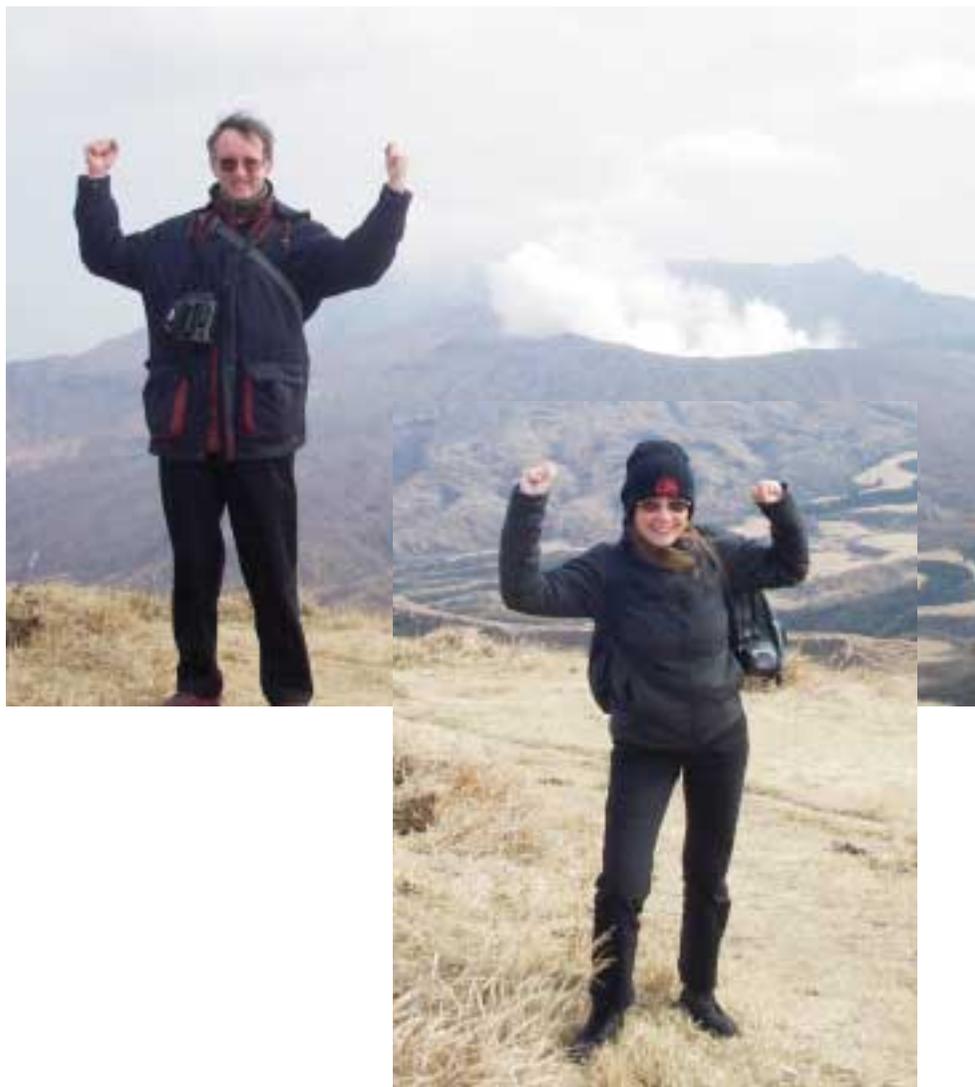


BRITISH **Go** JOURNAL



Cover: Helen and Martin Harvey pictured atop Mount Aso in Japan during their trip to participate in the 13th. World Amateur Pair Go tournament held in Tokyo.

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UK NEWS AND TOURNAMENTS

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So Red the Rose

62 players attended the Northern Go Tournament in Manchester on the weekend of 7th and 8th September. The new venue was a part of Manchester University, St. Anselm Hall, a couple of blocks away from the previous venue, but still in the leafy Wilmslow Road area. Play took place in the common room and the library; food and accommodation was all in the same building. However as the Hall bar was being repainted a short walk to the bar in neighbouring Canterbury Court was necessary in order to play friendly games or cards, during the evening. Some Go players also went to a nearby noisy pub, but in contrast the Hall garden was peace and tranquillity. Appropriately the garden featured roses as the tournament is played for the Red Rose Trophy. Winner with a straight 6 was Li Haiou, a Chinese 6 dan who has just moved to Liverpool. Second was Tim Hunt (2 dan Open University) on 5 out of 6.

Other prize winners for 6 wins were Will Segerman (11 kyu Brighton) and Eleanor Thomas (21 kyu); for 5 wins were Andrew Morris (1 kyu Lancaster), Charles Shin (2 kyu Manchester), Steve Bailey (4 kyu West Sussex), Paul Russell (4 kyu Cambridge), Michael Pickles (7 kyu York) and Gary Beman (9 kyu Leamington Spa).

You Only Live Twice

At the Cornish Go Weekend players get a chance to make their groups live on two days in two separate events. The venue was again the Penzance seafront Yacht Inn, but because of a wedding party folk had to stay in other hotels and vacate the playing hall on the Saturday evening. This of

course gave a chance to taste the local speciality fish restaurants and other local fare. The first event started at lunch time on 14th September so there was a chance to be attacked by a local seagull at the museum, go walking or visit the beach, but cycling to Lands End took all day. 19 players took part in the Cornish Handicap Tournament. The Swiss system gives all a chance to win and this year the winner of the Go Bowls trophy on 4 out of 4 was Annie Hall (30 kyu Bracknell). Second on 4 out of 5 was Ian Marsh (1 dan Bracknell), the extra game being the result of some strong players playing simultaneous to avoid byes. 26 players took part in the Penzance Tournament on the Sunday. Winner of the Devon Go Stone for second year running was Alistair Wall (4 dan Wanstead). Runner up was Toby Manning (3 dan Leamington). Players winning wooden stones for 3/3 were Elly Finnis (22 kyu) and Rebecca Fearn (26 kyu), both from West Cornwall.



Photo: AJAX

John Culmer plays Jonathan Englefield in the Cornish handicap

Die Another Day

64 players attended the Open University for the annual Milton Keynes Tournament on 29th September. As it happened the planned British Championship game took place another day, the previous weekend at Tim Hunt's city centre flat. On that day Guo Juan gave an Internet commentary, but at the tournament Andrew Grant gave a lively commentary whilst folk eat their baked potatoes and gateaux in the basement bar. Later in the afternoon there was a chance to study the 'MK' Go problem set on the entry form and a chance for those who wanted red hands to pick mulberries from Walton Hall's old tree. In the tournament the unbeaten winner was Min Yang (4 dan Oxford). He beat Young Kim (5 dan London) and then David Ward (4 dan Cambridge) in the last round. Second with 3 out of 3 was Simon Goss (2 dan Bracknell). Also on 3 wins were Niall Cardin (1 dan Oxford), Chris Pooley (5 kyu Oxford), Erwin Bonsma (7 kyu Unattached) and Jonathan Englefield (18 kyu High Wycombe). With 2.5 was Roger Daniel (2 kyu London). Oxford won the team prize and William Brooks (8 kyu Cambridge) won a prize for 5 wins out of 5 on the MK Map Go Board.

Black Rain

The sky was black with rain on Saturday 12th October. Despite Wanstead House's proximity to the underground station, shops and the George Inn, it was a fast dash to try and keep dry or a resort to an umbrella. As the day ended dry, the hall at the back of Wanstead House was littered with lost umbrellas and macs at the end of the day. 58 players were there to take part in the Wanstead Tournament, including some first timers. Winner was Jinhoon Yoon (6 dan Cambridge), a Korean language student here for a few months. He finished unbeaten ahead of Young Kim (5 dan London), David Ward (4 dan Cambridge) and Alan Thornton (2 dan St. Albans). Also winning 4 out of 4,

like Jin, was Patrick Donovan (9 kyu Eastbourne). Those who got prizes for 3 wins were Young Kim (5 dan London), Alan Thornton (2 dan St. Albans), Mike Cockburn (1 dan St. Albans), Charles Leedham-Green (1 dan Wanstead), Helen Harvey (1 kyu Chester), Matthew Selby (2 kyu Epsom), Steve Bailey (3 kyu West Surrey), Ron Bell (4 kyu Reading), Richard Mullens (5 kyu St. Albans), Erwin Bonsma (6 kyu Unattached), Jonathan Englefield (17 kyu High Wycombe). Also on 3 were London's Andy Marden (10 kyu) and Craig Young (11 kyu). A special prize was donated by Syd Noah so the worst dan player could drown his sorrows while watching an adult video, but the Honourable Book Seller had already gone.

Battle of Britain

Five 6-player teams attended the battle that is the autumn London International Teams match on 19th October. This was held at the Central London Go Club's home of the Crosse Keys public house in Gracechurch Street in the City. The Crosse Keys being a former banking hall, the wood-panelled office rooms at the back provided the playing area. A Mexican-style buffet and the guaranteed prizes were enjoyed by those who came. There were quite a few upsets with a 2 kyu beating a dan player and a 1 dan beating a 3 dan. But yet again the winners were Cambridge with 18 points, including on their side Jinhoon Yoon and David Ward who both won all 4 games. The highest graded players on 3 wins were Piers Shepperson, Jim Barty, John Fairbairn and Quentin Mills. The other teams scores were CLGC 16, Reading 10, Oriental 10 and Epsom 6.

We the Women

The Women's Go Teaching Weekend was held the same weekend at the London International Teams. The venue was the home of Sally Prime in North Hinskey near Oxford. Locals Harry Fearnley and Nick

Wedd were roped in as recorders, and British Champion Matthew Macfadyen was allowed to come and work too. The women were encouraged to bring food to share and floor space and beds were made available. Guest of honour again was Guo Juan, the Chinese professional from the Netherlands. Matthew played a demonstration game with her, that Natasha Regan got to comment on, and much of Guo's great wisdom was passed on. During the weekend the players were split in to two groups, the Idles and Workers, and encouraged to play for the Eva Wilson Memorial Go Ban. Winner of the Go ban was young Elly Culmer from Penzance, narrowly inching out Rasa Norinkeviciute from Eastbourne. With 16 women attending, from a large part of the country, the event seems set to continue, possibly next time in Cornwall.

Gone With the Wind

The morning of Sunday 27th October was noted for the clocks going back and for high winds that caused some trees to come down. In fact some Go players were seen clearing branches from the road in order to get there and 89 players did make it to Marlborough Town Hall to take part in the 33rd Wessex. The traditional four round format with lunch and high tea was repeated; a questionnaire was handed out asking about these features. Winner of the tournament, continuing his winning run, was Jinhoon Yoon (6 dan Cambridge), beating Young Kim in the last round. Winners of the other divisions were: 2 Tony Atkins (2 dan Bracknell), 3 Chris Scarff (1 dan Swindon), 4 Sai Young Park (1 kyu Epsom), 5 Ed Blockley (2 kyu Worcester), 6 Philippe Bourrez (4 kyu West Surrey), 7 Julian Davies (6 kyu Bristol), 8 Nicola Hurden (11 kyu Bracknell), 9 Paul Blockley (15 kyu Worcester). Only Jinhoon and Nicola won all 4 games and the following were squeezed out of division wins by the SOS tie break: John Hobson and Michael Charles (Division 2), Paul Barnard

and Eddie Smithers (Division 3), Matthew Selby (Division 5) and several in Divisions 6 and 9. Winner of the FG Cup for 13x13 was Paul Barnard (1 dan Swindon) and Bracknell's team Eeyore won the team prize for 60 percent.

Great Escape

The best event of the year according to many is the great escape up to the Yorkshire Dales for the Three Peaks Tournament. A record 66 players attended the tournament held as usual at the Marton Arms in Thornton-in-Lonsdale, on the weekend of 9th and 10th November. This large number is to be expected for such a good event, but the playing area was a bit crowded. As usual the event raised money for local charities in memory of Tim Hazelden and also as usual organiser Toby Manning led a Saturday morning walk, this time to the Norbury Boulders. Also as usual was the vast array of malts and fine selection of ales on offer in the Marton Arms. Winner of the tournament was Jinhoon Yoon (6 dan Cambridge) who remained unbeaten in UK events. Second was H.G. Choi (3 dan Durham) with 4 out of 5. Ceila Marshall (12 kyu Isle of Man) won all 5 games and the following won 4: Mike Cockburn (1 dan St. Albans), Clive Hendrie (1 dan Bracknell), Andrew Morris (1 kyu Lancaster), Robin Hobbes (3 kyu Manchester), Fred Holroyd (4 kyu Open University), Richard Moulds (4 kyu Manchester) and Stephen Streater (11 kyu Epsom).

The King and I

British Small Board was held at Whittlesford Memorial Hall, two train stops south of Cambridge, on 24th November. Initially hard to find, the hall provided a pleasant venue for the event, with the village green and play area opposite, and a change from the traditional venue of the sports hall in Milton. Good support for the Go was had from the locals and from the Thames Valley, 28 players attending this year. Also taking part



Jin Yoon – Small Board winner



William Brooks – Small Board Handicap winner with Paul Smith

Photos: AJAX

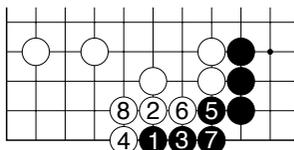
were more than 80 players in four divisions of the Junior Chess and Go Club's annual Chess event (won by local player Andrew Greet). Many of the children took the chance to learn or play some Go and club member Matthew Harris won the prize for Go playing and problem solving. The Small Board is held over 9 rounds, helped by the 09:45 start and 15 minute time limits. It is played on double elimination for the top players who then return to the handicap group. Winner of the British title was Jinhoon Yoon (6 dan Cambridge), he saw off all the top players with ease and beat David Ward a second time making him the runner up. Third were Mike Charles and Tony Atkins. Runaway winner in the handicap section was young William Brooks from Cambridge. He won his first 8 games including forcing Jin's first tournament loss in the UK after 24 straight wins. William finally lost a game to David Ward. Prizes for six wins went to Stephen Burgess (9 kyu Cambridge), Qian Yang Dong (3 kyu Milton Keynes), David Ward (4 dan Cambridge) and Steve Bailey (3 kyu West Surrey). Phil Hand (7 kyu Cambridge) won 5 and one jigo and so also got a prize.



Dave Ward v Jin Yoon

The concepts of sente (keeping the initiative) and its opposite, gote (not needing an answer) have been met in a previous article. They are required to play any endgame well.

Three common endgame positions will illustrate this. Diagram 1 is a case in which Black can play the monkey jump sequence shown. More about the monkey jump later on, but the point is that this operation is sente for Black.



□ 1

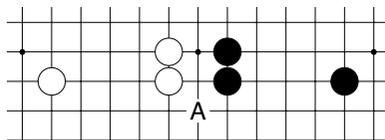
True, White could ignore the cutting point left after Black 7 and play away; but this is likely to prove expensive as we saw in the previous section. Played quite early on in the endgame this will be a gain of 8 points for Black without loss of the initiative. White can prevent the jump with a play at 1 in Diagram 2 (but as we will see later, the 'obvious' play shown here is a small mistake). Black will have little reason to answer it, so that White will give up the initiative, or, as we Go

players say, accept gote with a reverse sente play.

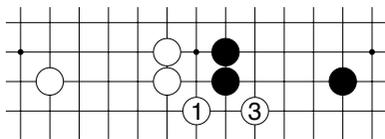
Diagram 3 shows a markedly different type of sente play. The position is entirely symmetrical, and whoever plays the point A will benefit greatly. That is because it makes a difference of 6 points in territory if answered (immediately to the left or right –

see Diagrams 14, 15 in the section on Endgame Counting), and a whole lot more if not and it is followed up with a jump as in Diagram 4. This part of the board is as 'hot' as, well, something very hot.

The diagonal play down to A is a double sente point – both players will be mad keen to get it very early on the endgame. Possession of it makes an absolute difference of 6 points in the scores. Normally I have to count the net value of my gote play in a relative way by subtracting the worth of the one my opponent plays



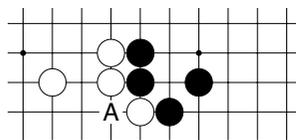
□ 3



□ 4

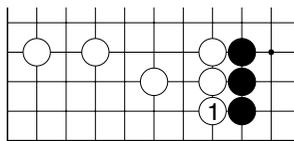
after it, and then looking at the value of the initiative when it comes back to me. But this play brings clear gain.

In Diagram 5 we see the double gote play, the 'meat-and-potatoes' of the endgame. Here A is worth 6 points to either player, but in gote.



□ 5

In summary there are four types of endgame play when you classify by what happens to the initiative. Diagrams 1 and 2 typify the sente and reverse sente move respectively, Diagram 3 is a classic double sente



□ 2

move and Diagram 4 an ordinary double gote move. The urgency of sente and double sente moves should be calibrated on a scale which is to do with how likely they are to get an answer, i.e. how threatening they are if ignored. Double gote moves are given a points value which, other things being equal, tells you which to play first. Reverse sente moves are to be played with an eye to the whole board situation, though there is a simple rule-of-thumb based on counting relative value which suggests they have an exchange rate of 2:1 with double gote moves.

The Four Types of Endgame Play

- Sente play: one player takes the local profit and moves on.
- Reverse sente play: player prevents a sente play at the cost of the initiative.
- Double gote play: either player will lose the initiative by playing out the area.
- Double sente play: either player can gain while retaining the initiative.

10 YEARS AGO

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Guy Fawkes Day 1992 saw Francis Roads win the Bournemouth Tournament, but he lost to John Smith at the Birmingham. Francis was one of the teachers at the West Surrey Teach-in. He was able to comment the following day on the British Championship game where Edmund Shaw beat Matthew Macfadyen, an event later immortalised in song. Stuart Barthropp won the Handicap Tournament for a third year in a row. Early in 1993, Furze Platt was won by Shun from Cambridge who beat Yuri Ledovskoi from the Ukraine.

In Europe, T.Mark Hall was second in the Lightning at the Brussels Tournament. Shen won Brussels, Zurich, the London Open Lightning and the London Open itself. Shutai Zhang was second in the last of these.

In Japan Alison Jones played in the Women's World Amateur in Yokohama. Matthew Macfadyen and Kirsty Healey played in the Pair Go Championships in Tokyo and were the third best-dressed pair. Also in Japan, the 8th International Computer Championship was won by Go Intellect ahead of Handtalk and Goliath.

China's Ma Xiaochun beat Japan's Kobayashi Koichi in the Meijin playoff match, giving China their first win in that event. Rin Kaiho stayed Tengen and Kato Tomoko was the Women's Honinbo.

IN THE DARK?

Timing Systems

Various timing systems have been used to limit thinking during games of Go. The simplest system is sudden death, often used in the orient or for rapid (lightning) games. Sudden death means that if a player is still making moves when his time expires, then he has lost. This can sometimes lead to unreasonable play by the player with the most time remaining, so usually some extra thinking time, called overtime or byoyomi, is used to allow the game to reach a natural end.

Tony Atkins

NAKADE AND ISHI-NO-SHITA ~

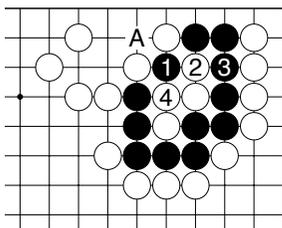
PART TEN: MAKING SQUARES AND DOGLEGS

Richard Hunter

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The previous article in this series ended with two problems. The first reviewed the idea of seeing under the stones.

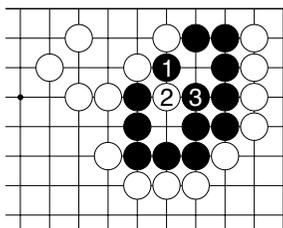
Diagram 1



1 What next?

Black 1 is the only move. It doesn't take long to realise that if White gets to play here, Black will have no chance of living. Black 1 is a double-threat move. If White makes a nakade shape in the middle, Black has the cut at A as a backup plan. White 2 at 4 makes it too easy for Black. White 2 builds a shape to sacrifice. If Black plays 3 at 4, then he'll find that the capture at A will only yield a false eye. After 3, White captures with 4, even though this leaves Black a snapback. What should Black do next?

Capturing the white dogleg with 1 in Diagram 1a doesn't make Black alive. White cuts at 2 and Black has to fight a ko. This is a shape we encountered in the

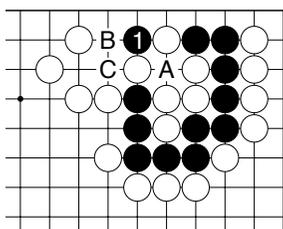


1a Ko

last article. If Black manages to read this out in advance, he can look for a better plan.

Capture in Sente

Instead of capturing the stones immediately with A in Diagram 1b, Black should cut at 1. This looks suicidal because White can simply capture it with B,



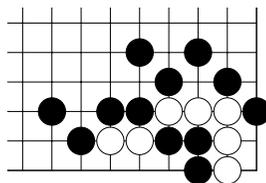
1b Correct

but it serves a very useful purpose. It makes Black's capture at A an atari on White, which prevents him from playing back inside the eye space. As a result, Black lives unconditionally. If White answers Black 1 by connecting at A, then Black C catches all the

stones. Playing 1 at C is no good: White replies at 1 not at A, so Black is back to the ko in Diagram 1a.

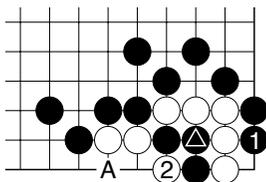
Capturing in sente is a concept we shall investigate further in the future.

Diagram 2: Black to play



2 Black to play

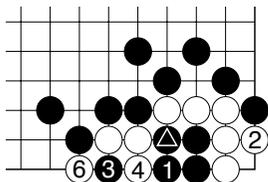
If Black plays 1 in Diagram 2a to break White's eye here, White captures three stones with 2.



2a Miai to live

Then, if Black plays nakade at the marked point, White makes a second eye on the side with A. If Black plays 3 at A, White makes two eyes by playing at the marked point. White can make an eye in gote with either 1 or A and capturing with 2 makes an eye in sente. So it looks as if White has miai for making life. Is there nothing Black can do?

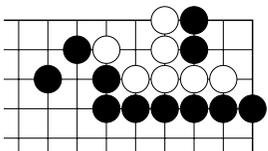
The solution is to increase the sacrifice with 1 in Diagram 2b. The square four is unique among eyes in not having a vital point; that is, capturing a square four does not make an eye



□ 2b Make a square 5 at Δ

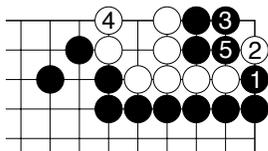
in sente, so 2 at 4 is no good. Next, if White makes an eye in the corner with 2, Black 3 heads towards an ishi-no-shita. White captures with 4, but Black cuts with 5 above 1. White can capture a stone with 6, but Black plays atari from the right with 7 at 1.

Diagram 3: Black to play



□ 3 Black to play

Black pushes with 1 in Diagram 3a. White blocks at 2 to maximise his eye space. If 2 at 5, Black 4

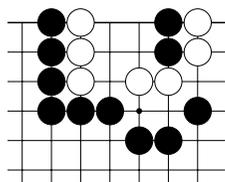


□ 3a Deadly square

kills the corner. Black 3 may be a surprising move, but it's the vital point. Next, making an eye with 4 is the best chance White has.

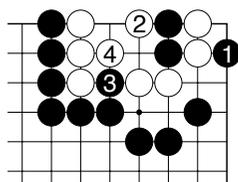
However, Black 5 makes a square four in the corner. If White captures this, Black cuts at 5, leaving White with no eye at all here. An important point here is that when White plays elsewhere, because the position is settled, Black must not capture the white stone in the corner. White will recapture with 2 and get a ko this time. If Black needs to take the white stones off the board, because his outside stones get cut, he should fill the liberties from the left side.

Diagram 4: Black to play

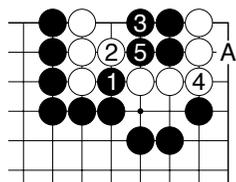


□ 4 Black to play

Black 1 in Diagram 4a makes the eye in the corner false, but White gets two eyes on the side.



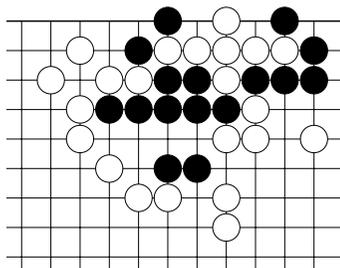
□ 4a No good



□ 4b Make a square

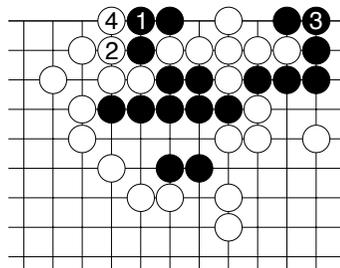
Black should push in at 1 in Diagram 4b and then play the empty-triangle move of 3. If White makes his eye in the corner with 4, Black makes a square four with 5. After that, it's just a simple case of ishi-no-shita. If 4 at 5, Black plays A.

Diagram 5: Black to play



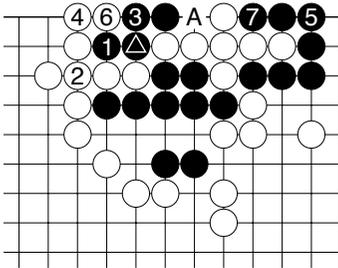
□ 5 Black to play

Connecting at 1 in Diagram 5a doesn't work. After 4, Black is captured and there's nothing tricky going on, so all the black stones die.



□ 5a Black dies

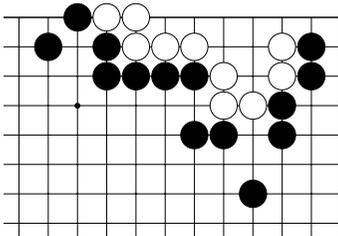
Black should play atari with 1 in Diagram 5b before connecting at 3.



5b Make a dogleg

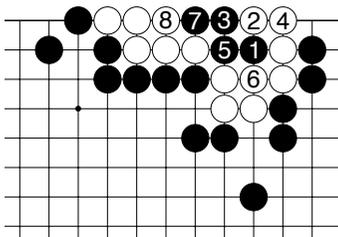
This doesn't increase Black's liberties and he still loses the capturing race, but what is important is the shape of the captured stones. After 7, White can capture the dogleg four by playing A, but Black cuts at the marked stone and captures the white stones.

Diagram 6: Black to play



6 Black to play

Black 1 in Diagram 6a is the vital point of White's eye space. This threatens to connect out at 4. If White answers with 2 at 4, then Black cuts at 5 and captures the stones on the left. White 2 is the strongest move.

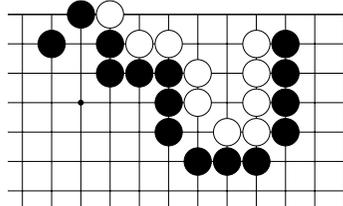


6a Killed by the dogleg 9 at 5

With 3 to 7, Black constructs a dogleg and kills White by ishi-no-shita. This is a classic problem from the Gengen Gokyo.

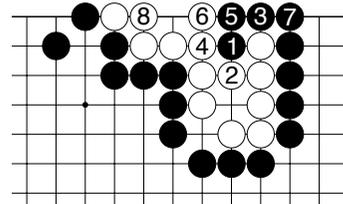
Diagram 7

This is a variation on the theme, also from the Gengen Gokyo. Black to play.



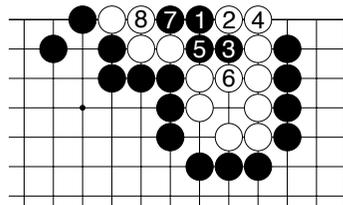
7 Black to play

This time Black 1 in Diagram 7a doesn't work. The white stones are arranged differently. White can make an eye with 2 and then force a second one on the side while allowing Black to connect out.



7a Wrong move order

In this position, Black should make a placement at 1 in Diagram 7b. White must fill a liberty with 2. If 2 at 4, Black cuts at 5. The end result is much the same as Diagram 6a, but it's essential to get the first move correct. Please check for yourself that this placement doesn't work in Diagram 6.

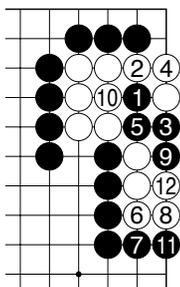


7b Correct 9 at 5

Now let's have a look at the answer to Problem 2 in the last journal. The sequence is 13 moves long, but it's a one-way street. With the help of the examples we have just looked at you should be able to read it out in your head.

Answer to Problem 2

Black 1 in Diagram 8 is the vital point. All the moves are inevitable; other moves merely simplify the position. White must block at 2 and connect at 4. With 6, White tries to expand his eye space, but after 12, Black cuts with 13 at 5.

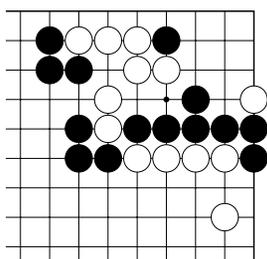


□ 8 13 at 5
Answer to Problem 2

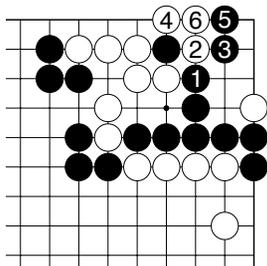
This is a bit like reading a ladder. Although the moves are not all ataris, no deviations are really worthwhile. The sense of satisfaction you get after correctly reading out a long sequence like this makes the hard work all worthwhile.

Diagram 9: Black to play

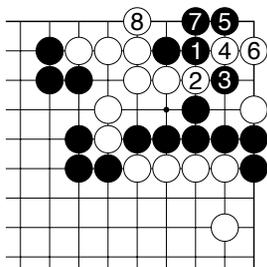
Black can live with 1 to 5 in Diagram 9a, but this lets White live too. Extending at



□ 9 Black to play

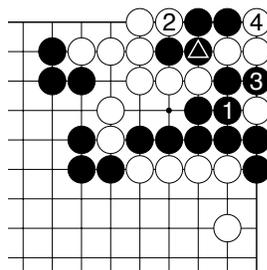


□ 9a Both live



□ 9b Make a dogleg

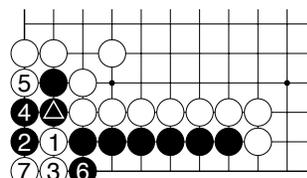
Black 1 in Diagram 9b kills White. White 4, cutting at the 2-2 point, creates a very common position. Which side should Black play atari? I hope you can see that 5 at 6 is hopeless. Black 5 and the connection at 7 make a dogleg. Next, Black plays approach moves at 1 and 3 in Diagram 9c. White captures with 4, but Black cuts at the



□ 9c White dies
5 at Δ

marked stone. This gives Black two eyes and limits White to one.

Diagram 10



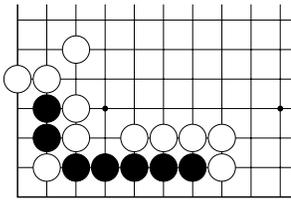
□ 10 Ian's problem
8 at Δ

Diagram 10 shows one of the problems that Ian Marsh discussed in BGI 123&124. He wondered whether the problem could be improved by reducing the number of black stones on the second line.

Diagram 11

Diagram 11 shows a problem from an old tsumego dictionary. This has only five stones on the second line and there's one open liberty to make it work. I'm not even going to give the answer here as it's very straightforward.

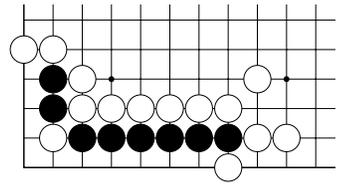
Similar, but a bit more difficult, is the position



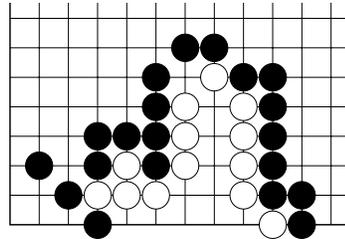
□ 11 Classic problem

shown in Problem 1, where Black has six stones on the second line, but there is a white hane and no open liberty. This is another classic problem from the Gengen Gokyo. Black to play. Moves 1-3 are the usual sequence, but then you have to start thinking.

As a review of this part, try Problem 2. Black to play. I'll discuss the answers to both these problems and some more related positions next time.



□ Problem 1 Black to play



□ Problem 2 Black to play



MORE TRAVELS

T Mark Hall

Attentive members (and those with a long memory) will recall that I used to travel abroad a lot for my job and I would occasionally write about Go Clubs I visited. Well my current work now gives me more opportunities to travel and I have just returned from a trip around Southern Africa.

While I was in South Africa, the South African Go Association was kind enough to arrange the South African Open in Johannesburg on a weekend when I could play. I managed to find that my hotel and the tournament address were close together on the map and actually thought that it was possibly within walking distance. When one of the Go players picked me up and we had been driving for 15 minutes, I realised that the scale on the map was rather deceptive.

The tournament organiser was Paul Edwards, who some of you may remember from a time he spent in the UK some years

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ago. The venue was at a sports club in Emmerentia in Johannesburg. There were two Chinese, 6 dan and 4 dan, and a number of South Africans, including some kids from Soweto, and yours truly. In the tournament, I lost to Victor Chow (known as RoseDuke on IGS) but kept a clean record against everyone else, so I came second overall. I did come first in the Veteran's section (McMahon score multiplied by age) and also won one of the spot prizes. These are awarded by drawing the round number and board number at random and the winner of the game played on that board wins a prize. It is a nice idea for encouraging people to stay on for the prize giving.

I was grateful for the hospitality of the South African Go Association and the players who went out of their way to give me lifts to and from the hotel. Not sure if I will be able to defend my title again next year, though.

BOOK REVIEW ~ HANDBOOK OF HANDICAP GO

Francis Roads

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As a teaching gimmick, I sometimes set up a nine-stone handicap and ask what is the one and only reasonable opening play for White. The answer I get is usually the knight's move attack on a corner stone. But whatever the answer, I reject it. White's only reasonable opening play is to say "I resign." Anything else is an overplay.

"But surely, if White attacks my corner, I need to defend it." Wrong. After White's first play, wherever it is, there is only one stone under attack, and it isn't black. "So what's the best way for a handicap player to attack white stones?"

That's what this book is about.

Middle-game techniques are much the same whatever the handicap. And it is in the middle game that the weaker player expects to lose ground; if this were not so, there would be no handicap. What this book teaches is to preserve the initial advantage of the handicap stones at least until the start of the middle game. And it does this by showing how to use the handicap stones for their proper purpose; attacking. This message jumps off nearly every page in the book.

There are seven main chapters, showing sample opening sequences in handicap games from nine down to three stones. They are rightly viewed from a whole board perspective.



Volume 4 of Nihon Ki-in's New Quick Study Series, translated from the Japanese by Robert J. Terry is published by Yutopian Enterprises.

"But the trouble is, I learn all those sequences, and then my opponent goes and plays something different." Well, no-one ever got strong at Go by learning sequences off by heart. Any White player worth her salt will be able to get you out of the book lines. No, these sample openings can only exemplify the principles which lie behind good handicap play.

And in my opinion they do it very effectively. I shudder to think that my handicap opponents are going to start playing this aggressively.

Any criticisms?

Well, nothing serious.

Yutopian use large clear

diagrams which actually look like a Go board, so that it is easy to relate them to actual play. And they often show the whole board, where another publication might show only a portion. This is all to the good, inasmuch as it reminds Black players to take the whole board into consideration at every move. But obviously greater brevity in the diagrams would enable more material to be included in the book's 237 pages.

This book does what it sets out to do, and to any player struggling to reduce their handicap it should prove worth buying. But if in your heart of hearts you really believe that the way to preserve the advantage of the handicap stones is to defend them strongly, then this book may not be for you. You had better cling to your belief. And your grade.

CHRISTMAS COMES EARLY IN JAPAN...

Martin Harvey

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When Helen and I were invited to represent the UK at the 13th. World Amateur Pair Go tournament in Tokyo, we were delighted but had slight reservations. We knew we'd have a great experience, but were concerned that we might fall flat on our faces – it turned out that there was only 1 other all-kyu pairing – the Swiss – and they were both 1 kyu!

So it seemed to us that Christmas had come early when, with a favourable first-round draw, we won our first game – against Indonesia. The seasonal theme – sadly but predictably – continued in the next 4 rounds: with 4 dollops of stuffing! But we were content to finish 28th. out of the 32 pairs

who represented 22 countries, with China beating Korea to finish in top place.

The tournament was lavishly & meticulously organised, as we had expected. As well as our 5 tournament matches, there was also a round of Friendship games, where professional players joined the pairs, who were in national costumes.

On the final day, we had a demonstration of internet playing via Pandanet (IGS). Then the closing lunch was held, and in addition to the lovely Japanese food, shields and presents were generously given to each player. The Japanese organiser and supreme Pair Go supporter Mrs. Taki thanked all the



At Himeji Castle

competitors for attending the tournament. All the pairs in turn gave brief news & views on the tournament and the state of Pair Go in their own countries. We and many other players then sauntered off to the Nihon Kin-in, where a large tournament was in full flow. Many books and other Go items were admired and/or bought.

After the tournament, Helen and I were fortunate to have enough holidays left to extend our stay to 16 days. This enabled us to do a lot of exploring around Japan. So, after the 4 nights in Tokyo, we spent another 4 in Kyoto. This allowed us also to visit the giant indoor Buddha at nearby Nara, and the imposing castle at Osaka. We found the fame of the Kyoto temples & shrines to be well-justified. The colours of the trees too were quite something.

Continuing our travels – again by the so-impressive bullet trains – we moved down to the southern island Kyushu for the next 4 nights, which we spent in ryokan (Japanese inns). First we went to Nagasaki, where we visited the peace park and did a day-trip to and up the sulphuric Mount Unzen, whose volcano erupted in 1991. Next we went to the huge Aso crater, and climbed up high enough to look down towards the smoking



Mount Aso itself. I must admit we failed to eat all the courses of the ryokan dinners despite our 10-mile hike, but we greatly enjoyed the experience, as we did their segregated communal hot baths.

We then returned to the main island Honshu, spending an afternoon at Hiroshima. After exploring the castle, we proceeded to its peace park and poignant A-bomb museum. Past troubles seemed in stark contrast to the ever-friendly Japanese that we met throughout our travels. Next stop was Kobe, where we took the cable car up for great views over the city, before a brief boat-trip around the harbour. The day was completed with a trip to nearby Himeji, to visit the best-preserved and most impressive of all the Japanese castles.

Our final shinkansen then sped us – while we wrote our remaining postcards – back to Tokyo for our last night. We celebrated a superb holiday in style at a local restaurant, sharing some more lovely food – not to mention 3 varieties of sake (!) – with Louise Bremner and Richard Hunter who'd again crossed town to join us.

We brought back 3 video tapes, nearly 500 photographs & many happy memories of the time we spent in Japan. The whole experience has encouraged us not only to improve our Pair Go, but also to continue the Japanese evening classes we started this autumn. We owe gratitude to the generous tournament sponsors, to the BGA annual tournament system which enabled our qualification, and to Tony Atkins for his information and encouragement.

At least we haven't set the next UK pair an impossible task to follow! Sayonara, Martin and Helen (Harvey).

DOUBLE EXTENSIONS PART 3

Charles Matthews

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What's your ambition in Go? Sadly, most people might express an honest answer in terms of their ultimate rank (and I wouldn't exclude myself, as far as that goes). Amateurs can't consistently sustain good play, so a personal best of some kind would be more appropriate. Playing with increased appreciation of some aspect of the game – now that will too often come in a poor third. It is of course a much better fit with being an amateur, than putting victories first; how many of us win the games where we play well, rather than those the opponent allows to us?

Over the years my choice of area to admire and approach respectfully has been light play. The Holy Grail, if you like rather dusty literary analogies.

A quest should be scenic. Mine has involved varied terrain: certainly shape and sabaki, respectively for me a book project of elephantine gestation and a time-expired domain name. Contact with the collected games of two players of enormous stature in Go Seigen and Hashimoto Utaro, for whom light play was a gateway to free-floating brilliance and fearless innovation. Studies of fuseki and ko in many articles as an expression of Go with an open texture – something I wrote about here a year ago – with the concept of light play as a talisman against the evil of shape-fixing play for its own sake. And certainly a constant companion in handicap games with White, where light play techniques are the most useful and interesting to practice.

I might even confess to some Tennysonian resonances, as in Idylls of the Kings and ambivalence about the feminine. That came about in the way of a felt need for 'permission' to play in an unqualified heavy manner. In the end advice of stronger players conveyed a clear message: you need to cut and cutting stones are heavy (not to be sacrificed, for strategic reasons) so sometimes you will need to be heavy.

What this has to do with double extensions will be explained. This article also sees me bowing out as a regular contributor to the BGJ, and hence the more-than-usually personalised intro. I have been writing extensively for web sites (gobase.org and senseis.xmp.net) and want to give them my full attention. Hope to see you all at the latter, Sensei's Library, which is a successful collaborative venture.

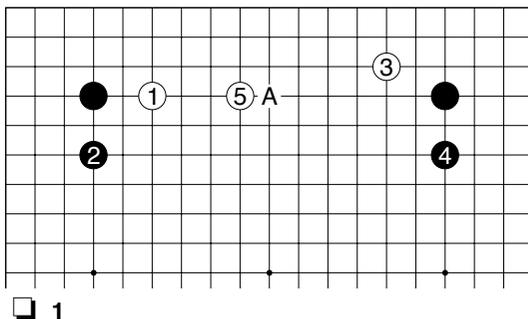
The theme for this article is double extensions comprising a two-space extension on the fourth line, plus a further and longer supporting extension...

For example, what about White 5 in Diagram 1 here? If you just play by eye, you might think it belongs at A. As shown in the diagram, this looks somewhat bias-cut.

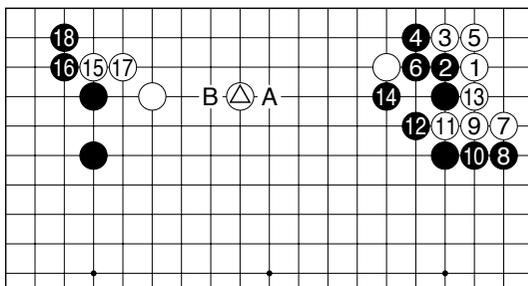
As so often, it all depends what you have in mind. Supposing White plans an early invasion of the right-hand corner, as in Diagram 2. Up to 14 White has lived, but Black's outside influence will have a major effect on the game. White's plan with 15 and 17 is stabilise. Would White prefer the marked stone moved to A? Move it there, and you can see a serious gap open up at B. So, no, we can take making this formation as a rational plan on White's part showing admirable foresight.

I mentioned Go Seigen, so let's have an example from him.

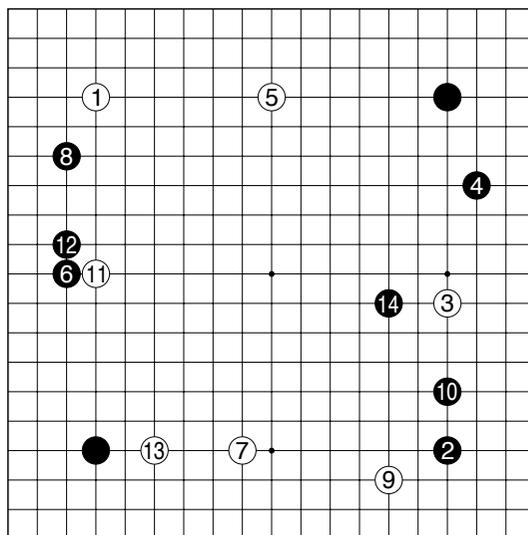
This was played in 1935, a two-stone handicap game with Suzuki Goro as Black. The fourth-line wedges 3 and 7 in Diagram 3 are off-centre, making this a spirited and original start. White 13 sets up a double extension and Black 14 leaves the lower left for a while, trusting to the now-solid 6-8-12 group to limit what White can do there.



□ 1

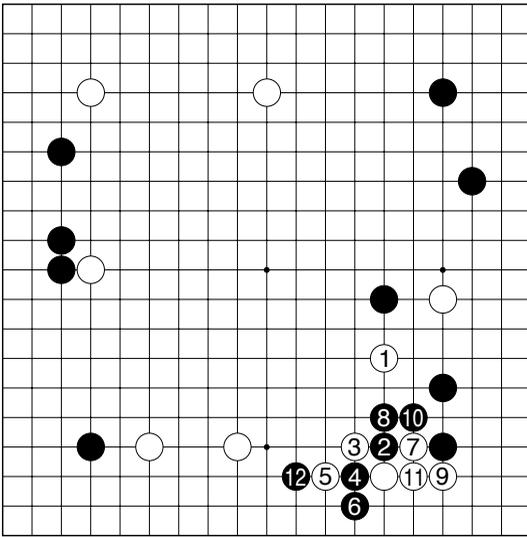


□ 2



□ 3

Go Seigen vs Suzuki Goro (2 stones)

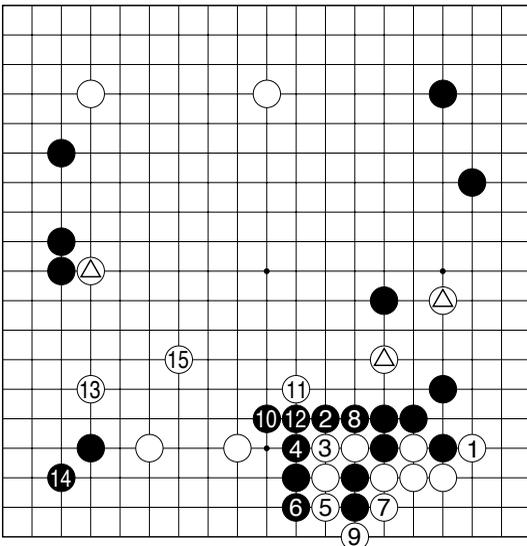


4

In Diagram 4 things start happening as White 1 there provokes Black. Up to 12 White must certainly spend time making life in the lower right corner.

Therefore the same question arises as with the deliberately simplified example of Diagram 1. What will White do with the group left to fend for itself on the lower side?

As the sequence unwinds itself in diagram 5, White's corner does become large. Black 10 of course expects White 11; it would be too restrained for Black to hold back with the solid connection at 12. The other hanging connection at 11 would give White a much more useful peep at 10, considering that White's task in the lower left is to avoid being thumped hard.



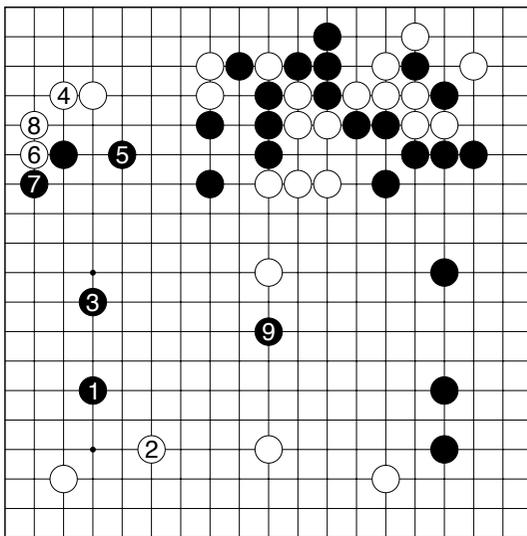
5

That White accomplishes with 13 and 15. White has achieved light shape: one for example can't say that White 13 is safe from being cut off, but its loss wouldn't have to be on a large scale or without all compensation. The resulting position shows the marked white stone on the left side as usefully placed, while the two marked stones on the right side are for sacrificing; but still have life enough in them to worry and obstruct Black.

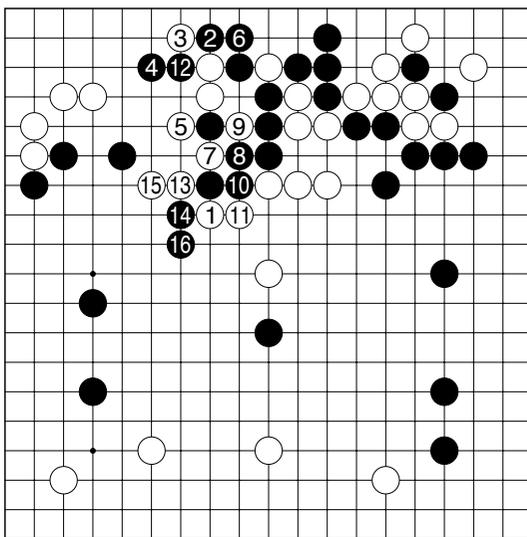
In Diagram 6 we have Kato Masao (Black) against Hashimoto Shoji played 03-10 in the 1982 Honinbo League. There is a running fight to be seen on the top side moving into the centre. With 1 and 3 Kato as Black wishes to tie up the left side into a framework which can benefit from this fight. In broad strategic terms Black is bidding for a middlegame position in which his weak group on the top side is settled early, while White's in the centre can be harassed for profit whichever way it turns. Hence Black 9. One should however issue the standard warning that attacking positions are not, at pro level, a guaranteed win.

In Diagram 7 we see Black hoping for immediate profit and safety at the top, while White resolutely gives up points to force a way into Black's framework on the left. I feel this is very instructive, as neither player is obeying orders – familiar enough in amateur games – yet the game doesn't look disordered, and that less usual here below the salt. White has a date with the weaknesses Black has left behind, but isn't neglecting the central group, either.

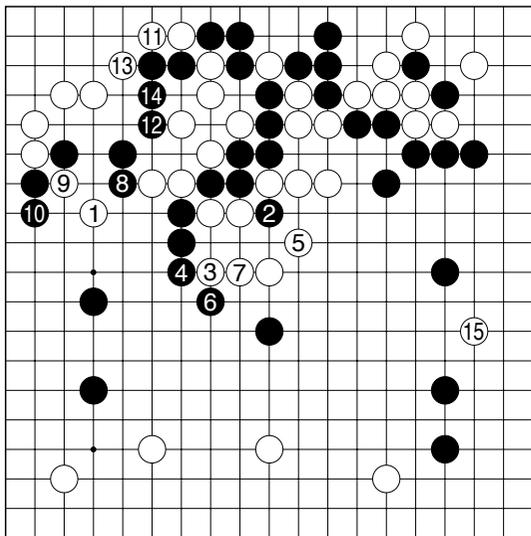
The fight on the left has a surprising resolution in Diagram 8. It is obvious why Black might want to cut at 8 once White has played 1; but much more obscure where this will lead the game. At White 11 Black forbids White the connection across, instead of



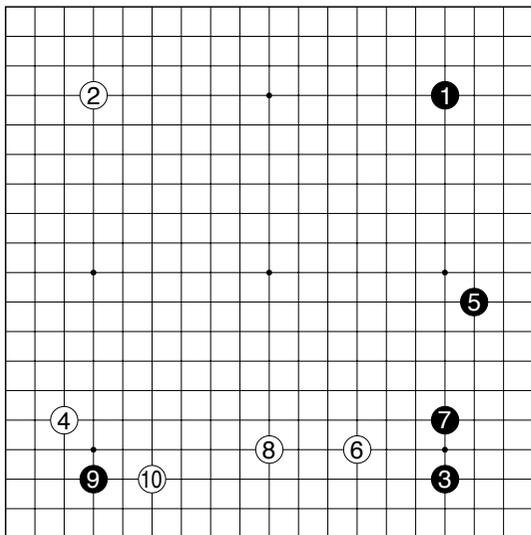
6 Hashimoto Shoji vs Kato Masao



7



□ 8



□ 9

Kato Tomoko vs Aoki Kikuyo

taking points on the top edge. This leaves White free to invade the right side at 15; at the not inconsiderable cost, 20 points if not more, of the group in the top left-centre. The accountability for this kind of complex exchange is tricky, to say the least. In Diagram 7 White had a fairly shapeless central group. Now it has an obvious eye; and there's another half-eye available after two atari plays. That's plus ten points, at least. Black's left-side framework is open on both sides now, so that not much territory need be counted there. That is, if Black takes action at the top end, White can slide in at the lower end. Further, the aji there is good for White, dangerous for Black.

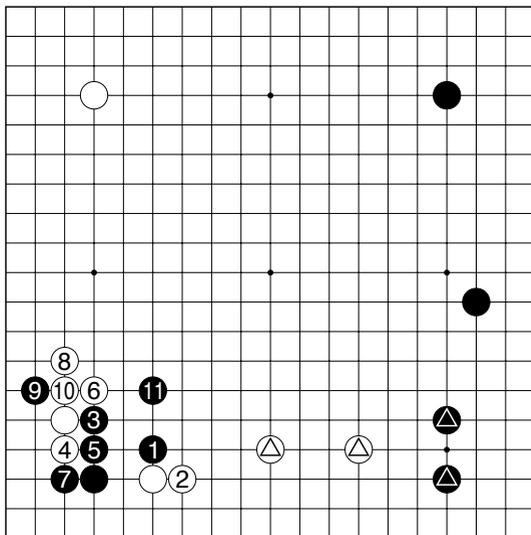
To all that one must add a strategic assessment. White's invasion on the right is balanced at the moment by Black's chance of invading the lower side, backed up by the central stones. Fair enough, but that would imply that Black really wants to end in sente on the right, or the whole game will go out of kilter. It never is quite that simple, though, in games of this quality. It isn't clear that White can secure the entire lower side with one more play. White did win.

My last example is a game Aoki Kikuyo 8 dan (Black) versus Kato Tomoko 4 dan, the 2000 Women's Saikyo Final. In Diagram 9 the opening sets Black's conventional Chinese pattern against White's double extension along the lower side. White 10 is entirely natural, having come this far.

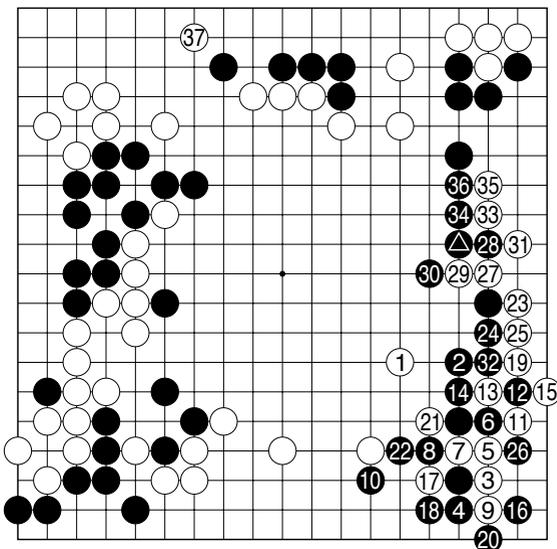
Black naturally should avoid being shut into the lower left corner. Moving out into the centre in good shape does require making exchanges that strengthen White, though. At the end of Diagram 10 the marked white and black stones are facing off in the lower right; there is considerable tension in the confrontation and it may not be laid to rest by endgame plays (compare game 1 of the 2000 British Championship). The rest of the board also cries out for attention.

Much later in the game Black apparently enclosed the right side with the marked stone; whereupon a vicious tussle broke out after White 3. Black could of course have limited the damage to a small loss in the lower right corner; but if that's not adequate to win the game you won't see a pro play so timidly. The assumption that the opponent will make a later mistake isn't a foundation for strategy. White in fact takes sente to enclose territory in the upper left. Black has meanwhile developed great power in the lower right. How light is White's lower-side group, in the face of all that? By this stage of the game that has become a matter of attack-and-defence, not just limiting territorial loss.

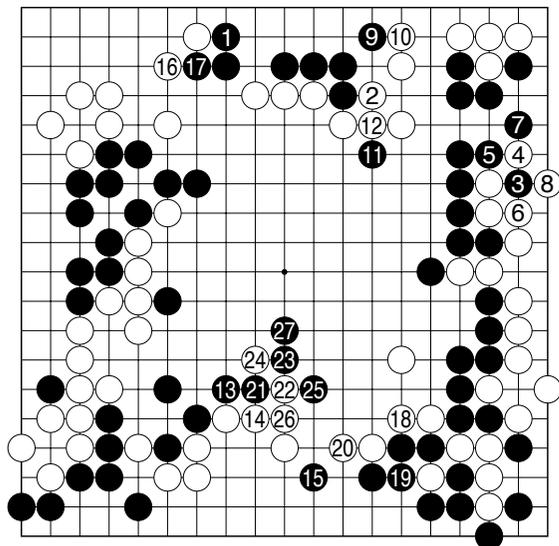
After preliminaries, Black's attack finally comes with 13 in Diagram 12. Black certainly takes profit from this attack, both on the lower side and in the centre. It remains unclear, too, where exactly White's group has its eyes, although it is hardly



□ 10



□ 11

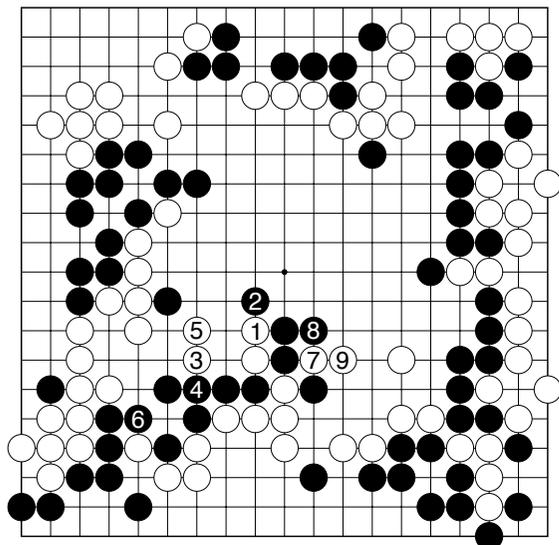


12

likely to die. With 27 we see Black being wary of the solid connection to the right of 23, given that White can cut over to the left and has strength there.

In Diagram 13 White sorts out the remaining questions hanging over the lower side group. At which point the endgame begins, with further fighting in the centre looking to limited objectives. The game proved close but White won by a small margin.

In this game White's formation proved resilient under stress. Here's wishing everyone the same good management, in life as on the Go board.



13

IN THE DARK?

Reusable Minute

The main system used in professional title games is reusable minute (also known confusingly as byoyomi). It has only been used once in UK tournaments (at the Three Counties). The player is allowed to think longer than a fixed length of time a certain number of times. For example, being allowed to think 10 times longer than a minute. The time recorder often displays the number of times remaining using numbered flip cards.

Tony Atkins

A BAGATELLE LADDER

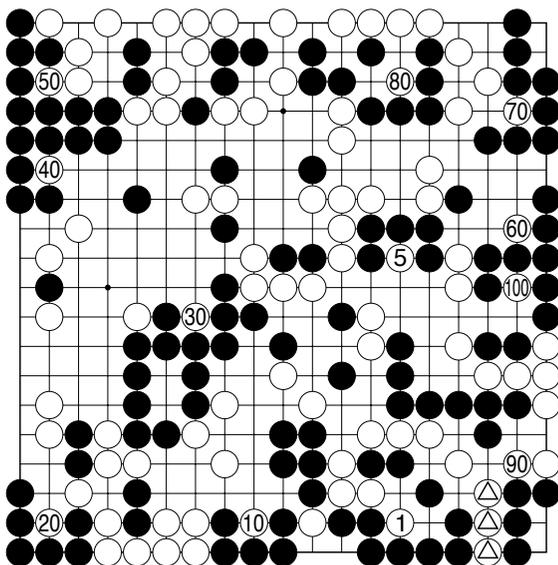
Ian Marsh

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Black to ladder the three stones in the bottom right corner, marked Δ , into each of the numbered white stones in turn. The last move should, of course, be Black capturing the White stones. The more complicated the ladder the higher you score.

Stronger players may wish to see how far they can read out the ladders. Weaker players should try playing out the ladders on the board.

The answers appear on page 29.



A Bagatelle Ladder

IN THE DARK?

Canadian Overtime

Invented in Canada, this system was discovered by the BGA at the US Open in 1989. After main time players have to play a certain number of stones within a fixed period. Typical conditions are 20 stones in 5 minutes or 30 stones in 5 minutes. Subsequent periods may be the same or more stringent. The number of stones played is checked by counting out the required number of stones at the start of the overtime period and covering the bowl. If the stones are played before the period expires, the clock is immediately reset and the stones are counted out for the next period. If stones remain when the period expires, the player has lost.

Tony Atkins

LETTER TO THE EDITOR

Dear Editor,

It occurs to me, as I glance through the latest BGI and see yet another photograph of Francis Roads sitting at a Go board, that these pictures are published solely to provide him with an alibi for the times when he alleges he's at yet another tournament. Hmm. Best wishes to you all!

Judith, aka Mrs Francis Roads

From the editor:

Note there are **NO** pictures of your husband in *this* edition!

GO AS COMMUNICATION BY YASUDA YASUTOSHI 9-DAN

Review by Simon Goss

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It is often said that people are losing heart nowadays. Am I the only one who feels that people, children and adults alike, look tired? I wanted to do something to help this situation, and a number of years ago I embarked on a plan of popularizing Go in the hope that I, as a professional Go player, could do something to help change society.

So writes Yasuda Yasutoshi 9-dan in the preface to his book *Go As Communication*, just published by Slate & Shell. Yasuda's attention had been caught by a news report of the suicide of a bullied school child, and he had become

...obsessed by the notion that I had to do something about the social problem in addition to simply popularizing Go.

The first part of this short (less than 70 pages) book is subtitled *The Impact Of Playing Go*. It tells about Yasuda's visits to kindergartens, schools, homes for the mentally disabled, day care centres for the elderly and a school for the deaf. But most of all it tells about the people he has met there. Almost all those he writes about have some kind of difficulty communicating with others. Many are, to a greater or lesser extent, socially excluded as a result. The impact referred to in the subtitle is the improvement of their ability to communicate and the consequent reduction in their sense of isolation.

Part two of the book is subtitled *How to Create a Go Program* and gives advice on how to teach Go to children of different ages in large groups, and how to teach it in the other kinds of institution he has visited.

Part three is subtitled *The Program Expands Around the World* and gives a brief account of similar work that has been done in the Netherlands, Romania, the Czech Republic, Poland, Hungary and the USA.

Yasuda is well known as the inventor of Capture Go, and his book says a lot about this. What he says came as a bit of a surprise to me at first. I had always been led to believe that Yasuda's main aim was to popularize Go, and that beginning with Capture Go was basically a technique to lead people to it gently. The expectation, it was alleged, was that the keen ones would then go home and learn the full game from their families, while the others would drop out.

IN THE DARK?

Byoyomi or Countdown

Byoyomi (Japanese for 'seconds reading') or countdown is the system that was in wide use in the UK before the 1990s. After main time is used up, players are then allowed a fixed time for each subsequent move. Typically 10 or 15 seconds are allowed, but as much as 1 minute or as little as 5 seconds are used. 5 seconds was especially common at the end of the 1980s after protracted games became less tolerated. The system involved finding a person with a watch to act as timekeeper. It was often hard to find a timekeeper, as it was sometimes a tedious chore.

Tony Atkins

Nothing could be further from the truth. “Popularising Go” is a phrase that is used occasionally in the book, but it isn’t the objective. Yasuda states his objective in terms such as “help change society” and “do something about the social problem”. He teaches Capture Go as a game in its own right. He recognises that a few people will move on to regular Go, but doesn’t get excited about it. If most people stick with Capture Go and enjoy it, that’s fine with him. Indeed, he explains that some of the mentally handicapped people he meets will probably never understand even the capture rule, but will anyway enjoy and benefit from the even simpler game of just placing Go stones on intersections, and that’s just fine too.

Will this book do anything for you? Well, if you want to improve at tesuji or joseki, definitely not. It contains a basic explanation of the capture rule, but if you’re any stonger than 36-kyu it will teach you nothing at all about the game. If you want to teach Go to bright people who are able and willing to give you ten minutes of their attention, it may not help you much either. If you want to teach Go to large groups of people with low or mixed abilities and/or motivation, then it will certainly give you food for thought and may even help you.

But the people I’d really like to see reading this book aren’t Go players at all, but school teachers and care workers. If you can think of a person like that to whom you could give a copy of this book, I think you’d be doing them, and Go, a huge service.



Dominique Fournier

NOTES OF A TOURNAMENT NEWBIE

Jenny Radcliffe

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When Paul Callaghan e-mailed the Durham Go players to ask if anyone was interested in going to the Three Peaks Tournament, my initial reaction was a regretful “not a chance”. Barring this term’s batch of beginners, I’m Durham’s weakest player by far and I assumed tournaments were for much stronger players.

I wistfully said as much to my boyfriend Edwin. He said he’d been doing some looking and actually, there were usually people around my strength (which he estimated to be around 16 kyu) and sometimes people very much weaker. Then Paul told Edwin that the Marton Arms, where the Three Peaks is held, serves 15 Real Ales and 200 malt whiskies, and obviously no further discussion was required!

Durham was able to send a small delegation; as well as Paul, Edwin and I, our strongest players Hu (2 dan, from China), and Choi (4 dan, from Korea) came along to a Marton Arms crowded with Go players; there were 66 present, compared to 2001, where there had been 58, and which had been the largest to date.

I first played a 16 kyu player called Jonathan Englefield. Jonathan was the youngest player present; I guessed (and later confirmed) that he was 14, and he had played at tournaments before. When he gave me a good thrashing I thought about feeling humiliated but decided it was too much like hard work; I hadn’t expected to win any games anyway, and it had been an interesting game. I hadn’t played an even game in about 3 months, in any case! Since it had also been an embarrassingly short game, we went off to the bar for a Coke and left the serious players to the silence. Jonathan was extremely friendly and we whiled away a pleasant hour discussing the merits of Douglas Adams and Sid

Meier’s *Civilisation* games – we watched with awe as other players replayed and analysed their games, since neither of us felt remotely up to trying!

My next opponent was Simon Schaffer, and since he rates at around 25 kyu I had to give him a 9-stone handicap. Although I’ve played against a lot of beginners at that sort of handicap, I hadn’t previously done so on a 19x19 board, and I was petrified. Simon, however, hasn’t had the practice he needs, and I realised that I was making an easy win. It may be that what I did next wasn’t ‘cricket’, I’m not sure, but I do know that it was morally right. While at no point did I tell Simon where to play or turn it into a teaching game, I did give him the same bits of advice as I’d give some of the stronger



Photos: Jenny Radcliffe

Choi



Jin Yoon, who won the Three Peaks

beginners in Durham – odds and ends like ‘don’t forget to ask yourself whether any of your stones are in danger’ or even ‘there’s somewhere on the board where you can take advantage of a weakness I’ve left’. Simon’s time ran out and he started in byoyomi as we were playing the endgame. I didn’t want Simon to lose on time, which he was about to do, so I suggested that since he was in a rush *and* had sente, he could pass if he didn’t know where to play, and then follow my lead.

I won by about 140 points, I think. Did I do the wrong thing? Should I have stayed silent? I think Simon learnt more from what I did, and since the outcome wasn’t affected nor indeed particularly important, I think I was right to provide advice. If someone was beating me that thoroughly, I think I’d be glad of the advice even in a formal setting.

My third game was against Al Nixon of Chester, ranked at 20 kyu but I think he’s a good few stones stronger than that. He beat me with a fair margin on a 5 stone handicap, and I’m confident I was playing reasonably well that game. It was certainly an interesting challenge. The next morning I found that

I was playing Stephen Streater, an 11 kyu player who by weird coincidence – we had found on Saturday evening – knew a number of people who’d been at my Durham college. Although I was soundly beaten, this was the game I enjoyed most, I think. It was the most challenging and interesting game of the weekend for me, although Stephen’s taste for ko fights stretched me to the limits. I’ve learnt to *find* ko threats, but I’m not very good at judging the size of them. That lost me at least one of the three fights that Stephen picked.

After that, my final game was a bit of an anti-climax. I was playing Celia Marshall (another odd coincidence – her elder son is at Durham and I’ve known him for a couple of years). Losing that game irritated me because I knew it was foolish and I made avoidable mistakes which I could have foreseen – in fact, I had foreseen one of them but misjudged the size of it – which lost me a game I think I should have won. Even a moron connects against a peep, but I didn’t.

The prize-giving was no surprise to anyone when the gorgeous trophy was awarded to Jin Yoon, a 6 dan Korean player whose registration for the contest had caused several players to forget their ambitions for the tournament. Durham’s Choi was delighted, though, to be awarded a prize for the four games he’d won – and the letter rack made of Yorkshire slate certainly delighted him. He’s still talking about it!

I don’t know when I last enjoyed a weekend more. I know people told me that the Three Peaks is a particularly friendly tournament (and as such it must be an excellent place to start), but I was so inspired by it that you needn’t be surprised to see me again at others, even if I they *are* less welcoming.

Jenny Radcliffe is 23, RA in Education at the University of Durham, and Publicity Officer of the Durham University Graduate Society Go Club.

BOOK REVIEWS ~

1001 LIFE AND DEATH PROBLEMS BY RICHARD BOZULICH

501 OPENING PROBLEMS BY RICHARD BOZULICH & ROB VAN ZEIJST

Matthew Macfadyen

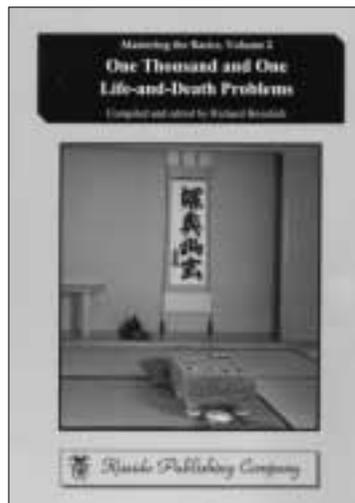
matthew@jklmn.demon.co.uk

These two volumes describe themselves as parts of a 'Mastering the Basics' series, both are aimed at single figure kyu grades.

The Life and death collection is on a similar level to the fourth of the 'Graded Problems for Beginners' books, with nothing desperately arcane, but a good selection of the sort of problems which actually come up in games. Part of the traditional training regime for would be professionals is to get hold of a collection of such books and work through them as fast as possible, trying to train your eye to do the essential tactical reading without having to think. This book is well worth getting for that purpose just because it contains far more problems than anything else in English. A good afternoon's workout for a 5 dan, a challenging bedside book for 6 months of study at 15 kyu.

The Openings book is something newer, and I am not aware of anything comparable in English.

The problems are collected by Richard Bozulich from various Japanese sources. The text has been written specially for this edition by Rob van Zeijst. Each problem is a whole board position in the late opening stage – mostly 30 – 50 stones on the board – and comes with a slogan by way of a hint.



I am not absolutely convinced by the exclamation marks, but if you find your opponent standing to attention and shouting 'Expand your territory while attacking your opponent!' half way through a game you can be pretty sure they have been studying this book.

Guo Juan asserted during the recent Ladies' weekend that the main reason european players get stuck around shodan is a lack of attention to basics, and this book should equip such players (as well as those who are still hoping to reach shodan without necessarily getting stuck there) with the essential wisdom required to play reasonably in the early middlegame.

If you are stuck at a grade below professional level and modest enough to take some simple advice, then this book can teach you something useful.

Both books are published by Kiseido, 2002

A BAGATELLE LADDER ~ ANSWERS

Ian Marsh

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Answer Diagram 1

5 and 6 exchanged for ladder to score 1.

9 and 10 exchanged, 11 at 12 for ladder to score 5 – remember not to atarti yourself on the way in.

13 and 15 can be reversed.

19 and 20 exchanged for ladder to score 10.

25 and 26 exchanged for ladder to score 20.

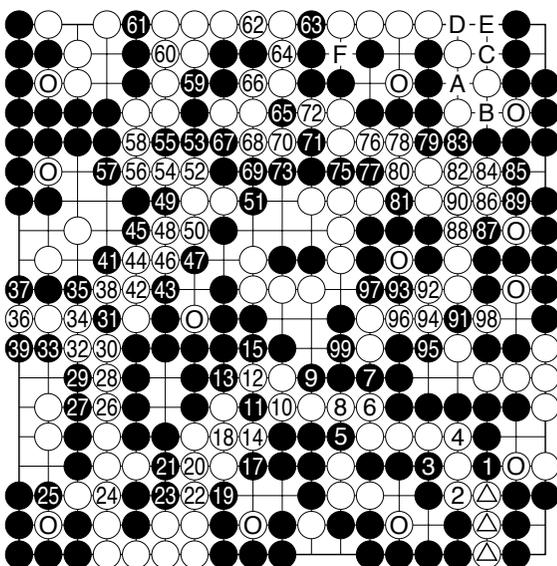
43 and 44 exchanged for ladder to score 30.

57 and 58 exchanged for ladder to score 40.

61 and 62 exchanged, 63 takes the 2 – 1 point, for ladder to score 50.

83 and 84 exchanged for ladder to score 70 by Black A, White B, Black C or score 80 by Black B, White A, Black D, White E, Black C, White D, Black F.

85 and 86 exchanged for ladder to score 60. 90 fills captured stone



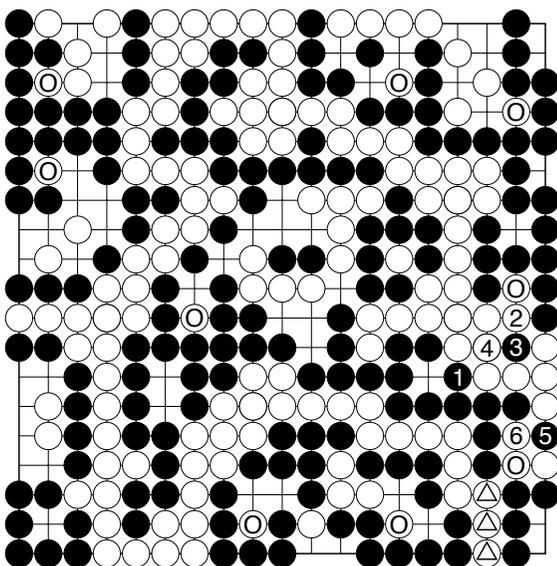
1 16 @ 11, 40 @ 31, 74 @ 65, 100 @ 91

Answer Diagram 2

1 and 2 exchanged for ladder to score 90.

3 throws in below 2 and 4 captures 3.

3 and 4 can be reversed.



2 7 @ 5

A MILESTONE FROM FAR ABROAD

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Let us examine a milestone of the English Go literature, coming from far abroad: Count Daniele Pecorini and Tong Shu *The Game of Wei-Chi. With a Foreword by H.A. Giles*. London, New York, Toronto: Longmans, Green and Co., 1929, 155 pp. More than once it has been observed that this book contains the most detailed English description of Go, its history and literature, if considered from the Chinese point of view – which as far as we know corresponds to its country of origin. It also contains a reprint of: *Wei-chi, or the Chinese Game of War*, by Herbert Giles; namely, the first description of the game that ever allowed it to be played by European readers, originally published in Temple Bar in 1877.

Continuing interest in this book derives from the fact that its Chinese approach is far less common with respect to depending on Japanese sources. It may thus not be surprising that it has been recently reprinted at least three times – Singapore: Graham Brash, 1991, 155 pp. ISBN 9971-49-259-8. The same, 1994. ISBN 981-218-015-X, on a somewhat thinner paper. and, finally Torrance, CA: Heian International Inc., 1999. ISBN 0-89346-922-X. First American Edition, still printed in Singapore. Before publishing its own edition, Heian International had officially distributed the Singapore editions within the USA since about 1993.

Theo van Ees had already reviewed this work as early as in 1979, but he did it in Dutch, for the Go journal of his country, and unfortunately found few readers abroad. With the appearance of the recent reprints, the book became better known in the Go environment and several experts could comment on it. For a more available review, readers can search issue 103 of this

Journal, Summer 1996. On page 19, Harry Fearnley summarises its contents and highlights the special merits connected with the Chinese origin, the historical parts, the peculiar terminology, the old kind of rules that can be preferred by mathematicians, and so on. My aim now is not of repeating comments on this book, but to provide some new information on editions in other languages, and on its authors.

Pecorini also wrote a novel, *Japanese Maple*, which contains much autobiographical material. It was first published in 1935 by Geoffrey Bles, in London, while the original Italian book, *Foglia d'acero*, was only published in 1937, after the author's death. This novel gives some insight into the situation in the Orient, and especially in Korea, during the years of the Russian-Japanese war. About the author I could extract from this book, and from the introduction to its Italian edition, some biographical information (Stone Age 21, 1997, pp.5-8) summarised below. In 2001, the Italian text has been published again in Palermo by Sellerio, edited and co-authored by Luisa Adorno, who affirms to belong to the same family, even if by somewhat indirect links. She has reduced the original text to about one half, updated its language, inserted a lot of personal comments and a little further information on the author and his relatives.

Daniele Pecorini was born in Padua in 1872 and certainly belonged to the noble Italian family of Pecorini Manzoni, still present with its Southern branch in Catanzaro; whether he really deserved the title of Count is however doubtful. He studied law in Padua University. Soon after graduating, he rode his bicycle through Europe – apparently, a pioneer in this respect too. In London he saw the procla-

mation of a competitive examination for officers of the Imperial maritime customs. He took part with success and entered the service as British Commissioner of Customs in China. In 1897 he was assigned to Shanghai, then went to Peking better to study Chinese and was selected as the officer to be sent for civil service in Korea. His service there first took place in Seoul and later on in Chemelpo, where he stayed for several years. After the Japanese occupation of Korea, Pecorini continued his service in Shanghai, until 1910. Then he retired from the British service and came back to Italy. In Rome he was nominated to the post of consul for China. At the same time he entered the business environment and cared for ordering his Oriental collections and memories. The last years of his life he then spent in his native region, at Bassano del Grappa, where he died in 1936.

Providing information on Daniele Pecorini has not been easy, but doing it for Shu Tong is much less so. The only written information on this co-author that one finds in all of the Italian and English editions is simply the indication Chinese Diplomatic Service, printed under his name in the front page of the London 1929 book.

Since Pecorini was in charge as Chinese Consul in Rome, it is easy to imagine that both authors were for some time working together for the Chinese diplomatic service there. It is also easy to imagine that Shu could teach the game to Pecorini and some other Roman beginners, thus justifying the publication of the book, to be sold together with Go sets. Better however is if imagination can be supported by documents.

Some progress has actually been made thanks to the kind and valuable assistance of Guoru Ding, who found further information on the basis of a Chinese dictionary (Zhao Zhiyun, Xu Wanyun *Weiqi Cidian*, Shanghai: Shanghai Cishu Chubanshe, 1989).

We have first to complete the name of this Chinese author. His family name of Shu should now be better written as Xu. His first name, unmentioned in the translations, was Quji. His other name was actually formed by two Chinese characters, Tong Fu, out of which only the first was considered in the known editions.

From the same description it is evident that Xu had been the real author of the book. Several drafts he had written in China already in 1921, but his work remained unfinished. In 1924 he arrived in Rome, where he found with Pecorini the encouragement and the assistance needed for completing and publishing his work. Parts of his previous texts on the subject he could receive from China, other parts were compiled in Rome, checked and translated together with Pecorini.

First the book was translated into Italian and published, probably in 1927: Shu T., Pecorini D. *Il wei-ci o giuoco della guerra: Il più antico e affascinante giuoco Cinese per la prima volta introdotto in Italia*, Roma: s.n., [1927], 201 pp. It was privately printed and offered for sale – as indicated in the book – in the main bookstores of Rome and at Pecorini's house, together with a rather expensive Go set. This Italian book is extremely scarce (only a few years ago, thanks to Alberto Rezza, Go experts became acquainted with a copy existing in a Roman public library) and no specimens are known of the game sets offered with it. In the Italian version, in addition to the contents known from the English edition, we find a priced list with several Chinese books on the game, suitable for advanced players, and the indication of a bookshop in Shanghai where they could be ordered.

The Chinese manuscript was also translated into French and English, and eventually published in its original version. Indeed, when Xu came back to his country, he could publish his Chinese book too:

Weiqi Rumen, Shanghai: Shanghai Wenming Shuju, 1929. Of course, a book of this kind, especially addressed to beginners, cannot represent a milestone in the rich Chinese literature on the game. Seemingly, the main reason for its publishing in China was the fact that it had already found a way to the press in Europe. Nothing is known of the French version, which at most could enjoy a very small circulation, if any, in its typewritten form. Of course, the English version has been the most successful of them all, as recalled above. The original 1929 edition was produced in full cloth with cover, by a known London publishing house that had branches in the USA and Canada. We have already seen that this book had a foreword

by Herbert Giles, whose first description of the game was also reproduced at the end of the book. But the London edition was not only linked to the past – it had some influence on future events too. Together with the publication of the book, some activity was performed to spread the game in London. Even if witness about this is now hard to find, it induced some beginners to further apply and study the game. As a consequence (maybe, in a rather indirect way), in the 1930s a small group of players was established in London, under the leadership of John Barrs. This Go group was then dissolved, but after WW2 John Barrs himself, together with a few other players, founded nothing less than the BGA.

IN THE DARK?

Chess Clocks

Chess clocks can be used to time Go and other games. They are usually wooden or plastic bodied and traditionally come from East Germany and Russia. Two mechanical clocks are linked by a rocker system that only allows one clock to operate at a time. Players press a button on top to start their opponent's clock (and stop their own). A red indicator (called the flag) rises on the clock face when the minute hand approaches the 12 and falls on the hour. This could indicate the end of main time and so, for an allowance of 40 minutes, the minute hand is set to 20 past at the start. They can be used for overtime, but a watch is needed for byoyomi systems.

Tony Atkins

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COUNCIL HOUSE

Tim Hunt

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Musical Chairs

Paul Smith is the new BGA Youth Development officer. This is a new post, which replaces the previous Youth coordinator role. There are now three officers in the general area of 'youth Go', Paul, Peter Wendes, the Schools' Liaison officer, and Alison Bexfield, the Youth Newsletter editor. The intention is that they will work independently, but in cooperation, so we felt that having a youth coordinator was no longer appropriate. Any coordination that is required will be provided by the BGA council.

Paul (a past Youth Coordinator) has a number of projects in mind: he is writing a set of youth-friendly rules, to be included with BGA books 13x13 Go sets; he hopes to start a regional youth Go league, inspired by a similar and highly successful Chess event; and there are plans for a Go server aimed at junior players. Some of these plans are quite ambitious, which means that they are not guaranteed to succeed, but they are certainly worth trying. We hope that everyone will provide Paul with help and encouragement where they can. Paul is also responsible for ensuring that the youth championships happen, and supporting people who run, or who are thinking of starting, youth Go clubs.

Jackie Chai has had to stand down from the BGA council. We would like to thank her for the work she did as a council member. In her place we have co-opted Anna Griffiths, 7 kyu who is currently studying computer speech at Cambridge.

David Ward has been appointed as the BGA analysis service. If you send him your game records, he will return them with useful comments attached. David was slightly disappointed that in his first few months as analyst, no one sent him any games to review. Why not send him one of your

games to cheer him up? David would prefer to comment on kyu player's games, and would prefer to be sent games by e-mail. However a game sent through the post is much preferable to nothing at all. The previous analyst, Des Cann, had to step down because he was too busy with other things. We want to thank him for all the analytical assistance he provided to members.

Harry Fearnley will cease to be the archivist. Fortunately, he expressed the desire to stop just as Les Bock became interested in taking over. Les will collect the archive from Harry at the Oxford Go tournament in February. Harry produced a detailed catalogue of the archive, which was sorely needed, and made a start of the vexed question of what exactly

IN THE DARK?

Milton Keynes Overtime

A modification to Canadian Overtime that was first used at Milton Keynes in 1989. The requirement is to play at least the specified number of stones within the overtime period. When the number of stones specified has been played, extra stones may be played from the bowl until the period expires; at that point the clock is reset and the next set of stones is counted out. Both Canadian and Milton Keynes are in common use in the UK. With the latter it may not be clear to a referee whether a player has lost or not at the end of a period, but it has the advantage of avoiding some heart-stopping last stone cliff-hangers.

Tony Atkins

the archive should contain and what should be disposed of. Many thanks to him.

Finally, I am going to stop being the Championships' Organiser after this year's Challenger's tournament, but we don't yet know who is going to replace me. The job involves running the Candidates', Challenger's and Title Match, or delegating them to someone else. I found it an enjoyable job, but I will have been doing it for three years and it is time for a change.

Also, it is one thing too many on top of being Secretary and Tournament Coordinator. If you are interested in taking over, we would love to hear from you.

I think that in an organisation like the BGA, you need some organisers who have been around for a long time and who can provide continuity and experience, but you also need

a steady stream of new people coming in with fresh ideas, or just a slightly different outlook. I think we are managing to achieve that at the moment.

Public liability insurance

The BGA now has public liability insurance covering all Go events (tournaments and teaching days) in the UK (including the Isle of Man). Increasingly, venues have required the hirer to have public liability insurance as a condition of hire, and it is much more cost effective to arrange this centrally. Also, all the people running Go events around the country are making a valuable contribution to the BGA's activities. In today's increasingly litigious society, we feel it is right for the BGA to provide them with this sort of protection. Please note that this insurance does not cover Go club meetings.

WORLD GO NEWS

Tony Atkins

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Brno Tournament

The Czech major Toyota-PandaNet European Go Tour event left Prague and was held in Brno during the second weekend of September. The reason was that it was a time of celebration in that town and not because of the summer floods in Prague. 115 players took part, many of who were local, including Vera Zmedkova who won all 6 games at 12 kyu. The winner, as expected, was Guo Juan (7 dan Netherlands) despite losing her last game to a below-bar player and having to come out top by tie-break. This loss was to young Oleg Mezhov (4 dan Russia) who ended second on 6/6. The group of top players on 4 wins was: Radek Nechanicky (6 dan Czechia), Dmitrij Bogackij (6 dan Ukraine), Marco Firnhaber (5 dan Germany), Csaba Mero (6 dan Hungary) and Mikhail

Galchenko (5 dan Ukraine). Before the floods, Prague had been home to the Central Europe MSO again, where local players won: Vladimir Danek in the 13x13, Petr Nechanicky the 19x19 and Jan Bocek the 9x9.

Bucharest Tournament

As you may note, the Toyota Tour has gained a new co-sponsor and a new name. PandaNet are the owners of the Go server known as IGS, and there is the intention to start putting out games from Tour events on the server. The Romanian Toyota-PandaNet European Go Tour event was held during the last weekend of September. It was dominated by local players, Romanians taking the top five places. The winner was Dragos Bajaneru with runner up Christian Pop, both 6 dans.

Copenhagen Tournament

40 players took part in the Copenhagen Open in the Toyota-PandaNet European Go Tour during the second weekend of October. Radek Nechanicky (6 dan Czechia) was winner on tie break from Ulrik Bro-Jorgensen (3 dan Denmark) and Farid Ben-Malek (6 dan France), as these three each lost to one of the other two. Claudia Bergsaker won the continuous 9x9 event with 9/12.

Brussels Tournament

84 players assembled in Brussels for the annual event, which this time was part of the Toyota-PandaNet European Go Tour. The event was successfully held on the first weekend of November, despite the EGF advertising the wrong date. The only main complaint was that the coffee was too weak. Guo Juan (7 dan Netherlands) won despite losing to Radek Nechanicky (6 dan Czechia). Second and third on tie-break were Frederic Donzet (5 dan France) and Ion Florescu (6 dan Romania). Nechanicky came fourth ahead of Marco Firnhaber (5 dan Germany). A regular attendee from the UK, T.Mark Hall, was 11th. After this event Guo Juan was leading the Grand Prix points with 80, ahead of Radek Nechanicky and Marco Firnhaber.

IN THE DARK?

Ing Time Purchase

With Time Purchase systems players gain extra time periods by purchase with prisoners or points. Under the Ing system the periods are sometimes each equal to a sixth of main time. The first period can be bought for 2 points, the second and third for 2 more points each. There is no fourth period and players lose when the third expires.

Tony Atkins

IN THE DARK?

Electronic Timers

There are various oriental Go, as well as Chess, electronic timers that can be used. Similar to mechanical clocks they have two clock faces or displays and buttons to start one clock and stop the other. Often several of the overtime or byoyomi systems are supported. Popular in the west are the Dutch made DGT and the slim American Chronos clock, which has few buttons to press, many options and its own carry bag.

Tony Atkins

World Pair Go

The World Amateur Pair Go Championships were held on the 16th and 17th November at the Hotel Edmont in Idabashi district of Tokyo. 32 teams took part, 21 from outside Japan. Like last year a young Chinese Pair won. Wang Niqiao (14) and her partner Qian Leping (13) beat the strong pairing from Japan of Kanai Kazuko (6 dan) and Harada Minoru (8 dan). North Korea and South Korea took the next two places. Germany (Monica Reimpel and Franz-Joseph Dickhut) were the top western pair in tenth place. Also on three wins were Russia (Dina Burdakova and Dmitri Sourine) in 12th, Canada (Selina and Charles Chang) in 14th and Romania (Ana-Maria Szilagyi and George Bajaneru) in 15th. The British Pair of Helen and Martin Harvey finished 28th by a noteworthy win in the first round against Indonesia (Woei-Haw Djab and Aiko-Urfia Rakhmi). The British losses were to Korea, Canada, Taipei and Denmark.

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Brook pub, Selly Oak., Mon 7.30pm
- BOURNEMOUTH:** Marcus Bennett 01202 512 655
Meets at 24 Cowper Rd, Moordown BH9 2UJ,
Tues 8pm.
- BRACKNELL:** Clive Hendrie 01344 422 502
clive.hendrie@freenet.co.uk Meets at Duke's
Head, Wokingham, Tues 8.30pm.
- ☛ **BRADFORD:** David Keeble 01274 581 577
b.r.t.keeble@bradford.ac.uk Meets at The
Victoria, Saltaire Rd, Shipley Weds 7.30pm.
- BRIGHTON:** Granville Wright 01444 410 229
(h), 01273 898 319 (w)
granville.wright@services.fujitsu.com Meets
at The Queen's Head, opposite Brighton
Station, Tues 8pm.
- BRISTOL:** Paul Atwell 0117 949 0924
bob@hitchens10.freemove.co.uk
Meets at Polish Ex-servicemen's Club, 50 St
Paul's Road, Clifton, Bristol, Tues 7.30pm.
- CAMBRIDGE CHESS & GO CLUB:** Paul Smith
andreapaul@andrea-paul.freemove.co.uk
01223 563 932 Meets Victoria Road
Community Centre, Victoria Road, Fri 7.30pm
(term). Caters for beginners and children.
- ☛ **CAMBRIDGE UNIVERSITY & CITY:**
Charles Matthews 01223 350 096
charles.r.matthews@ntlworld.com Meets at
Castle Inn, Castle St Mon 7.30pm; The
Latimer Room, Old Court Clare College Tues
7.30pm (term); Coffee Lounge, 3rd floor, The
University Centre, Mill Lane Thurs 7.00pm;
CB1 (café), 32 Mill Road Fri 7.00 to 9pm;
CB1 informal Sun 4pm
- CARDIFF** Paul Brennan 029 206 25955
paul@brennanlab.net Meets Chapter Arts
Centre, Market Street, Canton, Cardiff
Tues 7:30pm
- ☛ indicates new or changed information
- CHELTENHAM:** David Killen 01242 576 524 (h)
Meets various places, Tues 7.30pm.
- CHESTER:** Dave Kelly 01244 544 770
davesamega@fsnet.co.uk Meets at Olde
Custom House, Watergate St, Weds 8.00pm.
- DEVON:** Tom Widdecombe 01364 661 470
tomwid@mcmail.com Meets Tues at 7.45pm
Exeter Community Centre, St. David's Hill.
- DUBLIN COLLEGIANS:** Noel Mitchell
noel@ovation.ie Mons and Weds 9:00pm
Pembroke Pub, 31 Lower Pembroke Street
(off Baggot Street), Dublin 2
- DUNDEE:** Bruce Primrose 01382 669 564
Meets weekly.
- ☛ **DURHAM UNIVERSITY:** Paul Callaghan
0191 374 7034 p.c.callaghan@durham.ac.uk
Meets Thurs PFH bar.
- ☛ **EDINBURGH:** Phil Blamire 0131 663 0678
blamire@pblam.demon.co.uk Meets at UCW
Club, 15 Brunswick St, Thurs 7.30pm.
- EPSOM DOWNS:** Paul Margetts 01372 723 268
paul@yuhong.demon.co.uk Meets at 7 Ripley
Way, Epsom, Surrey KT19 7DB but check
with Paul first. Tues 7.30pm.
- GLASGOW:** John O'Donnell 0141 330 5458
jtod@dcs.gla.ac.uk Meets term time at
Research Club, Hetherington House,
13 University Gardens, Weds 8pm.
- HASTINGS/EASTBOURNE:** Patrick Donovan
01323 640 552 Meets by arrangement.
- HIGH WYCOMBE:** Paul Clarke 01494 438 917
paul.clarke@eu.citrix.com Meets Tues 8.00pm.
- HP (BRISTOL):** Andy Seaborne 0117 950 7390
andy_seaborne@hp.com Meets Wed & Fri
noon. Please ring in advance to ensure that
players are available.
- HUDDERSFIELD:** Alan Starkey 01484 852 420
Meets Huddersfield Sports Centre, Tues 7pm.
- ☛ **HULL:** Mark Collinson 01482 341 179
mark@collinson.karoo.co.uk
Meets irregular Weds 7.30pm.
- ISLE OF MAN:** David Phillips 01624 612 294
leophillips@manx.net
Meets Suns & Weds 7.30pm.

LANCASTER: Adrian Abrahams 01524 34656
 adrian_abr@lineone.net Meets Gregson
 Community Centre, 33 Moorgate Weds 7.30pm

LEAMINGTON: Matthew Macfadyen
 matthew@jklmn.demon.co.uk
 01926 624 445 Meets 22 Keytes Lane,
 Barford, Warks. CV35 8EP Thurs 7.30pm.

LEICESTER: Richard Thompson 0116 276 1287
 jrt@cix.co.uk Meets at 5 Barbara Avenue,
 LE5 2AD Thurs 7:45pm.

LEITCHWORTH: Simon Bexfield 01462 684
 648 simon@bexfield.com Meets Caffeine
 Coffe Bar, off Station Rd 1st Sun 2.00pm
 please phone to check.

LINCOLN: Dr Tristan Jones 07752 681 042
 xenafan@btinternet.com
 Meets Thurs 7.30pm.

LIVERPOOL: Roger Morris 0151 734 1110
 rogerconga@aol.com Meets Maranto's Wine
 Bar, Lark Lane Weds 8pm.

MAIDENHEAD: Iain Attwell 01628 676 792
 Meets various places Fri 8pm.

MANCHESTER: Chris Kirkham 0161 903 9023
 chris@cs.man.ac.uk Meets at the Square
 Albert in Albert Square Thurs 7.30pm.

MID CORNWALL: Iyan Harris 01872 540 529
 Meets Miners & Mechanics Social Club, St.
 Agnes Thurs 6:00pm.

MIDDLESBOROUGH: Gary Quinn 01642 384303
 g.quinn@tees.ac.uk Meets at the University of
 Teesside Weds 4:00pm.

MONMOUTH: Gerry Mills 01600 712 934
 bgabooks@btinternet.com
 Meets by arrangement.

NEWCASTLE: John Hall 0191 285 6786
 jfhall@avondale.demon.co.uk
 Meets various places, Weds.

NORWICH: Tony Lyall 01603 613 698 Weds.

NOTTINGHAM: Mat McVeagh 0115 877 2410
 matmcv@hotmail.com Meets second and
 fourth Sunday at Newcastle Arms, 68 North
 Sherwood Street Nottingham 2.00pm.

OPEN UNIVERSITY & MILTON KEYNES:
 Tim Hunt timhunt@timhunt.freeseerve.co.uk
 01908 695 778 Meets 1st Mon of month at
 O.U. Cellar Bar other Mons at Secklow 100,
 Midsummer Boulevard Central MK, 7.30pm.

OXFORD CITY: Richard Helyer
 01608 737 594 Meets at Freud's Café, Walton
 Street, Tues & Thurs 6pm.
 Check with Richard that Freud's is available.

OXFORD UNIVERSITY: Niall Cardin
 niall.cardin@ccc.ox.ac.uk Meets at the
 Seminar Room, Corpus Christi Coll
 Weds 7.30pm (term).

PENZANCE: John Culmer 01326 573 167
 john_culmer@talk21.com Meets Flat 4, 25
 Lannoweth Road, Penzance Thurs 8.00pm.

PURBROOK: Peter Wendes 02392 267648
 pwendes@hotmail.com Meets most Weds
 evenings at Peter's house, ring and check.

READING: Jim Clare 0118 377 5219 (w)
 jim@jaclare.demon.co.uk Meets at the
 Brewery Tap, Castle St, Mon 6.30 pm.

SHEFFIELD: Will Segerman 0777 370 6305
 willseg@email.com Meets The Beer Engine,
 Cemetary Rd, Suns 7pm

ST ALBANS: Alan Thornton 01442 261 945
 or Richard Mullens 01707 323 629 Meets at
 The White Lion, 91 Sopwell Lane, St. Albans.
 Non-regular visitors should ring to confirm a
 meeting.

SWANSEA: Meets at JC's, a pub on the
 university campus Suns 3.30.

SHERBOURNE & YEOVIL J Andrew Evans 01935
 872 382 GoYeo@supaworld.com Meets One
 Tuesday a month

SWINDON: David King 01793 521 625
 swindongo@ntlworld.com Meets at Prince of
 Wales, Coped Hall Roundabout, Wootton
 Bassett, Weds 7.30pm.

TAUNTON: David Wickham 01984 623 519
 Meets Tues various places.

WEST WALES: Jo Hampton 01341 281 336
 jo@barmouthbay.freeseerve.co.uk
 Baron Allday 01341 280 365 Llys Mynach,
 Llanaber Rd, Barmouth LL42 1RN.

NOTICES

Journal Contributions

Please send contributions for the Spring Journal as soon as possible and in any case by 28th February.

Copy sent via e-mail is especially welcome. Please supply plain text as all formatting information will be discarded.

Diagrams can be supplied as mgt or sgf files from any reliable Go editing program.

Please e-mail your contribution to:

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The BGA has a mobile phone so that people can contact tournament organisers on the day of the event (for example, in case of break down or other problems). Please note that not all tournaments make use of this phone.

Web addresses

When quoted in the Journal, these are generally given without the leading <http://>, which can be assumed.

☛ WEST SURREY: Pauline Bailey 01483 561 027 pab27@compuserve.com. Meets in Guildford Mons 7:30 except bank holidays.

WINCHESTER: Alan Cameron 07768 422 082 alan.cameron@iname.com Meets at The Black Boy Pub, 1 Wharf Hill, Bar End, Winchester Weds 7:00pm.

WORCESTER & MALVERN: Edward Blockley 01905 420 908 Meets Weds 7.30pm.

LONDON CLUBS

CENTRAL LONDON: Geoff Kaniuk
020 8874 7362 geoff@kaniuk.demon.co.uk
Saturday 12:00 to 19:00 sharp (except when the Friday or Monday is a bank holiday) at the Crosse Keys pub, 9 Gracechurch Street, London EC3, Board fee £2.00

NORTH LONDON: Martin Smith
020 8991 5039 martins@dcs.qmw.ac.uk
Meets in the Gregory Room, Parish Church, Church Row, Hampstead Tues 7.30pm.

NORTH WEST LONDON: David Artus
0777 552 2753 artusd@uk.ibm.com
Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford Thurs 7pm.

SOUTH WOODFORD: Francis Roads
020 8505 4381 froads@demon.co.uk Meets at Waitrose Coffee Bar Tues 10.30am

TWICKENHAM: Roland Halliwell
020 8977 5750 (h) Meets irregularly at Popes Grotto Hotel Sun eves.
Always ring to confirm.

WANSTEAD & EAST LONDON: Jeremy Hawdon
020 8505 6547 Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

Up to date information on UK Go clubs is maintained on the BGA Web Site at:

www.britgo.org/clublist/clubsmap.html

Please send corrections and all new or amended information to Allan Crossman, the BGA Webmaster.

See page 36 for all BGA contact details.

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GLOSSARY OF GO TERMS

- AJI:** latent possibilities left in a position
- AJI KESHI:** a move which destroys one's own aji (and is therefore bad)
- ATARI:** having only one liberty left; stones are said to be 'in atari' when liable to capture on the next move
- BYO YOMI:** shortage of time; having to make a move in a given time. Overtime is now more widely used in tournament play
- DAME:** a neutral point; a point of no value to either player
- DAME ZUMARI:** shortage of liberties
- DANGO:** a solid, inefficient mass of stones
- FURIKAWARI:** a trade of territory or groups
- FUSEKI:** the opening phase of the game
- GETA:** a technique that captures one or more stones in a 'net', leaving them with two or more liberties but unable to escape
- GOTE:** losing the initiative
- HANE:** a move that 'bends round' an enemy stone, leaving a cutting point behind
- Hamete:** a move that complicates the situation but is basically unsound
- HASAMI:** pincer attack
- HOSHI:** one of the nine marked points on the Go board
- IKKEN TOBI:** a one-space jump
- ISHI NO SHITA:** playing in the space left after some stones have been captured
- JIGO:** a drawn game
- JOSEKI:** a standardised sequence of moves, usually in a corner
- KAKARI:** a move made against a single enemy stone in a corner
- KATTE YOMI:** self-centred play; expecting uninspired answers to 'good' moves
- KEIMA:** a knight's move jump
- KIKASHI:** a move which creates aji while forcing a submissive reply
- KOMI:** a points allowance given to compensate White for playing second
- KOSUMI:** a diagonal play
- MAI:** two points related such that if one player takes one of them, the opponent will take the other one
- MOYO:** a potential territory, a framework
- NAKADE:** a move played inside an enemy group at the vital point of the principal eye-space to prevent it from making two eyes
- OVERTIME:** in tournament play, having to play a number of stones in a certain time e.g. 20 stones in five minutes
- OIOTOSHI:** 'connect and die', capturing by a cascade of ataris, often involving throw-ins. If the stones connect up to escape, they all get caught.
- PONNUKI:** the diamond shape left behind after a single stone has been captured
- SABAKI:** a sequence that produces a light, resilient shape
- SAGARI:** a descent – extending towards the edge of the board
- SAN REN SEI:** an opening which consists of playing on the three hoshi points along one side of the board
- SEKI:** a local stalemate between two or more groups dependent on the same liberties for survival
- SEMEAI:** a race to capture between two adjacent groups that cannot both live
- SENTE:** gaining the initiative; a move that requires a reply
- SHICHO:** a capturing sequence shaped like a ladder
- SHIMARI:** a corner enclosure of two stones
- SHODAN:** one dan level
- TENGEN:** centre point of the board
- TENUKI:** to abandon the local position and play elsewhere
- TESUJI:** a skillful and efficient move in a local fight
- TSUKE:** a contact play
- YOSE:** the endgame