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Tournament Calendar

Coventry: Will not be held this year.
Women’s Coaching: 28-29 March. See page 54.
British Go Congress: 17-19 April, at BAe, near Chester.
Helen Harvey 01295-62388. Sponsored by British Aerospace and Korea National Tourism Organization.
Bamford: 3rd May. Cambridge. Kyu players only. Tim Hunt, 01233-500769. thh1000@damtp.cam.ac.uk
Bracknell: May 9th. Clive Hendrie, 01344-472741.
Pair Go: May 16. Kirsty Healy 01926 337919, Alison Jones 0181 5046944.
Scottish Open: May.
Leicester: 13 June.
Anglo-Japanese: June. By invitation.
Barnmouth: 27-28 June.
Youth Pairs: July.
Devon: July.
Norwich: August 8. Tony Lyall 01603-613698.
Northern Go Congress: Manchester, September.
Milton Keynes: September.
Shrewsbury: 4 October. Brian Timmins, 01630-685292.
International Teams Trophy: October.
Wessex: Marlborough, October.
Three Peaks: Thornton in Lonsdale, November.
Swindon: November.
West Surrey Handicap: December.
Isle of Man: August 1999 (biennial).
Anglo-Japanese: December. By invitation only.

London Open: December/January.
Youth Go Championships: January.
Furze Platt: January.
School Teams: January.
Oxford: February.
Triganitus: Cambridge, March.
Candidates: March.
International Teams: March.
Irish Open: March.

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

Editorial

A list of e-mail addresses is being compiled to cover the rapid expansion of this form of communication, and can be found on page 36.

These addresses, from the typographic point of view, behave like very long words yet should not be hyphenated, so that it is advisable to have them printed separately in an appropriate format. (They will still be printed elsewhere, where convenient or essential.) Please contact the Editor if you spot any errors or if you can supply addresses that could or should be included, as the list is far from complete.

Notices on page 54

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Front cover: Kobayashi Koichi (postcard) by kind permission of Jiri Keller. Available from the BGA book distributor.
Attach-Extend Mysteries
by Charles Matthews

Part 3

Now it's time for a discussion on the third line approach move (Diagram 1), in this position and comparable ones. We've had a good look at the approach on the fourth line in Part 2. Playing high that way is good shape, without a doubt, if you want to attack. So what's the other side of the story?

Firstly there are countermeasures for White if Black attacks on the fourth line, that were not mentioned in the last article. For example there is the slide of Diagram 2. This might be attractive for White if all that mattered was life on the edge. Black can chop off one stone, for sure, with 3 and 5, and build in the centre. However White finds the points A and B interesting for the future. If Black wants to go on attacking round here something less direct is called for.

Then again there is Diagram 3. White once more plays as if it is an emergency. But some eye shape appears. Black is more likely to play a move like 9 to bind the outside together, than continue an attack which appears over-ambitious and a bit thin. The number of cutting points is not small.

So you can say that on occasion Black will attack on the third line with the pattern of Diagram 1. How do we expect the game to go? Judging by the shape in the last BGJ it would be Diagram 4. Ah! This shape looks an improvement on the empty triangle way out into the centre of Part 2.

Until, that is, one realises it doesn't work. Black can cut. For preference not as in Diagram 5. The triangular stone is going to end up badly placed, but Black seems once more to have too many cutting points to press for advantage here. There is also the superior sequence of Diagram 6. This is clearly better for Black, who could hardly hope for more in this part of the board. Next Black A would cover the remaining cutting point for territory and influence, while Black B is an excellent point for shape.

Well then, White has to find something else. The next idea is to attack on top of the Black approach stone. As in Diagram 7. This looks like a possible way for White to make shape. Black pushing at A lets White play B, which in turn makes White pushing through at C more dangerous. But Black B then White A hurts the Black stones on the top side. This result seems adequate for White. The Black peep at 3 doesn't turn out to be so threatening.

But there is (surprise! surprise!) another wrinkle (Diagram 8). Depending on a ladder, Black may be able to cut up rough with Black 3 there.

What ladder? Well, it doesn't appear in Diagram 8, which is just a disaster for White, who gets cut. White 4 there is simply not on, so we turn to Diagram 9.

Seen the ladder yet? If not you need to revise a basic tesuji. (See solution on p. 46.)

White is still in search of a playable line here. Finally we can reveal Diagram 10. This way is accurate enough for White. Black wedging to the left of 3 with 4 now leads nowhere. Black now is left with peeps; at A, and at B which appears to be better for shape. On the other hand a Black reinforcement at C seems urgent, because White has come right out into the centre. Black may well play the peep at A because it is sente, White connects, Black plays C. Then White can attack on the top side, with options related to those Black had at the start here.

Conclusion: Comparing this result with what came out of Part 2, you'd have to say that Black in choosing the third line attack (a) allows White better shape, and (b) risks an overplay and subsequent counterattack, for the sake of preventing White settling quickly.
How to play
Go on the Internet

by T. Mark Hall

Some time ago I commented that an article in the BGI purporting to assist and advise readers on getting on the Internet needed to be translated into English. My attention was drawn to this lack when a fellow player suggested that I give a patzer's guide written in plain simple English to how you can get onto an "Internet" (there are several) and the easiest way of doing this. I hope that the following helps.

First, I am going to assume that you do have an Internet account with somebody and that you are using Windows95. Apologies to those who are not. Most Internet Service Providers (ISPs) provide access to the Wide World Web, so to start you should connect to the Web and connect to:

www.cwi.nl/~janeesten/go.html

This links you to Jan Steen's web page; you should then click on the "Go FTP Site" option which will connect you to the IGS page in Korea. When connected, choose the option for the directory "Clients". This will then connect you to a page listing various "clients", programs which may offer buffers between your machine and the go Server. I at present use win95g; if you click on the name of that program, it will begin to download onto your computer and you will be asked where you want it to go. It is a variation of the program that I am saving, you may disconnect completely from the Internet for the moment. The program is shareware and will remind you about every 15 minutes of use that you have not registered it. If you like it and want to continue using it I would recommend that you do pay for it (it is $30 and there is a way to play by credit card). Registration also allows you to take the free upgrades.

The program has been "zipped" and will need to be "unzipped" before any further action can be taken; this can be done simply by using Windows Explorer and double-clicking on the file name. Once unzipped, the program will need to be installed; again you double-click on the "Install" file and it will proceed with the installation. Here there is something which catches a lot of people out (including me the first time). The program asks you if you are using a Modern connection or "Winsock, SLIP/PPP". Do not, repeat not, choose "Modern"! This sounds ridiculous, but choosing the modem option means that you will be dialling up direct rather than through the Internet. Choose either the "both" option or the "WINSOCK option. Take my word for it; it is easier this way. (I am assuming that most Windows95 compatible programs will operate in the same way). The program will then be ready to use and may already has the addresses set up in it for connection to three Internet Servers. If they do not appear in yours, here are the addresses of both of the most used go Servers:

igs.nuri.net 6969
ngs.cosmic.org 9066

These should be entered in the setup section of the connection setup. NB: the space separating rt and org are part of the address; don't omit them. Then, when you connect to the Internet, you call up the client and ask it to connect to one of the servers, for example IGS.

Now we come to the interesting bit—registering and playing. The first time you connect, it will cost $30 and there is a way to play by "Guest". If you were to connect without using the client (as I did at first) you would see the games you played "observed" (more about this later) on an ASCII board; White moves would be displayed as # and Black moves as @ and the board would scroll up every time a new move was played. You would have to type in the coordinates of the moves, which makes typos common and produces headaches after fast games. There are various better options and we are going to cut to the chase by typing "help". You can also have the help document(s) e-mailed to you, if you wish to read them at your leisure. Initially you should type "help register" and this will tell you how to register. If you decide to register against IGS, once you have done this, the server will e-mail you confirmation that you have been registered and which time you can change the next time you sign on (see help password).

You are now a newbie; welcome to the club. You can see who is signed on by typing "who". This will list all the players signed on, in order of latest entry in IGS and by strength in IGS. If you want to see how many 10 kyus are on, type "who 10k". At the moment you will be NR; this means that you have No Rating (or Rank). Be warned, IGS ranks are stronger than outside ones; I am having fun at the moment playing with 1d5 (in games that you have played enough games to be rated by the program). Players without an IGS rank may be Rated (or Ranked) like nadal above you would type "observe 55" and the client will display a board with the moves being played as they are relayed. Observe and unobserve can often be abbreviated as "ob" and "unob". To implement any of the other commands you would need to "toggle", e.g. "toggle looking" to signal that you want a game, "toggle quiet", "toggle open" etc.

You will find that there are certain conventions and habits used on IGS. I hinted as much in the "shout" above; to save typing, a number of abbreviations are used by players. Below are the most common ones with translations:

thx Thank you
cc You see again (more prop erly meet game)
any! 4 gm anyone for a game

Anyone who has spent any time on IGS will have seen messages about escapers. A genuine escaper is someone who hates to have lost a game on his record and he will then break connection rather than continue the game. The game is normally stored for a period so that the players can resume if the network connection accidentally broke. Recently I played a game taking White against a player signed on as "bear99". When it became obvious that he was losing, he lost connection. When I saw his name there sometime later I asked if he would like to continue and he signed off. After a couple of examples of this, the next time I saw him signed on I restarted the game and typed "Your move, I believe" and he broke off connection again. When he reconnected, I did it again and he finally agreed to finish (and resigned shortly after). To restart the load typed "load tmrk-beat99", entering the white player's name first. If you have doubts about playing someone, you can check their "stored" games by typing, e.g. "stored beat99". The higher number, e.g. more stored games, the more likely the player is an escaper (the record for a human player that I have seen is over 10 games and at the moment I have 8 or 9, most of which are escaper's. So far I have only cried escape once, when someone signed off immediately after I asked him to resume (and not beat99). Personally, I would hope that no Brit gets a reputation as an escaper; all Brits then get tarred with the same brush. A lot of Chinese now have that reputation and I know some administators are trying to devise a method of dealing with escaping.

If anyone has any questions on the above you can e-mail me at: tmark@good.demon.co.uk or, if you get connected, on IGS as "tmrk". C U there!
Charting a Course in the Middle Game

by Cho Chikun, Honinbo

Translated by Bob Terry from Kido, February 1984

Part 8

When involved in a fight, do not neglect essential things.

The Model Diagram shows a three stone game between an amateur 4 dan and a shodan, and at this point the stronger player made the submarine attack with the marked white stone. In response to the marked stone, one cannot play elsewhere, so for the time being the theme of the game will revolve around the fighting here. Then again, a number of variations may be considered and each has good and bad points, but the thing I would like to say this time is unconnected with the merits or lack thereof of those variations.

What I want to stress is that even during intense fighting, one must consider the whole board and have a firm grasp of the vital points of a position. And then, one wants to turn to those vital points at the earliest opportunity. In this game, where might those vital points be? Before getting to that, let's examine the progress of the game.

Black played the diagonal attachment of 1, and when White jumped to 2, attached at 3. Jumping in at White 4 is a common technique. The move that made things difficult was the cut at Black 5 and 7, sacrificing a stone to end the fight. This is not a very good way of playing. Black incurred a small loss here. However, even though a loss was sustained, in a 3 stone game there is leeway for error and the victory is still up for grabs. If Black plays well the rest of the game, victory is still possible. What is the best way to answer the peep of White 12?

Blocking from the corner with Black 1 in Diagram 1 is solid. After White 2 and Black 3, Black connects securely with 5; the corner territory is preserved and this is good.

Someone who wants to play more actively would connect at Black 1 in Diagram 2 and aim to invade at 3. Why the high invasion at 3 and not at A is an important theme. There is one variation to the course of the game that should be considered when it is realized that with the capture of one stone with White 8 and 10, the move at 12 will be played; that is, letting White live but sealing the group in.

Cutting with Black 5 and 7 is a little too negative. It is better to seal White in as in Diagram 3 and take sente to play a big point elsewhere. Black's thickness would undoubtedly work to good effect in any fight that might take place in the centre of the board.

But without getting into all of this, the move that must be recommended, from the very start, is the attachment of Black 1 in Diagram 4. Up to White 8 is one example of what might happen, and this is a joseki. It is unavoidable that one must allow this kind of territorial encroachment. At that point, Black turns to the invasion of 9. From the beginning, this point was characterised as a vital point considering the whole board, and when the marked black stone abuts against White's position as it does here, this invasion comes with explosive force.

The severe invasion with the marked black stone in Diagram 5 was a vital point in this game. If one wonders why this is called a 'severe invasion' it is because with this one stroke, White's
stones are separated. In this position, one group of white stones or the other will be captured. The stronger player will attach with White 1, but Black’s ace in the hole is the connection to the right with 2 and 4. Well then, the opponent is not slouch either, and will come up with the clever peep at White 5. Now is not the time for faint heart. Extending powerfully with Black 6 is recommended. Perhaps the push through of White 7 and the cut with 9 is feared. However, please look at the next diagram.

With White 1 to 7 in Diagram 6, the four stones in the corner are captured. However, it is fine for them to be captured. That is because from the start it was determined to sacrifice them. With 8 through 12, Black profitably seals White in. The three marked white stones are dead, and isn’t Black’s outside influence magnificent? And then, if Black expands his position with a move like 14, he will win by 300 points (to borrow a famous line from Kajiwara Sensei). This diagram is just one example, but the important point is that if Black played the vital point of the invasion things would go well. Let’s examine two or three variations.

A go proverb states that even a fool connects in answer to a peep, but if Black does this with the connection of 1 in Diagram 7, he has been tricked by the cunning of White’s peep. With White 2 and the following, Black is tightly wrapped up. It is because White wanted to play this sequence with 2 and 4 and the following that he originally played the peep, and it is hoped that one is able to see through this intention from the start. In this variation, Black should simply capture at 9 with 7. It was only to point out a worse result that pushing out with 7 was shown.

Diagram 8 shows an important theme. The low invasion of

Black 1, which is more usual, is not sufficient in this case. White lets Black scoop out the lower side by playing at 2 and the following, but in the overall scheme of things, White has been relieved of some worries. White cannot be separated and attacked here.

The stronger player will continually test the weaker player’s strength. When Black attaches with 1 in Diagram 9, White will realise that “Black is pretty strong, huh?” and without playing anything, most likely defend at 2. Whether leaving the marked white stone as it is and playing elsewhere is an effective use of a forcing move or not must be determined over the course of a real game.

---

**The Art of Shogi**

*(288 pages)*

*by Tony Hosking*

The first complete guide to Japanese chess in English for beginner and dan player.

Recommended by top pro Yoshiharu Habu.


To: The Shogi Foundation, P.O. Box 172, Stratford-upon-Avon, CV37 8ZA.
Analyzing Ko Struggles Theoretically

by Karel Tavernier

In Tesuji, James Davies wrote: 'Many go players dislike ko struggles; understandably so, for they are forced not only to think about the local situation, which is likely to be complicated enough, but to weigh it against all the ko threats available to both players, to weigh those ko threats against each other, and preferably to do so before the ko begins.'

In this article, we exclusively discuss how to weigh the ko threats. We do not discuss ko in general, how to initiate ko struggles, how to use ko to win, how to make the ko, how the ko is created, and all the ko threats are identified and valued exactly.

Go theory is usually discussed by stating a general principle, and then illustrating it with examples. We take another approach here. (One reason is that I am not a good enough go player to risk giving examples!) We analyze the weighing problem exactly, but under simplifying conditions. In real world go games these conditions are not perfectly fulfilled.

I hope that I will not add confusion to the already opaque field of ko theory, but that understanding the simplified ko struggle will help to understand real ko struggles.

The ko game

We define a simple game, called the ko game. The rules of the ko game are as follows:

1. There are two players, Black and White, playing in turns.

2. A ko game is characterized by its configuration. The configuration consists of a positive integer k, called the ko, and two finite sets of threats, one set for each player. Each of these threats has a positive integer associated with it, called the strength of the threat.

3. There are two possible types of moves: stop the game; play one of the available threats.

4. The threats can be played in any order. Each threat can only be played once. When a player has no more threats available when it is his turn, he must stop the game.

5. Black begins the game by playing a threat.

6. The player stopping the game makes k/2 points. The other player makes the strength of his last threat. The result of the ko game is the difference between Black points and White points. Black's objective is to maximize the result. White's objective is to minimize it.

So, in contrast with the go game, the objective is not simply to make more points than your opponent does, the object is to make the maximum difference for the given configuration.

The ko threats have strength B1, B2, ..., Bb. The ko threats have strength W1, W2, ..., Ww.

3. There are two possible types of moves: stop the game; play one of the available threats.

4. The threats can be played in any order. Each threat can only be played once. When a player has no more threats available when it is his turn, he must stop the game.

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6. The player stopping the game makes k/2 points. The other player makes the strength of his last threat. The result of the ko game is the difference between Black points and White points. Black's objective is to maximize the result. White's objective is to minimize it.

The length of the arrow is equal to the strength of the threat played. The point of an arrow then indicates the result of the ko game if the opponent stops the game after this move.

Black can stop the game after each White threat, indicated by the downward arrow; the top of the arrow then indicates the result. Or he can stop the game after a threat on his own. White can stop after each upward arrow.

In this illustration, we assume that both players play their threats in descending order of strength.

The first move is Black, a threat with strength B1. If White ignores this threat the result is k/2+B1, indicated by the top of the arrow. If White continues, he plays his threat W1, a bid of k/2-W1. And so on.

Another way of looking at the ko game is as follows. When Black plays a threat with strength Bi he offers White two opportunities: to take the result k/2-Bi or to continue to play with the remaining threats. We can say that Black has made White an offer to stop the game at k/2Bi. If White refuses this offer, he must make an offer of his own. And so on.

The optimal strategy

The question is now what is the optimal strategy, or, more specifically:

In what order should a player play his available ko threats?

When should a player stop the game?

How many points are made under optimal play?

For optimal strategy we take the minimax strategy. This works as follows. Assume Black is to move. Black chooses the best of the minimax strategy. Along the x-axis we put the succession of moves. Upward arrows stand for Black threats, and downward arrows for White threats. White has answered Black's first threat with a counter-threat of his own. After to White's first move, Black makes a threat giving a better result, so he plays it. White now answers with his second best threat, almost ready much weaker. Black still can do better, so he answers with this result that his move again makes a counter-threat. Black now has no better threat available. According to the stopping rule above, he must stop the game.

We call the first threat that must be ignored under the descending order strategy the pivotal threat. The result gained by stopping on the pivotal threat is the optimal result.

Another way to define the pivotal threat is the following. Sort the threats in descending order, and pair them with the opposite threat. The pivotal threat is the first threat where the sum of its strength and the strength of the opponent's next threat is less than the strength of the ko game.

Two important lessons for beginners

- Beginners think one must resolve the ko as soon as their best threat is less than the ko strength. This is not true. One must continue and only stop when your best threat plus the sum of your opponent's threats is less than the ko.

- When the threats are numerous and roughly equal in strength, the result of the ko will be roughly halfway between the two extremes of the state. This means that if you attack and threaten to kill threats of a group of value k, and he lives in ko, you still can expect to make at least k/2 of threats and "wins" the ko. So if you initiate this attack, and your opponent wins the ko, you still made a very profitable operation.

Proof that the descending order strategy is optimal

The pivotal threat separates the threats in two classes:
Super-pivotal threats, the threats giving better results than the local result. Under descending order of play, the super-pivotal threats are played before the pivotal one.

Sub-pivotal threats, all the other ones including the pivotal threat itself.

Note that each player has the same number of super-pivotal threats when the pivotal threat has the colour of the player beginning the game, in the other case the player beginning has one more super-pivotal threat.

Suppose the pivotal threat is White.

We first show that White achieves at least the result of descending order, with the following strategy: When Black plays a sub-pivotal threat, White stops. When Black plays a super-pivotal threat, White responds with a super-pivotal threat of his own. White has exactly the right number of postivotal threats to prevent Black from achieving at least the result of the pivotal threat with this strategy. Likewise, we can show that Black can at least achieve the pivotal result.

Therefore, each player can at least achieve the pivotal result, which can be stopped from doing any better. The pivotal threat—the result of the descending order strategy with proper stopping rule—is indeed the optimal result in the minimax sense.

The general optimal strategy

From the above, we deduce the general optimal strategy; first play all your super-pivotal threats, in any order.

The big advantage of descending order is that you do not need to determine the pivotal threats, complex situations exist, i.e. indirect ko, double ko or combinations of ko. I will think about these when it is too late, when I have lost a game over such a situation.

Independent ko threats

The model assumes that both players greedily select the order in which to play their ko threats. In other words, both players have a set of ko threats at their disposal, and they can play them in any sequence that suits them. Playing a ko threat does not affect the availability or strength of the other threats, neither yours nor your opponent. This is far from being always true. When you play a ko threat, this often creates new ko threats. These new ko threats are effectively at the disposal of the player, but he cannot play them before the initial threat.

We will extend the theory later to cover dependent ko threats.

Unbiased ko threats

When a ko threat is made and answered, this affects the result of the game in no other way than that the attacker can now play the ko again, and that a ko threat can no longer be made. At first sight, this seems a very strong restriction; surely a ko threat, even when answered, can conquer territory, can create aji! Yes, but such a ko threat is then clearly a sente move, and you should be able to play it anyway. Therefore, ko threats are a lot more unbiased than you might think at first sight.

Making a ko threat can also cost the attacker. The attacker loses a point if he plays a ko threat inside enemy territory but is unanswered in neutral territory. When you make a ko threat, it is no longer at your disposal for future ko threats. The answer to a ko threat can eliminate aji.

A ko threat can create a new kō.
Go Proverbs

by Francis Roads

Part 10

I have decided to make this the last of my go proverbs articles. I think 100 are enough for you to go on with, though there exist plenty more for you to collect. If you are applying these 100 regularly in your games, you are a formidable opponent!

These last ten are a mixed bag, with no particular theme. They fill in a few gaps. Above all, I do hope that you have learnt to use proverbs in the way I suggested in the first of these articles, as default options. You can’t play a game of go entirely relying on proverbs, but they do short-circuit your thinking, showing you what questions you should be asking yourself.

And as you must have discovered by now, while some proverbs exemplify and confirm each other, others seem to contradict. To repeat what I wrote in the first article, knowledge structured in this way typifies oriental rather than occidental thinking. The orientals are mighty strong at go, so you’d better get used to it!

**Proverb 91**

Capture the ladder stone as soon as possible

Diagram 1 shows two kyu players playing a pretty good opening. Moves 7-15 in the lower left corner are a line of the takamoku joseki which Black can only use if the ladder with 15 is favourable. White plays a ladder-breaking move with 16, and Black should capture at once with 17, allowing White a second move in the upper right corner. Fanciful moves like A are rarely a better idea.

**Proverb 92**

Each move in a ladder is worth seven points

Diagram 2 shows the basic ladder position which we all learnt as beginners. Let’s assume that Black has so much thickness elsewhere on the board that he ignores Proverb 91 and leaves the position as it is. If at any time White plays at A, Black will of course answer at B. To allow White a second move, at B say, will spell disaster for Black in this corner. White might be tempted to use moves like A as ko threats. The proverb warns that the ladder spreads across the board. White is giving up not one but the equivalent of seven stones for each stone that he adds. Seven stones is an estimate of the value of territory-plus-thickness that Black gains from his eventual capture, per white stone played.

So, it had better be an amazingly large ko. This proverb also explains why Proverb 26 is so important: “If you don’t know the ladders, don’t play go.”

**Proverb 93**

If the ladder doesn’t work, geta may.

If White plays at 1 in Diagram 3, Black may realise that after 2 and 3 he has a choice of two ladders, starting at A or B. But as both ladders are broken by the White stone in the upper left corner, Black may settle for a submissive move such as C instead of 2. Better is to play 2, and if 3, capture both stones with a geta at D. White 1 was a gross overplay, and thoroughly bad move.

**Diagram 5**

Likewise in Diagram 5, A is a first class move for Black. If the outside situation warrants it, he can choose to rescue the outside stone with B, not C, that would violate Proverb 72, “Don’t play on both sides of a bamboo joint.” But then White will bang a stone down at A pronto.

**Diagram 3**

**Proverb 94**

In corner tactics, grab the 3-3 point

This is one of my own proverbs. Notice that I have avoided the word “joseki”; this proverb is to help you in corner struggles that may or may not be joseki lines. Diagram 4 is a position from a very famous joseki (look it up). There is no question about Black’s next move; he plays at A, gaining territory and eye-space, and denying White those precious commodities.

**Diagram 4**

**Proverb 95**

Keshi is worth as much as an invasion

Reminiscence-haters, skip this next bit. There were few go books around in the late 60’s, when I was learning go. At the third British Go Congress, at St. John’s College, Cambridge, in 1970, the appearance of Volume 2 of Sakata’s Modern Joseki and Fuséki was awaited with keen anticipation.

Before that work’s appearance, our only material on openings was in Japanese. I remember looking at Chapter 11, Sanren-Set and the Nikken-Takabasami Joseki. It was love at first sight. I have been playing this fuseki regularly ever since.

Diagram 6 shows a typical sun-ten-sei position. The term refers to the three handicap or star points along one side; sanzen-sei literally translates as “three stars in a row.” I have probably had this precise posi-
tion as Black scores of times. White has two secure corners, and a stone in each of the others. Black has just one large moyo or territorial framework along the right side.

Many White players now panic at the apparent size of my moyo, and invade deeply, say at A. I would usually reckon to win from such a position. Usually I end up with half my moyo as secure territory, with an attackable white group in the other half. Maybe White plays the capping move at B. This is better, but still far too deep. I can usually get a good result by counterattacking at C.

The kind of move which I most fear is a light keshi, or erasure, move around D. To keep my territory I have to give way at C. If you imagine the sequence to I, Black has around 75 points, but with little scope for development. Of course White won't be able to turn the entire left side into territory, but he has a good game. Fortunately my regular 3-5 dan opponents in British tournaments are unlikely to read this article, so I shall be able to continue luring them into gross overplays like A and B.

Proverb 96
Retreat to make territory

You have just seen an example of this process in Diagram 6, where Black retreats to C in answer to the keshi move at D. Diagram 7 shows another common situation. White has played a keshi against the Black moyo. How can Black defend the maximum territory?

Only a beginner would play the contact play at A, and imagine that it maximises the territory. After the sequence White B, Black C, White D, Black could cut off the original stone, but White now has made a deep incursion into the territory.

Diagram 6

Diagram 7

White can answer B at F, or E at D; in each case, he is prepared to give up the original stone in order to gain access to the black territory. So Black must retreat to C; this actually preserves more territory than the moves closer to the invading stone.

Proverb 97
Play contact to live

"I know that contact plays are always bad," I once heard a near-beginner say. If only go were that simple! The point about contact plays is that they usually provoke a local response. (See Proverb 1, "Answer contact with hane.") The effect of that local response is usually to strengthen the position of the responder. So, play contact when you want to provoke an immediate local response, and don't mind strengthening your opponent's position.

Diagram 8 could arise in a large handicap game. White has allowed Black to play several good attacking moves against his stone, and deduces that it is time to make two eyes. The contact plays at 1 and 5 are the way to do it, followed by the symmetrical move at 9. (Proverb 88, "If the formation is symmetrical, play in the centre.") This sequence has variations, some of which entail White escaping into the centre. But Black should not be dissatisfied with the sequence shown. There are forcing moves at A and B to look forward to; White's territory is minute; and Black's thickness is immense.

Proverb 98
Don't try to enclose an open skirt

Diagram 9 could occur in an even or low handicap game. Up to 5 neither player has erred, but Black 6 is a kyu-player's mistake, as it forces White into good shape with 7. (Proverb 88: Extend two from one; three from two...). Then Black remembers that the corner can still be invaded at A, and plays 8.

White's territory in this area is said to be "open-skirted." Because it is subject to a huge yose play at B or one point to the right, it is hard to defend. White should not match Black's error by playing at B himself, or 8 will have become a good forcing play. White's territory is still wide open on the right. Black C is a good starting point for an invasion; yes, another contact play.

So White should regard these stones as thickness, not territory, and look for new fields to conquer, for example starting at D. Playing at B is for the endgame.

Proverb 99
Strengthen your weakest group

This is another of my proverbs. I claim no great originality for it, as it summarises a number of others. Diagram 10 shows a very common type of position, with groups chasing each other out into the centre of the board, and only the ones at the edge seeming to have any eye space. Positions like this look simple, but they hide surprising complexities.

If it is White to play, to which group should he add a stone? It's fairly easy to see that the middle group is weakest. The right hand group has eye-space, and the left hand one is further out into the centre. So White follows Proverb 48 ("Ikeni no kyo is never bad play") and plays A.

Now it is Black to play, and it is fairly clear that now his middle group had become the thinnest, and he answers at B. When involved in this kind of skir-
mish, you won't go far wrong by just deciding which is your weakest group, and leading it out to the centre by adding a stone to it in the best shape that you can find.

Now look at Diagram 10 again with Black to play. It isn't so easy to decide which group is weakest. Obviously it isn't the left hand one, with all its eyespace. But which of the other two? I leave you to ponder.

**Proverb 100**

*Only amateurs try to come up with fancy moves*

You've seen one fancy move already, at A in Diagram 1. Diagram 11 shows another, which I come across surprisingly frequently in games with kyu players. Black plays the good big endgame move at 1, but after 2 chooses the hanging connection at A. After 4 they could at least make a ko of it, but they nearly always connect at 5, and seem quite surprised if I venture a little gentle criticism.

Why not play 3 at 5, threatening another big endgame play at A, or depending on the situation in the centre, at B? The White stone at 4 effectively prevents either of these moves working.

"But I thought that 3 made better eye-shape," I was once told. How many eyes do you want, half a dozen?

Diagram 11

This position exemplifies Proverb 75: "The hanging connection is not always right." It is quite surprising how often the simple obvious move is the right one. That's a proverb in itself.

Here I end my proverb saga. These articles are meant to help kyu players become dan players, not to help dan players to beat me. So in many instances I have deliberately simplified, and no doubt in others done so unwittingly. Forgive us our trespasses.

One trespass that no one has commented on yet is that through an oversight I have included one proverb twice. I'll buy a pint of beer for the first person to tell me which one. But you haven't had short measure, as there was a proverb 20a, you've had your hundred.

To finish though, here are my top ten proverbs:

19 Learn a joseki by heart and become a stone weaker
20 My opponent's key point is my own key point
21 Play an urgent point before a big point
22 Play at the focal point of two moyos
27 Don't approach thickness
31 Don't play aji-keshi
32 Beginners play atari
48 Ikken tobi is never bad play
66 Sacrifice the part to save the whole
99 Strengthen your weakest group.

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**Letters**

**Michael Marz writes:**

In the last issue of the British Go Journal you asked whether names of paid up dan-level BGA members are omitted.

My name is omitted. I am a paid up dan-level BGA member, but I am not officially graded by the BGA (I became shodan about 3 years ago). However, I confirmed this rating e.g. at the Three Peaks Tournament (3/5 against dan players only).

The Editor replies:

The following comment from Jim Clare, Chairman of the Grading Committee, may be of interest to you and others in your position: "We don't usually bother to give foreign players an official grade unless we need to promote them above their foreign grade."

However, you should certainly have been listed in the Journal. Although you have no official BGA grading, foreigners are usually included in the Journal dan list as a courtesy, if they have taken the trouble to join and support the British Go Association.

As the reader will observe, not much mail has come in for this issue! Perhaps there will be some feedback, as requested, regarding the article web site, at http://www.jklmn.demon.co.uk/gradprob.html on which to collect the results of as many people's speeds of solving the available books as possible. When there is a reasonable amount of data I will send some results to the journal.

A standard part of professional training is to work through easy problem books, solving them as fast as possible. I would like to encourage BGA members to try this, and while doing so to collect some data for use in this project. The new book from Yutopian would be a good place to start.

**Reviews**

**Rescue and Capture**

reviewed by Matthew Macfadyen

matthew@jklmn.demon.co.uk

This nice little pocket book of 80 problems adds yet another to the different sizes and shapes of Yutopian's books. It is meant to live in your pocket until you know all the positions thoroughly.

A perennial difficulty with problem books is working out what level of player they are really appropriate for. This one claims to help people improve and become a 1 dan player or higher" and my impression is that this is a good deal more accurate than the captions on many other books.

This one took me 23 minutes to work through, getting three of the answers wrong (that's a hit under 20 seconds a problem). Key, who is faster than most 1 kyu at solving life and death problems, took about four hours. I would estimate that most players above 10 kyu would be able to solve most of the problems given enough time.

By way of producing a broader comparison of the available problem books, I have started a page of my web site at http://www.jklmn.demon.co.uk/gradprob.html on which to collect the results of as many people's speeds of solving the available books as possible. When there is a reasonable amount of data I will send some results to the journal.

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**Counting Liberties in The Second Book of Go**

note by Richard Hunter

During the course of the series in the BGJ on Counting Liberties, I received quite a lot of positive feedback and encouragement. Several people thought the material valuable enough to warrant collecting and publishing as a booklet for convenience.

I am now delighted to announce that all nine parts to date, including the one in this journal, have been included in the expanded and revised edition of Richard Bozulich's Second Book of Go. Published by Kiseido, and printed in Korea in early February, it should be arriving in Europe about now.

The series in the British Go Journal will continue for several more issues. I plan to move on to examples of capturing races in professional games soon.

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**Go Haiku**

by Andrew Lipton

Here is a Go Haiku I composed recently:

Nine stones from 8-dan
Searching for two eyes in storm
Lose by one hundred.

In case you're not familiar with the form, a haiku is a Japanese verse form, consisting of three lines. It usually involves a nature theme, and the lines usually but not always have 5, 7 and 5 syllables respectively. Does anyone else have any go haiku?

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Go Seigen's visit to Barcelona has unfortunately had to be cancelled, as he has had to go into hospital.
Kyu Games Commented
by T. Mark Hall

This game was played at the Swindon Tournament, November 1997. The commentary was written for White.

Black: David King, 2 kyu
White: Steve Bailey, 2 kyu
Komi: 6

11: Black still has room to expand on the side so this move feels funny; if there were White moves at A and B securing the corner would be right. What Black should be doing is piercing the White stone on the upper side so that he can develop on the outside.
14: Should be at C. This is the kind of move you play when you already have a stone there and you are developing the territory outwards.
15: This is a bit early to be playing yose! Better to play around D.
21: If Black played 21 at 1 in Diagram 1 you might find the fight a bit difficult. You should probably have played there yourself with 20.
26: I don’t think I’ve seen this in a joseki book but correct me if I’m wrong. The normal move here is 76 which keeps the shape light and puts pressure on both sides. This starts being a bad game for you now.
36: Capturing is actually better shape.
38: This loses a lot of aji. However look at the result of the fight here. Black has loads of outside influence and has developments on both sides. A lost game from now on I think.
125: Move 1 in Diagram 2 would be better for Black.
208: You should fight the ko at 211. (Figure 4, see page 24.)
244: E is better shape; if he then pushes into the upper side you can block immediately.
251: Somehow 223 got taken by White, ending the ko with the incursion stopped. White also got to play G. (S. Bailey)
Allowing for White G, Mary Faces of Go reckons Black is winning by 13 (7 after komi). The final result of a Black win by 3 is not so far off. If White responds at F what is the result? About here White went into overtime (20 stones in 5 minutes) and stopped recording.

Diagram 1

Diagram 2

Diagram 3

Figure 1 (1–50)

Figure 2 (51–100)

Figure 3 (101–200)

Korean Package
by Charles Matthews

The London office of the Korea National Tourism Organization, who are supporting this year’s British Congress, have a package tour on offer timed to coincide with the Women’s Worldcups Amateur event later this year. Dates August 30 to September 5 (six nights), visiting Seoul and Kyongia, with some go and more sightseeing. Price quoted in US dollars: 536 for twin bed rooms, single supplement 218, but a group of 15 or more would receive a discount of 10% or so. Your chance to take advantage of the favourable exchange rate. More details with Charles Matthews and Tony Atkins. (KNTO in London, 0171-409-2100 and 20 St. George St. W1R 9RE. The package is from the Hanwha Travel Service, and they would certainly like to see a BGA party take this up.)
Join the AGA through the BGA!

As a member of the American Go Association you will receive the American Go Journal (full of lively articles, game commentaries up to professional level, and news), and Newsletter. Among many other activities the AGA maintains a computerised numerical rating system, and a web site:

http://www.usgo.org

No need to mail money abroad—just send a cheque for £20, made out to the British Go Association, to:

BGA Membership Secretary, Alison Jones, 29 Forest Way, Woodford Green, Essex IG8 0QF.

Years Ago

by Tony Atkins

Thirty Years Ago

At the start of 1968 the British Go Journal listed 17 go clubs. The first British Go Congress was held in March at Jesus College Oxford. It attracted 57 players. Played on handicaps the winner was J. Cook of Cheltenham (23 grade) ahead of top British player J. Diamond of Cambridge (14 grade). Other news was R. Hays winning the Bristol Go Some and the marriage on 10th November 1967 between two London Club players, Bob Hitchins and Mo Hook.

In the Judan, Sakura defeat Fujiiwa Hosai 3-2. Ohira retains the Nihon Ki-in championship title, defeating Yamabe, but Otake kept the Number One title beating Ohira. Cho Chikun entered the ranks of Japanese professionals aged 12, after 5 years of study under Kaitani. This was one year younger than Rin Kaiho (who had just made 9 dan).

Twenty Years Ago

BGJ 39 was the last produced by the British team. The editorship passed to David Wells of London who then produced issues 40 and 41 in quick succession.

The 1977 Wessex was won on tie-break by Frank May (3 dan) of London. Robert Berry (10 kyu) of Huddersfield won the second Northern Schools Championship. Matthew Macfadyen (4 dan Reading) beat Jim Bates (3 dan) in the Knockout Championships. Tony Goddard travelled to Berlin and was rewarded with promotion to 5 dan. One hundred and thirty-four players attended the London Open including 261 kyu of whom Harry Fearnley and Nick Webber were the best. Matthew Macfadyen won the event ahead of David Mitchell and Jon Diamond. Graham Telfer got a good result at 10 kyu winning 7/8. Jon Diamond announced his resignation as Champion after winning it every year from 1965 to 1977 except 1974. He tipped Matthew Macfadyen as his successor as Goddard was too erratic.

An Anglo-USSR phone match was drawn 2-2. Triganum was won by K. Miyamoto (4 dan) and the British Lightening at Oxford went to Macfadyen. The 11th British Go Congress was held at Battersea Park Manchester and won by Jon Diamond.

In Japan, Goddard won in Ljubljana and Macfadyen in Amsterdam. In Japan Manfred Wimmer of Austria was closely followed into the professional ranks by Jim Kirwin of America. Shuko defeated his Kisei title against Kato, who beat Sakura to take the Judan. Dan won the Gosei and Shimamura won the 1977 Tengen.

Ten Years Ago

There came the sad news of former British Champion Terry Stacey being killed in a motorcycle accident on 29th February. His last big win was at the Hoskyns sponsored London Open at the Kenilworth Hotel.


In Japan, Cho Chikun won the 1987 Tengen beating Kobayashi, but Kobayashi bounced back beating Kato to win the 1988 Kisei. Kato was having a bad time as next he lost the Judan to Cho. In April the first round of the first ever Fujitsu Cup took place; it was a triumph for Nihon Kiin players as they knocked out all the Korean representatives and half the Chinese.

Francis in Australasia

by Francis Roads

Rotorua

Rotorua is in the middle of all the volcanic and geothermal activity. The town itself, like so many New Zealand country towns, explores the creative possibilities in town planning provided by gridplan and concrete. But it is set on a large lake, and there is a pleasant place to wander. Everywhere there is steam. There's plenty of it in the local park, where there are mudpools, but you see steam coming out of cracks in the road, or from people's back gardens. And everywhere the smell of hydrogen sul- phide, provoking memories of my days as a student of chemis- try. How wise I was to give that up.

At the back of my motel room is a huge bath, which takes ten minutes to fill with the local natu- rally heated water. In the bath there are small holes. Experimenting with a nearby swatch leads to water and bubbles being circulated vigorously through these holes. I decide that this may be my first experience of a
jacuzzi, and sit in it for some time trying to see the point. Unlike Archimedes, I come to no very definite conclusions.

The following morning I have booked a coach tour to some of the geothermal sites. The patterns, colours and textures left by all this subterranean mineral rich hot water bubbling up are beyond my powers to describe in words. Leave more than a day if you visit Rotorua. Highlight was Lady Knox Geyser. Apparently in the last century a group of convicts decided to do their laundry in one of the hot springs. A few moments later they were drenched in hot water from a geyser. It turned out that their soap had set it off. Now every morning at 10.15 crowds gather to watch a park warden drop a bar of soap into the geyser. A clever bit of physics in which the water takes place underground, and two minutes later the geyser is giving forth.

Wellington

The coach trip across the island takes me past Lake Taupo, which looks very much as though its name is a pun. It also past two snow capped volcanoes with Maori names which I forget. One has erupted quite recently, and evidence is there to see. The areas which were burnt out, and where vegetation is slowly reestablishing itself, are easy to see. I see my first Australian Harrier; these fine birds of prey have learned to fly. In the roads in search of carrion provided by motorists.

Travel by coach in New Zealand is not rare. There are sadly no tramcarriage routes outside the cities, so 50 mph is a good cruising speed on the flat, and a lot of the country isn't. Furthermore, there are frequent tea and meal breaks, partly for the benefit of passengers, but also to meet safety requirements from the driver's point of view. I certainly felt safer in a New Zealand coach than bombing along one of our motorways. But I can also understand why people in a hurry use the plane.

Russell Buchanan met me at the bus station. He was active in the British go scene until less than a year ago, when he returned with his family to his lawyer's practice in Wellington. An unexpected advantage of staying with Russell is that the man is a wine connoisseur. He lives in Lower Hutt, which is a suburb. Unlike Auckland, Wellington has a fair sized suburban rail network. With trains. That takes you places. Such as Lower Hutt. Useful, eh?

On Sunday he finds time to take me with the family for a car trip around the city, ending in a ride in the cable car. Wellington is surrounded by hills and there is the novel sight of a huge harbour. Despite having only a third the population of Auckland, there is quite a deal more going on here. For a start it has professional theatre, and is home to the New Zealand Symphony Orchestra. I can't believe that it is only because it is the seat of government. During my three weeks in New Zealand, I gradually became conscious of a cultural spectrum from the American-influenced north to the British-influenced south of the country. No prizes for guessing which island I'd live on.

On the Sunday evening, Russell has invited a few go players to his home in his honour. It's almost like one of Alison and Andrew Jones's soirées, and makes one feel very welcome. On Monday I hit the high spots of Wellington, and am deeply impressed by Old St. Paul's Church, which used to be the cathedral. It is entirely wooden, made of beautiful local timber. It's like a ship when the wind blows, which it does a fair bit in Wellington. Pure New Zealand.

For comparison I visited the new cathedral, which is only half finished, although it has been there for 30 years. It is an anonymous concrete building, which could be almost anywhere in the world. They have annexed another small local wooden church which became redundant as the Lady Chapel. Walking into it from the nave of the cathedral felt like going through a door leading from an international hotel into a cozy bed-and-breakfast. And as usual, I am thwarted from attending choral evensong, it's Thursday, after I've gone.

Tuesday brings rain and more wind. I was so impressed with the wooden church that I play it a second visit. Then on to the National Library and Archives. You can see the very tattered looking Treaty of Waitangi, whereby the Maoris signed up to be members Queen Victoria's empire. More interesting to me is an original manuscript full of orchestral score of "God Defend New Zealand", the local national anthem. It looks a bit thickly scored for me, but I resist the temptation to offer to rescure it. Then it is time to go because the music archivist with my enquiries about any West Gallery music in New Zealand. Once he understands what I am all about he becomes quite interested. "Not the usual sort of enquiry that I get." He promises to email me about anything that comes up.

I am beginning to run out of indoor activities, and it is as wet and cold as ever. It is 3.30 pm, and it is go time. I am due at the go club in four hours. Time to givin', and take the train back to Lower Hutt. Just in time I remembered that I was British, and that if Captain Cook had let a bit of rain put him off the New Zealanders might all be speaking French now. So it's down to the quay to take a boat trip to Eastbourne. Windy wet Eastbourne, across the harbour.

I got pretty soaked wandering about over there but I enjoyed it. There were some nice yellowhammers to look at. Yellowhammers? Aren't they British birds? Yes they are, and so are most of the birds you see in New Zealand cities. You see more blackbirds and songthrushes than you do in London. It must have been pleasant for the settlers to be surrounded by familiar birds, but unfortunately they have pushed out many of the native ones. New Zealand in any case doesn't have the same rich bird life as Australia, so you have to look hard to see the indigenous birds.

7.30 sees me at the go club, where I meet Stanley Wang, who was active in the British go scene a few years back. He joins the BGA on the spot. Together with some Australians that I recruited, this brings my haul to seven new members. I seem to play better here than in Auckland, where some of the players gave me a bit of a mauling.

New Zealand go is similar to Australian, in that many orientals take part, but I have the impression that the non-oriental New Zealand players are stronger than their Australian counterparts. If it were politically correct to have a trans-Tasman international match with orientals barred, I think that the New Zealanders would win. Unfortunately such matches, with or without orientals, used to take place, but it has been discontinued. I asked about these in both Australia and New Zealand. In both countries I was told it was the other lots fault that the matches had stopped. New Zealanders sometimes refer to Australia as 'The West Island.' But it doesn't stop a lot of them from choosing to go and live there.

On Wednesday I am going to catch the ferry to the South Island. Russell's wife Lynnette saves me the trouble of negotiating the ferry. I am to travel trains with my luggage, and kindly drives me to the quay.

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Covers... Covers... Covers...

Have you an interesting go-related photo, design or picture for the front of this journal? If so, then please send in to the Editor.

We would be on the back of any submission in order to ensure its return.
Counting Liberties: Applications

by Richard Hunter

Part 3: The bigger the better

The Reference Figure shows a simple fight (type 5) that you should be able to read out easily. If you find it difficult, refer to BGO 106, which covered counting liberties for fights where one side has a big eye and the other side has a smaller eye. The answer is given later in this part.

Figures 1a and 1b show a pair of similar-looking settled positions (both type 3 fights) that you should also be able to read out easily. If you find them difficult, refer to BGO 104, which covered counting liberties for fights where one side has an eye and the other side doesn’t. Position 1 shows the situation two moves earlier. Black to play.

Bigger eyes gain liberties

Black 1 in Diagram 1a is correct. If White answers at 2, the result is the same as Figure 1a. The fight is settled: Black is ahead 7:6, so White is dead. If Black fills an outside liberty with 1 in Diagram 1b, then White 2 is a good move. The result is Figure 1b. The position is settled: Black is behind 7:8, so Black is dead. Comparing Figures 1a and 1b, Black has the same number of liberties and White has two more in Figure 1b, even though both sides have played the same number of moves in each case. This difference arises from the size of White’s eye. In Figure 1a, Black has reduced White to a four-point eye. In Figure 1b, Black has let White get a five-point eye. Big eyes are worth more liberties than the space they surround. Remember a four-point eye is worth five liberties, while a five-point eye is worth eight. So even though White has one fewer outside liberties in Figure 1b than in Figure 1a, he has three more liberties in his big eye. Thus the net gain is two liberties. If White had a two-point eye, then he would not gain by making a three-point eye if he lost an outside liberty to get it, since a three-point eye has only one more liberty than a two-point eye. A three-point eye is still a small eye. The number of liberties diverges when the eye becomes big. The sequence is 1-1, 2-2, 3-3 for small eyes and 4-5, 5-8, 6-12, 7-17 for big eyes, where the first number is the eye-size and the second is the number of liberties.

Position 2: This is similar to Position 1, except Black has two fewer outside liberties and White has two fewer eye liberties due to the extra black stones inside the eye. The result is exactly the same as Position 1. Please confirm this for yourself.

Position 3: Another White stone has been added, reducing Black’s outside liberties, and another stone has been added inside White’s eye. You might expect this result to be the same as Positions 1 and 2, but you would be wrong. Consider this position before reading on.

Diagram 3: If Black plays 1, White answers at 2, capturing the four black stones. Next, Black would have to play at the triangle to prevent White from getting two eyes. But let’s stop and count the liberties after White 2. Black has five liberties. White’s empty four-point eye space is worth five liberties and he has two outside liberties, so White has a total of seven. Black is well behind. In fact, if Black does play 3 at the triangle, White will ignore him and play elsewhere. This is nothing at all like Positions 1 and 2. What happened? Let’s investigate.

Position 4: This is similar to Position 3, but the colors have been reversed and White has six outside liberties. If he exchanges 1 for 2 in diagram 4a, then he loses by 6:7. In fact, White is unconditionally dead in this position, but there’s no need for him to make it easy for Black.
White 1 in Diagram 4b doesn't work either, provided Black answers correctly, but it offers Black an opportunity to make a mistake. If Black captures at 2 in Diagram 4b, White is behind 6:7, the same as before. Black could also play 2 on one of White's outside liberties, and get the same result. The mistake is for Black to play 2 in Diagram 4c. This might seem to be a good move, since it seems to make a bigger eye, but in fact it falls right into White's trap. White 3 is atari so Black must capture at 4.

The result is that White is ahead by 6:5, so if he plays at the triangular stone next, he wins, as if by magic. Comparing Diagrams 4b and 4c we can see what happened. In Diagram 4c, the exchange of Black 2 for White 3 is an outright loss of two liberties for Black. In fact after Black 2 in Diagram 4c, White needn't play 3. He can play elsewhere and still win; Black has died in gote.

Playing 1 in Diagram 4a is too straightforward. Black doesn't even have to think about his reply; it's obvious. Playing 1 in Diagram 4c is more likely to snatch victory from the jaws of defeat, especially if Black thoughtlessly applies a halftunderstood proverb that a bigger eye always wins.

Why does 2 in Diagram 4c fall? It's because this move doesn't make Black's eye effectively any bigger. An alternative way to evaluate the size of an eye, besides counting the number of points it surrounds, is to count the number of stones the opponent must play inside it to almost fill it up.

In Position 4, however, White has already played four stones inside Black's eyes, so Black 2 in Diagram 4c doesn't require him to add any more. It's only worthwhile making a bigger eye if it forces your opponent to add extra stones inside it.

Five inside liberties at the cost of losing one outside liberty to win the fight 15:6. White is dead.

Diagram 6b: Black 1 lets White push in at 2 in sente. After Black blocks at 3, the result is seki. Neither side can kill the other. Both sides have a big eye of the same size. Black is favourite 7:5, so White cannot kill Black. But White counts the inside liberties, so Black cannot kill White. It's 7:10 against Black. Notice, however, that White's liberty count of 10 only applies to defense. White cannot use the inside liberties for attack. This can be seen more clearly in a simple (type 2) fight where there are no eyes.

Position 7: Black is the favourite because he has more outside liberties. Therefore, Black is unconditionally alive. Can Black kill White? No, he's behind 7:9. Even if White plays first, Black can play elsewhere and still live in seki. Can White kill Black? Since he has nine liberties to seven? Absolutely not. White's nine liberties are only for defense. As Diagram 7 shows, by adding equal numbers of marked stones, if White is misled to cut Black, he has to play all the inside liberties. Black can calmly play elsewhere five times. Finally, in order to put Black into atari, White has to play himself into atari. It's hard to imagine anything more suicidal.

This is why the positional assessment started with 'Black is unconditionally alive'. The only question is whether Black can kill White or White can live in seki. The situation in Diagram 6b is similar.

Position 8: Black to play. Black should descend straight to the edge with 1 in Diagram 8a. This gives him a five-point eye space. After White 2 and Black 3, the position is easy to read. Black is clearly ahead. Playing hane at 1 in Diagram 8b is a serious mistake. White's
throw-in at 2 reduces the size of Black's eye, leaving Black no choice but to fight a nasty ko. He cannot connect with at 2 since that would clearly leave him behind on liberties.

Position 9: White to play. The first move to consider is the obvious push at 1 and cut at 3 in Diagram 9a. If Black plays 4 to capture the cutting stone, White 5 and 7 capture the black stones on the left and White's corner springs back to life. However, Black will not be so cooperative. He will play 4 in Diagram 9b, giving up three stones on the right in order to make two eyes on the left, which kills the white corner stones. How about cutting the other side, at 3 in Diagram 9c? Again Black 4 is the key point. In a real game, you might think that Diagram 9b was a good result and not read any deeper. But this was a book problem and it asked you to save the white stones in the corner, so Diagram 9b is not the required answer. What's needed is a little inspiration.

Tesuji magic

White 1 in Diagram 9d is a superb tesuji.

Diagram 9e: If Black connects at 2, the position transposes to Diagram 9a, which is just what White wants. Black's strongest reply is to block on the inside at 2 in Diagram 9f, but does it work? White ataris at 3, forcing Black to connect at 4. Playing White 3 at 4 instead would transpose to Diagram 9g, which is no good. By simply attaching at 1 without pushing through, White prevents Black from living on the left; instead it becomes a capturing race. Black 2 at 4 would give the same result after White 3 and Black 2. After 5 in Diagram 9f, where should Black play next? He should descend straight to the edge at 6 in Diagram 9g, making the biggest possible eye. This is the vital point; if White plays there, Black loses liberties rapidly. To reach a position that is easy to read, we assume the moves up to 10. This is now the same as the Reference Figure at the beginning of this article. It's 6-6 with White to play, so White wins.

Instead of 6 in Diagram 9g, playing start in Diagram 9h loses a liberty. After White 7, Black still needs to play 8, otherwise White will throw in there. In effect, Black has exchanged 6 for 9, which is a loss of one liberty. Moves 10-12 have been added for easier comparison. The point of Position 9 is to find the tesuji and read out the various possible results. If there were already two black stones inside White's eye in the corner, White's tesuji would fail since he would lose the capturing race. In that case Diagram 9b would be better than nothing. The best advice on this issue is given in Kageyama's Lessons in the Fundamentals of Go, a well-regarded classic book that has recently been reprinted. If you don't already have it, get it. Let me quote:

"Tesujis do not come from just slogging laboriously ahead, one stone in front of the next. What is needed is the ability to scent tesujis at points like White 1, and the boldness to advance to these at first dangerous-looking posts. Of course spotting the first move is not enough—you must read out the continuation—but you have to get so that the first move flashes into your mind instantaneously. Otherwise, your game will always remain crude and unrefined.

How can one learn to see tesujis in a flash like this? The only way is to immerse oneself in the literature on the subject. Keep studying until it sinks in. Keep watching for tesujis, and in time even the most dazzling ones will become second nature.

You must not, however, let your tesujis get ahead of you. If you do not read out the continuation, there may not be a continuation. When that begins to happen, you may be better off going back to the primitive moves which you understood. You really know a tesuji when you can see it instantly and read out its continuation as well. Superficial imitation does not work."

Guidelines for winning a fight

A big eye gains liberties. Make your eye as big as possible and reduce the size of your opponent's eye.
Cognitive, Reasoning and Learning Deficits in American Grade School Children

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There has been much discussion recently on internet about how best to teach children. One of the more vocal participants in this discussion has been Milton Bradley of Long Island New York. He has written a discussion paper on his experience as a school teacher teaching go to a large group of kids in an after school club.

He (and I) would be interested in feedback from those involved in teaching go and from those who are wrestling with this subject, especially children. The BGI seems a reasonable way of getting this to the under 18s with the possibility that some may read it and reply.

Steve Bailey

The factors affecting student learning discussed herein have been largely identified as a result of my seven years of experience teaching the ancient oriental strategic board game called go to about 700 children (primarily in the third through fifth grades) in the South Huntington School District’s after school programme. However, my discussions with the District’s teachers and administrative staff have indicated that these same problems are not unique to the go programme, but are pervasive throughout all other aspects of the children’s learning environment.

Feedback from other children's go teachers and educators to validate or dispute both the presence and importance of these problems and contrast optimal teaching methods to transcend them is urgently solicited.

1. Difficulty in Remembering/Learning

It is widely recognized that rote memory is the primary determinant of student success in all too many school subjects (e.g. history, language, mathematics, biology, etc.), despite the fact that it is equally well known that even the best memory is by itself of little value in the real world outside the academic setting.

Under these circumstances a deficit in remembering/learning obviously assumes almost transcendent importance to students and their parents alike, establishing its etiology with great precision is most desirable. As of this writing it has not to this writer’s knowledge been determined exactly which proportion of the children’s inability to learn efficiently results from the presentation, the students’ own deliberation under involuntary attention, their inability to remember what they’ve seen and heard, their inability to relate what they’ve learned to the real world, or some combination thereof.

With sharp contrast to its well established value in the academic environment, in the game of go rote memory has been demonstrated to have even limited utility only in certain sharply restricted tactical contexts. Especially for the incendiary important macro (strategic) game, rote memory is not only of little ultimate value but may even be counterproductive unless it is properly integrated into and supported by accurate and detailed analysis of the current global board position, coupled with sound overall strategic judgment.

Despite this major contrast with the academic setting, the identical difficulty-in-learning syndrome is just as painfully evident in go, and this is salutary because it offers the opportunity to use this much more limited and better structured context as a mechanism which might be used to reveal the otherwise hidden roots of this critically important and deeply disturbing phenomenon. The manner in which go is used for this purpose is as follows:

To aid the reader’s understanding of how simple and broadly general these key go maxims are and how they are used to guide the student’s thinking, let’s briefly consider the following select sample few of the more important of them:

- The usually correct order of play in the opening is: corners first, sides next, centre last.
- The fourth line is the line of influence.
- The third line is the line of territory.
- The second line is the line of defeat.
Together, these four ultra-
simple, easy-to-understand
and remember precepts mean that the opening months of the
played go games are almost
variably made in the corners,
on some combination of the third
and fourth spaces for the edge.

To further augment the stu-
dent's understanding of this key
idea the teacher emphasizes that, with a few repetitions of
plays on the first line (the board
edge) are "worth nothing" and
should therefore almost always be
avoided until late in the game.

To help understand the nature
of the children's learning diffi-
culties, it will be helpful to con-
trast the responses to these sim-
ple precepts of beginning adult
go students at the Long Island
Go Club with those of the after-
school-programme children. af-
ther these simple same key ideas have
been taught and illustrated
in identical fashion to both
groups.

The profound difference that
occurs is that most of the adults
typically "learn" these precepts in
a single session, but in order for
the children most to recur with
the children with very few
exceptions this process of state-
ment and illustration are
repeated in at least 8 to 10 ses-
sions, and then yet again from
time to time thereafter as the
teacher's observations of the
children's actual go play indi-
cates is necessary. (For both
groups, full understanding of the
concepts are highly so-
plicated involving
and property takes several
months more - but that's not at
issue here.)

With the children, in each
session after the initial presenta-
tion of each principle the
teacher's procedure is to attempt
by question and answer to as-
certain how many of the chil-
dren have "learned" it before
again repeating its statement and
illustration as further rein-
forcement. But despite all of
this repetition, after as many as
8 to 10 sessions (and often
quite a few more) a majority of
the children typically still can
not even "parrot back" these
few simple postulates by rote.

And for more than a few stu-
dents this situation remains un-
changed even at the end of their
second full school year in the
programme!

That this inability to learn is
not a function of a particular
school or "slow" or unusually
unresponsive children
is demonstrated by the fact that
many of these same children are
among the highest aca-
demic achievers, and that
the phenomenon has been repeated
in identical fashion in each
school, with each new group
entering the programme. in
each succeeding year! It is
therefore not only difficult, but
clearly representative of a fun-
damental underlying problem
in student learning which re-
quires understanding and ame-
lioration.

Searching for a possible
explanation for the existence of
this pervasive phenomenon ul-
timately led me to Piaget's ob-
servation that (as paraphrased)
"children understand only what
they discover for themselves". Although Piaget derived this
important conclusion largely from observation of children
somewhat younger than those in
my go programme, it is not in-
conceivable that it might still re-
main operative to a significant
degree at these children's ages
of 8-10. If so, this would offer a
logical rationale for why they
find it so difficult to follow even
the ultra-simple guidelines laid
out for them by the instructor.

A key premise of the "Cau-
table Game" method of teach-
go is that the student should
learn by doing" instead of via
instruction, and this is clearly in
accord with Piaget's idea. But
this method also has the rela-
tively serious accompanying de-
fect that the student must play
many, many games to acquire
the necessary skills and insights
on his own. But if, as it now appears, the children's "built in"
resistance to accepting instruc-
tion is great enough, this ap-
proach may in fact prove to be
the only viable solution. Only
time and much experimentation
with both approaches can defini-
tively resolve this difficult
conundrum!

2. Inability to Translate
what's been "Learned"
into Practice

Eventually, practically all of
the children who remain in the
programme are able to cor-
rectly regurgitate these simple
maxims "by rote" when ques-
tioned, but even then most still
have not established any appar-
ent connection between the
memorized aphorisms and their
actual classroom play.

The most readily apparent
and presumably easily learned
implication of the 4 simple max-
ciples of play stated above is
that in the early moves of the
game, with a few notable excep-
tions most older either the first
or second board lines are coun-
terproductive and should be
avoided.

Yet, despite repeated re-
minders of this, until at least 10
sessions have been completed
typically far more, almost with
exercice start the beginner go
play the game with at least
some (inappropriate) moves on
the first and/or second lines.

When asked directly by the
instructor what their move on
the first line is worth, after some
hesitation and avoid (or ignore
what the teacher says.)

As a result their thinking seems to be compartmentalized into:

- "things of use in school" and
- "things of use in everyday
living"

with almost no discernible
cross-over between the two.
If this supposition proves
correct, it constitutes proof of a
serious incompetence in the
current curriculum/educational
process as can be imagined!

And thus even worse, how to
ameliorate/transcend its dele-
tious effects is totally unclear.

3. Limited Concentration/Attention Span

At the beginning of each
school year, it is apparent to
ences that the brains of most of the
after-school go programme's
new participants "go into neu-
trope periods" typically ranging from a little as 20 minutes to
a maximum of about 45
minutes for the best of them. As an interesting factor, it should be
noted that this problem is un-
questionably exacerbated by the
fact that our sessions take place
at the conclusion of an already
full school day.

On the other hand, the fact that the 3rd and 4th
grade students who remain with
the programme can maintain
their attention as well as both
the new fifth graders and the
carry-over students from the
year prior strongly demonstrates
the programme's inherent ability
to maintain concentration over
the result of the go programme, and
not just a consequence of the
fact that the children are
9 months older!

This is a very strong positive
finding which acts to offset at
least some of the negative fac-
ors noted herein, and indicates an
important benefit derived from
the go programme beyond its
design intent of improving
REASONING SKILLS!

4. Minimal Reasoning Skills

It was fully anticipated that
children entering the go prog-
gramme would be uniformly
incompatible of demonstrating
any discernible REASONING
SKILLS. But what was truly
surprising to this observer was
that almost without exception
the children could not (as though
no opponent existed).

What this means is that the
children would invariably give
almost no apparent thought to
5. Motivation

The children who continue with the go programme obviously enjoy it! Competition with their peers clearly stimulates them, and they strive to improve and to move up the ranking list on the rating ladder that wins and losses are met with overt expressions of triumph or dismay such as are common on the athletic field. Despite this, to date only a minority of the children have developed their own skills enough to enable play at home, and fewer still have given indication that they have invested much time and effort to review and study any of the many go tutorial materials that have been distributed to them.

Instead, for the most part they seem content to merely appear once per week at our sessions, often in somewhat desultory fashion to any brief instruction, and then just enjoy the games against their peers. Only a select few have gotten onto the internet to play and watch go on IGS, NNGs, etc., although their number is increasing this year even before and this offers hope for the future. A large part of this lack of student motivation almost certainly results from the fact that go is not an ‘‘in’’ activity in today’s America. Serious impediment to the go programme’s success is further exacerbated by a prevalent attitude that go is for the intellectually gifted in our society, especially among school age youth.

6. Application

One of the hidden assets of go is that ‘‘instant, effortless success’’ is impossible for even the brightest. The game’s basic rules are simple enough grasped even by very young children, but its strategy is so profound and its tactics so intricate and intuitive and that even the first few games require years of intensive study and high level competition to master them. This puts a games, its rules and its subtlety are so deep that even the best mind in the world, that the clever but lazy dilettante may achieve easy early success but will inevitably fall behind even a far less talented student who is willing to work.

One of the glories of go is its exquisite subtlety. This means that each player’s major objectives must almost always be realized and that no simplistic approach to the game can possibly succeed against competent opposition. A major difficulty that all American go novices experience arises because they come to go with the baggage they have acquired from the much simpler games of draughts, chess, etc., in that go does not only highly desirable but is often in any cases the objective of the game. Thus, in the current of these children had as yet any real concept of how to play the game, despite much individual coaching and oft repeated group instruction.

The component between them was that the girl who was initially the most successful absolutely refused to listen to the instructor’s repeated admonitions that her capture-oriented approach was incorrect, while the girl who was the tail-end starter tried to understand and follow my advice, difficult as she found that to do. The result was that several months later the former tail-end re-soundingly defeated the number one player, who then left the class in tears and never returned! And then the slow but relentless learner continued to advance to become the clear number one herself (Reads like a movie script updating the parable of the tortoise and the hare, doesn’t it? But it’s all true). In 1998 and Juvenile High School, this same now not-so-little girl is a top star in the whole school group, having been finally surpassed by a later arriving young man.

Conclusions and Recommendations

In their natural state children possess almost no reasoning skills despite the fact that these are the most important single determinant of adult real-world success, and this crucial deficit is almost totally unaddressed by today’s school curriculum. Until a standardized and accepted curriculum for go is in place, these almost transcendently valuable skills is developed and widely integrated, the present system will remain fundamentally flawed and unable to correct this important gap in the education of our youth is provided by the game of go.

The go programme is designed to transform the reasoning processes of its participants from their initial primitive state to a sophisticated one, in which they have acquired the ability to reflect and reason directly make the myriad of difficult real life decisions that will confront them as adults.

The inactivity of the present hour precludes any future after-school format of the go programme to successfully upgrade the reasoning skills of its participants to the desired degree is attributed to insufficient application and reinforcement resulting primarily from the long-winded, but also stems in part from go’s status as an intensely intellectual activity in a society with a profound anti-intellectual bias.

The proposed way to overcome this problem is to start the go programme in the elementary school, preferably in pre-school, and to provide for more in-programme time, preferably by integrating go into the regular curriculum. Given the emphasis in pre-school upon cognitive and socialization skills, motor skills, the arts, etc., rather than upon merely academic subjects, this should be readily achievable.

Kyu Games Wanted

If you have a copy of a game you played, whether at club or tournament, that was particularly interesting, then why not send it in to the Editor? He can arrange for a commentary written on it by a dan-level player. These commentaries need not be written in professional style.

Please state the total number of moves and be sure to list any key plays.
So Long, Seong-June!

by Charles Matthews

Part 3

This series may in time rival the five volume Hitchiker's Guide Trilogy for accuracy in the title. Some relatively snappy pieces of insight from Seong-June Kim, distinguished go visitor in Cambridge for the past two years.

Diagram 1 is a bit of a kyu players' game, in which the marked White piece has got on to a curious point; one expects to find it sitting one space to the right. If White answers Black's approach at 1 the simple way at A, that doesn't do the marked stone any favours, in the sense that it becomes fairly clearly misplaced. White may be inclined to pincher at B, but again the marked piece might be an over-extension from a wall built after Black comes in at the 3-3 point.

I asked about the footsweep move of Diagram 2. This is often employed to 'play away from strength', meaning in this case keeping away from the left which is now very solid. (Sometimes it has another meaning, of stealing the base of the approach stone.) The answer wasn't instant, but very interesting when it came.

"Yes" said the prophet, "Diagram 2 is good for White."

And the reason can be seen in the next two diagrams.

"If Black later invades at 1, Diagram 3 shows all White's stones falling into place. No problems. But with Diagram 4 instead, Black could hope to start something, say with 5. A little problem for White."

Later I was able to confirm that this sort of footsweep sequence does get played. Diagram 5 comes from professional play, with just the same spacing on the lower side.

It seems that fuseki is easy when you know how. I wouldn't want to say quite how many such little nuggets are required to come up to standard. I suspect the number is quite large.

An illustration of the way one becomes side-tracked is my own thought process: what if Black fights as in Diagram 6? White's second footsweep 4 was frequently seen in professional play some years back. Well, I suppose now, the question is not really whether Black can mix it up like this (you are always hard put to prevent your opponent throwing down a challenge!), but whether the marked White stone is looking good or not. It is well placed for fighting, and it seems Black may not find any easy way to settle the stone.

Seong-June once commented that 3, 4 and 5 dans try too hard, and I believe there is something here to extract in understanding that point. Do you play the fuseki during the fuseki, putting your stones in good positions, and the middle game during the middle game? Invasions will come, but do they individually have too much influence over your 'planning' stage? Advice to think along these lines is perhaps hard to take, and others might tend to disagree on principle. For example I've had different evaluations of the position after play 14 of the British Championship match game last year (Diagram 7). Black's top right isn't an ideal formation now that White has become established on the right side. But on the other hand Black can invade White's bottom left, which happened next. Since fighting dominates fuseki right up the amateur levels one is tempted to aim for a simple life. But then we're weak!
A further example of this debate came up in discussion of my Winnipeg Internet match game (Diagram 8). This is a variation, where Seong-June disagreed with Jean Michel, who is a top French player, nominally 5 dan (too strong to qualify for what was said in the paragraph before).

Black had played away once from the upper left, and now needed a move to stabilize the top side. Both the commenting players agreed that it had to be at 1 (rather than A, which my opponent Yu Xiang played in the game). The question was, how then to use the Black piece stranded at the 3-3 point? Diagram 8 is Seong-June's version. At the next opportunity Black plays 1, and presumably White answers at 2. Then Black has finished in this part of the board. White was thick and strong in the top left, so that this area was the only one in which to fool around. Black has bought stability for the group on the top side and can now play elsewhere.

Jean's idea is to play 1 in Diagram 10, which respects the corner aji but loses the initiative. In Black's dreams, a Black stone appears at A during fighting on the left. Black is then able to use the dramatic play at B in the corner to connect out on one or other side. This is definitely a 'cunning plan'.
Also for beginners...

Cambridge Chess & Go Club: Tom Eckerstey-Waites completes his hat trick by winning the Go Shield for the third time in succession. He also won the Under-12 national title.

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### Diagrams

**Diagram 9a**

**Diagram 9b**

**Diagram 9c**

will be in atari with no way out. This leaves Black to fight a ko in Diagram 9c. If Black wins the ko Black gains one point. If White wins the ko, White gains 11 points, 5 captures plus 6 points of area. There is a high price to pay for not knowing about the diagonal connection!

**Diagram 10**

**Solution 10:** Black is connected at A.

Black can capture the triangulated White cutting stone with the help of 5 and good ladder. My all time favourite tesuji.
Why the Keima Kakari?

by Francis Read

Have you ever wondered why the keima, or knight's move, is by far the most common attack on a stone on the star or 4-4 point? It is quite instructive to consider all the alternatives, and think why they are all worse.

It is quite common to attack the san-san stone, or stone on the 3-3 point, from the outside, with a diagonal 'kosumi' attack. So what happens if we play A in Diagram 1 against the star stone? Black answers at B or C, and while White is violating the rule about not letting your opponent make fourth-line territory. Unless the position is exceptional (some are), fourth-line territory will be worth more than any thickness that White builds in the centre.

Diagram 1

How about D then? Black has two good answers, at E and F, to choose from. In either case, once again his territory will be worth more than White's thickness.

So, if a direct attack from the outside gives Black too much territory, how about taking the territory away immediately, with the invasion at A in Diagram 2? The joseki lines which result from this invasion are too well known, and available in books, to quote here. If White takes the corner territory, in all lines it is too small to pay for the great thickness which Black builds. If a line is played where Black hangs on to the corner territory, once again, it tends to be a rather large one. This invasion is only reasonable either when White has already some thickness of his own to nullify Black's, or when it makes Black over-concentrate his strength.

How about the contact play at B then? This can be effective when Black already has a stone at, say, C or D, because it can force him into the said over-concentration. But played against the unsupported star stone, it is open to the same objection as the invasion at A.

How about a second line invasion then? Do A, B, or C in Diagram 3 work any better? You've guessed it, the answer's no. Black has a variety of good responses. A simple one is simply to play on top of the invading stone at D, E, or F respectively, forcing the White group to make its eyes by playing along the second line, the line of defeat. And there are many other alternative good moves, including simply playing elsewhere. These moves are not so threatening that they have to be answered locally at all.

Diagram 3

Before we look at the keima itself, there are some more alternatives to examine. How about the large knight's move, the ogiema, at A in Diagram 5? Once again, it enables Black to make a large territory-making move at B, and leaves White needing to make an extension up the side to defend his stone. The move at C, sometimes called the dai-dai-geima kakari, or big big knight's move, is oc-
casionally useful, but gives Black a good move, both mak- 
ing territory and attacking, at A. How about attacking on the fourth line from bottom is cell A? A in Diagram 6 is sometimes played, but Black's an- 
swer at B is excellent for him, because it leaves the original star point on the centre of sym- 
metry. It is always good to ar- 
range for your handicap stones to end up on points where you would have wanted to play them anyway.

Diagram 7

Black can surround territory by answering A at B or C. Un- 
like B in Diagram 4, this B does not fill a liberty, as it only 
makes territory. White can leave 
defending his stone, in order 
to play at D, making sure that 
the corner does not become too 
large. Sure, White could do the 
same after B in Diagram 5, but in 
that case the corner is already 
large. The difference may look 
small, but professional players 
judge that B or its near- 
equivalent C in Diagram 7 do not 
make enough territory to be 
worth playing in most cases. 

Often, if Black is determined 
to make territory with his star 
stone at all, he plays at E. 
White still often plays next at D, 
but this corner is just about big 

enough to be worth taking. Un- 
fortunately it has another draw-
bak: there is a useful move 
White at B, cutting across the 

Black's knight's move. By sacrificing 
a stone there, White can build 
thickness. I leave you to inves- 
tigate how it is done.

I also leave you to investiga-
te the question of whether 
Black can build more thickness than 

he is entitled to by attacking the 

White keima kakari move. This 

question is the theme of nearly 
all the commonly played star 

point joseki. As you can imag- 
ine, the sequences worked out 

by professional players are con- 

siderably equal in balance of 


territory and thickness, but 

there is always room for fur- 

ther research.

Tournament News

by Tony Atkins

Dales

To some people the idea of heaven is a weekend in the pict-

uresque Yorkshire Dales, some 

wander through valleys or climb 

in a pleasant hotel, good company and go playing too. To 

others it's not and so they do not go to many many say the best 

event of the year, the Three Peaks Tournament. This 

celebrates the memory of its founder 

Tim Hazelton, former host at its 

venue the Marton Arms at 

Thornton in Lonsdale. 

Three evenly matched players 

battled for the new Graham 

Telford trophy, a miniature go 

ban with bows and stones. Win- 

ner on 30, 36, 38, 39 Wanstead's 

Road (4 dan) from club 

mate Alistair Wall (4 dan) and 

organiser Dan Missa (3 dan) 

in Leamington. Paul Callaghan 

(14 kyu) also won a prize for 4 

out of 4.

Tallest Trophy

Seventy players attended the 

fifth Swindon agm held at the 

Allied Dunbar Club. Paul 

Barnard flew back from Pak-

istan, where he had been work-

ing, to help Dave King run a well 

organised event. The winner was 

Simon Shiu (3 dan Bristol), con-

quering Simon's run of tournament 

victories.

On 3/3 were the two from 

Romania, Dan Dragusin (1 dan Read- 

ing) and Niculau Mandache (1 

kyu Bristol), then Chris Scarff (1 

kyu Swindon), David Knight 

(2 dan), Chris Downes, Gra-

ham Brooks (Swindon 12 kyu), 

Richard Hawkes (Bristol 15 

kyu) and Alistair Brooks 

(Swindon 25 kyu). In the 13x13

Laura Coe (Brakenhale 12 kyu) 

won a silver trophy, that Paul 

had picked up very cheaply in 

Pakistan and that was nearly as 

tall as herself. Her winning 

score was 12/14; the runner up 

was Nicola Hurden (Brakenhale 

18 kyu).

Chess Tournament

At short notice Cambridge of-

fered to host the 1997 small 

board championships at Milton 

Community Centre just north of 

the city. They took the opportu-

nity to play 13x13 games 

alongside a local chess tournament 

attended by 84 players.

At lunch time Paul Smith and 

others taught 27 young chess 

players how to play go.

The best of the 18 go players 

was local Karen Yong Cheol 

Shin (3 dan) taking the title from 

Francis Roads, who made a good 

showing. 

Other prize winners were 

William Brooks (17 kyu Cam-

bridge St Paul), Chris Win-

comb (22 kyu Cambridge Park-

side) and Alan Thornton (2 dan 

Hatfield) all with 5/6 and 

Matthew Woodcock (2 kyu 

Cambridge) and Simon Goss (2 

dan Blackburn) with 4/6.

Go Terminology

Fifty-eight players attended the 

West Surrey Handicap 

Tournament at Burpham Vil-

lage Hall near Guildford. A 

previous year avoiding the 

booby prize of being 

runners-up, the players learnt better go techniques from 
dan level teachers Paul Marg-

ets, Des Cann, Simon Goss 

and Tony Atkins. Topics stud-

ied were tesuji, yose, danger 

points, middle game and handi-


capturing techniques. Winner of the tournament was 

David Ward (3 dan London) who beat Jim 

Clare (3 dan Reading) in the fi-

nal. Also on four wins were 

Derek Molloy (1 kyu Brighton), 

Anna Grifiths (8 kyu Furze 

Platt) and Alexander Bruckner 

(8 kyu Brighton).

Those on three wins as well 

as Jim Clare were Tony Atkins 

(2 dan Reading), Michael 

Charles (2 dan Stevenage), 

Marcus Bennett (1 dan Bournemouth), Jim Sadler 

(1 dan Bournemouth), Edward 

Blockley (2 kyu Worcester), 

Steve Asling (7 kyu Worcester), 

Ellin 

Brooks (7 kyu Swindon), 

Steve Ashon (10 kyu 

Brighton), Philippe Borette 

(11 kyu West Surrey), Graham 

Horsley (12 kyu West Surrey), 

Steve Smith (15 kyu Hursley), 

Kevin Ashmore (29 kyu Brak-

enhale) and Aaron Dickson 

(29 kyu Brakenhale).

To avoid only David Hall 

from getting his traditional 

booby prize all other players 

were awarded a lollipop, how-

ever David did win a game this 

year avoiding his third duck in a 
row anyway. In the continua-


tious 13x13 the prize winners 

were Paul Barnard (1 dan 

Swindon) for most wins, Tom 

Blockley (5 kyu Worcester) for 

best percentage and Francis 

Weaver (7 kyu Brakenhale) for 

perseverance.

Late Arrival

David Ward was unable to make the start of the Anglo-

Japanese match held in December 
at the Nippon Club in Pic-

cadilly, so the Japanese side 

were getting the advantage of a 

bye each round. The match was 

close with the Anglos strong at 

depth and the Japanese at the 

bottom. Luckily a quick phone 
call got David along for the 

last two rounds allowing the Anglos 

to scrape a win by two points.

London Open

One hundred and forty-six 

players from 16 countries at-

tended this at the Highbury 

Roundhouse in North London. 

Although part of the European 

Grand Prix circuit not so many
strong players from overseas attended this year. Maybe that was because they had heard perennial organiser Harold Lee was going to be away this year, but the event was as well run as ever by David Ward, Geoff Kanik and the rest of the team. However, not missing was Nikki Streiten, the perennial sandwich, soup and breakfast maker, much to many a hungry go player's delight. After six rounds the GP points were awarded according to the following ranking: 1 Guo Juan, 2 Shutil Zhang, 3 E. Sim (4 Dan Singapore), 4 Matthew Cocke (5 Dan UK), 5 Matthew Macfadyen (6 Dan UK) and T. Mark Hall (4 Dan UK), 7 John Rickard (4 Dan UK), 8 Matthew Cookes (4 Dan), 9 J. Fincke (4 Dan D), 10 Caspar Nijhuis (4 Dan NL). The top two and top random from the next six played in the semi-finals: Guo beat Rickard and Zhang beat Macfadyen. In the final Ms Guo Juan, the 7 Dan from Netherlands, beat Shutil Zhang, the 7 Dan living in London, by half a point. Third in the tournament was Cocke on 6/8. On 3/7 and fourth on tie-break was Rickard and fifth was Macfadyen. Players lower down winning 7/8 were Michael Zhang (1 Dan China) and Inez Teles de Menezes (14 kyu Portugal). On 6/8 were B. Mais (3 kyu Belgium) and Anna Marie van Berkel (10 kyu NL); France El lul (3 kyu UK) won 5/6. Also all players who won 5/6 who stayed to the closing ceremony received a prize, as did three players in the lottery: Dieter Lanz, Robin Upton and Shastri Stettiner. Those winning 5/6 were: J. Fincke, F. Pol, F. Roads, P. Shepperson, G. Schippers, A. Wetfch, J. Rastall, J. Hricova, M. Charles, Li Bo, S. Welch, O. Lorenz, M. Smith, L. Vannier, H. Broekhuizen, P. Libriuissen, B. Mais, G. Dickfeld, Shastri Stettiner, G. Mischer, D. Galla, T. Narishi, D. Ranft, M. Bahr, R. Bell, M. De la Hais and M. Teles de Menezes. The Lightning was played over three days. The first day saw tables play a five round contest and survivors played another five rounds on four tables two nights later. Then came semi-finals in which Emil Goss, A. Grant, A. Thornton, B. Allday, P. Barnard, C. Hendrie, P. Margrett, M. Marz, D. Micsa, P. Clarke, K. Drake, J. Hamilton, I. Marsh, S. Bailey, M. Regelmann, J. Keller, M. Nash, M. Vetter, M. Solity, A. Bell, E. Best, E. Brooks, D. Cohen, K. Cole, M. Goss, N. Hurden and S. Hearn. Brakenhale’s “A Team” of Nicola Hurden (17 kyu), Aaron Dickson (39 kyu) and Shaun Hearn (20 kyu) won 100 per cent to win the team prize. Aaron also won the continuous 9x9 with 9/9 and other prizes went to Jiri Keller, Steve Ashing, Pete Fisher and Mike Charles. The Furze Platt Tournament was again held at Hitachi Europe’s headquarters in Maidenhead. Local knowledge was important this year as a quiz on Berkshire and Furze Platt GC Club was set; winner was Reading (3 kyu D) beat Reading and Steve and Pauline Bailey from Guildford. Seventy-five players took part in the tournament, down on the previous year as the Manx group were unable to get there. So few was a shame as Hitachi’s generosity means a free buffet lunch and prizes to all with two or more. T. Mark Hall (4 dan) won the event again, but had to point out to the organisers that this was not his third win in a row as the trophy omitted to record Harold Lee’s win in 1996. Others who won 3/3 were Stephen Ashing (6 kyu West Riding), Francis Weaver (7 kyu Brakenhale), Tony Lyall (8 kyu Norwich), Malcolm Hagan (12 kyu Portsmouth), Neil Moffatt (12 kyu Nottingham), Neil Long (15 kyu Brakenhale), Eike Ritter (16 kyu D) and Aaron Dickson (30 kyu Brakenhale). Matthew Macfadyen, Francis Weaver and 2/3 namely F. Roads, A. Wall, J. Clare, A. Jones, T. Atkins, S. Hunt from Cambridge Club. Simon Goss ran the draw as usual and again managed to come up with winners in each category. 34 youngsters from age 5 to 17 and 5 to 35 kyu took part and played six rounds during the day. The battle for the Youth Champion Title was between a 5 and a 6 kyu; the correct result ensued with Tom Blockley (Worcester) gaining the title over Francis Weaver (Brakenhale). Tom also won the under 14 by beating Sam Hughes (15 kyu Brakenhale); Francis won under 16 ahead of runner up Philip Marshall (9 kyu Isle of Man). The under 18 category was won by Paul Hyman (12 kyu Brakenhale) who beat Anna Griffiths (8 kyu Furze Platt). The main interest this year was in the under 12 and 10 sections. Here the new Cambridge prodigies battled it out for the trophies newly donated by Paul Smith. Tom Eckersley-Waltes (13 kyu) won the under 12 ahead of his twin brother Adam (14 kyu), reversing last year’s under 10 result. In the under 10 section it was just Williams as some folks are placing money on an under 14 dan player within two years, so watch out! Under 8 was won by Paul Blockley (Worcester) ahead of Luise Wolf (London) and Conor Breslin (Cambridge). Brakenhale kept the Castledine Team Trophy unchallenged. Prizes were awarded to those who did well in the main event, the 13x13 continuous and for solving go puzzles, with a limit of one prize each, so that quarters of those present went home clutching sweets or chocolates. Special mention must go to Jane on 5/6: Nola Fairbairn (Isle of Man), James Donald (Cambridge) and the two Williams. William Brooks was the best too at 13x13. Overseas Not so many strong players attended the 1997 Brussels Grand Prix Tournament. Also disappointing is that the event does not see lots of British players attend as Brussels is just a ride away from London. This time our hopes were on T. Mark Hall (4 dan) who was actually fourth equal. The nearest we got was Paul Hyman ahead of Guo and Danke. Mathew Macfadyen got to play in the 1997 Fujitsu Cup as a reserve instead of Frenchman Andre Moussa. The other returning stranger was absent as he was becoming a father for the first time. The tournament proved really good for Romanians, who only lost to each other. Christian Pop put Macfadyen out in round one, but lost the final to the new FJ Cup champion, Catalin Taranu.
Glossary

Ají: latent possibilities left behind in a position.

Aji-ke: a move which destroys one's own aji (and is therefore bad).

Atari: the state of having only one liberty left.

Byo yomi: shortage of time.

Dame: a neutral point, of no value to either player.

Damezumi: shortage of liberties.

Furikawari: a trade of territory or groups.

Fusuki: the opening phase of the game.

Gote: losing the initiative.

Hane: a move that 'bends round' an enemy stone, leaving a cutting-point behind.

Hasami: pincer attack.

Hoshi: one of the nine marked points on the board.

Ikken-tobi: a one-space jump.

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.

Keima: a knight's move jump.

Kikashi: a move which creates aji while forcing a submissive reply.

Komi: a points allowance given to White to compensate for Black having the first move.

Kosumi: a diagonal play.

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

Moyo: a potential territory.

Ponukai: the diamond shape left behind after a single stone has been captured.

Sagari: a descent towards the edge of the board.

Sanren-se: an opening which consists of playing on the three hoshi points along one side of the board.

Sek-i: a local stalemate between two or more groups dependent on the same liberties for survival.

Seinal: a race to capture between two adjacent groups that cannot both live.

Sente: gaining the initiative; a move that requires a reply.

Shicho: a ladder.

Shimari: a corner enclosure of two stones.

Shodan: one-dan level.

Tengen: centre point of board.

Tenuki: to abandon the local position and play elsewhere.

Tesuji: a skilful move in a local fight.

Tsuke: a contact play.

Yose: the endgame.

Notices

Ladies’ Go and Social Weekend
March 28-29
For more information contact Kirsty Healey, 01926-37919, kirsty@jkimm.demon.co.uk

Advertisements

£50 a full page and pro rata. Terms available for consecutive ads. For part-page ads, space allotted may exceed what has been paid for where it is convenient for layout. Small ads not for profit are free.

Contributions for next Journal by 4th May, but please send earlier if possible. Text on disk or by email is welcome, (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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Price Reductions!

Basic Techniques of Go (G2) and Strategic Concepts of Go (G6) are now both down to £8.00. Back Issues of Go World are down to £4.00 and very many issues are available.

GOODS DIRECT

The BGA bookshop, with a wide range of books, equipment and other items, will certainly be at the Cambridge Tournament, The British Go Congress (Chester), and Bracknell Tournament.

*** Due to an oversight, the price of the medium sized Magnetic Go Set (MGM) was incorrectly quoted in the last Journal as £17.00. It should be £22.00.

NOW AVAILABLE

Beauty and the Beast (Y17 - £10.00) is now in stock and is proving popular with experienced players. Having read the book I do not really agree with its synopsis, but as a study of middle game techniques it is both useful and readable.

Attack and Defense (G14 - £8.00) and Reducing Territorial Frameworks (G29 - £10.00) have both been reprinted, and the former, Vol 5 of the excellent Elementary Go Series, is essential reading for double figure kyu players who want to progress.

Go: A Complete Introduction to the Game (G50 - £6.00) is an improved version of The Magic of Go, and its price will surely make it the most popular book for beginners.

Get Strong at Life and Death (G59 - £8.00) the latest in this useful series, is now available. Learn To Play Go, Vol 4 is (GMT4 - £8.00) available and, like the three previous volumes in this series, is beautifully produced and well worth having.

I am now taking orders for the Kido Year Book for 1998 at £34.00.

COMPUTER SOFTWARE

Having discovered that selling both software and books at tournaments is not practicable, I passed Handtalk on to T. Mark Hall, to whom all inquiries about computer software should now be addressed.

Full price list available on request.

All prices quoted above include the cost of postage and packing.

Note that credit card facilities are not available.

Orders, accompanied by cheques made payable to 'British Go Association', should be sent to R.G.Mills, 10 Vine Acre, Monmouth, Gwent NP3 3HW. (Tel. 01600-712934)