

BRITISH **Go** JOURNAL



Number 119

Summer 2000

Price £2.50

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EDITORIAL

25,589 words; 4265 unique; 652 suspect. These are the not-so-vital statistics of a typical Journal today. Brian Timmins has left it in fine fettle. Alex Rix wrote of Brian's legacy in the last Journal and the BGA President paid tribute to his contribution in her Report, presented to Congress this year (page 8). I would like to add my personal thanks to Brian for his help in getting me started as the new Editor.

As Alex pointed out, a long line of thick Journals testifies to Brian's efforts but his most important legacy is the band of contributors and helpers who make the Journal such an impressive publication. As Editor, I consider it my main task to nurture and develop that network, on which the quality and future of the Journal ultimately depends.

The BGJ is the voice of British Go. We are a small organisation in numbers but the Journal demonstrates the enthusiasm and commitment we have for the game in this country. I hope that more people who may consider themselves ordinary readers will be inspired to put their enthusiasm into words and join in making that voice loud and strong.

NEWS AND UK TOURNAMENTS

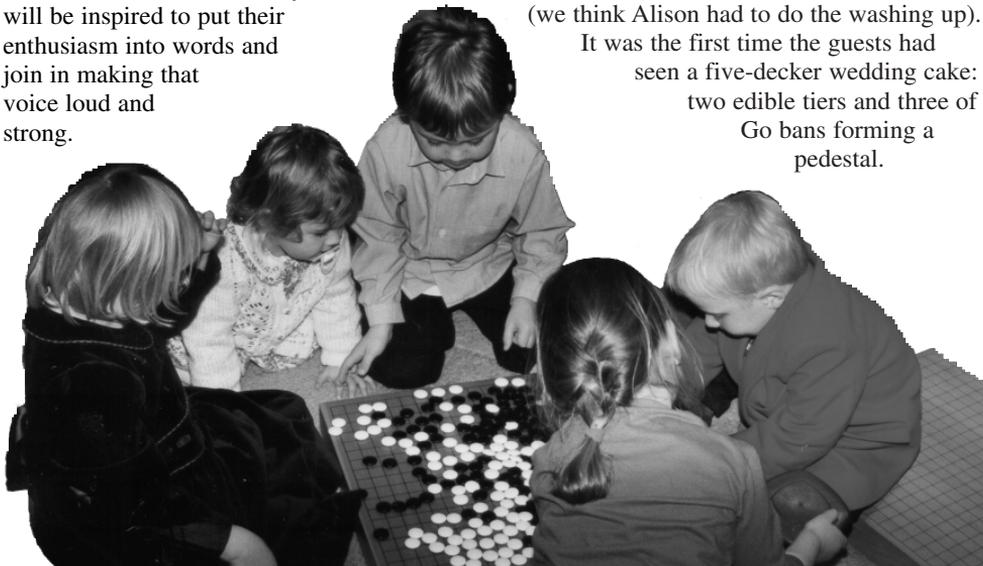
Tony Atkins

Hearts

The two Presidents, of London and the UK, were joined in matrimony on the 11th March 2000. The Service of Blessing took place at All Saints' Church, Woodford Wells at 2pm. The Central London Go Club contingent were in overtime but arrived just before their flags fell. Wanstead and BGA representatives were there in time to hear Judith Roads' oboe solo from Bach's *Sinfonia*. Hymns were arranged by Mister Roads: *Simple Gifts*; *O Perfect Love*; *All Human Love Transcending* and *All Things Bright and Beautiful*. The nice young vicar told a very funny joke and preached some other helpful advice.

The weather was fairly bright but without sun to glisten on the bride's gold velvet dress. The bridegroom wore a dark grey suit. Afterwards it was a short walk or drive to the Presidents' house for a very pleasant informal reception. All catering had been done by Mister Simon Bexfield himself (we think Alison had to do the washing up).

It was the first time the guests had seen a five-decker wedding cake: two edible tiers and three of Go bans forming a pedestal.



A close game at the Presidents' Wedding Celebration

It was nearly the end before the Go stones were got out but they were kidnapped by the nieces and nephews to play with, much to the chagrin of the goers.

Clubs

At the Edinburgh Club Tournament on 13/02/00 ten players took part. Best was Art McKendrick (1 kyu) who beat Donald McLeod and Jim Cook but lost to Howard Manning. The annual Varsity match was held in Cambridge on 11/03/00. Previous years have seen teams of four, but this time Oxford turned up with 9 players and also three beginners who wanted to see the city and maybe play a little too. Cambridge mustered 8 players. The final score was 10–7 to Oxford, and thus the visiting side won for the third year in a row. October's London Match had been won by CLGC scoring 13, ahead of Nippon 12, London Go Friends 10 and Wanstead 7. In the Spring London Team Match, Cambridge showed their usual good form in this event, winning ahead of Central London, Nippon, Wanstead and Oxford Go clubs.

Diamonds

102 players attended the 2000 Oxford Tournament on 12/02/00. Organiser Henry Segerman deserved diamonds for his good organisation. The venue of St Edmund Hall was the same as last time, but there was no need to play during the college lunch break and all memories of previous disasters were washed away. Not washed by the weather mind you as the day was very spring like and the crocuses were out in the college garden. The local games shop Oxford Heritage were on site to sell books and to help supply the prizes which went to the following: Winner was S-J Kim (6 dan Cambridge); he beat Young Kim, Des Cann and Ebukuro Tamotsu. On 3/3 were Ruud Stoelman (2 dan Bradford), Sue Paterson (2 kyu London), Frank Visser (3 kyu Cambridge), Natasha Regan (7 kyu Epsom), Andrea Casalotti (9 kyu London), Kenneth

Wilcox (10 kyu Plymouth), Andrew Slough (13 kyu Epsom) and for 2.5/3 Wenbo Mao (2 kyu Bristol) and Paul Blockley (26 kyu Worcester).

Spades

The gold diggers were out in force at the Cambridge Trigantius on 04/03/00 thanks to the cash prizes donated by sponsor Hitachi. Unfortunately the gold in the cash box went missing, somewhat spoiling the 24th event for the organisers. 73 players took part and this year it was held in St Paul's Church, thanks to renovations at the usual university venue. St Paul's is a Victorian Church in the high Anglican style on the road out to the station, but has been modernised with the tower end turned into meeting rooms and the rest of the church turned round so the altar is in the crossing. It was slightly strange to see Go boards jostling for space with organs and lecterns, and the sun through the high arched windows could prove a little annoying.

Thanks to Alistair Wall beating Seong-June Kim the tournament was a four-way tie: Cambridge's S-J Kim (6 dan) and David Ward (3 dan), and Wanstead's Francis Roads and Alistair Wall (both 4 dan) shared the cash prize. Sharing the Best Kyu cash prize were three 1 kyus: Mike Nash and Geoff Kaniuk (London) and Wenbo Mao (Bristol). On 3/3 were: David Ward, Paul Russell (6 kyu), Roger Murby (8 kyu), Jonathan Medlock (13 kyu) all from Cambridge, Martin Cook (19 kyu York) and Simon Jones (19 kyu Berks Youth). On 2.5/3 were William Brooks (9 kyu Cambridge) and David Firth (10 kyu Leamington) and on 2/2 was Hoi Ping Mok (14 kyu Cambridge). 13x13 winner with 10/10 was Shawn Hearn (12 kyu Berks Youth).

Thanks to Charles Matthews' generosity in time and money, another interesting tournament booklet was produced, containing much advice and insight from Charles and Seong-June.

Alarming Result

22 players from 6 dan to 1 kyu, selected under the new qualifying system, played at the Nippon Club on 18 and 19/03/00 in the Candidates' Tournament, the first stage of the British Championship. In order to compete, players had to have achieved a result equivalent to a 3 dan winning half his games and have won half their own games, in a tournament in the UK in 1999. Venue this year was the Nippon Club near Piccadilly Circus in London.

Round One highlights: first win: T.Mark Hall (beat Robert Salkeld); first in byo-yomi: Andrew Jones (against Alistair Wall); first blunder: Jon Diamond (lost to Quentin Mills); last to finish: Harry Fearnley (beating Francis Roads), toughest draw: Jim Clare lost to Charles Matthews. Round Two highlights: first win: T.Mark again (against Alex Rix); biggest upset: Mike Charles beating Jon Diamond by 2.5 after a tricky ko; toughest draw: Alistair Wall beat Charles Matthews; drawn down: Quentin Mills (beat Andrew Jones). Just as the last game finished some workmen in the offices downstairs set the fire alarm off and all went home in a hurry.

Round Three highlights: slowest game: David Ward beat Alex Selby; Alistair Wall beat Quentin Mills; Young Kim beat T.Mark after a yose error; Charles Matthews continued with unlucky tough draws (lost to Francis); Alex Rix beat Jim Clare; Jon Diamond lost his third game (to Andrew Jones). Round four highlights: Jon finally won a game; Francis beat Alex Rix; Dave Ward beat Alistair; Young Kim beat Quentin; the last to finish: Jim Clare against Harry Fearnley, gave the result that avoided a tied place between Francis and T.Mark.

The final ordering was: 1. Young Kim, 2. David Ward (both on 4/4); 3. Alistair Wall, 4. Alex Selby, 5. T.Mark Hall, 6. Francis Roads, 7. Bob Bagot (all on 3/4). The top 5 expected to go forward to the Challenger's

League on the late May Holiday weekend. Drawn on nigiri – Kunio Kashiwagi expertly won black four times and Young Kim got white four times.

Long Run

73 players took part in the Coventry Tournament at Tile Hill Sports Centre on 26/03/00. Matthew Macfadyen had last failed to win this event in 1989 (when Piers Shepperson was on form), but this year Seong-June Kim (6 dan Cambridge) stopped Matthew's run, beating him by a small margin in round one, despite a Macfadyen fight-back. Seong-June's commentary on the game appears on page 30. Seong-June stayed unbeaten to win the event. Second place went to the loser of the final, Toby Manning (3 dan Leamington).

On 3/3 were Paul Clarke (1 dan High Wycombe), Mike Cockburn (2 kyu St Albans), Richard Hellyer (5 kyu Oxford), Richard Thompson (6 kyu Leicester), Laurent Chane (6 kyu Cambridge), Gustav Rober (11 kyu St Albans), Stephen Streater (18 kyu Epsom). The UB50s from St Albans won the team prize with 80%. 13x13 winner was Nicola Hurden (13 kyu Berks Youth) and Ben Blockley received the youngest player award. Matthew Macfadyen's lunch talk was entitled *Intuition or Calculation? – the Key to Accurate Go*. He talked about the problem on the entry form and how you would not find the unexpected answer to the problem by gut feel. However you would be really pleased to find it. Studying too many tesuji may, he conjectured, lead to dissatisfaction as you would find less brilliant inspirational moves during your games!

Strike

The Irish assured me strikes were not common nowadays in Ireland, but mid-week travel crisis was caused by Dublin's buses being on strike and most trains too due to a separate dispute which also affected long

distance buses. However this did not spoil the pre-tournament tourism too much and Colin Adams was not stranded in Donegal. However delayed flights at Heathrow caused problems for two visiting guests from Japan but the professional players from the Nihon Ki-in, Saijo Masataki (8 dan) and Konagai Masaru (7 dan), did arrive in time for Wednesday night Go club at the Pembroke. Transport was back to normal at the weekend and the 11th Irish Open was attended by 33 players from 11 countries, plus the two professionals. The date had moved from St Patrick's weekend to a fortnight later to avoid this clash and with rugby but, thanks to the Italians, a rugby clash with the Welsh ensued after all. Winner of the Open was Richard Hunter (4 dan Tokyo) collecting £100. Second on tie-break was Des Cann (4 dan Leamington) to collect £50. Third was David Ward (3 dan Cambridge). Fourth Dan Gilder (2 dan Manchester) and fifth Andrew Grant (3 dan Milton Keynes). Winners on 5/5 were Alan Held (3 kyu Switzerland) and Roger Murby (7 kyu Cambridge), and on 4/5 Natasha Regan (5 kyu Epsom) and Gerry Mills (1 dan South-east Wales). Special prizes went to Stephen Flinter for a loss on time, Roger Murby for the closest win (half a point), young Diego Dultzin for playing his first tournament and Fred Holroyd the Being John Malkovich prize. The Team prize went to Nat, Mat and Des.

The pre-Open Rapid Tournament took place as usual on the Friday evening and the pros took part giving sizable handicaps. The winner was Konagai with 5/5. Second was David Ward (4/5 including beating Saijo) and third was Michael Marz (2 dan Germany) also 4/5. Saturday evening was a time to eat and make merry, the Irish, BGA and EGF representatives having a working meal to discuss plans for the 2001 European.

Sunday night saw a trip to the Japanese noodle restaurant, via the Old Stand pub,

where the players were joined by the new sponsor of the 2001 European Congress, Mr Brendan Supple of Fujitsu Siemens Ireland. After this it was a return visit to the palatial home of Mexican Ambassador, Daniel Dultzin 5 kyu. Last year Matthew Macfadyen had run one of his seminars but this year there were just some casual games and beers. Saijo even taught Colin some new shogi variants and Konagai learned Zengo (Irish Rengo).

On the Monday for those who still wanted more Go there was the Handicap Championship. This was won by Des Cann, beating Richard Hunter in an exciting final. Second on tie-break was Michael Marz (2 dan Darmstadt) who beat Colin Adams into third place, Colin having won his first two. Des Cann was the best of the weekend with 10 wins in total. Still then there was time for a little more Go with the pros at the Monday night Go club.

Sightseeing on the Monday was rather chilly despite being April as a cold north wind was blowing which had brought overnight snow to the hills. The wind was still a little blowy the next day and those who had selected the Seacat for travel had to wait from eleven until six before sailing. This allowed time for a mini backgammon championship which saw Colin claim back the title held by Yuki Shigeno for the past two years. The BGA's thanks must go to John and Noel and the others for their continued hospitality while running this event.

Crash

Despite lack of advertisement, 24 players from 2 dan to 25 kyu attended the Bournemouth Tournament on 15/04/00, held at the same West Parley Village Hall as in 1997 and 1998. A little overnight snow on high ground and heavy rain elsewhere did not effect the event too much, apart from the size of the heating bills. Unfortunately the pub in the directions had changed name

leading to a minor road accident; the last two rounds were shortened so that Simon Goss could travel home in daylight. Oddly nobody won all three games. Alan Thornton (2 dan St Albans) held the title by a SOS tie-break. The best 2/3 in each third of the draw collected engraved glasses, others got sticks of Bournemouth rock.

T-Time

8 teams of three met at St Paul's in Bracknell, home of Berkshire Youth, on Easter Monday 24/04/00. The reason: the tournament famous for the large numbers of 'T's in its announcement (21 this year), the Thames Valley Team Tournament. Reading saw off challenges from Royal Standard of England Beaconsfield, Berks Youth's Laura'n'dorder and Bracknell to win the Broken Stone Trophy yet again. Star players on 3/3 were Clive Hendrie (1 dan Bracknell), Alistair Wall (4 dan Royal Standard) and Tony Atkins (2 dan Reading). Fiona Campbell (18 kyu High Wycombe) won the 10 x 10 Continuous Tournament, with Garry White (16 kyu Berks Youth) runner up on 15.

All players went away with Easter eggs, some bigger than others, no thanks to Francis Roads singing a chorus of an appropriate Go song while host Simon Goss was delaying prize giving to buy more eggs.

Convocation

Keith Osborne, based in Norwich, searched for venues for the 33rd British Go Congress and finally settled on the Novotel hotel in Ipswich. He knew the venue worked pleasantly well for Chess but the date had to be the weekend after Easter, 28 to 30/04/00, which was also, strangely, a Bank Holiday weekend.

Anyway the venue met with approval from those present and Novotel provided a very reasonable rate for accommodation for participants. 26 players met for the Friday evening British Lightning, run on the playing card draw system again. Nobody won all five and despite T.Mark Hall winning the first four the winner was Tim Hunt (1 dan Cambridge), as it was he who ended with the Ace of Hearts. Others on 4/5 were Des Cann, Francis Roads, Jonathan Chin, Chris Dawson and Tony Atkins.

Only 59 played in the British Open, the lowest figure for 30 years. Winner was T.Mark Hall (4 dan Bristol) with 6/6. Second was Alistair Wall (4 dan Wanstead) on 5/6. Others on 5/6 were Tim Hunt (Cambridge 1 dan), Vince Suttle (5 kyu Ipswich) and Shawn Hearn (12 kyu Berks Youth). Noteworthy are the players who were on 4/5 but lost their last: Des Cann (4 dan Leamington) who was third, Alison Bexfield (2 dan Wanstead) who was fourth, Konrad Scheffler (1 kyu Cambridge), Phil Beck (2 kyu Cambridge), Neil Masson (5 kyu



T.Mark Hall, winner of the British Open, receives the trophy from Keith Osborne

Ipswich). Continuous 13x13 winner was Des Cann with 12/13, skillfully won by avoiding children, and best youth was Shawn Hearn winning a prize donated by Richard Hunter. The Bracknell Berks Youth players (Nicola Hurden, Garry White, Shawn Hearn and Simon Goss) won the Nippon Club Cup as best team.

Various quizzes and puzzles were set over the weekend by drawmaster Atkins and quizmaster Bailey, for those who wanted more than Go, beer and the ancient Suffolk town to distract them. The prize for solving the seemingly impossible Crossnumber puzzle about a Duke and his field went to the McAnally family. Paul Smith got the prize for providing a list of 100 suffixes used in England for names of roads and streets (Wanstead club came second despite having a Roads on their team). Sue Paterson was the first to spot that the list of three

letter groupings was the second third and fourth letters of English counties. John Rickard won the other quiz for knowing the most about myefalls, clowders, coveys, convocations and other such well-known collective nouns. He scored 23/43, ahead of Francis Roads and Neil Masson on 22. A prize was not awarded but Francis Roads scored the most at Pits card game.

Also not awarded was the Stacey Trophy to Francis Roads for his 36 Grand Prix points. Des Cann was second on 31 and equal third on 26 were T.Mark Hall and Seong-June Kim. In the other Grand Prix, Simon Goss (2 dan) won the Weak Knee Dan trophy with 33 points. Despite trying to split her points by changing name, Alison Bexfield was second on 27, David Woodnutt was third on 25, Alan Thornton on 24 and Tony Atkins on 23. There was one disqualification due to promotion and that was Andrew Grant.



THE MAGIC OF GO STONES

They fascinate me, they torment me
They won't leave me alone
But what is it, you say, that holds such sway
It's only a board and some stones
Ah, it is drama and adventure
High excitement flows
From the magic of Go stones
A tussle of wits, a strain for advantage
You challenge, I riposte, you attack, I defend
And on it goes...
I feel the blood pounding in my head
I feel my heart hammering against my rib cage
Be calm, don't panic, there is a lot at stake
Which move, which move, I am confused and unsure
In my mind, I see, the sequence of stones before me
I follow, I follow but they are eluding me
Sometimes there is clarity, sometimes it is all misty
But time will not wait, I must choose my destiny

Jackie Chai

Dedicated to Francis Roads who is an excellent teacher.

COUNCIL HOUSE

Tony Atkins

ajaxgo@yahoo.co.uk

Most recent Council activities have revolved around preparing for future events, such as the 2000 MSO and the 2001 European, and for the annual general meeting. The meeting was a recent record for shortness as all the reports were circulated on paper beforehand.

Below is a shortened version of the President's Report. The minutes of the AGM are on page 27. If you require printed copies of the accounts and reports then please send your postal address to me, the BGA Secretary.

PRESIDENT'S REPORT

Presented at the 33rd BGA Congress in Ipswich

I am pleased to report that 1999 has been a successful year for the Association. Our finances remain sound and membership numbers have increased on the previous year. There is evidence of more Go playing in the UK, with a 15% rise in the overall number of attendances at UK tournaments in the year. The AGM notification leaflet sets out the main highlights of the BGA's year, which have also been described in the Journal through the year, so I do not duplicate these here. Instead I report below on how we performed against the objectives I set for 1999 and also on our plans for 2000.

Objectives for 1999

After I took over as President last year I wrote in the Journal that I had three aims for the year ahead: better communication with members; revision of the championship system; implementation of the BGA development plan.

Communication

Communication with members had been a common theme at recent AGMs and addressing this was a priority. During the year we have introduced a regular feature in the Journal, Council House, which explains recent Council activities. Other Journal

articles have also been introduced on specialised topics, including a feature on the accounts which explained where our income is spent and why we have been raising subscription levels in recent years. Recognising that only a minority of members are able to attend the AGM, this year we have also sent all members prior notification of the agenda so that those not able to attend had a chance to raise issues in advance. Summarised reports will be published in the subsequent Journal with any member able to receive the full reports on request to the Secretary.

British Championship

The format of this had been under review for some time and a survey of members' views had been undertaken by Alex Rix in 1999. Following this consultation, we agreed a new system which took effect in 2000 and which was explained in Journal 117. One of the secondary objectives in the new format was to increase the profile of the event. I am pleased that this year the Title Match will be taking place at the Mind Sports Olympiad, which has also generously agreed to provide prize money.

Anyone involved in the debate to evolve the new system will realise that the solution we

agreed will not please everyone because there are too many conflicting views as to the ideal system. However I hope that we will give the new system a chance to work over the next couple of years before passing judgement on it. In view of the strong feelings surrounding this issue, I am proposing that a select committee review the operation of the new system over the next year. Tim Hunt has volunteered to lead this review, reporting back to next year's AGM as to how it is working in practice and what members views are of the system once it has been through a complete cycle.

BGA Development plan

A development plan had previously been written which contained ideas for both short and long term activities. From this we have developed a detailed strategy for the year 2000 covering the five main areas of the BGA's activities. Council will be monitoring progress against the strategy through the year. At this time last year we had hoped that Parliament were going to pass a bill which would have provided Chess and other 'mind sports' with 'sports' status. Unfortunately a change in the Sports Minister has scuppered this in the short term. However we continue to liaise with other mind sports associations in the UK.

Strategy for year 2000

I mentioned above that Council has developed a detailed strategy for 2000. I presented details of this in my report to the AGM but for reasons of space will not do so here in this shortened version. However I will pick up on parts of the strategy and how we are doing against it in future issues of the Journal.

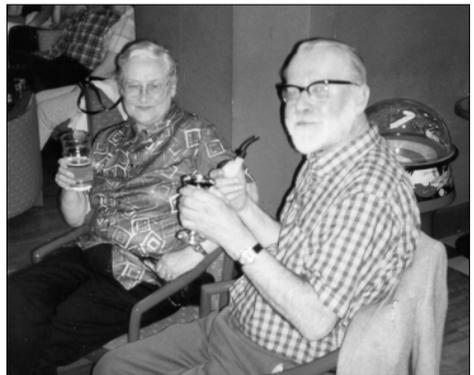
Acknowledgments

I cannot conclude my report without thanking all those members who give up their spare time to work for the BGA and

promote Go in the UK. Whether you are only able to devote a small amount of time in a year or whether you are undertaking a larger role, all efforts are appreciated and valued. Presidents may come and go, but it is those members who keep the day to day activities of the Association ticking over who are the backbone of the Association and provide us with a secure base on which to develop further.

In particular we thank Brian Timmins for his work over many years for the BGA as he finally steps down as Journal Editor. Having had a year as publicity officer in 1985 he has also notched up seven years as membership secretary and 13 years as Journal Editor. (Those good at arithmetic will see that he managed to hold some of these roles simultaneously.) During his time as Journal Editor the Journal has flourished and gained a reputation as a quality publication such that this is a major attraction of membership of the BGA, not only to UK players but also to those from Europe and the US. Brian leaves a hard act to follow for the new team.

Alison Bexfield 27 April 2000



Kathleen and Brian Timmins with a Goblet presented at the 2000 Congress

The opening can seem to be almost non-existent in handicap games, particularly nine-stone games. When beginners start playing even games this sometimes creates problems. We start this discussion with the fundamental ideas behind some of the opening plays in the corner and a few of the simpler continuations.

The play in a single corner can give rise to a standard sequence of moves called a *joseki*. Many people believe they are not able to learn sequences which are seemingly long and complex. They shy away and become frightened of playing in a corner where their opponent has a majority of stones. This is a defeatist attitude and a common mistake. The common joseki are for the most part simple and improvisation rarely leads to an appalling result.

The principle of the contested corner is illustrated in Diagrams 1 and 2. Here, Black has made the first move in a corner and White has made an approach move at 1. Such an approach move is usually not played in contact with Black since that would be likely to precipitate an unfavourable fight. Instead, it is (say) a knight's move way.

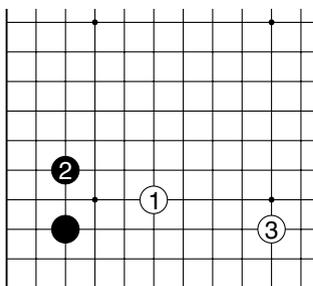
The continuations shown in Diagrams 1 and 2 are simple ways of settling the position. Black extends along one side with 2 and White extends along the other with 3.

Both players are sketching out territory and establishing bases along the side. Whatever the exact disposition of the stones, this discussion is relevant to all corner openings.

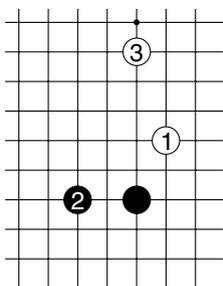
Black has an alternative strategy. That is to play 2 as a 'pincer' as shown in Diagram 3. This move restricts White's expansion along the side and is a more active, aggressive way of playing than Diagrams 1 and 2. White has four possible ways of responding to a pincer:

- playing into the corner to make a base for eyes, shown by A in Diagram 3. This has the advantage of depriving Black of the same corner space but is a little passive.
- playing into the centre (B in Diagram 3). This is an aggressive style that keeps the two black stones separated, weaker and that much easier to attack.
- playing a counter-pincer, for example at C in Diagram 3. A comparatively uncommon tactic, this may be useful if the play at C acts as a good extension from a white position on the left side.
- ignoring the pincer altogether. This can't be given as a piece of general advice but may be best in certain situations.

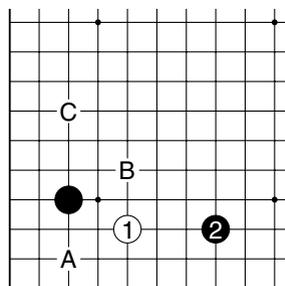
Which of the choices is best depends on the stones on the rest of the board. For instance, if a counter-pincer acts as an extension from a wall of friendly stones, it may be used for



□ 1



□ 2

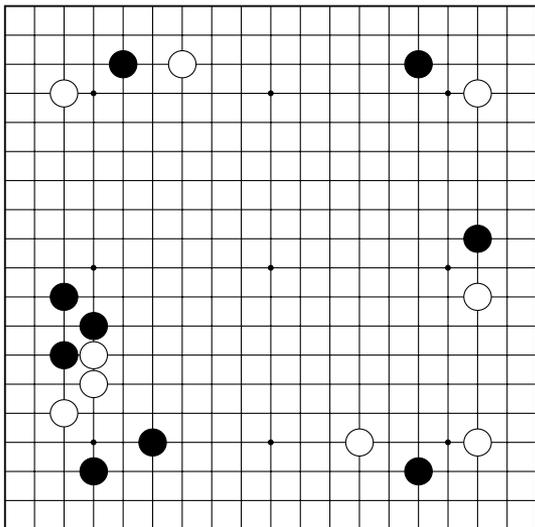


□ 3

attack and to build territory at the same time. The jump towards the centre avoids being shut in and could prevent your opponent from creating an effective wall with a play in the same area; and so on.

Some illustrations are given in the whole board position shown in Diagram 4. Black is to play. Think about the way to play (i) in the top left corner, (ii) in the top right corner, (iii) in the bottom left corner, (iv) in the bottom right corner. Please consider these four individual problems before reading on to the answers overleaf.

Go Tutor is based on articles by Toby Manning, David Jones, David Mitchell and T.Mark Hall.



4 Black to play

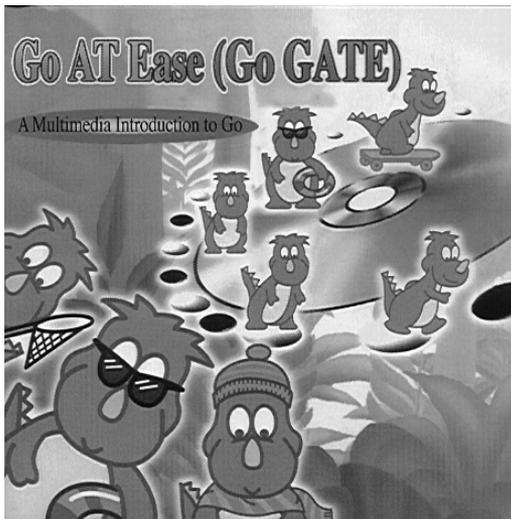


GO AT EASE

(GATE to the Game of Go)

Designed to get children and beginners enthusiastic about the game of Go by teaching the game through attractive animations, beautiful music and cute cartoon characters. Ten basic lessons are taught with interesting illustrations.

- includes 1000 varied problems
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APPROACHES TO JOSEKI

Whole board problem answers

DIAGRAM 5: THE TOP LEFT

Black should play a counter-pincer at A or B because that would be an appropriate extension from the three black stones on the right side, as well as applying pressure in the corner. Plays at C, D or E get half marks. The jump to C is not bad but it is not as effective overall as the counter-pincer. A play at D or E shows the right idea but considering balance it is too close to the white stones and too far from the supporting black stones on the left.

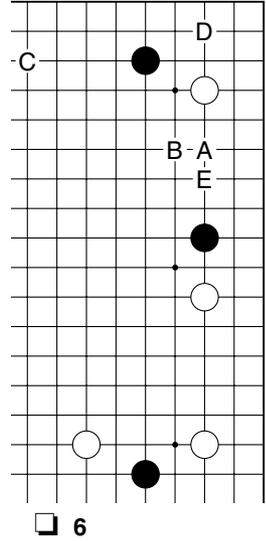
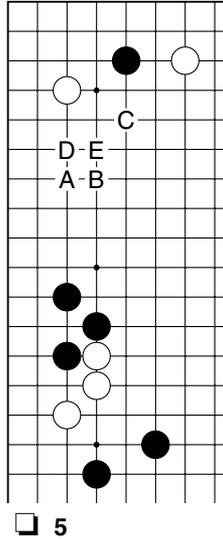


DIAGRAM 6: THE TOP RIGHT

Black should play at A or B because each of these counts as an extension from the black stone on the right side, as well as having an effect on the corner white stone. If Black played at C or D instead, a White reply at E would leave the single black stone very weak, putting Black on the defensive in this part of the board.

DIAGRAM 7: THE LOWER LEFT

Black should play at A. This is not so much to provide a base for eyes, as to deprive White of one. Now White has no quick way of making space for eyes and is therefore weak and easily attacked. White to play in this part of the board would play A, or next to it at B, to make a base.

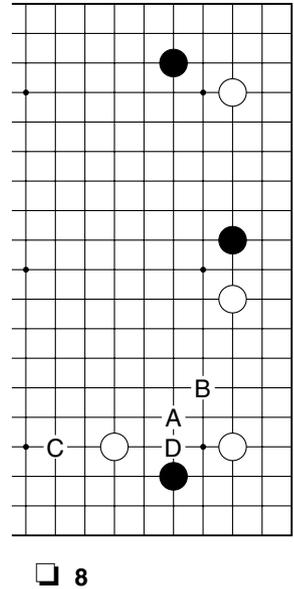
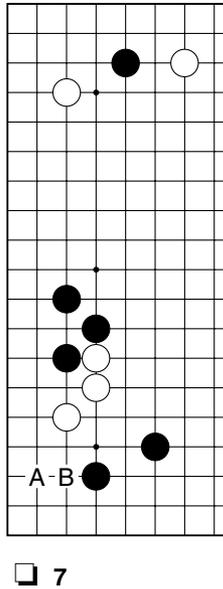


DIAGRAM 8: THE BOTTOM RIGHT

Black should jump out with a play at A in order to avoid being shut in. If this move is omitted, a White play at D would make a nice wall, combining with the white stone on the right side to form a territorial framework. The sequence Black A, White B, Black C reduces White's territory on the right and begins to make territory for Black on the lower side.

The concepts just outlined involve looking at the whole board position, rather than at each corner in isolation. They apply generally and are worth study and practice.

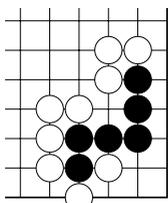
SOME JAPANESE CONCEPTS

Richard Hunter

Katte yomi

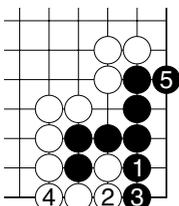
Katte yomi is an expression that often appears in Japanese books, but it is not mentioned in the *Go Player's Almanac* or in the Nihon Ki-in's dictionary of Go terms. *Katte* is an ordinary everyday Japanese word with various meanings. Here, it means self-centred; *yomi* means reading (a position).

Diagram 1 shows a simple position: Black to play. You'll probably come up with an answer within a few seconds, but I suspect some of you will choose the wrong move.



□ 1

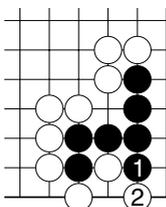
In Diagram 1a, Black plays atari with 1 and White connects at 2. Then Black 3 is sente, so Black gets to play 5 and live. But this is *katte yomi*. It illustrates a



□ 1a

one sided view of the game, where you find good moves for yourself, but expect your opponent to play uninspired moves in return.

In response to the atari of Black 1, White can play 2 in Diagram 1b, with the result that Black must fight a ko for life.

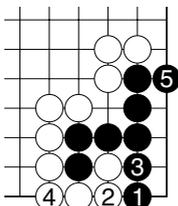


□ 1b

The correct answer to this problem is 1 in Diagram 1c. This leaves White no choice but to connect at 2, so Black gets to play 3 and 5. Check for yourself that White 2 at 3 fails. Note how the position ends up looking the same as Diagram 1a. One useful maxim is:

The essence of Go is move order.

It's not sufficient to spot the vital points; you have to play them in the right order



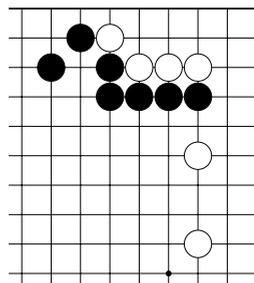
□ 1c

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too, otherwise things may not go as you plan.

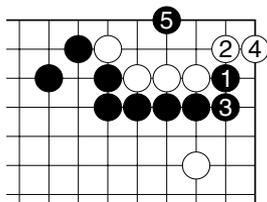
Katte yomi is a useful concept that teaches you to look for your opponent's clever moves. I remember a few years ago I gave a large handicap to a promising player. He was the strongest in his club and used to giving handicaps rather than receiving them. I can't remember the exact position, but it was something equivalent to Diagram 1. Upon seeing White 2 in Diagram 1b, he was quite taken aback and said that his opponents never played such moves. I thought that was doubtless because he had taught them to always answer an atari, but I didn't say so aloud. You really need to play stronger players or read books to experience moves that would never occur to you otherwise.

Diagram 2 shows another, slightly more difficult position. Black to play.



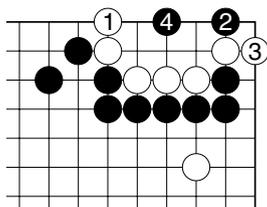
□ 2

The hane and connection of 1 and 3 in Diagram 2a look severe. After White 4, we have a standard book position that Black knows well. Black 5 strikes the vital point and White dies. (Check the continuation for yourself.)



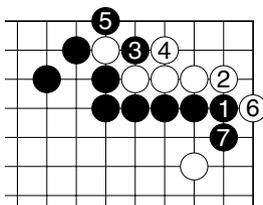
□ 2a

However, assuming that White will play 4 is *katte yomi*. Instead, White can descend at 1 in Diagram 2b. This results in another standard book position. Black 2 is the vital point, but the result is *ko*. Note that 2 at 4 is a mistake that lets White live unconditionally.



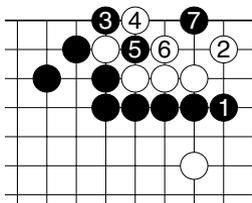
□ 2b

In fact, the hane of 1 in Diagram 2a is incorrect. The simple descent to 1 in Diagram 2c kills the corner unconditionally. White 2 is hopeless as it quickly leads to an L group, which we all know is dead.



□ 2c

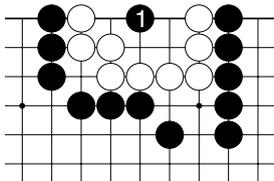
Dropping back to the 2–2 point with 2 in Diagram 2d puts up stronger resistance, but if Black finds the *tesuji* at 3 and 7, he can kill White cleanly.



□ 2d

Nakade

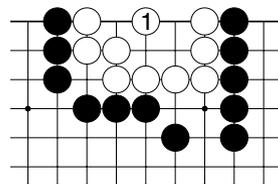
Black 1 in Diagram 3 is a typical example of a *nakade*.



□ 3

Nakade comes from the Japanese words *naka* meaning inside and *de*, which is a derivative of *te* meaning move. It can be rendered in English quite easily, but I think there is some value to knowing the Japanese term.

The *nakade* of Black 1 is a move played inside White's group. In this case, and this is the most common usage of the term, this move reduces White's eye space to a single eye, so the group is dead. On the other hand, White 1 in Diagram 3a makes the white group unconditionally alive.

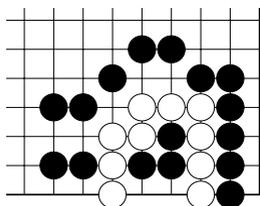


□ 3a

In Diagram 3, White has a five-point eye space. Black 1, played at the vital point of this five-point eye space, is *go-moku nakade* (*go* = five; *moku* = point). I shall use the hybrid expression five-point *nakade*, because I think *nakade* is an important term worth learning, like *tesuji*, *sente*, or *seki*.¹

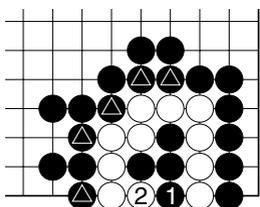
Footnote: ¹Actually, White 1 in Diagram 3a is also a *nakade*, which simply means a move played inside. However, this meaning is rare in Japanese and virtually unknown in English, where *nakade* usually refers to a killing move.

Diagram 4: White is dead. Japanese books will often say White is dead by four-point nakade.



□ 4

There is nothing White can do to stop Black from filling the outside liberties and then playing atari with 1 in Diagram 4a.



□ 4a

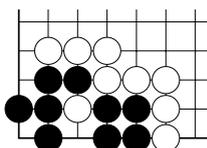
If White captures the black stones with 2, he is left with a four-point eye space and Black will promptly play a move inside it (above 1) to reduce it to one eye. We looked at this in part 3 of Counting Liberties and there is a good explanation and several examples in James Davies' *Life and Death*.

Starting in the next Journal, I shall cover the basic principles of nakade. Although it will be aimed at kyu players, I hope that even dan players will find it

useful. We all need a more thorough understanding of the fundamentals. Being able to read out positions when you have plenty of time is not enough. You often face such positions when you are short of time, so you should aim for instant recognition of the shapes.

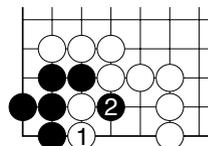
Ishi-no-shita

Ishi-no-shita literally means 'under the stones'. It's a technique in which you play back inside the space left after some of your own stones have been captured. It can be used for making eyes for your own group or for breaking your opponent's eyes. Diagram 5 shows a typical example. The four black stones are in atari and it's White's move.



□ 5

Black might seem to be in trouble, but when White captures with 1 in Diagram 5a, the shape left after the black stones have been removed allows Black to play back inside with 2.



□ 5a

This captures the two white stones and gives Black his second eye.

Ishi-no-shita is generally regarded as an advanced technique and problems that require its use are graded as quite difficult. Actually, what is difficult is not spotting the move itself, but the fact that it usually comes several moves deep into the answer sequence. It's often just around the corner down an unpromising looking side track and it's easy to give up too early and try a different path. Black 2 in Diagram 5a is move 9 when this classic position is presented in books.

In my future treatment of this topic, instead of using standard book problems, I shall start nearer the answer, and we'll learn to recognise the shapes that lead to ishi-no-shita. If you can master them, then you'll discover that ishi-no-shita is one of the rare and beautiful treasures of the Go world. Ishi-no-shita and nakade are related and many positions involve both these concepts.

A WEEKEND IN HELSINKI

Matthew Macfadyen

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Helsinki in March is not the most obvious tourist destination. Spring does not begin to arrive in Finland until well into April and there was still snow standing over much of the ground. But this year's European Ing Cup offered an opportunity to catch up with some old friends and play some tough games of Go against them, as well as watching the others demonstrating how successful their oriental professional training had been.

My Go has not improved a great deal since the mid 1980s and the top level of European Go has been creeping steadily out of my reach since then. In the event it came as a pleasant surprise that I was still able to compete at this level, finishing in the group tied for 3rd place with 4 wins out of 6. The game shown here is one of mine against Romanians with Japanese training.

White: Matthew Macfadyen

Black: Ion Florescu

Figure 1 (1 – 100)

The game starts off at a vigorous pace, with Ion trying to build the right side efficiently, and me trying to grab as much in the two corners as possible before invading.

The white group is just barely alive with 38, and Black starts leaning on the lower white position while working up to an attack. White 40 is a dynamic way of defending, aiming at some of Black's weaknesses.

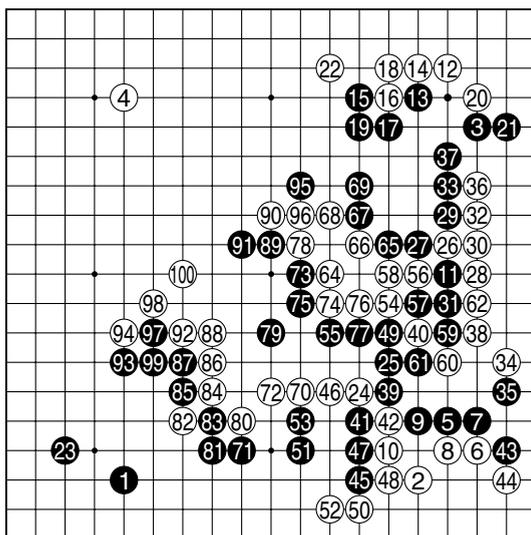
Black backs off with 51, and the White invasion is looking like a success but things soon became complicated again. It would have been simpler to play 56 at 61, which definitely captures something, but I was satisfied with

giving Black awful shape (and incidentally making sure of my eyes with 62).

With 83, Black deserts the running fight in the centre to build some territory, but this leaves him with a lot to do on the upper side. Black needs to find time to invade the upper side later on.

Figure 2 (101 – 150)

White 108 is a key point. Later Black regretted not playing there, for example instead of 103. Black 113 looks reasonable but Ion is not reading things through properly. The game result is a disaster for Black and his best chance is to leave the centre group at 117 and push through into the upper side. There is no particular point in hanging on to the cutting stones in the centre since both of the groups they cut are going to live in sente. Black's 'attack' ends in gote at 125 and he is not quite securely alive.



□ 1 (1 – 100)

63 connects

Looking after my group with 126 seemed to be enough to finish the game but Ion does not give up so easily. The sequence to 138 keeps up the pressure on the big group while building thickness to prepare an invasion of the top. Neither has he given up the idea of attacking my upper centre group by pulling out the stone in atari.

Figure 3 (151 – 216)

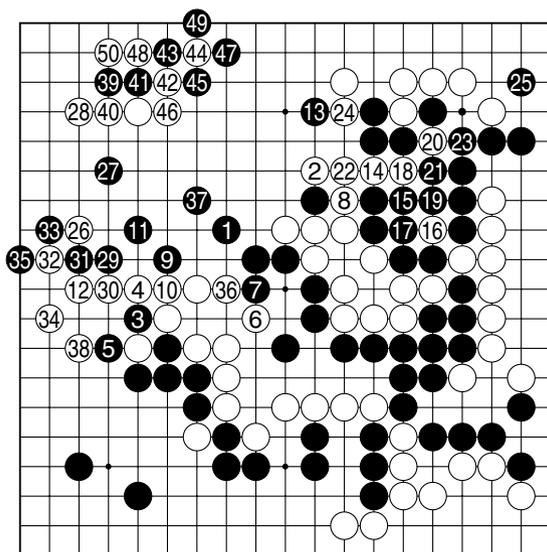
The temperature continues to rise with a big ko fight on the upper side. The key play seems to have been the rather pointless looking ko threat at 184 which prevents 199 from working (Black A gets B, and then there is no way to save the two stones).

After 200 there remain a couple of interesting questions. One is whether 188 was a blunder allowing Black C (as it happens White lives with D, E, F, but both players misread it during the game).

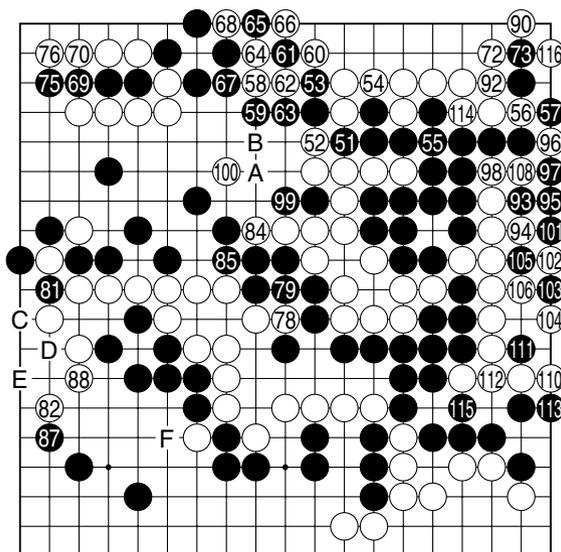
The other question is whether the black group on the right is really dead.

The answer appears to be that White is one liberty ahead. Black resigns at 216.

For the record, Lee Hyuk won all his games and Alexander Dinerstein was second with 5/6 after a dubious win in dame filling against Guo Juan.



□ 2 (101 – 150)



□ 3 (151 – 216)

91 captures at 61

ko at 65/68: 71, 74, 77, 80, 83, 86, 89

207 connects

Last year Mick's program won the Ing Computer Go championship.

How did it all start?

It all started in 1983 while at university. Looking at computer magazines in a newsagent my eye was caught by a headline 'Thousand Pound Software Challenge'. Programming computers had been my hobby for a few years and I thought to myself that I'd enter the contest whatever it was. I bought the magazine to find that the challenge was to write a Go-playing program and enter it in a contest a few months later. I'd heard of the game but had never played it so I then set about trying to learn the game and program it at the same time. Needless to say my program was truly awful, largely due to the fact that my personal Go playing was not much better. I duly got knocked out in the first round of the contest. However I was undeterred, I knew I could make my program stronger once I had learned to play better myself.

Have you had help from other people?

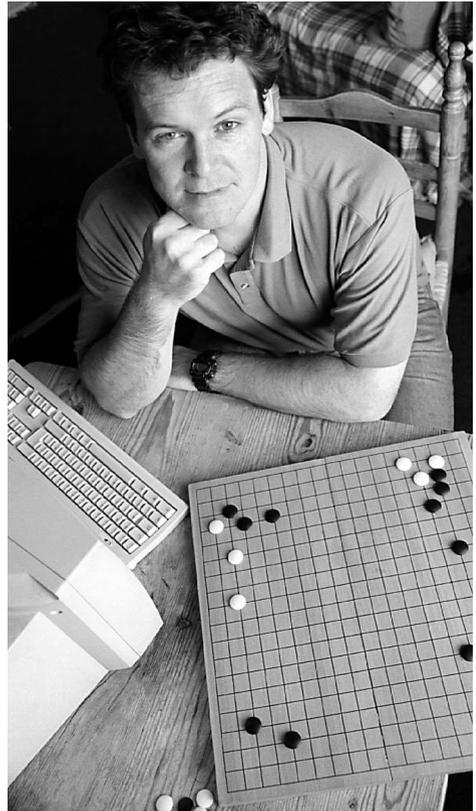
I have done almost all the actual programming myself but have had invaluable support and advice from many people, usually given freely, including Bill Streeten, John Fairbairn, Martin Smith, Tony Goddard, Johnathan Chetwynd, Harold Lee and recently Seong June Kim.

How much time do you spend working on your program?

Over the past five years or so it has been my full time job... I have been living almost entirely off the royalties from sales in Japan.

What do you think gives you the edge over the competition?

As Roy Castle would say, dedication! I simply felt driven to proving that I could write the world's strongest Go program. There are many parts of writing a Go program which have been a hard slog, but I



would always push myself to complete them whether I was in the mood to work or not. If you added up all the time I have spent working on my program both as a hobby or full time it would probably come to about eight or nine man years.

Why are Go programs so much weaker than Chess programs?

There are two main reasons for this. The first is simply that the branching factor in Go is far greater than for Chess but the second and perhaps more significant reason is that it is far harder to make an evaluation function for Go. In Chess, simply counting

your total material – 1 for a pawn 9 for a queen etc – and subtracting your opponent's material gives you a reasonable estimate of how well you are doing in the game.

In contrast, to make a comparably accurate measure of how well you are doing in a game of Go may take 10,000 times more computational effort.

What competitions are there for Go programs?

There are several these days and this year there could be as many as six! The Ing Cup, the FOST Cup, the CGF contest, the Computer Olympiad (part of the Minds Sports Olympiad), the North American Championships and the European Championships. The most important of these are the Ing Cup and the FOST Cup; these are the ones with good prize money – between three and five thousand pounds each.

How did you get on in last year's tournaments?

CGF: 1st; FOST: 2nd – the winner was a north Korean program and the judges are still looking into the possibility that it is a plagiarism; Ing Cup: 1st.

Is plagiarism much of a problem?

Yes, in 1998 a program called Hamlet came 2nd in the FOST Cup but was later disqualified because it was discovered to be a plagiarism of a Chinese program called *HandTalk*. Sadly the story does not end there. Other North Korean programs are also strongly suspected of being plagiarisms of *HandTalk* although they have not yet been officially disqualified from any tournaments. This is almost certainly more to do with political problems and threats of legal action than any lack of evidence.

Who do you see as your main rivals in the future?

Recently a Japanese program called *Haruka* came out of the blue to take second place at

the CGF Cup. The author had been working on it secretly full time for five years! It plays many amazingly good moves, along with a few duds of course, but I am very worried by this program.

There are many other programmers or even teams of programmers working full time and almost any one of these could make good advances in the future but I wouldn't like to predict which.

Is it realistic to compare the strength of a program with that of a human player and how strong are the best programs now?

There is a difference between the strengths of (current) computer programs and humans. Humans will learn from their mistakes, whereas a computer will merrily make the same mistake over and over again.

The consequence of this is that when a human plays a program repeatedly, they will start to learn the program's mistakes and will be able to take ever greater advantage of them. So when you hear the result of a game between an nth kyu and a computer, you should always check how many games the human has already played against that particular program before drawing too many conclusions. I would estimate that the top programs would give a UK 9 kyu a close game on first playing.

Can you see programs getting much stronger in the near future?

I'm not holding my breath for any dramatic advances, I think we can expect a half or one kyu grade improvement per year.

Is information about Go programs available on the internet?

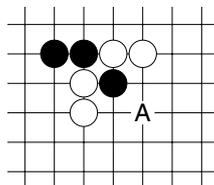
Yes, there are now many sites with computer Go information. Perhaps the biggest being the one at the American Go Association site. I maintain my own page with links to all the others at:

www.reiss.demon.co.uk/webgo/compgo.htm

ESCAPING WITH A CUTTING STONE

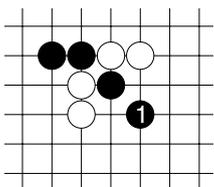
Andrew Grant

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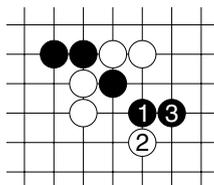
□ 1

Diagram 1: White is threatening to capture the cutting stone with a play at A. What should Black do?



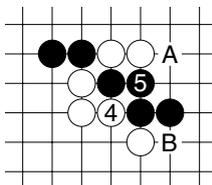
□ 2

Diagram 2: Probably nine out of ten players would play 1, without looking at any other possibilities, but this is not always best. The purpose of this article is to look at the other options on offer.



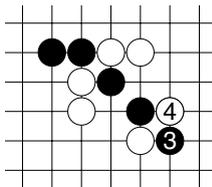
□ 3

Diagram 3: A problem with Black 1 is that White can play 2, and if Black answers at 3...



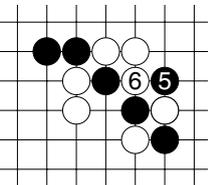
□ 4

Diagram 4: ...White 4 forces Black to make an empty triangle. White can follow up with A or B, as appropriate.



□ 5

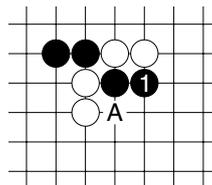
Diagram 5: By the way, if Black wants to save his cutting stone, the hane at 3 is no good. White crosscuts at 4.



□ 6

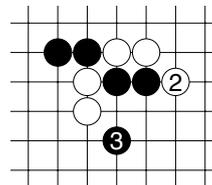
Diagram 6: But now White answers 5 at 6 and Black can't connect his cutting stone. Of course Black can now make a ponnuki on the outside, which is all very well, but it probably won't compensate him for the

strong position White gets. Anyway, Black's original intention was to escape with the cutting stone, so from that point of view he's failed.



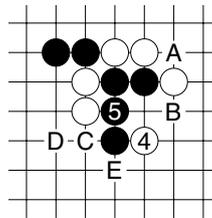
□ 7

Diagram 7: Black 1, or the symmetrical move at A, is often a better option.



□ 8

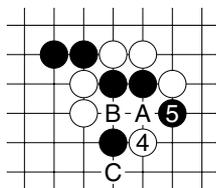
Diagram 8: Black gets out in better shape when White plays 2 and Black answers at 3.



□ 9

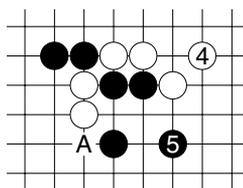
Diagram 9: Even though White can't actually catch Black, he may play 4 to force an empty triangle.

However, this is not necessarily as bad for Black as for Black as the empty triangle in Diagram 4, since White here has multiple weaknesses at A, B and C, and will surely have to take gote to patch his position up. But notice, for example, if White had a stone at D he could continue at E and catch the whole group. In general, if White has stones in the region of D, Black must read out the position carefully before choosing this sequence.



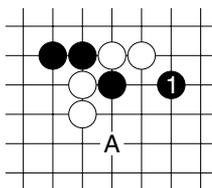
□ 10

Diagram 10: White 4 may not be forcing, by the way. If the ladder starting with White A, Black B, White C doesn't work, Black may be able to slip out at 5.



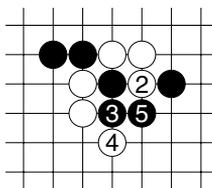
□ 11

Diagram 11: It's quite likely that White will just defend at 4 or A, allowing Black to complete his escape in good shape with 5. Compare this with Diagram 4.



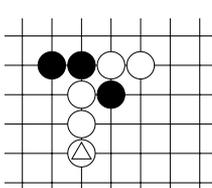
□ 12

Diagram 12: The final possibility is Black 1 or A. This is the simplest option; there's little White can do to complicate things.



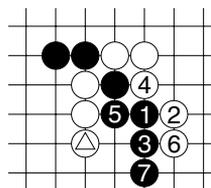
□ 13

Diagram 13: If White plays 2, he's only pushing Black out to safety. But anything else will allow Black to connect at 2 himself.



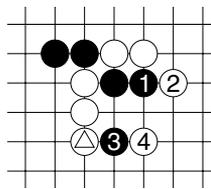
□ 14

Diagram 14: Going back to the original position, how is it affected if we add a white stone?



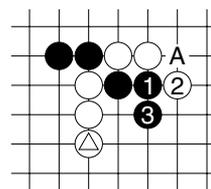
□ 15

Diagram 15: The diagonal move is no better than before – indeed it is worse because of the triangled white stone. But at least Black gets out.



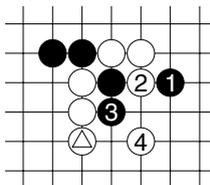
□ 16

Diagram 16: Pushing at 1 also works, but he'd better not follow it up at 3 now. White 4 is a tesuji and Black is caught.



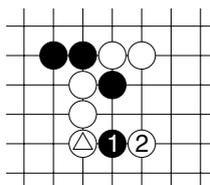
□ 17

Diagram 17: Black has to come out with 3 here. Is this better than Diagram 15? That depends on what use you can later make of the cutting point you've created at A.



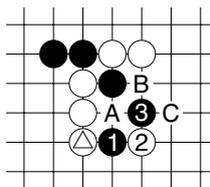
□ 18

Diagram 18: The one point jump just doesn't work with the triangled stone in place. It would be embarrassing for Black to play 1 here. White nets him with 2 and 4.



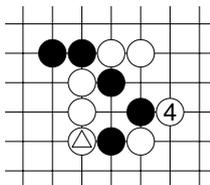
□ 19

Diagram 19: Black 1 doesn't work either. White 2 is a tesuji and Black cannot save the cutting stone.



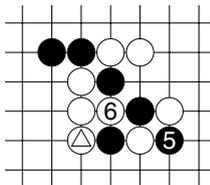
□ 20

Diagram 20: Black's strongest attempt to escape is at 3. If White can play a ladder with White A, Black B, White C then there's no problem, but if this ladder doesn't work...



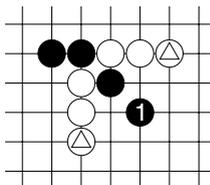
□ 21

Diagram 21: ...White can still spring a second tesuji on him with 4.



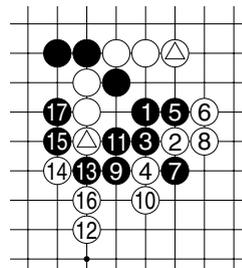
□ 22

Diagram 22: If Black 5, White 6 catches him in a shortage of liberties. We've seen this move already in Diagram 6.



□ 23

Diagram 23: Add a second white stone and Black can forget about trying to be clever. It's 1 or nothing now.



□ 24

Diagram 24: The only question is whether Black should even try to get out. White can make life very difficult for him, as you can see.

In this particular position, assuming no other stones in the vicinity, Black can hack his way out if he really must but it's hard to imagine this being good for him. Just look at all the thickness White has at the bottom, the top and the right. He can give up the three stones on the left now, his thickness is far superior.

Another white stone anywhere near this position might mean that Black doesn't even succeed in getting out – disaster! Weak players do this sort of thing all the time, but you'd better have a very good reason to get the cutting stone out before you even consider something as bad as this.

This is the first of a series of articles describing various pages of the BGA's web site. It describes the Tournaments page at www.britgo.org/tournaments/index.html.

This web page lists the dates of all Go tournaments and other Go related events such as teaching days, that are to be held in the British Isles. You can therefore use it to check such things as "When will the Shrewsbury Tournament be this year?" or "I'm not doing anything on the middle weekend in September, is there a Go tournament that I can go to?". The page gives brief details of all tournaments and, wherever possible, it also links to web pages giving full details. The page is maintained by Tim Hunt, whose address is on page 60.

Tournament Coordination

Years ago, the BGA had an officer called the 'Tournament Coordinator'. It was his job to ensure that two organisers did not try to hold their tournaments on the same date. He kept a list of empty and occupied slots, and negotiated with organisers to avoid clashes. Recently, the lack of such a coordinator has caused problems.

Tim Hunt has now taken over the position of Tournament Coordinator. His main means of doing this is to keep the web page up to date. If you are choosing a date for your tournament, you can get the information yourself, straight from the web page. When you have chosen a date, tell Tim and he will add your tournament to the page. If your date is provisional, he will list it as provisional. If you would like help in choosing a date he will be happy to discuss it with you. He can also provide copies of this information to tournament organisers lacking web access. Nowadays the Journal and the Newsletter get their forthcoming tournament information from this web page so it is in your interest to keep it up to date.

If you plan to hold a tournament on a particular date and you see that the Tournaments page does not list it, please don't assume that someone somewhere is holding the reservation for you. There is no such someone, the web page itself is the authoritative list of reservations. If your tournament is not listed, either you have forgotten to tell Tim about it, or Tim has lost your message. Either way, you should tell him again.

Tournament Details

Tournament organisers are generally very thorough about preparing paper fliers for their tournaments, and arranging for these to be distributed at tournaments and with the newsletter. However people are increasingly looking on the web for details; for those who have web access, this is much easier. Some tournament organisers have recognised this and either produced their own tournament web page or asked me to produce one for them. But there are some tournaments whose details cannot be found on the web. This reduces attendance at such tournaments.

Therefore I urge all tournament organisers to arrange for a web page giving the same details as on your paper flier. If you do this yourself, tell Tim so that he can link to it from the BGA tournaments page. If you don't have web access yourself, the BGA will gladly host your page in its own web space: just send a copy to me (address on page 60). If you send it as html, I will upload it and ask Tim to link to it. If you can't do that, please send me a flier (or preferably the electronic source of the flier), or even a hand written page, and I will convert it into html and upload it for you. I believe that one letter sent to me will be more effective (and far cheaper) than hundreds of paper fliers.

BACK TO BASICS ~ PROBLEMS BASED ON THE 6-POINT CORNER

Steve Bailey

sgbailey@iee.org

The following is a set of problems based on some I used with the Berkshire Youth Go Club one week when Simon Goss was off skiing (and playing Go). The kids did reasonably well, but none got 100%.

At West Surrey Go Club we always try to start the evening with 30 minutes of self teaching – reviewing a pro game; discussing a member’s game; doing problems etc. As I had the material prepared, it seemed a great opportunity to use it again. Once more, the results were nowhere near 100% (even me – and I set the problems). I hang my head in shame.

Most of this material is basic stuff that we all *ought* to know. At the least, we should know the result so that we can then read the moves out. At best, we should know all the moves to save valuable time on the tournament clock because situations like these do occur in real games.

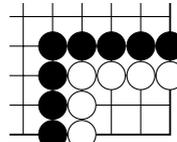
Answer each question twice, once for Black to play and once for White to play. For each answer, show move 1 and say whether the white group lives or dies outright, in seki or in ko. In some questions there is more than one correct move. Any one correct answer will do. It would be good if you also know the rest of the sequences, but that isn’t part what is being asked here.

Warning: In some of the questions, the answer may be “Play elsewhere because the situation is already settled”.

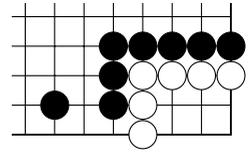
If you want to measure your performance, give yourself up to 4 points per problem, 1 for each correct first move and one for each correct life or death status. In Part 2 of this article, I’ll discuss some of the more interesting sequences.

Problems 1 to 17 represent the basic positions, 18 to 20 consider the effect of external stones. In these, assume the outside stones are alive.

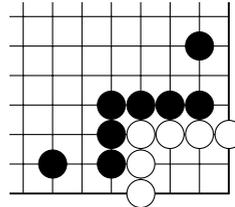
The answers, showing all the possible correct first moves, are on page 55.



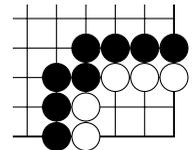
□ 1



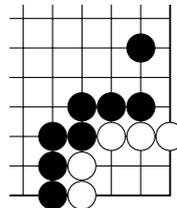
□ 2



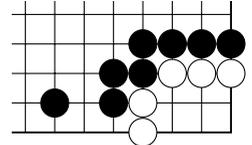
□ 3



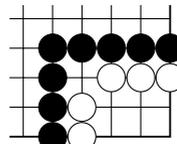
□ 4



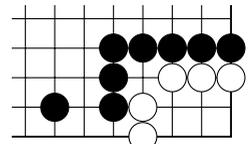
□ 5



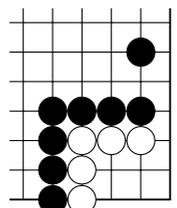
□ 6



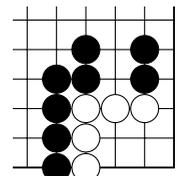
□ 7



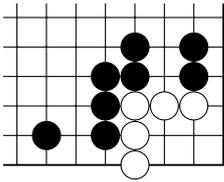
□ 8



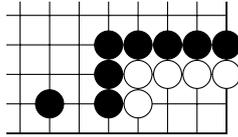
□ 9



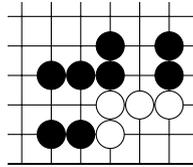
□ 10



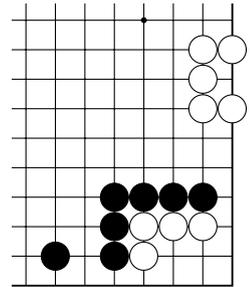
11



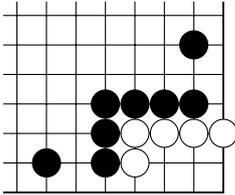
12



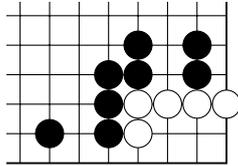
17



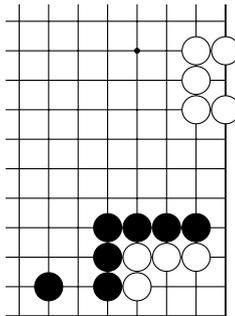
18



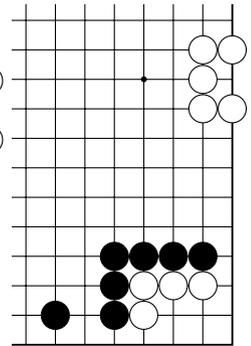
13



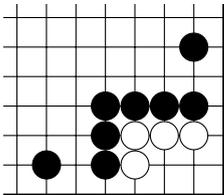
14



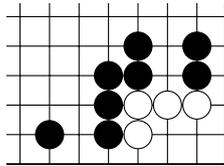
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20



15



16

GO PROFESSIONAL III ~ OXFORD SOFTWARES

A Review by Paul Hazelden

The good news: Go Professional III is a nice, solid piece of Go-playing software. The bad news: it is, as far as I can tell, almost unchanged from the previous version. There may be some subtle changes to the Go engine, but as a rusty 8 kyu I haven't worked out yet what they are. I had hoped to review this programme on the basis that I could compare it with version II. In fact, the one difference I could spot was that version II offers a choice of 6 bitmaps for the Go board, while version III offers only 3.

The programme is very easy to use, with an intuitive interface. Twelve large buttons at the top, information down the left, and the

board taking up most of the rest of the screen. It does all you would expect: saving games, loading complete and partly complete games, stepping backwards and forwards through saved games. You can add comments to the games but there is no facility to record alternative sequences.

When starting a new game, you choose for each player whether they are human or computer and for computer you have the choice of nine levels of skill. Inevitably, the higher the skill, the slower the play but on a 166 Pentium with 32 Mb memory, the speed even at the highest level is quite acceptable. There is a 'hint' facility, which displays a

stone slowly flashing in the suggested location for a couple of seconds but no analysis is provided to say what the stone is aiming to do.

Go Professional III seems designed to appeal to the mid-range player – people who want to be able to play either on or with the computer, who know what they are doing and want a no-frills tool to do it with.

Unfortunately, beginners are not well catered for. There is a very brief summary of the rules and history of the game, but no tutorial. The description of the rules is easier to quote than to summarise. After describing the board, it continues:

Starting with an empty board, Black places a stone on an intersection. The opponents, by alternately placing stones on strategic areas on the board, try to enclose as much territory as possible. Once placed, the stones remains stationary unless captured.

The Winner - The game is over when players agree that neither can increase their territory or the number of prisoners. After all captured stones have been removed each player counts the number of points they have enclosed and then deducts this from the number of points lost as prisoners. The player with the highest number wins.

I don't consider this to be the clearest description I've heard. Suffice it to say, I don't think many people will get hooked on the game if this programme is their only introduction. But for us players in the middle ground, it does a good job. That is, it is functional. You do not get the same game that you would get from a human player, but it's not fair to criticise it for not being human. In common, I believe, with all Go programs, there are occasions when it misses very simple, obvious moves, especially on the edge. It has difficulty responding to unreasonable plays: I have gained many points in games because it does not find the

straightforward safety play which a human opponent would see 99 times out of 100.

The good points? It plays reasonably quickly. I can enjoy a full game in 15 minutes, which is a major plus for me at present and makes it much more useful than the earlier generation of computer games which took forever to decide on their moves. One neat feature – if the computer is taking too long in deciding a move, you can tell it to play the best move it has found so far. This can speed up the game, although it must make the computer play some weaker moves sometimes.

The interface is entirely adequate. If I had owned a copy when I worked in an office, I would not have been ashamed to teach other people to play by using the programme over lunch. It is certainly much more convenient than carrying a Go board into work on the off-chance of a game over lunch.

The Help facility really does need more work done on it. The full rules should be given somewhere and at least one example game with commentary would be nice. It also needs to be proof read – the first screen you see after pressing F1 contains on the first two lines 'About' and 'History of the Go'. Click 'About' and you get the same set of options as on the first screen, just displayed differently. I know this is not a major problem, but it does not give the impression of a programme that has been fully checked before being released.

One other minor quibble: You can print a game – a good feature – and even preview the print image, but the printed diagram does not indicate where captured stones had been. This makes following the game from the printed diagram alone rather difficult.

In summary, this is a solid programme if you are not a complete novice (if you already understand ko!) and if you are happy with the level of functionality it provides. Install it on your machine at work, and play the computer until you can get other people interested. Good luck!

ANNUAL GENERAL MEETING OF THE BRITISH GO ASSOCIATION

Held on 29th April 2000 at Novotel Ipswich during the 33rd British Go Congress

1 Appointment of tellers

On behalf of the 36 members present, Les Bock and Simon Bexfield were appointed as tellers.

2 Minutes of last AGM

The minutes of the 1999 AGM had already been circulated; they were approved.

3 Matters arising

Toby Manning reported that the 1998 accounts problem was caused by confusion over the end of year and they had already been re-presented correctly.

4 Reports: President, Secretary, Membership and Financial

Alison Bexfield had already circulated her President's Report but highlighted the importance of the 2000 MSO, Kathleen Timmins' work as Membership Secretary and the work Tony Atkins did on International Liaison. She recognised the work Brian Timmins had done since 1985, in publicity, membership and editor roles, with the presentation of a silver goblet. Brian replied that he enjoyed editing the Journal and would use the goblet for red wine, a minor hobby of his. T.Mark proposed that Brian should become a Vice-President; Tony Atkins modified the motion to Life Membership status. The modified motion was passed with one abstention.

Tony Atkins' Secretary's Report had already been circulated. Kathleen Timmins' Membership Report showed the membership to have grown, to 600 already this year. Alex Rix queried the recording of children as this had changed some time ago. Steve Bailey pointed out that most players at youth clubs were not members.

The Accounts, T.Mark Hall's Treasurer's Report and Toby Manning's Auditor's Report had already been circulated. Alex Rix

reminded the meeting that currently book money supports all outreach projects, but subscriptions should continue to be increased to fund more projects. Alison Bexfield said that money was not short, but volunteers were; subscription rates would be reviewed for next AGM and would take effect sooner than year end, unlike the last increase at the end of 1999. Keith Osborne said a typical Chess Club membership was £36 pounds. Toby reported that this time Alison and T.Mark had produced the balance sheets for audit and he had only modified some titles. Toby reported that bills were still being paid very efficiently, e.g. the EGF affiliation, and Keith backed this up about Congress payments. A straw poll of 20 to 3 agreed with the principle of raising subscriptions. Gerry Mills had also circulated BGA Books Ltd Accounts. He commented that stock was up because of the new titles, as were mail order sales, but that tournament sales were down; he still thought attending small, distant events was worth while from marketing if not sales reasons. He also gets a lot of web enquiries from beginners. Kathleen backed this up saying that 47 out of 136 new members found out that way. The accounts were accepted 33 for and 3 abstentions.

5 Elections of Officers, Council Members and Auditors

There were no contended nominations. The following were appointed: President Alison Bexfield, Secretary Tony Atkins, Treasurer T.Mark Hall, Council: Steve Bailey, Chris Dawson, Simon Goss, Tim Hunt, Bill Streeten, and Auditor Toby Manning.

6 Working with children policy

Alison reported that a document containing principle and guidance for working with children was being prepared. Sue Paterson

was helping and she explained she was a child protection officer. The idea of such a policy was accepted with one abstention.

7 Any other business

7A UK RATINGS REPORT:

Geoff Kaniuk backed up his report by saying that soon he would be able to produce UK ratings to correlate to the European List.

7B TERM OF SERVICE:

Jonathan Chetwynd had asked the meeting to discuss limiting officers' terms of office in some way. Tim Hunt thought it was good to move people around jobs. Charles Matthews thought that such a limit could generate more volunteers. Simon Bexfield thought the BGA should not exclude either way of working. Some volunteers had replied to the appeal for help, but not many. Council is a way into the BGA's working. Currently the administrative functions were working well. T.Mark commented although elected 15 times now as treasurer he would be happy if

another volunteer came forward. Toby Manning suggested a straw poll to see if there was support for limiting terms of office. Four were in favour of the idea, 25 against, with four abstentions.

7C CONGRESS ATTENDANCE:

Toby queried why the numbers were down for 2000. Possibly it was a geographical factor or possibly because of the weekend being a bank holiday. David Ward thought the rate at the hotel Keith Osborne had negotiated was very good. Mike Charles liked the hotel venue, Geoff Kaniuk liked varied locations. Gerry Mills reported 2001 was to be in Cardiff. Simon Goss made an appeal for it to be during school holidays. A vote of thanks was raised to Keith Osborne for hosting the Congress.

7D UNIVERSITIES: Tim Hunt suggested the BGA should investigate whether more could be done for universities.

Meeting closed at 20:55



EUROPEAN PAIR GO CHAMPIONSHIP 2000

Francis Roads

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Brno is not an easy place either to pronounce or to visit for a weekend. My pair Go partner Jackie Chai and I opted for a Friday Czech Airlines flight to Prague, with an internal connection. The five hour wait in Prague entails a day off work for J., but a chance for me to show her round my favourite European city.

The internal connection, flight number OK 5034, turns out to be a bus. Following a merry hour in the Prague Friday traffic, and road works on the motorway, we are forty minutes late at Brno, which means that Pavel, who had undertaken to meet us, has been standing that long in the cold. His friendly uncomplaining attitude is typical of our Czech hosts.

Taxi to quite a posh hotel, which also serves as playing venue, opening ceremony, and welcome snack. There are 14 pairs from outside Czechia, so the Czechs have entered two pairs, to keep the numbers even. Strengths vary considerably, from pairs who are both kyu players, to the Hungarians, both 5 dan, who are expected to win.

First round on Saturday morning; we beat Yugoslavia. Then comes the coach excursion to the site of that most famous battle, where so many tens of thousands died, and which affected the course of European history, Slavkov. There is a small museum, where you can follow the course of Napoleon's tactics, and a 'peace tumulus'. We are told that it is the only one in the world. I am inclined to believe this on general grounds,

but the point is that monuments commemorating battles are usually erected in pride by the victorious side. This one is dedicated to the fallen of both armies, and to peace between the warring states...

...without much success, as World War I broke out soon after it was built.

Then on to Slavkov Castle, a Czech stately home where the Armistice was signed by Napoleon and his defeated opponents. In case you haven't twigged yet, Slavkov is the Czech name for Austerlitz.

We have been asked to order our lunch in advance, to speed up service at the Slavkov restaurant. As a result, our meal arrives in not much over the hour, at around 3 pm. Just as well we sped things up...

Back at the hotel, now delayed by some two hours, we join battle with Czechia B, one of the all kyu pairs who nonetheless give us trouble before we win. The third and last round of the day is against Germany; they outclass us, but we make them work for their win. Then on to a central Brno restaurant for a rather late dinner; it's about 10.30 when the first food arrives. There is a trio of violin, accordion and double bass playing traditional music; real music played by real human beings; no loudspeakers, no thump thump thump. Very civilised.

Pair Go is supposed to be as much a social activity as a competitive one, and this championship was outstandingly successful in that respect.

Whether it be politically correct to say such a thing or not, there is a very pleasant atmosphere when the sexes are balanced, something you don't get at the usual male dominated tournaments. Nowhere was this feeling more apparent than at this dinner. Pair Go seems to be an excellent way of encouraging women to take up Go; long may it flourish.



Jackie & Francis playing the Croatian pair

After dinner we have a chance to sing Go songs. I get appointed song leader, with accompaniment from Jasmina Mutabzija from Croatia on guitar and some vigorous vocal support from the Polish pair. The last tram leaves at 12.50 am, but the somewhat arcane method of paying our bills leaves several of us stranded. An organiser waits for us, and bundles us into taxis. No charge.

On Sunday we have a lucky win against Croatia; some pair Go jiggery pokery is required; i.e. working out very carefully who is likely to understand what. Our reward is a match with Hungary; this is the only time that we are really overwhelmed. Germany are the winners, after an upset victory over second placed Hungary. Having played both teams, we have a good SOS, and end up fifth, behind Netherlands and Romania. We also win a bottle of slivovitz for travelling the furthest distance.

We have a spare hour before our bus-flight back to Prague so, just when most tournament organisers would be ready to collapse in a heap, Pavel makes it his business to give three of us a quick guided tour of the city centre before seeing us safely away.

This tournament was pair Go at its best. Nothing was too much trouble for our hosts; the welcome was personal and sincere. Full marks to the Czech Go Association.

SEONG-JUNE KIM PLAYS MATTHEW MACFADYEN AT COVENTRY

Seong-June Kim

I have played Matthew Macfadyen a number of times recently. Before this game, on March 26 at the Coventry Tournament, the previous occasion had been the London Open. Overall my results against him haven't been satisfactory; and he was on his home ground, back from a good tournament in Finland. But this time things were different.

Figure 1 (1 – 50)

Matthew had black. The pattern 1 and 3 he tried out against my old university chum Lee Hyuk, the winner, at the Ing Memorial in Helsinki. If White 6 is at 8, Black can play at A for balance on the lower side. So White 6 is a natural idea, if you don't mind fighting. Actually I played it thinking I'd take sente after Black invaded the corner.

Up to 13 is orthodox. White 14 is usually played at 21 with the aim of connecting under to 6. Black 15 is tempting, but I had done some reading ahead of time here. After 18, Black cannot simply connect below 5, allowing White's wedge at 20: in the presence of 16 Black is left with the cutting points B and C after playing atari, and no good tactical option. So it is inevitable that Black will play 19. But the final result after 24 is good for White. Therefore I think Black 15 should be at the key shape point of 16 instead. White 20 counts as a tesuji but is easy to find.

White 26 is natural aggression. It is hard to see what else Black has at 29. The one-point jump out (to D) followed by the slide to 49 doesn't seem adequate. Black 33 is an aggressive play, but also dangerous. I'm not sure about White 42. As played it is calm.

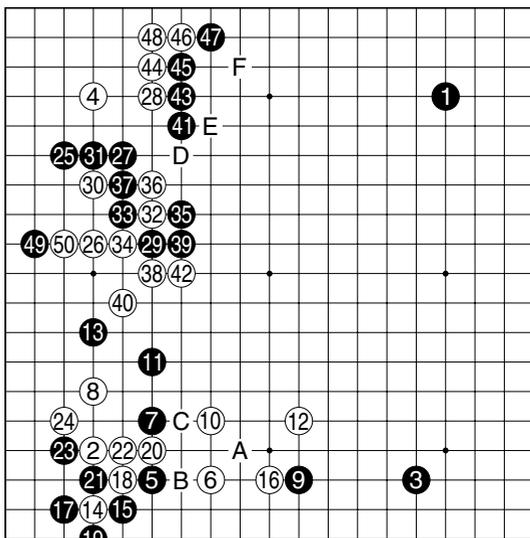


Figure 1 (1 – 50)

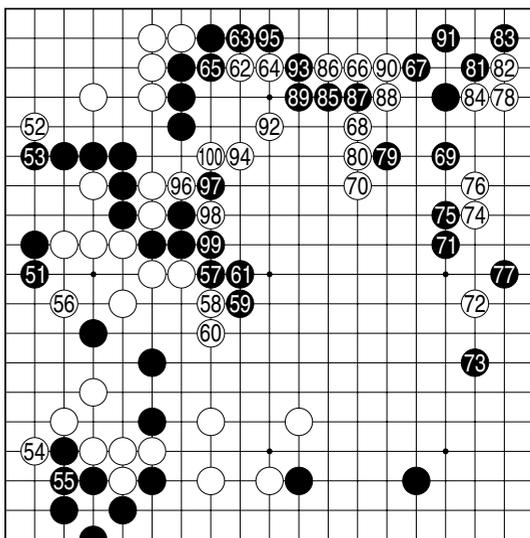


Figure 2 (51 – 100)

However the point 43 is big. White could also play there, Black E, White F.

Figure 2 (51 – 100)

White 64 and 66 in combination are heavy. From that point of view 66 should be at 90. However I had my eye on the cutting stones over to the left of this group; they were not properly captured. Up to 71 seems to be natural. After 72 and 74 I feel the game is clearly harder for Black.

The mock netting play 92 is a ploy to revive those cutting stones, after Black breaks out of the net with 93. It doesn't matter so much if Black takes the four loose white stones in the upper right. The middle game is in full swing, but if you count the game now, you can see that Black had a lot of work to do even with 25 points on the top side.

Figure 3 (101 – 150)

It looks for a while as if there is going to be a trade of White's upper right group for Black's stones in the centre. Black 115 was clearly intended to swallow White whole; and Matthew's expression as I played 116 suggested a measure of disbelief. However black 121 must have been based on some misreading. White is able to live with 132 with half a dozen points.

Black 135 set up a framework, and the game now hung on what White could do about it.

Figure 4 (151 – 184)

White's operations in the lower right corner met with success, and independent life. White didn't make a large centre, but capturing eight black stones up to 166 was enough.

Only the beginning of the end game is shown. I made various concessions and small mistakes in the course of it, to end up winning by 5.5 points.

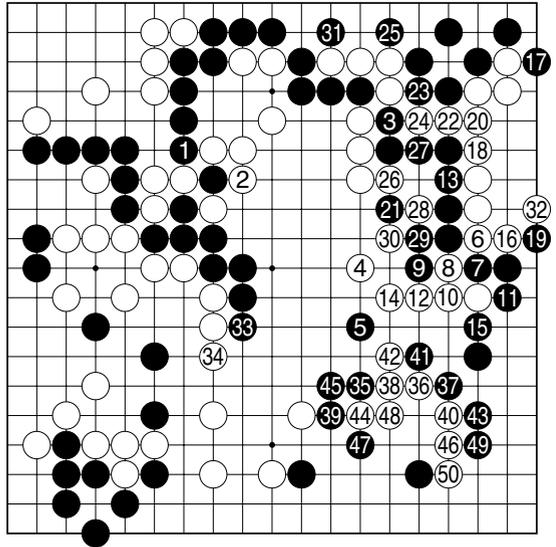


Figure 3 (101 – 150)

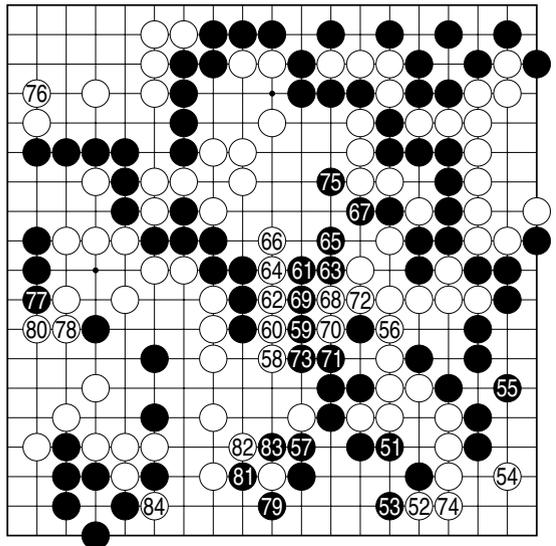


Figure 4 (151 – 184)

DEPRESSION ~ GOOD FOR GO, BUT NOT ENOUGH

Franco Pratesi

Scrabble was created in 1931 by A.M. Butts, using some analogy with the fashionable game of rummy. Monopoly (after several versions with limited diffusion) was first produced by Parker Bros. in the spring of 1935 and they: “by autumn were taking on extra staff and running week-end shifts to meet the demand for 200,000 per week”.¹ This is just to mention two classic games which somehow derived their fortune from the Depression.

What has this in common with Go and its history? Nothing apparently. However, it would be a fine subject for an author of fiction to write a history of Go on the assumption that Go sets, instead of Monopoly, had then been sold by the million. Now fantasy is required for supposing that the trade of Go sets and accompanying rules were so successful during the Depression, but it is no fiction at all that such attempts were actually made, and precisely in the same 1931–34 years.

To begin with, the same Parker Bros., which spread Monopoly everywhere, “marketed a Go game set during the fall of 1934. The Parker Brother’s Go set was neatly packaged in a cardboard box with a folding board. It was a total non-success in marketing and the New York University Chess Club purchased about 10 sets at \$1.50 each”.² It would be very interesting now to see a specimen of this Go set; in particular, I would like to read the accompanying booklet of game rules.

However, the Parker Bros. set was just one of several attempts. Other makers had already tried to enter the market with our game. Not surprisingly, we find among them Milton Bradley Co., by then Parkers Bros. chief competitor in the game market – now they have merged under Hasbro. We read in a bibliographical list of American Go pioneer W. D. Witt: “Sloman, Aage. I-Go. The National War Game of Japan.

Copyright, 1931. A pamphlet of 53 pages, published by Milton Bradley Company, of Springfield, Mass., and supplied with sets of Go-stones and board which they sell. An elementary instruction book”.³

Here again, I would like to see a specimen of the game, but for the booklet I was more fortunate since I obtained a photocopy of it from Theo van Ees. I could thus study both the booklet and its author. Note that the booklet had to describe not the *usual* Go game but *I-Go*. We know that this spelling actually corresponds to the true Japanese name of the game, but in this context its use was hardly motivated by the aim of better reproducing the original game; on the contrary, here it was intended as some kind of registered name, a trademark for the specific Go set produced and sold by the company.

On further inspection, we find that this author soon found himself in good company – none other than Edward Lasker in person was supporting a ‘twin’ game, the 13x13 Go, rather common among beginners, which at Milton Bradley Co. became *Lasker-Go!* The set on sale was accompanied by rules written by Lasker himself, or at least printed under his name: *Official Lasker-Go*. Springfield: Milton Bradley, 1934, 8 pp. Unfortunately, both games marketed by Milton Bradley were not successful enough. Again in AGA Historical Book we find: “(WDW 5/13/1935) Milton Bradley marketed *I-Go* on a 19 line board and *Lasker Go* on a 13 line board. Both were discontinued because of the lack of sales”.

Besides the two leading companies, other makers tried to spread Go sets in the early thirties, with a similar destiny. In AGA Historical Book p. 6.2 we read “(WDW, 01/15/1934) Marshall Field & Co. in Chicago produced a Go game with a 19 line board made out of cardboard and a small

case of stones for \$7.50. The game included Aage Slomann's booklet *The Game of Go*, published by Milton Bradley. Marshall Field & Co. sold the game for \$3.50 in order to get rid of it in the summer of 1933".

In conclusion, we have encountered no less than four different Go sets, sold as if it were a game worthy of a worldwide spread, as we have known for Scrabble and Monopoly. I would be grateful for any indication as to where to find one of these sets today.

It should be easier to gather some information on the authors of the corresponding instruction manuals. Thus, for Edward Lasker we have a lot of biographical details, since he is acknowledged as one of the most important players and authors in the history of Go. In these years he published his masterpiece *Go and Go-Moku*, which is still in print among the Dover editions. The original hardback first edition (New York: Alfred A. Knopf, 1934) was printed in many copies and even today is not hard to find in the antiquarian market.

More puzzling is Aage Slomann. That Milton Bradley did publish and use his text (which was also used by another maker), is for us a kind of guarantee – we can trust that it was clearly written and suitable for any beginner. In the book he is stated as living in New York but in those years we do not find him recorded among the local Go players – Lasker included – who gathered at Lee Chumley's Restaurant. However I did find his Copenhagen address among the subscribers to the *Deutsche Go Zeitung* in 1931.⁴

In the case of the Go set marketed by Parker Bros., I am still lacking not only any information on the author of the accompanying booklet, but also on the booklet itself. Anybody know?

¹ D. Parlett, *The Oxford History of Boardgames*, 1999

² AGA 1995 Historical Book, p. 6.3

³ AGA 1995 Historical Publication Album

⁴ Go-NYT, No. 111, 1999, pp. 6–8



THE BRITISH GO CONGRESS ~ A SHORT HISTORY

Tony Atkins

In 1967 there had been a small tournament in Oxford. It had been a success and so the BGA got together again between 22nd and 24th March 1968 at Jesus College Oxford for the first British Go Congress. The tournament was run on a handicap basis and the weekend including accommodation cost about £5.

The Annual General Meeting was held during the weekend which made it the Congress and not just a Tournament. The event was repeated the following year in Bristol and then in 1970 at St John's Cambridge. That weekend had handicap and open sections and featured a BGA dinner as well as the AGM.

The Leeds Congress in 1971 was where the McMahon system was first tried, and an attempt was still made to select the British

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Champion from the event. Francis Roads ran the 1971 Congress and instigated the Friday night lightning. The Japanese Ambassador was a patron of the event and *Games and Puzzles* magazine donated subscriptions as prizes. 1972 moved to Scotland for the only time and then 1973 was in Reading with JAL as a sponsor and a good spread of photographs from the event in the British Go Journal.

Normally the tournament was six rounds but in Alsager in 1974 they squeezed in seven. London, Leicester and Manchester were the next three, the latter having the infamous stolen suitcase incident. The universities of England continued to be visited in Bath, Birmingham and York. In 1982 president

CONGRESS STATISTICS

Toby Manning organised the Congress in Nottingham with help from local secretary Tony Atkins. The full board cost of the weekend was £32.75.

The Congress has never been to the same location twice, but the policy of moving round so that people in different areas can easily attend has meant it returning to the same city more than once. The 1984 Congress saw a return to Manchester but to a different hall of residence. After Worcester in 1985, the Crewe half of Crewe and Alsager College was visited and then Wells Hall at Reading. This was the last Congress where smoking in the playing hall was permitted, and then only in one of two rooms.

Next came two school venues: Stowe and Oakham, and then Salford in Greater Manchester. 1991 saw Canterbury used as a dress rehearsal for the 1992 European, in which year the British was again in Nottingham. Then the order continues Norwich, Warwick, Felsted (run by Wanstead Club), Durham and Egham.

Normally the local club is involved in running the event but sometimes not (Leicester ran Oakham for instance). The 1998 event was held at the social club of British Aerospace's factory with accommodation being booked in hotels in Chester, a change from the normal on-site stay; this actually took the Congress for the first time to Wales. Steve Bailey of Guildford club ran the event at Abingdon School in 1999 and Keith Osborne of Norwich ran Ipswich in 2000, despite there actually being a local club.

The congress for 2001 is planned to return to Wales, with Cardiff being Gerry Mills' intended location. Bids to run the Congress after that can be received by the BGA Council.

Year	No	Players	Venue
1968	1	57	Jesus College, Oxford
1969	2	n/a	Churchill Hall, Bristol
1970	3	60	St John's, Cambridge
1971	4	n/a	Devonshire Hall, Leeds
1972	5	90	Queen Mary College Halls, Woodford
1973	6	61	Bryson House, Herriott-Watt, Edinburgh
1974	7	104	Wessex Hall, Reading
1975	8	116	Alsager College
1976	9	108	Imperial College, London
1977	10	108	Gilbert Murray Hall, Leicester
1978	11	>100	Owens Park, Manchester
1979	12	n/a	University of Bath
1980	13	104	Birmingham University
1981	14	n/a	York University
1982	15	112	Willoughby Hall, Nottingham
1983	16	96	Lanchester Poly, Coventry
1984	17	80	Ashburn Hall, Manchester
1985	18	70	Worcester College of Education
1986	19	86	Crewe & Alsager College, Crewe
1987	20	120	Wells Hall, Reading University
1988	21	106	Stowe School
1989	22	84	Oakham School
1990	23	96	Salford University
1991	24	70	Canterbury University
1992	25	99	Derby Hall, Nottingham
1993	26	70	UEA, Norwich
1994	27	114	Warwick University, Coventry
1995	28	75	Felsted School, Essex
1996	29	78	Durham University
1997	30	83	Royal Holloway, Egham
1998	31	74	BAe, Chester
1999	32	80	Abingdon School
2000	33	59	Novotel, Ipswich

COUNTING LIBERTIES ~ CAPTURING RACES INVOLVING KO

Richard Hunter

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Tim Hunt asked if I could extend my systematic classification of semeais to include fights with a ko; in particular, when the ko acts as an outside liberty on one group and when the ko is between the two groups, in which case capturing the ko takes a liberty off one group and adds a liberty to the other.

I have carefully avoided covering liberty races involving ko for several reasons. First, I thought it would get covered in Kiseido's *Get Strong at Ko*, but that book seems to be on hold at the moment. The main reason, however, is that I don't feel qualified to write about ko. It's rather a difficult topic, not only for me, but also for readers. I thought my series on the carpenter's square was rather high level and I tried to bring the level down with later series. Furthermore, the *Counting Liberties* series has been running for quite a while and I want to move on to a new topic.

I leave you with one example of a capturing race involving ko. It's from a game between Yoda (Black) and Kobayashi Satoru. Black resigned after 14 in Figure 1.

Question 1: What is the status of the top right corner if Black connects at A in answer to White's ko threat at 14, and White plays there next? Diagram 1 shows the position more clearly.

Question 2: What would have happened if Black had played in the top right corner first with 1 in Diagram 2?

The answer, based on the professional's TV commentary, will be given in the next Journal. That gives you plenty of time to investigate by yourselves.

An sgf file of the game can be found on the BGA web site at:

www.britgo.org/bgj/11935.sgf

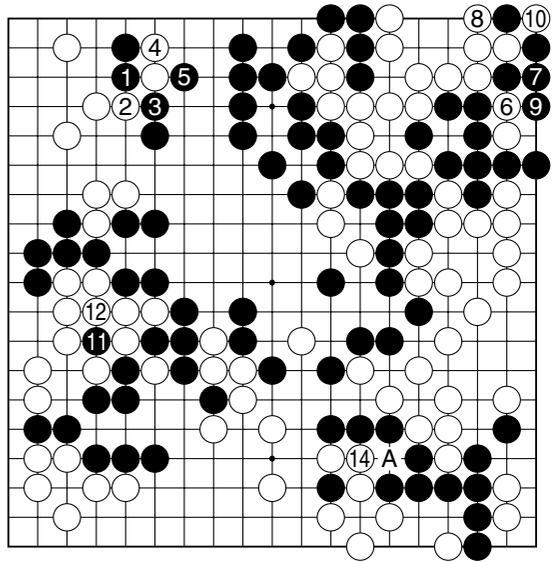
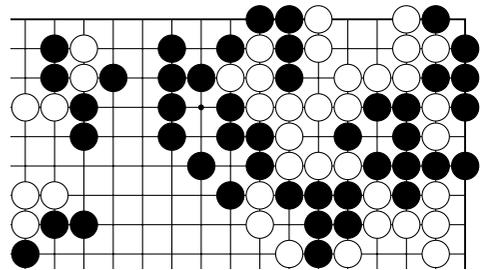
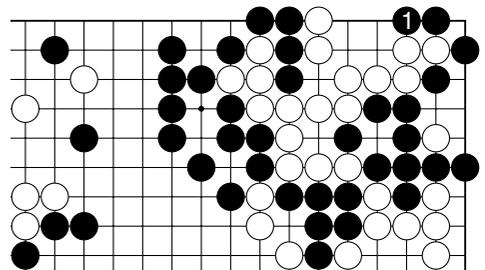


Figure 1

13 takes ko



□ 1



□ 2

MATTHEW COCKE PLAYS VICTOR CHOW AT THE LONDON OPEN

Commentary by Victor Chow

sileagle@icon.co.za

Figure 1 (1 – 100)

Up to White 34 this seems a very peaceful opening. White 42 is too simple. Cutting with 1 in Diagram 1 is better. White gets sente to play a good reducing move at 7. Black's shape ends up over-concentrated.

Black 55: Now this move seems a little bit passive... It might be better to carry on pushing as in Diagram 2. Although Black has some bad aji so does White.

White 64 might be slightly premature. The moves to Black 73 result in a trade off that is actually in Black's favour. Although White has secured a big territory, Black's moyo at the top right is also big and in order to invade that moyo, White may have to give up territory in the top left corner.

White 92 may be unnecessary. Connecting with 1 in Diagram 3 leaves White with at least a ko to live

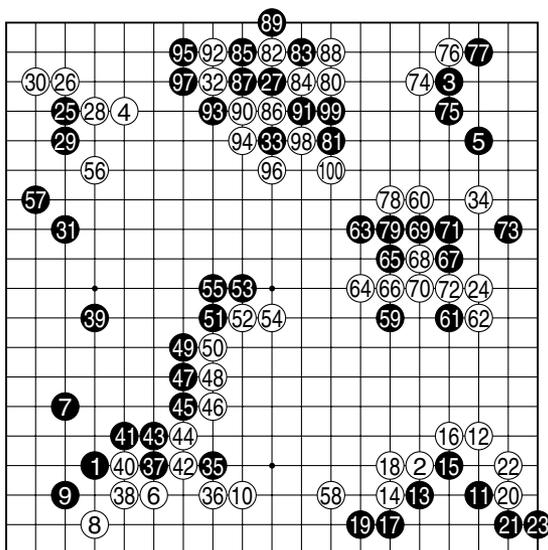
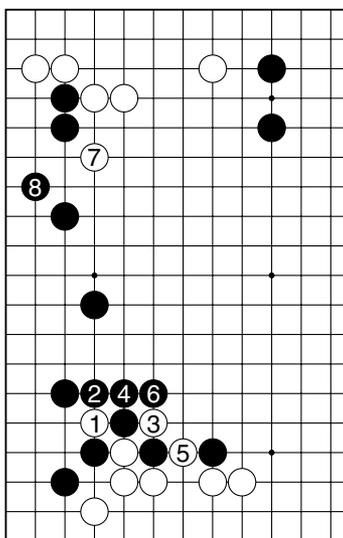
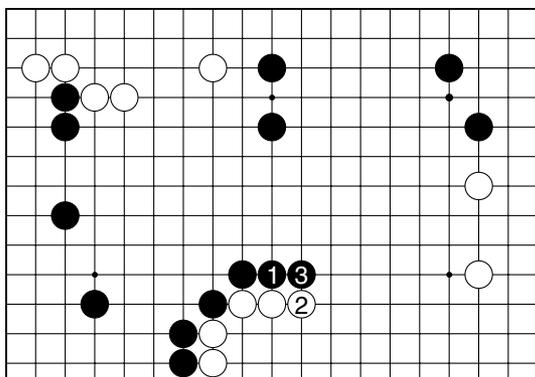


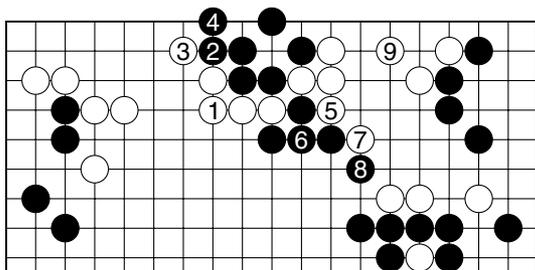
Figure 1 (1 – 100)



□ 1



□ 2



□ 3

at the top and White can use any break-out move as a ko threat.

Figure 2 (101 – 206)

White 104: This is wrong!!!!

If everything else stays the same as the game, blocking at 1 in Diagram 4 instead of 104 gives at least 10 points difference compared with the game.

White 122: Now the end game is suddenly in Black's favour.

White 126: White now needs a second move here to make some territory. Compare with Diagram 4.

Black 157: This move is not necessary at all. Instead, Black should play the sequence in Diagram 5. This is safe and big and White's fate is sealed.

White 174: Instead, now the game is suddenly close.

Black 187: This must be a mistake. Black is already not winning and to waste a move in such a close game is fatal.

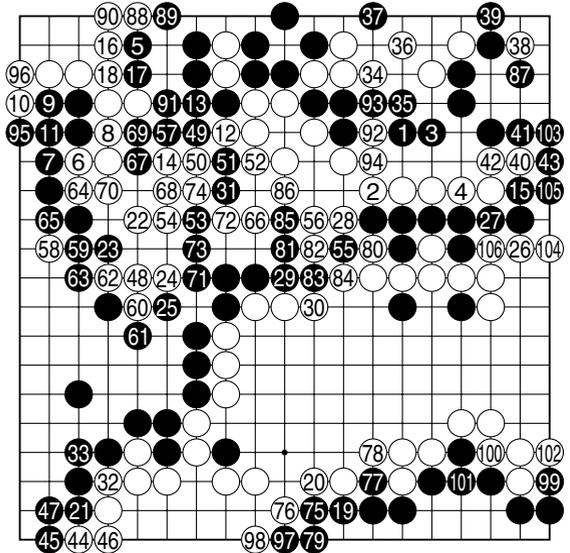
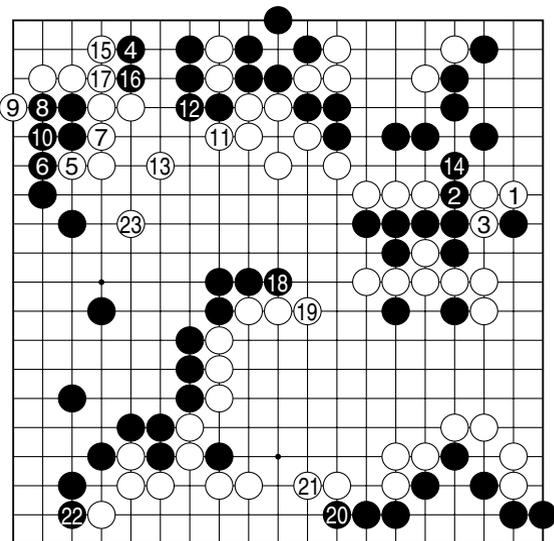
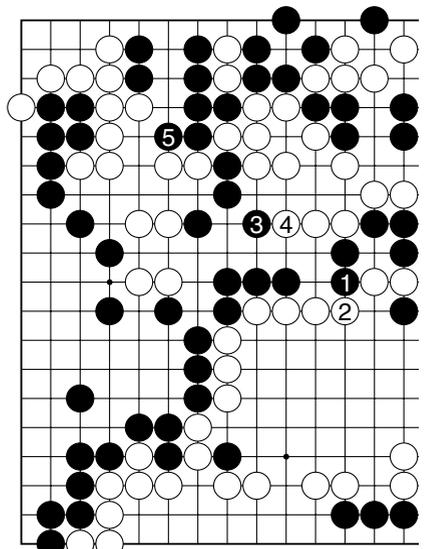


Figure 2 (101 – 206)

Black had opportunities to wrap up this game but slack moves in the end game resulted in White winning by 1.5 points.



□ 4



□ 5

REVIEW ~ GO AT EASE FROM YUTOPIAN ENTERPRISES

Mogens Jakobsen

GO AT EASE is a multimedia introduction to Go from Yutopian Enterprises, aimed towards children and beginners. The game is taught through animations and small cartoons. As reviewers of this program, we have been playing Go for around 4 months – our son who is nine and a half years old didn't have any Go knowledge at all before he was introduced to GO AT EASE.

Installation & Requirements

To run the program you need a PC running Windows 3.1 or Windows 95, with a CD-ROM drive, a graphics adaptor supporting 256 colours and a sound card. The minimum requirements for the CPU are a 486 MHz with 8MB of RAM, which most PCs fulfil these days. We tested the program on a 450 MHz Pentium machine running Windows 95. Installation is straightforward. If you are using Windows 95 the program should initiate automatically, otherwise you have to run a 'Set-up' command, which is only installing some shortcuts – therefore you have to run the program directly from

the CD-ROM or alternatively copy the contents of the CD-ROM to the hard disk.

The program

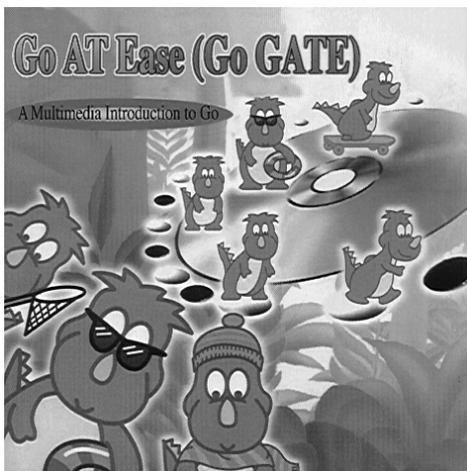
GO AT EASE contains no documentation, apart from what is required for installing the program – I guess this is okay since most children (and adults too) don't want to spend a lot of time reading documentation but want to start right away and then use intuition to navigate. When intuition fails, which it does now and then for adults, the built in help function offers basic, but in most cases sufficient, assistance.

The content of the program is a book comprising ten lessons:

- The origin and function of Go
- The basics of Go
- The concept of Territory
- The concept of Liberties
- Illegal moves
- Connecting and cutting
- Eyes
- Basic capturing techniques
- More basic plays
- Figuring out who's won

The first lesson is a set of video sequences telling us about the origin of Go, and the benefits of learning to play the game. The next nine chapters gently teach you about the game with lots of pictures, video sequences and small funny cartoons without having the cartoons stealing the show. All of us had a very good time going through the lessons. The screens alternate between 'the teacher' talking to you and examples showing what to do.

The voice used is appealing and after each subject there are some very good examples. Although we found a few of these too difficult to grasp before moving on to the next



Go At Ease uses cartoon characters to help children learn about the game.

screen, this was not a big problem because you always have the opportunity to re-run the screen.

In connection with lessons 4 to 9 are some interactive exercises. These exercises are carefully chosen and provide a good opportunity to practise the subject you've just been studying. We found this way of studying Go superior to the traditional way of using a textbook.

The program also includes 1000 problems on various topics. Some of these problems are a bit difficult to solve and the program doesn't offer any real help – you just get a 'beep' and have to try again. It would have been very helpful to have some explanation – as a beginner it can be very hard to figure out why a particular move is wrong or what happens a few moves ahead.

To practice and test your strength the program includes a 9 x 9 version of *HandTalk*, which is a DOS program with the ability to use a mouse. You can set the handicap, choose whether to play as Black or White, and adjust the playing strength. You can also ask the program to give you a 'hint' and to show you surrounded territory – very useful features for beginners.

The Screen layout of *HandTalk*, which is a separate program, is different from the layout used throughout the rest of GO AT EASE and we found that a bit confusing. It's a typical DOS program with lots of information and options around the playing board. It's not that hard to learn and our son who isn't at all used to DOS programs didn't have any problems with the navigation. So the Screen layout is not a real problem it just breaks the entirety.

The playing strength of the program is more than sufficient for beginners and the playing speed is very satisfactory.

Our conclusion is that GO AT EASE was a pleasant surprise – it is very appealing and manages to keep our attention for hours. The explanations are concise and simple without being childish and the presentations are suitable for both children and adults. The only thing we were really missing was some commented 9 x 9 games.

We all feel that we have learned a great deal and can warmly recommend this program for beginners who would like to learn to play Go but don't have access to someone who can teach them the basic concepts of the game.

Mogens, Lene & Lasse, Epsom Go Club

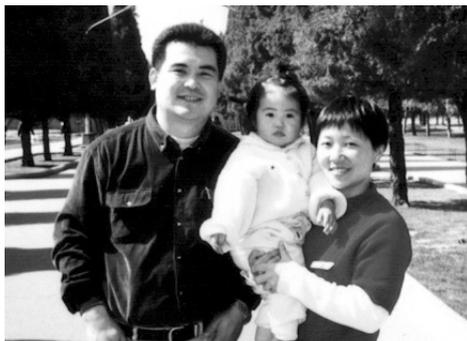
SNIPPETS

Rickard Recovery

Readers will be glad to hear that John Rickard (4 dan, Cambridge) is making a good recovery following a major operation earlier this year. He was able to play in the Challenger's League and we would like to wish him well for the future.

Feng Yun Goes East!

Feng Yun, pictured opposite with her husband Su Hong and child Ge Fei, moved to Toronto in April.



MORE MICROSCOPY ~ PART 3

Charles Matthews

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This article continues the close analysis of a game between Tim Hunt (1 dan, Black) and John Fairbairn (2 dan) as it moves into the middle game fighting. The comments are those of Seong-June Kim.

Figure 1 (20 – 35)

As we rejoin the game at move 20 fighting is running out from the right hand side. Amid the manoeuvres Black 21 should stand out. Black can attain real advantage by finding plays like this. In a calmer opening this would be a big point. Here it serves to keep White too busy to settle.

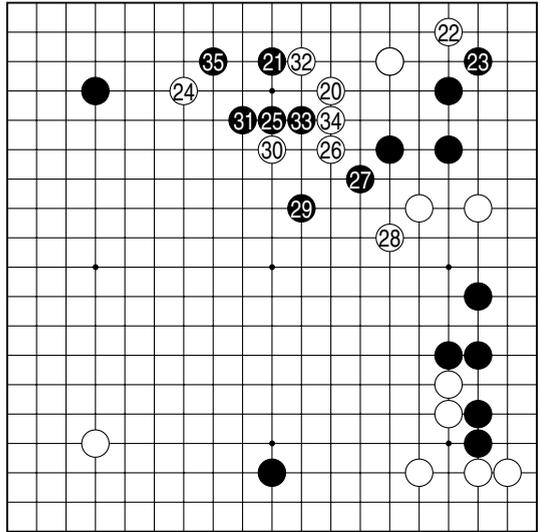
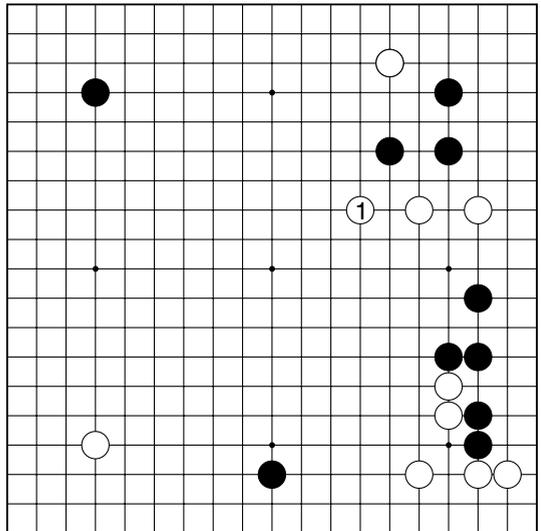


Figure 1 (20 – 35)

Diagram 2

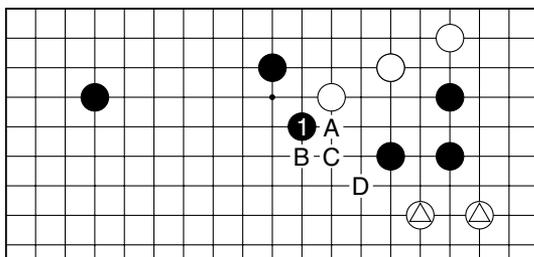
In fact White is ill-advised to press so hard here. Diagram 1 shows the recommended play for White 20. White 1 there is plain, but there is a wide gulf in Go between ‘plain’ and ‘bland’. White’s weak group on the right side perhaps looks better able to take care of itself than the single stone on the top side. That may be so; but the former is relatively heavy while the latter can be handled in a light way while the corner is open to a 3–3 invasion. Seong-June commented that in a book for the Japanese reader Diagram 1 would probably appear with the slightest of explanation; the virtues of White 1 there are a matter of direct perception (Fujisawa Shuko is the specialist in this sort of ‘ostensive’ teaching).



1

Diagram 2

Black 23 passes muster, but Black could also try 1 in Diagram 2. The point would be to play this thinnish shape while White's two marked stones are still very weak. White is inhibited from cutting through. White A, Black B, White C, Black D for example is an entirely unimpressive result for White.

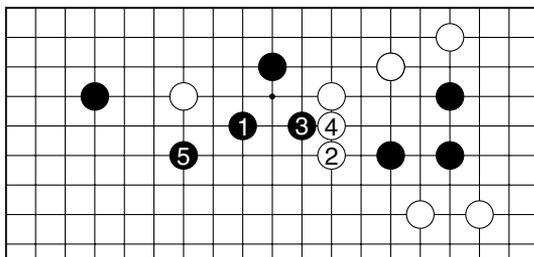


□ 2

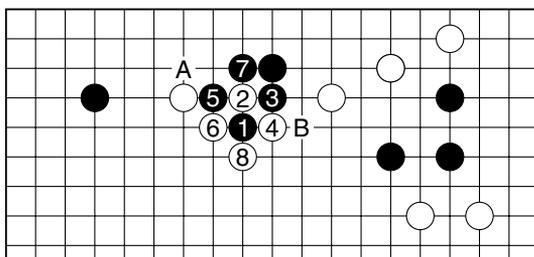
Diagrams 3 & 4

At 25, Black could consider the knight's move play, 1 in Diagram 3. That passage of fighting goes well for Black. However Black would have to be confident about the tactic of White 2 in Diagram 4, leading up to 8, the 'ko lock' (as we are learning to call it, following Victor Chow).

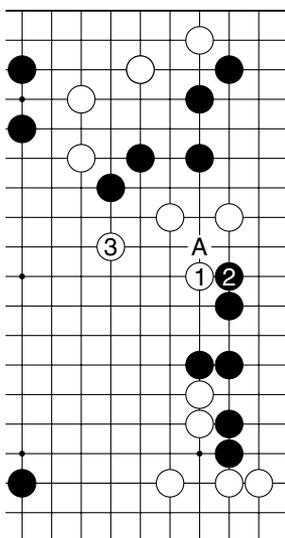
Since Black isn't closely confined there, with both A and B good plays next, this twist isn't so frightening. Untidier courses such as playing 5 at 8 needn't come into consideration.



□ 3



□ 4



□ 5

White 28 in Figure 1 is heavy. This play is really quite slow. In a professional game one might expect to see the sequence of the next diagram.

Diagram 5

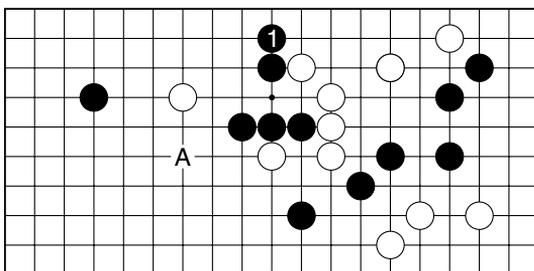
What would do nicely here is the rapidity of Diagram 5. When White plays 1 here, the point 2 becomes vital for eye shape on the edge, and it is hard to see Black omitting it. Then White 3 gets out one line faster, and with extra shape as a dividend. It would therefore make sense for Black to peep at A in this diagram, before playing 27 in the game.

Black 29 is clearly the correct direction, but either the diagonal play to its right, or the other knight's play one below that, would be more accurate. The simple point here is to press White's right side group so closely as to compel an answer.

Diagram 6

The order of 31 and 33 can be debated but 31 isn't bad. Black 35 is better for shape than for direction: Black 1 in Diagram 6 is more severe, keeping White uneasy about eye space in the top right. Black's next play around here ought to be at A.

From a technical perspective, and as I hope these series illustrate, fighting strength has a great deal to do with the cumulative business of getting *your* stones on the key points and making your opponent's stones and groups look misplaced. If the author can add a personal note at this point: I have watched Seong-June's games over a number of years and have noted how at some points his hapless opponents (by no means weak players) simply run out of good shape all over the board. There have to be reasons behind this sort of systemic collapse, when it happens to 5 dans. It must be a matter of their being out-fought, naturally, but strength at that level is anything but an abstract essence of power.

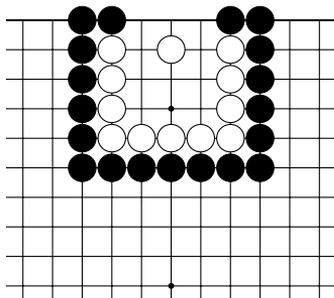


□ 6

If you are wondering at this precise moment why White doesn't pre-empt Black with a jump out at A first in Diagram 6, as I was a couple of minutes ago, making yet another weak group, perhaps you should examine what Seong-June calls your 'Go character'. His own, as I can attest, runs to constantly offering the opponent options on strong-looking but inadvisable plays; which differs radically from the run of the mill theory that you should be forever trying to squeeze your opponent between a rock and a hard place. It's the maze designer versus the control freak trying to force you down a funnel.

TRIUMPH OF THE PROVERB

supplied by Andrew Grant
 ajg@honinbo.freemove.co.uk



The solution to this problem will be given in the Autumn Journal.

Unlike real life, problems are always welcome in the Journal. If you have come across an interesting problem, please send it to the Editor together with a documented solution. Please indicate the source of the problem in case an attribution is felt necessary.

WHY DO WE MAKE BAD MOVES?

PART 6: IMPATIENCE AND LACK OF OBJECTIVITY

Denis Feldmann

Translated by Brian Timmins and first published in the *Revue Française de Go*.

There is another fault from which few players are spared: many moves only prove to be justified in the end game; many mistakes need only be penalised by indifference; many threats must remain suspended. But it is very difficult to resist the temptation to settle everything as soon as possible: “Supposing he noticed it and settled the problem before me?”

It is interesting to observe that at least four theoretical concepts (*aji*, *miai*, *kikashi*, *yosu-miru*) were developed in order to analyse situations where one should wait, and without entering into over technical considerations at this point, the impatient player would do well to consider the way in which professionals exploit *aji* (for example in Sakata Eio’s *The Middle Game*, Chapter 2, A Case of Bad *Aji*); or the classic remark according to which *sente* moves should be played as late as possible. The urgency of moves is always difficult to assess, but it is always a good idea to count, and besides, if your opponent wastes time eliminating *aji*, this loss of the initiative ought in general to cost him more dearly.

Another form of impatience consists in being intolerant of your opponent’s privileges (his *kikashis*, *sente yose*, etc.). The problem here is not so much the temptation of putting up resistance (by not answering, or else responding in an unexpected way), as the bad judgment which leads you to believe that your opponent is gaining points, whereas he is

only collecting what is his due. This may lead you to take ill-considered risks.

Finally, any player in the act of losing a ‘won’ game by using techniques linked to pride and anger feels growing nervousness and insecurity; impatience towards himself. Here we touch upon a rarer fault, perfectionism. We all dream of playing ideal games but some players estimate, after their first mistakes, that they have ruined the game and it is not worth going on. Pushed to the limit, this attitude leads to premature resignation — is this yet another bad move? In any case some of the strongest players have made it in tournaments! — but more insidiously, it leads to progressive degradation of one’s game: one bad play leads to others.

Have you ever tried playing a game alone? The experience is quite interesting: usually one takes the side of either black or white, and the game ends in a victory — often crushing — for the favoured colour. Few players show so much care in analysing both their own and their opponent’s potential moves: “Very often it’s just as I place my stone that I spot the one reply that I had not envisaged; I just have to wait (how long it seems!) for my opponent to spot it in his turn, and hope that it won’t ruin all my plans.”

At any rate, objective assessment of a position is a difficult art. The whole spectrum of players’ characteristics is revealed, and we shall look at this next time.

DIAGONAL OPENINGS ~ PART 3

Charles Matthews

Whatever happened to Ishida? My cohort of players was brought up on the stirring tale of his rise to prominence as a title holder, backed up by analysis from the Iwamoto Go Salon and fine James Davies writing, in the book of the 1971 Honinbo Tournament, still one of the best ever works in English. Subsequently he spent five years at the very top of the heap in Japan. And then? Marriage, mahjong, mokuahazushi (he became a specialist in 5-3 openings). On his appearance as commentator at the Meijin match in London in 1989 he demonstrated the room-filling smile and personality of the chat show host. But – Yoshio – the brown suit has to go.

It seems likely that after a certain point he began to play to please himself, rather than solely to win. When I sorted out the material for this chapter on diagonal openings, it turned out he was the leading proponent with White of the pattern I'm looking at this time, with five examples coming to hand. I'm all in favour of the comparative method of Go study, so this chance of the same fight played out against different opponents seemed too good to miss.

Figure 1 shows an established diagonal pattern, for the case in which Black plays 3 parallel with the 4-3 point White 2 (as examined last time), and White takes up the challenge with the approach 6, rather than trying to take the sting out of Black's initiative. Black pincers with 7 to make the most of first play on the left, after which White 8 shows an uncompromising mood. Black 9 is the fighting move: extending on the third line would be more peaceful. Then the intention of White 10 is to attack on one or other side.

The first of our games, in chronological terms, is from the 1976 Meijin League, with Kajiwara as Black (Diagram 1). White 12 is the characteristic attack on the lower side, and White 16 the follow

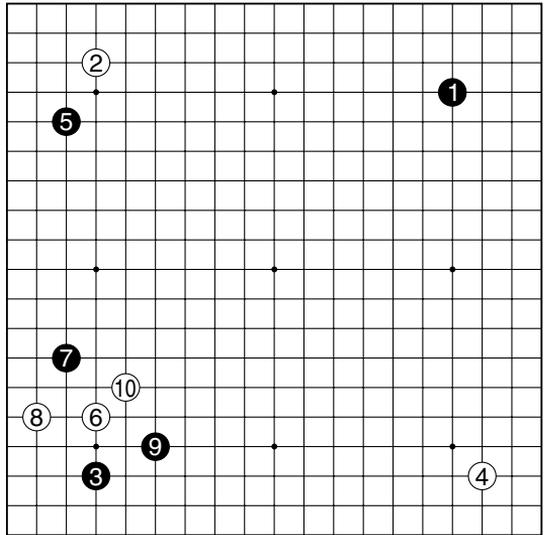
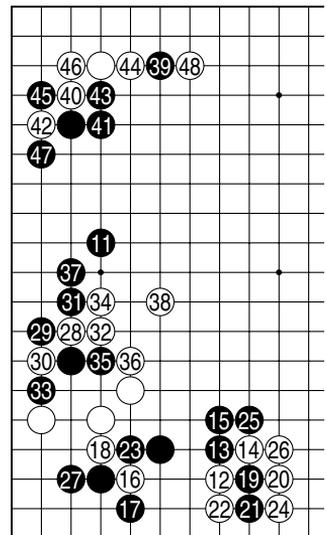
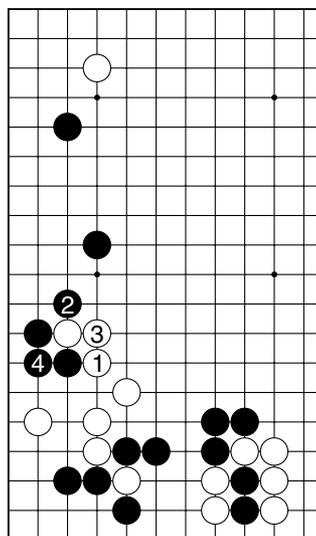


Figure 1



□ 1

up that may serve as a sacrifice to gain White eye space in the corner. Black might answer it at 23 or 17. The play at 17 makes sense if Black intends to give up the original corner stone; if White captures it a black stone at 23 would be redundant. After White 22 Black needs to cut, otherwise White connects up along the third line. Therefore we get one of those mysterious seeming professional exchanges to 27. White now has a fine position on the lower side. White 28 is to make sabaki, handling the other white group in a shapeful way. Diagram 2 is the preferred sequence, according to the Kido Yearbook; White's eye shape is a little better. By the end of Diagram 1 White has three times weathered the storm.



□ 2

The game in Figure 2 has Black extending back only as a knight's move with 11, anticipating a fight on the upper left side. In it White tries taking the corner with 20 and Black therefore takes up position on the lower side with 21. When White invades at 22 Black first prepares the ground with 23 and so on, before returning to a convincing attack with 31. Again Ishida as White shows his nifty skill with 32 and 34. White after 50 has plenty of weak black shape in the centre to work on, if Black cuts below 46. (This game is Yoda-Ishida from the 1992 Gosei.)

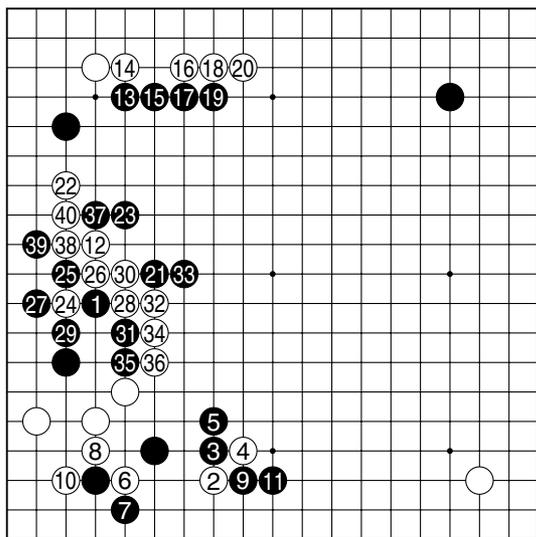


Figure 2

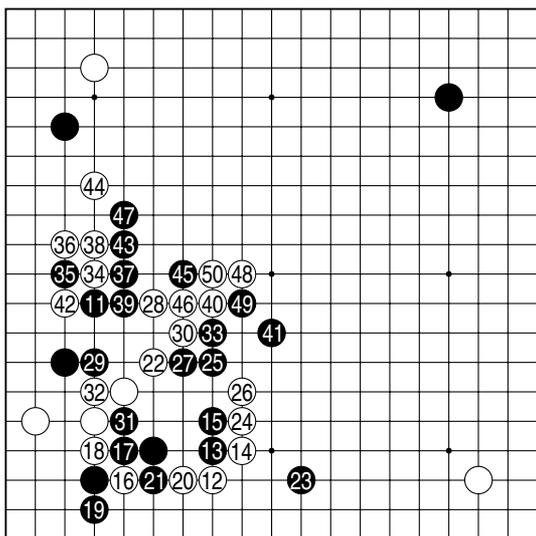
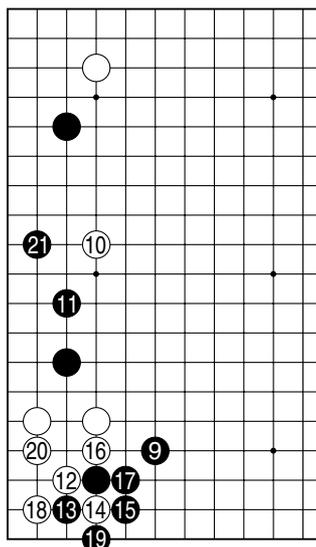
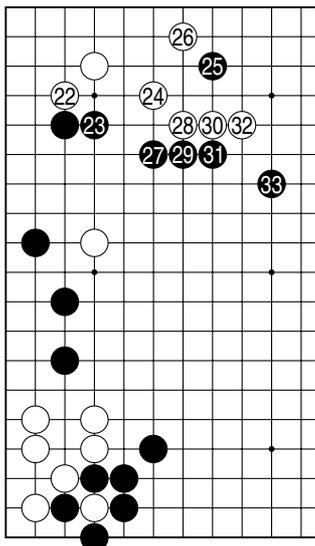


Figure 3



□ 3



□ 4

Figure 3 is taken from a game between Yamashiro and Ishida (Judan 1983). Here we see another major idea, with Black 17 cutting instead of dropping back to the second line. Black 19 here is the tough minded follow up; it ensures the game will become busy on the left side. It is also joseki to play this one to the right. When it comes to Black 23 there is a timing question. Black might jump out to 25 at once. This has the advantage that if White still pushes up at 24, Black can answer comfortably at 26.

With 34 and 36 we have a flash once more of the Ishida sabaki magic. This is a standard combination, perhaps, but there is the problem of how White will cope with the centre group. White did win this game, by a small margin.

The remaining two example games show variations from the main theme. In Diagram 3 White transfers to a pincer at 10, relying on yet another sabaki technique (12 plus 14) to settle the lower corner. This is from an international 1992 game (Black was Ma Xiaochun of China, in the Fujitsu cup). In Diagram 4 Black continues in such a way as to promote a large framework on the left, aiming to swallow up the pincer stone on a scale to compensate for White's corners. (The game went to Ma by half a point.)

Finally a TV game from 1980, in which Black was Takemiya. He is normally considered averse to the messier openings so it is perhaps not surprising that his choice at 9 was to extend along the third line.

Figure 4, therefore, shows a quite different sort of development.

With 10, 11 and 12 we see a typical running fight on the left side with the one-point jump freely deployed.

Not for long though, as White presses for influence with 14, 16, 18. Black resolves on sacrifice of the group, taking a key shape point with 21 and playing taisha in the upper left with 23. You are firmly told in the books that ignoring this play is likely to lead to disadvantage – but Ishida does so anyway. Therefore what follows with 25 up to 38 is a rarish model sequence, the sort of result where we can assume Black's influence, made in sente, has the edge over White's corner territory. Up to 40 we have a game of wide open spaces.

A note on research

Besides paper sources I have used Gogod disks – Takemiya collection #51, Kido Yearbook 1984 #257 for the Yamashiro game and the joseki dictionary on the

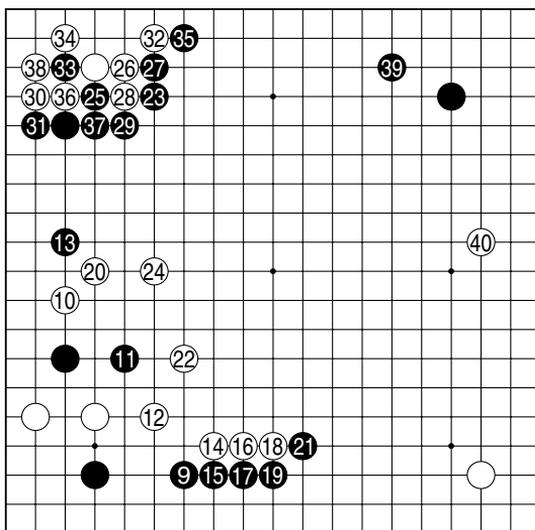


Figure 4

Jan van der Steen web site:

<http://www.cwi.nl/people/jansteen/go/>

The Gogod database is hoped shortly to be on-line, in a searchable form, which would make this kind of comparative work much easier to initiate; though of course coming up with good questions and interpreting what is to be seen in professional games is never going to be mechanised.

EXPERIMENTAL TOURNAMENT

Steve Bailey sgbailey@iee.org

In a recent conversation, I was discussing how much influence the opening has on the result of a game of Go. This developed into the suggestion of an experiment to find out.

To this end, I plan to run a small (six to ten players) four round experimental tournament on Saturday 8th July in Guildford.

The experiment is to start all the games with the fuseki pre-defined from some suitable professional game. For this to work, all

games must be even, so entry is restricted to 2 kyu and 1 kyu. Everybody will play the same opening twice as Black and twice as White. The game to be used will be chosen by one of our better dan players.

The tournament will have a 10:30 start and a 6:30 finish, achieved using 45 minutes each plus 30 stones in 5 minutes overtime. Komi will be 6 points. I've already done the draw, so that won't be late.

For further details, please e-mail me or phone me on: 01483 533 748

THE WONDERFUL WORLD OF THE IGS

Tristan Jones

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Would you like to watch professionals and top world amateurs playing fast games, with enthusiastic kibitzing, twenty four hours a day? Have you ever wanted to play against an opponent of your own strength whenever you felt like it? How about making new Go friends and rivals across the world, from China to the United States? And would you like to be able to access huge databases of commented dan games, on demand? Not long ago, these were impossible wishes but now, thanks to the IGS, the Internet Go Server, anybody can play, watch, and talk Go any time.

But surely using the internet is expensive, what with all those call charges and the cost of buying hardware? In fact, access to the internet is much cheaper than many people think. For starters, it is now possible to make totally free calls to the internet. Secondly, you don't need to spend a fortune on equipment either. Although it is true that the latest and most costly Pentium III computers allow the fastest and smoothest connection, it is possible to obtain a perfectly adequate 486 or Pentium I for well under £200. The trick is to avoid High Street shops like the plague and to head down to your newsagent for copies of PC Mart and similar magazines. There you will find extensive ads for private sales and, if you don't like buying privately, pages of ads placed by companies who specialise in refurbishing older machines.

But *exactly* what hardware and software are needed? You can be quite flexible – as long as certain minimum requirements are met, you don't need to worry too much about the precise specifications of your machine. Basically, you need the following items.

Hardware

A 486 or Pentium computer (second-hand or refurbished prices begin at about £100).

A modem – a fast, 56.6k modem costs about £65 new, but an adequate 14.4k or 28.8k modem can be had much cheaper second-hand.

Software

Windows 95 or later – if you are buying, make sure that this is the operating system supplied with the machine

Internet Explorer or Netscape Navigator (a version of Internet Explorer generally comes along with Windows 95).

Once you have the equipment ready, you need to get connected. The way it works is very simple: your computer connects to an Internet Service Provider (ISP) via the modem and telephone line and your ISP links your computer to hundreds of thousands of other computers across the world. In short, your ISP is the bridge between your computer and the global computer network, or Internet.

Getting an ISP is absurdly easy: once you choose your ISP, for example AOL, you phone them up and get them to send you a CD. When the disk arrives, you fling it into your machine and follow the instructions. And if you haven't got a CD-ROM drive, you can still connect via a dial-up connection such as BT Clickfree: go to 'My Computer', then 'Dial-up networking', click on 'Make new connection', enter the telephone number to be dialled as 0845 757 6333 and call it BT Clickfree. Then, when you open up Internet Explorer, the computer will automatically dial this connection. As long as you put BT Clickfree as your user name and leave 'password' blank, it should work.

Once you get used to using Internet Explorer you will be able to download the software required for using the Internet Go Server. What's needed is a 'client', in other words,

an interface program which presents you with a graphical Go board for making your moves and windows to type and read messages to and from other users. Clients may be found by connecting to the BGA site at www.britgo.org – and navigating to the pages on Go software.

Once you have downloaded the client, it's time to begin playing Go. At this point you would do well to consider finding an ISP that offers free internet calls since you will, I can safely predict, find internet Go playing highly addictive. There are several good choices, which are listed below:

www.localtel.co.uk On this web site you can get information on screaming.net, which gives totally free access to the net during all off-peak hours. This is fine so long as you are prepared to sign your telephone line over to Localtel.

www.4unet.co.uk Here you can order a special internet adaptor which plugs into your BT phone socket. This re-routes your internet calls to an 0800 (free phone) number and works twenty four hours a day, every day. In addition, you get a 30% reduction in all standard BT calls.

www.btinternet.com On this site you can subscribe to BT's Surftime package, which currently allows you free calls to the internet between 6pm and midnight during the week, and during the entire weekend, in return for a flat fee of £10 a month. The advantage of this package is that it can be set up within an hour, whilst you have to wait several weeks for the options mentioned above to be processed. Thus, whilst you are setting up a Localtel account, you could subscribe temporarily to Surftime but please read the contracts before committing yourself!

www.breathe.com This is another option, for which you pay an initial charge of £50 in return for un-metered access to the net.

NTL Phone 0800 183 1234 for information about NTL, which offers un-metered access to the net for a £10 monthly fee .

Having downloaded and installed the client, you simply start it up like any other program. On WinIGC you will find a command called 'Connection'. If you click on this, and select the server named **igs.joyjoy.net 6969** and the user name **guest**, the program will automatically connect you to the internet and to IGS. Once into IGS, type 'help register' and then register yourself with a nickname of your choice. Having done this IGS will, within half an hour, e-mail you a confirmation of your account and a password, plus information on basic commands.

There are two especially important things to remember when playing on IGS. Firstly, rankings on IGS are a great deal stronger than normal ratings: when I began to play, I was about 12k but my IGS rating was only 21k; now I am about 5 or 6k but only around 12k on the IGS. At the other end of the scale, I have had it confirmed that there are 9 dan professionals whose IGS ratings are only 6d.

Secondly, it is inevitable that there will be time lags and disconnections which could cause you to lose, or even to win, games you shouldn't. Please be patient with your opponents, and resist the temptation to call them names or to send rude messages to them – it is true that you cannot see them but they are still flesh and blood, just as if they were sitting opposite you in a Go club.

Play on the IGS tends to be violent, to say the least. Trick plays abound and your opponents will try and kill anything that moves. You won't make any framework that isn't invaded and you'd better watch your connections, since IGSers like to chop and cut. It can be intimidating to face such a style of play, but if you stay cool and resist the temptation to play moves quickly and thoughtlessly, you will find ways to punish impertinent aggression and your reading ability will improve rapidly!

The ability to observe and kibitz on dan level games is one of the most exciting

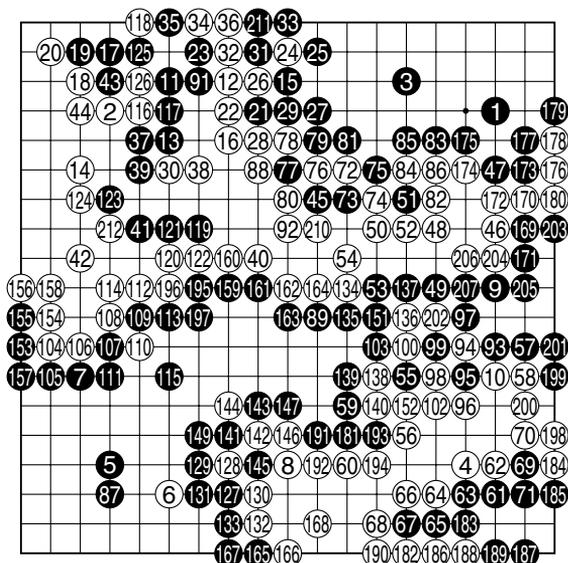
features of IGS. Typically, players rated 4d and 5d on IGS are top world amateurs and, as I mentioned, many pros like to play too. When these highly ranked players clash, it attracts dozens of spectators, including other dan players, who will offer explanations and commentaries.

If there's some aspect of the position you don't understand, just ask and almost always a stronger player will clear it up for you or at least supply an opinion – after all, there are probably several other observers who are wondering the same thing!

Although the players themselves cannot see the kibitzes, it is wise to show due deference and not to criticise their moves in a rude manner. If you don't, other strong players will put you in your place in no uncertain terms!

Important tournament games are regularly broadcast over the IGS, complete with commentaries. In this way you can keep up with the latest action in Japan, Korea and China.

Moreover, you can save games that you play or observe and study them off-line at your leisure. In addition, with the **index** and **request** commands, you can get replays of thousands of top level games. If you want to improve, the IGS is a powerful tool. If you play mainly for pleasure, the IGS offers many entertaining possibilities.



90 at 76 101 at 95 148 at 128
150 at 94 208 at 77 209 at 72

I will leave now with a sample of IGS play. In this game, played when I was 14k* (about 7k BGA), exemplifies the highly aggressive style of IGS kyu players. In this game I build up huge frameworks but suffer a large loss in the upper left corner, finally scraping to a half point victory. It is hardly Meijin level stuff, but such quick games are exciting to play.

Feel free to e-mail me if there's anything you'd like to ask me either about connecting to the internet or about the IGS. I just love it, and you will too!

COME BACK WHEN YOU'RE STRONGER

Charles Matthews on the revised British Championship system

I was reminded recently of Victor Borge's joke: "How old are you, son?" "Nine." "Shame on you, at your age I was eleven." The same patronising ignorance of life nearer ground level characterises the changes just made in the British Championship system.

Come Back When You're Stronger would make a good title for a light-hearted section in the BGA Handbook on how not to run a club. So why is it thought to be a key principle at national level? I have heard it said often that stronger players, or some of them, manage to make weaker ones feel less valued. I hardly had enough first-hand evidence of this. But the new system seems to say that you have to be 3 dan to matter, to be 'serious'. This is so misplaced as a doctrine that the BGA should publicly disown it. So what if a shodan is unlikely to emerge as British Champion? Even worse is the syllogism that the British Championship should be run for the benefit of a particular stratum – it should be run in line with the BGA's principle purpose, to promote Go.

What has happened is radical surgery, charmingly spoken of by one leading player as 'revitalisation' (the excluded were presumably gangrenous limbs).

A spurious tidiness doesn't make up for the exclusion of swathes of committed players. The reasons given by Alison Jones in BGJ 117 need not detain us long.

A system easily understandable and accessible to the press.

Anyone care to explain a Swiss (with qualification via a year's McMahons), followed by an all-play-all, followed by a match, to a reporter on the phone? The 'problems' claimed in running the Challenger's as a large Swiss are to do with last minute withdrawals, and were well known to the organisers under all previous systems. All attempts to streamline them out will fail,

barring changes in human nature in the new Millennium.

The range of groups slighted by the direction of the 'reform' is so broad as to be comic, if it weren't so sad. Most of the regions of the UK (who will be lucky to be represented at all); 90% of BGA-affiliated clubs (ditto); women; youth players (with classic meanness the place for the Youth Champion in the Candidates' has been withdrawn, until such time as the bar in the Youth Championship is at dan level); 5 dans (apparently the critics of the 1997 Challenger's, which brought together four UK 5 dans in one tournament for what was presumably the first time, have some persuasive arguments that this was all a big mistake); players around the 1 dan mark (who make up the bulk of the BGA's most valued volunteers); foreign players qualified by strength and residence, who instead of a courteous invitation get a curt "qualify like anyone else, and think about it six months ahead". And those improving players, who (and I quote) will feature in "even games between improving and established players". If you need a 3 dan performance to be included at all as an improving player (thinks...), that presumably makes the established players 4 dans. So, got it now, if you are 3 dan or thereabouts you will be allowed to play 4 dans. Otherwise, come back etc.

A previous contentious issue around the BGA was the Women's Tournament. That one was resolved by junking a stubbornly enforced policy – women to play in an all women event, like it or not. Instead a coherent set of new ideas was put in place; women to be brought into Go via pair Go; female solidarity to be promoted by training weekends. The BGA should start a rethink by shredding all internal documents on the Championship that summarise to "95% of membership to be treated as riff-raff". Then,

on a fresh sheet of paper, writing the words “Those who really think the pecking order in British Go is a matter of moment are invited to read the European ratings posted freshly every first Thursday of the month on the EGF web site”. No more please about everything pivoting on the minor placings in the Challenger’s. I’m losing count of the number of times I have come fourth in it; and I can assure everyone that, as something to tell your grandchildren, that ranks about as high as playing for a side defeated in the semi-finals of the FA Cup.

In place of the current system, beamed down from a passing UFO (doubtless from a vastly more advanced civilisation), could we please have one designed by a carbon based savannah dwelling life form? Such a creature would be more likely to appreciate grassroots and the green shoots of new growth as contributions to her environment.

When I started to play Go, the scene was dominated by students; no good thing in itself. The current position, in which the British Championship may have no student entrant at all, seems to be palpably worse.



BACK TO BASICS ~ A DISCUSSION OF THE 6-POINT CORNER PROBLEMS

Steve Bailey

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There are several points raised by these problems which I want to discuss.

Whose move is it?

By asking you to solve the problems for both ‘Black to play’ and ‘White to play’, you have effectively been answering the question “What is the status of this group?”. There is a tendency to answer status questions with the reply “Whose move is it?”. The whole point of status problems is that you have to understand the situation from both points of view. There is no point in White trying to resurrect a dead group or in Black wasting a moving ‘killing’ a corpse.

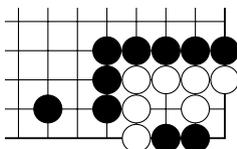
Where are the eyes?

When reading out a situation, you need to be able to determine where a group’s eyes will be. A detail that

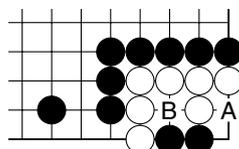
can easily be misunderstood is that the defender may have to play stones on the vacant points around a captured stone in order to remove it. Some players, when asked “Where are this group’s eyes?” get this wrong and point to vacant points that will eventually be filled rather than to a stone which has been captured – a false eye being a classic example.

For example, when asked where White’s eyes could be in Diagram 1, a player may point to A and B in Diagram 2.

This is wrong, Diagram 3 is correct, the eyes are at A

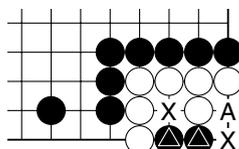


□ 1



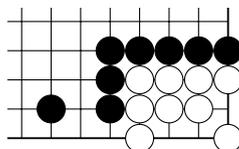
□ 2

and under the marked stones, while the empty points ‘X’ will eventually be occupied by white stones.



□ 3

Diagram 4 clarifies the position. To reiterate, one of the defender’s eyes is under the captured invading stones

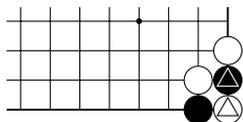


□ 4

and the adjacent liberties must be considered as defender's stones!

Strange things happen at the 1 – 2 point

Another common theme is that of ko. In these problems the most common ko involves the 1–1 point as shown in Diagram 5.



□ 5

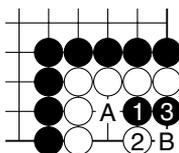
Notice the difference in Black's answers to Problems 1 and 2. Black 1 at the 2–1 point leads to a ko in both cases, but it is the wrong solution to Problem 1 as there is a better move, the 2–2 point, that kills directly. Since the 2–2 move fails in Problem 2, the ko is the correct answer there.

These problems also demonstrate that the 2–1 point is often key. Note that whenever the situation is unsettled, a White play at the 2–1 point works, so you don't have to try and memorise all the answers that work. If you remember that in the six-space corner, a White 2–1 point works if anything does (and if any move is required), that will reduce how much you need to read. Similarly for Black either the 2–1 or the 2–2 point are most generally applicable.

The follow-up

If you are not sure of the follow-up to the first moves shown in the solutions, Diagrams 6 to 11 show some of the relevant sequences.

In Problem 1, Black 1 in Diagram 6 is correct. White 2 is answered by Black 3 otherwise White can play there and get two eyes. White can't now play at A due to a shortage of liberties.

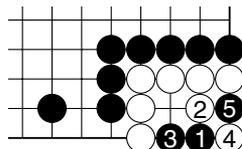


□ 6

Although we conclude that White 2 is wrong, it is an excellent ko threat and there is also a second good ko threat, White 4 at A requiring Black to capture. These threats cost White nothing; Black gets one extra prisoner but one less point of territory, with no loss of White tempo. Should Black ignore the threat White can capture Black and live. This move converts 17 points for Black (11 territory + 6 prisoners) into 5 points for White (1 prisoner and 4 territory), so the threat is worth 22 points.

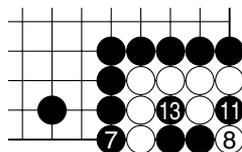
Diagrams 7 – 10

There are two different ways of achieving the '2 kos' in the Black solution to Problem 2. Diagram 7 shows the first ko (moves 4 and 5). White 6 is a ko threat.



□ 7

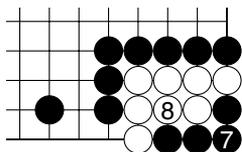
In Diagram 8 Black ignores the threat, fills the external liberty with 7 and fights the second ko. Black plays a ko threat elsewhere with 9, answered by White 10. Black ignores White's ko threat 12 to capture with 13.



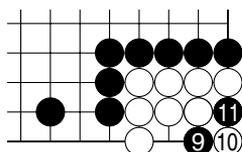
□ 8 9,10,12 ko threats

In this variation Black has ignored two White ko threats but does remove the white stones from the board. This might be useful if the surrounding black stones are themselves under attack.

Alternatively, after Diagram 7, Black can play as in Diagrams 9 and 10 where, although 7 makes a 'bent four in the corner' shape,



□ 9

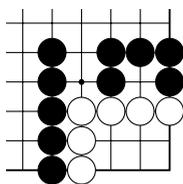


□ 10 12 ko threat

White can force Black to play out the second ko (moves 10 and 11) during the game. Again, Black ignores White's ko threat 12 to fill with 13 at 10. This sequence is less efficient than that of Diagram 7, except that Black needs one less ko threat in Diagram 10. Diagram 7 is the usual sequence.

Liberties are liberties

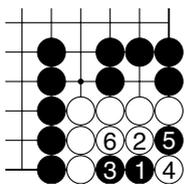
The difference between Problems 1, 2 and 3 is in the number of liberties not in their location. In this article, they have been shown on the first line. Problem 3 could equally well be as in Diagram 11.



□ 11

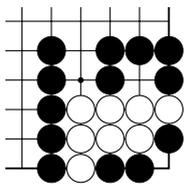
Valuable ko threats

Problem 3 is settled. However Black may attack the corner as ko threats. Should this happen, White is obliged to answer each move lest the corner be captured. White must know how to live if this happens, and playing it as a ko, like Problem 2, is wrong. The second liberty is significant, as Diagram 12 shows.



□ 12

The end result is Diagram 13. There Black is not allowed to play at the 1-1 point so when he plays an



□ 13

outside liberty, putting White into atari, White captures the 3 black stones leaving two eyes.

Divide or expand?

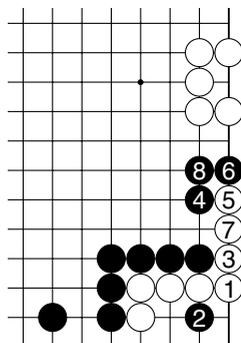
The solutions for White to Problem numbers 10, 11, 13 and 14 show clearly the alternative approaches of 'dividing the eye space' with two of the valid moves and 'expanding the eye space' with the third. Generally the eye space expansion is better as it maximises the territory and may permit a push later to reduce Black by a point.

Outside Influence

The significance of the last three problems is to show how external stones can make a difference. The basic shape is dead in each case. However if there are

friendly stones close by, there may be the possibility of connecting out rather than making eyes.

Diagram 14 shows an attempt by White to connect in Problem 20.



□ 14

Note that White 1 converts the situation in the corner to that of Problem 13 with Black to play. Therefore Black must play a move in the corner to prevent White living locally. Black 2 is reasonable as it keeps White down to one eye and also removes a liberty, speeding removal of the White stones should it become necessary. This gives White time to attempt the connection. Unfortunately, in this case the white stones outside are too distant to be of any use.

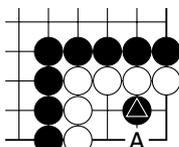
We would all benefit by going through these problems time after time until the moves become instinctive.

BACK TO BASICS ~ THE SOLUTIONS

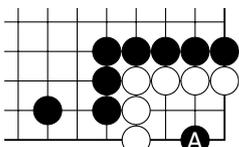
means that Black should play elsewhere since, whatever Black does, White can live.

The answers for Black to play:

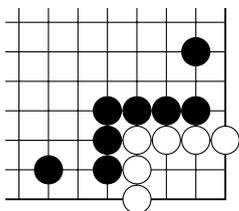
In the answers, the white group dies if Black plays one of the points marked Δ ; 'dead' means that Black should play elsewhere since whatever White does, Black can kill; 'ko' means that Black must win a ko to kill the group; '2 kos' means that Black has to win 2 kos (or one ko twice) to kill; 'alive' means that Black should play elsewhere since, whatever Black does, White can live.



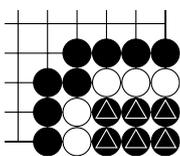
1 A is ko



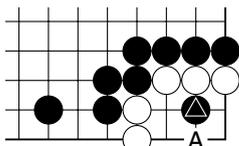
2 A is 2 kos



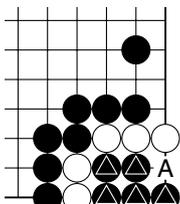
3 alive



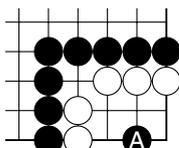
4



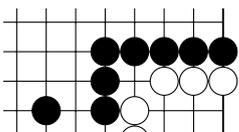
6 A is ko



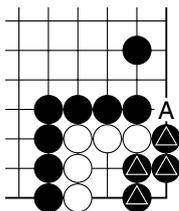
5 A is ko



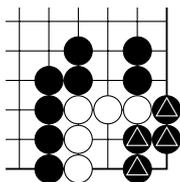
7 A is ko



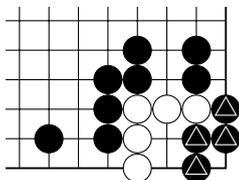
8 alive



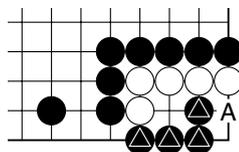
9 A is ko



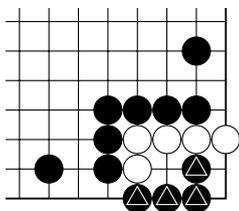
10



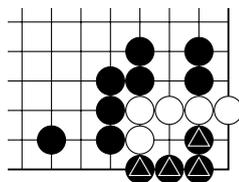
11



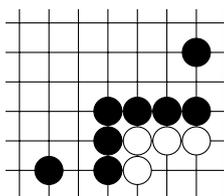
12 A is ko



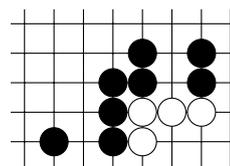
13



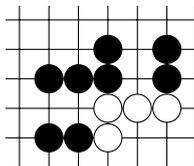
14



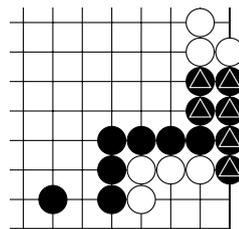
15 dead



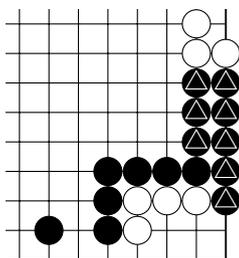
16 dead



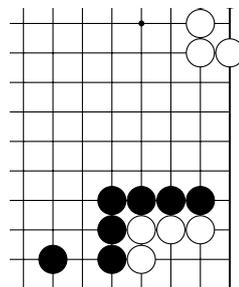
17 dead



18



19

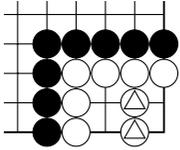


20 dead

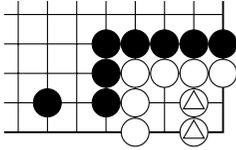
BACK TO BASICS ~ THE SOLUTIONS

The answers for White to play:

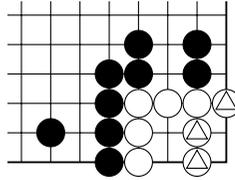
The white group lives if White plays one of the points marked Δ ; 'dead' means that White should play elsewhere since whatever White does, Black can kill; 'ko' means that White must win a ko to live; 'alive' means that Black should play elsewhere since, whatever Black does, White can live.



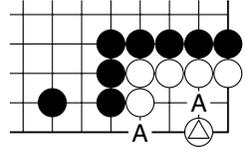
1



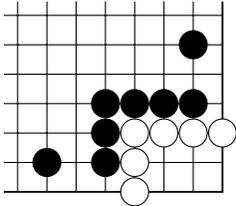
2



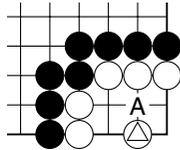
11



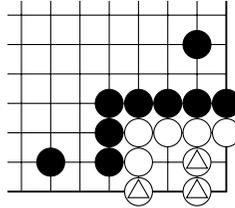
12 A is ko



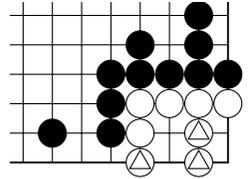
3 alive



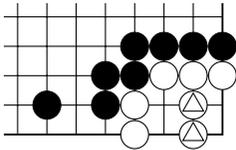
4 A is ko



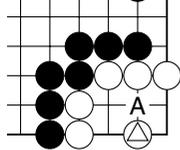
13



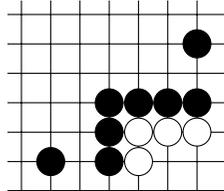
14



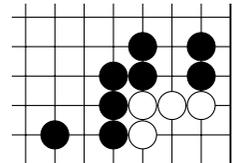
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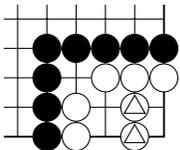
5 A is ko



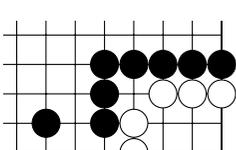
15 dead



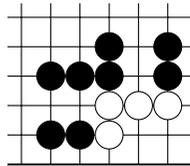
16 dead



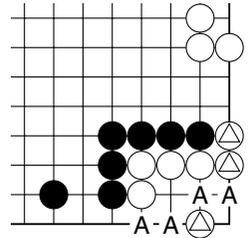
7



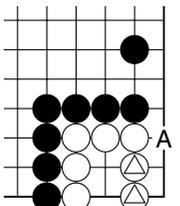
8 alive



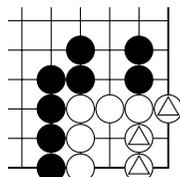
17 dead



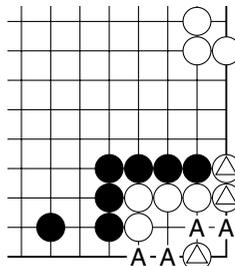
18 A is ko



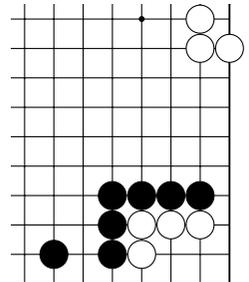
9 A is ko



10



19 A is ko



20 dead

EUROPEAN TOURNAMENT RESULTS

Tony Atkins

ajaxgo@yahoo.co.uk

Ole

Spain's top tournament, Barcelona, was held on 19 and 20/02/00 and won by Miyakawa Wataru (6 dan Japan/France) on 5/5. Second was Du Jingyu (7 dan China/Germany). Two UK players won 3/5: Natasha Regan (6 kyu) and Matthew Selby (7 kyu).

Sinaia Twain

The 5th European Youth Championships were held in the picturesque mountain town of Sinaia in Romania from 03 to 05/03/00. A large number of Romanian children took part in the two McMahon system sections. Professional Yuki Shigeno was on hand to teach and encourage them. In the Under-18 section there were 64 players, the winner being Hungarian 5 dan Diana Koszegi. On 5/6 were Andreii Kulkov (3 dan Russia) and Timour Douguine (2 dan Russia). In the Under-12 section there were only 61 players. Winner was Ilia Chikchine (2 kyu Russia) and runner up on 5/6 was Mykola Gluschenko (1 dan Ukraine).

In Memoriam

24 players from 12 countries in strength from 4 to 7 dan responded to the invitation to attend the Ing Chang Ki Memorial Cup in Helsinki from 10 to 12/03/00. Unbeaten in first place was the Korean from Moscow: Lee Hyuk. On 5/6 was second placed Alexander Dinerstein (Russia) who only lost to the winner. Guo Juan (Netherlands) lost to both the top players to come third. Also on 4/6 were Robert Mateescu (Romania), Matthew Macfadyen (UK), Felix von Arnim (Germany), Christian Pop (Romania) and Gert Groenen (Netherlands). Matthew's results were +Soldan, +Florescu, -Mateescu, +Eijkhout, -Hyuk and +Lazarev to give him fifth equal. Matthew reports on his game against Florescu on page 16.

Frank Brno

Brno in Czech Republic was the venue for the 2000 event on 08 and 09/04/00 and was very well run. 15 counties attended. As usual Germany won with 5/5; this time the team was Monika Reimpell (1 dan) and Franz-Joseph Dickhut (6 dan). Second were Hungary's Diana Koszegi (5 dan) and Gabor Szabics (5 dan) and then Netherlands' Karen Pleit (2 kyu) and Auke Rosendahl (3 dan), on 4/5. Romania's Irinia Sucia (2 kyu) and Bela Nagy (4 dan) topped the group on 3/5 and fifth were our own Jackie Chai (2 kyu) and Francis Roads (4 dan). Sixth were Czechia A: Martina Simonkova (2 dan) and Petr Cipra (5 dan). Other countries were Poland, Slovakia, France, Bosnia, Lithuania, Switzerland, Italy and Czechia B took part to make numbers even. The UK results: +Yugoslavia (5 kyu/3 dan), +Czechia B (2 kyu/4 kyu), -Germany, +Croatia (5 kyu/5 dan), -Hungary; the UK were awarded the furthest travel award.

Easter Chics

The 2000 Paris moved to a new sports centre but was held over Easter as usual (22 to 23/04/00). They lived up to their claim to turn over a new leaf by never being late to start ever again. They scrupulously stuck to a cut off for entry for round one, and were only let down by one of the top boards playing very slowly in overtime in the penultimate round. At least they did not have to pay out on their refund promise. Professional Kobayashi Chizu was there to make comments and she was very good at this and very popular. There was almost an international incident, regrettably unprintable, that was saved by the thickness of accents and the Brits not letting on! First prize this year was 1000 euros and it was won by Du Jingyu (7 dan China) with 6/6; second was

Pei Zhao (6 dan China), third Miyakawa Wataru (6 dan Japan) both with 5/5; 4th was Erik Puyt (5 dan NL), 5th, Jeff Seailles (5 dan F), 6th, Frank Janssen (6 dan NL) and 7th, Guo Juan (7 dan NL). 6 of the 239 players were from UK, best scorer being Malcolm Schonfield (1 kyu London) with 4/6; surprisingly Natasha Regan did not win a prize. Anyway the tournament is a good excuse to see the chicness of Paris at Easter, but the local Chinese restaurant seemed as good a place as any, thanks to its karaoke and sake cups...

Toyota Go Tour

The first ever European Toyota Go Tour event was in Milan on 29 and 30/04/00. 73 players mostly from Italy and surrounding countries took part. Winner of the first Toyota points and prize money was Vladimir Danek (6 dan Czech). Second on 4/5 was Viktor Bogdanov (6 dan Russia). Leon Matoh lead the group on 3/5 in third place. Young Shinada Kei, the girl you may remember from the London Open, was there as guest of local professional Yuki Shigeno; Kei is now playing at 3 kyu.



NOTICES

Post Vacant

The position of Publicity Officer is still vacant. Please contact BGA Secretary Tony Atkins for further information. See BGA Officials on page 60 for contact details.

Advertisements

£50 per page and pro rata. Privately placed small ads, not for profit, are free.

Stop Press

As we go to press the 4th Mind Sports Olympiad appears to be threatened by problems with sponsorship. If you are planning to attend this event you can check on the status by phoning 020 7849 6373 or by visiting the MSO web site at:

www.msoworld.com

Journal Contributions

Please send contributions for the Autumn Journal as soon as possible and in any case by 4th August.

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

Diagrams can be supplied as mgt or sgf files from your favourite Go editing program.

Please e-mail your contribution to:

dimension@btinternet.com

or post to:

David Woodnutt
3 Back Drive
Lillingstone Dayrell
Buckingham
MK18 5AL

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FORTHCOMING EVENTS

For the most up to date information on future events, visit the BGA web site at:

www.britgo.org/tournaments

July

Saturday 8th

An experimental event for 1 and 2 kyus only.

All games will start with the same fuseki picked from a professional game. There will

be 4 rounds so each player will play the fuseki twice as Black and twice as White.

Contact Steve Bailey for more details.

01483 533 748.

Saturday & Sunday 15th - 16th

Scottish Open, Edinburgh University.

Donald Macleod 0131 445 4489.

August

Saturday 12th

Norwich Tournament. Tony Lyall

tony@ccn.ac.uk.

Saturday 19th - Monday 28th

Go events at the Mind Sports Olympiad, Alexandra Palace, London.

- British Championship title match between Des Cann and Matthew Macfadyen
- Main 19x19 tournament
- Lightning tournament
- Youth tournament
- Rapid-play tournament
- Pair-go tournament
- Main 13x13 tournament
- Novice 13x13 tournament
- Teaching sessions: 'Introduction to Go for beginners'
- Computer Go

September

Saturday 2nd - Sunday 3rd

Northern, Manchester. John Smith.

j.h.smith@man.ac.uk

Sunday 17th

Milton Keynes. Andrew Grant

ajg@honinbo.freeserve.co.uk

NEW BGA WEB ADDRESS

The BGA web site has a new URL

☛ <http://www.britgo.org>

We now have more web space, and more facilities, than were possible with the BGA's Demon account.

This has been provided through the generosity of *The Blue Fish Company*. Blue Fish is a new media company specialising in web site presentation and application development.

If you are responsible for a web page or other publication which cites the BGA web site or any part of it, please replace:

www.britgo.demon.co.uk

with

www.britgo.org

Championship Survey Apology

I apologise for the unclear table in the last Journal regarding the Championship survey. It would have been helpful to label the top boxes 5-6 dan, 4 dan, 2-3 dan, Total dan, Total survey. In addition, I should have made clear that the scoring for the Options for the Challenger's were those derived from the 'Grand Prix' system described in the text and that all other numbers (time limits, qualification for Candidates' tournament and continuation of existing match play-off) were absolute numbers.

Thanks to all who took part. Alex Rix

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☛ indicates member of BGA Council

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<http://www.britgo.org>

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see web site for details of how to enlist
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bgagolist@dcs.rhbnc.ac.uk

for discussion broadcast:

ukgolist@dcs.rhbnc.ac.uk

for youth discussion broadcast:

youthgolist@dcs.rhbnc.ac.uk

UK CLUB LIST

☛ Indicates new information

BATH: Paul Christie 01225 428 995
p.christie@bath.ac.uk Meets at The Rummer
near Pulteney Bridge, Wed 7.30pm.

BILLERICAY: Guy Footring 01277 623 305
guy@Footring.demon.co.uk Meets Mon.

BIRMINGHAM: Kevin Roger 01214 494 181
kevin_roger@europe.notes.pw.com Meets
various places.

BOLTON: Stephen Gratton 01617 613 465.
Meets Mon 7.30pm.

BOURNEMOUTH: Neil Cleverly 01202 659 653
cleverlyn@poole.siemens.co.uk Meets at 24
Cowper Rd, Moordown, Tues 8pm.

☛ **BRACKNELL:** Clive Hendrie 01344 422 502
clive.hendrie@freenet.co.uk Meets at Duke's
Head, Wokingham, Tues 8.30pm.

BRADFORD: Kunio Kashiwagi 01422 846 634
yaku@kashiwagi.free-on-line.co.uk Meets at
Prune Park Tavern, Thornton Wed 7pm

BRIGHTON: Steve Newport 01903 237 767
snewport@pavilion.co.uk
Meets at The Queen's Head, opposite
Brighton Station, Tues 8pm

BRISTOL: Antonio Moreno 01179 422 276
Meets at Polish Ex-servicemen's Club, 50 St
Paul's Road, Clifton, Bristol, Tues 7.30pm

CAMBRIDGE CHESS & GO CLUB:
Paul Smith 01223 563 932
andreapaul@andrea-paul.freeserve.co.uk
Meets Victoria Road Community Centre,
Victoria Road, Fri 6.15 to 7:45pm. Caters for
beginners and children

CAMBRIDGE UNIVERSITY & CITY:
Charles Matthews 01223 350 096
soc-cugos-contacts@lists.cam.ac.uk Meets at
Alexandra Arms Mon 9pm; 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 Fri 7 to 8.30pm

CHELTENHAM: David Killen 01242 576 524 (h)
Meets various places Wed 7.30pm.

CHESTER: Dave Kelly 01244 544 770
Meets at Olde Custom House, Watergate St,
Chester, Wed 8pm.

DUNDEE: Bruce Primrose 01382 669 564
Meets weekly.

DURHAM UNIVERSITY: Paul Callaghan
0191 374 7034 p.c.callaghan@durham.ac.uk

EDINBURGH: Phil Blamire 01316 630 678
donald.macleod@epsedin.co.uk Meets at
Postgrad Students' Union, 22 Buccleugh
Place, Wed 7.15pm.

EPSOM DOWNS: Paul Margetts 01372 723 268
paul@yuhong.demon.co.uk Web Site:
www.yuhong.demon.co.uk Meets Tues 7.30
to 9pm.

GLASGOW: John O'Donnell 01413 305 458
jtod@dcs.gla.ac.uk Meets term time at
Research Club, Hetherington House, 13
University Gardens, Thurs 7pm.

HARWELL: Charles Clement 01235 772 262 (h)
charles.f.clement@btinternet.com Meets at
AERE Social Club, Tues lunchtime.

HIGH WYCOMBE: Jim Edwards 01494 866 107
jamese@sco.com Meets Wed.

HP (BRISTOL): Andy Seaborne 01179 507 390
afs@hplb.hpl.hp.com Meets Wed & Fri noon.
Please ring in advance for security clearance.

HUDDERSFIELD: Alan Starkey 01484 852 420
alan.starkey@compuserve.com Meets at the
Huddersfield Sports Centre, Tues 7pm.

HULL: Mark Collinson, 01482 341 179
mark@collinson.karoo.co.uk
Meets Sat 7.30pm.

IPSWICH: Vince Suttle 01473 625 111
vince.suttle@bt.com Meets Thurs evenings in
the Brewery Tap, Cliff Road.

ISLE OF MAN: David Phillips, 01624 612 294
ldphillips@advsys.co.uk Meets Mon 7.30pm

LANCASTER: Adrian Abrahams 01524 34656
adrian@adrianab.demon.co.uk Meets Wed.
Gregson Community Centre, 33 Moorgate.

- ☛ LEAMINGTON: Matthew Macfadyen 01926 624 445 Meets Thurs 7.30pm
- LEICESTER: Richard Thompson, 0116 276 1287 jrt@cix.co.uk Meets Thursdays from 7:45pm at 5 Barbara Avenue, LE5 2AD.
- MAIDENHEAD: Iain Attwell 01628 676 792 Meets various places Fri 8pm.
- MANCHESTER: Chris Kirkham 01619 039 023 chris@cs.man.ac.uk Meets at the Square Albert in Albert Square Thurs 7.30pm.
- MONMOUTH: Gerry Mills 01600 712 934 bgabooks@btinternet.com Meets alternate Sundays.
- NEWCASTLE: John Hall 01912 856 786 jfhall@avondale.demon.co.uk Meets various places, Weds.
- NORWICH: Tony Lyall 01603 613 698 tony@ccn.ac.uk Meets last Weds of month.
- OPEN UNIVERSITY & MILTON KEYNES: Fred Holroyd 01908 315 342 f.c.holroyd@open.ac.uk Meets Mon 7.30pm, 1st of month in O.U. Theatre Bar others at Wetherspoons, Midsummer Boulevard Central MK.
- ☛ OXFORD CITY: Richard Helyer 01608 737 594 Meets at Freud's Café, Walton Street, Tues & Thurs 6pm. Check with Richard that Freud's is available.
- OXFORD UNIVERSITY: Henry Segerman henry.segerman@st-johns.oxford.ac.uk Meets in Besse 1.1, St Edmund Hall (term only) Weds 7.30 to 10pm.
- ☛ PORTSMOUTH: Kevin Cole 02392 820 700 kevjcole@yahoo.com Meets various places, Sun 1pm.
- READING: Jim Clare 01189 507 319 (h) 01344 472 972 (w) jim@jaclare.demon.co.uk jim.clare@icl.com (w) Meets at the Brewery Tap, Castle St, Mon 6.30 pm.
- SHREWSBURY: Brian Timmins 01630 685 292 mem@britgo.demon.co.uk Meets by arrangement.
- SOUTH COTSWOLD: Michael Lock 01454 294 461 Meets at Buthay Inn, Wickwar Mon 7.30pm.
- ☛ S. E. WALES: Paul Brennan 02920 625 955 brennanp@cf.ac.uk Meets in Newport or Cardiff Tues/Wed 7.30pm.
- ST ALBANS: Alan Thornton 01442 261 945 or Richard Mullens 01707 352 343 Meets at The Mermaid Wed 8pm.
- SWINDON: David King 01793 521 625 davidking@enterprise.net Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett Wed 7.30pm.
- TAUNTON: David Wickham 01984 623 519 Meets Tues various places.
- TEESSIDE: Gary Quinn 01642 384 303 (w) g.quinn@tees.ac.uk Meets at University of Teesside Wed 4pm
- WEST CORNWALL: John Culmer 01326 573 167 john_culmer@talk21.com Meets Flat 4, 25 Lenoweth Rd, Penzance Thurs 7.30pm
- WEST WALES: Jo Hampton 01341 281 336 jo@barmouthbay.freeserve.co.uk Baron Allday 01341 280 066 Llys Mynach, Llanaber Rd, Barmouth LL42 1RN
- WEST SURREY: Pauline Bailey 01483 561 027 pab27@compuserve.com Meets in Guildford Mon 7.30 to 10pm
- WINCHESTER: Mike Cobbett 02380 266 710 (h) 01962 816 770 (w) mcobbett@bigfoot.com Meets mostly at Black Boy, Wharf Hill, Bar End Wed 7pm. Check with M. Cobbett
- WORCESTER & MALVERN: Edward Blockley 01905 420 908 Meets Wed 7.30pm

Steven Carr is trying to start a Go Club in the Wirral in 'The Crown' in Conway Street, Birkenhead on Tuesdays from 7.30 to 11 pm. It is right by Conway Park station. If there is anybody in Merseyside, the Wirral or Chester who is interested, an e-mail would be appreciated.

LONDON CLUBS

CENTRAL LONDON: Geoff Kaniuk

020 8874 7362 Meets in Daiwa Foundation, Japan House, 13-14 Cornwall Terrace, NW1, Sat 2pm. Please press doorbell marked 'Go' and wait 3 minutes.

NIPPON GO CLUB: K. Tanaka, 020 8693 7782

Meets at Nippon Club, Samuel House, 6 St Albans St, SW1. (near Piccadilly Circus tube station) Fri 6 to 10.30pm. (No entry to the building after 9pm) Non Japanese players welcome.

NORTH LONDON: Martin Smith 020 8991 5039

martins@dcs.qmw.ac.uk Meets in the Gregory Room, back of Parish Church, Church Row, Hampstead (near Hampstead tube station) Tues 7.30pm.

NORTH WEST LONDON: Keith Rapley

01494 675 066 (h), 020 8562 6614 (w)
Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford Thurs 7pm.

SOUTH CENTRAL LONDON: Mark Graves

020 7639 3965 (h) 020 7888 1306 (w)
mark.graves@csfb.com Meets at 7 Raul Road, Peckham SE15 Weds 8pm

TWICKENHAM: Neil Hankey 020 8894 1066 (h)

020 8954 2311 (w) Meets Sunday evenings
neil@hankeyco.demon.co.uk

WANSTEAD & EAST LONDON: Jeremy Hawdon

020 8505 6547 Meets at Wanstead House, 21 The Green, Wanstead E11 Thurs 7.15pm.

YOUTH GO CLUBS

youthgolist@dcs.rhbnc.ac.uk

BERKSHIRE YOUTH: Simon Goss 01344 777 963

simon@gosoft.demon.co.uk Meets at St Paul's Church Hall, Harmanswater Mon 4pm to 7pm

BLOXHAM SCHOOL (Oxfordshire):

Hugh Alexander 01295 721 043

BRAKENHALE SCHOOL:

Emma Marchant 01344 481 908

CAMBRIDGE JUNIORS: Paul Smith

01223 563 932 (h) 01908 844 469 (w)
paul@mpaul.cix.co.uk

THE DRAGON SCHOOL (Woodstock):

Jonathan Reece 01869 331 515 (h)
jon.reece@zetnet.co.uk

EVELINE LOWE PRIMARY SCHOOL (SE1):

Charles O'Neill-McAleenan 0207 252 0945

FITZHARRY'S SCHOOL (ABINGDON): Nick Wedd

01865 247 403 (h)

HAZEL GROVE HIGH SCHOOL (STOCKPORT):

John Kilmartin 01663 762 433 (h)

St Ives School (Cornwall) Ms Alex Maund

01736 788 914 (h)
alex@st-ives.cornwall.sch.uk

ST NINIAN'S HIGH SCHOOL, Douglas, I.O.M.

Steve Watt

ST PAUL'S SCHOOL (Cambridge):

Charles Matthews 01223 350 096 (h)
charles@sabaki.demon.co.uk

STOWE SCHOOL (Bucks): Alex Eve

01280 812 979 alex@figleaf.demon.co.uk

WHITEHAVEN SCHOOL: Keith Hudson

01946 810 573 keith.jill@lineone.net

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

www.britgo.org/clublist/clubsmap.html

Please send any corrections and all new or amended information to Nick Wedd, the BGA Webmaster. See page 60 for all BGA contact details.

GLOSSARY OF GO TERMS

- AJI:** latent possibilities left in a position
- AJI KESHI:** a move which destroys one's own aji (and is therefore bad)
- ATARI:** having only one liberty left; stones are said to be 'in atari' when liable to capture on the next move
- BYO YOMI:** shortage of time.
- DAME:** a neutral point; a point of no value to either player
- DAME ZUMARI:** shortage of liberties
- FURIKAWARI:** a trade of territory or groups
- FUSEKI:** the opening phase of the game
- GETA:** a technique that captures one or more stones in a 'net', leaving them with two or more liberties but unable to escape
- GOTE:** losing the initiative
- HANE:** a move that 'bends round' an enemy stone, leaving a cutting point behind
- 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 compensate White for playing second
- 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, a framework
- PONNUKI:** the diamond shape left behind after a single stone has been captured
- SABAKI:** a sequence that produces a light, resilient shape
- SAGARI:** a descent, extending towards the edge of the board
- SAN REN SEI:** an opening which consists of playing on the three hoshi points along one side of the board
- SEKI:** a local stalemate between two or more groups dependent on the same liberties for survival
- SEMEAI:** a race to capture between two adjacent groups that cannot both live
- SENTE:** gaining the initiative; a move that requires a reply
- SHICHO:** a ladder
- SHIMARI:** a corner enclosure of two stones
- SHODAN:** one dan level
- TENGEN:** centre point of the board
- TENUKI:** to abandon the local position and play elsewhere
- TESUJI:** a skillful and efficient move in a local fight
- TSUKE:** a contact play
- YOSE:** the end game

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Newly Available

Magnetic Go Set – MG05 £24.00.
This is from Japan and replaces the Korean sets previously offered, which are no longer available.

The quality of the new set is much higher. The board is about 25cm square and travellers will be pleased to learn that the set in its cardboard box weighs about 625 g.

Price Changes

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now £50 and £60.00 respectively.

The **Katsura folding board** – B102 is now £26.00, due to the strength of the Japanese yen. Note that the A3 folding board is only £18.00 and almost as good.

No longer available

The Endgame – G15

The Power of the Starpoint – G32

These are both out of stock and out of print.

Glass Stones (8.5mm) – SLG
These are temporarily unavailable.

A new line, **Glass stones (8.0mm)** – SMG is in stock at £20.00 as an alternative.

Go World

Issue 88 of *Go World* is now in stock and has probably been posted to regular subscribers.

Goods Direct

The BGA Bookshop, with a wide range of books, equipment and other items, will certainly be at the Leicester, Scottish, Northern, and Milton Keynes tournaments. A limited range may be available at the Portsmouth, Barmouth and Devon tournaments. For details, please see the BGA web site or contact me.

Apologies

I have had a problem with e-mails during April and early May but I am hoping that it will be sorted out by the time this is published. My apologies for any resulting inconvenience.

Ordering information

A full price list is available on request.

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

Please 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,
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