

BRITISH **Go** JOURNAL



Cover: A pupil of the Shanghai Sports Mansion
Wei Chi club, photographed by Neil Moffatt
February 2003.

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UK NEWS AND TOURNAMENTS

Tony Atkins

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Training

The first day of December saw the first GoGoD/BGA Seminar at the Open University in Milton Keynes. Organised by main GoGoD promoter, T.Mark Hall, this was a training day for about a dozen strong players with a unique format. A varied programme of seminars was arranged, with leaders Charles Matthews, John Fairbairn and T.Mark, looking at professional games aided by the 20000-game GoGoD database. The following Saturday was the West Surrey training day where the emphasis was on kyu player training as usual. With teachers David Ward, Simon Goss, Tim Hunt, Andrew Grant, Paul Clarke and Paul Barnard the usual variety of subjects were taught to 25 students from beginner to 1 kyu in a relaxed timetable that allowed a trip to the award-winning Burpham chip shop at lunchtime and a small group retired to organiser Steve Bailey's house for some fellowship afterwards.

Roadmap

The following day was the usual West Surrey Handicap Tournament again at Burpham. 38 players took part but none entered the quiz on the British road and motorway systems, as even a sneak look at a roadmap would not help. Taiko Nakamura, the Japanese 5 dan from Epsom, won the Tournament. She forced Tim Hunt (3 dan Open University) into second place. Players on 4/4 were Kay Dackombe (35 kyu Orpington) and Guy Plowman (12 kyu Epsom). On 3/4 were Alan Thornton (2 dan St. Albans), Geoff Kaniuk (2 kyu London), Bill Streeten (5 kyu Wanstead), David Denholm (5 kyu High Wycombe), Erwin Bonsma (6 kyu), Toby Anderson (8 kyu Bournemouth) and Chris Dunthorne (19 kyu Reading). Three Reading players won prizes in the 13x13: Chris Dunthorne, for best

percent Richard Brand (11 kyu) and for persistence Ron Bell (4 kyu).

Big wheel

The second Saturday in December saw a new event north of the border. The first Scottish Bar-low was open to all 1 dan and below, and 17 players from 1 kyu to 15 kyu from Edinburgh, Aberdeen, Dunfermline, Newcastle and Cambridge took part. The venue was the UCW Club in Brunswick Street not more than 15 minutes away from Waverley station and the city centre with the German market, ice rink and tallest big wheel in the country. This of course did not distract the locals and Edinburgh's Jim Cook (2 kyu) was the winner with a perfect four. Runners up were also locals: Art McEndrick (1 kyu) and Shinpei Tanaka (3 kyu). Also on 3/4 were locals Phil Blamire (5 kyu) and Georg Martius (12 kyu) and from Newcastle Claas Roever (5 kyu). The four highest placed Scottish residents qualified to play a best of three knockout for a new Scottish Championship.

Friends

The London Open is always a good place to meet old friends and this year was no exception. Held on the last four days of the year, the venue was the same in the International Student House in Great Portland Street. Again the main tournament was a major in what is now the Toyota-Pandanet European Go Tour with 98 players taking part. Several other players dropped in to visit including None Redmond from America who able to swap stories about kid's Go with new friend Peter Wendes and old friend Yuki Shigeno who were luckily both visiting on the same day. The Friends of the London Open Fund supported accommodation for some of those who otherwise could not afford it to the sum of just over

four hundred pounds. As usual there were a good contingent from the continent and a group of strong players after the top cash prizes and grand prix points. After 4 rounds top players unbeaten were Vladimir Danek and Li Hiaou. After six rounds Li had a clear lead. Vladimir was one behind. This order did not change so the winner was Li Hiaou (6 dan) the Chinese from Liverpool. Second was the Czech Vladimir Danek (6 dan) who only lost to Li. Marco Firnhaber (5 dan) the only German representative from Berlin was third with 6/8. TMark Hall (4 dan) was the top local in fourth. Oleg Mezhov (5 dan) aged 15 from Russia was fifth. Sixth was Alex Rix (4 dan London) also on 5/6, but just missed the cash prizes. Top winners also won London Open wooden go stones, as did other important winners. Other prizes were bottles of good wine or prize certificates for

5/8. Jonathan Englefield (15 kyu High Wycombe) was top junior with 7/8. Players winning 6/8 were Marco Firnhaber, Natasha Regan (1 dan Epsom), Fabien Letouzey (2 kyu France), Conny Irl (4 kyu USA), Richard Mullens (5 kyu St Albans) and Alec Edgington (8 kyu). Best newcomer was David Upsdale (14 kyu) on tiebreak from Matthew Bolwell (10 kyu), both from London. The Best Game Award went to David Ward for his game against Sergei Mezhov, which particularly caught the attention of organiser, Geoff Kaniuk. Best improver was Weiguo Sun (3 dan Norway).

The evenings were filled with other events to stave off boredom and to avoid residents from having to go out in the unseasonal heavy rain. Winners of the 16-player Pair Go, played at London for the first time, were Mihoko Isoda and Masashi Sugiyama



Photo: Tim Hunt

Li Shen, winner of Hitachi sponsored Furze Platt with Simon Goss, BGA President

(Oxford) and the runners up were Sue Paterson (Brighton) and Piers Shepperson (Slough). The 4-team Rengo was won by Saber Khan (13 kyu) and Tom Urasoe (3 dan) from London, with Anglo-French Paul Barnard (1 dan), Fabien Letouzy (2 kyu) and Mike Nash (1 kyu) second. The young Chinese boy Li Shen (4 dan) living in London beat Saber Kahn on time in the Lightning final (a 16 stone game). Losing semi-finalists were Masashi Sugiyama (2 dan Oxford) and Martin Gomilschak (4 kyu Austria). 28 took part. In the continuous 9 x 9 Roger Daniel (2 kyu London) was runaway winner having played more than 60 games. Celia Marshall (11 kyu Isle of Man) was second. Guest of honour was professional player Yuki Shigeno, who came from Italy for a long-promised first visit to the Open. She analysed kyu-players games and the top game before prizegiving. After the close, she was main guest at the popular New Year's Eve meal that was restarted this year and took place at a good Italian restaurant in Goodge Street.

Buffet

The Hitachi Europe Headquarters was again the home of the Maidenhead Furze Platt Tournament on 18th January. 83 players attended fighting to see who be the twelfth name on the shield. It turned out to be 11-year Li Shen (4 dan London) who forced Des Cann to take second again. Winning 3/3 were Steve Bailey (3 kyu West Surrey), Matt Piatkus (5 kyu Oxford), Chris Price (7 kyu Oxford), Pauline Bailey (16 kyu West Surrey) and Chris Dunthorne (17 kyu Reading). Thanks to generous sponsorship from Hitachi all on 2/3 got prizes too varying from wine to objets d'art to Hitachi CDs, and all enjoyed the lunchtime buffet. The winner chose an attractive aeroplane clock. Getting the delicious huge cookies were team winners Reading (90 percent) and continuous 9x9 winner William Brooks (7 kyu Cambridge) with 14 wins out of 17.

Colts

The British Youth Go Championships moved from Oxfordshire to Cambridge on 2nd February. 22 children assembled at Meadows Community Centre Cambridge for a day of Go games and puzzles. There were ten locals, six from Bloxham and others from around the country. As usual the BGA colts battled it out for age group titles, handicap game prizes and for the puzzle prizes. Overall Champion and Under-18 winner was Jimmy Mao (1 dan Bristol) beating Shawn Hearn (5 kyu Sleaford) into second. Under-16 winner was Jonathan Englefield (13 kyu High Wycombe) whose tournament experience put him at an advantage over second placed George Matthews (15 kyu Cambridge). Under-14 was a local winner as William Brooks (7 kyu) was placed ahead of Paul Blockley (15 kyu). Under-12 winner was Oscar John (23 kyu) with runner up Luke Barron, both from Cambridge. Matthew Harris of Cambridge was under-10



Tony Atkins awards himself the prize for winning the 6th Cheshire Tournament

Photo: Tim Hunt

champion and Orpington's 8 Ken Dackombe took the under-8 ahead of Rory Braggins from Cambridge. Ken, Shawn, Jimmy and George also won 5 handicap games, and Terry Wong (18 kyu Bloxham) won 4 like Matthew and William. At the puzzles the prizes went to Luke Gymer of Cambridge and Andrew Haine (16 kyu Bloxham), with good scores from Matthew, George and William as well. In the match for the Castledine Trophy Bloxham and Cambridge drew 3-3 so share the trophy the first time the system allowed such an event. Also new was a primary schools trophy, which was a tie between Cottenham Primary and Lionel Walden Doddington. To split the result a doubles game was played, won by Cottenham by 5 points.

Bentley

The 6th Cheshire Tournament was held on 8th February again at Crewe during the Chess congress at the same canteen venue, though only Bentley use the factory now as Rolls Royce has moved out. Only 22 players attended but it was a chance to show Go off and pick up a few new players, whilst sharing the free venue and the usual excellent snack service. Winner of the open section was the organiser, Tony Atkins (2 dan Bracknell); second was Tim Hunt (3 dan Milton Keynes). Winner of the handicap section was Robin Hobbes (3 kyu Manchester). Also on 4/5 were Ben Swann (9 kyu Manchester) and Chris Kirkham (2 kyu Manchester). George Leach (10 kyu Liverpool) won the 10x10.

Brunch

Oxford Tournament again had a spring-like sunny morning and use of the now traditional venue of St. Edmund Hall. Different this year was the abandonment of the dining room as a playing area so that one could avoid the sights and smells of students enjoying brunch (though tickets were available to join in). Paintings of past masters looked down on the kyu players in

the Old Dining Room and the dan players were elevated to the Emden Room. The bottom group were allowed the old dan player's room next to the bookshop provided by the local game shop. Taking his second UK tournament win was Li Shen (4 dan) beating Wuge Briscoe (6 dan Oxford), David Ward (4 dan Cambridge) and Young Kim (5 dan London). Winning books for three wins were Michael Charles (2 dan St. Albans), Claas Roever (4 kyu Newcastle), Malcolm Hagan (5 kyu Winchester), John Pusey (5 kyu Oxford), Phil Hand (7 kyu Cambridge), Steve Burgess (9 kyu Cambridge), George Leach (10 kyu Liverpool), Jonathan Englefield (13 kyu High Wycombe) and Abhijat Sarawat (28 kyu Maidenhead). It was a busy week for the Oxford students as the following weekend they visited Cambridge for a delayed 2002 varsity match. Cambridge won 6-4 with top scorers Paul Taylor (1 kyu) and Simon Frankau (8 kyu).

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WINGS GO CLUB

John C Stephenson

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I'd like to make you aware of an online Go community I help organize, Wings Across Calm Water Go Club (Wings), located on the Internet at www.wingsgoclub.org.

Wings is an American Go Association (AGA) Chapter that serves a diverse group of Go players. It's particularly useful to those AGA members who do not have a local club nearby, but who would like to be more tightly connected to the AGA via a chapter.

Wings' mission is to promote the enjoyment and fellowship of Go in the form of

- Online teaching and game review
- Leagues
- Tournaments
- Team matches and Events

Wings leverages existing Go Servers to host these activities.

The club's regular weekly informal and open on-line meeting is held in the Wings room on the Kiseido Go Server (kgs.kiseido.com) Wednesday 8:00 PM EST (GMT -5). Please convert the above time into your local GMT time and stop by.

Wings produces English language Go books, some freely downloadable and some traditionally printed and bound.

Membership in Wings is free. Volunteers operate Wings for the benefit of its membership and the larger Go playing community. All donated labor and funds produced through our projects and events are allocated 100% back into supporting the club's pursuit of its mission.

Do visit the Wings website and have a look around. You're most welcome to take advantage of what we have to offer.

Thank you!

Thank you to all of you who bought the BGA Puzzle and Quiz book so far.

£203 was sent to the British Liver Trust this week, who report the total donated in the memory of John Rickard is now £1833.

Tony Atkins



Photo: Tim Hunt

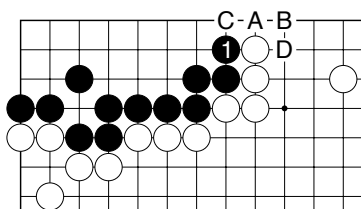
Li Shen wins another tournament, this time at Oxford

GO TUTOR ~ THE MONKEY JUMP

Richard Hunter

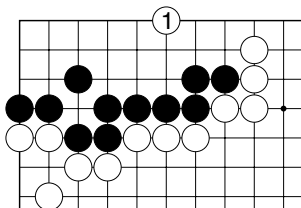
hunter@gol.com

Black's block at 1 in Diagram 1 is a big move. Later, Black can expect to play the first-line hane and connection in sente (Black A, White B, Black C, White D) because it would be gote for White to hane at C. Black will end up with a big corner territory worth 20 points.

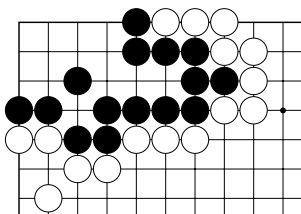


□ 1

It's tempting to think that the Black corner is worth almost that much before Black 1, but that's too optimistic. What usually happens is that just as Black is thinking of blocking at 1, White plays around there first. White's slide to 1 in Diagram 2 is the infamous Monkey Jump. Even if Black answers correctly, he will end up with a much smaller corner, as shown in



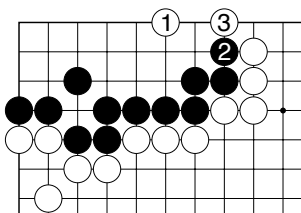
□ 2



□ 3

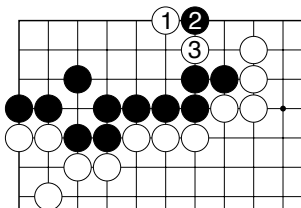
Diagram 3. Here, Black only has 14 points. The monkey jump reduces Black's corner by six points in sente.

One reason the Monkey Jump is such a powerful move is that it can't be cut. If Black plays 2 in Diagram 4, White simply links up with 3. Black 2 in Diagram



□ 4

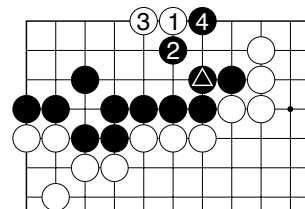
5 is no good either. White can capture this stone by playing 3. Once White has played the Monkey Jump,



□ 5

Black should not try and cut it off, but just limit the incursion. Diagram 3 shows the goal. Let's look at the moves that produce this result.

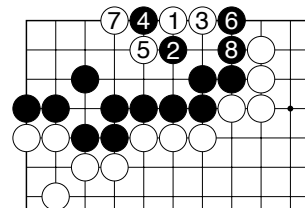
Black 2 in Diagram 6 is the best response in this position. The first question you should ask yourself is:



□ 6

does it stop White from advancing with 3? In this case, it does. Black can block at 4. Note the presence of the marked diagonal stone which protects against a white cut below 4. This marked stone is what makes the diagonal move at 2 a good response.

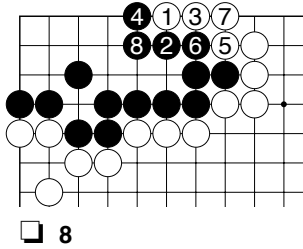
White has no choice but to pull back to 3 in Diagram 7. Now Black can block on the first line. What happens if



□ 7

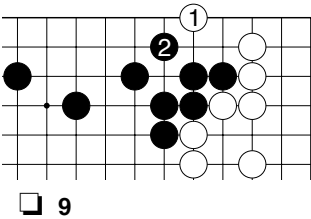
White cuts at 5? Black 6 and 8 separate the white stones, which cannot live in the corner.

White 5 in Diagram 8 is a reasonable continuation. Next, Black 6 is atari. After



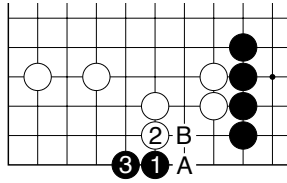
White connects at 7, Black should also connect at 8, otherwise White will cut there. The moves 1 to 8 in Diagram 8 are the basic Monkey Jump sequence. They are well worth learning.

Sometimes the shorter slide of 1 in Diagram 9 is better. Here, the black stones are



arranged slightly differently. Sliding in one point further would not be good for White. White 1 here is answered by Black 2 and Black is quite safe.

Diagram 10 shows the position introduced in the last Journal. The colours are



reversed, so it's Black making the Monkey Jump. Also, the white stones are arranged slightly differently. There is a gap in the white stones along the third line. In this position, White 2 is not a very effective response. It doesn't stop Black from extending to 3.

If White blocks at A next, Black can cut at B. Compare this with Diagram 6. So how should White answer Black's Monkey Jump?

White 2 in Diagram 11 is correct. White 4 is a sacrifice that enables him to play 6 and 8. Black connects with 9 at 4 and White connects at 10. This

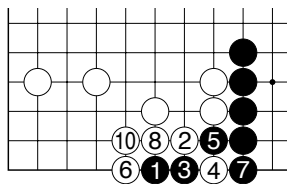
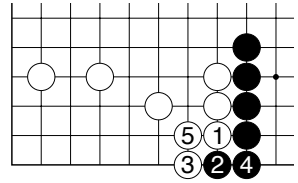


Diagram 11 9 at 4

is the optimal play for both sides. The sacrifice at 4 is sometimes useful in other positions too.

If White gets to play first in this position, then 1 in Diagram 12 is wrong in this position. Although White might expect to hane at 4 in



sente, actually Black will hane at 2 first. This is sente for Black because White must defend at 5 or get cut there. This is different from Diagram 1 because of the gap in the third-line stones. After White 1, the position is double sente. White has a better move than 1.

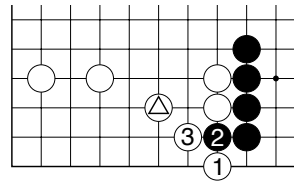


Diagram 13 Tesuji

Jumping down to the first line is a high-level tesuji. It works here because of the marked stone. Black naturally pushes in at 2 and White blocks at 3.

Next, if Black blocks at 1 in Diagram 14, White will ignore it and play elsewhere with 2. Black 1 is gote. Black can capture a stone

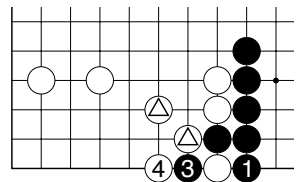
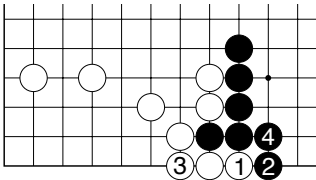


Diagram 14 2 elsewhere

with 3, but White can block at 4. Although this is gote for White, don't forget that he already played one move elsewhere with 2.

Because Black 1 is gote, Black is unlikely to rush to play it. In fact, it's more likely that White will get to push at 1 in Diagram 15 because this is sente for White.



□ 15

This article has given a brief overview of the Monkey Jump. Things can get a bit complicated when the black and white stones are arranged differently. But if you learn the moves in Diagram 8 and understand the reasons for them, then you will have made significant progress.

When you get stronger, if you are interested in a more detailed analysis of the Monkey Jump, there is an entire book I've written on the topic: *Monkey Jump Workshop*. It's available from BGA Books.

FROM A BEGINNING TO AN EDUCATION

Mark Buckley

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This is a simple tale of how I learnt about the game of Go and tried to spread it to others. My name is Mark, originally from Southampton but currently a second year student, studying International Politics and Strategic Studies at the University of Wales, Aberystwyth.

At the end of last year I received a phone call from my mother telling me at her school governors meeting they had been given a talk from a BGA spokesman about the game of Go. She had been very impressed at the idea and decided to buy a 9 by 9 board, and was awaiting my return for the summer so she could teach me. I finally returned home and after a quick tutorial found I could beat her 9 out of 10 games. I was taken by the game very quickly and soon discovered it on Yahoo Games where for the last 6 months I have been trying to improve.

I found it a shame to learn when the school (Applemore College near Southampton), that had introduced the idea of Go to me, returned after the summer holidays there was no attempt to set up a club. So I decided I would make it a project of mine to try and establish one. Next time I was home I coordinated with one of the teachers who is meant to deal with gifted children, but made it clear I wanted a range of kids to come along and learn the game.

The next day there I was, Go board in hand stood in front of about 20 unsure children. I explained the simple rules and then let them get on with it. I wandered round the room checking on their progress and offering advice where necessary. I was challenged a few times and tried to be gentle with them but each time one of them lost it seemed to fire everyone else up and make them want to improve. After an hour they had to return to class but all said they would like me to return.

I did the next day and when talking to them found that most had told their parents who seemed interested and one lad had stayed up half the night playing Go on Yahoo with people from all over the world. I felt a sense of achievement as everyone returned for the second meeting and were still really keen.

I am looking forward to revisiting them at Easter and seeing how they have progressed, as well as in the mean time trying to improve my game.

PRESIDENT'S REPORT 2002

Simon Goss

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In January 2002 we witnessed the playing of the first game of the Kisei title match between O Rissei Kisei and Ryu Shikun in London, together with commentaries by Kato Masao, Michael Redmond and Shigeno Yuki. Michael and Yuki also attended a youth tournament at the Nippon Club, where they taught and gave simultaneous games. Thanks are due to the Yomiuri Shimbun, the Nihon Kiin and Japan 2001 for their sponsorship and active support of these events.

Member Services

The 'BGA Policy List', an email list for discussion of BGA policies by members, was set up last Summer as promised in last year's report. It currently has 44 subscribers. The list has been quite active and very useful in suggesting ideas for us to pursue.

The Ratings page on the BGA web site has continued to be updated monthly, and improvements have been made so that members can see their progress in the form of a graph. Further enhancements are under development. The data still shows a tendency to optimistic grading on our part, though this is gradually improving.

Members will have noticed a gradual reduction in the size of the Journal during the year. This reflects, not policy, but a reduction in the number of contributions, perhaps a result of the increasing use of the internet for writing about Go. The Journal does rely on members' contributions, and needs them from all levels of player. A particular need is for commented games. The BGA Analyst, David Ward, would welcome more games to comment on, and this is one way of obtaining game commentaries for the Journal.

At the end of the year, 57 members had chosen to receive their newsletter by e-mail instead of on paper. The e-mail version is all

text, with no attachments that could carry viruses or other dangers.

The Pair server, to which we moved the BGA web site early in the year, has delivered a reliable service and good performance. We intend to continue using it.

Player Development

A women's weekend was held at the home of Sally Prime in November, with an attendance of 17. Guo Juan was present to do the teaching. I lack the main qualification for attendance, but have been told that it was a great success.

A seminar for dan players, based on writings by Go Sei Gen and O Rissei, was held in Milton Keynes in December. It was conceived and led by the GoGoD team, John Fairbairn and T Mark Hall, together with Charles Matthews. About 20 players attended. We hope to follow this up with further events to disseminate the ideas more widely.

The teaching day that regularly takes place on the day before the West Surrey Handicap was attended this year by about 20 people plus 6 teachers.

Outreach

It has once again been a very successful year for outreach, thanks to the members who have gallantly manned stands and taught Go at Mind Sports Olympiads, freshers' fairs, computer trade events, clubs and societies and elsewhere. This effort, together with our Membership Secretary's diligent follow-up, is probably the main reason for the increase in membership reported this year.

Gerry Mills deserves special recognition for the contribution he makes to outreach through his management of BGA Books Ltd. Those who see the things he brings to tournaments will be aware of the nice boxed sets he has designed, which make Go sets an

attractive present. He also stocks very good inexpensive equipment suitable for schools, for example. These things go to games shops as well as to BGA members, significantly helping to bring Go to the attention of people interested in games.

The Hampshire Go Project, initiated as part of Japan 2001 to spread Go to schools mainly in the Southeast, will complete its target of 80 school visits at the end of February 2003. We owe a debt of gratitude to Peter Wendes for carrying out these school visits, to the EGF / Ing Chang-Ki Foundation for sponsorship, and to Gerry Mills for his energy in making sure that books and sets got quickly where they were needed.

During the latter part of 2002, when it was clear that the Hampshire Go Project was going to be a success and that further such results would be achievable in future, we started putting together plans for an even more ambitious outreach programme along similar lines, and seeking sponsorship for it. This preparatory work culminated in the announcement of the GoZone programme on the 8th February 2003. The first two major strands of GoZone will be the continuation of the Hampshire Go Project, and a similar project in the North-East that Matthew Holton is setting up.

Finances

The BGA's finances remain very healthy.

The increase in subscription rates agreed in 2002 has had the desired effect of bringing subscription income close to the cost of member services. Tournament income remains slightly short of tournament expenditure. The shortfall for 2002 was acceptably small, but this is partly because the level of depreciation on equipment was lower than usual. Council will continue to watch this situation.

In the light of these facts, Council proposes no change to the subscription and levy rates in 2003.

Taking these results together with the excellent contribution made again in 2002 by BGA Books Ltd, the accounts show a substantial surplus. £1000 of this surplus is in fact a sponsor's donation to GoZone. Council's intention is not to hold the remainder as an increase in the reserves, but to use it in support of added-value projects for player development and outreach. Council made a first allocation of £2000 to GoZone on 23rd February 2003. Council will also welcome requests to support player development events and any other suggestions for added-value events we could support.

HANS PIETSCH

It is shocking to hear of the murder of Hans Pietsch in January during a robbery. I had the opportunity to play Hans only once, way back in 1986 when he was an amateur 4 dan. I thought it was highly interesting that he chose to become a professional Go player and followed his progress with interest.

Given that he turned professional fairly late, his achievement in reaching professional 4 dan is significant. Others have written of his generosity in helping and teaching other European players who followed his lead in going to Japan to study Go. His influence has contributed much to the development of European Go. His early death is very sad.

Alex Rix



Hans Pietsch in Zagreb 2002

NAKADE AND ISHI-NO-SHITA

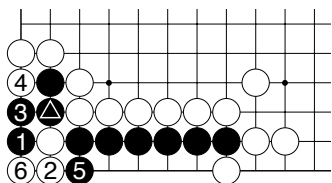
PART ELEVEN: MORE SQUARES AND DOGLEGS

Richard Hunter

hunter@gol.com

The previous article in this series ended with two problems. The first was a difficult classic corner position.

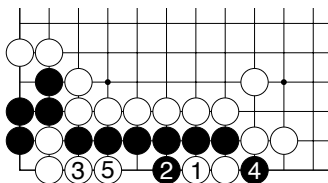
Diagram 1. Moves 1 to 3 are a standard sequence.



❑ 1 Too simple 7 at Δ

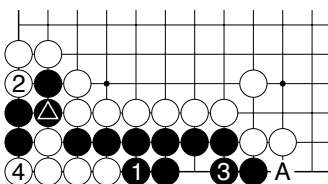
Next, White 4 is too simple. Black 5 makes one eye on the side and another in the corner by recapturing at Δ. This dogleg ishi-no-shita should be familiar by now. White must do something to avoid this.

Pushing at 1 in Diagram 1a is correct. Black must block



❑ 1a Correct

at 2. Next, White turns at 3. Black can't atari from either side, so he captures two stones with 4. White pushes again with 5, making a bent four shape.

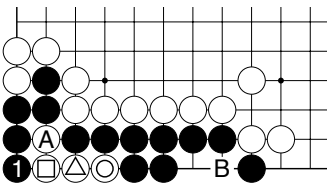


❑ 1b Continuation 5 at Δ

Now Black can play atari with 1 in Diagram 1b. White needs to play 2. Next, making an eye on the side with Black 3 is correct. If White captures the black dogleg with 4, Black makes a second eye in the corner by playing ishi-no-shita with 5 at Δ. The timing of these moves is crucial. Making the eye with 1 at 3 is no good: White fills an outside liberty at A and Black is trapped in a shortage of liberties.

Black must resist the temptation to capture the four white stones with 1 in Diagram 1c instead of 3 in Diagram 1b. Although a perfect bent four would give Black a live shape, he has a weakness here.

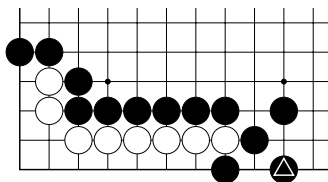
White's placement with 2 at Δ leaves A and B as miai, so



❑ 1c Don't capture here

Black dies. White can answer Black ○ with □.

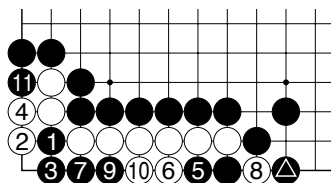
Diagram 2: Black to play and kill. This position is also from the Gengen Gokyo. If you grasped



❑ 2 Black to play

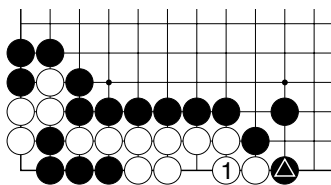
Diagrams 1 to 1c, then you should understand this position at a glance. The key is the marked black stone on the first line. What effect does this have on the position?

Moves 1 to 11 in Diagram 2a are just the same as



❑ 2a Same so far...

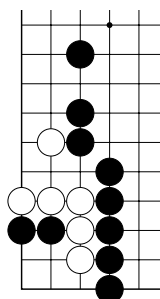
Diagram 1b. Next, White wants to make an eye with 1 in Diagram 2b, but the marked stone foils this plan: White 1 is self-atari. Instead, if White uses 1 to capture the four black stones in the corner, then



2b Self atari

Black can kill him with the placement that we saw in Diagram 1c. In conclusion, the marked stone in Diagram 2 makes the cut at the 2-2 point work.

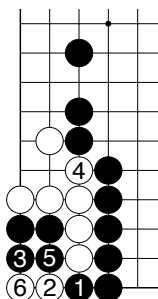
Diagram 3 Black to play. This is similar to an example we saw in the last part. White



3 Black to play

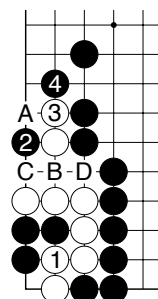
has eye-making potential on the side and in the corner. What can Black do?

Diagram 3a: If White plays 1, he's threatening to get two eyes in the corner by following up with 3. To prevent this, Black first pushes with 1. When White blocks at 2, Black 3 is the key move. Next, if White plays 4 to secure an eye on the side, Black 5 reduces the corner to zero eyes. Is White 4 necessary?



3a 7 at 5
No eyes in the corner

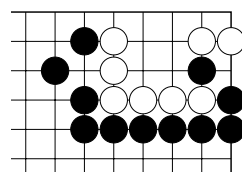
If White connects at 1 in Diagram 3b, making one eye in the corner, Black 2 is a tesuji that stops White getting an eye on the side.



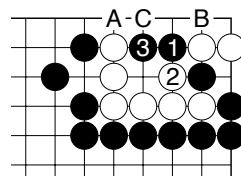
3b Eye-stealing tesuji

After 3 and 4, White A is answered by Black B. On the other hand, if White C, Black D, White B, Black A; next, if White captures the two stones, Black throws in again at A. This is a standard eye-stealing sequence that you should learn.

Diagram 4: Black to play. The hane of Black 1 in Diagram 4a is the key move. When White cuts at 2, Black extends at 3. This threatens to connect out at A, so it's no good for



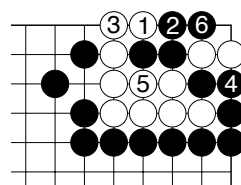
4 Black to play



4a What next?

White to capture the black stone. What can White do?

Consider A, B, and C. White A obviously fails because it doesn't fill a liberty, so Black can just connect his single stone. White B is answered by Black A. Although White can throw in at C, he gets trapped in a shortage of liberties, so this fails.



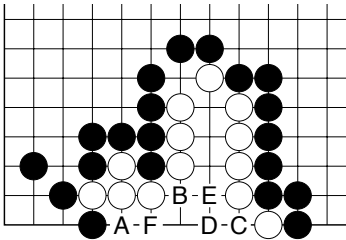
4b Ishi-no-shita

The hane of White 1 fills a liberty, but Black makes a dogleg and kills the corner by ishi-no-shita. This is not so hard to see at the stage of Diagram 4a, but seeing it earlier, in Dia. 4 is more difficult. If you succeeded in doing that, you're making

progress. Diagram 4a is a position we encountered before, in BGJ 127.

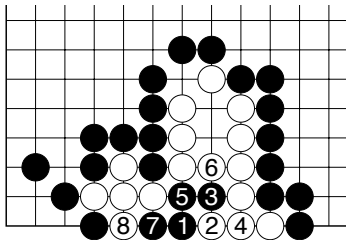
Answer to Problem 2

Moves A to E in Diagram 5 all look plausible, but they are fairly easily refuted:

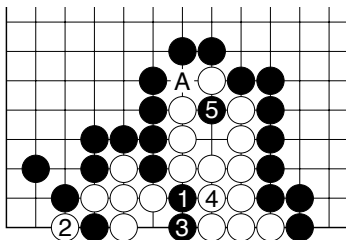


□ 5 Answer to Problem 2

Black A is answered by White F; Black B or C by White E; Black D by White C; and Black E by White B. What's left? This problem also requires a combination of two clever sequences.



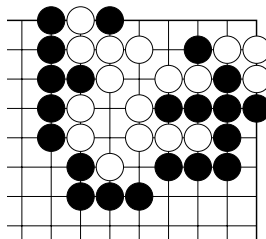
□ 5a Correct



□ 5b Continuation

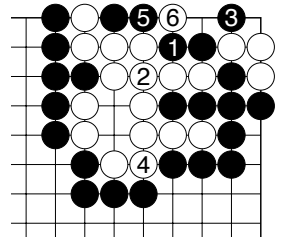
The placement of Black 1 in Diagram 5a is the correct move. This threatens to cut at 5 (so White cannot answer at 4) or connect out at 4 (so connecting at 5 is no good) or 8 (so White 3 is no good). With 2, White fills a liberty. Black constructs a dogleg with 3 to 7, but when Black cuts at 1 in Diagram 5b, White captures a black stone with 2. Black extends to 3, but White 4 is atari. Now Black springs the second tesuji of this combination. The throw-in of 5 is another standard eye-stealing move that takes advantage of White's liberty shortage. White 4 at A would also be answered by Black 5. The final result is that White is unable to approach from either side and cannot make a second eye in the corner.

Diagram 6



□ 6 Black to play

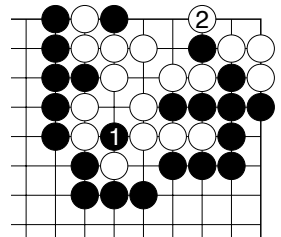
Black 1 and 3 in Diagram 6a capture two stones in the corner, but White lives with 4. Black cannot break White's other eye with 5 because White 6 is atari, so Black doesn't have time to



□ 6a White lives

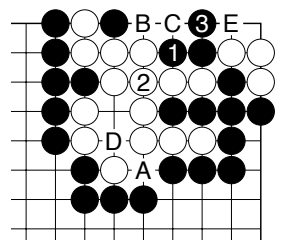
throw in again at 5. Starting with 1 at 3 runs into the same problem.

Black can break the eye in the middle with the throw-in at 1 in Diagram 6b, the same move we saw in Diagram 5b. However, White lives with 2.



□ 6b White lives

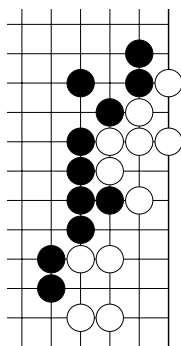
Diagram 6c: After playing Black 1, Black 3 is the move that works. Next, if White secures an eye in the centre with A, Black extends to B: his move at 3



□ 6c Correct

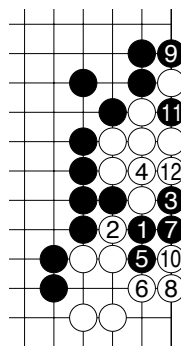
enables him to answer White C by recapturing at B. If Black plays 4 at B to secure this eye, Black throws in at D to break the one in the centre. Next, Black answers White C with E and the dogleg ishi-no-shita leaves White with no eye here.

Diagram 7: Black to play. How can Black exploit the weakness in White's position? Can you read it all the way out?



7 Black to play

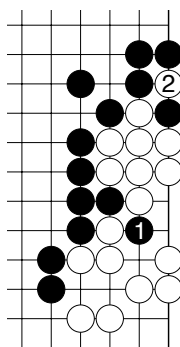
With 1 to 7 in Diagram 7a Black constructs a dogleg.



7a Correct

In this type of situation, the open liberty to the left of 6 is the deciding factor. It means that White cannot play 6 at 7 because Black can increase his liberties by extending to 6.

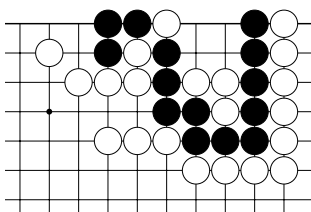
When Black plays ishi-no-shita with 1 in Diagram 7b, White captures a stone with 2 and the result is ko.



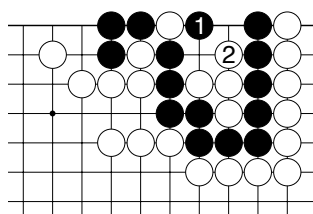
7b Becomes ko

Capture in sente

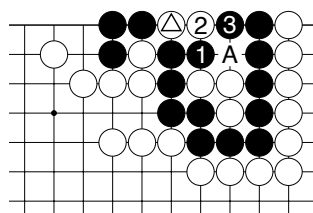
Diagram 8 Black to play. This is not usually classified as an ishi-no-shita problem, but it does involve seeing under the stones. It continues with the concept that we touched on in the last part.



8 Black to play

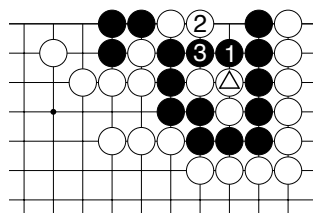


8a Nakade



8b Dead 4 at Δ

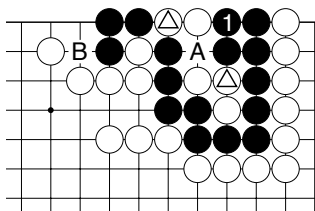
If Black captures one white stone, he dies by nakade (Diagram 8a). If he plays 1 in Diagram 8b, then White increases his sacrifice to two stones. When Black captures these with 3, White throws in at 4, giving Black a false eye. Black 1 and 3 in Diagram 8c fail too:



8c Nakade 4 at Δ

White's three stones are a nakade shape, so capturing them does not make Black alive. What can Black do?

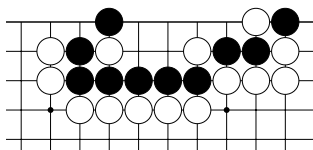
Black 1 in Diagram 8c was correct, but the follow-up at 3 was wrong. The answer is to hold back from capturing and play 1 in Diagram 8d.



8d Capture in sente

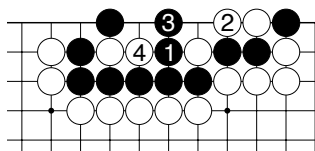
This catches White in a liberty shortage. He cannot connect at A, so his only move is to fill a liberty with B. Then Black A captures not only the two stones but also the three stones. White cannot play back at both marked points with one move, so Black is able to make life. The trick is to capture in sente, so that White does not have time to play back under the stones.

Diagram 9



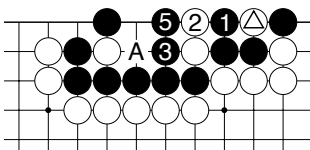
9 Black to play

Black 1 in Diagram 9a fails. White has time to extend to 4, limiting Black to one eye.



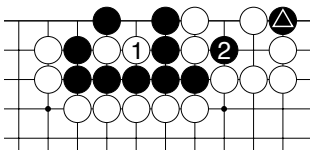
9a Fails

Black should capture the single white stone with 1 in Diagram 9b. White 2 is atari. Black plays 3 as



9b Capture in sente 4 at Δ

before and White captures three black stones with 4. Black 5 threatens to make life by playing at A next. However, if White plays 1 in Diagram 9c, Black 2 catches two white stones. The marked stone creates a connect-and-die situation.



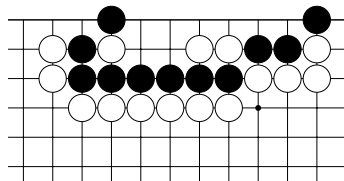
9c Black lives

This is easy to see after the three black stones have been removed from the board, but seeing under the stones is quite difficult.

Diagram 9 is one of those positions that is instantly recognisable if you've seen

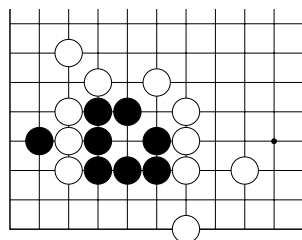
it before and very hard to solve if you haven't. Check for yourself that other moves all fail, such as 2 at 3 in Diagram 9b.

Here are some problems for you to think about before next time. Both are Black to



Problem 1 Black to play

play. Problem 1 continues with the theme of Diagram 9 and Problem 2 reviews some of the ideas presented in this part.



Problem 2 Black to play

IN THE DARK?

Update – Fujitsu Cup

In BGJ124 the Fujitsu Cup was described. The European Fujitsu Cup, the qualifying event for the Cup proper, has now had to stop as the sponsor has suspended sponsorship. The new system for qualifying for Europeans has not been announced, but it should give some status to tournaments formerly designated as Fujitsu Qualifiers.

Tony Atkins

THE GoZONE PROJECT ~ BODY, MIND AND SPIRIT

Peter Wendes

pwendes@hotmail.com

For reasons which are not yet clear, Go has been effectively a well-kept secret in the West for over a hundred years. This is a pity, since its unique qualities can enhance the lives of people of all backgrounds, ages and abilities. Whether we look at these attributes from Western perspective as bearing on an individual's body, mind, and spirit, or from an Eastern one where these are often seen as a continuum, Go has much to offer. It requires the use of both brain hemispheres. It offers a perhaps uniquely difficult challenge, yet it can be taught in a basic form – the capture game – to a child of four years old. It provides an opportunity for social interaction even where this is difficult because of emotional problems. And all members of a community can take part because it is easy to handicap in a controlled way.

The GoZone programme grew out of the Hampshire Go Project, which introduced the game to some 80 schools and other educational establishments, involving around 1500 individuals. I am very grateful to Simon Goss and the many others who helped make it a success. GoZone seeks to continue the outreach work, not only in mainstream education, but to any organisations who wish to include Go in their work. I feel it is important to state from the start that the programme is not only aimed at the very intelligent – we ran a very worthwhile session in a school for children with severe learning difficulties the other day, using the Yasuda method, and foresee considerable opportunities in a variety of special needs provision. GoZone is also available to the commercial sector, as a useful addition to staff training and personal development.

For those with severe physical problems, just picking up and placing a stone correctly on the board might require weeks or months of practice. Many find it difficult just to sit still for a while, so that facing a partner, considering their actions and responding to them with respect and self control can be as valuable as any of the intellectual challenges of the game, especially in the classroom or workplace where tranquility has to be introduced as a discovery.

Go is of course one of the world's great cultural treasures in terms of its intellectual challenge – for many this will be its key feature – there is a fascination in enjoying a game that computers do not play very well, and this last year has seen a crop of articles in the media on the subject. Our brains have little in common with computers, so that Go has a uniquely human feel compared to other strategy games.

There is also a spiritual dimension to Go – it is a Way (kido) on a par with Japanese archery (kyudo) the tea ceremony (chado) or the sword arts such as iaido or kendo. This aspect might have fallen a little by the wayside, and certainly would not be obvious to a newcomer, but for some it is the ultimate purpose of the game. I feel we need to reconnect Go with some of the vast range of art and literature which it has inspired, and hope that GoZone will make what Kawabata called 'the fragrance of Go' available to many more people in years to come.

Further details of GoZone can be found on the BGA website at:

www.britgo.org/gozone

SNATCHES OF GO TALK

The GoTalk e-mail list sees discussion on a wide range of topics connected with Go. This column dips into the list for a taste of the debate. Instructions for joining GoTalk are on the BGA website.

Dropped Stones

In a tournament game recently my opponent (Black) dropped a stone on the board well into the game and scattered stones all over the place in one part of the board. We were so lacking in memory we could not restore the board to how it had been and White had been weakened.

We sought high placed advice but they could not correct a board when they had never seen it before, merely offer suggestions. In the end we placed the stones as best we could and White had the next move, though it was actually Black's turn (what could we have done if White was actually next to play?).

Someone said later that the stone dropper should have been disqualified and the game awarded to their opponent with no further play. What do others think (especially the weaker players)?

Pauline Bailey

I think that there are enough weird things that could happen during a game of Go that it is just not possible to have particular rules covering each possibility. In these situations the best possible outcome is when the two players can agree a fair way to resolve the matter themselves, perhaps in consultation with the tournament director.

The most notable case I can remember is at the European Go Congress in Dublin. Matthew Macfadyen and his opponent had finished the game. A stone was dropped during the counting, and the result came out that Matthew had won by one points. However both players had thought during the game that Matthew was losing by a small amount. So they replayed the entire game

from memory, re-counted, and indeed Matthew had lost by 1 point, so that was the agreed result. I consider this exemplary sporting behaviour.

The danger of accepting mutual agreement between the players is that one person browbeats their opponent into accepting an unfair outcome. Of course, agreement is not always possible and that is why serious tournaments need an appeals committee.

This is why you should not sit there dithering, holding a stone over the board. If your fiddling around during a game causes the position to be disturbed then you have only yourself to blame, since the proper behaviour is clear.

Tim Hunt

It can take a while to reconstruct the position if the accident happened late in the game and there is no record. So we need to ensure that the next round is not delayed.

If time was running out and we were near the end of the round, I would ask the players to give their opinion as to who is ahead. If they both agree on the result then award the game accordingly, otherwise award a jigo.

If there was time left, say half the normal playing time, then reconstruct the game as far as is mutually agreed even if it is only 10 moves. Continue (with the correct colour) from that point on with reduced time limits.

Accidents will happen, and I agree with Tim that one cannot legislate every eventuality. As teachers of beginners we should try to inculcate good habits from the beginning: such as the correct way of picking up and placing stones; not hovering with hand over board; not rattling stones in bowls. Then these accidents will be less frequent.

Geoff Kaniuk

Go in literature

I am a new Go player, still weak but enjoying learning about the game and I delight in seeing Go mentioned in the media.

I notice that Charles Matthews has a section in his *Teach Yourself Go* book about Go in the media but there are two omissions to my knowledge. I thought this mailing list might be a good way to draw Go enthusiasts attention to two books in which Go is mentioned. You probably already know that Go is mentioned as a pastime of infamous erstwhile hashish smuggler Howard Marks in his excellent autobiography *Mr Nice*. However, what with all the recent talk of introducing larger boards, you might be interested in reading *Walking On Glass* by

Iain Banks. In it, two of his characters must play a series of impossible games in order to get the chance to answer an impossible riddle to gain their freedom. One such game they play is infinite Go, played on an infinite board, which against all odds, they succeed in doing. Any thoughts on how this might be possible?

Both books are excellent reads which I hope you go on to enjoy. Peace to all Go players everywhere.

Tony McFadden

A PROBLEM FROM FURZE PLATT

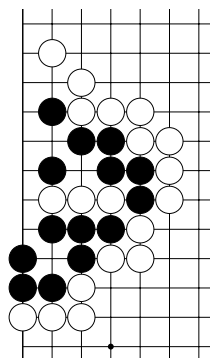
Tim Hunt

tim@timhunt.me.uk

The Furze-Platt tournament came down to the final round clash between Des Cann and Li Shen. After the game, Shen recorded the game, and did not object to me watching. Towards the end of the game, it seemed that Des was comfortably ahead, and I could not understand how he had lost. The answer is that Li Shen (White) found a tesuji in the position shown here. Where did White play?

For some reason, people found it surprising that Li Shen could record the entire game from memory. This should not really be a surprise. I have been able to perform this 'feat' since I was about 5 kyu. It is not particularly difficult – it just requires a bit of practice. These days, if I cannot remember what happened in a game, it normally indicates I was not concentrating properly while I was playing, and this usually correlates with me playing badly.

Anyway, it should not be surprising that a serious student of Go can record his games afterwards. It would be surprising if he could not. That said, Li Shen was able to record his game with enviable speed and accuracy. Answers on page 39.



□ 1 Spot the white tesuji

WHAT THE BOOKS DON'T TELL YOU

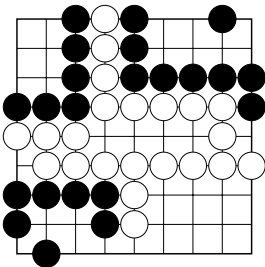
IX: THE TRUTH ABOUT DOUBLE SENTE

Simon Goss

simon@gosoft.demon.co.uk

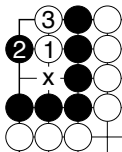
Before we can understand double sente very well, we need to be clear about what we may or may not mean when we say that a move is sente.

Problem 1: Black to play, with no komi and no prisoners captured. What outcome do you expect?



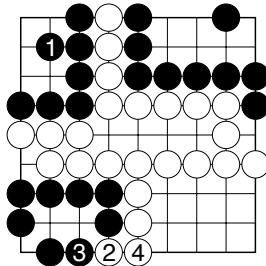
□ **Problem 1**

Let's remind ourselves of a couple of technical points. Firstly, the upper left corner is unsettled. White can kill it using the sequence in diagram 1a, after which Black cannot play x because he is short of liberties. Secondly, the lower side is a 3-point one-sided sente for Black. That's how any endgame book would describe it.



□ **1a**

The upper left corner in the problem is very much bigger than the



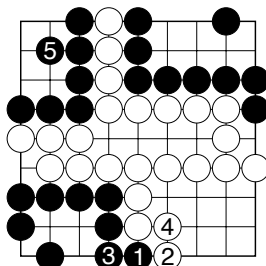
□ **1b**

lower side, so an honest Black will play as in diagram 1b.

But this Black player loses by 1 point.

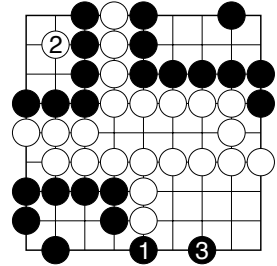
If Black is trying to win, he might therefore try the hane on the lower side. If White is kind enough to reply to this, the game would probably go as in diagram 1c, where Black wins by 2 points.

White 2 in diagram 1c is wrong, though. What he



□ **1c**

should do is to ignore Black 1 and play as in diagram 1d. Then White wins without



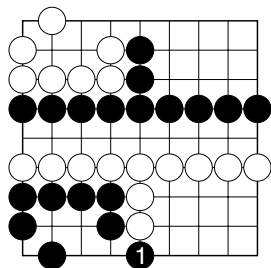
□ **1d**

needing any points at all from the lower right.

Are the endgame books wrong, then? Is Black's hane gote after all? Not at all. But when we talk of an endgame play being sente, we mean that the local follow-up is bigger than the first play. Let's call this 'local sente'. Problem 1 illustrates the possibility that local sente isn't necessarily sente in a global sense.

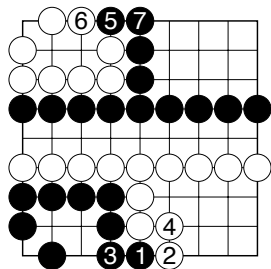
When your opponent plays a move that is locally sente, it will usually be correct to answer it if he has played it at the right time. But it's a mistake to answer it automatically, for a couple of reasons. The first is simply that he may not have played it at the right time. It's up to you to discover whether there's something else on the board bigger than answering your opponent – don't just believe him.

To illustrate the second reason, consider problem 2. White to play after Black 1. Again, there is no komi and no prisoners have been taken.



□ Problem 2

If White responds to Black's local sente, diagram 2a happens, and Black wins by 3 points. What White should have done instead, of course, is to mirror



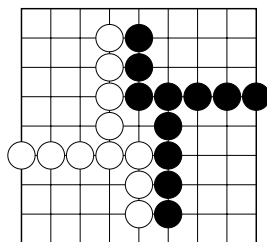
□ 2a

whatever Black does on the opposite side of the board. Then the result will be jigo. In diagram 2a, White overlooked that Black's next move after the local sequence at the bottom would be a reverse sente. Had he spotted that, he would have been in a position to get his own sente in before responding to Black's.

To summarise so far: when endgame books talk about X points in sente, they mean local sente. It's your decision whether to respond or not. More often than not, it will be correct to, but there's no guarantee of it.

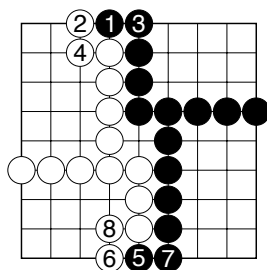
And that is the insight that makes sense of double sente. 'Double sente' means that either side's move has a larger follow-up – it's double 'local' sente. Just as before, when one side plays local sente the other side has to consider the whole board before deciding whether to reply locally. There is no way to make the decision automatic.

Problem 3 illustrates for double sente the same thing that problem 2 showed for one-sided sente.



□ Problem 3

White's losing strategy of answering Black's 'sente' moves is shown in diagram 3a. What White needs to do, of course, is to play mirror Go all the way.



□ 3a

MEMORY TEST

What do you do if you are stuck in a jam on the North Circular with no Go board but a professional for company? The answer is to play a game using a virtual board, calling out the coordinates and memorising the moves, visualising the board position in your head. To keep it simple we played 9 x 9 and to help the professional the moves were announced in Japanese. The game started I remember with

my san-san (3-3) move being covered on the yon-yon (4-4) point. A few moves later the professional spotted a peep of mine and did not allow me to cut, so I shortly had to resign with less territory. The following day we replayed the game, but unfortunately I did not keep the game record. So next time you are in a jam, with or without a professional, why not give it a go?

Tony Atkins

Problem 4 allows us to set up a basic theory about how early to play a ‘double sente’ move and whether it should be answered. What is the temperature of this position?

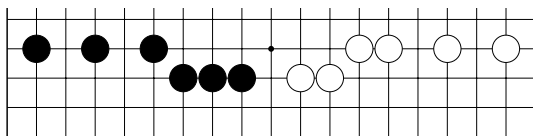
To answer this question, we need to consider four diagrams, 4a–4d. The first two of these show that the diagonal move is a 2-point double sente. But in these two diagrams, when the second player answers, the first player has got the points without investing a move to get them – they are free.

This means two things: first, each player has a strong motive to play here as soon as he can; second, when one player has played the diagonal move, the other player would prefer not to answer, but to find something equally good to do elsewhere.

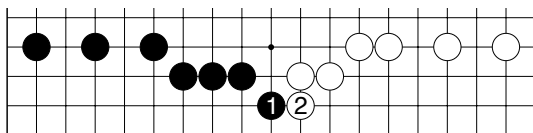
Suppose that, instead of White 2 in diagram 4a, White plays elsewhere. Then we’re left with a position where Black has the one-sided sente monkey jump of moves 11-18 in diagram 4c. Considering that White can later exchange Black A for White B, the count at the end of this diagram is 7 points to Black.

Similarly, if Black ignores White 1 in diagram 4b, then White gets the one-sided sente of 11-18 in diagram 4d. Considering that A and B are Black’s sente now, and that White will eventually have to play X, Y and Z, the count at the end of this diagram is 8 points to White.

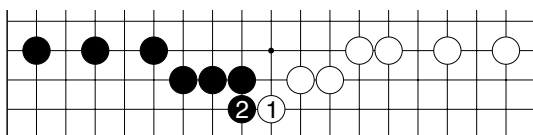
Now, what we’ve said is that if we could assume the diagonal move in problem 4 to be gote for either side, then it would be a 15-point gote, with temperature 7.5. I shall call this value the TAG (temperature as gote). You can calculate it for any double-sente position quickly by adding together the value in double sente (here 2) and the temperatures



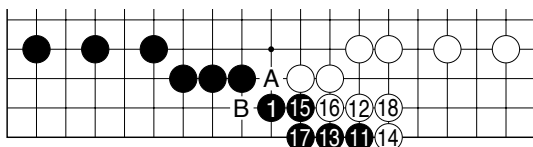
Problem 4



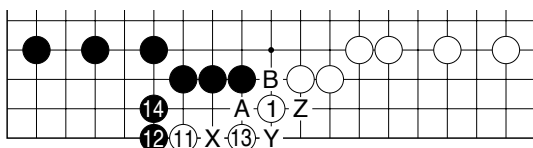
4a



4b



4c

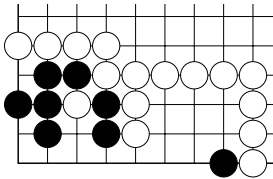


4d

of the follow-up positions (here 7 and 6, since move 2 in diagrams 4a and 4b are 7-point and 6-point reverse sente respectively).

In this position, you see that the temperatures of the follow-up moves (7 and 6) are both less than the TAG. When this happens, the double sente move is equivalent to a gote move with a temperature equal to the TAG. Problem 4 therefore really does have temperature 7.5, and is miai with a 15-point gote.

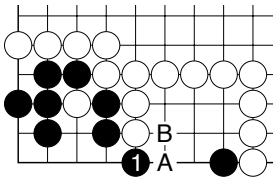
Problem 5: Is this position equivalent to some gote position, or what?



□ **Problem 5**

We begin by working out the TAG. Problem 5 is a 3-point ‘double sente’ as you can verify for yourself.

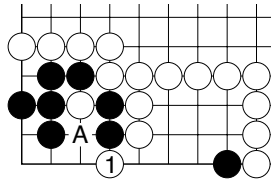
If Black plays at 1 in diagram 5a, we’re left with a gote position. If White blocks at A and connects at



□ **5a**

B we get a net score of 1 point to White. If Black is allowed to extend to A, getting an exact count requires a rather fiddly calculation with very small numbers. Let’s dispense with that and guess that, on average, White will be able to retain just 1 point of his territory, for a net score of 6 points to Black. On this assumption, the situation after Black 1 is a 7-point gote, temperature 3.5.

If White plays at 1 in diagram 5b, we again have



□ **5b**

a gote position, albeit a really huge one. If Black answers at A, we end up with a count of 5 points to White. If White is allowed to capture at A, he kills Black and scores 29 points. This is a 24-point gote, temperature 12.3 for the double sente plus 3.5 plus 12 for the follow-up temperatures gives 18.5. Divide that by 2 to get a TAG of 9.25.

We now know that the follow-up temperature of 12 in diagram 5b is bigger than the TAG of 9.25. What this means is that White doesn’t have to wait till the biggest thing elsewhere has a temperature of 9.25 or less. He can play his move at any time where the ambient temperature is less than 12, and Black will answer. So this position is not equivalent to a big gote; it’s White’s one sided sente. In fact, it’s roughly a 7-point sente, as you can check yourself.

Problem 6: We’ve covered the basic theory now, but this problem illustrates a difficulty that most of us have. Is it gote or one-sided sente, and what is the temperature? If you find this

hard to calculate, can you estimate it by instinct?

From the almost-symmetry of the position, we may guess that the follow-up temperatures after both sides’ initial hanes will be roughly the same, which will mean that this position will almost certainly be equivalent to a big gote. But how soon can you play it? To know this, we need to know the follow-up temperature when each side’s initial hane is ignored.

Let’s consider just Black’s follow-up. To know its temperature, we need to find out what Black 3 in diagram 6a is worth, and whether it’s sente or gote.

To work that out, you have to know the right follow-up to Black 3, and the follow-up to that, and so on till all White’s territory is gone. Then you have to calculate the values of all these before massaging them together into one number with an ‘in sente’ or an ‘in gote’ appended to it.

If you find that task difficult, laborious and really rather boring, you can rest secure in the knowledge that so does almost everyone else. We’re not going to do it here, because there’s actually a way of thinking that will get you to within a couple of points of the right answer.

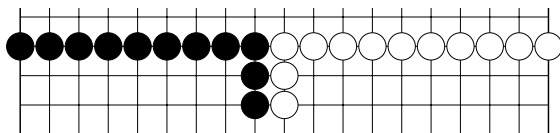
The trick here is to figure that, if Black plays 3, White

wants it to be worth as little as possible. So White will treat it as whichever of sente or gote makes its temperature less. Therefore the value of Black 3 as a sente move is the highest temperature it can possibly have.

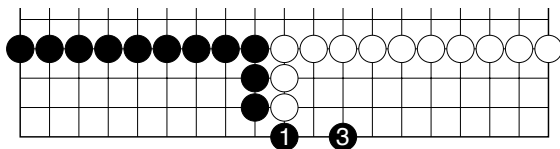
Go ahead and calculate its value in sente. This is easier than the value in gote, because you only have to consider alternating play, not tenukis and their follow-ups. As far as I can see, if Black 3 is sente then it's a 9-point sente.

It's plausible that further Black incursions after Black 3 would get gradually smaller and smaller, because each one leaves less white territory for Black to steal. If that's true, then Black 3 may in fact be gote. But if it is, you have to add in the effect of the follow-up moves before you can calculate the temperature. The effect in practice, for such a large territory, is that the resulting temperature will come close to the temperature in sente, but not quite reach it. I think it's a fairly safe bet that, if Black 3 is gote, its temperature will still be at least 7.

When you've thought about it like this, pick whatever value your instincts tell you. I like to pick a value in the middle of the believable range, so I'll go for 8.



Problem 6



6a

With that value, and a similar one for the follow-up value of White's hane, we can take 4 for the double-sente value, plus 8 for each of the follow-up values, all divided by 2, to get an estimated TAG of 10.

So this double sente seems to have about the same priority as a 20-point gote. My value could easily be out by 4 points, perhaps even more. If this worries you, you'll need to get into some heavy calculations to get a more accurate figure. But if you know just that double-sente positions looking like this tend to be comparable with moves of around 20 points in gote, you'll understand when to play them better than most kyu players and low-dans.

IN THE DARK?

Update – Oteai

In BGI122 In the Dark described the Oteai, the Japanese professional promotion tournament. This has recently been abolished, quoting lack of interest from public and players (but probably also cost) as the reason. This has been replaced by a system based on normal professional tournaments. There are now three ways to get promotion. Winning a

world class title (Honinbo, Kisei, Meijin or World Championship) earns 9 dan; winning a slightly lesser one (Judan, Gosei, Oza, Tengen) earns 8 dan or 9 dan if won twice. Secondly winning a set target of games – for example 200 for 8 to 9 dan, 30 for 1 to 2 dan. Thirdly being the top prize money getter at a grade (top two for 1 dan grade).

Tony Atkins

29TH LONDON OPEN GO CONGRESS ROUND 3

Commentary by Yuki Shigeno

Black: Sebastian Olsson 18k
White: Johnathan Englefield 15k
Handicap: 2 stones

Comments kindly recorded by David Ward who accepts responsibility for any errors!

W17: White has a whole board plan! Good, most players have to be at least 12 kyu to have a plan (even if it is not the best one).

W19: Contact moves – this comes up a number of times in most games of this level. These moves are not generally used for attacking or stopping your opponent from coming into a loose formation.

B26: Black is making White strong but not getting very much in return.

W27: White should connect.

W31: Contact move.

W35: Another contact move – better to surround to attack, not to play direct contact moves.

B36: Black should hane and break into the centre.

B40: Black should hane to break into the centre – this leaves a weakness (Diagram 1).

W49: No good – this gets captured.

W51: Better left played.

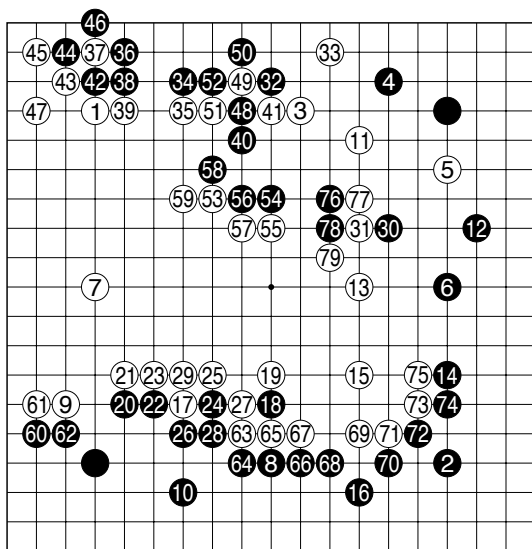


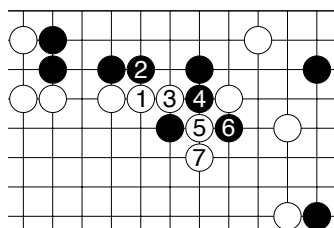
Figure 1 1 – 79

W53: Good but unlikely to be enough to win the game.

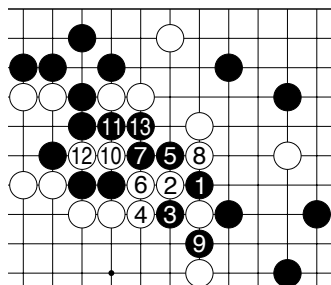
W75: Black should hane in the variation of Diagram 2 as the White stones are weak.

B76: This only helps White connect.

W79: Now the White stones are strong and Black's corner is looking a bit surrounded. Black was still ahead at this point but White invaded Black's positions rather unreasonably to win. Such is life!



1 White cuts Black



2 Black hane

A LATIN ENGLISH DESCRIPTION

Franco Pratesi

franco.pratesi@unifit.it

Thomas Hyde (Billingsley, Shropshire 1636 – Oxford 1702) was a renowned scholar, expert in Oriental languages. He was at the same time University Professor in Oxford, chief Librarian of the Bodleian Library and official Interpreter of Oriental languages to the King.

His interests were many but, different from other scholars, they fortunately included the history of board games. With him we thus find both useful requirements present: attention to our topic, high-level education, allowing to approach the original sources.

Actually, most civilisations, to begin with the ancient ones, have used their own board games, some of them forgotten – often only their names are kept. It is thus hard to understand if a given game was present among different populations, how its name and rules changed, or in which direction it passed from one region to another.

Hyde studied this specific subject in depth, with many discoveries from the original sources. Moreover, he took the opportunity to enlarge his knowledge of exotic board games, whenever a foreign envoy visited the Court and he was officially engaged for assisting in the conversation.

Working on historical and linguistic bases, Hyde provided us with a milestone work, *De ludis Orientalium libri duo*, Oxford 1694, which can be considered as the first treatise in Europe on board games and their history. Obviously the language is Latin, the universal European language at the time, but frequent quotations have been inserted in a lot of ancient and Oriental languages.

The merits of this great work have been acknowledged by most historians of games, who often have used it for their own descriptions or investigations. For our game (let me use its current name of Go, even though here

clearly out of place) already Edward Falkener, in his book of 1892, reproduced most of Hyde's information, which was also quoted by W.D.Witt in his bibliographic notes of 1931. More recently, attention to Hyde's text has been called by Theo van Ees (*Go*, Tijdschrift van de Nederlandse Go Bond, 1981. Jrg. 19, nr. 3, p. 14-16).

Of course, Hyde's description could not be absent in the several articles on early European Go literature written by Jaap Blom, summarised and updated in *The Go Player's Almanac 2001*, published by Kiseido.

It may be useful to double check Hyde's text again, for some additional detail and comment. The section devoted to Go is relatively small, only seven pages, 195-201 in volume two. However, the very fact that a specific section is present is rather surprising, because nobody in Europe knew anything about this game, in addition to the undefined news coming from the Jesuit missions and a few other sources.

With Hyde, the situation is for the first time different. The information provided by him on Go is not incidental as before (and as it will usually occur also later on, with travellers to the Orient). In those cases, information is provided on the culture of the country, religious beliefs, traditional habits, ways of dressing, eating, getting married, burying and honouring the dead, and so on. If some information is added to typical games, it usually cannot be more than a passing mention. On the contrary, Hyde is writing an all-embracing treatise precisely on board games!

For each game, Hyde usually investigates both current and unusual literary sources. In this case, he behaves differently: he got in touch with a Chinese, who was familiar enough with the game and could explain it. Let us summarise his description, with

comments added in square brackets. Already the place in which Go has been inserted (owing to similar characteristic features) may be significant, just after discussing Draughts, and Ludus Latrunculorum, the much discussed – and little known – board game of the old Roman civilisation.

– o –

Hyde's description of Go actually begins within the previous section, with some general information outlining its frequent presence in China among high public figures, dignitaries and magistrates. People expert in the game are honoured, as also mentioned by Purchas, because it improves political and diplomatic skill. Hyde himself owns a playing set, brought to him by Mr. Gifford, a merchant active in Asia, where he had been Governor of Fort St George, in Madras. Thanks are given him for such a big favour.

Hyde notes at once that, in the case of Go, descriptions in the literature are inadequate and moreover not concordant. He begins by reporting a few quotations – Semedo in Italian, Trigault and Legatio Batavica in Latin – but soon introduces his new source, without copying further descriptions available of the same kind. [We know that some lack of definition was already present in the original description by Matteo Ricci and that many later versions became incoherent, due to mistakes inserted while reprinting and especially while translating in other languages.]

Hyde is proud to announce from the beginning that he is able to give a better description of the game, both more complete and truer. [It is significant that this great expert of board games had performed a specific search for improving existing descriptions, and eventually became aware that his contribution was remarkably improving our knowledge of the subject.] His information has been provided by a Chinese native, Shin Fo-çung, an educated

person. [An essential problem for us is understanding the education level of this informer. Hyde himself gives a witness, 'non indoctus', not uneducated. Of course, the same witness would have been more convincing if expressed with the corresponding positive term, such as 'doctus' or educated – indeed, there can be several degrees of education included, and left indistinct here, between these two expressions. However, if he was able to write and especially to give a description of Go, he should have received a better-than-average education.]

Then Hyde provides a few diagrams, main Chinese words involved, and a new description of the game, all coming from his Chinese informer.

This game is a game of war and in particular the board reproduces the battlefield between Chinese and Tartars. The game is usually played by Chinese dignitaries with 360 glass stones [let me here call them so, instead of discs or soldiers, as found in the book] on a board of about two feet, correlated to the dimensions of the stones, so that its edge corresponds to a chain of 18 of them.

Two different names are provided for the game, either Hoy Kî or Wei Kî, with the same meaning of circle, or circular, or circuit game. Actually the meaning may be better intended here as encircling, which is connected with the game rules, according to which a stone encircled or surrounded by two adversary ones can be captured.

A diagram (with a stone surrounded by four enemy ones) is used to show this way of capturing, and at the same time for introducing the concept of an eye, indicated with its Chinese name of Yèn. It is explicitly stated that players tend to produce this figure and thus to build eyes – any player wishing to win the game should do it.

Another diagram indicates a kind of simplified initial position [here outlined on a reduced 3 by 3 goban] with white stones in

the central position of left and right edges and black ones in the same position at top and bottom. There is an initial position with alternate placement of two stones for each player in opposing corners [fortunately we do know this historical position, correctly described in many other sources, otherwise the corresponding diagram here could be misleading]. Then players continue, with the aim of building eyes and capturing enemy stones.

In particular, each player has 180 stones and takes them from a little vase, one by one. It is not necessary that they be all entered initially on (the mid of) the board. The game usually begins around the central part of the board and playing skill consists in placing stones, and then promoting [?] them, so that they can easily surround and capture enemy stones.

The probability of capturing and winning is the same for both players, because stones are added one by one in turns, where each

player thinks they may be useful for capturing some of the enemy stones, which process can begin before the stone placement is ended.

As a matter of fact, this game represents two armies competing for a given region and enemies take every opportunity to surround and capture all enemies, as well as individual ones. As stated above, eyes are formed and stones captured whenever they have no escaping path free, with exclusion of the diagonal directions. It is thus necessary to occupy and close all escaping ways.

If an eye has to be formed and stones on the board are not enough, new stones are taken from the container to that aim. If many enemy stones occupy a region of the board, it is better to lead own stones in another part. However, the enemy will follow him by alternatively placing his stones, so that battles may develop either by direct attack or by laying traps.



When the result cannot be changed, the winner says: Game over, Huán leáo. As it occurs for the term Wei, also the Chinese term Huán can have various meanings – the end, or to end, or ended – and the distinction is only possible through the construction of the sentence; leáo is instead just a particle indicating the past tense.

Then players count both occupied territory and surviving stones. If the regions of the two players are clearly different, then it is enough to count the stones. A player having the larger territory says: I have these points, you have less, and thus I win. However, even if a player has less territory, he wins if having more surviving stones. [The traditional Chinese way of counting together free intersections and those occupied by own stones can be understood here, once one knows it already.]

From the description, it is apparent how the game is entirely of pure skill, without any intrusion of chance or fortune. No doubt that everybody should consider it among the allowed games.

It is also noteworthy that the character indicating the game has been written in two different ways by the Chinese informer. This

can be seen by comparing the character in the text with that written within the diagram of the board. Hyde indicates this difference so that nobody believes it to derive from an inaccuracy of his own.

– o –

If a few further comments are allowed on the description, there is no clear explanation that the way of capturing explained may be, and usually is, applied to whole groups. Whereas the concept of building eyes for winning is clear, there is no suggestion that having two connected eyes implies safety for any group. The concept itself of connection is not explained, even if one of the diagrams could have been used for it. There is no indication of ko situations, or similar topics, rather secondary, but nevertheless required before coming to actual play.

When indicating that surrounding stones are closing the exit ways (and thus leading to capture) it seems in reading this text that, in the contrary case, these escaping ways could actually be used for moving away the stones to the next free intersections. In other words, a way of playing by placing stones in a first stage and moving them in a second one is not explicitly excluded, and in a couple of sentences seems to have been intended.

In conclusion, the channel found by Hyde was the best possible one: an Oriental person familiar with the game explains it to someone who knows nothing about it, but is at the same time an expert in similar games. It is thus true that Hyde's description is remarkably more advanced with respect to previous ones. What was still lacking for playing the game had been reduced to a couple of points. In order to explain them clearly enough, Hyde needed just to have the additional opportunity to play a couple of games by person. It is a pity that just a few additional lines of text would have been enough for having the game played in Europe, two centuries before it actually has been!

IN THE DARK?

Update – Toyota Tour

In BGJ124 the Toyota European Go Tour was described. Now it is jointly sponsored by Toyota and Pandanet. Pandanet are the owners and promoters of the Pandanet Go Server more normally known as IGS in the West. Britain's contribution to the Toyota-Pandanet European Go Tour is the London Open every New Year.

Tony Atkins

10 YEARS AGO

Tony Atkins

Shun Nagano, a Japanese student staying at Cambridge, won the 1993 Wanstead and completed a hat trick with a win at the Cambridge Trigantius. In between, Edmund Shaw had won his local event, the Oxford Tournament held at Wolfson Hall. The British Youth Go Championships were at Stowe School. Furze Platt's Chris Dawson was the under-18 winner. Brakenhale's Adelberto Duarte and Daniel Cox won the next two age groups, followed by Culcheth's David Bennett taking Under-12 and John Ellul from High Wycombe winning under-10. Matthew Macfadyen won the British Championship last game in Leamington and also the Coventry Tournament, proving himself invincible on home ground. Shutai Zhang took part in the Candidate's and won with 5 and a bye; second was Bob Bagot.

Keith Osborne took the British Go Congress to Norwich, despite not living there at the time. Winner of both the British Open and the Lightning in the UEA Sports Hall was local 3 dan Matthew Cocke. Norwich also won the Nippon Club Cup, but the Stacey Trophy was won by Des Cann.

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The British Go Journal reported that it was possible to play Go on the Internet using the new Go server called IGS. It was also possible to use e-mail to send postal moves and possible to read news and discussions on a usenet news group called 'rec.go'.

In Europe, UK's Gerry Mills won the Irish Open. The Czech GP event was in Plzen as the European Go Congress was scheduled for Prague. Czech Vladimir Danek won, but was second in Copenhagen behind Russia's Victor Bogdanov on tiebreak. Both these finished behind two unknowns in Vienna: winner Lee Hyuk (a Korean from Moscow) and Leon Matoh (from Slovenia). Shen Guangji won Paris and the German Open. At the Ing Cup in Amsterdam Matthew Macfadyen only managed one win whereas Piers Shepperson won three. A four-way tie at the top was between Shen Guangji, Ronald Schlemper, Shutai Zhang and Rob Van Zeijst.

In Japan Kobayashi Koichi extended his run in the Kisei to eight years; this time he beat Kato Masao 4-3.

GO AND SKIING IN ZERMATT

David Hall

Can a skiing holiday get any better than this? Well, if you call morning tea brought to you in bed by a beautiful chalet girl, then served a full English breakfast followed by 6 days of glorious sunshine and perfect snow conditions, then no, it can't! Zermatt is a carbon monoxide free town. All the vehicles are run on batteries, including the police car! But excluding the doctors – they are allowed to pollute.

There were nine of us in total, two of the group non Go players. I was very fortunate to have a view of the morning sun gleaming

on the Matterhorn from my balcony. Awe-inspiring!

On our first day we had a guide who showed us around the slopes. After that we broke up into groups: intermediate, advanced and mogulling daredevils. I managed a black run. To my delight, I got to the bottom without falling. There was the usual Go tournament which, after five years of losing, I won. The only person I lost to was Evil Uncle Clive [this is the Bracknell Go Club's nickname for Clive Hendrie].

ING MEMORIAL TOURNAMENT

T Mark Hall

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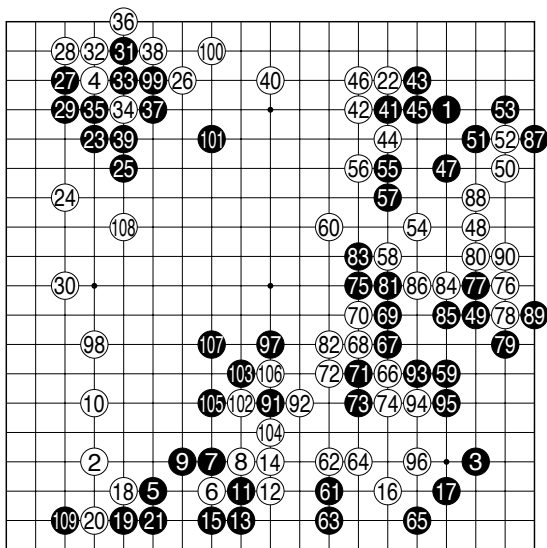
On Friday 28 February 2003, 23 of the strongest European Go players and T Mark Hall gathered in Amsterdam, to play in the Ing Memorial Tournament 2003. I was nominated as the British representative and was very much the lowest ranked player. Among the favourites was Catalin Taranu, 5 dan professional from Japan, Alexander Dinerstein and Svetlana Shikshina, both 1 dan professionals from Korea and Guo Juan 5-dan professional from China, now living in the Netherlands. I travelled by Eurostar to Brussels on the Thursday morning and then caught one of the regular trains to Amsterdam, arriving at about 3 in the afternoon, which gave me a chance to do some shopping before going to the Go Centre.

The tournament was played in the European Go Cultural Centre in Amstelveen near Amsterdam and the draw for the first two rounds was unusual. For the first round the strongest ranked player in the European rating system could place his/her name on any point of the 24 places available and then the second player could choose a place and so on down the list. There was an algorithm for those players who had not yet arrived. As the lowest ranked player, I had no choice where I placed my name. Curiously, Alexander Dinerstein (number 2) decided to play Catalin Taranu (number 1) in the first round. Players were in a little group of four for the first two rounds, so that in the second round the two winners and the two losers played each other. I was drawn to play Christian Pop from Romania in the first round and the choice of Christoph Gerlach or Oleg Mezhev in the second. So

my first two opponents were a 7 dan from Romania and a 6 dan from Germany.

Diagram 1 shows the position in my game with Christoph, where I had just played the contact move in the corner – 109. White now has the opportunity to wrap up the game and win easily. How should he do it? His actual answer caused complications and gave me a chance to pull off an upset but I was not good enough at yose to exploit the situation and still lost. The answer appears on page 40.

So I went on, still losing and still missing chances. I was not helped by the fact that the nearest hotel to the EGCC happened to also be a pub which stayed open rather late, playing disco type music until 2 o'clock in the morning on Friday and 3 o'clock on Saturday morning. This convinced me that I had to move out and find somewhere quieter, which I did in Amsterdam itself and I commuted by Sneltram for the Saturday night and Sunday. It was also convenient for catching my train back to Brussels on the



Monday morning, since I stayed near the station.

I then went and lost the game on Sunday morning by 1 point (could I have filled that dame and won under Ing rules?) but the round was rather delayed and disrupted by Victor Bogdanov suffering a stroke and being taken to hospital on a stretcher. We were told that they were operating on him on Sunday night, but at the time of writing I have heard no more. I therefore was given the credit in my last game of winning a game by default against Victor.

Among the real strong players Taranu seemed to be cruising until he was stopped by Pop, my first round opponent. Then in the final round, Pop against Mero (Hungary), Pop misread a situation and allowed a 5 group seki to occur, rather than allow three stones to be captured and take a larger group for himself. This was unfortunate since Pop only then came 4th. He was rather handicapped by my low SOS.

There was also a side tournament and a kids tournament, all to promote the use of the Ing rules.

THE WAY TO GO

There was a television series in 1967 called *The Man in Room 17*, in which an armchair detective solved crimes whilst contemplating a game of Go. I never saw the series, my interest being attracted much more by quite a generous spread in the *Radio Times* purporting to give the rules of the game. I quickly drew a board on paper, and rather less quickly sawed up a couple of dowel rods to supply the stones, half painted black and half painted yellow.

All that I discovered about Go was that the fighting, captures and running of groups towards escape were intriguing. Playing solo, I could never work out why one colour fared better than the other. Unfortunately my work on an MA, the novelty of our first child and efforts to find a better job led to my putting the game away as low on my list of priorities, incomprehensible but good in parts, and undoubtedly fascinating. Anyway, why should I suppose that an association existed to promote Go?

Seven years later – seven lost years! – during lunch break a colleague remarked that I was known to be fond of board games and so perhaps I would be interested in... Ten minutes later I realised that the *Radio Times* had omitted to explain several aspects of the game, including life and death.

After that, we played Go during lunch break at least once a week, both being weak players as I could reach a reasonably even result given four stones. Then came the discovery of the BGA, a Go club only a few miles away at Alsager, and within a year my first tournament, at Leicester. I thought driving for over an hour just to play Go showed true dedication until I found that some of the contestants had come from as far away as Bristol and London. I got one thing right, though: it was a fascinating game, and after nearly thirty years of playing, it grows ever more fascinating.

Brian Timmins

PROMOTIONS

At the BGA Council meeting on
23rd February, the following dan
diplomas were awarded:

Li Shen – 4 dan

Tony Atkins – 3 dan

Christian Scarff – 2 dan

Brian Brunswick – 1 dan

Congratulations to all of them.

BREAK THROUGH TO SANDAN

How, after 13 years at the same grade, do you get promoted? Firstly you follow the example of Francis Roads who some years ago went down a grade from three dan to two and shortly after got promoted to four. Last summer my European rating had sunk out of sight so I did the decent thing and played a couple of tournaments at one dan. Secondly you read and take note of Michael Redmond's excellent book *ABC of Go Strategy*. Thirdly you win a few games, especially at an international event (for example London), and win the odd tournament (for example Cheshire). Buying the grading committee drinks or beating them can help as well, but it seems to be the first named method above that is the real trick. So why not check you rating and follow suit if appropriate?

Tony Atkins

WANTED

PROBLEM SECTION EDITOR

I would like to introduce a problem section in the Journal and am looking for a volunteer to undertake the editorial function for this.

The duties of the Problems Editor will consist in collecting problems suitable for all grades of player, writing short introductions to each problem and explanations of their solutions, and producing the diagrams for them.

The size of this section is not predetermined and will depend on the material available but I would like to include at least two pages in each issue, consisting of solutions from the previous issue and new problems.

Apart from an interest in Go problems and accuracy of reading, the main qualifications for this task are reliability, a computer running Windows and an ability to write clear and concise explanations. This will be a rewarding job for the right person and I'm sure it will be appreciated by the many readers of the BGJ.

If you are interested in taking on this task, please contact the Editor by phone on 01544 231 887 or by e-mail: journal@britgo.org

DIARY OF A GO PLONKER ~ SCHRÖDINGER'S GO POSITION

Ian Marsh

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When our Go Club meets at someone's house, the evening invariably ends in some culinary delight, Go playing stops, and a general conversation (not necessarily about Go) ensues. Last evening the conversation ranged from how a \$100 note can improve your skiing stance (all I will say about this is that it is an in-joke with the skiing fraternity of our club) to quantum physics and Schrödinger's cat.

Schrödinger's cat demonstrates the weirdness of quantum mechanics ¹. Suppose a living cat is placed in a thick lead box. A vial of cyanide is added to the box, which is then sealed. We do not know if the cat is alive or if it has broken the cyanide capsule and died. In quantum physics terms the cat is both dead and alive, it is in both states simultaneously ². It is only when we break open the box and observe the cat that the Newtonian world re-asserts itself. The cat becomes one or the other (dead or alive).

This multiple alive and dead status is often quoted as being a concept alien to our normal understanding of things...but hang on, isn't there a Go equivalent here.

I am not suggesting that Go should be played inside a lead box or that the odd loose vial of cyanide be introduced, but there is a common occurrence of players seeing but not observing what is going on ³.

A typical oversight happened that evening at the Go Club. After a lot of in fighting White finally reduced an important but weak black group to one eye. Both players having read that only one eye was possible then played away for the rest of game, unaware that the fight had created a potential ko for life in the corner.

Understanding the ko sequence was well within the capability of both players, but they had both convinced themselves that the reduction to one eye was decisive ⁴. In this

case the state of the stones is indeterminate, rather than alive and dead simultaneously. In the actual game neither player noticed and at the end of the game the Black stones were counted as dead.

Nor am I referring to that other, but not unknown, 'dead and alive' occurrence of forgetting to remove captured stones on the board. Depending on the rule set, either an illegal move has been made or the status of the stones is defined. It is not unknown for such unnoticed dead stones later to resurrect themselves by eventually helping to capture some opponent stones (this is a 'dead then alive' scenario).

I am referring to that quite legal state where two adjacent groups have been reduced to no eyes with a single common liberty but neither player has noticed this joint atari occurring. Nor have they noticed the kibitzer who is inevitably drooling over the board waiting for their moment of glory (or, in quantum terms, waiting to let the cat out of the box!).

As in the earlier example the status of the stones hangs in the balance, until both players have passed and the game is over ⁵. Even now if both players agree the status of the stones (whatever their true status may be) then again there is no problem.

But what if both players claim the opponent's stones are dead (and hence that their group is alive)? This is the crux of the position. We seem to have stones that are both alive and dead.

At this point it is most likely that both players still haven't spotted the problem, and they will start filling in any dame before blithely removing any 'dead' opponents stones. It is only when someone notices their 'live' stones being removed from the board that they are likely to say something (hopefully something printable, and not of

the Norwegian Blue ⁶ category). Murphy's law ⁷ states that both players will have been busy removing the 'dead' stones and only realise something is amiss when their hands meet in the middle of the board.

If you think a situation is a bit tricky, then make sure you agree its status with your opponent before removing any stones.

If removed stones are in dispute then give them a 'stay of execution' by first returning them to the board (assuming the players can even agree on this), so that the situation can be analysed.

Normally the following approach is used when players dispute the life of a group. Look round for a stronger player... but if none is available the situation should be played out and a prisoner handed over whenever a pass is made. Eventually the life or death of the stones will be established. The play does not have to be optimal (that is give the definitive textbox result) it is just a way of agreeing a status between the players.

Obviously this approach does not apply when both players claim they can kill the opponents group by playing first. In the case under discussion all either player has to do is to place a stone in the remaining free liberty, to show that the opponent's stones can be killed.

Of course, if one player is so far ahead that they still win even if they lose their stones then they should concede the stones and win anyway ⁸.

Given an impasse arises, then such situations should not be resolved by chance, especially if that means experimenting on a passing cat.

If you are playing a friendly game then I hope that you and your opponent would settle things amicably (no cyanide please). I would think declaring the game void would be best ⁹. Declaring a local seki would be likely to advantage one player over the other when they have both misread.

If you are playing in a serious game and you and your opponent cannot agree, then the only recourse is to put your faith in that omnipotent being, the tournament director.

Should all such oversights, and strange situations, be covered in the rules? I will leave that to people who enjoy discussing such things, but I suspect that trying to scientifically cover every conceivable contingency would be as complex as quantum mathematics.

NOTES

- 1 If you don't think it weird then I will not have explained it well
- 2 At this stage someone always asks "why a cat, what about the seven other lives, and are there any air holes in the box", but that is Go players for you.
- 3 I shall leave it to the quantum mathematicians to calculate what is the occurrence of not observing things.
- 4 In this case perhaps the proverb should be "in the land of the blind the one eyed man is dead".
- 5 Under Japanese rules, either player can request a restart but the other player gets to play first.
- 6 A reference to a Monty Python sketch, and yes I know all you young players out there are asking, "Who is Monty Python?"
- 7 That given a choice the worst possible occurrence will happen.
- 8 See restarting game, elsewhere in footnotes.
- 9 I am told that under Japanese rules both players are deemed to have lost.

IN THE DARK?

Update – Trusts

In BGJ126 the Susan Barnes and Castledine Trusts were reported as about to be merged. They have merged now as the Castledine-Barnes Trust. Both had aims to promote youth Go, which continues under trustees Toby Manning, Francis Roads and Sue Paterson.

Tony Atkins

29TH LONDON OPEN GO CONGRESS ROUND 5

Commentary by Yuki Shigeno

White: Vladimir Danek 6d, Czechya

Black: Li Haiou (Leo) 6d, China

Comments recorded by Li Haiou, and edited by David Ward.

Figure 1 1 – 50

B7: Li: In this game, I decided to ask my opponent ‘how well do you know these variations?’

W14: White chooses the simple way.

Figure 2 51 – 100

B51: A mistake. Should be at 62.

B57: How about Diagram 1? After Black 1, Black can cap with 3 here.

Leo: Yes.

B59: Not good.

David Ward: If you look at Yuki’s previous suggestion for 57 you can see that there is a problem with Black’s play in this area. Black should have cut to create good aji, and thereby prevent White from cutting the black stones. In the game 57 is aji keshi and 59 is the follow on from 57.

W66: Maybe White should start a fight with 1 in Diagram 2.

Danek was a little afraid of the fight with the 5 white stones isolated, but the feeling was that Black had more to worry about, and White effectively ended up losing a move in patching up in the sequence to W72.

B79: The 77, 78 exchange helps White more than Black. I should just play at 79.

W86: White can follow Diagram 3, it’s simple, but White wants to fight.

W92: This exchange – ponnuki for left side territory, makes the game very interesting.

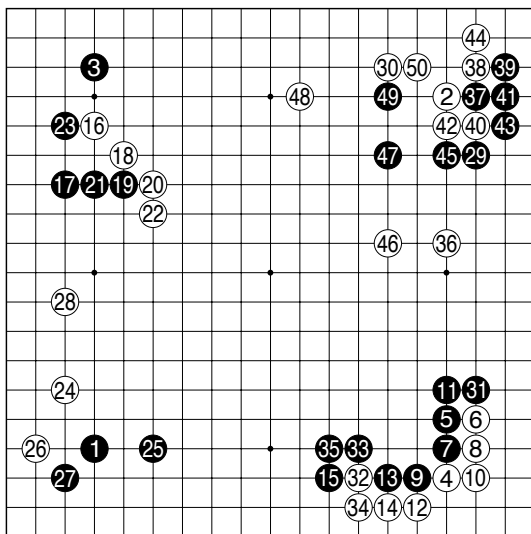
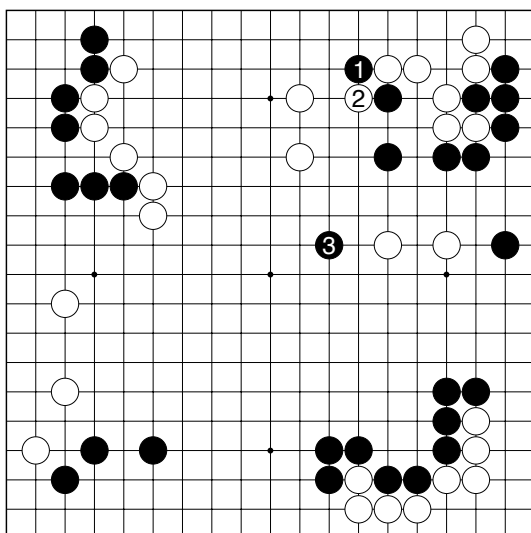
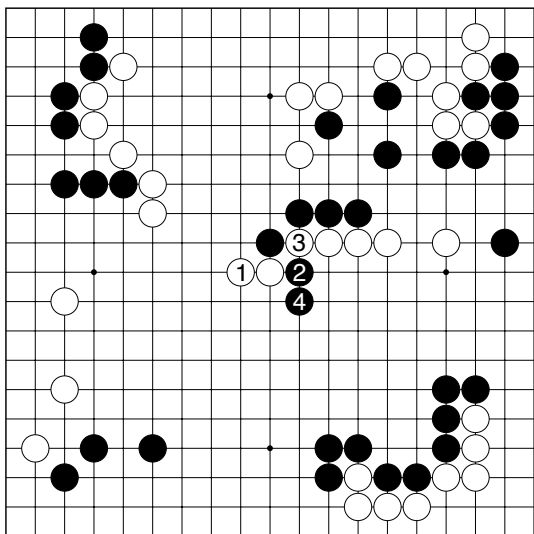


Figure 1 1 – 50

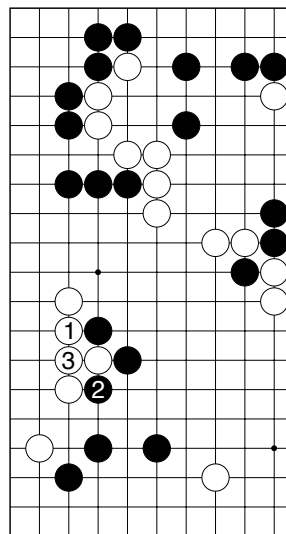


□ 1



□ 2

Start a fight



□ 3

Simple for White

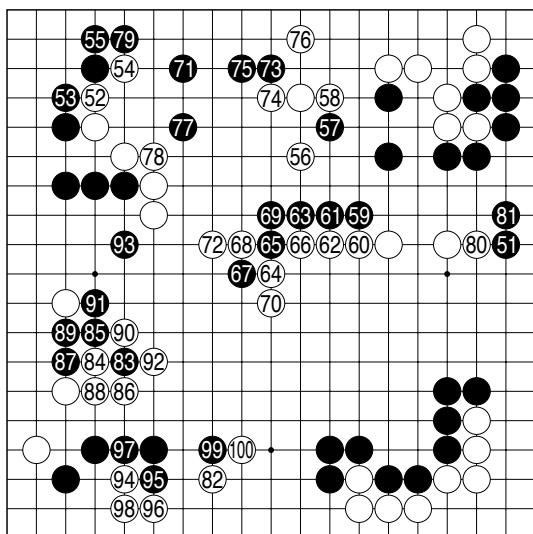


Figure 2 51-100

Figure 3 101 – 132

B105: Bad mistake, should be at 1 in Diagram 4. This makes things easy for Black.

W108: Good – Black must answer. I overlooked this.

B109: If White makes a hanging connection at 113, Black has the tesuji in Diagram 5. However White answers, he has no good move.

W124: Now White must lose. If instead White just captures at 126, he still has a chance. Black wins by 4 points.

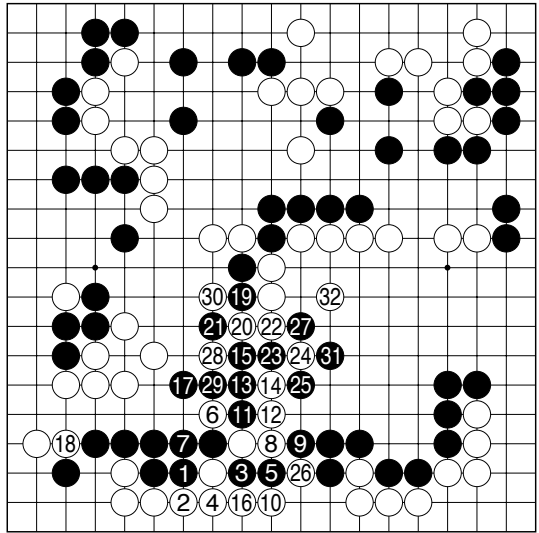
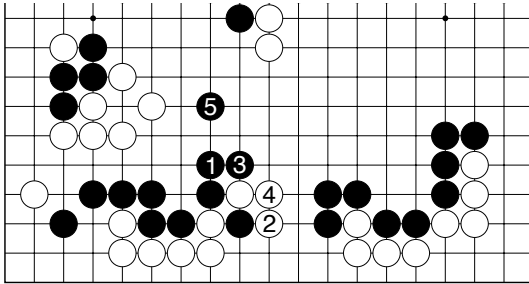
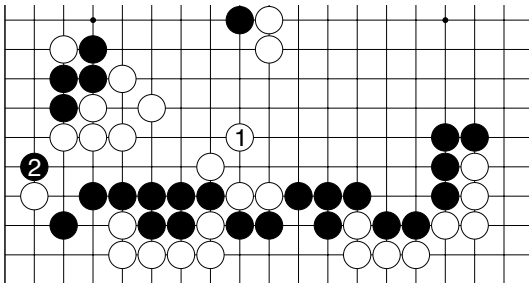


Figure 3 101 – 132



□ 4

105 Easy for Black



□ 5

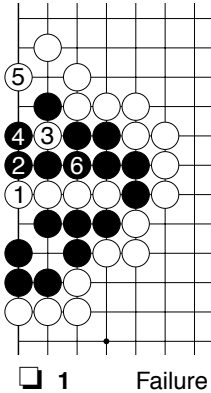
Tesuji

SOLUTION TO THE FURZE PLATT PROBLEM

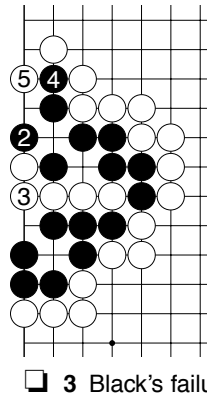
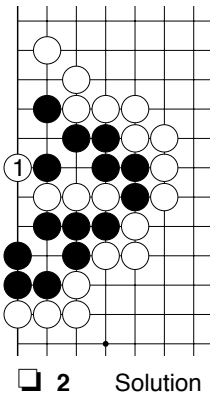
Tim Hunt

tim@timhunt.me.uk

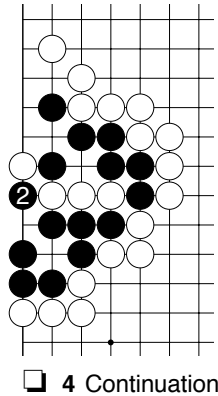
When I was watching the game being recorded, I read out White's descent, as in the failure diagram. This does not work however, black has just enough liberties to put the white stones into atari.



What neither I, nor Des Cann, had seen, was the hane in Diagram 2.



So Black's only option is to throw in for a ko as in Diagram 4. Unfortunately for Des, he did not have a ko threat that was big enough, so White won the ko immediately and Black resigned.



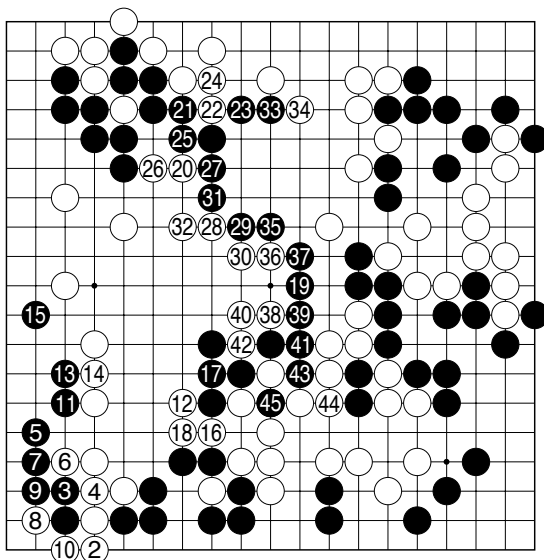
Playing from above in Diagram 3 is futile. All the black stones get captured.

ING MEMORIAL TOURNAMENT ~ ANSWER

T Mark Hall

White answered immediately at 2 here, believing that he could kill the group and the number of moves he had made on the left side would prevent me from living. When Black played 11, though, he stopped to think for a long time because Black is threatening to cut his group in half or make life on the edge. If White just forces the group to live, he has lost a lot of territory without compensation, so he made a diversionary attack in the centre to confuse things.

If White had just blocked in the corner and connected when Black ataried a stone by playing at 110, the loss is small and he is about 8 points ahead on the board plus 8 points komi. That would wrap up the game.



IN THE DARK?

World Amateur

The World Amateur Go Championships (WAGC) is organised by the International Go Federation (IGF). It is held each year in late May or early June in a different city in Japan (once it was held in China). Each member of the IGF gets to send a player to take part. Usually a country applies a rotation system so that a player cannot attend more than once in three years. Now held as a Swiss system (originally a knock out), the winner is the best player over eight rounds. There is limited seeding in the first round. Nowadays with more than 60 countries taking part you have to score at least six to get near the top places. Nobody outside Japan, China and Korea has won. A lot of those players have gone on to become professionals. The winner gets a high dan diploma and a lot of trophies, some very big. There is also the Asada Prize for Fighting Spirit, which can go to any player worthy of the title. In addition to players, the European Go Federation, and others, gets to send Captains. Of the two European places, one is reserved for an IGF Director or member of the EGF Executive, the other for somebody who helped the success of the previous European Go Congress.

Tony Atkins

HARMONY AND WARFARE

Roger Daniel

In the psychological balance in a game, the situation can be compared with the storytale Achilles and the Tortoise's race situation. If the Tortoise had run like Achilles he would have been really tired. So, he had to find a different method, which was hard on poor Achilles; who by the way, was very willing to put himself under a great load of effort – a requirement in a race – but in a game of Go, Efficiency not Exhaustion is the real Excellency.

Imagine that in the area of Self Possession both players start with 100%. Locked in combat and in Zero Sum. Then if you decrease yourself, your opponent will be increased and visa versa.

A move may be played by you to weigh against your opponent. And, you hope that, to the extent that over the game he/she does not fully know how to cope, you will prevail. But only to the extent that you know how to cope with that move yourself.

Therefore, attached to each move that you play, is a double edge that can cause grief to your opponent or to yourself, in various proportions. Resulting in a Balance of Psychological Efficiency.

Your Opponent may be very encouraged to think that he/she is causing you difficulties. But if, at the same time, your opponent is unappreciative of the difficulties that he/she is causing him or herself (ie. by thinking too long about moves for the return obtained for thought or for not enough success, then you will survive to fight another day, by appreciating the game more efficiently and possibly learning more reliably.

Confusion, Confidence, Problems,
Difficulties Irrelevancies,
Inappropriatenesses, Insignificancies.

In order to put your idea to your opponent through your Go stone, you have to put your

idea to yourself. So the more Beautiful your intent, the less you will have to suffer at the hands of yourself.

To illustrate these ideas, I would like you to consider the following numerical example.

[1] Your Opponent does self damage = 99%
and you inflict only damage = 1%
then He/She dies = 100%

[2] If you hurt yourself = 5%
and your Opponent hurts you = 20%
You lose = 25%

[3] Your Opponent
hands over 100% retaining 0%
You hand over 25% retaining 75%

[4] So: your Resultant is: $100 + 75 = 175$
Your Opponent's Resultant: $25 + 0 = 25$

[5] Does it matter whether [1] & [2]
is under Zero Sum?

In the case of Zero Sum the resultant difference of [4] is : $175 - 25 = 150$. And the non-Zero Sum Resultant difference of [1] & [2] is: $100 - 25 = 75$.

So you are either 150 points or 75 points better off or in a healthier state of mind.

[6] You expend:
 $1\% + 5\%$ effort = 6% effort.
Your Opponent expends
 $99\% + 20\%$ effort = 119% effort points.

[7] Your Opponent does $20\% - 1\% = 19\%$ more damage to you than you do to him or her. You do $99\% - 5\% = 94\%$ less damage to yourself than he or she does to him or herself.

Try putting your own figures in if you want:
And don't kill yourself over it.

A WEST SURREY PROBLEM

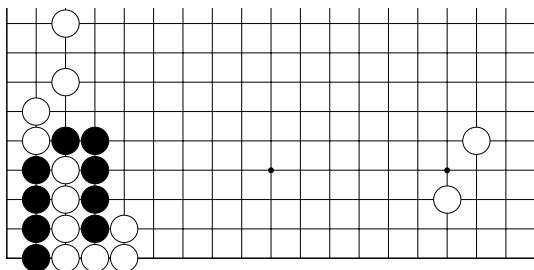
Steve Bailey

sgbailey@compuserve.com

Each year West Surrey club endeavours to put a small problem on the entry form for the Teach-in and the Handicap tournament in December.

Last year a 'sneaky' capturing problem was used: Black to capture the seven white stones.

Diagram 1

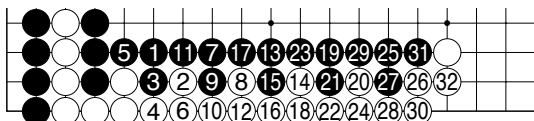


□ 1

The key aspects of this problem are:

- The four black stones in the corner only have four liberties. If White ever ends a turn with five liberties, Black is doomed.
- The five black stones in the centre turn out to be low on liberties. It may not be obvious but this is critical.
- The white shimari on the right matters.

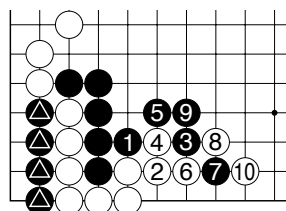
Diagram 2



□ 2

The obvious attack fails, so Black must do something different. It may not be thorough, but somehow Black 1 now seems wrong so other starting moves must be tried. If necessary come back to this start.

Diagrams 3 & 4

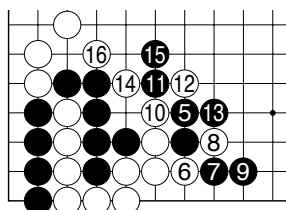


□ 3

It may not seem promising either, but how about 1 here which forces 2. Any other reply leads to a series of ataris which do nothing for White.

If Black 3 carries on pushing along the third line, White replies until he has 4 liberties and then just captures the marked black stones in the corner.

A Black jump with 3 lets White out even more quickly than Diagram 2.

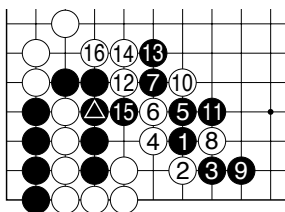


□ 4

In Diagram 4, the alternate move 5 for Black is no better than Diagram 3, with the centre black stones running out of liberties.

Diagram 5

Diagram 5 tries a wide net, but the result is very similar to that of Diagram 4.



□ 5

Note that 5 cannot block at 6 since White would respond with ataris at 8 and then 9.

8 and 10 are forcing and make 12 sente to escape. If 8 is played at 12 directly, the sequence 15 (atari), 14, 1 below 15 (atari), connect, atari is an easy success for Black.

Here 16 leaves the marked black group with only two liberties and so capturable faster than the White group. If 15 is played at 16, White just blocks and a similar situation results.

Any wider net lets White get 4 liberties quickly and so kills the corner black stones.

Round about here you find that frustration sets in and the problem is declared 'insoluble'. However the original net of 1 and 3 in Diagram 2 was right, it was just the follow up that was wrong. In particular move 5.

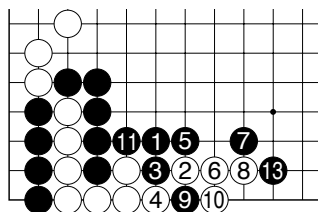
If 5 is another one point jump on the third line, the play reverts to Diagram 2 and so is no good.

Diagram 6

If White extends with 8, the throw-in of 9 reduces White's liberties so that 13 forms a successful net.

Diagram 7

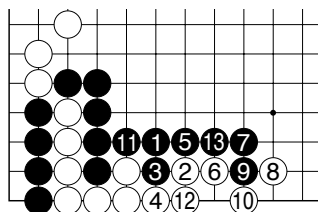
If White jumps with 8, then Black doesn't throw in,



□ 6

leaving White with too many false eyes to be able to connect his stones out.

As a 3 kyu, I failed to solve this and had to be shown the working sequences.



□ 7

IN THE DARK?

World Championships

As in some other sports, there is no one World Championship in Go. There are several events that are competed for by professional players from more than one nation. Most events allow amateurs to play from Europe, America and so on, if they can get through a regional qualifier. Argentina's Ferdinand Aguilar managed just this and went on to beat two professionals recently. Some tournaments come and go quite quickly as sponsors change

or drop out. The Toyota-Denso Oza has happened just once, but the most regular events are the Samsung Cup, the Fujitsu Cup and the Ing Cup. The Ing Cup is only held every four years, so it the Fujitsu Cup that is regarded by many as the most important and the nearest thing to an actual World Championship. Yi Se-Dol of Korea won it in 2002.

Tony Atkins

YET MORE TRAVELS

T Mark Hall

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I have been on my travels again, to Australia, China and Japan. I spent a week on business in Canberra, with one day in Melbourne, and I managed to meet with some Australian players about two days before parts of the capital were consumed with bush fires. It was summer in those parts and they had suffered a long drought which had dried a lot of the country around. The Australians I met were very friendly and hospitable (at least they told me that's what I had to say) but they did put themselves out considerably for a passing Pom. I returned the favour by losing plenty of games, although I can blame the whisky and wine they persuaded me to drink. I wish that I could have stayed longer, but I had to fly on to Beijing, where it was very cold. One thing I did note in Australia was rather curious. There has long been a joke that the water runs down the plug-hole in the opposite direction down under, but I failed to check on that. However, I did see that the majority, if not all, of the revolving doors in Melbourne did rotate the opposite direction to the ones I have seen elsewhere in the world.

The difference in weather in China could not have been more marked, with snow on the ground and freezing temperatures at night. The middle of the week, there was an overnight snowstorm which deposited another inch or so of snow on the city. A colleague in the office was kind enough to take me to a big bookstore in the centre of town in Wang Fu Jin street, where there was a very extensive selection of books. The Chinese signs said Wei-chi but the English said Go. The prices were about £2 a book, so I bought 11 books and another 4 later at the Qi Yuan (Chinese Go Association).

My friends then took me to the most famous roast duck restaurant in town, the Quanjude, where there were photos of all the famous foreign visitors who had eaten there, but they failed to take one of me!. On the card provided by the hotel to give directions to taxi drivers, this was actually described as a 'Roost Dark Restaurant'. The only thing that they served was Peking Roast Duck, which they carved at the table. They also served a duck soup which I forgot to sample, the rest of the meal was so good. When you had drunk enough of the Chinese tea, a young lady refilled your cup from a long-spouted pot, usually from the other side of the table, with the spout about 3 to 6 inches away from the cup. It must have taken lots of practice not to splash any water on the table.

I had a couple of free days, so on the Thursday I went to the Qi Yuan. The building is set slightly back from the road and, although the address says Tian Tan Dong street, the entrance to all activities and to the shop is actually in another road. The numbering sequence does not actually seem to work as we disorganised Westerners would expect. The building number is 80 but the nearest number is actually 50. The first surprise was that the interpreter the receptionist called immediately recognised me from her visits to Europe, since she had been to the European in Dublin, among others. I asked about books and she took me to their shop, which was rather small. I only bought 4 yearbooks there, but the lady was kind enough to give me a discount. I played Go with some locals for several hours at a cost of 10 RMB, about 60p. I could have taken a cup with a tea bag from the desk as there were thermos flasks full of hot water scattered around the playing room and refilled occasionally by an attendant. While I was

there, another foreigner turned up, a German on his way to Chengdu to study Chinese, who recognised me from his visits to London. He told me of the sad news about Hans Pietsch, which I had not heard previously.

If you want to play in Beijing, I can give you directions and a map, but if you are like me and want to buy Chinese books, I recommend the big book shop. The Qi Yuan opens about 9 in the morning and I was told that I could play until 8 at night. On my way to see Tiananmen Square and the Forbidden City, I stopped off at the bookshop again and bought three more books. My first visit had not been very methodical, so I was a bit more organised the second time.

I arrived in Tokyo on the Sunday night and set out to one of the book shops on the Monday morning. I had a long list of books I was looking for but the assistant at the shop found that he could not operate the credit card machine and ended by giving me the money he had debited, a transaction which he then could not cancel. He arranged to send the two sets of books I wanted to the other branch for the next day. On the Monday it rained so much that it was a month's worth just on that day, but the rest of the week was fine. On Tuesday I went to the book shop's other branch and was successful in getting over £900 worth of books and the results will be seen later on in the database of games and John Fairbairn's historical material in the Encyclopaedia. I also went to the Nihon Kiin, where I paid the BGA's subscription to the International Go Federation and found that they were also billing the BGA for some sets, so I had to get some more Yen to pay that. When I had been walking around on the Monday, I had noticed a sign for a Go Club near the Hotel, so I went to see if I could get a game. The owner told me that it had only just

opened and that he was 5 dan in Japan. By the end of the week I was giving him black and winning every game. He had also lived in London for some time and knew Mr Niwa and Mr Tanaka.

On Wednesday I went souvenir hunting in the Ginza and also stopped to get my shoes shined by a little old man outside Ginza Metro station. The pigeons were so tame, and obviously expected to get some food, that they were perching on his shoulder as he polished my shoes. On the Wednesday and Thursday mornings, there was a TV program showing the second game of the Kisei match between Yamashita Keigo and O Rissei, for an hour in the morning and at 9.45 in the evening of the Thursday. Yamashita had won the first game and also won the second, by resignation.

On the Thursday I went again to the Nihon Kiin, to pay the second amount of money and to meet the gajins. I also bumped into Kobayashi Chizu, who has been a great friend to Western Go. I met Richard Bozulich and Rob van Zeist, who were working on a new book and Richard Hunter and James Woods. I had hoped to see John Power, to give him regards from the Aussies I had met, but he had not arrived by the time hunger set in and I left. There were full size Go Bans priced from ¥400,000 to ¥6,000,000 on display (about £2200 to £33,000), if any of you are feeling rich.

Friday was spent just ambling around Shibuya and playing Go and seeing if I could get everything inside my cases. I left Tokyo on the Saturday to stay in a hotel near the airport and was very glad that I was not charged excess on my very heavy suitcase. I arrived safely back in London on the Sunday and had to get back to the boring business of answering my mail and trying to get my email account working again, since my desktop machine collapsed on me three days before I flew out.

Fujitsu Cup

The European Fujitsu Cup was held over the weekend starting 28th November. It was announced as the last edition of this top European event as Fujitsu is having to suspend their sponsorship of regional qualifiers for their world championship. As usual the event was held at the European Go and Cultural Centre in Amsterdam. Romanians dominated. Three favourites went out in round 2: Guo Juan to Dragos Bajaneru (Romania), Rob Van Zeijst to Csaba Mero (Hungary) and UK's Matthew Macfadyen to Mikhail Galchenko (Ukraine). Winner was the professional in Japan, Romania's Catalin Taranu. He beat fellow countryman Christian Pop in the final. Losing semi-finalists were the two new professionals in Korea, Svetlana Shikshina and Alexandr Dinerchtein. At the same time the Fujitsu Training was held with an emphasis on how to teach Go to children. Also studied were aspects of teaching involving the games and players of the tournament.

European Events

The Italian MSO in Milan had a wide range of proprietary, fantasy and traditional games. Winner of the main Go event was Zotan Keleman (3 dan Hungary). The 56-player Seville Tournament in December was won by Masaru Mikami (6 dan) from Madrid. Britain's Richard Mullens won 2/5.

In February the Baduk Cup in Budapest, Hungary, was attended by 88 players, 20 of 5 dan or above. Winner was the only 7 dan present, Guo Juan (Netherlands). Finishing on 4/5 were Dragos Bajaneru (Romania) and Csaba Mero (Hungary). David Ward (4 dan) won two games as the only British representative.

World Students' Championship

The first World Student Oza featured sixteen players from around the world representing Japan, China, Korea, Taiwan, Europe, North America, South and Central America and Thailand. It was held in Tokyo during the first week of January and was sponsored by the Keizai newspaper. Europe was invited to send three players, one of whom was female. The final order was 1st Ye Lingyun (China), 2 Zhu Daming (China), 3 Kang Na Yeon (Korea, top female), 4 Asa Takumi (Japan), 5 Shin Yi Cheng (Taiwan), 6 Csaba Mero (Hungary), 7 Son Chang Ho (Korea), 8 Liu Yao Wen (Taiwan), 9 Ishii Akane (Japan), 10 Nagao Kentaro (Japan), 11 Li Jie (USA), 12 Dong Qin (China), 13 Diana Kosgezi (Hungary), 14 Andrei Kulkov (Russia), 15 Nitipone Aroonphaichitra (Thailand), 16 Santiago Laplagne (Argentina).

RICOH Cup

A friend of British Go did well again in the Ricoh Cup, the annual professional Japanese Pair go event. Inori Yoko (5 dan), who visited UK in 1999, was playing again with her successful partner from the year before. That was Cho Chikun (9 dan and Honinbo). For a second time they came out of the knock-out stage victorious beating Yoshida Mika (7 dan) and Kobayashi Koichi (9 dan) in the final. One million of their five million yen prize goes to buy Go sets for schools.

Other Events

Umezawa Yukari (5 dan), who visited with Yoko in 1999, also has been playing in finals. Unfortunately she lost both. In the Saikyo she lost to Okada Yumiko (5 dan) who visited London in 1998 and in the Women's Kakusei she lost to Osawa Narumi (2 dan), who was game recorder at last year's Kisei game. O Rissei, who won that title match starting in London, lost the 2003 title match four games to one to Yamashita Keigo, one of the leading players of the new generation. At 24 he becomes the youngest ever Kisei.

Toyota-Denso Oza

In the world championship that started on various continents over a year ago, the final held on 29th January in Tokyo was a win to Yi Chang Ho (9 dan Korea). He beat China's Chang Hao (9 dan).

Hans Pietsch

Professional Go player Hans Pietsch was tragically killed on 16th January. He had been in Guatemala since 13th as part of a Go promotion tour also to Cuba and Mexico with Mr. Nagahara Yoshiaki. They had made an early morning visit to Amatitlan Lake south of Guatemala City, when they were held up on their way down from the viewing platform. After being robbed one of the robbers unfortunately shot Hans in the stomach. Despite being rushed to hospital by their host Mr. Edgardo Caceres, Guatemalan Go President, Hans died. He was buried in his hometown of Bremen and posthumously awarded the grade of 6 dan and the internationalisation award for 2002 by the Nihon Ki-in. As very few Europeans make professional, losing him at the early age of 34 is a big tragedy for European Go.

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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; having to make a move in a given time. Overtime is now more widely used in tournament play
- DAME:** a neutral point; a point of no value to either player
- DAME ZUMARI:** shortage of liberties
- DANGO:** a solid, inefficient mass of stones
- 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
- Hamete:** a move that complicates the situation but is basically unsound
- HASAMI:** pincer attack
- HOSHI:** one of the nine marked points on the Go board
- IKKEN TOBI:** a one-space jump
- ISHI NO SHITA:** playing in the space left after some stones have been captured
- 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
- KATTE YOMI:** self-centred play; expecting uninspired answers to 'good' moves
- 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
- MAI:** 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
- NAKADE:** a move played inside an enemy group at the vital point of the principal eye-space to prevent it from making two eyes
- OVERTIME:** in tournament play, having to play a number of stones in a certain time e.g. 20 stones in five minutes
- OIOTOSHI:** 'connect and die', capturing by a cascade of ataris, often involving throw-ins. If the stones connect up to escape, they all get caught.
- 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 capturing sequence shaped like 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 endgame