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# British Go Journal

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## Contents

British Championship 1995: Game 5.....	4
Years Ago .....	6
Introducing NNGS .....	6
Monkey Jump Workshop: Problems .....	7
BGA Computer Go Library.....	8
<b>The Cutting Edge</b> (advert).....	9
Go Proverbs .....	10
Go Teaching in 1996.....	14
A Giant Leap for Go.....	15
Ten Best Games .....	16
Letters.....	17
American Draws.....	19
<b>BGJ Index</b> (advert) .....	19
Four Stone Handicap.....	20
Go Kiburi takes a Break.....	21
Four Hundred Years of Japanese Go.....	22
The Perils of Capture Go.....	23
Club List .....	24
Monkey Jump Workshop: Answers .....	26
Gotools 1.3 for PC: Review .....	28
Pair Go International.....	29
Kyu Games Commented.....	30
BGJ Index: Review .....	34
The Grading Committee and what it does.....	35
Counting Liberties.....	36
<b>Games of Go on Disk: Price List</b> .....	40
Contact or Con-trick.....	41
Tournament News .....	42
<b>The Gifts of Gifts...</b> (advert).....	45
Glossary & Notices .....	46
Book & Equipment Update.....	47

Front Cover: Go on the Rocks, by Ralph Freeman of West Cornwall Go Club.

## Tournament Calendar

**British Go Congress:** Durham, 12-14 April. Simon Shiu, 01642-534905.

**Anglo-Japanese 'B':** 28 April. For selection, David Ward, 0171-3543285.

**Candidates':** Cambridge, 4-6 May. By invitation only.

**Bracknell:** May. Clive Hendrie, 01344-472741 (work).

**Scottish Open:** 25-26 May. Stephen Tweedie, 0131-2283170.

**Challenger's:** June. By invitation only.

**Pair Go:** 8 June. Matthew Macfadyen or Kirsty Healey, 01926-337919.

**British Small Board Championships:** June.

**Leicester:** 15 June. Eddie Smithers, 01664-69023.

**Anglo-Japanese:** 22 June. By invitation. David Ward, 0171-3543285.

**Barmouth:** 29-30 June. Jo Hampton, 01341-281425.

**Devon:** 13 July. Alan Reid, 01364-643343.

**Isle of Man:** August 1997. (One week, alternate years.)

**Northern Go Congress:** Manchester, September. John Smith, 0161-4455012.

**Milton Keynes:** 14 September. Andrew Grant, 01908-669883.

**Shrewsbury:** 6 October. Brian Timmins, 01630-685292.

**International Teams Trophy:** 13 October. By invitation only. David Ward, 0171-3543285.

**Wessex:** Marlborough, 27 October. Terry Wright, 01275-842258 (before 10pm).

**Three Peaks:** Thornton in Lonsdale, 9-10 November. Alison Jones, 0181-5279846.

**Swindon:** 24 November. Paul Barnard, 01793-432856 (before 9.30pm).

**West Surrey Teach-in:** 7 December. Charles Bockett-Pugh, 01252-878191.

**West Surrey Handicap:** 8 December. Charles Bockett-Pugh, 01252-878191.

**Anglo-Japanese:** 14 December. By invitation only. David Ward, 0171-3543285.

**London Open:** December—January. Harold Lee, 0181-4401001.

**London Youth:** January.

**Furze Platt:** January.

**School Teams:** January.

**Wanstead:** February.

**Oxford:** February.

**Trigantius:** Cambridge, February.

**International Teams:** March.

**Irish Open:** March.

**South London:** March.

**Coventry:** March.

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

## Notices

### Promotions

#### To 1 dan:

Matthew Holton, Paul Barnard, Paul Donnelly, Paul Hankin, Tony Putman.

#### To 2 dan:

Alex Selby, Jo Hampton, Paul Smith.

#### To 3 dan:

Antonio Moreno, Toby Manning.

#### To 7 dan:

Shutai Zhang.

*More notices on page 46*

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K. Timmins

# British Championship 1995

## Game 5

by Matthew Macfadyen

The final game of the 1995 British Championship was held in an upstairs room over the Swindon tournament. It provided yet another demonstration of Shutai Zhang's ability to play with great precision in the late middle game.

Black: Shutai Zhang, 6 dan  
White: Matthew Macfadyen, 6 dan  
Komi: 1/2. Time limit: 3 hours  
Overtime: 5 stones in 5 minutes

20: It doesn't take long for the first fight to start.

26: White 26 is necessary to keep Black separated and give White things to attack. Of course the white stones are also weak but there would be no fun otherwise.

29: Black starts to remove the eye-space from the white corner.

37: Zhang is not trying to kill the White group, just looking for ways to embarrass it slightly.

39: This is how to play fighting go properly. There is no meaning in rescuing two stones on the side - White will escape easily - but with 39 Black keeps connected and starts to exact a price for White's weak group.

42: White 40 and 42 more or less force the big exchange which follows. Both players felt that the result was slightly better for White who settled a lot of worries by taking the lower side.

49: Normally Black would prefer not to play so close to his own thickness but the four stone wall is not properly connected to the centre stones yet and if he leaves this area alone White may manage to move out into the centre in sente.

54: The exchange to 54 adds territory to the White corner without doing much for Black's centre.

59: Black has to make territory in the centre.

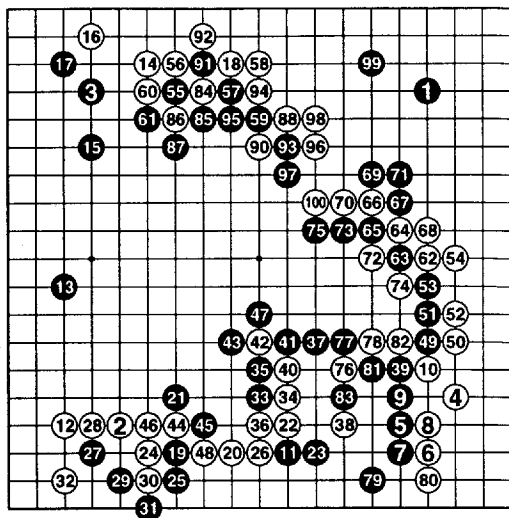


Figure 1 (1—100)  
89 at 55

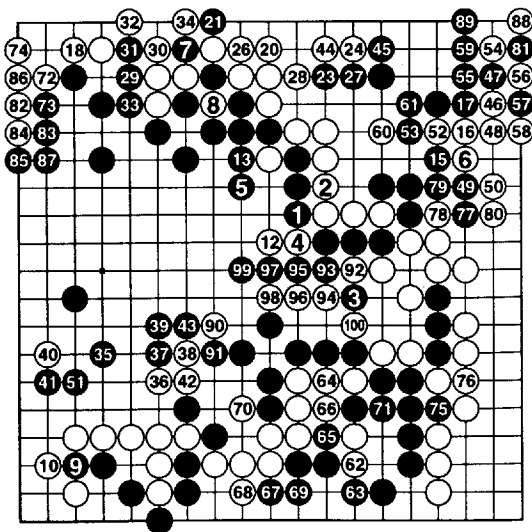


Figure 2 (101—200)  
111 at 91, 114 at 84, 119 at 91, 122 at 84, 125 at 91

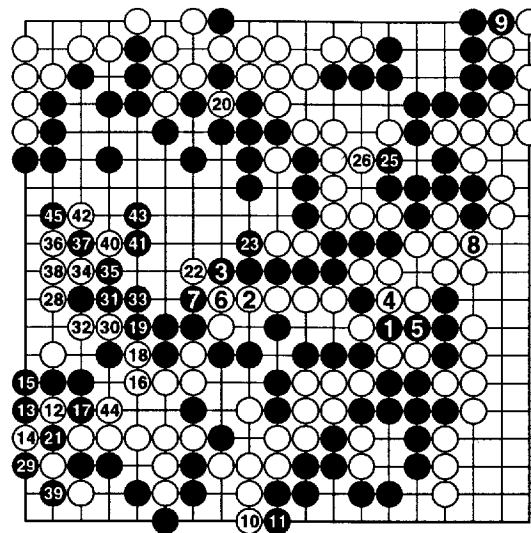


Figure 3 (201—245)  
220 at 84, 224 at 212, 227 at 221

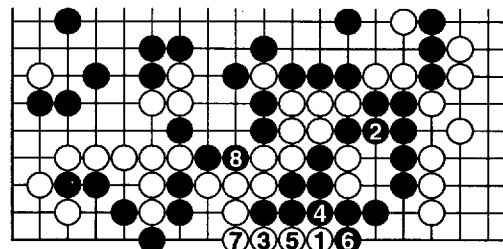


Diagram 1

71: Zhang switches his attention to developing the upper right corner. Losing three stones is big but not decisive.

83: There is no point in connecting in reply to 83. Black can live on the side. Later White may prefer to take points on the side and force Black to capture one stone. Actually I misread this area and as a consequence had too optimistic a view of the game.

88: White's plan is to nibble into the centre a bit from the top and then come in as far as is necessary in the lower left.

99: Black 99 is good. If he persists in capturing two stones in the centre White can play elsewhere (e.g. the lower left). 99 builds the Black corner and aims at weaknesses in the white group along the top.

106: This is now extremely big. Among other things I am getting nervous about the top left group and would like the option of capturing three stones as extra life insurance.

118: Big but thin. With a little more careful reading I should have played at 124 instead. That would be enough to

take the fun out of Black's ko while threatening significant damage to his corner. Getting to play first in the lower left is very important.

120: White has to defend this side otherwise seven stones will get cut off.

134: Black has sealed off the centre in sente.

135: Now Black is probably a little ahead. White's game plan has failed.

141: The 140-141 exchange is a loss for White.

148: I thought that this would need an answer.

161: Zhang's reading again proves precise. There is no way to kill the corner.

162: This was my delusion. I had been thinking all along that Black would have to answer this play by capturing one stone in the centre letting me take two on the side, but...

170: Diagram 1: This variation doesn't work. The white group is out of liberties

171: White lost a lot of points here. Now the game is effectively over.

192: The sequence from 192 has been available for a long time. It gains a few points for White but not enough.

220: Of course White should connect the ko in the lower left, but the game is unplayable for White by normal means and I am trying to dangle a carrot in order to make something strange happen. Unfortunately Zhang is Europe's top expert in this type of boat rocking manoeuvre and he knows exactly what is going on.

229: Impressively calm. Black has to have read out the ensuing fight precisely.

239: The point is that although White can probably live inside the Black territory he cannot do so in sente and the whole White group at the bottom is now unstable.

244: The whole White group will die if this move is omitted.

245: White resigns.

