

# The Go Correspondence Course

Matthew Macfadyen

The Course has now been available for over a year, and continues to attract new devotees from all over the world, taking advantage of a steadily growing body of new teaching material.

The Course comes in two phases.

**First** you fill in a detailed *questionnaire* about your Go, where you learned it, how your strength has improved, what you are best at, and what you want to be able to do with the game. Some *problems* to time yourself on give me an idea of your tactical strengths and approach. Together with a couple of game scores, this provides enough information for me to write a *detailed account* of your game, with *recommendations* for how to make the most of your strengths and how to correct or avoid your weaknesses.

**If you wish to continue**, the second phase consists of an *interactive study plan* over a period of time. You work at your own speed and receive a new package of study material as you are ready for it.

**Each package** includes *commentary* on one of your recent games, description of a new *strategic objective* for you to aim at, a *professional game* to study and a *technical paper* on some aspect of joseki, tesuji or theory, with a *problem sheet* to revise it from.

**The material** is all available by post, on paper, mainly as A5 booklets (the size of the BGJ).

**Game commentaries**, and most of the technical material, are also available in various computer readable forms including html documents, and many subscribers find that Email is the most suitable means of communication.

**The rates** for 1998 are £25 for the first phase, and £75 for the second phase, which covers eight packages of material.

I am now able to accept cheques in most major currencies, rates available on request.

**For more information write to:**

Matthew Macfadyen, 29 Milverton Crescent, Leamington Spa, Warwickshire, CV32 5NJ

Telephone: 01926 337919

E-mail Matthew@jklmn.demon.co.uk

Or check the latest details at: <http://www.jklmn.demon.co.uk/>

# British Go Journal

碁

Number 111

Summer 1998

Price £2.50



## BGA Officials

**President:** Alex Rix, 6 Meynell Cres, Hackney, London E9 7AS (0181-533-0899).

**Secretary:** Tony Atkins, 37 Courts Rd, Earley, Reading RG6 7DJ (0118-9268143).

**Treasurer:** T. Mark Hall, 47 Cedars Rd, Clapham, London SW4 0PN (0171-6270856).

**\* Membership Secretary:** Kathleen Timmins, The Hollies, Wollerton, Market Drayton, Shrops. TF9 3LY (01630-685292).

**Journal Editor:** Brian Timmins, address etc. as for Membership Secretary.

**Book Distributor:** Gerry Mills, 10 Vine Acre, Monmouth, Gwent NP5 3HW (01600-712934).

**Publicity Committee:** Chairman, Charles Matthews.

**Youth Coordinator:** Paul Smith, 5 Bourne Rd Cambridge CB4 1UF (01223-563932).

**Youth Development Officer:** Jonathan Chetwynd, 29 Crimsworth Rd, London SW8 4RJ (0171-978-1764).

**Webmaster:** Nick Wedd, 37 North Hinksey Village, Oxford OX2 0NA (Tel/fax 01865-247403).

**Newsletter Editor:** Eddie Smithers, 1 Tweed Drive, Melton Mowbray, Leics. LE13 0UZ (01664-857154).

**Analysis Service:** T. Mark Hall (address above).

**Archivist:** Marcus Bennett, 24 Cowper Rd, Moor-down, Bournemouth BH9 2UJ. (01202-512655).

**Championships Organiser:** Charles Matthews, 60 Glisson Rd, Cambridge CB1 2HF. (01223-350096).

**Grading:** Chairman, Jim Clare, 32-28 Granville Rd, Reading RG30 3QE (01189-507319).

Andrew Jones, 29 Forest Way, Woodford Green, Essex IG8 0QF. (0181-504-6944)

Kevin Drake, 66C Southcote Road, Lansdown, Bournemouth, BH1 3SS.

See page 17 for E-Mail Addresses

## Contents

Cannes: The Games Festival.....	4
BGA Discussion Forum.....	6
Ladder-breakers: Some Questions.....	7
Web Publicity.....	7
<b>Calling All Members</b> .....	7
Charting a Course in the Middle Game.....	8
Reviews.....	11
Nirensai.....	12
Ladder-breakers: Answers.....	14
Letters.....	15
<b>The Art of Shogi &amp; 4 Great Games</b> .....	16
E-Mail Addresses.....	17
Kyu Games Commented.....	18
Environmental Exhibition.....	20
Club List.....	22
Environmental Exhibition (cont'd).....	24
Serving Go.....	25
Ladies' Go and Social Weekend.....	25
Counting Liberties: Applications.....	26
Francis in Australasia.....	31
For the Beginner.....	33
Kyu Games Wanted.....	35
Ladies' Working Weekend.....	35
<b>Visit South Korea!</b> .....	36
Tournament News.....	37
Glossary.....	42
Books & Equipment.....	43
<b>The Go Correspondence Course</b> .....	44

**Front cover:** Yuki Shigeno in Dublin, at the Irish Fast Play Tournament (see *Tournament News*). Photograph by John Gibson.

## Tournament Calendar

**Barmouth:** 27-28 June. Jo Hampton, 1 Glan-y-Don, High Street, Barmouth LL42 1DW. 01341-281336.

**Youth Pairs:** July.

**Devon:** July 5th. Tony Putman, 01803-555676, or tony@putwet.demon.co.uk; Tom Widdicombe, 01364-661407

**Norwich:** August 8. Tony Lyall 01603-613698.

**Isle of Man:** August 1999 (biennial).

**Northern Go Congress:** Manchester, 12-13 September.

**Milton Keynes:** 19 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.

**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.

**Coventry:** March.

**Women's Coaching:** March.

**Bournemouth:** April.

**British Go Congress:** March/April.

**Anglo-Japanese 'B':** April.

**Barlow:** May, Cambridge. Kyu players only.

**Bracknell:** May.

**Pair Go:** May.

**Scottish Open:** May.

**Challenger's:** May. By qualification.

**Leicester:** June.

**Anglo-Japanese:** June. By invitation.

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

## Notices

### TOURNAMENT LEVIES

Tournament organisers please note that the BGA levy on tournaments will be increased with effect from 1 July 1998 to the following rates:-

Non-members	£2.50 per day
Members	£1.25 per day
Concessions	£0.75 per day

Levy forms sent to organisers after 1st July will include these rates.

*T. M. Hall,  
Hon. Treasurer.*

*Further Notices on page 42*

### Editorial Team

**Editor**

B. C. Timmins

**Technical adviser**

I. C. Sharpe

**Diagram Producers**

S. Bailey, P. Smith

**Regular Contributors**

A. J. Atkins, R. Finking,  
A. Grant, T. M. Hall,  
R. Hunter, C. Matthews,  
M. Macfadyen, F. Roads,  
N. Wedd

**Proof reader**

K. Timmins

# Cannes: The Games Festival

by Edward Blockley

followed by  
a Game Commentary by  
Matthew Macfadyen

The 3rd European Youth Go Tournament took place over seven rounds, in two divisions, during three days at the end of February 1998 at the 12th International Games Festival at Cannes in the South of France. The International Games Festival appears similar to the Mind Sports Olympiad held in London.

To qualify, competitors had to be under-18/u-12 on 1 August 1998. Ing rules were used, with 8 komi, 60 minutes each, and byoyomi 20 seconds per move. The system was roughly McMahon, but all games were played as even, whatever the McMahon rating difference.

Lodgings were arranged at the International College, a fifteen minute walk from the Tournament, with a subsidy for the youth players.

The Youth Go Tournament was held in an unfinished basement in the Palais des Festivals on the sea-front in Cannes. Sharing the basement were a Draughts Tournament, a Chess Tournament and a Scrabble Tournament (in order of increasing size) taking place in the decorated part of the basement. Many other games were being played, demonstrated and sold on three other floors of the building.

Thomas and I arrived at the tournament lodgings at 9:30pm on the Wednesday evening after a very long rail journey and went straight to bed.

**Thursday:** After a breakfast of cornflakes, bread and jam and fresh fruit (spoilt only by seeing a young go player with his cornflakes floating in hot chocolate) we recuperated by exploring the town, identifying likely places to eat and a supermarket.

The old port area contained an interesting selection of little shops, a fruit and flower market and lots of restaurants. The easterly part of Cannes appeared to be full of famous and expensive shops and hotels. There was an interesting selection of mostly leisure boats in the large harbour. I found my very poor French was very kindly handled by most of the French I met, only sometimes would they ask that I spoke in English!

Dinner was provided at the International College and contained many interesting unidentified items of varying edibility. For those children (like mine) who like to drain the last drops from their bowls by tipping them into their mouths, this is the place to come—drinks are served in bowls.

In the evening Thomas registered for the Youth Tournament along with a number of players in the Ing Tournament (taking place at a hotel in Cannes—no audience was permitted—the participants were next seen at the prize giving ceremony on Sunday).

Much to my surprise there was another British youth there: Paul Hyman, the u-18 British Youth Champion.

**Friday:** There were three games starting at 10am. Thomas played two Hungarians and a Romanian, winning one game.

The timetable and rules were not available until just before the first round and proved to be quite comfortable with game 2 at 2pm and the third at 4:30.

The Ing sets, rules and electronic clocks, were a little confusing to some at first, but were soon mastered. In the evenings at the International College there were opportunities to play floodlit volley-ball, pool and table-tennis as well as go.

**Saturday:** The morning was free and a number of the young players went on a free boat trip to the Iles de Lerins. Thomas chose to explore Cannes further and get postcards. Two games were played today, Thomas losing to a French 4 kyu and beating a Hungarian 8 kyu.

I was very impressed by the interest and dedication shown by the Hungarian children from the Budapest club. The rapidity of their game analysis was simply astonishing (to a 2 kyu more used to relatively sluggish adult analysis). Thomas was more impressed by the 4 dan, Diana Koszegi, wearing particularly bright red roller boots!

**Sunday:** Thomas played the Italian u-18 Champion (4 kyu) and lost. In the last round he beat a Russian 2 kyu who had the misfortune to lose all his games. There was a considerable variation in the results—one 2 kyu beat a 3 dan, and another lost to a 9 kyu.

**Monday:** Every morning had dawned bright, warm and sunny, including Monday for the trip home to a cold, wet Britain.

The final result for the young British players in their first foray into foreign fields was Thomas Blockley 3/7 (38th) and Paul Hyman 2/7 (44th) against the best young players in Europe. Will any young British players improve on this in later years?

We will just have to wait and see...

## Cannes 1998, Final round

Commentary by  
Matthew Macfadyen

Black: Tom Blockley, 4 kyu UK  
White: Pavel Demyanov, 2 kyu  
Russia

Both players handle the opening very politely, White 14 could have started a fight by cutting at B (normally 9 is played at A to prevent this), and then White 16 takes a share of the black area on the right.

Black 27 should really be at C, following which white 28 is joseki, but White replies at 28 anyway. Next Tom decides to build up the right side. Black 29 is quite a good idea for this purpose, but the standard idea is to strengthen the outside of an area first, and only play inside afterwards. If 29 had been at 30 there would be no weaknesses left for White to aim at.

White's invasion of the lower side from 30-39 is a partial success. Black gets to protect the cutting point at B, and builds up his moyo on the right, but White adds some territory along the edge and still has a chance to cut off the whole Black group in the lower left corner.

Tom invades at 41, another very leisurely move but one with several directions to run in, and then finds time for the excellent move at 43.

This move is extremely important, adding to the right side while preventing a worrying attack which White could start on the left after separating the groups with 43.

White attacks the lonely stone at the top from a distance with 44, and then 45 is just right to make some space for eyes at the top. But once White has replied at 46 there is no particular need to protect 45 securely, and 47 is a very slow move which helps White to know what he is attacking.

White continues to play from a distance, though, and Tom gets time to escape with his weak group without getting attacked severely. He also manages to spot that all those white stones in the centre

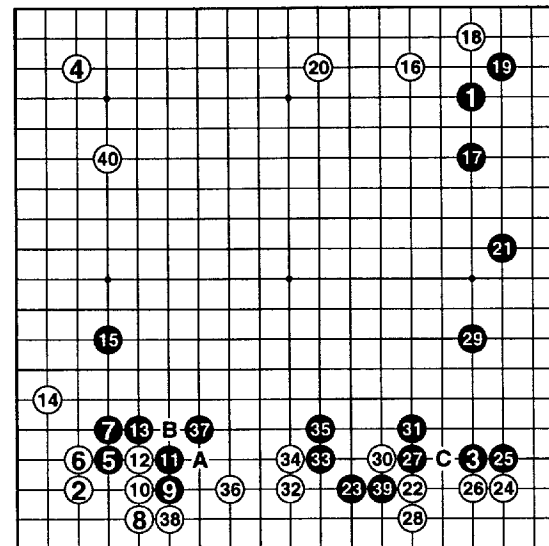


Figure 1 (1—40)

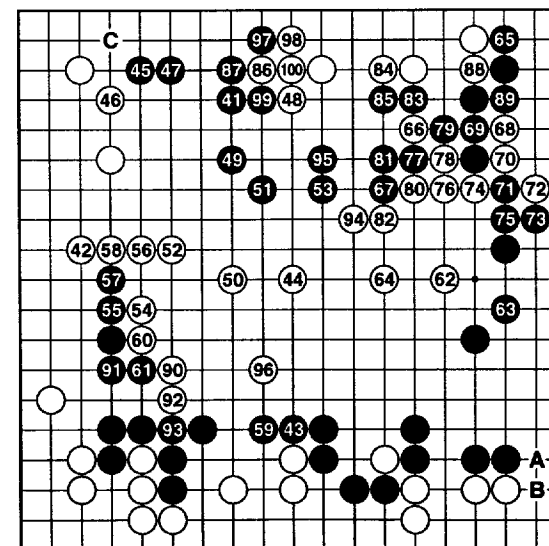


Figure 2 (41—100)



raise the question of a cut around 59, and completes his defences by playing there himself.

The middlegame is almost over, and the next question is where the big endgame points are. Usually the answer is the same as in the opening: corners first, then sides then centre, but in the endgame you also need to worry about which moves need an answer.

In this case, Black 65 is a good shot; it is big, and threatens the eyeshape of the group at the top. But the biggest endgame point is around A and B; here whichever side gets to play first has a powerful follow-up, Black to kill the group, White to wreck the side. The next biggest area is C.

Just when it looks as if we are well into the endgame Tom starts trying to kill groups. The first try, with 103 and 105, does not quite work, but Pavel is worried by 107 and backs off. Then Tom has a go at the centre, and succeeds in capturing four stones in sente after 113. It is not completely clear what he intended to do if 112 had been at 113, but the combination with 109 effectively frightened his opponent.

The next try was 129, and this almost worked, since 130 backed off unnecessarily and the White corner was down to a

minimum of eyespace after 133.

My observation of go played at a kyu level is that almost every game features at least one chance to kill a group. Whether the chance is taken depends on how alert the opponent is at the crucial moment. Tom played unusually carefully and avoided giving any clear

chances, but he certainly had one, and 135 was it. Do you see how to kill the corner?

By the end of this figure it is becoming clear that the Black territory on the right is equal to everything White has put together, including the komi. The endgame continued peacefully and Tom won by 13 points (Ing rules with 8 komi).

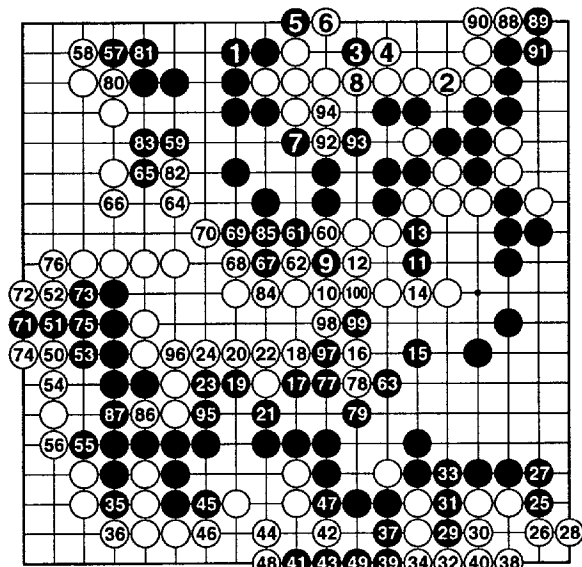


Figure 3 (101—200)

## BGA Discussion Forum

by Nick Wedd

The BGA now has a Discussion Forum on the internet. To access it, use the page at:

<http://www.britgo.demon.co.uk/bbs/bbindex.html>

For technical reasons, the Forum itself is not part of the BGA web site. It is sponsored by The

Chinese Channel, a satellite television company broadcasting to Europe in Cantonese and Mandarin.

This Discussion Forum is intended for the public discussion of administrative and other issues that relate specifically to the BGA. For example, the structure

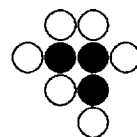
of the Candidates' and Challengers' tournaments is currently being debated there, and input from BGA members is welcome.

However topics which are of general interest to go players around the world should instead be posted to the public newsgroup [rec.games.go](mailto:rec.games.go).

## Ladder-breakers

### Some Questions

by Nick Wedd



In this article, 'ladder' always refers to a Black group being chased by White. 'Ladder-breaker' always refers to a black stone, which makes the chase a failure for White.

**Question 1.** How far apart can two ladder-breakers be, while allowing no ladder to pass between them?

**Question 2.** A ladder-breaker very near the edge of a board is less effective than one further from the edge. How close to the edge of the board can a ladder-breaker be, and still be fully effective?

**Question 3.** Arrange four ladder-breakers so that they enclose as large an area as possible, any ladder starting within that area being broken by one of them. Then reduce the board size as far as possible while still allowing this to work.

**Question 4.** As question 3, but with eight stones.

**Question 5.** Consider the answers to questions 3 and 4. Are these configurations familiar to you? Is this a coincidence?



Answers on page 14

## Web Publicity

by Charles Matthews

After an interregnum, during which I had a chance to consult several of my predecessors in the post, I've taken on the Publicity Officer role for the BGA. I hope to be writing regularly for the Journal about it.

The Internet generally, and the BGA web site in particular, are growth areas for go playing and also for recruitment, as was made clear by retiring Membership Secretary Alison Jones at the Chester AGM. Perhaps 1997 will be seen as the milestone year in the gentrification of cyberspace. In any case the Net is no longer just the province of hobbyists. The BGA is effectively now in the business of selling its services through the web site, which offers a membership form to print down. It follows that getting the public to look at

[www.britgo.demon.co.uk](http://www.britgo.demon.co.uk)

is a central publicity objective. Webmaster Nick Wedd reports a large rise in accesses to the site over last year, meaning some real success here.

One aspect works through local club web pages. It is BGA policy that clubs should make use of the Web, by posting a basic web page and keeping it up to date. The initial offer from Colin Adams ("WWW" in BGJ 106) of web space on the BGA site still holds good; and there is also a template page, plus go kanji, to get you going, which I wrote last year (see for example the Manchester page, briskly edited by Chris Kirkham). Now Marcus Bennett is working on the next phase of the plan, a demonstration of how to get local links to your page, for example from local authority guides. That is in the context of Bournemouth and Poole, which must be more

typical of the country as a whole than my hi-tech home town Cambridge.

We have found that the point behind all this activity isn't always initially grasped. Club pages and the BGA Club List page on the web site are linked reciprocally. Players and others can find your club from the BGA site - but equally any link you generate to your club page helps feed interested parties to the BGA site, where they can join or order equipment and books. It is sometimes argued that a club web page has to be 'fun' to work. In the sense that useful pages can be informative as well as advertising copy, or connective tissue for the Web as well as short essays on a topic, I have to disagree.

## Calling All Members

by Kathleen Timmins

Since we have gone on to individual mailing for everybody, most comments on the system have been favourable, especially from people who cannot attend a club regularly. However, there seems to be some confusion as to the role of Club Secretaries.

In the last analysis it is the responsibility of individuals to see that their membership is renewed.

Club Secretaries are nevertheless still of vital importance, since the Association relies on them to recruit new members and encourage players to join the BGA. If Secretaries and their club members choose to collect club subscriptions together and send them as a single cheque, this method of payment is just as welcome as it ever was.

# Charting a Course in the Middle Game

by Cho Chikun, Honinbo

Translated by Bob Terry  
from Kido, March 1984

## Part 9

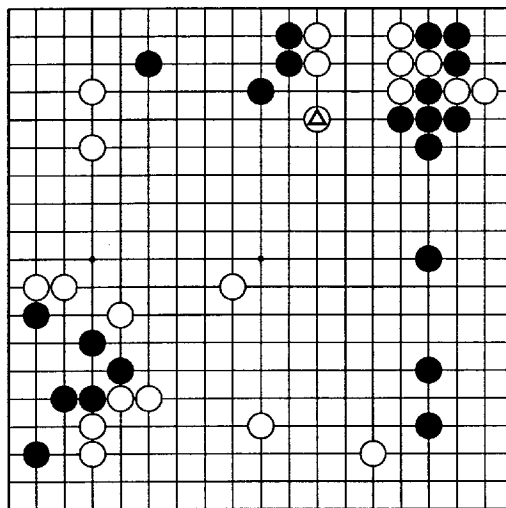
A middle game course is charted after carefully considering the whole board.

The Model Diagram shows a game between amateur 3 dan players, and White has just jumped out with the marked stone. First let's take a good look at this board situation. It is quite a wide open game and it seems to be replete with possible moves. There are situations where there is only one good move, and other situations where there is a whole array. In the latter case, one is free to choose amongst many good moves so one might feel overwhelmed rather than overjoyed. It is also all right to choose the move according to one's taste or inclinations. However, when one has decided upon one good move, the other good moves and good points should be kept in the forefront of one's mind.

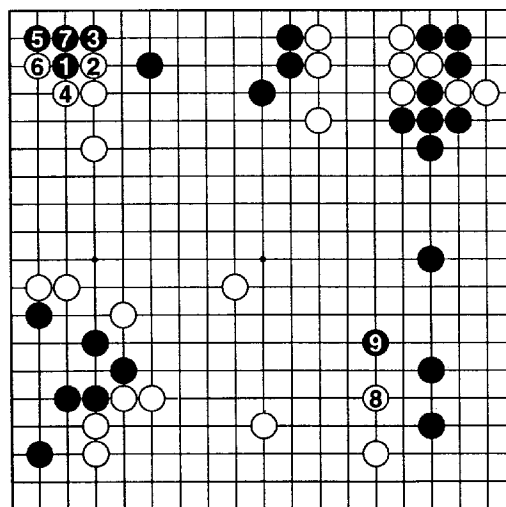
When deciding on a course to follow in the middle game, the following three things may be advantageously used as general standards:

1. Carefully determine the strengths and weaknesses of stones;
2. Carefully monitor signs of the appearance or dissipation of large territorial frameworks as well as their growth and reduction;
3. Make sure that your stones keep pace with the opponent's and that you hold your own in a fight.

Getting back to the Model Diagram, both sides are concerned about the other's moyo. In addition,



Model Diagram



Actual Game Sequence

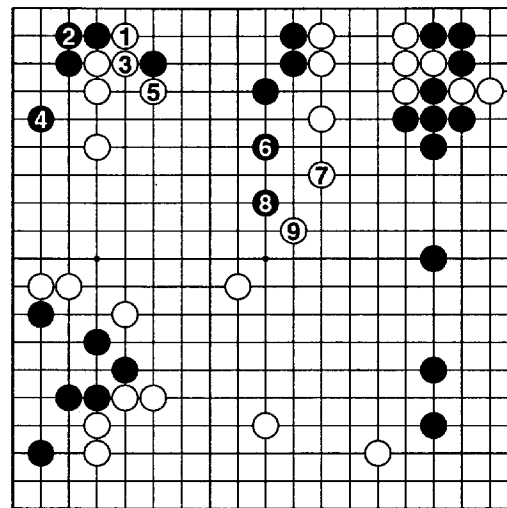


Diagram 1

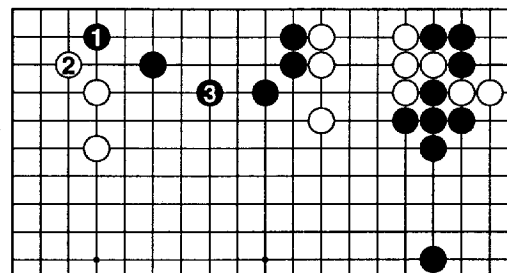


Diagram 2

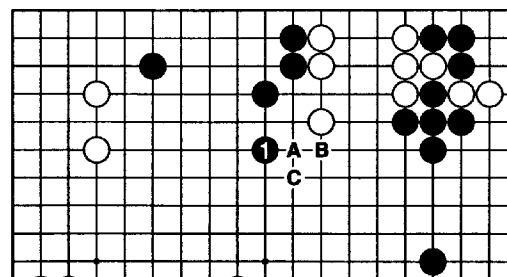


Diagram 3

neither White's nor Black's group on the upper side is sufficiently strong. It seems that the focus will indeed be on the upper side.

In the actual game sequence, Black entered the 3-3 point. White blocked from the direction of 4 and, taking sente, jumped to 8, but Black stopped his progress cold with 9. In the local context, the moves to Black 7 execute a fine joseki, and White 8 and Black 9 are good moves that one expects to be played. That is because both 8 and 9 are good points from the standpoint of moyos.

However, when 1—7 are played, Black should rejoice saying, "Well, thank you for this. I am picking up profit here."

Black has made great inroads into the corner while completely stabilising the group on the upper side. Entering the 3-3 point with Black 1 held some danger for him, so it cannot actually be expected that things will go all this well.

What would have happened if White had stopped Black from connecting with 1 in Diagram 1? White builds up influence with 3 and 5 and isn't Black in a little bit of difficulty? It is normal to experience a certain amount of difficulty after gutting the upper left corner to such a great extent, but it lets White set off in hot pursuit with 7 and 9. It seems that the initiative in the fight will end up in White's hands. Therefore, the invasion of the 3-3 point was not a good strategy at all.

If that is so, one wonders about sliding to Black 1 and playing 3 in Diagram 2. This is a splendid formation, isn't it? However, in this game White would probably not oblige by answering at 2.

I asked myself how I would play here. The first thing that comes to mind is the jump to Black 1 in Diagram 3. When opposing stones that are not so strong are lined up next to each other, a one-point jump into the centre is not a bad move. Jumping on this line into the centre aims at attacking White while at the same time it vaguely erases White's moyo. Instead of 1, playing Black

