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British Go Journal

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Front Cover: Sato Tadanobu dreaming of revenge at the go board (Chikanobu, 1886). From a postcard, by kind permission of Ishi Press.

Calendar

This is a list of all UK tournaments to give new members an idea of what is available. Later events may be provisional. See Newsletter for foreign tournaments.

London Open: 30th December to 2nd January.

Furze Platt (near Maidenhead): January 21st 1995.

Wanstead: 4th February.

Oxford: February

Trigantius: Cambridge, March.

Coventry: March

British Go Congress: March/April

Candidates: May. By invitation only.

Bracknell: May.

Challenger's: May. By invitation only.

Scottish Open: May.

Barmouth: June

Ladies': June. By invitation.

Leicester: June.

Bournemouth: July.

Anglo-Japanese Friendship Match: July.

Isle of Man: 20th-25th August

Northern Go Congress: Manchester, September.

Milton Keynes: September.

International Team Trophy: London, September.

Pair Go Handicap: September.

Shrewsbury: 1st October.

Wessex: Marlborough, October.

Swindon: November.

Birmingham: November.

Three Peaks: November.

West Surrey: December.

Contributions for next Journal by **4th February**, but please send earlier if possible. Text can be accepted on both 5.25" and 3.5" disks (plain ASCII, not right justified, and no tabulation) but should be accompanied by a print-out in case of difficulties. Diagram references: please use A,B etc., not K10, C3 style notation.

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Notices

Feng Yun has written to say that the go team of the Coal Industry Ministry of China intends to visit Britain (and other European countries if possible) for two weeks, starting just before the London Open. The delegation will consist of seven people (including Feng Yun) of whom three are professional go players.

Furthermore, Feng Yun intends to stay on in the UK for three months to teach go as she did last year. Please would clubs who are interested in a visit contact Alex Rix. The club would be expected to pay for her travel expenses and to entertain her free of charge in return.

Wanted: BGA Accountant

A volunteer is needed, ideally a chartered accountant, who is familiar with financial accounts, to maintain the accounting records and act as company secretary for BGA Books Ltd. which sells books and equipment to non-members. If you are interested in taking this on, please contact: Alex Rix, 6 Meynell Crescent, Hackney, London E9 7AS (telephone 081-533-0899).

For commercial advertisements the charge is £50 per page and pro rata. Artwork should be camera-ready.

Small non profit-making adverts about go placed by members are free of charge.

Further notices on page 50

Four Hundred Years Of Japanese Go

by Andrew Grant

Part Thirteen: Jowa and Gen'an Inseki

The late 1820's and the 1830's were notable for a bitter and protracted struggle between the Honinbo and Inoue schools. The two protagonists were the 12th Honinbo, Jowa, who succeeded Genjo in 1827, and the 11th Inoue, Gen'an Inseki, who had become Inoue head three years previously.

The game given here was played in 1815. Gen'an (known at the time as Hattori Rittetsu) took Black and won by four points.

Both Jowa and Gen'an were driven by the desire to become Meijin godokoro, but Jowa had a head start, gaining promotion to 8 dan in 1828 while Gen'an was still only 7 dan. Gen'an realised that he would have to gain promotion fast if he was to have any chance of stopping Jowa, and he hit on the idea of tricking Jowa into helping him. Through an intermediary, he explained to Jowa that if he (Jowa) applied to become Meijin, Yasui Chitoku Senchi would surely oppose him. (This was true enough - as has been mentioned earlier, Chitoku took a dim view of people actively competing for promotion to Meijin.)

Gen'an offered to support Jowa against Chitoku's objection, but pointed out that his support would count for much

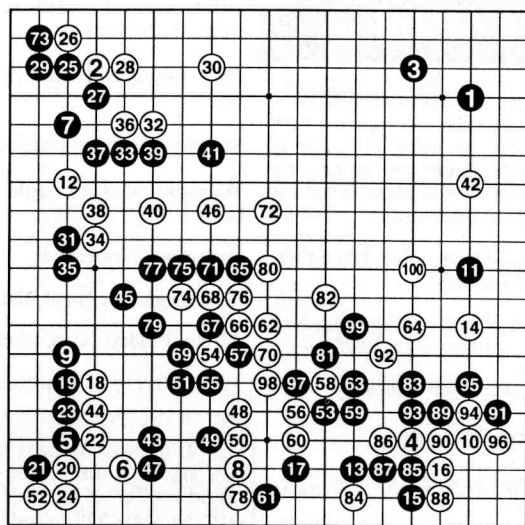


Figure 1 (1—100)

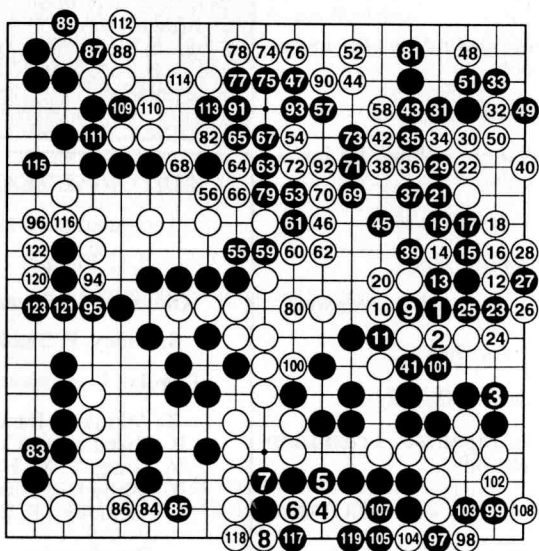


Figure 2 (101—223)

206 at 197

more if he were 8-dan, and so asked if Jowa would support his promotion. Jowa was well aware of what Gen'an was up to, but pretended to agree to his suggestion, and Gen'an next approached Chitoku to get his approval. Chitoku turned him down flat, on the grounds that Gen'an had not been 7-dan for very long, whereupon Gen'an challenged him to a match. However, Chitoku was disgusted by Gen'an's deviousness - like Jowa, he was well aware of Gen'an's true motives - and refused to play him.

Nothing daunted, Gen'an decided to put in his application anyway, thinking he had Jowa's support at least, but Jowa made excuses and foiled him. Jowa was by now beginning to feel that he had better make his own move for promotion to Meijin, and so made overtures to the Hayashi head, Gembi Monnyu, promising to promote him to 8-dan if he became Meijin godokoro with Gembi's help. Gembi readily agreed to this, and Jowa next approached Chitoku.

Inevitably, Chitoku refused to support Jowa's application, and Gen'an saw his chance. He pointed out to Chitoku that the only way to stop Jowa was for another 8-dan to defeat him in a challenge match - but the only other active 8-dan was Chitoku himself. Chitoku was now fifty-two and did not feel at all confident of beating the forty-one-year-old Jowa, who was at his peak as a go player, but Gen'an offered to challenge Jowa himself, if he were to be promoted to 8-dan. Consequently Chitoku gave in and agreed to support Gen'an's promotion, which was enough to secure it despite Jowa's objection. Some idea of the speed and urgency with

which Gen'an had pushed for promotion can be gained from the fact that Gen'an's promotion to 8-dan came only a month after Jowa's.

Shortly afterwards, the go heads met to discuss Jowa's application for Meijin, and Chitoku commented that he considered Jowa's application to be premature, given that he had only just reached 8-dan. As agreed previously, he suggested that Gen'an should challenge Jowa to a match - but Gen'an refused. He had intended to refuse all along; he was not yet ready to challenge Jowa for Meijin, and he was in fact leading Chitoku into a carefully prepared trap.

The trap was sprung by Hattori Inshuku, the head of the minor Hattori school (Gen'an's adoptive father and his intermediary throughout his campaign to become 8-dan) who suggested that Chitoku should play Jowa instead. Chitoku was so incensed at being double-crossed by Gen'an that he declared that he, at least, would not flinch from such a match, and so a match was arranged between Chitoku and Jowa. This was exactly what Gen'an had hoped for; Jowa would now have to play a match, which could last several years, before he could apply to become Meijin. In the meantime Gen'an had a breathing space in which to prepare to challenge the winner.

Here matters rested for a year, since for some unknown reason the jisha-bugyo would not fix a date for the Chitoku-Jowa match to begin. Meanwhile Jowa pretended to bury the hatchet with Gen'an, saying that if Gen'an withdrew his objection to Jowa's becoming Meijin godokoro, he would

cede both titles to Gen'an after six years. Gen'an was taken in completely by this, and made the fatal mistake of sending Jowa a letter confirming that he would support Jowa's promotion. By the time Gen'an realised that he had been tricked, Jowa had given this letter to the jisha-bugyo.

Gen'an raised a furious objection, and the jisha-bugyo asked Chitoku to mediate. Chitoku, doubtless enjoying the opportunity to get his own back on Gen'an, decided that Gen'an should play a match against Jowa. Jowa was now faced with the prospect of having to play two separate matches, but in fact neither match ever took place.

Jowa proved he could be just as devious as Gen'an when early in 1831 the jisha-bugyo stunned the go world by promoting Jowa to Meijin godokoro without requiring him to play either match.

What had happened was that Jowa had enlisted Hayashi Gembi to work behind the scenes on his behalf. Gembi had close relations with a major branch of the shogun's family (the Tokugawas), and had been pressing Jowa's case at every opportunity. Eventually a member of this particular branch of the Tokugawa family became a jisha-bugyo commissioner, and Gembi promptly petitioned him on Jowa's behalf. Thanks to Gembi's previous softening-up work the petition was successful, and so Jowa became the last Meijin godokoro of the Edo period without a stone being played.

● *The Go Player's Almanac is recommended for a more extensive history of go.*

Go for Kids

by Sue Wilcox

This year's 10th Anniversary American Go Congress saw an experiment in teaching go to children. After much talk about the importance of finding new go players and encouraging kyu players, the only attractions on offer for beginners were Kids' Go and Instant Go, both taught by Bruce Wilcox. The 'target' group was children of go players attending the Congress, the age range 7 to 13, and strength 17 kyu or below. Some were playing in the main tournament and some were not. They all knew some rudiments of the game so the sessions concentrated first on improving their overall perception of the board and then guidance on strategy and tactics.

The first session likened the task of sketching out areas of territory on the go board to dividing a pan of Brownies between two greedy children. (For British readers a Brownie is not a small Girl Guide but a chewy chocolate delicacy part-way between a cake and a biscuit and one of the peaks of American cuisine.) The idea of each child wanting more than the other, but not so much more that an adult would notice the difference and intervene, seemed to get the point across of the dangers of greed and the need for balance.

The next concept was how to cut off chunks of Brownie effectively and what to do if your opponent contested the size of your chunk. The metaphor shifted to another visual and personal concept: that of keeping someone out of your room or trapping them if they in-



Kian and Christie Wilcox show one way to divide a pan of Brownies

sisted on jumping in. An issue as to whether the enemy would live or die once trapped in a room was acted out with child-sized stones crushing the invaders to death. After this the level of excitement necessitated the end of that lecture.

The second lecture looked at fighting in more detail, and volunteers for acting out some more capture scenarios had to be encouraged to stay in their seats. Enthusiastic audience participation was an aspect of this session; rivalry between the girls' group and boys' leading to a display board battle between their representatives. Bruce covered several different ways of attacking a room, escaping from it and profiting from invasion of a room as well as simple guidelines for assessing an enemy's strength. The actual variance in height among a group of children allowed a demonstration of how, who's bigger than who, is a useful thing to notice in a fight.

As these lectures were an experiment only two half-hour sessions were held. The adults' Instant Go lectures ran to ten hours in two hour sessions - too long for children to pay attention and too exhausting to teach! After the enthusiastic reception given them by both children and parents Bruce will be thinking about extending the kids' series. The 'magic' effect of these lectures was that they managed to ignite the interest of even girl go players who had previously been very lukewarm about the game despite parental encouragement. The number of games played went up, and an interest in looking at go problem books began, quite insistently in some cases!

Any ideas from go players for more ways to intrigue, fascinate and explain go to children can be sent to us at: 73743.1253@Compuserve.com

—we don't have a fixed address as yet so pass on ideas via your nearest computer buff.

Ten Best Games

by Bob Terry

Game Five

Black: Takagawa Kaku, 7 dan
 White: Hashimoto Uтарo, Honinbo
 Honinbo Title Match, Game 1, 1952
 Komi 4.5 points
 White wins by resignation.

If there is any game that is questionably included on this list of the ten best games of go, this one would be it. It is not a truly great game in any sense, but it is a favourite of mine.

The reason that I like it so much is because of one move: White 128. This move has been called the "most exquisite move ever played in the history of Honinbo title matches". When I first played out this game I was a weak, middle level kyu player, and I couldn't understand why this move was supposed to be so good. (The reason is because it is strictly a sacrifice stone, and it ensures the life of the white group above it.) But I played out the game many, many times. I was playing a lot of handicap games against stronger players at the time, naturally, and I studied the handicap style of play of White's against the upper right corner. One day I figured out why White 128 was so good, and somehow something clicked in my head: I suddenly realized the depth and beauty of the game, and that planted the seeds of my advance in strength.

Anyway, the game was also a favourite of the late Takagawa Kaku, who when asked to lecture on one of his games, would often talk about this one. And this Honinbo match was an important one: to a certain extent, the fortunes of the Nihon Kiin were riding on Takagawa being successful in his title challenge. After losing this game, Takagawa loosened up and was able to take the next four games, and the Nihon Kiin once again was the prestigious home of the Honinbo.

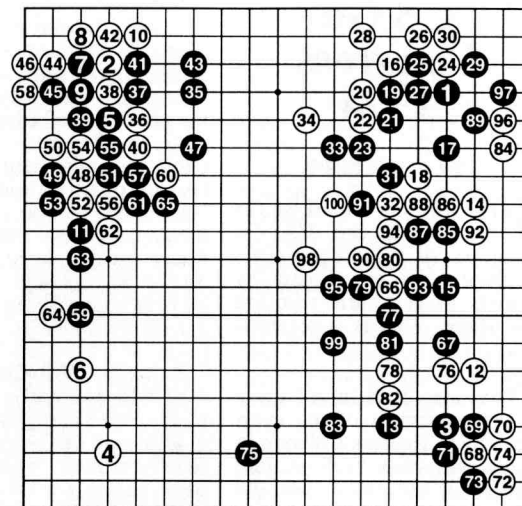


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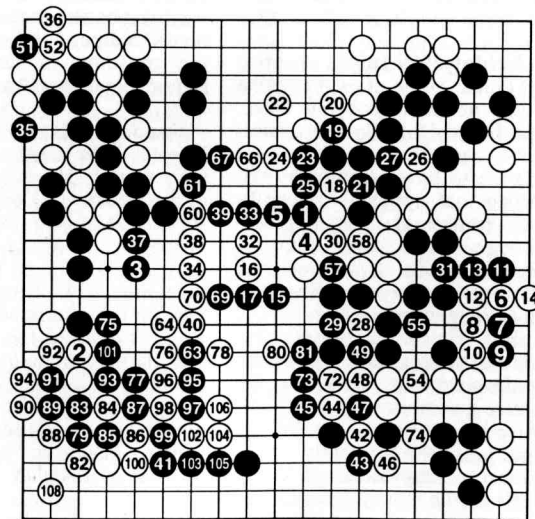


Figure 2 (101-208)

Ko (142/147) 150, 153, 156, 159, 162, 165, 168, 171. 207 at 184

US Go Congress 1994

by Francis Roads

This year saw 14 British Go players at the US Go Congress in Washington DC. Triumphs on the board by British players are reported elsewhere. This is a personal diary.

Thursday 28th July: I arrive at the apartment of the ever-welcoming Barbara Calhoun in Manhattan. New York summer weather is notoriously hot and sticky, and it can be worse down south in Washington, but we are lucky with the weather throughout this trip. This evening we sit comfortably outside at a streetside restaurant.

Friday 29th July: I visit two go clubs. Some of us met Mike Ryan at Canterbury in 1992. His Black Hole Go Club meets each weekday lunchtime. He claims to have irrefutable evidence that members' strengths are remaining constant, although those who play at Brooklyn Go Club increase their grade. Therefore Brooklyn must be getting weaker.

But Brooklyn players increase their grades by worldwide standards. Therefore the entire go community must likewise be getting weaker. Within five years the virulently contagious incompetence of Black Hole members will have caused everyone to become too embarrassed to play go; the world of go will collapse inwards onto this centre of ineptitude; hence the name, "Black Hole."

For reasons lost in the mists of time Brooklyn Go Club meets in Manhattan. It has a kinship with my own club Wanstead, partly because of the proximity of a large neighbour in the New York Go Club, but more particularly in being primarily a social organisation, one of whose activities happens to be playing go. Many non-go-playing partners attend to chat and play pits, and there is a party atmosphere.

Saturday 30th July: In the late 19th and early 20th centuries immigrants were processed on Ellis Island in New York harbour. Three of my great-uncles passed this way. The old building is now a museum of immigration, and Barbara and I take the ferry there. There is a compulsory stop first on Liberty Island, where we see people queueing three hours to ascend the statue. But the museum is fascinating, moving, and very American.

Sunday 31st July: Ken Koester was another Canterbury visitor. He is co-director of this year's US Congress, but finds time to be a host to Nick Webber and Alison and Andrew Jones, who all turn up to meet me at Washington Airport. In the afternoon we drive in the car hired for the forthcoming tour to the magnificent Potomac Falls. Ken is threatening to move all the European players up a grade for the tournament. We do our best to talk him out of this plan.

Monday 1st August: We leave Ken to worry about his congress, and set off for the seaside resort of Ocean City. Crabs are the local delicacy,

and restaurants charge you so many dollars to eat as many of them as you can. Alison and I rise to the challenge, to be confronted by an impressive tray of two dozen boiled crabs. Lack of time rather than lack of crab capacity causes us to refuse the offer of seconds.

Later I venture too far into the warm Atlantic rollers, and have a flag waved at me by a lifeguard. Strolling along the seafront, I particularly appreciate a Maryland by-law banning loud music, i.e. any audible 50 feet from the source. What a civilised state!

Tuesday 2nd August: We had planned to send Andrew parascending above the Atlantic, but the wait is too long, and we make for the Assateague Nature Reserve. This is a spit of sand south from Ocean City, and we spend a merry hour there mosquito watching. Bird watching had been the idea, but we beat an itchy retreat. In the afternoon we cross the 17 mile Chesapeake Bay bridge-tunnel. We watch an inland thunderstorm from the viewing platform.

Wednesday 3rd August: We visit the Jamestown Open Air Museum. There were settlers here before the Pilgrim Fathers, and they seem to have puzzled the local Indians more than anything else, by their lack of families and ability to live off the land.

We drive inland to the Shenandoah National Park. In descending a steep hill, Nick deepens his understanding of automatic transmission after setting fire to the brakes. We spend the evening in Lexington, a small town of great character and charm. The Southern

accent is much in evidence, ("Are you folks from New Jersey?") and Virginia was indeed a Confederate State. We find that we have stumbled quite by accident on the site of a crucial Civil War battle.

Thursday 4th August: We visit the descriptively but unoriginally named towns of Warm Springs and Hot Springs. The two Victorian wooden bath houses are of course segregated. Alison vetos taking the waters on the grounds that she will be lonely, and also because the spring water seems to flow out of the men's bath house and into the women's. So we find a lake where mixed bathing is allowed, and break a by-law by having beer in the car boot.

We head for the limestone caves at Luray. An enterprising musician has devised an electric lithophone, whereby stalagmites and -tites in various parts of the cave are struck by rubber hammers controlled from a keyboard. The instrument has a chromatic range of three octaves. You can get married down here.

Friday 5th August: Alison leads us on a hike up the 3000' Rag Mountain. The middle portion involves climbing round, over, between and occasionally under enormous boulders. Whoever way-marked the route had longer legs than Alison, who has to be ignominiously personhanded over rocks made slippery by the rain.

In the evening we attempt a log fire in our mountain lodge. We succeed to the extent of setting off a smoke alarm. We retreat to the restaurant, where Andrew orders an 8 oz steak and is served with a 21 oz one by mistake. He fails to meet the

challenge. Alison and I feel proud of our crab performance.

Saturday 6th August: Registration day, and time to turn our thoughts away from the Virginian countryside towards more weighty matters. Unfortunately the Virginian countryside doesn't seem to want to let us go. The mist has cleared



Tony Atkins receives the Friendship Trophy (JC)

from the hills, giving us at last the spectacular views promised in the literature. So we take a route back to Washington which includes another section of the Shenandoah Park, preceded by an hour's horse riding. We have driven over 1000 miles in five and a half days.

We register at Marymount University. Prospects are good, with accommodation and playing rooms adjacent, unlike certain European Go Congresses where they have been a tram ride apart. Best of all, Ken Koester has won a concession whereby the normally dry snack bar is to meet the special needs of go players by serving beer. A condition is that the beer is not advertised in any way. This proves not to be a problem.

Richard Hunter and Louise Bremner arrive from Tokyo; Bill Rivers and Tony Warburton have contrived to be in the US on business; and Matthew Macfadyen, Kirsty Healy, Tony Atkins, Jim Clare, John Rickard and Paul Margetts arrive from Britain to bring our strength to a record 14. There are also players from Finland, Germany, France, and the Netherlands.

Sunday 7th August: We find that we were successful in our efforts to dissuade Ken from entering Europeans above their grades. Regrettably, one British player upgrades himself on his own initiative. He is duly reported to the chairman of the Grading Committee.

We have to use the unpopular Ing clocks, because of a sponsorship deal. You know, the ones that beep and talk to you in Chinese from time to time. But the organisation runs well. In the evening we play 13x13 go.

Monday 8th August: At two hours, time limits are longer for us 4 dans than at previous US congresses. I prefer the old time limits of 90 minutes, which enable you to finish by lunch time and have a clear afternoon free.

As things are, I am only just finished in time for the afternoon Friendship Match. There are five teams, representing the US, Japan, Britain, Europe, and Canada. The British are the third most numerous group after the US and Japan, and after some vigorous political debate we agree to lend the European team Kirsty. The Canadians have to borrow as well.

In the evening there is the lightning tournament. The six-player round robin tables are

ranked by grade, so that the first five games are played on low or no handicap, but then the knock out finals inevitably have larger ones. This system seems to work quite well.

Tuesday 9th August: In the afternoon we play two more rounds of the Friendship Match, and I am proud to report to my readers that the British team is victorious. In the evening there is three player rengo. There are only two rounds, but with an intriguing tie breaking system, based on variety of grade, age, gender, and place of origin within the three team members. The Wanstead team of Andrew, Alison and Yours Truly probably scored well on age and gender, but we accidentally lost our second game.

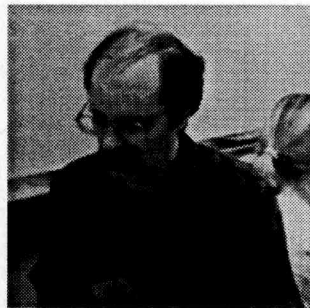
Later in the evening the US Go Congress Early Music Ensemble has its first meeting. Ken finds time to join in, along with various other US, Netherlands and British musicians. Recorders, crumhorns and a lute are played until late.

Wednesday 10th August: There is no excursion arranged for the traditional off-day, but there is so much to see in nearby Washington that it would be pointless. We take the University shuttle bus to the clean and efficient Metro and head for the centre.

Forget what you have read about crime and vandalism in Washington. I expect it is there, but not in the parts we saw, which were clean and attractive. The centre is laid out somewhat like Paris, with the important buildings along an axis (the so called "National Mall"), and plenty of open space. Tall buildings have been

banned from this area, rather in the manner of Copenhagen. Nearby is the mighty River Potomac, with plenty of green areas around it. The whole effect is very pleasing, and rivals many a European city.

The museums are collected along the sides of the Mall. There are the predictable historical and art galleries, and



Jim Clare - not the problem game! (see p.20) (AJA)

very fine they are, but we've got those in Europe. What we haven't got is the National Museum of Flight and Space, where you can see real live Apollo rockets and the Wright Brothers' plane. Here is where we spend most time; this is true America, and not just Europe exported.

In the evening 200 of us are invited to the Japanese embassy. We are bussed there, as the local dialect has it, and fed on a seriously under-ordered quantity of sushi. The main event of the evening is the presentation by the cultural attache of a substantial trophy to the captain of the victorious Friendship Match team, Tony Atkins. Appropriate speeches are made, and Tony wonders what to do with this heavy piece of hardware, which bears engraved the names of the

team members. Eventually it is decided to present it to the AGA as an annual trophy, and a perpetual reminder to them of British supremacy.

Thursday 11th August: Throughout the tournament a number of professional players have been available for simultaneous games, lectures and instruction. Canterbury attenders will remember the ebullient Mr. Nakayama, who has been a good friend to US go. This afternoon is the first time when I might take advantage of their services.

But I prefer kibitzing the pair-go tournament (mixed teams of two), and a swim in the University pool. I never feel that I gain much from professionals: the fault and the loss is certainly mine. But my main reason for losing games of go is not failure to appreciate the finer points, but gross blunders. And there seems to be nothing professionals can do to protect one from those. The evening activity is 9x9 go, with alarmingly smaller handicaps than we tend to use in Europe.

Friday 12th August: This morning some of us are allowed sales pitches for the 1995 Isle of Man Congress. Announcements are given in the five playing rooms before starting each round. There is much interest in the small display we have brought with us, and by the end of the week all but a handful of the 100 or so leaflets are taken. The most frequent question: "Where is the Isle of Man?" The Korean professional Mr. Chung expresses interest in bringing a party of Korean amateurs to the IOM. We trust that the Manx organisation can stand all this.

Saturday 13th August: I have not mentioned my own performance in this tournament, for various reasons, but it is worth mentioning a game which I win today by half a point after filling a one point ko. Under AGA rules filling the dame are part of the game, and White must always make the last move, by giving Black a prisoner or by playing somewhere on the board, even if all the dame are filled. There were four real dame in my game, and one spare ko threat for me. But my Japanese opponent, perhaps not understanding the rules in force, and realising that he has run out of ko threats, allows me to fill the ko before playing the dame. Matthew later argues that I could have lost if he had simply used dame as ko threats. Can you work this out?

Saturday is banquet and presentation night. British successes are recorded elsewhere. Then the song party, which is as much an American as European tradition. Plenty of European and American go lore is shared, beer drunk, and three hours pass very quickly. I am always pressurised to produce a new song on these occasions. This time I write one about various personalities in the AGA. I find later that it is much appreciated by the folks mentioned, but it will be difficult to recycle in Europe, where the people are less well known.

I find that go songs have had more than a small influence on US go. Terry Benson attended the 1976 European Congress in Cambridge, and resolved to initiate a US event on similar lines, impressed by the fact that people did things other than play go at such events, and he particularly mentioned "The Weak Knead Dans", which had

its first rendition at this congress, and which now has a musically distinct American version. He said that it was the idea of an event which was social as well as competitive that spurred him on to promote the first US Congress in 1985.

Sunday 14th August: There are plenty of volunteers to help Ken clear up, so I betake myself to morning service at Washington Cathedral to check up on their choral singing, and am duly disappointed. The building itself is extraordinary; both in terms of art and technology it could date from the Middle Ages. And they finished it only in 1990. Thus do Americans create their own mediaeval history.

In the afternoon I repair once more to Ken's suburban residence, with Tony and Jim. Ken is exhausted, so we attempt revival, by taking him out to dinner.

Monday 15th August: I set off for Iowa City, to meet for the first time a cousin, grandson of an aforementioned great-uncle. On mentioning my plan to visit the state of Iowa to my American friends, I have always noticed the raising of the Yankee eyebrow, the brief silence. Eventually I plucked up courage:

"What is wrong with Iowa?"

"There's nothing there but corn, and a tree every five miles."

From the disconcertingly small aircraft taking me on the last leg of my journey, from Kansas City, I can see there are widespread wooded areas throughout Iowa. And Iowa City itself is peaceful, handsome, and spacious. It is dominated by its university, rather

like Oxford and St. Andrews. Van Allen discovered his belt here. My cousin shows a more than polite interest in go, and I regret not having more than a BGA pamphlet to give him.

Tuesday 16th August: My cousin takes me sightseeing, and no matter what the East Coasters say there are sights to see. In a bookshop I find Iwamoto's *Go for Beginners*, with a desperately out of date list of US contact addresses. I realise how wise publishers are to resist our attempts to have them print addresses in go books. The ones here will do more harm than good.

Wednesday 17th August: More sightseeing, then a flight back to New York. I arrive at Barbara's flat delighted to find an extra meeting of the Brooklyn Go Club in session, with Niek van Diepen and Anemarie Hovingh from the Netherlands in attendance.

Thursday 18th August: Time for one more visit to Black Hole. I leave my last three leaflets about the IOM Congress with Mike Ryan. By now six US players have promised to attend, and more may follow. Then JFK and home.

Fares bump up the cost of attending the US Congress, and you only get nine days' go instead of fifteen at the European. But if you do what some of us did, and combine some touring and sightseeing, it is a worthwhile trip. The fact that the British presence was higher in Washington than in Maastricht this year speaks for itself. I shall be back there, probably next time they hold the congress on the West Coast. See you there?

Fun & Games in Epsom Downs

by Paul Margetts

Mr Honda, a Japanese business man and 5-dan amateur go player, fancied a game while he was in England.

He found Norman Tobin's address in the Ranka Yearbook; Norman put him in touch with Alison Jones, and since Mr Honda was staying with his daughter (Yuka) and son-in-law in Esher, Alison suggested the Epsom Downs Go Club.

The Epsom Downs Go Club, always ready to respond to popular demand, organised a meeting.

Mr Honda played Jonathan Chetwynd (1 dan), while Yuka, who had been taught as a child by her father, played Dave Knight (a local beginner); Yuka's husband played pinball on the computer, and I dished out beer!

A good time was had by all; a couple of weeks later I was delighted to receive a "thank you" note from Mr Honda - and a parcel of go books!

The game given here is a 3 stone handicap between Mr Honda and Jonathan Chetwynd, with a few brief comments by Jonathan.

54: should be at A; don't attach to weak stones.

I missed the tesuji of 53 - very amateur!

199: Does not succeed.

227 at 228 gives one extra liberty in the semeai. 228 at 227 is enough. Black resigns shortly.

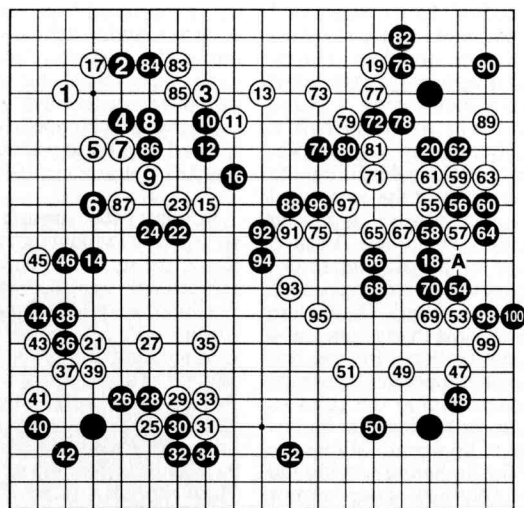


Figure 1 (1—100)

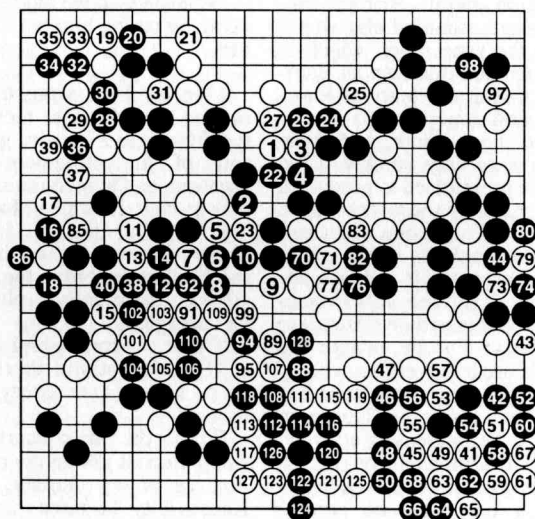


Figure 2 (101-228)

Ko (51/58) 69,72,75,78,81,84,87,90,93,96. 100 fills

Learning to Teach Go

by Matthew Macfadyen

• Matthew is in Japan with Frank Janssen to learn go teaching techniques at the Nihon Kiin, supported by a grant from the Ing Foundation.

We are staying in the Nihon Kiin Go School in Shiba City. The principal organiser of our stay here is Mr Saheki, the new director of the Nihon Kiin's Overseas Department.

The schedule here is supposed to be: up at 6.30am, tidy room and wash, study go for half an hour; 7.30am breakfast; study or play go until dinner at 6.30pm, with a break for lunch (do it yourself, probably cold snacks from the local supermarket, go until 8.30pm, bath, clothes washing etc. until 9.30pm, lights out at 10pm.

The go studying however is left almost entirely to people's own devices. There's still time for some leisure activity; the Western students here seem to spend several hours playing ping pong and then sneak downstairs after the matron is in bed, to watch horror movies on TV.

The other inhabitants of the go school are: Emil, Dutch, aged 13, about 4 dan by European standards; Dimitri, a Ukrainian, aged, 15, slightly stronger than Emil; Anton, a Russian from Khabarovsk, aged 18; Sorin Gherman, a Romanian in his mid 20's; two Taiwanese, usually referred to as O and Ko (large and small), not because they differ in size but because they have the same family name, and the characters

for their given names are pronounced more or less like that in Mandarin; Yamada, aged 15, the only Japanese resident here. He is currently number one insei, and therefore presumably favourite to become professional in the tournament to be held over the next two months.

There used to be twenty other Japanese here as well, but they all now live at home, mostly due to finding the régime too strict.

The insei tournament system is based around a league with four divisions. The D league seems to go up to about 4 dan European, and the A league, which has eighteen players for the current promotion tournament, runs upwards from players around Shutai Zhang's strength, at a guess. There is probably a large overlap between the top inseis and the weakest professionals.

Normally there would be twelve players in the A league, but for present purposes two special-case outsiders have been admitted, and the top four from the B league were promoted. Next they play an all-play-all tournament over a couple of months (two or three games a week), and the top four become professionals. Hans Pietsch is seeded ninth out of the eighteen. The prior ranking is important, as it is used as a tie break.

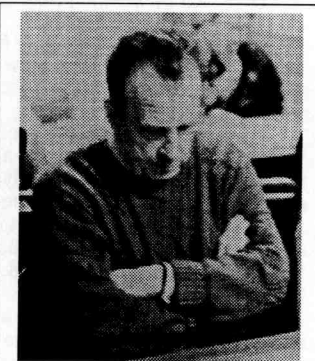
We sit in on as many different go teaching exercises as we can manage, collecting ideas and written material and preparing to shower the go clubs of Europe with reams of teaching material for all levels, once the European Go Cultural Centre has its printing presses in order.

We are also trying to under-

stand the mysterious process of osmosis by which inseis [pupils] are expected to become professionals, without actually being told or shown what to do. The main surprise so far has been to find how little corporate go studying happens in Japan.

We visited a club with a Sunday morning class for children. This was altogether very positive. The organizer, Mr Katsube, was energetic and enthusiastic, the children (aged four to twelve) were keen and attentive, and some of them were doing well. I had difficulty giving a seven year old boy nine stones. Two of the ten pupils there were girls. Apart from the very high attention levels, I was struck by the lack of aggressive competitiveness ("How many have you done?"), and the absence of cribbing even when they were doing some exercise on adjacent boards.

All in all we are looking forward to the next two months of study, and to returning to apply the skills we have gained.



Gerry Mills has now taken over as BGA Book Distributor. Details can be found on page 2 and at the foot of the price list on page 59.

Who's Afraid of Dutch Three-Dans?

by Bob Bagot

I do not record all my games and I do not win many of them, so going against the trend in the European Congress at Maastricht I tried both. This was a game I felt confident with throughout, and I had a strategy with most of my moves. Looking back, I can see several mistakes and some flawed reasoning, but I have tried to record faithfully what I was thinking at the time. Most commentaries are written with hindsight, and go players are expert at winning post mortems. Well this - warts and all - is what I thought was going on during the game.

Main Tournament, round 2
Black: Bob Bagot, 2 dan
White: Ger Hanssen, 3 dan

2: I hate opponents playing 3-3 points!

7: I played this because I know a fair number of the variations, not because I know if it is the right point.

13: I usually play this move. It looks bad shape but fills in a White liberty. Black usually ends up a bit further into the corner than in other variations. It goes White 20, Black 26, White 21, Black 16, White 18, Black 24.

14: White however played a non-standard move, and I was not sure what to do. Choices were Black 20, Black 17 or Black 15. I could not read it all out but thought cutting could not be bad. So I cut.

22-23: I was very happy with

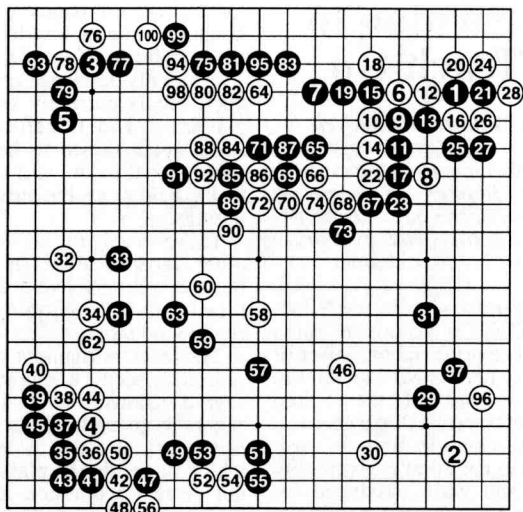


Figure 1 (1—100)

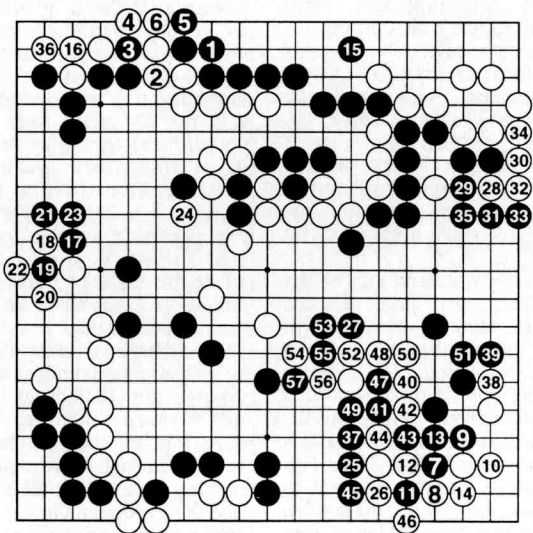


Figure 2 (101—157)

this exchange, which meant after 28 I could take sente. Also the three White stones 10,14,22 looked pretty useless to me.

34: I was expecting White to play a two point jump above 32, and I intended to cap again. So now 35 seemed like a good move, hoping to make 34 seem overconcentrated.

43: If I had cut at 50 and lived along the bottom, White would get his corner back. However I thought I would live in sente in the corner, and was upset when White played 44. Afterwards I discovered I take gote anyway.

46: It is nice to play a game where you think your opponent's moves are not the best, even if you do not really know what is going on. I thought 46 was a bit vague. White was very unlikely to build a moyo here, and Black 33 was in a good position.

48: If White had played at 50 first I was still going to move out into the White-dominated area. Hopefully I would either live or connect underneath at 48 later.

63: My invasion looked pretty safe, and I thought I was ahead.

64: White had to do something on the upper side. I was confident of catching 10,14,22 or chasing White 64 all over the place. But it did not work out. Hand to hand fighting is not my strong point, and up to 92 I did not know what was going on.

91: This was a blunder but it appears that 85 cannot be saved because of White 60 and 58 in the way. I had thought Black 85 was rather a clever cutting stone that would eventually rip White to pieces!

106: Instead of being ripped to pieces, White has joined his groups together, crashed into the top left corner and made me

grovel for life on the top edge. Still, he has not got much territory, and I have sente.

115: I thought this was quite big. Actually I thought it was double sente, but presumably White was not going to defend a live group!

116: This was also big and I had to be careful about my scattered stones in the top left.

117-119: Here I was trying to be clever without reading anything out.

124: This seemed slow to me, and I did not see any immediate threats to my position.

127: I was hoping my territory on the right would be enough to win. Either I would capture White 46 or get sente to reduce the top right corner.

128-135: Sente yose that I had not seen coming, and my territory looked a lot smaller.

138: This provoked the crucial fight. White was aiming to cut at 149 but maybe I could counter-attack.

150: Surely White was trying to save too much.

157: The last recorded move. The cut was decisive. I survived the attack in the upper left that followed, and when White made a mistake in that fight he resigned.

Man Ho Massacre

by David Woodnutt

On the 10th of August, two Chinese professionals, hot from Maastricht, slaughtered eighteen willing victims before supper in simultaneous games played at a Chinese restaurant in Leicester.

Mr Wang (8 dan) and Mr Chen (6 dan) were on a tour of clubs and Eddie Smithers organised the simultaneous display and a buffet meal at the Man Ho Restaurant, Leicester. No one beat either of the professionals and after being dispatched by Mr Wang, Des Cann suggested that their strength had not really been tested. They aimed to win by a safe margin but if they'd been told to win their games by 25 points they would have done that just as well.

The restaurant staff were intrigued and delighted by all this *wei chi*, and the buffet meal was enjoyed by everyone, although at £14 a head it was not cheap. The two professionals were only 35 kyu English speakers but happily a Chinese speaker was there to translate during the meal, and Peter Shiu (fluent Cantonese & 10 kyu Mandarin) explained how to cope with British Rail, writing the Chinese characters for Barmouth and instructions for asking directions.

Yours truly took great pains to line everyone up for a photo which would have accompanied this report had there been any film in the camera. This sort of exercise must make work for the professionals more enjoyable and is a very pleasant addition to the usual club evenings for everyone. It is only a pity that more people didn't bring along a partner or friend to what was just as much a social as a go playing occasion.



How do you Improve at Go?

by T. Mark Hall

Some time ago, there was an article in, I think, *Go World* with a similar title, which concluded with the professional saying that he wished he knew how to improve. However, for the aspiring kyu players who wish to break through to dan grades, I offer my own views.

A) Record your games. I cannot count the number of times someone has asked me for comments on one of their games and they cannot remember the game. They will ask for my view of a situation and then, when I have looked at it for a while and said where I think the next move should be or what the status is, they remember that another exchange had taken place nearby on the board, or that one of the stones was actually somewhere else. Recording a game forces you to adopt a discipline which not only makes you think about where you should play but forces you to look at where your opponent played, when you record their moves on the pad.

B) Review the games. Especially the ones you lose; if you don't look at where you went wrong and try to find where you should have played, how are you going to learn to avoid making the same mistake in future? There was also a comment in *Go World* about how Kobayashi Koichi reviewed each of his games afterwards. If the strongest players in the world study their own games to

find out where they went wrong, why shouldn't we weakies? Of course, I don't guarantee that you are going to get as strong as Kobayashi!

C) Have a plan. You are trying to beat the opponent and impose your view of the game on him/her. If you don't know what you want, how can you beat the opponent? You should decide what kind of game you want to play and set out to play it. If you like moyos, then see how a professional like Takemiya plays and try to get the same kind of fuseki. If you prefer to make solid territory, study the games of Cho Chikun or Kobayashi. If you like fighting and killing, look at the games of Sakata, Kato and, more recently, Rin Kaiho. You should try to establish the kind of fuseki you are going to play in the game and stick to it. At the moment I play ni-ren-sei as White and what may be called the Kobayashi fuseki with Black. This means that I don't really have to think much about what I am going to do initially and can concentrate on how to frustrate my opponent later in the game. It also means that I can spend less time thinking about my moves in the fuseki.

D) Study. This comes as no surprise; you have to make some effort to eliminate your weaknesses if you want to get better. I hate studying yose, which is why I won't bother to look at the new book on mathematical endgames or even the Ishi Press book on yose. However, if you have bought and read the core set of books and still aren't getting better, there is always the one thing I would recommend and do myself: play through professional games. One thing I have no-

ticed recently is that it is probably better to play through the games of one particular player, e.g. Go Seigen, Takagawa Kaku, Sakata Eio or Rin Kaiho, so that you get a feeling for the style of a player and the development of that style. You will also see how the game flows and changes, but you should not be too concerned that you will not understand what is going on. If you play through 100 games in a regular way you will absorb shapes without noticing it. You will see the joseki that the pros play and, surprise surprise, you may even end up playing some of the same josekis yourself and get them right! Don't get distracted by what happens later on in a game diagram; play the game out on a board and concentrate only on each move (if you use a computer, as I do, this will not be a concern. You will only see each move as it appears on the screen). I have recently been copying a lot of professional games on to a computer, and surprised myself by getting another promotion, many years after the last one and just when I had given up on expecting one. If you have the chance (as I did for a while) take a problem book with you to read on the train or bus or at lunch times. Stuart Dowsey used to try to do tsume-go problems when he was on the underground in Tokyo. I used to carry three or four books with me on my travels and would try to learn from them; mostly, just trying to get the shapes right and learn from the solutions, since I could hardly expect to solve the problems themselves. One thing that I used to do was to read *In The Beginning* by Ishigure before most major tournaments. I should probably get back to do-

ing this because it is the best book for fuseki study.

E) Experiment. In casual games, I will often try out moves and sequences to see what will happen. Sometimes, my opponent will try something on me either in a tournament game or in casual play. If I have tried out the unusual or outrageous play myself, I will be better prepared to refute it myself. If you find that playing on the 5-5, 6-6 or 6-4 appeals, try it out. When Kitani Minoru and Go Seigen were experimenting with the New Fuseki they tried such moves out, and it can really disconcert your opponent when you spring a new move which you have experimented with in casual play. I used to play a lot of games with one Japanese player and we played a tremendous number of games experimenting with a particular version of the Magic (or Blood-thirsty) Sword joseki. This meant that, when I came to play it in a tournament, I had many hours of play behind me on that particular joseki. The first time that I did play a tournament after all that study, I found that in the game on the next board another player was also trying a variation of the joseki; I felt like telling him that I had copied right on it!

F) Be not afraid. I can remember approaching games with higher-ranked players, thinking that I was going to get hammered, or playing someone who had just beaten two or three players and be worried that I didn't know how strong he was. You have to believe in your own strength and ability. Your opponent is as human as you are and as susceptible to making mistakes and blunders. He may have had a late night (or in my case, at the European

Congress, I found that one opponent had had later nights than me for most of the fortnight!) and can have a headache, upset stomach etc. These are all the excuses he will give you when you beat him. You have to do a bit of positive thinking, repeating to yourself that you are a strong player and can beat anybody across the board. Confidence in yourself can breed success, and success will then breed confidence.

And whatever you do, don't give up! I always need some fresh meat I can beat when I have lost all my early games!

Publicity Pays

by Brian Timmins

Francis Roads was right, I'm sure most tournament organisers will agree, when he said in the last journal that organisers don't want to be bothered with the extra chore of publicity after the event.

I was just sorting out the accounts on the Monday morning after the Shrewsbury Tournament when Francis rang to say that he had faxed press releases to a couple of local newspapers and Shropshire Radio.

Half an hour later Shropshire Radio invited my wife and me to play a game of go, and discuss it, on their morning programme. Having done that sort of thing on Stoke and Stafford radio programmes, with nil response, I wasn't too thrilled, especially as it meant getting up on Tuesday at 5.45am!

However, the coffee was

first rate, and even at 7am a game of go is a tolerable pastime.

Later that morning we actually had an enquiry! It was from a Korean who has been in the country three years and was desperate for a game of go. As he explained, in Korea go is played so widely that go boards are even provided for post-sauna relaxation, and he found it very hard to adjust to a country where he could only play go at home from books.

We arranged that I should go over to Shrewsbury and give him a game.

Mr Kim insisted that he was only 15 kyu, but preferred to play off evens. Being 3 kyu (and 2 kyu in moments of heady ambition), I was rather offhand during the opening.

A dozen moves later, as he played one standard move after another, and one or two unexpected kikashis, I began to grow alert to the fact that I was being beaten. He kept sente for much more of the game, and when I did get back into it, it was to achieve a draw on the board.

That, he reminded me, meant I had won by komi of 5.5. Very kind, as we had never discussed komi.

Who cared? It was a remarkable attacking game that Kim (as he prefers to be called, although it is his surname) played throughout, reminding me of Andy Finch's comments on Korean style, with a semeai, a vital ko, and several invasions.

So publicity has brought a Korean expatriate the joy of knowing that go is only a half hour car drive away. I too am looking forward to our next game.

Thank you, Francis.

Monkey Jump Workshop

Part 2

by Richard Hunter

Black 2 in diagram 18, while the standard response in positions like diagram 2 (see part 1 in BGJ 96), is suboptimal here (see note below). Black is making no use of his extra stone on the third line. Some people might be satisfied merely to block White's monkey jump, but you should strive to get the best possible result.

Black 2 in diagram 19 is the correct answer in this position (Problem 1 in BGJ 96). See how this nicely links up with the marked stone. Black still ends in gote, so what has he gained? Let's calculate the value. In diagram 20, Black saves 6 points, and in diagram 21, White saves 2 points. Thus the total value of White's monkey jump is 8 points. The standard monkey jump is worth 9 points, so where's the difference? Well, in diagram 21, Black 1 is sente, so White loses the point he usually makes here on the first line (right of 7 in diagram 23). If White doesn't connect at 2, Black can throw in at 2 and catch White in a shortage of liberties.

Instead of jumping at 3, White can also pull back as in diagram 22. This is exactly the same value, but it's obvious to anyone that A will be sente for Black.

A useful principle of endgame counting is to make comparative approximations. In diagram 23, the monkey jump is worth 9 points. There, Black only has two stones on the third

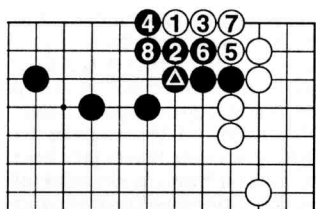


Diagram 18

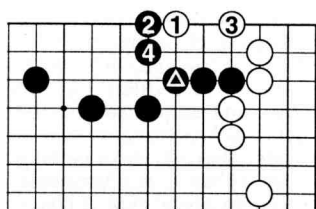


Diagram 19

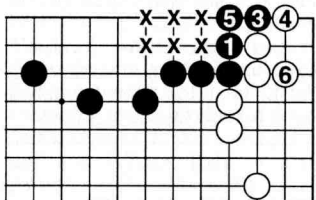


Diagram 20

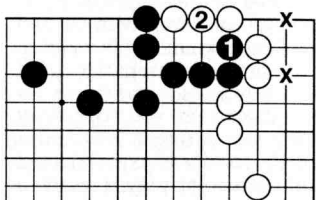


Diagram 21

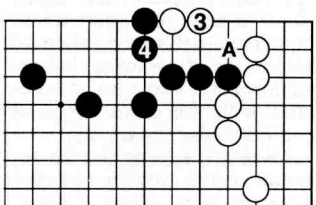


Diagram 22

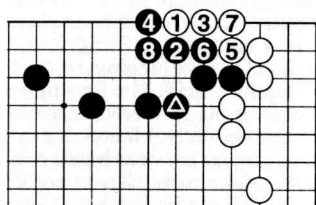


Diagram 23

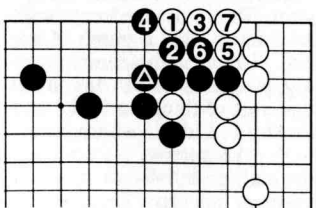


Diagram 24

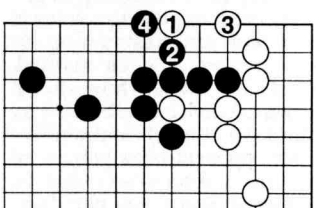


Diagram 25

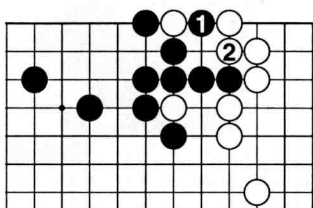


Diagram 26

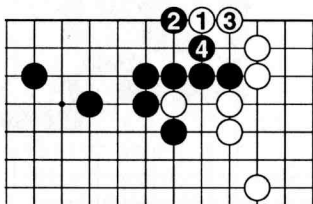


Diagram 27

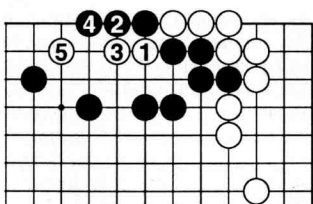


Diagram 28

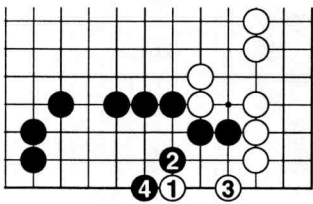


Diagram 29

line. In diagram 19, he has an extra stone on the third line. This makes Black stronger towards the edge of the board, which he is trying to defend, and reduces the value of the monkey jump.

How about when Black has all four of the key stones on the third line. He answers White's monkey jump with 2 in diagram 24, just like in the standard response in diagram 23. If White continues by pulling back at 3, he ends in gote because Black's fourth stone (marked) on the third line is already protecting the cutting point. Ending in gote is always (well, almost always) a mistake when playing the monkey jump. Therefore, White has to bow before Black's extra strength and give way a little. He jumps back lightly to 3 in diagram 25 and Black has to protect at 4. In this way White ends in sente, but this monkey jump is worth less than 9 points. Calculating its exact value is difficult, because there are numerous possible continuations. Depending on which book you read, it's worth somewhere between six-and-a-bit and seven-and-a-half points. (Feel free to calculate it for yourself.) After 4 in diagram 25, both sides will leave the position until the endgame has reached the level of smaller moves. Probably what will happen is that Black will capture at 1 in diagram 26 and White will answer at 2. However, Black does not have a strong follow-up, so there is also a chance that White will connect at 1. Each time we get a gote move, its value has to be halved, so the final value ends up as some fraction. This type of calculation is handled much better in *The Endgame* and I

recommend you read chapter 2, which explains it in more detail than I want to go into here. As a rough approximation, the monkey jump in diagram 23 is worth a bit less than the one in diagram 19.

Some people who spot that diagram 24 is gote choose to play the small knight's move at 1 in diagram 27 instead, thinking that this is the way to take sente. This is a mistake (see note below). The small knight's move is correct in a different position, but this is not the position in question. White 1 in diagram 27 is clearly worth 5 points, so it is significantly worse than diagram 25.

The standard sequence in diagram 23 assumes that Black has to connect at 8. If he doesn't connect, White will cut at 1 in diagram 28 and capture the stones. However, if Black's position is stronger, this cut may not work. For example, in diagram 29, White should jump back lightly to 3.

If he thoughtlessly plays the standard sequence in diagram 30, Black will not connect after 7 and White will end in gote. In diagram 31 (see overleaf), Black's stones are arranged slightly differently. This time, choosing not to connect results in a nasty surprise for Black, as White 1 and 3 destroy his position.

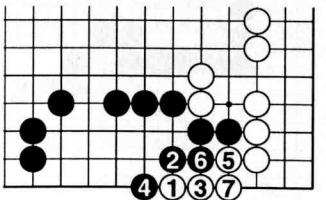


Diagram 30

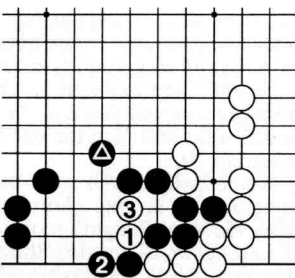


Diagram 31

I'd like to end this part with a little problem. The answer is given on page 39. We've seen that the monkey jump is worth 9 points or less. Can you construct a position where the monkey jump is worth more than 9 points? And as homework for those of you who like to study, in what kind of position is the small knight's move correct? We'll discuss this in the next part.

Note: Books make mistakes. Veteran players who religiously memorised *Basic Techniques of Go* may be disillusioned to learn that the entire section on the monkey jump (only two positions actually) is wrong. On pages 150 and 151, examples 3 and 4 make the mistakes of diagrams 18 and 27.

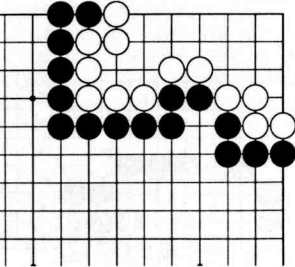


Diagram 1

Pass

by Jim Clare

Diagram 1 shows a position that occurred at the end of my game in the last round of the US Go Congress. The last external liberty has just been filled. I am White. Do I need to make another move?

The key move is Black 5 in diagram 2, leading here to a seki, though the skilful reader will find at least two ways of making ko (among other things).

What Black must avoid is the cut at 1 in diagram 3, which expects White to play 3, letting Black squeeze at 2 for an easy kill. Instead, White 2 prevents Black from doing anything. This diagram shows Black not quite getting a seki, but again it is worth exploring the variations.

Having said all this, the correct move would have been to pass; if Black then misplayed the position, I would have won by half a point. as it was, I

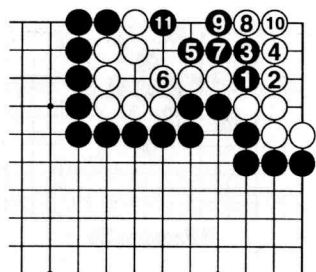


Diagram 2

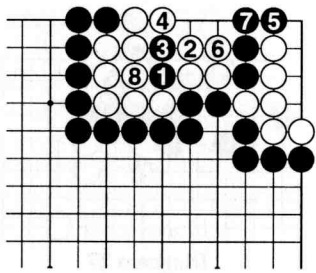
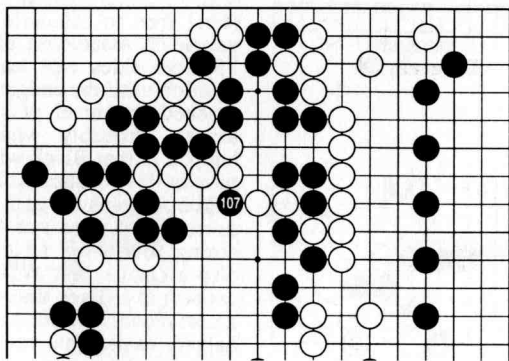


Diagram 3

played an extra move and lost (by one and a half points owing to a peculiarity of the American Go Association rules!).



Winning Move
(Solution to Problem on page 15, BGY 96)

Letters

John Puxty writes:

Please would you include this letter, unedited, in your letter's page?

As an addendum to my letter in the Autumn 1994 issue I wish to point out: 1]the letter published was a substantially edited version; 2]I feel my address should have been supplied to enable direct contact for readers(J. Puxty, 24 Greenwood Crescent, CARNFORTH, Lancashire LA5 8AT); 3]that no mention was made of a subsequent letter qualifying that which was printed.

It is my intention to continue to study go, at least for another year or two; and my aim is to develop to at least 15 kyu within the next 12 months(September '94 to August '95).

What I did not mention though, in either letter, was that I am trying to develop an alternative, less arduous way of learning go. What I did mention was that if I succeed I will write a go book about the pitfalls, optimism and personal expectations beginners in the realm of go can expect!

One thing I am doing is obtaining every game I can, played by dan players, especially those of past and present professionals. (I would appreciate a photocopy of any recorded games not in *Appreciating Famous Games* or *The HITACHI 36th European Go Congress* compendium from sympathisers, thank you.)

A commentary is not required, nor a visual break down. I have photocopied sheets of my own design to

write out, around 20-40 moves on each sheet. The point I choose to change to the next sheet is where a break in one area of play visually occurs.

On the subsequent sheet I fill in those intersections where stones have been placed, as in *Appreciating Famous Games*. The most outstanding aspect, never mentioned in the 7 books on go I have read so far and only alluded to in the above book is the exceptional beauty and irresistible flowing of the stones.

The one, black, is the land on and through which the other, white, the river waters, turn, tumble and twist. The board is the Earth itself. No go book I have ever read mentions this aspect and I am certain I am not the first to perceive this.

There are 3 things I've always found natural to myself: travel, public speaking and archery. In the 70s I remember buying the book "Zen and the Art of Archery". The practise of Japanese archery is totally different to European, but the sentiments raised I could wholly empathise with.

Although not a Buddhist myself, I wonder whether it is not time that someone wrote a book entitled something along the lines of "Zen and the Art of go"?

To me, there appears to be a certain lack of 'heart' or 'soul' in the go books I've read. They are too clinical and do not have enough 'feel' to them, despite go supposedly being a game where intuition can be brought into play.

Any comments on any of the above would be welcomed.

The Editor replies:

I trust that the above has been reproduced from the original faithfully, down to every space, spelling and full stop.

The normal policy with editing is to keep changes to a minimum. Obvious alterations are to spelling, and consistency (not necessarily a question of right and wrong) in the style adopted, such as spelling "go" with a small g. The (journal style was carefully worked out, often with reference to *Go World*, and occasionally to *Fowler's Modern English Usage*.)

As regards omissions, the letter referred to was very long, and it seemed reasonably generous to apportion it a whole page. It was sincerely believed that the omissions either did not affect the general argument or were covered elsewhere.

However, the omitted passages are given below. Readers who are concerned about possible distortions to the original intent (a serious enough matter) may wish to read these in conjunction with Mr Puxty's letter in the last issue.

Before 1st paragraph:

The British Go Association has 48 active clubs(5 of which are in schools)named in the British Go Journal number 95 dated Summer 1994. Assuming there are approximately 20 listed players in each club, of which 6-14 regularly attend club meetings can British Go be considered healthy?

Before 3rd paragraph:

My opinion, as a new member, is that the BGA is suffering from a particularly debilitating

British Disease which affects government, the Civil Service and British industry.

In 8th paragraph, after "North West region, for instance":

(Cumbria, Lancashire, Manchester, Liverpool, Cheshire, Derbyshire)

Top of col.3, page 35:

Whether they evolve as clubs does not matter though; that they exist as homogeneous entities does!

This should read:

Whether they evolve into clubs is irrelevant though, that they exist as homogeneous entities does!

Before 2nd last paragraph:

If this was done a tournament schedule for the North West might look like Preston, Carlisle, Manchester, and Barrow in one year. Exhibition matches, in this case 6 areas by 12 events, 72 in all could include such places as Whitehaven, Kendal, Keswick, Lancaster, Blackpool, Burnley, Bolton, Southport, Liverpool, St. Helens, Birkenhead, Macclesfield, Buxton and Crewe.

Before final paragraph:

Instead of having 30 or 40 evolving groups and a healthy local tournament system the North West has 6 clubs of which 2 are school clubs and one regular tournament (Manchester).

Mr Puxty's third point in this issue is that "no mention was

made of a subsequent letter qualifying that which was printed". My apologies; I did not realise it was intended for publication or further reference. To rectify the matter, it is printed below, as exactly as possible. The only change is the omission of a couple of lines, to avoid embarrassment to an easily identifiable member of the Council.

Am not resigning from BGA. Will be interested in seeing what you edit from my observations to suit your publication. On reconsideration I just don't know enough to present GO to schools. This winter I'm going to make a determined effort to reach 15kyu-10kyu level and then write a book for beginners to form the nucleus of a schools GO package. The book presentation will be in the form of a GCSE book: lots of illustrations; logical progressions; related but disconnected topics. A minimum of ghastly diagrams and a maximum of explanations. If I manage to do it there won't be a dan player who will approve it, but then I don't think dan players make very good teachers. Your words, 'teaching this (GO) is extremely hard', I understand. Surely, then, it is only that the teacher is not a very good teacher? It seems to me that GO players are awful teachers and dan GO players disgustingly awful teachers. That something is hard to teach only indicates that the teachers are approaching the subject from the wrong direction. An interesting aside is that I know of at least 5 successful chess clubs that DON'T meet in pubs for each one that does meet in a pub. I think it's about time GO

came out of the closet (pub) and sat in the open air (amenity agreeable to all people). The alcohol dependent players can still go off and celebrate their victories or drown their defeats in liquid poison afterwards! No offence meant. Offer to help with magazine still stands, or any other area of BGA. Incorrect hardware, distance, lack of experience is still the problem area we recognize.

Francis Roads writes:

"Glendower: I can call spirits from the vasty deep.

Hotspur: Why, so can I, or so can any man.

But will they come when you do call for them?"

(Henry IV Part I Act III Scene I)

I am afraid that that is the trouble with John Puxty's idea. It is one thing to invite people to a go exhibition. It is another to get them to turn up. I am afraid that experience over the years is that people simply don't come to such events, be they never so widely advertised.

I share John's frustration with the lack of progress with expanding the BGA's membership, and go activity in general. I am sure we all do.

But I can't see how, in his words, "dropping the club/tournament approach" is going to do any good. Clubs and tournaments are the life blood of the BGA; without them, no BGA. You only have to look at our struggling sister organisation, the British Shogi Federation, to see the truth of this assertion.

I do agree with him that there is a lack of quality and quantity in teaching material for begin-

ners and weaker players generally. Perhaps you, Sir, can help by redoubling your efforts to persuade weaker players to submit their games for discussion in your columns. No doubt John himself will be first in the queue with his game records from the Shrewsbury tournament.

But as for the assertion that the BGA is governed by a self perpetuating intelligentsia, that allegation I utterly rebut. Any BGA member can stand for election to the Council, or for positions within clubs. I can remember a time when the BGA Treasurer was 20 kyu. For many years the Wessex Tournament was organised by a 15 kyu player. If the weaker players take little part in go organisation, it is because they choose not to. No one is keeping them out. I shall be glad to sign John's nomination paper for a place on the BGA Council at our next AGM.

And can the BGA handle 3000 new members? Yes, no trouble. I shall be delighted to help the Membership Secretary with such a joyful task, and so will many other people. But I'll believe it when I see it!

Alex Rix writes:

I am sorry that John Puxty is not happy with the BGA. It is a voluntary organisation of go players with the aims of spreading interest in the game of go and providing services to its members. I feel that the BGA is doing a reasonable job for its members, charging a very low membership fee for producing regular go journals and newsletters, supporting a busy tournament schedule and providing books and equipment at reduced prices.

The BGA itself organises various public demonstrations and teaching sessions, but the response in terms of new members is usually poor despite our best efforts. We managed to gain national publicity at the time of the European Go Congress in Canterbury in 1992 and during the Meijin match in London in 1989.

The one thing that did cause a surge in membership (to over 1000) was the opening of a London Go Centre in 1979. This was open virtually every day and was good at teaching beginners. It had to close down since it was losing money. I hope that one day a new go centre will open in the UK but in the meantime we must balance ideas to promote go against the cash required and the practical limits of how much a small number of go enthusiasts can achieve and the other demands upon the BGA to service its members.

The BGA encourages new clubs since these are the nuclei for spreading local interest. I do not agree that promoting clubs, giving people grades and playing tournaments is bad. All sports and games of skill such as chess and bridge do something similar.

I applaud John Puxty's idea to spread go in the North West, an area where we have not been very active because we have fewer members there. However, the "BGA" will not make anything happen, but the energy of individuals will, so I urge him to carry through his idea himself with the help of other local members.

Mark Collinson writes:

Congratulations to Mr John Puxty for addressing the prob-

lems of go promotion. Presumably most of your readers desire the expansion of the British go scene. If this is to happen there are two sets of people who need to be reached: those who know and like the game but have no opponents, and those who don't know of the game but would be interested if they did.

With this in mind I suggest the BGA gets printed a few thousand card bookmarks. These can be placed in libraries, and also in bookshops, games stores, and other retail outlets likely to be visited by potential players. Counter staff are usually amenable. My local chess club tried this with success during a lean period several years ago. As go has a lower cultural profile than chess it would seem advisable to produce a more interesting and informative design than the one my chess colleagues got away with (their own address on a dull background). Something around 4 by 15cm ought to do the trick, with an eye-catching logo and a mind-catching slogan on the front, and a national contact address on the back, with space for local details to be filled in as appropriate.

As a promotional device bookmarks have several advantages: they are intrinsically useful, relatively cheap, have good targeting efficiency, and suit the marketing abilities of most go players (take a handful with you when you next go shopping!). I'll have a couple of hundred please.

Since your correspondents represent the elite of the intellectual leisure world there should be no difficulty in finding a suitable design, but for what it's worth I've included a sketch. As I have no computer,

I am happy to leave production to those better equipped than myself.

Ian Clark writes:

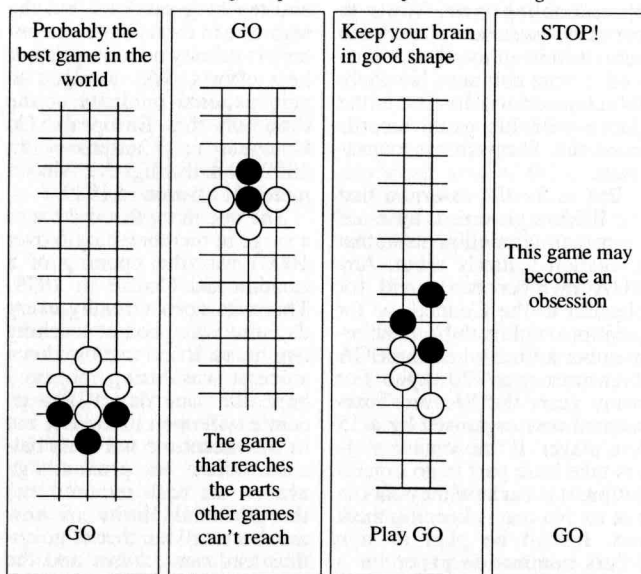
After John Puxty's letter in BGJ 96, I could not let too long go by without at least balancing the picture. As a member of similar service, I too have been trying to improve my go by club and tournament play, and reading the admittedly difficult books.

However, I have only ever found that the lower handicap players and shodans are extremely accessible, and always willing to show you why that 12 year old has just ripped you off for 50 stones. The handicap system, far from alienating us lesser mortals, actually allows a player like me (14 kyu) to play even the best player in the land. Whilst I am sure that the BGA could find other methods of recruitment, I do not believe that changing the firm base that has been built can advantage anyone. Finally on the subject of the books, I was always taught that anything worthwhile in life doesn't come easy.

T. Mark Hall writes:

In Andy Finch's translation of an interview with Suh Bongsoo, 9-dan professional, the Editor expresses some puzzlement at the phrase "making your house". I came on this phrase a couple of years ago when I visited Korea and I actually stopped to count a game (it does happen, very rarely!), and my opponent said, in English, "Ah, you're counting your house." When Mr Suh refers to making a house, he means building (an evocative word) a

Below is a rough reproduction of Mark's designs



territory. I don't know the origin of the phrase in Korean, but that is what is meant.

James Davies writes:

Wow! Three puns in one *Go Kiburi* (who was the SF author who said that the mark of a good pun is that it evokes the urge to hold one's nose and flee?) plus Seo Bongsoo ("the untalented player lives in a maze"), plus Feng Yun with cover photo, plus "Should Beginners Be Encouraged" and all the rest — much appreciated!

• John Puxty's views have generated a good deal of correspondence. Any further ideas on promoting go? Please contact the Publicity Officer (address on page 2).

Go Kiburi's Dream

by Pauline Bailey

Go Kiburi was dreaming, tossing and turning in his bed. In his dream he saw many rabbits hopping over the go board, disappearing down holes formed from stones, and emerging elsewhere on the board. He was fascinated. Then he noticed that in one area of the board the rabbits had lots of babies with them when they came out of the holes.

"Now," said Go Kiburi in his dream, "we must assess the position. What is going on here?"

One of the rabbits stopped hopping for a moment and, looking up at him, replied,

"Why, rabbitry sex, of course."

The Light Hearted Banter

by Mike Ryan

Composed on the Occasion of the Second Victory of the British Go Team in as Many Tries in Friendship Tournaments at the American Go Congress

To be Sung to the Tune of That Ditty with which we Traditionally Begin our Contests between Professional Baseball Clubs

O say can you see
By the dawn's early light
How sadly we failed
To stop the British from winning

Our broad groups of white stones
Went like scones at one bite
And the Light-Hearted Banter
Made us lose while still grinning
So it gave us the fits
That Frances* and his Brits
Gave proof just last night
That we played go like twits

O say will they ever
Let us get just a trace
Of a prize above fifth kyu
Better than just third place.

"Play Ball!"

* Francis Roads's name was given in the feminine form on his name tag.

On the Tactical Possibilities of the Grösse Fuge

by Fred Holroyd

On reading the accounts of the Wanstead v Stevenage match, I conceived the idea of totally astounding the Musician of Wanstead by rigging up a jukebox that would launch into the *Grösse Fuge* (or Beethoven's 42 as I like to call it, despite its being Opus 133) at some crucial moment, thereby putting him completely off his stroke. Alas, I never carried the idea further than fantasy, little realizing that a perfect occasion for such subterFuge would indeed present itself...

Wanstead were on their best behaviour when they visited the Open University on 21 July for a 5-board 2-round match in the North of London League - no singing, no dancing, but mean go. The home team had their backs to the wall after losing the first round 4-1, but surged back after half-time. With all but one game finished, the score was 5-4 to Wanstead, and our hopes of equalizing were pinned on David Woodnutt, who was in time trouble but ahead on the board against the Musician.

The match rules were 45 minutes, sudden death, and David's flag was poised ready to drop. Incredibly, given the time limits, both players were agreed that David was three points ahead. To all appearances the game had just reached the stage of filling dame. David had precisely 11 seconds left on his clock (as we later verified) and passed, when a connection would have been absolutely solid. The Musician seized his opportunity and threw in for a 4-point rip-off, whereupon David displayed his legendary confidence in his counting ability, by resigning. The rest of us insisted on playing the dame out and counting... sure enough, Francis had won by one point.