

BRITISH

GO

JOURNAL



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EDITORIAL

Jenny Radcliffe

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What should you look out for in this issue? Several responses to the "Refereeing" articles in the last issue (see the Letters on page 3, and Jonathan Reece's article on page 36) as well as some exercises set by Geoff Kaniuk to see if you were concentrating last time or not (see page 24).

My favourite aspect of this issue is the contrasting games analyses. We have Dave Ward and Liu Yajie's analysis of a game between and 11k and a 12k during the BGA/KGS online tournament in June (page 6, and Cristian Pop's analysis of the second game (page 49) and Wang Hongjun's analysis of the third game (page 54) from the 2004 British

Championship. These analyses are, of course, interesting and educational, but I'm afraid I am mostly tickled by the humour of them. In both the KGS game analysis and the analysis of the third Championship game, a professional Go player solemnly announces that the game is over in the favour of one player or another. Naturally, in the case of the Championship game, the pro is right and the player who is behind duly resigns. On the other hand, the double-figure-kyus keep playing - and the player who is said to have lost goes on to win not only the game but the whole tournament! I have heard it said that the greatest swordsman in the world doesn't fear the second-greatest; he fears the rank beginner because he never knows what the silly idiot will do. I think we have an excellent illustration right here ...

My other "pet aspect" of this issue is a theme of "odd" applied to photographs: the front cover shows playing Go in an odd place; a picture on page 18 shows Go players doing odd things, and the picture on page 22 shows odd people playing Go.

My apologies again for how long you've waited for this journal; there are not excuses, I can only say I'm sorry. It won't happen again. Regarding the next issue, submissions of all kinds would be wonderful; please remember to let me know if you've taken photos at tournaments, especially the ones I'm not at; if you'd like to proof-read or help me to en-macro-ise the L^AT_EX: journal@britgo.org ! The deadline for the next issue will be determined by how long the printers and postal service take with this issue; keep an eye on www.britgo.org for an announcement, or just send things to me when you're ready.

Jenny Radcliffe

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LETTERS

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Going to the Bar

Why do we have a bar? More precisely, why do we have to have a bar? There are many tournaments - especially those over two days with a limited entry - that would benefit by not having a bar. It is quite normal for some of the lower graded players to play handicap matches towards the end of a tournament. Why should it not apply to the higher graded players as well? I am well aware that we need a tournament winner, qualifications for the British Championships and to satisfy the demands of the grading lists etc. But this could be catered for in a few select tournaments where the entry is larger and the bar can be set at say 3 dan.

Due to increasing senility and stupidity my grade has gone down but every tournament since (the onset of senility) I have been above the bar. At Barmouth (no pun intended) I played Matthew Macfadyen in the final round. Even game above the bar. I quite enjoyed the game in a way because of Matthew's skill, his exemplary demeanour at the board and his helpful comments at the end. But as a match, as a contest it was nothing. For either of us. I had 2 wins out of 4 and he had 4 out of 4 so that without the bar it would have been a 6 or 7 stone handicap match. That would have been a contest and something to play for.

That is just one example from my own experience and I am sure that lots of players in the shodan - 1kyu range have other examples of games where the result was a foregone conclusion. The recent Mind Sports tournament with a small entry had many mismatches. It could lead to players not entering, even smaller entries and the problem made worse. If there has to be a bar, it should be set no more than 3 grades below the grade of the strongest players. For a shodan let's say to beat a 5 dan is virtually (completely?) impossible. Rather like in golf doing a hole in one on a par 5. Incidentally that is called a miracle. It is the same in go.

Yours sincerely

Bob Bagot

The Rules Of Go: Capturing Stones

Geoff Kaniuk, in BGJ #136, mentions a piece of "folklore", namely that "when capturing 3 or more stones, the clock can be stopped".

I have only ever seen this rule stated explicitly in Lighting Tournaments (and even there I disagree with it). Removing the stones is part of your move, and you should manage your time so that you can do this.

The British Championship Rules (which govern the Candidates' and Challenger's Tournaments and the Title Match), explicitly forbid this practice, stating that "Unless the Event Organiser specifies otherwise, players may not stop the clock themselves during a game except to set the clock for overtime and to repair the position when it has become disorganised".

Toby Manning

Footnotes to the John Barrs article

I didn't join the Go scene until 1965, but I can add a few notes to Bob Hitchens' article on John Barrs, indeed the father of British Go.

If you were wondering about the Union Flag blazer badge shown clearly in John's picture on p. 22 of BGJ #136, that shows his membership of the 1948 British Olympic weightlifting team. By the time I knew him he had abandoned weightlifting for the less vigorous sport of bowls, at which he also excelled.

My memory differs slightly from Bob's; I think John was 59 when he died suddenly in January 1971. That at least was when I got the phone call asking me to become Acting BGA President, at the tender age of 26. I wasn't keen, having a young family, a new job, and being on the point of moving house. But I took it on, and like so many temporary arrangements, it became permanent, for another five years.

The 1965 article by Dr. Good appeared in the "Free Energy" column of "New Scientist". The people Bob describes as a group of students from Oxford University may well have become interested in Go at this time, but we didn't all know each other then. There was no organised Go at Oxford until 1967, two years after I had gone down.

In that year Oxford held what I believe to have been the first ever open Go tournament in Britain, an afternoon event with just two rounds. In the following year the first British Go Congress was held at Jesus College, an all-handicap event with about 30 attendees. There was no particular event on the first Friday evening, so a group of us including John visited a nearby pub. We didn't know that during vacation time the college locked its gates at 11 pm, and I treasure the memory of John climbing in with us over the college wall.

Francis Roads

Rules of Go: A Case Study

The discussion in BGJ #136 on the Rules of Go was very interesting, and on Page 43 it mentioned that there would be future scenarios and case studies in future Journals.

Here is a real case.

At the Lightning at the British Congress this year, both payers ran out of time (i.e. neither player believed they had enough time left on their clock to play all their moves). The game was only half completed and the players had (approximately) 20 seconds and 1 minute left on their clock. Player A therefore passed; Player B also passed, and Player A passed again.

The game being only half completed, it was not feasible to count it or even estimate who was winning.

Should the referee:- a) award the game to the player with most time left on their clock b) award a loss to both players?

I believe the correct answer is to award the game to the player with most time left; if one player's flag falls, he loses irrespective of whether the other player has time to complete the game.

Toby Manning

Letters may be edited for length, content or style, although where possible the original author will be consulted about changes. Please email letters to editor@britgo.org.

BGA/KGS TOURNAMENT GAME

Dave Ward

Gunnar AAstrand Grimnes ("gromgull") hails from Norway and is studying for his PhD in Computer Science at Aberdeen University. Earlier this year he won the BGA/KGS online tournament (see the news article on page 20): a worthy winner, playing some very enterprising games. Below we feature, as his prize, one of those games, where he took black against Hungarian Peter Korossy ("retesz"), with commentary on the opening phase from David "the BGA Analysis service" Ward and from Liu Yajie (2-dan professional).

Black: Gunnar AAstrand Grimnes (*gromgull*), 12k¹

White: Peter Korossy (*retesz*), 11k

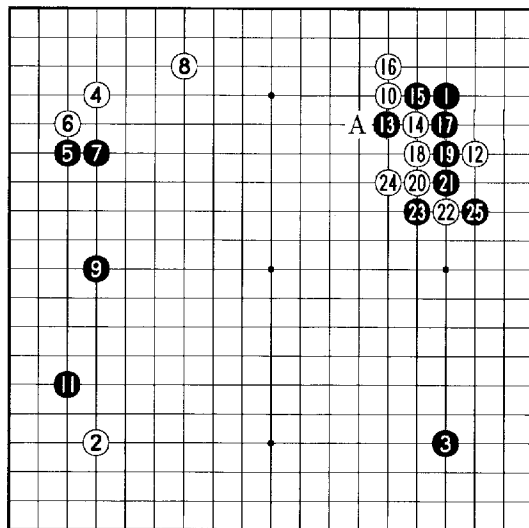
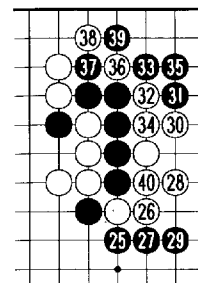


Fig 1: Moves B1 – B25

- ⑧ *Liu Yajie*: This is not a good shape
- ⑨ *Dave*: This should be low
- ⑫ *Dave*: Good moves for both sides, with both players seizing the initiative
- ⑭ *Liu Yajie*: This is an overplay
- ⑰ *Dave*: correct - taking 4th line territory is good enough
- ⑳ *Liu Yajie*: this is overplay; playing at ㉓ is normal
- ㉓ *Dave*: White has 3 groups of stones to look after now, something should give
- ㉔ *Liu Yajie*: severe

㉔ *Liu Yajie*: White can come out with atari at A

㉕ *Dave*: maybe Black can do better here and win the capturing race - see the variation in diag 1



④ connects at ③⑥
 Diag 1: Variation from new move 25

- ④ in diag 1: *Liu Yajie*: White is now dead
- ⑦ *Dave*: big point but there is unfinished business on the right
- ⑨ *Dave*: big but not really urgent
- ⑲ *Liu Yajie*: better to invade at sansan, point B
- ⑳ *Dave*: better to connect at ㉓ and capture the single white stone cleanly
- ㉔ *Liu Yajie*: This is an overplay; a better move would have been ㉕ to settle the corner
- ㉔ *Dave*: This is sharp, but it may be sufficient to settle the stones and leave Black with a weak group as shown in the variation in diag 2

㉔ *Liu Yajie*: However, this would be better with a cut at ㉕, after which ㉗ and C become miai for White

㉕ *Dave*: Black may be able to do better, as shown in the variation in diag 3

㉗ *Liu Yajie*: This move might be better played directly at C, since Black can not kill the three white stones in the corner

㉙ *Liu Yajie*: this is a mistake. Black can kill ㉔ and the two marked (△) stones with a move at ㉚, as shown in the variation in diag 4

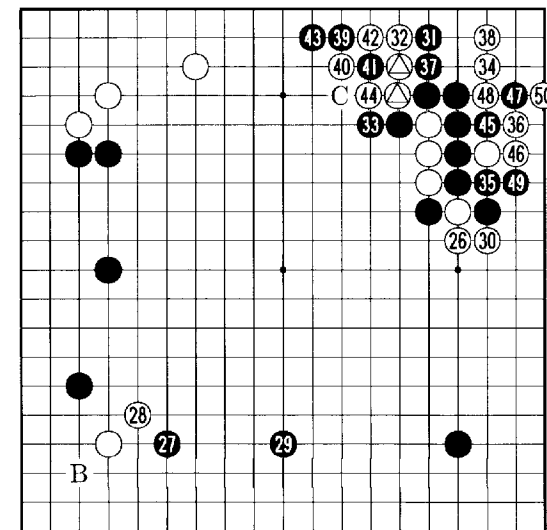


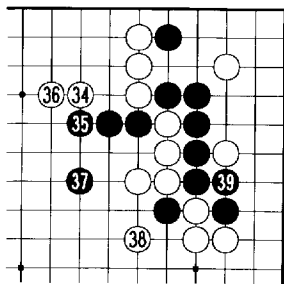
Fig 2: Moves B 25 – W 50

⑤ in diag 4: *Liu Yajie*: The group with marked (△) stones are all dead

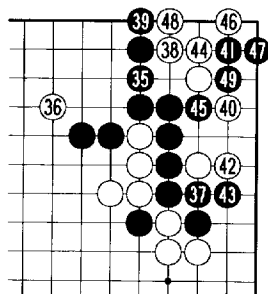
⑤ *Liu Yajie*: This result is too good for White

⑥ *Liu Yajie*: This move is not necessary, playing at ⑥ is enough

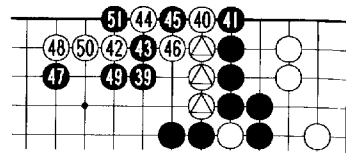
¹Note: these are KGS grades rather than BGA/European grades



Diag 2: Variation from new move 34



Diag 3: Variation from new move 35



Diag 4: Variation from new move 39

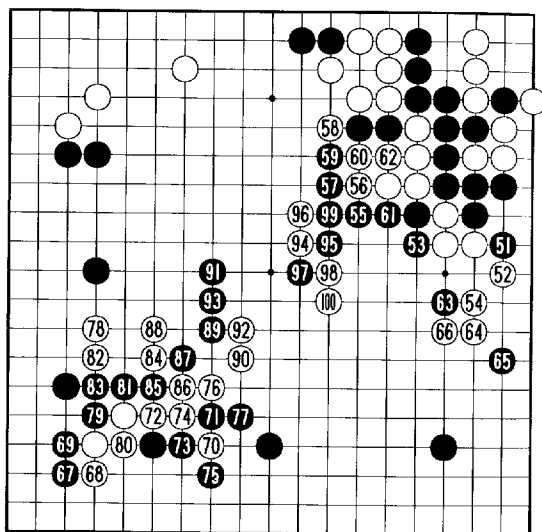


Fig 3: Moves B 51 – W 100

Ⓞ2 *gromgull*: sigh, this is terrible

Ⓞ2 *Liu Yajie*: Black has lost the game

Of course, Liu Yajie's comment here is slightly misplaced; Black went on to win by 14 points, thanks mostly to resurrecting the apparently-dead top right group (from 51 and up) by killing the white group around 54. There was a great deal of further fighting and a substantial number of prisoners on both sides.

If you want to see how things progressed, and how black went on to win, the electronic record is available at

http://kgs.kiseido.com/en_US/gameArchives.jsp?user=gromgull - the game was played on 26th June 2005.

US GO CONGRESS 2005

Francis Roads

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I had a splendid time at the US Go Congress (my seventh) and would recommend it to any go player wanting a change from the European. The organisation is pretty good, most people speak English, and there is a relaxed atmosphere about the place. A handful of Europeans usually attend, as well as the usual detachment of pros, and a visiting party of Japanese amateur players.

Pacific Lutheran University in Washington State, where the 2005 Congress was held, is fairly small, and situated a good 45 minute bus ride south from downtown Tacoma. Apparently Martin Luther opposed drinking alcohol, unlike various people mentioned in the Bible, who seemed to knock the stuff back. It took my fellow Brit Toby Manning and myself two or three days to track down the local pub, where a something like beer was being sold. It was usually chock full of Go players.

The US Congress lasts nine days, including the registration and check-out days. The main rounds happen on six mornings, with Wednesday being taken off for excursions. To this are added lightning, 9x9, 13x13, Pair Go, Crazy Go (rengo kriegspiel, etc.), a self-paired ongoing handicap tournament, and this year the innovation of Midnight Madness, a tournament with a round starting each day at 11 pm. There are also a couple of extra tournaments limited to strong native players.

On the Wednesday, trips to Seattle or Mount Rainier were on offer, or a one-day "Die-hard" tournament for Go junkies. The country trip was my choice. Mount Rainier (named after a British Admiral) is a snow capped volcano which dominates the local scenery. You see it all the while from both Tacoma and Seattle. Serious mountaineers take two days to scale it, but our coach took us just to the foot, where there is spectacular Alpine scenery, and well marked trails.

In the evening there was a party at the Seattle Go Centre. It marked the Centre's tenth anniversary, and also the sixtieth of the famous atomic bomb game between Utao Hashimoto and Kaoru Iwamoto. The game was part of the Honinbo Sen, and was taking place in Hiroshima when the bomb was dropped. Neither player realising the

full extent of the disaster, they rearranged the displaced stones and continued with the game. Later both players felt guilty at having continued in such circumstances, and Iwamoto sensei eventually hit on the idea of doing what he could to promote international friendship and understanding through Go. As a result, he was the founding father of Go centres in New York, Amsterdam and Sao Paolo as well as Seattle.

Jon Bowley, the manager of the Seattle Centre had previously, approached me to ask for some verse or reading suitable for the occasion. He was familiar with my Go songs and Go-related light verse, which have some following in the States, and thought that I was the person for the occasion. I wasn't so sure that I was; serious poetry isn't really my line. But never one to decline a challenge, I wrote the poem on page 37 for him. I read this out as part of the formal ceremonies inevitable on such occasions, with many Far Eastern professionals and other dignitaries present. The poem had some compliments; more than I thought it really deserved, but it seems to have caught the spirit of the occasion.

By Saturday I had won my first five games; think what you will about American gradings. There is a slight misconception prevalent in the U.K. about the way they run the McMahon draw. It is not the case that you only play players within your own initial McMahon band throughout the tournament. What happens is that bands with a large number of players are split into two or even three sections, with everybody starting in the lowest. As a four dan, I was placed in the lower of two bands, the upper one being initially empty. Having won my first game I was then in the upper band, with other four dans who had won, but no losing five dans. Having won a second game, I was in a band with five dans who had lost two, and so on. The effect is to slow down one's movement up or down the draw.

This is all to do with the prizegiving strategy. The Americans like to award first, second and third prizes etc. within each grade, or band of grades for the higher numbered kyu players. In Europe we tend to award prizes on number of wins, regardless of grade. Clearly their system helps to produce prizewinners in each grade. But I think a certain amount of tweaking goes on. In round six, having played five

dans in the previous three rounds, I found myself playing the only other four dan who had won all five, in order to give an overall winner in the four dan band. Yes, I lost; you might think that would place me second in the band, but it didn't; I was fourth on tie-break.

The Americans make a meal of their closing ceremony, quite literally. The final dinner, described as a banquet, took place out of doors in one of the university quads. The total number of awards was well into three figures, and together with speeches this all lasted about 90 minutes, which Toby and I thought was about 30 too many; with so many people coming up to the stage, you can't really applaud each one.

Part of this ceremony was the singing of songs which had won awards in the Bob High Memorial Competition. Whereas at the European Congress we just get together informally somewhere and sing Go songs old and new, here it is all done competitively, with anonymous entries and a panel of judges. There are sections for songs and for poems. One is allowed a maximum of three entries. I found that I had gained first prize for my song "Invasions Raise Awkward Questions"², as well as both first prize for the Iwamoto poem on page 37 and the second for the "Waiting for the Pairings" poem on page 48.

On Sunday it was back to Seattle with Go player Judy Debel. In the evening I found myself acting in the unfamiliar role of interpreter. One of the Japanese pros and his minder were staying with a Go playing couple in Seattle. Usually in these circumstances the minder speaks English. This one's English was even worse than my Japanese, so I had a rather taxing evening at a fine Seattle fish restaurant. Fortunately for me the two Japanese were so tired that they didn't say much in any language.

I had a splendid time in the States, where I have made some wonderful friends, and I heartily recommend their Congress to all adventurous Go players. The 2006 US Go Congress will be taking place from August 12th to 20th at Black Mountain, North Carolina, and you can find more information about it at <http://www.gocongress06.org/>

²Editor's Note: This song will appear in the next issue, when I have persuaded the software to insert it correctly!!

UK NEWS

Tony Atkins

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Oxford

75 players attended the Oxford Tournament on 19th February at St. Edmund Hall. Winner was the Chinese teenager from London, Li Shen (6 dan). He beat two Wanstead players, Francis Roads and Alistair Wall and then Min Yang (4 dan Oxford) in the last round. Players on 3 out of 3 were Joonghoon Jo (3 dan London), Paul Christie (2 dan Bath), Harry Fearnley (2 dan Oxford), David M King (1 kyu Swindon), Matthew Reid (1 kyu Cambridge), Barry Chandler (3 kyu Reading), Nick Krempel (4 kyu Cambridge), Will Segerman (5 kyu Bath), Alex Parsons (7 kyu Unattached) and Stuart Patterson (15 kyu Leamington). Prizes were once again sponsored by nearby Hoyles Games Shop who also ran the book table in the lobby.

London School of Economics

The first LSE tournament was held at the London School of Economics building, just off the Alwych in the centre of the city, on 26th February. It attracted 41 players including a lot of students from LSE, Imperial and elsewhere. It had an unusual time system (20 minutes then overtime of 30 in 5), but was very professionally run by the students with the draw projected instantly in all the playing rooms. Local LSE star Yun He (7 dan) was the unbeaten winner. Runner up was Matthew Woodcraft (1 dan Cambridge); Zaid Waqi (1 dan Imperial College) and Andrew Grant (3 dan Milton Keynes) also won 3 out of 4. Winning prizes for 3 wins were Ivan Wong (4 kyu Oxford), Patrick Donovan (5 kyu Hastings), Anna Griffiths (6 kyu Epsom), Jonathan Englefield (8 kyu High Wycombe), Peter Welinder (15 kyu Imperial College) and Tevong You (19 kyu Imperial College).

Cambridge Trigantius

3 players attended this year's Trigantius (the 29th) on 6th March, as usual at the University Centre. Additionally another 21 took part in the Novices' event. Li Shen (6 dan London) was the winner for the second year running winning 100 pounds and beating the next placed players: David Ward (4 dan Cambridge), Andrew Jones (3 dan Wanstead) and Yun He (7 dan LSE).



Alex Selby awarding Li Shen the Cambridge trophy

The others winning all three were Brian Dackombe (3 kyu Bromley), Mike Pickles (5 kyu Norwich), Jonathan Tims (6 kyu Liverpool), Peter Allen (7 kyu Liverpool), Chris Barnett (12 kyu Durham), Stephen Chester (15 kyu Cambridge), Nathanael Chua (15 kyu LSE), David Ellmore (18 kyu Billericay) and Ken Dackombe (19 kyu Bromley). Best placed kyu player was Mathieu Flinders (winning 30 pounds) and the Team Prize went to Cambridge A. Alistair Turnbull won the 13x13 and Matthew Harris got the youngest player prize (as Ken Dackombe had already won one).

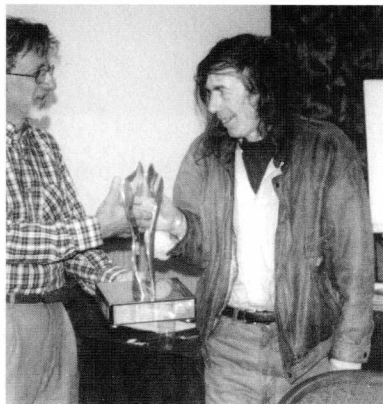
All players with 2 wins got a small prize and Baron Allday won the furthest travelled prize. After morning teaching sessions, organised by Paul Smith, the Novices' Tournament winner was Zaichen Lu from Norwich School. Norwich School also won the team prize at their first event. Ingrid Jendrzejewski won the puzzle competition ahead of Owen Walker, also from Cambridge. Under-14 winner was Duncan Bell from Beckenham, with runner up Luke Betts of Cambridge. Under-10 winner was Sam Smith-Howell of Ipswich, with Thomas Meehan of Solihull and Richard Engel of Cambridge runners up.

Candidates'

The Candidates' Tournament was held at the Odd Fellows' Hall in Leamington Spa on 19th and 20th March. Unfortunately the parallel Leamington Tournament was cancelled due to staff shortages. 18 players took part in the Candidates'. Jon Diamond, Kiyohiko Tanaka

(both on 4 wins), T. Mark Hall, Alistair Wall and Des Cann (by nigiri from Alex Selby) qualified for the Challenger's League. They joined Matthew Cocke, Alex Rix and Dave Ward in the Challenger's League in early May).

British Go Congress



Toby Manning awarding Tony Goddard the British Open trophy

Toby Manning, Peter Fisher, Stephen Bashforth and others from Leicester Go Club ran the 38th British Go Congress in the pleasant surroundings of Stamford Hall at Leicester University, three miles south of the city centre. The weekend, 8th to 10th April featured the British Lightning on the Friday evening, the British Open on Saturday and Sunday, and the BGA AGM on the Saturday evening. The British Lightning was won for a second year by David M King (1 dan Swindon) who beat Francis Roads in the final. 24 players took part.

The British Open had 61 players. The worthy winner on a perfect six wins was Tony Goddard (6 dan Sheffield); T. Mark Hall (4 dan London) failed to win it for a third year running, but settled with second with five wins out of six. Also on 5 wins were Ken Dackombe (17 kyu Farnborough Village) and Andrei Sokolov (15 kyu Preston). The Nippon Club Team Trophy was won by the Dackombe family's Farnborough Village team from Kent (ahead of the Isle of Man team). Also Francis Roads collected the Terry Stacey Grand Prix trophy (for most BGA tournament wins above the bar during the year) and David M King collected his dan diploma. Saturday evening's Pits was won by Edwin Brady.



Francis Roads displaying the Terry Stacey Grand Prix trophy

Thames Valley Teams

Eight teams competed for the Broken Go Stone Trophy at the Thames Valley Team Tournament in Swindon on Easter Monday. Best prize was of course the handmade chocolate egg by Annie Hall. Wycombe and Maidenhead A team (Paul Clarke, France Ellul and Edwina Lee) beat their B team in the final to win it. Players on 3 out of 3 were Alistair Wall, Paul Christie, Paul Clarke, Xinyi Lu. Xinyi Lu won the 10x10 on tie-break from Nicola Hurden (both had 7 wins).

London International

Teams of players attended the Nippon Club in Piccadilly for the spring International Match on 17th April. The Central London Club was the victor this time, ahead of Wanstead, Reading, Cambridge, Nippon and Mars. Akiko Sato (CLGC) and Stijn van Dongen (Cambridge) won all 4 games.

Triangle Tournament

The first ever Triangle Tournament was held alongside the European Pair Go Championships at Hitachi in Maidenhead on 23rd April (see World News on page 42). The format was a mix of doubles and singles: each player should play one game as a single and two in a pair. However 14 players took part which meant that one game each round had to be one on one. Nobody won 3 games so the lowest graded player winning two in a pair was judged the winner. This was Paul Blockley (13 kyu Worcester) and second was Jonathan Englefield (8 kyu High Wycombe). Third, for winning his first two games, was Ed Blockley (2 kyu Worcester). Runners-up who got go baseball caps were Xinyi Lu, Daniel Debski, France Ellul and Nick Wedd. The fighting spirit prize went to Chuwen Teng from Hitachi who learnt Go specially to take part.

Challenger's League

The event was held again in Cambridge on the March Bank Holiday weekend. It was all played in the Junior Parlour of Trinity College. The room pleasantly looked out over the gateway to Trinity and

the nice weather gave rise to a soothing babble from the throngs of tourists outside. Des Cann won all his games to become the Challenger to Matthew Macfadyen. Second with 5 wins was Matthew Cocke (beating Wall, Diamond, Tanaka, Rix and Ward) on last year's position tie break. Third placed was T.Mark Hall (beating Wall, Tanaka, Cocke, Rix and Ward), also on 5 wins. Fourth on 4 wins was Alex Rix (wins over Wall, Diamond, Tanaka, Ward). Fifth on 3 wins was John Diamond (beat Wall, Hall and Tanaka). Sixth was David Ward (beat Diamond and Tanaka) and seventh was Alistair Wall (beat Tanaka and Ward). Kiyohiko Tanaka playing in his first Challenger's failed to win any. No play offs were necessary so all were able to leave early or enjoy the delights of Cambridge on the Bank Holiday afternoon.



The players in the Challenger's League: Kiyohiko Tanaka, Dave Ward, Alex Rix, Des Cann, Matthew Cocke, Alistair Wall, Jon Diamond and T Mark Hall

Cambridge Barlow

26 players attended the Barlow kyu-players only tournament in Cambridge. It was held on 8th May as part of the local Mind Sports Olympiad weekend. Local Cambridge player Matthew Reid (1 kyu) was the overall winner with 5 wins. Mathieu Flinders (1 kyu), also from Cambridge, came second with 4 wins. Third place was taken by a vis-

itor from Romania: Tiberiu Gociu (4 kyu). No handicaps were played and towards the end the draw produced some daunting matches for some of the youngsters; nevertheless Christian Roberts (22 kyu) from Norwich and Maria Tabor (16 kyu) from Epsom did well to beat opposition 7 and 5 grades stronger than themselves in even games. Maria won four games in all, as did Derek Chan (20 kyu Bloxham) and Zaichen Lu (21 kyu Norwich). The weather also played its part. A violent thunderstorm caused a power cut for half an hour, but the draw computer's battery survived until power was restored.

Bracknell

The Bracknell Tournament was again confusingly not held in Bracknell, but at Woosehill Community Centre in Wokingham on 22nd May. Best of the 58 players was Heung-Soon Kwak, a Korean 5 dan from Bournemouth; he beat Kaishu Hirahara (5 dan Maidenhead) in the last round. Winners of 3 games were William Brooks (1 dan Cambridge), Paul Tabor (2 kyu Epsom), Mark Todkill (4 kyu London) and Stuart Parsons (7 kyu Staines). Miguel Carrion Alvarez (13 kyu Leytonstone) won the continuous 13x13. Stuart Parsons won the Go Problems competition set by Ian Marsh and Toby Manning won the caption competition.

Durham



Francis and Tim were both pleased to win beer

The Durham Go Tournament on the 4th and 5th June started a busy month of events. Held at Durham School, just west of the city centre, it was attended by 49 people. Those who arrived early could play Go in the Victoria Hotel

on the Friday night and on the Saturday night 36 of the players made a local Chinese buffet owner very happy.

The tournament ended with a tie for first place, between Francis Roads (4 dan Wanstead) and Tim Hunt (3 dan Milton Keynes), each on five wins. Also on five wins was Patrick Ridley (22 kyu Chester).



Tim Hunt, Jenny Radcliffe, Francis Roads and Andrew Jones make an unusual start to the Durham tournament with a bassoon and serpent quartet

Teesside) and Stephen Bashforth (17 kyu Leicester). The continuous 13x13 side event was won by William Brooks (1 dan Cambridge) and the lightning by Matthew Holton (2 dan Teesside).

Scottish Open

The Scottish Open held on the 11th and 12th June moved north this year to the pleasant old campus of Aberdeen University. The Linklater Rooms provided a pleasant venue, with the distinctive sound of bagpipes drifting from a nearby wedding and the sound of gulls and oystercatchers echoing down the chimney. 25 players took part, some from south of the border, including Gerry Mills, accompanied by the BGA bookshop continuing a tour starting at the Durham tournament. Most of the group enjoyed a trip to a Spanish restaurant in the city centre on the Saturday evening, complete with a double round of Liar Dice. The Open winner was a rapidly improving Polish 2 dan, Jakub Zborowski. He won all 5 games. Second was Francis Roads (4 dan Wanstead) with 4 out of 5. Quintin Connell (14 kyu Glasgow) was also able to achieve five wins and Stig Vilholm Petersen (18 kyu Dundee) won a prize for winning four. Also turning in noteworthy results were locals David Fowler (15 kyu) and organiser Nir Oren (8 kyu), both winning 3 out of 4, and Neil McLean (4 kyu Elgin), who beat and came equal third with Tony Atkins (3 dan).

Winning prizes for 4 out of 6 were Toby Manning (3 dan Leicester), Andrew Grant (3 dan Milton Keynes), Quentin Mills (4 dan Cardiff), Claas Roeber (3 kyu Dublin), Peter Allen (4 kyu Liverpool), Chris Morris (5 kyu Durham), Colin Bavidge (6 kyu Newcastle), Stuart Parsons (7 kyu Staines), Chris Barnett (8 kyu Durham), Etienne Dufrier (9 kyu

Welsh Open

The 13th Welsh Open at Barmouth on 18 and 19 June was switched to a new venue, the Min-Y-Mor Hotel on the Marine Parade, as the old hall is now the library. 32 players took part and enjoyed the seaside sunshine and evening meal at the hotel, followed by a chance to walk on the beach with a glass of wine or Patrick Ridley's dog. The Open was won as always by Matthew Macfadyen (6 dan Leamington) putting him on 63 wins unbeaten at that event. Alistair Wall (4 dan Wanstead) was second with 3 out of 5, on tie-break from Simon Goss (2 dan Bracknell) and Christian Scarff (2 dan Swindon). Prize winners for 4 wins were Ed Blockley (2 kyu Worcester), Steve Bailey (4 kyu West Surrey), Gary Beman (6 kyu Leamington), Richard Scholefield (12 kyu Milton Keynes) and Stephen Bashforth (17 kyu Leicester).

Liverpool

The very first Liverpool Tournament was held on 25th June at The Casa bar and bistro in the centre of Liverpool. Like the Cheshire it was split into two groups.

The 8-player top group was won by Qi Chen (Michael), 5 dan from London. He beat Wang Yang (3 dan Manchester), Huo Ru Hua (4 dan Liverpool), and Kunio Kashiwagi (1 dan Manchester). Winner of the 26-player handicap group was another local, George Leach (1 kyu), who won all his 5 games. Other prizes went to Sam Aitken (4 kyu Warwick), Andrea Sullivan (14 kyu Liverpool), Andrei Sokolov (10 kyu London) and Neil Leavesley (12 kyu Liverpool), who each only lost one game. Tom Brew (18 kyu Liverpool) won the unplanned 9x9 side event.



Jon Tims awards George Leach a fan for winning the Handicap section

UK GO Challenge

The best players from 18 school heats met for the Finals of the second UK Go Challenge at Loughborough Grammar School on a sunny 3rd July. More than double 2004 took part in the finals at 46. Seven rounds on 13x13 boards were fitted in and all top winners won micro-hi-fis or camera-mobile phones kindly donated by LG Electronics UK Ltd. There were also caps and books from the Korean National Travel Organisation, which also meant that everybody got a prize of some sort. The overall top place winners were first: Matthew Hathrell, second; Hetty Boardman-Weston (also Best Girl) and third: Rajinder Poonian. Another top winner was James Hoyle (Loughborough) for 6 out of 7. The Champion School was Loughborough and the Champion Primary School was London Meed from Burgess Hill. The Fighting Spirit Prize was awarded to Andrew Dudley (Ninestiles Birmingham)

Section winners were:

	Boys	Girls
Under-18:	Wilson Hau (Loughborough)	
Under-16:	Rajinder Poonian (Loughborough)	Hetty Boardman-Weston (Loughborough)
Under-14:	Matthew Hathrell (Finham Park School, Coventry)	
Under-12:	Matthew Harris (Cambridge)	Holly Hathrell (Finham Park School, Coventry)
Under-10:	Ollie Robinson (Milton, Cambridge)	Christiane Walker (Milton, Cambridge)
Under-8:	Thomas Meehan (Solihull)	Aoife McCaul (Milton, Cambridge)

BGA KGS

The BGA KGS Tournament grew in popularity this year, gaining more players and a higher intensity of games (as it lasted for just the month of June, half as long as last year). Players hailing from over 10 countries took part, with particularly strong challenges from sometime

leaders Jose Miguel Pasini (Chile) in seventh and Jesse Savo (Finland) in ninth place. The last day saw Gunnar AAstrand Grimnes from Aberdeen surge through from out of nowhere to win with 6 out of 6 - don't forget to check out the review of one of his winning games on page 6. He overtook Kiyohiko Tanaka, who had the consolation of winning the 4k+ category (which included two players with KGS dan grades). 5k-15k was won by Xinyi Lu and the 16k and under category by Alan Cameron. The Teaching side event met with limited enthusiasm and was won by event organiser Ian Davis on 8 lessons.

British Pair Go

This year the British Pair Go Championships were delayed from May until 10th July to stay away from the European championships in Maidenhead. The venue for the 15th edition was for the sixth time the Foxcombe Lodge Hotel, Boars Hill near Oxford. This year the weather was perhaps a little too hot; some of the plants selected as prizes by organiser Francis Roads were starting to wilt a little. The winners of the last four years, Kirsty Healey and Matthew Macfadyen, lost in round one to Natasha Regan and Matthew Cocke. These two managed to hang on, beating Anna Griffiths and Tony Atkins and then Alison and Simon Bexfield in the final, to take the championship for the first time. Emma Marchant and Simon Goss got the fighting spirit prize. In the 8-pair handicap group the father and daughter from Epsom Club, Paul and Maria Tabor, were top with 3 out of 3. They beat Jil Segerman and Tony Pitchford in the final. Sasha King and Christian Scarff won the handicap fighting spirit prize. Best dressed pairs were Kirsty and Matthew, and Jackie Chai and John Johnstone. The hard paired number quiz was won by Maria and Paul.

Go Displays

The BGA Go Picnic on 31st July was one of two events organised by BGA Education Officer Peter Wendes. To mark 50 years of British Go, some 50 or so members met at Ritz Corner in London's Green Park for some games and a meal in the sun. This attracted some interest, especially from a couple of strong oriental passers by. In the afternoon part of the group went on to the wet weather venue of the Great Court

at the British Museum for more Go playing and demonstration to the public. The day achieved another aim in getting a dan count of 50 together, helped by a couple of 6-dans turning up. On the four days of the next weekend, to mark the 60th Anniversary of the Atom Bomb Game (see the poem on page 37, an exhibition was held at London's Imperial War Museum.

Photos of the players, Iwamoto and Hashimoto, were on display, along with a Go ban showing the position at the time the bomb dropped on 6th August 1945 and a dan certificate (T.Mark Hall's) signed by Iwamoto. Also John Fairbairn had produced a history of Japanese Go in World War 2 to accompany the exhibition. On the Sunday one of Iwamoto's pupils, Hiroko Shinkai (5 dan pro) arrived to visit the exhibition, together with Yuki Shigeno, representing the Nihon Kiin. Over the four days Peter and others were able to demonstrate Go to members of the public and explain the significance of the exhibition.



Odd people play Go: it's a "Linuxbier-wanderung", where people with an interest in some combination of Linux, beer and hill-walking get together and ... play Go, apparently.

Epsom

The fourth Epsom Tournament on 13th August attracted 50 players to the Ebbisham Centre; this year they day started fine but ended a little wet, but was nice enough to eat lunch out in the Square. Winner for the second year running was young Li Shen (6 dan London). He beat Jon Diamond in the last round. All players on two and three wins got prizes thanks to sponsor Forbidden Technologies and everybody got a souvenir Epsom 2005 Tournament mug and a welcoming present of a box of Smarties. Those with three wins were: Alex Parsons (5 kyu London), David Hall (6 kyu Bracknell), Miguel Carrion Alvarez (10 kyu Leytonstone), Maria Tabor (14 kyu Epsom) and Richard Almond

(18 kyu Hastings). Best team was the three players of the Guildford Four (Bailey, Bailey and Hall). Sponsor Stephen Streater (10 kyu) won the 9x9 side competition; Daniel Debski (8 kyu Maidenhead) won the 13x13. Ning Li won the spot the move contest by finding the correct next move in a pro 9x9 game and Pauline Bailey was the best at completing the slogan about the sponsorship of the Epsom Tournament. Upstairs the second game of the British Championship was being played. Thanks to Stuart Barthropp's transcription it was broadcast live on KGS and also shown on a demo board downstairs. Having won the first game near Oxford on 9th July by resignation, defending champion Matthew Macfadyen won the second game against challenger Des Cann by 19.5 points. After the game and the tournament, the players analysed the game for those who had time to stay and learn.

Mind Sports Olympiad

The 9th Mind Sports Olympiad was again held at the Renold Building of Manchester University from 19th to 29th August. As usual as well as the usual games such as Backgammon, Chess, Draughts, Bridge and Poker, more exotic sounding games such as Victor Ludorum, Triplet, Pacru and Carcassonne were featured. The Go events were on the second weekend, with the Northern on the Saturday and Sunday and a Rapid on the Bank Holiday Monday. 11 players took part in the Northern, the MSO Championship. Gold medal winner was Alistair Wall (4 dan Wanstead). Silver was won by Paul Smith (2 dan Cambridge) and for the second year running the Bronze was won by Tim Hunt (3 dan Milton Keynes). Prizes for 3 out of 5 (and a bye) went to Ron Bell (5 kyu Reading) and John Nicholas (4 kyu Manchester). Six players played all-play-all in the Rapid with reduced handicap but with stones and komi after nine stones. A four way tie was split by mutual game results to give the Gold to Tim Hunt (3 dan Milton Keynes). Silver went to Paul Blockley (13 kyu Worcester) and his father Ed Blockley (2 kyu Worcester) got the Bronze. Placed fourth was Hana Kvapilova (14 kyu) from the Czech Republic.

REFEREE EXERCISES

Geoff Kaniuk

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Following on from the article about refereeing in the BGJ #136, here, and in the next few Journals, are some exercises describing a scene that you, as referee, may have to deal with. Please take a moment to sketch out your thoughts on the solutions before turning to the answers.

1. The draw has just been published at round 3 and a youngster is tearfully complaining to his mother that he is only 19k, but has to play White against a pensioner who has now reached 16k. She is upset and calls the referee.
2. A player from one of the top boards went to get a coffee and a fag with a hand held computer in breast pocket. The referee noticed the player going for a walk and studying the game record intently. What would you do in this situation?
3. Two players are in Canadian overtime, playing by the book with lids covering the bowls. Black has left the prisoners in the lid. At some point Black absentmindedly tried to take a stone from the bowl and managed to push the lid through the rim. The white prisoners of course fell in, and the players took the time to fish the stones out of the bowl. The game carried on without incident, but it was very close and after counting was done, White had won by half a point. After the analysis, a bystander helped to clear the stones away and discovered a lone white stone in Blacks bowl. He told Black what he had found; Black became upset and called the referee.
4. Two players have joined the Lightning tournament at the European, which is being run with the Ing speaking clocks. Towards the end of round 1, two players come charging at the referee complaining something is wrong with the clock. Having calmed them down outside the playing area, you ascertain that one of the players has lost on time. He is claiming that he couldn't hear the clock, and it counted him out. What do you do?

The answers are provided on page 38.

GO PROGRAMS, CHINESE RULES AND SUPERKO

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When I run tournaments for Go-playing programs, I much prefer rule-sets that use area scoring to rules that use territory scoring. This is because programs are not good at game-end arguments to decide what is really alive. With territory scoring there should be less need for these arguments, as there is no penalty for playing inside what you think is your own territory, either to prove it really is alive, or to prove that the opponent's stones there are dead. Among the various rule sets that use territory scoring, I prefer Chinese rules, as these are much the mostly widely used in the world, and are more widely supported by programs. I use Chinese rules as implemented on KGS, for the series of tournaments for Go-playing programs now held monthly on KGS.

Chinese rules of Go

In the last issue of this Journal Simon Goss wrote an excellent article on the Japanese rules of Go, and pointed out that there appears to be a contradiction in these. The same, unfortunately, is true of the Chinese rules. Section 6 of these³ reads, in full, "Reappearance of the same board position is forbidden throughout the game". However Section 20.3 reads, "In rare situations such as triple ko, quadruple ko, eternal life, and round-robin ko, if neither side will yield, the referee may declare a draw or replay." So the rules say, in effect, "a previous board position may not be repeated, and when it is, the game is drawn".

I am told that in practice, in China, the rules are interpreted as meaning that if a repeating position happens, the game is drawn. I have been shown a joseki which brings about a repeating position - this is sometimes used between professionals when they find that a "drawn" game is in their mutual interest.

However, the KGS server does not interpret the Chinese rules like that. Its implementer assumed that "Reappearance of the same board position is forbidden throughout the game", means what it says, and

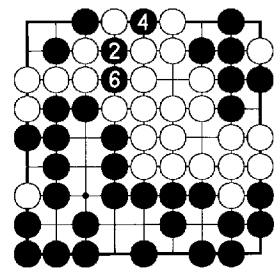
³Quoted from "The Go Player's Almanac 2001", by Richard Bozulich.

took it as specifying what western students of Go rules call "positional superko".

I may need to explain here what **positional** and **superko** mean. We all know what a ko is, it is a repeat cycle of length 2, so that after two turns the board would be returned to its original state - all rule sets forbid ko cycles. A **superko** is a cycle of length more than 2. There are three forms of **superko** rule. **Positional Superko**: a play may not recreate a previous board position from the game. **Situational Superko**: a play may not recreate a previous board position from the game, with the same player to move next. **Natural Situational Superko**: a player may not play to recreate a board position, if s/he played to create it previously. For the purposes of these definitions, a **play** is the act of playing a stone, and removing any captured stones as necessary. Passing does not constitute a play, and is never forbidden.

Superko in practice

In the sixth KGS computer Go tournament, held on September 4th, the position shown in the diagram arose. White, to play, was the program Viking, by Swedish programmer Magnus Persson. Viking is a respected program - later in the tournament, it was to beat GNU Go, from the Free Software Foundation, which is a leading non-commercial computer Go program. Black was Gonzo, by New Zealand programmer Peter McKenzie. Gonzo is a relative newcomer to computer Go, and still has some strange defects.



①, ③ and ⑤: PASS
search horizon.

When Gonzo played 2, and then 4, Viking saw no reason to answer, and passed. But when Gonzo played 6, Viking was unable to capture

In the position shown (before play of the numbered stones), the game is over by most people's standards. The status of all the stones is clear, and all the dame have been filled. White is ahead, even before adding the komi. Viking knew all this. Gonzo knew that it was losing, but was suffering from the "horizon effect", well known to games programmers - it was trying to push the bulk of the bad news to beyond its

- the positional superko rule forbids it from making the obvious capture, as this would restore the board position to the one shown before move ① had been played.

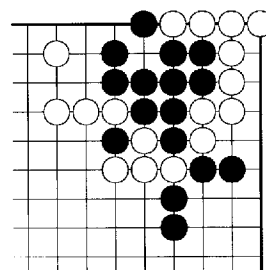
It is worth noting that while "positional superko" and "situational superko" both forbid White's obvious capture in this position, "natural situational superko" permits it - it was not White who created the original diagrammed position. Some people are surprised that a superko rule can forbid White from capturing after 6, and this may be a reason for preferring "natural situational superko" to the other two forms of the rule.

Viking understands the positional superko rule well enough to know that it was not able to capture after 6. And it has no other way to save its five stones in the upper left. It assumed Gonzo was awake enough to capture these stones, and to its credit, it resigned when it saw Black 6.

TESUJI ZUGZWANG

~:"

I particularly like studying Tesuji, but I've yet to find a really good example of Tesuji Zugzwang. What I'm looking for is a whole book of them.



find sequence that enables them to win, when playing first.

Three rules of Tesuji Zugzwang:

- Positions should where possible relate to real board situations;
- It should appear that both players are at a disadvantage, when playing first;
- Both players should have a neat, but hard to find sequence that enables them to win, when playing first.

This example is from a recent Japanese book from the Nihon Kiin: it sadly fails the first test, but it may be that white can only win by Ko, whereas black can win outright. Can you find the sequences? Even better can you update it so that white can win outright by a neat sequence? Does anyone know of better or similar examples?

RULES AND COUNTING

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Rules

I apologise writing about rules: it is apt to bring out the pedant in one, and make poor reading. But after reading Nick Wedd's and Geoff Kaniuk's excellent articles written from the point of view of the referee, in the British Go Journal (#136) I should like to suggest we use the American Go Association (AGA) Rules⁴.

Nick alluded to problematical decisions that Japanese rules can produce when opponents, after passing, disagree over the life/death status of groups. We do **not** have to resort to Chinese counting (in which stones are counted as well as territory) to avoid these. Chinese, or area counting does avoid these problems because one can simply play out any disputed situations, as, after dame are played, one can play in one's own territory without reducing the score. After agreeing which stones are dead, and removing them, everything left on the board is alive by definition, and counted.

The problem with changing to Chinese rules is that it would necessitate Chinese counting, and I imagine most people who are used to Japanese counting would not want to go to so much trouble, merely to avoid disputes which almost never arise!

But the AGA rules involve simple practices to make the score the same whether one uses Area or Territory counting. To get "Equivalence Scoring" as it has been called,

1. surrounded points count (even in a seki);
2. play alternates - Black starts and White must finish so each make the same number of moves;

⁴Actually, "use the AGA rules" is a slight simplification of my view. I think we should modify them in a few small ways, mainly making clear what is down to a tournament organiser's choice. For example, instead of saying that komi shall be 5.5 (or any other value) one could say something like " ... komi usually has a value between 5 and 8. Should the organiser not specify the value of komi, the default shall be 7 [or whatever]."

3. if you pass you hand over a stone from your bowl to be a prisoner.

Simple! Now you can count territory or area as you prefer: you get the same score. (This procedure modifies the Japanese score to be the same as the Chinese).

If tournament organisers were to take the bold step of asking players to do these three things I really don't think people would mind, since it allows us to adopt simple rules.

I don't know which genius came up with this solution, but I am impressed. And with brilliance comes humility! Observe how diplomatically it is put in the AGA Commentary on their rules: *"We recognize that the rules in effect in Japan, Korea, and China have matured in cultures with millions of amateur players and strong, experienced professional associations; they are undoubtedly appropriate for play among professionals, or among strong amateurs where expert advice is easily accessible. For amateur players in the West, where professionals are few and far between, and entire cities and regions may lack even dan-level amateur players, however, such rules present difficulties. We believe that our "simplified" rules are more appropriate for use with amateurs"*

I cannot think of any way in which AGA rules would not be appropriate for professionals too, if they chose to use them.

Counting

So - now we can play a game and count it as we like - or can we?

Imagine that you are at a tournament, perhaps the London Open. You are a little short of time, and you play the last dame; you both pass, and stop the clock. You know it is close. As you are removing your last dead captives from the board your opponent reaches over and tips his captured stones into your bowl. "Oh dear", you think, "I shall have to leave the counting to him". Your opponent efficiently arranges stones in a "Chinese count", says something in a language you do not understand, smiles, shakes your hand, gets up and leaves. *What was the result?! How do you know?*

OK. We can count it as we like unless our opponent wants to count it differently?

In Geoff Kaniuk's article we read "NOTE: Both Territory and area counting destroys the position at the end of the game, and you cannot change from one method to the other. In order to compare methods you need a game record or work from a copy of the final position."

This struck me as a challenge. **What small modifications could one make to area or territory counting methods, so that players at one board, used to different methods, feel that their usual practice is hardly changed, agree on the score, and importantly, both understand that the counting is fair - even if they do not speak the same language?**

With two little changes it is possible. Here is my suggestion for a protocol, should we ever find ourselves with an opponent used to counting differently.

After removing all dead stones from the board, players place their lids so that their opponent can reach them, and - starting with Black and continuing alternately - they place stones from the opponents' lid into their own territory. To the "territory" player this is simply filling in the opponent's territory with prisoners as usual, except that they swap jobs with their opponent - but Hey! I can manage that in the interests of international relations, peace, love and brotherhood. To the "area" player this is about as usual too: his captured stones have been given back to him, and he is filling his territory with them, to make counting simpler; he is just keeping them in the lid not the bowl. (If you are really not of a trusting nature - count them before handing them over!)

But normally one side will have more prisoners. The excess cannot go back on the board: that would upset a "territory" scorer (and the score). So, rather like a prisoner exchange, which we've all done when we've run out of stones:

As soon as one player runs out of captured stones (White moving last) the remainder get put back in their bowl (still alternating, one at a time) while the opponent matches them with stones of the opposite colour from the board.

Imagine there are still four captured black stones in the lid when all the white prisoners have been placed on the board. White, a traditional "territory" thinker, has to forgo filling in four points of Black's

territory as they are put back in Black's bowl, so he wants his own white territory increased by four points; so four white stones are removed from the board. Putting ourselves in the shoes of Black, an "area" scorer, we find that he doesn't mind whether his area is marked with a stone on top of it or simply surrounded: he just puts the four stones back to keep his opponent happy.

Having dealt thus with the prisoners it does not matter how you count. You could:

- (a) move stones around as in the usual **Japanese** way to make territory easy to count, or
- (b) count one side's area in the **Chinese** manner: fill in e.g. Black's remaining territory with black stones (leaving any convenient bubbles of 10); arrange the black stones for easy counting, including the komi stones, remembering that the size of the board is 361 minus shared seki points, plus komi. Do you have over half of that?
- (c) There is the **simple** way: continue putting down stones alternately, filling up one's own territory till all of one person's territory is gone (starting with B, finishing with W), and see what is left over.
- (d) One can simply look at the board and **count the territory** of each side.
- (e) One can simply look at the board and **count the territory and the stones** of one or both sides. (There should be the same number of each colour of stone, ignoring black komi stones.)

I find method (c) very appealing in its simplicity. Every phase alternates black/white. It's scarcely any slower than what you do now as you do not need to think, and it can be speeded up by each side leaving ten-point "bubbles". Compare it with our usual (Japanese) counting method. After the dame are filled⁵

⁵I am pleased to learn (from Simon Goss's "Japanese Rules OK"; another excellent article from last BGJ) that the proper way with Japanese rules is to play on until the dame are filled before passing and stopping the clocks: another obstacle removed.

1. You agree the death status of stones you want to remove, and remove them;
2. You fill opponent's territory with prisoners;
3. Rearrange some stones to make easy shapes for counting;
4. Count territories and compare, taking into account the komi.

Why do we do 2. and 3. instead of just counting the territory and the prisoners? Presumably **we want to minimise the counting and make the comparison as clear as possible, and we are happy to put down or move stones to achieve it.**

Method (c) just takes this to its logical conclusion. It is also very clear, in terms of understanding what is happening, what the result is, and making cheating difficult. It can even be used with people who cannot count! But each method (a) to (e) has its advantages.

So this is how it goes, assuming the usual situation of no disagreement over life/death:

Players move stones ...	until ...
from bowl to board	they pass;
from lid to board	someone runs out of prisoners;
from lid and board to bowl	both have run out of prisoners.
(optionally from bowl to board	scoring is easy).

Apart from the insistence on moving alternately, only that third line is different from what you do now, (and it is only an extra bit of work for an area counter). **The best thing is that** (rising to the challenge of Geoff's note above) **with these two modifications, if one player counts territory, and the other opponent counts area, they can now do both!** Just do (a) before (b): each counts as they prefer, and get the same result.

Give it a try! You could use pass stones, and see if you do get the same result counting territory as usual then area.

A Great Big Melting Pot

While we are considering changes to smooth the differences between Go practices, what other simple changes in practice can one make to enhance clarity, especially when there is a language problem?

In the Beginning

- Black puts **beside** the board the number of black stones which is agreed for komi.

[Apart from assisting later with the scoring, this makes it clear, whether there is a language problem, or you just didn't have time to read the tournament rules. If space is limited and you think they might be picked up by players at the next board, put them in a line **between the clock and the board**. If you are in time trouble, and think they might get confused with your counted overtime stones, keep those overtime stones neat, or simply put the komi stones back in the bowl! They only serve as a signal.]

- In a handicap game, as Black places his handicap stones on the board, White - **alternating** - places stones **beside** the board.

[As well as helping later with area scoring by avoiding giving Black extra points by counting his handicap stones as points, it means that it is clear to onlookers what the handicap or komi was, avoiding distracting questions! Thus in e.g. a three-stone handicap game, play would proceed as follows (assuming the players or tournament rules stipulate that handicap stones must be played on the conventional points) 1 top right, 2 off board; 3 bottom left, 4 off board; 5 bottom right, 6 wherever he likes on the board: thus there would be 2 white stones beside the board indicating a 3-stone handicap game. This is the same scoring as in the AGA rules.]

At the End

- Players **pass** by placing a stone on the margin of the board, near the opponent, who picks it up and places it with prisoners in his lid.

[So the last moves will be "B pass W pass", or "W pass B pass W pass". Standard AGA rule.]

- **Resignation** is indicated by placing two stones on the margin of the board.

[Existing convention.]

- When there is a language problem, presumed **dead stones** are **touched**; in the unusual event of disagreement about their status, the opponent touches them as well. In this case play resumes until the stones are captured or shown to be uncapturable. As long as play starts with Black and finishes with White, and pass stones are used, the score is unaffected, and it is not necessary to put the position back as it was.

[Existing convention.]

Counting

Those stones beside the board indicating komi (black) or handicap (white) - just leave them there for consideration.

Territory They serve simply as reminders: behave as you do now. Determine the score on the board then allow for komi. Do not make any allowance for handicap stones.

Area I recommend counting the colour which has the stones beside the board, i.e. black in an even game, white when there are handicap stones. The stones beside the board can then be regarded as sitting on an extension of the board. In e.g. a 3-stone handicap game the board size is 361 + those 2 white stones.

"Simple" This is also essentially an area method, so the stones beside the board are included. Suppose Black has filled in his territory, and White has 1 point left: in a no-komi game W wins by 1; if there are 6 black stones by the board, B wins by 5; if there are 2 white stones by the board, W wins by 3.

Thanks

I am grateful to fellow players at the Oxford club and Matthew Macfadyen for patience and comments.

Further Reading

<http://www.cs.cmu.edu/~wjh/go/rules/AGA.html>

<http://www.cs.cmu.edu/~wjh/go/rules/AGA.commentary.html>

<http://www.britgo.org/rules/compare.html>

<http://www.usgo.org/resources/internet.asp>

10 YEARS AGO

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At Easter 1995, Shutai Zhang won Paris. Francis Roads was there also winning his first three games, while his club mates Jones and Hawdon were winning the first Thames Valley Team Tournament under the name Royal Standard, Beaconsfield. Francis was also later at the North-East Tournament in Darlington, which was won by local player Simon Shiu. The same day saw Matthew Macfadyen fail to win back the British Championship from Shutai Zhang, in a late end to the 1994 match. The 1995 Championships kicked off on the VE Day weekend at Covent Garden. Des Cann, T.Mark Hall, Alex Rix, Piers Shepperson and Jonathan Chetwynd were the qualifiers, the last earning promotion to 3 dan through it. They were back in London the next bank holiday for the Challenger's League. That was won by Matthew Macfadyen despite dropping a game to Matthew Cocke. At the same time Francis Roads was winning the Scottish Open in Edinburgh ahead of David Ward and Tony Atkins.

In June there was a small board weekend. Cambridge restarted the British Small Board Championships and Francis Roads held on to the title on 13x13 boards. The previous day had been the British Youth at Brakenhale. Local boy David E King won both under-16 and the champion's title. Wanstead won the quiz at Leicester; Matthew Macfadyen won the tournament and also the third Barmouth. Alistair Wall won the new event in Devon.

Edmund Shaw represented the UK at the World Amateur in Tokyo. He was placed 23rd with four wins. Hirata of Japan was again the winner, ahead of China (by tie-break) and Hong Kong. On the European circuit, Guo Juan won her local in Amsterdam, ahead of Rehm and Shen. The following week these reversed placed in Hamburg. Victor Bogdanov won Helsinki and Leszek Soldan won in Warsaw, held just before the European Go Congress came to Poland in the forestry town of Tuchola. Guo won the Championships, ahead of Miyakawa Wataru, to gain thirty points and a commanding lead at the end of the Grand Prix. Vladimir Danek took the second Grand Prix place and our Macfadyen came sixth and Des Cann came 13th.

Kai Naoyuki from Japan won the Weekend Tournament. Wanstead got to the semis in the team championship.

Other summer events included the US Congress in Seattle, the French and Hungarian summer camps, the World Youth in Amsterdam and the third Isle of Man Go Week in Douglas. Star visitor was 8 dan professional Saijo Masataka who did various teaching activities. Andrew Jones won the main tournament, despite dropping his last game. Second on tie-break was Francis Roads who won the afternoon event. The Wall of Paul II won the team event and Emma Marchant's design won the prize of being the cover for BGJ 100.

In Japan the 50th Honinbo was won 4-1 by Cho Chikun over Kato Masao. This gave Cho his seventh Honinbo in a row. In memory of the Atom Bomb game of 1945, Iwamoto was invited to the fifth game in Hiroshima and visited the house where he had played that game fifty years earlier.

TO PLAY OR NOT TO PLAY

Ian Marsh

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One thing I often notice when playing weaker opponents in friendly games is that they will play an extra move in order to make absolutely certain that a group is safe, whether it is needed or not.

We are not just talking about a single point here, but about the opportunity to take sente. This can be worth a lot more.

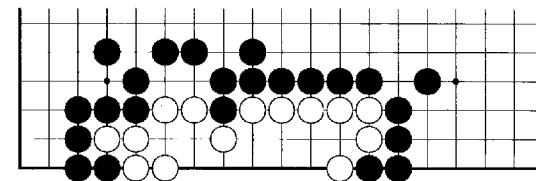
Another area is the learning aspect. If you forever defend groups (particularly in friendly games) with stones whose necessity is questionable, you will never learn what the truth of that situation is. When you come to that situation in a serious game what will you do?

Playing what you know is an unnecessary stone when you know you are ahead in the game does have a meaning. It is saying, "look I know this group is safe, but I am not giving you even a sniff of a chance in this game".

Of course, your opponent might just consider it a misread on your part.

My personal view is that in a friendly game you should always trust your reading, and learn from the experience if things go wrong. Even if you decide to play the stone, then after the game is over you can at least ask your opponent their opinion of the situation.

Here is a (slightly simplified) situation taken from a recent tournament end game position. Both players were counting Black 5 points in the lead.



How should White treat this group? Answers on page 53.

IN MEMORY OF KAORU IWAMOTO

Francis Roads

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A flash of blinding light,
Destruction yet without a name.
Two battling senseis bear no blame
Continuing their fight.
At last all conflicts cease.
In many lands Go starts to flourish.
Sensei wonders how to nourish
This great force for peace.
Fifty years have passed,
And sensei's peaceful dream's fulfilled;
Resouces, people found, to build
Go's citadel at last.
Beneath the bridge now flow
A decade's water; sensei's gone,
But let his vision here live on,
A world of peace through Go.

REFEREE EXERCISES: ANSWERS

Geoff Kaniuk

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The answers to the exercises on page 24

1. **The gist of this situation is that you have to explain the workings of the McMahon system at an elementary level.** The first thing to do is to establish that there has not been some error in the draw, and it's best to do this on your own without pressure from mother and child. So you go to the displayed wall list and observe that the youngster has won both games so is now at mms = -17, the pensioner has lost both so stays at -16. Right - kid has been drawn up!

Now armed with the facts, you can explain the McMahon system to mother and child - do this in front of the list so they can see the numbers for themselves. Explain the random colour rule for drawing mismatched McMahon groups. Emphasise that the kid has a decent chance of winning - after all he has been doing better than expected and gets the komi.

At the end of all this you have reassured the mother, and shown the kid that the prospect is not quite so daunting as first appeared.

In the event that mother is not quite satisfied and pushes for a redraw, you will have a bit more work to do. You have to explain that at the bottom end of the draw where there are large gaps, it can be hard to find matched opponents. The alternative would be a handicap game. The problem will occur in later rounds if the kid and pensioner continue along expected paths.

2. **This borders on unsportsmanlike behaviour, but has not actually crossed the line.** The referee noticed that the player was studying the game record, but it seems no moves were being added to the display. So this is equivalent to walking out of the room with a paper record and studying that. Normally when one leaves the playing room for whatever reason, one leaves any game record at the table.

On observing a player removing a game record from the room, the referee might consider mentioning that this could look like an attempt to get some kind of advantage, and so the record, in whatever medium, should stay in the room. More than this should not be necessary.

3. **Bystanders should leave well alone and let the referee deal with the situation.** The result has been reported and this is what the players have agreed, so White wins. The incident is very unfortunate, but in fact finding a white stone in the bottom of a black bowl means nothing, for the stone may have been there from the start.

The referee's first duty is to calm Black down and explain that the result has to stand because both players have agreed it. Then the second priority is to have a word with the bystander - any strange happening should be reported to the referee who can then decide what, if anything, to do about it.

Even if the incident had been reported to the referee then whatever result was agreed by the players still stands. If the players themselves discover the white stone before reporting the result then we have a different situation: now the players have to decide what to do with the extra stone.

4. **Ensure that the clock is working, and if so the player loses.**

No matter what the timing method, it is the players' responsibility to make sure they know how to use the clock. The first thing to establish is that the clock is actually working properly. With traditional clocks this is easy to do, but with any electronic clock some setting up will be needed.

In this case, set the clock to count byoyomi after say just a minute of main time, and then observe whether it counts down at the correct time and audibly. Do this in full view of both players so that the result of the test is clear, especially to the aggrieved party. If indeed everyone can hear the clock counting down, then the matter is settled in a clear way.

WORLD NEWS

Tony Atkins

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World Student

16 representatives from several continents took part in the third World Student Oza Championships in Tokyo during the last weekend in February. The winner was Wen Jie from Nanjing in China, who beat Hu Yuqing from Shanghai in the final. Best of the three European players was Benjamin Teuber from Germany (the others were Natalia Kovaleva from Russia and Mikhail Galchenko from Ukraine).

Irish Open

The 16th Irish Open was held as usual in the Teachers' Club in Dublin, during the first weekend in March. It was attended by 26 players of some nine nationalities. It was good to see an increased number of Irish residents. Yung Chen (Bert), a Chinese student, won with 5 out of 5. Second on 3 wins was Tony Atkins (3 dan Bracknell) on tie-break from D.K. Kim (2 dan Korea) on 2 out of 3 and Paul Lecomte (1 kyu Netherlands) on 4 out of 5. Ian Davis (3 kyu Belfast) and Michael Thai (18 kyu Galway) won all 5. The 15-player Irish Rapid was held on the Friday evening. Winner for the second time was Tony Atkins (3 dan Bracknell) on tie-break from Ian Davis (4 kyu Belfast) and Yung Chen (1 kyu Dublin), all on 4 out of 5. There were prizes for all, in various categories, such as Liar Dice (Olivier Deme), best Geordie (Claas Roever), best Colin (Bavidge) and for best newcomer (David Gillen). As well being best at Pits (the card game), Tony Atkins also won a prize for winning the first ever game of "VertiGo" played on a "Giants Causeway" Go board.

European Youth

The European Youth Go Championships took place in Kosice in Slovakia on the same weekend as Dublin. 94 under-18s took part. The best on tie break was Timur Dugin (4 dan Russia). Next placed were Bohdan Zhurakovsyy (3 dan Ukraine), Jun Tarumi (4 dan Germany)

and Igor Nemly (3 dan Russia). UK's William Brooks (1 dan) won a creditable 2 out of 5. He had to miss his home tournament, the Cambridge Trigantius, to take part. There were 57 under-12s. Best was Mihai Serban (6 kyu Romania) with a perfect 5. Next placed was Joshua Chao (4 kyu Netherlands) and then Oleg Kocherov (7 kyu Russia).

Ing Memorial

24 of Europe's top players travelled to the European Go and Cultural Centre in Amsterdam for the Ing Chang-Ki Memorial on 11th to 13th March. Like last year, the top four players all ended on 5 wins and were sorted by tie break. First was Fan Hui (from China but living in France), second Catalin Taranu (Romania), third Alexandre Dinerchtein (Russia) and fourth Guo Juan (Netherlands). The group on 4 wins consisted of Dragos Bajenaru, Csaba Mero, Cornel Burzo and Zhao Pei. Representing the UK, Tony Goddard won 2 games to place 16th; he beat Jef Seailles (France) and Dmitriy Bogackij (Ukraine). A 54 player side event was won by Filip Vanderstappen (Netherlands) and also there was a 10 player lower kyu division.

Velden

76 players from many countries took part at the Austrian entry in the Toyota - IGS-PandaNet European Go Tour in Velden. Unbeaten winner was Ondrej Silt (6 dan Czechia), taking a last chance to score more points to consolidate his Tour lead with only a week to go before the Paris finals. Those coming second only lost to the winner: Tibor Pocsai (6 dan Hungary) and Pei Zhao (6 dan Germany).

Paris

329 players took part, six more than last year, took part at Easter in the 33rd Paris Open, the Toyota - IGS-PandaNet European Go Tour Finals. There were nine players from from the UK; highest placed was David Ward in 29th (with 2 wins out of 6). The winner yet again on straight 6 was Fan Hui (8 dan), the Chinese based in France. Local Japanese 7 dans were second and fourth: Noguchi Motoki won 5 and

Miyakawa Wataru won 4. Topping the group on 4, in third was Benjamin Teuber (6 dan Germany). Also on 4 were Cristian Pop, Radek Nechanicky and Tibor Pocsai. Also taking the point places were Csaba Mero, Ondrej Silt, Christoph Gerlach, Pierre Colmez and Zhao Pei. Radek Nechanicky, the 6 dan from Czechia, just got enough points to win the Toyota - IGS-PandaNet European Go Tour Rankings and take the 1500 euro first prize with 109.97 points from eight events. Young Ondrej Silt (also 6 dan from Czechia) was second with 103.33, as he was only allowed to hold 100 points before the finals, despite winning more. Third and fourth were two Hungarians: Tibor Pocsai and Diana Koszegi with 86.4 and 73.07 points. Next were Zhao Pei, Cristian Pop, Catalin Taranu, Benjamin Teuber, Fan Hui, Cornel Burzo, Noguchi Motoki and Guo Juan. Top UK players in 45th were Tony Goddard, Li Shen and Shi Tang.

European Cup

The first European Cup season ended with last scheduled event at Zurich the first weekend in April. This tournament was won by Vladimir Danek (6 dan Czechia), ahead of Viktor Bogdanov (6 dan Russia). Young Ondrej Silt (also 6 dan from Czechia) was the European Cup winner with 41 points. He had won Hamburg, Leipzig and scored points also at Leksand and Prague. The 9 points Vladimir gained at Zurich put him up to second place over all on 36 points. Third on 31 points was Willem-Koen Pomstra from the Netherlands who had won Leksand and taken second at Arnhem. Fourth on 27 points was the Korean Go Professor, Lee Ki Bong, who won three events including Tatapotku in Finland earlier in the year. Just ending outside the cash places was Radek Nechanicky who was second in Leipzig and Hamburg. Neil Mitchison was the only Brit to win a European Cup point (at Rome).

European Pairs

A total of 24 pairs from 12 countries and including 12 pairs from the UK took part in the European Pair Go Championships held at Hitachi in Maidenhead. Being Saint George's weekend, it was billed as a celebration of English culture, with an English menu in the Thames Hotel,

a very successful barn dance on the Saturday evening in Cookham (with coronation chicken) and a trip to Windsor afterwards on the Sunday afternoon (despite the castle being closed).

On the Saturday the unique Triangle Tournament was run alongside (see British News on page 15). After four rounds of championships the leaders were the Czech pair of Jana Hricova and Ondrej Silt and Germany's Lisa Ente and Benjamin Teuber. The Germans won their clash in round 5 only to lose to the second German pair Manja Lindemeyer and Michael Marz in the last round. Also in the last



The attendees and organisers of the European Pair Go Championship and Triangle Tournament

round Czechia lost to the young Russians Natalia Kovaleva and Timur Sankin. So both Germany pairs and Russia ended on 5 wins. The tie was split by SoS and SoDoS to make Ente/Teuber first, Lindemeyer/Marz second and Kovaleva/Sankin third. Czechia topped the group on 4 wins. Highest placed of the group on 3 wins overnight was UK's Matthew Cocke and Natasha Regan; they won one more to be fifth. Close behind were another UK Pair: Kirsty Healey and Matthew Macfadyen in sixth. Winners of the handicap section by close tie break were UK's Maria Tabor and Paul Tabor.



Prizewinners Paul and Maria Tabor, Michael Marz, Manja Lindemeyer, Benjamin Teuber, Lisa Ente, Timur Sankin and Natalia Kovaleva

Nudged into second place were Italy's Alessandra Zarccone and Davide Minieri. The other prize in this section went to Portugal's Ines and Jose Teles de Menezes. All the top board games were broadcast live on IGS-PandaNet and video streamed thanks to Brian Brunswick and Forbid-

den Technologies. The fine weather, pleasant venue, good mix of players and the fun of dancing to a live band made it all a very memorable and successful weekend.

Amsterdam

A major in the TOYOTA - IGS-PandaNet European Go Tour, Amsterdam always attracts visitors to the Go Centre on Ascension weekend (this year 8th May). 110 players took part this year, including UK's Mark Todkill (4 kyu) who won 4 out of 6. The winner (split by tie-break) was Vladimir Danek (6 dan Czechia), from Zhao Pei (6 dan Germany); both won 5 games. Ondrej Silt (6 dan Czechia) was third topping the group on 4 wins for the second year running. Also equal third was Li Zhou (5 dan Germany).

Hamburg

The German TOYOTA - IGS-PandaNet European Go Tour event, in Hamburg the weekend after Amsterdam, was won by the European professional, Catalin Taranu from Romania with a perfect 7. Local player Felix Von Arnim (6 dan) was second with 6 wins. Third on 5 wins was Czech player Radek Nechanicky (6 dan) and fourth by tie-break was fellow Czech Ivan Kostka (4 dan). Last year's winner Ondrej Silt (6 dan), also from Czechia, topped the group on 4 wins. 196 players took part (a little down on 2004).

Budapest

The Hungarian TOYOTA - IGS-PandaNet European Go Tour event, in Budapest on the next weekend, was won on tie-break by Csaba Mero (6 dan Hungary), from Ondrej Silt (6 dan Czechia) and Tibor Pocsai (6 dan Hungary). The UK's Roger Peck and Jil Segerman were among the 79 players who took part.

World Amateur

This year the World Amateur Go Championships was held in a gymnasium alongside Nagoya Castle, Japan, during Nagoya's hosting of

Expo2005, from 24th to 27th May. 65 countries took part. The winner was Hu Yu Qing of China with 8 out of 8. Second was North Korea's Tai Won Jo with 7 wins. The group on 6 wins (in order) was Taiwan (Cheng-Juei Yu), South Korea (Jung-Hwi Seo), Germany (Franz-Josef Dickhut), Japan (Yasuro Kikuchi), USA (Thomas Hsiang), Hong Kong (Nai San Chan), Canada (Xianyu Li) and Australia (Yiming Guo). UK's David Ward was 44th with 3 wins (against Luxembourg, Guatemala and Mongolia, and losing to Czechia, Thailand, Norway, Croatia and Lithuania). Ireland's Bernard Palmer had a win against Panama and a bye to end 64th. The Asada Prize for fighting spirit went to the only female player, Tungalag Ravjir from Mongolia.

Warsaw

The Polish TOYOTA - IGS-PandaNet European Go Tour event in Warsaw at the end of June was won by Ondrej Silt (6 dan Czechia). His perfect 5 gave him the lead in the Grand Prix points table. Second was Radek Nechanicky (6 dan Czechia) on 4 wins. Rita Pocsai (4 dan Hungary) lead the group on 3 wins, just ahead of her father Tibor Pocsai, Martin Kuzela, Leszek Soldan and Ivan Kostka. 65 players took part.

Saint Petersburg

The European Team Championship was held in Saint Petersburg from 3rd to 7th July, just before their Toyota - IGS-PandaNet Tour event. A record 18 teams took part from many countries including for the first time Israel and Azerbaijan. Russia dominated with their second team victorious on board-difference from Russia 1. The winning team was Dmitriy Surin, Alexei Lazarev, Rustam Sakhabutdinov and Timur Sankin. The Russia 1 team included two professionals: Alexandre Dinerchtein and Svetlana Shikshina, plus Andrej Kulkov and Ilja Shikshin. Czechia were third, France fourth, Germany fifth and Russian Juniors sixth. The Tour event followed immediately after the Team event. This meant there were lots of strong foreign players there, with 82 competitors in total. Alexandre Dinerchtein's perfect 6 gave him the title. Second on tie-break were Russia's Svetlana Shikshina and Czechia's Jan Hora, topping a large group on 4 wins.

European Go Congress

The 49th RSJ Invest European Go Congress was held in Prague, capital of the Czech Republic, from 23rd July until 6th August. The venue was a small conference centre on a university campus on the southern edge of the city and a school about ten minutes walk away. This split between strong players and the others was caused by the huge attendance: a record of over 700 players played in the main tournament. A small party of 20 British players was among them, including most of the Isle of Man club. Top placed Brit was Piers Shepperson (5 dan) in 71st. Steve Bailey (3 kyu) won his first 4 games and ended on 6 out of 10. At the end of the first week which was plagued by record high temperatures (high 30s), Alexandre Dinerchtein from Russia beat the other top European pro, Catalin Taranu from Romania, to take an early lead. However a lot of very strong Koreans were snapping at his heels. The Friday evening featured the European Go Federation AGM, where in sweltering conditions Azerbaijan, Bulgaria and Cyprus were welcomed as members.

The second European Masters was held on the middle weekend. The top 8 European players (apart from Guo Juan) played to determine who would represent Europe in pro events in the orient. Winner of the tournament was the 1 dan pro from the Korean Baduk Association, Alexandre Dinerchtein. He beat Czech player Radek Nechanicky (6 dan) in the final. Third was Catalin Taranu (5 dan pro), who had lost to Radek but who beat Svetlana Shikshina (1 dan pro) and Ondrej Silt (6 dan). Ondrej was fourth, followed by Cristian Pop, Andrej Kulkov, Svetlana Shikshina and Franz-Josef Dickhut. Because of the Masters the actual Weekend Tournament was dominated by Koreans. First was Kim Jong-Min with 5 wins. Next came Lee Ki Bong, wheelchair-bound Lim Yeon-Sik and Park Jong-Wook on 4 wins. Fifth was Kim Dong-Chan and sixth was Ilja Shikshin from Russia. Britain's David Ward was placed 53rd out of 420 players.

The second weekend was cooler, as thunder ended the heat wave. Unfortunately the rain came during the sponsor's reception on the Saturday evening, which included the Chinese and Japanese ambassadors amongst the invited guests. The venue briefly was a delightful terraced garden at the back of the sponsor's city-centre offices, until

all had to scurry for cover. Side events continued in the second week, such as the Women's Tournament (open to anyone who looked like a woman and featuring prizes for the most beautiful imposters). In the Championship, Alexandr hung on, despite two losses, to become the European Champion again with 8 wins out of 10. Second on SOS tie-break was Cho Seok-Bin. Third with 9 wins (but starting below the supergroup) was Park Jong-Wook. Catalin Taranu and Ilja Shikshin also finished in the top 10, with 7 wins each. Ondrej Silt, from Czechia, took an early lead in the daily Rapidplay event. However he started losing to the likes of Park and Cho who ended at the top of the list with lots of other Koreans.

US Go Congress

The 21st US Go Congress was held in Tacoma just south of Seattle in Washington State. Once again, there was a big attendance. Jie Li this year won the US Masters and the Ing Cup, leaving the US Open to be won by Xuefen Lin. The Pair Go was won by the young pairing of Joey Hung and Cherry Shen. In the 4 dan section of the Open, Britain's Francis Roads came fourth. He also won the song section of the Bob High Memorial Contest and both first and second in the poetry section of the same, and his article about the Congress is on page 9.

World Youth

The 22nd World Youth Goe Championships were organised in Barcelona on behalf of the Ing Foundation by the Spanish Go Association from 21st to 26th August. After five rounds the top four players in each of two age groups played knock-out. In the senior section top Europeans were Antti Tormanen from Finland and Igor Nemly from Russia who both won 3 out of 5. Igor lost to Korea in the semi-finals and China's Tang Wei-Xing beat Taiwan's Lai Yu-Cheng. Winner of the final was Song Sang-Min of Korea. In the junior section, Na Hyun of Korea beat Joanne Missingham of Taiwan in the semis but, lost the final to Liao Xing-Wen of China (who beat America's Calvin Sun in the other semi).

WAITING FOR THE PAIRINGS

Francis Roads

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We're standing all around.
 Was there something we missed?
 O Tournament Director, where
 Is Round One's pairing list?
 "Our brand new software crashed.
 Some folks have shown up late.
 We've data missing; I'm afraid
 You folks will have to wait"
 There's software tried and true
 That's made us many a draw.
 This is no time for programmes, which
 We've never used before.

And are you just too kind?
 Latecomers shouldn't play.
 To wait for all who might show up
 Will keep us here all day.

I'll go back to my room.
 Right here, I'm losing heart.
 Some extra sleep will do me good,
 I'll be back for the start.

How many strokes was that
 I heard the church clock chime?
 Oh no! It's noon! I must rush back.
 Too late! I lost on time.

CHAMPIONSHIP 2004; GAME 2

Cristian Pop

Black: David Ward, 4d

White: Matthew Macfadyen, 6d

This is the second game from the 2004 British Championship (see BGJ #136, for more details about the Championship), reigning Champion Matthew Macfadyen took White to Challenger David Ward's Black. Cristian Pop, the Romanian amateur 7dan (who teaches on KGS with the username *solaris*) commented.

Game 2 turned out to be an engaging fight from start to finish and was a credit to both players. The exchange of territory at the end is difficult and particularly interesting.

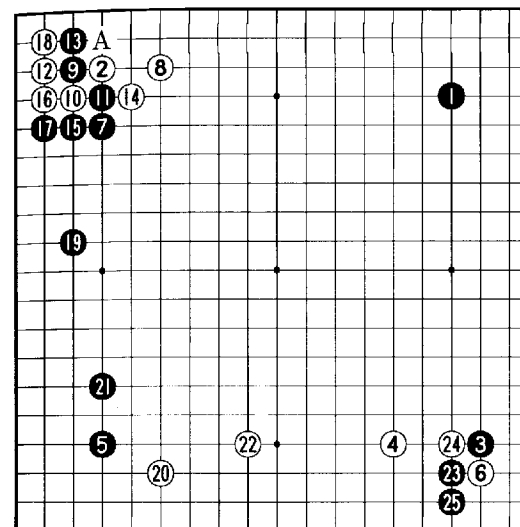
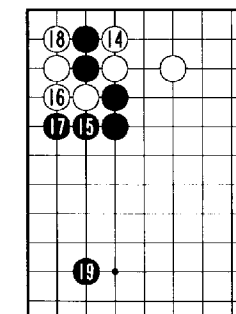


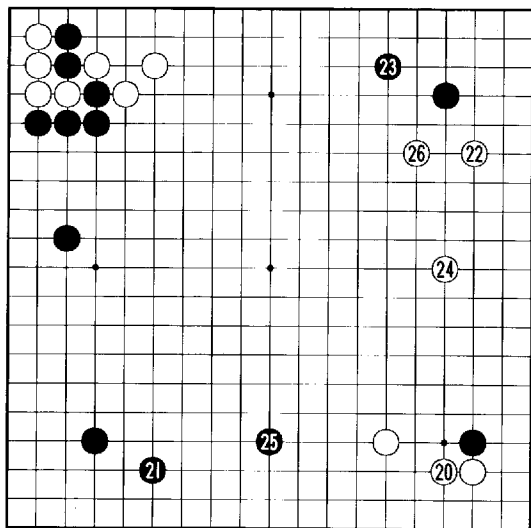
Fig 1: Moves B 1 – B 25

of territory at the end is difficult and particularly interesting.

- ⑥ The fuseki is irregular, already we can see it will be a game of many groups.
- ⑧ White is seeking sente with this move
- ⑭ An unusual move, more usual would be at A, as shown in diag 1
- ⑱ This leaves bad aji
- ⑳ A direct move, I prefer a more patient move at ㉓ as shown in diag 2
- ㉗ The older joseki at B is considered bad for Black; the corner turns out to be not so big, and White is too strong.



Diag 1: Variation from new move 14



Diag 2: Variation from new move 20
 Illustration of the danger. It is clearly an unsatisfactory result for white

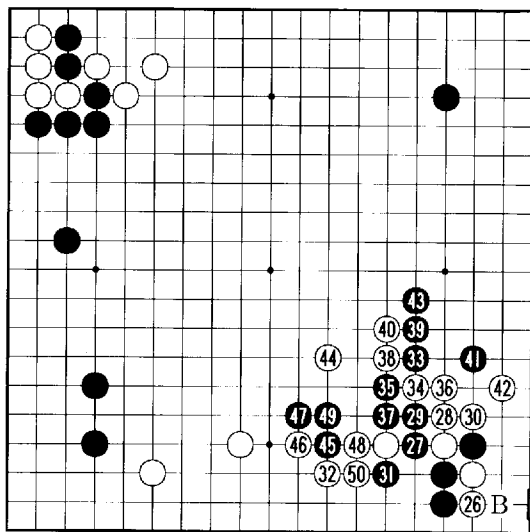


Fig 2: Moves W 26 – W 50

32 The result is perhaps quite good for black, 32 being so close to the wall

33 This could be too much, it affords white the chance to push, cut and fight. I prefer the variation shown in diag 3.

33 in diag 3: the aji at C is a worry

34 in diag 3: This move is honte

45 in diag 3: This is not the best play, but it gives an illustration of the danger. It is clearly an unsatisfactory result for white

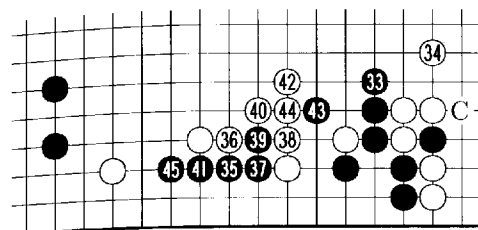
45 A move at 48 is good now, leaving a situation where White has cut two strong groups. Black's move strengthens the white stones and continues fighting

48 This is rough - the situation is very risky for Black

53 Black is still ahead in this fight

59 Black should push once more with 75

60 If White becomes strong in the center, he can switch to invading the right hand side



Diag 3: Variation from new move 33

63 This is dangerous for Black; it asks for trouble

64 This is very direct and quite risky for White; on the other hand, it also shows why 63 is dangerous: White now has sente in the centre

70 This is a vital point in this very important fight

73 A very nice move, giving Black some interesting yose moves. Beautifully timed

76 This is an overlay

79 in diag 4 These are the usual moves which would normally come to mind first

79 Wasteful; there is no need for this move

83 Very dubious; I don't understand this. A move at D to make eyes would be much more normal

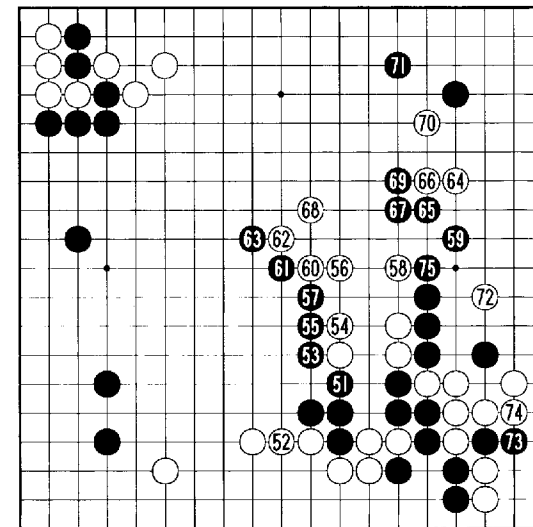
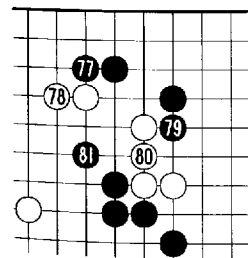


Fig 3: Moves B 51 – B 75



Diag 4: Variation from new move 77

83 making eyes is urgent and proper; this move, on the other hand, strengthened White

84 It seems this game will end soon; I see no hope for Black

84 This is a surprising move. According to Matthew, though, although it does not give the group life, it makes giving it life sente, and it gains a liberty which will be useful in the semeai he expects to happen with the 85 group

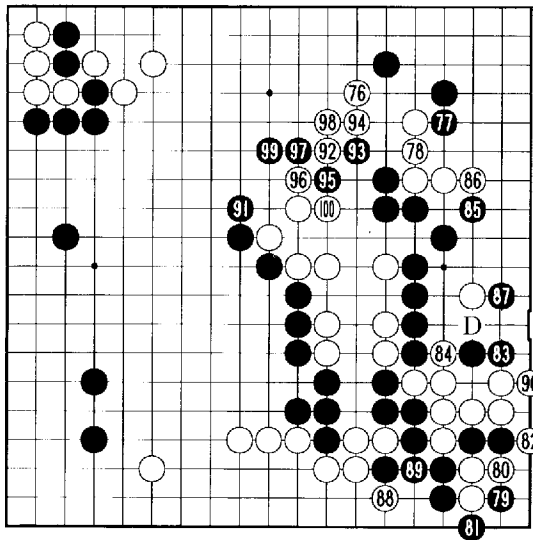


Fig 4: W 76 – W 100

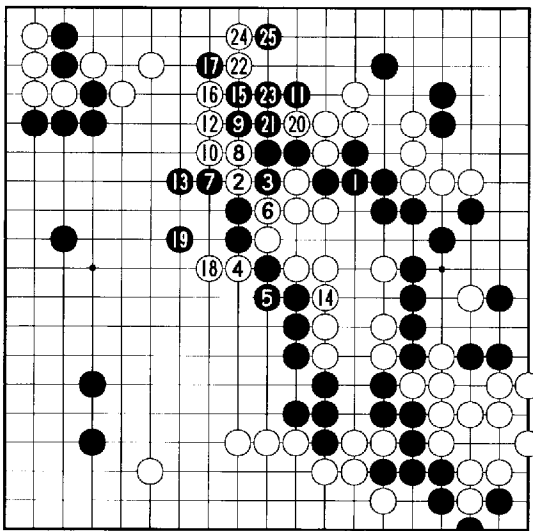


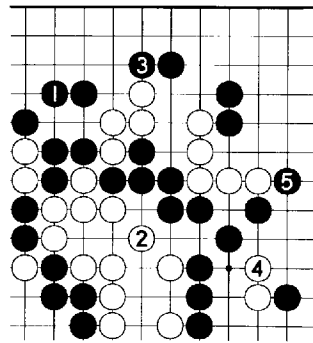
Fig 5: Moves B 101 – B 125

Ⓘ This is bad shape; a move at Ⓘ would be better. It would force White to make eyes, as shown in diag 5

Ⓚ This is a risky move; it gives Black life while White is still not alive.

Ⓛ This is unnecessarily complicated, but White is going for the kill.

Ⓜ While this gives life, it would be better, and in sente, to play as shown in diag 6



Diag 5: Variation from new move 115

Ⓜ This move is in gote; had it been played a move earlier, it would have been sente

Ⓟ black wants it all, he should connect at E instead. In this manner

the game was decided.

Ⓠ Black resigns now, but the game was over many moves ago

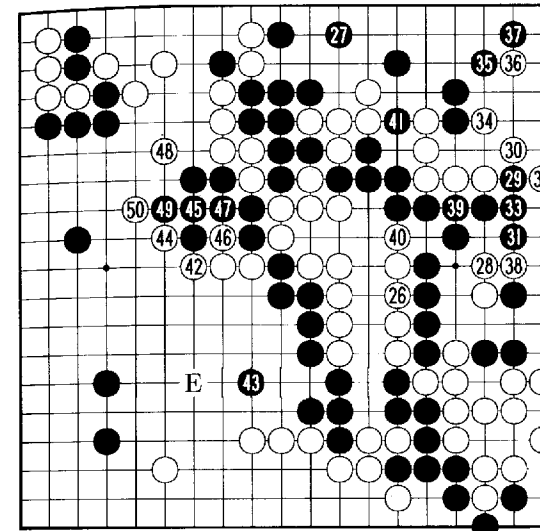
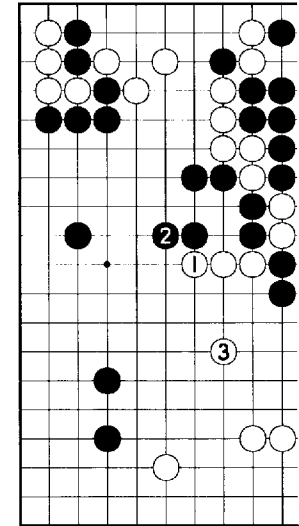


Fig 6: Moves W 126 – W 150



Diag 6: Variation from new move 140

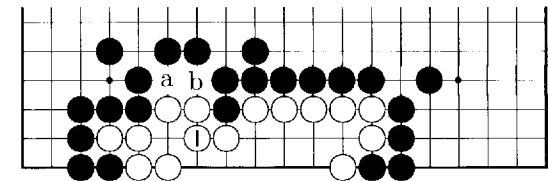
You can see the rest of the game, along with the comments made at the time by the many spectators, at <http://www.britgo.org/bchamp/2004/match/>

TO PLAY OR NOT TO PLAY - ANSWERS

Ian Marsh

ian.marsh@uk.fujitsu.com

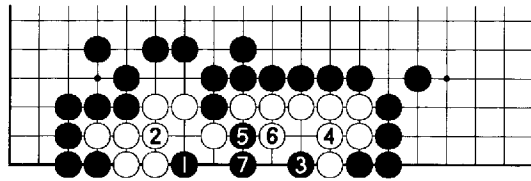
Following the question on page 36, the first thing to notice is that when points a and b in diag 1 are filled, White would need to answer anyway. If this really was a game over position



Diag 1:

White should play the extra defensive stone of White 1.

However, if there still are other points on the board, then White would not want to give up sente, so can White leave the group?



Diag 2:

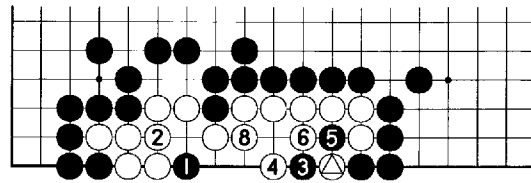
The worst-case scenario is for White to answer black 1 and 3 as in diagram 2. The group will die.

White, of course, does not need to answer at 4 in diag 2 but could answer as in diag

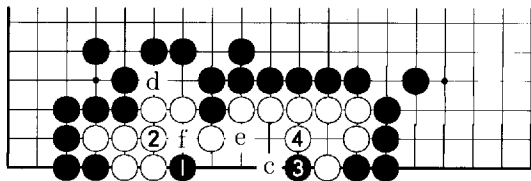
3 with White eventually playing at the key point of ④ in diag

By playing as in diag 3 over diag 1 White has lost 5 points in gote.

Playing the ko of White 4 as in diag 4 is another defensive option, but black can make it ko for the whole group by playing at c. Alternatively Black can get an extra internal ko threat with a sequence such as black d, white e, black f.



Diag 3: ⑦ at △



Diag 4:

Therefore whether it is necessary for White to play the defensive move in diag 1 (assuming that points a and b in that diagram are not filled) is dependent on the

outstanding ko threats, and whether the value of playing any outstanding board positions are worth losing five points in gote.

CHAMPIONSHIP 2004; GAME 3

Commentary for the third game in the 2004 Championship was provided by the 7-dan professional Wang Hongjun, translated by Liu Yajie, with additional analysis from Ron Polack. Nick Wedd transcribed the game for broadcast.

Black: Matthew Macfadyen, 6-dan

White: David Ward, 4-dan

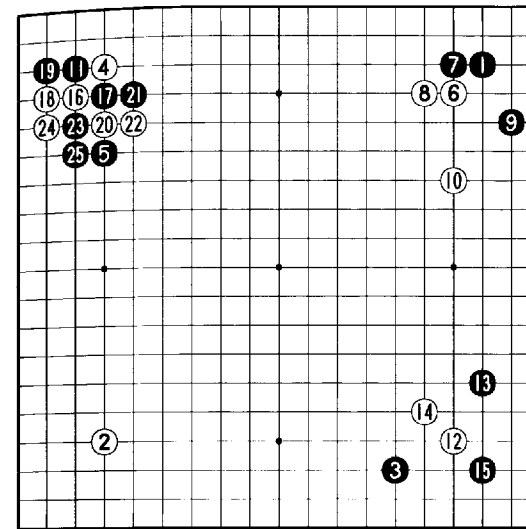


Fig 1: Moves 1 – 25

⑳ *Hongjun:* The variation shown in diag 1 is normal.

㉑ in diag 1: *Ron Polak:* This is a well-known pattern, but I feel it's slightly better for black

㉒ in diag 1: *Hongjun:* about equal, because Black has to play one more move here

㉓ *Hongjun:* this result favours black

㉔ *Hongjun:* since black is thick on top left, the white stones on right side do not have a good position

㉕ in diag 2: *Hongjun:* this

sequence is normal

㉖ *RP:* so only ㉓ is in a low position, and thus the upper left pattern is advantageous for black

㉖ *Hongjun:* black chose to fight

㉗ in diag 3: *Hongjun:* If black cuts, it will be a fighting game, and it is hard to say which side will benefit

㉘ *RP:* that is pretty common for the defending champion

㉘ *Hongjun:* yes

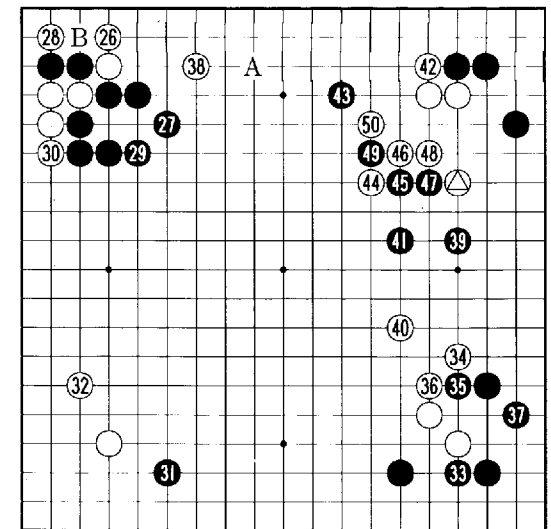
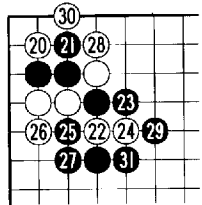
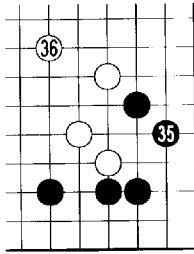


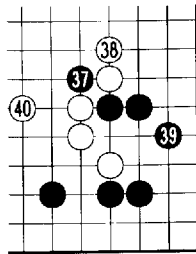
Fig 2: Moves 26 – 50



Diag 1: Variation from new move 20



Diag 2: Variation from new move 35



Diag 3: Variation from new move 37

37 *Hongjun*: 30 is also a big move

37 *Hongjun*: now white should play 40

38 *RP*: This feels slow and not defending the cutting point might be dangerous. It won't force black to answer locally

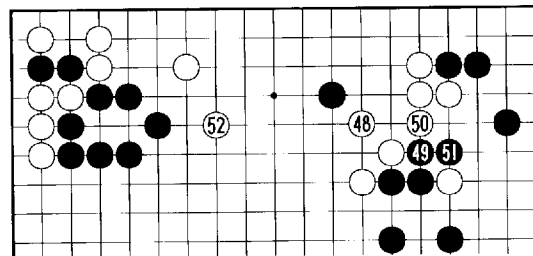
38 *Hongjun*: yes, this is a small move, and then it is difficult for both black and white to build territory on top

38 *RP*: the side at 42 is still open and black can just plunge in at A at any time

38 *Hongjun*: yes, and locally, there is bad aji if black plays at B in the future. In short this move is not good; it should be at 40.

39 *Hongjun*: this move is not so good. The three white stones at the top are not easy to attack, and it is not easy for Black to build territory on the right. It seems Black played in the wrong direction; a move at 40 is the better shape and direction.

40 *Hongjun*: this is the right move in this position



Diag 4: Variation from new move 48

42 *Hongjun*: The position is now equal again after 39 in the wrong direction

43 *Hongjun*: black chose fighting again; white should try to move out into the centre with a move something like 49. It would be hard for black to attack effectively after such a move.

44 *Hongjun*: I think 49 would be better than this move. This leaves a weak point in White's shape at 49

46 *Hongjun*: I think this should be at 49

52 in diag 4: *Hongjun*: This is better than the game for White

49 *Hongjun*: This is the only move. White is slightly in trouble

58 *Hongjun*: there is bad aji left at 49

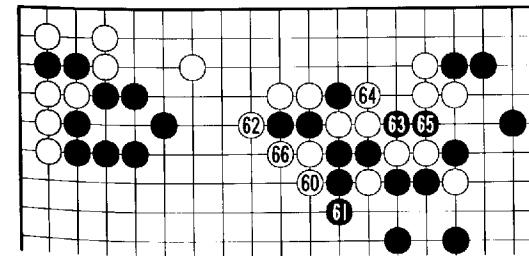
58 *RP*: yes, that makes use of 49

59 *Hongjun*: This move might have been better at C, because now White can atari at D and then 60

59 *RP*: yes, White is now safely connected so C would be a ladder-breaker

59 *Hongjun*: yes, that's right, it would also give white bad shape. This move is too early; it is more important to make the outside thick at this point.

60 *Hongjun*: It may be better to play D first, as shown in the variation in diag 5



Diag 5: Variation from new move 60

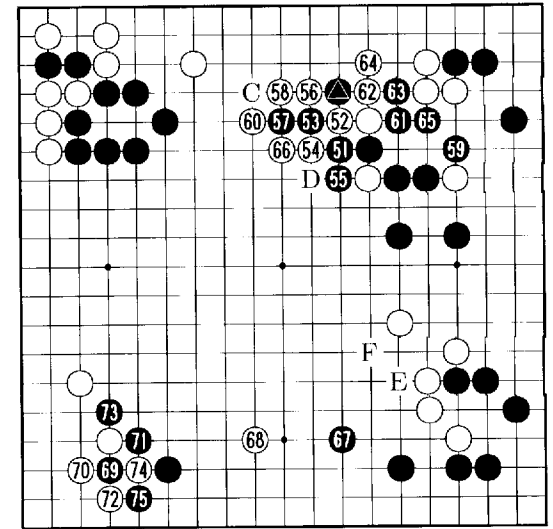


Fig 3: Moves 51 - 75

67 *Hongjun*: This has been a big exchange, which perhaps favours White a little, since he was in trouble before the exchange.

67 *RP*: 59 was too impatient, and should have been at C

67 *Hongjun*: yes, but black is still leading. After white captured the two stones on top, the black

group on left is not thick any more – but white has to deal with it own weak group first. E would be normal here, since Black is leading; maybe white thinks he has to take risks, but this seems like an overplay to me.

- 68 Hongjun: the attack at F might be more severe
- 69 Hongjun: black is making the game complicated
- 69 Nick Wedd: I thought F would not kill?
- 69 Hongjun: F would put 68 in danger

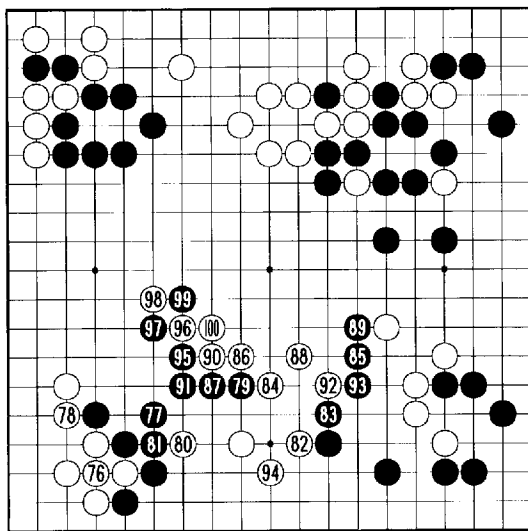
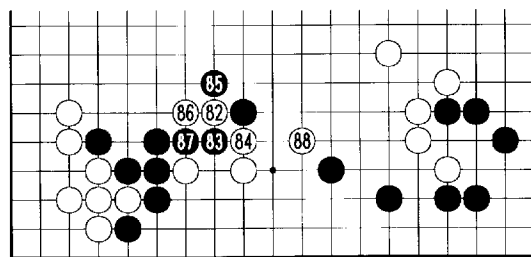


Fig 4: Moves 76 – 100 is easier to kill, I think!

- 85 Hongjun: good move! This will be the decisive battle
- 86 Hongjun: If both white groups live, white will be ahead on territory
- 87 Hongjun: for black, the best result will be to kill the white group first, rather than than make the black group around 81 live



Diag 6: Variation from new move 82

- 81 Hongjun: Black is trying to play a splitting attack. It is not necessary to make the game so complicated.
- 82 Hongjun: This should have been at 67, as seen in the variation in diag 6
- 88 in diag 6: RP: Sacrifice one for the sake of the others
- 84 RP: The group around 81 is heavy, so it would be nice to kill it, however black has still some escape routes
- 84 Hongjun: white's group

87 Nick Wedd: Is that possible?

87 Hongjun: Yes, it is possible. Black can kill the white group with one more move, it is difficult for White to kill the black group with one move

88 Hongjun: I feel white is in trouble

89 Hongjun: the white group seems already dead

89 RP: so white's last chance is capturing one of the black groups?

89 Hongjun: yes, but it's difficult to kill either of the groups, so black is leading

91 Hongjun: the strongest move for white maybe at H, as shown in the variation in diag 7

99 in diag 7: Hongjun: Black now has enough eye space

95 Hongjun: This seems a bit slow; it would be better at 97

98 Hongjun: This is the only move for white

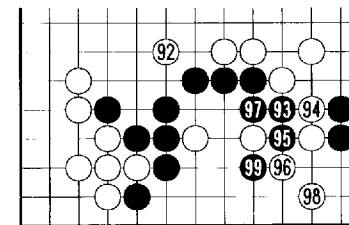
105 Hongjun: This seems questionable; it will have a bad effect on the upper black group

105 RP: This is the drawback of Black's slower ▲

105 RP: A combined attack on both the 101 and the 101 groups is White's hope

105 Hongjun: Black is leading, he makes the game complicated again

106 Hongjun: This is not good for White, Black can make



Diag 7: Variation from new move 92

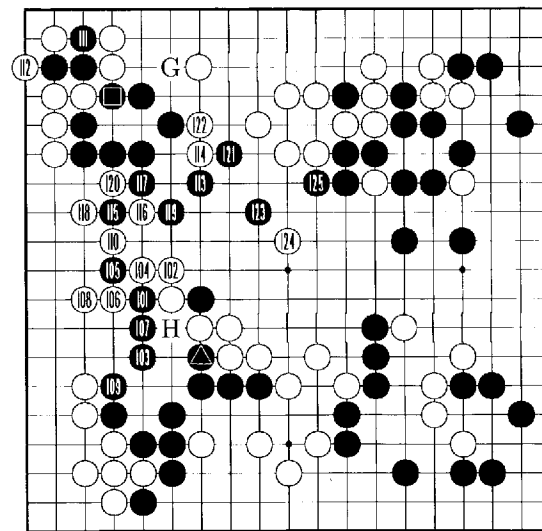


Fig 5: Moves 101 – 125

life with 103, and it's more difficult to kill the upper black group than to play at 101

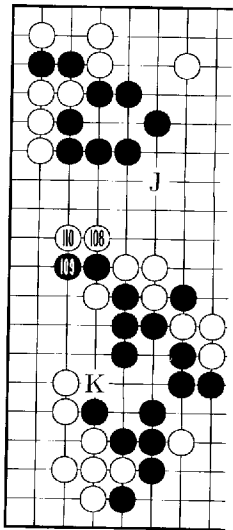
107 Nick Wedd: So you think 108 at 101 (as shown in diag 8) is the last chance for White?

107 Hongjun: yes

107 Nick Wedd: does black need to live at the top?

107 RP: No, even if White gets G in, Black will win

108 Hongjun: now black plays 109 as the simple to make life



Diag 8: Variation from new move 108

100 in diag 8: Hongjun: the upper black group is in danger

100 in diag 8: RP: J to be the attacking-point?

100 in diag 8: Hongjun: yes, and there is still a weak point at K for black as well

103 Hongjun: the only hope for white is to kill the upper black group now

103 Hongjun: seems will not work

103 Nick Wedd: do you think White has any chance to kill after 103

103 Hongjun: no

103 Nick Wedd: so black has won after 110?

103 Hongjun: if black plays in correct way

103 RP: this move makes a good feeling, it makes life in the direction of the centre, before white makes points there

103 Hongjun: difficult to kill black's group

103 RP: yes white is short on terrain

103 Hongjun: if black makes life, the game is practically over

103 RP: being ten points behind in the endgame isn't so bad for us amateurs, we make 30 points out of nothing in the endgame :)

103 Hongjun: oh :-)

103 RP: White must be worried over this position

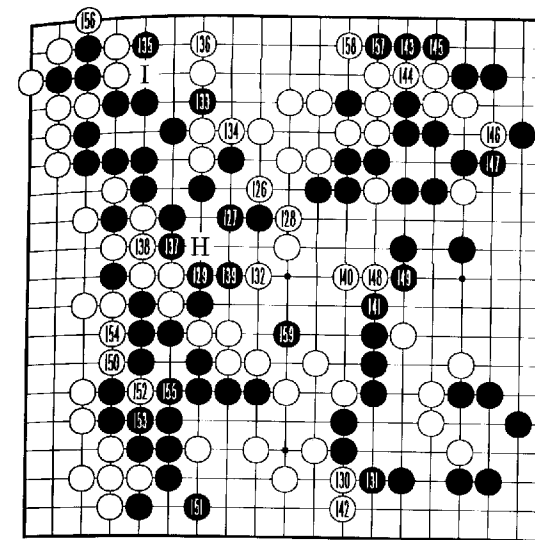


Fig 6: Moves 125 - 160

107 Hongjun: White can only play 109, or else the game will be too simple for Black

109 Hongjun: It is too simple for Black that the play goes this way

109 Hongjun: If this was at 103 it would mean escape for Black, and White still needs to defend around G

109 RP: White could try a desperate move at 100 perhaps

109 Hongjun: A good idea in this position, but still unlikely to kill the black group

109 RP: so there are two big endgame left - something in the top left, and something in the top right

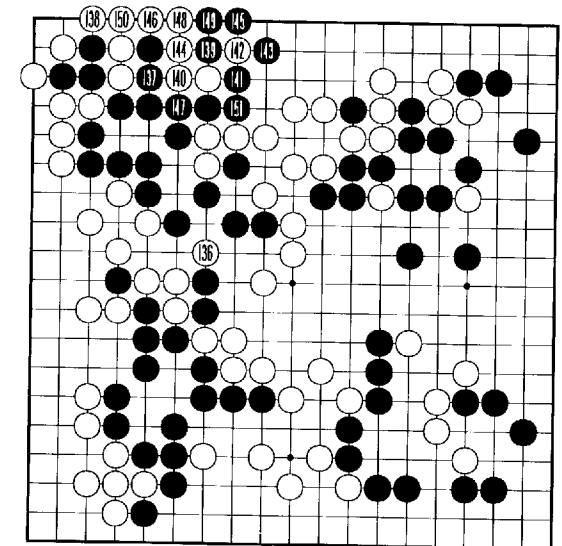
109 Hongjun: I think if white can not kill the group, the territory will be far behind, but probably when white played 106, he didn't notice that his territory will not be enough

109 RP: true, counting is very hard

109 Hongjun: Black is alive

109 Hongjun: Black is leading by more than 25 points now

109 RP: so we expect some last impossible sequences from David before he throws in the towel



Diag 9: Variation from new move 136

- 135 *Hongjun*: Black is playing big yose move before making life
- 136 *Hongjun*: if White plays H, Black can make an eye on top with I and then 136, as shown in the variation in diag 9
- 137 *Hongjun*: this is simple for Black
- 142 *Hongjun*: I think maybe White has not had time to count the territory
- 147 *RP*: yes, I advise my students to count before entering in byoyomi, but the problem is they don't trust their counting
- 148 *Hongjun*: good advice
- 153 *Hongjun*: big move, the biggest on the board
- 158 *Hongjun*: 158 would be better after 158, but it doesn't affect the result
- 160 *Nick Wedd*: White has resigned
- 160 *Hongjun*: yes, he had no chance to win now

CORRECTIONS, CLARIFICATIONS AND CREDITS

journal@britgo.org

Corrections

In the last issue, Jonathan Tims' name was incorrectly spelt as Timms.

Credits

This issue would have been a terrible thing without the help of a large number of people, some of whom I shall proceed to thank. The authors, of course, and the photographers, who include Ian Davis, Edwin Brady, and John Ashby, (and Jenny Radcliffe, for

reference). The proof-readers: Nick Wedd, Ian Davis, Edwin Brady, Tony Atkins, Jonathan Reece, Simon Goss, Geoff Kaniuk, Dave Ward, Chris Barnett and Peter Nuttall. For style and formatting issues, Richard Hunter, Jon Diamond and Tim Packer have been most helpful; in solving technical problems Edwin Brady, Antony Stone, Dan Kolb, Heike Jurzik and, to be honest, the entire Linuxbierwanderung community, have done sterling ser-

vice. But above all the moral support received from all manner of people (especially Ian Davis, Edwin Brady, Nick Wedd and Chris Barnett) have been very, very much appreciated.

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(Also called **IMPERIAL COLLEGE**) Jez Cope, Meets: Thursday 12:00-14:00, Room 328, Blackett Building, Imperial College, Prince Consort Road, SW7 2BW.

LONDON, NORTH: Kevin Campbell, 01442 262251 (home), 07801 270 342 (mobile). Meets: Tuesday 19:30, Gregory Room, Parish Church, Church Row, Hampstead, NW3 6UU.

LONDON, NORTH WEST: David Artus, 0208 841 4595. Meets: Thursday 19:00–22:00, Greenford Community Centre, 170 Oldfield Lane South, Greenford, UB6 9JS. South of A40.

LONDON, TWICKENHAM: (Also called **TWICKENHAM**) Colin Maclennan, 020 8941 1607. Meets: Wednesday 20:00, Pope's Grotto hotel, Cross Deep, Twickenham, Middlesex, TW1 4RB.

MAIDENHEAD: Iain Attwell, 01628 676792. Meets: Friday 20:00, Meets various places.

MANCHESTER: Chris Kirkham, 0161 903 9023. Meets: Thursday 19:45, The Town Hall Tavern, 20, Tib Lane, Manchester, M2 4JA.

MID-CORNWALL: Paul Massey, 01209 891093, 07966 474 686 (mobile). Meets: Monday 20:00, 5 Trekye Cove, Sandy Road, Porthtowan, Truro, TR4 8UL.

MIDDLESBROUGH: (Also called **TEESSIDE**) Gary Quinn, 01642 384303 (work). Meets: Friday 12:00, University of Teesside.

MILTON KEYNES:

(Also called **OPEN UNIVERSITY**) Fred Holroyd, 01908 315342. Meets: Monday 12:30, The Berrill Cafe, The Open University, Walton Hall, Milton Keynes, MK7 6AA; Monday 18:30, The Wetherspoons pub, 201 Midsummer Boulevard, Central Milton Keynes, MK9 1EA.

MONMOUTH: Gerry Mills, 01600 712934. Meets: Meetings by arrangement.

NEWCASTLE: John Hall, 0191 285 6786. Meets: Wednesday. Meets various places.

NORWICH AND NORFOLK: Tony Lyall, 01603 613698. Meets: Thursday 19:30, Jurnets Bar, Wensum Lodge Centre, 169 King Street, Norwich, NR1 1QW.

NOTTINGHAM: Jo Kling, Meets: Wednesdays 19:30, Crown Inn, Church Street, Beeston, Nottingham, NG9 1FY. Please check with the club secretary before attending.

OXFORD CITY: Richard Helyer, 01608 737594. Meets: Tuesday and Thursday 18:00, Freud's Cafe, 119 Walton Street, Oxford, OX2 6AH.

OXFORD UNIVERSITY: Niall Cardin, Meets: Wednesday 19:30–23:00 in termtime only, The Arts Room, Trinity College,

Broad Street, Oxford, OX1 3BH. If the door to Trinity is shut, press the buzzer and tell the porters you are going to go society. All are welcome.

PENZANCE: (Also called **WEST CORNWALL**) John Culmer, 01326 573167. Meets: Thursday 20:00, Flat 3, 1 Causewayhead, Penzance, TR18 2SN.

PURBROOK (NEAR PORTSMOUTH): Peter Wendes, 02392 267648. Meets: Most Thursday evenings, Normally Peter's house, but if he is away Mike and Suzi's. Phone to confirm.

READING: Jim Clare, 0118 9507319. Meets: Monday 18:30, Brewery Tap, 27 Castle Street, Reading, RG1 7SB.

SHEFFIELD: Phil Barker, 0114 2551440 (home). Meets: Sunday 19:30, Devonshire Arms, 118 Ecclesall Road, Sheffield, S11 8JB.

SHERBORNE AND YEOVIL: Julian Davies, 01935 423046. Meets: Wednesday 19:30, Brewers Arms, 18 St. James Street, South Petherton, TA13 5BW. Just off the A303 near Yeovil.

SOUTHAMPTON: Chris Lewis, Meets: Meets irregularly. Email if you would like to meet for a game.

ST ANDREWS: Edwin Brady, Meets: Wednesday 20:00, Aikman's Cellar Bar, 32 Bell Street, St Andrews KY16 9UX; Any lunchtime. By arrangement.

ST. ALBANS: Mike Cockburn, 01727 834035; Alan Thornton, 01442 261945; Richard Mullens, 01707 323629 (home), 07816 372001 (mobile). Meets: Wednesday 20:00 (players normally present from 19:30), The White Lion, 91 Sopwell Lane, St. Albans, AL1 1RN. Non-regular visitors should ring to confirm a meeting.

SWINDON: David King, 01793 521625. Meets: Wednesday 19:30, Prince of Wales, Coped Hall Roundabout, Wootton Bassett, SN4 8EP.

WARWICK UNIVERSITY: Sam Aitken, Meets: Tuesday during University term 17:00–20:00, Room B2.09; Saturday during University term from 12:00, The Graduate. Email first, this meeting does not always happen.

WEST SURREY: (Also called **GUILDFORD**) Pauline Bailey, 01483 561027. Meets: Monday 19:30–22:00 except bank holidays.

WINCHESTER: (Also called **HURSLEY**) Alan Cameron, 01794 524430 (home), 07768 422082 (work). Meets: Wednesday 19:00,

The Black Boy Public House, 1 Wharf Hill, Bar End, Winchester, SO23 9NQ. Just off the M3.

WOODLEY: Tony Atkins, 0118 9268143. Meets: Some Saturdays and Sundays 18:00.

WORCESTER AND MALVERN: Edward Blockley, 01905 420908. Meets: Wednesday 19:30.

YORK: Joss Wright, Meets: Every other Wednesday 20:00, Guppy's Enterprise Club, 17 Nunnery Lane, York, YO23 1AB.

YORK UNIVERSITY: Joss Wright, Meets: Tuesday 20:15, Room G/045, Goodricke College, University of York, Heslington, York, YO10 5DD.

GLOSSARY OF GO TERMS

This glossary is, by its nature, incomplete. A more full description of these terms, and a far wider list of terms, may be found at Sensei's Library (<http://senseis.xmp.net/>).

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 they can be captured by the enemy's next move

BYO YOMI: formally, the "seconds-counting" during over-time periods; used informally (and both inaccurately and confusingly) to mean over-time periods in general

DAME: a neutral point; a point of no value to either player

DAME ZUMARI: shortage of lib-

erties

DANGO: a solid, inefficient mass of stones

FURIKAWARI: a trade of territory or groups

GETA: a technique that captures one or more stones in a "net", leaving them with two or more liberties but unable to escape

GOTE: losing the initiative

HANE: a move that "bends round" an enemy stone leaving a cutting point behind

HAMETE: a move that complicates the situation but is basically unsound

HASAMI: pincer attack

HOSHI: one of the nine marked points on the Go board

IKKEN TOBI: a one-space jump

ISHI NO SHITA: playing in the space left after some stones have been captured

JIGO: a drawn game

JOSEKI: a standardised sequence of moves, usually in a corner

KAKARI: a move made against a single enemy stone in a corner

KATTE YOMI: self-centred play; expecting uninspired answers to "good" moves

KEIMA: a knight's-move jump

KIKASHI: a move which creates aji while forcing a submissive reply

KOMI: a points allowance given to compensate White for playing second

KOSUMI: a diagonal play

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

MOYO: a framework which could potentially become territory

NAKADE: a move played inside an enemy group at the vital point of the principal eye-space to prevent it from making two eyes

OIOTOSHI: "connect and die", capturing by a cascade of ataris,

often involving throw-ins. If the stones all 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 on 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 technique for capturing stones, more often called a ladder, where at each step the attacker reduces the defender's liberties from two to one

SHIMARI: a corner enclosure of two stones

SHODAN: one dan level

TENGEN: the centre point of the board

TENUKI: to abandon the local position and play elsewhere

TESUJI: a skillfull and efficient
mnove in a local fight

TSUKE: a contact play

YOSE: the end game