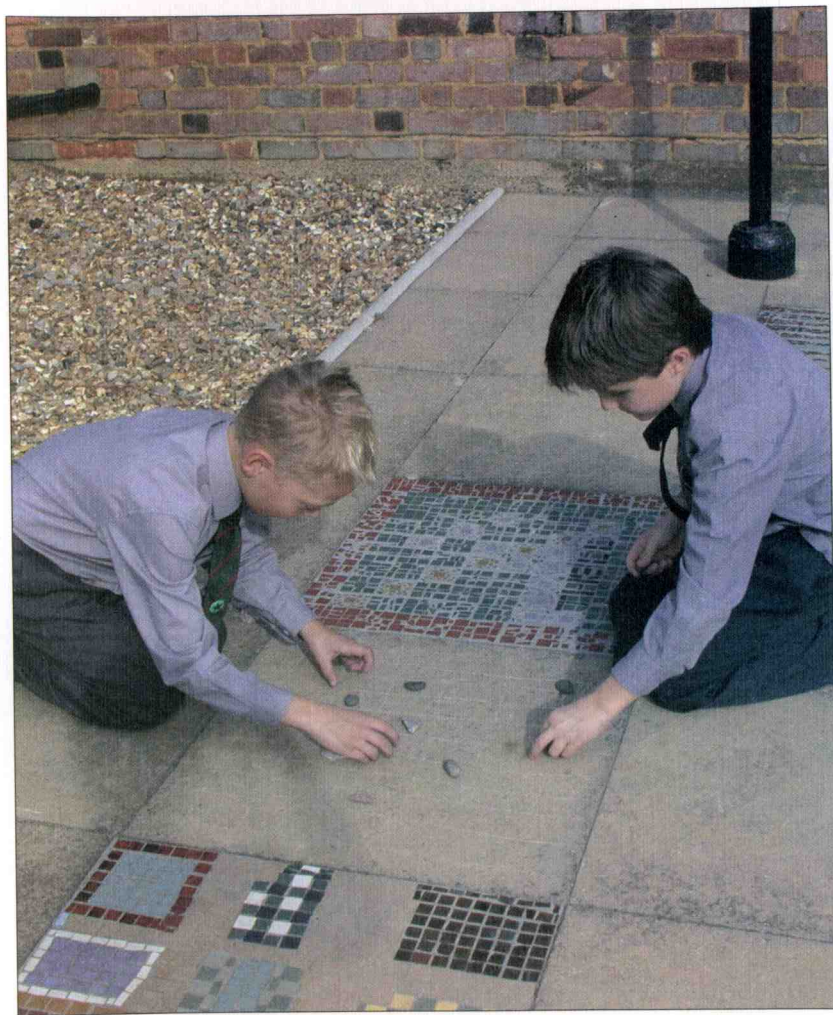


BRITISH **Go** JOURNAL



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Welcome to the spring issue of the BGA Journal. This issue brings together the usual mix of commented games, problems, news, reviews and poetry. In addition there is a themed section, which examines Go in schools, education and BGA youth Go.

I apologise for the late delivery of this issue, after David Woodnutt stood down I have been acting as the temporary journal editor until a more permanent candidate can be found. By now I have worked through most of the production issues, so future publications, which I hope to assist with, should proceed in a more timely fashion. David not only did an outstanding job, he also set a high standard to follow. I am therefore very grateful for all the help that I have received getting through this issue, in particular from, David Woodnutt, Simon Goss, Steve Bailey and the contributors without whom there could be no journal.

To introduce myself, I am currently a weak Go player, but I take great enjoyment from playing and hope to grow stronger. I started playing Go after reading the Japanese manga (comic) Hikaru no Go. This manga has finally been published in English, by Viz, in Shonen Jump Monthly and is available from all good comic shops. My principle interest with Go quickly became and remains its use as an educational tool and that is reflected in this issue.

I am slowly putting in place a journal production team. If you would like to help with the journal preparation, take over as editor, commentate games, compile problems or help in any other way please let me know.

The contributions deadline for the next issue is 31st May 2004. As usual all suggestions, articles, reviews, stories, games, problems and poems will be gratefully received. This is your journal, based on your contributions, ideas and feedback. I eagerly await hearing from you.

USEFUL EMAIL AND WEB ADDRESSES

Journal comments and contributions: journal@britgo.org

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BGA web site: <http://www.britgo.org/>

BGA email lists for general discussion and announcements: gotalk@britgo.org

<http://three.pairlist.net/mailman/listinfo/gotalk>

For discussion of how the BGA operates: bga-policy@britgo.org

<http://two.pairlist.net/mailman/listinfo/bga-policy>

UK NEWS AND TOURNAMENTS

Tony Atkins

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Young at Heart

54 players attended the Wanstead Tournament on 4th October. It was held, as last year, in the hall at the back of the Wanstead House Community Centre in East London. Young Kim (5 dan Central London) was at the heart of the attention revolving around whether he could beat the Chinese boy Li Shen. In fact Young Kim did, and so won the tournament with a perfect 4. Also winning 4 games were Phil Beck (1 dan Cambridge), Matthew Reid (2 kyu Cambridge), Erwin Bonsma (5 kyu Ipswich), Patrick Donovan (9 kyu Eastbourne) and Kay Dackombe (23 kyu Bromley). Everyone on three wins got a prize too, namely: Li Shen (5 dan London), Tony Atkins (3 dan Bracknell), Tim Hunt (3 dan Milton Keynes), Weed (1 kyu Billericay), James Aspden (1 Kyu Oxford), Martin Solity (3 kyu Wanstead), Martin Harvey (3 kyu Chester), Steve Bailey (4 kyu West Surrey), Shaun Hearn (6 kyu Sleaford), Pablo Marco (8 kyu Spain) and Ken Dackombe (25 kyu Bromley).

Red Ox Reaction

The Korean Community in New Malden in South-West London invited the BGA players to join in a new event. This was the New Malden Baduk Open Championship and was held on the weekend of 11th October. It was held in a bar called the Red Ox, situated under the 16-storey Apex Tower, right opposite the railway station at the end of the High Street. 51 players (34 BGA and 17 Koreans) attended the first day of this new event. They were split into a dan division (21) and kyu division (30) and played all-play-all in groups of 5 or 6. After play-offs the top 8 in each division returned on the Sunday for another group

stage, before finals and third-fourth play-offs. S. Lim, J.W. Kim, David Silver, William Brooks, J.R. Kim, B.R. Lee, Sue Paterson and Phillippe Bourrez all made the second day in the kyu section. In the dan section the survivors were J.K. Shim, Piers Shepperson, Y.K. Kim, B.L. Kim, Li Shen, H.S. Hwak, J.T. Lee and Francis Roads. Luckily these groups each selected a unique winner and second avoiding a play-off. At the end of the finals stage the kyu winner was S. Lim beating J.R. Kim; B.R. Lee beat J.W. Kim for third. The dan's third was taken by H.S. Hwak who beat Piers Shepperson. In the exciting dan's final Organiser J.K. Shim (5 dan) lost to the young Chinese boy, Li Shen (5 dan), who was a popular winner. The event was sponsored by Hanil Herald Korean newspaper and Mrs Kang of the Red Ox restaurant, who got a great reaction for the tasty Korean lunches that she provided. Mr Kim of the Korean Residents' Association and Mr J.B. Kim of the Hanil Herald came to help present the generous prizes such as the top prize of £300 and the £100 kyu player's prize. It is hoped the event will be repeated in summer 2004.

New ISH

The twice yearly London International Teams event moved to the new venue of the International Students House on 18th October. ISH is now the home of the Central London Go Club as well as the London Open. Despite being the third London event in as many weeks four teams of six players took part.

The Out of Town team took an early lead with 5 wins, but the Korean team played steadily winning 4 games each round to win the match. Their J.K. Shim (5 dan) was unbeaten, as was Paul Margetts (1 dan). The

final scores were Korea 12 (4+4+4), CLGC 9 (2+3+4), Out of Town 9 (5+2+2), Orientals 6 (1+2+3).

Sunny Delight

The 34th Wessex Tournament took place on a delightful sunny autumn day. As usual it was held the day the clocks went back (26th October) at Marlborough Town Hall in Wiltshire, with the traditional communal lunch and tea and the four quite long games. Untraditional was the attendance with only 79 players taking part. Winner of the Fred Guyatt Trophy for 13x13 games was Nicola Hurden (10 kyu Bracknell). Winchester Blue won the team prize. Winner was Young Kim (5 dan London) for the second time. The lack of strong players meant he had little opposition and only had to beat the Division 2 winner, Paul Christie of Bath (2 dan), in the last round. Runners up in the top two divisions were Alex Rix (4 dan London) and Simon Goss (2 dan Bracknell). Division 3 was won by David M King (1 kyu Swindon) on tie break from Brian Brunswick (2 dan Epsom). Division 4 was won by Martin Solity (3 kyu Wanstead), 5 by Steve Bailey (4 kyu West Surrey), 6 by John Creed (8 kyu Bristol), 7 by Toby Anderso!

n (9 kyu Bournemouth), 8 by Fergus Hinds (12 kyu Winchester), and 9 by Earl Campbell (15 kyu Bristol). Only Young, Toby and Earl won all 4 games. Earl's result was remarkable in that he only played his first game on a board (as opposed to a computer) at the Bristol Go Club four days previously.

Hat-trick

Francis Roads (4 dan Wanstead) became the first player to win the Three Peaks Tournament for the third time. He gained his hat-trick by winning all 5 games on the weekend of 8th November. The tournament

was held as usual in the Marton Arms in the beautiful North Yorkshire country and with its wonderful collection of malts and ales to revive the weary player. The countryside starts right outside and as usual Toby Manning led a walk into it on the Saturday morning before the first game. Also as usual was that the event raised money in memory of Tim Hazelden, former owner and Go player. Second in the tournament with 4/5 was Alan Thornton (2 dan St Albans). A group of 2 and 3 dans came in third. The others from the 50 players who did well were: Robin Hobbes (3 kyu Manchester), Frank Visser (4 kyu Cambridge) and John Herman (5 kyu Manchester) who won 4 and young Jonathan Englefield (11 kyu Maidenhead) who won all 5 games.

Goss Hawk

The Cambridge Junior Chess and Go Club were again the hosts of this National Small Board Championships. The event was again in the village hall at Whittlesford near Cambridge, on 16th November. Sadly only 16 players competed for the national title over 9 rounds on 13x13 boards. The top 8 players played a double elimination for the title. Third was Tony Atkins (3 dan Bracknell), second was Toshio Oshima (4 kyu Cambridge) and winner was Simon Goss (2 dan Bracknell), who, hawk-like, survived with only one loss. He added his national title to his Cornish one. Toshio's grade was only estimated, but it would seem at least on a 13x13 he is much better than the estimate; he won 6 games in all to win one of the prizes. Also winning six in the handicap section was Jonathan Englefield (10 kyu Maidenhead). Top handicap players winning 7 each were Nicola Hurden (10 kyu Bracknell) and Garry Sturley (12 kyu Cambridge). Running in parallel was a junior Chess event and Paul Smith entertained some of the 40 Chess players

with Go puzzle sheets and a casual Go tournament in between their rounds. Matthew Blythe and Julian Hackett won prizes.

Thornton's Chocolates

There was a rather disappointing turnout to the West Surrey Handicap at Burpham on 7th December. Only 32 players plus the organiser Steve Bailey took part. Alan Thornton (2 dan St Albans) won the Tournament. On 4 wins for a second year was Kay Dackombe (25 kyu Bromley), Bill Streeten (4 kyu Wanstead) and Erwin Bonsma (4 kyu Ipswich) were the losing finalists, scoring 3. Also on 3 were Brian Brunswick (1 dan Epsom), Geoff Kaniuk (1 kyu London), Malcolm Hagan (4 kyu Winchester), Jonathan Englefield (11 kyu Maidenhead), David Galeano (16 kyu West Surrey) and Ken Dackombe (25 kyu Bromley). Ron Bell (4 kyu Reading) won a prize for the second year running in the 13x13, with 4 out of 5. Malcolm Hagan won the geography quiz and Fred Holroyd won the caption contest. Of course prizes included boxes of chocolates and the usual West Surrey plaques. On the previous day some 20 students were taught various subjects at the West Surrey Teach-in. Their dan player teachers were Francis Roads, Alex Selby, Tony Atkins, Simon Goss and Natasha Regan.

Over the Border

16 players from 1 kyu to 20 kyu took part in the second Scottish Barlow on 13th December. They came from Edinburgh, Dunfermline, Strathallan School Perthshire and from over the border in Newcastle. The location was their club venue, the UCW Club in Edinburgh. Local 5 dan, Professor Iwashita was on hand to play people with no game. Nobody won all 4, so winner on 3 wins was Claas Roever (4 kyu Newcastle) on tie-break from Edinburgh's Shinpei

Tanaka (1 kyu) and Jim Cook (2kyu). Jim Cook, Allan Crossman, Donald Macleod and Colin Robertson all qualified for the Scottish Championship semifinals.

London Eye

The 30th London Open was held from 28th to 31st December. It was again held at ISH, Great Portland Street. This time there was an increase in attendance to 127 players of 17 nationalities. Only a disappointing 68 players were from the UK. The venue provided beds from £11 to £31 per night, and the Friends of the London Open fund financially supported six players, thus encouraging people from away to attend, such as old friends the Jakobssen family whose son Lasse has gone from 7 kyu to 2 dan since last year. It was successfully run by Geoff Kaniuk, Simon Bexfield, Bill Streeten and the others from CLGC. A questionnaire about the event and its publicity was distributed during the last round to gain valuably feedback, such as the desire to see teaching professional Yuki Shigeno back again. A teaching stand for ISH residents was bravely manned for a few of the days by Adam Atkinson and Nick Wedd, without much success. The tournament prizes this year were black "Devon" Go stones, made by Paul Ridler and hand stamped by Simon Bexfield over Christmas, and of course cash prizes to the top winners. Before the prize giving Tim Hunt put his game up for public criticism, led by Radek Nechanicky and Benjamin Teuber. Afterwards it was off to the Terra Mediterranean restaurant for 20 of the players, or to various New Year parties and celebrations, such as watching the fireworks by the London Eye.

The main tournament was again a major in the Toyota-Pandanet European Go Tour and had an exciting climax. In round six, top player Wenhao Li got distracted in overtime

and was deemed to have lost on time. So, after 7 rounds the top players with 6 wins were Dutch student Emil Nijhuis and 12 year old Li Shen, who lives in London. They had already played each other (Li beat Emil), thus had to play others on lower scores. If they lost it was a four-way tie. In fact they did. Emil to Lionel Fischer by a half point and Li lost to Wenhao Li. After SOS tie-break was applied the order was: first Wenhao Li (5 dan China), second Emil Nijhuis (6 dan Netherlands), third Radek Nechanicky (6 dan Czechia) and fourth Li Shen (5 dan China) all on 6 wins. The next places were: fifth Ning Li (6 dan USA), sixth equal Benjamin Teuber (5 dan Germany) and Lionel Fischer (4 dan France), eighth Matthew Cocke (5 dan UK) and ninth T.Mark Hall (4 dan UK) all on 5 wins. Tenth was Young Kim (5 dan UK). Players on 7 wins out of 8 were Dominic Schumacher (9 kyu Switzerland), Janne Jalkanen (4 kyu Finland) and with 6 wins were Hichem Aktouche (12 kyu France), Thomas Pototschnig (6 kyu Germany), Uwe Glauch (4 kyu Germany), Esa Seuranen (2 kyu Finland) and Per Schachter (1 dan Denmark). All players on 5 wins got a certificate; from the UK they were Tim Hunt (3 dan), Jim Sadler (1 dan), Jiri Keller (3 kyu) and Ron Bell (4 kyu). The furthest travelled prize went to David Frankel (1 kyu) from the USA. Ken Dackombe got the youngest player prize.

There were 5 winners of the 24 player Pair Go (doubles) played on the Monday evening and organised by Keith Rapley. They were Michael Marz / Manuela Lindemeyer, Jasmin Grossmann / Tobias Klaus, Madeleine Roth / Benjamin Teuber, William Brooks / Hichem Aktouche, Thomas Pototschnig / Dominic Schumacher. In the Tuesday night Lightning Tournament, about 56 players were organised into groups using the American draw system by Francis Roads. 16 survived to play knockout. Jiri

Keller and Jim Sadler made the last 16 for the UK. Ari Kauppi and Hichem Aktouche made the semi-finals, but the Lightning winner was Emil Nijhuis, beating Radek Nechanicky into second by 1 point in an exciting 6 dan battle. In the continuous 9x9 three players dominated. Using the Leiden Square Root Formula the winner was Hichem Aktouche who won 27.5 out of 36, second was Jiri Keller with 23 out of 36 and third William Brooks with 21 out of 35.

Boy Wonder

86 players attended the headquarters of Hitachi Europe Ltd for the 13th Furze Platt Maidenhead Tournament on 17th January. Again the event was run with auction komi, free drinks and lunch time buffet and generous prizes. Winner for second year running was Chinese 'boy wonder' Li Shen (4 dan London), aged 12. He forced Young Kim to take second. Winning 3 out of were Chris Dawson (1 dan Maidenhead), James Aspden (1 dan Oxford), Matt Piatkus (2 kyu Oxford), Xin Yi Lu (11 kyu Maidenhead) and Matt Griffiths (12 kyu Swindon). Mike Charles (2 dan St Albans) won 2.5. Thanks to generous sponsorship from Hitachi all on 2 out of 3 got prizes too. Team winners were Oxford (75 percent) and the 9x9 winner was William Brooks (2 kyu Cambridge) with 9 wins out of 9. They had to win a cake this time, not the traditional cookie, as the cookie shop had shut down. A special prize went to young Matthew Knight who played 12 9x9 games during the day.

The list of two win players was: Young Kim, J.K. Shim, Bong-Chul Kim, T.Mark Hall, Andrew Jones, Andrew Grant, Simon Goss, Phil Beck, Niall Cardin, Paul Barnard, Ogino Takuya, Jong Ug Kim, Matthew Selby, Roger Peck, Matthew Reid, William Brooks, Martin Harvey, Ron Bell, Erwin Bonsma, Kimie Kusumoto, Fred

Holroyd, Valentin Ispir, Iain Attwell, David Denholm, Richard Mullens, Joe Beaton, Elinor Brooks, Andy Price, Neil Cleverly, Stephen Bashforth, Si Chan and Philip Willoughby.



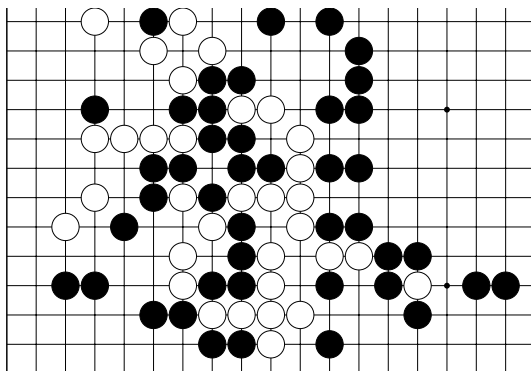
A PROBLEM FROM THE LONDON OPEN 2004

Li Shen

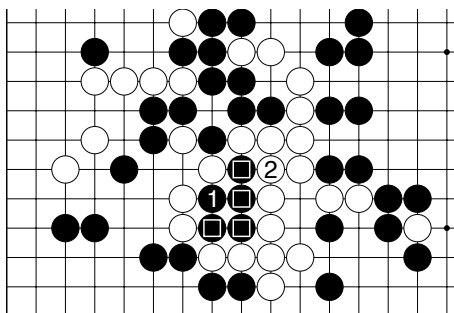
Lishen@blueyonder.co.uk

The London Open Go Congress 2004 came down to the final round. One of these games clashed between Wenhao Li and me.

Towards the end of the game, it seemed that I was comfortably ahead, but I didn't find there was a danger hidden in the 4 black stones marked square in figure 1.



□ Figure 1



□ Figure 2

In figure 2, black 1 makes a dead shape and after white 2, white's huge group was going to die. I lost the game because of this.

After carefully investigation, we realise that white has a chance to make the group live. How?

The answer is given on page 45.

NAKADE AND ISHI-NO-SHITA

PART FOURTEEN: THE BEAUTY OF ISHI-NO-SHITA

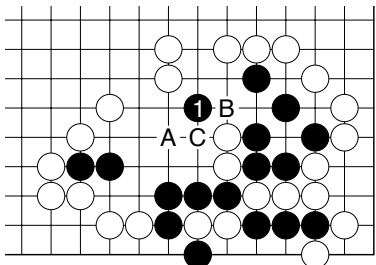
Richard Hunter

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I'd like to share with you a selection of the problems that I consider to be particularly beautiful. Some of them are fairly simple and use techniques we have studied in detail, some are more challenging and require techniques that we haven't specifically studied.

First, let's look at the answers to the two problems given in the last journal.

Diagram 1: Black has one eye on the side.

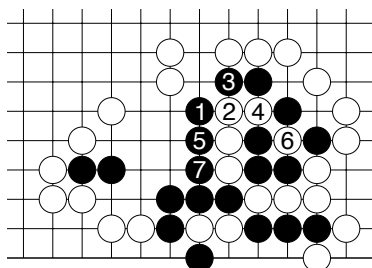


□ 1 Starting point

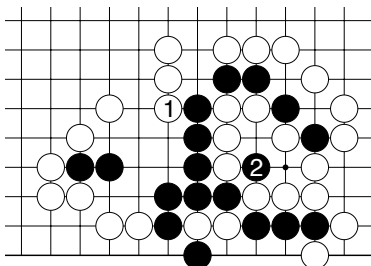
He needs to make another one in the middle. The two possibilities are to capture the two white stones or to make an eye by squeezing them. Black 1 is the move that works. Please convince yourself that Black A, B, and C all fail.

Diagram 1a: White 2 and 4 are forced. With 6, White captures three Black stones, but Black 7 is sente.

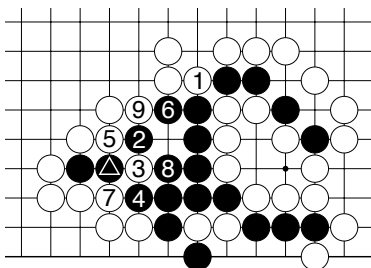
Diagram 1b: Next, if White plays 1 or a similar move to stop Black from getting an eye, Black cuts under the three stones with 2.



□ 1a Sente



□ 1b Ishi-no-shita



□ 1c Second eye

10 @ black triangle

Diagram 1c. White 1 prevents the 'connect and die' sequence, but with 2, Black just manages to make an eye. Black 6 is a good move.

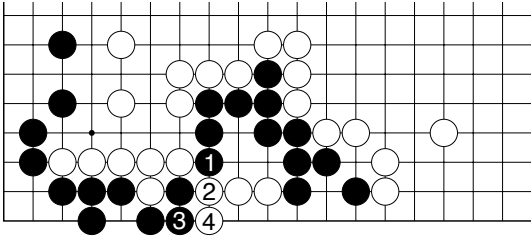


Diagram 2: Black 1 doesn't work. White cuts at 2 and answers 3 at 4. Black cannot get a ko by playing 3 at 4 either. White just plays atari from the right.

❑ 2 No good

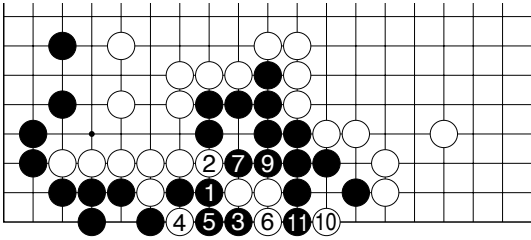


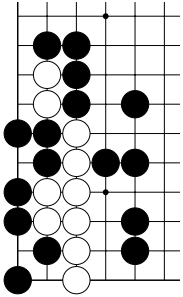
Diagram 2a: Black 1 is the move that works. Black 3 threatens to connect underneath at 6, so White throws in at 4 and plays atari with 6. Black makes an eye with 7 and 9, while White captures the dogleg four with 8 at 4. But White cannot stop Black from getting a second eye on the side. Black 11 threatens an ishi-no-shita: the cut at 1.

❑ 2a Black lives

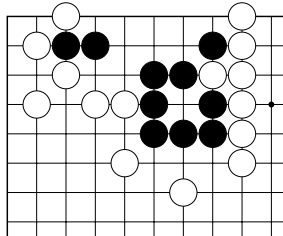
8 @ 4

Problems 1 - 6

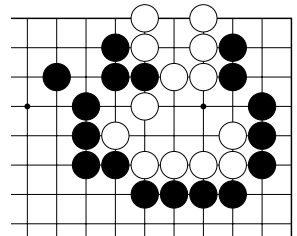
All problems are Black to play. The answers are given on page 42



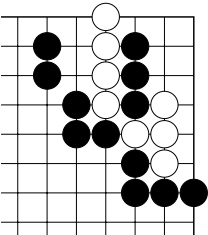
❑ Problem 1



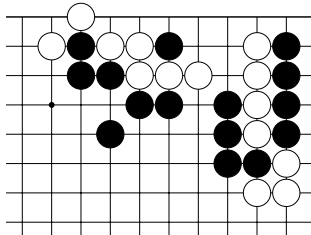
❑ Problem 2



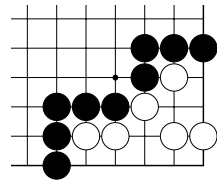
❑ Problem 3



❑ Problem 4



❑ Problem 5



❑ Problem 6

Go – A TOOL FOR LEARNING

Sheila Wendes

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Last summer I was asked to tutor an eleven year old boy who was of average intelligence but had failed to learn how to read, and whose behaviour was violent, unpredictable and increasingly worrying. My background has involved teaching children with emotional and behavioural difficulties (EBD) and, having discovered Go since giving up teaching, I'd often thought how useful it would have been to have used Go to short-circuit all the cumbersome methods available to measure intelligence and demonstrate ability. So I agreed.

The first time I met George he was looking forward to starting his secondary school in September. We arranged with his foster parents that I would start visiting the home for an hour a week after school hours. Unfortunately when this began George had already been excluded from school. He had only lasted four days.

On my first visit I told George that we would not be doing any reading or writing at all that day and I saw him visibly relax. I began by showing him how to play First Capture Go and he caught on quickly and seemed enthusiastic while we played about a dozen games. He learnt about ladders, double atari and being wary of the edges of

the board. George was delighted not to be burdened with his inability to read or write. The patterns of the stones liberated his imagination and creativity and he could try out ideas safely. "After all," I told him. "Nobody loses in Go – every time you play you learn something new!"

George's homework was to teach his foster-father the rules of Atari Go and then to play a game a day and keep a record of the results with coloured stickers. This was the first time George had had anything to teach to an adult. Very empowering! Good for self-esteem. George found he was winning and he started to think things were possible...

Since then, I have visited each week for four months. We have moved on to Go on the 19 by 19 board. George has learnt about making territory, life and death on the board, has been happy to beat me with a nine stone handicap and ecstatic in beating his foster-parents on a level playing field. He arrives smiling each day clutching his board and stones, Go puzzles and books. We have also incorporated some reading and writing into our activities because success at Go has changed George's attitude towards himself.

IN THE LIGHT

European Go Centre

www.go-centre.nl

This is the current web site of the European Go and Cultural Centre in Amsterdam. It tells about events at the Centre, their Go promotion plan, the Iwamoto Awards scheme and other things about the Centre itself (such as its location and history).

Tony Atkins

TEACHING GO IN VENEZUELA

Andres Delmont

As was to be expected, one day before the Don Bosco Summer Camp was due to start, the priest in charge, father Andres, accepted no argument for refusing to register our daughter Fiorella. The Don Bosco Summer Camp involves kids from all social origins, including abandoned street kids. “There is no place left”, he insisted. However, my wife, Ligia, always prepared to sacrifice me, talked him into this fabulous Asian game her husband was an expert about, and that did the magic! Without my knowledge I was volunteered to teach my first Go class, two hours a day, three days a week! It was hard work, having to cope with other activities, but I found that it was extremely gratifying.

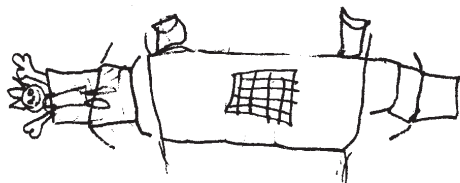
After a few days, parents were amazed their kids could concentrate on such a complicated thing, while Eloy, the street kid gang leader, could not decide if he could swallow being defeated by those little ‘fatties’ he defeated so easily at first. At the end he agreed to participate in the final competition because his friends would also receive their participation certificate if they all did.

This experience was to be repeated the year after, with different children and similar results. However a new priest in charge came who had no interest in such matters from far eastern countries.

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Three years later, as a lecturer for a workshop given by the CENAMEC (Center for the Improvement of Science Teaching) to school teachers for handicapped children, I was asked to talk about the pedagogical use of games. I explained about my experience at Don Bosco and invited the group to try the same at their schools. That was October last year and by November, weekly Go classes were running at two special schools for the hearing impaired, a special school for mentally handicapped, a language therapy center, a “kids development” centre, and a “regular” primary school in one of Caracas’ most deprived and violent areas.

By now, I have become an expert on rushing through the Caracas underground from one extreme place to another. A hundred deaf kids, 16 mentally handicapped kids, 18 language troubled youngsters, 2 hyperactive kids and I don’t really know how many “regular” kids have been involved at the Go workshops. We, mainly the school teachers involved and I, have already organized ourselves into the Escuela de Go de Venezuela (The Venezuelan Go School), an NGO (Non Governmental

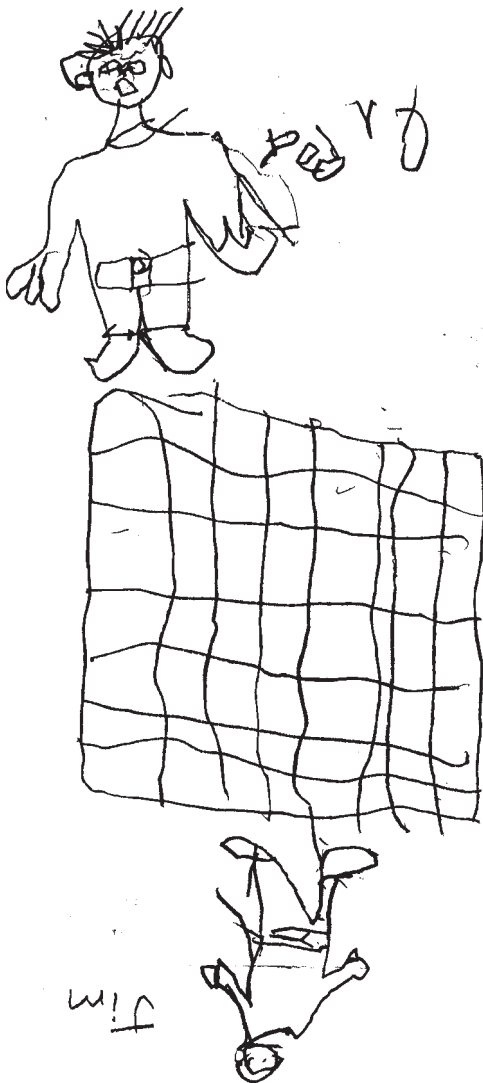


Organization), and demand for Go courses is growing. It seems we came at the right time to fill an important gap in the search for a better education. Besides being a very interesting game, Go works wonders as a pedagogical tool.

Ask Pedro Moreno's mother! She came to see me at Miriam Ohep de Velez special school for hearing impaired kids, as she was amazed by Pedro's renewed interest in everything. He now wants to start again with karate lessons and swimming lessons. I admire Pedro for his courage and the way he enjoys life. He was born after only 4.5 month gestation, as nobody believed his 50 years old mother was pregnant and she received treatment for menopause which seriously affected the child. Pedro was born deaf with severe motor function disability. But he is the cleverest and most lively kid you can imagine. He found from the game of Go, the foundation to gain confidence in his ability to reason and solve very complicated issues better than most other kids and all teachers. He is extremely proud and enjoys it a lot.

Years ago, Eloy, at the Summer Camp, learned that hard work is required to keep a certain lead on the game of Go, as in life itself. He was able to identify with kids he kept carefully distant before and they responded accordingly.

Mostly, we are still playing *Atari-go* or *ponnuki-go*, the go variant discovered by Yasutoshi Yasuda, 9 dan professional, as "*a means to deal with the increasing violence in Japanese schools*"¹. It is simple, easy to learn and leads quite naturally to the game of Go. Pedro and two thirds of his schoolmates play proper Go on 9x9 boards, and they will soon advance rapidly to the 19x19 board. Mentally handicapped children will continue playing *Atari-go* for a while, but you should see how their eyes



sparkle when they get to understand a logical rule from the game, and they certainly get to understand.

I would say the most difficult place to work has been the "regular" school at the 23 de Enero area of Caracas. There are no physically handicapped kids there, but they have little chances to learn when their own

teachers consider "... there is no hope for such 23 de Enero hooligans". The lack of expectation in such a poor and violent area of the capital city is dreadful. At this school, however, we amazingly found a Chess club. And the kids from the Chess club can easily be recognized at their different expectations about life and their confidence on what they can achieve. I met Edelmira La Rosa, the chess great master responsible for most of the development of chess at schools in Venezuela. She knows the game of Go and shares the view it has the great advantage of the simplicity of its rules. She believes that Chess (and Go) should be included as compulsory subjects in schools, but I believe a bad teacher can make these games become another discriminating barrier to separate "intelligent" from "stupid" kids. I am convinced the amazing strength of the 23 de Enero Chess club comes out of the fact there is no teacher involved, it has become a way for the kids to counteract their teacher's misconception of them. The way 6th graders teach 1st graders the game is certainly admirable.

We tend to consider the way forward is towards the conquest of space and time facilities at school for playing with absolute freedom, just for the sake of enjoyment. Support from CENAMEC has grown: another full time teacher and two part time teachers will be joining me in teaching Go at different schools and in different cities of Venezuela. We are making our own Go boards and should soon be able to solve the making of plastic Go stones which will overcome the present difficulties importing them. We shall soon publish a

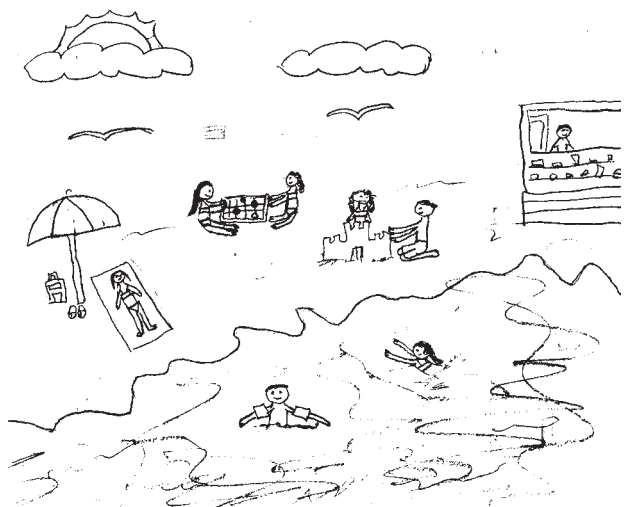
first hand book, and want to make the necessary contacts to translate and publish into Spanish the basic Go books presently only available in English, French and Italian, as little is available in our language.

We want to share your own experiences. You can know more about ours at our site <http://www.escueladego.org/english> and please let us know your own criteria and ideas through your comments on the site, or by e-mail to andres@escueladego.org

Notes

¹ *Go as Communication, the Educational and Therapeutic Value of the Game of Go*, by Yasutoshi Yasuda, Slate & Shell, 2002.

Go inspired drawings provided by students of the Venezuelan Go School.



GO EVENT AT BEECHWOOD PARK SCHOOL, HERTS - OCTOBER 2003

Peter Wendes

education@britgo.org

Sheila and I were invited to the school by the head of the Art Department. The idea had grown out of a school assembly focussed on cultural enrichment, and quickly became a school-wide initiative, involving a whole school demonstration for the assembly supplemented with workshop sessions for selected groups throughout the day.

We arrived at 8.30am and set up a teaching board, banners with Go kanji and a large bronze gong in the gym, ready for the first group, after which session we were pleased to see over 300 pupils and staff for the whole-school teach-in.

By lunchtime the children had built up huge enthusiasm to play individual games, but as we had not arrived equipped with 150 Go sets, they set about improvising. An arts project from the past had laid some mosaics on the theme of board games, and these were pressed into service, using two colours of gravel from the drive. Other children scratched grids on paving slabs and played

on those, some even playing on the intersections! We were not aware of this at first, but I grabbed my camera only to find a low battery warning. I warmed the battery on a radiator and just managed to get a shot of the improvisation in action (This picture is reproduced on the front cover). Meanwhile a teacher had spotted this and had photocopied a starter set board for distribution.

The afternoon sessions were voluntary for the children and we had an excellent turnout for both, with teaching staff dropping in as they could. We felt that the quality of discussion and questions was very high.

The organiser wrote to us afterwards saying that everyone had been 'really inspired' and proof came when we later discovered that the pupils had ordered over £1000 worth of equipment between them.

We have now had invitations from neighbouring schools in St Albans for Summer 2004 and hope to 'seed' more Go clubs then.

FUJITSU EUROPEAN TRAINING - NOVEMBER 28TH-30TH 2003

Sheila Wendes

swendes@yahoo.com

Peter and I went to The European Go Cultural Centre in Amsterdam to take part in the first conference on teaching Go to children. We met a highly motivated group of Go players eager to spread the word. The exchange of ideas, methods, experiences and hopes for the future was very enlightening, and, despite a few discouraging stories, there was, overall, a spirit of optimism.

Friday

In the afternoon, we were all welcomed by William Wandel, and then Catalin Taranu and Alexandre Dinerchtein spoke of their recent experiences in Japan and Korea and their future expectations and ambitions. Teaching featured highly in these plans. Then followed the reception and the opening of the European Masters

Saturday

Albert Fenech, a teacher from Strasbourg, and winner of the 1st Iwamoto European Award, described his successful method for teaching Go at his school. He illustrated this with a lively animation which explained the rules for capture, suicide, live groups and the end of the game. This can be viewed on the internet <web address?>. He also brought books and a tape of a Japanese TV programme. Albert answered questions and a discussion followed his presentation. Everyone agreed that the method of teaching was secondary to children actually learning the game, and teachers communicating enthusiasm and enjoyment of it.

Slavomir Piela then talked about the origin and development of the Polish Internet Go Academy which has been successful in bringing so many children in Poland to the game. It was also the winner of the 2nd IEA prize. A system of teacher-student-teacher-student was set up and this was continually refined as more people started joining. Twelve months after the start of the IGA, its first student reached the level of shodan. Their goals are to promote Go in areas with no clubs, to provide instruction, to nurture the study of Go and to encourage etiquette and awareness of the special nature and cultural context of Go. Slavomir spoke confidently of their plans for building on these achievements and, again discussion followed.

After lunch Kalli Balduin, winner of the 2nd Iwamoto European Award, talked warmly about his full time work with multi-cultural children in and around Berlin. He impressed us all with his clear and colourful ratings list and the way he quietly and effectively uses Go to build bridges of friendship across race and culture.

Wim Berkelmans then showed us his Go

Work Books series, starting at the most basic level and progressing systematically to an advanced stage. The aim is to develop both intuition and skill. We discussed marketing, and all agreed the books would be a useful addition to any Go teacher's resources. Wim distributed some samples for assessment.

Peter Wendes BGA Education Officer, then spoke about the importance of retaining the cultural context of Go when introducing it to children. When travelling throughout the country he takes music, laminated woodblock prints, poetry, slate and shell stones and stories to give a flavour of Go aesthetics and etiquette. Sheila Wendes shared some of her experiences of using Go with difficult children as a therapeutic tool.

There was then some discussion of problems encountered with approaching appropriate people, funding, manner of presentation, travel, follow up... Harald Kroll, from Germany, spoke of his



Peter and Sheila Wendes at the Fujitsu European Training weekend. Photograph: Tony Atkins

experiences and Attila Teby, from Hungary, added his comments. Everyone there contributed to discussion both formally around the table with its little flags and name cards, and, informally, at the bar, or over lunch or supper, or just mingling around the Centre or hotel. It was good to have Matthew MacFadyen's and Tony Atkins' familiar faces there with us. And I should mention the helpful and pleasant

Dutch with their excellent English, Frank Janssen, William Wandel, Wim Berkelmans, and also, Martin Stiassny who talked about his recent, very enjoyable, trip to Korea.

Matthew's and Frank's comments and discussion of the final games was a fascinating insight into the complexities of Go analysis. Everyone privileged to have attended this conference went away inspired!

YOUTH GO IN 2003

Paul Smith

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The year 2003 was a good year for Youth Go in the UK. There were some very good performances from individual junior players, and the number of active youth players and school Go clubs increased during the year.

and Tom Blockley. However, this was Jimmy's last year playing in this event so there was sure to be a new champion in 2004. The final results were:

The two big events of the year in junior Go are the Youth Go Championships and the Youth Grand Prix. The Youth Go Championships are held at the start of each year, it is here that the titles for UK champion in each age group are contested, as well as the overall Youth Go Champion and the best school. In the Youth Grand Prix, players score points by playing in Go tournaments throughout the year; the points they score at each event depends on how many of their games they win.

Youth Champion: Jimmy Mao,
Runner-up: Shawn Hearn
Under 18 Champion: Jimmy Mao
Runner-up: Shawn Hearn
Under-16 Champion: Jonathan Englefield,
Runner-up: George Matthews
Under-14 Champion: William Brooks
Runner-up: Paul Blockley
Under-12 Champion: Oscar John
Runner-up: Luke Barron
Under-10 Champion: Matthew Harris
Under-8 Champion: Ken Dackombe
Runner-up: Rory Braggins
School Champions: Bloxham School
Primary School Champions:
Cottenham Primary School
Team Champions Shared:
Bloxham School and Cambridge Junior
Chess & Go Club
Puzzle Competition Winners:
Luke Gymer and Andrew Haine
Prizes for 5 wins: Ken Dackombe, Shawn
Hearn, Jimmy Mao, George Matthews
Prizes for 4 wins: William Brooks, Matthew
Harris, Terry Wong

British Youth Go Championships

The Youth Championships in 2003 were held on 2 February at the Meadows Community Centre in Cambridge. The largest contingents of players came from Cambridge and from Bloxham School in Oxfordshire.

Jimmy Mao won his third successive national Youth title, equalling the record held by Sam Perlo-Freeman, David King

Top Performances of 2003

Many junior players excelled in Go tournaments during the year. Here are some of the best performances:

Li Shen from London is still only 12 and is by far the strongest player of his age in the country. He had a tremendously successful year in 2003, and was promoted to 5-dan during the year. He won first place in the Furze Platt tournament in January and the Oxford tournament in February. In August he was second in the Epsom tournament, with three wins out of three. In October he was second at Wanstead and the overall winner in New Malden; and in December he scored an excellent 6 wins out of 9 to finish fourth in the London Open. During this tournament he picked up the scalp of Emil Nijhuis 6-dan from Holland to add to wins earlier in the year against 5-dans Young Kim, Kiyohiko Tanaka, JK Shim and Edmund Shaw.

Jonathan Englefield from High Wycombe was the runaway winner of the 2003 Youth Grand Prix with 1283 points, more than 500 ahead of his nearest rival. He managed to compete in about 20 tournaments during the year, and scored 3/3 in Oxford, 4/5 in the Welsh Open, 5/5 at Three Peaks, 6/9 in the Small Board Championship and 3/4 at West Surrey. He had got up to 9-kyu by the start of 2004.

William Brooks aged 14 from Cambridge saw a great increase in his grade during the year, starting at 7-kyu and reaching 2-kyu by the start of 2004. He won 3/3 at the Trigantius, 5/6 at the British Open, won the youth tournament at MSO Cambridge, and in the London Open at the end of the year scored his first tournament win against a dan player.

Youth Grand Prix

In 2002, the Youth Grand Prix had come to a very close finish, and was decided in the

very last round of the last tournament of the year with Jonathan Englefield beating Paul Blockley by 13 points. In 2003 things were quite different as Jonathan was unstoppable and won by over 500 points from William Brooks in second place.

The Youth Grand Prix now has an annual prize fund of £100 donated in memory of John Rickard by his brother Jeremy.

Here are the top places in the 2003 Youth Grand Prix:

- | | |
|------|--|
| 1st | Jonathan Englefield 10-kyu
High Wycombe - 1283 points |
| 2nd | William Brooks 3-kyu
Cambridge - 778 points |
| 3rd | Paul Blockley 13-kyu
Worcester - 769 points |
| 4th | Li Shen 5-dan
CLGC - 655 points |
| 5th | Ken Dackombe 25-kyu
Bromley - 543 points |
| 6th | Kay Dackombe 23-kyu
Bromley - 493 points |
| 7th | Shawn Hearn 6-kyu
Sleaford - 469 points |
| 8th | Alex Beman 23-kyu
Leamington - 265 points |
| 9th | Jimmy Mao 1-dan
Bristol - 240 points |
| 10th | Matthew Harris 35-kyu
Cambridge - 230 points |

Go in Schools

This is a very positive time for Go in schools in the UK. Many children were introduced to Go in schools through the work of dedicated Go teacher Peter Wendes, and he was joined for a week in the summer by professional player Yuki Shigeno.

Peter Wendes will be running a seminar for the National Academy for Gifted Youth in the Library at Bletchley Park on 22nd May 2004.

For information about this or Go introductions for schools please contact Peter Wendes on 02392 267648
Or email: education@britgo.org

There are more active school clubs now than for some time. Players from the very successful clubs at Aston, Loughborough and Bloxham schools competed in tournaments during the year.



2003 has seen the launch of the UK Go Challenge. This is a tournament for schools, similar to

the very successful UK Chess Challenge. Schools and other youth organisations or clubs can hold their own heats of the challenge in the summer term of 2004. Players in the heats can win various prizes and also have the chance to qualify for national finals to be held in Manchester in July 2004.

For information about the UK Go Challenge go to www.ukgochallenge.com/

Or email: info@ukgochallenge.com

YOUTH GO CHAMPIONSHIPS 2004

Paul Smith

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The Youth Go Championships 2004 were held on 1 February at King Edward VI School in Aston.

I travelled to the tournament from Cambridge with two Cambridge juniors, William Brooks and Matthew Harris. The journey was surprisingly quick and the school is very easy to get to from the M6.

It was really good to see how many children were playing in the tournament. There were over 50 in total. There were lots of children from Aston, groups from Bloxham and Loughborough Schools, and a scattering of others from around the country.

The first thing I noticed while the players were registering for the tournament were some boys playing multi-player Go with a set which had stones of five different colours. It was quite hard to work out what was going on in the game. William and Matthew both tried it out later; I think the secret is that you have to build very solid positions otherwise the other players can

gang up on you and kill your groups.

It was very exciting to see such a large group of enthusiastic young players. There were some players with a reasonable amount of experience of playing in tournaments – William, Shawn Hearn from Lincolnshire, Jonathan Englefield from High Wycombe, Jake Finnis and Jemma Hole from West Cornwall, Paul Blockley from Worcester and Kay and Ken Dackombe from Bromley. But there were also a lot of players I had not heard of before. These were of all different grades, many down around 35-kyu but many stronger players at 15-kyu and above too. I wondered how these players would do against the more experienced ones, and whether their grades would prove to be accurate.

With so many players, there was the prospect of many interesting battles for the titles of champion in each age band. In the under-18 section, Shawn was the strongest

rated player at 6-kyu, but there was also Chao Gao 7-kyu from Bloxham and various players from Aston headed by Chris Ellis 9-kyu. William at 2-kyu was favourite to win the under-16 section, with the next strongest player Jonathan at 9-kyu. In the under-14s, there was Jake at 12-kyu, Paul at 13-kyu and quite a few strong players from Aston including Ravinder Athwal at 11-kyu. In the under-12 section Matthew was up against a lot of Aston players including Satvinder Dhillon and Costas Televantos, both at 26-kyu.

The tournament system used in Youth Championships is a special system devised by Simon Goss. Players start off competing to see if they can be champion or runner-up in their age band. If they are defeated, they move into playing handicap games. This system has worked very well over the years and a similar system is now used for the Small Board Championships in the autumn.

Once the first round was underway, I had a look at the games in progress, and it appeared that there were many close games and no obvious mismatches. This suggested that people's gradings were not so inaccurate. So it proved when the results came in that the players who had not been to tournaments before were generally performing very well up to their grade. In particular, the teachers at Aston, Loughborough and Bloxham have clearly done a great job in getting good estimate

grades for their pupils.

There were plenty of things to do in between games in the tournament. For example, Brian Dackombe was organising a pairs' pool competition, and France Ellul was running a stall selling Go books and equipment.

There were some significant results from the first round. Chao Gao beat Shawn Hearn in the under-18s, while in the under-14 competition, Rathvinder Athwal had beaten Jake Finnis. In the under-12s, Costas Televantos won the battle of the two Aston 26-kyus.

In the second round, Chris Ellis also beat Shawn, so it seemed likely that either Chris or Chao Gao would be the under-18 champion. In the under-14s Paul Blockley more or less wrapped up the title by beating Rathvinder and in the under-12s Costas and Matthew were still undefeated along with Joshua Tipping 34-kyu from Aston.



Players at the Youth Go Championships 2004

Photograph: Paul Smith

Meanwhile a special challenge match had started in a room upstairs between top junior player Li Shen 5-dan from London and reigning British Champion Matthew Macfadyen 6-dan. Li Shen was taking black in a no komi game. Edward Blockley periodically brought the moves down from upstairs and played them out on a demo board so that we could all follow the progress of the match. It was a very exciting game. After a while we could see that a white group at the bottom of the board was in danger of being captured. We did successfully work out after a few more moves that it was dead, but we had no idea whether it had been deliberately sacrificed and whether Matthew Macfadyen was now losing or was still in the game!

In the third round of the tournament, Chao Gao beat Chris Ellis to take the under-18 title, the first individual title won by a Bloxham player. William beat Jonathan Englefield to tie up the under-16 title. We knew already that Paul Blockley had won the under-14s and Ken Dackombe the under-10s. Still unresolved were the overall championship, the under-12s title, and the team championships. The under-12s was now between Matthew and Costas.

When the result of the challenge match upstairs came through, Li Shen had won by 3 points. Later the players came downstairs and went through the game on the demo board. There was a large and attentive audience. We found that the game had still been close at the point when the white group died (I think).

After round 4, only William and Chao Gao were left in the hunt for the overall title. Meanwhile, William and Matthew playing together had reached the final of the pool



Chao Gao (Under 18 winner) playing William Brooks (Under 16 winner)
Photograph: Hugh Alexander, Bloxham School

tournament, so our small Cambridge contingent was having quite a successful day.

At this point I had to get started calculating the team results. The winners of the team championship hold the Castledine Trophy for one year, and this is open to any team of three players from the same school. The results are worked out by a clever formula to take into account the grades of the players so I had a lot of adding up to do before the end of round 5 to make sure that we knew who had won in time for the prizegiving.

The final round saw William win to take the overall title. The game was closer than he would have liked and he felt that Chao Gao was undergraded at 7-kyu. Meanwhile Costas beat Matthew to win the under-12 section and give Aston their first individual title.

Once the team scores had been calculated, it was clear that Aston had taken the team championship too, the first time that they have been champion school.

Soon it was time for the prizegiving. Here are the full results:

Overall winner and British Youth Champion for 2004: William Brooks (Cambridge)

U18: Chao Gao (Bloxham).

2nd: Chris Ellis (Aston)

U16: William Brooks (Cambridge).

2nd: Jonathan Englefield (High Wycombe)

U14: Paul Blockley (Worcester).

2nd: Ravinder Athwal (Aston)

U12: Costas Televantos (Aston).

2nd: Matthew Harris (Cambridge)

U10: Ken Dackombe (Bromley)

Castledine trophy (School Team Winners):
Aston

Team handicap tournament (tied):
Loughborough and Bromley St Johns

Puzzle competition:

Antony Keen (High Wycombe)

Score of 5/5: William Brooks

Score of 4/5: Chao Gao, Jemma Hole, Kay Dackombe, Ken Dackombe, Savio Fong (Loughborough), Wilson Hau (Loughborough), Greg Yates (Aston), Matthew Harris, Derek Chan (Bloxham), Charlene Chen (Bloxham).

The prizes were also presented for the 2003 Youth Grand Prix. Jonathan Englefield had won by a large margin, with William Brooks second and Paul Blockley third. For the first time there was a prize fund of £100

as well as trophies for the top three players. This prizemoney was donated in memory of the late John Rickard by his brother Jeremy.

It had been a wonderful day, and many thanks are due to Mike Lynn for organising such a great event. And to all the others who helped out on the day. It is nice to see Go thriving at Aston, Loughborough and Bloxham, with so many players from these schools, and quite a few of them winning prizes. I hope that even more schools will be able to send teams to the championships next year. I certainly hope that I will be able to persuade more Cambridge players to come too.

The journey home seemed a lot longer, perhaps we were weighed down by all the things William had won. I believe that he is the second youngest player ever to win the title, surpassed only by Thomas Blockley who was still in the under-14 section when he first won the youth title in Cambridge in 1998.

I know that William is planning to travel to the European Youth Championships in Cologne, which should be another tremendous event – last year in Cannes there were about 300 children from all over Europe taking part. It would be great if we could have a few more Brits in this year's tournament. Anyway, I wish the best of luck to William and any of our other British junior players who make the trip there.

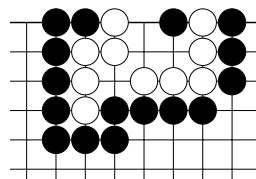
AN OPTICAL ILLUSION

Nick Wedd

This problem is taken from a recently published Go book.

Black is to play.

Please try to decide where you would play, before reading the continuation of this article, on page 44.



Black to play

THE NEW MALDEN DAN FINAL

Comments by Li Shen

Lishengo@hotmail.com

Black: J-K Shim, 5-dan

White: Li Shen, 5-dan

Komi: 5.5

Time: 50 minutes sudden death

Main comments by Li Shen; observations of the game recorder, Simon Goss, are prefixed by SG.

Figure 1 (1 - 50)

Black 11 is quite unusual. The usual joseki is to play at 18 instead. This is good for White because he settles himself on both sides, while Black doesn't.

Black 13 is a little bit strange; the normal move is at 30. White is really strong in the lower left, so it's dangerous for Black.

White 32 and 46 take away Black's eye shape. (SG: because these moves are on the second line, I asked Li Shen to make a comment about them. His comment is interesting because it shows the importance he attaches to fighting. After the Shen-Macfadyen game played at the youth championships, Matthew Macfadyen commented that Li Shen is a very strong fighter.)

White 34 makes shape. Suddenly the kakari at 35 is very big.

Black's tenuki leaves his big group in danger. The sequence 46-63 is really painful for Black, because White has surrounded Black's big group and the influence in the centre was powerful. So it will be really good for White to fight on the right-hand side.

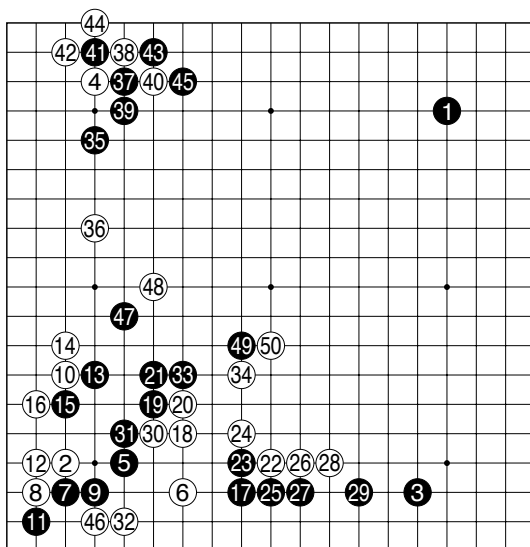


Figure 1 (1 - 50)

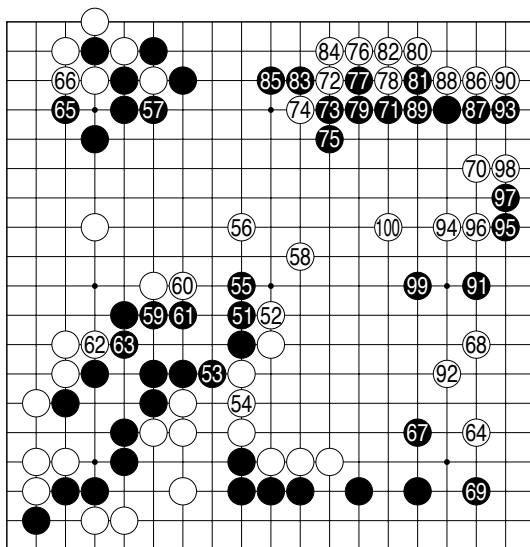


Figure 2 (51 - 100)

Figure 2 (51 - 100)

With the sequence 73-90, White has taken a big corner, and Black's influence isn't useful because the centre is too powerful.

White 92 is correct shape.

Black 93 is the only move. (SG: Interesting difference of opinion among the 5-dans here. In the post-game analysis, Young Kim suggested that 93 might be better at 96.)

White 96 is trying to separate two black groups, preparing to attack. The centre influence is not for territory, it's for attacking.

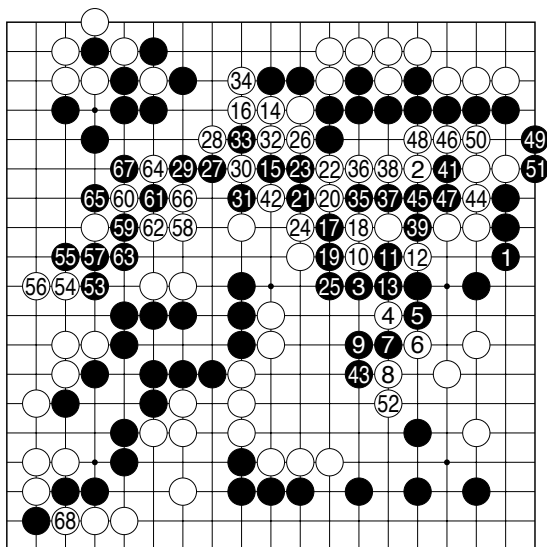


Figure 3 (101 - 168)

SG: In the post-game analysis, Young Kim said he thought Black 101 should be one point to the left.

White 104 is aiming to play at 110 and 112. This is preparation for attacking the group above. (SG: In the post-game analysis, J-K Shim said he thought that White 104 was a bit strange because it was so easily cut off. At the time, Li Shen appeared to agree. However, Li is extremely polite and doesn't like to contradict people. His comment suggests that he was already preparing to play White 114.)

SG: Young Kim had been watching the whole game sitting in a chair a couple of yards away. When he saw White 114 he stood up and moved closer. He suggested that a tighter diagonal move at 123 would have been better than 115. A lot of the post-game discussion was about this.

Black 129 is a mistake, leading to the ko. It's difficult for Black.

Figure 3 (101 - 168)

140 @ 130

White 142 is too big.

Black 143 is another mistake. Black should play at 145, to capture the white stones absolutely. White 144 is a tesuji to escape. Black has lost many points. (SG: J-K Shim also commented that Black 143 was his biggest mistake. But both agreed during the post-game discussion that, even if Black had captured the white stones cleanly, White would have sente to play on the left side, and would still be ahead.)

Black 153 is very big.

Game record stops at 168. White won by resignation.

THE NEW MALDEN KYU FINAL

Comments by Simon Goss

simon@gosoft.demon.co.uk

Black: J W Kim, 1-kyu

White: S Lim, 1-kyu

Komi: 5.5

Time: 50 minutes sudden death

Figure 1 (1 - 50)

White 20 looks rather close to Black strength to me - why not approach the upper right corner? But White gets away with it when Black plays at 23 and lets him live easily. Black 23 would be good if it were attacking White severely on the lower side, but is it? Note that White has already been strengthened there by the 17-18 exchange.

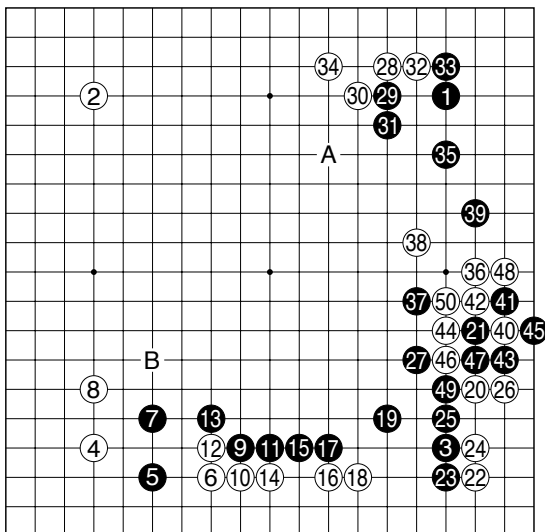
White 28 tries to expand on the upper side while hampering Black from doing so - good. And Black's choice of joseki to expand his moyo on the right is also good.

White 36 again tries to play close to Black's strength. At this stage in the game, I'd have been thinking about the upper left corner, or the left side, or playing at A or B at the junction of the moyos.

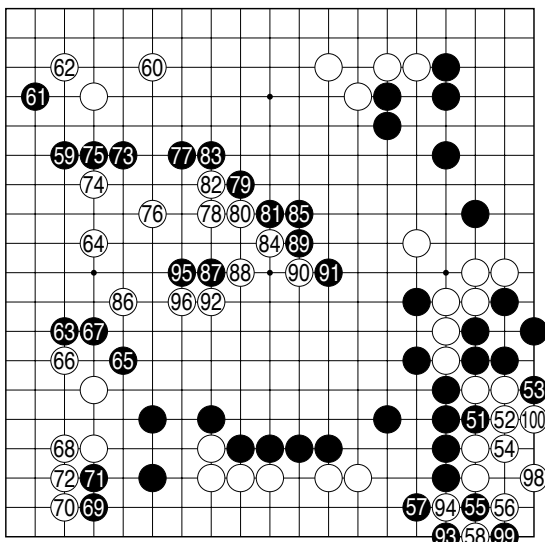
However, once again White gets away with it when Black fails to stop him connecting under at 40, and has a seriously nasty accident. This is tragic for Black, but he gets some compensation from the fact that his good move at 57 looks daggers at the White group on the lower side, and the fact that he gets sente to play first in the upper left at 59.

Figure 2 (51 - 100)

63-64: Wow! When he plays at 63, Black must anticipate that White may try to split him like this. So it



□ Figure 1 (1 - 50)



□ Figure 2 (51 - 100)

97 @ 55

would be better not to exchange 61 for 62, so as to keep the option to play at 62 himself and sacrifice 59 in exchange for taking the corner.

68: Considering just the corner, this looks funny - the usual way to make life for a group like this would be to expand the eye space first. But White has another problem here: if he plays too close to Black 5, Black will be able to strengthen that stone and White's problems on the lower side will multiply. This is a difficult problem for White, suggesting that White 64 was an overplay.

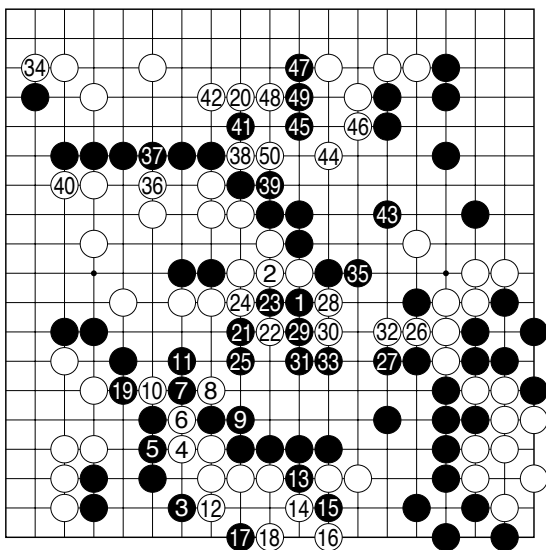
Black does well to play 69 and 71 solidly, letting White live in the corner but strengthening Black 5 without helping White to strengthen the lower side. This way, too, Black keeps sente and gets a good attack going with 73.

From 73 onwards, Black attacks the centre group single-mindedly. It doesn't look as if he's going to kill it, but he's making his own group strong there, and that should make it easy for him to invade the upper side. White would then have six groups, which is too many to look after.

Black 93 starts a ko so that he can play moves against the central group as ko threats. An interesting idea.

Figure 3 (101 - 150)

After winning the ko in sente with 99, Black is hugely stong in the lower right and it makes sense to go for the lower group with Black 103. But White is a good fighter. He uses forcing moves to get 110 in place and then plays 112, which threatens either to make eyes at the bottom or to cut some Black stones off by playing at 119 so as to fight a



□ Figure 3 (101 - 150)

IN THE LIGHT

Annual Review

www.britgo.org/history/2003.html

Up to 2001 the Ranka Yearbook carried an annual report on British Go as part of its world coverage. The reports from 1990 are also on the BGA web site's history section. The review of 2003 is now available online, though it no longer appears in Ranka.

Tony Atkins

semeai.

Black 113 and 115 are awful, letting White live in sente because Black has to patch up at 119. So White deals with the upper side with 120 and comes out well ahead in territory, with no serious weaknesses left. I don't know whether Black can really kill here, but if he can't, it would be better to connect at 119 straight away. This should be sente, so Black would be first to the upper side. Once Black has forced White to make two eyes, Black 119 is gote.

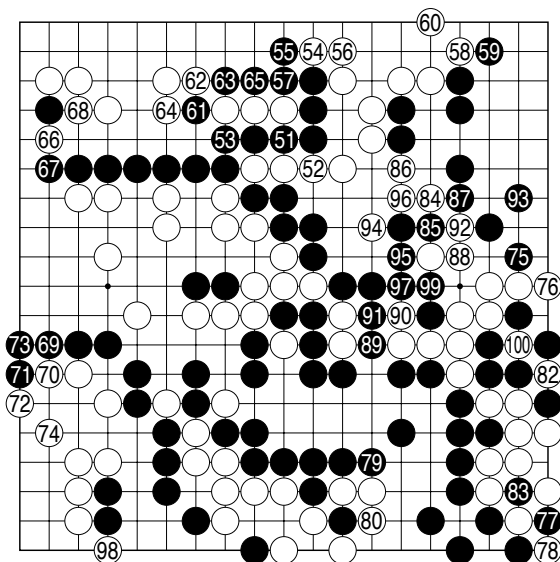
Black 121 goes for some territory in the centre, but White's play is very nice here. First he cuts the centre down to size in sente, then he plays 134. Not only is this a huge endgame point, but it aims at the cut at 138.

Then, instead of making an unnecessary and probably unrealistic attempt to kill, White lets Black capture the cutting stone while White, cool as a cucumber, fixes himself up at the left and the top with 140 and 142. This is quite elegant.

White loses a lot of points when he plays 144 and defends it simply with 146, though. Black 147 gets him into the upper side. White tries to trap him with 15, but Black gets it right and White must live, leaving Black time to live too.

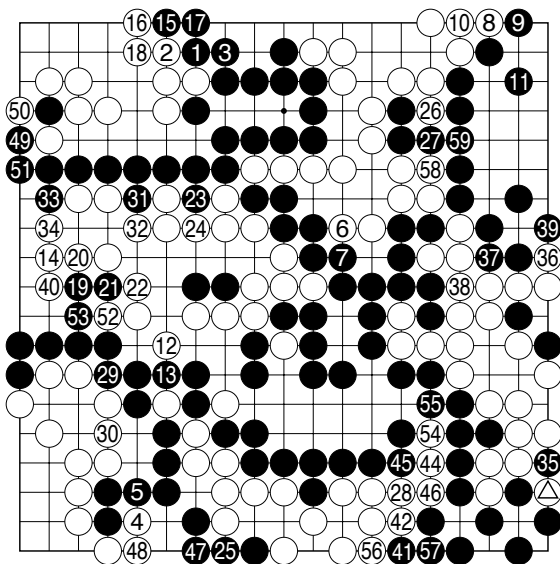
But it isn't enough. Black found plenty of good endgame moves, but in the end lost by 11.5 points.

The game record stops at 259. In the early stages of the game, Black had the better whole-board vision, but White's reading was better. In this game, the reading won.



□ Figure 4 (151 - 200)

181 @ 177



□ Figure 5 (201 - 259)

243 @ white triangle

DIARY OF A GO PLONKER ~ THE ART OF TREYF-KIBITZING

Ian Marsh

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Kibitzer, kib'it-ser, n. Onlooker who gives unwanted advice. [Yiddish]

Treyf, t'raif, adj. Non-Kosher. [Yiddish]

Certain games, and Go is among them, act as a strong attraction to Kibitzers. So much so that it is hard to think of any public venue that is safe from them. Perhaps in a Trappist monastery, but even then I am getting a mental picture of sign language and folded notes forming at the back of my mind.

There is a theory that if you ever get lost in the middle of nowhere you should take out a Go Board and re-play through one of your games. Someone is bound to come along and start pointing out the lines you should have played.

I could write about Kibitzing itself, and why doesn't Pair-Go attract Pair-Kibitzers, or even worse the concept of synchronized Kibitzing, but that would be leading people down unrighteous paths.

By Kibitzers I don't mean those onlookers who are wondering what the game is (Isn't it like that Othello game) and trying to make some sense out of what is happening. If they ask what the game is, then take pity on them; they are being deprived of the knowledge of a great game. Don't answer with a curt 'Go', at least answer that it is a Japanese game called Go.

When our club meets at our Pub venue, I always take along some of those excellent BGA 'Play Go leaflets'. They can be given to the more serious enquirer.

Nor am I referring to all those 'Kosher' Go Playing Onlookers who are observing, but not commenting, on the game in progress.

You may be having a 'pig' of a game, and are embarrassed about the way things are going, but console yourself as one day you will be watching one of their games when disaster strikes.

No, I am referring to those Go Playing onlookers who have forgotten that the rules of the game state that the game is decided by the Players alone, no matter how crass their play, or how wrong their interpretation of the rules are. I will classify the Kibitzers into three categories.

But first, I will remind the players that if anyone is disturbing their game, they have every right to tell those people to go away, no matter what grade, or Go position they occupy. This does not of course include the highest of authorities such as the Pub landlord at chucking out time. In official tournaments you might be interrupted by the tournament director, but hopefully for good reason.

The most innocuous Kibitzers are those who give away that something is amiss by body language. All I can say is if you catch yourself doing this then walk-away, though not in a theatrical way [Exeunt stage right pursued by bear].

More troublesome are those that want to start discussing the situation with their neighbour. If you must do this, both of you should leave the vicinity and perhaps set up the sequence on a far distance board. This is analogous to commentaries on professional games carried on in a different room, and it is not unknown for professionals to miss some ramification in such situations.

Talking (even sotto voce) is a definite 'No, No' [Exeunt stage right pursued by angry Go player].

Worst of all are those that interrupt the

game, even if it is to point out the dead stones to be removed. It is the player's game and they should get on with it. The only exception to this that I can think of is when the game is a teaching game and comments are being taken from bystanders. If however the teaching game is private you may well be intruding on the major point the teacher wishes to get across.

I would particularly point out that even if the observer thinks a board situation is over, they may have overlooked something, or missed some ramification connected with the comment they are itching to get out.

If it is something you feel needs to be pointed out immediately, such as the players not being aware of a clock having wrongly stopped, it is best to do this via the tournament director. Obviously out and out emergencies such as a player having caught fire are an exception to this (and nowadays tournaments tend to have no smoking rules).

If you really feel strongly about some occurrence in the game, wait till after the game, and raise the point politely after the

game. But do remember the other person may have something else to do, or may just need a rest from playing. Quite often the players will play through or discuss their game afterwards anyway.

I do not want to give the impression that weaker players should refrain from asking stronger players about points arising from games. Indeed, I think the BGA is lucky to have so many stronger dans, and kyus, who are so willing to explain things, and so well, circumstances permitting.

Finally do remember nobody is perfect, especially whilst watching friendly games in convivial circumstances. All I can say is that in such circumstances is do what I write, not what I necessarily do.

I can think of no better way of ending this article then to quote from the set of rules that came with a magnetic go set: "There is of course the 'No not ready' clause and the clause forbidding of the taking of advices from the sideward looking person."

CAN YOU SPEAK JAPANESE?

Russell Mayne

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Much of go terminology comes from Japanese. There may be many excellent players out there who have little idea what the terms they use mean, or indeed just how much Japanese they actually know! In this article I will attempt to show how much Japanese you already know, and how you could employ it in everyday situations if you were ever to come to Japan.

Obviously, one important thing to note is that Japanese is written differently to English. The Japanese adopted the Chinese system of notation in about AD 270. While Chinese characters usually have only one reading, however, the Japanese may have

multiple readings. This comes from taking the Chinese reading ("on") and adding a Japanese ("kun") reading to it. We can see this in the go world as the character for "seki" (stone) and "ishi" (stone) are the same character. If you wonder what this character looks like, take a look at the bottom of any go book published by the Ishi Press. The same character also appears as a radical at the bottom of the character for "Go" itself

The terms "joseki" and "fuseki" are, therefore, obviously related to the stones in some way. "Joseki" is comprised from the Characters for "set" or "reserve" and

“stone”, so “joseki” could be said to mean “set stones”. “Fuseki” is a bit more complicated, with the term “fu” meaning “cloth”. At a stretch of the imagination we could think of cloth as the original material for clothes, and so “fuseki” as the original material for a game of go.

Aji is more easily explained, meaning “flavour”. If you wanted to compliment a Japanese cook or another go player you could say “ii aji” (good flavour), and be understood in both situations. However, if you are not careful you might erase your “ii aji” with “aji keshi”! Kesu is the Japanese verb to erase and the noun form is “keshi”. An eraser (rubber) in Japanese is called a “keshi gomu” (gomu meaning rubber).

All this talk of “ii aji” brings me to “dango.” Dango is a kind of Japanese dumpling usually filled with bean paste. To non-Japanese mouths they might seem a little overly sweet but once you get used to them you’ll agree that they have an “ii aji”. You could even say “kono dango, ii aji!” (this dumpling tastes great) - it’s not perfect Japanese but you would be understood.

Eating the “dango” with the “ii aji” would be accomplished using your “te”. If you seem a term containing “te”, it is most likely from the character meaning “hand”. This is as true of kara-te (empty hand) as of go terms like “hamete”, “tesuji”, “sente” and “gote”. Sente is formed from the kanji for “before” and “hand” and gote from the kanji for “after” and “hand”. We could perhaps translate them into prior hand and latter hand. “Tesuji” is a little more complicated to explain. Under “suji” the dictionary offers up “a line, a plot, to work (take effect), a string or fiber”. There seems to be a sequential connection to the word “suji”, so perhaps we could hazard a guess at “connecting hand” or “effective play”.

Pon-nuki is an interesting phrase. When I asked my Japanese friend what is meant, he

explained that “pon” is the sound of taking one stone. The Japanese language is chock full of onomatopoeia, “pa-chi” (maybe “click” in English?) is the sound of playing a stone and “pon” is taking one. “Nuki”, like “keshi”, is the noun form of a verb, the verb “nuku” meaning “remove”. So here comes the test. From what you have read so far can you work out the meaning of the phrase “te-nuki”?

Some other terms of interest are:

Ikken tobi - 1 space jump (“tobi” being the noun form of “tobu”, meaning “jump”).

Hoshi - star.

San ren sei - “sei” is another reading of “hoshi”, in the manner of “ishi” and “seki”, so “san ren sei” is literally “three line star” or “a line of three stars”. Ni ren sei would be “a line of two stars”.

Hasami - scissors.

Tengen - the centre of heaven.

Notes:

1. “Ii” is pronounced like the “ee” in see
2. Japanese pronunciation is more regular and so “Atari” is pronounced to an even rhythm, rather than “a-TA-ri”, as in English. In the Japanese the 3 sounds A-TA-RI all have equal emphasis and length.

IN THE LIGHT

Sensei’s Library

senseis.xmp.net

This is a collection of ‘wiki’ web pages. That is, a site that anyone can visit and create a web page about some aspect of Go. There are many pages on culture, personalities, rules, study, terminology, computers, books, and so on, and a collection of links.

Tony Atkins

LONDON OPEN, ROUND 4 - CZECH REPUBLIC VS NETHERLANDS

Comments by Liu Hongjun, pro 7-dan

Thanks to David Ward for arranging the following commentary by Hongjun Liu a 7 dan pro from Guilin province in China. Hongjun and his wife Yajie (email address: liuyajie_guilin@yahoo.com.cn) who some of you will remember from MSO would like to keep in touch with all their friends from the UK.

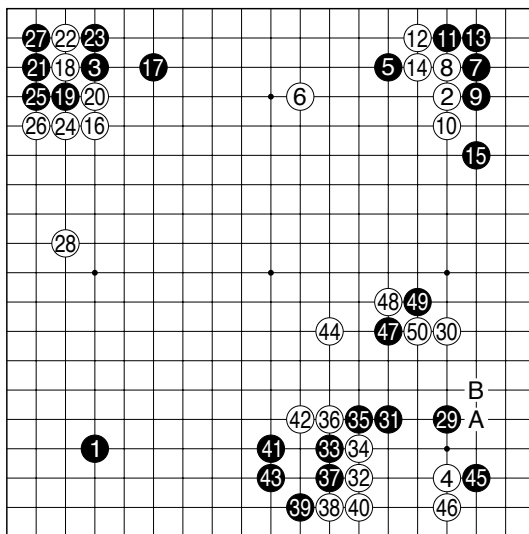
Black: Radek Nechanicky, 6-dan

(Czech Republic)

White: Emil Nijhuis, 6-dan

(Netherlands)

Komi: 6.5



□ Figure 1 (1 - 50)

Figure 1 (1 - 50)

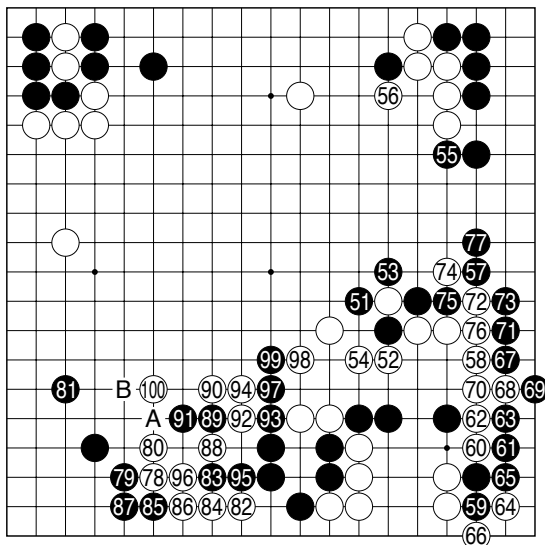
B19 seldom appears in pro's games.

W46: It's better to hane on the second line to make the eye shape clear. In the game, white 46 leaves bad aji on the outside, because it leaves A or B as sente for black. Either would threaten to block the corner on the second line. This would be unbearable for white, who would not only have lost the corner territory, but also has to make the group alive in gote.

Figure 2 (51 - 100)

B53: Capturing the white stone is the right choice. White cannot kill the four black stones unconditionally.

B55: The exchange of 55, 56 helps White a lot. It seems that Black has chosen a wrong place to make territory - the space is already very



□ Figure 2 (51 - 100)

narrow on the right side. Probably Black could play 56 directly to attack White with the help of the thickness of the centre ponuki.

B63 is a strong move.

B67: Strong move again. Black showed good reading ability here.

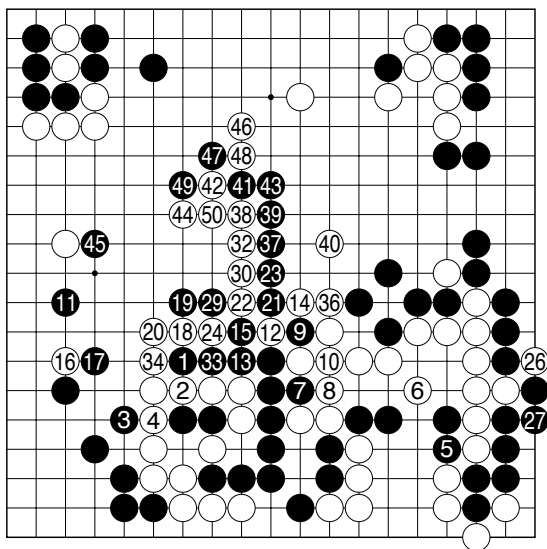
W78: White 80 would be better. It would prevent the connection of the black group to the corner.

B79 is a strategically wrong choice. It's better to play A to protect the five stones on the lower side.

Perhaps Black is not aware that the five stones are a weak group.

W82: Playing at B to attack the whole black group from long distance may be a better choice. It's difficult for black to make two eyes on the side, so it's no hurry to destroy its eye space.

B89: Black played very strongly here. He made the territory in the corner for certain first, then ran away the weak group. If white did not make the mistake of 82, he should have got more from attacking.



□ **Figure 3 (101 - 150)**

125 @ 109, 128 @ 112, 131 @ 109
135 @ 112

Figure 3 (101 - 150)

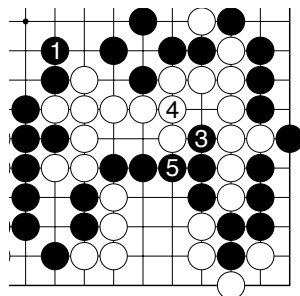
B111: The losing move. It must be at 1 in figure 3a. This is sente, because if White plays elsewhere, Black plays 3-5 and the lower white group has to live in gote. Black is clearly ahead in territory at this point, so it's important to settle the weak group.

W114: After White captured the centre stone, the game become difficult for Black. The black group is very weak.

B121: Jumping out is normal. Black doesn't have enough ko threats.

W132 is a simple way to finish the ko.

B143: With the enormous weak group, it seems already very difficult for Black to win the game.



□ **Figure 3a (101 - 105)**

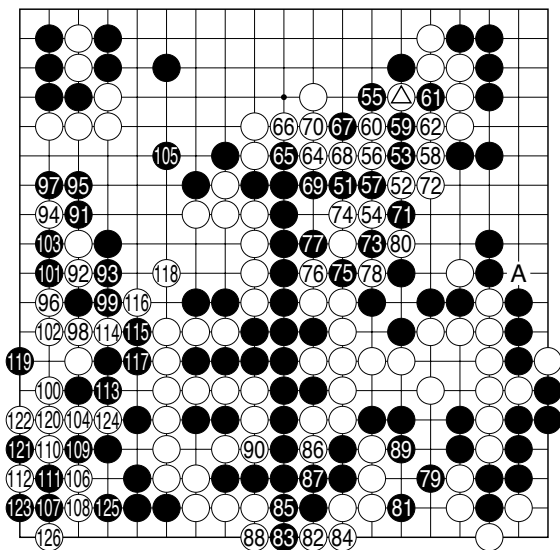
White 102 tenuki

Figure 4 (151 - 227)

B167 should just be at 169. White still answers at 168, but in the ko (175/178) black has two more ko threats. (But White is already ahead in territory, so maybe he has no need to fight the ko).

B179 is not a ko threat. The game is over. 181 would be a ko threat for Black, but White has ko threats beginning at A, and Black doesn't have enough.

B227: Black resigns.



□ Figure 4 (151 - 227)

163 @ white triangle



FALLING STONE GO

Roger Daniel

Go stones falling on my balcony
 Go stones falling in the gardens of the park
 Go stones falling on the leaves
 As autumn turns to falling dark.

Go stones falling in the sunshine
 Go stones falling from the skies
 Like water falling from the mountains
 Of the Go clouds beyond our eyes.

And when Go stones fall in corners
 Extending stones fall by the roads
 A falling line falls by a wall
 Like water falls on water boards.

Stones fall all around me
 Encircled whence I Go
 Stones fall behind me sometimes
 Before me splashing so.

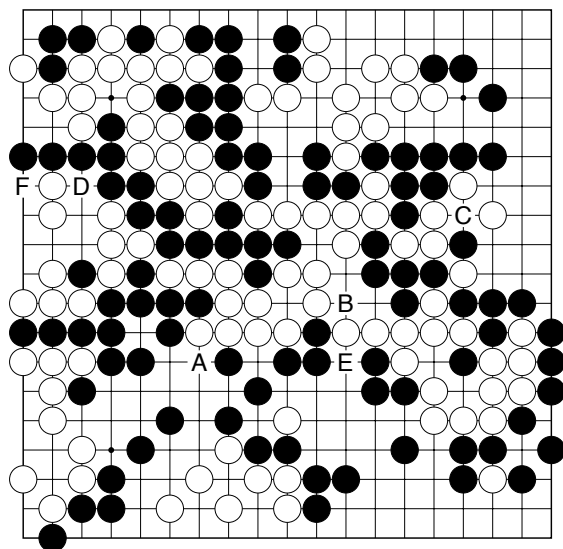
Where ever letters fall on paper
 Like Go stones fall on boards
 Stones tell me words will waken
 Into ploughshares they will make them
 From their falling Go stone swords

Go stones are not evil
 Falling stones are often good
 But God will always play his Go stones
 In the falling Go world woods.

THE BIGGEST BLUNDER I HAVE YET MADE

Nick Wedd

nick@maproom.co.uk



□ When counting really counts

This position is from a game I played on the LittleGolem server (<http://www.littlegolem.net>). This is a “turn-based” server for Go (and other games). This means that you connect to its site, check for any ongoing games in which it is your move, consider them, and move in the ones you want to. The time for each move is 36 hours, so you are rarely under time pressure.

I was Black and to play. There is a semeai between the large central white group and the black group at the upper left. If Black wins this, his half-eyed group at the top will also be saved.

I found this semeai too hard to count. I knew that I ought to be able to count it, but I said to myself “I’ll count it properly tomorrow. Meanwhile, it can’t be wrong to

fill an outside liberty.” I played at A.

But it was wrong. My opponent replied at B, and won the semeai by one point.

I should have played at B, not A. This does not really cut the white group in two: White ataris my B stone, and Black is short of liberties and can’t connect. But by some process which I do not fully understand, this throw-in gains Black a liberty, and wins the semeai, for a swing of over 170 points.

The moral, I suppose, is that if you are capable of reading out a fight, and have time to read it out, then you should not play until you have read it.

Moves A through F show the final moves played in the actual game.

LONDON OPEN, ROUND 7 - UK VS GERMANY

Comments by David Ward

Black: William Brooks, 3k (UK)

White: Michael Goetze, 3k (Germany)

(Germany)

Komi: 6.5

Figure 1 (1 - 50)

B25: Weakens blacks corner, better just jump to the centre.

B27: Black wants it all.

W28: A vital point in Black's shape. To be honest it is not entirely clear to me the best way to proceed. One possibility is to play at A as a probe against the corner. Another is to surround the black group by capping at B. This may be best.

31-37: a bit slow. Black should hurry to jump into the centre, while White should hurry to block him from doing so.

B41: Black has rather gotten away with the invasion.

W42: Not good, forces black to make the move he wants to anyway. Just jumping to the centre is better.

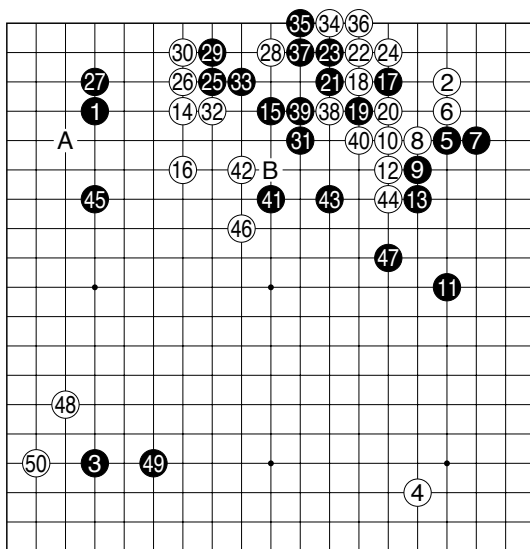
B45: Black has got to the big point on the left when he shouldn't have been able to.

W46: Better to just jump without leaving a cut behind.

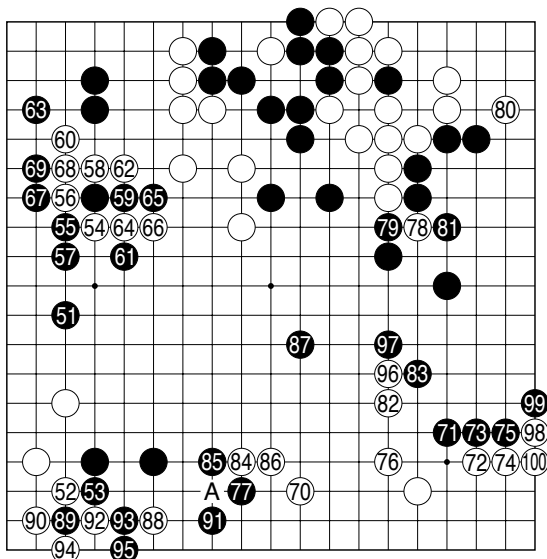
B47: Interesting, if a little thin, probably better to just play a large knights move in the centre. This move leaves bad aji.

Figure 2 (51 - 100)

B55: Passive, whites stones at the top are not yet settled (see figure 2a).



□ Figure 1 (1 - 50)



□ Figure 2 (51 - 100)

W60: Very dangerous. White should play as in figure 2b, cutting off the black corner and forcing it to live in gote.

B61: Missed opportunity. If he played as in figure 2c, White would be in trouble.

B69: White has got everything, and sente!

W70: White should extend all the way to A, so as to develop on the largest scale while attacking.

B77: Good point.

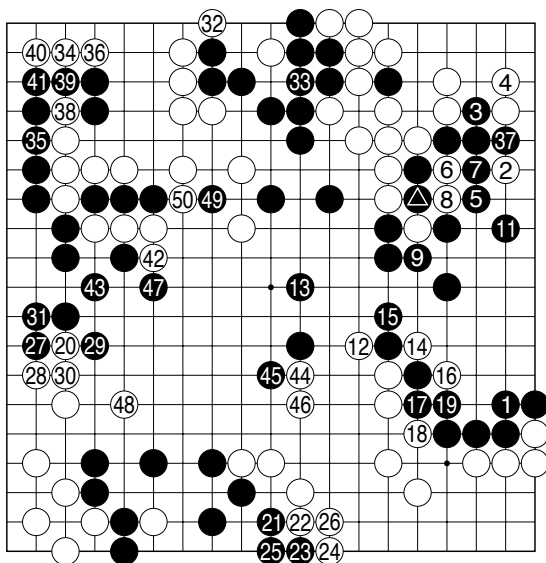
W92: Very big, black should have defended.

Figure 3 (101 - 151)

B105: Missed white's next move.

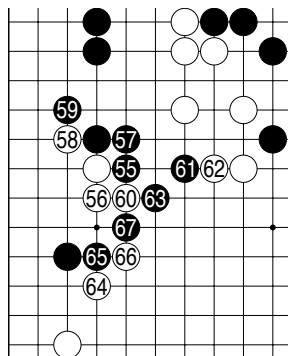
The game ends at move 242.

The game commentary ends here, the remaining moves are shown in figures 4 and 5 on the next page.

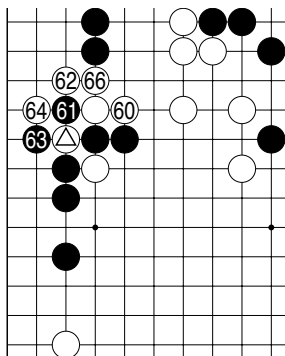


□ Figure 3 (101 - 151)

110 @ black triangle

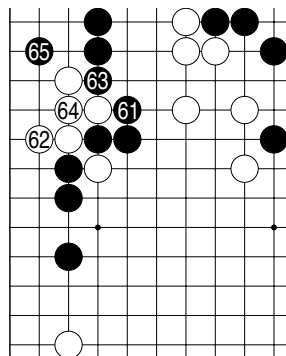


□ Figure 2a (55 - 70)

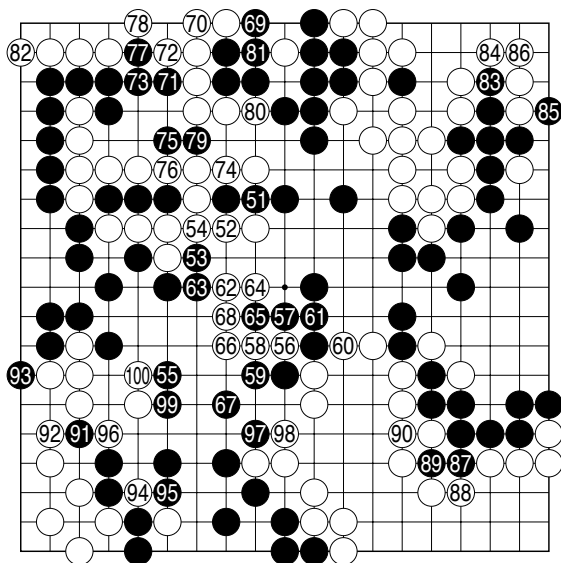


□ Figure 2b (60 - 66)

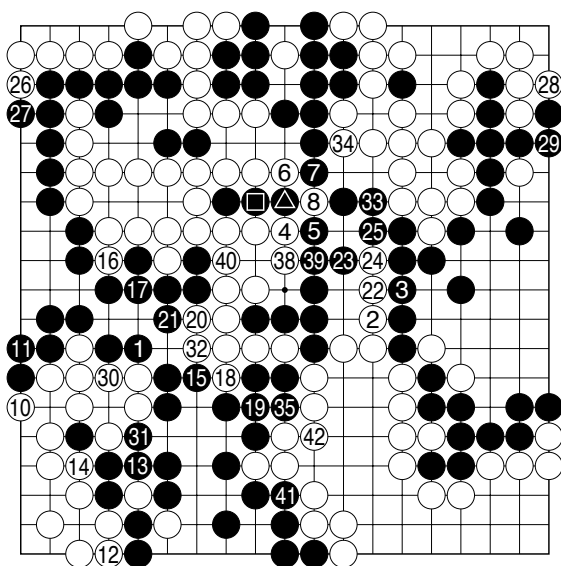
65 @ white triangle



□ Figure 2c (61 - 65)



□ Figure 4 (151 - 200)



□ Figure 5 (201 - 242)

- 209 @ black triangle
- 236 @ black square
- 237 @ 208

IN THE LIGHT

Go in British Museums

www.britgo.org/artifacts/

A new section on the BGA web site records where Go artifacts can be seen on display at museums and stately homes in the UK. Based on an article in an old BGA, the page will be updated whenever someone spots something else and can be used as a source of suggestions of places to go for a day out.

Tony Atkins

COUNCIL HOUSE: BGA POLICY AND DAN CERTIFICATES

Tim Hunt

T.J.Hunt@open.ac.uk

BGA Policy

A bit over a year ago there was a suggestion that it would be useful to have some fairly formal documentation of BGA policies. There was an awful lot of information about how the BGA is run locked up in various people's heads where it was not terribly accessible. Well, it has now all been written down, and you can find the result on the web site at <http://www.britgo.org/policy/policies.html>. (If you don't have access to the web, you can ask to be sent a copy.)

The purpose of this document is communication. For example it lets club secretaries know what sorts of things the BGA might be able to do for them if asked. It does not restrict what the BGA council can do. We reserve the right to revise the policies, or to depart from them in specific cases, where we judge it appropriate to do so. Nor does it limit the kind of things that other people can ask us for. If something is not mentioned in the policies document, it just means that we do not have a standardised way of dealing with it yet. The policy document also makes it easier to talk about creating new policies or revising existing ones, because we now have a clear point from which to start such discussions.

As ever, if you have any comments about this, or any other matter concerning how the BGA is run, you are encouraged to discuss it with a member of council, or to raise it on the [bga-policy](mailto:bga-policy@two.pairlist.net) email list (see <http://two.pairlist.net/mailman/listinfo/bga-policy> for information about this list).

Dan grading

As you are probably aware, Council has been revising the way that dan certificates are awarded.

We largely decided how this should be done

at the council meeting at the end of November last year, and the new system applies to all dan certificates awarded after that date. However, there were one or two loose ends to tie up, and Christmas intervened, so the policy was only finished at the January Council meeting.

Council would like to thank the Grading Committee for all their hard work over the years administering the old dan grading system. In particular, we would like to thank Jim Clare who chaired the committee for many years (longer than I have been a BGA member) and did all the hard work of keeping track of all of the tournament results in the promotion-points folder.

The new rules

The BGA will award you an X dan certificate when:

your strength on the BGA rating list reaches $X.0$ d, except that for promotion to 7 dan your strength must reach 7.5 d.

In addition:

you must be a member of the BGA;

and

you must have played enough games in the ratings for your strength to be meaningful. More precisely, you must have had a run of tournaments during which you played ten or more rated games, where your strength at the end of the run was at least as high as it was before the beginning of the run.

Some comments on the new system

Note that since the strengths on the rating list are rounded to one decimal place, the threshold for promotion to, say, 3 dan is actually 2.95 d.

The first time you play in a rated tournament, your rating is initialised to what amounts to a guess. Only after you have played in several tournaments does it settle

down to reasonable measure of your playing ability. The final bullet point above ensures that certificates are not awarded during this initial settling down period.

You can work out whether you have satisfied this final condition by looking at the table underneath your rating graph <http://www.britgo.org/rating/graph/>. This table

TOURNAMENT DATE	STRENGTH	RATING	GAMES PLAYED	GAMES WON	TOURN CLASS	TOURNAMENT	TOURNAMENT CODE
01-Mar-98	1.7 k	1899	2	1	B	Cambridge	T980301
07-Feb-98	1.7 k	1895	3	1	B	Oxford	T980207D
01-Jan-98	1.5 k	1913	8	3	A	London	G980101
02-Mar-97	2.5 k	1822	3	2	B	Cambridge	T970302

I played in the London Open on 1st January 1998 and the Oxford tournament on 7th February 1998. Together these constitute 11 tournament games (8 + 3). Before the London Open my strength was 2.5 k, and after the Oxford tournament it was 1.7 k, which is higher. Therefore I could be awarded a dan certificate any time from this Oxford tournament onwards. Although obviously only after my strength reaches 1.0 d, and also after 29th November 2003, when the new dan promotion system came into effect.

So this condition will probably already be satisfied by any player who has worked their way up through the kyu grades while playing

lists all the rated tournaments you have played in, and for each one tells you (among other things) what your rating was after that tournament, and how many rated games you played during that tournament.

As a worked example, consider my rating history. Actually, we only need to look at the first few rated tournaments I played in:

in European tournaments. It is most likely to affect strong players who play in a rated tournament for the first time when they are already of dan strength.

Analysis of the results of the London Open Richard Mullens analysed the results of the London Open, looking only at the results of games between UK players and overseas players. His data is quite interesting, and provide an alternative measure of whether UK grades are similar to those in other places.

Games involving foreign players who finished among the top 64 places:

ROUND	1	2	3	4	5	6	7	8	TOTAL
GAMES WON BY OVERSEAS PLAYER	20	12	10	11	15	12	8	7	95
GAMES COUNTED	27	18	20	16	23	21	18	15	158
% WON BY OVERSEAS PLAYER	74%	67%	50%	69%	65%	57%	44%	47%	60%

Games involving foreign players who finished among the bottom 63 places:

ROUND	1	2	3	4	5	6	7	8	TOTAL
GAMES WON BY OVERSEAS PLAYER	10	11	8	12	8	5	5	9	68
GAMES COUNTED	21	18	15	19	16	11	13	17	130
% WON BY OVERSEAS PLAYER	48%	61%	53%	63%	50%	45%	38%	53%	52%

The dividing line between the two tables is at about 2k. The second table suggests that most kyu players are setting reasonable grades for themselves, since they were getting approximately 50% results right from the first round. Can we deduce from this that people are making use of the BGA rating list (<http://www.britgo.org/rating/list.html>) and following the advice in the Rating FAQ (<http://www.britgo.org/rating/krfaq.html>)?

The top half results are less good, although it is interesting to see the McMahon system working: the first few rounds are very one-sided, then the results become more even as the rounds progress. But it seems that a reminder to dan players of our current recommendation would be in order. All players are now recommended to enter tournaments at a grade that is their strength

in the BGA rating list rounded to the nearest whole number, unless there is a good reason to suspect that that strength is wrong. (Possibly good reasons are discussed in the ratings FAQ on the web site.) That is, if you are no longer playing as well as you once did, or if you are going through a bad patch, please enter tournaments at a lower grade. More evenly matched tournament games are more fun for all concerned. Some people are already doing this, a lot still are not.

The kyu rating list and grading policy has been around for a lot longer than the equivalent recommendations for dan players, so we are hopeful that with more time (and perhaps a little peer-group pressure) the situation will improve. We will keep an eye on how things develop.

IN THE LIGHT

European News

balrog.posluh.hr/egf/news/

In 2003 the EGF web site started a section where each member country can post news of interest to others. In addition, to increase the news coverage, the web master posts a weekly news bulletin describing recent and forthcoming tournaments and so on.

Tony Atkins

THE RELATIONSHIP BETWEEN THE BRITISH GO ASSOCIATION AND THE MIND SPORTS OLYMPIAD

Toby Manning

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Each August for the past seven years there has been a “Mind Sports Olympiad”. The first five of these were held in London over a long week, the sixth was a one-day affair in Loughborough and the seventh reverted to ten days in Manchester. The event is planned for Manchester for the next four years as a minimum.

The word “Olympiad” is intended to suggest a “festival of games” rather than being associated with the classic Olympian ideal of a “super world championships”. There are many MSO’s around the world, including a “lesser” MSO in Cambridge each May.

For many years the “Northern Go Tournament” has been held in Manchester during the first or second week of September. In 2003 it was decided to combine the Northern with the MSO in order to avoid significant competition between the two events. However, although the Northern has tended to attract around 50 entrants, less than half that number entered the MSO in 2003.

The MSO involves a number of “Mind Sports”, ranging from the classic Bridge, Go and Chess, through Mastermind and Othello to such obscure “sports” as Mind Mapping, and Memory Sports (the equivalent of gymnastics). There is an uneasy relationship between the MSO organisation and each Game’s Governing Council, (British Go Association, English Bridge Union, etc.), with the MSO perhaps seen as something of an upstart not under control, and of course the MSO still tends to be a domestic UK event. Indeed, I believe that the BGA is unusual in that it actively co-operates with the MSO: the Bridge, for example, is not run by the EBU (and

bear in mind that Bridge probably has more participants than the rest of the Mind Sports put together).

It has always been the tradition of the British Go playing community to have (with the exception of the British Championship) tournaments that are attractive to all entrants. At most events, usually only 5% of the entrants have a realistic chance of actually winning the event, but this does not dissuade entrants. This “open to all” philosophy is backed up by (generally) low entry fees and nominal prizes.

On the other hand the MSO seems to be aimed more at the elitist. Relatively high entry fees support large prize funds: for example, in 2003 the entry fee for the 19x19 Go event (the “Northern Go Congress”) was £26 for a two-day, 6 round tournament with a prize fund of £450 split between the first 6 competitors. Similarly, the Lightning had an entry fee of £14 per head supporting a prize fund of £100.

This entry fee is out of line with other British Go Tournaments; compare, for example, the London Open at £25 for an 8 round, 4-day tournament, and the fee is, I believe, one reason for the relatively low entry.

This table compares the entry for the 2002 Northern and the 2003 MSO:

	2002 NORTHERN	2003 MSO
DAN PLAYERS	17	10
1 - 6 KYU	28	12
7 KYU AND BELOW	17	6
TOTAL	62	28

Compared with the 2002 Northern Go Congress, the entry was less than half and more heavily skewed towards the stronger players. It should be noted that each entrant at the MSO in 2003 effectively contributed £15 towards the prize fund; the equivalent figure for a typical three-round MacMahon tournament in the UK is between 50p and £1 (and everyone has a chance to win a prize). It seems hardly surprising that the entry was so small.

The Future

It is reported in the British Go Journal that the MSO organisation has challenged the BGA to double the participation in the Go section of the MSO next year. I do not believe this will happen with the current philosophy.

The BGA should take a stand over participation for all in the MSO, and should not support the elitist view of the MSO. We

should continue to support and run Go tournaments at the MSO, but the entry fee should be smaller (or prizes should be available to all).

The following resolution will be put to the 2004 AGM of the BGA:

“The BGA generally supports the Mind Sports Olympiad. However, the BGA believes that the MSO should be attractive to all, and should not merely be aimed at the elite go players. The BGA believes that the current MSO policy of having relatively high entry fees supporting large monetary prizes available only to the strong players discourages entry from the weaker players, and is to be deprecated. The BGA Council is instructed to negotiate with the MSO organisation a reduction in both the entry fee and the size of the prize fund, and to withdraw co-operation with the MSO organisation in 2005 if this negotiation is unsuccessful.”

TEN YEARS AGO

Tony Atkins

Swindon's first tournament was sponsored by and held at National Power's offices. It was won by Shutai Zhang. Following the cancellation of the Birmingham, Tim Hazelden ran the first Three Peaks at the Marton Arms in the Yorkshire Dales; Simon Shiu won it. West Surrey had another teaching day and handicap event won by Jonathan Chetwynd. The 20th London Open was the first event played with Ing Rules and sponsored by Hitachi. There was a separate fast play event jointly won by Shutai Zhang and Matthew Cocke. Shutai also won the Open going away with an armful of prizes. Matthew Macfadyen was second on tie-break despite losing to Matthew Cocke who was third. Peter Diamond (12 kyu) was one of those on 7 wins. Furze Platt was also sponsored and was held for the first time at Hitachi Europe's headquarters. Matthew

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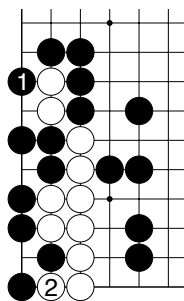
Macfadyen won. The next day, Brakenhale hosted the Youth Championships won by Joe Beaton (5 kyu). Furze Platt lost to the home side to allow Brakenhale to become the third name on the Castledine Trophy.

In Europe, Shutai Zhang won Copenhagen and Zurich, failed to win Gothenburg and was only fourth at a strong Brussels. In China, Rui Naiwei (9 dan) won the first ever Women's World Professional Championship. She beat Yang Hui (8 dan) in the final. Internationally, Japan's Yoda Norimoto was dominating the results, reaching the final of the Tong Yang Securities Cup and winning five games in the Jinro Cup. In Japan Cho Chikun won the Kisei, stopping Kobayashi Koichi's 8 year reign. In Korea Yi Chang-Ho was holding on to 12 titles, with only four more to go (held by Cho Hun-Hyun and Yoo Chang-Hyeok).

ANSWERS TO NAKADE AND ISHI-NO-SHITA PROBLEMS

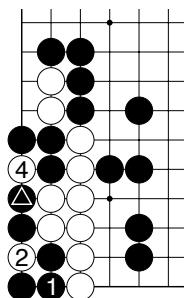
Richard Hunter

hunter@gol.com



❑ 1 Wrong

Diagram 1: Capturing with 1 is too slow. White 2 threatens to make two eyes by capturing two stones, but it does Black no good to connect. Check the continuation for yourself.



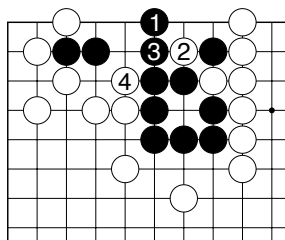
❑ 1a Sacrifice!

3 @ 1

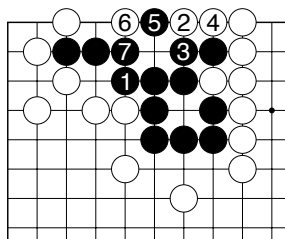
5 @ black triangle

Diagram 1a: Black 1 is an exquisite move. It is, of course, suicidal, but what's important is the shape that gets captured. White has no choice to capture sooner or later, otherwise Black can just start connecting from

the back all the way forwards. White takes three stones with 2 and Black plays nakade with 3 at 1. Next, White captures two stones with 4 and Black retakes one stone with 5 below 4. All White can do is capture this one stone, making a false eye while Black has time to go back and capture the two white stones above.



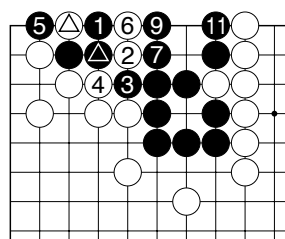
❑ 2 Fails



❑ 2a Ko

Diagram 2: Black 1 is a common vital point, but here it doesn't give Black a big enough eye space.

Diagram 2a: Black 1 is better, but the result is ko.

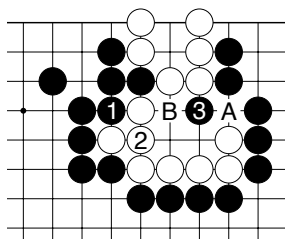


❑ 2b Correct

8 @ white triangle

10 @ black triangle

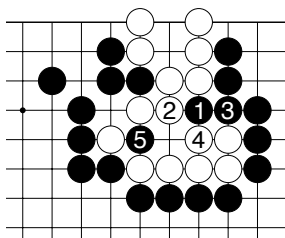
Diagram 2b: The way to get more mileage out of the position is to go for an ishi-no-shita. Black 1 maximises the eye space, but White 2 captures it. Nevertheless, this sacrifice gives Black time to play 7-9 and get an eye on the side.



❑ 3 Katte yomi

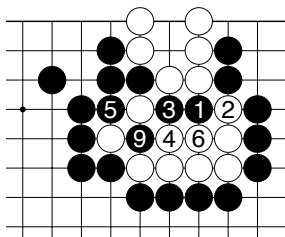
Diagram 3: It might seem that Black 1 works, but the problem is not that simple. After 3, White 4 at A would let Black extend at B. That creates a local seki, so White cannot capture the

two Black stones; however, Black can capture the white stones at the top. This is all ‘kotte yomi’, though. Black will be in for a shock when White plays 4 at B.



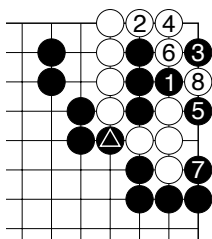
□ 3a Dead

Diagram 3a: Black must start with 1. If White falls back with 2, Black 3 leaves the killing blow of 5. That’s why the atari of 1 in Diagram 3 is wrong.



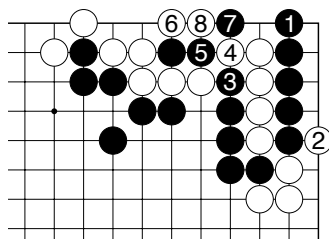
□ 3b Ko is correct
7 @ 3, 8 @ 1

Diagram 3b: It’s better for White to cut at 2, Black extends to 3. White captures with 4 and 6, but Black throws in with 7 at 3, White captures with 8 at 1, and Black takes the ko with 9. The correct answer is ko.

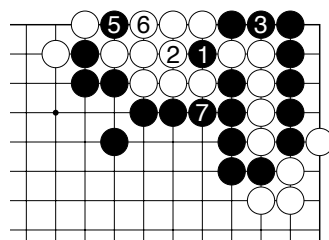


□ 4 Dead
9 @ 1

Diagram 4: Black only has three liberties, while both white groups have four. Even utilising the special properties of the corner doesn’t produce any magical improvement for Black. However, he does have a clever way to sacrifice his stones. Black 1 is the move. White has several possible replies, but he must be careful not to let Black play both 2-1 points and make two eyes. If White 2, Black 3 is a tesuji and 5 builds the sacrifice mechanism. White can capture four black stones with 8, but Black takes back with 9 at 1. This stone combines with the marked one to give White a false eye and ensures Black can connect out.



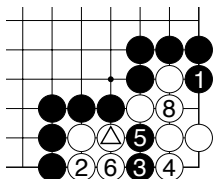
□ 5 Sacrifice two



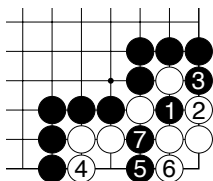
□ 5a Connect and die
4 @ 1

Diagram 5: Black 1 maximises the eye space in the corner. White 2 is unreasonable. White should instead defend on the left and let Black live. Black pushes in at 3 and cuts at 5. White captures two stones with 6 and 8, but ...

Diagram 5a: Black throws in at 1 and squeezes with 3. The coup de grâce is the throw-in at 5. After 7, it’s ‘connect and die’ for White. Isn’t that beautiful?



❑ **6 Wrong**
 7 @ 5, 9 @ 3
 10 @ white triangle

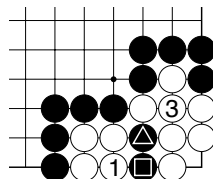


❑ **6a Throw in**

Diagram 6: Black 1 is no good. White maximises his eye-space with 2 and the end result is a standard ishi-no-shita that we have seen before. White makes a second eye and lives.

Diagram 6a: Black should throw in at 1. If 2, 3, and 4, Black makes the placement at 5. The moves continue as in Diagram 6, but the result is different.

Diagram 6b: When Black eventually captures White's square four, it's atari on the stones in the corner, so White doesn't have time to play the ishi-no-shita. The



❑ **6b Atari**
 2 @ black triangle
 4 @ black square

correct result is ko. Near the end of the sequence, White cannot connect at 1 in Diagram 6a, but must capture (at 5) and fight the ko.



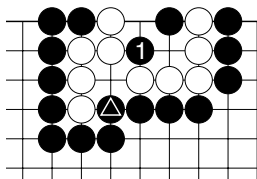
ANSWER TO AN OPTICAL ILLUSION PROBLEM

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The correct answer is, Black should tenuki, ie play elsewhere. The White group is dead as it stands.

The answer in the book, however, is that Black should play at 1, making a seki. This makes no sense. With or without a Black move at 1, the group is not in seki, it is completely dead.



❑ **Book answer**

When I came across this puzzle, I showed it to a number of Go players. Most realised that Black should tenuki. However three of them, two strong kyu players and a dan player, surprised me by giving the answer given in the book. Two of these, when asked why you should attack a dead group, admitted confusion. The third, however, William Brooks, pointed out that the triangled stone is meant to be white, and he had seen it as white. I think he is right. If this stone were white, Black 1 does indeed give a seki, and there is no other way to make sense of this problem.

What puzzles me is that this same optical illusion should affect three Go players. I have never, so far as I know, suffered an optical illusion when reading a problems book. But I do suffer optical illusions when

actually playing. Sometimes I see one of my stones as my opponent's, and waste moves trying to save a weak disconnected group that was in fact connected all along. More often, I see one of my opponent's stones as mine, and waste moves enlarging a dead group, not realising that it is cut off. I had always assumed that these illusions

were random. But the fact that three respectable players suffered the same illusion in the same position makes me wonder if there is a pattern to it. Are some shapes so familiar that we see them even when they aren't there?

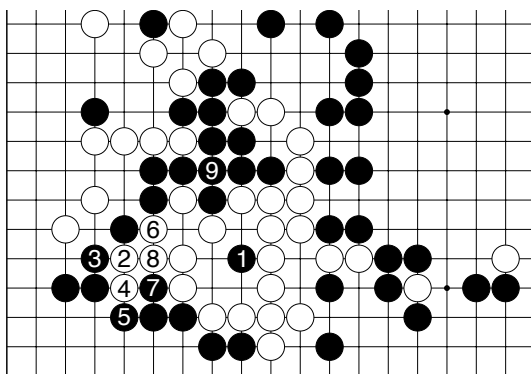


ANSWER TO A PROBLEM FROM THE LONDON OPEN 2004

Li Shen

Lisheng@hotmail.com

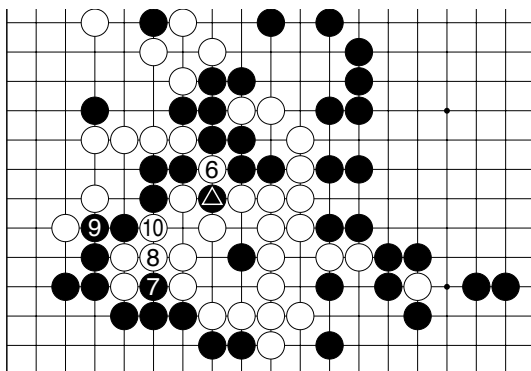
Figure 1 shows the actual game sequence, resulting in failure.



□ Figure 1

If, instead of move 6 in the figure 1, white plays 6 as figure 2, then a ko appears, and if white can win this ko he has a chance of winning the game.

Black 11 takes the ko at the marked stone and the fight is on.



□ Figure 2
11 @ black triangle

WORLD GO NEWS

Tony Atkins

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Incheon World Amateur Baduk Championship

Replacing the cancelled World Amateur, this new championship was held in Incheon in Korea from 27th September to 3rd October. 58 countries took part and played six rounds. The top four players then played knockout. Korea won all six games. On five were Japan, Netherlands, Ukraine, China, Russia (Lazarev) and Canada. In the knock out Japan's Hiraoka Satoshi beat the Ukraine and then Korea to win the championship. Kim Junghwan was hence second. Netherland's Emil Nijhuis beat Dmitrij Bogackij (Bogatskiy) to take third. Britain's Matthew Macfadyen came 19th beating Uruguay and Italy, losing to Brazil and Czechia (Danek), and then beating Serbia-Montenegro and Thailand. Chris Rafferty of Ireland won two games, beating Portugal and Ecuador. Simon Goss was there also as a guest official; his report was featured in the last Journal. Croatia's Zoran Mutabzija and Hungary's Diana Koszegi were awarded fighting spirit prizes.

Kosice Tournament

51 players took part in the Slovakian Toyota-Pandanet European Go Tour event on the weekend of 11th October, held this year away from Bratislava at Kosice. Three players ended at the top on 4 out of 5, namely Mikhaylo Galchenko (5 dan Ukraine), Dragos Bajenaru (6 dan Romania) and Radek Nechanicky (6 dan Czechia), placed in that order. Czech 3 dan Ivan Kostka giant killed again; this time it was Emil Nijhuis, just back from his third in the World Baduk Championships.

Moscow Tournament

84 players from pro level to 20 kyu, from Russia, Finland and the Ukraine took part in the Russian Toyota-Pandanet European Go Tour event on the weekend of 25th October. Winner as expected, with an unbeaten five, was Alexandre Dinerchtein. On four wins were Rustam Sakhabutdinov (5 dan) and Andrej Kulkov (6 dan).

Gothenburg Tournament

British Champion Matthew Macfadyen (6 dan) continued his domination of the Gothenburg Tournament by winning it with an unbeaten five. Second with four was Dragos Bajenaru (6 dan Romania). Best player on three wins was local 4 dan Ulf Olsson. Britain's David Ward (4 dan) won two games. 59 players took part in the event, which was held on the weekend of 8th November as part of the Toyota-Pandanet European Go Tour.

World Pair Go Championships

Young Se-Young Kim and Kim Nam-Hoon from Korea won the World Amateur Pair Go in Tokyo on 16th November. Japanese teams took places two, three, five and six, but making the best Western results ever were Hungary's Rita and Tibor Pocsai in fourth with 4 out of 5. Previously Canada and again Hungary had managed eighth. This time their last win was by half a point against Taiwan. On 3 out of 5 in eleventh were Czechia's Martina Simunkova and Jan Hora and Argentina came 14th, also with 3 wins. Winning two were Sweden, Netherlands, Poland, Germany, Armenia and Portugal. Italy, whose lady player had quite a low grade, won one, beating the new Pair Go country of Madagascar. Ireland's

Bernard Palmer was abandoned, as his partner Mags McGealy lost her passport in a stopover in Frankfurt. However he did get to play as various odd people stepped in as emergency partner to make up the numbers. For the first time five of the eight European countries were selected on a points system based on size of Go population and results at the European Pair Go Championships; the other three countries were directly invited as they had not played before.

European Masters

Held at the European Go and Cultural Centre in Amsterdam, the top eight European players played the first European Masters, on the weekend of 29th November. This was held in memory of the late Hans Pietsch and was to be used as a selection for various World Championships. Winner of the tournament was the professional 5 dan from the Nihon Kiin, Catalin Taranu. He beat 1 dan professional from the Korean Baduk Association, Alexandre Dinerchtein, by 1.5 points in an exciting final. Third was Svetlana Shikshina, also 1 dan professional at the KBA. Fourth was Franz-Joseph Dickhut from Germany. The next places were: Guo Juan, Cristian Pop, Csaba Mero and Radek Nechanicky. As a consequence Guo Juan played the Chunlan Cup in China in December and Svetlana would play the Fujitsu Cup in Japan in April. The top players elected to attend other championships later in the year. The top two games in the last round were commented by Britain's Matthew Macfadyen and the EGCC's Frank Janssen, helped by the players after it ended, and it was also relayed live on IGS-Pandanet.

In addition during the weekend was the 4th Fujitsu European Training. Go teachers from various countries discussed teaching children and teaching on the Internet. Harald Kroll and Kalli Balduin described

their experiences in Germany and Attila Teby his in Hungary. Slawek Piela and Martin Kaluza described how the Internet Go Academy works in Poland. Albert Fenech demonstrated his Flash demonstration of the Strasbourg Go Rules. Dragos Bajenaru and Wim Berkelmans brought experience from Romania and the Netherlands. Peter and Sheila Wendes, Go teachers from Hampshire, represented the BGA. Many valuable discussions and sessions were led by Matthew Macfadyen, Frank Janssen and William Wandel from the Go Centre. Tony Atkins was also able to join some of the sessions, being at the centre for the annual EGF-EGCC meeting in his role as EGF President.

6th Italian Go Congress

The 10th Mauro Brambilla Memorial (a Toyota-Pandanet Tour event) was held at the Italian Mind Sports Olympiad in Milan's Stelline Palace between 6th and 8th December. It was won by Romanian Cornel Burzo, with Czechia's Radek Nechanicky in second. Pair Go, 9x9, 13x13 and Blitz (Lightning) also featured among the 60 games played at the MSO.

Chunlan Cup

The Chunlan Cup is a World Championship held in Beijing, this time from 26th to 31st December. The European representative, Guo Juan, lost to China's Hu Yaoyu (pro 7 dan). USA's Mike Redmond also lost to a Chinese 7 dan, Gu Li. Six of the eight winners were Chinese - the exceptions were Cho U representing Japan and Yi Chang-Ho from Korea.

Kisei and USA Oza

The first game in the 28th Kisei Championships was held in Seattle, USA, starting 15th January. The Challenger Hane Naoki beat Yamashita Keigo by resignation.

Following on over the weekend was the North American Oza. 300 players took part in a hotel in New York and in the Seattle Go Centre. Winners were two pros, Feng Yun (9 dan) in the East and Jiang Mingjiu (5 dan) in the West. They next play off on the Internet for the trip to Japan. Other events of the weekend were a concert in New York and a youth event in Seattle.

RICOH Cup

The professional Pair Go Championship in Japan ended with the final of the RICOH

Cup in Tokyo on 25th January. Previous years champions, Inori Yoko and Chi Chiukun, again battled through the pre-Christmas preliminaries to reach the final. Their opponents this time were Kobayashi Izumi and Yamashita Keigo. The newcomers' three titles were obviously better than the old champions' one as they won by resignation.



REVIEW OF GO DOJO: CONTACT FIGHTS

Nick Wedd

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Go Dojo is a Go training. It runs only on Windows (or Linux/Wine). Its author is Bruce Wilcox, the author of the Go-playing program EZ-Go, and originator of the concept of "sector lines".

hypertext. I found it quite difficult to get used to this. It's not that it's worse than the familiar way of doing hypertext, just different.

The structure of the program

It is easy to install and run. It does not use the Windows registry (something which I am very thankful for - my registry is now a hopeless mess and I don't know how to disentangle it). When you run it, you can customise the size of the window it runs in, and the size of the font that it uses. It remembers these settings and applies them next time you run it, which is very convenient. It also remembers where you got to last time you ran it, and automatically resumes from there.

One feature that I missed is the ability to place a bookmark. Apart from the automatic way it remembers where you left off, there seems to be no way you can get it to go automatically to some position that you found interesting. However it does have page numbers (1398 of them), so you can always write down the page number and find you way back there.

The content of the program

It uses hypertext to link its many pages and sections together, which helps to make it much more usable than a straight sequence of text and diagrams like a printed book. However, it does not implement hypertext in the way that most computer users will be familiar with, from browsers. Instead it uses a home-brewed implementation of

The program teaches how to manage contact fights. It is divided into four sections - elementary, novice, intermediate and advanced. In each section, explanations alternate with examples and tests. You can skip the tests if you like, but I don't recommend it, because this is where you will learn about the things you habitually get wrong.

I was impressed by the lessons, and have

learned from them. There is nothing difficult (at least in the first three sections, I have not worked through the fourth yet). The principles which are presented are simple pragmatic ones about where to play and where not to play in contact fights, and in the earlier lessons, no reading is required, only counting of liberties and the ability to look one move ahead. Yet I believe my own play has been improved but what I have learned (or rather, by what I already knew but was not applying). Bruce Wilcox claims "One sees dan players making mistakes with rules a 20 kyu could master. Obviously there is a need for a thorough training on the subject and this is it!" Having looked at some of the mistakes I made in the tests, I am forced to agree with him. I think Bruce Wilcox is good at explaining Go concepts thoroughly because of his experience in Go programming. To get a program to do something, you have to start by getting it perfectly clear in your own mind what it is you are trying to get across, and then explain it properly, without taking any short cuts. This contrasts with some Go books, which explain things rather sloppily, tempting the reader to think "I've grasped that" and go on to the next page, when really he has learned nothing. However he does not patronise the user, or treat him like an automaton - he comes across as a thorough, but human and tolerant, tutor.

There is certainly a lot of teaching material in this program. A typical page repays a couple of minutes' consideration, and there are almost 1400 pages, so I reckon it would take about 48 hours to give it the attention that it merits. This compares well with most Go books, making it well worth the price.

How to buy it

Go Dojo is available by email from brucewilcox@bigfoot.com (pay by paypal)

or by post from Bruce Wilcox, 1169 Laurel Lane, San Luis Obispo, CA 93401, USA (pay by dollar cheque or dollar IMO or by cash). It costs US \$25 or £15 or 20 Euros.

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Please send contributions for the Summer Journal as soon as possible and in any case by 15th May 2004.

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 reliable Go editing program.

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When quoted in the journal, these are generally given without the leading http://, which can be assumed.

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Up to date information on UK Go clubs is maintained on the BGA Web Site at:

www.britgo.org/clublist/clubsmap.html

Please send corrections and all new or amended information to Allan Crossman, the BGA Webmaster.

See page 50 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
- MAI:** 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
- OIOTOSHI:** 'connect and die', capturing by a cascade of ataris, often involving throw-ins. If the stones connect up to escape, they all get caught.
- 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 end game