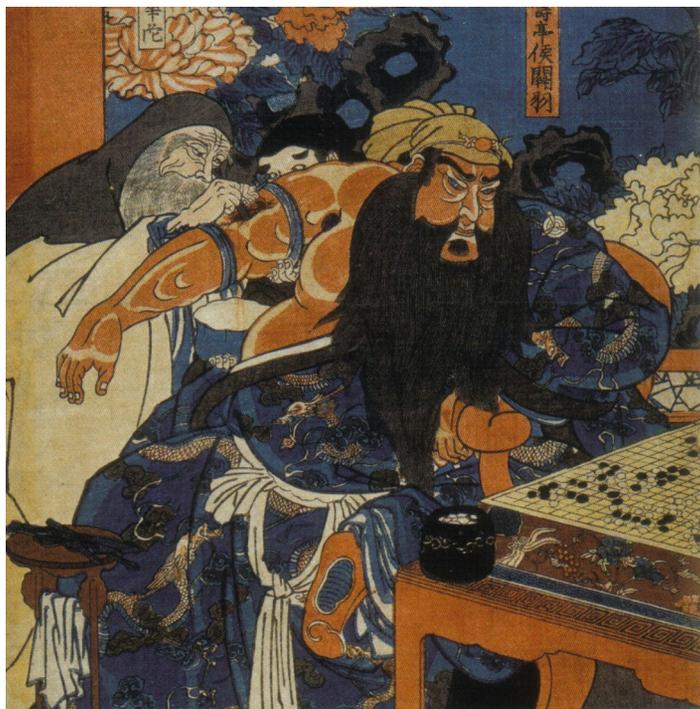


BRITISH

GO

JOURNAL



Number 141

Summer 2007

Price £3.50

Photo Quiz

Where is there a building made of Go Boards ?

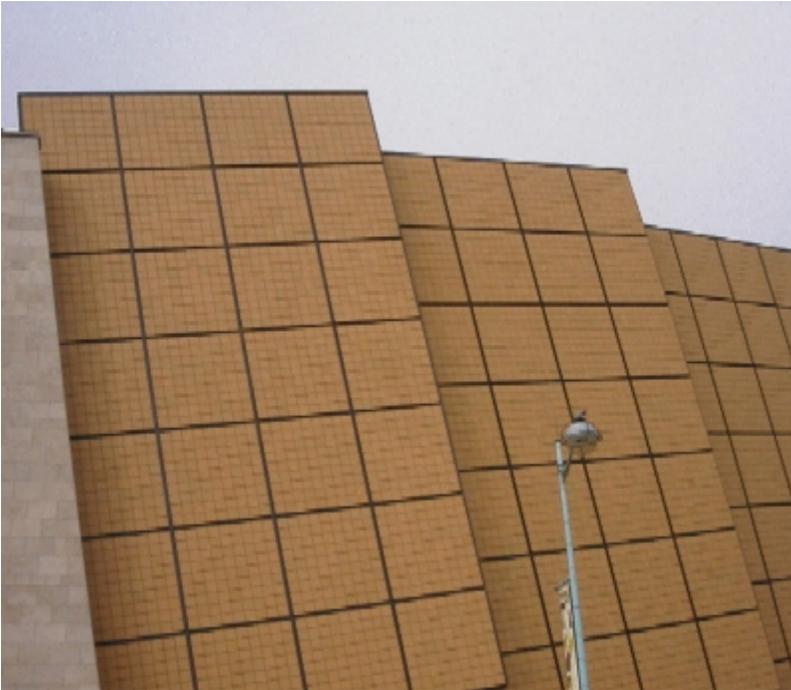


PHOTO CREDITS

Most Photos in the body of the Journal were provided by Ron Bell or the article authors.

Front Cover: <http://www.britgo.org/artifacts/index.html#wellcome>
In the Asian medical collection held by the Wellcome Trust there is a woodblock print by Kuniyoshi 1853 showing the Chinese surgeon Hua T'o operating on the arm of wounded war hero Guan Yu, who plays Go to distract from the pain.

Inside Front (above): Tony Atkins

Inside back cover: David Thomas.

Cai and Megs teaching their friends to play Go.

The other Fun Photos are anyone's guess.

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EDITORIAL

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Welcome to 141st British Go Journal.

The British Open was held recently at Selwyn College, Cambridge.



The AGM was held on the Saturday evening followed, during AOB, by a discussion on rule sets initiated by the President, Ron Bell. This in turn provoked a very long, and still ongoing discussion on GoTalk. The Journal expects to provide a summary of that debate as the dust settles, and that there will be changes to the default BGA rules; to be published in a future Journal.

Having just read Newsletter 151, it makes me continue to question the roles of, and interactions between, GoTalk, the Website, the Newsletter and the Journal. GoTalk revealed there are some who would like an electronic Journal, whilst there are many who still wish to receive a printed copy. Recalling a GoTalk posting, by Toby Manning, just as I started as editor: "mailing list for ephemeral information, web-site for permanent information", then not forgetting the Newsletter for current timely news, and the Journal, which I had previously regarded as the permanent 'record of the BGA'; there is some opportunity for rationalisation.

In This Issue

This issue presents a generous quantity of game records, analysis and technical articles which was lacking in BGJ 140.

Feedback on Geoff Kaniuk's item 9 of the Refereeing series continues, both in the letters and the article on Anti-Seki from Ron Bell.

Very little deliberate humour this time, just a few photos to keep you amused.

There is a detailed book review from Charles Matthews, a brief history of fridgego from Peter Wendes, and lots of problems. As always, the Journal is dependent on contributions from you, its readership.

The answers to the five problems set in the last issue appear on the website at <http://www.britgo.org/bgj/issue140>. The relevant .sgf files and answers to some of the problems set in this journal with their .sgf files will appear on the BGA website in due course.

Credits

Top of the list this time is Andrew Jobbings for assistance in solving many of my \LaTeX problems, cleaning up the style sheets and showing me how it should be done.

My thanks to Ian Davis and Li Shen for producing their diagrams.

Proof Readers for this issue included all the contributors, with special mentions to Steve Bailey, Tony Atkins, Nick Wedd, Edmund Stephen-Smith and Stephen Bashforth.

My thanks to all; the remaining mistakes are all my fault.

Technical

The typesetting of the game records took a great deal of time; though is getting slightly faster with experience. Many thanks to Alexander Dinerchtein for pointing me in the direction of GoWrite. Please make allowances for some GoWrite figures and diagrams that do not follow all the conventions that Journal readers may be familiar with.

GoWrite is now referenced from the BGA website.

See <http://www.britgo.org/gopcres/diagram.html>

All Journal contributors are encouraged to learn some of the techniques for typesetting Go board positions and games.

As well as the helpful pages on the BGA website, your editor is always willing to provide further advice. As much help as possible from even more BGA members would be appreciated to sustain the quality of the Journal to the standards achieved in recent issues.

I do hope everyone will find time to enjoy this Journal.

Barry Chandler

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BGA email list: gotalk@britgo.org

used for general discussion and announcements - control from:

<http://three.pairlist.net/mailman/listinfo/gotalk>

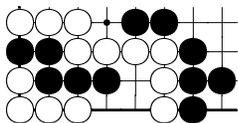
For discussion of how the BGA operates: bga-policy@britgo.org

<http://two.pairlist.net/mailman/listinfo/bga-policy>

LETTERS TO THE EDITOR

Sir, I was interested in Geoff Kaniuk's article and Nick Wedd's response in the last couple of Journals. I should say that I got most of Geoff's exercises wrong but I will still comment on exercise 9,

that showed the unfinished position of a bent four in the corner.



Neither article mentioned that the position is unsettled - Black can live - White can kill. Therefore the game can not be close as the difference between Black living and dying is enormous. 19 points I think. So it is in the interest of one of the players to play another move. This is presumably Black because if White thinks it is close and Black is dead then White is going to be a long way behind when Black lives.

What does the referee do if Black still says there is no need to move again. Well Black still has to fill in the dame if it is a live group and in the process will create a dead group.

So the correct decision is to award the game to Black!

That's all as I must get back to studying my rule book

Bob Bagot

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REFEREE EXERCISE 9

In the last Journal (BGJ 140 Spring 2007), Nick Wedd disagreed with me on my suggested handling of bent 4 in the corner. When I read his article I was appalled at what I had said, and even went back to my original to check

that nothing had gone amiss in the editing! No problem there!

The offending sentence was "Whoever passed last presses the clock and now it is the opponent to play". As Nick points out this is not in the Japanese 1989 rules, and so it looks as if I am advocating anarchy by flouting the rules.

Let me say clearly that I do not advocate breaking the rules that we play by, and I sincerely apologise if I have confused or misled anyone.

On re-reading my referee article, I realised that I actually had not finished editing the text before sending it to the BGJ. The issue I was trying to address was what does the referee do when there is an unsettled group and the players now decide that neither of them wants to resume (because the other goes first and kills).

Unfortunately the rules do not explicitly say what happens when the players have a disagreement, and yet refuse to resume. I was trying to provide guidelines on what the referee ought to do then, for we seem to be dealing with a situation which is outside the rules.

Now in Nick's method of handling the situation, he rightly says in his section 2: "explain to the players the rules governing the confirmation phase". However when I read the J1989 rules text, I cannot find any section which spells out the rules governing confirmation. There is no written recipe.

However, following the actual statement of the J1989 rules there is a long section of commentary. Within that section there are examples of the confirmation of life and death of stones. The examples require careful

study to understand the basic idea of confirmation.

Nick then goes on to say in his section 3: We have now established the status of the black group and of the white group. However unless one has studied the commentary to J1989 in great detail, establishing the status using the commentary can be tricky and it is not difficult to end up with the wrong answer! Nick could perhaps educate us all by performing the confirmation step by step, so that we can see what is involved.

I have to admit that I find this aspect of the J1989 rules very unsatisfactory, and really do wish we could have a system that is straightforward for players and referees to understand. There are other rules which are much simpler but it seems none is perfect. Perhaps by combining some of these we can agree a rule set which is as elegant as the game itself.

In my opinion it is essential that the rules for handling disputes are prescriptive, and expressed in clear,

jargon free language. Thus in the example given a prescriptive rule could say the following:

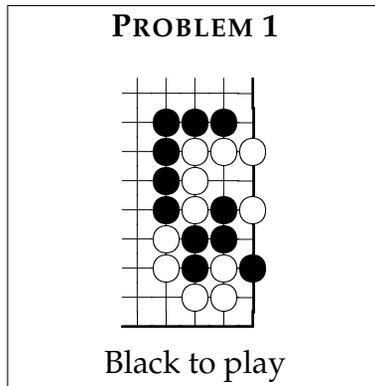
“If players cannot agree on the status of a group, and if they cannot agree to resume the game, then the stones stay on the board” (This kind of rule is found in the Chinese, New Zealand and AGA rule sets.)

If a referee is called to manage a dispute, then the action required of the players is clear, and the referee only needs to ensure that the recipe prescribed by the rule is properly carried out. I believe that it is wrong to base any decisions on the reading ability of the referee. After all, the referee may not be the strongest player in the tournament. In any case referees can make mistakes, especially in a tense situation like a dispute.

It is better to let the players make their own mistakes, but at least do so according to the rules of play!

Geoff Kaniuk

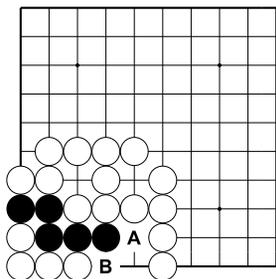
geoff.kaniuk@yahoo.co.uk



ANTI-SEKI AND BGA RULES OF GO

Ron Bell

President@britgo.org



Diligent readers of the BGJ will know this notorious position. In BGJ 139, Geoff Kaniuk outlined what the referee should do if this position was on the board after both players had passed and then disagreed about the status of the groups. The idea was that both players had been in time trouble and that black had passed reasoning that, whatever white did, he had captured at least four white stones at the edge of the board and was therefore alive. White had reasoned that, whatever black did, it was a bent-four in the corner and that therefore, black was dead. Part of Geoff's solution to the problem was that the players could resume play with the player who had passed first playing the first stone.

Then in BGJ140, Nick Wedd took issue with Geoff saying that resumption of play with the first player to pass playing first was not part of the 1989 Japanese rule set (J1989). This states that either player may request a resumption but then it is the other player who goes first. In the absence of such a resumption, the players enter the confirmation stage when they are supposed to agree the 'true' status of the groups. Nick went on to say that, if both players were competent, they would conclude that the black stones

were dead (correct) and the white stones were alive. This was incorrect.

In fact, both players were wrong to pass - the situation is unsettled. White could have killed the black stones by playing at A in which case it becomes a proper bent four. Black could have lived unconditionally by capturing at B. This line of play, that would have made black alive if he had played first, is given in Simon Goss's excellent article on J1989 in BGJ136 (Summer 2005). After capturing at B, Black has two external liberties and so the situation does not become a ko. In fact, BGJ136 was the first BGJ in which this position was considered. Nick had made a simple reading error (which he accepted immediately it was pointed out) having thought that Black would still be dead in a bent four if he captured at B.

If either player requests a resumption, he will lose - so neither does. So they are in the confirmation stage. J1989 specifies that, in confirmation, the status of any particular string is determined by hypothetical sequences in which the other player plays first. Simon Goss, in his BGJ136 article, gave what I believe to be the correct analysis. The black group is dead because white playing first at A will kill it. The four white stones are also dead because black playing first at B will capture them in such a way that black is unconditionally alive. Both groups are dead but neither can be removed from the board because neither is completely surrounded by stones of the opposite colour. Therefore the situation is what rules specialists call an 'anti-seki' and neither side scores anything.

Resumption of play decides disputes

Nick's article (Refereeing Question, BGJ140 page 14) states 'I believe that "whoever passed last, presses the clock" is definitely wrong. I believe this for two reasons. One is that nothing in the Japanese 1989 rules ... justifies this. Indeed, nothing in any rule set that I have come across justifies this.'

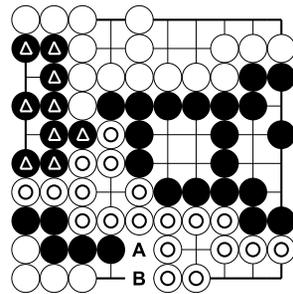
I think Nick was thinking of Japanese rule sets here, since, for example, the American Go Association (AGA) rule set explicitly states that disputes should be settled like this and, by specifying that an extra prisoner (pass-stone) must be handed over by any player who passes, there is no incentive to engage in the "pass fights" that Nick describes in his article.

If any unsettled situation is left on the board after two passes then, by definition, whichever player goes first will win that situation after any resumption. Since each player is equally guilty at passing when they should not have done so, any rule is arbitrary. Saying that the first player to have passed should play first puts the game back in the same position as it was before the erroneous passes. Effectively handing the game to that player will make the other think twice before passing in future. There are significant benefits in using a rule set that settles disputes in this way.

Horrible consequence of the anti-seki

Suppose the final position in a 10x10 game is as shown in the figure on this page. Given that the bottom left is an anti-seki and scores zero, ignoring komi, who has won? The obvious answer is "White" with 14 points against Black's 11.

However, in J1989, any group that is in contact with a dame point is said to be "in seki" and any points it encloses score nothing. With a "normal" dame that the players may have inadvertently forgotten to fill, it doesn't matter because either side can request a resumption to fix the issue. But the anti-seki creates dames for the marked white group that cannot be removed without a resumption of play. Therefore, the five points of apparently three-eyed territory enclosed by these stones do not count. So Black has won by 11 points to 9. It is no use White asking for a resumption for then Black would score an extra eight points by capturing the four white stones.



It is worth asking whether, at a tournament in Japan, assuming that everyone understood J1989, they would actually come to the conclusion that Black had won in this case. I do not know the answer but I suspect not. In the West, we tend to interpret rules strictly according to what they actually say. In Japan, it may be that Japanese Go tradition would take precedence over any strict interpretation of the rules that contradicted it.

The situation becomes even more bizarre if you consider the marked black group with two points of territory. Suppose, earlier in the game, White had killed this. Then all the

white stones would be a single group and White would score zero!
That position might be resolvable in White's favour by his asking for a resumption - but maybe not.

Rules for British tournaments

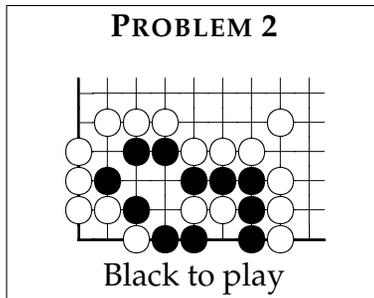
Situations like those constructed in this article happen very rarely and almost all games are settled perfectly well without recourse to the detailed rules. Nevertheless, it seems to me very undesirable to continue recommending to tournament organisers that they use a set of rules that we do not really know how to apply.

Robert Jasiak from Germany has been studying rule sets for some time. His view on J1989 is that it is so inconsistent that it cannot properly be applied. The particular issue discussed in this article could be resolved by adding

some local caveats to the rules - but there are many other problems. Robert has worked on revising J1989 to make it unambiguous and consistent. Somewhat tendentiously, he calls this J2003. The problem is that J2003 is very difficult indeed to understand and Robert himself has said that it is probably too difficult to be used practically for tournaments.

As BGA President, I started a discussion about what the BGA should do about this, at the AGM on 31st March with the hope that we can get a consensus amongst members about how to proceed. Of course, this is likely to be a challenge. There will be those who want to keep closely to the Japanese tradition. There will be others that think resolving disputes by playing on (as, for example, in AGA rules) is a good idea.

Watch this space!



UK NEWS

Tony Atkins

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Three Peaks

Tony Goddard, 6d Sheffield, made it three Tournament wins in a row at the 50-player Three Peaks held on the weekend of 11th November. He won all five games, including a win over second placed Edmund Shaw, 5d, from Bracknell. Walsall's Paul Trebbett, 6k, also won all five games.

Swindon

On the third Sunday in November, the 10th occasion of the Swindon tournament was held, like last time, at the Even Swindon Community Centre. Swindon club ran it well, despite: a late start, a hot water shortage early-on; and, original organiser Paul Barnard not being available, due to a recent serious injury to his daughter. Fifty-Three players entered and were able to watch previous winner Bei Ge playing Matthew Macfadyen in the fourth British Championship game. Trophies were awarded for three wins to Matthew Crosby, Alan Thornton, Paul Tabor, Peter Collins, Brian Dackombe, Gary Gibson, Paul Tipper and Reg Sayer. The winner using SOS to tie-break, despite losing to Matthew Crosby, was Alex Selby, with William Brooks the runner up.

Small Board

Cambridge was again the host of the British Small Board Championships at the Meadows Community Centre, on 26th November. Nineteen entered the main event and William Brooks was winner of the national title on 13x13 boards. He beat Paul Smith in the final. Prizes were awarded for best scores out of 9 (including handicap games). Paul Smith and Alex

Selby scored 6.5, Ruth Horry and Nick Krempel won 6, Ken Dackombe won 5.5, and Andrew Kay and Matthew Harris won 5. For the 60 junior Chess players in the parallel event, there was also Go teaching table and a competition organised by Ben Morris.

West Surrey

Twenty-four players took part in the Handicap Tournament at Burpham near Guildford on 3rd December. Wanstead's Ken Kneller, 11k, was the winner, beating Matthew Crosby, 2d, in the final. As well as Matthew, Andy Price, 11k, from Leamington won his first three games but lost the last. Also winning three were Tony Atkins, Edwina Lee, Xinyi Lu, David Hall and Kay Dackombe. The prize in the 13x13 competition went to Ken Dackombe for 8 wins. The language quiz would have been won by Miguel Carrion, but he had left, so the prize went to Tony Atkins. The geography quiz was won by Ken Kneller. At the previous day's Teach-in, some 14 students were taught various subjects by teachers Brian Brunswick, Christian Scarff, Tony Atkins and Matthew Crosby. Ron Bell was the best at Pits (a card game).

Scottish Barlow

There was a good turnout of 35 players at the Quaker Meeting House in Edinburgh for the 5th Scottish Barlow on 16th December. Neil Mitchison, 1k, recently returned from Italy to work in Edinburgh, made his mark here with a convincing four wins. Lukasz Rudnicki, 11k, from Edinburgh also had four. Piotr Wisthal got a bit lost in Edinburgh and missed

the first round, but went on to win three out of three. He received a prize, as did the other seven on three wins. The four highest placed Scottish residents enter the Scottish championship semi-finals as follows: Robbie Miller (champion), John O'Donnell (3rd), Neil McLean (1st) and Adam Heslop (2nd).

London

A round 150 players attended the 33rd London Open, held again at ISH, Great Portland Street. Again it was run by Geoff Kaniuk and the others from CLGC and BGA, and the main tournament was a major in the Toyota - IGS-PandaNet European Go Tour. The top two boards in round 1, featuring two of the 6ds (Cornel Burzo from Romania and Vladimir Danek from Czechia), were broadcast over the Internet using IGS-PandaNet. At least one game was broadcast every round.

On day two, after three rounds, just Li Shen, Ben He, Say Boon Ng and Ondrej Silt were unbeaten. The round 4 draw was re-paired after it started; Silt played and beat Shen, and He beat Ng. Other favourites Danek and Burzo were in the group on three wins. During the evening 58 players sat down at eight tables for the Lightning Tournament. After this stage the best eight played knock-out, with France's Arnaud Godet, 19k, beating London's Jiri Keller, 3k, in the final.

On day three, Silt lost to He; He went on to beat Matthew Cocke to end the day on 6 wins. Silt and the other favourites won their afternoon games so were not far behind. After round 6 all the equipment had to be moved to different rooms for the last day, to avoid the ISH New Year party. In the evening 16 couples took part in a Pair Go competition. It was won by

Natasha Regan and Matthew Cocke. Second were Suvi Leppanen and Teemu Rovi, and third were Jenny Radcliffe and Matt Reid.

On day four, Shen beat He and Silt won, so there were only those three players on six as they went into the last round. They all played players on five wins and won (Shen by just half a point). The three on seven had to be split on SOS: first Ondrej Silt, second Li Shen and third Ben He. Benjamin Papazoglou took fourth and Say Boon Ng was fifth, to complete the prize money list. All players on 5 wins got certificates and 6 and 7 wins got a paperweight. The 9x9 was cancelled due to lack of interest. After the prize giving it was off for the New Year meal, with some time left after for seeing the London fireworks or even playing some more Go.

Furze Platt

Seventy players attended the headquarters of Hitachi Europe for the 16th Maidenhead Tournament on 20th January. British Champion Bei Ge won the tournament. Several other players won all three: namely Takuya Ogino from Maidenhead; Marika Dubiel from Poland; Eric Hall from Swindon and John Collins from St Albans. In addition all on two won a prize thanks to generous sponsorship from Hitachi. Team winner was the Milton Keynes and Cambridge Alliance with 70 percent. Matthew Bolwell, 7k, from London won the 13x13 prize.

Cheshire

Despite wintry weather preventing some from attending, 27 players attended the 10th Cheshire Tournament on February 10th. This year it remained with the Chess Congress at Frodsham Community Centre.

Winner of the Open section was Lian-peng Zhang (3d) who was visiting Nottingham from Xuzhou city in China; second was David Ward. Winner of the Handicap section for the second time was Robin Hobbes, 3k, from Manchester. Also winning prizes were Joe Stephenson and Reg Sayer. Joseph Harper from Stockport won the beginner/youth prize. The 10x10 winner was Pat Ridley.

Oxford

69 players attended the Oxford Tournament on 17th February held again at St. Edmund Hall and again prizes were sponsored by Hoyles Games Shop. Winner was Sam Aitken, 3d, from Leamington, winning his first open event. He beat Alistair Wall in the last round. Players on three wins were Jim Clare, Paul Tabor, Martin Harvey, Roger Daniel, Paul Trebbett, Simon Eve, Colin Morey, Alistair Turnbull, Jonathan Green and Anette Jensen.

Cambridge

Eight days later 56 players attended this year's Trigantius, held again at the University Centre. Jaeup Kim, 5d, from Reading was the new winner of the event. Several players from Cambridge won all three games: Yuan-liang Chu, Suzanne Low, Taka Obita, Andrew Kay and Andrew Cohen. Also winning 3 were Michael Pickens from Norwich and Asaad Al-Traifi from Nottingham. All on two wins were acknowledged with a choice of prize too. The Best Kyu Player cash prize was shared between Mathieu Flinders, Ukrit Mankong and Taka Obita. Ingrid Jendrzewski won the caption competition. There were another 14 in the Novices event which featured teaching by Alex Selby and a small board tournament won by

Tessa Holden from Milton Keynes. The previous day the first BGA invitational training event for children had been held, with 18 kids taking part.

Youth



The British Youth Go Championships 2007 were held on March 25th, 38 competitors aged from 7 to 17, with strengths from 3d to beginner took part. It was held this time at Loughborough Grammar School. The Overall winner was William Brooks (Cambridge) with second Hai Xia from Aston. The team Castledine Trophy went to Aston, and with most wins was Reading School. Emma Nash won the 10x10 side event and Reuben Margerison won the puzzle competition. All with 3.5 points or more (Mark Amery, Henry Mee, Hercules Pang and Yoshi Iizuka) got prizes as did age group winners and runners up. Sam Paine got the Fighting Spirit Prize.

U18: William Brooks 2nd: Maria Tabor

U16: Matthew Hathrell
2nd: Costas Televantos

U14: Hai Xia 2nd: Steven Donlon

U12: Ken Dackombe
2nd: Tian-Ren Chen

U10: Thomas Meehan
2nd: Bridget Johnson

U08: Roella Smith

WORLD NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

World Students

Sixteen representatives from three continents took part in the fifth World Student Oza Championships in Tokyo at the end of February. The winner was Lee Yeon-Ho from Korea, who beat Chinese female Wang Yu Qiao in the final (she placed 3rd). Murakami Fukashi of Japan was second.

Best of the three European players was Pál Balogh from Hungary who won two out of four. The other Europeans were Ewa Mos from Poland in 15th and Merlijn Kuin from Netherlands in 14th.

Ing Memorial

Twenty-four of Europe's top players travelled to the European Go Centre in Amstelveen for the Ing Chang-Ki Memorial during the first weekend in March. The last two rounds were held in the unique location of a floating Chinese restaurant right by Amsterdam Central Station. First for a third year was Fan Hui (from China but living in France), again with a clean six wins. Second was Catalin Taranu (Romania) with five wins.

The group on four was Alexander Dinerchtein, Ondrej Silt, Cristian Pop, Guo Juan, Dmitrij Surin, Ilya Shikshin, Andrej Kulkov.

Jan Hora, 5d, Czechia, brought a pig to celebrate the Chinese New Year. (See photo on page 33)

European Youth

The European Youth Goe Championships took place in Zandvoort in the Netherlands. Ninety-eight under-18s and 49 under-12s took part, including a large party from the Ukraine. Much

fun was had by the children as the weather was warm and sunny so they could enjoy the seaside holiday camp setting.

Winner with a perfect six was Russia's Artem Dugin, 5d. Second was Dusan Mitic, 4d from Serbia, on tie-break from Ondrej Fidrmuc, 4d, from Czechia and Oleg Nikishin, 1d, from Russia.

Winner under-12 was Theodor Toma, 2k, from Romania with six wins; second was Chun Yin Woo, 1k, from Hong Kong and representing the UK, with five wins and selected with other winners to attend the World Youth in America in the summer.

Irish Open

The 18th Irish Open, held on the same weekend as the European Youth, as usual in the Teachers' Club in Dublin, was the biggest ever with 47 participants from 15 countries. This was despite several of the regular supporters being missing. Winner by tie-break was local Korean player DK Kim, 2d. Second was Roman Pszonka, 3d, from Poland and third was Milan Jadron, 1d, from Slovakia. Ambassador Hayashi of Japan attended to present the new Japanese Ambassador Cup. Elinor Brooks, 8k, Tony Pitchford, 10k, and Patrick Ridley, 16k, were the UK prize winners.

Held on the Friday evening was the 27-player Irish Rapid. After five rounds, Roman Pszonka was the unbeaten winner. On 4 wins were Claas Roever, 1k, Edwin Brady, 3k, and Julio Martinez, 5k.

The weekend was rounded off with the usual trip to the Japanese restaurant for the IGA Dinner.

A GAME FROM SHODAN CHALLENGE

Ian Davis

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Although Stephen started the Shodan Challenge, he was unfortunate enough to get myself as a teacher. Here is one lesson on 6 stones we played online in August 2006.

Black: Stephen Bashforth

White: Ian Davis

Komi: 0.5

Result: W+Resign

Overtime: 25/240 Canadian

Place: The Kiseido

Go Server (KGS) at

<http://kgs.kiseido.com/>

(NB:now at

<http://www.gokgs.com/>)

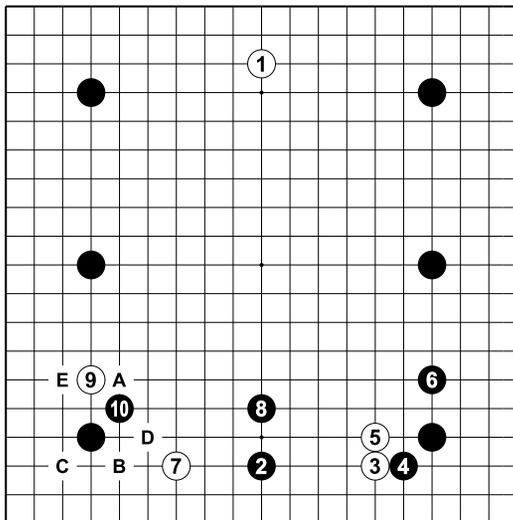


Figure 1 (1-10)

- ④ Tsuke (attachment) is correct when 2 is in place
- ⑧ Looks the correct punishment. Black walks ahead.

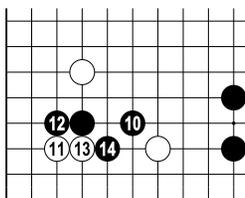


Diagram 1

⑩ (in Figure 1) Seems static, I prefer to shoulder hit ⑦ at D (in Diagram 1).

Others may prefer to attach to the outside of ⑨ at A.

B,C and E in Figure 1 are also possible.

⑪ (in Figure 2) seemed like the best approach.

⑭ is peculiar, better to cap ⑦?

⑱ Jealous, perhaps Black should complete the shape with ogeima at B. Still the result is good.

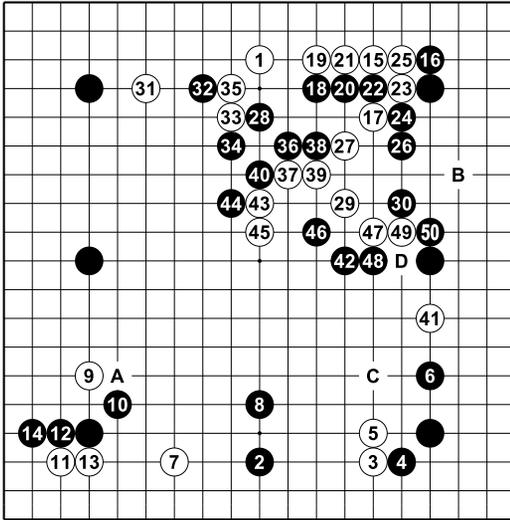


Figure 2 (1-50)

48 I had thought this could be at D, but this may not be sufficient. The pragmatic response is to play at 49, forcing White to exchange the side for capture of the kosumi. This would further hurt **41** and still allow black to play kikashi from the outside.

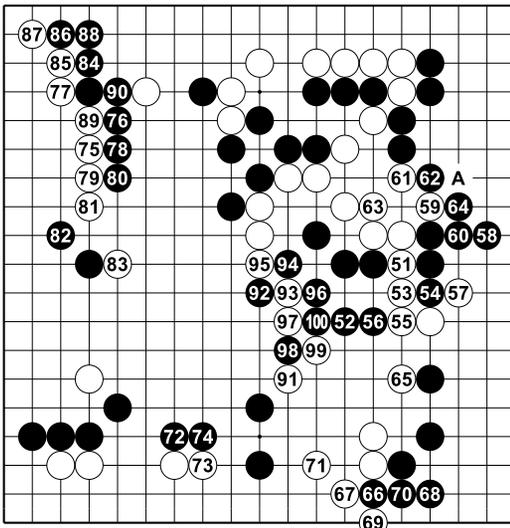


Figure 3 (51-100)

23 Perhaps I made a mistake here, is something around B required?

31 A little desperate, attempting to throw some sort of leaning attack.

32 Overaggressive. In simple terms, If **18** becomes strong, **17** stays weak. So simply **36** seems correct. Then the leaning attack at C could come into play later.

41 Rather silly to create a weak group in between two strong ones, or is this normal in handicap games?

42 Correct idea, wrong direction? Why not at 45 instead? Or C.

46 Good point, but Black panics in response to White's answer.

56 Shape, but what for? The result of this sequence is a heavy group. Should probably move out at 92.

59 Unreasonable but it worked. **60** should be **62**.

64 Leaves very bad aji, perhaps at A instead.

65 White starts his own leaning attack.

62 Possibly a mistake, but it does look more reasonable than White's answer. I prefer 85 directly.

84 Could easily be **85**, don't be afraid to hane.

92 Correct.

93 A bullying move.

96 Disaster, simply at 97 instead.

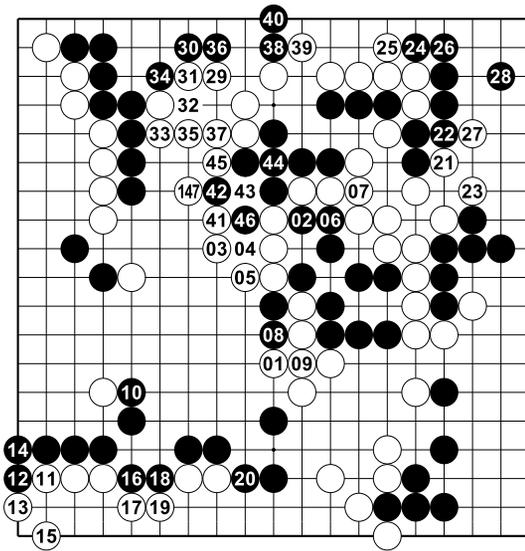
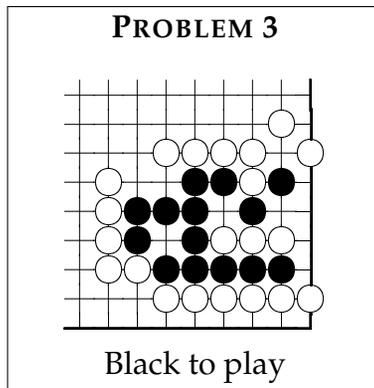


Figure 4 (101-147)

⑫ Gote, now White gets a decisive attack.

⑬ The handicap advantage is all gone now, no further comment.

In this game Stephen started well, and used his handicap (correctly) to attack White. His downfall probably came through attacking in the wrong places (or in the wrong direction). Also, at key moments, he lapsed into thinking that White was holding the initiative. Overall I think he is improving and can make his Shodan Challenge target (10k) if he works on his attacking skills further.



GAME FROM THE LONDON OPEN, ROUND 1

Alexander Dinerchtein

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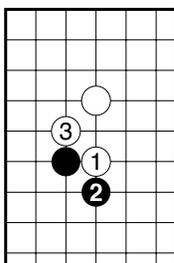
Game from the 33rd London Open tournament 2006.

Round 1, Board 2. Black is Vladimir Danek, 6d. White is Martin Müller, 5d.

⑧ Usually White plays middle of right hand side.

⑫ This joseki has a bad reputation. It was popular in the past, but it's hardly seen in recent games.

Nowadays the plan in Diagram below is much more popular.



⑬ The most simple answer. The double kakari is risky here.

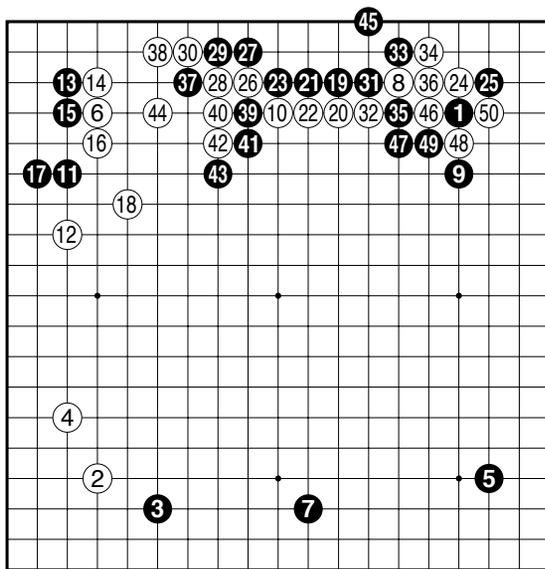


Figure 1 : Moves 1-50

⑲ The invasion is possible, but rather greedy. Preferable to create the Black moyo first. Diagram (right) shows that Black's moyo would be very deep.

⑳ The ladder is unfavourable, so Black cannot play at ㉓

㉑ The right decision. ㉒ is poorer at this time.

㉔ White has a choice of this or ㉖

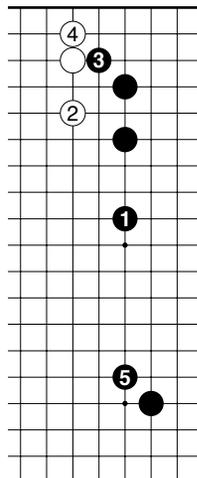
㉘ This block has a very bad aji, better on 3rd line at ㉙

㉚ An overplay - should be at ㉜

㉞ Good timing.

㉟ Tenuki is not possible. (Connecting near ㊱ is just possible but Black would capture ㊰ cutting stones in geta).

㊱ Black's group is alive and White's wall is far from ideal.



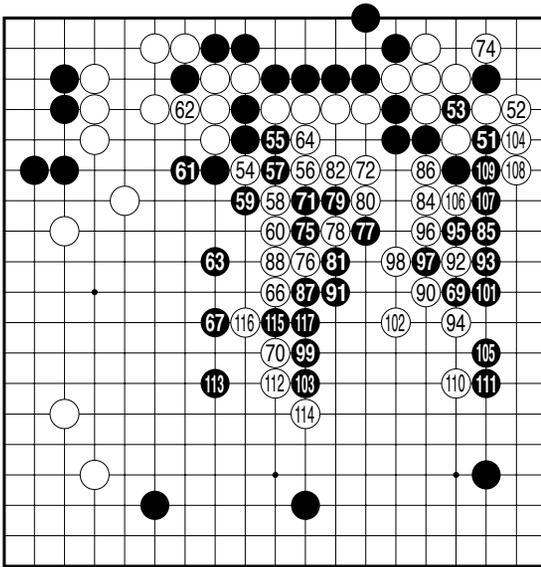


Figure 2 : Moves 51-end

57 Black has another plan - could play left of 74 and fight the ko.

62 Normally White plays bamboo joints, but is now trying to reduce the number of ko threats.

66 There is a cutting point at 71. It's better to defend it first.

70 It is still necessary to defend around 78

71 It seems that White missed this cut.

72 The ladder is not working, so it's hard to find another answer.

77 Now White is in trouble. Lack of territory and the position is very weak.

65 @ 54, 66 @ 48, 73 @ 53, 83 @ 78, 89 @ 48, 100 @ 92

99 Black can also connect this ko.

104 A big move in reverse sente, but White is really too busy to play it.

114 It's urgent for White to defend the weakness at 116 first.

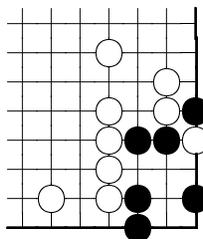
117 M. Müller, 5d, resigned here. White cannot save the cutting stones.

WORTH A LOOK

<http://www.go4go.net/v2/>
<http://breakfast.go4go.net/>

<http://gogame.info/>
<http://play.baduk.org/>

PROBLEM 4



Black to play

2006 PAIR GO - FINAL GAME

Matthew Cocke

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From the 17th International Amateur Pair Go Championship.

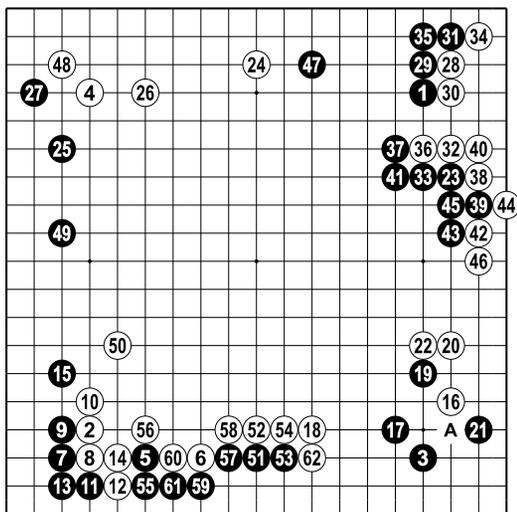


Figure 1 (1-62)

Black: China

Ling Yan and Lin Long

White: Korea

Song Ye-Seul
and
Seo Yu-Tae

Komi: 6.5

White Wins by Resignation

⑥ stops Black playing the Kobayashi opening as in the variation in Diagram 1.

⑮ White 6 lets Black make the extension to 7. White then has a difficult choice for next move. If a high approach is played, as here, Black gets a position on both sides. Pros think this is good for Black, and so now avoid this. Kobayashi Koichi, 9 dan, popularised this opening in the 1980s.

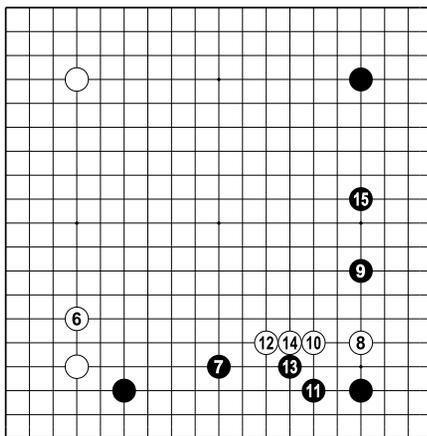


Diagram 1

⑱ (Figure 1): is a good move, that makes good balance with 6 and the diagonal move at 17. See Diagram 2 for a variation at 18.

①⑨ (Diagram 2) is painful for White.
 ②⑨ good for Black - White doesn't yet have two eyes. So 18 in the game was wise.

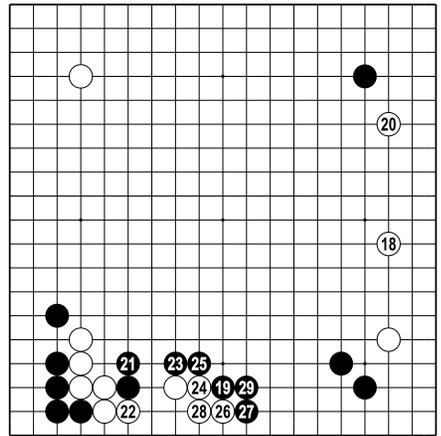


Diagram 2

②① (Figure 1): 21 is a strange shape - at A may be slightly better.
 ②② may be slightly slow, but it's thick.

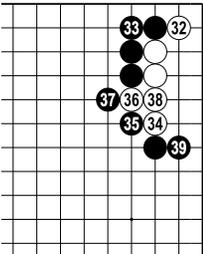


Diagram 3

③② in Figure 1 is a tesuji.
 Diagram 3 shows why White doesn't first exchange 34 for 35(as in Figure 1).

③③ (Diagram 3) bad for white. Without the 32-33 exchange in this variation, White could atari their way out.

④③ (Figure 1): 43 is prudent - Black could descend, but it leads to some tricky fights.
 ⑥① Black had a big choice at 61. The variation is an improvement on the game.

This 61 option in Diagram 4 makes miai of A and B. If Black gets B in, he activates some cuts in White's position.

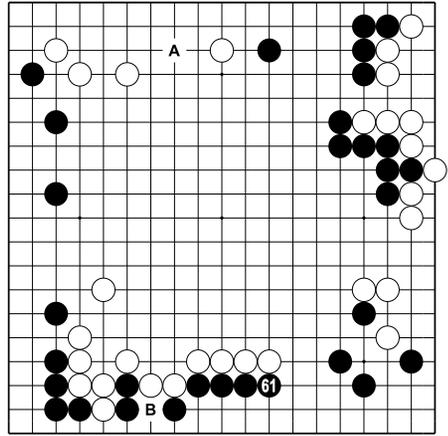


Diagram 4

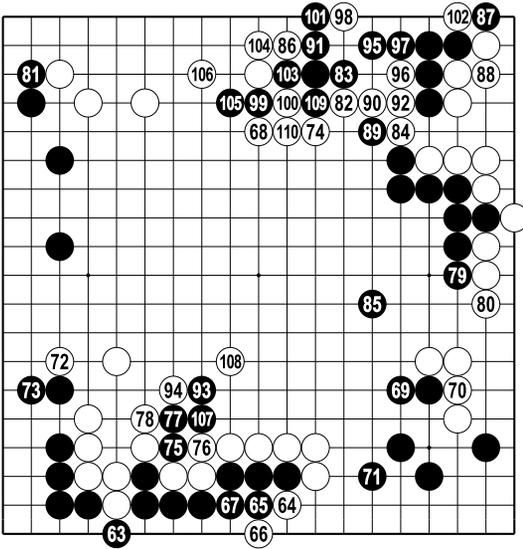


Figure 2 (63-110)

110 Black is dead on the upper side, so resigns.

68 White gets a lot of thickness in the game, and the cutting stones at 75 can be captured.

74 aims at cutting off the black group including 29 later.

78 captures the black group. I'll leave the variations as an exercise for the reader!

81 better to play at 104 with this move, protecting Black's big group.

85 is small - it's bigger to protect the other group (which includes the stone at 83).

86 Black is in trouble.

108 captures the black group. So it's one solution to the exercise for readers!

COOL DELIGHTS OF FRIDGEGO

Peter Wendes

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fridgego was born in the early days of our freelance Go work, and purely by chance.

Sheila and I

were visiting our local marina (Port Solent) and passed a shop selling kites, juggling balls and games. The Fridgeplay company seemed to be making a variety of board games, so I noted their details and contacted them. Scott and Marty were two chess players who had found themselves in the kitchen at a very dull party, and had agreed that, if they had only had a magnetic chess set, they could at least have played on the fridge. They launched Fridgeplay shortly afterwards. They were very receptive to the idea of producing a Go set, fridgego but needed a production run of 1000, and so asked if we would order half that number wholesale. We met up with them when we were running a demo at Hamleys and agreed to go ahead. Our first task was a set of rules, and here Simon Goss, then President of the BGA, came up trumps, if I can use the expression, with elegant and concise rule sets for both Atari Go and the full game. Simon also obtained permission from Japan for the cover image. Fridgeplay's contribution was a 'Your Move' square which allows a game to be played sporadically, ideal in the context of the family fridge.

Given the level of Go awareness in the UK, fridgego wasn't very likely to



make much of a profit; we thought it would be good publicity for the BGA though, and provide us with an attractive Go set as a promotional gift for Zen Machine and some to sell to break even. We had been invited to Japan by Yasuda sensei, and so Scott FedEx'd out 15 sets to coincide with our visit. We gave them to the Nihon Ki-in, Yasuda sensei, Morino sensei in Osaka and our friend Yuki Shigeno.

fridgego has been fun, but had limited time as a commercial project. Fridges are changing, and, increasingly, the doors are made of plastic, or are hidden behind fitted kitchen units. Fridgeplay is winding down its fridge-based range, and moving over to self-contained magnetic games in tins. There are still a few of the original fridgego sets available, but if anyone would like to see a small affordable magnetic Go set in production funding would be needed to underwrite a few thousand as a new product.

fridgego certainly reached parts previously untouched by Go, and I now know of many people for whom it was their first introduction. Even the reluctant partners (like Susan Bancroft) of Go players are tempted to the occasional game. The fridgego owners club includes the former Secretary of State for Education Charles Clarke MP, professional Go players, the Head of a famous independent school, many Advisers for Gifted and Talented Education....and my accountant!

Also see www.zenmachine.co.uk and the photo on page 33.

fridgego is a trademark.

STONE BUDDHA STYLE

David Ward

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This game between Lee Chang Ho (the Stone Buddha) and Wang Yuhui was played on 29th August 2003 and reported in the 2004 Korean Year Book. Lee doesn't appear to play difficult moves but has the belief in his early strategic advantage.

The style reminded me of a lecture given a few years back by John Fairbairn and T Mark Hall when they discussed the different flavours of thickness - like the Eskimo words

for snow there seemed to be about 18 different types!

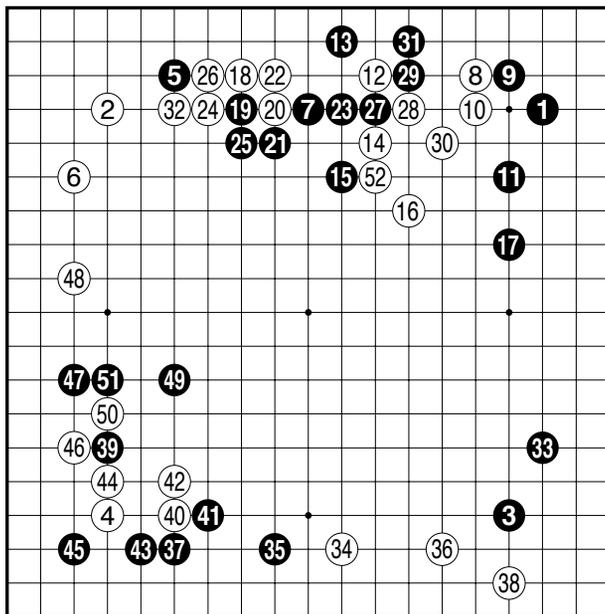
T Mark also mentioned the concept of the bullet proof group; an example of which Lee makes from moves 52-60. Some dan players may be surprised, but it proves its worth for the rest of the game and Black appears to be able to do little after this point.

The reported commentary ceased at move 98; the few later comments are mine.

⑩⑪ takes a large corner in exchange for a rather flakey group. Obviously, it is in Lee's judgement that he can handle the liability.

⑫⑬ - ⑭⑮ White continues to play territorially and does not seem very concerned that there might be two white groups under attack.

⑯ simply looks after the weak white group leaving no bad aji. This makes it difficult for Black to mount an attack on the single white group.



⑥② more territory!

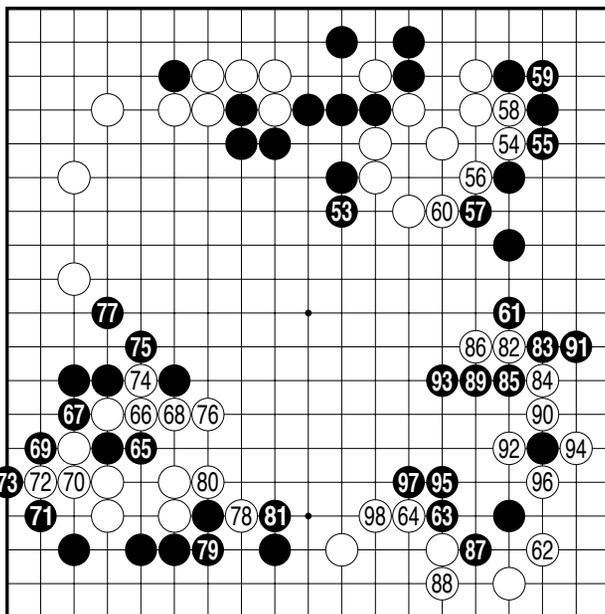
⑥④ hane is a lifeline to the weak white group.

⑧⑩ all White's moves seem effortlessly simple, but underlying is the tactical nous to avoid any knock-out punch.

⑧② more territory; Black must be fed up with the bullet proof group inside his moyo.

⑧⑧ these white stones assist the one weak group on the left.

⑨⑧ Commentary ends. It looks as if White captures with very good aji and remains ahead. Excepting minor skirmishes, the game is as good as over.



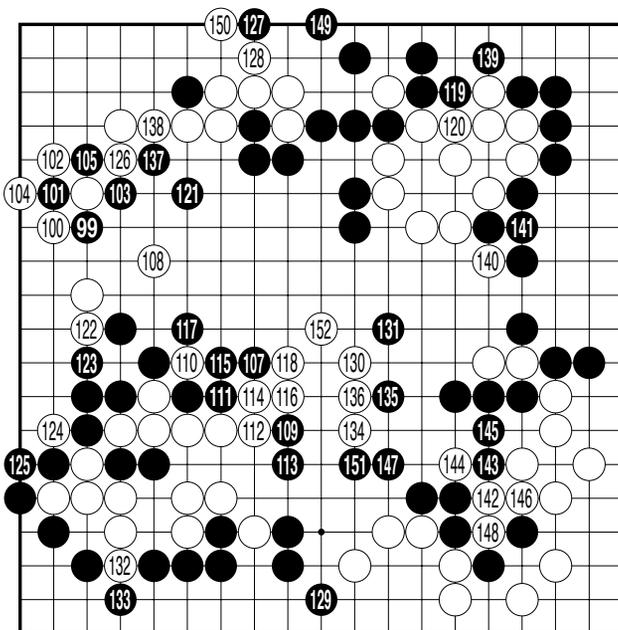
⑩⑦ Black huffs and puffs at the weak group.

⑩⑧ key point, retains territorial advantage.

⑩⑩ smelling the fresh air in the middle of the board! Black has too many weaknesses to mount an effective attack.

⑩③ Black tries to compete on territory but cannot make up the komi.

⑩⑤ Black resigns a few moves later.



WORLD RECORD LIFE AND DEATH PROBLEM

Translated by Li Shen

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This problem came from a highly regarded professional Life and Death book. It sets a record for the number of stones taken (15 stones as marked in Fig. 1) in a single problem. It looks obvious for White to make the group alive, as it has enough space to make dozens of eyes on the upper side. But how can Black use this as an advantage to kill the white group.

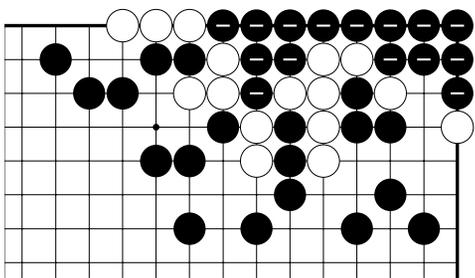


Figure 1 : Black's turn

ANSWER

The most obvious answer would be at 1. But after 2, there's no chance to kill the white group. Instead White makes a huge 27 points in the corner.

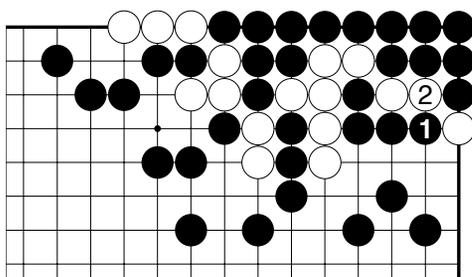


Diagram 1 : Obvious move

The only correct move would be at 1, which sacrifices one more stone. ④ at △.

Continuation in diagram 3.

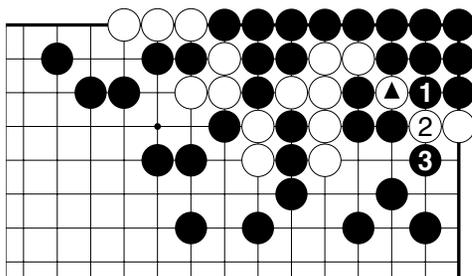


Diagram 2: Sacrifice one more

After ③, the fight ends in a surprisingly easy way. It's now impossible for the white group on the upper side to make two eyes.

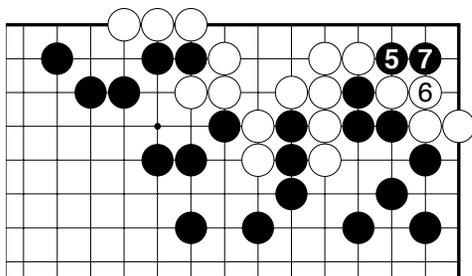


Diagram 3 : Fight Ends

KOREAN PROFESSIONALS VISIT

Tony Atkins

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Two Korean Baduk professionals visited the UK from 5th to 10th March 2007, following a hectic European tour. The two players were An YoungKil, 5p, and Lee JungWoo, 6p. Both players are in their mid 20s, they have been professionals for about 10 years, and are keen to make contact with Go players in the UK.

Starting in the Spring, Mr An is planning to live here in the UK for a year, both to study the English language, and to continue with his work as a Baduk professional.

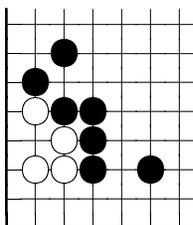
During most of their tour of UK they were accompanied by Prof. Hahn Sang-Dae, who also visited the UK last year with two other Baduk professionals.

Visits were arranged to south-east Go clubs - Oxford on 6th, St Albans on 7th, Nippon Club London on 9th and New Malden, south-west London, on 5th and 8th.

I don't quite know how successful the other visits were as I was only at Oxford. At least Mr An still wants to stay in the UK so it must have been okay.

More information about the visit can be found on the BGA website.

PROBLEM 5



Black to play

BOOK REVIEW : SABAKI

Charles Matthews

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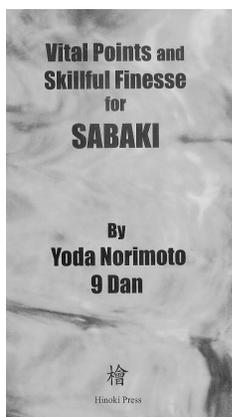
Expert level Go is not that easy to explain. One of the main attractions is, though, simple enough to put across: the safe looking plays are dangerous, more often than most people expect.

Dangerous looking plays can be much safer, in the sense that you lose more stones, but win more games. The point for the expert is that losing stones in certain deliberate ways can help the cause.

So much for the theory. The practice is somewhat harder to grasp.

The new book "Vital Points and Skillful Finesse for Sabaki", from Hinoki Press, may prove a help to the aspiring player. Sabaki itself is the central elusive concept, meaning handling yourself well, when the usual instruments (the plays one learns early on as 'standard') are too blunt.

Memorably defined once as 'fancy footwork', sabaki is mostly a defensive, ducking-and-weaving mode. It is good for sorting out a tough situation and coming out of it with honour, and even occasionally sente. In short, one is supposed to emerge with a palatable position from an unpromising base line. And very handy it is if you are having to invade a large framework. Frequently (one could say more often



than not) this involves willingness to sacrifice. So a prerequisite is knowing one's essential from one's disposable stones.

Strategic knowledge is required for that, no good giving up key cutting stones, for example; but there is some psychology involved also. You have to see yourself as the kind of player who will give away some stones to trade up to a better overall position.

Sabaki is often muddled up with the concept of light shape, in other words achieving the handy kind of formation that the opponent can prune off a stone or two, but not punish severely. Making heavy shape is certainly not sabaki, because by definition it implies a continuing defensive burden. A heavy group is one that can neither be sacrificed nor quickly settled. So making light shape is a component thought in sabaki; it is, however, not quite the same concept. Sometimes sabaki gives one the extra satisfaction of making the opponent look short-changed in the result: there is an added ingredient of resourcefulness and dodging. We heard about this wondrous concept in some of the early books in English dealing with the middlegame.

Confusingly it has often been sold in the same packaging as the 'middlegame joseki', a dodgy proposition (as it took me a while to realize). There are numerous standard sequences around corner enclosures, but the the main connection they have with the joseki concept is that they are much easier to learn than to apply properly in context.

This book is by Japanese star Yoda Norimoto, one of the strongest players of recent times. The chatty material in it is quite helpful. I agree with the closing words: "Those who are strong at sabaki can be said to be genuine high dan players". I used to obsess about sabaki over the board. If I produced one of the 'tricks', it was quite marked that the 4 dans (huh?) and the 5 dans (that old move) looked at it differently. Regarding the moves and techniques simply as tools, they are at high level. Flick to the front of the book, and Yoda's wisdom (please, I've heard the Star Wars jokes already) is also on display in the Introduction: the material is tough, but there are helpful remarks to be made about the fighting context. That, by the way, is precisely why 'middlegame joseki' is a fairly dud way of thinking: joseki are only good if they do fit the context. In the middlegame fighting, the context is the overwhelming and dominating factor. This is so to the extent that dropping a few points locally to notional 'best play' is much better than getting a daft-looking outcome. This really does undermine the concept that you can know the correct sequence and unthinkingly drop it into position on the board.

In between the pep talks we get 78 full board problems. This book is a translation from a Japanese original. The usual Japanese teaching theory applies: the choice of problems is a balanced selection of various things, different aspects of sabaki with which it is good to be familiar.

I'm not sure that this theory of surveying material, and not trying to have the last word on any one technique, is well understood by us. Don't expect a thorough reference work; I think that some serious students of the game can become stuck on the idea that thoroughness and system is the only way to write about it. I would say that I'm entirely familiar with the reasons why people want systematic discussions. The question is whether it is sensible to become an expert in one area of a topic, before having a basic feeling for the rest of it. Such unbalanced overall appreciation of what is going on has been a traditional weakness of European players.

In fact these days there is no reason not to aim at having the best of both worlds. If you like going closely over joseki-like, highly patterned sequences, I suggest study time with a good database of games. There you can observe the game contexts in which the pros choose their techniques, and that is the route to better perception, and ultimately strength. What the Yoda book offers is a good selection of fighting insights, particularly on direction. It is well worth having the text accompanying the answer diagrams, in this case.

The translation by Bob Terry will annoy some by its idiosyncracies.. 'Skillful finesse' is our old friend the tesuji, and I'll leave you to find where miai occurs in disguise, as it were with a false moustache on. There are rather too many diagram errors; I'll be letting BGA book seller have an errata list.

FILLING THE DAME

Nick Wedd

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In tournaments nowadays, you may hear an announcement by the organiser, something like this: "Please fill the dame as part of the game, before passing, with the clock running."

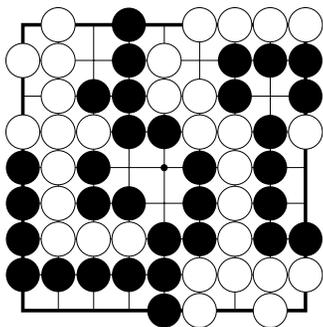
You may wonder what the point of this is. We all know the usual way of finishing a game. Someone notices there are no moves worth making, and says "mumble finished". His opponent says "mumble", they stop the clock, and then fill the dame, in no particular order, before counting. This generally goes smoothly enough. So why are we now being asked to fill the dame as part of the game?

This article is to explain why we should fill the dame as part of the game, before passing. Doing so avoids

various accidents, and ensures that the right person wins, rather than risking the game being decided by some accident in the dame filling.

There was a famous such accident in the 2002 Kisei match between O Rissei,9p and Ryu Shikun,7p which I described in number 127 of this Journal. This happened when Ryu had said something like "it's finished, isn't it?" and began filling dame in an informal way, while O had not heard him, and believed that the game was still in progress.

— o —



But even if the players can both hear well and agree about what is going on, things can still go wrong if you leave the dame-filling until after the game stop (defined by two consecutive passes). This diagram shows two simple things that can go wrong. There is nothing tricky here, no tesuji are possible, all the groups are completely settled. Assume that both players have just passed, and there are no prisoners. Try to count the game, allowing 6.5 points komi for White.

The first thing that can go wrong involves the dead white stone on the right edge of the board. If things are done informally, there is a danger that Black will simply remove this stone from the board and add it to his prisoners, without playing a stone inside his territory to capture it. But when the dame are all filled, the five black stones near the top right corner are in

atari: Black has to actually capture the white stone to save them. So if you counted a prisoner and four points of territory for Black in that group, you were wrong.

The other problem is with the six black stones in the top centre. Once the three dame around these stones have been filled, White may notice that there is a play on the centre point of the

board, forcing the capture of at least six stones. If Black is to keep these stones, he must play on the centre point (or either of the adjacent points) before all three dame are filled. So Black is only entitled to six points of territory in his larger group.

If you counted the game correctly, you should have found that White won by half a point. But with the "mumble mumble" style of dame filling, there is a considerable risk of a different result. This article was inspired by an incident in the recent London Open tournament. Black had a group similar to the larger of the two black groups

in the diagram. The players had agreed that the game was over. They had recalled the instruction to fill all the dame, and had been doing so, pointing out dame to one another. In the course of this, White had spotted that a black group had become short of liberties, and had made a move that captured it. Black had summoned me, as referee, and was unhappy that his opponent had captured a group "during the dame-filling". I had to rule that "dame-filling" or not, what they were doing was part of the game, and making a good move during the game is permitted.

MID-GAME PROBLEM

Jonathan Chetwynd

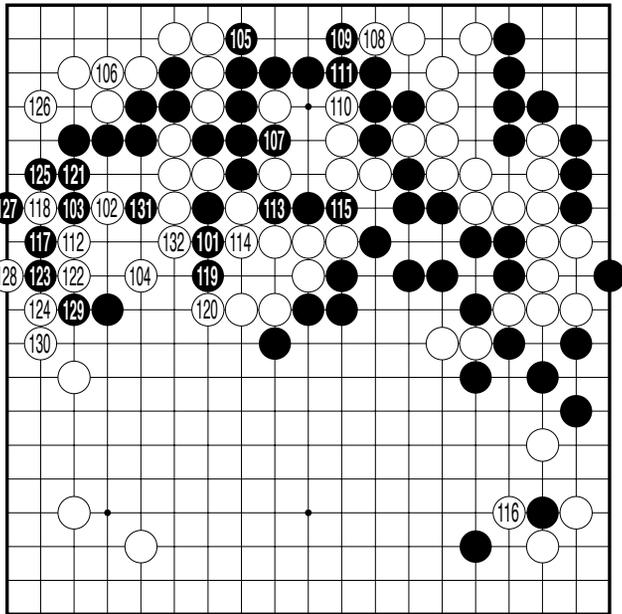
j.chetwynd@btinternet.com

Here are the last few moves of a mid-game fight between two six dans. Moves to 132 are shown.

But... Where should Black go next?

Is there a Tesuji hiding somewhere?

An answer, and perhaps some further discussion will appear in the next issue.

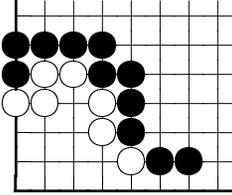


TSUME GO PROBLEM

Matthew Cocke

mwcocke@aol.com

This problem was composed by Cho U, 9p, at the Pair-Go event in Japan last year. It featured on a T-shirt you could win by solving tsume Go, or winning at paper, scissor, stone.



Black to play and Kill. Ko is failure!
Some answers on page 40.



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10 YEARS AGO

Tony Atkins

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The London Open was sponsored by Hitachi and held at the Highbury Roundhouse. Different this year was the experimental first overtime period of one stone in five minutes and the knockout for the top four after six rounds. To win the £1000 first prize, Guo beat Shutai Zhang and then Lee Hyuk (who had beaten Danek). Lee however won the Lightning.

Hitachi also hosted the Furze Platt Tournament in Maidenhead won by T.Mark Hall. The next day at the British Youth Championship at Brakenhale School in Bracknell, David King (1k) was the winner with Anna Griffiths (8k) the runner up.

Wanstead was held in Chingford and clashed with the ski trip. Winner was John Rickard who drew against Hyung-Soo Park but had a better tie-break.

Oxford was held at a candlelit Freud's and saw the creation of a double-headed dragon and a visitor winning, Walthar Warnaar from the Netherlands.

Three events were held the same day in Cambridge. A new beginners' event saw a win by Geoffrey Kirkness and a simultaneous display by Macfadyen. The Trigantius was won by Matthew Cocke and the British Womens Qualifier was won by Alison Jones.

Cambridge won the London Teams match and Britain beat Korea in a match after a three board play-off.

Reading won the Thames Valley Teams again.

Only 13 players took part in the Irish open. It was won by Alistair Wall, but the most noteworthy result was Fergus O'Connell (15k) winning a European GP point in his first event. Des Cann won the Rapid and Noel Mitchell the Handicap on Saint Patrick's Day. Alistair also won the Bournemouth at West Parley and Matthew Macfadyen won Coventry which included a talk by him on Go etiquette.

The 30th British Go Congress was held at Royal Holloway College in Egham. Winner of the British Lightning, run by playing-card draw, was Des Cann. In the Open, Matthew Macfadyen dropped a game to Alex Rix, who lost to Cann, but Rix ended with the best tie-break to keep the title. Hursley team won the Nippon Trophy, John Rickard the Stacey and Simon Goss the WKD. In the Pair Go at Weedon, Kirsty Healey and Matthew Macfadyen were the champions. Yvonne and Paul Margetts, and Jennifer Healey and Toby Manning won the Handicap Prizes. Des Cann had the best mascot. A double event in Cambridge consisted of the Bar-Low won by Jonathan Chin and the Candidates' Tournament won by Des Cann.

In Europe, Lazarev won a string of tournaments with Vienna, Bled and Milan; he took the lead over Danek in the GP points. Prague had been won by Yatsenko and Barcelona by Murakami from Japan. Matthew Macfadyen had won Gothenburg.

At Paris Guo Juan was the winner ahead of Shutai Zhang and André Moussa; Francis Roads was 13th. In the European Fujitsu Finals, Rob van Zeijst beat

Catalin Taranu and then Hans Pietsch (who had previously beaten Guo, the winner of the 1997 Ing Memorial) to win and earn a place in the pro event in Japan.

At the European Youth Championship in Bratislava, the under-12 champion was Antoine Fenech from France and under-18 was Dmitrii Bogatsky from the Ukraine.

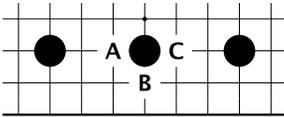
The final of the first LG Cup was won by three games to none by Yi Chang-Ho. It was an all Korean final against Yoo Chang-Hyuk. Another Korean, Cho Hun-Hyun won the Tong Yang Securities Cup against Kobayashi Satoru.

In Japan Kato beat Yoda in the Judan and also won the NEC Cup. O Rissei won the NHK Cup and Nishida Terumi defended her Women's Meijin title. Two western players became pros at the Nihon Kiin in April 1997: Catalin Taranu from Romania and Hans Pietsch from Germany.

DOUBLE AGENTS

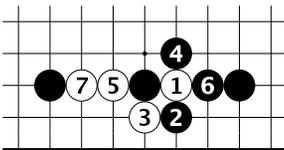
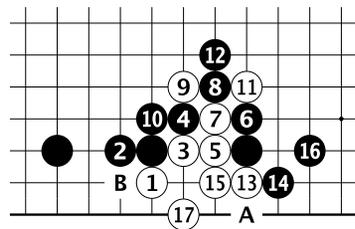
Ian Davis

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The double two space extension strikes many players as a very solid play indeed, reaping solid cash and thick shape. It is actually a fairly bad shape, and a rare occurrence in professional games. In the diagram, three moves are marked for White that can shatter Black's illusions. Given the symmetry in the position, A and C are only different in the context of a whole board position.

B might seem like a move out of "Get Strong at Crawl" but unfortunately, there is no way to kill this squalid looking play. White has miai for life.



More reasonable might be C, here we can see a typical result. Black gets a nice thick group, but is split into two. When trying to exploit this shape you have of course to be careful of the external situation. If the white stones here can't run to safety, this approach could be disaster!

FOOL'S MATE

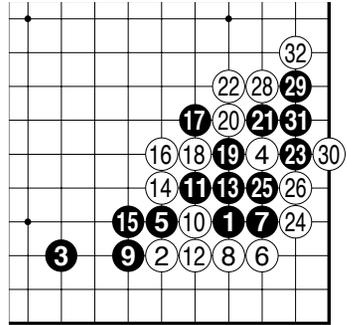
Jonathan Chetwynd

j.chetwynd@btinternet.com

I don't play go much these days and rarely attend tournaments, but still enjoy looking over games on the internet at 'Panda'.

If I do play on the internet it's 1/3 meaning a 1 minute game followed by 25 moves in 3 minutes, which is fairly fast.

This must be one of the shortest games on record, being around 20 moves, I played black against an 8 dan.



27 at 4

FUN PHOTOS

fridgego

The cuddly pig



A friendly introduction?

Has worked once!

GAME FROM THE LONDON OPEN, ROUND 5

Alexander Dinerchtein

qp@omen.ru

This is the game from the London Open Go Congress - 2006, Round 5, Board 1.
Black is Ben He, 5d, UK. White is Ondrej Silt, 6d, CZ.

⑦ Nowadays this opening is very popular.

⑨ Black can create the first moyo by playing at A or B.

⑬ The most simple answer. The pincer is also possible.

⑭ White may also extend at B.

⑮ The standard idea, but the timing is probably wrong.

⑳ The right decision. Diagram 1 is Joseki too, but ends in gote.

⑳ Later White can play the sente move at 29 or 30, according to the situation.

㉘ The opening looks promising for White.

㉚ A good move.

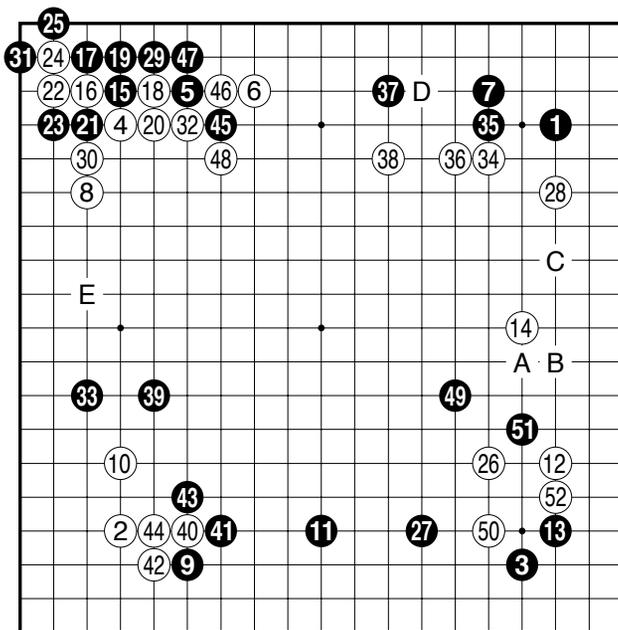


Figure 1 : Moves 1-52

⑳ It is probably better to keep this plan for future. Later White could extend at D instead.

㉚ A very bad answer, making White stronger. Black should answer at C.

㉜ Too passive! White has to play tenuki ! See Diagram 2.

㉞ Black could keep the game simple by extending at E.

㉟ A very bad move. See Diagram 3.

㊱ Black lost some territory here.

㊲ Is it better to peep at 51 first?

㊳ The best answer.

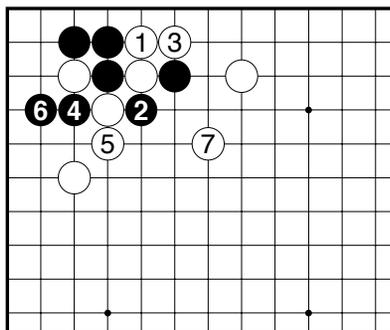


Diagram 1 : Joseki

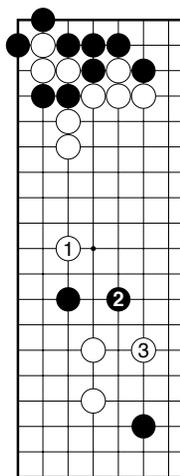


Diagram 2 : Tenuki

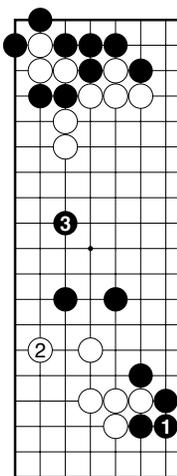


Diagram 3 : Proper Development

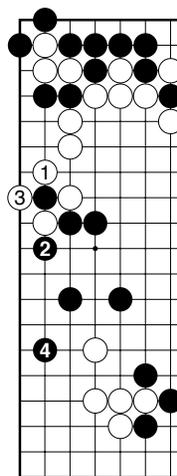


Diagram 4 : Black's Plan

⑥0 We can see, that the fight is not easy for Black.

⑥5 A bad move, making White stronger.

⑦6 Usually better to capture the stone directly, destroying the aji.

⑦8 The wrong shape. Must be at 80.

⑦9 This exchange is not necessary at all. Black destroyed the possibility of escaping at J.

⑧1 The position seems to be equal.

⑧3 Normal to block at K.

⑨1 A strange move. Surely Black has to extend at 99, creating the base.

⑨6 This jump is very painful for Black. We can see, that ⑨1 was a very big mistake.

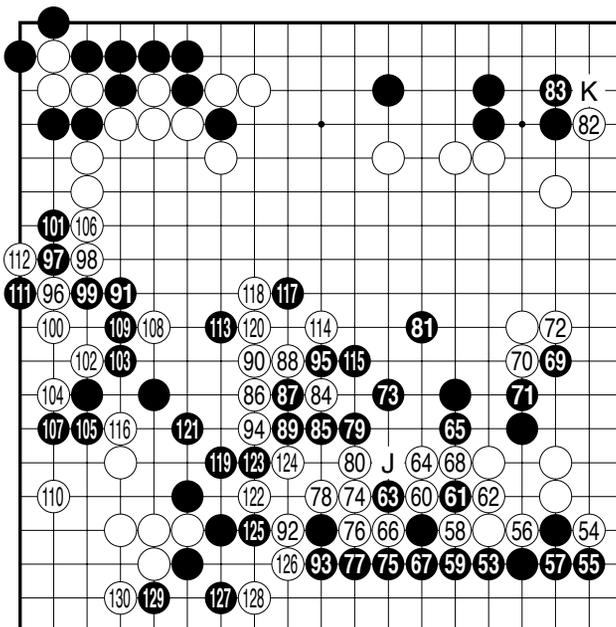


Figure 2 : Moves 53-130

⑨7 The plan is risky, but it's already hard to get a flexible shape.

⑩0 The strongest answer. Diagram 4 shows the black plan.

⑩2 The result is bad for Black. His group is still weak.

⑩⑧ A nice tesuji. The situation looks hopeless for Black.

⑩⑩ White can kill this group by extending at 135. Even if it lives, White is already leading on territory.

⑩⑪ A miscalculation. Diagram 5 is better?

⑩⑫ This is the fatal mistake. Diagram 6 is better?

⑩⑬ It seems that White missed this answer, expecting the sequence PQRS leaving White a liberty ahead.

⑩⑭ White, Ondrej Silt, 6d resigned. He cannot win this race. We could say that Black was really lucky.

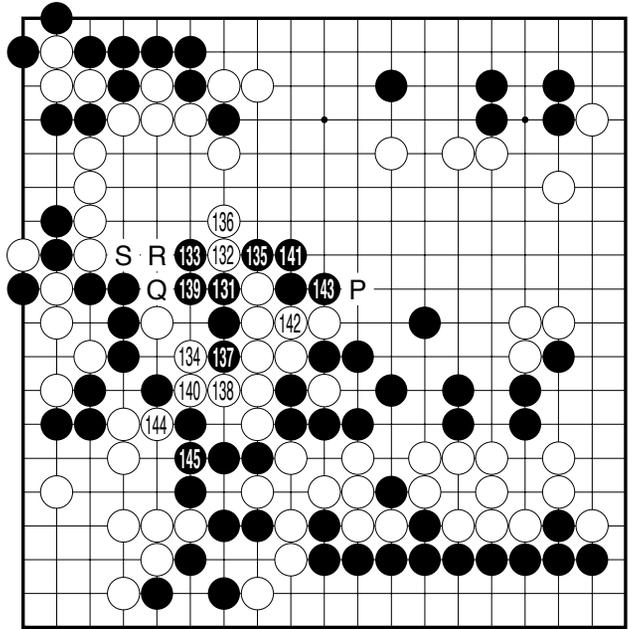


Figure 3 : Moves 131-145

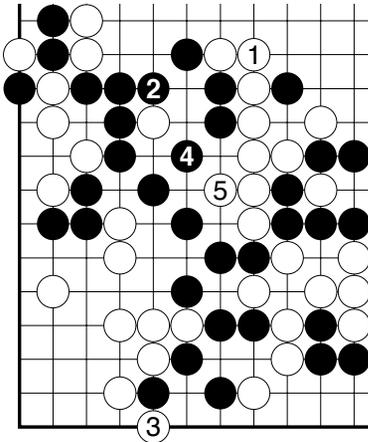


Diagram 5 : Alternate to 134

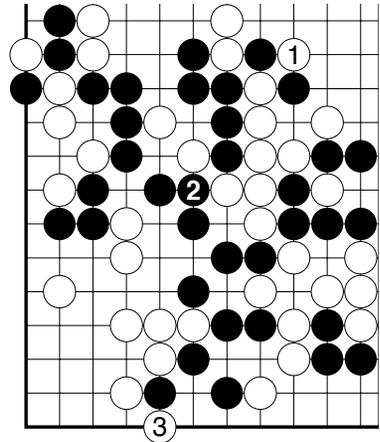


Diagram 6 : Alternate to 140

GO IS SO UNFAIR

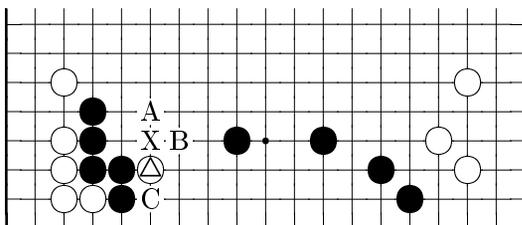
Nick Wedd

nick@maproom.co.uk

The diagram shows, in the lower left, the outcome of a frequently-played joseki.

White has abandoned one stone, in return for making a secure corner.

This article considers the fate of the abandoned stone at \triangle .



Now, Black can play at X, which will finish off that stone, "erase its aji", and convert the lower side into black territory. But it's a bit inefficient for Black to play there now, it's early in the game, and there are probably bigger moves.

What will happen if White tries to make use of that stone? There are various ways she might start to do this, including A, B, and C. It can get complicated, and I do not propose discussing any of the actual "correct" sequences. Rather, I will discuss what is likely to happen in real games between kyū players.

Suppose you are Black, you have never seen a position like this before, and White tries to activate the stone with a move like A. The likely outcome is that you think "hey, you can't do that, that stone is meant to be dead"; and you do your best to keep it dead. White answers successfully, and the supposedly dead stone thrives - either it kills the five black stones to the left of it, or it spreads and grows all over the lower edge, turning Black's large territory there into white territory.

So you learn from this, and in your next game you achieve a similar position but with you as white. You play

A, your opponent tries to punish your overplay by killing your stone, and your stone thrives, killing the black group or trashing the black territory. You think "this is great", and resolve to use the method again.

So in your next game, against a slightly stronger player this time, you again achieve this position and again activate the \triangle stone. But this time, Black answers in a way that kills it, for no compensation.

Repeated trials show that sometimes the stone thrives and makes a big profit, and sometimes it dies while thickening up the black territory. And what is mysterious is that which outcome you get does not seem to depend on which moves you make, only on who your opponent is. Against a slightly stronger opponent, if you are White and set out to devastate the black position, you can't, your stone dies. But if you are Black, and White starts to use that stone, you can't kill it, instead your position gets devastated. This can be very frustrating.

I have often suffered this feeling of frustration myself (though not in this particular position). Hence the title of this article, whose real purpose is to explain the cause of this frustration.

The truth is, White is entitled to activate that stone and to get a few points of profit. White is not entitled to more than this. Once White has played first in the area, Black is not entitled to kill the stone. But if White plays first and Black sets out to kill the stone, White will probably gain far more than the few points she is entitled to. And if White plays first in the belief that he should be able to cause devastation, Black will probably manage not only to prevent the devastation but to kill the stone.

I think there are many positions which can be like this. If both players

know the possibilities of the position, then when play starts there, nothing exciting happens. But kyu players rarely know the possibilities of a position, and if at least one is unduly optimistic about what can be achieved, wild and unpredictable swings can happen. (If the players are unduly pessimistic, it leads to dull games.)

I prefer optimism and the more exciting games it leads to. But if you find you are suffering from the feelings of frustration described above, then you should consider whether you are making overplays, and try playing a bit more conservatively.

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tomcoulthard@hotmail.com

CARDIFF Meets Tuesday from 7-11pm. Note new location:

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LONDON, IMPERIAL COLLEGE New contact for dormant club:

Yu-Xi Chau yu.chau@imperial.ac.uk

CAMBRIDGE Jonathan Medlock, j.medlock@ntlworld.com

5 Bourne Road, Cambridge, CB4 1UF. 01223 395550

Additional new meeting: Wednesdays 7.30pm until 9pm at St Augustine's Church Hall, Richmond Road (just off Huntingdon Road), Cambridge, CB4 3PS

YORK University club meets 20:15 in room G/010.

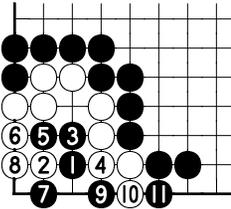
The non-University club meets 20:15 in El Piano.

TSUME GO ANSWERS - PART 1

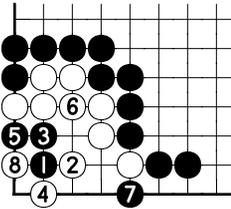
Matthew Cocke

mwcocke@aol.com

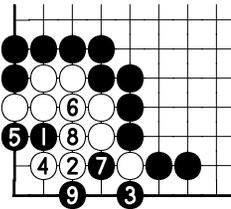
Variation 1 - ko



Variation 2 - another ko

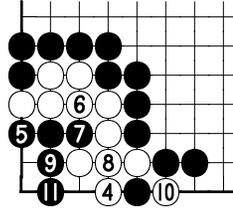


Variation 3 - the answer

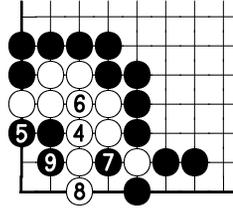


So that's the winning line - but what other answers does White have ?

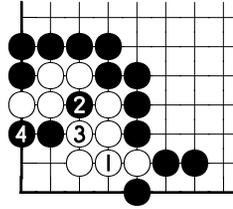
1) Another failure for White



2) Another failure for White



3) this one looks more promising



⑤ at ②

Which neatly leaves a new problem.

What does black do ?

More answers in the next Journal.

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