

BRITISH **Go** JOURNAL



The Cover

Kirsty Healy with her substitute Pair Go partner Michael Redmond 9 dan. The picture was taken during the 12th International Pairgo Championships held in Tokyo during November 2001. Kirsty was partnered by Matthew Macfadyen for the main event, in which they finished a very creditable 12th out of 32, beating beating Turkey, Canada and one of the Japanese teams along the way. Matthew's report of the Championships appears on page 23 of this issue.

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UK NEWS AND TOURNAMENTS

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Going For Gold

The 5th London Mind Sports Olympiad was rather a scaled down event after Alexandra Palace in 2000. The venue was a somewhat down beat South Bank University building between Vauxhall and Clapham Junction in South London. Again it lasted ten days (from the 18th of August), but the Go events were concentrated on the weekends. The exceptions to this were some of the British Championship games between Matthew Macfadyen and Young Kim (won 3-1 by Matthew to retain the title). Adam Atkinson bravely manned the teaching and book stall on all days. There were no cash prizes but the usual gold, silver and bronze medals ably presented by Lady Jane Tovey. The first Go event was the six-round Main tournament with 28 players on the first weekend.

Medallists were Matthew Macfadyen (6/6), Seong-June Kim (4/6) and Alex Selby (4/6).

Also on 4/6 were Xiang-Dong Wang, Christian Nentwich and Phil Beck and kyu players Maciej Juszczyński (3 kyu), Bill Streeten (3 kyu) and Richard Jones (10 kyu).

The following Saturday the winners in the 17-player Lightning were Seong-June Kim (5/5), Piers Shepperson (4/5) and Francis Roads (the best 3/5 from Christain Nentwich).

The best low kyu was Hirokazu Tatsutomi with 3/5 handicap games from Brian Brunswick. The Youth winners were Shawn Hearn, Adam Eckersley-Waites and Tom Eckersley-Waites; the fourth youth, Paul Blockley, won the handicap game prize.

In 13x13 all-play-all (8 players), unbeaten Masashi Sugiyama won the gold, the first 13x13 tournament for the 2 dan from Oxford. Silver was won by Francis Roads and bronze Seong-June Kim (both 5/7). The 14-player Rapid play on the Sunday saw Seong-June Kim winning 6/6 and completing his set of medals. Alex Selby won silver and Francis Roads bronze for 4/6. The final

Go event on the bank holiday was the Pair Go with a 4 pair top group and 3 pair handicap group including some first timers. Medal winners were Sylvia Kalisch & Seong-June Kim, Jackie Chai & Francis Roads and Natasha Regan & Alex Selby. Oxford's Mihoko Isoda & Masashi Sugiyama won the handicap section.

A Beginners (no medal event) had positions taken by Bruce Birchall, Jeremy Fraser-Mitchell and Charles Kerr (USA). Go players won medals in other events; Matthew Selby Bronze in the Decamentathlon, Oliver Riordan at Backgammon. Others games were traditional games and others such as GIPF, Twixt, Entropy and Settlers of Catan (won by Demis Hasabis). The Shogi European Championship was won by Frederic Pottier. Only a demo game this year was Karuta (Japanese poem card snap) which turned out to be rather physical.

Sunday Morning

Fifty five players attended the Northern in Manchester on 1st and 2nd September. Allen Hall was back in use for Go and Accommodation and the bar was open on Friday and Saturday evening for friendly games and cards. This saved John Smith from further straining his bad back by carrying in a supply of beer. T. Mark Hall (4 dan) was the winner with 5 wins and a jigo (draw). Second was Huddersfield's Min Yang (4 dan) with 5 and third was Piers Shepperson (5 dan) with 4.5. Next placed on 4 wins were David Ward (4 dan Cambridge), Ruud Stoelman (2 dan Bradford), Andrew Morris (1 kyu Lancaster) and Mike Cockburn (1 kyu St Albans). On 5/6 was Steve Bailey (3 kyu West Surrey) and 6/6 was Philip Ackland-Ward (8 kyu Barmouth). Martin Cook (10 kyu York) was the best double figure kyu with 4 wins. Francis Roads took a bye in Round 4, so he could watch himself conduct a West Gallery choir on the Sunday Morning worship program on ITV.

Gardener's World

The Matsuri festivals continued through the autumn. Helen and Martin Harvey attended Tatton Park (Cheshire) and helped Tony Atkins in Birmingham later. Gerry Mills helped the local players in Cheltenham and the season ended when the BGA and the Reading team attended two days at the Gyosei College event. On 8th September a festival in Gunnersbury Park celebrated commencement of rebuilding of a Japanese Garden. The London International Teams was scheduled for that afternoon and took part in the art studio in one of the old buildings. The four teams played each other, despite odd numbers, and Cambridge and London ended joint first on 11, ahead of Oriental on 9 and Reading 8. Getting the first choice of the wine and chocolate were Seong-June Kim, Young Kim and Alan Thornton.

Countdown

The 13th Milton Keynes on 16th September was held again at the Open University. 63 players took part, but a couple more were there watching the ex-President's baby. After the lunchtime hot potato and gateau, a short EGM approved the audited BGA accounts. Matthew Macfadyen (6 dan Leamington) was winner as expected. Francis Roads (4 dan Wanstead) was second was Bill Brakes (3 dan Open University) proving he was better at Go than TV's Countdown on which he had previously appeared. Prize winners for 3/3 were Natasha Regan (1 kyu Epsom), Helen Harvey (1 kyu Manchester), Ed Blockley (2 kyu Worcester), Matthew Selby (3 kyu Epsom) and Richard Mullens (5 kyu St. Albans). The side event, at Tim Hunt's suggestion, was played on a map of Milton Keynes. As the twisted city grid plan gives rise to some 3 and 1 liberties intersections, the game proved interesting. Alison Bexfield and Matthew Macfadyen proved best at annexing Bletchley and surrounding Wolverton.

Baywatch

For a second year the Cornwall Tournament was held at the bay-watchable venue of the Yacht Inn, Penzance. As before, two days of Go meant that the players who travelled from outside the county could explore it or the old port town. Again the Chinese restaurant and the Bo'son's Locker provided good eating. The Cornwall Lightning Handicap had 16 players. Winner this year was Roger Daniel (2 kyu London) with 4/5. Defending champion John Rickard had withdrawn because of a short spell in hospital. Second was Eddie Smithers (1 dan Leicester) 4/5, third equal were Toby Manning (3 dan Leamington) and Tig Deal (14 kyu West Cornwall) on 3.5/5. The Sunday saw 11 locals and the same from away competing for the Devon Go Stone, which had spent two and a half years on Tony Atkins' video player. Alistair Wall (4 dan Wanstead) went away with the big stone, for the first time despite having his name on it from the first Devon. Winning small stones, like the handicap winners, were with 3/3 Tim Varley (12 kyu West Cornwall) and with 2.5/3, Jake Finnis (17 kyu West Cornwall).

Crossroads

Wanstead tube station stands on an East London crossroads with George Green and the High Street of shops. Just two minutes away is Wanstead House where on the 6th of October there were Saturday dance classes and, for the first time in the hall at the back, the Wanstead Tournament. Best of the 53 players was Seong-June Kim (6 dan London) ahead of Dave Ward (4 dan Cambridge) and T. Mark Hall (4 dan London). On 4/4 was Erwin Bonsma (9 kyu Ipswich) and on 3/4 were Mike Charles (2 dan St Albans), Alan Thornton (2 dan St Albans), Weed (1 dan Billericay), Brian Brunswick (1 kyu Epsom), Niall Cardin (1 Kyu Oxford), James Aspden (1 kyu Wanstead), Claudio Bartolini (12 kyu Bristol) and Paul William Smith (14 kyu Hastings).

Room 101

It would seem that most players have put the British 13x13 Go Championships into the proverbial Room 101 along with their other pet hates. It is not known if this is because of the board size, the early start, the Milton in Cambridgeshire location or the allegedly unpleasant venue, or the fact that the venue is shared with Chess players. Only 14 players from 4 dan to 31 kyu turned up on 14th October and the switch from November meant the numbers of Chess players were down too. Anyway as usual Paul Smith distracted the Chess youngsters with Go. Youth beginners winner was Richard Vanneck (7 wins), second was Zach Roney (5.5) and third was Venice van Someren (4 wins). The Go puzzle contest had 11 correct entries with winner Harry Marsh (8 years) randomly selected making a fourth prize for King's School Cambridge. National Small Board Champion was John Rickard (4 dan Cambridge) with 7/9. Second in the double elimination system (which saw Malcolm Hagan at 4 kyu beating a 2 dan)

were 2 dans Mike Charles and Simon Goss. Prize winners (including handicap games) were Shawn Hearn (8 kyu Brakenhale), Paul Blockley (20 kyu Worcester) with 7.5, Joe Walker (6 kyu Cambridge) and Paul Margetts (1 dan Epsom) with 5.5.

The Travel Show

Originally friendship matches were planned for October against a party of touring Japanese amateurs as part of Japan 2001. Unfortunately this was cancelled and only the professional part of the party came. Magari and Haruyama, both 9 dans, visited for 10 days, along with Mrs Magari and Yaeko Takano (whose Canterbury Congress experience meant she could help with translation). The group visited London, Cambridge, Bristol and Oxford, along with Wales, Stonehenge, Blenheim and Windsor, for sightseeing, and Epsom club. At the Crosse Keys (twice) and Nippon Club, Queens' College, HP Bristol and Corpus Christi they played a few simul, lectured and analysed games to groups of about 20 in each place. Thanks must go to Messrs



Photo: Tony Atkins

Magari's lecture at Oxford, aided by Yaeko Takano, during the professionals' visit.

Tanaka, Matthews, Wedd, Cardin, Shiu and to Hewlett-Packard for arranging the venues, helped by Atkins and Goss at the BGA Travel Agency.

Time Slip

As usual the Wessex was on the day that time slipped back an hour, 28th October. Only 82 players made the trek to the half way from Bristol to London venue of Marlborough Town Hall (the lowest since 1984). Still some old faces and pleasingly some new ones enjoyed the elegance of the hall and the traditional communal meals. Winner for the fourth time was T. Mark Hall (4 dan Bristol) 4/4. He beat Young Kim (5 dan) in the last round, but did not play Jim Clare (3 dan) who also won 3/4. Division 2 winner was Simon Goss (2 dan Bracknell) with 3/4 on tie-break from Mike Harvey. The Chinese player known as Michael (1 dan Bath) with 3/4 won division 3. Division 4 went to unbeaten Jimmy Mao (1 kyu Bristol). Division 5 went to Sue Paterson (2 kyu Brighton), 6 to Matthew Selby (3 kyu Epsom Downs), 7 to Philip Ward-Ackland (6 kyu Barmouth), 8 to Neil Moffat (7 kyu Cardiff) and 9 to Kevin Towell (10 kyu Cheltenham) all with 4/4. Division 10 was won by Paul Blockley (20 kyu Worcester) on 3/4 tie-broken from Alan Cameron (13 kyu). The Fred Guyatt (13x13) Trophy was won by Paul Blockley. The team prize was a tie between HP Bristol, Bristol and Winchester, all with 11/16, so the Bristol based organisers gave the prize to Winchester.

Ground Force

A record 58 players took part in the ninth Three Peaks Tournament on 10th and 11th



Magari 9 dan takes on Moreno and Hitchins at Bristol watched by Yaeko Takano

November. Despite foot and mouth and mist and drizzle, 15 walkers joined Toby Manning for a morning hike past Ribblehead Viaduct, across a pretty aqueduct to the falls called Scale Force. As usual the Marton Arms was the venue and this year £230 was raised for the fabric of St Oswald's Church, also in Thornton in Lonsdale, where former 2 dan and landlord Tim Hazelden is buried. As usual at Three Peaks nobody dominated the entire event. Tim Hunt (Open University) and Ruud Stoelman (Bradford), both 2 dan, got off to a good start beating higher graded players. Tim then lost to Ruud, but then recovered, beating John Rickard and Toby Manning to win the tournament with 4/5. Runner up was Alastair Wall (4 dan Wanstead) with 3/4 and a bye in the first round due to late entry. Also with 4 wins were Mark Collinson (1 kyu Hull), Mike Cumpstey (2 kyu Manchester), Martin Harvey (4 kyu Manchester), Ron Bell (4 kyu Reading), Michael Pickles (8 kyu York) and Stephen Streater (15 kyu Epsom). An old Three Peaks tradition is messing up the scoring of a game. John Rickard continued this by filling his territory from the bowl, but on replaying from the game record he found it was a one point loss.

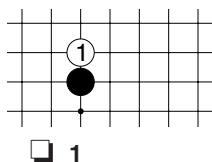
GO TUTOR ~ CONTACT FIGHTS

Edited by Charles Matthews

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A contact fight is a sequence of moves played next door to one another. The fight continues until both sides achieve stable positions. One must learn something about what ‘stable’ means here, at an early stage. Close fighting has its own set of imperatives.

Contact fights frequently start when one side plays a stone in contact with an isolated stone of the other colour (Diagram 1).



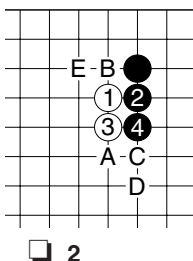
From such a simple beginning can emerge complex variations with many pitfalls for the unwary. We set out to explain basic principles of contact fighting, and later to show the main variations that can develop.

Liberties

In local fights any group with few liberties may be a target. Many *tesujis* take advantage of liberty shortages on enemy groups. *Tesuji* is another central Japanese Go term. It means a skilful play which exploits the opponent’s weaknesses.

Stones with many liberties are in general hard to capture. Obviously groups should not be left with too few liberties, but how many are sufficient? A useful guideline is that five liberties are usually enough to remove immediate tactical threats. So, laying down what ‘stability’ might mean in close fighting: don’t leave positions until your groups have five liberties and their dangerous cutting points are protected (see the coming subsection).

Next, when you play to increase the liberties on a group, try to make extra liberties as many as possible. Diagram 2 shows



a joseki starting from a 3–3 point. Playing at A White increases liberties by two; playing at B by one only. If White A and Black B are added, White still has five liberties. This suggests that after playing A White can answer B at E, or C at D. It is important to know when

these highly desirable *hane* moves are playable. White could play at B in the situation of Diagram 2, for example if shutting off the top side matters strategically. Locally A is superior.

Finally suppose Black plays first in Diagram 2. Taking the point A severely reduces White’s liberties (to three), and prevents White from playing there. White has to start thinking about abandoning these stones. Black has six liberties and has no reason to hold back from this *hane* move.

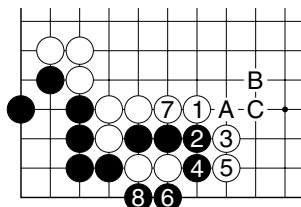
Cutting Points and Connections

Connected stones fight together, disconnected stones fight separately. Because disconnected stones do not share liberties (or eyes) keeping them all secure during a fight can be troublesome. The defender has no time to think of making territory. Often enough there is no way out of trouble except by trying to capture some cutting stones.

Unprotected cutting points, allowing the chance to disconnect groups, are of great importance in fighting. It is strong players who accept *gote* (give up the initiative) at the end of a sequence and play a final

move protecting against a cut, rather than leave behind a serious cutting point which can return to plague them later in the game.

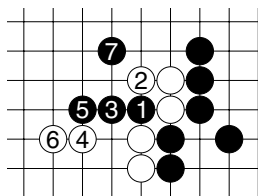
In Diagram 3, a sacrifice sequence has resulted in a cutting point A for White.



□ 3

It is White's turn: a play at B protecting the cut is indicated. That secures White's future. Safe against cutting attack White can attack strongly in this part of the board without fear. Supposing White does not protect the point A, Black will cut there in the near future. When that happens, even though Black does not capture White stones at once, the strategic gain is very large.

Diagram 4 shows a cutting point which has been neglected and White fighting vainly after the cut.



□ 4

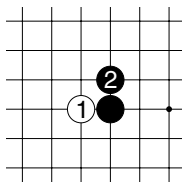
The mistake of not defending the cut (with a play at A) is compounded when White tries to save everything. The upper two stones here should be given up, with White 2 at 3 (note that they then give Black points, but only add to what was anyway a secure group).

In general if the cutting stone cannot easily be captured, or an indirect connection made, the cutting point is dangerous. It should be defended as soon as possible, before the opponent cuts. If your opponent leaves behind a dangerous cutting point, by all means cut. And cut in

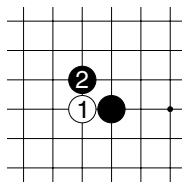
earnest, rather than peep (a peep is a threat to cut, such as Black playing C in Diagram 3, a bad waste of the chance to play A). The cases in which peeping is correct, when the cut also works, are exceptional ones.

Starting the fight

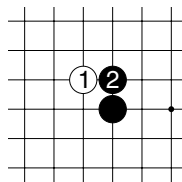
Diagrams 5a to c show basic moves in a contact fight. After the initial challenge of Diagram 1 Black can extend solidly, or play a hane move. The shoulder hit of Diagram 5c also counts as a way into a contact fight; when Black replies with 2 there, we return to the pattern of Diagram 5a.



□ 5a



□ 5b



□ 5c

IN THE DARK?

Professionals in the UK

In The Dark? this time looks at some of the professional Go players who have visited or who are likely to visit the UK in the period 1999 - 2002. Short biographies of each player are based on information in the new edition of the *Go Player's Almanac*, available from BGA Books, and from other sources. In the case of oriental players, family name is listed first using the Japanese pronunciation.

Tony Atkins

When your opponent plays these contact moves you should answer; and normally these are the only good moves. A contact play is severe, and requires immediate attention; other answers are beside the point. Exceptions are rare: ko threats, ladder-breakers...

Continuations from Diagram 5a are in Diagrams 6a to 6e. In Diagram 6a White extends in the opposite direction from Black, for better shape.

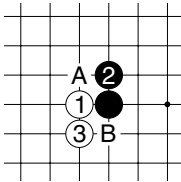


Diagram 6a

Both groups have a stable five liberties. Black may now turn at A getting White's reply at B, finishing the sequence locally with no advantage to either. If White goes the other way as in Diagram 6b, Black chooses to extend conservatively as in Diagram 6c, or play the

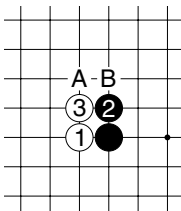


Diagram 6b

more forceful hane of Diagram 6d. Plays 6 and 7 in that diagram are typical

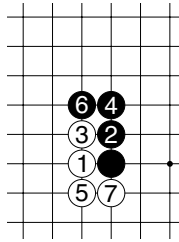


Diagram 6c

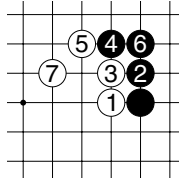


Diagram 6d

ways to defend cutting points with good shape. Finally Diagram 6e is a pushing fight. One can imagine tactical reasons

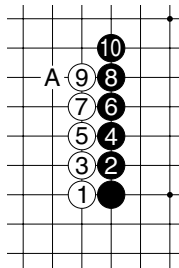


Diagram 6e

constraining the players down this path. But normally they would each try to get ahead: Black by playing 6 at 7, White by playing 7 at A, and so on, exactly at the point where stability sets in.

After Diagram 5b there are the three moves for White of Diagrams 7a, b and c. In increasing order of

complication, White can extend, hane or crosscut. In Diagram 7a Black may defend the cutting point at A after White extends, or transpose to Diagram 6d.

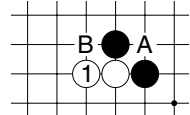


Diagram 7a

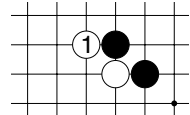


Diagram 7b

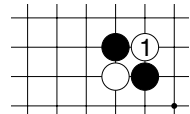


Diagram 7c

The solid connection of Diagram 7d offers no great advantage. The hanging connection of Diagram 7e is

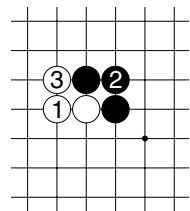


Diagram 7d

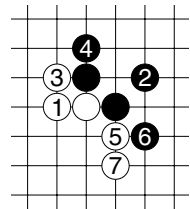
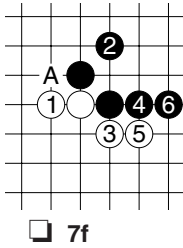
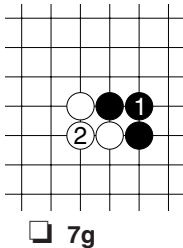


Diagram 7e

more promising than the other one of Diagram 7f – Black 4 there is rather tame.

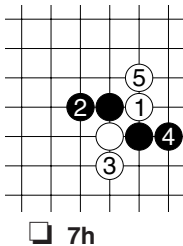


After Diagram 7b the solid connection of Diagram 7g is to be expected from Black. Black has two ways to play atari here, but it might be a mistake to play either yet.



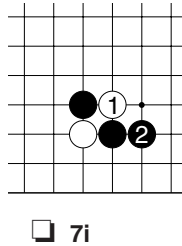
This sort of consideration is also important when responding to a crosscut.

Looking at the way to play after Diagram 7c, there is the 'ideal' pattern of Diagram 7h, which may be seen in the middle of the board and in the absence of

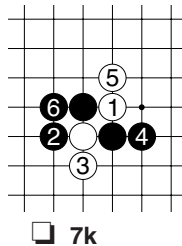
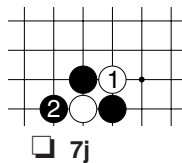


nearby stones. Each player improves the liberties on the struggling groups to four, before anything else. Other factors do usually interfere.

The extension of Diagram 7i is though often best for Black. Here near the side it threatens one White stone with capture in a ladder, the other with a chase down to the edge.



In contrast playing atari as in Diagram 7j may be poor. In the continuation in Diagram 7k we have the pattern of Diagram 7h with one Black stone added. This stone might be better placed elsewhere (for example one to the left).



Guidelines for real fights

We all know that fights soon progress beyond the level discussed. Then you are largely on your own, relying on reading ability and your tactical antennae. Here are a few things to keep in mind:

- Attack or defend the weakest stones first. That fight may not go well, but through it, you may become strong enough for success elsewhere.
- Near the edge of the board, bear in mind that plays on the fourth line gain influence fast when exchanged for plays on the third line; and plays on the third line are very good in exchange for plays on the second line.
- Make your moves severe. For example, play hane when you can and jump ahead if possible. It all increases the pressure on your opponent.
- 'Blocking' plays are severe. Separate the opponent's groups, deny access to the centre by capping moves, prevent slides into empty space on the side.
- Build your walls parallel. In choosing a variation which develops an influential position, always consider which direction it should face in order to be most useful.

PLAYING MAGARI

Seong-June Kim

This game took place at the Nippon Club on Sunday 21 October; I was given a two-stone handicap by Magari Reiki 9 dan. It was played quite seriously, running to two and a half hours, and was tiring. The main features of the fighting were five major ko fights. In the end Black won by three points, somewhat luckily. The comments include some by Haruyama Isamu 9 dan.

White: Magari Reiki 9 dan
Two Stones: Seong June Kim 6 dan

Figure 1 1 – 100

Up to 10 is orthodox. This shoulder hit does give White good shape above, so is a little strange. Haruyama recommended the capping play (at 53) instead for 10. Up to 14 is OK for Black, in that White has no obviously good play now.

Black 16: after a succession of knight's move replies (advice of Sakata) this gives balance to the right side. It is standard not to play the diagonal attachment here. Black 18 wasn't criticised by the pros. Black 26 is a proper play. Now White must use the stones in the lower left to attack.

White 27 is severe, but is handicap game-style. Black would do best just to answer at 41. White 29 is a strong way to play, and at 33 Black is in some trouble. The nose play at 34 is intended as a sacrifice; White's answer at 35 does offer Black some help. For 36 it would still be better to move out with the knight's move at 41.

With 40 Haruyama recommended that Black push out in vulgar style using atari plays. White 47 takes territory, and White has central influence too. Black has lost a lot of ground already in the game.

At 50 Black had intended to cut across the knight's move, but changed his mind.

White 51 is another honte (proper play). Black was under some pressure as he played 52 and the following plays. Black's sacrifice tactic with 58 is aji keshi on the left side.

Magari commented that 65 should be at 66. White now forces Black to live, and the fighting moves to the right side.

The tactic with 76 wasn't criticised. This is a kind of inducing move: the exchange White 87 Black 88 holds out some hope for Black.

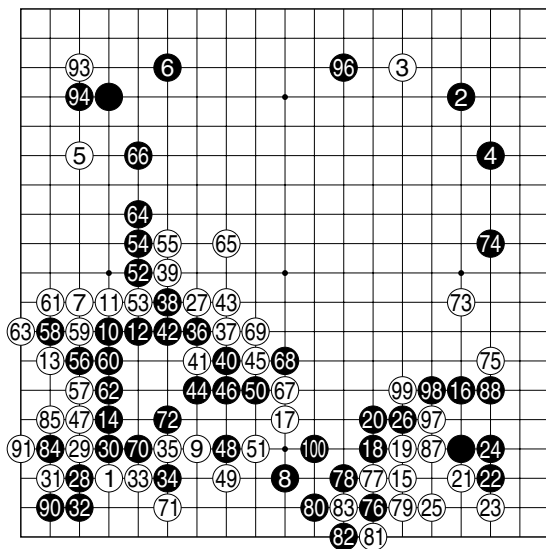


Figure 1 1 – 100

86, 92 at 76
89, 95 at 83

Black played ko with 82 out of lack of other ideas. There is plenty of material for threats in the lower left. White duly plays 87 as a local threat. Black answers at 88, rather than 97, leaving a gap, though that is certainly a risk. The threat with 91 is still big enough. Up to 100 Black is working hard.

Figure 2 101 – 150 (1 – 50)

Black 106 would be better to the right of 75 for eye space. With 113 it should be enough for White to capture 110 in a ponnuki. I didn't expect the calm play 117. With 120 this first ko fight has turned out well enough for Black.

122 is correct shape, rather than at 123 which doesn't fix up Black's problems. After 128 the corner is still ko (though I didn't see this until later).

At 131 the position seems good for White, who has a balanced game (territory lower left, plus central influence). White 133 is big and keeps territory about level.

Black 138 threatens both to take the top on a grand scale, and to revive two stones below. White 141 does look a bit like an overplay. White 149 has become necessary.

Black 150 puts White into trouble.

Figure 3 151 – 200 (51 – 100)

White 155 was inevitable. White couldn't simply connect solidly. So there was a serious ko with 156.

Black 164 makes a good exchange. With 166 Black is possibly back in the lead. The four black stones sacrificed in the centre aren't captured on a big scale.

Black 168 is presumably wrong. This might be better as the butting play 174. I wasn't happy at 172. I had thought 176 was good, but it's not that easy.

At 184 the time might be right to sort out the ko in the lower right. White 185 prepares threats for it. It isn't easy to see the correct way to answer it.

The exchange 195/196 appears to be a loss for White. Is the threat 198 actually large enough?

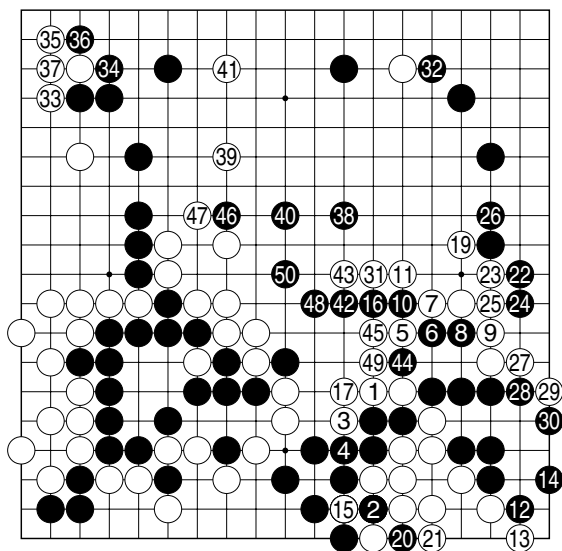


Figure 2 101 – 150

102, 118 at 76
115 at 83

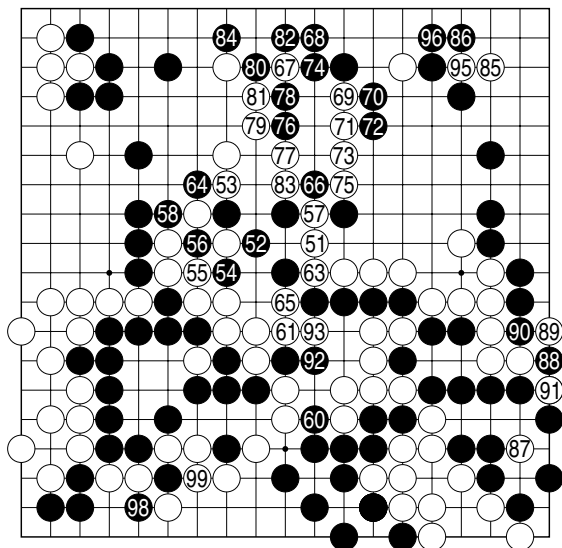


Figure 3 101 – 150

162 at 156
194, 200 at 130
191, 197 at 129

Figure 4 201 – 326 (1 – 126)

White 201 creates many threats here. With 205 White scorns a trade. Black should have answered the threat at 207. Magari said 209 is the losing move: it should be at 210 for life. Black 216 is strong, and recaptures the corner.

At 225 Black is perhaps five points ahead. Black 234 wasn't necessary. Black 242 is quite big.

White 261 is good for territory. Black 264 is wrong for ko threats: it should be at 265.

At 273 White is clearly behind. Black 286 is wrong and must be 287. Black was trying to minimise White's threats and instead made this corner ko. White 289 is strong.

Black 306 dissolves the ko, leaving another to fight.

Black 320 was amusing, because just this play had featured in Magari's lecture earlier; it makes an extra threat, compared to playing 321.

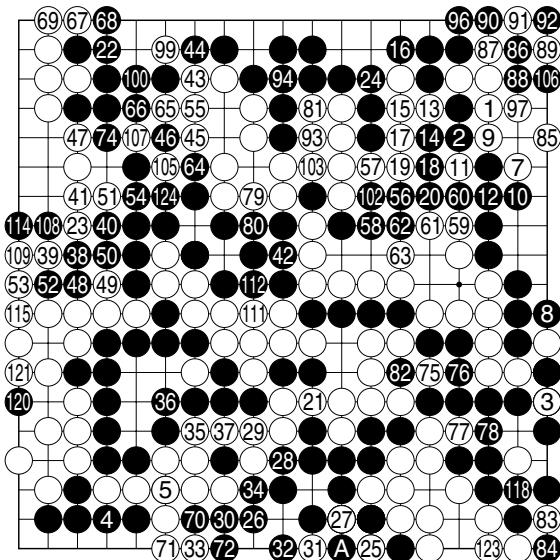


Figure 4 201 – 326 206 at 130 273 at A
 295, 301 at 291 298, 304 at 292
 310, 316, 322 at 246
 313 319 at 107

After it was all over, Black won by three points.



Photo: Charles Matthews

Takana Yaeko, Magari and his wife enjoying a lobster platter in Cambridge

PRESIDENT'S REPORT ~ PROFESSIONAL INTEREST

Simon Goss

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We have been lucky to receive so much attention from professionals recently. Magari Reiki 9 dan and Haruyama Isamu 9 dan visited London, Cambridge, Bristol and Oxford in October, giving lectures and teaching games. These included one to one games with some of our strongest players, such as the game in Seong June's article.

The first game of the Kisei title match is to be played in London in January. There will be a number of associated events, including game commentary, teaching and a youth tournament, all made possible by the generous support of the *Yomiuri Shimbun*, the sponsors of the Kisei title. Full details have been sent out with the December newsletter and via the ukgolist e-mail list. Such events don't happen here very often, and I hope as many people as possible will come and enjoy them.

The organisation of these things takes huge amounts of time and effort. Tony Atkins,

Tanaka Kiyohiko, Bill Streeten, Charles Matthews, Simon Shiu, Nick Wedd, Niall Cardin and Paul Margetts all did large amounts of work to make the visit of Magari and Haruyama the success it was. They deserve our thanks.

Ratings List

The time spent organising these professional events has meant that we have spent less time on internal matters than I had hoped. However, the promised ratings list went live in October. You'll find it on the BGA web site at

www.britgo.org/rating/list.html

and there is a page of Frequently Asked Questions (FAQ) at

www.britgo.org/rating/krfaq.html

Several people have impressed on me the importance of this to them, and I urge everyone to make use of it. The ratings list will be updated each month.

10 YEARS AGO

Tony Atkins

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Furze Platt School won the eighth Schools' Championship on home territory, despite not having a teacher to help them. Birmingham Tournament was restarted at Harbourne Education Centre and was won by Matthew Macfadyen (6 dan). Zhang Shutai helped the British side win an Anglo-Japanese match and Stuart Barthropp won his second West Surrey Handicap. The London Open was sponsored by Ashai Shimbun, with representatives of the newspaper presenting the prizes. Top of the list of winners was Zhang Shutai on 7 wins. Second was Matthew Macfadyen and third was David Schoffel ahead of three Russians by tiebreak. Mike Charles (1 dan) scored 6/7 as did Oleg

Gavrilov (2 kyu) from Russia. Fellow Russian P. Lipatov (8 kyu) won all 7. Shutai also won the 95-player Rapid Play tournament and the Lightning.

Furze Platt organised a tournament at their Maidenhead School at the start of 1992. It was attended by 84 players and won by Jim Clare of Reading. Promotions were Alan Hornbuckle to shodan, Andrew Jones, David Phillips and Paul Christie to 2 dan. In Geneva Guo Juan was the winner ahead of Frank Janssen and also won Prague ahead of Jurgen Mattern. Guo, Janssen and Macfadyen were jostling for the lead in the Fujitsu European Grand Prix at this stage.