne 01603 487 433  
Meets first, third & fifth Weds of month.

OPEN UNIVERSITY & MILTON KEYNES:  
Fred Holroyd 01908 315 342  
f.c.holroyd@open.ac.uk Meets 1st Monday  
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Wetherspoons, Midsummer Boulevard  
Central MK, Mon 7.30pm.

OXFORD CITY: Richard Helyer  
01608 737 594 Meets at Freud's Café,  
Walton Street, Tues & Thurs 6pm. Check  
with Richard that Freud's is available.

OXFORD UNIVERSITY: Henry Segerman  
henry.segerman@st-johns.oxford.ac.uk  
Meets in Besse 1.1, St Edmund Hall  
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PORTSMOUTH: Kevin Cole 02392 820 700  
keyjcole@yahoo.com  
Meets various places, Sun 1pm.

READING: Jim Clare 01189 507 319 (h)  
01344 472 972 (w) jim@jaclare.demon.co.uk  
jim.clare@icl.com (w) Meets at the Brewery  
Tap, Castle St, Mon 6.30 pm.

S. E. WALES: Paul Brennan 02920 625 955  
brennanp@uk2.net Meets Chapter Arts  
Centre, Market Street, Cardiff. Tues 7:30pm,

ST ALBANS: Alan Thornton 01442 261 945 or  
Richard Mullens 01707 352 343  
Meets at The Mermaid Wed 8pm.

SWINDON: David King 01793 521 625  
Meets at Prince of Wales, Coped Hall  
Roundabout, Wootton Bassett, Wed 7.30pm.

TAUNTON: David Wickham 01984 623 519  
Meets Tues various places.

TEESSIDE: Gary Quinn 01642 384 303 (w)  
g.quinn@tees.ac.uk  
Meets at University of Teesside Wed 4pm.

WEST CORNWALL: John Culmer  
01326 573 167 john\_culmer@talk21.com  
Meets Acorn Theatre, Parade Street,  
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WEST WALES: Jo Hampton 01341 281 336  
jo@barmouthbay.freereserve.co.uk  
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pab27@compuserve.com  
Meets in Guildford, Mon 7.30 to 10pm.

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01962 816 770 (w) mcobbett@bigfoot.com  
Meets mostly at Black Boy, Wharf Hill, Bar  
End, Wed 7pm. Check with Mike Cobbett.

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Edward Blockley 01905 420 908 Meets  
Weds 7.30pm.

## LONDON CLUBS

**CENTRAL LONDON:** Geoff Kaniuk

020 8874 7362 Meets in Daiwa Foundation, Japan House, 13-14 Cornwall Terrace, NW1, Sat 2pm. Please press doorbell marked 'Go' and wait 3 minutes.

**NIPPON CLUB IGO KAI:** K. Tanaka

020 8693 7782 gokichi@tanaka.co.uk Meets at Nippon Club, Samuel House, 6 St Albans St, SW1. (near Piccadilly Circus tube) Fri 6.00 to 10.30pm. (Entry to building until 9pm). £4 Board Fee All players welcome.

**NORTH LONDON:** Martin Smith

020 8991 5039 martins@dcs.qmw.ac.uk Meets in the Gregory Room, back of Parish Church, Church Row, Hampstead (near Hampstead tube) Tues 7.30pm.

**NORTH WEST LONDON:** Keith Rapley

01494 675 066 (h) 020 8562 6614 (w) Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford Thurs 7pm.

**SOUTH CENTRAL LONDON:** Mark Graves

020 7639 3965 (h) 020 7888 1306 (w) mark.graves@csfb.com Temporarily suspended.

**TWICKENHAM:** Neil Hankey 020 8894 1066 (h)

Meets Sunday evenings.

**WANSTEAD & EAST LONDON:** Jeremy Hawdon

020 8505 6547 Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

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[www.britgo.org/clublist/clubsmmap.html](http://www.britgo.org/clublist/clubsmmap.html)

Please send any corrections and all new or amended information to Nick Wedd, the BGA Webmaster.

See page 60 for all BGA contact details.

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## GLOSSARY OF GO TERMS

- AJI:** latent possibilities left in a position
- AJI KESHI:** a move which destroys one's own aji (and is therefore bad)
- ATARI:** having only one liberty left; stones are said to be 'in atari' when liable to capture on the next move
- BYO YOMI:** shortage of time; having to make a move in a given time. Overtime is now more widely used in tournament play
- DAME:** a neutral point; a point of no value to either player
- DAME ZUMARI:** shortage of liberties
- DANGO:** a solid, inefficient mass of stones
- FURIKAWARI:** a trade of territory or groups
- FUSEKI:** the opening phase of the game
- GETA:** a technique that captures one or more stones in a 'net', 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
- Hamete:** a move that complicates the situation but is basically unsound
- HASAMI:** pincer attack
- HOSHI:** one of the nine marked points on the Go board
- IKKEN TOBI:** a one-space jump
- ISHI NO SHITA:** playing in the space left after some stones have been captured
- 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
- KATTE YOMI:** self-centred play; expecting uninspired answers to 'good' moves
- KEIMA:** a knight's move jump
- KIKASHI:** a move which creates aji while forcing a submissive reply
- KOMI:** a points allowance given to compensate White for playing second
- 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, a framework
- NAKADE:** a move played inside an enemy group at the vital point of the principal eye-space to prevent it from making two eyes
- OVERTIME:** in tournament play, having to play a number of stones in a certain time e.g. 20 stones in five minutes
- OYOITSHI:** playing in the space left after some stones have been captured
- PONNUKI:** the diamond shape left behind after a single stone has been captured
- SABAKI:** a sequence that produces a light, resilient shape
- SAGARI:** a descent, extending towards the edge of the board
- SAN REN 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 capturing sequence shaped like a ladder
- SHIMARI:** a corner enclosure of two stones
- SHODAN:** one dan level
- TENGEN:** centre point of the board
- TENUKI:** to abandon the local position and play elsewhere
- TESUJI:** a skillful and efficient move in a local fight
- TSUKE:** a contact play
- YOSE:** the endgame

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