British Go Journal 碁

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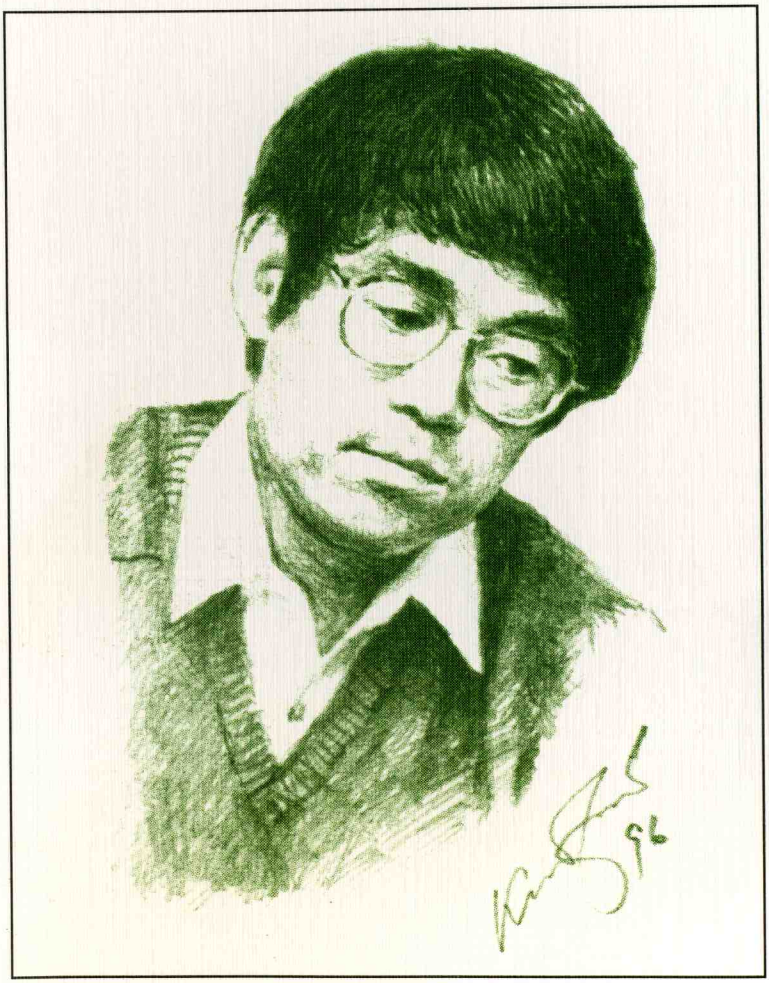

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See page 36 for E-Mail Addresses

Contents

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Tournament Calendar

Coventry: Will not be held this year.
Women's Coaching: 28-29 March. See page 54.
Bournemouth: April 4. Marcus Bennett, 01202-512655.
British Go Congress: 17-19 April, at BAe, near Chester. Helen Harvey 01925-602388. Sponsored by **British Aerospace** and **Korea National Tourism Organization.**
Anglo-Japanese 'B': April.
Barlow: 3rd May, Cambridge. Kyu players only. Tim Hunt, 01223-500769. tjh1000@damtp.cam.ac.uk
Bracknell: May 9th. Clive Hendrie, 01344-472741
Pair Go: May 16. Kirsty Healy 01926 337919, Alison Jones 0181 5046944.
Scottish Open: May.
Challenger's: 2-4 May, Nippon Club, Piccadilly. By qualification. Charles Matthews, 01223-350096.
Leicester: 13 June.
Anglo-Japanese: June. By invitation.
Barmouth: 27-28 June.
Youth Pairs: July.
Devon: July.
Norwich: August 8. Tony Lyall 01603-613698.
Northern Go Congress: Manchester, September.
Milton Keynes: September.
Shrewsbury: 4 October. Brian Timmins, 01630-685292.
International Teams Trophy: October.
Wessex: Marlborough, October.
Three Peaks: Thornton in Lonsdale, November.
Swindon: November.
West Surrey Handicap: December.
Isle of Man: August **1999** (biennial).
Anglo-Japanese: December. By invitation only.

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

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

Editorial

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

These addresses, from the typographic point of view, behave like very long words yet should not be hyphened, so that it is advisable to have them printed separately in an appropriate format. (They will still be printed elsewhere, where convenient or essential.)

Please contact the Editor if you spot any errors or if you can supply addresses that could or should be included, as the list is far from complete.

Notices on page 54

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Attach-Extend Mysteries

by Charles Matthews

Part 3

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

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

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

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

Until, that is, one realises it doesn't work. Black can cut. For preference not as in Diagram 5. The triangled stone is going to end up badly placed, but Black seems once more to have too many cutting points to press for advantage here. There is also the superior sequence of Diagram 6. This is clearly better

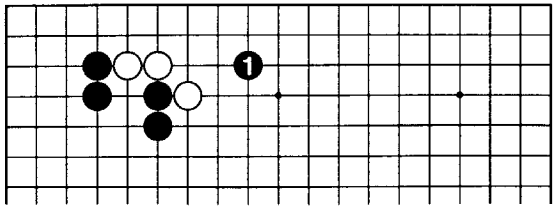


Diagram 1

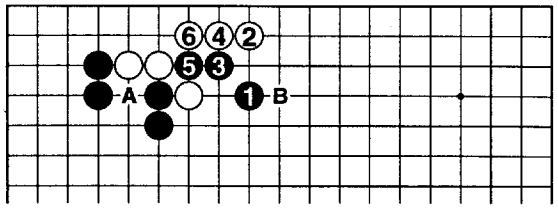


Diagram 2

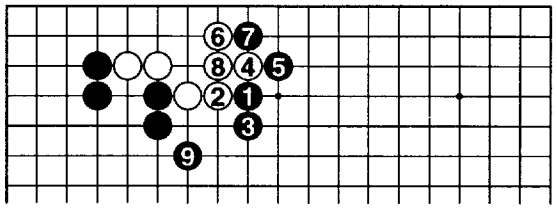


Diagram 3

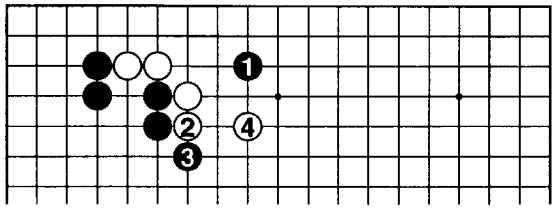


Diagram 4

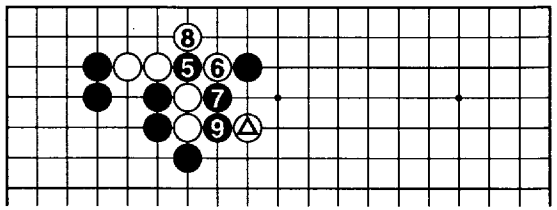


Diagram 5

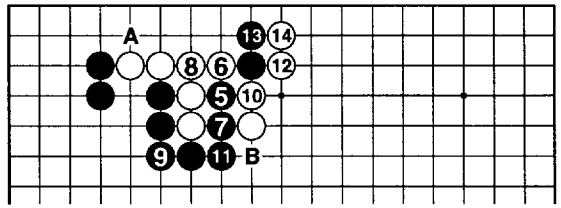


Diagram 6

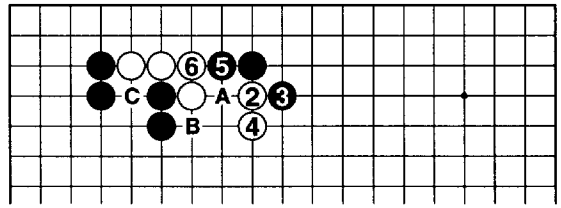


Diagram 7

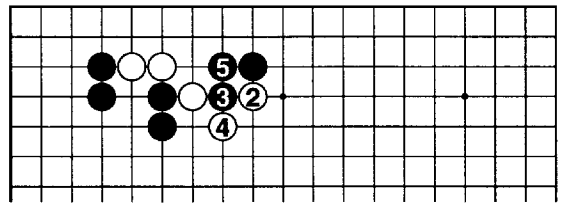


Diagram 8

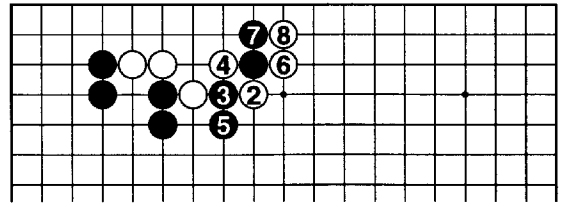


Diagram 9

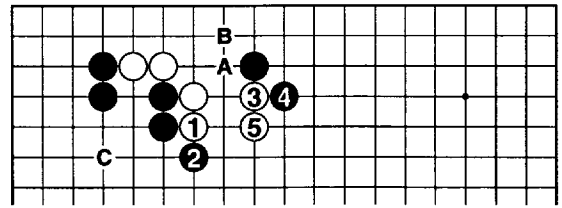


Diagram 10

for Black, who could hardly hope for more in this part of the board. Next Black *A* would cover the remaining cutting point for territory and influence, while Black *B* is an excellent point for shape.

Well then, White has to find something else. The next idea is to attach on top of the Black approach stone. As in Diagram 7. This looks like a possible way for White to make shape. Black pushing at *A* lets White play *B*, which in turn makes White pushing through at *C* more dangerous. But Black B then White A hurts the Black stones on the top side. This result seems adequate for White. The Black peep at 5 doesn't turn out to be so threatening.

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

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

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

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

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

How to play Go on the Internet

by T. Mark Hall

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

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

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

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

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

igs.nuri.net 6969

nngs.cosmic.org 9696

These should be entered in the setup section of the connection option. NB: the spaces after net and org are part of the address; don't omit them. Then, when you connect to the Internet, you call up the client and ask it to connect to one of the servers. The busiest one is IGS.

Now we come to the interesting bit— registering and playing. The first time you connect, it is best to just sign on as "Guest". If you were to connect up without the client (as I did at first) you would see the games you played "observed" (more about this later) on an ASCII board; White moves would be displayed as 0 and Black as # and the board would scroll up every time a new move was played. You would have to type in the coordinates of the moves, which makes typos common and produces headaches after fast games. There are various help options, which you can access by typing "help". You can also have the help document(s) e-mailed to you, if you wish to read them at your leisure. Initially you should type "help register" and this will tell you how to register your normal sign-on. Once you have done this, the server will e-mail you confirmation that you have been registered and a password, which you can change the next time you sign on (see help password).

You are now a newbie; welcome to the club. You can see who is signed on by typing "who". This will list all the players signed on, in order of latest entry in IGS and by strength in NNGS. If you want to see how many 10 kyus are on, type "who 10k". At the moment you will be NR; this means that you have No Rating (or Rank). Be warned, IGS ranks are stronger than outside ones; I am having fun at the moment playing around 1d* (the * indicates that you have played enough games to be rated by the program). Players without an * have not yet played enough. If you set your rank (help rank) you will only get the * after playing 20 rated games. So, set your rank and ask for a game; how? You can "shout" that you would like to play people of a particular rank e.g. "shout any1 3k-5k 1/10?". This means that you would like to play someone within those grades with time limits of 1 minute to start then 10 minutes byoyomi of 25 stones. There are berserkers who ask for anything down to 1/1; they are usually in Korea with fast connections. Since I have lost games on time at 1/3 (because of netlag), I usually now only accept anything 1/5 and over. You can also ask a particular player whether he/she would like to play. So let's look at how the listing would appear if you typed "who 1k". (See table.)

Info	Name	Idle	Rank	Status
21	wenjie	38s	1k*	!
79	byd	15s	1k*	_
59	ip	21s	1k	S
41	tang	0s	1k*	X
55	nada	1m	1k*	Q
79	saturn	12s	1k*	Q

The numbers directly next to the player's name means that they are playing in that game. For example, saturn is playing byd. If a player has the symbol ! against their name they are actively looking to play a game. If they have an X, they do not want to play; nada is actually watching game 55, played between two others. Q stands for quiet; they do not see announcements of games started and finished and players signing on and off. S is a variation of this, that the player does not see "shouts" from any other players (or non-players). Usually, people watching a game will want to see the strongest players in action; sometimes these may well be replays of professional games or real-time games. It is rumoured that Jimmy Cha plays under the pseudonym "tobe", but tobe has denied being Jimmy Cha. "tobe" has the rank of 9d* amateur; the strongest anyone else gets to is between 4d and 6d. To watch a game, like nada above you would type "observe 55" and the client will display a board with the moves being played as they are relayed. Observe and unobserve can often be abbreviated as "ob" and "unob". To implement any of the other commands you would need to "toggle", e.g. "toggle looking" to signal that you want a game, "toggle quiet", "toggle open" etc.

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

thx	Thank you
c u	See you again (or more prop erly meet gain)
any1 4 a gm	anyone for a game

Anyone who has spent any time on IGS will have seen messages about escapers. A genuine escaper is someone who hates to have a lost game on his record and he will then break connection rather than continue the game. The game is normally stored for a period so that the players can resume if the telephone connection was accidentally broken. Recently I played a game taking White against a player signed on as "beat99". When it became obvious that he was losing, he lost connection. When I saw his name there sometime later I asked if he would like to continue and he signed off. After a couple of examples of this, the next time I saw him signed on I restarted the game and typed "Your move, I believe?" and he broke off connection again. When he reconnected, I did it again and he finally agreed to finish (and resigned shortly after). To restart the game I had typed "load tmark-beat99", entering the white player's name first. If you have doubts about playing someone, you can check their "stored" games by typing, e.g. "stored beat99". The higher number of stored games, the more likely the player is an escaper (the record for a human player that I have seen is over 70 games). At the moment I have 8 or 9, most of which are escaper's. So far I have only cried escaper once, when someone signed off immediately after I asked him to resume (and not beat99). Personally, I would hope that no Brit gets a reputation as an escaper; all Brits then get tarred with the same brush. A lot of Chinese now have that reputation and the systems administrators are trying to devise a method of dealing with escaping.

If anyone has any questions on the above you can e-mail me at:

tmark@gogod.demon.co.uk

or, if you get connected, on IGS as "tmark". C U there!

Charting a Course in the Middle Game

by Cho Chikun, Honinbo

Translated by Bob Terry from Kido, February 1984

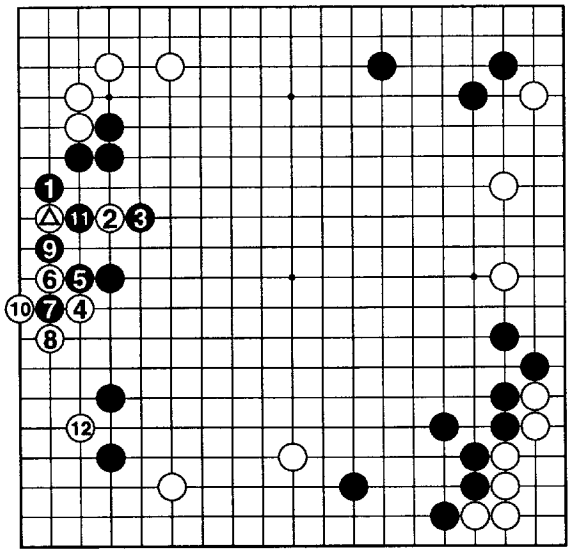
Part 8

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

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

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

Black played the diagonal attachment of 1, and when White jumped to 2, attached at 3. Jumping in at White 4 is a common technique. The move that made things difficult was the cut at Black 5 and 7, sacrificing a stone to end the fight. This is not a very good way of playing. Black incurred a small loss here. However, even though a loss was sustained, in a 3 stone game



Model Diagram

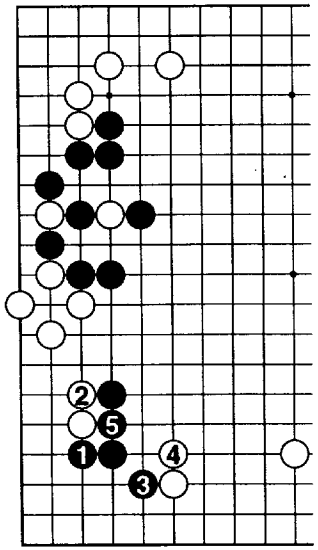


Diagram 1

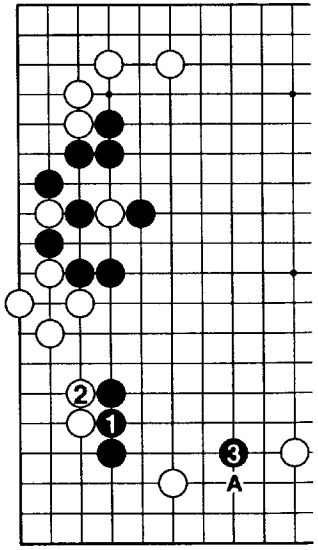


Diagram 2

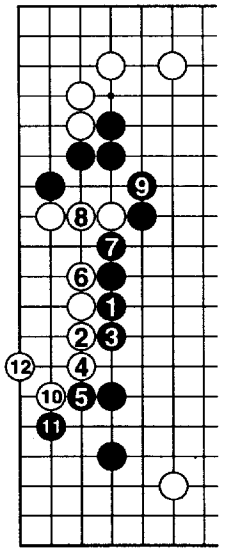


Diagram 3

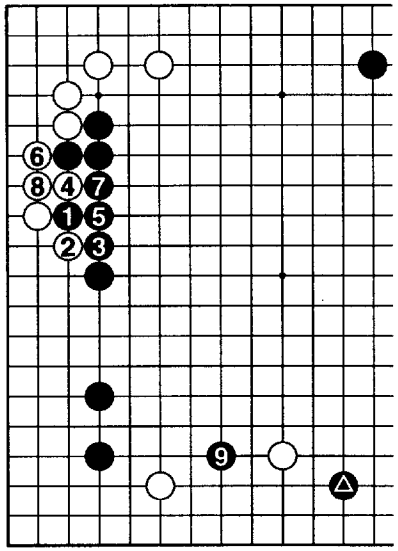


Diagram 4

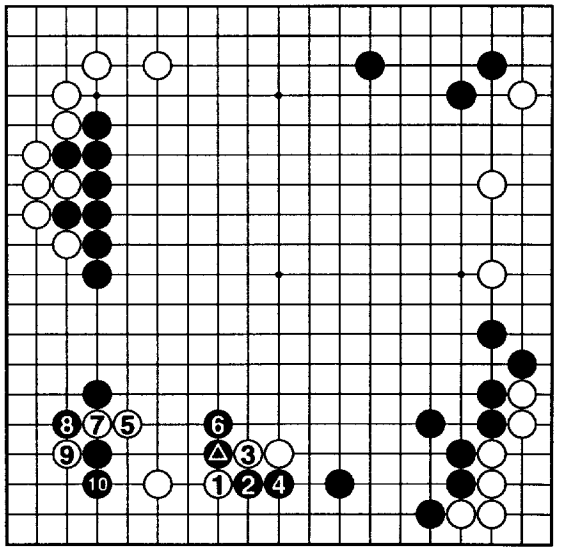


Diagram 5

there is leeway for error and the victory is still up for grabs. If Black plays well the rest of the game, victory is still possible. What is the best way to answer the peep of White 12?

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

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

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

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

The severe invasion with the marked black stone in Diagram 5 was a vital point in this game. If one wonders why this is called a 'severe invasion' it is because with this one stroke, White's

stones are separated. In this position, one group of white stones or the other will be captured. The stronger player will attach with White 1, but Black's ace in the hole is the connection to the right with 2 and 4. Well then, the opponent is no slouch either, and will come up with the clever peep at White 5. Now is not the time for faint heart. Extending powerfully with Black 6 is recommended. Perhaps the push through of White 7 and the cut with 9 is feared. However, please look at the next diagram.

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

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

Diagram 8 shows an important theme. The low invasion of

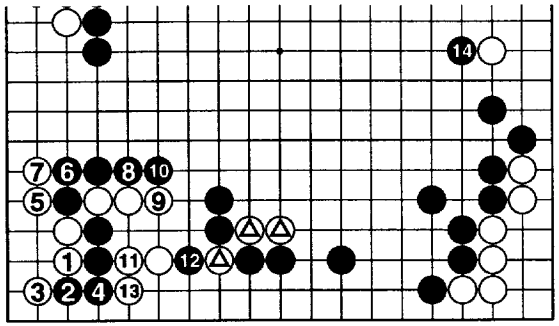


Diagram 6

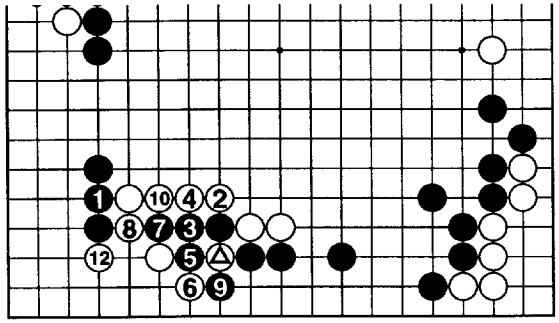


Diagram 7
11 at triangled stone

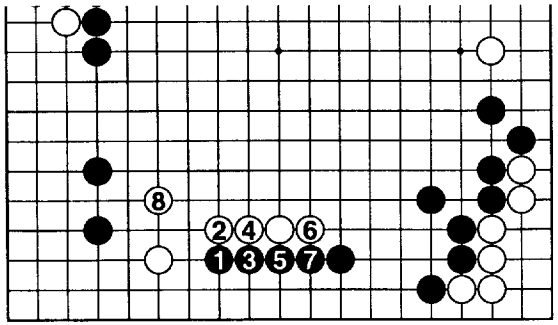


Diagram 8

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

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

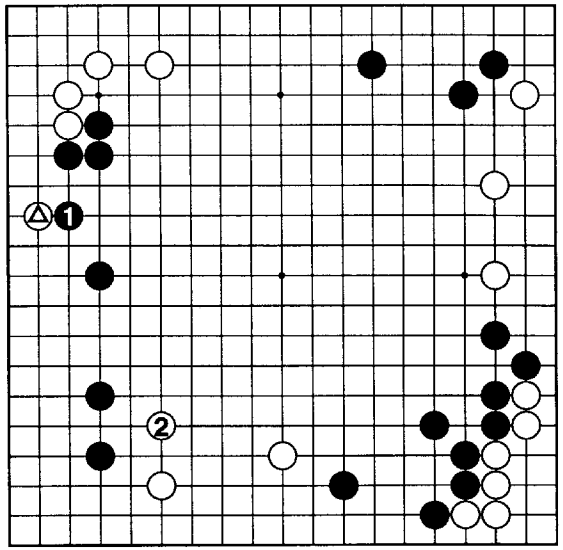


Diagram 9

Analyzing Ko Struggles Theoretically

by Karel Tavernier

In *Tesuji*, James Davies wrote:

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

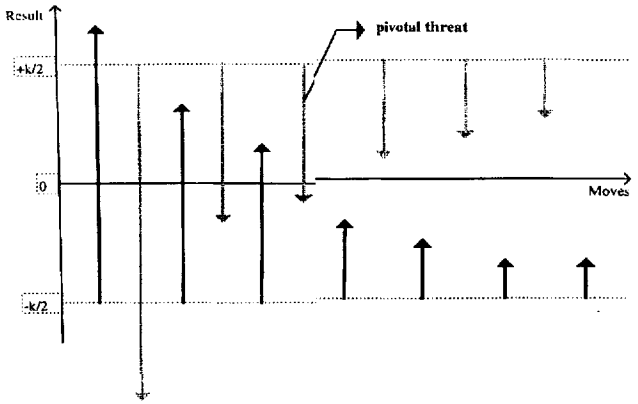
In this article, we exclusively discuss *how* to weigh the ko threats. We do not discuss ko in general, how to initiate ko struggles, how to use ko to make life, etc. We assume the ko is created, and all the ko threats are identified and valued exactly.

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

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

The ko game

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



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

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

The Black ko threats have strength B1, B2,...Bb.

The White ko threats have strength W1, W2,...Ww.

3. There are two possible types of moves:

stop the game;

play one of the available threats.

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

5. Black begins the game by playing a threat.

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

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

Clearly, this game is closely related to what happens on the goban during a ko struggle. With some degree of accuracy, there is a ko game embedded in a ko struggle on the goban:

- Stopping represents resolving the ko, either by playing in the ko, or another move achieving the desired result.
- Making a new threat represents the following sequence of go moves: defend against the opponent threat, the opponent takes the ko, make a new threat.

These moves can be interlaced with tenuki moves, this does not matter.

All this maps exactly. The problem is that not all the rules in the ko game map exactly, certainly not the ones allocating points. We discuss the accuracy of the mapping in the section How realistic is the model?

We clarify the workings of the ko game with an illustration. On the y-axis we put the result. Along the x-axis we put the succession of moves. Upward arrows stand for Black threats, and downward arrows for White threats. The length of the arrow is equal to the strength of the threat played. The point of the arrow then indicates the result of the ko game if the opponent stops the game after this move.

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

In this illustration, we assume that both players play their threats in descending order of strength. The first move is Black, a threat with strength B1. If White ignores this threat the result is -k/2+B1, indicated by the top of the arrow. If White continues, he plays his threat W1, a bid of k/2-W1. And so on.

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

The optimal strategy

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

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

When should a player stop the game?

How many points are made under optimal play.

For optimal strategy we take the *minimax strategy*. This works as follows. Assume Black is to play. Black has the choice between a number of possible moves. On any Black move, White will respond in such a way that the Black result is minimal. This minimum is the result that this move brings to Black. Of all his possible moves, Black plays the one that brings him maximum value: of all the minima, Black picks the maximum.

If one of the players plays like a moron, other strategies may produce better results.

Intuitively, it makes sense to play your threats in descending order of strength, first the strongest threat, then the second strongest one, etc. We call this the *descending order strategy*. We will show that this strategy indeed achieves the optimal result. There are other orders that achieve the same result, however.

Suppose now both players follow the descending order strategy. Each successive threat of a player gives him a worse result, but each successive opponent threat provides a better result. The question is when to stop the game. The answer is: *Stop when your strongest threat is weaker than the result of the current opponent threat.* This is the *stopping rule*. Alternatively: *Stop when the sum of your best threat and the current opponent threat is less than the stake of the game.*

It is easy to see that you cannot achieve a better result by continuing the game after the stopping rule becomes valid. If you continue the game, you must make a threat with a worse result. Your opponent can always stop the game there, and you are worse off.

Look at the illustration, from Black's point of view. Black can stop on the downward arrows, representing White threats. White has answered Black's first threat with a counter-threat of his own. After White's first move, Black has a threat giving a better result, so he plays it. White now answers with his second best threat, already much weaker. Black still can do better, so he answers with his third threat. White again makes a counter-threat. Black now has no better threat available. According to the stopping rule above, he must stop the game there.

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

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

Two important lessons for beginners

- Beginners think one must resolve the ko as soon as their best threat is less strong than the stake ko. This is not true. One must continue and only stop when your best threat plus the threat made by your opponent is less than the stake of the ko.
- When the threats are numerous and roughly equal in strength, the result of the ko will be roughly halfway between the two extremes of the stake. This means that if you attack and threaten to kill an opponent group of value k, and he lives in ko, you still can expect to make about k/2 points, whoever 'wins' the ko. So if you initiate this attack, and your opponent wins the ko, you still made a very profitable operation.

Proof that the descending order strategy is optimal

The pivotal threat separates the threats in two classes:

● *Super-pivotal threats*, the threats giving better results than the pivotal result. Under descending order of play, the super-pivotal threats are played before the pivotal one.

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

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

Suppose the pivotal threat is White.

We first show that White achieves at least the result of descending order, with the following strategy: When Black plays a sub-pivotal threat, White stops. When Black plays a super-pivotal threat, White responds with a super-pivotal threat of his own. White has exactly the right number of post-pivotal threats for this. White achieves at least the result of the pivotal threat with this strategy.

Likewise, we can show that Black can at least achieve the pivotal result.

Therefore, each player can at least achieve the pivotal result, and his opponent can stop him from doing any better. The pivotal result— the result of the descending order strategy with proper stopping rule— is indeed the optimal result in the minimax sense.

The general optimal strategy

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

The big advantage of descending order is that you do not need to determine the pivotal threat in advance. Your opponent sorts his threats for you.

Knowing the pivotal threat helps you to know what to do when your opponent makes mistakes in playing his threats. If he plays any sub-pivotal threat, you must grab the opportunity and stop the game.

How realistic is the model?

In this section, we will discuss how well the ko game maps on a real ko struggle.

Local ko threats

The biggest hole in the theory seems to be that it does not seem to cater for the all-important local threats. This is not so. A local ko threat is equivalent to a normal threat of strength k. If you ignore the threat, the opponent will resolve the ko, without compensation, making k/2 = k-k/2 points. The only reasonable answer to a local threat is to defend anyhow.

The reason for playing local threats first is that they are super-pivotal anyway, and that they only are available in this ko struggle. By playing local threats, you do not consume threats useful for future ko games.

Simple ko struggles

We define a simple ko struggle as follows:

1. The ko is direct for black and white.
2. No other ko affects the result of this ko struggle.

The model above only holds for simple ko struggles.

More complex situations exist, i.e. indirect ko, double ko or combinations of ko. I will think about these when it is too late, when I have lost a game over such a situation.

Independent ko threats

The model assumes that both players can freely select the order in which to play their ko threats. In other words, both players have a set of ko threats at their disposal, and they can play them in any sequence that suits them. Playing a ko threat does not affect the availability or strength of the other threats, neither yours nor your opponents.

This is far from being always true. When you play a ko threat, this often creates new ko threats. These new ko threats are effectively at the disposal of the player, but he cannot play them *before* the initial threat.

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

Unbiased ko threats

When a ko threat is made and answered, this affects the result of the game in no other way than that the attacker can now play in the ko again, and that a ko threat is no longer available.

At first sight, this seems a very strong restriction: surely a ko threat, even when answered, can conquer territory, can create aji! Yes, but such a ko threat is then clearly a sente move, and you should be able to play it anyway. Therefore, ko threats are a lot more unbiased than you might think at first sight.

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

A ko threat can create a new ko.

Minimax players

To assume both players to be minimax is not a very restrictive condition. It is not absolutely valid, however. In a real world game, nobody plays perfectly. Striving for minimax may not be optimal. When in the lead, it may be sensible to trade a few points for reduced risk. Conversely, when behind, you try to complicate the game, to create ambushes, even at the cost of playing a move that, under perfect play, will bring in a few points less, in the hope that your opponent will make a mistake.

Ko games with dependent threats

The concept of the pivotal threat helps to analyze some ko games with dependent threats.

Restrictions in the order in which a player can play his threats

Suppose you can only play some threats after you play a specific threat, called the liberating threat. The threats are then ordered in a three structure. We call the threats available at a given moment the *free threats*. The free threats of both sides— together with the stake— define the current pivotal threat.

You must play the super-pivotal threats that free up strong threats *first*. Only liberating threats stronger than the pivotal one are of any use.

You must do this first. If your opponent liberates some of his threats, the pivotal threat can change to your disadvantage. This can shift some super-pivotal threats to sub-pivotal ones. These threats are then no longer at your disposal. If some of these threats liberate other strong threats, you have lost access to these threats. Likewise, when you liberate threats the pivotal threat changes to your opponent's disadvantage, and this may block access to some of his liberating threats.

Threats that eliminate opponent threats

Suppose that playing one of your threats eliminates some of your opponent's threats. A similar strategy is valid.

Again, only eliminating super-pivotal threats is of any value. Again, you must act quickly, before the pivotal threat changes to your disadvantage, and to change it to the disadvantage of your opponent.

Summer Schools

by Charles Matthews

Matthew Macfadyen will run a week-long introductory go course at the Marlborough College Summer School from July 19 (if he has a quorum; please point out this opportunity to likely friends).

I have been trying to collate information on go schools of all sorts. Some of you looking for holiday ideas might welcome what I have gathered so far.

France: A major two week event is the "Stage de Go" held annually at Sanilhac in the Ardèche in August. Not there in 1997 because of the Marseilles Congress, but the 1996 one received a super review in the AGJ.

Family-compatible, French language not vital. If I receive more details I'll get them to the Newsletter.

There are also some much smaller informal "stages ski" during the winter months.

Le stage Go et Ski has its own web page:

//WWW: http://bat710.univ-lyon1.fr/~ffg/1998/STAGE_SO/Welcome.html

Centre UCPA des Contamines Montjoie (Alpes), 14 au 19 April 2250,00 F. With Guo Juan, 7 dan.

You are advised to apply soon, as the number of places available is limited.

Hungary: Lake Balaton. I have no current information. Matthew Macfadyen knows the location, makes it sound like the next best thing to Blackpool in a land-locked country.

USA & Canada: The AGA has a July summer camp for children this year with Janice Kim. Jim Kerwin (Nihon Ki-in professional) has regularly run seminars over the years. His seminars are usually in Vancouver.

The package trip to Korea mentioned elsewhere in this issue is supposed to include contact with an English speaking professional from the Hanguk Kiwon, but no firm details at this point.

Latest news (from Francis Roads): The 1998 U.S. Go Congress will be held from Sunday, August 2 through Saturday August 8, 1998 at St. John's College, Santa Fe, New Mexico.

For more detailed information send an e-mail to organiser Grant Franks:

ghfranks@clark.net

Go Proverbs

by Francis Roads

Part 10

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

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

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

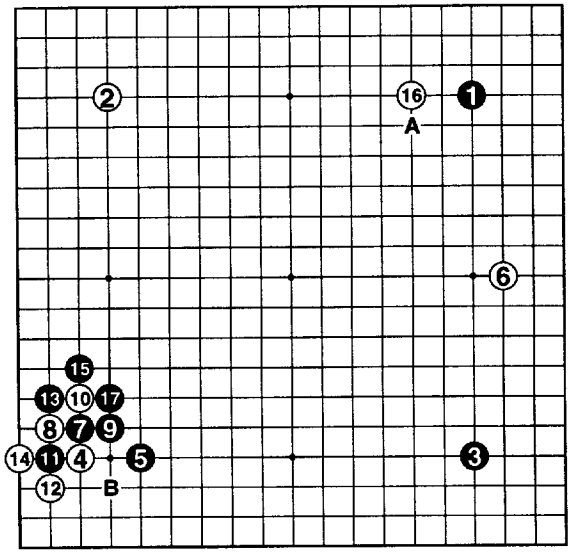


Diagram 1

Proverb 91
Capture the ladder stone as soon as possible

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

The aji of White's pulling out 10 at 17 at some future time in the game is considered so bad that Black should eliminate it at once. The great influence which Black then has in the lower left corner, plus the future forcing move at *B*, weighed against White's rather small territory there, makes the position well worth allowing two moves elsewhere for. And if Black disagrees, then he's chosen the wrong joseki.

Proverb 92
Each move in a ladder is worth seven points

Diagram 2 shows the basic ladder position which we all learnt as beginners.

Let's assume that Black has so much thickness elsewhere on the board that he ignores Proverb 91 and leaves the position as it is. If at any time White plays at *A*, Black will of course answer at *B*. To allow White a second move, at *B* say, will spell disaster for Black in this corner.

White might be tempted to use moves like A as ko threats. The proverb warns that as the ladder spreads across the board, White is giving up not one but the equivalent of seven stones for each stone that he adds. Seven stones is an estimate of the value of territory-plus-

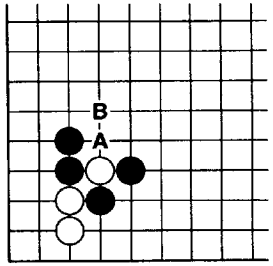


Diagram 2

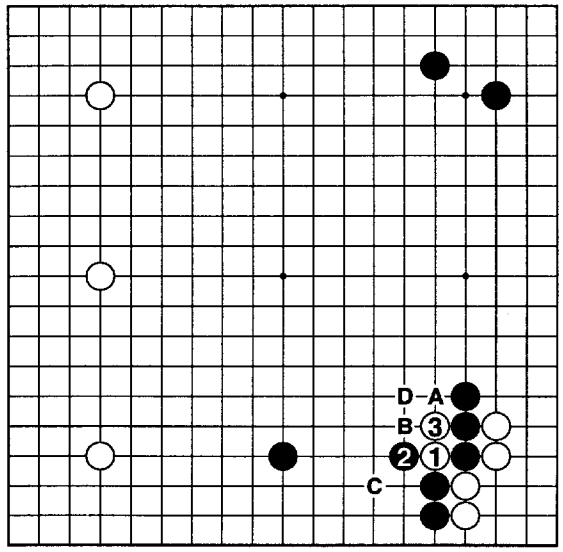


Diagram 3

thickness that Black gains from his eventual capture, per white stone played.

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

Proverb 93
If the ladder doesn't work, geta may.

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

Proverb 94
In corner tactics, grab the 3-3 point

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

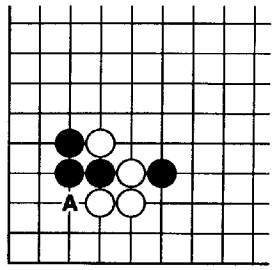


Diagram 4

denying White those precious commodities.

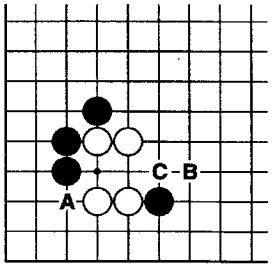


Diagram 5

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

Proverb 95
Keshi is worth as much as an invasion

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

Before that work's appearance, our only material on openings was in Japanese. I remember looking at Chapter 11, *San-Ren-Sei and the Nikken-Taka-Basami Joseki*. It was love at first sight. I have been playing this fuseki regularly ever since.

Diagram 6 shows a typical san-ren-sei position. The term refers to the three handicap or star points along one side; san-ren-sei literally translates as "three stars in a row." I have probably had this precise posi-

tion as Black scores of times. White has two secure corners, and a stone in each of the others. Black has just one large moyo or territorial framework along the right side.

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

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

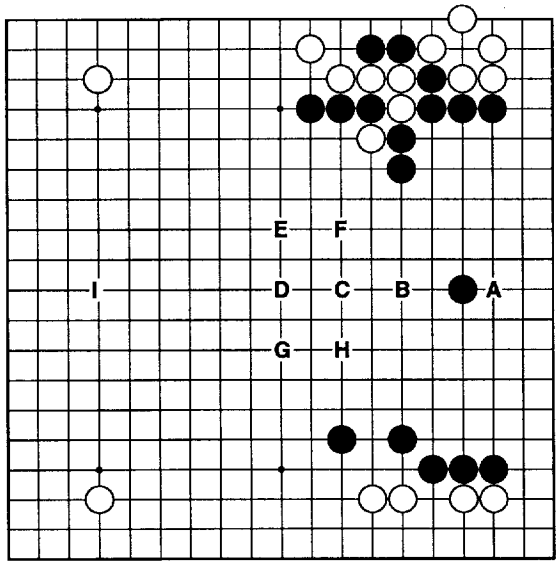


Diagram 6

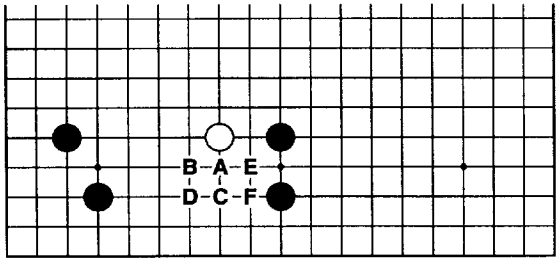


Diagram 7

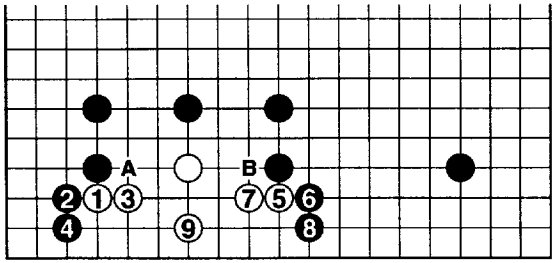


Diagram 8

Proverb 96
Retreat to make territory

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

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

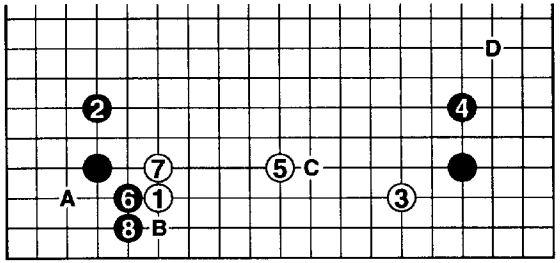


Diagram 9

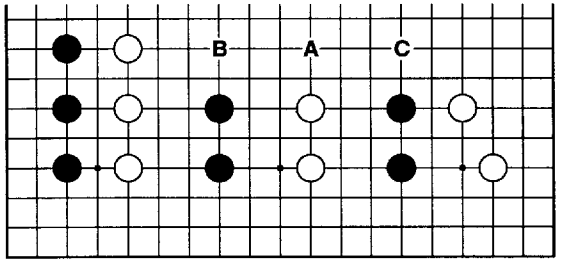


Diagram 10

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

Proverb 97
Play contact to live

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

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

Proverb 98
Don't try to enclose an open skirt

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

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

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

Proverb 99
Strengthen your weakest group

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

If it is White to play, to which group should he add a stone? It's fairly easy to see that the middle group is weakest. The right hand group has eye-space, and the left hand one is further out into the centre. So White follows Proverb 48 ("Ikken tobi is never bad play") and plays *A*.

Now it is Black to play, and it is fairly clear that now his middle group had become the weakest, and he answers at *B*. When involved in this kind of skir-

mish, you won't go far wrong by just deciding which is your weakest group, and leading it out to the centre by adding a stone to it in the best shape that you can find.

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

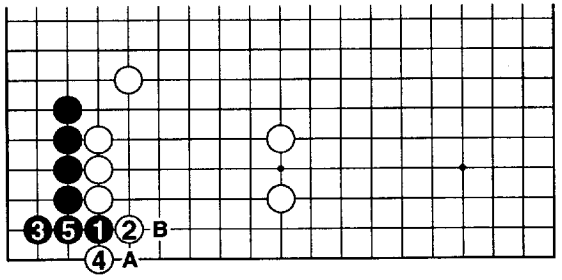


Diagram 11

Proverb 100

Only amateurs try to come up with fancy moves

You've seen one fancy move already, at *A* in Diagram 1. Diagram 11 shows another, which I come across surprisingly frequently in games with kyu players. Black plays the good big endgame move at 1, but after 2 chooses the hanging connection at 3. After 4 they could at least make a ko of it, but they nearly always connect at 5, and seem quite surprised if I venture a little gentle criticism.

Why not play 3 at 5, threatening another big endgame play at *A*, or depending on the situation in the centre, at *B*? The White stone at 4 effectively prevents either of these moves working. "But I thought that 3 made better eye-shape," I was once told. How many eyes do you want, half a dozen?

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

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

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

To finish though, here are my top ten proverbs:

19 Learn a joseki by heart and become a stone weaker

20 My opponent's key point is my own key point

21 Play an urgent point before a big point

22 Play at the focal point of two moyos

27 Don't approach thickness

31 Don't play aji-keshi

32 Beginners play atari

48 Ikken tobi is never bad play

66 Sacrifice the part to save the whole

99 Strengthen your weakest group.

Go Haiku

by Andrew Lipton

Here is a Go Haiku I composed recently:

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

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

Letters

Michael Marz writes:

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

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

The Editor replies:

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

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

As the reader will observe, not much mail has come in for this issue! Perhaps there will be some feedback, as requested, regarding the article on teaching go to children?

E-mail letters are of course perfectly acceptable (in fact, preferable) and should be sent to:

journal@britgo.demon.co.uk

If you use e-mail, please make it clear that your letter is intended for publication.

Reviews

Rescue and Capture

reviewed by
Matthew Macfadyen
matthew@jklmn.demon.co.uk

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

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

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

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

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

Counting Liberties in The Second Book of Go

note by Richard Hunter

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

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

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

Go Seigen's visit to Barcelona has unfortunately had to be cancelled, as he has had to go into hospital.

Kyu Games Commented

by T. Mark Hall

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

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

11: Black still has room to expand on the side so this move feels funny; if there were White moves at *A* and *B* securing the corner would be right. What Black should be doing is pincering the White stone on the upper side so that he can develop on the outside.

14: Should be at *C*. This is the kind of move you play when you already have a stone there and you are developing the territory outwards.

15: This is a bit early to be playing yose! Better to play around *D*.

21: If Black played 21 at 1 in Diagram 1 you might find the fight a bit difficult. You should probably have played there yourself with 20.

26: I don't think I've seen this in a joseki book but correct me if I'm wrong. The normal move here is 76 which keeps the shape light and puts pressure on both sides. This starts being a bad game for you now.

36: Capturing is actually better shape.

38: This loses a lot of aji. However look at the result of the fight here. Black has loads of outside influence and has developments on both sides. A lost game from now on I think.

125: Move 1 in Diagram 2 would be better for Black.

208: You should fight the ko at 211. (Figure 4, see page 24.)

244: *E* is better shape; if he then pushes into the upper side you can block immediately.

251: Somehow 223 got taken by White, ending the ko with the incursion stopped. White also got to play *G*. (S.Bailey)

Allowing for White *G*, *Many Faces of Go* reckons Black is winning by 13 (7 after komi). The final result of a Black win by 3 is not so far off. If White responds at *F* what is the result? About here White went into overtime (20 stones in 5 minutes) and stopped recording.

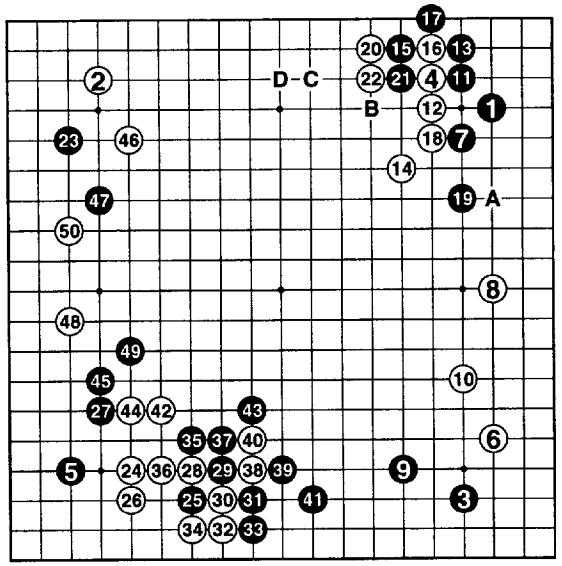


Figure 1 (1—50)

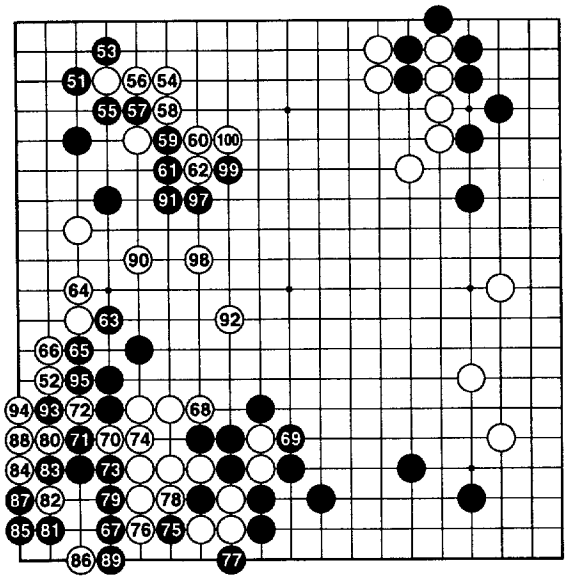


Figure 2 (51—100)
96 at 93

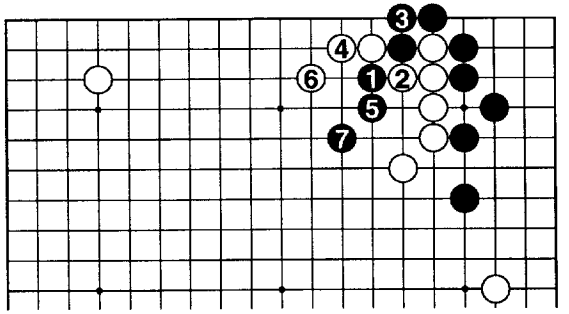


Diagram 1

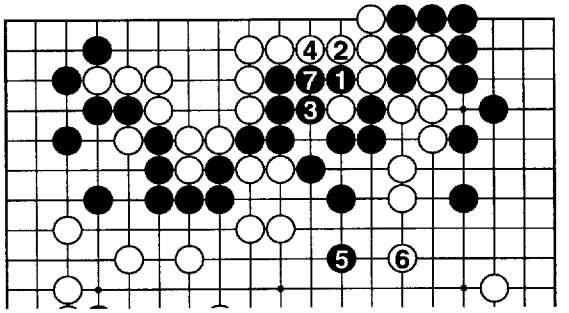


Diagram 2

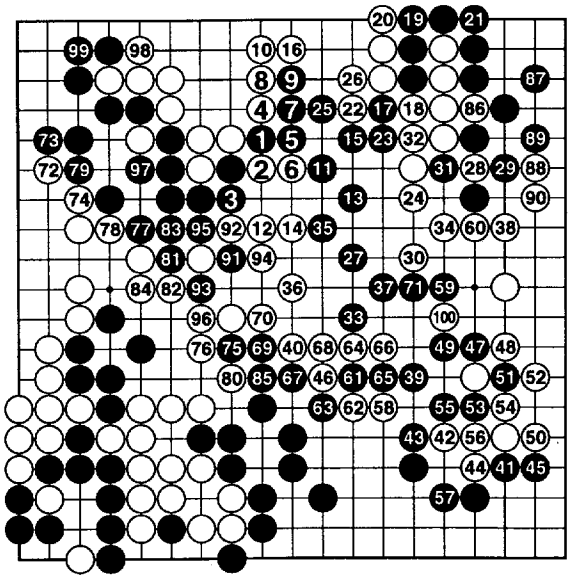


Figure 3 (101—200)

Figure 4 overleaf

Korean Package

by Charles Matthews

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

Publicity

by Charles Matthews

It takes some players all of thirty seconds to realise that go is grossly under-publicised. Those who have ever met the public behind a go exhibition stall take the point much more quickly. Anyone can swiftly come up with bright ideas to remedy the situation, since there is so much scope for improvement. Practical steps are another matter.

The BGA lost its Press Officer last summer when Francis Roads took on the Presidency of the EGF, and more recently Adam Atkinson has asked to be relieved of the Publicity Officer title with its portmanteau implication of 'implementer of all schemes not specifically spoken for by someone else'.

While the BGA still hopes to fill these jobs, a stopgap committee has been formed so that the work doesn't simply cease. It consists of Adam Atkinson, Paul Margetts, me (chair), Alex Rix, and Nick Wedd (webmaster).

It is a cyber-subcommittee of the Council, meeting by email in more or less real time, and hoping to generate suggestions which are more than virtual. Alex Rix is the designated contact if the national media wish to speak to the BGA. We are looking at the broad area, to include the web site, our leaflets, sponsorship, friendship matches and so on, and at both the local and national arenas.

If you have ideas I should be glad to hear them.

●○●○●

Join the AGA through the BGA!

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

http:\\www.usgo.org

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

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

Kyu Games Commented
(continued from page 23)

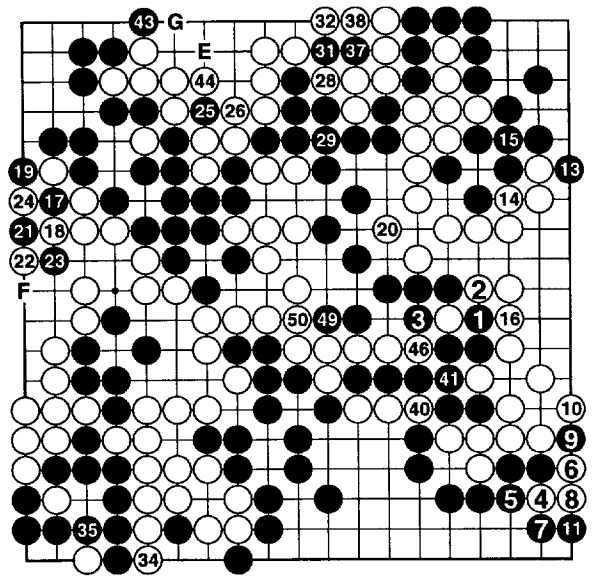


Figure 4 (201—251)
212 at 209; ko (221/224): 227, 230, 233, 236, 239, 242, 245; 247 at 200, 248 at 224, 251 at 221

Years Ago

by Tony Atkins

Thirty Years Ago

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

In the Judan, Sakata beat Fujisawa Hosai 3-2. Ohira retained the Nihon Kiin Championship beating Yamabe, but Otake kept the Number One title beating Ohira. Cho Chikun entered the ranks of Japanese professionals, aged 12, after 5 years of study under Kitani. This was one year younger than Rin Kaiho (who had just made 9 dan).

Twenty Years Ago

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

The 1977 Wessex was won on tie-break by Frank May (3 dan) of London. Robert Berry (10 kyu) of Huddersfield won the second Northern Schools Championship. Matthew Macfadyen (4 dan Reading) beat Jim Bates (3 dan) in the Knockout Championships. Tony Goddard travelled to Berlin and was rewarded with first prize and promotion to 5 dan. One hundred and thirty-four players attended the London Open including 26 1 kyus of whom Harry Fearnley and Nick Webber were the best. Matthew Macfadyen won the event ahead of David Mitchell and Jon Diamond. Graham Telfer got a good result at 10 kyu winning 7/8. Jon Diamond announced his resignation as Champion after winning it every year from 1965 to 1977 except 1974. He tipped Macfadyen as his successor as Goddard was too erratic.

An Anglo-USSR phone match was drawn, 2-2. Trigantius was won by K. Matsumoto (4 dan) and the British Lightning at Oxford went to Macfadyen. The 11th British Go Congress was held at Owens Park Manchester and won by Jon Diamond.

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

Ten Years Ago

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

Piers Shepperson beat Terry to win at Wanstead and again in the fifth game of the 1987 British Championship. At the end of 1987 Matthew Macfadyen won at Ipswich and the Wessex, Edmund Shaw at Nottingham and Simon Goss at the RTP Handicap. Early in 1988 Piers Shepperson won Oxford and Matthew Macfadyen won Cambridge and the British Go Congress at Stowe. Brian Chandler beat T. Mark Hall to win the British Lightning. Due to editorial difficulties the British Go Journal failed to appear for over eight months.

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

Francis in Australasia

by Francis Roads

Rotorua

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

At the back of my motel room is a huge bath, which takes ten minutes to fill with the local naturally heated water. In the bath there are small holes. Experimenting with a nearby switch leads to water and bubbles being circulated vigorously through these holes. I decide that this may be my first experience of a

jacuzzi, and sit in it for some time trying to see the point. Unlike Archimedes, I come to no very definite conclusions.

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

Auckland Go Club in action

Wellington

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

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

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

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

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

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

Wellington Go Club. Second from the right is Stanley Wang, who played in Britain for a year or two recently

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

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

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

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

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

On Wednesday it is time to catch the ferry to the South Island. Russell's wife Lynnette saves me the trouble of negotiating the Wellington rush hour trains with my luggage, and kindly drives me to the quay.

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

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

Your name should be on the back of any submission in order to ensure its return.

* Indicates new information

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

Birmingham: Kevin Roger, Flat 5, Nelson Court, 70 Trafalgar Rd, Moseley, Birmingham B13 8BU. 0121-4494181. Meets various places.

Bloxham School: Hugh Alexander, 6 Greenhills Park, Bloxham, Oxfordshire OX15 4TA. 01295-721043.

Bolton: Stephen Gratton, 525 Tottington Rd, Bury BL8 1UB. 01617613465. Meets Mon 7.30pm.

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

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

***Bradford:** Steve Wright, 16 Daisy Hill Grove, Bradford BD9 6DR. Meets at Prune Park Tavern, Thornton, Wed 7pm.

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

***Brighton:** Steve Newport, 70 Northcourt Rd, Worthing BN14 7DT. 01903-237767. Meets at The Caxton Arms, near Brighton Central Station, Tues from 7.30pm.

Bristol: Antonio Moreno, 96 Beauley Rd, Southville BS3 1QJ. 0117-9637155. Meets at Polish Ex-servicemen's Club, 50 St Paul's Road, Clifton, Bristol, Tues 7.30pm.

***Cambridge Chess & Go Club:** Paul Smith, 5 Bourne Road, Cambridge CB4 1UF. 01223 563932. Meets Victoria Road Community Centre, Victoria Road, Fri 6.15 to 7:45pm. Caters for beginners and children.

***Cambridge University & City:** Charles Matthews, 60 Glisson Rd, Cambridge CB1 2HF. 01223-350096. Meets in The Erasmus Room, Queens' College, Tues 7.30pm (term); coffee lounge, 3rd floor, the University Centre, Mill Lane, Thurs 7.30pm; CB1 (café), 32 Mill Road, Fridays 7-9pm.

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

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

Devon: Tom Widdicombe, Woodlands, Haytor Vale, Newton Abbot, TQ13 9XR. 01364 661470. Meets Thurs 8pm.

Dundee: meets weekly. Contact Rich Philp, 01382-202283, or Bruce Primrose, 01382-669564.

***Durham University:** Paul Callaghan, Dept of Computer Science, South Rd, Durham DH1 3LE.

Edinburgh: Stephen Tweedie, 10 Upper Grove Place, Edinburgh EH3 8AU. 0131-228-3170. Meets at Postgrad Students' Union, 22 Buccleugh Place, Wed 7pm.

***Epsom Downs:** Paul Margetts, 157 Ruden Way, Epsom Downs, Surrey KT17 3LW. 01737-362354. Meets Tuesdays 7.30.

Glasgow: John O'Donnell, Computing Science Dept, Glasgow University, Glasgow G12 8QQ. 0141-3305458. Meets term time at Research Club, Hetherington House, 13 University Gardens, Thurs 7pm.

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

***Hazel Grove High School:** John Kilmartin, Hazel Grove High School, Jackson's Lane, Hazel Grove, Stockport. SK6 8JR. 01663-762433(h)

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

***HP (Bristol):** Andy Seaborne, 17 Shipley Road, Westbury-on-Trym, Bristol BS9 3HR. 0117-9507390. Meets Wed & Fri noon. Please ring in advance for security clearance.

Huddersfield: Deric Giles, 83 Ashdene Drive, Crofton, Wakefield, WF4 1HF. Meets at the Huddersfield Sports Centre, Tues, 7pm.

***Hull:** Mark Collinson, 12 Fitzroy St, Beverley Rd, Hull HU5 1LL. 01482-341179. Meets Sat 7.30pm.

Hursley: Mike Cobbett, 24 Hazel Close, Hiltingbury, Chandlers Ford, Hants SO53 5RF. 01703-266710 (h), 01962-816770 (w). Meets various places, Wed.

Isle of Man: David Phillips, 4 Ivydene Ave, Onchan IM3 3HD. 01624-612294. Meets Mon 7.30pm

Lancaster: Adrian Abrahams, 1 Ainsdale Close, Lancaster LA1 2SF. 01524-34656. Meets Wed. Gregson Community Centre, 33 Moorgate.

Leamington: Matthew Macfadyen, 29 Milverton Crescent, Leamington CV32 5NJ. 01926-337919. Meets Thurs 7.30pm.

Leicester: Eddie Smithers, 1 Tweed Dr, Melton Mowbray, LE13 0UZ. 01664-857154. Meets Tues 7.30pm at Richard Thompson's house. For details ring Eddie, or ring Richard on 0116-2761287.

LONDON

***Central London:** Stuart Barthropp, 3 Wintergreen Lodge, 11 Langley Lane, London SW8 1TJ. 0171-8200378 (h). Meets in Daiwa Foundation, Japan House, 13-14 Cornwall Tce, NW1, Sat 2pm.

***Docklands:** David Priddle. Meets Tuesdays, 6pm to 8.30 in Henry Addington's. For more details contact Alison Jones, 0181-504-6944.

North London: Martin Smith, 84 Rydal Cres, Perivale, Middlesex, UB6 8EG. 0181-991-5039. Meets in the Gregory Room, back of Parish Church, Church Row, Hampstead (near Hampstead tube station) Tues 7.30pm.

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

***Wanstead & East London:** Alistair Wall, Flat 5, 12 Selsdon Rd, Wanstead E11 2QF. 0181 989 5377. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

***Maidenhead:** Iain Attwell, Norhurst, Westmorland Rd, Maidenhead. SL6 4HB. 01628-676792. Meets various places, Fri 8pm.

***Manchester:** Chris Kirkham, 201 Kentmere Rd, Timperley, Altrincham WA15 7NT. 0161-903-9023. Meets at the Square Albert in Albert Square, Thurs 7.30pm.

Monmouth: Jeff Cross, 'Lamorna', Machen Rd, Broadwell, Coleford, Glos. GL16 7BU. 01594-832221. Meets various places.

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

Norwich & Norfolk: Tony Lyall, 01603-613698.

Nottingham: Alan Matthews, 96 Brookhill St, Stapleford, Notts. NG7 7GG. 01159-491535.

Open University & Milton Keynes: Fred Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes MK12 5DL. 01908-315342. Meets Mon 7.30pm, alternately in O.U. Common Room and at Wetherspoons, Midsummer Boulevard.

***Oxford City:** Richard Helyer, The House by the Green, Rope Way, Southrop, Hook Norton, Oxon. 01608 737594. Meets at Freud's Café, Walton Sreet, Tues 6pm. If shut, at Philanderer and Firkin nearby.

Oxford University: Nicolas Fortescue, Trinity College. Meets in Besse 1.1, St Edmund Hall (term only).

***Penzance:** John Culmer, Rose-in-Vale, Gweek, Cornwall TR12 7AD. 01326-573167. Ralph Freeman, 01736-798061.

***Portsmouth:** Neil Moffatt, 28 Lowcay Rd, Southsea, Portsmouth PO5 2QA. 01705-643843. Meets various places, Sun 1pm.

Reading: Jim Clare, 32-28 Granville Rd, Reading, RG30 3QE. 01189-507319 (h), 01344-472972 (w). Meets at The Brewery Tap, Castle St, Reading, Tues 6.30pm.

***Royal Holloway:** Dave Cohen, 01784-443692. Meets some Mons 7pm, Royal Ascot, Egham Hill.

Shrewsbury: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shrops. 01630-685292.

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

***St Albans:** Alan Thornton, 63 Hillfield Rd, Hemel Hempstead, Herts. HP2 4AB. 01442-261945, or Richard Mullens 01707-352343. Meets at The Mermaid, Wed 8pm.

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Swindon: David King, 21 Windsor Rd, Swindon. 01793-521625. Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Wed 7.30pm.

Taunton: David Wickham, Trowell Farm, Chipstable, Taunton TA4 2PU. 01984-623519. Meets Tues, various places.

Teesside: Gary Quinn, 26 King's Rd, Linthorpe, Middlesbrough TS5 5AL. 01642-384303 (w). Meets at University of Teesside, Wed,4pm.

West Cornwall: Paul Hunt, c/o The Acorn, Parade St, Penzance. Ralph Freeman, 01736-798061. Meets at 1 St Mary's Place, Penzance, Thurs 7.30pm..

***West Wales:** Jo Hampton, 1 Glan-y-Don, High Street, Barmouth LL42 1DW. 01341-281336. Meets regularly.

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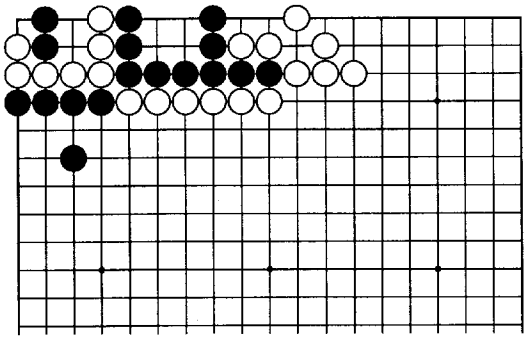
Counting Liberties: Applications

by Richard Hunter
hunter@gol.com

Part 3: The bigger the better

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



Reference Diagram

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

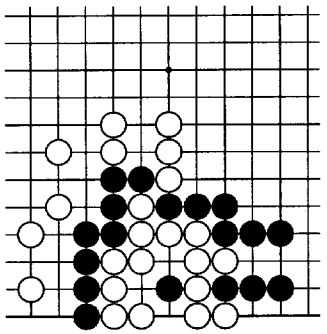


Figure 1a

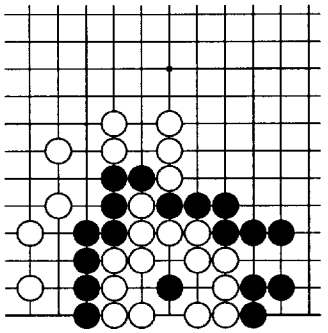
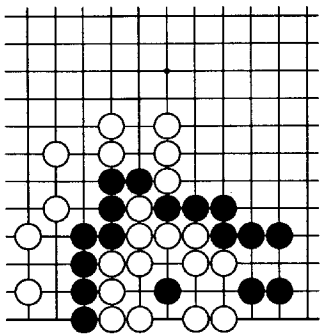


Figure 1b

Bigger eyes gain liberties

Black 1 in Diagram 1a is correct. If White answers at 2 the result is the same as Figure 1a. The fight is settled: Black is ahead 7:6, so White is dead. If Black fills an outside liberty with 1 in Diagram 1b, then White 2 is a good move. The result is Figure 1b. The position is settled: Black is behind 7:8, so Black is dead. Comparing Figures 1a and 1b, Black has the same number of liberties and White has two more in Figure 1b, even though both sides have played the same number of moves in each case. This difference arises from the size of White's eye. In Figure 1a, Black has reduced White to a four-point eye. In Figure 1b, Black has let White get a five-point



Position 1

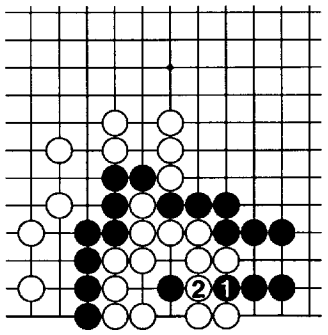


Diagram 1a

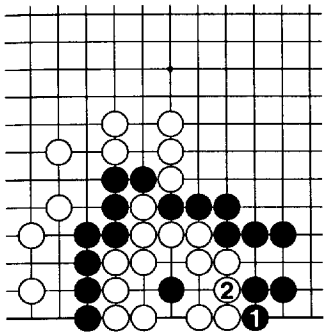
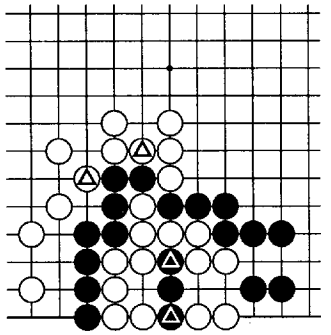
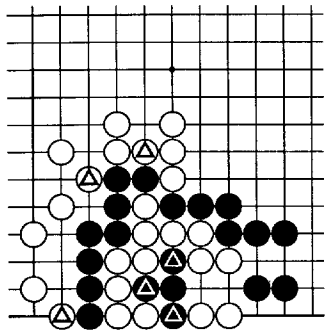


Diagram 1b



Position 2



Position 3

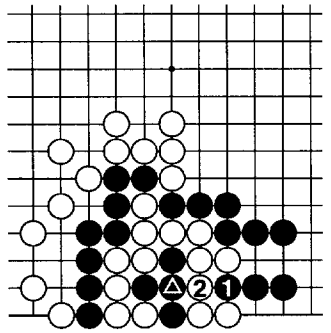
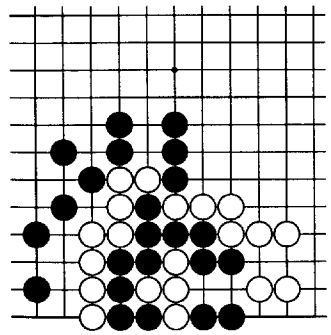


Diagram 3



Position 4

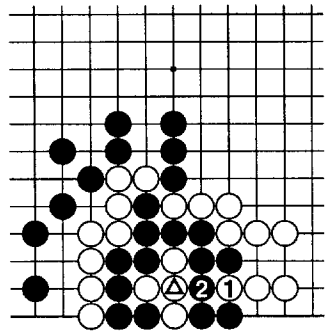


Diagram 4a

eye. Big eyes are worth more liberties than the space they surround. Remember a four-point eye is worth five liberties, while a five-point eye is worth eight. So even though White has one fewer outside liberties in Figure 1b than in Figure 1a, he has three more liberties in his bigger eye. Thus the net gain is two liberties. If White had a two-point eye, then he would not gain by making a three-point eye if he lost an outside liberty to get it, since a three-point eye has only one more liberty than a two-point eye. A three-point eye is still a small eye. The number of liberties diverges when the eye becomes big. The sequence is: 1-1, 2-2, 3-3 for small eyes and 4-5, 5-8, 6-12, 7-17 for big eyes, where the first number is the eye-size and the second is the number of liberties.

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

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

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

Position 4: This is similar to Position 3, but the colours have been reversed and White has six outside liberties. If he exchanges 1 for 2 in diagram 4a, then he loses by 6:7. In fact, White is unconditionally dead in this position, but there's no need for him to make it easy for Black.

White 1 in Diagram 4b doesn't work either, provided Black answers correctly, but it offers Black an opportunity to make a mistake. If Black captures at 2 in Diagram 4b, White is behind 6:7, the same as before. Black could also play 2 on one of White's outside liberties, and get the same result. The mistake is for Black to play 2 in Diagram 4c. This might seem to be a good move, since it seems to make a bigger eye, but in fact it falls right into White's trap. White 3 is atari so Black must capture at 4.

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

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

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

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

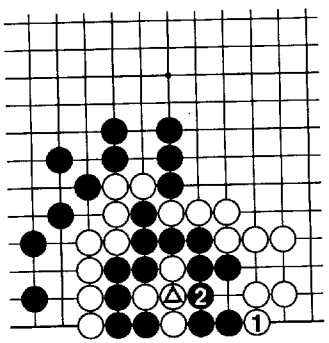


Diagram 4b

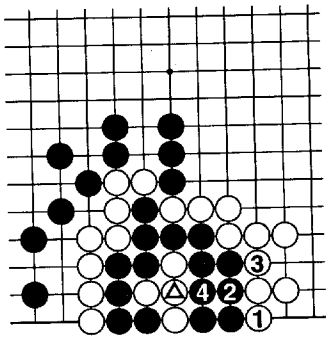


Diagram 4c

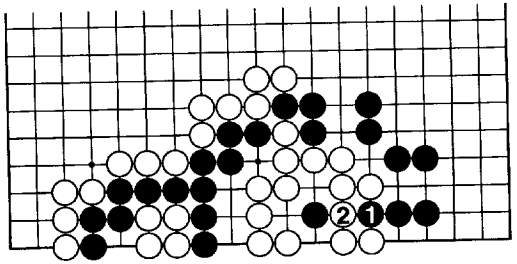


Diagram 5a

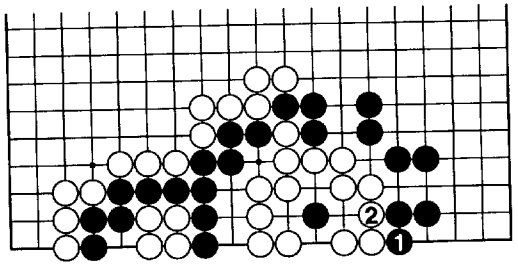


Diagram 5b

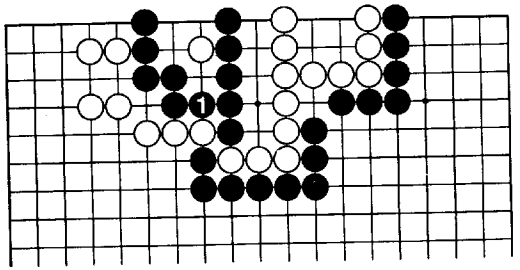


Diagram 6a

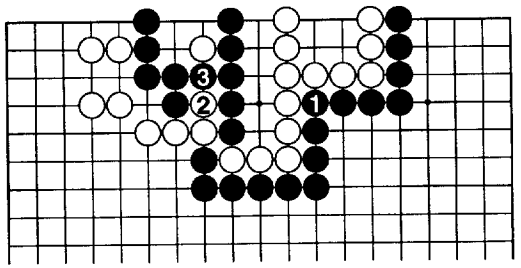
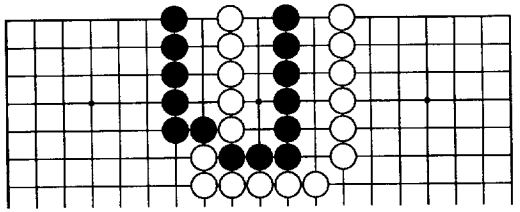


Diagram 6b



Position 7

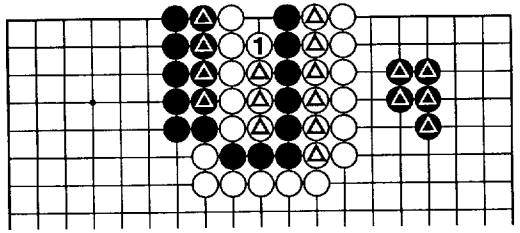


Diagram 7

Make his eye smaller than yours

Diagrams 5a and 5b: I'll skip the starting position this time as it's easy to visualize. Black 1 in Diagram 5a, reducing the size of White's eye is a good move. Playing on an outside liberty at 1 in Diagram 5b is bad. How many liberties does it lose? Well, you should be able to read out the two fights. In Diagram 5a, White has a four-point eye while Black has a five-point eye (type 5 fight). Therefore, Black gets the inside liberties. It's 8:8, so the fight is unsettled. Since it's Black's turn next, he wins.

In Diagram 5b, Black has let White make a five-point eye, so both sides have big eyes of the same size (type 4 fight). White is the favourite because he has more exclusive liberties (10:4), so White is unconditionally alive. As the underdog, Black gets the inside liberties, but is still behind 8:10. Black is dead. The difference in liberties between Figures 5a and 5b is two. The difference in results is that Black kills White in one case and himself in the other.

Make your eye bigger than his

Diagram 6a: Black 1 maximizes the size of Black's eye. He gains three eye liberties and five inside liberties at the cost of losing one outside liberty to win the fight 15:6. White is dead.

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

Position 7: Black is the favourite because he has more outside liberties. Therefore, Black is unconditionally alive. Can Black kill White? No, he's behind 7:9. Even if Black plays first, White can play elsewhere once and still live in seki. Can White kill Black, since he has nine liberties to seven? Absolutely not. White's nine liberties are only for defense. As Diagram 7 shows, by adding equal numbers of marked stones, if White misguidedly tries to kill Black, he has to play all the inside liberties. Black can calmly play elsewhere five times. Then finally, in order to put Black into atari, White has to play himself into atari. It's hard to imagine anything more suicidal. This is why the positional assessment started with "Black is unconditionally alive". The only question is whether Black can kill White or White can live in seki. The situation in Diagram 6b is similar.

Position 8: Black to play. Black should descend straight to the edge with 1 in Diagram 8a. This gives him a five-point eye space. After White 2 and Black 3, the position is easy to read. Black is clearly ahead. Playing hane at 1 in Diagram 8b is a serious mistake. White's

throw-in at 2 reduces the size of Black's eye, leaving Black no choice but to fight a nasty ko. He cannot connect with 5 at 2 since that would clearly leave him behind on liberties.

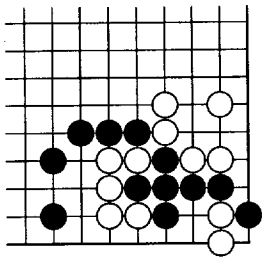
Position 9: White to play. The first move to consider is the obvious push at 1 and cut at 3 in Diagram 9a. If Black plays 4 to capture the cutting stone, White 5 and 7 capture the black stones on the left and White's corner springs back to life. However, Black will not be so cooperative. He will play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

Tesuji magic

White 1 in Diagram 9d is a superb tesuji.

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

Instead of 6 in Diagram 9g, playing atari in Diagram 9h loses a liberty. After White 7, Black still needs to play 8, otherwise White will throw in there. In effect, Black has exchanged 6 for 9, which is a loss of one liberty. Moves 10-12 have been added for easier comparison.



Position 8

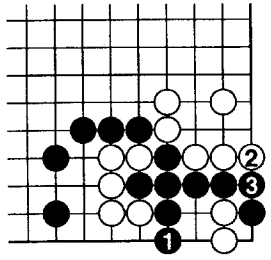


Diagram 8a

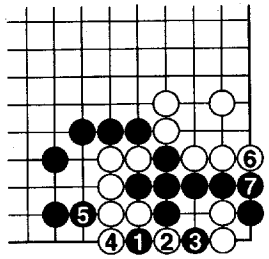
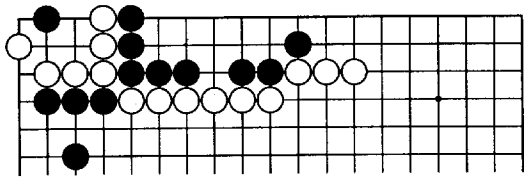


Diagram 8b
8 at 2



Position 9

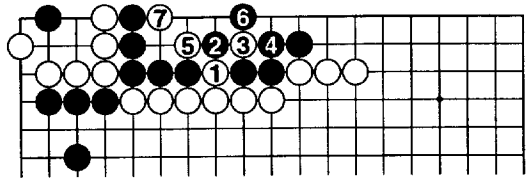


Diagram 9a

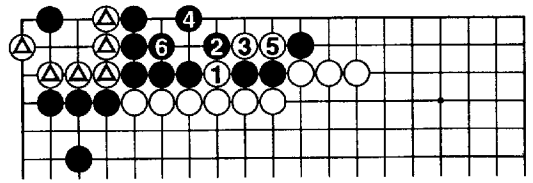


Diagram 9b

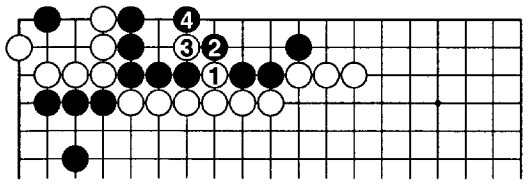


Diagram 9c

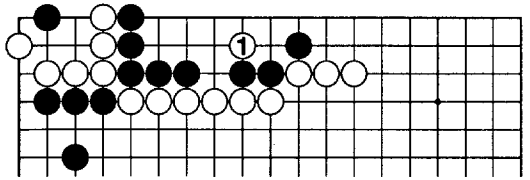


Diagram 9d

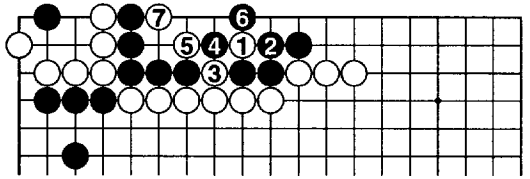


Diagram 9e

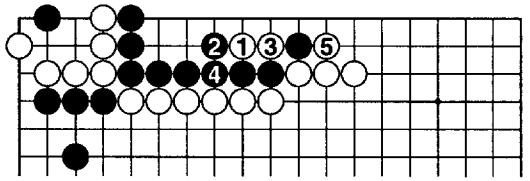


Diagram 9f

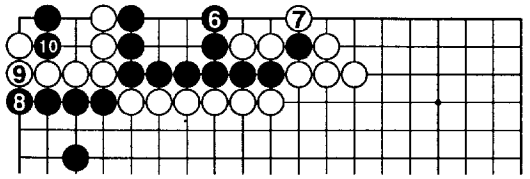


Diagram 9g

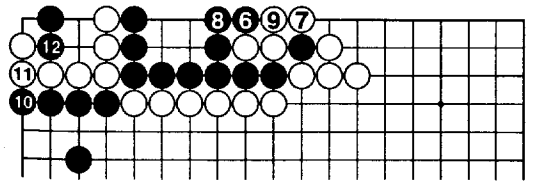


Diagram 9h

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

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

Guidelines for winning a fight

A big eye gains liberties. Make your eye as big as possible and reduce the size of your opponent's eye.

E-Mail Addresses

This list is a new development, and will be added to as the opportunity presents itself. Please contact the Editor if you wish your e-mail address to be included, or to point out errors or changes.

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Cognitive, Reasoning and Learning Deficits in American Grade School Children

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

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

Steve Bailey

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

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

1. Difficulty in Remembering/Learning

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

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

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

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

Although it is well established that rote memory of specifics in go is for the most apart useless and frequently even counterproductive, there do exist a number of general go principles which are known to be correct most (if not all) of the time, and which can therefore act as reliable guides to the player's search for the best move. So learning these principles, even "by rote", constitutes a valuable asset which every competent go player should have as part of his/her arsenal! But although this is necessary it is not sufficient, and ultimately real understanding and not just mere memory is required if truly competent play is to result.

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

- The usually correct order of play in the opening is: corners first, sides next, centre last.
- The fourth line is the line of influence
- The third line is the line of territory.
- The second line is the line of defeat.

Together, these four ultra-simple, easy-to-understand-and-remember precepts mean that the opening moves in well played go games are almost invariably made in the corners, on some combination of the third and fourth lines from the edge!

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

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

The profound difference that occurs is that most of the adults typically "learn" these precepts in a single session, but in order for even rote recall to occur with the children with very few exceptions this process of statement and illustration must be repeated in at least 8 to 10 sessions, and then yet again from time to time thereafter as the teacher's observations of the children's actual go play indicate is necessary. (For both groups, full understanding of the concepts' actually quite sophisticated implications invariably and properly takes several months more - but that's not at issue here.)

With the children, in each session after the initial presentation of each principle the teacher's procedure is to attempt by question and answer to ascertain how many of the children have "learned" it, before again repeating its statement and illustration as further reinforcement. But despite all of this repetition, after as many as 8 to 10 sessions (and often quite a few more) a majority of the children typically still can not even "parrot back" these few simple postulates by rote, and for more than a few students this situation remains unchanged even at the end of their second full school year in the programme!

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

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

A key premise of "The Capture Game" method of teaching go is that the student should "learn by doing" instead of via instruction, and this is clearly in accord with Piaget's idea. But this method also has the relatively serious accompanying defect that the student must play many, many games to acquire the necessary skills and insights on his own. But if, as it now appears, the children's "built in" resistance to accepting instruction is great enough, this approach may in fact prove to be the only viable solution. Only time and much experimentation with both approaches can definitively resolve this difficult conundrum!

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

Eventually, practically all of the children who remain in the go programme are able to correctly regurgitate these simple maxims "by rote" when questioned, but even then most still have not established any apparent connection between the memorised aphorisms and their actual play of the game.

American School Grades

Grade	Age	Grade	Age
1	6/7	7	12/13
2	7/8	8	13/14
3	8/9	9	14/15
4	9/10	10	15/16
5	10/11	11	16/17
6	11/12	12	17/18

The most readily apparent and presumably easily learned implication of the 4 simple principles of play stated above is that in the early moves of the game, with a few notable exceptions, moves on either the first or second board lines are counterproductive and should be avoided.

Yet, despite repeated reminders of this, until at least 10 sessions have been completed and typically far more, almost without exception the children begin the game with at least some (inappropriate) moves on the first and/or second lines.

When asked directly by the instructor what their move on the first line is worth, after some hesitation in which they are obviously searching their rote recall memory stores the child's invariable response has been a plaintive but correct "Nothing?" To the instructor's follow-up question of "Then why did you play there?" the equally invariable answer has been, "I don't know!"

(This dialogue definitively demonstrates that when prompted the child is fully able to recall the instructor's admonition, but has made no connection between it and how they actually play the game.)

Immediately after such an exchange has taken place a change in that child's orientation would typically be evident for several moves and sometimes even until the next game, but then the child would almost invariably revert to his/her former inappropriate and completely unsophisticated pattern of first and/or second line play!

The twin obvious questions of interest raised by this persistent and troubling phenomenon are "Why?", and "What to do to counter this problem?".

It's almost certain that a significant portion of this phenomenon must be due to the children's inherent reluctance to accept instruction -again reinforcing Piaget's observation regarding their built-in determination to devise their own methods.

It is also likely that a significant portion of it may result from a true inability on the children's part to relate the prescription provided by the instructor to the real-world action (play of the game) that it describes!

But there is also another, even more disturbing, possible explanation:

That the children consider what they "learn" in school to be irrelevant to their life in the "real world" outside the classroom! (And therefore automatically discount/ignore what the teacher says.)

As a result their thinking seems to be compartmentalized into:

—"things of use in school" and

—"things of use in everyday living"

with almost no discernible cross-over between the two!

If this supposition proves correct, it constitutes about as serious an indictment of the current curriculum/educational process as can be imagined! Perhaps even worse, how to ameliorate/transcend its deleterious effects is totally unclear.

3. Limited Concentration/ Attention Span

At the beginning of each school year, it is apparent to even the most casual observer that the brains of most of the after-school go programme's new participants "go into neutral" after periods typically ranging from as little as 15 minutes to a maximum of about 45 minutes for the best of them. And it is only after about half the school year and frequently nearly the entire one that most (but not all!) of those who remain in the go programme are able to maintain concentration for the full hour and a quarter that our sessions last. (As an ameliorating factor, it should be noted that this problem is unquestionably exacerbated by the fact that our sessions take place at the conclusion of an already full school day.)

On the other hand, the fact that the "new" third and fourth grade students who remain with the programme can maintain their attention as well as both the new fifth graders and the carry-over students from the prior year strongly demonstrates that this improvement in ability to maintain concentration is a result of the go programme, and not just a consequence of the fact that the children are 9 months older!

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

4. Minimal Reasoning Skills

It was fully anticipated that children entering the go programme would be uniformly incapable of demonstrating any discernible REASONING SKILLS. But what was truly surprising to this observer was that almost without exception they played almost as though no opponent existed!

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

the possible implications of the opponent's last move before deciding upon their own response. Worse, in most cases the speed with which they made (and in many cases still make) their moves exceeds that which even a master strength player can maintain and still play reasonably well. The result is largely incoherent and almost invariably inappropriate play.

The only conclusion that can reasonably be reached from these facts is that:

No real thought or analysis is taking place, and this is the very syndrome that the go programme is designed to correct.

Observing the children closely, it is only after a full year for the most apt and the second and even the third year for others, and after much instruction and many admonitions, that even the beginnings of the necessary process of appraisal of the opponent's last move and the current board position before deciding upon an appropriate response becomes apparent.

All of this is essentially in accord with the programme's initial premise regarding the children's thinking processes - that they have little experience in situational appraisal and decision making, and even fewer skills to apply to that essential real-life task.

What is most painful is that both the rate and degree of change from the students' initial state of primitive thinking to a more sophisticated pattern of behaviour has to date been far less than desired, even for the brightest and best performers.

From this fact alone, it has become painfully evident that a single hour-and-a-quarter after-school go session per week is insufficient for the necessary reasoning skills to be learned and internalized!

Since the go programme's current after-school format effectively precludes any increase in class time, the only feasible solution to this problem seems to be independent home study by programme participants. Unfortunately, this requirement conflicts strongly with the problem of motivation discussed next.

5. Motivation

The children who continue with the go programme obviously enjoy it! Competition with their peers clearly stimulates them, and they strive so mightily to improve or maintain their position on the rating ladder that wins and losses are met with overt expressions of triumph or dismay such as are common on the athletic field.

Despite this, *to date only a minority of the children have obtained their own go sets to enable play at home, and fewer still have given indication that they have invested even a minimum of time and effort to review and study any of the many go tutorial materials that have been distributed to them.*

Instead, for the most part they seem content to merely appear once per week at our sessions, listen in sometimes desultory fashion to any brief instruction, and then just enjoy playing go against their peers. Only a select few have gotten onto the internet to play and watch go on IGS, NNGS, etc., although their number is higher this year than ever before and this offers hope for the future.

A large part of this lack of student motivation almost certainly results from the fact that go is not an 'in' activity in today's America and this rather serious impediment to the go programme's success is further exacerbated by a prevalent anti-intellectual bias in our society, especially among school age youth.

Sports and entertainment stars are the subject of mass adulation, while scholastic achievers and intellectuals are commonly denigrated as 'Nerds', 'Dweebs' and other like pejoratives. In such a climate, it is not surprising that a deeply intellectual activity like go has difficulty in motivating youngsters to devote sufficient effort to achieve even a modest degree of mastery.

6. Application

One of the hidden assets of go is that 'instant, effortless success' is impossible for even the brightest. The game's basic rules are simple enough to be grasped even by very young children, but its strategy is so profound and its tactics so intricate and incisive that even geniuses require years of intensive study and high level competition to master them. *This puts a premium on staying power, and means that the clever but lazy dilettante may achieve easy early success but will inevitably fall behind even a far less talented student who is willing to work.*

One of the glories of go is its exquisite subtlety. This means that each player's major objectives must almost always be realized indirectly, and that no simplistic approach to the game can possibly succeed against competent opposition.

A major difficulty that all American go novices experience arises because they come to it bearing the intellectual baggage they have acquired from the much simpler games of draughts, chess, etc., in which capturing opposing forces is not only highly desirable but is in many cases the objective of the game. In contrast, in well played go games it is more usual than not that very few stones are captured, and emphasis on direct capture actually constitutes a counterproductive strategy.

Because of this unfortunate mental carry-over from these simpler games, in their primitive early stages of go development the capture of opposing stones in American beginner's games is almost invariably the dominant (albeit incorrect) theme which determines victory or defeat. And it is only with increased understanding of the game's subtle strategy that this simplistic approach is slowly but inexorably supplanted. Unfortunately, "the Capturing Game" teaching method further acts to reinforce this counterproductive tendency, and this is perhaps that method's most serious detriment.

This process of inappropriate but temporarily successful emphasis on capture was perfectly illustrated by two fourth graders who began the after-school go programme at the Birchwood Intermediate School in 1995. One little girl picked up the rudiments quickly and almost immediately rose to the top of the rating ladder, entirely based upon her superior ability to fathom the many gratuitous fights that occurred and to then capture significant numbers of opposing stones. At one point she was actually capable of playing and defeating several opponents simultaneously!

The other little girl floundered badly, and for the longest while seemed to have no concept at all of what was going on. (Most of the children who experience similar difficulties quickly drop out in frustration, and this is perhaps the major problem resulting from the go programme's voluntary, after-school format.) But, despite her difficulties, this particular little girl doggedly persisted.

Of course, at this time neither of these children had as yet any real concept of how to play the game, despite much individual coaching and oft repeated group instruction.

The difference between them was that the girl who was initially the most successful absolutely refused to listen to the instructor's repeated admonitions that her capture-oriented approach was incorrect, while the girl who was the tail-ender assiduously tried to understand and follow my advice, difficult as she found that to do.

The result? Several months later the former tail-ender resoundingly defeated the number one player, who then left the class in tears and never returned! And then the slow but relentless learner continued to advance to become the clear number one herself! (Reads like a movie script updating the parable of the tortoise and the hare, doesn't it? But it's all true!) Today, in 1998 and Junior High School, this same now not-so-little girl is a track star and still second in her go group, having been finally surpassed by a later arriving young man.

Conclusions and Recommendations

In their natural state children possess almost no *reasoning skills* despite the fact that these are the most important single determinant of adult real-world success, and this crucial deficit is almost totally unaddressed by today's school curriculum.

Until a standardized and accepted curriculum for teaching these almost transcendentally valuable skills is developed and widely implemented, the preferred mechanism for bridging this important gap in the education of our youth is provided by the game of go.

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

To achieve this goal, it is necessary that the students progress far beyond the beginning stages of go competence to a least modestly high skill levels.

The inability of the present hour-and-a-quarter per week after-school format of the go programme to successfully upgrade the *reasoning skills* of its participants to the desired degree is attributed to insufficient application and reinforcement resulting primarily from the programme's time limitations, but also stems in part from go's status as an intensely intellectual activity in a society with a profound anti-intellectual bias.

The proposed way to overcome this problem is to start the children on go far earlier in their school careers, preferably in pre-school, and to provide far more in-programme time, preferably by integrating go into the regular curriculum. Given the emphasis in pre-school upon such things as socialization, motor skills, the arts, etc., rather than upon merely academic subjects, this should be readily achievable.

Kyu Games Wanted

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

Please state the total number of moves and be sure to list any ko plays.

So Long, Seong-June!

by Charles Matthews

Part 3

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

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

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

"Yes" said the prophet, "Diagram 2 is good for White.". And the reason can be seen in the next two diagrams.

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

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

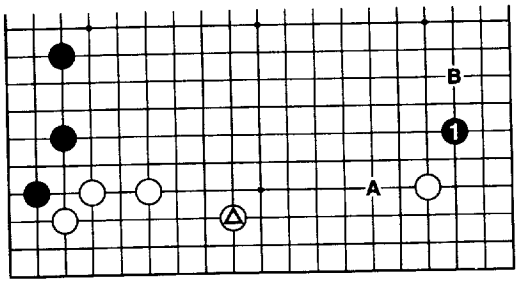


Diagram 1

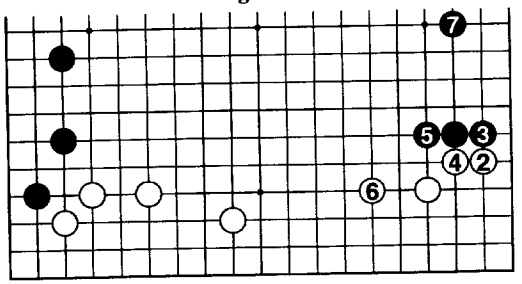


Diagram 2

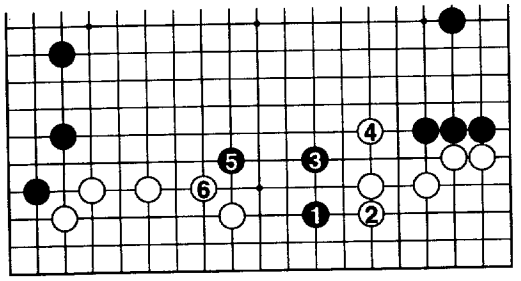


Diagram 3

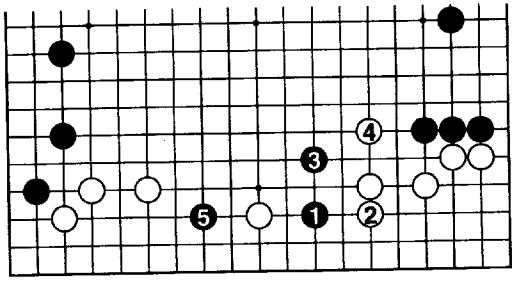


Diagram 4

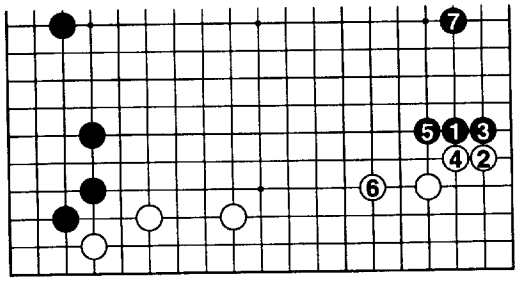


Diagram 5

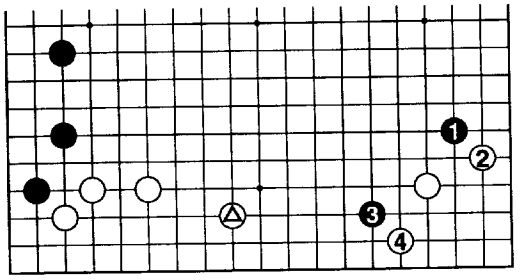


Diagram 6

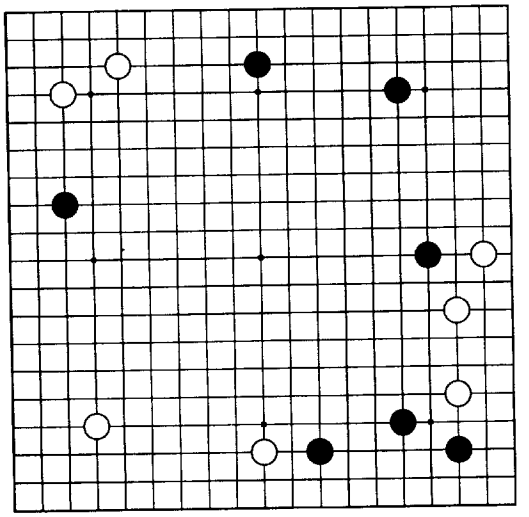


Diagram 7

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

An illustration of the way one becomes side-tracked is my own thought process: what if Black fights as in Diagram 6? White's second footsweep 4 was frequently seen in professional play some years back. Well, I suppose now, the question is not really whether Black can mix it up like this (you are always hard put to prevent your opponent throwing down a challenge), but whether the marked White stone is looking good or not. It is well placed for fighting, and it seems Black may not find any easy way to settle the stone 3.

Seong-June once commented that 3, 4 and 5 dans try too hard, and I believe there is something here to extract in understanding that point. Do you play the fuseki during the fuseki, putting your stones in good positions, and the middle game during the middle game? Invasions will come, but do they individually have too much influence over your 'planning' stage? Advice to think along these lines is perhaps hard to take, and others might tend to disagree on principle. For example I've had different evaluations of the position after play 14 of the British Championship match game 1 last year (Diagram 7). Black's top right isn't an ideal formation now that White has become established on the right side. But on the other hand Black can invade White's bottom left, which happened next. Since fighting dominates fuseki right up the amateur levels one is tempted to aim for a simple life. But then we're weak!

A further example of this debate came up in discussion of my Winnipeg Internet match game (Diagram 8). This is a variation, where Seong-June disagreed with Jean Michel, who is a top French player, nominally 5 dan (too strong to qualify for what was said in the paragraph before).

Black had played away once from the upper left, and now needed a move to stabilise the top side. Both the commenting players agreed that it had to be at 1 (rather than *A*, which my opponent Tu Xiang played in the game). The question was, how then to use the Black piece stranded at the 3-3 point?

Diagram 8 is Seong-June's version. At the next opportunity Black plays 1, and presumably White answers at 2. Then Black has finished in this part of the board. White was thick and strong in the top left, so that this area was not one in which to fool around. Black has bought stability for the group on the top side and can now play elsewhere.

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

I'm not qualified to judge between these, but I think the contrast is illuminating. There are certainly points here about pro style, (for example Otake's "Too hard for humans," if you believe Macfadyen, "beyond Europeans" with Kim putting us straight), which errs on the side of making good shape and gathering fighting pace later.

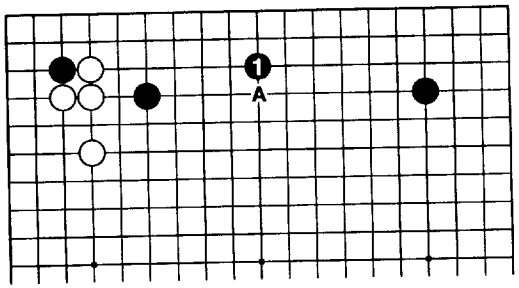


Diagram 8

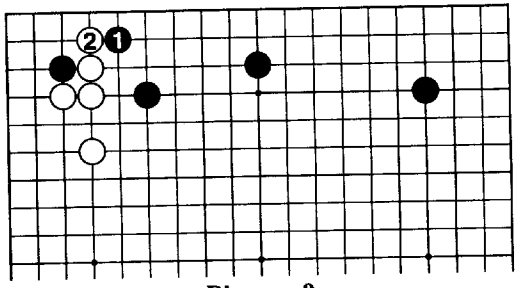


Diagram 9

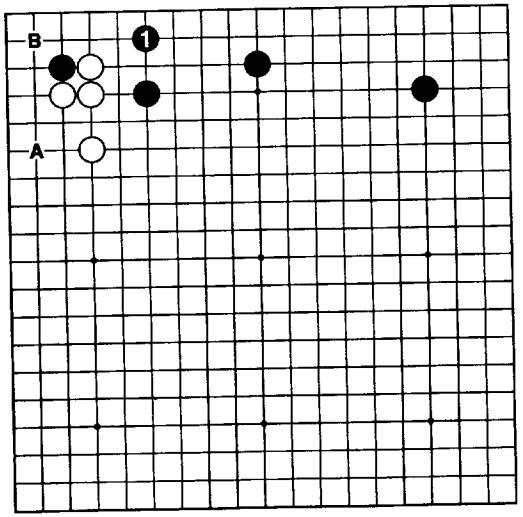


Diagram 10

Solutions

For Beginners Part 3

NB: The lines of stones should be assumed to continue.

Solution 1: Black is connected. Black has a bamboo joint. *A* and *B* are miai for Black.

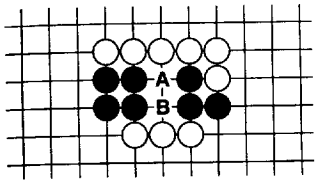


Diagram 1

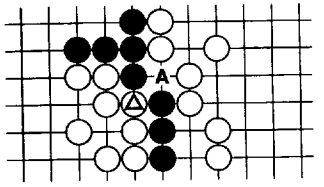


Diagram 2

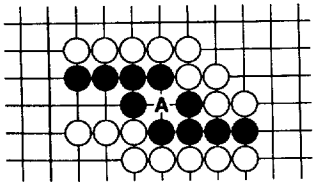


Diagram 3

Solution 2: It depends on who plays next. This would be a diagonal connection for Black if the marked White stone was not there. However the marked stone creates a cutting point at *A*. This is the crucial point for both players. Black can connect at *A*. White can cut at *A*.

Solution 3: Black is connected with a ponnuki connection. White can not play at *A* as there are no liberties for White at *A*.

Solution 4: White has cut. Black needs to play at both *A* and *B* to connect. If Black plays one, White will play the other. A and B are miai.

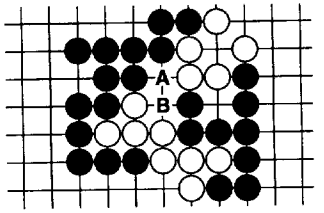


Diagram 4

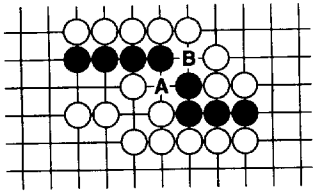


Diagram 5

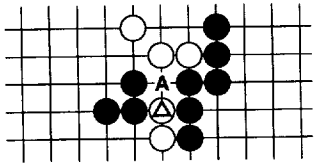


Diagram 6

Solution 5: Black has made a diagonal connection. *A* and *B* are miai.

Solution 6: It depends who plays next. *A* is the key point for both sides. If White plays at *A*, White will cut. If Black plays at *A*, Black will connect. Black would have had a bamboo connection, but White has intruded with the marked stone. This makes *A* a cutting point.

Solution 7: It depends who plays next. If White plays at *A*, White will cut. If Black plays at *A*, Black will connect.

Solution 8: This position matters more to White than to Black, since White can be cut but Black cannot. *A* is the key point. If Black plays at *A*, Black will connect, making the cut permanent. If White plays at *A*, White will form a ko. If White wins the ko, White will no longer be cut. This is a little different from the other problems.

Solution 9: Who plays next? *A* is the key point for both sides. If White plays at *A*, White will cut. If Black plays at *A*, Black will connect.

It would be a mistake for Black to play at *B* in the solution diagram. This is the marked stone in Diagram 9a. In doing so Black presumably intends to force White to connect at A, after which Black connects at B resulting in Diagram 9b.

However White is unlikely to do this. White is more likely to respond at *B* in Diagram 9a. This is the marked White stone in Diagram 9c. Black will then be forced to capture with the marked Black stone. If Black does not do this, Black's group in the upper half of the Diagram will be cut off from the other Black stones. Worse than this it

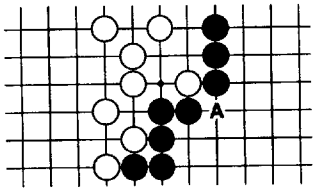


Diagram 7

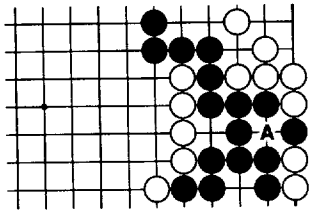


Diagram 8

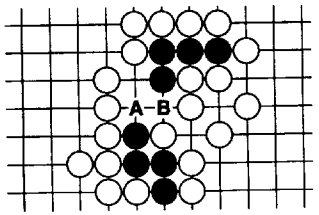


Diagram 9

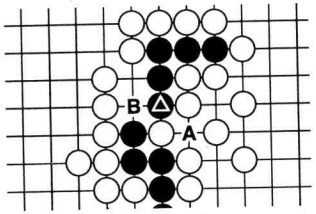


Diagram 9a

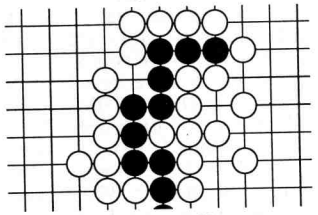


Diagram 9b

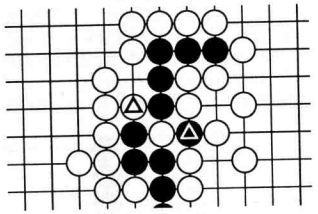


Diagram 9c

will be in atari with no way out.

This leaves Black to fight a ko in Diagram 9c. If Black wins the ko Black gains one point. If White wins the ko, White gains 11 points, 5 captives plus 6 points of area. There is a high price to pay for not knowing about the diagonal connection!

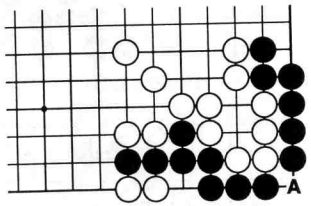
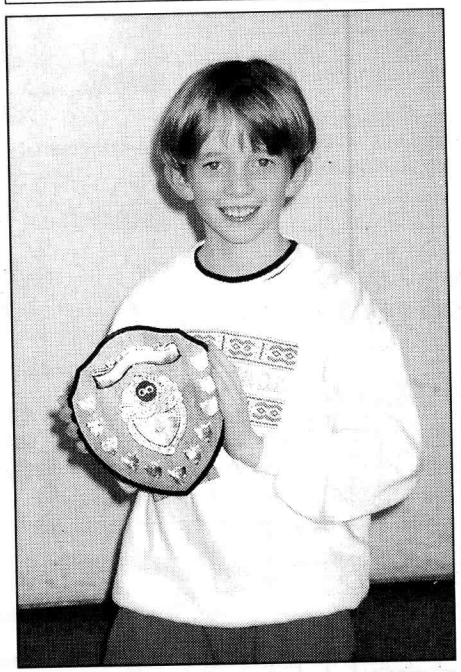


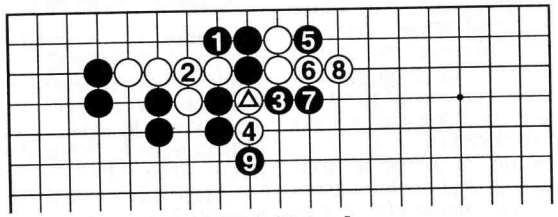
Diagram 10

Solution 10: Black is connected at *A*.

Also for beginners...



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



Attach/Extend
Solution Diagram

Black can capture the triangled White cutting stone with the help of 5 and good ladder. My all time favourite tesuji.

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Why the Keima Kakari?

by Francis Roads

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

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

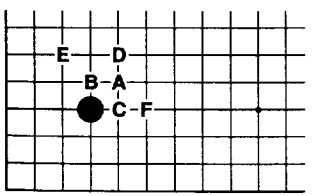

Diagram 1

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

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

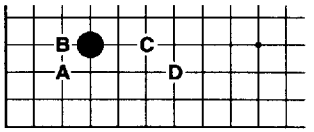

Diagram 2

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

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

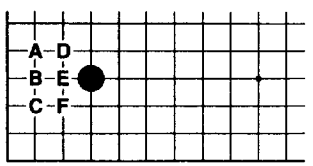

Diagram 3

The above three diagrams illustrate the thinking behind playing on the star point. It does not immediately take territory. But it presents a twin threat; either to make a large fourth-line territory by adding stones in the future, or build thickness worth more than the territory that the opponent gets by invading.

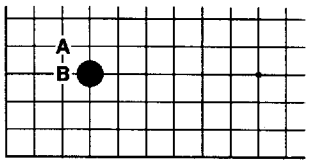

Diagram 4

I sometimes see kyu players try the diagonal approach at *A* in Diagram 4. Well, at least it shows that they aren't hidebound by theory. But once again, Black turns the corner into territory with *B*, and White has no good follow up move effectively to defend his stone.

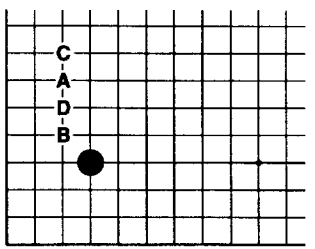

Diagram 5

Before we look at the keima itself, there are some more alternatives to examine. How about the large knight's move, the ogeima, at *A* in Diagram 5? Once again, it enables Black to make a large territory-making move at *B*, and leaves White needing to make an extension up the side to defend his stone. The move at *C*, sometimes called the *dai-dai-geima kakari*, or big big knight's move, is oc-

casionally useful, but gives Black a good move, both making territory and attacking, at *D*.

How about attacking on the fourth line instead of the third, then? *A* in Diagram 6 is sometimes played, but Black's answer at *B* is excellent for him, because it leaves the original star point on the centre of symmetry. It is always good to arrange for your handicap stones to end up on points where you would have wanted to play them anyway.

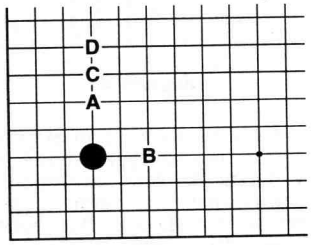

Diagram 6

With *C* we are entering the realms of the possible; this move is played as joseki. Still, the most frequently played reply at *B* leaves Black once again starting to build fourth-line territory. So even this move is fairly rarely chosen by strong players in even games. As for *D*, Black has an excellent territory/attack answer at *A*.

So we have arrived at *A* in Diagram 7 by a process of elimination. The only question still to be answered is whether it is open to the same objections as any of the other moves. I am not going into all the regular responses that Black can make. There are about a dozen of them, all exhaustively explained in the literature. But as all the other possible moves have been criticised either for allowing Black too much territory or too much thickness, you are entitled to wonder whether the keima kakari is entirely free from these defects.

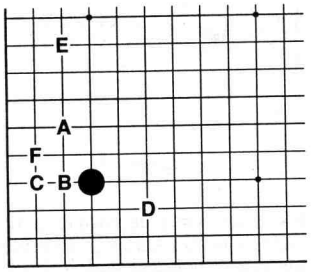

Diagram 7

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

Often, if Black is determined to make territory with his star stone at all costs, he plays at *F*. White still often plays next at *D*, but this corner is just about big enough to be worth taking. Unfortunately it has another drawback; there is a useful move for White at *B*, cutting across the knight's move. By sacrificing a stone there, White can build thickness. I leave you to investigate how it is done.

I also leave you to investigate the question of whether Black can build more thickness than he is entitled to by attacking the White keima kakari move. This question is the theme of nearly all the commonly played star-point joseki. As you can imagine, the sequences worked out by professional players are considered to result in an equal balance of territory and thickness, but there is always room for further research.

Tournament News

by Tony Atkins

Dales

To some people the idea of heaven is a weekend in the picturesque Yorkshire Dales, some walking, drinking malts or ales in a pleasant hostelry, good company and go playing too. To others it's not and so they do not go to what many say is the best event of the year, the Three Peaks Tournament. This celebrates the memory of its founder Tim Hazelden, former host at its venue the Marton Arms at Thornton in Lonsdale.

Three evenly matched players battled for the new Graham Telfer trophy, a miniature go ban with bowls and stones. Winner on tie break was Wanstead's Francis Roads (4 dan) from club mate Alistair Wall (4 dan) and organiser Toby Manning (3 dan) of Leamington. Paul Callaghan (14 kyu) also won a prize for 4 out of 5.

Tallest Trophy

Seventy players attended the fifth Swindon again held at the Allied Dunbar Club. Paul Barnard flew back from Pakistan, where he had been working for some months, in time to help Dave King run a well organised event. The winner was Simon Shiu (3 dan Bristol), continuing Simon's run of tournament victories.

On 3/3 were the two from Romania, Dan Micsa (1 dan Reading) and Niculae Mandache (1 kyu Bristol), then Chris Scarff (1 kyu Swindon), David Knight (10 kyu Epsom Downs), Graham Brooks (Swindon 12 kyu), Richard Hawkes (Bristol 15 kyu) and Alistair Brooks (Swindon 25 kyu). In the 13x13 Laura Coe (Brakenhale 12 kyu) won a silver trophy, that Paul had picked up very cheaply in Pakistan and that was nearly as tall as herself. Her winning score was 12/14; the runner up was Nicola Hurden (Brakenhale 18 kyu).

Yong Cheol Shin (3 dan, Cambridge) wins the Small Board Championship trophy P.S

Chess Tournament

At short notice Cambridge offered to host the 1997 small board championships at Milton Community Centre just north of the city. They took the opportunity to play 13x13 go alongside a local chess tournament attended by 84 players.

At lunch time Paul Smith and others taught 27 young chess players how to play go.

The best of the 18 go players was local Korean Yong Cheol Shin (3 dan) taking the title from Francis Roads, who made a poor showing this time.

Other prize winners were William Brooks (17 kyu Cambridge St.Pauls), Clive Witcomb (22 kyu Cambridge Parkside) and Alan Thornton (2 dan Hatfield) all with 5/6 and Matthew Woodcraft (2 kyu Cambridge) and Simon Goss (2 dan Bracknell) with 4/6.

Go Terminology

Fifty-eight players attended the West Surrey Handicap Tournament at Burpham Village Hall near Guildford. The previous day around 30 pupils learnt better go techniques from dan level teachers Paul Margetts, Des Cann, Simon Goss and Tony Atkins. Topics studied were tesuji, yose, danger points, middle game and handicap technique. Winner of the tournament was David Ward (3 dan London) who beat Jim Clare (3 dan Reading) in the final. Also on four wins were Derek Molloy (1 kyu Brighton), Anna Griffiths (8 kyu Furze Platt) and Alexander Bruckner (8 kyu Brighton).

Those on three wins as well as Jim Clare were Tony Atkins (2 dan Reading), Michael Charles (2 dan Stevenage), Marcus Bennett (1 dan Bournemouth), Jim Sadler (1 dan Brighton), Edward Blockley (2 kyu Worcester), Steve Ashing (7 kyu Worcester), Elinor Brooks (7 kyu Swindon), Steve Ashton (10 kyu Brighton), Phillippe Bourrez (11 kyu West Surrey), Graham Horsley (12 kyu West Surrey), Steve Smith (15 kyu Hursley), Kevin Ashmore (29 kyu Brakenhale) and Aaron Dickson (32 kyu Brakenhale).

To avoid only David Hall from getting his traditional booby prize all other players were awarded a lollipop, however David did win a game this year avoiding his third duck in a row anyway. In the continuous 13x13 the prize winners were Paul Barnard (1 dan Swindon) for most wins, Tom Blockley (5 kyu Worcester) for best percentage and Francis Weaver (7 kyu Brakenhale) for persistence.

Steve Baileys' silly competition for this year was to come up with go terms that mention things botanical, zoological, biological or anatomical. Winner was Tony Atkins with 30 terms, ahead of Pauline Bailey and Neil Cleverly.

Late Arrival

David Ward was unable to make the start of the Anglo-Japanese match held in December at the Nippon Club in Piccadilly, so the Japanese side were getting the advantage of a bye each round. The match was close with the Anglos strong at the top and the Japanese at the bottom. Luckily a quick phone call got David along for the last two rounds allowing the Anglos to scrape a win by two points.

London Open

One hundred and forty-six players from 16 countries attended this at the Highbury Roundhouse in North London. Although part of the European Grand Prix circuit not so many

London Open: Nikki Streeten makes sure that nobody goes hungry A.J.A

strong players from overseas attended this year. Maybe that was because they had heard perennial organiser Harold Lee was going to be away this year, but the event was as well run as ever by David Ward, Geoff Kaniuk and the rest of the team. However, not missing was Nikki Streeten, the perennial sandwich, soup and breakfast maker, much to many a hungry go player's delight. After six rounds the GP points were awarded according to the following ranking: 1 Guo Juan, 2 Shutai Zhang, 3 E. Sim (4 dan Singapore), 4 Matthew Cocke (5 dan UK), 5= Matthew Macfadyen (6 dan UK) and T. Mark Hall (4 dan UK), 7 John Rickard (4 dan UK), 8 Francis Roads (4 dan UK), 9 J. Fincke (4 dan D), 10 Caspar Nijhuis (4 dan NL). The top two and two at random from the next six played in the semi-finals: Guo beat Rickard and Zhang beat Macfadyen. In the final Ms Guo Juan, the 7 dan from Netherlands, beat Shutai Zhang, the 7 dan living in London, by half a point. Third in the tournament was Cocke on 6/8. On 5/8 and fourth on tie-break was Rickard and fifth was Macfadyen. Players lower down winning 7/8 were Michael Zhang (1 dan China) and Inez Teles de Menezes (14 kyu Portugal). On 6/8 were B. Maison (3 kyu Belgium) and Anna-Marie van Berkel (10 kyu NL); France Ellul (3 kyu UK) won 5/6. Also all players who won 5/8 who stayed to the closing ceremony received a prize, as did three players in the lottery: Dieter Lanz, Robin Upton and Shastri Stettner.

Those winning 5/8 were: J. Fincke, F. Poll, F. Roads, P. Shepperson, G. Schippers, A. Wettach, J. Rastall, J. Hricova, M. Charles, Li Bo, S. Welch, O. Lorenz, M. Smith, L. Vannier, H. Broekhuijsen, P. Liboriussen, B. Maison, G. Dickfeld, Shastri Stettner, G. Mischler, G. Dalla, T. Taguchi, D. Ranft, M. Bahr, R. Bell, M. Delahais and M. Teles de Menezes.

The Lightning was played over two days. The first day saw tables play a five round contest and survivors played another five rounds on four tables two nights later. Then came semi-finals in which Emil Nijhuis (5 dan NL) beat Miguel Teles de Menezes (16 kyu P) on 20 stone handicap, and G. Dickfeld (3 kyu D) beat M. Gonzalez-Carnicier (5 kyu E) on two stones. In the final Nijhuis beat Dickfeld giving 7 stones. The night in between was occupied with the rengo where the teams were selected according to height: the winning team was called Jozu. The continuous 13x13 was won by young Philip Marshall (9 kyu Isle of Man) with 13 out of 18; worthy mentions went to Emil Nijhuis for 7/7 and Ron Bell (9 kyu UK) for 5/7.

Local Knowledge

The Furze Platt Tournament was again held at Hitachi Europe's headquarters in Maidenhead. Local knowledge was important this year as a quiz on Berkshire and Furze Platt Go Club was set; winner was Reading's Tony Atkins and second Steve and Pauline Bailey from Guildford. Seventy-five players took part in the tournament, down on the previous year as the Manx group were unable to get there. So few was a shame as Hitachi's generosity means a free buffet lunch and prizes to all with two or more. T. Mark Hall (4 dan) won the event again, but had to point out to the organisers that this was not his third win in a row as the trophy omitted to record Harold Lee's win in 1996.

Others who won 3/3 were Stephen Ashing (6 kyu West Surrey), Francis Weaver (7 kyu Brakenhale), Tony Lyall (8 kyu Norwich), Malcolm Hagan (12 kyu Portsmouth), Neil Moffatt (12 kyu Portsmouth), Neil Ings (15 kyu Brakenhale), Eike Ritter (16 kyu D) and Aaron Dickson (30 kyu Brakenhale).

No less than 33 players won 2/3 namely F. Roads, A. Wall, J. Clare, A. Jones, T. Atkins, S. Goss, A. Grant, A. Thornton, B. Allday, P. Barnard, C. Hendrie, P. Margetts, M. Marz, D. Micsa, P. Clarke, K. Drake, J. Hamilton, I. Marsh, S. Bailey, M. Kegelmann, J. Keller, M. Nash, M. Vetter, M. Solity, A. Bell, E. Best, E. Brooks, D. Cohen, K. Cole, M. Goss, N. Hurden and S. Hearn.

Go or five-in-a-row? Paul Blockley (left) is under-10 Youth Champion A.J.A.

Brakenhale's "A Team" of Nicola Hurden (17 kyu), Aaron Dickson (39 kyu) and Shaun Hearn (30 kyu) won 100 percent to win the team prize.

Aaron also won the continuous 9x9 with 9/9 and other prizes went to Jiri Keller, Steve Ashing, Pete Fisher and Mike Charles.

Just Williams

The day after Furze Platt has become the date for the Youth Championships. This year the venue moved from Brakenhale to Milton Community Centre Cambridge, a venue that provides good facilities such as swings and lots of grass to run about on. The hosts were new Youth Coordinator Paul Smith and his wife Andrea and Tim Hunt from Cambridge Club. Simon Goss ran the draw as usual and again managed to come up with winners in each category. 34 youngsters from age 5 to 17 and 5 to 35 kyu took part and played six rounds during the day.

The battle for the Youth Champion Title was between a 5 and a 6 kyu; the correct result ensued with Tom Blockley (Worcester) gaining the title over Francis Weaver (Brakenhale). Tom also won the under 14 by beating Sam Hughes (15 kyu Brakenhale); Francis won under 16 ahead of runner up Philip Marshall (9 kyu Isle of Man). The under 18 category was won by Paul Hyman (12 kyu Brakenhale) who beat Anna Griffiths (8 kyu Furze Platt).

The main interest this year was in the under 12 and 10 sections. Here the new Cambridge prodigies battled it out for the trophies newly donated by Paul Smith. Tom Eckersley-Waites (13 kyu) won the under 12 ahead of his twin brother Adam (14 kyu), reversing last year's under 10 result. In the under 10 section it was just Williams as William Brooks (14 kyu) took the title easily beating William Bennett (34 kyu).

Some folks are placing money on an under 14 dan player within two years, so watch out! Under 8 was won by Paul Blockley (Worcester) ahead of Luise Wolf (London) and Conor Breslin (Cambridge). Brakenhale kept the Castledine Team Trophy unchallenged.

Prizes were awarded to those who did well in the main event, the 13x13 continuous and for solving go puzzles, with a limit of one prize each, so over three quarters of those present went home clutching sweets or chocolates. Special mention must go to those on 5/6: Nola Fairbairn (Isle of Man), James Donald (Cambridge) and the two Williams. William Brooks was the best too at 13x13.

Overseas

Not so many strong players attended the 1997 Brussels Grand Prix Tournament. Also disappointing is that the event does not see lots of British players attend as Brussels is just a train ride away from London. This time our hopes were on T. Mark Hall (4 dan) who was actually fourth equal. The winner was Park ahead of Guo and Danek.

Matthew MacFadyen got to play in the 1997 Fujitsu Cup as a reserve instead of Frenchman André Moussa. The other reserve Frank Janssen was absent as he was becoming a father for the first time. The tournament proved really good for Romanians, who only lost to each other. Cristian Pop put MacFadyen out in round one, but lost the final to the new FJ Cup champion, Catalin Taranu.

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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

Ladies' Go and Social Weekend

March 28-29

For more information contact Kirsty Healey, 01926-337919, kirsty@jklmn.demon.co.uk

Advertisements

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

Contributions for next Journal by **4th May**, but please send earlier if possible. Text on disk or by email is welcome, (plain ASCII, not right justified, and no tabulation), but should be accompanied by a print-out in case of difficulties.
Diagram references: please use A,B etc., **not** K10, C3 style notation.

Book & Equipment Update

Price Reductions!

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

Goods Direct

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

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

NOW AVAILABLE

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

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

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

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

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

COMPUTER SOFTWARE

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

Full price list available on request.
All prices quoted above include the cost of postage and packing.

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