

# HOW TO FORM A GO CLUB

Seek out local Go players and find a time when you are all free to get together. Organise a place to meet. Find a way to pay for the club. Travel there, argue about the smoking rules, membership fees, who locks up, who cleans up, where to get Go sets from, what rules to play by, whether to affiliate to the BGA, who is in charge and if there is time left to get a game - if the person nearest your strength isn't already playing OR :



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As of the date of submission of this ad EGO stands at the top of the Internet Computer Go Ladder (Samurai having defeated Many Faces of Go twice). EGO is a DOS product written by Bruce Wilcox, author of such famous antiques as Nemesis Go Master and Instant Go. However Bruce no longer has any connection with these products.

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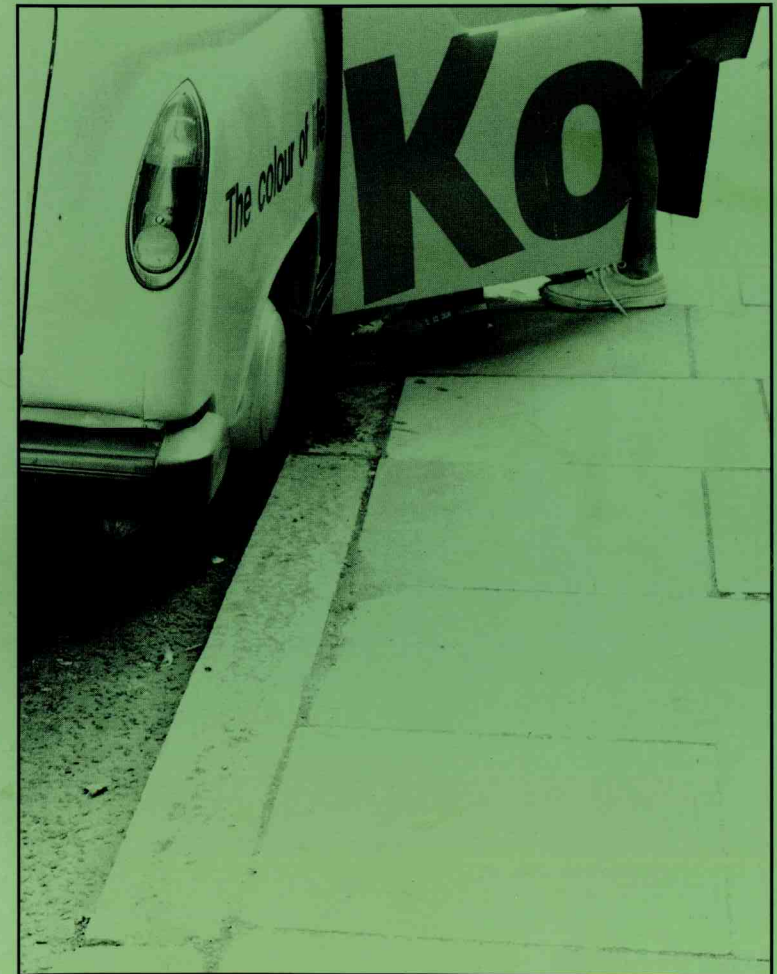
# British Go Journal

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Front Cover: "London cab poses threat to pedestrians." Photograph & caption by Ralph Freeman, West Cornwall Go Club.

## Tournament Calendar

**International Teams:** 12th March. By invitation only.  
**Irish Open:** 17-19th March. John Gibson, Dublin 908779.

**South London:** 18th March. Jonathan Chetwynd, 0171-228-2495.

**Coventry:** 25th March. Mike Lynn, 01675-442753.

**British Go Congress:** 7-9 April, Felsted, Essex. A. Jones, 0181-527-9846.

**Candidates':** 6-8 May. By invitation only.

**Bracknell:** 13th May. Clive Hendry, 01344-472741 (work).

**Challenger's:** 27-29 May. By invitation only.

**Scottish Open:** 27-28 May. Stephen Tweedie, 0131-2283170.

**Ladies':** June. By invitation.

**British Small Board Championships:** Cambridge, 11th June. Paul Smith, 01223-563932.

**Leicester:** 17th June. Eddie Smithers, 01664-69023.

**Barmouth:** July 1-2. (Note change) Baron Allday, 01341-280066.

**Anglo-Japanese Friendship Match:** 8th July. By invitation only.

**Isle of Man:** 20th-25th August. David Phillips, 01624-612294.

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

**International Teams Trophy:** September. By invitation only.

**Milton Keynes:** 17th September. Andrew Grant, 01908-669883.

**Pair Go:** 24th September. See information on page 53.

**Shrewsbury:** 1st October. Brian Timmins, 01630-685292.

**Wessex:** Marlborough, 22nd October. Terry Wright, 01275-842258.

**Swindon:** November. Paul Barnard, 01793-432856.

**Birmingham:** November. Lionel Naef, 0121-4521003.

**Three Peaks:** November. Tim Hazelden, 015242-41281.

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

**Anglo-Japanese:** December.

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

**London Youth:** January.

**Furze Platt:** January.

**School Teams:** January.

**Wanstead:** February.

**Oxford:** February

**Trigantius:** Cambridge, February/March.

## Notices

### Membership Secretary

Alison Jones has now taken on the post of Membership Secretary. (See page 2 for details.)

### Promotions

Jonathan Chetwynd to 3 dan; Simon Butler, Paul Margetts and Mark Wainwright to 1 dan

### Subscriptions

Rates remain unchanged for yet another year. Overseas: £8; Unattached: £7.50; Club: £6; Unattached in full time education: £3.50; Club member in full time education: £3.

### GoScribe

Games can now be converted to Journal format. Contributors should formulate text to treat 'variations' as diagrams.

More Notices on page 58

### EDITORIAL TEAM

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K. Timmins

# Three Professional Games

by Feng Yun

These games are from the final of the World Women's Go Championship, first Bohae Cup. They took place in the Lotte Hotel, Seoul, Korea, on 22-24 January 1995.

## Game 1

Black: Rui Nai Wei, 9 dan  
White: Feng Yun, 7 dan  
Komi: 5.5 points

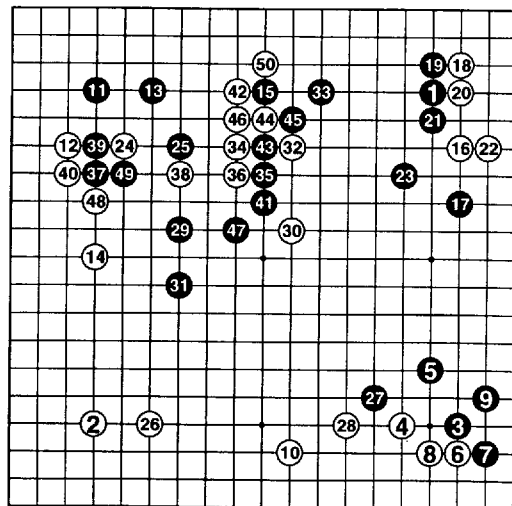


Figure 1 (1—50)

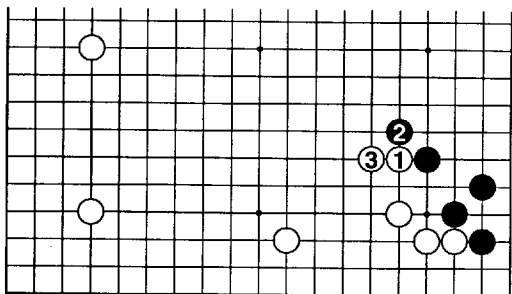


Diagram 1

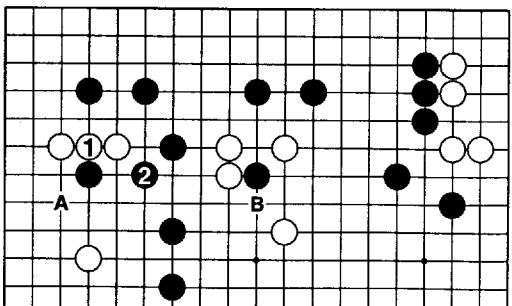


Diagram 2

4: Normally I would play in the empty corner but because I felt my opponent was so strong I wanted to try something different and a bit more proactive.

10: The moves up to 10 are the normal joseki. Black gets sente to play in the vacant corner.

15: Black plays san-ren-sei: this is a moyo fuseki.

16: White naturally approaches on the widest side. The other side does not have room for White to make a satisfactory extension.

23: The moves up to 23 are another common joseki. This move concludes the fuseki. Black is building a moyo while White takes territory.

25: Because Black is playing a moyo game this is a very important move. In fact this is the only move for Black. If White is allowed to play here Black's moyo would be flattened.

26: A Korean professional player suggested 1 in diagram 1. This is a big move but I prefer my move as I feel that his is a cheque whereas mine is cash.

29: This is a good move for both sides.

30: White has to do something to try to reduce Black's

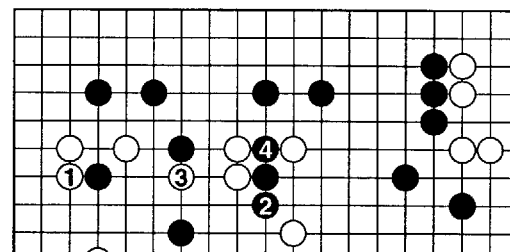


Diagram 3

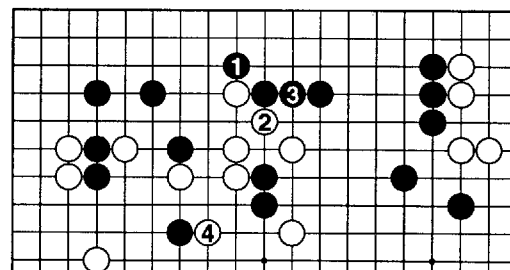


Diagram 4

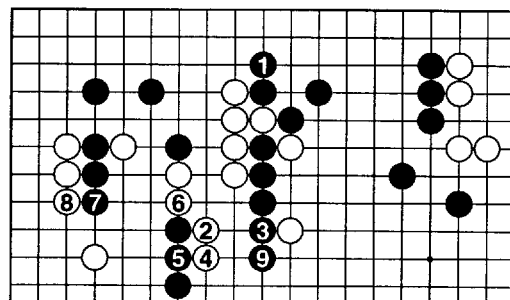


Diagram 5

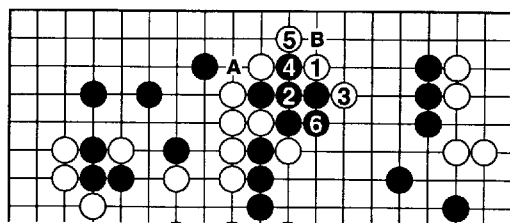


Diagram 6

moyo otherwise it will get too large. White has built a smaller moyo than Black so can not compete by simply trying to enlarge her moyo. I chose this move because of the good follow-up at 32.

34: I was thinking about attacking Black's 2 point extension 25, 29 but...

35: ...I overlooked this good attacking move. It seems that White 34 is an overplay.

37: This is an excellent move: perfect timing for this "asking" move. It is very difficult for White to answer this move: neither of the two obvious answers (see diagram 2 and diagram 3) is satisfactory for White.

38: White has no good answer to 37 so plays tenuki.

Diagram 2: A and B are miai for Black. White is in trouble.

Diagram 3: The exchange of 37 for 40 is good for Black.

41: White does not have a good answer to this move: if White connects at 43 then 30 will become isolated when Black plays at 47.

43: If Black plays the simple response to 42 at 1 in diagram 4 then White will connect in sente.

46: Black should now play the forcing exchange of Black 48 for White 148.

Diagram 5: This might be even better for Black than the game because White is forced to run.

48: White now has the chance to force this advantageous exchange.

52: I hope to make A in diagram 6 sente so that I can make diagram 6 work. This might look ugly for Black but the Black stones cannot be captured and White is left with too many cutting points (A and B).

55: This is a weak move which makes things easy for White.

Diagram 7: This would be better for Black than the game.

60: I achieve my aim of protecting one of the potential cuts

in sente.

64: Some Korean Professional go players thought that White is now fractionally ahead. The game is now a little bit difficult for Black because while White was making life for the group on the top side White took some of Black's territory.

68: Instead of just making two eyes for the White group on the top side White makes this useful move which makes the connection miai with making two eyes at 90 and helps the side.

69: This is not a very good move. Black was hoping that White would block at 71. but...

70: ...I have to play here.

Diagram 8: This is what Black was hoping for.

71: Black is thinking about the ko at 74 (to come).

72: White 70 and 72 effectively reduce Black's moyo.

83: Black thought a long time about this move. If Black simply connects the ko she feels that she does not have enough territory.

93: If Black instead connects the ko then the White corner dies but White gladly takes the outside in exchange.

99: If Black connects the ko then White captures the two black stones on a large scale by playing 114.

120: Black still cannot connect the ko because she still feels she will not have enough territory. Diagram 9: The White corner in the top right is dead but White has more territory than Black.

121: This move attacks the White group.

122: I give up my group and win the ko instead. This large furikawari is in my favour.

130: White wins the ko and the game. I have been in byo yomi since about move 80 and Black has time to spare.

Result: White wins by 16.5 points.

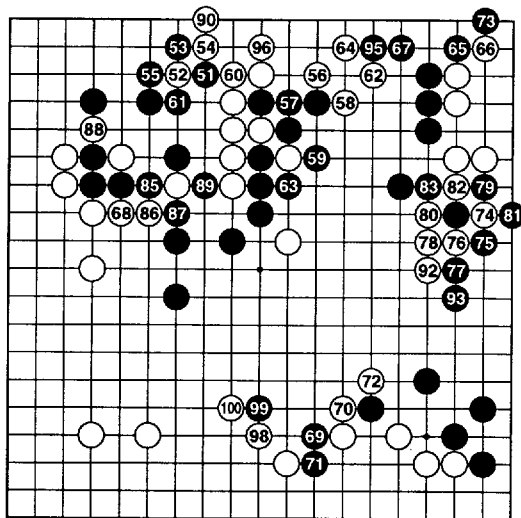


Figure 2 (51—100)  
Ko (74/17): 84, 91, 94, 97

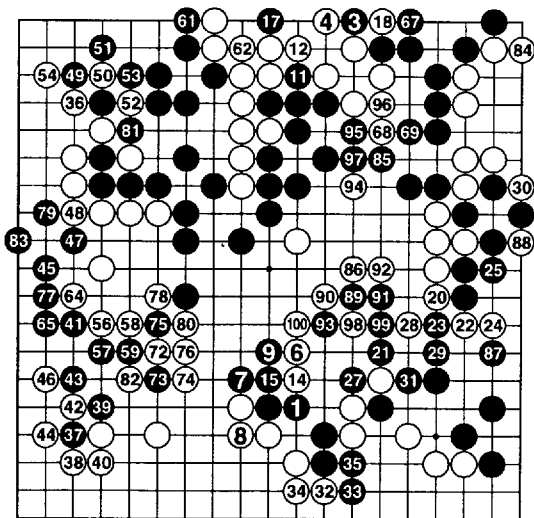


Figure 3 (101—200)  
Ko: 102, 105, 110, 113, 116, 119, 126. Ko (11/150):  
155, 160, 163, 166, 170 at 103, 171 at 11

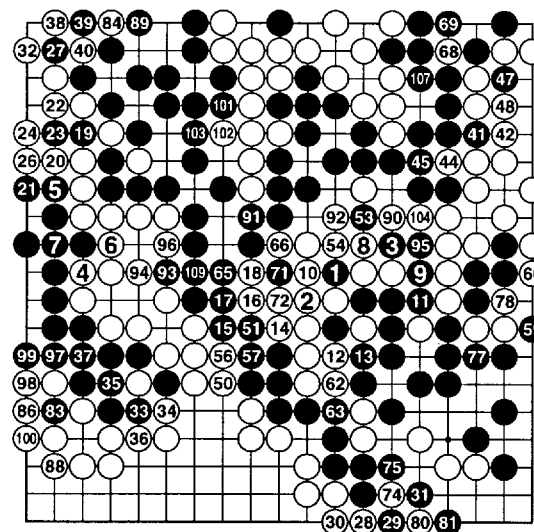


Figure 4 (201—310)  
225 at 88. Ko (227/240): 243, 246, 249, 252, 255,  
258, 261, 264, 267, 270, 273, 276, 279, 282, 285 at  
137, 287 at 142, 305 at 150, 306 at 239, 308 at 193,  
310 at 173

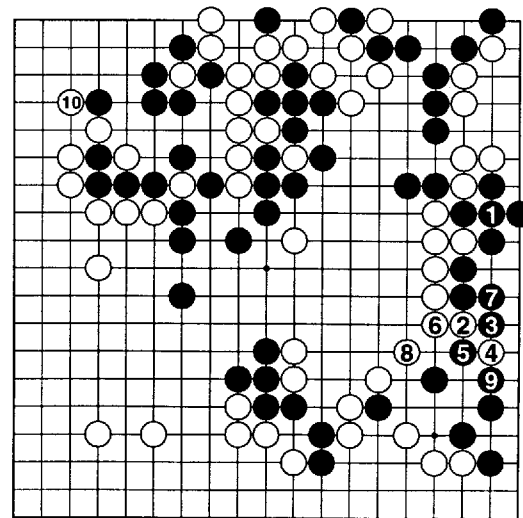


Diagram 9

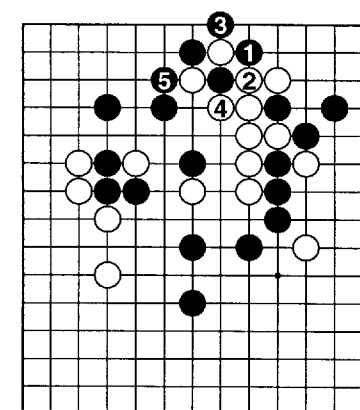


Diagram 7

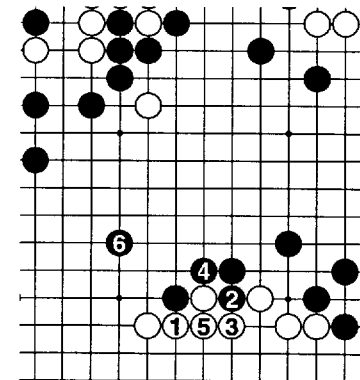


Diagram 8

Many thanks to Paul Christie  
for transcribing these games  
from Smart Go to GoScribe.



## Game 2

Black: Feng Yun, 7 dan  
White: Rui Nai Wei, 9 dan  
Komi: 5.5

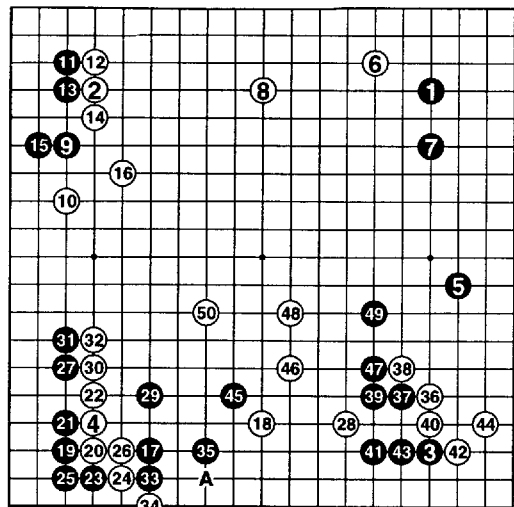


Figure 1 (1—50)

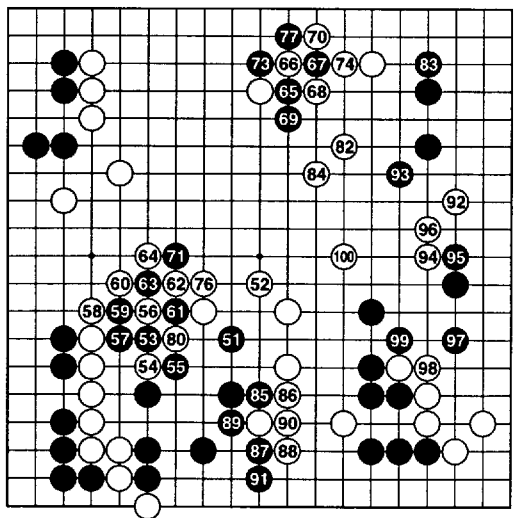


Figure 2 (51—100)

Ko (56/63) 72, 75, 78, 79 at 67, 81 at 66

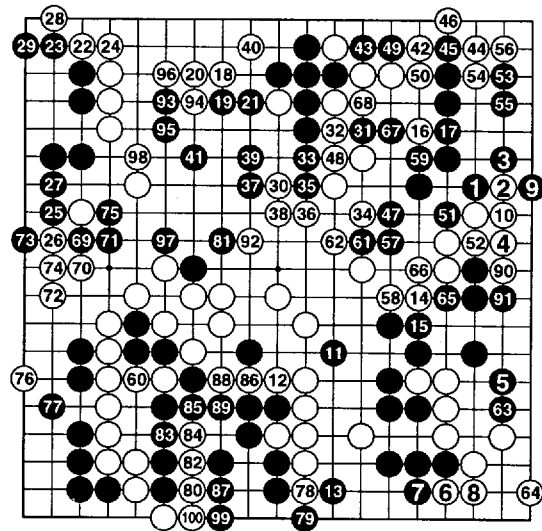


Figure 3 (101—200)

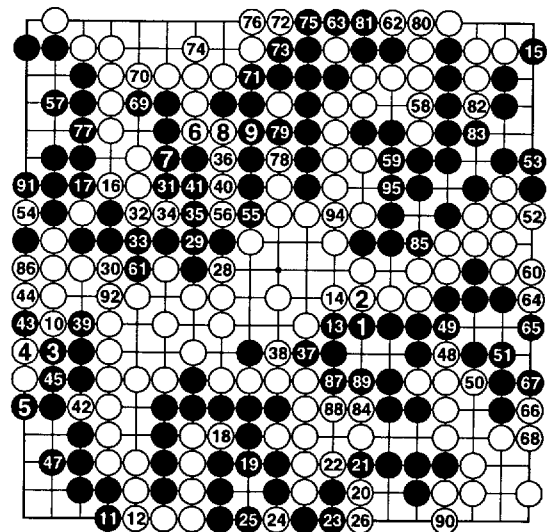


Figure 4 (201—297)

227 at 224, 246 at 243, 293 at 63, 296 at 173,  
297 at 64

146: White is in Black's big corner.  
The game is over.

152: Now I have to make 2 eyes for my (ex-big) corner.

181: Black should connect at 182.

Result: White wins by 7.5 points.

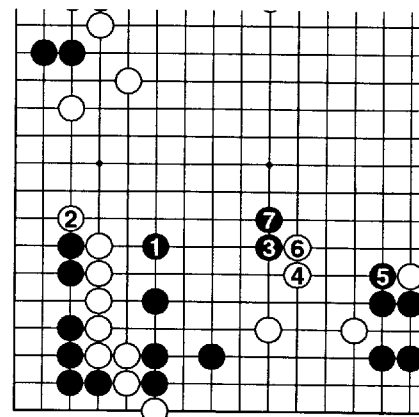


Diagram 1

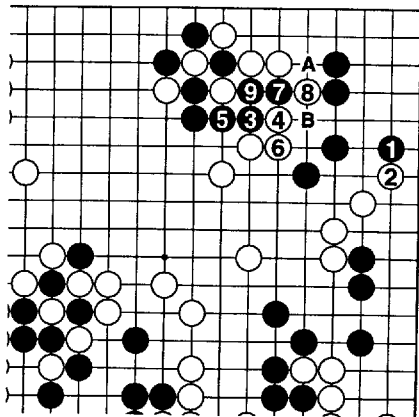


Diagram 2

5: Low Chinese opening.  
29: Normally Black would play at 36 but this is another choice.

35: Black should play at A.

45: Bad move for Black. Should play at 1 in diagram 1. This is much better for Black than the game. Black is heading towards the White group 18, 28 etc.

50: This is a good move.

65: This move is for making ko threats.

75: White has no ko threats.

82: White is not sure that she can kill the group around A in figure 1, so she plays here instead.

85: This move is slack. Should play a big move. I erroneously thought I was ahead.

92: White is very thick in the middle so she can afford to invade. This is a good move.

101: This is the losing move of this game. (Black should play at 103, i.e. 1 in diagram 2.) After playing this move Black can either connect at 110 or cut off the four stones 68, 70, 74, 6 by playing as in diagram 2. White can't protect both cuts at A and B.

113: Black has to connect otherwise the Black group surrounding the bottom right corner will die.

116: This is sente for White and it protects the cut at 131.

118: After this very big move White is winning the game.

121: Since Black is losing perhaps I should try playing at 135. Maybe this is the last chance for me to salvage the game.

130: Big move.

143: Black has to make 2 eyes allowing White into the corner. None of this would have happened if Black had not played 101.

Black: Feng Yun, 7 dan  
 White: Rui Nai Wei, 9 dan  
 Komi: 5.5

35: Up to this move this game was identical to the second game. It is unusual for professional players to repeat a game but we both felt that this opening was good for us. Black played A before but I played here this time. Apart from this the game continued to be the same as before.

45: Black plays this bad move again. I wouldn't play like this now that I have had time to think about it.

51: This is a bad move. Should play at 54.

87: This is the losing move for Black. Should play as 1 in diagram 1: if Black plays like this the game is still very close.

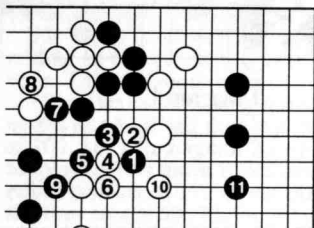


Diagram 1

109: This move is worth more points than the connection at 110 but is bad for the eye shape.  
 134: White connects her groups.

143: Black should play on the point right of 16 - it is much better. This mistake cost Black 5 points.

181: Black was already behind by 2 points on the board before this move. I saw White could kill my group on the right if I played this move but saving it would cost 2 points in the corner which was unbearable.

184: This Black group is dead. The game is over.

214: Black resigns.

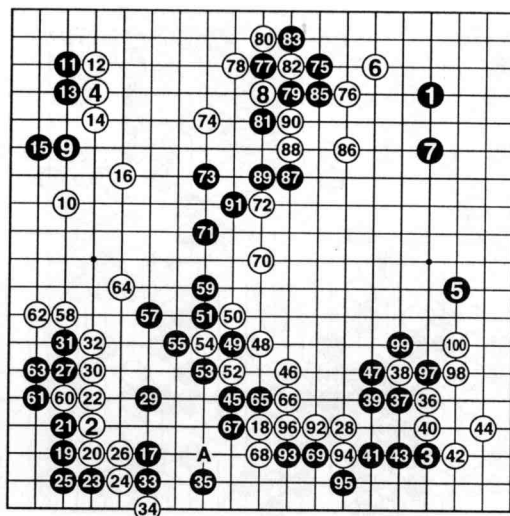


Figure 1 (1—100)  
 56 at 49, 84 at 77

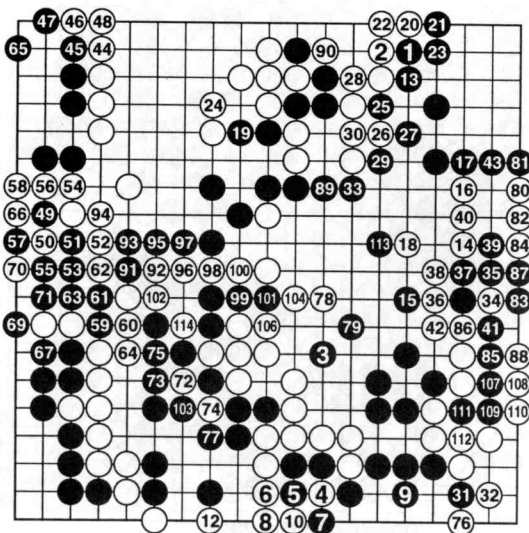


Figure 2 (101—214)  
 111 at 104, 168 at 150, 205 at 53

# Chinese Visit to Devon

by Tom Widdicombe

Was it the forces of destiny that brought the Chinese Coal Team, three players with an average strength of professional 5 dan, to Devon Go Club, probably the smallest and weakest club in Britain, three players with an average strength of 7 kyu? For no apparent reason, the team of three professional go players and two coal industry officials had included two days in Plymouth as part of their British tour. Mercifully the Chinese party included Feng Yun, 7 dan, who speaks good English and was invaluable as a go-between for the two days.

## In on the act

Naturally enough I saw the visit as a great opportunity to generate some publicity about the game and our club. This was surprisingly easy, as everyone I spoke to in the media wanted to get in on the act. In the end we had coverage in three newspapers, and we were on the local ITV news. I also did an interview a few days later on the local radio. Unfortunately, we missed out on the BBC through our prior commitments to the other reporters. They wanted to hire a local Chinese restaurant, take us all out to lunch and make us their main feature in the evening news.

It was only after arranging all the publicity that I found out that the primary reason for the tour was sightseeing rather than playing go. Skilful negotiating by Feng Yun between the go players and the coal industry officials kept the show on the road. Endless rolls of film were used wherever there was the slightest opportunity of a photograph. There must have been a

hundred shots of us all in groups of different combinations at various beauty spots out on Dartmoor. The gift shops were also a great hit, with loads of presents purchased for the families back home.

## Glass blowing?

I had arranged for all the publicity to take place in the afternoon, so I cleverly bribed my wife and mother in law to take the two coal officials out to a popular local tourist attraction, a glass blowing factory. Arriving at the factory they were pleased to see the furnace being stoked up ready for action. With the audience gathered round in anticipation as the embers began to glow, the great British workmen really excelled themselves in front of our renowned international guests. They both sat down, got out their lunch boxes and started toasting their sandwiches in the heat. Mr Choi, who had proudly told me that

he was in charge of 300,000 employees, walked away in total disbelief.

Meanwhile, back at home, the publicity was over and the international match began. It was all a bit embarrassing on the go front really; for the Chinese it must have been like playing kids. They were all very polite and very careful not to leave us totally humiliated. And I learnt a lot from my all too brief experience of playing against a master of the game.

I am grateful that fate brought the best to the West. I want to take this opportunity to invite any other wandering players to our club. There are, of course, many very rare birds on Dartmoor, many beautiful walks, and plenty of opportunities for peaceful contemplation (or you could just get drunk on the local scrumpy).

A final word on the publicity. Three weeks after the visit and there were eight people at our club, and I had another phone call the next morning. Slowly slowly catchee monkey.



Tom Widdicombe v. Feng Yun  
 Reproduced by kind permission of  
 Devon & Cornwall Newspapers

# Four Hundred Years Of Japanese Go

by Andrew Grant  
Part Fifteen: Shuwa

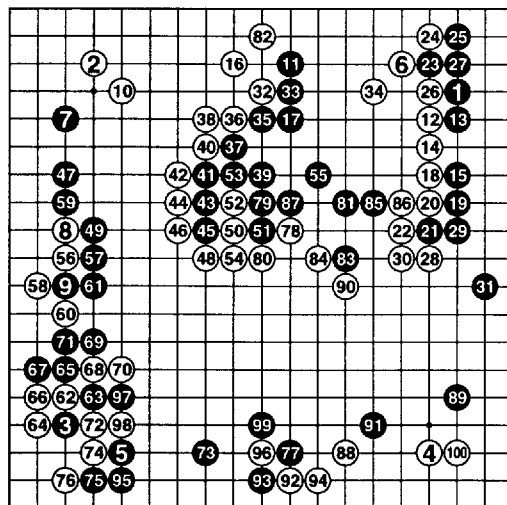
With Jowa out of the way, Gen'an was finally able to apply for promotion to Meijin godokoro, which he did in 1839, only a month after Jowa's retirement. Out of loyalty to his teacher, Honinbo Josaku objected to the jisha-bugyo, who replied that Gen'an would get his promotion unless someone were to challenge him to a match and beat him.

Josaku had no intention of challenging Gen'an - he was not in Gen'an's class as a go player and he knew it. However, his heir, Shuwa, was already 7-dan and still improving, and Josaku confidently put his trust in him to defeat Gen'an.

The first game of the match between Shuwa and Gen'an (shown here) was played over a period of eight days starting in November 1840 and going on into December. Gen'an, being 8-dan, took White.

Shuwa defeated him by four points, and although this may not seem like a large margin, especially in a no-komi game, it was enough for Gen'an. Shuwa had dominated the game from start to finish, giving Gen'an no chances at all, and Gen'an was so dispirited by the level of skill Shuwa had shown that he conceded the match then and there, and withdrew his application for Meijin godokoro.

This is not to say that Gen'an gave up all hope of promotion, but he knew that he would have to beat Shuwa first, and this proved to be beyond his powers. At one time he would have resorted to the sort of underhand manoeuvres he and Jowa had used against each other, but Gen'an had matured somewhat (perhaps chastened by Jowa's fate) and now restricted his campaign to the go board. In May 1842 he challenged Shuwa to another match, an unofficial one this time, but again Shuwa won the first game, this time by six points, and again Gen'an felt unable to continue. After Shuwa beat Gen'an yet again in the



White: Inoue Gen'an Inseki  
Black: Honinbo Shuwa

Figure 1 (1—100)

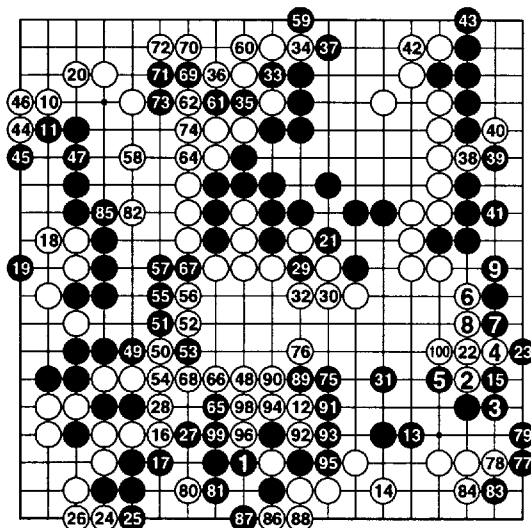


Figure 2 (101—200)  
163 at 32, 197 at 96

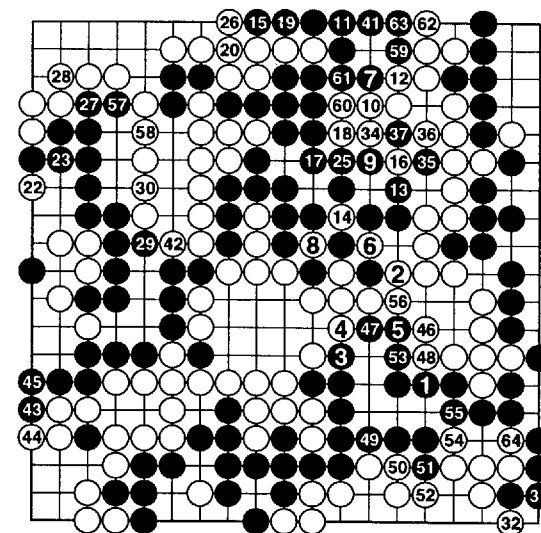


Figure 3 (201—264)

208 at 78. Ko (214/121); 221, 224, 233, 238.  
239 at 216, 240 at 121  
Black wins by 4 points

1842 castle games, Gen'an finally abandoned hope of ever becoming Meijin, and made his peace with the Honinbo school - so much so that he adopted Jowa's eldest son, who had been made the heir of the minor Mizutani school, as the Inoue heir.

It was Jowa who provided Gen'an with an appropriate epitaph - commenting on the second game against Shuwa, he said "Gen'an is strong enough to be Meijin. It is a pity that he was born at the wrong time."

While still only 7-dan, Shuwa found himself on top of the go world. The only players who came near to him were the so-called "Tempo Four Best". (Tempo was the name of the era from 1830 to 1844.) These four were, the 9th Yasui head, Sanchi, who succeeded Chitoku in 1838; a Honinbo pupil named Ito Showa; a Yasui pupil, Ota Yuzo; and Sakaguchi Sentoku, O-Senchi's successor

as head of the minor Sakaguchi school.

At their peak, these four were able to play Shuwa on even terms, but Shuwa was eventually to beat them all down to the handicap of josen (playing Black in all games). It was not until Shuwa's heir Shusaku reached his peak that anyone was able to extend Shuwa fully. Shusaku entered the Honinbo school in 1837, and was soon recognised as the greatest prodigy since Dosaku. His career will be covered in more detail later.

Jowa and Josaku died in quick succession in 1847, and Shuwa became the 14th Honinbo. By now he was 8-dan, and beginning to aspire to the post of Meijin godokoro, but he never achieved this ambition, being thwarted by a player who came to prominence in a decidedly unusual fashion.

As has been mentioned, Inoue Gen'an Inseki had adopted

Jowa's eldest son as the Inoue heir. This son became the 12th Inoue head, Setsuzan Inseki, upon Gen'an's retirement in 1848.

Setsuzan, however, seems to have been a schizophrenic, and in a fit of irrational jealousy in 1850 he murdered an Inoue pupil whom he suspected of having an affair with his wife.

Since the victim's family were on close terms with the Inoue school, they did not go to the authorities, as this would certainly have resulted in the school's closure, but Setsuzan was forced to retire and sent into internal exile in the country, where he died six years later. He had not named an heir, and since there were no obvious candidates among the surviving Inoue pupils it was arranged for a Hayashi pupil named Matsumoto to succeed him.

As the head of a go school, Matsumoto became eligible to play in the castle games, and in 1859 Shuwa was drawn against him.

Matsumoto was only 6-dan, whereas Shuwa had submitted an application for promotion to Meijin, so the result of the game should have been a foregone conclusion. However, Shuwa was overconfident, and let Matsumoto take the lead. Shuwa was still sure he could catch up - he knew his yose was superior - but Matsumoto surpassed himself, producing his lifetime masterpiece in fending off an increasingly desperate Shuwa to win by one point. Losing to a 6-dan killed off any hopes Shuwa had of gaining promotion to Meijin. Matsumoto's play was so far above his normal level that it was said in go circles that he must have been possessed by the spirit of Gen'an, who had died that year, getting his own back on Shuwa for denying him promotion to Meijin in 1840.



# Tournaments Reviewed

by Francis Roads

## Part 3: Miscellaneous

Just a reminder: miscellaneous tournaments include the various closed tournaments and the ones that last a single day and are not three-round McMahon.

Wanstead is first in the year, in early February, and I'd better not say too much about it as it is run by my own club. We try to make a feature of catering for weaker players, firstly by having four games with shorter time limits, and secondly by running a concurrent 13x13 tournament. This latter feature has now been imitated by other tournaments. Our venue is near to an underground station, and parking is quite possible by London standards.

The weekend of the May Bank Holiday sees the Candidates' Tournament. You have to qualify for the Candidates', but if you are a true 1 kyu or stronger, and play regularly in other tournaments, you are likely to do so. Some weaker players squeeze in occasionally.

The Candidates' is Swiss, so 1 kyus often get a crack at the stronger dan players in the earlier rounds. And there is the occasional upset. The venue has been the rather noisy CLGC premises at Covent Garden in London, but CLGC have moved, and the new premises may be more conducive to concentration, though probably no more conducive to parking cars.

The Challenger's League, held over the Spring Bank Holiday is our elite event, for eight strong players qualifying from last year's League and from the Candidates', to choose a challenger for the British Champi-

onship. Recently it has been held in Leamington.

A newcomer to the tournament scene is the South London Handicap Tournament in July. Time limits were short, and there were so many rounds that I lost count of them, but like the Guildford event this was an excellent tournament for weaker or less experienced players. Let's hope it continues.

I have never been to either the Youth Individual Championship or the Youth Team Championship. Their venues and dates have varied over the years, so watch out for information. They have the reputation of being efficiently run, and have divisions to suit all ages and strengths.

As I can't advocate these tournaments from experience, I will just put in two pleas. The first is to look out for young go players who might not know about these events, or might need some encouragement to enter. The other is not to forget about the financial help available from the Susan Barnes Trust for young go players (and the Trust's continuing gratitude for donations!)

Another tournament from which I find myself debarred is the Women's Championship. There are different points of view about the desirability of holding such an event - after all, there is no Men's Championship, from which women are debarred. But as there is a free trip to Japan on offer for a player who does well, political correctness bows to expediency. I look forward to the day when female go players challenge men on equal terms, and such a tournament is not needed.

Into a different category altogether falls the Pair Go Tournament. Once again, the main reason for holding it is to choose a representative pair, who get a free ride to Japan.

Any two go players can enter, provided that they are of opposite sex. For those whose combined strength makes it unlikely that they will win the tournament, the pairings are on handicap, so it is not necessary to be any particular strength to enter.

I strongly recommend this tournament. The experience of co-operating with a partner without discussion is utterly different from playing on your own. I found it great fun.

The Wessex tournament, run by the Bristol Go Club since 1969, is the most senior of the one-day tournaments. It is always held on the day that the clocks go back, which is sensible, as fitting four rounds into the day sometimes makes the timetabling seem optimistic. Lunch and tea are provided. Attendance is usually near the 100 mark.

Marlborough is an attractive Wiltshire market town in the middle of Hardy country. It is virtually inaccessible by public transport on a Sunday. You definitely need a car, a lift or an overnight stay for this one.

In my three chapters I have reviewed 27 tournaments, 24 of which I have played in. Here are my particular recommendations. The choice is purely personal.

✓ For stronger players: London Open/ British/ Northern/ Candidates'.

✓ For weaker players: Guildford/ South London/ Wessex/ Wanstead.

✓ Best country locations: Barmouth/ 3 Peaks.

✓ Best town locations: Shrewsbury/ Edinburgh.

✓ Best for non-go-players: Isle of Man.

✓ Most fun to play in: Pair Go.

# All Over by Move 17

by T. Mark Hall

The game shows only the moves up to Black 17, by which time White has effectively lost, though Black has not won, since the game has been presented to him by White's bad play. Sometimes it is possible that one good blunder deserves another, and the other player can throw the game back, but it is very difficult to recover from the moves that White makes here.

The moves I want to comment on are from 12 to 16; only three moves in the fuseki and I don't know how many readers would think that there is not much that they would not play in these moves.

First, White 12. White has been pincer and he is jumping out into the centre. Nothing wrong with that, is there? You are often told to jump out with stones that are pincer, so what's wrong here? The problem is that it prompts Black to play on the right, which makes him stronger there, and White *should* be able to make shape by leaning or counter pincering on the other side.

But Black has three stones on the left and White can't make much of such a shape by pushing on them; all that he will do is confirm Black's territory without making anything of his own.

White's best moves are either to go straight into the 3-3 point and take the corner either way Black plays, or to play a contact move on top of the pincer stone and escape to the centre. This possibly starts a fight, but White should be able to settle himself without too much trouble.

Then White plays at 14. This has a single premise: that White can play along the left edge to

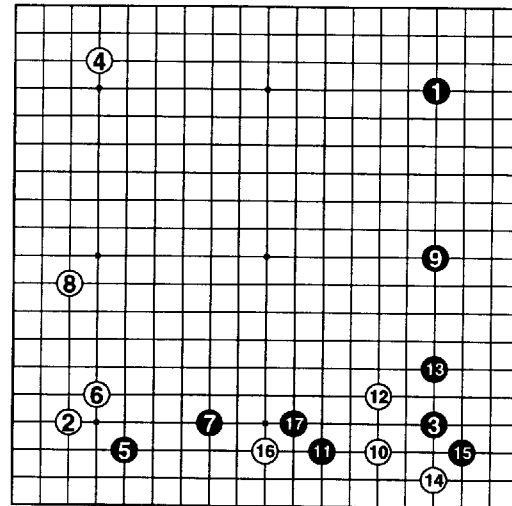


Figure 1 (1—17)

settle his group with eye shape. Worse still, it prompts Black to play on the 3-3 point himself. Since White can't play on the left edge because there is a black stone there, he should leave the corner alone so that he can invade later.

If you look at any joseki (e.g. *38 Basic Joseki*, page 141, or *Dictionary of Basic Joseki*, Volume 3, page 149), you will see that White will play the keima into the corner only when he has a move in the opposite direction which makes a base for the group.

White feels suicidal so he invades with 16, leaving three unsettled stones floating. Black plays at 17 which is his best reply, suppressing the stone. Even if, by some brilliant play, White was able to save the single stone on the edge, he would probably lose the other stones in this area. White doesn't have a plan or any idea what he is trying to do, once he plays 12. He should be trying to settle his stones quickly, best of all in the corner, taking secure territory.

# Go Kiburi... nearly gets wed

by Elinor Brooks

For some time now, Go Kiburi had been in love with a beautiful young lady named Susan. She for her part hoped he would save hard from his woodworking and build them a home in which to raise many children.

As the day of the wedding approached, however, our hero displayed increasing nervousness. On the morning of the wedding he was nowhere to be found.

Eventually the distraught Susan found him in his carpentry shed staring at the go board he had carved as a present for his bride-to-be. She asked him why he hesitated to marry her. Did he fear for the loss of his *liberty*? On which Go Kiburi raised himself up and cried out: "Damn me, Sue - marry? Never!"



# Go Junkie

by John Puxty

(with apologies to those who understand oriental characters)

In September 1994 I set myself a target to become a 15 kyu by the beginning of September 1995. At the end of January 1995 I had already achieved that ambition. A 13 kyu playing Black on a clear board lost to me by 1 point plus komi; a 10 kyu, again on a clear board lost to me (I was playing Black) by 8 points; and a 1 kyu who insisted I started with 13 stones handicap resigned!

One way or another I had become 15 kyu, perhaps 14 kyu and at times, probably more by chance than design, 12 kyu. Whatever I may now be rated I look upon myself as a 14 kyu keener than ever to get into single figure kyu status.

Have I had my doubts? Oh yes, more doubts than certainties, that's for sure! After my letter to the BGJ I got the overwhelming response of one lukewarm letter and the verbal condemnation or disbelief of seven or eight more players. As a result I've already given up six times!!!

I still believe the standard handicap-stone system of learning go is fundamentally flawed since the student has to learn one approach to go, only to discard it again as the student becomes more proficient. With the status of shodan and above a new game has to be understood of usually playing handicap games. The system inbreeds incorrectness and consequently discourages true appreciation.

A few moments of logical consideration will confirm this. A student is encouraged to learn a game by utilising a system of playing superior/inferior players with a number of extra

stones one way or another at the start of the game. Reading books by top professionals you'll find they all state, quite categorically, that the opening game is the most important part! I ask one question. How can a student possibly be expected to learn correctly the true way to open a game if all the time the student plays with unnaturally placed (handicap) stones distracting attention away from the better placement of opening stones?

If a handicap is required surely it is better that points rather than stones are given, as in komi, where playing Black on a clear board can give White 6, 6.5, 7.5 points to start with or whatever might be agreed. Yes, the superior player has a better chance of winning, but the learner has a greater opportunity to grasp the true opening moves in the game!

This, though, is not what drives me on. You might think it is my next ambition! By December 31st 1996 I intend to beat a shodan on a clear board, (meaning that at least I will become a strong 1 kyu). This, though, is not the short-term motivation!

I decided the best way to learn was to study top players. I started with Shusaku, going through part of *Invincible*, ignoring the commentary, not considering the alternative possibilities proffered, but just trying to get into the "swing" of play. That alone got me from 23 kyu to 14 kyu!

Since I used to enjoy playing more than studying I decided to play four games a month as a check on my progress and to allow me to experiment, in a minimal way. My opponent harries me that I do not have enough eyes, he's right, but my purpose is not to win but to learn how to build my territories by trying to emulate my teachers: Shusaku and Go Seigen.

The clue to my current state of affairs is in the previous paragraph: my use of the phrase "used to enjoy"! That statement is very pertinent since my greater, recently discovered and qualified pleasure, is studying go. Playing has lost some of its glitter, studying past masters' games is now a brilliant gold.

Added to that I've come across a go book which isn't written in English, but with oriental characters instead. At school I studied English, Latin, French and Spanish. As an amateur archaeologist I struggled with Armenian cuneiform, Egyptian hieroglyphics and Mayan texts. Now I'm enjoying unravelling the text which accompanies the first volume of Go Seigen!

The BGA provides a translation guide to Japanese which covers seventy-three words and phrases. From local bookshops I gleaned nothing in Japanese except phonetic phrase books. Further search produced a Chinese phrase book and a Chinese astrology book, both with characters which are very helpful. It seems Chinese astrology has a lot in common with Japanese go! Lastly the library revealed two books. The one on Japanese was phonetic with only forty-one characters (thirty-eight of which I photocopied), but the Chinese book had three pages on creating characters, three pages on organising characters, and seventy-five words and phrases in characters. The pages on creating and organising characters has been extremely useful!

My aim now is to study not less than one go game a day (which as a nursing-carer on twenty-four hour call is generally possible) as well as deciphering the characters which accompany Go Seigen's games. This has produced an utterly thrilling circumstance! I play out the game bit by bit and as I continue and when I finish I

translate the explanatory text via my odd assortment of reference material, to get a commentary.

From February 9th to March 3rd inclusive I've gone through thirty-five of Go Seigen's games. At points I've been perplexed, at times confused and once or twice I've seen some light! But on top of that I find I'm learning a new form of communication.

Some characters such as white or black, victory, move and opening I could easily decipher, but the character for "block" came from thumbing through the medical section in the phrase book when I came upon the characters for "indigestion"! The character for "impossible" was deduced from the character for "word" and the character for "person" except what I was looking at was not the combination-interpretation of "trust" or "belief" but was definitely related to them. Referring to the game the only conceivable meaning was "impossible"!

My interpretations are probably a little flawed, but at £81 for the cheapest Japanese dictionary within seventy miles of Lancaster I'm forced by circumstance to make do with what I've got! For instance, my interpretation for the end of game 12 in volume 1 of Go Seigen's games is "victory-stone-four-block, natural final move 304".

The character which looks like a top hat over a capital E has yet to be deciphered but the last seven entries seem to be reasonably interpreted as: "Black wins by four stones with the natural ending move of 304". Here White places 304: it is a placement which must be done, it is natural (i.e. correct), but it is not enough to win the game for White.

In Game 14 Black wins by the correct placement of 171 which "blocks" White's development making it "impossible" for

White to continue. I have yet to comprehensively decipher the explanatory terms but I'm understanding more and more. Starting with the fundamental form of "gateway" this leads to "closed gateway", "light through gateway" equalling "correct move".

Full understanding is a long way off. The use of the "moon" symbol is confusing but it looks as though the text says (page 34, game 16, column 4 from the right) 1 gives some light, 20 brings clearness, 2 gives some light, 7, clarity. The second character down is the symbol for an "open gate" and the character below that a type of symbol often used in varying forms, which, referring to the game, suggests move 29 (indicated at the top of the column by 29 and the symbol for "move") gives strength to Black's position on the right!

As each day goes by not only do I get a clearer picture of what go is about, but I'm also gleaning more information about the attitude of Japanese players / commentators and I'm learning a new language. As a result I'm a "go junkie" hooked on playing out professional games, pondering over stone placements and enjoying trying to decipher a non-romanised language which is enlightening and informative!

I don't know whether I could yet be termed an enthusiast but I feel very enthused and one day I'd like to be able to pass on my enthusiasm to others. Maybe there's a waverer out there, thinking of giving up? Well, I say *don't give up, there's more to go than a board with stones and territory, victories or losses, kyu status or dan promotion.*

It is said, "Knock and the door will be opened." So it is with go: *study professional games and a whole new world is revealed!*

# Dan Player visits New Club

by Colin Weeks

Our newly formed Black Horse Go Club recently received a surprise visit from Francis Roads. During a pleasant evening at a local pub (The Anchor at Bankside), Francis demonstrated his skill at handicap games by achieving jigo in a 29-stone game and convincingly beating two other club members. All this was done without appearing to struggle in the slightest, thus maintaining the widely held belief (amongst weaker players) that dan players are (almost) invincible.

The visit was almost marred by Francis's inability to order food from the bar despite waving £10 notes at the bar staff. An explanation for this was offered by Francis who professed "a lack of knowledge of local customs". The problem was resolved by noticing that Francis (who is of slim build) was hidden behind a large wooden pillar at the bar whilst waving the money. Local knowledge (together with a one metre side-step) achieved success in ordering both Francis's food and another round of beer, all of which was gratefully consumed.

Despite losing as a team (gracefully, we hope), we would like to thank Francis for making an appearance and would like to extend a warm invitation to him to return (for a re-match) and to players of any standard who would like to play go at our young club.

● We meet Thursdays 5.30pm — see club list for details.

# 1994 British Championship

by Matthew Macfadyen

For various reasons the 1994 British Championship did not actually start until March 1995. The result was much the same as last year, with some of the games looking quite reasonable for me at the start, but Zhang proving too accurate at killing groups for me to survive the middle games.

Komi in all the games is 5.5

## Game 1

Black: Matthew Macfadyen  
White: Shutai Zhang

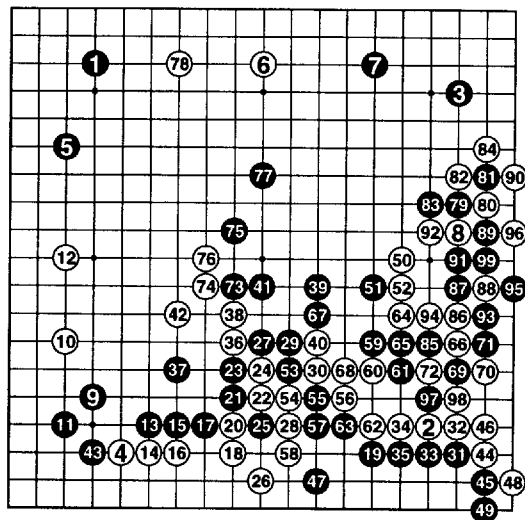


Figure 1 (1—100)  
100 at 72

1: Appears to be in the left hand corner (impolite!) but this was just the way the game was recorded.

6,8: Zhang's special strategy for avoiding josekis - he played the openings very fast so as not to get into time trouble later.

Since he came to Europe six years ago, I have played about twenty tournament games with Shutai, winning three of them. All of these three involved complex life and death struggles early in the game in which he either lost a group or got into time trouble. On the other hand I have not yet produced a middle game without at least one serious error. Shutai's strategy is understandable and proved effective.

81: My first serious idiocy in this game: I remove a small part of White's territory but let him become very thick. This move must be at 82.

111: Is rather ambitious - playing 112 and concentrating

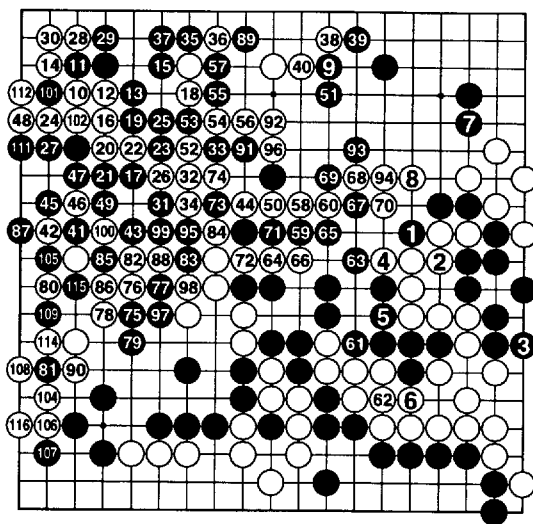


Figure 2 (101—216)  
203 at 185, 210 at 200, 213 at 185

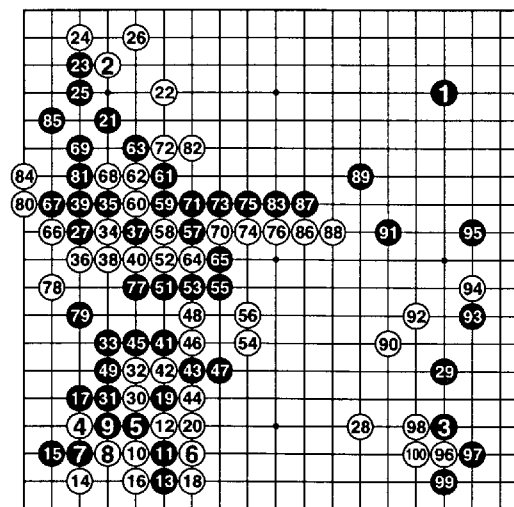


Figure 1 (1—100)  
50 at 19

on keeping 1 and 5 connected would be better.

121: The losing error; 122 leaves too many weaknesses. Black must play 122 and then look for a way to break into White's side.

After 126 it is going to be very difficult to keep everything alive. Zhang had plenty of time left and attacked with precision.

## Game 2

Black: Shutai Zhang  
White: Matthew Macfadyen

There is not much to say about this one. White 34 was a ridiculous overplay; 63 would be enough to press Black down a bit. White 48 should probably run away with the side group and let 46 be captured, but after 57 White is dead. The rest is just thrashing around.

## Game 3

Black: Matthew Macfadyen  
White: Shutai Zhang

Zhang adopts the same slow start as in the first game. [Not contradiction; means leisurely development?]

38: An interesting move. Both sides are trying to force the other to play on the left side. Up to 51 White gets influence and sente while Black is shut in. actually White could do even better by playing 46 at 47. The details of this new joseki are left as an exercise for the reader; Black 39 at 43 is one of the variations to consider.

55: Feels about right; I am not really trying to attack the White group on the side, just to move into the centre while

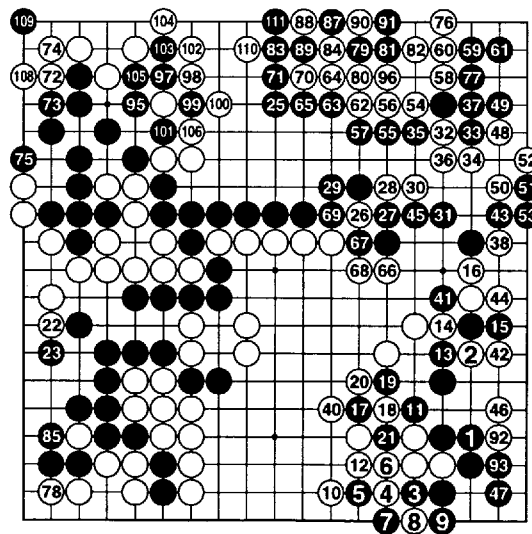


Figure 2 (101—211)  
Ko: 124, 139, 186, 194, 207 connects

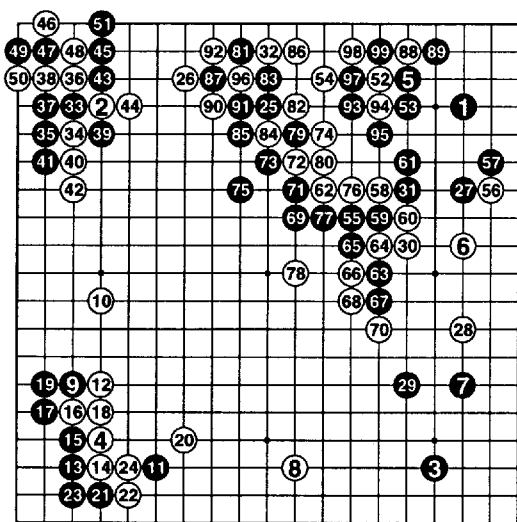


Figure 1 (1—100)  
100 at 79

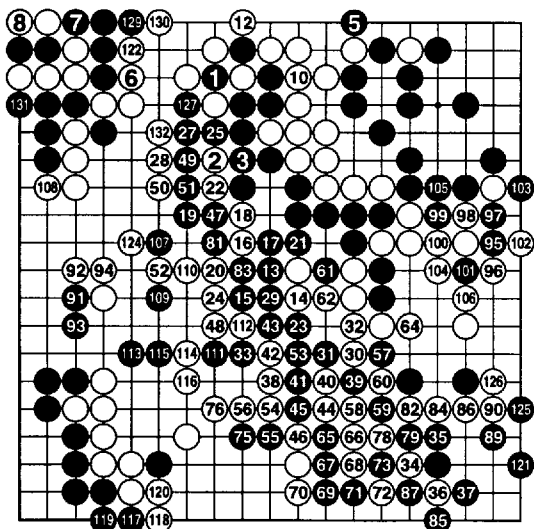


Figure 2 (101—232)  
104 at 96, 109 at 47, 111 at 87, 126 at 96,  
163 at 139, 174 at 160, 177 at 159, 180 at 160,  
188 at 173, 223 at 49, 228 at 87

maintaining some long term threats against it.

61: Is bad. I should play as in diagram 1. White gets settled on the side there, but Black is very thick, so the centre will be hard to develop.

62: Excellent. I had overlooked this play. Of course White 58 can be captured, but then White surrounds too much centre.

Having to give up two stones (63, 67) in order to get at the centre is unsatisfactory for Black, but it was the best I could find.

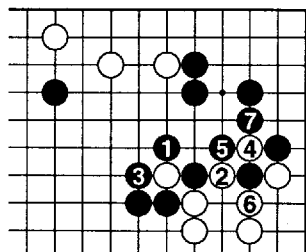


Diagram 1

After 92 there are various ways to use the ko possibility at the top, but 93 was reckless; the sente capture at 99 is big, but now the centre group is very weak.

115: Bad shape. The patient play at 183 is best here and would give Black room to live (just). White would surround quite a lot of centre but the game would be fairly close.

The centre group lives eventually, but the cost is too high. Zhang played the yose conservatively and very solidly.



## Go in Portugal

by Francis Roads

Portuguese explorers were the first Europeans to reach Japan, in 1541. Jesuit missionaries soon followed, and they came to the conclusion that Japanese script had been invented by Satan, to hamper the propagation of the scriptures. Those of us who have struggled to learn Japanese might feel sympathy for this view.

They were successful in converting a large part of Japan to Christianity. Unfortunately it was the part which found itself on the losing side in the civil war which united Japan under the Tokugawa Shogunate. Ieyasu, the first Tokugawa Shogun, decided to systematically expel or execute all the missionaries, and after a promising start, friendship between Portugal and Japan was ignominiously broken off.

Things are somewhat better nowadays. There are a few Japanese names on the list of the 17 members of the Associação Português de Go. A few members live in the provincial cities of Porto and Coimbra, but the only regularly meeting club is in Lisbon.

Judith, my go widow, and I decided to visit Lisbon for a week's holiday in February at very short notice. Some nifty work on the Email network by Tony Atkins warned the local go players of my impending arrival, and a message awaited me at our hotel.

The following Sunday, a friendly Portuguese go player arrived to whisk me away in his car to the weekly meeting, at

3.00 pm. The club meets inconveniently in the office of one of the members, which is far from centrally situated, and suffers from Lisbon's king-size parking problem. (Lisbon is the only city where I have seen systematic triple parking.) I was made very welcome by the half dozen or so players present, to find that the Portuguese Go Championship was actually in progress.

This is held to determine their representative in the World Amateur Go Championship. They play an all-play-all tournament on 45 minute time limits. The only entry qualification is willingness to play the matches.

I saw my chance, and asked to be allowed to enter the championship myself. Where was my Portuguese passport, they asked. I tried to invoke the 1386 Treaty of Windsor, made between Edward III and the Portuguese King João I. But apparently some careless medi'val scribe had omitted any reference to go tournaments.

Some friendly games were soon found for me to play. Most were on nine stones, and won by Britain, but their strongest player, Gabriel Branco, beat me twice out of three times on seven stones.

A visiting Japanese had rated him at 2 kyu, but after a poor result at Maastricht he put himself down to 4 kyu. (British kyu players please take note.) I think he'd give some of our own 4 kyus a hard time.

The discussion turned to gradings in general. The Portuguese players have much sympathy for the British view that, on a world scale, Euro-

pean amateur gradings are deflated, led by the very rigorous Dutch grading system. I was impressed to find that they knew several verses of our go song, "What shall we do with the Strong Dutch First Kyu?"

They favour the idea of bringing European grades more into line with North American and Far Eastern amateur grades. They also share my personal distaste for cash prizes at amateur tournaments.

Despite the rather uncongenial surroundings, five hours soon passed, as they do when you play go. Beer was available, which is not the case at every capital city go club. They were a very friendly lot, and many meet-again promises were made.

The Portuguese have all the familiar problems in developing go. They have a desperate need for cheap equipment and beginners' teaching material in Portuguese. At the championship matches they were even having to use Ing clocks, for want of anything better.

The city of Lisbon is a pleasant place to visit, as long as you don't make the mistake of trying to travel by car. We had five warm sunny days out of seven in mid-February. It hasn't quite as many noble buildings and squares as you might expect in the capital of a once prosperous maritime empire, because of a disastrous earthquake in 1755, after the main period of prosperity was over. But there is plenty there to enjoy. So if you do go there for any reason, don't miss a chance to look up the local players. You'll get a friendly welcome, and they need all the help that they can get.

# Hall v. Jones

by T. Mark Hall

Played on 6 November 1994 at Swindon, round 1, this game had time limits of 1 hour each then 20 stones in 5 minutes. Komi: was 6 points.

White: Andrew Jones, 3-dan  
Black: T Mark Hall, 4-dan

6: 1, 3 and 5 are my current favourite fuseki with Black. This virtually forces White to play somewhere around 6 and already I feel that I am dictating the pace of the game.

7: I want to avoid giving White the chance of a shimari here.

8: Correct; White should try and build up the side where he already has the extension.

10: The joseki arising from 1 in diagram 1 is long and complicated and has many variations (and I like it!) but if you don't like complicated fights its probably best to play this way. It gives Black less leverage to start a fight.

11: Every so often I actually do stop to think, and Black 11 was one of those times. I was thinking about playing as in diagram 2. I preferred to play at 11 because it left the position unsettled and didn't automatically prompt White to take the corner.

Diagram 2 is a fairly common joseki and the White move at 6 is normal shape. Black gets influence but he is left with a cutting point and White has secured quite a large corner.

14: A good point. If this was on the third line I would make a close pincer using 5 to build my territory on the edge. However a pincer doesn't work too well when the stone can escape so easily.

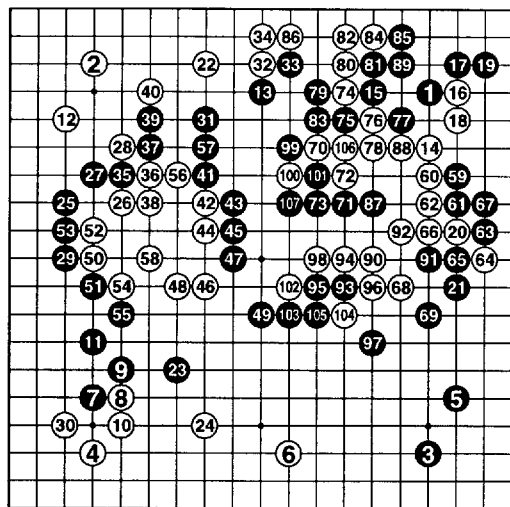


Figure 1 (1-107)

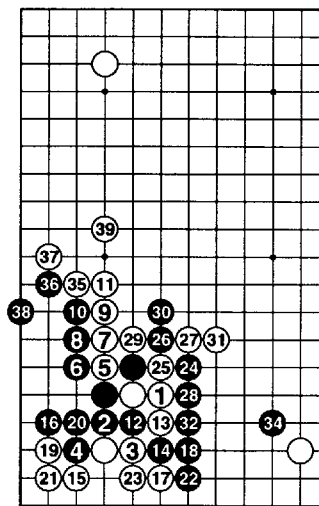


Diagram 1

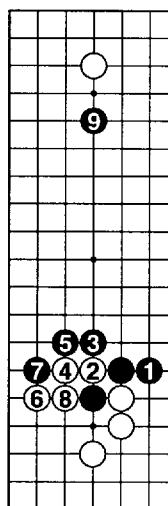


Diagram 2

21: After this move there is a weakness at 59 in the White group. While White can escape easily or make shape on the outside this is not so important but White has to be careful.

22: A little complacent; although Black stands to make a reasonable territory on the upper side he is strong in the corner so the upper side is not urgent. I would think that White should have played at 50. After the move here Black will want to settle his group rather than have it come under a severe attack starting above 30.

25: This is a very big point for Black to get.

26: White plays this to stop Black getting here but this shows that his fuseki hasn't worked.

29: A preparation for pushing through between 26 and 28 and cutting. Quite often in the past I would have pushed through without thinking of preparation but recently I have tried to curb my naked aggression; Black 29 also secures a respectable territory.

30: Is big but it is not urgent. White should play at 31.

34: I think that Andrew expected me to answer White 34. As I've said before, since the corner is strong I am not worried about White encroaching along this side. If I make territory here all well and good. If white spends moves preventing me making territory here I will be gaining something elsewhere.

38: After this move I have a target to chase!

49: With the moves up to here I don't expect to be able to kill this group. I may be able to chase it so that I break into the bottom side or I may force White to live in a grovelling way but the biggest benefit I am getting is beautiful thickness overshadowing the right side of the board.

58: Andrew was cursing the fact that he had to live in gote.

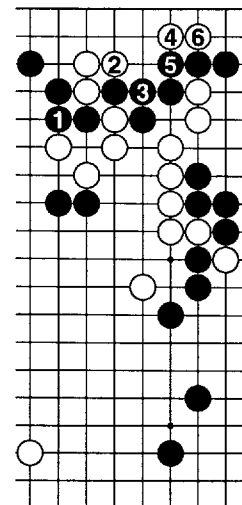


Diagram 3

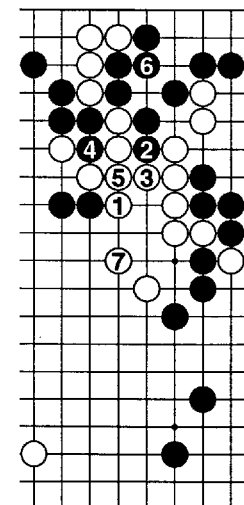


Diagram 4

59: Now is the time to put the other group on the rack.

69: Andrew commented that he didn't like the fact that Black's territory just seemed to be appearing. Note that this territory is not actually near the thickness that I have in the centre but it is the threat of that thickness that allows me to make it.

70: A bit loose; White is playing as though his wall is thick when it isn't.

81: Andrew seemed taken aback by this play; he may have been expecting Black 83 immediately as in diagram 3, but that just allows White to attack the corner.

86: White can't play at 86; he must let the four White stones go and try to save the bigger group (with 1 in diagram 4). Andrew said that he was trying to use the threat against four of my stones but couldn't find the way of doing it. I knew this but I could see that there was a

good chance of exterminating the big White group and I wasn't about to let it off the hook too easily.

87: A lovely move to have, since it destroys White's eye shape. It really is the killing blow.

90: White is trying to make some kind of shape.

91: Normally you don't want to play a move like this, which makes the dreaded "empty triangle".

92: However since it prompts White to make one of his own with 92 and then leads to...

93: Black threatens to cut on either side.

107: Black wins by resignation.





# Go Maximizer

by Andrew Grant

Let's get the boring stuff out of the way first. To run *Go Maximizer* (GMX), a go study program written by John Fairbairn, you need a PC with at least a 286 processor and a VGA graphics card. A mouse is not absolutely necessary, but most software these days isn't really designed to be used without one - likewise a hard disk.

GMX grew out of John Fairbairn's experiences with existing go study programs, in particular *GoScribe*. Although *GoScribe* is a fine program in its own right, it's John's belief that it makes studying go too easy; you can, for example, zip through a 250-move professional game, complete with variations and comments, without any of it really sinking in. John compares the situation to that caused by the widespread use of calculators in schools, which has produced a generation of kids (and young adults) who can't do simple mental arithmetic.

There's none of that in GMX. No variations, no marked points, commentaries cut to the bone. *You* have to do the thinking. Who knows, you may even get stronger as a result. Of course, you have to want to learn, and many people don't. They want to be taught instead. Such people will dislike GMX, but so what? They aren't going to get anywhere. GMX is a program for those who are willing to put in a bit of effort to maximize their potential - hence the name *Go Maximizer*.

On starting GMX you are presented with a menu of game files. The filenames are not exactly user friendly (for example, 2E669B.GMX) but on clicking the mouse on any filename a fuller description of the game

appears at the bottom of the screen, in this case "Takagawa Kaku v. Kitani Minoru, G! of 14th Honinbo, 12-13 Jun. 1959". Of course, if you prefer you can rename the files as you please within the normal DOS constraints.

Once you find a game you want to play through, you double click on the filename and away you go. The graphics quality is very good: the board (complete with wood grain) and the stones look quite realistic. The players' names are displayed both in Roman letters and in kanji (Chinese characters), and stay visible throughout the game. (No forgetting, halfway through, which player was which.) A nice touch is that, when playing through old Chinese games, the hoshi points are marked with crosses rather than dots, as they were on old Chinese boards.

Four boxes are provided to click on, to move you forward or backward by one move or ten. Variations are not provided for at all, and commentaries have been drastically pruned, in line with the GMX concept of making you think for yourself about the moves. The comments window has room for only two lines of text, which should give you some idea. Furthermore, the comments aren't displayed until after you've seen the move and had the opportunity to think about it yourself. In other words, when you click to go on to the next move you may instead get a comment on the current move. Curiously, there is no facility for switching off comments altogether (as there is in *GoScribe*), even though this is the logical conclusion of the GMX philosophy.

A nice feature of GMX is the ability to call up short biographies of the players - professional go players can have a somewhat vague and interchangeable quality if you don't

know anything about them apart from their names. What follows is fairly typical of what you get.

## HONINBO SHUHO

(1838-Oct 1886; Edo)

Orig. Murase Yakichi. Entered Honinbo school at age 8, 1d age 11, 3d '53, 5d '61, 6d '61 (and changed name to Murase Shuho), 7d '64. Proposed as heir to Shuwa but Jowa's widow objected. Co-founder and 1st head of Hoensha, '79, 8d '81. Given 18th headship of Honinbos by Shuei '86 but died within months. Oscar Korschelt's teacher.

But without doubt the most entertaining feature of GMX is the ability to call up "maxims". There are hundreds of these, in many ways similar to go proverbs but much wider in scope - you may get an ordinary go proverb, but you may equally get a quote from a professional, a bit of advice or even a poem. The maxims are called up at random from a separate file, and therefore have no direct connection with the game being studied, but the whole point of them is to encourage lateral thinking. Whether this works or not I can't tell, but the maxims are fun anyway. Let me give a few examples here.

*In go, you are more likely to lose by making bad moves than you are to win by making brilliant moves.* - Sakata Eio.

*A cheap pork cutlet (yasumono no tonkatsu) - all fat and no meat - is the Japanese way of referring to the case when a player has lots of thickness but no territory. All icing and no cake.*

*Before attacking, be sure you know why you are attacking: to make territory, to settle a group, to create aji, to avoid passive defence or... to satisfy a primeval urge?*

*Playing a ko threat that loses points is enough to lose a game.*

*It is now the rainy season, and the houses are shrouded in rain.*

*In the lush grass and on the ponds frogs are croaking everywhere.*

*The visitor I expected did not turn up and it is now past midnight.*

*With nothing better to do I toy with go stones as the charred wicks of the candles drop.*

—Poem by Wang Xiang of the Ming Dynasty.

*The hardest thing in go is winning a won game.*

*If there is somewhere you can cut, you should go ahead and cut.* - Honinbo Shusai.

*The zither makes men melancholy. Go makes men idle.* - Chen Jiru (Ming Dynasty) in *Yan Xi You Shi*.

GMX is an interesting program, probably not to everyone's taste, but I enjoyed using it. It has one big disadvantage I haven't yet mentioned: it has no game recording facility. This means that you are limited to viewing pre-recorded games obtained from the same source as the program itself (*GoScribe* files are not compatible with GMX). The intention is to market GMX game collections alongside the *GoScribe* collections sold by T. Mark Hall as an alternative format. The first such collection is to be devoted to the games of Shuho. However GMX has one enormous advantage: it's FREE. That is, unlike the *GoScribe* collections, which consist solely of the game files, the GMX versions will include the GMX program for no extra cost. (Of course, you'll still have to pay for the game files themselves.)

# Proverbs for Kyu Players

by Nick Wedd

As we learn go, we come across proverbs which give generally useful advice, e.g. "Strike at the waist of a knight's move". There are other, more basic, proverbs which never get stated, because they are so obvious, or because they cover situations which never occur in professional games. Examples of these are "If you strike at the waist of a knight's move, and your opponent neglects to block, then cut through"; and "If you find you've cut half-way through a bamboo joint and your opponent has not connected, then cut the rest of the way through". Professional go teachers are presumably embarrassed to give such obvious advice, but if you are not a dan player it could well improve your go to keep them in mind.

This article deals with one such proverb: "If everything you can read does not work, then try a cross-cut". A professional would never say this. He would assume that you ought to be able to read what happens after a cross-cut. But for ordinary mortals who do not even aspire to such reading ability, this is useful advice.

Diagram 1 shows an attempt at a 4-5 point joseki. Some of the moves are a bit doubtful, including 6 and 8. But do not worry about this. It is what comes next that is interesting.

Black has huge influence down the right side of the board, and a fair amount along the upper side, while White has a small and possibly dead group in the corner and a pair of weak cutting stones in the centre. Black has done much better. The snag is that Black's three stones 7, 3, 15 are about

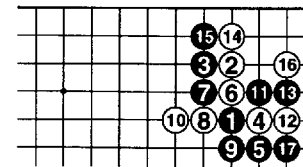


Diagram 1

to come under attack.

Diagram 2 shows how the attack may well go. (I am not saying that these moves are "correct"; just that if you and your opponent are kyu players, they are moves that are quite likely to happen.) After White plays at 20, Black has a problem. All the obvious moves that try to save the three stones appear not to work. I'm not saying they don't work - this is at the limit of my reading ability - but that they appear to me to allow the black group to be shut in. I think that if you set up the position in Diagram 2, and play it out against another kyu player, the black group at the top will usually get killed.

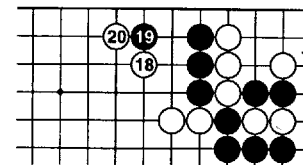


Diagram 2

It is in positions like that of Diagram 2 that Black should apply the proverb. Everything that Black can read to the end does not work. So Black should cross-cut, playing below 20. The play following this cross-cut is certainly beyond my ability to analyse. But if you play it out with another kyu player, you will find that the black group often lives outright; and that most of the rest of the time, it lives in ko, with White having to find the first ko threat, so Black still does well.

# The Championship Organiser's Lament

by Andrew Jones

**R**ules: The stages of the British Championship have (I believe) remained largely unchanged for almost twenty years now. For those unacquainted with them (who, I understand, include at least one council member) there follows a brief outline:

i) All the members of the BGA graded 2 dan and above, plus a number of shodans and 1 kyus (and possibly 2 kyus) selected on their performance in various tournaments (Qualifiers) are invited to the Candidates' Tournament.

ii) The Candidates Tournament, a six round unseeded Swiss tournament, is held on the first May bank holiday. The top four (or five) players in this tournament (Candidates) are invited to a further tournament held on the next May bank holiday.

iii) The Challenger's League is an eight player round robin tournament (i.e. seven round, all-play-all) the highest placed player from which becomes the 'Challenger'. The top four players from the Challenger's League in each year qualify for next year's Challenger's League, being joined, each year, by the requisite number from the Candidates' Tournament. I say the requisite number rather than four, as a trip to Japan to represent Britain in the World Amateur Go Championship which is dependent on past performance in the Challenger's league clashes therewith. This often results in only three of last year's League members remaining in the league.

iv) The Challenger then plays last year's British Champion in a five game match to determine the Current year's British Champion.

There are, of course, more detailed rules but the BGJ should not be confused with the insomniacs journal.

## Oh no, not more rules

The qualification criteria will change next year in the following way:

The method of choosing qualifiers is to be based only on absolute games won at each grade and not on the best 1 kyu/shodan performance. The minimum numbers of games required for qualification will be:  
Shodans: 2.5/3, 3/4, 3.5/5, 4/6, 5/7, 5.5/8

1 kyus: 3/3, 3.5/4, 4/5 (including first 2), 4/5, 4.5/6, 5.5/7, 6/8

2 kyus: 4/4, 4.5/5, 5/6, 6/7, 6.5/8

Overtime will also change to allow the Candidates' tournament to run on time more easily. For the first two overtime periods it will remain, as before, 20 stones in 5 minutes. The next two overtime periods will be played at 25 in 5 minutes and any further periods at 30 in 5 minutes.

## Could we improve it?

The current system is, of course, not perfect. The tie-breaking system in the Candidates' can be irritating for strong players drawn against one another or very weak players in the early rounds. The system can be rather gruelling for a successful candidate who has to sacrifice two consecutive bank holidays to the cause of Go. This may discourage participation in the Championship by players with families and participation in the remainder of the tournament calendar by some stronger players. I have

could be created for this happening at present but feel it may become relevant in the future. The Challenger's League has seven rounds which is difficult to fit into even a bank holiday weekend.

There are a number of possible alternatives to the current system some of which I have set out below.

**A) Shrink the Challenger's League:** The number of people in the Challenger's League could be reduced to six with either three or two players holding their places for next year. The advantages would be:

I) The Challengers' League could be held on a normal weekend rather than a bank holiday as it would be shorter.

II) It would not clash with the Edinburgh Tournament as a result

III) One or two more of the stronger players would play in the Candidates Tournament.

**B) Combine the Candidates' and Challenger's** by having a single (say) ten round Swiss tournament over two weekends one being a bank holiday. This tournament would select the Challenger directly or even, as is the case in Holland, the Champion. Wear and tear on lower placed players could be reduced by having a 'cut' at the sixth round with the 7th to tenth rounds being played only by those reaching (say) 4/6 on the first weekend.

This would have the disadvantage of removing an opportunity, currently unique in the tournament calendar, for the strongest players to play formal games on time limits over 1.5 hours.

**C) Remove the Candidates Tournament** selecting people directly for a Challengers' type tournament by means of some type of Grand Prix or point score of the Terry Stacey trophy ilk.

It is difficult to see how a reasonable system of this type

not see any significant disadvantages of this system compared to the current system (except that it would probably involve more work for me).

**D) Make the Challengers' League a Swiss Tournament.**

This would allow the number of rounds to be reduced from the current seven to six and could involve more, perhaps 12, players. Six rounds should be sufficient to resolve most ranking problems particularly if the four players remaining from the previous year were seeded. The extra places available from the Candidates tournament would make it more interesting and make tie-breaks there less crucial. This idea arose from Francis Roads and, like many of his ideas, I think it is a good one. The only loss would be of the round robin nature of the current Challengers' League. I can-

ally without informing me as the organiser. This causes considerable inconvenience to the organiser who has to try, if possible, to find or lose a person to make numbers even. It also wastes the time of and causes irritation to the defaulter's opponent. This behaviour is difficult to excuse in any tournament but in the Championship tournament, where people have gathered their concentration for a 'serious' game (somewhat oxymoronic but nevertheless...) and not only the defaulter's prospective opponent's result but other players' tie breaks hang on the game, it is particularly annoying. Our only sanction has been to exclude offenders from subsequent years tournaments. I hope that this comment will help discourage such behaviour but if anyone has any more effective, practical or amusing preventative measures please tell me (or in the latter case, perhaps the journal editor).

I would welcome comments on any of the above ideas and indeed any further ones. I would also welcome offers to host either of the current stages in future years as I feel it would be helpful to have the Candidates, at least, a peripatetic tournament. This would offer more opportunity for players outside London, and particularly further North, to attend. I should state, re. the above, that it is likely that I have a non-London venue for next year's Candidates.

## The Lament

Though not every year, it is regularly the case that someone walks out of the Candidates' or even Challenger's tournaments without notice and occasion-

## Ladder Problem

by T. Mark Hall

**T**he position in Figure 1 occurred in a game between two 4-dans at the recent British Go Congress. It only goes to show that even 4-dans can misread a ladder. Since Black pulled his stone out from the atari, who has misread the ladder in this position? The fun to note is that there are two stones, one Black, one White, which may affect the ladder.

The point that you should note is that in a game you cannot run your finger down the line a ladder will take across the board, and crouching down to sight along the board is rather frowned upon. You've got to work it out *in your head!*

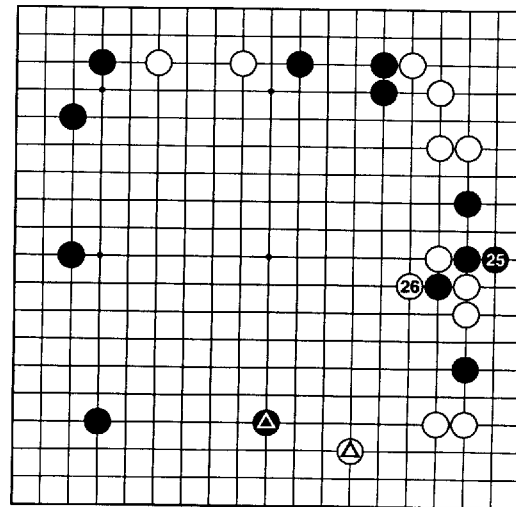


Figure 1

Solution on page 57

# Not off the Hook

by T. Mark Hall

I was very lucky in the recent Candidates' Tournament that most of my opponents made blunders later than I did, with one exception. Someone commented some time ago that I was disconcerting because I played bad moves in the same way that I played all my moves; perhaps I have perfected a poker face so that I don't show my anxieties. When I realise that I have made a total mess of a move, I sit and wait until my opponent plays before cursing my idiocy; if he makes just as big a mistake, then I am left off the hook. If he punishes me, it won't be because I have attracted his attention to the error.

This game was played in the first round, where the 1-kyus and shodans often get thrown to the wolves of the 4- and 5-dans. My opponent made a large territory but couldn't seem to make up his mind which of his weak groups he was trying to save and where it was best to reduce my prospective territory.

White: Paul Christie, 1 dan  
Black: T Mark Hall, 4 dan  
Komi: 6 points

5: Black 1 3 and 5 are my favourite fuseki at the moment with Black. The intention with 5 is to make an invasion by White on the right side difficult because 5 is on the third line.

14: Quite often White will play at 15 to limit Black's expansion of this area to build out his moyo and to offer a little assistance to White 8. White 14 is a big move but a move at 15 is almost compulsory.

19: Black 19 now becomes a combined pincer and an extension from 5.

27: I was taking a risk here

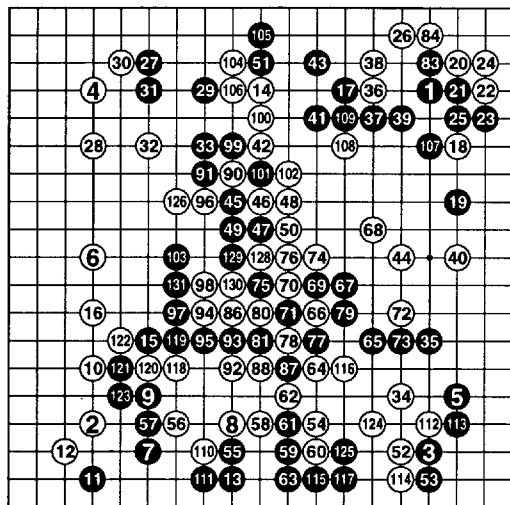


Figure 1 (1-131)

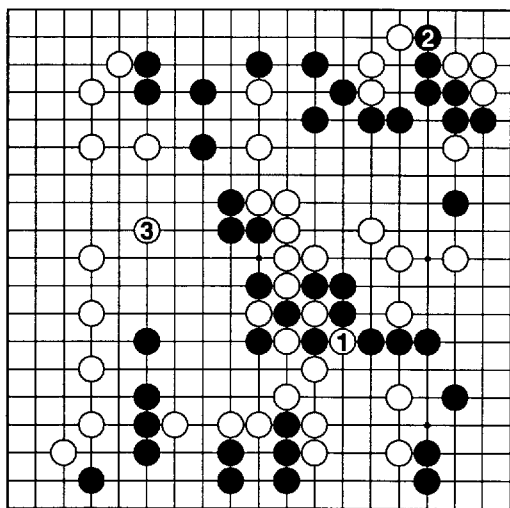


Diagram 1

because the gap between 1 and 17 is a weakness but I didn't see a good way to strengthen it so I decided to try to attack the single White stone.

34: After White 34 he seems to be scattering his stones at random around the board. Can he keep all his territory and make sense of his scattered stones?

40: Here is the crux point of the game where White has two stones on the lower half of the board and one isolated stone on the upper side and he now invades with White 40. My own choice for 40 would either have been left of 17 to settle the stone at the top or the sequence starting from 56, 111 to make some shape at the bottom. If White was going to play 36 and 38 it surely should have been to help this odd stone. His corner was not under threat and there isn't much urgency in this area. White 36 and 38 actually eliminate weaknesses in Black's shape which White may want to threaten later. White 40 is wrong but why? First it invades deeply when White cannot be sure that the invasion can either live or escape. You should only go in on the third line when you are sure of living or escaping. The fourth line invasion reduces and gives a better chance of escape. Moves on higher lines are parachute jumps when the opponent has walls of influence around. Basically he shouldn't invade here at all.

41: After all the above why do I not attack White 40? First I eliminate a weakness in my own wall and I put pressure on the single stone on the upper side. I don't want to have to fight with the threat of a cut here but 41 also builds my influence in the centre.

42: With White 42 he could try to connect this stone to the upper right corner but probably at the expense of being shut in and improving my influence even more. Black's four stones

coming out from the upper side are the only weakness that White can hope to exploit.

43: Black 43 is meant to threaten a connection for these weak(ish) stones and to undercut White's two stones so that he will find it difficult to make shape. I will try to drive him out in the centre to attack him from my influence.

44: It is about time to look at the whole board after White 44. White has about 8 or 10 points in the top right corner and a territory of 50 or 60 sketched out along the left side. However what about the odd six stones scattered over the rest of the board? Do they look as if there is any coherence or eye-shape amongst them? No or perhaps not yet. It should be noted that Black has nowhere near the territory sketched out by White. If Black doesn't build something with his attack White may well win by default.

51: Black 51 is a very conservative move which secures a small slice of territory and a possible connection but it's main purpose is to ensure that White has to seek eyespace out in the centre the most difficult thing of all in go.

52: Again White diverges with 52.

54: White 54 has the feeling of a compromise trying to link towards the centre while making some shape along the edge. However he should have played at 56, 111 first in an effort to make shape on the lower edge.

55: Black 55 eliminates aji in this area and undercuts White's whole group.

66: For White 66 a move at 70 may have been better.

67: With Black 67 the cumulative weaknesses of White's groups are becoming more pronounced. Black is not trying anything outrageous just pushing against the gaps and testing White's response. White is handicapped by the fact that

Black has a solid wall at the top and that White is trying to make life for three sets of stones in front of this wall.

84: Maybe it would be better to give up the upper corner and finish the ko, connecting all three groups by capturing 77.

125: Black's moves 115 117 and 125 are the kind of moves that the opponent hates. There is no need to play placements or loosely connected moves when taking away eye-space. These moves give White nothing to threaten and push into the prospective eyespace with absolute security. Move 115 at 117 would probably also be secure but would leave a tiny weakness.

131: Black wins by resignation. White can possibly live with his large straggle, although this is not certain. It is likely that Black will chop five stones off on the upper edge allow White the minimum eyespace for his group in order that he can get to a move between 28 and 6 on the third line. There is also a little weakness between 2 and 10 left to exploit. What is the lesson from this game. Don't scatter your stones especially on deep invasions too early.

52: Again White diverges with 52. Iwamoto Kaoru was known for his bean-scattering go but he is a professional. He once gave the advice to every British amateur that he met from 5-dan to beginners: "Keep your stones connected". If White in this game had managed to settle his stones on the lower side first without worrying too much about the single stone at the top he could then have aimed at reductions from a secure position rather than having three groups to worry about at once.



\* Indicates new information

**Bath:** Paul Christie, 8 Gordon Rd, Widcombe, Bath BA2 4NH. Tel: 01225-428995. Meets at The Rummer, near Pulteney Bridge, Wed 7.30pm.

**Belfast:** Paul Donnelly, Computer Science Dept., Queen's University, Belfast BT9 5A4. Tel: 01232-245133 x 3147.

**Birmingham:** Kevin Roger, 61 Trinity Rd, Perry Bar, Birmingham B6 6LW. Tel: 01215513867. Meets in The Triangle (coffee bar), Holt Street, Gosta Green, Wed 7.15pm.

**Black Horse:** Colin Weeks, 67 Willow Way, Farnham, GU9 0NT. Tel 01252-716925 (h), 0171-232-3554 (w). Meets at the Anchor, Bankside (just off Park St), Southwark, SE1, Thurs 5.30-8.30pm.

**Bolton:** Stephen Gratton, 525 Tottington Rd, Bury BL8 1UB. Tel: 0161-7613465. Meets Mon 7.30pm.

**Bournemouth:** Marcus Bennett, 24 Cowper Rd, Moordown, Bournemouth BH9 2UJ. Tel: 01202-512655. Meets Tues 8pm.

**Bracknell:** Clive Hendrie, ICL, Lovelace Road, Bracknell, Berks RG12 4SN. Tel: 01344-472741.

**Bradford:** Graham Telfer, 29 Quaker Lane, Little Horton, Bradford BD5 9JL. Tel: 01274-573221. Meets at The Prune Park Inn, Prune Park Lane, Allerton, Wed 7.30pm.

**Brakenhale School:** France Ellul, 35 Sunnycroft, Downley, High Wycombe HP13 5UQ. Tel: 01494-452047 (home).

**Brighton:** Steve Newport, 70 Northcourt Rd, Worthing BN14 7DT. Tel: 01903-237767. Meets at The Caxton Arms, near Brighton Central Station, Tues from 7pm.

\* **Bristol:** Antonio Moreno, 96 Beaulay Rd, Southville BS3 1QJ. Tel: 0117-9637155. Meets in Seishinkan (Japan Arts Centre), 23-27 Jacob's Well Rd, Hotwells, Bristol, Tues 7.30pm.

**BUSU:** Liguang Chen, Dept of Applied Computing & Electronics, Bournemouth University, Poole House, Talbot Campus, Fern Barrow, Poole, Dorset BH12 5BB. Tel: 01202-595101 (work) or Marcus Bennett 01202-512655. Meets in Students' Union, Thursday 7pm.

**Cambridge University & City:** Paul Smith, 5 Bourne Rd, Cambridge CB4 1UF Tel: 01223-563932. Meets in Junior Parlour, Trinity College, Mon 7.30pm (term), Univ Centre, Mill Ln, Floor 1 or 2, South Lounge, Thurs 8pm.

**Central London:** Mike Nash, 6 Hazlemere Ct, 26 Palace Rd, London SW2 3NH. Tel: 0181-671-8644. Meets at IVC, 1-4 The Piazza, Covent Garden (entrance in Cubitt's Yard), Fri 6.30pm, Sat 3pm-7pm.

**Cheltenham:** David Killen, 33 Broad Oak Way, Up Hatherley, Cheltenham, Gloucestershire GL51 5LG. Tel: 01242-576524 (home). Meets various places Thurs 7.30pm.

**Chester:** Dave Kelly, Mount View, Knowle Lane, Buckley, Clwyd CH7 3JA. Tel: 01244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

**Culcheth High School:** Bob Bagot, 54 Massey Brook Ln, Lymm, Ches WA13 0PH. Tel: 01925-753138.

**Devon:** Tom Widdicombe, Woodlands, Haytor Vale, Newton Abbot, TQ13 9XR. Tel: 0364 661470. Meets Thurs 8pm.

**Edinburgh:** Stephen Tweedie, 19 Upper Grove Place, Edinburgh EH3 8AU. Tel: 031-228-3170. Meets at Postgrad Students' Union, 22 Buccleugh Place, Wed 7pm, Sun 1.30 to 5.30pm.

**Epsom Downs:** Paul Margetts, 157 Ruden Way, Epsom Downs, Surrey KT17 3LW. Tel: 01737-362354. Meets various times.

**Glasgow:** John O'Donnell, Computing Science Dept, Glasgow University, Glasgow G12 8QQ.

**Harwell:** Charles Clement, 15 Witan Way, Wantage OX12 9EU. Tel: 01235-772262 (h). Meets at AERE Social Club, some lunchtimes.

**Hazel Grove High School:** Stockport. John Kilmartin, Hazel Grove High School, Jackson's Lane, Hazel Grove, Stockport SK6 8JR. Tel: 0161-456-4888 (work).

**Hereford School:** Chris Spencer, 2 Crossways, How Caple, Hereford HR1 4TE. Tel: 0198 986 625.

**High Wycombe:** Jim Edwards, 16 Strawberry Close, Prestwood, Gt. Missenden, Bucks. HP16 0SG. Tel: 01494-866107.

**HP (Bristol):** Andy Seaborne, 17 Shipley Road, Westbury-on-Trym, Bristol BS9 3HR. Tel: 0117-9507390. Meets Wed. lunch times.

**Huddersfield:** Derek Giles, 83 Ashdene Drive, Crofton, Wakefield, WF4 1HF. Meets at the Huddersfield Sports Centre, on Tuesdays, 7pm.

**Hull:** Mark Collinson, 19 Suffolk St, Beverley Rd, Hull HU5 1PJ.

**Isle of Man:** David Phillips, 4 Ivydene Ave, Onchan IM3 3HD. Tel: 01624-612294. Meets Thurs 8pm at 116 Ballabrooge Dr, Douglas.

**Leamington:** Matthew Macfadyen, 29 Milverton Crescent, Leamington CV32 5NJ. Tel: 01926-337919. Meets Tues.

**Leicester:** Eddie Smithers, 1 Tweed Drive, Melton Mowbray, LE13 0UZ. Tel: 01664-69023. Meets at Sixty-Six Club, Albion House, South Albion St, Leicester, Tues 7.30pm.

**London University:** Shutai Zhang, Dept of Epidemiology, 66-72 Gower St, WC1E 6EA. Tel: 0171-387-7050 x 5729. Meets at 3B, Univ. of London Union Building, Malet St, Wed 6.30pm (term time).

**Maidenhead:** Iain Attwell, Norhurst, Westmorland Rd, Maidenhead. SL6 4HB. Tel: 01628-76792. Meets various places, Fri 8pm.

**Manchester:** Terry Barker, 7 Brocklehurst Ave, Bury. BL9 9AQ. Tel: 0161-705-2040 (home). Meets at Town Hall Tavern, Tib Lane, Thurs 7.30pm.

**Monmouth:** Gerry Mills, 10 Vine Acre, Monmouth, Gwent NP5 3HW. Tel: 01600712934. Meets various places.

**Newcastle:** John Hall, 10 Avondale Court, Rectory Rd, Gosforth, Newcastle NE3 1XQ. Tel: 0191-285-6786. Meets various places, Wed.

**North London:** David Morris, 1 Christchurch Hill, NW3 1JY. Tel: 0171-794-2044. Meets in the Gregory Room at back of Parish Church, Church Row, Hampstead (near Hampstead tube station) Tues 7pm.

**North West London:** Keith Rapley, Lisheen, Wynnswick Rd, Seer Green, Bucks HP9 2XW. Tel: 01494-675066 (h), 0181-562-6614 (w). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

**Nottingham:** Austin Dilks, 33 Wickerwood Dr, Kirkby-in-Ashfield, NG17 8ER. Tel: 01623-723136.

**Open University:** Fred Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes MK12 5DL. Tel: 01908-315342. Meets in Open University Common Room, Mon 7.30pm.

\* **Oxford City:** Nick Wedd, Sunnycroft, 37 North Hinksey Village, Oxford OX2 0NA. Tel: 01865-247403. Meets at Prince of Wales, Walton Street, Tues from 6pm.

**Oxford University:** Martin Bligh, Wadham College, Oxford OX1 3DN. Meeting times vary.

**Preston:** Colin Adams, 14 Colman Ct, Preston PR1 8DL. Tel: 01772-204388. Meets various places.

**Reading:** Jim Clare, 32-28 Granville Rd, Reading, RG30 3QE. Tel: 01734-507319 (h), 634791 (w). Meets at The Brewery Tap, Castle St, Reading, Tues 6.30pm.

**Saltcoats:** Derek Tomelty, 43 Barrie Tce, Ardrossan, KA22 8AZ. Tel: 01294-601816. Meets at Argyle Community Centre, Campbell Ave, Saltcoats, Mon & Wed 7pm.

\* **Shrewsbury:** Brian Timmins, The Hollies, Wollerton, Market Drayton, Shrops. Tel: 01630-685292. Meets by arrangement.

**South Cotswold:** Michael Lock, 37 High Street, Wickwar GL12 8NP. Tel: 01454-294461. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

**South London:** Jonathan Chetwynd, 105 Mysore Rd, Battersea, London SW11 5RZ. Tel: 0171-228-2495.

**Stevenage:** William Connolley, 66 Stonycroft, Bedwell SG1 3TW. Tel: 01438-741850. Meets at Royal Oak, Walkern Rd, Tues 8pm.

**Swindon:** Paul Barnard, 16 Braemar Cl, Swindon SN3 1HY. Tel: 01793-432856. Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Wed 7.30pm.

**Taunton:** David Wickham, Trowell Farm, Chipstable, Taunton TA4 2PU. Tel: 01984-623519. Meets Tues, Ilminster.

**Teesside:** Simon Shiu, 17 Junction Rd, Stockton, Cleveland TS20 1PH. Tel: 01642-534905 (h), 522153 (w). Meets various places, Wed.

**Wanstead & East London:** Alison Jones, 11 Briarview Ct, Handsworth Ave, London E4 9PQ. Tel: 0181-527-9846. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

**West Surrey:** Charles Bockett-Pugh, 22 Park Rd, Sandhurst GU17 8AA. Tel: 01252-878191. Meets various places, Mon.

**West Cornwall:** Paul Hunt, c/o The Acorn Theatre, Penzance, Cornwall. Meets various places.

**West Wales:** Jo Hampton, 5 Handlith Tce, Barmouth, LL42 1RD. Tel: Baron Allday, 0341-280066 (h), 280076 (w). Meets regularly.

**Wokingham:** Keith Osborne. Tel: 01734-272396. Some Sundays, 2.30pm-6pm.

**Worcester & Malvern:** Edward Blockley, 27 Laugherne Rd, Worcester WR2 5LP. Tel: 01905-420908. Wed 7.30pm.

**York:** Alan Wood, Dept of Computer Science, Univ. of York, YO1 5DD. Tel: 01904-706959 (h), 432776 (w). Meets mainly Thursday evenings.



# Monkey Jump Workshop

## Part 4

by Richard Hunter

Let's have a brief review of what we have covered so far. In the standard position in diagram 44, Black has four good replies. (I skipped over *D* before, but it's basically the same with the move-order changed. Refer to diagrams 9 and 10.) When Black's position is strong, all these replies give the same result. However, this is not true when Black's position has weaknesses, as we shall see next.

The moves to avoid are *E*, *F*, and *G* in diagram 45. Moves *E* and *F* are not effective ways to block the endgame monkey jump, and giving way at *G* loses points unnecessarily.

Diagram 46: Black to play. Here, only one of the standard replies is good. Read out the results of all four moves and decide for yourself which is best.

Black 2 in diagram 47 is correct. This is the only move that handles the defect in Black's wall.

The sequence (diagram 48) is almost the same as the one we saw in diagram 10. The only difference is that Black plays a hanging connection at 10 to patch up the hole in his wall as well as the cut on the edge. Note that White should not play 7 at 8 or he will end in gote.

The diagonal move in diagram 49 is no good in this position. After 4, White cuts at 5 leaving Black with two weaknesses; he can't defend both. The jump down to the first line also fails in this position. White 3 in diagram 50 is the vital point that Black should have taken. After 5, it should be clear that the lack of a black stone at X is devastating.

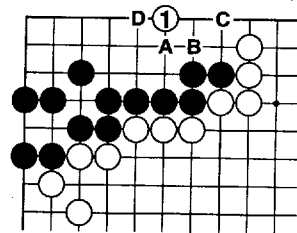


Diagram 44

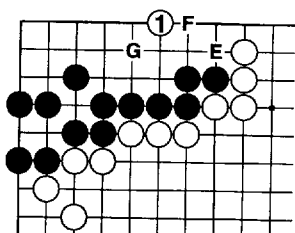


Diagram 45

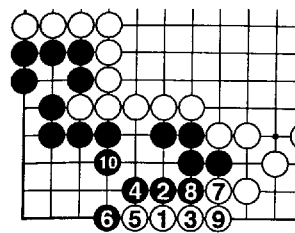


Diagram 52

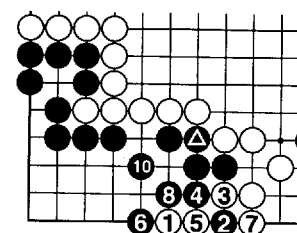


Diagram 53

9 at 2

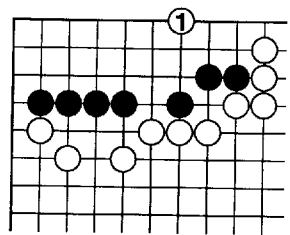


Diagram 46

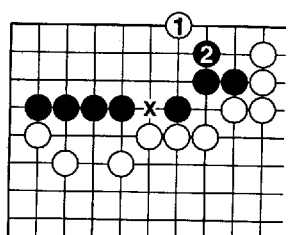


Diagram 47

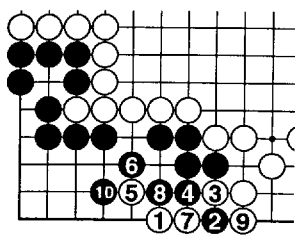


Diagram 54

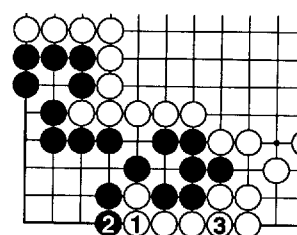


Diagram 55

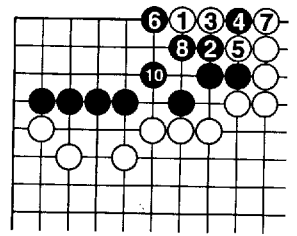


Diagram 48  
9 at 4

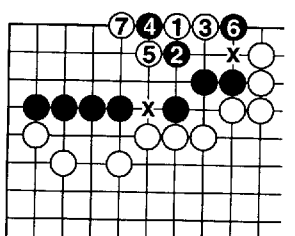


Diagram 49

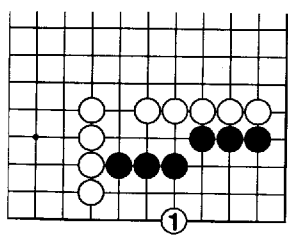


Diagram 56

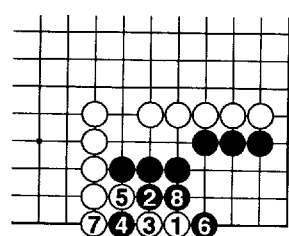


Diagram 57

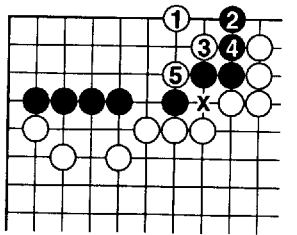


Diagram 50

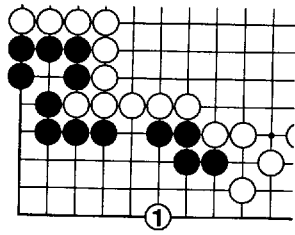


Diagram 51

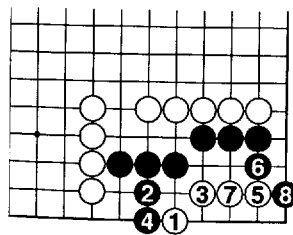


Diagram 58

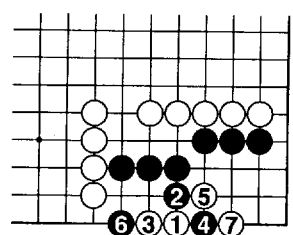


Diagram 59

Diagram 51: Black to play. The diagonal move at 2 in diagram 52 is bad. Black has to give way at 4, which loses 2 points. Otherwise, if he blocks on the first line with 4 at 5, White cuts at 4 and Black is in trouble.

The correct answer given to this problem in *Go World* (No. 58) is 2 in diagram 53. This is claimed to be best when Black has a hole in his position above. However, note that this jump down to the first line requires the marked stone. Without it, White can play 3 at 4, as in diagram 50. *Go World* says Black 2 at 4 is also possible.

*Go World* also gives White 5 in diagram 54 as a variation, implying that it is no better or worse. However, this assessment seems dubious. After 10, it would be gote for White to connect so he will play elsewhere. When the endgame reaches the appropriate level, Black is likely to capture 5, since it further threatens atari. If White then connects at 2, the overall result is indeed the same as in diagram 53.

Although White 1 in diagram 55 is gote, so White is not going to connect immediately, it is a big move for later, and there is a possibility that White will get to play it. Thus, diagram 54 seems to offer White no loss and a possible gain. The diagonal move of 5 is an important move to take into consideration in positions with weaknesses.

Diagram 56: Black to play. In answering White's endgame monkey jump, Black must consider the life and death of his corner.

Black 2 in diagram 57 is correct.

White's diagonal move at 3 in diagram 58 may look frightening, but it doesn't work. After 8, the position is *me ari me nashi* (White has an eye while Black doesn't), but Black has enough liberties to capture the white stones.

The contact move in diagram 59 is a mistake. Black has fallen into a trap. White cuts at 5 and the black corner is not completely alive. The sequence is a little complicated, but it ends up as an approach-move ko (see diagrams 60 and 61). If White ignores a black ko threat he can put Black into atari, making it a real ko. Black has too much to lose. Even if Black wins the ko, White will get adequate compensation somewhere else with his ko threats, so Black 2 in diagram 59 cannot be considered a

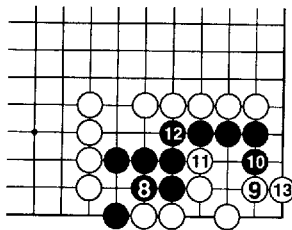


Diagram 60

reasonable endgame answer.

I'd like to thank Matthew Macfadyen for his comments

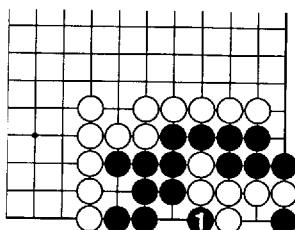


Diagram 61

on this part and the previous one while he was here in Japan last year.

## Wanstead Wanderings: Dublin.

by Francis Roads

When John Gibson, the organiser of the Irish Open Championship, finally arrived at the Royal Dublin Hotel, the first suggestion that I made was that March 17th should be held in June, when the weather is warmer. I had spent nearly two hours watching the St. Patrick's Day Parade, and greatly enjoyed the spectacle, apart from the frigid weather. John saw the point, but thought that it would be too confusing for the Irish to go straight from March 16th to March 18th.

I had arrived in Dublin amazingly early, again owing to St. Patrick's Day. Long before I had made up my mind to attend the tournament, Irish people had booked up all the sensible flights. Hence my two hours watching decorated floats, marching bands from the United States, baton-twirling majorettes, and every conceivable manifestation of Irish lunacy. All very good-humoured and entertaining, and refreshingly free from pomposity.

In the afternoon there was a friendship match in which Ire-

land gamely but unsuccessfully challenged the Rest of the World. At full strength the Rest of the World could have drawn on players from Poland, the Netherlands, Belgium, Sweden and the UK, but sadly even those who had arrived early on the Friday were enough to crush the flower of Irish go playing talent.

Towards midnight, following the après-go, Fred Holroyd and myself, who had the same billet, had a maturing experience. It was two miles or so to our hotel, and the taxi queue looked distinctly long and slow moving. We decided to walk. It took us an hour and three quarters. This amount of time included four sets of directions from Irishmen at various levels of intoxication; a fruitless wait in another taxi queue; and a 180 degree change of direction.

The Irish event follows the continental pattern, with three rounds on the Saturday and two on the Sunday. It all ran pretty smoothly, with results which you can read elsewhere. There were about 40 players present, which is typical for many of the less well known European Grand Prix events. There are cheap Grand Prix points to be picked up; Wanstead came away with 9.5 between three of us.

A notable participant was Tony Goddard. He used to be in contention for the British Championship in the late '60's and

early '70's, after which he dropped out of the British go scene. He is now resident in Belfast, where a newish go club seems to be part of the peace dividend.

On the Sunday evening there were songs, strange games and Guinness for those still in attendance. On Monday John had taken time off work to organise a trip to the Irish National Stud and Japanese Garden in Kildare. Perhaps you wonder why such disparate establishments should share a site. It doesn't pay to ask such questions in Ireland. The garden was magnificent.

I was back in time for evening at St Patrick's Cathedral, where I was faintly surprised that a beggar was allowed to importune me while the choir were well stuck into Psalm 104. Then off to the pub where the Dublin Go Club meets to drink Guinness and play go.

I had promised them a teaching session, and introduced them to Penny Go, which went down well.

On Tuesday John took yet more time off work to take us on a couple of local trips, and in the afternoon it was time for me to catch my plane.

Our host lived up to the Irish reputation for hospitality; rare have been the go expeditions where so much trouble was taken to look after us and make us welcome.

## Go View

B 3 Q16  
B 4 D4  
W 5 R14

### Three programs for viewing go games on a PC

by Nick Wedd

I find that playing through go games on a PC is enormously easier than playing through them from printed records (like the diagrams in this Journal). If I play through a game from a printed record, most of my mental energy goes on asking "Where the \*\*\*\* is move 87?" and maybe on "Is that stone really there, or is it left over from the variation that I looked at?" This leaves very little concentration to spare for studying the moves themselves, whereas when I play through a game on a PC, the machine takes care of these questions, and leaves my mind free to think about the moves. I would strongly recommend anyone who has a PC, and wants to play through go games, to use the PC for this.

There is then the question of what program to use. This article describes three such programs. Two of them, *GoScribe* and *TeleGo*, have already been described in this Journal; the third, *GoView*, is described here for the first time.

Before acquiring a program for viewing game records, you should check the format of the records. I am dealing here only with records in the *Ishi* format, which looks like this:

B 1 d4  
W 2 q16  
B 3 d17  
W 4 q3

or like this:

B 1 D16  
B 2 Q4

This is the format of the game records supplied by the Ishi Press, also Yutopian, also T.M.Hall.

*GoScribe* is available from Ishi Press for £49.95. *TeleGo* is shareware: the shareware fee is \$20. *GoView* is free. The last two can be obtained from the BGA computer library, or downloaded via Internet. All three are for DOS.

There is no doubt that the best of these is *GoScribe*, if you can afford it. It gives an attractive board display, and it allows you to step backwards and forwards through the game, using either mouse or cursor keys. You can step easily through the variations, and read any comments alongside the move that they belong to. You can also use it for recording games, or for adding comments and variations to existing games.

*GoView* is a cut-down version of *GoScribe*, by the same author, Wayne A. Lobb. It is identical in appearance, except for the absence of all facilities for recording or changing a game record. You can play through the game and variations just as with *GoScribe*, but you cannot record your own games, and you cannot use it to alter existing game records. You cannot add comments, nor variations. The worst of this is that you cannot try out a variation, even just on the screen. Sometimes when I am playing through a game using *GoScribe*, I think, "Can't White cut there?" select 'Add variation', and play some stones on to the screen to see what happens. This is not possible using *GoView*.

*TeleGo*, written by S. E. Richard, is intended for playing



go via a modem. It only incidentally includes the ability to read and record game records. The appearance of the screen is not as good as with *GoScribe* and *GoView*. It does allow you to read the comments, and to play through recorded variations; but it is not as easy to use as those programs. The comments sometimes refer to marked stones on the board, which are not in fact marked as this program does not know how to mark them. The comments remain readable after the move to which they refer has passed, which can be confusing. But unlike *GoView*, *TeleGo* does allow you to record games, and to add variations and comments to them. It is harder to use than *GoScribe* (particularly in its idiosyncratic use of the mouse), but this should not be taken as a criticism, as *TeleGo* is really intended for modem playing, not for game recording.

If you can afford it, you should buy *GoScribe*. If almost £50 seems a lot for a fairly simple program, consider how much of your time you intend spending using it. If you don't want to spend this much, and you don't want to record any games, just get *GoView*. If you want to record games, but can't afford £50, get *TeleGo* (for recording) and *GoView* (for playing them back).

Once you have one of these programs, you will want games to play through. Some are available free from the BGA computer go library, or from Internet. Ishi Press sell several disks, with hundreds of commented professional games. Yutopian also sells volumes of professional games. Mark Hall sells disks of professional games, mostly uncommented.

# Second EGF Fujitsu Finals

## Quarter Final: Game 2

Commentary by Miyamoto and Mark Boon

Black: Mark Boon, 5 dan  
White: Rob van Zeijst, 7 dan

11: A new move, according to Miyamoto. The normal move would be at A. Boon said he didn't know that and didn't see anything wrong with this move.

17: Not a bad move, just a bit slow. Miyamoto suggested diagram 1. Black should first exchange 1 for 2 and then play 3. Instead of 2, White can also play the hane at A, but that would just strengthen Black on the upper side, while White still has to defend his cutting point.

18: May have been better at 19 or 28, since the result in the game is not really good for White. Sacrificing White 6 is not problem, since in that case White B captures a black stone in sente.

19: Seems to be the only move. Things may get out of hand this way however. White 22 simplifies things. A fighting option is 1 in diagram 2. Black already got his move at the upper side. He can therefore afford to sacrifice the marked stones if he would capture White 1 in return. This makes diagram 2 more difficult for White; van Zeijst was probably correct in dodging the fight. To play ko with White 26 at 33 is unreasonable, because only Black has ko threats (like Black C).

29: Too slow. Miyamoto suggested 1 in diagram 3.

31: A mistake. White is quite strong already, so this move does not really affect him.

36: Now develops in the important direction, while Black has become quite thin.

38: Is a bad mistake. After

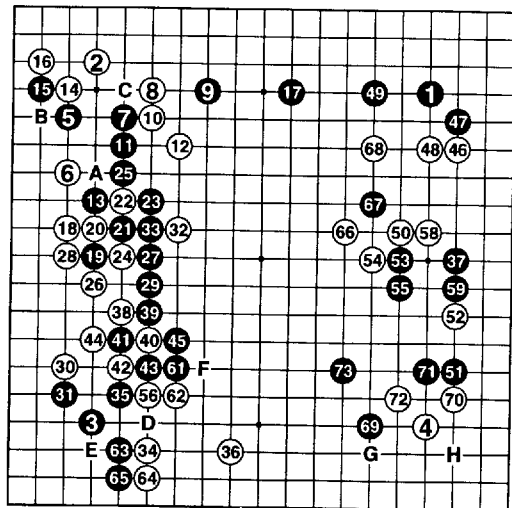


Figure 1 (1—73)  
57 at 41, 60 at 40

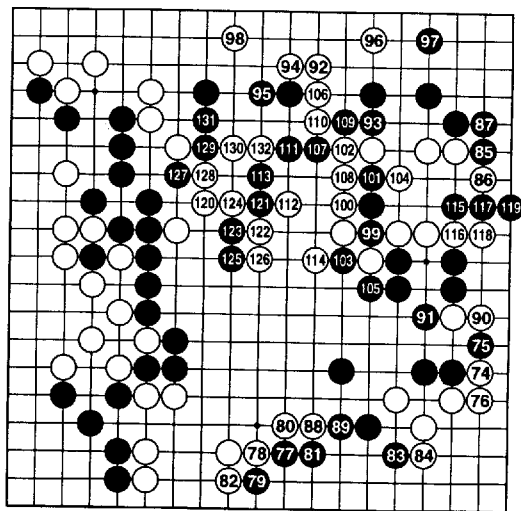


Figure 2 (74—132)

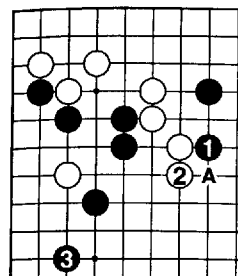


Diagram 1

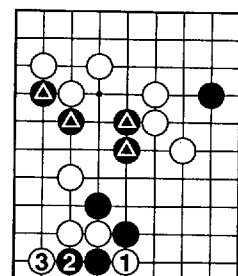


Diagram 2

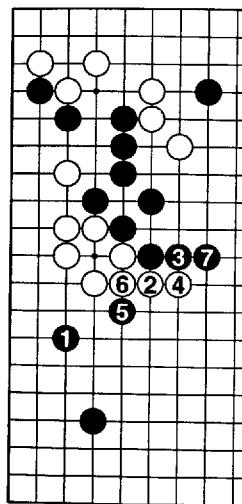


Diagram 3

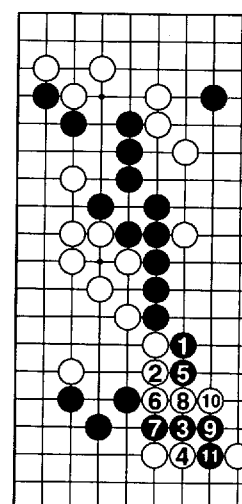


Diagram 4

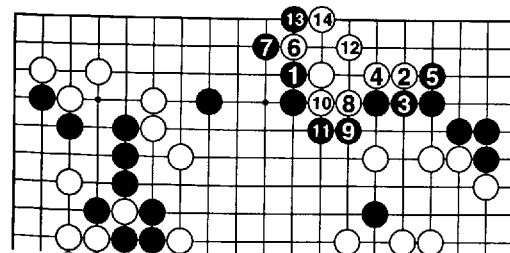


Diagram 5

Black cuts with 41 he has a good result. Still, Black 41 at 1 in diagram 4 is even better.

46: Seems illogical, squashing oneself between two black stones. Invading at the 3-3 point is better. White however aims at starting the ko.

56: Starts the ko because Black doesn't have ko threats. White has several on the right side.

61: The only move.

62: Probably better at D, forcing Black to defend the corner at E. The corner would then be a lot smaller. White, however, intended to play the hane at F later.

With 68, White has a difficult choice. Playing 68 at 99 would leave him with a very weak group. In the game however Black can cut at 99 and after 100 all Black moves in the area below 54 become sente.

69: Should be at G to attack White's eye space.

73: A mistake and a turning point in the game. Until now it was reasonably good for Black, but things start to slip away from him now. 73 should have been at 77 or H, to avoid playing in the direction where Black was already strong because of the aji of the cut at 99 mentioned earlier.

77: Better late than never.

79: Really optimistic. Of course White does not answer on the second line. White 80 is painful for Black.

85: Should be at 88. The 88-89 exchange is good for White.

92: Is played to decide the game. If Black can kill it he may still win, because the upper side is rather big.

93: The losing move. Black thought if he wanted to kill White he should first make this exchange. Of course the White group in the centre will not die and so White does not answer. Whatever happens, Black should have played at 94 immediately, 1 in diagram 5. There, White manages to get a ko in the sequence up to 14. This would throw the game into confusion, because Black has many ko threats against the White group on the right.

The black stones on the upper side are in trouble now. After White captures the black cutting stones with 132, Black resigns.

● From the European Go Journal. If you are interested in obtaining the magazine, contact the BGA Book Distributor, details on page 59.

Francis Roads writes:

I think that most of us wish that more women were involved in go playing.

I have discussed this matter, both with members of our scanty but stalwart band of female BGA members, and with women who have made that most eccentric of decisions, to refrain from playing go, despite knowing of the game's existence.

One reason for not playing comes up again and again. "I don't like playing go, because go players (i.e. male go players) are so competitive." This explanation leaves me at a loss. I have pondered it, and tried to take it as seriously as I can, but I am afraid that to me it makes no sense at all.

Of course go is competitive. So are Tennis, Netball, Athletics, Contract Bridge, and many other activities in which women excel. There is no point in participating in any game or sport unless both you and the opposition are trying to win.

So can anyone explain the explanation? After thirty years playing go, I am still perplexed and baffled as to just what we men are supposed to do to attract more women into the world of go. It seems to me that in order to do so, we need to stop being go players!

Paul Barnard writes:

Francis Roads's whirlwind tour of British TRM tournaments left me somewhat breathless, and speechless, so I have to write to respond. Swindon's tournament timing did not follow from the organiser's eccentricity; it was the only vacant

slot in the second half of the year (discounting weekends adjacent to other tournament weekends), and it had to be in the second half of the year to get sponsorship. Personally, I think being affected by its proximity to the Wessex both spatially and temporally is eccentric (so what if you drove that way recently?), but go players are allowed to be eccentric. Some bits of Swindon do have some of the charm of Marlborough, but admittedly not much. Only the first Swindon tournament was sponsored; the 1994 one wasn't. It was good for pot hunters and also paid out cash due to the host club's generosity (noted, Wanstead, that some tournaments can't afford to be generous).

And finally:

In every British Go Journal Francis Roads writes something that makes me annoyed. Originally it was something rude about the Reading Club, so I left and joined the fledgling Wokingham Club instead. More recently it has been his series on British go tournaments. In the first part he made out that Nottingham was a run-of-the-mill three-round McMahon, but it was only this in its final year, there being four years before that. In the second part it was his errors in the list of British Congresses that got me annoyed. It should read 1981 York, 1982 Nottingham, 1983 Coventry and 1984 Manchester.

I look forward to being annoyed at Part Three.

Mr Angry from Earley

(Name & address supplied)

## BGA Analysis Service

by T. Mark Hall

The BGA Analysis Service gives all members the chance to send games they have played or positions of interest for a (supposedly) strong player to comment on. At the moment, not many kyu players are doing this, probably because they find it distracting to have to record their games while they are playing, and they cannot remember the whole game afterwards.

However, those who do should know that the Analyst may select particularly interesting games for publication, and all games will be passed on to Nick Wedd, who is compiling a library of commented games, especially those of kyu players.

Any player who does not wish his/her game published or used in the library should clearly state this to the Analyst when copies of the game are given to him. The Analyst prefers to produce his comments using GoScribe, which allows a greater content of variations, but any game will be given the same level of commentary however it is received.

● See page 2 for BGA Analysis Service

## Pair Go Final 1994

by Des Cann

This game decided who would win the right to represent Britain in the world Amateur Go Championship in Japan. It was the final round of the tournament. Note that the standard move order laid down by the sponsors was followed: Black woman, White woman, Black man, White man.

Venue: Leamington Go Club  
Komi: 5.5  
Black: Nick Webber, 3 dan,  
Alison Jones, 2 dan  
White: Des Cann 4 dan,  
Kirsty Healey 1 Kyu

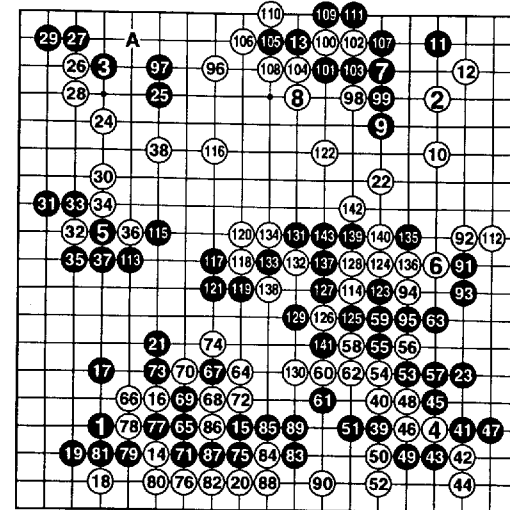


Figure 1 (1—143)

24: I felt that with the position of 15 and 20 it was not as urgent as usual to answer 23. I also didn't want Black to get to 24 first.

31: Too low, should only be played when 30 is on the third line.

38: Probably better as a hanging connection above 115 but anyway White has come cleanly out into the centre and the Black group above needs reinforcing.

41: More normal at the 3-3, this is a loss.

47: More natural would have been 48, White would have had to live small in the corner but would have attacking chances. 47 is inconsistent with 45.

53-59: These moves help both sides build up strength but this helps White more than Black.

60: My first blunder - should be at 61.

66: This is thin, must be at 77.

68: An overplay.

75-76: Bad exchange, 75 is better at 79.

81: Whoops....

82: Could have been at 87 to capture in a loose ladder.

90: Yose, the White group is alive.

91: Big but 104 is bigger and safer.

96: Good but A would be more vigorous. Black has no easy answer, 94 is a ladder break in some variations.

102: Middle game joseki move is 104.

107: Should be at 108 which would guarantee a cut in the White position.

109: A subtle point but this is better at 111 to make it easier to give up 105 and 13.

114: This is thin but White needs to achieve something in the centre to make the game close.

115-121: this sequence is too passive.

122: Maybe better in the centre at 137 as White is now very thin. It was about this time that Lydia, Kirsty's three year old daughter spotted that 126 could be captured. Fortunately our opponents didn't insist on a

penalty for this assistance.

138: At 143 looks more interesting.

143: End of game record.

At this point Black is about fifteen points ahead but played passively in the yose allowing White to reach the five biggest yose points first. However they always retained a small lead and mistakes by White late on restored a comfortable winning margin.

It is worth mentioning that many of the teams competing were of quite diverse strengths and took part purely for pleasure. Such games were played with a handicap. Even the strong teams play primarily for pleasure. You have to be relaxed about what happens because you only have a 25% say in it.

Several of the weaker players commented that they had gained in confidence in playing with a stronger partner by seeing them play many blunders!



# Time Limits

by Francis Roads

I didn't actually make it to the AGM this year, but I gather that the matter of time limits at tournaments was raised. I think that there is much muddled thinking on the subject.

I feel strongly that time management is one of the skills of a go player, and that some players are manifestly better at it than others. I have no sympathy whatsoever with players who grumble about the time rules in force, or who say that they "only lost on time." A loss is a loss. People know what the time rules are when they enter a tournament. If you don't like them, don't enter.

Time management for a go player involves constant conscious decisions about how to tackle a particular problem in play. One is constantly judging whether one has the time to read out a situation, or whether to play the simpler but perhaps inferior move which avoids the problem (e.g. "Do I need one more move to avoid the seki in the corner?"). And the decision in a given position will vary according to the time limits in force.

It will also vary according to the overtime or byo-yomi rules. If the rule is sudden death, you have to manage your time so as to keep a few minutes in hand against the possibility of time-wasting moves by the opponent at the end of the game. Whether such moves are sporting or desirable is a matter of debate, but they are certainly legal. If you lose because you didn't take the necessary precaution, it is your fault, and nobody else's.

Neither do I have any sympathy for the view that lightning go, or go played with short time limits is a "different game" from that with more time. The skills involved in playing go are fun-

damentally the same whether the time limits are ten minutes or ten hours. Evidence that this is so is provided by the very strong correlation between people who are skilled at both fast and slow go.

If they were truly "different games", then one would expect a different set of people to be good at them. This is in fact the situation in the case of playing chess vis-a-vis solving chess problems. These activities are truly different, and have different sets of devotees and experts.

## For the moaners

So, having had my moan about the moaners, what positive suggestions do I have for people who keep feeling that it is the clock rather than the opponent that beat them? One I have mentioned already; cultivate the habit of asking the question "Do I have the time that I know I shall need to read this position out?" A good deal of honest self-knowledge is needed to answer that question correctly.

I strongly advise any amateur, which we all are by a street, to play the opening rather quickly. There is plenty of theory to guide us. It is in the middle game that we need most time. And when we do decide to invest a substantial time in reading out a position, we have to be ready to write off the investment. It is no good thinking, "I have spent so much time on this that I must try to get some benefit." It is the mark of a strong player to be able eventually to play the simple move that would have been played without all the reading, if the reading has shown that nothing better is available.

There are very useful matters to think about in the opponent's time. Ideally we should never be counting the game in our own time. We can also review

the ko threat situation, list the yose plays in order of priority, re-examine any life and death situations, and look for previously missed opportunities.

In a game with overtime, one should aim to enter it just as the small yose is starting. This is when you will be most glad to have counted the game carefully. Small yose ought to be easier than the rest of the game; if it isn't, you haven't read the right books yet!

But because one will have kept the bulk of the time for the middle game, it is no failure of time management to have a fair bit of time left at the end, if the middle game was a simple one. That was your strategic reserve of time; as it happened, it wasn't needed. If possible, use it up playing the large yose more carefully than usual.

## More time, more skill?

"This is all very well," I am sure that the moaners about short time limits are thinking, "but surely you must admit that the longer the time limits, the more skilful the game." Well, I suppose so, though even that isn't as obvious as you might think.

For one thing, I am sure that for amateurs and professionals alike, there is a maximum time after which our play doesn't in fact improve much. We may think it does, but any human will lose concentration on anything eventually. And judging from the comments of visiting professional players, that maximum for us may be lower than we imagine.

It seems intuitively obvious that we would play better moves with (say) 90 minutes on the clock than with 45. But has anyone ever done any research to see whether this is really true? Can you tell by looking at the score of a game, and knowing the strength of the players, even approximately what the time

limits were? We all think we play better slower. But do we? Can anyone prove it?

I suspect that there is indeed a correlation between time and quality of play, but I doubt if it is anything like the simple relationship that some would have us believe.

To return to the AGM, it was rightly stated that it is up to those responsible for tournaments to set time limits, and not for the BGA Council to dictate. If any members feel that there are too few tournaments with long time limits, well, there is always room in the calendar for more tournaments. If someone wants to run a tournament like the annual Kiel (Germany) event, with just four games in a weekend, I'll gladly turn up.

Here's an anecdote about the 1976 European Congress, held at St Catherine's College, Cambridge. In the top division the players had 3 hours each. Too long for any amateur to make use of in my opinion, but let that pass. A British player not known for his ascetic lifestyle had not turned up for his game a few minutes before the late arrival loss time of one hour.

The idea of late arrival loss time is to prevent the opponent's having to sit out the full three hours before being able to claim a victory by default. The opponent was on the point of so doing when up turned the British player, somewhat unsuitably clad in nightclothes, played his first move, pressed the clock, and went back to bed for a further hour!

Impolite this may have been, but there was nothing in the rules to prevent his doing so. After a further hour he arrived at the board more suitably attired, played the rest of game in his remaining one hour, and, needless to say, won. Such commendable if discourteous contempt for long time limits deserves to be belatedly recorded in these pages.

# Time Gentlemen Please!

by David Ward

At the AGM Bob Bagot brought a degree of sanity to a number of questions raised from the floor. However, his point that decreasing time limits for tournaments leads to a lower standard of play was glossed over, and one I would like to take up. I hope if enough people agree with me the BGA will feel obliged to act.

## Time and Grading

The BGA stock answer is that time limits in tournaments are to be left to the organiser of the tournament, and with this I agree. The organiser should be able to do as he or she pleases. However, I would like the BGA to recognise that a 45 minute sudden death game is not the same as 90 minutes with 20/5 overtime. By all means have a mixture of tournaments, but don't kid yourself that for grading purposes it's all one and the same - it ain't. Contrary to what you may have been led to think, yomi (reading) is the most important ingredient in becoming a strong go player and reading takes time.

## Quick quick quick...

Don't take my word for it; read Sakata's book translated in 1994. In that he talks of being able to adapt to different time limits, the shortest being 3 hours. The quick quick quick lobby would point out that Japanese professionals encourage amateurs at the European Championships to play more quickly. This is true, but the time limits were 3 hours each

which I agree are too long for amateurs. It's very easy for a strong player to see a number of weakies struggling, and say, "What are you thinking about for all this time?" However, most strong players will soon slow up when playing a player of similar strength.

## Shock

Bob's original point was that an hour to an hour and a half for a game at a club is about right, but for a grading tournament let's take it a bit more seriously.

I think most people at the AGM were shocked to find out that in the Grading Committee's eyes all tournaments of 45 minutes sudden death or more are considered equal. I know of a number of people who will not be attending tournaments because of this, and I apologise to the organisers, but the BGA Grading Committee has dissuaded us from entering.

## Remedy

The remedy to this situation is simple. Firstly, bring about a more open system, publish so as to inform the membership how the grading system works now, and how it will work in the future with the European Go Federation. Secondly, introduce a weighting system to put more emphasis on longer and international tournaments and publish this. By the way, who are the mysterious Grading Committee and why is everything so secret? I am sure many members would like to have this unsatisfactory situation resolved.



# Capturing Race

by Matthew Macfadyen

Mark Hall put a brief discussion of a position which Francis Roads had shown him in BGJ 98 (page 33). For those who can't find their last journal here is the position in diagram 1.

All sorts of alarming things might happen here; none of Black's groups is secure, White's corner looks dodgy. How can one start analysing?

A good deal can be done by eliminating the impossible and the completely silly, but before starting to do that I have added the marked stone. Actually the position given was somewhat truncated, and we can't tell whether either of Black's two highly promising looking moves at A and B would work. The marked stone restricts the discussion to the corner.

It is Black's turn. White can be reduced to one eye in the corner, and Black can't live on the side, so it looks like some sort of capturing race between the two groups. The possible results are:

- 1 Black kills White cleanly.
- 2 Black gets a favourable ko to kill White.
- 3 There is a seki with Black getting sente.
- 4 White lives in the corner, but Black kills the two cutting stones and connects his groups.
- 5 There is a seki with White

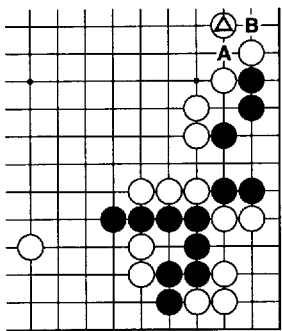


Diagram 1

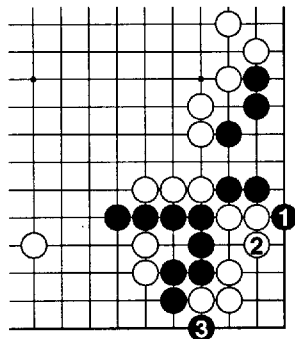


Diagram 2

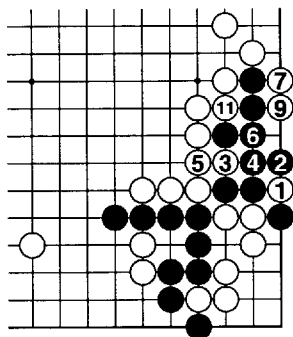


Diagram 3

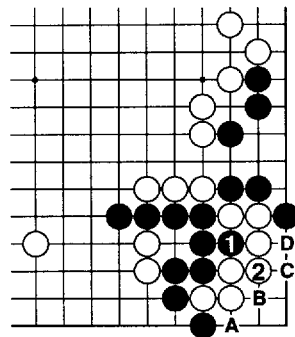


Diagram 4

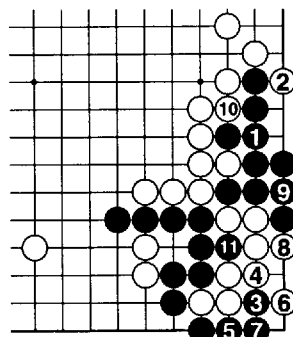


Diagram 5

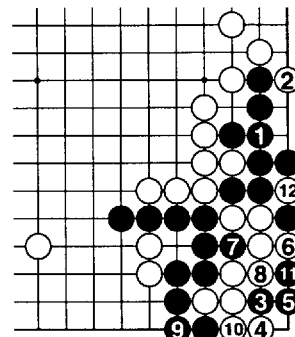


Diagram 6

getting sente.

- 6 White gets a favourable ko.
- 7 White kills Black cleanly.

When a situation like this arises in a game, it is often a good idea to think how many of the possible results are good enough for you, and if all you can actually find is one of the least satisfactory ones, to consider whether it is worth spending a move in the area at all. Probably in this position Black would be very happy with result 4, and may well prefer it to a fairly favourable ko.

Another piece of pruning: Black will lose the fight if White lives with all the stones, so the first few moves are almost forced (diagram 2).

Let's have a shot at counting the liberties, Black's group first. The sequence in diagram 3 is unlikely to happen in exactly this order, but note that I have put in as soon as possible all of the stones Black will be forced to play at some time. White 1, 3 and 5 get answers so they don't count as liberties, but 7, 9, 11 and at least one more move will be needed. So Black can claim at least 4 liberties.

Now for the White group: in diagram 4 White has only one forced defensive move, and then has liberties at A, B, C, D — four of them. However White will lose a liberty if he tries to capture Black by playing at D, and will also lose one if Black can contrive to play 1, 2 in the other order, Black 2 forcing White 1. So the semeai looks promising for Black.

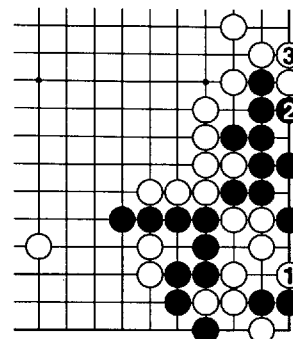


Diagram 7

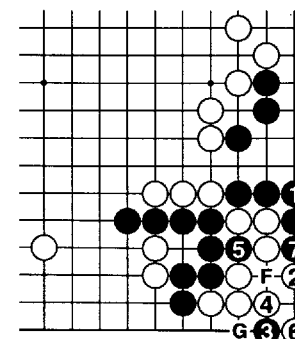


Diagram 8

Let's see what happens if White just starts filling liberties as in diagram 5. (Black 1 is 6 in diagram 3.) This fails for White; Black even has time to connect at 9. So how about White making an eye in the corner and trying to kill Black?

Diagram 6 is highly a unsatisfactory ko for White. Play it out yourself and see how many ko threats White has to ignore to win the fight. (Mark Hall's diagram 1 is a similarly useless ko for White.)

White's next try is for a seki, challenging Black to fill the mutual liberties if he can find time to do so. Diagram 7 (following on from 5 in diagram 6) shows a seki (check for yourself that Black 2 is the only move), and Black gets sente but will have to use it protecting the group on the left.

At last we seem to have a plausible sequence for both sides, but let's go back a step. White's throw-in at 1 in diagram 3 was extremely effective. How about Black playing there

himself? This produces diagram 8, in which White is able to live in the corner by playing G, but only at the expense of giving up the cutting stones, or alternatively White can fight a ko by playing 8 at F. Black's choice between diagrams 7 and 8 depends on what's happening elsewhere.

So, to conclude, the fight in the corner in diagram 1 can result in ko or seki, with White having the option of backing out of the ko by giving up his cutting stones. I have examined a few dozen variations not shown here, but diagrams 7 and 8 are the most plausible for both sides. Assiduous readers who wish to investigate further may observe that moves 16 in diagram 2 and 9 and 16 in diagram 3 of Mark Hall's article are all clear blunders costing one liberty. The case where the marked stone in my diagram 1 is missing is left as an exercise for the reader.



# Club Profile: Swindon

by Paul Barnard, with help  
from Eric Hall and Jenny  
Payne

In the beginning, or thereabouts, God created the Earth. A number of other things followed, like light, which is useful for playing go by, and men and women, which are also useful for the playing of go. Oddly, go didn't come along for quite a long time, and Swindon Go Club came along some time after that. The vagueness here is because the founding of the club is lost in the mists of time; what follows is the known history, mostly from a personal viewpoint.

I discovered go whilst living in a house-share in Swindon in 1984. One of my housemates had a hobby of collecting games; he knew the rules of thousands of games, and had hundreds. He was useless at almost all of them because by the time he found out how to play any particular game he lost interest and took up another. However, he introduced me to go, and I enjoyed it, and we used to go to a launderette on a Sunday and have a game whilst waiting for the machines to do their things (and ours).

One day a young lady came up to us and astonished us by knowing what the game was. Not only that, but she informed us that there was a go club in Swindon. This was a surprise, since by this time I had contacted the BGA (from a reference in Iwamoto's *Go For Beginners*) and they had told me that the nearest club was Reading.

She told me where the club was, and I went along. It was run by a certain Bruno Przwbyla, who had just won the Acornsoft Computer Go Com-

petition. He had a tendency to talk about computers at some length without ascertaining whether I understood, which I didn't, but here was a club! It was not a BGA club, and it was not a big club. It comprised Bruno, his brother who was only slightly interested, me, and occasionally one - or very rarely two - others. It met in Bruno's house.

Bruno has now given up go, because he realised he was unlikely to make a lot of money writing go programs, and because he found that learning Spanish led him to meet lots of Spanish women. He considers this to be an advantage over go, and this is now his major pastime. He tells me that he does not know how the club started; he took it on from another computer type who moved to Reading to work for Microfocus.

In 1985 I had to leave Swindon and went to a no go area in Northern Devon. At about this time another current Swindon Go Club member, Eric Hall, started playing go. He joined the club in the mid 80's after meeting Bruno at work. At the

time the club was still run by Bruno and brother, Eric, and John Jenkins who had a Japanese shodan certificate. John left for Bristol, but the club grew with Eric's work colleagues. The form was to play go at Bruno's house, then down to the Beehive for last orders.

With the arrival of Mike Harvey, onetime BGA membership secretary, the club became the Swindon and Malmesbury Club, but despite visiting some great real ale pubs (including the Waggon and Horses, in Charlton, which had wonderful garlic mushrooms) it was down to just Bruno and Eric as regulars. Bruno dropped out and Steve Williams joined, then Jenny Payne joined.

At this time (late 1989) the club met in another pub, the Old Nick. A few others joined, and after another spell of going to Charlton, the club moved to its present home in the Prince of Wales, Wootton Bassett, which is a small town just outside Swindon. However, membership withered again, and one regular, Geoff Williams, was knocked over and killed whilst

trying to help someone. By October 1990 membership was down to Eric and Jenny only.

In January 1991 I moved back to Swindon, and found that Bruno had given up the game and running the club. Being pretty hooked by then, I decided to start a club, and went along to the local Information Centre to ask about room hire.

Lo and behold, they told me that there was a club. In a state of stunned shock, I phoned up the listed contact, Steve Williams, who told me that he had given up, but he told me where the club met. I went along, still hardly believing that there would be a club, since the BGA knew nothing of it. I found Eric, and Jenny Payne. Jenny was about eight and a half months pregnant, and clearly likely to stop playing for a while!

Although Eric is very entertaining to play, being the embodiment of the philosophy of "cut first, don't worry about thinking", I felt a hankering for a more diverse pool of players. The BGA membership secretary gave me a print out of players who lived in or near Swindon, which included the Brooks family, and a few others, so I wrote to them, and put an advert in the



Paul Christie (left), of Bath, presenting the Head to Head Trophy to Ian Clark (P.B.)

"What's On" in the local paper, promising free tuition as a special offer for beginners during that month and the next.

This yielded a couple of the curious, one of whom stayed for a year. Suddenly the club was alive again, and membership reached six in 1991. Growth has continued since then, partly by "passing trade", being in a pub, but mostly by word of mouth. Membership was ten in 1992, and again in 1993, although a different ten due to losses from moving

away and giving up. Despite more of that, membership has reached eleven, mostly people who started learning the game with the club.

We have stayed in the same pub despite Eric moving into Swindon, and the landlord changing (it was amusing to see the new publican's reaction to discovering he had inherited a go club with his new business), since they do a mean chilli baguette, and enormous profiteroles.

It's also a nice and friendly place. We would like to believe we are one of the friendlier clubs. We have been on a couple of outings to Bath (to see Feng Yun and to play them for the Head to Head Challenge Trophy, which we won). We also go to tournaments (seven of us at the 1994 British) and probably have a candidate for the fastest improving player in Britain in the form of Dave King, who has gone from total beginner to about 12 kyu in about three months! Call in on us some time, you'll be welcome.



The victorious Head to Head Challenge Team:  
George Haig, Elinor Brooks, Paul Barnard,  
Andrew Hanson, Eric Hall, Jenny Payne  
Ian Clark (P.B.)



Elinor Brooks v. George Haig



# Suffering for One Win

Adapted by Andy Finch and Kwon Aeng-ran

• Thanks to the Korean Baduk Association for permission to use their article.

White: Jang Soo-yong, 9 dan  
Black: Suh Bong-soo, 9 dan

There's a saying, "It's one thing to win in a normal situation, but quite another thing when the straw mat is laid out" (i.e. when the game is crucial and is played with an audience). Suh Bong-soo, 9 dan had been on 999 wins for some time, losing four games in a row, and waiting for the elusive thousandth win.

However, the number nine can be a difficult hurdle with the single step to ten often proving surprisingly treacherous. Even when men get married they try to avoid doing so at the age of twenty-nine, so it is not surprising that the triple nine has proved to be a jinx for Suh.

In another saying, we are told that "All the painter has to do is to paint the eye of the dragon in order for it to ascend to heaven, so why is he taking so long over it?" Thus it was that Suh's fans were waiting for the magic moment when he would finally paint in the eye and gain his thousandth win.

As in the previous four games, the cameras flashed from the moment that Suh reached in the bowl for his first stone. He normally has a complex about cameras, but on this day he was calm, perhaps fed up with all the attention.

Jang Soo-yong on the other hand looked uncomfortable, having been unwillingly cast in the role of supporting actor. The game was important to him too, and he wasn't going to be giv-

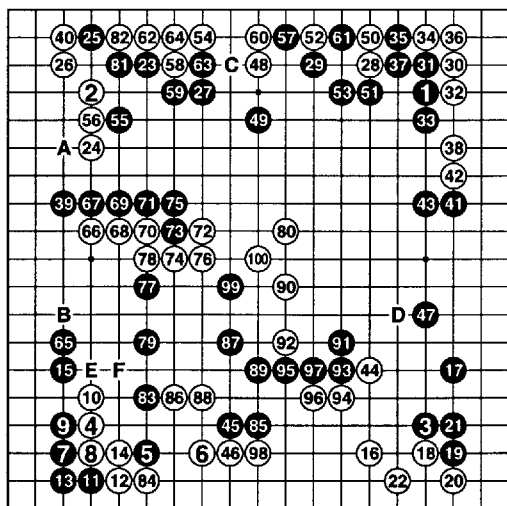


Figure 1 (1-100)

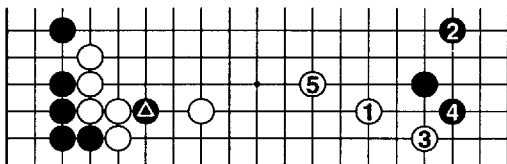


Diagram 1

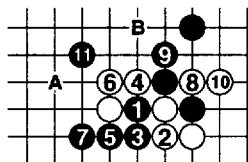


Diagram 2

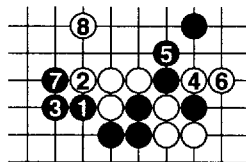


Diagram 3

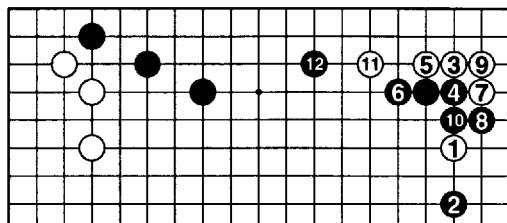


Diagram 4

ing away any easy moves. Suh was aware of this, and he hesitated for a time over Black 5, as the sound gradually died down in the game room.

The moves came easily up to White 16, both players seemingly content to play in this way, and Jang continued in this vein up to move 22, settling the lower side. Move 18 is a popular joseki these days (thanks to Lee Chang-ho, 7 dan), making as it does a strong lower right corner in response to Black's marked stone in the lower left corner, and Jang had been expecting to play it since White 6. Diagram 1 shows the older style of joseki.

21: This is correct in this situation. If Black 1 to 11 in diagram 2, then White has aji at A and B, and Black hasn't gained much. If instead of 7 in diagram 2 Black tries to hane at 1 in diagram 3, he is divided and in trouble after the sequence to White 8.

24: Both players had played quickly up to this point, but Jang thought a lot about how to answer 23. Move 24, being on the fourth line, accepts that Black will aim at 39. But if White chooses A, then a follow-up at B would be bad shape. It could be said that whoever managed to get good shape in the left side would control the game.

27: Suh avoided the easy play at C, leaving the upper right corner open as the next area to be fought for.

28: This is the correct direction. At first glance one might want to play as in diagram 4, but Black still gets to play Black 12, and there's a big difference in the result for White.

39: Suh wasn't settled on the upper side, but he was satisfied with being able to play 39 in sente. Jang accepted this with 40, and 41 was also good for Black. White had little to attack at this stage.

42: It was natural for Jang to

spend twenty-five minutes on this move, which is usually seen as incorrect. Here however it is necessary in order to attack Black. If White had played as in diagram 5 he would have gained thickness but would have lost his chance to contest the upper side.

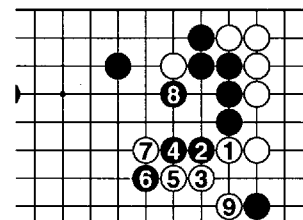


Diagram 5

Altogether Jang took seventy minutes over moves 42, 44 and 46, but for 48, a move which needed courage as well as considerable thought on how to make a live group, he took no time at all. Suh meanwhile was satisfied with defending at 47, although Lee 7 dan, who dropped in at the research room, thought that D in figure 1 was better, with 91 to follow.

In response to 48, it was good for Black to play calmly rather than aggressively as in diagram 6. Up to 64 White had successfully invaded, and Suh saw the situation as "so-so for both", though opinion in the research room put Jang slightly ahead.

65: There was no disagreement at all that this was a really

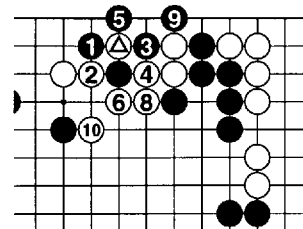


Diagram 6  
7 at triangled stone

bad move, failing to work together with 39 (also on the third line). Even the normal sequence of Black E, White F in figure 1 ignores for Black the importance of the central influence. Playing 91, which Suh had considered as an alternative for 65, was in fact the correct move, but he hadn't felt confident enough to follow it through, having seen the line in diagram 7 with the White threat of a further reducing move at A.

(Note: Perhaps this reflects his feelings here, struggling to break the string of losses by playing defensively, in contrast to his reputation for fighting.)

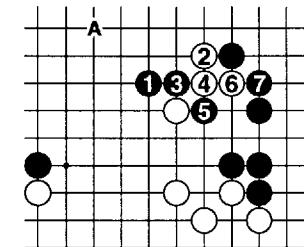


Diagram 7

Thus 65 ruined Suh's game, and when the afternoon session began, Jang took twenty minutes over 66, with which he took control of the game. It was out of the question for Black to crawl under 66, so he had to push up without thinking, and White 68, 70 followed logically, moving strongly into the centre, destroying Black's hopes of a large moyo there, and creating lots of dame instead. Black continued to push with 69, 71 and it was thought in the research room that if White had also continued 72 at 73 then his position would have been better. As it was, White 72 allowed Black to play 77 and 79. Anyway, 80 jumped into the centre, gaining shape and influence, and correspondingly de-

stroying Black's hopes there. White 1 in diagram 8 is good strategy, but as Suh remarked, there is no taking away the value of White 80.

90: White settles, and Black replies stubbornly with 91, attacking White's central group. Unfortunately for Black, this group is safe, and it's hard to find a way in which Black's attack might have a good result.

101, 103: These feel good, but they do little to narrow the gap, and Black's territory consists of odds and ends. He has to kill White's centre in order to have a chance.

107: A warning shot, but Jang bravely ignored it with 108 and 110, daring Suh to capture him.

111: Suh threatens the White group again, but then gives up, consolidating with 113. If he really wanted to capture White, then diagram 9 was the best line, White having only one eye in gote.

The game had come down to attacking Jang's central group, but he is known for his strong defense, so that it was surprising when he succumbed to chasing a small profit and as a result incurred a much larger loss, finally becoming Suh's thousandth victim.

116: This shows no sense of urgency. Sure of winning, Jang seemed to be resting on his laurels, allowing Black to take some territory easily with 119, 121. Kang, 7 dan, commented that this was indeed strange for Jang, since he could easily have played as in diagram 10, consolidating his lead. In fact White 5 here is large, leading to the variation in diagram 11.

Suh continued to attack strongly with 123 etc., but

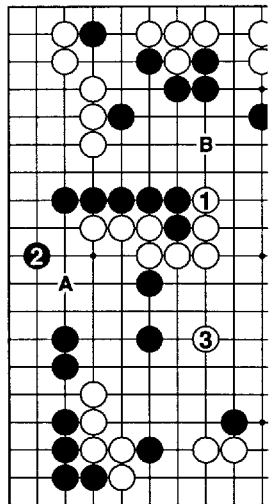


Diagram 8

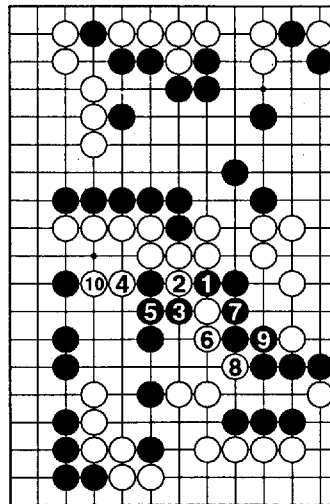


Diagram 9

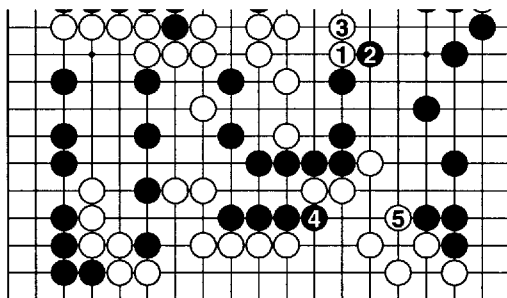


Diagram 10

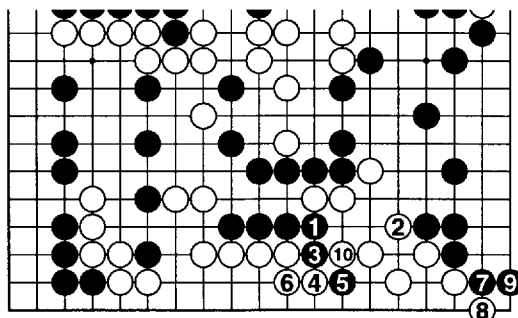


Diagram 11

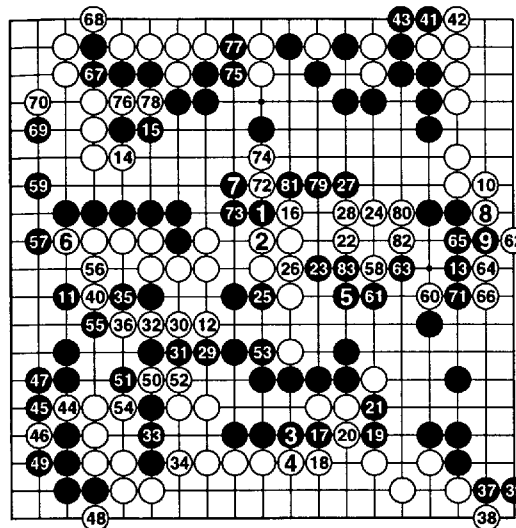


Figure 2 (101-183)

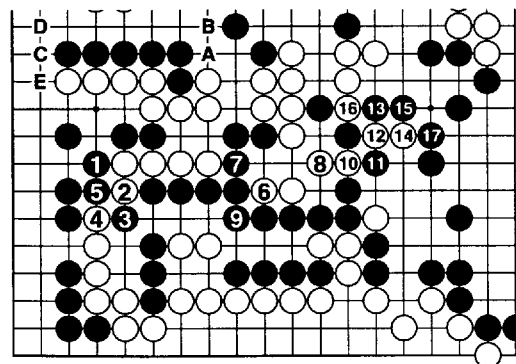


Diagram 12

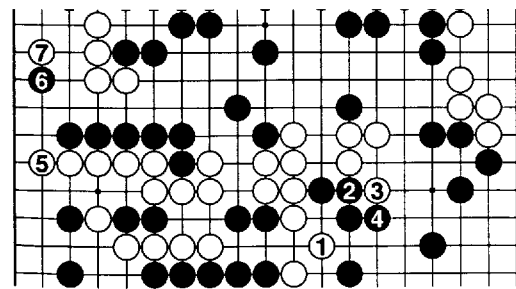


Diagram 13

changed his plan with 137 and 139, favouring the lower right corner. Opinion was divided as to what was the best course for him at this point.

Jang used up all his time at move 140, but even though this ensured life in the centre the game was over. Move 140 completely settled White's group, but was not necessary. If Black 1 in diagram 12, White has an eye in sente after White 16. If White A, then B, C, D give White E in sente.

"If you play three wonderful moves in a game, then you will lose." Jang was able to settle his groups three times in this game, but it didn't guarantee him a win, and was eventually his undoing. He was looking for 8 points with 154, but 157 and 159 took the left side, and the situation changed. As Kim Ilhan, 7 dan, said, "White 5 in diagram 13 is more than 8 points", and Suh commented that the result had gone beyond komi.

Suh stated after the finish that Jang had given him the game, and that he wasn't over-pleased with his victory, but despite this it was an important win for him. As he apologised to his fans for making them wait so long, they responded by hoping that the jinx was broken and that his natural skill would return.

183: Black wins, no count.

According to the *US Go Newsletter*, Japanese astronaut Koichi Wakata will play the first game of go in space in November. Eddie Smithers (*British Newsletter*) assumes that a magnetic set will be used...



# The Chinese Go Team's Fleeting Visit to England

by Feng Yun

In February of this year I interrupted my busy tournament schedule to make a visit to England. I would have chosen to come in summer had it been up to me, but I was acting as translator for the Pingding Mountain Coal Bureau Go Team and they insisted on making the trip at this time. I am grateful to the British Go Association for inviting us to come and to all the go players for going out of their way to make the trip as pleasant and enjoyable for the team as possible. I have written a journal about the team's trip, which I hope will be of interest to you.

The team, made up of Wang Dongliang (4-dan pro), Kou Guangliang (4-dan), 2 non-players and myself, arrived on the evening of Thursday 9th February after a long flight from China, via Zurich. Even though I had been to England before, I lacked the confidence to travel on my own so I was pleased that we were met in the airport and taken to our hotel in Central London.

The following day Jonathan Chetwynd acted as tourist guide and took us to many interesting places. My favourite place was the Tower of London. We had lunch in Chinatown, and after lunch the team spent a long time buying stamps (which I found boring). In the evening we participated in a simultaneous display at the Central London Go Club and the BGA took us out for a nice Chinese meal.

On Saturday we went to Buckingham Palace with Paul Margetts. The team were very

excited by the Changing of the Guard and took many photos. On the way back from Buckingham Palace the team stopped in just about every shop to look for presents to take back to China. They wanted something made in England, but it seems that most of the goods in the shops are not made in England.... However, they did find some nice Staffordshire pottery in Fortnum and Masons. As we continued our journey back to Chinatown for a late lunch, we mislaid Wang Dongliang in Piccadilly Circus! Fortunately, he was not, as we at first feared, lost forever in the milling crowds. Later in the afternoon there was another simultaneous display (meanwhile, the non-go playing members of the team were taken sightseeing around Central London). In the evening the team went out with Zhang Shutai.

On Sunday, Kay and Alex Rix organised two cars for us and took us to many places: St Paul's Cathedral; Big Ben; London Bridge; Westminster Cathedral and, the team's favourite place, Canary Wharf. I think that they must have used a whole roll of film! The team then took everyone for a traditional English lunch, and went to the British Museum in the afternoon.

On Monday I took the team to the airport by myself: I am used to always having someone to guide us, so I was very proud to have managed by myself. I didn't make any mistakes, so we arrived in plenty of time for the short flight to Edinburgh. Steven Tweedie met us at the airport and we went by taxi to the very nice hotel he had arranged for us. In the evening we went to the Edinburgh Go Club, but we were the first to arrive, and in the end only four people wanted to play simultaneous games. I was happy, but I think that the Team Leader

was a bit disappointed because he had prepared a speech.

Steven took a couple of days off work to show us around. The Star Trek exhibition was interesting, but my favourite places were Edinburgh Castle and the Museum of Whisky. Steven took us for a traditional Scottish meal at lunch time. The team didn't like it at all and only nibbled it. I ate all mine, but I can't say that haggis is my favourite dish! The team did even more shopping, and then surprised me by giving me a rose (it was Saint Valentine's day).

On Wednesday we flew down to see Tom Widdicombe in Plymouth. I'm not sure why the team wanted to go to Plymouth. Tom showed us around the town, but it was not very impressive. He arranged tickets for "Cats" in the evening but we didn't like it and left early. The next day we went to Tom's house and travelled by car through the countryside. I really liked the countryside around Plymouth - it was much better than Plymouth itself (sorry, Plymouth!), and the team enjoyed it too. In the evening we played go at Tom's house. Three local newspapers and the local television station interviewed Tom and myself. Tom felt that it was good publicity and that it should help him to increase his membership. After the interviews we played go, and then had dinner.

On Friday it was time for the team to fly to Holland - their fleeting visit over. I had planned to stay on for a couple of months after the team left to improve my English, but I decided that I was missing too many tournaments and returned shortly after the team. I hope that the BGA feels that my visit was worthwhile and will invite me back again.



# The Tao of Go

by David Sutton

● David gives his current address as Kon-yu Province, China.

I am happy to be able to offer the BGJ first option on what may well be considered the go scoop of the century. I think the following will speak for itself.

Recently it has been my privilege to work on what I believe to be the first ever translation into English of the surprisingly little known Chinese classic, *Tao Te Wei-qi* or *The Way of Go* (some scholars believe the title better translated as *The Excellent Virtue of Go*). The origins of this work are shrouded in obscurity, but it is believed to have been written in the fifteen century BC by the Hu Hsien sage Lao Si Dan.

Little is known of this personage, except that the Chinese historian Ssu-ma records that K'ung Fu Tzu (better known to us as Confucius) once sought him out for instruction in the great art. Lao Si Dan, perhaps annoyed by K'ung's somewhat overbearing manner, gave him nine stones and wiped him off the board, which no doubt explains why K'ung ever after had a down on go players, presenting them as a long-haired, shiftless lot with nothing to contribute to the ideal state (classicists will find a parallel here with Plato's view of poets). Interestingly enough the game records that accompany the text suggest that even Lao Si Dan was no stronger than an amateur 3-dan of today, yet the fact that he had thought long and deeply about the game is attested to by the concentrated wisdom of his insights; it is regretted that these inevitably lose much of their force in translation.

The complete work covers many pages and all aspects of the game; the contents sometimes appear somewhat randomly ordered, but this may be due partly to the intent - the Chinese 'necklace of pearls' style of composition - and partly due to the fact that books of the time were not books as we know them but collections of bamboo strips which could easily become disordered.

The style too is as varied as the content, and yet somehow one is never in doubt that this is the work of one person. Some verses express a touching enthusiasm for the game:

*We start play at dawn.  
Now, on the sundial, look:  
How sharp the white  
moon's shadow!*

Some are in a mystical vein, and yet also - it is hard, of course, to be sure at this remove - may carry a hint of satirical humour:

*The good go player knows  
That all is one,  
And yet at need can count  
At least to two.*

Many verses contain pithy advice about tactics, and seem forerunners of well known proverbs:

*No eye against one eye?  
A fight for steaming rice  
When only one has chopsticks.*

*Stay away from thickness.  
Does one man charge an  
army?  
Does flowing water fight?*

*Urgent before big:  
Would you seek to run a  
race  
With the sandal's thong  
un-tied?*

There are verses that comment wryly on the foibles of go

players, which seem to have changed remarkably little in twenty-four centuries:

*Bankrupt, a faithless wife,  
Still he did not know shame  
Till he misread the ladder.*

*Balance, harmony  
Please the eye of Heaven.  
We mortals like to win.*

My personal favourite is the six-line poem that concludes the work, and expresses a sense of the limitless possibilities of go together with the divine discontent of the true go player who knows that he is always merely at the beginning:

*Go is not a mountain.  
It has no summit, yet  
One climbs, always one  
climbs.*

*The peaks on which we  
planted  
The flag of our young pride  
-What foothills they seem  
now.*

It is earnestly to be hoped that sponsorship will be forthcoming for the publication of the full text of this classic work.

● The editor regrets that this article could not be printed closer to the date of the covering letter, 1st April. Nevertheless, he wishes to express gratitude for this scoop, since most Occidentals prefer that sort of impetus to chopsticks.

It was indeed generous of David to offer the BGJ first rights. If he has second thoughts, and concludes a contract with the *Sun*, it will be quite understandable. Otherwise, it will be a privilege to publish a work of such erudition.

# Ten Best Games

by Bob Terry

## Game Seven

Black: Sakata Eio, Meijin Honinbo  
White: Rin Kaiho, 8 dan  
Komi: 5 points

Another jigo loss for Sakata! After another titanic ko fight! This happened in the Meijin Title Match, Game 3, in 1965.

But what was even more galling to Sakata, it was a loss handed to him by a twenty-three year old youngster. A Meijin still in his twenties? Never happened, said the pundits. It takes a mature mind to master the finesse necessary in formulating whole board strategy, and that was thought to only come in one's late thirties or forties. But Rin Kaiho proved them all wrong. He showed how he could use his youthful stamina to wear down his older opponent.

When the reader plays out this game it will be clear how Rin set about his task. The complexity of the play is extraordinary. It was games like this that lead those same pundits to dub Rin "Ni-mai goshi" or "split level hips", which refers to Sumo wrestlers who have such a low centre of gravity that they can't be toppled. Rin was sometimes criticised for playing too colourlessly, but he always played a balanced game, had rock-steady nerves, cultivated a level-headed sensibility and an even temperament.

Rin comments on this game that he was lost almost all the way through; in particular, that White 226 in the upper right corner was unreasonable, but that he was just trying to hang tough and play out the game. Sakata also bemoaned the fact that he didn't play forcefully enough and that Black 231 at 276 would have sealed the win for him. This was the game that really turned the tide for Rin in this match. And by winning and becoming the third Meijin, he changed the nature of the go world as well.

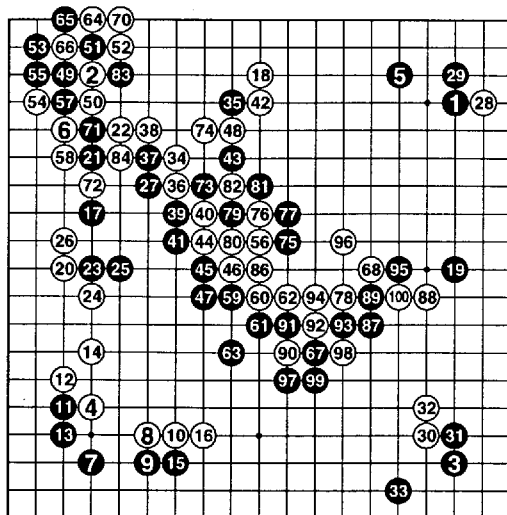


Figure 1 (1—100)  
69 at 51, 85 at 79

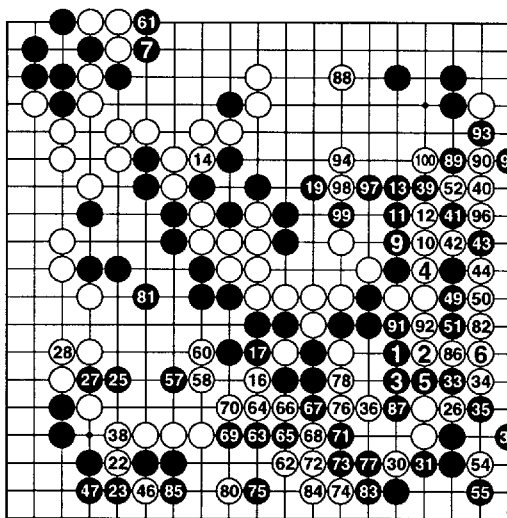


Figure 2 (101—200)  
Ko (51/66): 108, 115, 118, 120 at 82.  
Ko (51/66): 121, 124, 129, 132, 145, 148, 153, 156, 159, 179 at 90.

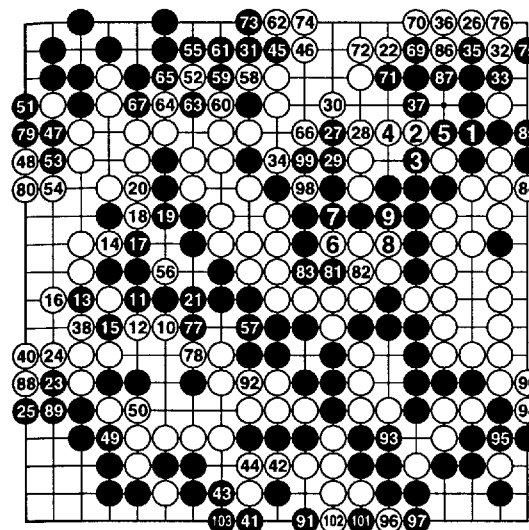


Figure 3 (201—303)  
239 at 24, 268 at 71, 300 at 81

# Pair Go Challenge

## The Challenge

To teach go to one beginner of the opposite sex from yourself and bring him/her along to the British Pair Go Tournament.

## The Tournament

The British Pair Go Tournament will be held on 24th September 1995. Venue to be announced.

There will be teaching sessions, and a 3 round tournament.

Sections comprise:

**Open:** to decide participants in World Pair Go Championship in Japan.

**Handicap:** Four pair groups, all play all.

**Novice:** one member of the pair to be a beginner or first tournament participant. Option of 13x13 section.

## The Prizes

- Special prizes for players meeting the above challenge to teach one beginner.

- Best dressed pair.

- Winners of handicap groups.

- Oldest-youngest combination.

NB: Pairs must contain one member of each sex!

Contact Alison Jones (0181-5279846) or Kirsty Healey (01926-337919) to reserve your place or obtain more details.

## Games of Go on Diskette

Games to be viewed using GoScribe or Many Faces of Go on an IBM PC clone

The games of Go Seigen: 816 games with over 80 games with comments, £25

300 games of Yi (Lee) Chang-ho, 1988-1993 (no commentaries), £10

1250+ games "From Sansa to Shusai" covering more than 300 years of Japanese go, over 50 games with comments, £15

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## THE 1993 KOREAN YEARBOOK

Over 400 professional games, uncommented, from Korea, covering all the tournaments of 1992—  
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Contact: T. Mark Hall, 47 Cedars Road, Clapham, London SW4 0PN

Note: The above enterprise has no connection with Ishi Press, either in Britain or Japan.

# Tournament News

by Tony Atkins

## Ski Trip

Andrew and Alison Jones are nowadays normally the main organisers of the Wanstead tournament, but this year they delegated the honour to old hand Francis Roads and other club mates. Instead Andrew and Alison were up an Italian mountain with several other go players as reported in BGJ98. Thus attendance was slightly down at a rather disappointing 55.

Anyway those who did attend had four rounds of exciting 45 minute sudden death go to contend with. This must have been too much for some of the stronger players as Rickard, Connolley, Wall, Rix and Cann all lost to people they should not have.

Oddly it was 2 dan Jonathan Chetwynd who survived to play Matthew Macfadyen in the final; the result showed that our 6 dan still knows how to win a tournament. The only other player with four wins was 11 kyu Colin Weeks from West Surrey. Prizes were awarded to all with more than two wins who stayed to the prize giving:

Jonathan Chetwynd (2 dan, South London), T.Mark Hall (4 dan, South London), Stuart Barthropp (2 dan, CLGC), Harold Lee (4 dan, CLGC), Peter Collins (1 kyu, South Cotswold) who was the qualifier, David King (3 kyu, Brakenhale), Miriam Brod (4 kyu, Stevenage), Eric Hall (4 kyu, Swindon), Wayne Walters (4 kyu, Wanstead), Richard Mullen (8 kyu, Stevenage), Robert Finking (15 kyu), Emma Marchant (18 kyu, Brakenhale) and J. Lewis (25 kyu).

The team prize went to the Central London Wanderers and joint winners in the 13x13 for a game-win factor of 112 was M. Harrod and J. Lewis.

## Exile & Resurrection

This year at Cambridge we were allowed back into the city after a four year exile. There was no chance to disturb the students, though, as the University Centre was the location not one of the colleges. Thus the tournament was in a modern building in a pleasant sunny riverside setting. Mark Wainwright, Tim Hunt and the rest of the crew coped well with the 62 entrants, which was good as the original organiser fell sick the week before.

The winner was Norwich's Matthew Cocke (4 dan) who beat Francis Roads, John Rickard and the runner up and local favourite, Miss Xiashua Jiang (who had already beaten Edmund Shaw and Simon Shiu). Jonathan Chetwynd (2 dan, South London), Simon Goss (1 dan, Bracknell), Gerry Mills (1 dan, Monmouth), Oliver Riordan (Cambridge, 2 kyu), David King (2 kyu, Brakenhale), Richard Mullens (7

kyu, Stevenage) and Vince Milner (8 kyu, Cambridge) all won prizes for three wins, as did Baron Allday (1 kyu, West Wales) who did not finish until after the prize giving.

The qualifiers were the two two kyus above plus Paul Hankin and Matthew Holton. Nick Wedd from Oxford won the small board tournament with 3/3. The local team just failed to finish ahead of Brakenhale who won the team prize, but won many over to the new location which will be used again for the resurrected small board championships in the summer.

## Fast Play

The next three events could all be described as fast play. In a rather stuffy Indian Restaurant in London in March was the spring International Team Match. The CLGC made most of the good food to win the event ahead of Wanstead, the Nippon Club and a team based on the University Club. The latter team's strength was somewhat lowered by Shutai Zhang spending the day fending off Matthew Macfadyen's second championship challenge at the other end of the room.



Jim Clare winning by three glasses to one at last day at old Reading Go Club (A.J.A.)



Wang v. Charles (IVC) (A.J.A.)

Another clash of events occurred the following weekend when at short notice the South London Club held their second eight round event at Battersea Arts Centre. Most top players were in Dublin and local hope T. Mark Hall was ill with flu, so it was left to Alistair Wall to win the first prize offered by organisers Jonathan Chetwynd and Edward Greig.

Coventry changed their format this year. This time there were five 30 minute games. The 69 players were split into 10 round-robin groups and a Swiss top group. Local hope Matthew Macfadyen won ahead of Simon Shiu from Teesside.

The other groups were won as follows: 1 Toby Manning (2 dan, Leamington) & Alan Thornton (2 dan, Stevenage); 2 Brian Ellis (1 dan, Stevenage); 3 Matthew Holton (1 kyu, Stevenage) & Tony Warburton (1 kyu, Cambridge); 4 Paul Barnard (1 kyu, Swindon); 5 Martin Harvey (2 kyu, Chester); 6 John Lowe (4 kyu, Leamington); 7 Jim Edwards (8 kyu, High Wycombe); 8 Nick Fortescue (8 kyu, Cheltenham); 9 Paul Clarke (12 kyu, High Wycombe); 10 Daniel Dowling (18 kyu, Brakenhale). The best

team was the Leamington (Beards) with an impressive 17/20 and the continuous 9x9 was won by Jo Hampton (1 dan, West Wales).

## Go & Checkers

The 28th British Go Congress was run by Wanstead Go Club at the delightfully rural setting of Felsted School in Essex. Some thought the location a little remote from civilisation and stayed away, though trains were met at Bishop's Stortford on the Friday. 75 players, however, did play and made the most of the cheaper price offered by the dormitories. Food was not at all as expected from a school and the single room accommodation was as good as any university and maybe even better as the view across the duck pond to the parish church was quite delightful.

The standard of organisation was high as expected, though not enough sets were present at the start of the Lightning. This meant Paul Barnard and Steve Bailey had to play with a demonstration set of glass stones, which earned them a special prize. Those two and T.

Mark Hall and France Ellul survived the group stage only to lose in the first round of the knockout. In the semi-finals Chris Dawson beat Anna Griffiths and Mark Harrod beat Ulf Olsson on a huge handicap. This meant a 1 dan against 12 kyu final the following day.

There were three rounds of the main on the Saturday and it was good to see some visitors from the continent and the US. In a very laid back final the young 12 kyu became the weakest ever British Lightning Champion, not possible with previous draw systems. Then it was off to the local, The Checkers, for the BGA Annual General Meeting. After what must be the first such meeting in a public house there was still time for some friendly games, but strangely no singing.

On the Sunday the sun was shining and in the round after lunch a couple of games were played outside on the grass in front of Felsted School's impressive facade. Then there was still time to play in the 13x13 tournament, but no one could catch Daniel Cox's game-win factor of over 500, despite the organiser, Francis Roads, getting 9 out of 10.

Winner of the main tournament was this year a visitor: Sweden's Ulf Olsson (4 dan) with five wins. Equal second were Harold Lee and John Rickard with a good four wins and fourth was Simon Shiu. The only player with all six games won was David Bennett (15 kyu, Culcheth). Three players won five:

Simon Butler (1 kyu, Reading), Wayne Walters (4 kyu, Wanstead) and Paul Clarke (10 kyu, High Wycombe).

The following all won prizes for 4 wins: Kai Gogl (2 dan, Germany), Toby Manning (2 dan, Leamington), Dave Lorking (1 kyu, Wanstead), Geoff Kaniuk (1 kyu, CLGC), France Ellul (4 kyu, Brakenhale), Tom



"Guess Chess" with go pieces at Irish Open (A.J.A)

Blockley (11 kyu, Worcester), Anna Griffiths (11 kyu, Furze Platt), Mark Harrod (12 kyu, Brakenhale), Graham Brooks (14 kyu, Swindon) and Emma Marchant (16 kyu, Brakenhale). Young Alistair Brooks got the fighting spirit prize.

At the prize giving the trophies for the two annual Grand Prix competitions were also awarded. In the Youth, Mark Harrod was third, Tom Blockley second and for the second time David King was first. The Stacey Trophy, however, was won by someone for the first time, namely Alistair Wall.

### Short Notice

At only eight days notice the Wokingham Go Club hosted the Thames Valley Team Tournament. It was too short notice though for the home team, and one or two others, to raise a team. However eight teams did make it and the Royal Standard team from Beaconsfield (namely Jones, Jones and Hawdon) won ahead of the Brakenhale Fellas and Furze Platt. Five adults won all their games, so the only individual prize went to David King of Brakenhale. In the continuous 10x10 Mark

Harrod won ahead of James Hamilton.

Eighteen players travelled to Darlington Arts Centre for the North East Tournament. This was a six round 20 minute game event and was won by host Simon Shiu ahead of Francis Roads. Joint third were Tony Atkins, Alison Jones and Matthew Holton. Richard Pearce (12 kyu, Newcastle) won five games and Hamish Lawson (12 kyu, Teesside) and Daniel Shiu (8 kyu, Oxford) won three and a half. Alan Scarff was on hand to teach beginners and tell all the latest about his go computer program.

Meanwhile on the same day in London Matthew Macfadyen lost the third title challenge game to give Shutai Zhang the British title for a second year.

### Happenings

In February we were honoured by a visit from the Pingding Mountain Coal Go Team from Pingdingshan, Henan province in China. The delegation was headed by Zhao Teichui Deputy Chief of the Coal Bureau, Wang Jin Deputy

Chief of the Culture and Physical Training Office, Kou Guangliang Coal Team Leader (4 dan), Wang Dongliang 4 dan professional and Feng Yun 7 dan professional. Feng Yun is of course familiar in Britain after her visits in 1992 and 1993, and her continued contributions to the BGJ. She was hoping to stay on after the team's fortnight stay and study more English. However this was not to be as her role as the second strongest woman player saw her called back to play to qualify for the Chinese Super Go Team. However whilst here the team made two visits to the CLCG and toured to Edinburgh and Plymouth, including appearances on South-West TV and radio.

At the AGM the new BGA Constitution was accepted as published in BGJ 98. The main officers were re-elected unopposed (as normal); Paul Hankin and Colin Adams replaced Paul Smith and Keith Osborne to join Andrew Jones, David Woodnutt and Mark Wainwright on Council. The BGA accounts showed a healthy balance, but membership was slightly down despite advertising and promotional activities.

A couple of weeks later saw one such activity. Tony Buzan, who is keenly studying go under Matthew Macfadyen, booked the Royal Albert Hall for a Festival of the Mind to celebrate 21 years of "Use Your Head". Throughout the afternoon brain related activities took place, such as memory tests, chess, juggling, mind mapping and of course go. Twelve BGA members gave up their time to teach all comers to play and distribute leaflets.

### Keeping The Cup

The first European Grand Prix tournament of 1995 was in Prague. 157 from 13 countries competed for the trophy. Guo Juan missed the first round to

take third place behind Netherlands player Tonny Claassen and the clear winner our own Matthew Macfadyen whose fifth Prague win allows him to keep the cup.

Another cup won by Matthew was a quarter share in this years Ing Cup. 23 of the strongest players in Europe, plus American John Lee, were invited to spend a weekend in Amstelveen battling over six rounds. Lee missed two games, Catalin Taranu of Romania lost to Shen Guangji, and Shen lost to Macfadyen who lost to Taranu. Matthew says this was one of his best ever performances and it helped his bank account. He beat Bogdanov, Gomenyuk, Shen, van Zeijst and Sakhabutdinov and finished higher than Guo and Zhang.

Macfadyen was not at Linz, however, giving a new face in Christian Pop (4 dan, Romania) the chance to win ahead of Soldan and Gomenyuk.

### Stout Play

A large party of Brits travelled across the Irish Sea for the sixth Irish Open, the first to be a Grand Prix event. It was wise to arrive early and see the St Patrick's Day parade, miss the rough seas and snow and get to play in the international match on the Friday. The Irish team went down heavily to the Rest of the World. Later that evening their was some pair go in which David Ward and Giani Della Giovanna from Belgium came out eventual winners.

The Saturday saw the first three rounds of the Open. In round 2 last winner Tony Goddard (5 dan, Belfast) lost to favourite Matthew Macfadyen. The other top players all lost at least one game, including Janusz Kraszek who was over from Poland with Kasia Koenig to promote the Tuchola European. In the evening some blindfold kriegspiel go, 3D

chess, cards and even some normal go was played.

On Sunday was the final two games. Matthew won both to finish clear first. In the last round Des Cann beat Tony Goddard into third, to be followed by Kraszek, Roads, Andrew Jones, Olsson, Manning and Mitchell; Dave Ward and Alison Jones were equal tenth. Irish Champion Stephen Flinter did not show the form he found to beat Noel Mitchell for the title only winning one game. The only other player doing well was French 3 kyu D. Robbey who won four. Ulf Olsson got a special prize for losing five nigiris and Kasia and Noel got special prizes for their half point wins. Tony Goddard was much surprised to receive his British five dan diploma after a wait of about 15 years.

Then it was off to a Chinese restaurant then some half-hearted singing before packing up and leaving. For those still around for the go club at the Pembroke on the Monday, Francis Roads gave a Master Class, whilst others played go and much more stout was drunk in good Irish tradition.

### Easter in Paris

Finally a tournament where Francis Roads did well. He won his first three games beating two five dans. Shutai Zhang, the Chinese doctor from London, won the event and several others in the British party did well. It is good to see an increase in attendance from the UK - maybe the Channel Tunnel helped to lure players to an Easter in Paris.

● In my article on Publicity (BGJ 98 page 29) "Bolton Weeks" should have read as "Bolton Schools Project and British Go Week".

# Ladder Solution

by T. Mark Hall

If White tries to run the ladder against the white stone as in diagram A, which seems the logical thing to do, he actually loses! White has to play as in diagram B, using the odd stone to get a free atari then continue the ladder to the edge. The black stone becomes worthless.

It must be admitted that Black realised his mistake fairly early and played elsewhere, after checking that I was reading it correctly.

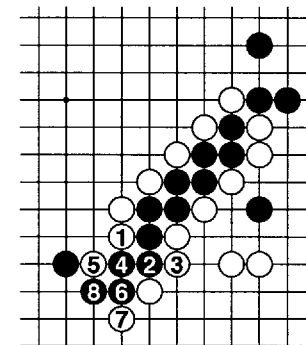


Diagram A

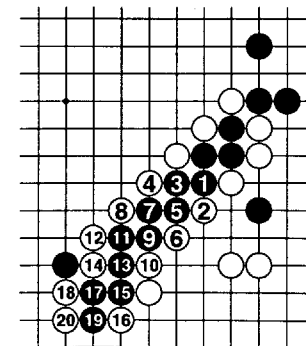


Diagram B

## Glossary

**Aji:** latent possibilities left behind in a position.

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

**Atari:** the state of having only one liberty left.

**Byo yomi:** shortage of time.

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

**Damezumari:** shortage of liberties.

**Furikawari:** a trade of territory or groups.

**Fuseki:** the opening phase of the game.

**Gote:** losing the initiative.

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

**Hasami:** pincer attack.

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

**Ikken-tobi:** a one-space jump.

**Jigo:** a drawn game.

**Joseki:** a standardised sequence of moves, usually in a corner.

**Kakari:** a move made against a single enemy stone in a corner.

**Keima:** a knight's move jump.

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

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

**Kosumi:** a diagonal play.

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

**Moyo:** a potential territory.

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

**Sagari:** a descent towards the edge of the board.

**Sanren-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 ladder.

**Shimari:** a corner enclosure of two stones.

**Shodan:** one-dan level.

**Tengen:** centre point of board.

**Tenuki:** to abandon the local position and play elsewhere.

**Tesuji:** a skilful move in a local fight.

**Tsuke:** a contact play.

**Yose:** the endgame.

## Notices

**K**orean Baduk Association calendar for 1996. Who knows what the theme will be? Non-profit, just cost and p&P (maximum £5). Are you interested? If so, contact me and I'll do the rest.

Andy Finch,  
Rm 5, 14/F,  
Yuen Wing Building,  
Whampoa Estate,  
Hung Hom,  
Hong Kong.

### WANTED TO BUY

A copy of *In The Beginning*. Please ring John Puxty on 01524 823331

Contributions for next Journal by 5th August, but please send earlier if possible. Text can be accepted on both 5.25" and 3.5" disks (plain ASCII, not right justified, and no tabulation) but should be accompanied by a print-out in case of difficulties. Diagram references: please use A,B etc., not K10, C3 style notation.

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## Book & Equipment Update

### Underhanded, no-good, sneaky...

*The Compendium of Trick Plays* (£11) was described by its Californian publisher as "being a compilation of practically every underhanded, no-good, sneaky, mean-spirited swindle, trap, ambush and ruse that a conniving, bushwhacking, depraved son-of-a-gun could spring upon an unwary soul..."

Most of my stock has already been sold, and I am ordering more. I under-estimated the number of British go players that fitted this description!

### Join the Queue

*Tesuji* has not yet arrived in the UK. Please let me know if you would like a copy, and I will add your name to a waiting list. *In the Beginning* may also be coming soon.

### Back Issues

**Go World:** I now have copies of most issues back to 50, at £4.20, and some older second-hand issues, which may be cheaper.

**Go Review:** Thanks to Franics Roads, I have a considerable number of these, whose price (in the range from £1 to £2) will depend on the condition of each particular copy.

An up-to-date price list can be obtained from me on request, and I am always prepared to give help or advice to anyone interested in go. However, to buy items from me you must be a paid-up member of the BGA.

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

Note that credit card facilities are not available. Orders, accompanied by cheques made payable to "British Go Association," should be sent to R. G. Mills, 10 Vine Acre, Monmouth, Gwent NP5 3HW. (Tel: 01600-712934)

### Goods Direct

The BGA bookshop, with a full range of books and equipment, will be at the Northern, Shrewsbury and Wessex tournaments.

### New Venture

The European Go Cultural Centre have started to produce a Journal, and I have the first issue for sale at £3. Future issues should be available for occasional purchasers. Of course you can become a regular subscriber and receive these journals direct from the Netherlands. I have the required forms.

### Framed?

A limited number of extremely attractive Ishi calendars are on offer at £12.50 each. Buy these for the six Japanese illustrations which are good enough to be framed.