

BRITISH **Go** JOURNAL



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EDITORIAL

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Welcome to the Autumn Issue of the British Go Journal. Once again there has been a flurry of positive feedback, all of which has been taken into account in the planning of this issue. Aside from the theme and the size of the last issue, which dominated the comments, several people have suggested good ways to move forward with the competitions and regular features. As always, all of the advice and encouragement has been warmly and gratefully received.

Features

In this issue, the principle theme is small board Go. We have commented games on a variety of board sizes with related features and the themes of the last two journals are also revisited with a good variety of new articles.

Since becoming the Journal Editor, I have become increasingly aware of the wide range of grade strengths in the BGA, which vary from complete beginner to Matthew MacFadyen. In this issue I have included an equally diverse collection of game commentaries, some written by very strong players and others specifically aimed at weaker players. In addition, the new Problem Section aims to appeal to players of all abilities.

The debut of competitions in the last issue was a success. Although the level of response demonstrated that they did not appeal to every reader, there was enough interest to warrant running them again in this issue.

Further to this, by popular demand the art competition deadline has been extended to 15th February 2005.

Housekeeping

I have been asked to write a few words about the editorial process and the journal's position on editing articles. The process is as follows. When an article first arrives, I quickly read it

to get a feel for the piece. It is then either sent back to the author along with some constructive comments, or on to the proof reader who can best deal with the article. The proof reader then makes suggestions based on grammar, repetition and when possible fact checking. Finally, I edit the article based on those suggestions and a 'read aloud' test. Due to time constraints (all the Journal team are volunteers) it is not always possible to send articles back to their authors prior to printing. As a consequence, when an article is received the Journal assumes the right to print an edited version, unless explicitly requested otherwise by the author.

With a larger size, a theme and encouraging new contributors, the level of work involved in producing the Journal seems to have increased. I would like to thank all of the members of the Journal team for their patience and support.

The Journal team: Steve Bailey, Barry Chandler, Simon Goss, Toby Manning, Nick Wedd, William Brooks, Kathleen and Brian Timmins and David Woodnutt.

Next Issue

The American Go Association president recently remarked that Go in the United States is on the cusp of a surge in interest and popularity. They are not alone. This year we have seen unprecedented interest from schools, the highly successful UK Go Challenge, Coverage of Go on the BBC Radio 4 programme In Touch and serious interest from Charles Clarke, the Secretary of State for Education and Skills.

In 2005 the BGA will be celebrating its 50th birthday. So to commemorate this the theme of for the next issue will simply be British Go.

The contributions deadline for the next issue is 15th February 2005. As always all your suggestions, articles, reviews, stories, games, problems and poems will be gratefully received. This is your journal based on your contributions, ideas and feedback. I look forward to hearing from you.

Andy Brixey

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UK NEWS AND TOURNAMENTS

Tony Atkins

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Clean Clean

The Leicester Tournament was held on 19th June. It was held as usual in the church hall just off the Narborough Road. The refurbished kitchen was used to provide tea and coffee where some of the parents of dancers from upstairs showed an interest in Go. 40 players entered, a good number of local East Midlands players in their midst who made clean with the prizes. Zixin Wu (4 dan) from Nottingham club was the tournament winner with 3 out of 3, beating Francis Roads in the final round. Those winning prizes for 3 wins were Thomas Hawley (10 kyu Nottingham), Hetty Boardman-Weston (14 kyu Loughborough), Johannes Kling (15 kyu Nottingham) and Wilson Hao (23 kyu Loughborough). Loughborough School in fact was the best team and won the team prize. In the continuous 13x13 the prizes went to youngsters William Brooks (1 kyu Cambridge) for the most games won and to James Hoyle (27 kyu Loughborough) for most games played.

The Winner

The 12th Welsh Open at Barmouth was held over the weekend of the 26th June. It was again the chance to spend a relaxing weekend by the sea, and the weather was good enough for at least one trip to the beach or a climb up the hill behind the town. 32 players came to sample the delights. This year the organisers were Tony and Sue Pitchford from Cheshire and they used the usual Youth Centre venue. Due to redevelopment this would be the last time at the Centre; next year the venue will be the Min-Y-Mor Hotel. The winner as always was Matthew Macfadyen (6 dan Leamington) putting him on an incredible

58 wins unbeaten at the event. Richard Hunter (4 dan) traveled from Tokyo and Francis Roads (4 dan) from Wanstead to try and stop Matthew, but had to settle for equal second with 3 out of 5. Martin Harvey (3 kyu Manchester) scored 4 wins and a draw and Roger Peck (4 kyu Milton Keynes) scored 4, to each win a prize. Stephen Bashforth was rewarded with a large stick of rock to be a solid foundation for his game, as he donated a two-way adaptor for the computer.

Go North

The Scottish Open was again held in Lee House at Edinburgh University's Pollock Halls on the weekend of 10th July. Again accommodation was offered on site, in the shadow of Arthur's Seat, and in Go players' houses. 17 players took part including a party from Durham and a few from further south. Winner as last year, and for the fourth time, was Wanstead's Francis Roads (4 dan) with 5 out of 6. Second was Gerry Mills (1 dan Monmouth). 15-year old Vojta Kovarik (10 kyu) from Prague won all 6 and three players recorded 4 wins, namely Donald Spy (14 kyu Dundee), Phil Blamire (5 kyu Edinburgh) and Allan Crossman (3 kyu Edinburgh).

Chill Out

The best players from 23 school heats met for the finals of the first UK Go Challenge in Manchester on the same weekend as the Scottish. The event was held in the Renold Building of UMIST alongside the UK Chess Challenge finals. The BGA Chill Out Room proved very popular with established Go players and beginners alike. Peter Wendes taught many Chess players and parents, and Simon Goss ran master classes for the Go

players. Prizes in the Challenge were awarded in various categories. The Under-16 Boys section was won as expected by William Brooks (The Perse School, Cambridge). Matthew Hathrell (Finham Park School, Coventry) won the Under-14 Boys, the Under-12 Boys winner was Costas Televantos (Aston) and Under-10 Boys winner was Duncan Bell (Balgowan Primary School). Top Girl was Hetty Boardman-Weston (Loughborough). Other prize winners were Rajinder Poonian (7 wins), Jamie Wall (6 wins), James Hoyle (6 wins) and Raminder Poonian (6 wins). The overall top place getters won medals. Gold went to William, Silver to Hetty and Bronze to Matthew. The Champion School was judged to be Loughborough; the Champion Primary School was Balgowan from Beckenham.

Dogman Go

39 players, exactly the same number as the previous year, attended the third tournament at Letchworth Garden City on 24th July. The venue was also the same as last year being the 1907 Howgills Meeting House. This delightful domestic-style building was based on the 17th Century House at Briggflatts in Yorkshire and so has a sheepdog pound in the hall. Attractively set in gardens and only a short walk from the town centre, the high hedges made it difficult to find. But eventually everybody did and the hall provided an interesting venue with the two boards on the balcony and the back room available for toddlers to play in. The winner was Andrew Jones (3 dan Wanstead). He beat Young Kim (5 dan London) in the last round. The only other player with 3 wins was Matthew Reid (1 kyu Cambridge). Nicola Hurden got a prize for being the top DFK (11 kyu Bracknell). William Brooks (1 kyu Cambridge) won the continuous 9x9, the runner up being Phil Beck (1 dan Cambridge).

Down the Line

The very first BGA on-line tournament was held during June and July. Ian Davis gallantly volunteered to organise it and selected the British Room on KGS as the first venue. Games could be played at anytime, but Wednesday and Friday evenings were the recommended slots. The tournament attracted a respectable 47 participants who were allowed to play as often as they wished, though there was a minimum number of 30 minutes games in order to win a prize. After two months of play the BGA KGS Tournament came to end with Stuart Barthropp (2 dan) as the deserved winner; he reclaimed the lead in a last hour clash with Paul Taylor. William Brooks worked hard to win the tournament loyalty prize, clocking up a massive sixty games over the two months. Paul Taylor won the dan category prize, Matt Piatkus the 1 to 10 kyu category and Henry McGuinness the under 10 kyu category. The Roshambo Nigiri side tournament was dominated and won by Alan Cameron. It is hoped that a volunteer for an IGS event will come forward otherwise it will be a long wait for the next KGS tournament next June.

Cool Water

The third Epsom Tournament on 7th August attracted a cool 44 players, cool because the air conditioning was working and there was a large supply of bottled water. The Ebbisham Centre was again the venue, handy for the shops and railway station, though it was cooler to stay in than go out. Winner was young Li Shen (5 dan Central London). All players on two and three wins got prizes thanks to sponsor Forbidden Technologies. Those with three wins were Alan Thornton (2 dan St Albans), Armin Boonstra (1 dan Netherlands), Sue Paterson (2 kyu Brighton) and Mark Todkill (7 kyu

North London). Those on two wins appropriately included sponsor Stephen Streater, but he declined to accept one of the popular Forbidden Technology umbrellas. Best team was the Brighton Belles. The event has two small board side events: local player Brian Brunswick (1 dan) won the 9x9 and Tim Hunt (3 dan Milton Keynes) got a prize for most games. Jeremy Hawdon (2 dan Wanstead) won the 13x13.

Summer Holiday

More than 45 Go players and family attended the 7th Isle of Man Go Week at the Cherry Orchard in Port Erin. They enjoyed a fun week of seaside, sunshine, walking, relaxing, games and friendship. As usual there was a full program of events for five days from the Sunday, though the free day moved from Wednesday to Friday, so people could leave early to the MSO if they wished. The format was as usual with the main tournament in the morning and the afternoon or handicap tournament after lunch. The evening events were a quiz (won by Bracknell's Table Three team), the 13x13, a music evening (harp, recorders and so on), the Rengo (doubles) tournament and, to end, the popular buffet dinner, prize giving and singing. However Geoff Kaniuk squeezed in a referees workshop later on the music evening and a barbeque at the beachside Cozy Nook Café clashed with the start of the music evening, making it less popular than normal. As usual the ever popular congress shirts were available to order and Tony Atkins' birthday was celebrated with cake for all. Unfortunately due to some rain on the Friday the planned sandcastle contest was cancelled, so Charlotte Bexfield held on to her title for another two years.

First in the 43-player Championship event was the defending champion, Piers

Shepperson (5 dan Slough) with a straight 5. Second was Matthew Cocks (5 dan Norwich) and third Francis Roads (4 dan Wanstead), both on 4 wins. Also on 4 out of 5 were David M. King (1 kyu Swindon) who was fourth, and two 5 kyus, Bill Streeten (Wanstead) and Tom Blockley (Worcester). Jonathan Englefield (9 kyu Bracknell) won 3 and 1 draw. In the 30-player Afternoon Tournament the winner was Tony Atkins (3 dan Bracknell) on SOS tie-break from Francis Roads (4 dan Wanstead). Both won 2 and had started the event with a jigo against each other, Tony's win over Matthew Cocks just giving him the edge. The only player on a perfect 3 was Andy Price (11 kyu Leamington). In the 27-player Handicap event Paul Barnard, Christian Scarff and Steve Jones were ahead at the end of the first day. By the end of the second it was Bill Streeten (5 kyu Wanstead) who won on tie-break from Paul Barnard (1 dan Swindon), both with 5 wins out of 6. The Rengo was played as Doubles. Winners were mother and son, Pauline and Steve Bailey (West Surrey); beating Tim Hunt and Edward Marshall in the final. The 24-player 13x13 event was played in tables of 6 by grade. Table winners were Tim Hunt (3 dan Milton Keynes), Paul Tabor (2 kyu Kent), Steve Jones (1 dan Isle of Man) and Andy Brixey (11 kyu Lancashire). Tim Hunt beat organiser Steve Jones to win the final. Three players dominated the Continuous Lightning: Will, Bill and Jil. The top two played a final in which William Brooks (1 kyu Cambridge) held on to the lightning title by beating Jil Segerman (7 kyu Brighton). At the prize giving a chance was taken to photograph the remaining six who have attended all seven Isle of Man congresses, including organisers Dave and Leo Phillips; it is hoped many will come in two years time to enjoy the congress and see how many of the six remain.

Gold

The 8th MSO was mostly held over the 10 days up to the August Bank Holiday and was held again at the Renold Building at UMIST in Manchester. The usual mix of traditional and new games was to be seen. Events this time included Twixt, Snatch, Pacru, Lost Cities, Continuo, Acquire and Age of Steam, as well as Chess, Shogi, Backgammon, Cards and so on. All the Go events were concentrated over the four days of the last weekend. The Friday (27th August) started with a beginner's session and non-prize tournament. In the afternoon the 13x13 was played, followed by the Lightning during the evening. The Saturday and Sunday were the two days of the main event, the Northern. On the Monday the Rapid Play was held to finish the event. Each event had the usual MSO Medals and a bit of money for prizes. During the same weekend, Matthew Macfadyen (6 dan Leamington) won games 2 and 3 of the British Championship against David Ward; David had won game 1 two weeks before in London and probably should have won at least one of the other two games.

Top player in the MSO Go events was Carl-Johan Ragnarsson a 3 dan from Sweden who took home two golds and silver. The 10-player 13x13 was won by Carl-Johan Ragnarsson (3 dan Sweden) with 6 out of 6. Silver went to Tim Hunt (3 dan Milton Keynes) with 5 wins. Bronze went to Ian Davis (4 kyu Belfast) who won 3 and stayed in the even group longest before elimination to the handicap group. The Lightning won, as last year, by Piers Shepperson (5 dan Slough) with a perfect 6. Second was Carl-Johan Ragnarsson (3 dan Sweden) on 5 and third on 4 was Paco Garcia de la Banda (4 dan Spain). 12 players took part. 20 players attended the Northern on the 28th and 29th. Gold medal winner was Carl-Johan Ragnarsson who was unbeaten.

Second was local Manchester player Erik Yangran Zhang (3 dan) on 5 out of 6 and third was Tim Hunt (3 dan Milton Keynes) on 4 wins. Ian Davis (4 kyu Belfast) put in a noteworthy 4 out of 6 result and John Nicholas (7 kyu Manchester) won a very creditable 5. The Rapid Play on the Monday was won by Xiaoming Xie (3 dan Manchester) on tie break from Tim Hunt (3 dan Milton Keynes), both on 4 out of 5. Taking bronze was Kunio Kashiwagi (1 dan Manchester) on tie-break from Simon Goss (2 dan Bracknell), both on 3 wins. 8 players took part.

Go West

13 players took part in the Cornish Handicap Tournament on Saturday 4th September in Penzance. Two players won all 4 games and then played a final. Winner of the Go Bowls trophy was young Jonathan Englefield (9 kyu High Wycombe) who beat Elinor Brooks (6 kyu Swindon) in that final. 18 players took part in the Cornwall Tournament on a very sunny Sunday. It was almost too hot to play in the garden but quite a few games were, whilst others were played inside the Yacht Inn with blue sea views to cool you down. Winner of the Devon Go Stone for the first time was Toby Manning (3 dan) from Leicester who beat Bracknell player Ian Marsh (1 dan) in the last round. The players who each won a wooden stone for 3 wins (or would have if the John Culmer had remembered them) were Mark Todkill (6 kyu North London) and Peter Fisher (5 kyu Leicester). Despite the huge buffet lunch provided, the lure of the local fish restaurant was too much and a group of players helped Toby celebrate his win after the event ended.

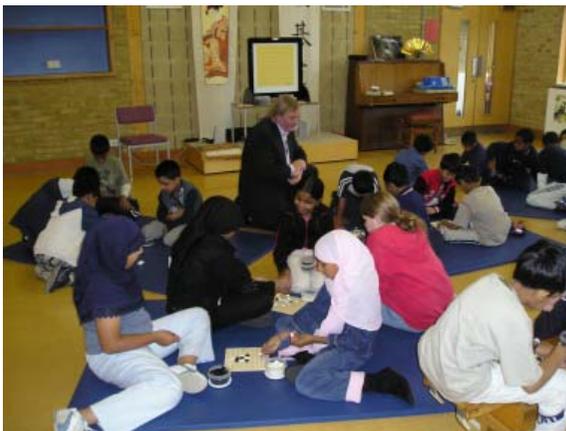
IN THEIR OWN WORDS ...

FEEDBACK FROM CULLODEN SCHOOL, TOWER HAMLETS.

Peter Wendes

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On the 17th September, Sheila and I ran an introductory workshop at Culloden Primary School. They had asked us to start first thing in the morning, so we stayed with an old school friend the night before, and braved rush hour traffic near the Blackwall tunnel to arrive at 8.30am. We found a bright and friendly welcome in pleasant surroundings and set up pictures, banners and a variety of Go equipment in the small hall.



Peter Wendes and children getting down to Go at Culloden School.

The school had chosen a group of 24 bright children picked for their Maths ability. They proved to be a highly motivated and attentive audience. The teacher who had organised the workshop, Joanna Scott, had a full timetable that morning, so could not join us, but hoped that the children would be able to introduce Go to the school afterwards. Liz Kinsella, the headteacher, told the children that they were ‘ambassadors’ of Go to the teachers and other pupils.

We spent a very enjoyable morning taking the group through the principles of capture and territory Go and the cultural context of the game. So, in their own words, corrected for spelling and grammar:

We had a workshop and it was great! This workshop was all about a game called Go! A man called Peter, and his wife, came to teach us the game. The game was played in ancient times in China. The player who surrounds the other player first wins, but

we realised we were only playing capture Go! Then we watched a cartoon about a boy who had never played Go before and he went to his grandfather's attic and found a Go board and a ghost made him play Go. Afterwards the boy played against the most talented master and beat him. Then, after we watched the video we learnt how to hold a Go stone. I recommend this game for all.

Kenza

... Peter and Sheila showed us the full game of Go. It was much harder than the short game. Everyone had a try playing the full game of Go. Peter told us to have a partner again, but a different person. The game became harder, then easier. It was time to go back to class, but Peter and Sheila had something in a box! It was a Lego machine that picks up the stone and puts it down. We said ‘bye’ to Peter and Sheila and went back to class.

Ashanul

Playing Go

On Friday there was a workshop going on and I was chosen. I didn't know what to do, because I've never played Go before, then it was kind of easy to play when you get the hang of it. I played Peter, (he was our teacher) and I surrounded one of his white stones, so I got a prisoner. I had two territories, but it was hard because we were playing on the small board. Kenza and I were partners and we played on the the real board. It was quite hard because there is lots of room. We had a winner, and it was Kenza, my mate. Then we watched a video about how to play Go. It was about a boy who needed money, so he

went to the attic to find something to sell. He saw a Go board, but he didn't know what Go was. His friend didn't know what Go was either. There was some dust on the board, then he wiped the dust off, then he heard a voice, then the boy fainted. The ghost was telling him a story about his life and how he hadn't played Go for 140 years.

Chyna

Culloden has since asked us to return in February to run a workshop for the staff.

TOUCH AND GO -

A PILOT PROJECT FOR GO FOR THE VISUALLY IMPAIRED IN THE UK

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Go for the Visually Impaired (V.I.) is well established in Japan, where it has its own Society, headed by Morino sensei 9 dan in Osaka. The purpose of this article is to let the Go community know about my activities to pilot this work in the UK, in the hope that it will encourage others to initiate other projects.



The first children in England to play with a Go set designed for visually impaired players.

Whilst Yuki Shigeno was staying with us last summer, our talk turned to the ways in which it is possible for people with a visual impairment to play Go. Yuki has featured this in her reports, and I thought it was a shame that Go was not available to the blind community in the UK.

When Yuki returned to Italy she sent me a 9x9 set which uses circular cut-outs in a two-layer laminated cardboard board, with flat plastic discs as stones. The black stones have a hole in the centre for identification, and the white ones are plain.

Sheila and I met the Consul-General, Minister Takeuchi, from the Embassy of Japan at a reception at the Japan Foundation shortly afterwards, and he expressed interest in introducing some V.I. sets to children in the UK. He promised to 'do some homework'. In May I was called to a meeting with him and Mr Endo from the Japan Information and Cultural Centre where I was presented with five of the cardboard sets, and 13x13 and 19x19 sets which use raised lines and stones with a cross-shaped indentation on the underside to fit on the intersections.

I quickly found opportunities to put the sets to use. Jenny Tuck, an adviser for gifted and talented children in Surrey was able to include three V.I. children in a day I ran for ten schools on 3rd July, and both systems were enthusiastically received. I left one set at Sythwood School to enable work to start there.

I had also been in discussion over the last year with Jean Cavanagh from the Greenwich Vision Impairment Service, who asked me to run a day at Crown Woods School in Greenwich, for twenty-five children and 10 staff. Two of the children had no sight, and coped very well with the sets. They expressed a preference for the first type, with discs and holes, as the stones needed no orientation - the second type need the stones to be rotated to fit onto the intersections. The remainder of the group had varying degrees of impairment, from

extreme tunnel vision to extreme short sight - all of these could use either the large magnetic teaching board or standard equipment, though some found the adapted sets helpful because the stone could not move once played. We found that it was easy to put very thin strips of self-adhesive plastic over the lines on the magnetic board, which still allowed the stone to stick, and to identify the black stones with sticky raised dots, which are available from the RNIB. The teachers had also adapted a standard 9x9 by using sticky plastic strings called Wikki-Stiks over the lines, and standard Go stones with small dots of blu-tac on top.

We were pleased to receive a message of encouragement from Morino sensei (9p). Yuki has relayed an invitation from Yasuda sensei to Sheila and me to join him at a Go and Communication event in Nagano in November, and Yuki has offered to go with us to meet Morino sensei in Osaka while we're in Japan.

Photos of both systems of adapted Go set will be shortly available on the BGA website, and I would be happy to discuss future possibilities with anyone who is interested in making Go more accessible to groups with special needs.



Song Jung Taek, a blind Korean 5d at the European Go Congress in Tuchola. Photo supplied by Tony Atkins.

GO - A TOOL FOR LEARNING – WHAT GEORGE DID NEXT

Sheila Wendes

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During the summer holidays we met and played Go and talked about the next step in George's life. He was not hopeful about managing at school again. When asked about his feelings, he said sadly, 'Once I'd've felt nervous about going, but it won't work, it's happened loads of times before and they'll throw me out again.' If we resign ourselves to failure we can't be as bitterly disappointed each time it happens. We discussed how important it was to leave the possibility of success open and to work practically on ways to cope. We considered how and when to get out of a difficult situation, in order to calm down and think about strategies for continuing without conflict. We played more Go ...

George returned to school. It is a brand new, state-of-the-art special unit, with every facility, including solar power and turf roof. He has a one-to-one classroom assistant. He is to have an individual literacy programme designed around his specific needs. His foster mother only bought two new school shirts; she didn't believe he'd stay long enough to need more. After his first week he was extremely proud to receive a merit certificate for his good behaviour. His foster mother joked that he must have stolen it from someone else. He was delighted.

Three successful weeks on, his new teacher, Katy, phoned me, 'I've just written your name on the board, Sheila. George keeps talking about what you've been doing with him. This game Go. He's full of it! He's told us all about it and I was wondering if you could come in and teach the other children how to play too?' George had taken his board and stones in and tried to teach his classmates, but he'd ended up

saying, although he liked playing, he needed me to come and explain it properly.

I've left details with Katy and the Head and offered George an advertising contract!

His foster mother has just told me he's been at school for a month now. His reports are all good. Success builds on success. She said, 'This Go, I didn't think it would make such a difference. It's taught him things without him realising how.'

She picked him up from school today to buy more shirts.

IN THE LIGHT

Zen Machine

www.zenmachine.co.uk

This is the site belonging to Peter Wendes that he set up to promote the work of teaching Go to beginners done by him and his wife Sheila. The site is still under development and the number of photographs of Go teaching featured is promised to expand.

Tony Atkins

A GREAT DAY OUT

Kirsty Healey

When France Ellul asked me if I'd help him out with a primary school go project, I blithely agreed. Little did I know the scale or complexity of what was going to happen.

On Friday 2nd July, a group of us Go players converged on Covingham Park Primary School in Swindon. France had previously spent five Fridays at the school and he had taught the whole school (including the teachers) to play Go. Today was to be the culmination of his efforts with a 46 player tournament which was taking place under the auspices of the UK Go Challenge. France leaves behind him a thriving Go Club run by a teacher and an assistant.

The tournament was to be played as a five round Swiss. France had produced a provisional ranking list which was used to seed the draw.

After a nerve racking 15 minutes we eventually had 46 children sitting opposite each other across 13x13 go boards. Play started and unlike a normal tournament the hard work then began – hands were going up all over the place with questions about anything from whether stones should be on or off the board, to whether it was allowed to play here or there. The more sophisticated had discovered ko shapes and wondered what was supposed to happen.

Once called over, the challenge was to allow the players to interpret for themselves what was going on, rather than to make arbitrary decisions on impossible situations. How do you decide which of two adjacent groups of stones should be taken off the

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board, when neither has a single liberty? If both players thought that a group with three spaces inside it was clearly alive – who was I to disagree? Game ends were fraught with such difficulties. But again, we tried to help players make decisions about who had won or lost and what was alive or dead rather than by arbitrating at a level that was not understandable to them.

Jonathan Englefield and his friend Matt, did most of the work administering the draw and recording results. France and I did the leg work round the boards.

For the afternoon we were joined by Elinor Brooks and Tony Atkins. By round five, we had three children who had won four games. So we had a senior and a junior final. Tony and Elinor recorded these games and one is included below.

After the final round, it was time for certificate writing. 46 certificates were produced by the team in record time. We used the colourful blanks produced by the UK Go Challenge. Children were awarded certificates and prizes based on the number of games they had played and the number of games they had won. Everybody got something, and thanks to France's kind heart – a few got extras.

This was my first experience of UK Go Challenge and I was very impressed. At the end of the day we had a group of happy and interested children.

The tournament winners were Jack Parsons and Samantha Berry. Runners up were Laura Edmonson and Harry Jones.

FINAL ROUND GAME FROM THE UK GO CHALLENGE EVENT AT COVINGHAM PARK JUNIOR SCHOOL

Black: Jack Parsons

White: Laura Edmonson

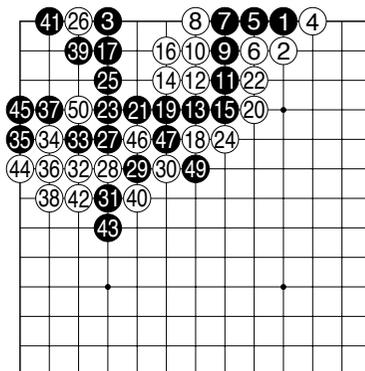
Game recorder: Tony Atkins (3 dan)

Notes: Tony Atkins and players

Figure 1 (1 – 50)

Black 1 and 3 as edge plays are dangerous as it only takes three white stones to capture each black one; however Jack said that he likes danger. White chases the black stones, but gets some of her own stones cut off in the process. Chasing Black along the edge would be better than chasing him out into the middle.

After 19 Jack knew the clump of white stones was caught, but he continues up to 23 just to make sure they would cause no trouble later. White started to make a middle position. As soon as she had played 26 she could see that it wasn't any use, but had had trouble visualising this before playing it; Jack takes two turns to capture it. 30 was an interesting shape that appears to work after the sequence when black cuts at 31, as 40 is double atari.

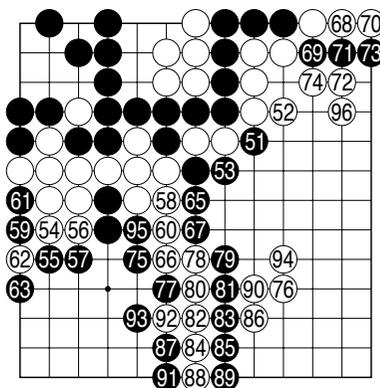


□ Figure 1

Figure 2 (51 – 97)

Jack spots that Laura's 50 is self atari and plays the tricky cut at 51. 52 allows black the thick capture of two white stones.

Black next attacks the white eye on the left edge with 57 to 63, but the self atari and capture allows one eye there. However Laura still has room to run the group out. She even has time to play in the top right. Though 68 seems not to protect the cut, if 70 is played as the atari at 71 it is hard to read out. 70 could also have been at 74, so Laura would have got a stronger wall than she did. Anyhow her move at 76 taking a



□ Figure 2

big point is very nice and the big white group is still not in trouble. However after 93 she panics, thinking they are lost. In fact she can still take the stone 77 with atari, or cut off the stones 87 and 91. After the capture of the group with 97, Laura struggles on for a bit on the right for another dozen moves, before graciously resigning. The remaining moves were omitted.

THE 2004 UK Go CHALLENGE - ONE SCHOOL'S AND ONE FAMILY'S EXPERIENCE

Janet Bell

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A flyer for the UK Go Challenge caught my eye as it came fluttering out of a UK Chess Challenge mailing. I am a governor and a parent at Balgowan Primary School in Beckenham and I had started running the lunch time chess club just a few months before. I had heard of Go and seen it played at university, mainly by scientists and mathematicians, some of whom seemed to get seriously hooked on the game.

The invitation, crucially, included the offer of tuition. Although I reckoned I could probably learn the rudiments of the game myself by reading the rules, I knew I would not be able to teach it to mixed-ability classes of ten and eleven year olds, despite having spent some years in the (secondary) teaching profession. It was also made clear that complete beginners could enter the Challenge.

I discussed the possibility of participating with our headteacher, Martin Barlow. He was very enthusiastic; he even admitted to having played a little himself in his youth. He allocated funds from the school's tight budget to purchase the Go sets we would need, and he agreed that the children could have some time off from the National Curriculum to learn the game. The Go sets arrived very quickly from Payday games and Francis Roads twice crossed London on public transport to teach two hundred children how to play Go.

His long experience as a primary school teacher and his clear passion for the game combined to great effect and all the children enjoyed, and benefited from, doing something very different from the usual school curriculum. Francis used a large

demonstration board and he alternated short periods of explanation with plenty of hands-on 9 x 9 Go. Some children were content to stick to capture Go, taught during the first visit; others tried the full game. The most difficult concept was that territory Go ends by agreement, when one player concedes that the other has won. Francis even found us a local go player, Jay Rastall, who joined in with some of the teaching sessions and now comes along to the lunchtime go club from time to time.

I gave up several lunch hours over the next few weeks so that those children who were interested could practise playing the game. I found that Go appealed to a wide range of pupils. The simplicity of the rules meant that children of all abilities found the game accessible, while the able ones recognised its complexity. Children who would never have come to chess club came along and I had to organise a rota for attendance at one stage as Go was so popular. I then invited entries for the Challenge and thirty three children took part, each playing five 13 x 13 games in a simple Swiss tournament. I am afraid my ten year old son, Duncan won the baseball cap trophy, beating his elder brother Julian who came second. Along the way, the children enjoyed collecting attractive Go bookmarks and fridge magnets and a colourful certificate was presented to every child in assembly.

Winning three out of five games was sufficient to qualify for the final in July in Manchester but inevitably, the distance proved a deterrent to most families, although many of the children were enthusiastic about the idea. My husband

was in Hong Kong over the weekend and he thought I was mad when I suggested that we might travel there by train on the Friday night, returning late on Sunday. I bought an advance ticket, with a family railcard, and all three of us travelled for little more than the cost of fuel for our car. Travelling on an Intercity train was a novelty for my children and before long we were in the heart of Manchester. The student accommodation we had booked on the UMIST site was excellent for the price, and included a good breakfast each morning. Dominic, another qualifier from Balgowan, had persuaded his father to drive him to Manchester and back in a day, so the Balgowan team was three-strong.

The children registered for the tournament; it was a select affair and the organisers had to mix the age groups but, with some judicious handicapping, everyone seemed to enjoy the day. I was most surprised to learn that Duncan had been judged to be the UK Under 10 Champion and that the Balgowan team were primary champions. It turned out that we were the only primary school to send representatives but the organisers were clearly very pleased to make these awards and we went away with a certificate for Duncan, a cash prize that he had not been expecting at all, and a splendid silver trophy for the school.

We hit Manchester city centre in the evening, enjoying Shrek 2 and a delicious Chinese meal; both considerably cheaper than they would have been in London.

Sunday was given over to a Go 'Teach In', and Julian and Duncan benefited from the expertise of Simon Goss, Peter and Sheila



UK Go Challenge 2004 Teach In Day.
Photograph supplied by Peter Wendes.

Wendes, Paul Smith and Andy Brixey. Being lively boys, they needed 'football breaks' to let off steam after all the brainwork, and they found plenty of children for a kickabout who were between rounds in the Chess GigaFinal, taking place over the same weekend. Peter and Sheila also organised introductory tuition sessions for anyone who had time to spare between chess games, and Julian and Duncan spent some of their time acting as tutors for these complete beginners. We arrived home rather late on Sunday night but we all felt that it had been a really good weekend.

The whole experience of participating in the UK Go Challenge has been very positive and enjoyable, for all the children involved at Balgowan school, and for the Bell family, going to Manchester. We have met some lovely people, real enthusiasts who want to share their favourite game with a younger generation and I would like to thank them all. I would encourage schools to take up the invitation to take part in the 2005 Challenge. Francis has already been back to Balgowan to teach another cohort of children and we are looking forward to defending our titles in the 2005 Final.

GAMES FROM THE UK GO CHALLENGE FINALS

Simon Goss

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Here are two interesting games from the final of the UK Go Challenge on 10th July 2004. The first is between Michael Dixon of Finham Park School, Coventry, and James Hoyle, aged 10, of Loughborough Endowed Schools, which won the trophy for the best school. The second is between Costas Televantos of King Edward VI School, Aston, who is the current British under-12 champion, and Matthew Hathrell, who organised and ran the local UKGC event at Finham Park School. Costas was the under-12 boys winner at the event, and Matthew was the under-14 boys winner and the overall bronze medallist.

The comments on the first game are aimed at around 25-30 kyu and those on the second game at around 15-20 kyu, but two themes are common to both of them. One is the idea of fighting for the big things early, but leaving the mopping up till later. The other is the idea that, if you're behind, it's good to make complications. Both these games feature exciting invasions into what looks like territory.

Game 1

Black: Michael Dixon

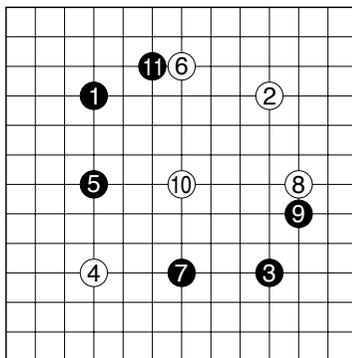
White: James Hoyle

Komi: 6

Figure 1

In the first 8 moves, both players map out some areas where they hope to make territory, starting with the corners and then expanding along the sides. James concentrates on building towards territory in the upper right, while Michael moves towards the other white stone, attacking it while building towards territory on the left and bottom sides. This is good play by both.

With 9, 10 and 11, both sides continue to expand their territorial frameworks, but there's something else to think about here: Black 9 is in contact with White 8. Contact plays attack the stones they make contact with and reduce their liberties, so it's often a good idea to answer them directly. For example, White could play 10 as shown in diagram 1. Black can't block him at 11 because White would catch him with the ataris at 12 and 14. The best Black could do would be to draw back to 11 in diagram 2, but



□ **Figure 1**

White would be able to push once more at 12 and then strengthen his territory at 14 (stopping Black playing there). All in all, Black's territory would get quite a bit smaller and White's quite a bit bigger and stronger like this.

When White plays 10 in the centre, Black had a chance to follow up his move at 9 by going under the white stone at 8 in the same way as in diagrams 1 and 2, when it would be Black who expands while White is reduced.

Figure 2

White's stone in the lower left has been pincerred by black stones for some time, and James now decided to defend it. There are two ways to go about defending a stone like this: one is to try to live in the corner and on the sides; the other is to run out towards friendly stones in the centre.

Living in the corner would make territory, but running out into the centre stops the stones from being surrounded and means they are more likely to help White in later fights elsewhere on the board, so James's choice is just as good.

With 13 and 15, Black expands his territory on the left side a bit while aiming to attack the white stones. This is a good idea - there's a proverb that says "make territory while attacking". James's defence at 16 is a nice idea because it aims to dive into the black territory in the lower right and spoil it with a move at a point such as A.

Black 17 is a mistake, because it gives up one of his own liberties and doesn't add much to his territory. It threatens to cut White in two with a play to the right of white 12, but James easily defends with a nice move at 18, making eye shape. When you're thinking of making an attacking move, first check to see whether the defence gets your opponent more than your attack gets you. But Michael makes up for it with Black 19. This is a first-class move, strengthening the stone above it and locking up some territory in the lower right.

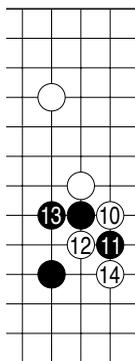


Diagram 1

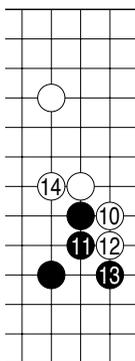


Diagram 2

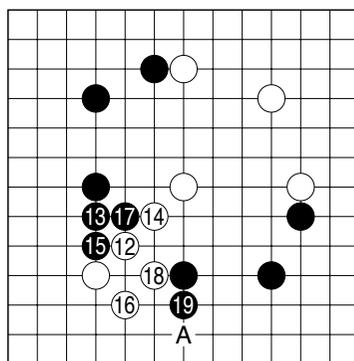


Figure 2

Figure 3

White 20 goes for some corner territory, and Black 21 tries to make his left side as big as possible. Up to this point, James has been playing quite gently, which is often good in the opening, but he knows a worthwhile fight when he sees one, and now he attacks at 22. After White 24, we see two black stones and two white stones cut off from their friends. This is a fight to the death, so it's quite urgent and both players are right to keep going until it's sorted out. (The fight isn't easy, and we'll skip the details, but single-figure-kyus may enjoy working out why Black 27 at B wouldn't work.)

Black 31 appears to be trying to rescue Black 27, but James sees that he can chase these stones along the first line and capture them when they reach the upper left corner. Michael spots this too, and sensibly gives them up with Black 33.

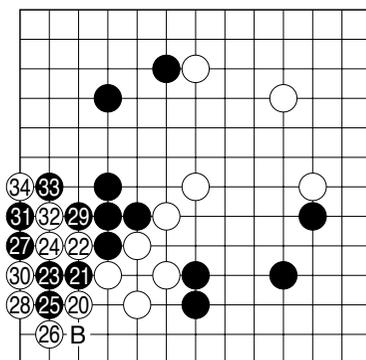


Figure 3

Figure 4

After losing a fight like the one in figure 3, it's easy to become discouraged, and you sometimes even see players "resign of a broken heart". Michael doesn't make that mistake. He calmly reinforces the rest of his territory in the upper left, and still looks like getting around 20 points there. The game certainly isn't over yet.

White 38-42 make his lower left territory as large as possible while reducing Black's lower right territory as much as he can. These are good moves, but White 44 is the kind of mopping-up move that should be left till later. If Black were to play at 1 in diagram 3, it would threaten to play at A and capture the three marked stones, but White could easily defend them by playing there himself. That would cost him a point of his territory, and White 44 in the game saves that point, but there are lots of things worth more than 1 point on the board at the moment. White should hurry to play the best of them.

Returning to figure 4, the players spend the next several moves expanding their territories and reducing those of their opponents. This is good

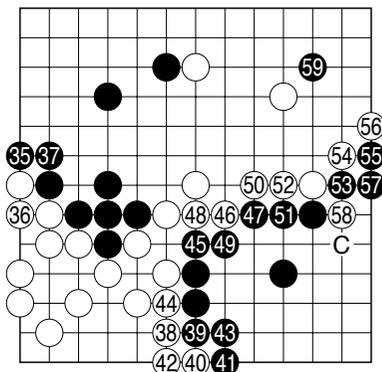


Figure 4

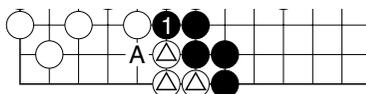


Diagram 3

play, but at the end of the figure Black has a nasty accident when White chops off three of his stones with White 58. (Black 55 should have been on the point of 58, and when he was given another chance, so should Black 57).

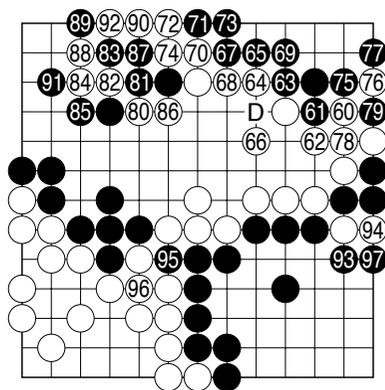
Once again, Michael bounces back with an effective strategy. After suffering the damage of White 58, many players would play Black C to save the rest of the Black territory. That would be reasonable, but it would give up the initiative, and it might be hard to win the game that way. Instead, without taking time to patch up, Michael jumps deep into the white territory. This keeps the initiative and is much more interesting. If he manages to build a live group there, it will take away a lot of points and Black will have good prospects.

Figure 5

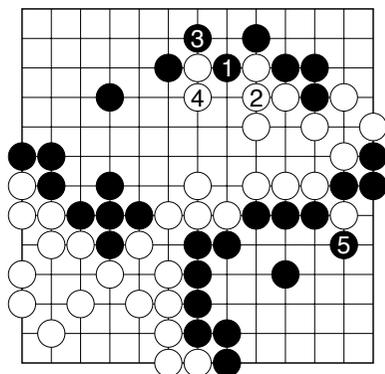
Black 65 threatens a double atari at D. If White played at D to defend against it, that would be called a ‘solid connection’. White 66 is called a ‘hanging connection’, and you may have noticed that James seems to rather like them. See moves 16, 18, 20 and 46, for example. Sometimes hanging connections are good, but here it’s dangerous because it leaves Black some useful ataris. Diagram 4 shows one way for Black to take advantage of this. This way, he looks like taking the whole upper side as his territory and finding time to patch up the lower right as well. Instead of the hanging connection at 66, James should have played the solid one at D, or perhaps on the point of 68.

Black 69 should have been at the point of 70. This would have connected the new black group to its allies on the left and taken all the upper side as territory. As it is, White 70 is a very good move because it takes aim at the Black territory on the left. Black hasn’t time to deal with that, because the group in the upper right needs defending.

With White 80, James starts another hard fight, to get his own back for Black’s successful invasion. The shape after White 88 is a bit like



□ Figure 5



□ Diagram 4

the one after White 26 in figure 3. It's worth remembering that when a group has just two liberties on the edge like this, a hane (bending-round move) on the edge, like Black 89 and Black 27, doesn't save it.

After White 92, the fight starting with the invasion at Black 59 is over. There's some mopping up to do, but Michael quite rightly delays it in order to patch up his territory in the lower right.

Instead of capturing the stones at 94, here's a little trick you might like to learn. White 1 in diagram 5 captures the marked black stones in a snap-back. The best Black can do is to block at 2. Then White takes the stones with A and Black needs to defend again at B. This way, White gets two extra points without losing the initiative.

Figure 6

The fighting is over now, and the players just have to complete the boundaries of their territories. At the end, White is 1 point ahead on the board and receives 6 points in komi, so he wins by 7 points. James won six games altogether and won a prize in the event.

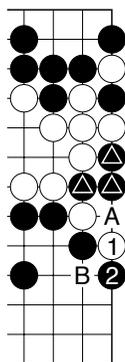


Diagram 5

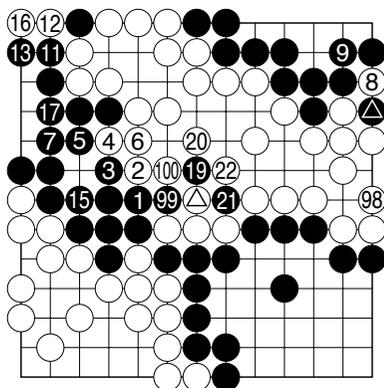


Figure 6

- 10 at Black triangle
- 14 one point right of 12
- 18 pass
- 23 connects at White triangle



UK Go Challenge Finals 2005.
Photograph supplied by Peter Wendes.

Game 2

Black: Costas Televantos (under-12 boys winner)

White: Matthew Hathrell (under-14 boys winner)

Komi: 6

Figure 1

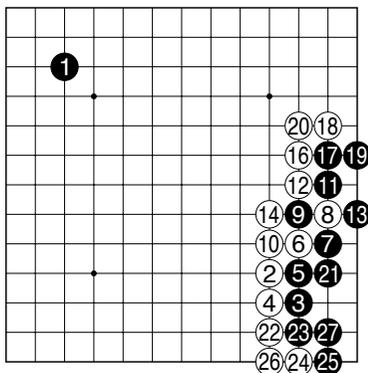
From the opening moves we can already see a difference in the two players' approaches. Costas begins with a territory-oriented 3-3 point and then, when Matthew opens with an influence-oriented 4-4 point, Costas goes right ahead and invades underneath it, taking the territory in that corner as well.

The opening moves in the lower right show why it's hard to make territory with the 4-4 point, but Matthew's play shows the correct way to use it. He presses the invading stones to the side of the board, letting them live with a small territory but building himself a huge, strong wall that has a powerful influence over the rest of the board. This wall should have a favourable effect on any later fighting near to it.

The moves up to 16 are good, but now the players need to think about when to stop this fight and play elsewhere.

From Black's point of view, he needs to live, but once he has lived, all he can do on the right is to crawl along the second line, making one extra point of territory with each move. This isn't enough points per move in the opening, so he should try to stop going that way as soon as he can. At Black 17, a better way would be diagram 1. This takes the corner, makes sure his group will live, and leaves a cutting point at A that he may be able to take advantage of later. (White should probably play at B to defend the cutting point, but then Black will have the initiative again). This would also be a better way to play Black 19 or 21.

From White's point of view, the wall that he builds with the moves up to White 22 doesn't make any territory yet, but it's very strong and has a powerful influence over all the rest of the



board. Just imagine what might happen in a fight near to it. This is an excellent development for White, and he can be happy to keep going for as long as Black pushes him to.

(White 18 was dangerous, though, as Black could have started a fight by cutting at the point of 20. It would be well worth setting this position up on a board and exploring what could happen if Black does this.)

Figure 2

Matthew only made one serious mistake in this game, but it's one that everybody makes several times in their Go career, so I hope he'll forgive me for spending some time on it.

The mistake is to think of an outward-facing wall as one boundary of a territory that you now need to complete. Instead, you need to think of your wall as something to help you build huge frameworks. Don't worry if the opponent invades such a framework; when he does, you can attack him and your wall guarantees you a favourable fight that will enable you to make territory elsewhere. That's the theory; let's see how to put it into practice.

White is very likely to make some territory in the upper right corner, and White 28 makes it perfect. If White doesn't play there, Black can, and then the corner territory will be maybe 10 points smaller. That's one way of thinking about it, but when Matthew played White 28, Costas took the remaining corner with 29, which is huge because it not only takes a corner but it starts to build a black framework on the left side.

Diagram 2 shows White leaving the upper right corner to take the big empty corner - a beautiful extension from his wall. If Black pushes into the upper right at 2, White can defend the rest of the corner like this, if he wants to. The loss in the corner isn't as big as it looks, because Black 3, 7 and 9 influence the upper side.

Actually, though, if Black starts pushing in the corner like that, it's better to let him have it. Who cares if he's taking a few points off you, if you're making even more elsewhere? In

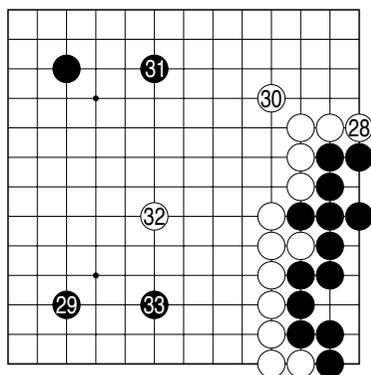


Figure 2

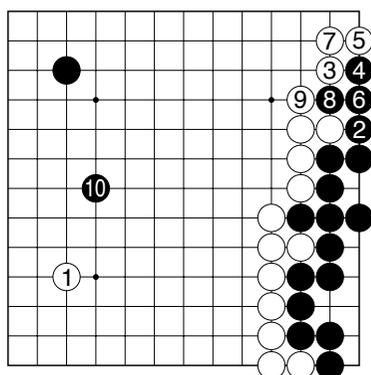


Diagram 2

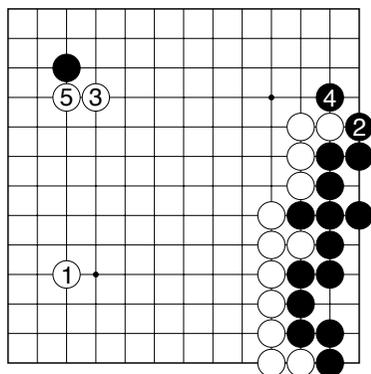


Diagram 3

diagram 2, Black gets the initiative to play somewhere like 10 (I don't know the best point). If White just ignores him a second time, as in diagram 3, it should be obvious that he's racing around controlling almost all the board. This should explain why the upper right corner is not the most important thing at the moment.

Black 31 and 33 are moves that a dan player would be happy to play. Note how Costas avoids playing too close to the dangerous wall, instead approaching it from a distance using the support of the corner stones. This way, he makes it difficult for White to start the fights that he wants in order to make use of the wall.

Figure 3

This figure shows why it's inefficient to make territory in front of a powerful wall. The territory that White makes here - about a dozen points - is bigger than the 7 points Black made in the lower right, but Black 33, 35, 37, 41 and 43 build towards lots of points for Black on the left.

Diagram 4 is a simplified schematic of what it means to do this. Both players have played two sets of 6 stones. White's two sets have got him just one territory, while Black's two sets have got him two. This is why you mustn't use walls to build territory, unless it's a really big one.

Figure 4

The endgame starts with both players settling the boundaries of their territories. We'll skip the details of most of these moves, but let's pay attention to Black 63. Costas has seen that he's ahead in territory and that White's only chance will be to launch an invasion and try to live on the left. By playing at 63, Costas makes this much more difficult. Black 69 is the same kind of idea: he fixes up a cutting point that he's afraid White may be able to exploit. When you're ahead, it's wise to consolidate your lead like this.

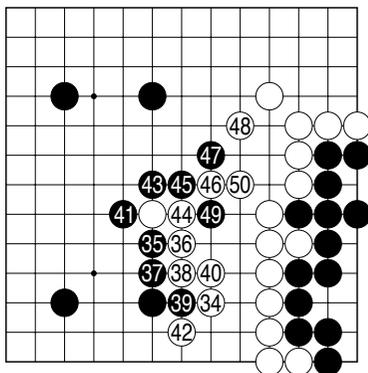


Figure 3

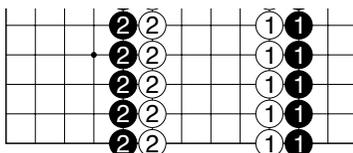


Diagram 4

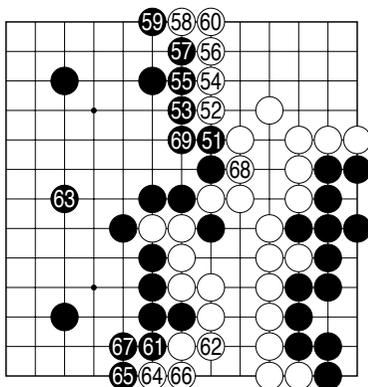


Figure 4

Figure 5

Here we see Matthew's real strength. Being behind, he launches a do-or-die invasion into Black's territory - and lives!

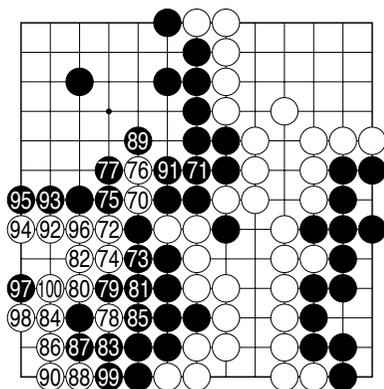
These invasions are difficult to do and even more difficult to answer. The invader's idea is to look for lots of tactical threats so as to get some useful stones in the area while the opponent is busy defending against the threats. He hopes eventually to get enough stones in place that he can find a way to make some of them live.

The defender's task is very difficult, but it becomes less so if you remember that you don't actually have to capture the invading stones.

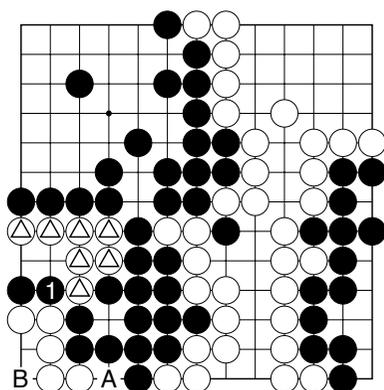
What you have to do is to make sure they don't find room for two eyes, and that your own stones don't get ripped off. If you realise this, then there's no need to make risky moves to take away the liberties of the invading stones while leaving cutting points in your own stones. If you keep your own stones in strong shape, the invader won't be able to find enough threats against them, and then all you need to do is to make sure he doesn't find enough space to make two eyes.

Which is easier said than done. Matthew is very crafty. By sacrificing some stones (70, 76, 78), he manages to give the Black stones at the bottom some worries for long enough to build a live group in the lower left corner. When he plays White 92, the invading group is alive.

Well, in theory it is, but there's nearly a nasty accident. White should have played 98 on the point of 100, and when he didn't, Black should have played there instead of Black 99. That would lead to diagram 5, in which White can't atari the two black stones without putting his own triangled stones into atari too. So it looks like seki, but actually White is dead in diagram 5, because Black can play at A and then B, and so capture the stones in the corner. This dissolves the temporary seki and kills all the white stones.



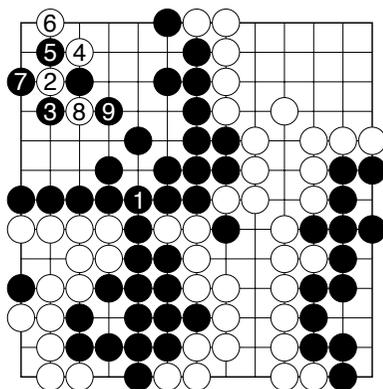
□ Figure 5



□ Diagram 5

Figure 6

Black 101 isn't necessary, because the Black stones have an eye near the bottom. After this, Matthew tries another invasion above, but Costas handled it perfectly and Matthew abandoned it after he saw Black 109. Black is now 4 points ahead on the board but must give 6 komi, so White won by 2 points.



□ Figure 6

YOUTH GO EVENTS AND NOTICES

The British Youth Championships 2005 will be held on Sunday 23rd January at King Edward VI (Aston) School. This is the same venue as last year.

We are hoping to build on the success of this year's UK Go challenge. Any offers of help on the day would be most welcome. For further information see the entry on the tournament page of the BGA website www.britgo.org.

Alternatively contact Mike Lynn by email mikelynn@barston92.freereserve.co.uk or call 01675 442753.

European Youth Go Championship 2005

This year the event is being held in Kosice, Slovakia and is sponsored by the Ing Chang-Ki Weichi Educational Foundation. It is a chance for Go players under the age of 18 from all around Europe to meet up, interact and to expand their Go playing horizons.

For more information email William Brooks at go_champ@hotmail.com



The UK Go Challenge is being repeated in 2005. We hope to build on the success of 2004 and that a lot more than 23 schools will take part. So, if you know of a school or youth group that may be interested in the Challenge or finding out about Go from one of the Go Evaluation Packs, then please direct them to the website, request an entry flyer from info@ukgochallenge.com or call 0118 9268143.

www.ukgochallenge.com

THE PROBLEM SECTION - LADDERS

William Brooks and Andy Brixey

goproblems@britgo.org

As no one outside the journal team sent in entries for this issue's puzzle section we have searched the Internet for good examples and created several on our own. Great thanks go to Steve Bailey who gave the journal permission to use material from his website.

<http://www.stocton.org/go.htm>

Problem 7 is taken from the cover of "The Treasure Chest Enigma" by Nakayama Noriyuki (published in 1984, currently out of print) and can be found at Sensei's Library.

<http://senseis.xmp.net/>

?PracticingReadingOutLadders

Ladders are (normally) the simplest sequences to read and are a useful method for teaching beginners how to read out sequences.

It is a necessity for Go players to be able to read out ladders. The Go proverb says, "if you can't read ladders, don't play Go." This may seem a bit extreme but it is saying that reading out sequences is vital to playing good Go.

Diagram 1a shows the white stones trapped in a basic ladder.

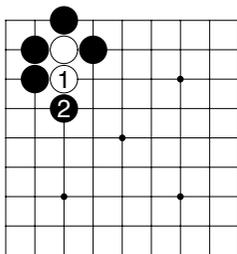


Diagram 1a

If White tries to run away, as in diagram 1b, then Black keeps pursuing it (putting it in atari) until the chain is pushed against the edge of the board and captured.

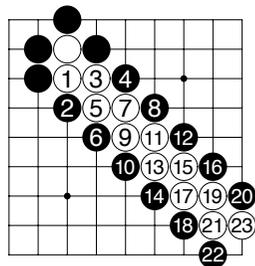


Diagram 1b

Now things start to get more interesting

In diagram 2a the marked white stone is in the way of the ladder. Now when White runs away, as in diagram 2b, Black pursues strongly until White links up with the marked stone with move 15. Black can no longer push the white chain towards the edge with ataris, as it has too many liberties. In fact Black is now in trouble with possible White double ataris at A, B, C, D, E and F.

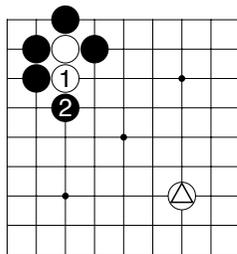


Diagram 2a

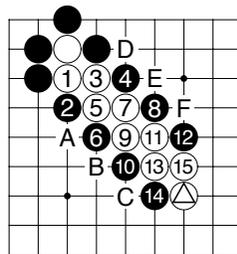


Diagram 2b

Friendly stones will often break ladders and enemy stones will stop them dead. How do you know if a ladder will work? You read out the sequence of moves and check for yourself. Many players see a friendly stone and assume that it will break a ladder, but as you will see in the problems, this is not always the case. The only way to be sure is to read out the sequence.

Getting a little more complicated

Loose ladders are a lot trickier as they often have many more variations (sequences for you to read out). This is because loose ladders have extra liberties and frequently involve nets.

Diagram 3a – Black wants to capture the white stones on left, but the marked white stones would break a ladder.

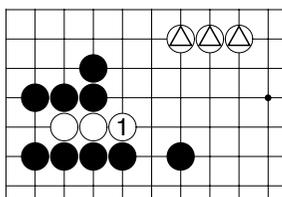


Diagram 3a

Black 2 and 4 in diagram 3b set up a loose ladder. Now no matter what White tries to escape, Black will capture the stones.

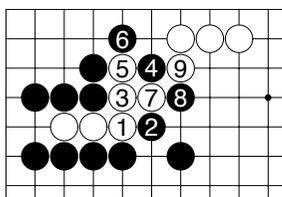
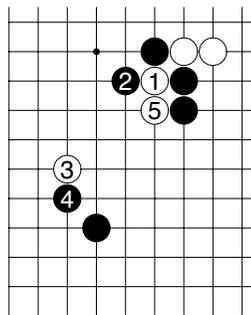


Diagram 3b

Problem 1

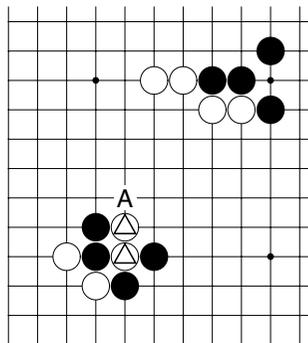
White 1 cuts the two black groups. Black reads out the ladder in his favour and plays 2. White reads out the ladder and plays 3 hoping to either get an extra move in the corner or break the ladder. After Black replies with 4, White seeing a friendly stone runs out with 5. Can Black still capture the white stones?



Problem 1

Problem 2

Will the marked white stones escape when they link up to their friends or should Black continue the ladder at A?

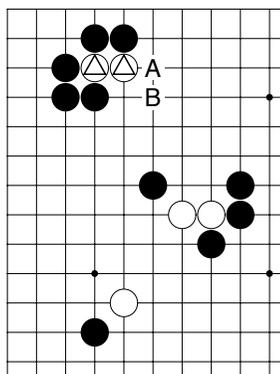


Problem 2

Ladders are fun!

Ladders can even bounce off stones which makes the sequences even more interesting to read out.

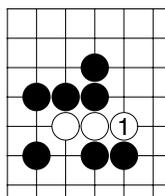
Problem 3 shows one such example. Black to play. Should Black play at A or B to capture the marked white stones?



□ Problem 3

Loose ladders can be very complex and depend on every liberty (as with most semeais).

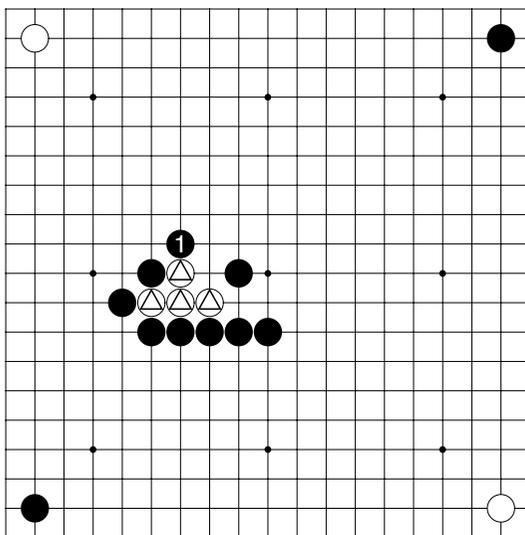
Problem 4 - Black to play. How can black capture the white stones?



□ Problem 4

Problem 5

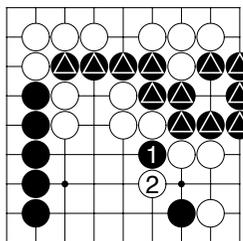
Do any of the ladders work for Black or can the marked white stones escape?



□ Problem 5

Problem 6 (adapted from one of the journal editor's games)

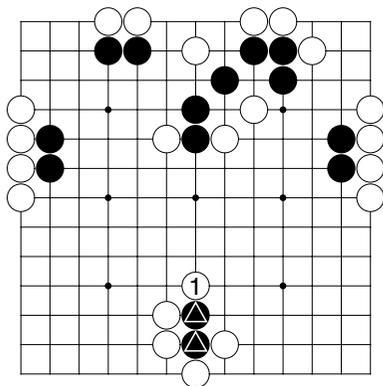
Black tries to save the marked black group by cutting at 1. White reads the ladder to edge and plays 2, but something has been missed. How can Black profit from White's mistake?



□ Problem 6

Problem 7

Black to play. Can the marked black stones escape? We are sure you will love reading out this ladder.



□ Problem 7

The solutions can be found on page 84. Try to read out the sequences before looking up the answers.

NOT GO PROBLEMS

WORD SEARCH BY IAN MARSH

Can you find the hidden common "Go-associated" word in various languages? Word order may be backwards or forward, and vertical or horizontal or diagonal. All words are taken from the Internet Go Dictionary.

E R R E I P
 F S T E E N
 I L O D N I
 C Z I 3 O H
 H N I E T S
 A N E T S I

- Chinese =
- Dutch =
- English =
- French =
- German =
- Italian =
- Japanese =
- Korean =
- Spanish =
- Swedish =

The solutions can be found on page 91.

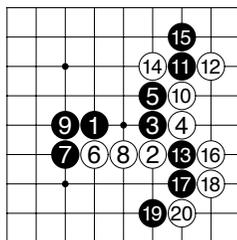
KITANI SCHOOL 500 DAN CELEBRATION 9X9 GAME

Richard Hunter

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Early in 2000, NHK showed a live broadcast of a special celebration to mark the Kitani school reaching 500 dan. The show opened with a lineup of 66 go players arranged in two rows rather like a school photograph. Everyone was smartly dressed and many of the men and women were in formal Japanese clothes. All the famous Kitani disciples and some less well-known ones were there plus the next generation represented by their own disciples, including Kitani's grand-daughter Kobayashi Izumi. There were three main events: an interview with Go Seigen, where Honda Sachiko got a vigorous-looking Go reminiscing about Kitani; a 9x9 game; and a 19x19 rengo between older and younger triads: Kato, Ishida, and Takemiya versus Kobayashi Koichi, Cho, and Kobayashi Satoru.

The 9x9 game pits Cho Chikun Meijin against a team of eight, ranging from 2 dan to 5 dan: four young men and four young women, disciples of Cho (1), Koichi (4), Kato (1), Takemiya (1), and Satoru (1). The players, in order of play, are Kim Sujun 5 dan, Kobayashi Izumi 4 dan, Inori Yoko 4 dan, Umezawa Yukari 3 dan, Hosaka Mayu 2 dan, Hans Pietsch 3 dan, Takemiya Yoko 2 dan, and Kono Rin 5 dan. The referees are two of the senior Kitani disciples: Haruyama Isamu and Tozawa Akinobu. Cho is quite a comedian and talks non-stop throughout the game, laughing and joking. He notes how strong the opposing team is and asks the audience to be quiet and not barrack him. Tozawa suggests an even game with the youngsters taking black giving 5.5 komi. "I've studied this a bit," says Cho. "I reckon Black has a slight advantage, but what the heck, that's ok."



□ **Figure 1**

Figure 1 (1 - 20)

First to play is Kim. Umezawa slips into her announcer role and introduces Kim as Cho's student, so it's a teacher-student clash. When the black team forms a huddle and discusses strategy, Cho tells them off: "No discussion. Play your own moves." Haruyama counters by suggesting that discussion should be allowed, to which Cho groans and submits.

Izumi plays Black 3. "You attached? That's a bit aggressive. I am the Meijin, you know." When Cho sees Umezawa is next in line, he attaches at 6. "Ah, I wasn't expecting that. What shall I do?" she asks. Cho laughs and says, "You're a bit of a weakie, so I thought I'd stir things up a little." "Really, well, I may be weak, but I love fighting," retorts Umezawa.

Hans plays 11. "That's a good move. I'm in trouble." Cho gives way with 12: "I wanted to cut, but it's a little unreasonable." Next, Takemiya cuts at 13, drawing gasps of astonishment from his team-mates. Cho plays two forcing ataris. Izumi thinks hard about 19: "It would have been better if I'd been the one to extend from the atari." Cho

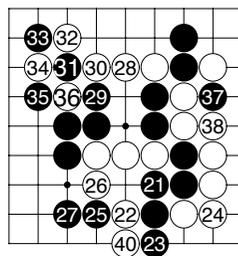
pauses. “Well, if you play moves like that, I’m done for.”

White 20 is atari, so Inori gets to connect. “Ah that’s easy. Even I can do that,” she says. “Well, play another move then,” offers Cho, but she retreats in haste.

Figure 2 (21 - 40)

As Umezawa approaches, Cho plays 22. “Argh, what’s going on?” she moans. She turns to her team and asks what to do. “Stop it, stop it,” says Cho. “No discussion. Play on your own.” Haruyama intercedes, ruling that discussion is allowed. “No, no,” cries Cho. “Absolutely not. Keep quiet.” He hangs his head in despair. When he looks back at the board, he sees the black descent of 23: “You played there? Really? All on your own? Bother. Weren’t you planning to cut? (at 24) Really? So, you didn’t cut, huh. I guess I’ve had it then.” He dithers and moans to the audience: “Just a minute. Give me a minute. I can win the capturing race, but Ok, it can’t be helped.” He connects at 24.

Hosaka attaches with 25 and Cho plays 26. Next, Hans pulls back to 27, to Cho’s distress. Cho turns to the audience: “You can all see that if I play here (40), I win the capturing race, right? I can see that too. So why was I grumbling earlier? Because even though I capture the stones, Black gets to squeeze here and here and then gets sente to turn in the top right corner. I was calculating the result and it looks like I lose. So I shall sacrifice these stones.” There are gasps from the opposing team. “If I play here, I lose, by 1.5 points.” Mutters of “Really?” and “Is that true?” “So even though I worked hard to capture them, I shall give them up and win, by 2.5 points. I checked.” There are cries of disbelief: “Eeh!” “Look, I’ve been Meijin for several years. Believe me.”



□ **Figure 2**
39 at 31

Cho plays 28: “That was tiring explaining all that.” Takemiya dithers over playing tengen and ends up making a bamboo joint. Cho is perplexed: “Eh, I thought I was going to win.” Takemiya replies: “Well, if I fill a liberty, you jump to 31 and we lose.” “Yes, indeed. So that’s the game-deciding move then, is it?” Cho turns to the audience. “Do you know who this is? This is Takemiya’s son. Takemiya senior would never play a move like that.” Cho moves the stones on the board: “Takemiya would connect here and I’d jump to 31. Pupils really should do the same. Argh, I’ve had it. Just a minute.” Cho eventually plays 30 and the black team falls silent. “It’s going to be ok,” says Cho. “Discuss as much as you like. Heh ho. If I play like this, I won’t lose the Kisei match. This event today has been such fun.”

Izumi answers Cho’s cut at 34 by making a ko. “Eh. Don’t do that. You all know who this is, right? This is Koichi’s daughter. Koichi wouldn’t play there. Ahead or behind, he’d play the best move and connect quietly like this.” Cho demonstrates. After restoring the game position, he takes the ko. “Here you are, I’ll give you this stone. I don’t need it. I can afford it.”

After Inori plays a ko threat, Umezawa retakes the ko. “The only danger is pushing

into the bamboo joint as a ko threat. As long as I don't do that, I'm ok. So I shall just calmly play here (40). Look at them, so grim-faced. I'm having a great time. They should all be happy and jovial." The black team is in deep discussion. "Ah, having a

break when you're ahead is so nice. Take as long as you want. Today is such an enjoyable event, isn't it?" Eventually, the black team decides to resign and the audience erupts in applause.



DIARY OF A GO PLONKER ~ BORED GAMES

Ian Marsh

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To misquote Dr Samuel Johnson, "When a person is bored of Go they are bored of Life and Death Games". A quick trawl through the web proves this is true, although perhaps I am using Go in a rather loose sense.

Go World magazine for some professional games), various time limits, komi for handicap stones, bidding for komi, etc.

Not only is Go a fascinating game in its own right, but many people have developed their own variants of it, not I would like to stress because they were bored, but because they have an interest in games playing in general.

Then there are the simplifications like Atari or Capture Go often used as a way of teaching Go. If you really want a simplified game of Go then track down Martin Gardner's "Scientific American" magazine article on 'One-dimensional Go' as played by his Flatlanders (two dimensional life forms). There are times when I think my 'normal Go' playing style is based on this form.

So, when you have lost the umpteenth game in a row to the only other player that made the Go Club that evening, and you want a change, it is well to be aware of what other possibilities are around. Even hardened players of those habitual Go Congress alternative standbys of Pits, Liar Dice and Mornington Crescent must admit that they don't work well with two players. (Pits is a card game whose rules are on the BGA web site, Liar Dice and Mornington Crescent rules are easily picked up as you play).

If you are really fed up with losing then try playing Rengo with an odd number of players and everyone plays alternately. This is called Zen Go. Perhaps this game should only be recommended for optimists, not pessimists.

For the real pessimist there is Suicide Go, where the object is to lose the game, or is that win the game by losing? Anyway, you know what I mean.

Firstly there are the staple Go variants that get played at various tournaments. These includes Rengo in the form of pair Go, but why limit yourself to two a side, various small board sizes (even 7x7 Go has something going for it, see back copies of

As well as people showing their favourite Go problems, there are various life and death exercises. For instance one player (players of equal strength) has to try and make a live group against a 17 stone handicap, or an alternative setup is with the

opponent occupying all the edge points. Look on the web for other variations for various board sizes.

Blind Go where you do not have a board to play on (unless you are really good, you need a third player adjudicating the game on a hidden board for you) is also a good exercise. There is even a form called Blitzkrieg Go where you only tell the adjudicator where you want to play. I have even seen this played as a pair game, where one pair's prearranged

strategy of playing only on every other point went wrong as they hadn't agreed which set of 'every other points'.

If you are looking for something a little less strenuous, you could try toroidal Go, where the board edges continue across to the opposite edge. Imagine wrapping a Go board into a cylinder, and then bending the cylinder into a doughnut shape to produce a continuous board (so points B1 and B19, for example, map onto each other). Visualizing ladders and life and death shapes across edges is particularly hard.

There have been other fancy shapes suggested as the basis for a Go board including the one sided shapes of a Mobius Strip and of a Klein bottle. A Mobius Strip board can be imagined as a Go board wrapped into a cylinder, but giving the edges a half twist before connecting. Connecting two Mobius Strips by their edge will make a Klein bottle. Hence all these board shapes (and many more) can be played on a regular board just so long as you can remember which edge points map together.

Another variation on the regular board is to imagine a square hole in the centre introducing additional edge conditions.

There are many other board shapes to try. At the 2001 Milton Keynes tournament Tim Hunt introduced a board based on the local road layout. Irregularities in such boards lead to interesting local positions and ladders. (It is a bit like trying to navigate the real thing).

There are also many regular shaped board variants. A Hexagon layout changes four liberties to three. Five liberties can be achieved by a regular square and triangle pattern. Any of those repeating variously shaped tile patterns will do. I am told the album cover of Pink Floyd's "The Wall" makes a good Go board of this type.

Matthew Macfadyen has created an interesting, many faced, magnetic Go board by using nails inserted into a multi-faceted polyhedron.

In the 1996 European Go Congress Harald Schwarz introduced a Circular Go board (four liberties, including on the edges). The distortion of what should be familiar patterns and shapes caused problems to even strong players.

Even more mind blowing is three-dimensional Go. One form is played with five 5x5 Go boards (imagined) on top of each other; this introduces two additional liberties (one up, one down) to a central intersection. (At this point I wonder why they don't make the board concentric toroids as well, and yes, I have found this suggested for 3-D tic-tac-toe).

Henry Segerman invented (and produces) a working three-dimensional diamond lattice shaped Go "Board".

While discussing board variants, there is

one form called Open Go that does away with lines altogether. Designed by Gregory K. Van Patten it is played on a circular board, you can place your stone in any vacant gap provided there is enough room so that the stone does not touch any other stones, and providing you don't commit suicide by depriving

yourself of liberties (an adjacent gap) as in normal Go. You capture your opponent's stones by depriving them of liberties (adjacent gaps). (It has been pointed out to me that the really ancient BGA standby sets seem ideal for this game).

It is not just the board that can change. There are many Multi-player versions of Go where each player has their own coloured stones. Rules vary about things like how alliances between players work, and who owns any prisoners taken.

Even the pieces can change. There are games where players are dealt cards (or have lists of options) with various stone patterns, or playing instructions. These cards can be played in place of a standard move. One variation, Poker Go by Lothar Teikemeier was (and maybe still is) available from the German Go Federation. Joker Go is another form where the cards only contain stone patterns.

Also played in Germany is MagnetGo invented by Ralf Gering. The last stone played acts as a magnet to the nearest stone on each orthogonal line. Opposite colour stones are attracted towards the piece, and same coloured pieces are repelled until they reach another stone or the edge of the board.

There has been invented a myriad of stones with special properties. They may affect the local capturing rules such as making their

group invincible to capture. Some affect adjacent stones by removal, or changes of colour, or changes of position. These further variations are too numerous to detail here.

One variation that gets played occasionally is to allow the weaker player a limited number of two-consecutive-move turns to be taken at their discretion. This forces White to be very careful about making secure eyes.

Have we finished? Of course not! You can combine Go with other games. One version is with cards, or darts. In the card variation you play on a 13x13 board, are dealt two (or in some variations more) cards each turn, and from any corner use the two cards to define the coordinates of the eight potential points allowed for that turn (assuming they are not already occupied).

There are many other ways of getting stones onto a Go board, including Shove Go based on "Shove Halfpenny" (or on a much larger scale of things, Frisbee Go). Chop Goey is a go game where players don't play in any order, but rather play as quickly as they can. The snag is the stones can only be manipulated with chopsticks.

I have not yet mentioned non-Go games that can be played on a Go board, such as Halma, Renju (and associated "five in a row" games), Philosopher's Football, and others. I have even come across a reference to how many Go stones can be balanced (in a stack) on one's finger. Apparently six is the number to aim at.

Anyway, my brain is starting to hurt imagining all these variations, so I am off to play a nice relaxing game of 'normal rules' Go.

BAKABAN - A REVIEW

Nick Wedd

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Bakaban is a free Windows program, which allows you to play Go on a variety of surfaces other than standard Go boards.

to set, as they are essentially square. For the octagon you can also set the size of the missing triangles.

It has a limited understanding of the rules of play. It automatically removes strings that have no liberties, but it does not know about the ko rule, and it does not allow suicide. It is intended merely to support the various board conformations, and to allow users to play on them. Its purpose is to support play on a variety of topologies.

Shapes of board

First, there is an ordinary rectangular board, and some adaptations of it. These adaptations are: the **cylinder**, in which the points on the left edge are adjacent to the points on the right; the **torus**, in which the same is also true for the points along the top and bottom edges; the **Möbius band**, which is like the cylinder, except that there is a “twist” in the adjacencies, so that a1, a2, etc. are adjacent to t19, t18, etc.; and the **Klein bottle**, in which the left and right edges are adjacent with a twist and the top and bottom edges are adjacent in the normal way. For these boards, you can set the vertical and horizontal dimensions, separately, to anything from two to 99 points.

Next are the **octagon**, in which a square board has had an identical isosceles triangle cut from each corner; and the **diamond**, which is a special case of the octagon, in which the triangles are as large as possible without actually meeting. For these, again you can set the dimensions to anything from two to 99, but there is only one dimension

Next are the **face cube** and the **edge cube**. A face cube is formed by taking six identical square boards, and placing them on the faces of a cube so that nearby intersections of different boards are adjacent. Thus what was an edge intersection acquires one new neighbour, and what was a corner intersection, two. An edge cube is similar, but with the nearby intersections coinciding rather than being adjacent. These cubes have only one dimension to set, the length of the edge of the cube. You are meant to be able to set it to anything from two to 40; but setting it to values over 20 is not a good idea, as it can cause an “Invalid floating point operation” error, either when the board is created, or more annoyingly later when you try to use it.

Finally, there is the “**sphere**”. This is a small rhombicosidodecahedron, the Archimedean solid formed from 12 pentagons, 30 squares and 20 triangles. It has the property, useful for Go, that each of its 60 vertices has four neighbours. It has no dimension that you can set.

All of these conformations are displayed with all the points visible. For those with a spherical topology, the “antipodes” of the current centre are spread around the edge of the view. For all of those which wrap around on themselves, it is useful to be able to see the board from different viewpoints: this is handled well, with controls that allow vertical and horizontal scrolling.

You might wonder why, if the Klein bottle is supported, the projective plane is not. I think that this is because there is no way that a rectangular grid can be converted tidily to a projective plane: there must be two “puckers”, at each of which either one intersection have only two liberties, or two adjacent intersections have only there each.

Other features

Bakaban can count the score, but makes no attempt to decide which groups are dead. So at the end of a game, you mark the dead strings - it knows what a string is, so you only have to click on each dead string once. There are five numbers constantly displayed, which are the numbers prisoners of each colour, the territory of each colour, and the net total. Of course, while there are dead stones on the board, the figures must be treated with caution.

You can set the board and stones to be simple colours, or to use bit maps to give them some texture. You can also arrange for the stones to be numbered as they are played. Doing both at once is a bad idea, as a bug then makes the numbers on one colour of stone invisible.

With the first five conformations listed above, you can save a game to a file in SGF format. For a regular square board this works. For other boards, it is not much use, as no application, not even Bakaban itself, can apply the topology information that is recorded in the file.

You can undo moves, as far back as you like. It remembers the undone moves, and you can redo them, until you overwrite the sequence by making some other move instead.

Conclusions

Bakaban does its job well, and is fun to play with. In particular, the “sphere” has a tendency to generate ladders; and for someone used to a rectangular grid, it is hard to predict where these will go. For all the unbounded boards, making a live group just by making two eyes without killing something that was trying to live is almost impossible; so a game is likely to end, either in a massacre and resignation, or in a whole-board seki. But while it is fun investigating the possibilities of these boards, I don't think I'll ever use Bakaban for competitive play.

Availability

Bakaban can be downloaded from the BGA web site, at

<http://www.britgo.org/gopcrs/gopcrs1.html#s-misc>

Bakaban was written by David Bofinger

IN THE LIGHT

British Junior Go Page

www.britgo.org/junior

This is the dedicated part of the BGA site for children and their teachers. It includes the junior grading list, the last Youth Grand Prix tables, the Roll of Champions, a school club list and info for teachers. There is also a section headed fun which includes information on servers and software, together with uses for a Dead Go Stone and that old light bulb joke.

Tony Atkins

SOME EXPERIENCES OF 13X13 PLAY

William Brooks

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At many Go tournaments there are 13x13 side events in which, as anyone who has been forced to play me in will know, I try to play as many games as possible (mainly for the prize). In this article I have tried to explain some of the differences between 19x19 and 13x13 games by referring to two of my games.

The most obvious difference between 19x19 and 13x13 games is the size. I am starting up a lunchtime Go club at my school. We simply cannot fit 19x19 games in and still let people think about their moves in half an hour. This is not a problem that I had experienced at the Cambridge club, where there is either plenty of time or players like Phil Beck whom I can play in 10 minutes.

So at school we are restricted to 9x9 and 13x13 games. Although this works in teaching people the basics of Go, it doesn't teach the principles of thickness and influence. This means that many young go players, including myself, don't understand the whole board play when moving from 13x13 to 19x19. It took me a long time to understand that, once all the star points have been played (as is common in new players), the 3-3 invasion is not always the best possible move, despite giving you 10 points in sente.

The 13x13 game does however introduce aspects of the centre as shown in my game against Toshio Oshima. Toshio is very strong at 13x13 games and at the British Small board Tournament he beat Tony Atkins (3d) in an even game.

Game 1

Black: Toshio Oshima

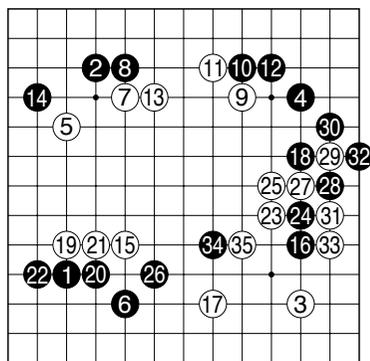
Handicap: 2 Stones (free placement)

White: William Brooks

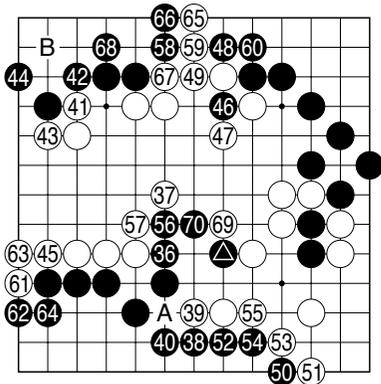
Komi: 4 points to White.

Figure 1 (1 - 35)

- 1: Black free placement handicap stone.
- 2: Black free placement handicap stone.
- 6: Interesting – going for a safe corner.
- 7: Needed some compensation.
- 9-14: Exchange of corner territory for outside influence. The game doesn't look good for me.
- 17: In retrospect I feel I should attack 16 and push it into thickness.
- 19: Starting to etch out my moyo.
- 26: Finally a mistake. I must capitalize.
- 27-33: I get a large corner.



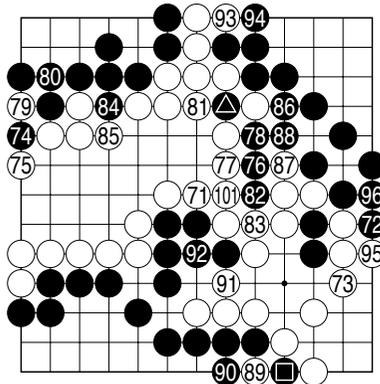
□ **Figure 1**



□ Figure 2

Figure 2 (36 - 70)

- 38: Good move.
- 39: I was hoping for A, 52, 40.
- 40: No such luck.
- 41-43: Trying to eliminate hanging skirt in sente.
- 44: Leaves bad aji at B.
- 46: Should be at 48 leaving aji.



□ Figure 3

- 50: 54 could be better utilizing triangle.
- 58: Big move.
- 60: Should be 65.
- 61: Playing double sente first.
- 65: Sente? Possibly threatens the corner.

Figure 3 (Moves 71-101)

Game End: W+1

In China and Korea they do not play any games at all on 13x13 or 9x9. This seems to me to be throwing them in the deep end a bit, but then who am I to question the 9 dan pros. For example Jin had not previously played any 13x13 or 9x9 games before he won the Small Board tournament! (According to David Ward I was the only player to beat him in the UK and he deliberately set me a puzzle in our game which I solved (not to brag or anything...))

INTERESTING GAME COMPETITION

This winner of this issue's prize, Bruce Willcox's Go Do: Sector Fights and Contact Fights is Willam Brooks for his two commented 13x13 games.

Next issue the prize will be a copy of GoGod (Reviewed on page 79). To enter this fantastic competition, send an interesting game along with your own game comments and your current grade. The winning game and comments will be analysed by a stronger player and featured in the next issue.

The closing date for entries is 31st January 2005. Entries should be emailed to journal@britgo.org or posted to the Journal Editor at 91 Kilnhouse Lane, Lytham St. Annes, Lancashire FY8 3AB.

On 19x19 a leisurely approach can be adopted by White (Charles Matthews' has a theory that in 9 stone games White's stones just have to be 10% more efficient to win). In handicap games on 13x13 the stronger player generally has to work very hard to catch up (or needs to kill a group).

Game Two

In this game despite playing many lax moves, I was still 10 points ahead after saving a perilously weak group.

Black: William Brooks

White: David Ward

Handicap: 2 stones (free placement)

Comments: David Ward (WB by me)

Figure 1 (1 – 35)

1: Black free placement handicap stone.

2: Black free placement handicap stone.

12: Good move.

28: Flashy, protects the cut but leaves bad aji (WB: Felt it protected enough and helped build towards the corner).

30: Good move.

32: Bit passive but OK.

34: Passive, using thickness to make territory is inefficient (WB: I feel that A may be more appropriate).

Figure 2 (36 - 70)

36: Good move.

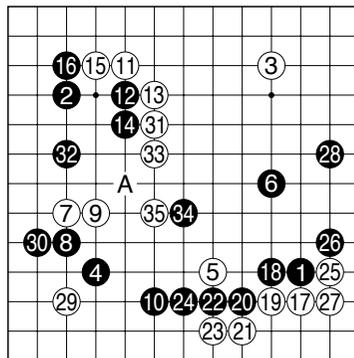
40: Should be 2,2 point (WB I overlooked this).

43: Much too slow by White, White has to take the initiative (WB: I was glad to have this exchange in sente).

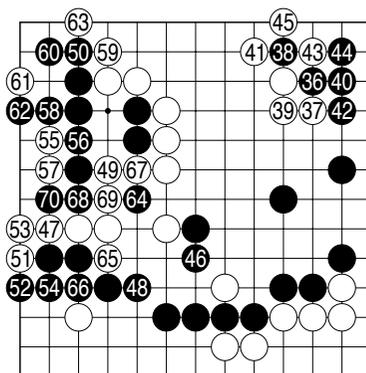
55: The killing move?

58: The L group is dead (usually).

60-62: WB: kikashi before life... (This was before I noticed that the L-group is dead!).



□ Figure 1



□ Figure 2

64: WB: The winning move.

68: WB: The tesuji that makes 64 work (Black wins semeai if white chooses to fight).

White resigned after black 70.

A GAME FROM 7TH SONOYAMA TROPHY COMPETITION

Paul Smith

paul.smith25@ntlworld.com

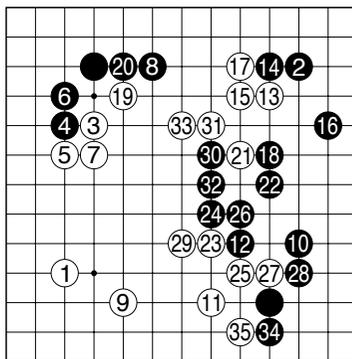
This was the play-off game to determine the winner of the 7th Sonoyama Trophy competition.

White: John Rickard 4-dan

Black: Paul Hankin 3-kyu

Handicap: 2 stones

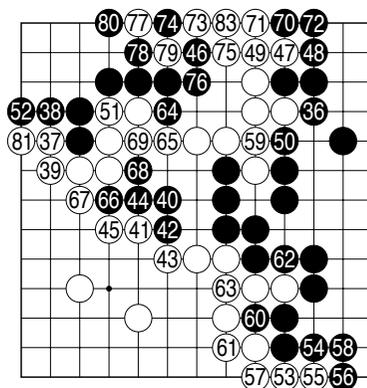
When I watched this game I remember thinking that Paul had played very negatively. However, looking back on it, it seems that his strategy of avoiding any dangerous fights worked well.



□ Figure 1

After moves 1 and 2 occupy the two empty corners, 3 to 8 are a standard sequence where Black gains some territory in the corner while in exchange White's stones have more chance to influence the rest of the board as well as helping to make territory on the side.

Up to move 12 both sides stake out potential territories. It is clear that Black, helped by his two handicap stones, has sketched out a larger area, so on the next move White makes an erasing move in Black's sphere of influence to reduce this.



□ Figure 2
82 at 74

After the sequence to 28 the white stones in the top right look isolated and weak. However, Black is also still ahead on territory and so he doesn't need to try to kill these stones in order to win the game. Instead he plays calmly.

White tries to catch up in the endgame but remains a few points behind and in the end Black has won by 4.

An interesting point occurs after White's move 49. On the next move, instead of playing at 50, Black had the chance to cut off and kill some white stones. Can you see how? This would have made the margin of victory much greater.

THE SONOYAMA TROPHY TOURNAMENT

Cambridge University Go Society organise a tournament at the end of each term to award the Sonoyama Trophy. The tournament is named after Dr Sonoyama Yutaka, vice-president of Hitachi Europe (now retired) who donated the distinctive green trophy in 1991.

The tournament has been run 38 times and is still going strong. The now 10 minute, 6 round, 13x13 handicap format having been refined over the years. Numbers playing have varied from the initial 10 to a high of 26.

The Sonoyama format works well and is recommended to other clubs!

Full details and history of the tournament can be found at:

<http://www.cam.ac.uk/societies/cugos/competitions/sonoyama.html>

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A 13 x 13 BOARD PROBLEM

Ian Marsh

The more I play Go the more I become convinced that the default board sizes of 19x19 and 13x13 are correct. Smaller boards, which primarily teach about fighting and tactics, are also interesting. Particularly for beginners who should be playing a lot of games quickly.

I believe 13x13 boards are interesting because it is around this size, that the large board dynamics of independent groups and their interactions start to occur.

To illustrate what I mean, diagram 1 shows the “tripod group” on the left (with the triangle marked stones already played), and the “5 in a row in the corner” on the right. Both groups are alive, but as always this is dependent on the position of the surrounding stones.

Before I set the problem here are some basics about the two positions to help weaker players.

Any book on life and death will show you that, if you do not answer White’s (square) approach move in diagrams 2 and 3, the groups will die.

The tripod group must also be wary of shortage of liberties. A prime example is the exchange of black 1 for white 2 in diagram 4 and after white 10 it is ko as black cannot connect due to shortage of liberties.

The problem is whether White’s (square) approach move causes one of the black groups to die, or can the black groups interact to help each other live. The answer is a very close run thing. Ko is allowed but only internal ko threats are available.

The solution can be found on page 90.

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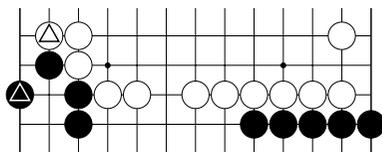


Diagram 1

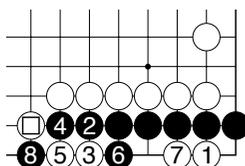


Diagram 2
9 at 5

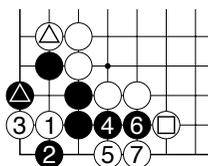


Diagram 3

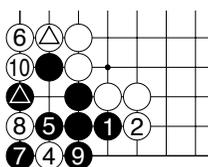
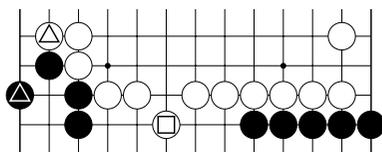


Diagram 4
3 tenuki



13 x 13 Board Problem

THE EXTENDED KISEIDO GO SERVER (KGS) TOURNAMENT REPORT

Ian Davis

ian.davis@btinternet.com

Conscious of the fact that my tournament has now generated about 5 articles in this and the previous journal I shall try to be succinct in my reporting. The KGS tournament was created to fill a gap in the market, because not everyone can make tournaments and not everyone has a local club, but if you have a computer the BGA can still help you to play Go and well it should. The tournament was a social one, there are plenty of serious internet tournaments out there and while they are successful they tend to impose quite stringent impositions on your social life. As I hoped to attract beginners I felt a self pairing event was far more worthwhile. We also used a scoring formula which balanced activity and success, which helped to encourage more games. Handicap minus two was designed to promote high handicap games which I have heard are good for teaching. In the main these were successful, and we attracted 47 players in all, some of whom have never touched a real stone, some of whom never attend normal tournaments and some of whom just fancied some extra Go. Given that we got this number I think the viability of the idea has been proven.

Were there any problems, apart from people not reading the rules? Yes, I'm afraid so. The main one was grades. I would warn against using BGA grades as the standard for internet Go in such an event. When you have to assign the 20th kyu a BGA grade you will realise your mistake, but only when a 30kyu improves 5 stones in one week will you truly appreciate it. Furthermore, as several people will testify, they just can't play the same online. The odd person is stronger, but in the main people seem to be weaker. Some people

just can't concentrate to the same degree, some people are too fond of a glass of wine and others just can't read out the variations in the same way. Paul Taylor produced some analysis mid tournament that showed that those performing well had an Internet grade that was the same or better than their real life grade.

This was the only real problem though, although early on some people did begin to become nervous of Nigiri. The side tournament was a Roshambo (paper, scissors, stone to decide who plays black) for Nigiri, which usually consisted of Alan Cameron thrashing his poor opponent. However we noted that whoever won the Nigiri usually went on to win the game. When word got around Roshambo became a reluctant party chanced only by the courageous. The link between winning the two is undoubtedly because of the importance of good shape in both games.

With only a few revisions then the KGS tournament should enter the tournament calendar again next year. A week after it ended I received an enquiry from France asking for advice on running an internet tournament, so perhaps they will become even more popular? Finally, in the last issue, Nick Wedd asked, "why should we have online tournaments?" I can only offer the lukewarm answer that, we don't need them, but they can only be a positive thing for Go. As I mention Nick I suddenly remember to thank him and Tim Hunt for all their advice/inspiration, along with a list of other people too numerous to mention.

DECIDING GAME IN BGA KGS TOURNAMENT 2004

Ian Davis

ian.davis@btinternet.com

Black: Stuart Barthropp 2d

White: Paul Taylor 2d

Komi: 6

Comments: David Ward and Ian Davis

Figure 1

Black 21 is not needed in this situation.

After white 26 the position is probably ok for both, 28 and 29 are both questionable. After 32 White has played on both sides but is a little thin. I marginally prefer white, but wouldn't hang my hat on it.

White 32 leaves White's position a little thin, but Black still has bad shape.

It is better if white 48 is an atari, Black's extension is a good response here.

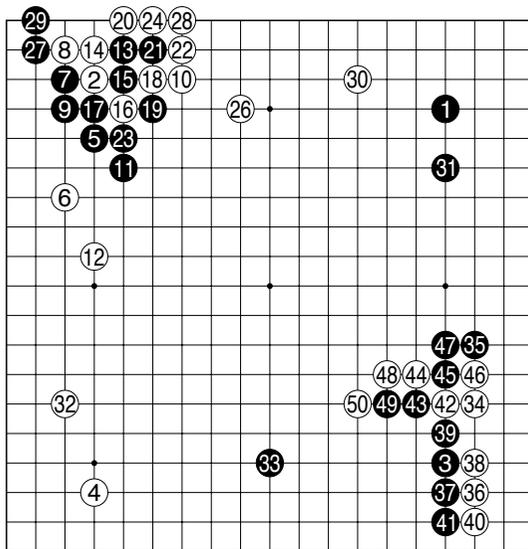


Figure 1 (1 - 50)

25 at 16

Figure 2

Black 51 is natural but leads to difficult fighting. The 55/56 exchange is bad it because it reduces a black liberty, which could become important in the fighting. Black 59 is the shape move but 60 puts Black on the spot, making miai of 62 and capturing 51. With 62 White has had a big success. (My feeling is that White got away with something in this area. If Black doesn't make the 55/56 exchange but instead plays at 66, allowing White to play 59, the black position is ok after black 86, but it is problematic and I can't read it out).

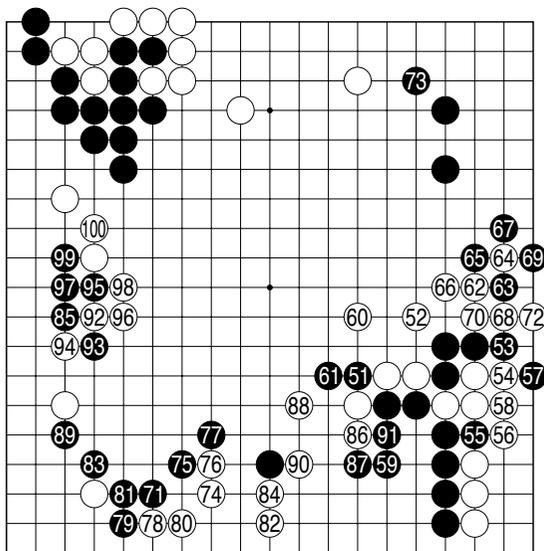


Figure 2 (51 - 100)

White 60 making the table shape is very good in this position ... Only for White to throw away it all away with 64 which must be at 65, after which Black's corner would suffer huge damage.

White seems to lose his cool after the setback of 65; 70, 71, 72 and 73 all favour Black.

Black 85 uses the strong black stones in top left to gouge out territory on the left.

White 86 is an overplay because White already has a weak group in this area.

Note that black 89 is questionable. Black has enough good moves in this area to merit a move elsewhere.

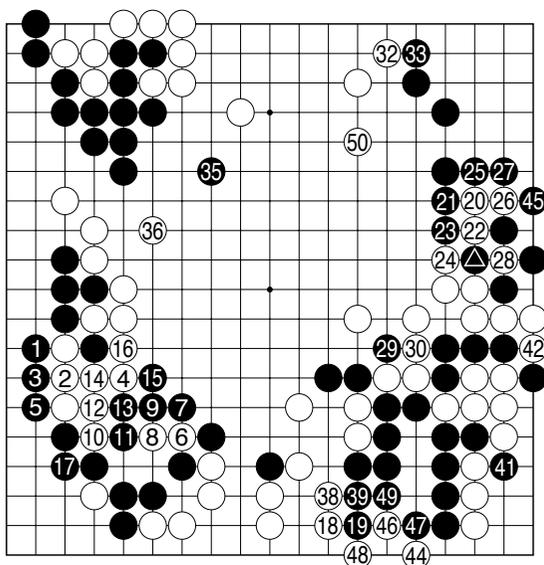
Figure 3

White needs to make a lot of points in the centre, and from the sequence after white 106 it becomes clear this isn't going to happen. Black 117 takes a lot of points.

White at 128 starts a Ko, but Black can lose this without the pain of suffering too much damage.

Notice that black 135 is not a bad ko threat, White must respond to protect the threat of the cut. If he takes the ko he has a choice of losing the 116 group or most of the centre. By the time Black plays 145 the game can be considered to be over.

B149 is a solid move, White has no real ko threat here.



□ Figure 3 (101 - 150)

- 131 at triangle
- 134 at 128
- 137 at triangle
- 140 at 128
- 143 at triangle

Figure 4

At the beginning of the figure the score was:

Black - top left 10+, bottom left 30, top right 30+, bottom right 4

Approximate total - 75 points

White - left 5+, top 15-, bottom 10, right 20, Komi 6

Approximate total - 55 points

Interestingly by move 200 the KGS score estimator gave the position as jigo!

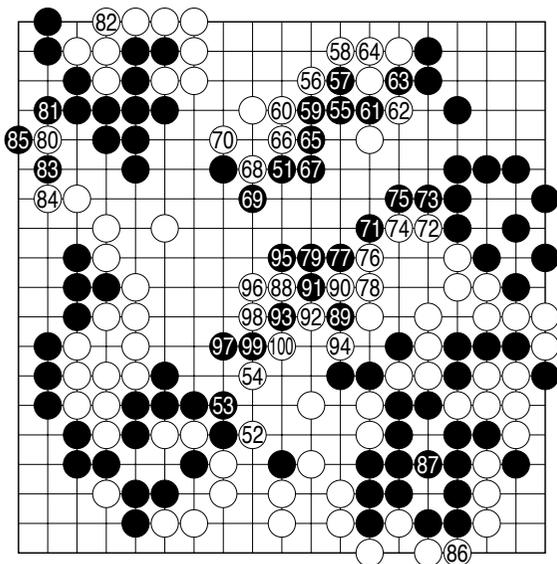


Figure 4 (151 - 200)

Figure 5

With White 212 we can see clearly the dangers which have emerged.

White finds himself merely defending weaknesses in his own position.

After White 220 Black snapped off the corner stones and went on to win by a comfortable margin. To celebrate his victory Stuart trounced the tournament director in his final game.

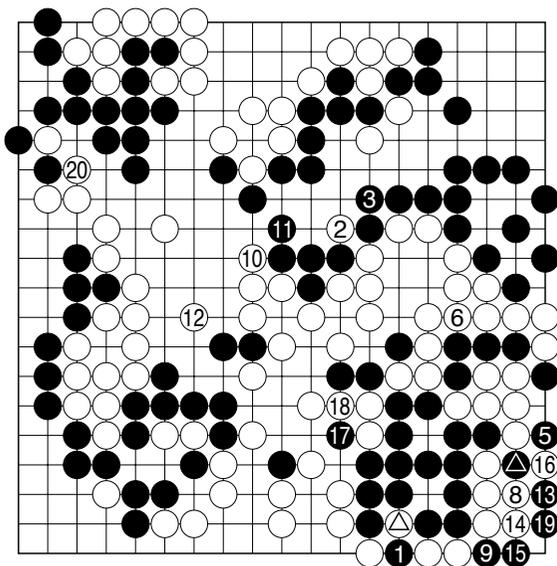


Figure 5 (200 - 221)

204 at White triangle

207 at 201

221 at Black triangle

COUNCIL HOUSE

Bill Streeten

secretary@britgo.org

First of all, let me introduce myself. I am the new Secretary of the BGA, elected by you in April, 2004. I have been a member of the Council for 6 or 7 years but have never before contributed to the Journal. I think it would be fair to say that all nine members of the Council are there because we want to put something back into the game that has given us so much pleasure. There is no profit for us, but we do pay expenses for Council members and “committee” members, the people who do a lot of work but do not normally attend Council meetings.

This Council House column is really supposed to be a means of telling you, the keen member of the BGA, what we on the Council are doing on your behalf, but I thought I would try and give you a little insight into personal aspects of the Council members. I will start with an imaginary interview between you, one of the people who actually read this column, and myself the new Secretary.

You: OK, Bill, how did you first discover Go?

Me: It was 54 years ago, when I was 21, my brother and I were shown the rules of the game while on holiday in America and immediately became enthusiasts. We played on a homemade board whenever we were at home at the same time, but we never found anyone else to play with until just 20 years ago.

You: Gosh, that makes you 75 years old. Isn't that a bit old to be taking on the job of secretary?

Me: Yes, but...

You: Oh, well, never mind that. How did you find out about the BGA 20 years ago?

Me: Well, I had just returned from a six months job in Singapore with a little money in my pocket, so I bought a BBC computer for me and my four teenage children. I had failed to get them in the least bit interested in Go, but one day my older daughter, Nicola, who was then at Sussex University, said she had a friend there who had written a Go-playing program for the BBC computer. I was amazed. A Go program in 32K!! Anyway, just by chance, the young man in question spent the summer holidays with his father, who had just bought a house a little up the road from mine in Hampstead. We cooperated quite a lot that summer, mainly me acting as a sounding board and encouraged and him doing the work. I once referred to him as Nicola's friend and she chipped in, “He's not my friend, he's your friend. You've stolen him from me.” His name was Mick Reiss and he is still working successfully on his go-program. He gave me the phone numbers of Jon Diamond and Toby Manning who were then President and Secretary of the Central London Go Club in Covent Garden.

You: OK, that has got you into the Go world. What did you do then?

Me: Since then I have helped with nearly every London Open and have been on the committee from time to time. My biggest contribution, I think, was getting my two daughters to do the catering for the London Open when we moved it to the Highbury

Round House. My younger daughter, Roz, dropped out after the first year or two, but Nicola carried on for ten years and then handed it on to friends of hers for the last two years that we were there.

You: Did I hear that you started the North London Club?

Me: No, it was started by Irmeli Goller and an American man, whose name I have temporarily forgotten, in Irmeli's flat. After a couple of years, she moved and I hosted it in my house for the next five years. Then I moved and the club moved to a church hall in Hampstead, where it is still going strong.

You: What made you join the BGA Council?

Me: I was invited on by Alex Rix about the time that I moved to Wanstead 7 years ago. I knew Alex well from my North London days and thought he had been an excellent BGA President for the previous 10 years or so. I did tell him I wouldn't take on the job of publicity officer. It is such a difficult job and it never seems to repay the labour that is put into it.

You: What made you choose to be Secretary?

Me: I didn't exactly choose to. I was invited by the current President, Simon Goss, so that Tim Hunt could move on to fill a vacancy as Web-master. I had so much confidence in and enthusiasm for Tim as a potential Web-master that I finally said OK. I can't remember whether I said, "...until a suitable replacement can be found." If not, it probably went without saying.

You: How are you getting on as Secretary?

Me: Well, I have just read the 4 pages of the BGA Constitution and find that I have already failed in at least two of my duties, but what can you do except chuck me out? Incidentally, if you are interested in the Constitution, I will gladly send you a copy. The Secretary's job was much reduced some years ago by the appointment of a membership secretary, a post now held and very well performed by my good friend Kathleen Timmins. Also, a couple of months ago, Fred Holroyd very kindly offered to take on the job of minutes secretary, an offer that was gladly accepted by the Council, especially me.

You: Well, Bill, that's all we've got time for now. I hope we will be carrying out interviews with other Council members in future issues. I shall look forward to reading them.

Me: Thank you for your patience in listening to me.

BGA projects and news

The U.K. Go Challenge 2004 was extremely successful. 23 schools took part and 19 schoolchildren took part in the finals at Manchester. Council decided to repeat it next year.

Anna Griffiths and Tony Atkins are organising the hosting of the European Pair Go competition for next year. It will take place in Maidenhead.

The cartoon booklet about Go is proving very popular with people who are trying to spread the word about Go, so Council have ordered another batch.

8 members of the Council were elected at the AGM in April, 2004. Two of them, David Ward and Fred Holroyd, joined the Council for the first time. A little later, Stephen Bashforth was co-opted. The main topic discussed at the AGM was the Mind Sports Olympiad. Opinion was divided between those who thought we should support it at almost any cost and those who felt we should drop it and go back to the old Northern Tournament (which had been amalgamated with it). Council have decided to support it, at least for 2004.

The second seminar given by T.Mark Hall and John Fairbairn at Milton Keynes using their Go-God (Games of Go on Disc)

database of professional games was discussed at a recent Council meeting. This seminar was directed at strong Kyu players and Dan players. Simon Goss, who attended it, said it was excellent. Discs of these games are available for sale to the Go public from T.Mark or John.

The Gotalk email discussion list is proving a popular place for informal discussion of Go topics. If you are not on the list and would like to join, you can find out how by going to the BGA web site (www.britgo.org) and looking in the index under E-mail and mailing lists, where clear instructions are given.

GO AND THE MSO

Paul Smith

In the last two British Go Journals, Toby Manning has written about the Mind Sports Olympiad (MSO) and the relationship between the BGA and the MSO. His article in the Spring issue was followed up by a letter in the Summer issue.

I am a huge fan of the MSO events, having attended every one since the first MSO in the Royal Festival Hall in 1997. I think the MSO is great fun and an excellent place to play Go, promote Go, and meet all kinds of interesting people who play all kinds of games. I enjoyed the MSO so much that I helped to set up a weekend version of the event in Cambridge, which has now run successfully for four years and has featured competitions of over 30 different games.

I am sure that the MSO is not for everyone but I would love to see more Go players there so I thought that I would like to say something about the event from the point of

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view of an enthusiast, so that perhaps more people will be encouraged to go there next year.

The MSO has taken place now for eight years. Each year there are many tournaments of all different sorts. These generally include traditional board games (such as Chess, Go, Backgammon and Oware), card games (for example Bridge and Poker), modern board games (like Settlers of Catan or Puerto Rico) and various mental skills (Memory, Mental Calculations, IQ Tests and so on). You can play in all sorts of different events if you want, or (as many people do) just the game that you particularly like to play.

The format of the event has varied to some degree from year to year, partly depending on the level of sponsorship that the MSO has been able to attract. This year's event lasted for 10 days; I think that the shortest

event was in Loughborough in 2002 when it lasted only 5 days. In some years the organisers have managed to attract a lot of sponsorship and so have had a big prize fund. When they have done this, they have always given a very generous share of the prize fund to Go (for example in the first MSO, the Go prize fund was I believe £8,500).

The current venue for the MSO is at UMIST in Manchester and I think this is a really good place to have it. It is very handy for Manchester Piccadilly station, there is good accommodation on site and the playing rooms are pleasant and spacious. The venues for previous MSOs have included the Royal Festival Hall, Kensington Olympia and Alexandra Palace. It was great to play Go, and other games, in these impressive places. The Royal Festival Hall was particularly good because there were lots of people passing by who showed a lot of interest in what was going on.

In the early years of playing in the MSO competitions, I used to have time to attend the entire event so I tried playing in as many competitions as possible. I was partly motivated by the fact that there was a fixed entry fee for five or more events, so it seemed best value to enter lots of things. And partly because there was an overall championship, the Pentamind, for people entering five events or more which sounded like a fun idea – and entering more events gave a better chance of doing well in it. I tried everything from Mind Mapping and Creativity to Shogi, Entropy and Blitz Chess. My main conclusions were: (a) playing games all day every day for more than a week is really exhausting, (b) the things I enjoyed playing most did not correspond much with the things I was good at and (c) of course, Go is the best!

I think that one of the things I have enjoyed most about the MSO events has been the opportunity to mix with all sorts of different games players and organisers. There always seemed to be a very friendly rivalry between the people taking part in the Pentamind who were a very varied bunch. They included the celebrated computer games developer Demis Hassabis and also the eccentric Cluedo champion Josef Kollar who has a penchant for dressing up as Colonel Mustard and played a game of Rummikub at MSO2 when immersed in a bath.

The Oware players, many of them from the Caribbean, are lively and there is a lot of banter during the games as well as the noise of the seeds clicking. The Othello players are a very friendly lot and I had a nice meal with them one evening at MSO7 but left when the Karaoke started. A lot of the tournament organisers were interesting to meet too and these have included the chess player Bill Hartston (whose humorous books on chess I very much like) who sets the questions in the creativity competition, and the card games expert David Parlett who invented the excellent board game Hare and Tortoise.

In recent years I have not had time to stay for the whole of the MSO, so I have concentrated on games I really like playing. I think that the MSO is a great place to play Go because it is really good to have such a variety of Go competitions at one event. At the MSO this year I played 13x13, 9x9 (as part of a trigames tournament) and Lightning (12 minutes sudden death) as well as the main 6-round MacMahon tournament. It is not often there is the chance to play in such a variety of different formats, and it is only a shame that there were not a few more players there.

I know that some people have said that the MSO is elitist with entry fees and prize money set too high, but I can't agree with this view. This year as I looked around the different games being played – Oware, Othello, Chinese Chess, Scrabble and so on – there seemed to be a good proportion of weaker players and novices. In fact I thought that the main Go events were noticeable in being a bit top heavy as in general double figure kyu players had stayed away.

On the issue of entry fees, you can play for a whole ten days for £100 (concessions £50) which I think is pretty good value given that on many days you could fit in perhaps 11 or 12 hours of tournament games playing if you wanted to. Fees for individual events are of course proportionally higher but I think that is inevitable if the whole event is not going to make too serious a loss. The organisers say that far from making a profit out of the event, they have put in tens of thousands of pounds of their own money over the years to keep the event afloat. So I don't think that we as competitors are being ripped off!

The prizes have varied from year to year depending on the level of sponsorship. This year many tournaments had no prizes other than medals, which seems fine to me.

Another criticism of the MSO has been that it does not have a good relationship with the games associations. I haven't observed that this is the case. I think that most games associations are actively involved with the MSO. For example, this year the Bridge events were organised in partnership with the EBU, the Scrabble events were rated by the ABSP, the main backgammon organiser was from BIBA and so on. The MSO has

set up the Mind Sports Council to help the games associations to work together, especially on the issue of government recognition. As far as I know, the BGA and other organisations are given fairly free rein to choose the format and timetable of tournaments, how to allocate any prize funds and so on.

I think that apart from anything else, the MSO is a great place to get more people interested in Go. I remember that at the 2000 event in Alexandra Palace there was the final of the UK Chess Challenge with around 2000 children taking part. Our Go event was placed very near to where they were playing, and in addition the MSO had paid for six-year-old Chinese Go star Liao Xingwen to come from China to play at the MSO. The result was that many junior chess players came to watch the Go and in particular to see Liao playing (and winning) against adult dan players. A lot of juniors were taught to play Go that day and many were very enthusiastic!

IN THE LIGHT

UK Go Challenge

www.ukgochallenge.com

This is the web site set up by the BGA to support this new event for schools. The 2004 rules and results feature, as will future years. It also features pages of useful information for those involved with teaching go to children and links to useful pages on the main BGA and other sites connected with mind sports for schools.

Tony Atkins

LETTERS AND SHORT CONTRIBUTIONS

Interesting Games

Firstly, congratulations on the recent journal publication - most enjoyable. Keep up the good work!

I was particularly struck by the idea of publishing kyu level games **with the players own comments**. I think this idea will service a real need. It is one thing to read books about what you should be thinking about, but I think it is almost just as important to expose false thinking.

It may be true that Kyu players play worse moves than Dan players, but it is not the case that they (we!) play bad moves on purpose. When a kyu player plays a bad move he/she at least (one hopes) plays it for a reason - even if it is a bad reason!

So anyway, I think you have a real recipe for an excellent and lasting column. The ingredients:

1. An Interesting kyu level game commented on by one of the players. Personally, I think the key here is to advise the player to try and describe what he/she was thinking when actually playing the game. The comments should not necessarily be an exercise in post game analysis (it is easy to be clever after the fact...)
2. High level Dan player commenting on both the game itself and (just as important) commenting on the comments!

I think this will be a great feature. I may even have a go at commenting on a game myself.

Roger Peck

Winner of a £10 BGA Book Voucher.

The Joys of Losing

Until very recently I was obsessed with winning. For an example, my loss at Letchworth made me depressed and unhappy, whereas winning lots of games made me happy and jubilant.

Then I discovered the joys of losing. I went along to the Isle of Man Go tournament and lost 4 out of 5 of my main tournament games but despite losing I really enjoyed myself. This was partly because of the amazingly nice and friendly tournament (which was very well organised) and the great community atmosphere (thanks to everyone who bought me drinks) but there was also something else. Maybe it was the sea air but I even enjoyed the games which I lost as much as the games I won.

William Brooks

Youth Go

There are several articles written in this month's journal related to 'Youth Go'. I hope that readers will judge that in recent times things have been moving forward apace and that with continued support we have every cause for optimism that the growth of Go in the youth sector will continue.

The first UK Go Challenge in 2004 involved more than 400 children in the initial round played in schools. This, together with the 'Outreach' program of Peter and Sheila Wendes (more than 7000 introductions to Go since its inception) has had a huge impact on the number of children playing Go in school. I understand

that Peter is also trying to bend the ear of education secretary Charles Clarke, with a view to raising awareness and lifting the status of Go in schools.

We now have in place a system of Schools Regional Co-ordinators covering the length and breadth of the UK. Their role is to monitor both established and newly developing Go clubs, offering support and advice, and arranging for school visits as needed by our additional network of BGA volunteers.

Alex Selby has managed to solve the problem of producing a Goserver (www.archduke.demon.co.uk/goserver.html) which can be accessed from within school firewalls, opening up all sorts of possibilities for inter-school Go meetings, matches and Go teaching. The youth committee will shortly be seeking help from members who would be willing to act as 'mentors' to up and coming youngsters.

Stephen Bashforth has taken up the editorship of the Youth Newsletter. If, as expected, the Youth membership and Schools membership continues to rise, this will provide an increasingly useful tool for Go education and communication, particularly (as is most often the case) in schools in which there is no Go-playing teacher.

Taking all these factors into account, the indications are very good that the British Youth Championships in January will produce a record-breaking entry for the second year running, and that the UK Go Challenge will grow even bigger in 2005. Obviously, ventures like these cannot succeed without wider support from you, the membership. The Youth Committee offers grateful thanks to the many people

who have contributed in so many different ways to ensure that Go is promoted strongly among our youth.

Mike Lynn

Youth Summer Go Camp

The purpose would be to encourage children along with their parents / guardians, to attend a one week Summer Go Camp. Where the children would be introduced to Go or helped to improve their existing Go skills. Getting their parents playing Go would also be desirable.

One possibility would be to hold the event in the week of 14th – 20th August. This is in the schools' summer holiday, and this is the normal week of the (bi-annual) Isle of Man Tournament. There is no tournament in 2005, and also little likelihood of a conflict with other UK tournaments.

As for the format of the event I would suggest that it largely centre on "Go" in the mornings, say 10.00am to 1.00pm, leaving the afternoons for other recreations, with a free day in the middle.

Quite obviously the priority is to assess possible numbers, age groups and how to attract them. There is clearly a role for the youth newsletter here. I would be especially interested in hearing from anyone with information and experience of liaising with schools and gifted and talented children organisations.

I would be interested to know the BGA members' opinions.

Stephen Bashforth

TEN YEAR AGO

Tony Atkins

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The 38th European Go Congress was held in the ancient city of Maastricht in the Netherlands. Guo Juan was the champion losing only to Manfred Wimmer. Shen Gruangji was second. Guo also won the weekend tournament in which Nottinghamshire's Clive Wright, Brakenhale's David King and Japan's Brian Chandler won 4 out of 5. The Chinese professionals Chen and Wang went on to visit England, Wales and Ireland during the following week. With her win, Guo Juan was clear winner of the European Grand Prix, ahead of Shen. Shutai Zhang was third, not getting any points from the Congress. The next GP places were taken by Bogdanov, Danek, Ledovskoi, Wimmer, Nechanicky, Taranu and Zhao. Matthew Macfadyen took eleventh place.

The US Go Congress was held in Washington DC and most titles were won by John Lee, Debbie Siemon and the Bentham Family. They did let Lee Keun Young win the Open. Many of the visiting Brits won prizes too, including Rickard, Webber, Jones, Warburton and Clare. Matthew Macfadyen won 4 games out of 6. Especially noteworthy was the British team's win of a very large trophy in the friendship match, awarded in a ceremony at the Japanese Embassy.

Wanstead won a team event in Durham, and the Central London club won a team event at a Chinese restaurant in London; Brighton won the kyu section. The Northern was again the British entrant to the European Grand Prix. It clashed with the large Obayashi Cup in Amsterdam (at which Shutai Zhang lost the final to Shen by half a point). Matthew Cocke and Des Cann

ended up equal first in the Northern, top of a list of 70 names. Edmund Shaw won at Milton Keynes and at the 108-strong 25th Wessex John Rickard of Cambridge beat T.Mark Hall in the final round to win. During the autumn Matthew Macfadyen was studying Go teaching in Japan, so his fellow club mate Des Cann had to travel to Shrewsbury to win the Go ban for his club. Also it meant a change to the couples in the Pair Go Championship at Leamington. First were Alison Jones and Nick Webber, with Kirsty Healey and Des Cann second. Meanwhile Alison Cross played in the Women's World Championship in Japan coming 19th. Matthew was there as game recorder and Sato Akiko of Japan was the winner.

Also in Japan Rin Kaiho beat Kobayashi Koichi by three games to one to win the Gosei title. Shortly afterwards Kobayashi got his revenge beating Rin with four straight wins in the Meijin. On the 24th July the great Hashimoto Uтарo died aged 87. He was a founder of the Kansai Kiin, won many titles and was a player in the famous 1945 atomic bomb game. In Korea Yi (Lee) Chang-Ho was doing his national service, but was allowed to carry on playing by serving at the Baduk Association. He was still winning all the titles.

TEN YEARS IN THE LIFE OF THE BGA BOOKSELLER

Gerry Mills

bga-books@britgo.org

“No more cardboard boxes!” When Bob Bagot’s wife Lesley put so much passion into this remark I should have been warned. Eventually my car was loaded roof-high, and we parted on excellent terms. Bob had been the bookseller for eight years and was thinking about retirement and moving house, so he too was happy to see all the boxes depart.

At home where would they all go? Bob recommended that a small number of each book should be handily placed to make it easier to deal with orders by post. At that time he was placing one large order each year on Ishi Press, who were virtually the only publisher of Go books in English in 1994. So the spare bedroom was converted into an office and showroom, while the garage rafters creaked unhappily at the unfamiliar stresses they now had to bear. Little did they know what was coming?

Yutopian was challenging Ishi with a range of Chinese-based books, and their third book “Killer of Go” sold more copies at one of Bob’s last tournaments than any other book before or since. A stream of books followed, and in each case we had to buy 50 or so to get a reasonable price. Before long the quantity of books in stock had doubled, and the garage was about to collapse under the weight of books stored above it.

To ease this problem Steve Bailey took over the task of distributing British Go Journals, for which I was very grateful. In my experience it was unusual for a purchase of BGJ’s to be combined with books.

To add to the workload the BGA had decided to set up a subsidiary company

(BGA Books Ltd) so that Go equipment and books could be sold to non-members. I was happy with this as it seemed a proper way for the BGA to attract more players to the game. Members are entitled to discounted prices, however, which added another complication.

I have been very fortunate to have three Presidents who have all been very supportive. Alex Rix suggested I should stock a shop (Compendia) in Greenwich, and so I made up a parcel of goods to be supplied on sale or return conditions. This was the start of a long and mutually satisfactory trading relationship. Several more shops joined in, and yet another series of prices had to be used. It is pleasing that so far there have been no bad debts from shops. But there were problems connected with VAT. As we weren’t registered for VAT we couldn’t reclaim input VAT so our shops’ customers were paying about 50% more VAT on Go equipment than normal. Also we were being forced by Kiseido policies to buy most of the reprinted Ishi books from the Netherlands, and we had to pay Dutch VAT on these books (in the UK books are VAT free).

When Alison Bexfield took over these VAT problems came under more severe scrutiny, and it was decided that certain procedures had to change. At about the same time a former colleague of mine (Roger Whitehouse) had lost his job, and I took the opportunity to create an intellectual games wholesaler (Payday Games Ltd) which would take over the increasingly onerous task of supplying shops. This also solved the VAT problems.

Now Simon Goss is running the BGA, and a great deal of effort is being put into the development of school Go clubs, who are buying lots of Go sets. Slate and Shell has become a major publisher, and the number of titles currently in stock is about 140, plus about 80 Go World back issues. Two years ago it became clear to me that once again the demands on the bookseller were becoming too onerous, and it was agreed to sell BGA Books Ltd to Payday Games Ltd. As a result the bookseller's job has reverted to its original specification - to supply books on Go to BGA members at advantageous prices.

The last ten years have been a lot of fun for me. I almost always combine taking the bookshop to a tournament with playing in it, and for the last two years at least each such trip has become an excuse for a long weekend. For example, after this year's Bracknell, Moira and I spent the next day at beautiful Wakehurst Place in Sussex. There have been two blunders. The one real horror story was when I promised to attend the West Surrey and to deliver a very expensive Christmas present to a non-member. She turned up - I didn't (I got the date wrong). So the following week I felt obliged to deliver the present to a London address where, surprisingly, I was warmly received. On another occasion I arrived at a tournament in Havant on a Saturday - and had to repeat the journey on the following day. The time wasn't entirely wasted as I enjoyed exploring the beautiful Hampshire countryside.

Book prices have increased slightly during the ten years, but by less than the rate of inflation, thanks to the strength of sterling.

Giving advice to anxious partners, mothers and grandmothers is probably the best part of the job, which naturally peaks at

Christmas. Why do men evade their present-giving responsibilities? I can only recall one BGA member who has bought Go sets from the BGA for presents - me! Please email me if I am wrong. I also like helping people like Franco Pratesi to locate copies of out-of-print books, and this can be regarded as another benefit of BGA membership. Why not donate old Go books to the BGA? We can find good homes for them.

Where does the BGA bookshop go from here? That is up to you, the members. It is now easy to buy Go books on-line, and I have noticed that our mail order sales are slowly falling, when they should be rising. But the opportunity to go to a tournament, to see a wide range of Go books and to discuss them with fellow members is rather special. One day I shall have to give up being the BGA bookseller; at least the job should not be too large for someone, probably retired, to take over from me. But I hope this will not be for a long time - I have promised to go to the Isle of Man tournament first!

COMPETITIONS

There are three regular competitions in the Journal with prizes for submissions in the following categories:

Go Problems See page 86.

Prize: £10 BGA Books Voucher

Interesting Games See page 38.

Prize: A full copy of GoGoD.

Letters See page 52.

Prize: £10 BGA Books Voucher

This issue's winners were Ian Marsh, William Brooks and Roger Peck.

Tony Atkins

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Hamburg Tournament

The German TOYOTA - IGS-PANDANET European Go Tour event was held in Hamburg from 29th to 31st May. It was won by the European Youth Champion, Ondrej Silt from Czechia. Another Czech player Radek Nechanicky (6 dan) and local player Egbert Rittner (6 dan) were squeezed into joint second on tie-break. 205 players took part (50 percent up on 2003) and enjoyed lightning events, a barbeque and video and web broadcast of the top games.

World Amateur Go Championships

64 countries attended this event, originally planned for 2003, at Kurashiki in Japan from 6th to 10th June. Kurashiki in Okayama Prefecture is famous for old buildings containing museums on a willow-lined canal. The congress hotel was a converted ivy-covered cotton mill. The final places were: 1st Korea (Kang Wook Lee) 8 wins, 2nd Taiwan (Yu-Cheng Lai) 7 wins. On 6 wins were 3rd China (Li Fu), 4th France (Bernard Helmstetter), 5th Japan (Seizo Nakazawa), 6th Canada (Xianyu Li), 7th Hong Kong (Ling Ying Tong), 8th USA (Ted Ning) and 9th Luxembourg (Laurent Heiser). In 10th was Czechia (Radek Nechanicky) with 5 wins. UK's Alex Rix came 20th with 4 wins and Ireland's Noel Mitchell was 36th with 3 wins. Bernard Helmstetter of France's result is particularly noteworthy; if the last game to finish had been lost by Sweden then France would have been third by SOSOS tie-break. The Asada Fighting Spirit Prize went to the star of the show, 9-year old Shiba Shaw from India, who is a former street urchin taken in by a Japanese orphanage.

European Go Congress

The 48th European Go Congress was held in Tuchola in Poland from 24th July to 8th August. The venue was the same forestry school used 9 years previously, but travel was easier this time with pick ups arranged from the new Gdansk airport and the town now has some decent restaurants. The Annual General Meeting of the European Go Federation was held in the prestigious venue of the council chamber of the town hall; it was chaired by Tony Atkins as President and attended by Francis Roads for the BGA. A huge number of players registered for the congress and 558 played in the main event. Early leaders on 3 wins were all 7 dans: Alexandre Dinerchtein (Russia), Lee Ki Bong (Korea), Catalin Taranu (Romania) and Lee Hong Bok (Korea). Lee Hong Bok ended the first week unbeaten, with Taranu, Dinerchtein and others were one win behind. Young Kwang Sun from Korea had lost his first game to Dinerchtein but went on to win his other 9 to take first place and the Open Champion's title. Alexandre Dinerchtein's only loss proved to be that against 4th placed Lee Hong Bok, and so Alexandre took second by 1 SOS point and became European Champion again. Topping the group on 7 was Catalin Taranu. 5th was another Romanian, Christian Pop, 6th was Li Ki Bong and 7th was Bernd Radmacher (4 dan Germany) with 7 out of 8. Top UK players were Piers Shepperson in 47th and Francis Roads in 59th, both with 5 out of 10. The only other UK players were Celia and Edward Marshall who played just the first week before going on a sight-seeing tour. The congress was attended by more than a dozen pros, and each round a top game was broadcast to a commentary room and on the Internet. There was also a 310-

strong rapid play played in the afternoons. Youn Kwang Sun (6 dan) from Korea was in the lead on 5 at the end of the first week and remained ahead to win with 8 out of 9. Lee Jungae (Korea) and Ilia Chikchine (Russia) took second and third with 6 wins. Francis Roads was placed 45th. The Weekend Tournament featured only 347 players as many took the time off to go to see the sights or enjoy the sunshine (on the Saturday). Unbeaten winner was Lee Hong Bok (Korea). Second was Alexandre Dinerchtein (Russia) on 5 wins, while topping the group on 4 wins were young Russians, Ilia Chikchine and his professional sister Svetlana Shikshina.

US Go Congress

The 20th US Go Congress was held in Rochester in New York State during the first week of August. It had a record attendance of 428 with players travelling from Japan, and Europe (including our own T.Mark Hall and David Ward) and also 15 professionals, families and over 80 children. The venue was the very smart RIT Conference Center, a step up from the usual university venue. Jie Li won for a second year in a row and also won the Ing Cup. European players did well in the 4 dan section: Ulf Olsson (Sweden) came first and Pal Sannes (Norway) second. In the Ing Pro event Feng Yun (9 dan) beat Mingjiu Jiang (7 dan), Yilun Yang (7 dan) and Huiren Yang (1 dan) to take first place. Other events included the usual continuous Self-paired, Small Board and Lightning events, Crazy Go night, Pair Go (59 pairs) and the Die-Hard's with 97 forgoing their day off.

European Cup

The European Cup is a new grand prix system, where the tournaments buy points so joining the Cup. Most events distribute 30 points to the top players, but big ones

can buy and distribute 60 points. The first 60 point event was the Leksand Open in Sweden on 14th and 15th August. This second Leksand Open was attended by several teaching professionals and won by Willem-Koen Pomstra (Netherlands). His 15 points there, with 3 scored already, put him in joint European Cup first place with Korean visitor Ki-Bong Lee. Lee had won Luxembourg and Mindunai (Lithuania). Second at Leksand was young Czech player Ondrej Silt whose 11 points put him third in the Cup. On 9 points in the Cup rankings are the winners of Tatapoku (Finland) and Locarno (Switzerland) namely Vesa Laatikainen (Finland) and Francesco Marigo (Italy). The first Cup runs up to the end of May 2005.

World Youth Go Championships

The World Youth Go Championships this year was held in Vancouver, Canada, from 16th to 22nd August. This invitation event, based on regional qualifying events, was dominated by young Chinese with professional grades and strong Koreans, as might be expected. In the senior section China's Lingyi Gu won all games and then defeated Korea's Kipyoo Hong in the final. Japan and Taiwan were placed next followed by Russia's Ilia Chikchine and Czechia's Ondrej Silt, both 5 dans winning 3 out of 5. France's Thomas Hubert won 2 games, though Floris Barthel from the Netherlands failed to win a game. In the junior section Jung-Hwan Park of Korea beat Yulin Tong of China to win. Hong Kong took third and Japan fourth. Poland's Mateusz Surma won 2 games and France's Thomas Debarre won 1 game.

Brno Tournament

For the third year running the Czech event in the TOYOTA - IGS-PANDANET European Go Tour was held in Brno. 160 players attended (one more than last year) on the 4th and 5th September. The professional 5 dan currently back living in Romania, Catalin Taranu, was the winner with a perfect 6. Fellow Romanian Cristian Pop (7 dan) was second, losing only to

Tibor Pocsai (6 dan Hungary). Third was Guo Juan (7 dan Netherlands); she lost to Taranu and Pop. Also winning four games were Cornel Burzo (Romania), Csaba Mero (Hungary), Radek Nechanicky and Ondrej Silt (both Czechia). Tibor was not in the top places as he lost his last game to a Polish 2 dan.



THE WORLD AMATEUR GO CHAMPIONSHIP IN JAPAN

Tony Atkins

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This June I got to make my second visit to the World Amateur Go Championship (WAGC) in Japan. There are two ways to be involved with the WAGC: one as a player and one as an official. Both times I have been in the second category, leaving Piers Shepperson and Alex Rix to be our representatives in the first category. The price to pay for a free flight and accommodation is having to sit in on lots of boring, but important, meetings. Arguably this is small price to pay. Altogether this was my fifth trip to Japan, so I knew what to expect.

Anyway I flew out a few days early in order to join the International Go Federation (IGF) director for Europe, Erik Puyt. Erik was studying hard for his sport management masters which he was doing in connection with his work at the European Go Centre in Amsterdam. But when I arrived in Tokyo, he could be easily persuaded to get on with the real work of wining and dining. We met the Overseas Director from the Nihon Kiin, Mr Yamamoto, and his staff and colleagues. We met Stefan Hruschka, who had been the Ing Fund Treasurer for the European Go Federation (EGF) despite living in Tokyo.



Photograph supplied by Alex Rix.

We had a short meeting with long time sponsors of European Go, Fujitsu, in their posh new offices that five years ago had been rusty railway yards. We also visited and went out with some of the staff from the organisation that runs both IGS-PANDANET and the World Pair Go.

Two days later, suitably hung over, Erik and I made our way by monorail to Tokyo's city airport at Haneda. The contestants had all met the night before at a hotel near the international airport at Narita. I had already met Ireland's Noel Mitchell on the flight out, but Alex had only arrived the previous day. I got a great window seat view of

Tokyo Bay, Mount Fuji and Lake Biwa before arriving an hour later at the small airport at Okayama. We all poured on to a fleet of coaches to take us sight seeing. It was a gloriously hot and sunny day and when we arrived for lunch at the visitors centre, the views across the Inland Sea were stunning. Main focus was the Seto Ohashi, the linked bridges that have spanned the 12km gap between the mainland and Shikoku for the last 15 years. We were told the tolls made it too expensive to cross, but they took us half way to a service and exhibition area. A nice feature was a notice listing the times of all the trains crossing the bridge on the deck below the road; sure enough they appeared, just as predicted, in the punctual Japanese style.

The coaches then took us to the host city of Kurashiki. We had to walk the last part of the journey through the ancient cultural quarter, so we knew how nice it was even if like typical Go players we shut ourselves inside later. Now Kurashiki means something like “warehouse row”, and the old rice warehouses still line the willowy canal. Nowadays, though, the warehouses are all museums, souvenir shops and art galleries. The Ivy Square Hotel was just a block from the canal and was converted from an old cotton mill. It was covered with ivy and still had a serrated roof line, but inside was up to usual modern standards. Parts of the hotel complex were museums and galleries too. The mill was the first to use western steam technology and had made huge profits in the 19th Century as a consequence; most of the art displayed had been bought with these profits. Actually more of interest to me than the art were the museums with a local theme, especially the one dedicated to Oyama, the locally born Shogi master.



Flute playing in the opening ceremony.
Photograph supplied by Alex Rix.

Now the other local tourist attraction was the Tivoli Gardens. This was a huge theme park dedicated to Hans Christian Andersen and things Danish. It was situated the other side of the railway station, far enough away not to annoy the Go players with its musical clock with dancing characters and its fairground rides. However the large hall in the park was used for the opening ceremony, so we got to see the inside of the park without having to pay the fee. The ceremony was the usual lavish affair with a wonderful buffet and entertainment by local dancers, musicians and drummers. This was light relief after the seriousness earlier in the day of the IGF meeting (and for me several other meetings).

The next day started with the Friendship Match. All the players got to play a local dignitary and, as one country was arriving late, I got to play too. My opponent was a rather elderly prefecture councillor, but my win was not enough for the world team to win. Paul Edwards from South Africa got a lot of attention in his game as his handicapped opponent had his mother place the stones for him. The games took place in a hall across the road from the hotel. The tables were in the middle with a viewing area around the outside, flags of the nations

on the wall and the big score board at one end. There was a veranda outside, complete with pros, for game analysis, and some of the games were broadcast live on IGS. The serious games started that afternoon, at which point I retired for another serious meeting on worldwide ratings.

The event then proceeded with two games a day, but with extra events such as more matches against local schools and clubs fitted in during the evenings or lunchtimes. Monday was a meeting free day for me, and though the rainy season the weather was set fine. So I went off to cross all of the Seto Ohashi. This time I crossed by train to Takamatsu, a port with a ruined castle just over the bridge on the left. It threatened rain so I quickly left by ferry back to the mainland. As soon as it had left harbour, the sun came out, and I had a gorgeous hour cruising the inland sea to Uno, from where I returned by train. Later in the week my second big trip was by train to Himeji in the adjacent prefecture. This is home of the white egret castle, one of the few remaining intact Japanese castles that has not had to be reconstructed. Next to the castle is a small zoo, so it was quite a varied day out, going out by local train and back by the express Shinkansen.

By the Thursday it was time for the last round. It proved quite exciting too with the chance of France coming as high as third depending on how earlier opponents did. In fact they ended fourth behind Korea, Taiwan and China. The teams I was supporting were not disappointed with their results. Alex scored 5 (20th) beating Portugal, Belarus, Belgium, Slovakia and Croatia, but losing to Japan, Czechia and Hungary (as expected). Noel Mitchell scored 4 (36th), beating Israel, Venezuela, Italy and Nepal, but losing to Russia, Germany, Argentina and Belgium. Paul

Edwards won 3 (55th), beating Panama, Venezuela and Peru. Portugal's Jose Teles de Menezes beat India and Peru to score 2 (57th).

Then we all packed into the hotel's main hall for the prize giving. As usual the Korean winner got fed up with the number of trophies and certificates he received, but nobody was fed up with the rapturous applause received by Shiba Shaw, the young Indian former street urchin who was awarded the Asada Fighting Spirit Prize. Luckily for him he had been taken in by a Japanese-run orphanage that taught Go. The last evening party was held at the local Go club. A small two storey building next to the hospital was packed full of players and locals who ate, drank, played Go and were quizzed by the well-known pro Shirae, for several pleasant hours.

The final organised day for most was wet. After a coach to neighbouring Okayama city we trudged around the black crow castle (reconstructed) and the famous 17th century park under a well organised raft of umbrellas. We had lunch in the park pavilion favoured by Emperor Hirohito, before splitting into two. Half of us visited a local temple in the rain before hopping the plane back to Tokyo before the bulk of the typhoon arrived. The others, including Alex, stayed on in Okayama for a session with local kids and then a 1000 person match in an arcade, returning to Tokyo the following day. I spent a few more days in Tokyo, thanks to Richard Hunter and Louise Bremner, before returning to England with many delightful memories of a great Go event (but not of the boring meetings).

A GAME FROM THE 25TH WORLD AMATEUR GO CHAMPIONSHIP

Alexandre Dinerchtein

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Black: Bernard Helmstetter

5-dan (France)

White: Lee Kangwook

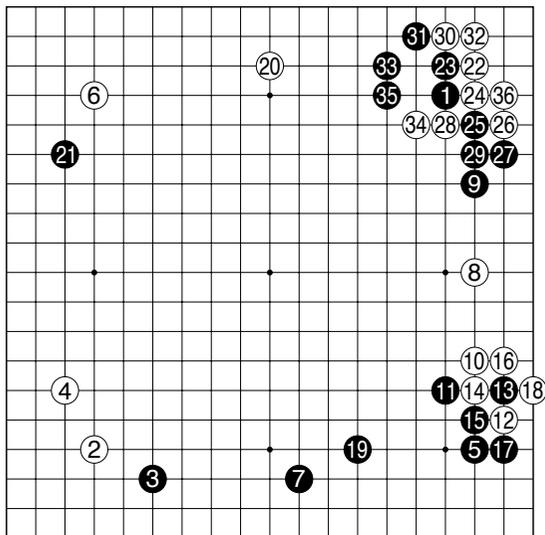
7-dan (Korea)

Komi: 6.5 points

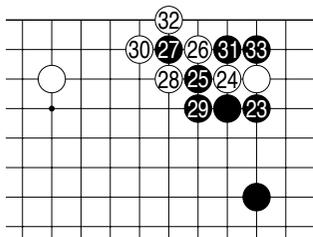
Figure 1 (1 – 36)

19 The famous pattern.

23 This is in the wrong direction –
Diagram 1 shows the correct choice.



□ Figure 1 (1 - 36)



□ Diagram 1

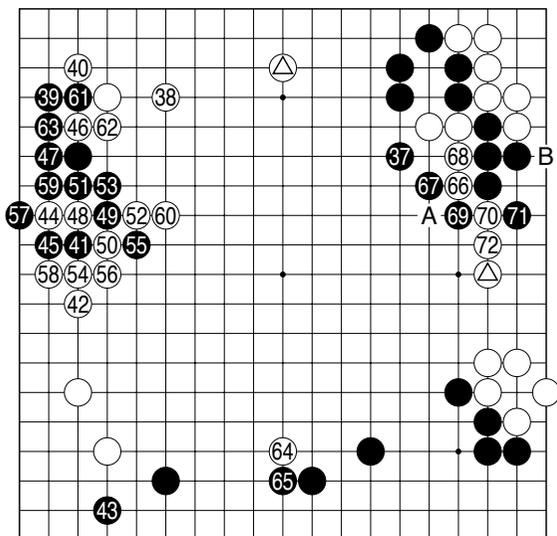
Figure 2 (37 – 72)

37 Black's wall is useless because of
the marked stones.

44 The famous tesuji.

45 It is better to block from the other
side – Diagram 2 shows the common
way.

47 is the wrong answer – Diagram 3
shows the proper one. The move
shown in diagram 4 is also bad as
White's shape would be really
powerful.



□ Figure 2 (37 - 72)

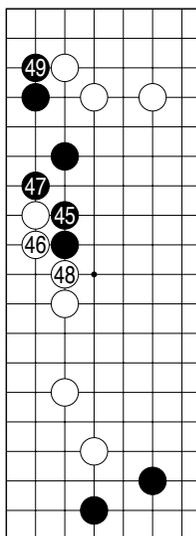
57 The result is terrible for Black.

64 A ladder breaker.

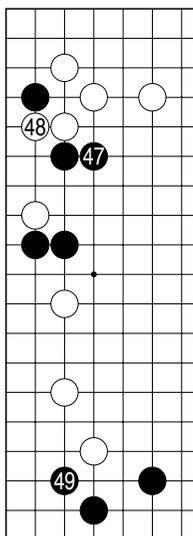
65 It is urgent for Black to defend at 72.

66 The game is over.

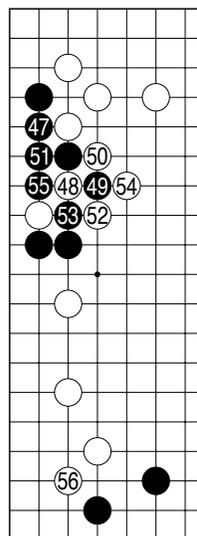
72 A and B are miai points.



□ Diagram 2



□ Diagram 3



□ Diagram 4

Go4Go.NET

<http://www.go4go.net/english/commentary/>

500 commented games a year, including 5 commented professional games covering major Go events every week, 5 commented top-level amateur games played on KGS every week, and occasional special topics about European and American Go tournaments.

NOT GO PROBLEMS

GO PLAYERS' ANAGRAMS BY TONY ATKINS

All the following are BGA Dan players. They are all on the European rating list for UK and are mentioned in this issue of the Journal. (Originally From West Surrey Handicap 1999).

PRESS PERSON HIPE

FAT HAMMY WET DANCE

KRALTH MAL

HEARTY KYLIES

GIRLY RELMS

SHAM TULIP

CRASS OF DRAIN

FOXIE SANDI BELL

SOLUTIONS

MINNY BOTANG

MISS GOONS

ON PAGE 91.

GO SIX MILES HIGH

Tony Atkins

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Every time in the past when given the chance to fill in a questionnaire on Japanese Airlines (JAL), I have always put that it is a shame that the games console on the seat does not feature Go. There is a tradition that JAL planes always carry Go sets for passengers and a rumour these if these exist they are the cardboard sort. Anyway coming back from Japan in June the plane was not the standard jumbo jet, but was a smaller and more modern Boeing 777. This meant it had the Magic 3 entertainment system which features films on request and many more games to play using the controller. Having watched the best movies, I called up the games menu and was about to resort to Tic-Tac-Toe when I accidentally hit the down key and got a second page of games, real ones at that. Mahjong, Reversi, Shogi, Shanghai and believe it or not Go featured. I had to give the Go program a test so I selected it and up it came.

When selected to play, the 19x19 board was displayed with wood effect on the left of the screen. The time used by both players was shown along with the number of captives. A display box showed any messages, such as "White is winner", "It's your turn" and "Computer judging". You could select the handicap as default (5.5), none or from 2 to 9 stones. I could beat it easily on the 9 as expected. To play you had to use the four arrowed rocker switch on the hand held control to position the cursor and then press the "Y" button to play. "A" gave Help and "X" Quit. There was a hard, medium and easy level option. The other options you could use were Pass, Retract (one move only), Reshow (flashes the last move) and Resign. The computer tended to play quite fast and you could miss where it played, especially if it played tenuki, as it did not

highlight the last stone. I lost several large groups before discovering the Reshow option. The Retract option was useful when you failed to manipulate the rocker switch correctly and missed the correct intersection. After several games my rocker switch was getting quite tired and Retract had to be used several times. Also lack of response by the rocker made my play rather slower than the computer; it used 100 seconds to my 480 in one game.

As for its style of play, it did a lot of reasonable things. It knew some joseki (though not the Taisha), liked to hane and push, but did not spot cuts. However it did understand two eyes and, if it thought one of your groups was killable, it would plug away hoping for you to crumble. It did know when enough was enough and resigned the even game we played. It once played an odd 2-1 point invasion under a large captured area. At the end of the game it filled dame, even though there was a point of score left. It showed the life and death of each group and counted the scores, declaring who had won, but not by how much; the message box covered the middle of the board so you could not check its calculations.

Anyway it was good to see it there, although a little hard to find, and it was certainly an amusing way to pass one of the 11 hours of the flight. I then tried the Shogi program. This tried to bore me to death by repeating the same series of moves, so I got desperate and played a bad move. At this point it then proceeded to wipe me off the board. I only played it once, and did something less humiliating instead.

GO GETS COOL - THE STORY OF FRIDGEGO

Peter Wendes

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The chances of coming across Go by accident are fairly remote in the West. As a result, most people do not even have a choice about exploring the game and so many potential Go players are lost. If more young players are to be found, then Go needs to be available in a wider variety of places and forms. As part of my Go awareness-raising activities I am always looking for such opportunities.

In early 2003 Sheila and I were wandering round our local marina, Port Solent, in search of a decent cup of coffee. We passed by a games shop, the kind that has board games, juggling equipment, kites etc, and looked in to see if they stocked Go. They did, but a rather disappointing set with stones about the size of Smarties. However, they did have a display of the **fridgeplay** range of magnetic games - chess, backgammon etc., and I took details of the website www.fridgeplay.com to see if there was any chance of getting the company interested in Go.

Scott and Marty at fridgeplay are chess players, but might have redeemed themselves in the eyes of the savage gods of Go by taking my suggestion seriously from the start. They had met in the kitchen at a party and had thought it would be nice to play chess on the fridge. From this chance meeting sprang the company fridgeplay, based in Soho, and selling now selling a range of magnetic products worldwide. I arranged to meet up with them on the same day I had my first meeting with the Secretary of State for Education, Charles Clarke, as I thought this would be in London, but it turned out to be in Norwich instead, so I had to cancel at short notice.

We met, a few months later, at Hamleys on Regent Street where Sheila and I were doing a Go demonstration, and, after some interesting discussion, Scott suggested a pilot run of 1000 sets, if I would underwrite the cost of producing 500.

The fridgeplay format allows for a 9x9 board. This part was fairly straightforward, but we needed a very clear set of rules, and a good strong image for the front cover. The project could not have progressed without the hard work of Simon Goss, who produced admirably concise rules for both capture and territory Go, and who obtained permission for us to use of the image of a woodblock print (Sheila's choice) of a Japanese Go player giving the board a very fierce stare.

Fridgego will be available from me from the end of November, and will be formally launched late 2004 or early 2005. It will be available in Virgin Megastores, bookshops and games outlets and hopefully will bring Go to places it might never have reached. We will be taking fridgego to Japan in November when we join Yasuda sensei on his 'Go and Communication' tour of Kashiwa City, Tokyo and Nagano, which will be the subject of an article in the next Journal.

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WAGC - THE GAME FOR 1ST PLACE

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This is the game from the 25th World Amateur Go Championship that decided first place.

Black: Fu Li

7-dan (China).

White: Lee Kangwook

7-dan (S.Korea)

Komi: 6.5 points

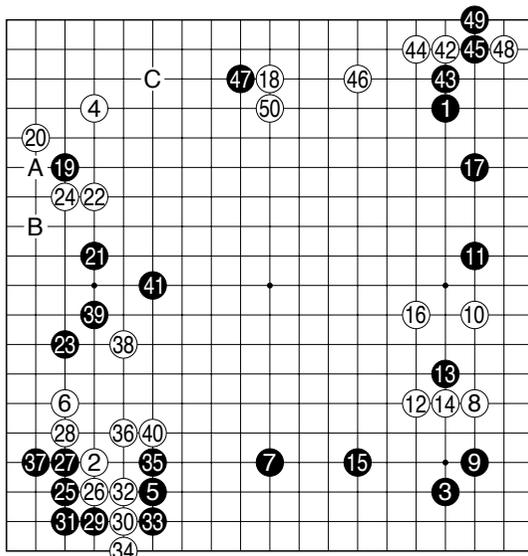
Figure 1 (1 – 50)

16 Nowadays in China the classic Kobayashi opening is extremely popular.

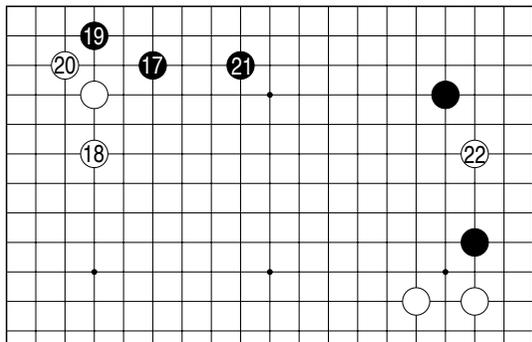
17 The right direction - The invasion shown in diagram 1 would be painful for Black.

21 Black can block at A as well – Diagram 2 shows the common joseki.

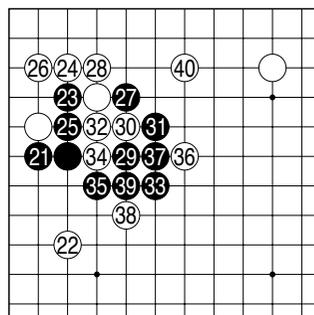
22 An interesting tesuji, invented few years ago.



□ Figure 1 (1 - 50)



□ Diagram 1



□ Diagram 2

23 The plan is dubious – Diagrams 3, 4 and 5 show some alternatives plays.

Diagram 3, black's shape would be terrible.

Diagram 4, it is not easy for Black to fight like this.

Diagram 5 is the best answer. The result would be equal.

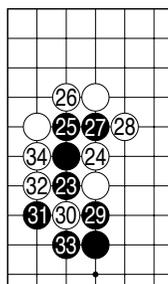
24 White's construction is really powerful.

41 Keima at B is probably better here.

43 is the correct answer – compare this to diagram 6 where Black's wall would not be effective.

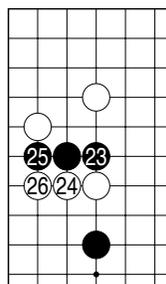
47 The invasion is strange. Kakari at C would be normal here.

48 A probe.

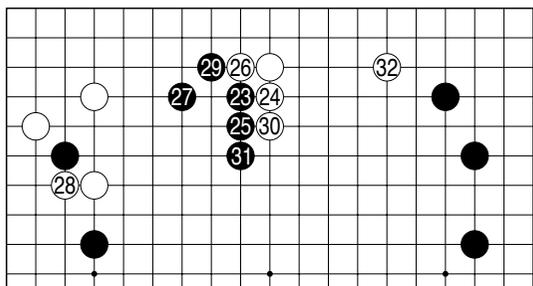


□ Diagram 3

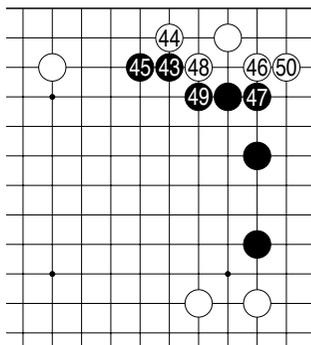
35 at 30



□ Diagram 4



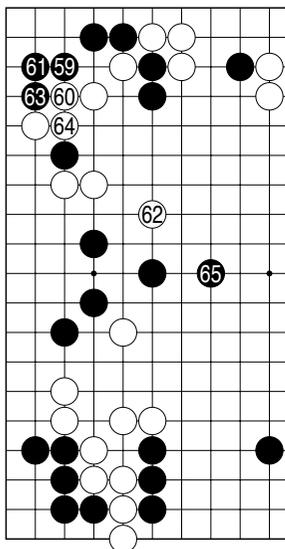
□ Diagram 5



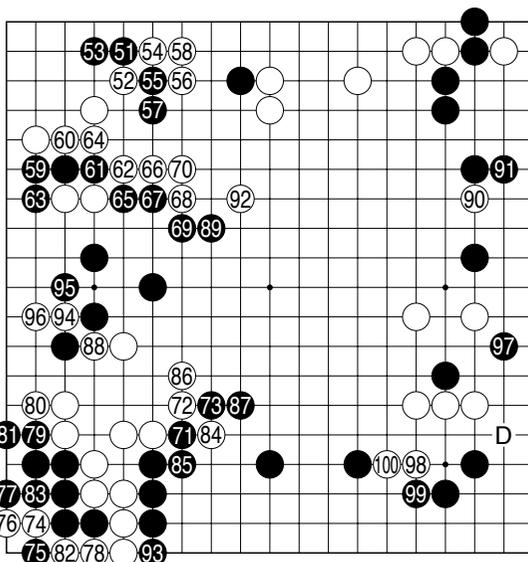
□ Diagram 6

Figure 2 (51 – 100)

59 I would prefer to save the corner – see diagram 7, the result would be equal.



□ Diagram 7



□ Figure 2 (51 - 100)

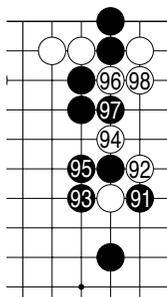
70 White's territory is huge.

91 is the only move – compare this to diagram 8 where White's corner would be too big.

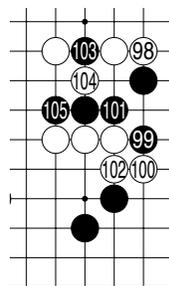
92 Kosumi at D is probably better here.

97 The famous invasion.

98 White cannot kill the invader directly – if White tries as in diagram 9 he would be in trouble.



□ Diagram 8



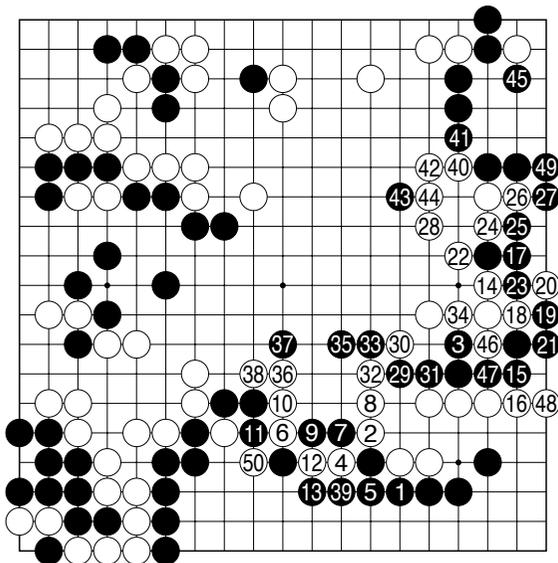
□ Diagram 9

Figure 3 (101 – 150)

103 I would prefer to connect solidly at 119.

133 An overplay.

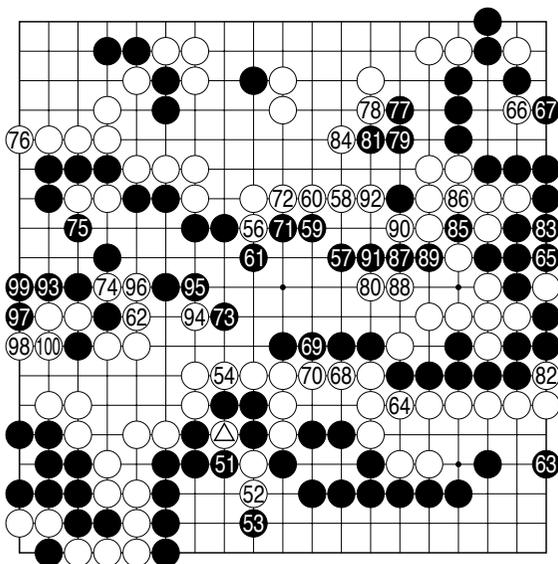
145 The result is not good for Black.



□ Figure 3 (101 - 150)

Figure 4 (151 – 200)

156 Black's strategy failed.

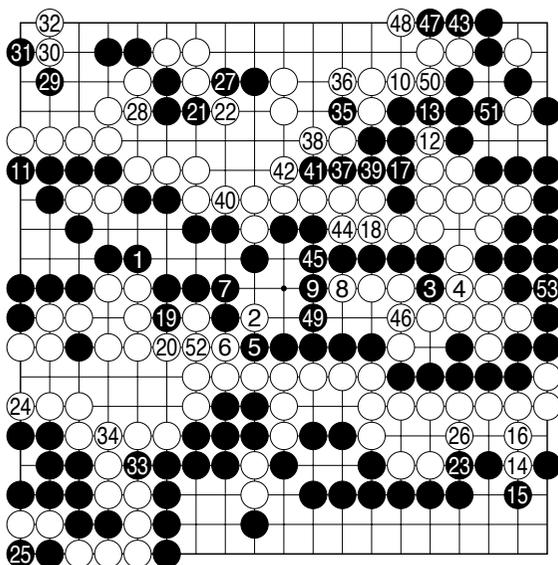


□ Figure 4 (151 - 200)

155 at White triangle

Figure 5 (201 – 253)

White won by 1.5 points.



□ Figure 5 (201 - 253)



TUCHOLA AND THE IOM REVISITED

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“Where are all the Brits?”

I was asked this question at the European Go Congress several times, and really had no proper answer. Only two of us, Piers Shepperson and myself, stayed for the full two weeks. Two Manx players showed up for the first week, and a couple of other Brits were there for shorter times, but didn't play in the main tournament. It must have been the lowest attendance from the British Isles for many years.

So what did you all miss? It is unusual for the European Congress to be held at the same location as a previous one (1995), but the EGF had accepted the offer of the Polish Go Association to run it again in the Forestry College at Tuchola, a small town in

the north of the country appropriately surrounded by forest.

“The town has developed since last time,” we were told. “There are now three restaurants instead of two.” It is indeed quite a small place, but in fact there were also some pleasant bars and cafes where you could sit outside and eat and drink in the warm weather. Polish prices remain ridiculously cheap: it was hard to spend more than £3 in a restaurant. The surroundings are as pleasant as ever, with a local lake for swimming, and river and forest walks a-plenty. My well appointed hotel proved to be 4km from the venue, so I was grateful to be able to hire a bicycle for the duration.

I opted for an off-day excursion into the forest, where we were told perhaps a little more than some of us wanted to know about forestry and the local history, and another to Torun, an ancient town which likes to remind you that it is Copernicus's birthplace. And there were entertainments on the Go-playing days as well. On one evening some of us trooped off to a hotel in the forest to hear an impromptu concert for unaccompanied violin by a Japanese violinist who happened to have her instrument with her; on another evening there was an extraordinary concert on site of 45 minutes of improvised music for trumpet and piano. And many other bits and pieces too numerous to list

Perhaps it didn't classify as entertainment, but on the middle Friday I had the honour of representing the BGA at the EGF Delegates Meeting, ably chaired by our own Tony Atkins. It was held in the main debating chamber in Tuchola Town Hall, which imposing surroundings gave proceedings a certain air of importance. We started promptly at 7.00 pm, and finished at about 11.25, so it wasn't one of the EGF's longer sessions. Details of what was discussed you can find elsewhere, but I was left with the impression that the EGF, encompassing as it now does over 30 countries, is becoming perhaps a little too large and unwieldy for its present purely amateur administrative structure.

So what about the Go? Results again you can find elsewhere. The organisation was a good deal better than in 1995, though it creaked occasionally. For example, if the referees decide to hide themselves away in an

office, I don't expect to find the office empty during playing hours. And I do find it rather unwelcoming to be made to wait for over an hour in a registration queue. But in general it all ran well, with not too many late draws.

So what kept the Brits away? I've asked various individuals, and been given such answers as: "Difficult to get to"; (wrong; cheap flight direct to Gdansk and direct coach provided by the organisers); "Poor organisation last time"; (fair enough, but they took the opportunity to improve it); and "But I've been there before." Well maybe, but none of these reasons kept over 600 other players away, if you include those who attended the Weekend Tournament. I really felt rather embarrassed by the lack of interest from my countrymen and women.

A week later I went to the Isle of Man Congress, at the Cherry Orchard Hotel in Port Erin. I have written about it many times before, and it remains my favourite of all Go events. Here at least the attendance held up, at 44 players in the main tournament, as well as the usual array of non-go-playing family members. The format was the familiar one, with a five-round



Natasha Regan with her son Oscar.
Photograph supplied by Leo Phillips.

“Morning Tournament” and a three round “Afternoon Tournament”, with two afternoons and various evenings devoted to handicap and other forms of the game. The evening entertainment included a quiz, a musical evening and a dinner.

The organisers had reverted to the former format of placing the rest day somewhat incongruously on the final Friday of the week. The idea was to enable players to travel to Manchester in time for the Mind Sports Olympiad. As there were no go events at all during its first weekend, I don’t think that there was much take-up for this facility, and I hope that they’ll move the rest day back to Wednesday in 2006.

Watch out for FlyBe, the low cost airline

which took me from London to the island. Safety is paramount, so I have no problem with the pilot aborting the landing at Ronaldsway owing to a sudden bank of Manx fog. But his statement that “We haven’t enough fuel for a second attempt” left me wondering; what would have happened if Belfast Airport, the plane’s final destination, had also been closed? And it then took FlyBe seven hours to find another plane to carry about 15 of us on the 20-minute hop back to Ronaldsway. Getting to Tuchola was actually much quicker.

As for the European Congress, you now have the choice of Prague (2005), Rome (2006), Austria (2007), Sweden (2008) and possibly Belgium (2009). I hope not to feel quite so embarrassed next time I go!

THE AMERICAN GO CONGRESS IN ROCHESTER

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I attended the US Congress from 31 July to 8 August this year, foregoing the delights of Tuchola in Poland, although I am more likely to go to the Congress in Prague next year. I once wrote that each Congress has its own atmosphere and flavour and that is certainly the case of the two US Congresses I have attended.

Last year was in the sticky heat of Houston, Texas; this year was far cooler in northern New York State, almost on the shores of Lake Ontario and a short ride away from Niagara Falls. I did see the first but not the second. The organisation was extremely good and helpful, even going so far as to drive me to a nearby computer store when the power switch on my laptop broke. The Congress was held in the RIT Inn outside Rochester itself which is a fairly modern hotel with excellent facilities (spots David

Ward taking a swim in the pool) and enough room for the 400+ participants to play Go in all variants imaginable, plus Pits and Poker, and I even saw two people playing Chess!

There seem to be far more meetings, perhaps consultative, about systems and organisation that members can attend; whereas in Europe the members would far rather be having a drink in a local café or bar. I tend not to get involved too much now in side events, but I get the feeling that the Americans have a greater number of things organised, including having a set area for vendors to display and sell their goods.

Three Brits and a couple of Scandinavians made their separate ways to Rochester. Having had enough of flying for a while, I decided to travel to and from Rochester by train on the Amtrak Empire Express, which took about 6 hours from Penn Station in

New York. Having mentioned this to David, I found out that he, Ulf Olssen and Pal Sannes also opted to travel this way and we travelled back to New York on the same train at the end of the week (which arrived in New York an hour late). I spent a couple of days in Rochester before the Congress as a holiday and, weather permitting, managed to get some sightseeing in around the town itself. However, the weather did not always permit, some days being rather grey and gloomy. There had been a fair amount of rain around and the Genesee River was rather muddy with debris.

I visited the Rochester Go Club on the Tuesday night at the Rochester Institute of Technology and met many of the people involved in the organisation and played a game. I was shown an enormous sculpture called the Sentinel on the RIT grounds and kindly given a lift back into Rochester by one of the players. I learned later that he tried to contact me for the next club night at my hotel, but I had already gone out for a rare bit of sightseeing.

I have my disagreements with the method of draw used at US Congresses. To give an example; one Japanese visitor ranked at 5 dan played, and lost, 5 successive games to other 5 dans. He was then drawn against a 4 dan who had won 2 out of 5, only playing other 4 dans. To those with past history and a long memory, the system best resembles the one used at the Vienna European in 1990. I did point out that the McMahon system had developed beyond its original conception but was given the answer that they had invented the system so they should know better. That is the way they run their tournaments so I advise anyone visiting from Europe not to expect a “McMahon” tournament using the draw systems that we



Photograph supplied by T Mark Hall.

have become used to. I had a good time playing quick games, but not taking it at all seriously, before relaxing near the pool, chatting with friends, playing through games, watching pros comment, before going to display GoGoD in the vendor’s room. There were always lectures, simuls, commentaries and tournaments taking place, besides table tennis, poker and Pits, to keep everybody involved for the week. Perhaps the European has a slightly less frenetic pace because there are two weeks to do everything. It certainly is a relief not to be involved with EGF business at a Congress; I spent 15 years going to meetings at Europeans and did not feel that it was necessary for me to find out about the number of different meetings the AGA held, almost on an hourly basis throughout the day, on the many subjects which interested them, except on the day that the fire alarm went off and the building evacuated.

Next year’s Congress will be held in Tacoma, Washington State, almost in the shadow of the tallest mountain in North America. I can recommend a visit to the US Congress for good organisation and friendly people. However, I have my own personal caveats about treating it as a serious tournament.

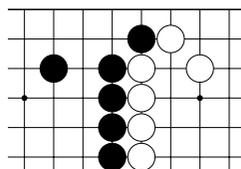
THE BOUNDARY SHIFT METHOD

Andrew Grant

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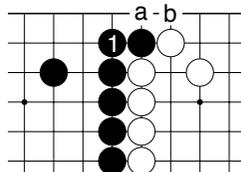
Calculating the value of moves in the endgame is one of those things that we all know we should do, but few of us actually do it. However, this is largely due to the way we are taught to do it, which is, after all, quite difficult. In this article I want to describe a rather easier way of doing endgame calculations, but first I'll quickly run through the traditional method.

Diagram 1 - What is the value of a play on the edge here? First we have to read out what each player can do in this position.



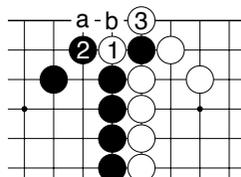
□ Diagram 1

Diagram 2 - Black plays first. After black 1, Black has ended in gote. Afterwards, both white a and black b are gote. For counting purposes we assume black a and white b.



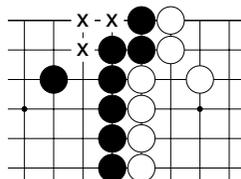
□ Diagram 2

Diagram 3 - White plays first. After white 3, White has ended in gote. At the very end of the game when it becomes sente, Black will play a and White will answer at b.



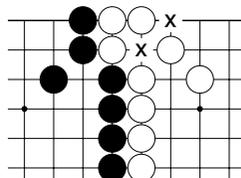
□ Diagram 3

Diagram 4 - The traditional method of calculating the value (as given, for instance, in "The Endgame" by Ogawa and Davies) requires us to compare these two results. In diagram 4 Black has three points marked x that he does not have in diagram 5 below.



□ Diagram 4

Diagram 5 - White has two points marked x that he does not have in diagram 4 plus one point for the prisoner; three points in all. The value of the first play in diagram 1 is the difference between these two results; 6 points in gote.



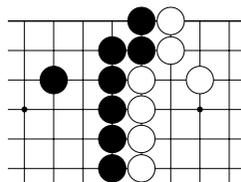
□ Diagram 5

This is a very difficult calculation to carry out in practice during a game, as you have to visualise both results simultaneously to compare them. It's not uncommon to have to read out both players' results more than once to check you've made the comparison correctly. In practice few amateurs are likely to have

the inclination to do this. Some players just memorise a large number of typical endgame positions with their values, but this sort of memory work doesn't help in an unfamiliar position.

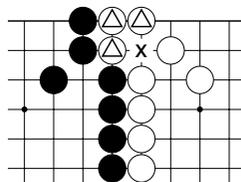
The Boundary Shift Method, based on the Chinese concept of territory, is a much easier and quicker method of calculating the value of a move.

Diagram 6 - We read out Black's sequence as before, and establish the boundary of the territories (Chinese style - that is, including occupied points as well as surrounded ones). Imagine a boundary line passing between the black and white positions and remember its route.



□ Diagram 6

Diagram 7 - With White playing first, we can see the boundary has shifted by 4 points - that is, four intersections (the three occupied by triangle stones plus the point marked x) that were on Black's side of the boundary are now on White's side. We say there is a boundary shift of 4 points, and it relates directly to the size of the move as follows:



□ Diagram 7

If the position is double-sente, then double the boundary shift.

If the position is one-sided sente, double the boundary shift and subtract one.

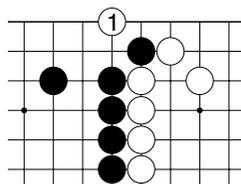
If the position is double-gote, double the boundary shift and subtract two.

Since this is a double-gote position, we double the boundary shift and subtract two to get the answer. $(4 \times 2) - 2 = 6$ points in gote, as before.

With this method, you can read out the result when Black plays first, determine the boundary line, then the position of this line is all you have to remember when reading out White's sequence. You don't need to check which vacant points are gained or lost on each side, you don't even care about the prisoner White captured when he played first. You don't have to remember the position in detail at all. Once you get

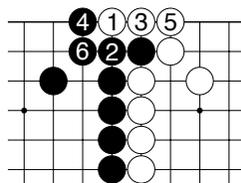
used to it, this method is much easier and quicker than the traditional calculation.

Diagram 8 - The first time I showed this method to a group of Go players, using the previous example, one of them asked “Isn’t white 1 here better?” Well, we can use the boundary shift method to find out how good it actually is.



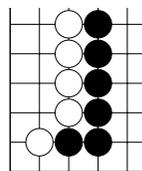
□ Diagram 8

Diagram 9 - Black should play 2 here. After the moves to 6, White has sente. If we compare this to diagram 4, we see white 1 and 3 are on the other side of the boundary. The boundary shift is therefore now only 2 points. And the value? If White plays this way the position is one-sided sente rather than double gote. So double the boundary shift and subtract one for a value of 3 points in sente.



□ Diagram 9

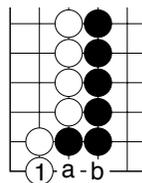
So when considered in isolation, the answer is that neither white 1 in diagram 9 nor white 1 in diagram 3 is better, since 3 points in sente are considered equivalent to 6 points in gote. Which sequence you play depends on whether you would rather have the sente or the extra points, which in turn depends upon the value of moves elsewhere.



□ Diagram 10

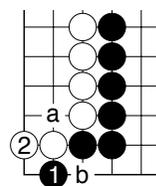
There’s a minor difficulty that occasionally crops up, because the boundary shift isn’t always as clear cut as in the previous examples.

Diagram 11 - Here, we want to know the value of a move in the corner.



□ Diagram 11

Diagram 11 - White plays first and ends in gote (actually reverse sente). Later he can play white a, black b in sente, so we include this exchange as White’s privilege. So the boundary will pass between the points a and b.

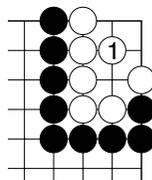


□ Diagram 12

Diagram 12 - Black can play in sente. When the dame are filled White will play a and Black b. Either player might get the last dame in the corner - under Japanese rules it doesn’t even matter. But the boundary shift

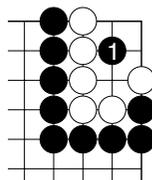
will be either 2 or 3 depending on who gets to play here. To calculate the boundary shift in this position we give Black and White half each of this final dame for a value of $2\frac{1}{2}$. Double this and subtract one (because it's one-sided sente for Black) to get the correct value, 4 points in sente.

Diagram 13 - The boundary shift concept can come in handy even for positions which you wouldn't necessarily think of as endgame positions. How much is living with White 1 worth?



□ Diagram 13

Diagram 14 - If Black gets here first, the boundary isn't so much shifted as eradicated; but that makes the boundary shift very quick to calculate. It is 11 points - the total area within White's boundary in diagram 13. Double this and subtract two (since both white 1 in diagram 13 and black 1 in diagram 14 are gote). Living (or killing) is worth 20 points in gote.



□ Diagram 14

SMARTGO® - A POWERFUL GAME EDITOR THAT ALSO PLAYS GO

Mike Harvey

m8harvey@yahoo.com

My first impression of SmartGo was of a bewildering range of options, so that I didn't know where to start. I discovered later that there were even more toolbars that are initially hidden. Most of them relate to diagramming, annotation, editing and maintaining a library of game records, and these are SmartGo's strengths. Simply playing Go against it is to ignore its best capabilities. The facilities to annotate games, create diagrams, compose problems and to make a library of games are extensive. With the optional library of 27,000 professional games you have the opportunity to study fuseki and joseki, including the interesting statistics of how frequently a particular move has led to victory or defeat. Rather than describe the tools in detail I suggest you download the SmartGo:Viewer from www.smartgo.com

and see for yourself. A 9x9 player and the user manual are also freely available.

As for playing strength, I gave SmartGo nine stones on a 2 gigahertz laptop with plenty of memory and a time limit of 45 minutes. I deliberately played non-joseki moves and I quickly led it into a couple of fights where the status of my groups was uncertain. Twice it let me capture cutting stones when I wasn't expecting to, and once it filled in a liberty of its own 20 stone group, only to let me capture it 2 moves later. I won by 93. I then tried giving SmartGo 4 stones on a 9x9 board. Again I won. It's not that SmartGo played bad moves. It is more that it occasionally lost the thread and let bad things happen. There are some comments by the author, Anders Keirulf, on the web site about how SmartGo

plays, in particular about SmartGo examining the whole board without particular regard to the last move. This is both a strength and a weakness. It is bad to follow your opponent around the board, but it is dangerous to pay too little attention to the moves of your opponent.

If you are looking for a tool to maintain a library of game records, annotate games or draw diagrams SmartGo:Player could be the tool for you. If you would also like to study professional games, joseki and fuseki, consider SmartGo:Combo which includes

the library of 27,000 professional games both ancient and modern.

The programme is available for purchase from the SmartGo website:
www.smartgo.com

SmartGo:Games (the professional games library) is available on it own for \$30. SmartGo:Player is \$59 and SmartGo:Combo is \$84, which at present exchange rates equate to under £20, £35 and £50 respectively.

MANY FACES OF GO JOSEKI BASE

William Brooks

go_champ@hotmail.com

The Many Faces of Go Joseki Base is a very useful piece of software for the PDA created by David Fotland. It contains josekis for corner positions starting from the 5-5 to 3-3 points and has a very thorough set of variations. It allows you to do much more than just play through normal sequences, as it includes good plays, trick plays and ways to punish your opponent's mistakes. Moreover these all help you to see other possibilities during games. I find it extremely useful as a reference tool when reviewing games, as you can see other possible outcomes and what you should have played. However, when playing through games, it can be infuriating when a move is played which is not joseki and thus you cannot see how to counter it.

Also, being on a PDA, it is a lot more portable than a laptop and a lot easier to access than any joseki book, as you can instantly access the required data. However, it cannot fit comments in it, as this would take up too much memory, and so there is no way of telling the best joseki.

It is also highly addictive for playing through random variations while on journeys! You may find yourself missing your stop while engrossed in it, so I would advise always travelling with a friend.

It has a very large amount of data in it (50,000 moves!) but at 79k it is easily small enough to fit on all PDA's without making inroads into the memory. It only requires Palm OS 2.0 or above and so will run on nearly all Palm units (I use it on my Palm V).

I would recommend it to anyone with a Palm OS PDA as it is simple and easy to use and does what you want it to. However, at \$20 dollars it is not cheap, so I would advise people to try out the free 3-3 josekis before buying it. The full package and the free trial version are both available from www.smart-games.com/PalmOS.html

GoGoD - GAME OF GO ON DISK REVIEW

Andrew Morris

andrew@armsreach.freemove.co.uk

In the old days mighty tomes would arrive on a reviewer's desk with a 'thwump'.

GoGoD, a massive database of over thirty thousand professional games, plus additional material and go utility programs, comes on one CD. It registers scarcely a clatter.

GoGoD, which is the result of T Mark Hall and John Fairbairn's teamwork, is more than just a collection of game files. In addition to the game database, which takes up roughly half of the disk, the package includes: some commented 19x19 and small board games; a joseki database and a selection of classic puzzles; written materials in web-based format, notably a selection of articles on the history of Go, and on important players; and finally a good selection of third party products, many of them available elsewhere, but all definitely worth a look.

Go Database

The files are all in sgf format, with annotation (of source, players, event etc.) but no commentary. Most are from the last 150 years, with roughly half from the last twenty years. The majority of the games are professional tournament matches, with a few historical matches and some pro-pro friendlies. The standard is typically at least 5-dan professional, usually much higher. I spotted one pro-amateur vanity match that crept in. All of the major Go playing nations are fairly represented, though Japan naturally dominates the earlier records.

The authors are clearly aware of the value of this collection as a research tool, and have taken due care with annotation. One cannot help being impressed by a collection like this.

Utilities

The main go record interface is GoGoD95. It is quite an old sgf editor and does not handle variations. A nice feature is the pot by each of the player's names, which fills up with captured stones. You can easily count these by holding your mouse pointer over the tub. There is also Go Scorer, which allows you to play through a game, guessing the next move. This is helpful to people like me, who can find themselves clicking through a game without taking anything in. It may also be useful if you like to memorize games.

There are two other programs accessible from within GoGoD95. A tool for converting between Western and Japanese dates, and Onomasticon, which accesses a database of professional players. This references names in Chinese, Korean and both Japanese alphabets as well as the Latin equivalent. The biographies give dates of birth promotions and death and up to a couple of paragraphs of additional material. Some players also merit a photograph. There is also a glossary of go terms, and a gazetteer of relevant places.

Each extra feature on the disk seems to need a separate program, which for me is a major niggle. I cannot help feeling that it would not have taken much more effort to bring these all under one roof. This is particularly frustrating when one program makes a poor job of replicating the features of another.

The Go Library is the main database used for adding and accessing records. It has a database separate from the main directory, including game records in a condensed

format. With it you can find records by player or event. In addition you can do pattern searches, for example to examine a particular joseki or fuseki pattern. Searching can take a little while, on my old machine enough time to make a cup of tea. Joseki Library has a selection of more interesting joseki. It makes a list (from a database) of games which contain particular lines.

There are 750 classic problems, 100 professional (high standard) 9 by 9 games and 100 commented games. All of these are worth a look. The problems are fairly difficult (1-dan and up) and interesting. The commented games vary from one line (the teacher could not see the point of white 178), to a maze of alternate lines of play covering joseki, fuseki and biographical details. Most are equivalent to BGI game commentary.

Historical and Background Material

After the collection of games, the next most impressive feature is a wide selection of articles. They come in the form of a web site (HTML), which is straightforward to navigate. This has clearly been put together by someone who has spent a lot of time in Asia, and has taken a keen interest in the developments and controversies in go over there. The writing is often lively, and always interesting and informative.

The list of tournaments is extensive, and in parts quite detailed. I am glad of the overview sections, because otherwise I would be quite lost. This feeds into many of recent histories and biographies, especially to do with Japan. There are also a number of interviews, which can be delightfully personal and opinionated.

The less recent historic material is, necessarily, more dry and scholarly. This is the section I went to first and I was not disappointed. The piece on Tibet 'tongue jousting' was particularly evocative. There is so much here, that I can only skim over the surface. The material here is not exhaustive, but fairly well referenced. There is also an index to the magazine 'Go World'.

Third Party Material

A few items have been included from other sources, much of which has been reviewed elsewhere. Arnoud van der Loeff's Screen Saver plays through games as a screen saver. Some people have found this helpful in getting people in their office interested in the game. Kogo's Joseki Dictionary is a comprehensive database of joseki, in SmartGo format. SmartGo Viewer is a rather good sgf viewer. I am particularly glad to see Ulrich Goert's Kombilo, a game record search engine, in this package. This really is quite powerful, and complements the GoGoD collection very nicely.

Conclusions

There is no denying that this is an impressive and important collection. Just taking the games on their own this is value for money. It works out at 1,000 games a pound. Some of the software is a little dated, but it is not essential for accessing the collection. Virtually all of the material is in a standard format, so it can be accessed through a range of freeware and commercial software. The encyclopedia has a lot of very interesting material, and is invaluable in its own right. Finally, this collection is part of an ongoing project, by genuine Go enthusiasts, and deserves support. This ranks alongside Ishida's Joseki Dictionary, and Go World as essential English language go resource.

GoGoD costs £30/\$55/Euro45.
Alternatively, you can buy two editions for £40/\$70/E55, postage anywhere included.
When you buy GoGoD you can also buy the playing program Go++ (around 5 kyu) at a special discount price of £45/\$80/E65.

The software programs (game and problem readers, databases, GoScorer, etc) provided on the GoGoD CD are designed for Windows PCs, but the sgf files and html pages can be used on Macs.

For the latest information and purchase details visit www.gogod.demon.co.uk or email tmark@gogod.demon.co.uk.

THE BGA BOOKSHOP

Gerry Mills

bga-books@britgo.org

New - Slate and Shell

SL19 “Punishing and Correcting Joseki Mistakes” (£9.50)

This book deals with common joseki mistakes, explains why they are bad and how to take advantage of them. Joseki books usually concentrate in the correct line of play, and this book is a refreshing change. It is well presented and easy to read. Intermediate Level.

SL42 “Fundamental Principles of Go” (£15.00)

Every so often a book appears which really fills a gap. This is such a book - it describes the initial strategy of go more clearly than any other book I know. Even strong players will benefit from reading it, if only to explain and reinforce their instinctive ideas. Intermediate Level.

SL26 “Let’s Play Go” (£6.50)

This is another attempt to write a book that will appeal to younger children, which is difficult in the computer age. The book to beat in this category is of course “Learn To

Play Go” which is twice the price and is aimed at rather older children. And there is the attractive little booklet “Go - an Introduction” free from the BGA.

The layout of “Let’s Play Go” is good but the pace is slow. As a result the book doesn’t get very far, and so it is not particularly good value for money. But if it appeals to your child then go for it!

New Yutopian

Y35 “Intermediate Level Power Builder, Vol 2” (£12.00)

This book is based on a TV program and I think it is an attractive book on attacking and invasions. Volume 1 has been in print for years and I look forward to volume 3. Intermediate Level.

Y36 “Even Game Joseki (Nihon Ki-in Handbook Vol 5)” (£12.00)

A rather dry book which tries to cover a lot of ground (3-4, 3-5 and 4-5 points). Like all these handbooks it is very thorough and well-presented, but is more a reference book than an enjoyable read. Intermediate Level.

Y37 “Step up to a Higher Level” (£12.00)

This is an easy book of problems dealing with all aspects of the game. A nice feature is the ability to evaluate your grade based on your success in solving the problems correctly. This reminds me of the old Ishi book, “Test Your Go Strength”. Elementary Level.

Y38 “Dictionary of Basic Fuseki, Vol 1” (£12.00)

This book is quite hard but for those who like to play star point (4-4) openings, it is an invaluable source of information and will repay study. I would certainly like to be able to spend the time this book deserves. Advanced Level.

New Franco Pratesi

“Eurogo Vol 1” (£12.00)

This is a fascinating book on the history of Go until after the Second World War, and is unique. Franco, who lives in Firenze (Florence), has an amazing collection of Go

material which I have seen and contributed to, and he has become a real scholar. All who are interested in more than merely playing the game should have this book. Volume 2 will be appearing later.

Price Changes

There are a lot of changes - please refer to the website or write to me for a free Price List. Notably and unfortunately the Elementary Go Series is now £10.00 for each volume.

Goods Direct

The BGA bookshop, with a wide range of books, equipment and other items, will certainly be at the London Open and Maidenhead tournaments. A limited bookshop may be at several other venues during the winter and early spring.

For more information go to
www.britgo.org/bgabooks/bgaprices.html



WOMEN’S GO TRAINING IN OXFORD

Sheila Wendes

Another successful Go Training Weekend for Women took place on 2nd and 3rd October 2004 at Sally Prime and Nick Wedd’s house in North Hinksey Village. Enthusiastic, lively, and expert teaching was by Guo Juan 5p. There was plenty of discussion, involvement and practical activity in all lessons, which flowed over into breaks and mealtimes.

We were divided into two groups - Eagles were Sylvia Kalisch, Natasha Regan, Helen Harvey, Kirsty Healey, Alison Cross, Jackie Chai, Elinor Brooks and Anna Griffiths.

swendes@yahoo.com

Swans; Sally Prime, Eleanor Thomas, Jil Segerman, Hetty Boardman-Weston, Nicola Hurden, Everina Loane, Rasa Norinkeviciute, Rowan Wendes and Sheila Wendes. There was a certain amount of imaginative brainstorming on the reasons for the groups’ name choices, but nothing conclusive came of it! Some participants arrived on Friday evening but most of us turned up on Saturday morning ready to begin.

We started off together in the beautiful music room, which has recently been built

in the garden. It was full of light filtering through the greenery. Guo Juan gave a general introduction using gardens as a handy metaphor. Afterwards we split up and while half of us were playing self paired games the others were being taught by Guo Juan in the cosy sitting room. Then we swapped over. This was the pattern over the two days.

Guo Juan presented us with 'where to play next' problems. When she gave us the choice between two moves it seemed somewhat easier than when the whole huge board was available! But even then, it wasn't, by any means, obvious...

Interesting stories and extended metaphors held our attention and during the sessions we covered something of: reasons to play high - along the fourth line, reasons to play low - along the third line, being sure of which group you are attacking, when to 'walk ahead', when to hane, making good shape, playing urgent moves before big ones, securing your own groups before attacking your opponent's, taking sente, keeping sente, playing in the East to attack the West, pushing and cutting, which walls to continue with and which to abandon, making a basis for territory, why girls should be good at Go (!!!), why you should attack when playing black in a handicapped game, why you should play fast and loose to leave options open when playing white in a handicapped game, some life and death problems, oh! And LOTS of josekis which we were asked to learn for homework! It was very useful to have computer printouts of our games to study, criticise and take away.

Everyone brought food, which we shared. Lots of us cooked, and it was all delicious, especially the flapjacks (now an annual treat) and the crumble. Saturday evening



Photograph supplied by Anna Griffiths.

moved into Sunday morning and in the music room people were still playing pair Go and crazy Hungarian card games, and drinking wine until the early hours. Jil and I had long before abandoned Go and gone to Harry Fearnley's interesting and comfortable roost, where we were pleased to get our weary heads down! Everyone else was happily accommodated at Nick and Sally's.

I should add that all this was fine tuned by Helen and Kirsty. Game recorders were Nick, Matthew Macfadyen, Niall Cardin and friend Alex, and Harry. Nicola won the self pairing tournament, which took place over the weekend, winning six out of her seven games and Elinor was the winner in her group with five out of five. The presentations were informal and enthusiastic. Anna captured a good deal of the action on her phone camera. We are all grateful to Sally and Nick, and Harry for their kind hospitality.

It was great to see so many new young players taking such an interest and showing such promise. I'm sure everyone who took part really enjoyed the great atmosphere and friendly interaction, and went home with plenty of food for thought.

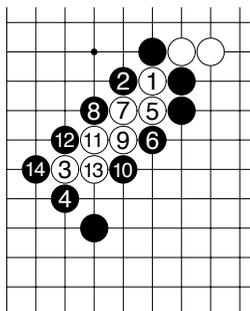
SOLUTIONS TO THE PROBLEM SECTION - LADDERS

William Brooks and Andy Brixey

goproblems@britgo.org

Answer to problem 1

Yes, Black can capture the white stones (see diagram 1). Although White connects with a friendly stone, the two black stones keep the white group down to two liberties. So that after black 14 White has nowhere left to run.

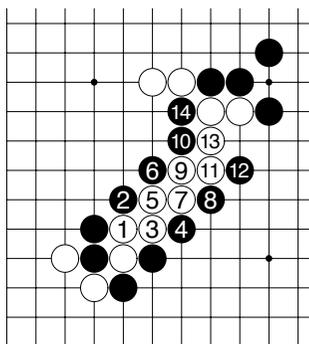


□ Diagram 1

Answer to problem 2

Similarly in this problem Black was correct to continue the ladder. Although the white stones link up (see diagram 2), the group is unable to get more than two liberties and is captured.

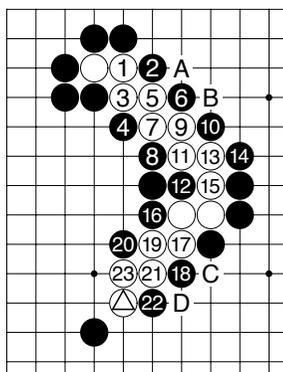
As you can see, it is not always immediately obvious whether a ladder works, so it is important to always read ladders out.



□ Diagram 2

Answer to problem 3

Failure 1 (see diagram 3a) – Although the simple ladder drives White towards enemy stones, White also links up with friendly stones and the ladder bounces off in a new direction. The white group then links up with the marked stone to gain an extra liberty. Now Black is in trouble with possible double ataris at A, B, C and D.



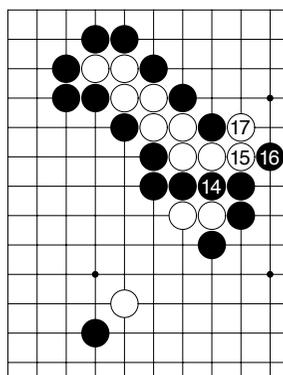
□ Diagram 3a

Failure 2 – If black 14 is played on the other side (see diagram 3b), then the ladder bounces off in yet another direction. Only after white 17, Black is in atari and the white group escapes.

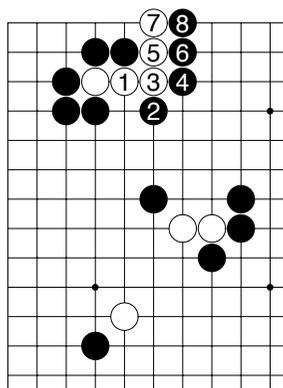
Solution 1 (the best answer) – Black 2 in diagram 3c, sets up a loose ladder driving white down to the edge of the board.

Solution 2 – Alternatively, instead of continuing the ladder, black 14 in diagram 3d nets the white group. Then if White tries to escape (see diagram 3e), Black builds thickness and reduces the white group’s eye space. The reader is left to prove this.

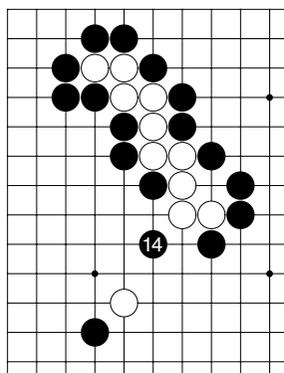
When possible, a loose ladder is nearly always better than a simple ladder. This is because it leaves the opponent with fewer forcing moves that threaten to break it.



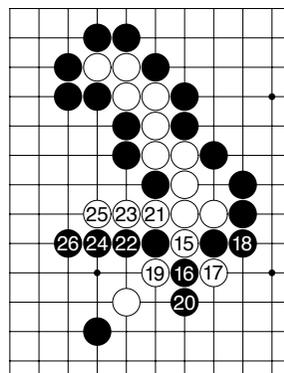
□ Diagram 3b



□ Diagram 3c



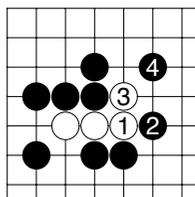
□ Diagram 3d



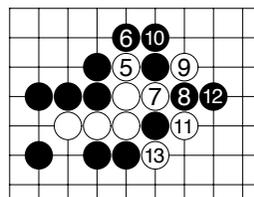
□ Diagram 3e

Answer to problem 4

Failure – Black 2 and 4, in diagram 4a, set up a simple net. However the black stones are weak and when White tries pushing out (see diagram 4b), 9, 11 and 13 capture a black stone allowing White to escape.

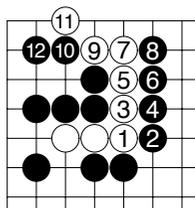


□ Diagram 4a

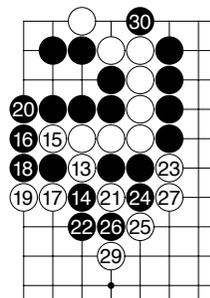


□ Diagram 4b

Solution – By pushing White towards the edge of the board in diagram 4c, the black stones are stronger with less cutting points. Now, if the white group tries to push out (see diagram 4d), Black can resist and capture it.



□ Diagram 4c



□ Diagram 4d
28 @ 21

GO PROBLEMS COMPETITION

This winner of this issue's £10 BGA Book Voucher Prize is Ian Marsh for his superb 13 x 13 Board Problem (see page 42).

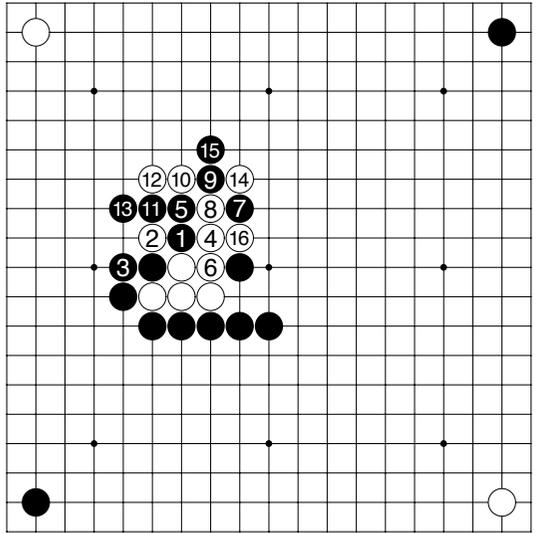
The next issue's problem section will be open to all of your Go problems. The theme is simply BGJ readers best problems. The prize will for the best problem is a £10 BGA Book voucher.

The closing date for entries is 31st January 2005. Entries should be emailed to goproblems@britgo.org or posted to the Journal Editor at 91 Kilnhouse Lane, Lytham St. Annes, Lancashire FY8 3AB.

Answer to problem 5

Failure part 1 (diagram 5a)

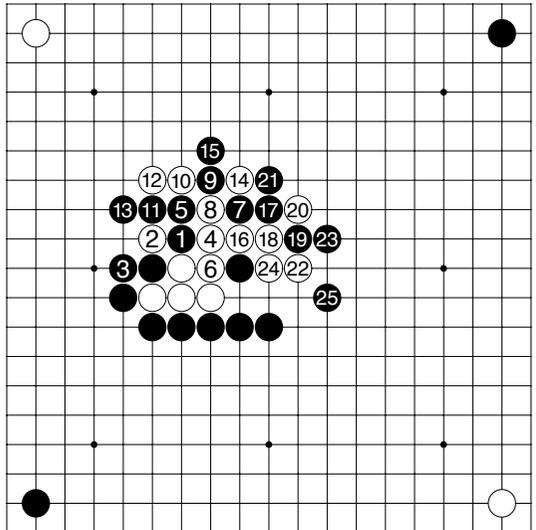
Black nets the white group with 7, but White ataris with 16 pushing out.



□ Diagram 5a - Failure Part 1

Failure part 2 (diagram 5b)

It looks as though Black has caught White with black 25.



□ Diagram 5b - Failure Part 2

Failure part 3 (diagram 5c)

But the net gives White the extra liberty needed to fight back. White 26 threatens a ladder. White 28 threatens another ladder. With white 30 and 32 the group escapes.

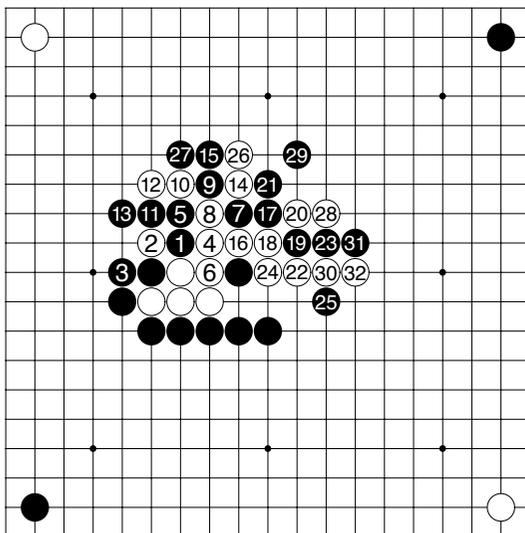


Diagram 5c - Failure Part 3

Solution (diagram 5d)

Black 7 and 9 in this diagram make a stronger net. Now White can only resist until Black takes back the initiative with 31. The fight won, black 33 builds thickness on the outside.

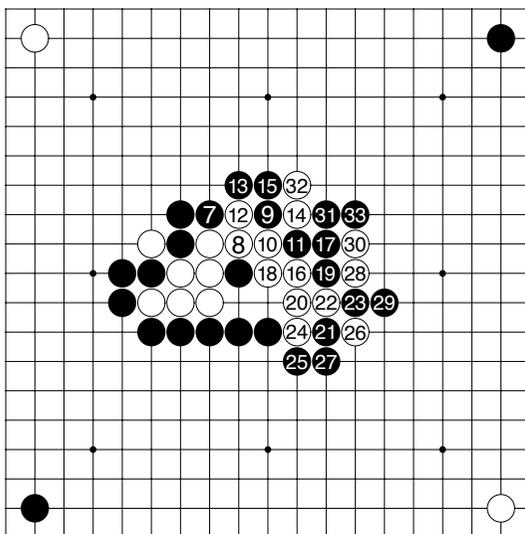
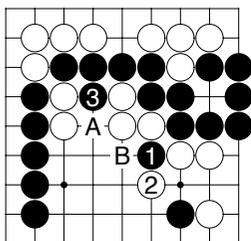


Diagram 5d - Solution

Answer to problem 6

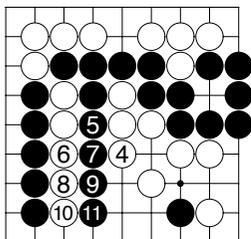
Black 3 in diagram 6a makes miai of points A and B.

If White captures with 4 (see diagram 6b), then Black can drive the white cutting stones down to the edge of the board and capture them.

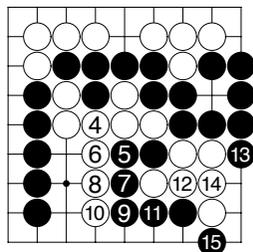


□ Diagram 6a

Instead if White pushes Black down to the edge of the board (see diagram 6c), then Black still wins the fight. Please read out the other lines to prove that Black survives.



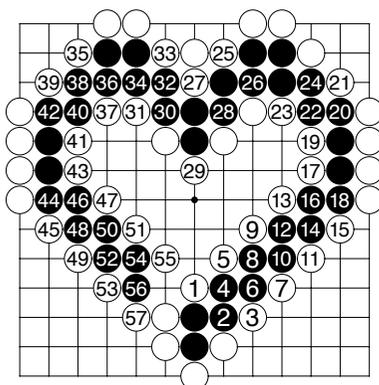
□ Diagram 6b



□ Diagram 6c

Answer to problem 7

Just like problem 3, this ladder bounces. Although you may have loved this problem, the ladder spells heartbreak and capture for Black.



□ Diagram 7

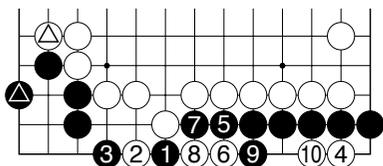
ANSWER TO A 13 X 13 BOARD PROBLEM

Ian Marsh

lan.Marsh@uk.fujitsu.com

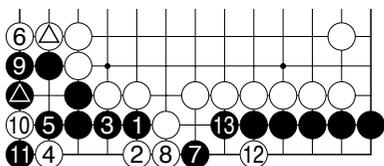
Obviously if Black plays back to make either group live, then White will kill the other group.

Playing between the two groups as in diagram 1 does not work if Black tries a straightforward defence.



do a similar trick to diagram 3. By reducing Black's liberties as in diagram 7, Black cannot squeeze the white stones.

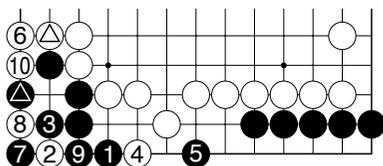
However Black could fight the ko in diagram 8 instead.



□ Diagram 8

White 14 at 10, and Black is looking for a ko threat.

A similar thing happens if Black tries option B in diagram 5 above. Black still needs to fight a ko as in diagram 9 below.



□ Diagram 9

11 at 7, and again we have a ko fight.

The above is just a small selection of the lines available. For instance many of those to whom I have shown the problem instinctively wanted to play 2 at 3 in diagram 6, going for a direct kill. I will leave you to find the refutation.

My current reading is that White will kill Black with a ko, as Black lacks sufficient internal ko threats.

However it is one of those problems that seems to keep throwing up interesting lines, so I would be interested to hear from anyone who can find a better sequence.

NOT GO SOLUTIONS

Word Search Solution

Japanese	ishi
German	stein
Chinese	zi
French	pierre
Korean	dol
Swedish	sten
English	stone
Italian	pedina
Dutch	steen
Spanish	ficha

Go Players' Anagrams

PIERS SHEPPERSON
 MATTHEW MACFADYEN
 T MARK HALL
 KIRSTY HEALEY
 GERRY MILLS
 PAUL SMITH
 FRANCIS ROADS
 ALISON BEXFIELD
 TOBY MANNING
 SIMON GOSS

GO EVENTS AND OTHER NOTICES

London Open Go Congress

The London Open takes place at the International Students House opposite Regent's Park from Tuesday 28th to Friday 31st December 2004. We are delighted to be able to announce that Yuki Shigeno will be attending the tournament. This means that kyu players as well as dan players will be able to get very valuable comments on their games from a dedicated, superb teacher.

We are especially interested in seeing more youth players attend the tournament. If financial help is needed for accommodation, please have a look at our website www.bexfield.com/clgc/logc31.htm, and consider contacting the Friends of the London Open for assistance.

In any event, if you are planning to attend the London Open and stay on site, you should book your accommodation as early as possible to avoid disappointment!

Friends of the London Open

The friends of the London Open fund (**FLO**) was set up three years ago to assist youth and foreign players with the cost of accommodation at the International Student's House. In the period of its existence, the fund has supported 16 players including 2 winners, and 6 youth players mainly from Europe.

This year it would be great if more UK youth players were to benefit from Yuki's superb teaching at the London Open. If you want to become a friend, and this year especially help to support more youth players to attend, please send a cheque to Bill Streeten, Flat 3, Wellington Court, Wellington Road, London E11 2AT.

Any amount will welcome, just £12 supports the lowest cost accommodation for a player for one day.

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BILLERICAY: (Also called ESSEX) Guy
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<http://www.chessgo.org.uk/>

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01223 519431. Meets: Monday during
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College; Tuesday from 19:30, The Castle
Inn, 38 Castle Street, CB2 3AR; Thursday
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Coffee Lounge, 3rd floor, the University
Centre, Mill Lane; Friday 19:00–21:00,
CB1, 32 Mill Road; Sunday 16:00 onwards,
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CARDIFF: (Also called SOUTH-EAST WALES)
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CHELTENHAM: David Killen, 01242 576524.
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- EDINBURGH: Donald Macleod,
donald.macleod284@virgin.net; Phil Blamire, 0131 663 0678. Meets: Thursday 19:30, Union of Communications Workers (UCW) Club, 15 Brunswick Street, EH7 5JB. Off London Road. <http://www.dogma.pwp.blueyonder.co.uk/Go/Edinburgh.html>
- EPSOM: Paul Margetts,
Paul@yuhong.demon.co.uk, 01372 723 268. Meets: Friday 19:00–22:30, 7 Ripley Way, Epsom, Surrey KT19 7DB. Check with Paul first. <http://www.yuhong.demon.co.uk/egc.html>
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- LONDON NORTH WEST: David Artus,
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- LONDON SCHOOL OF ECONOMICS: Azan Aziz Marwah, a.a.marwah@lse.ac.uk, 07931 332 025. Meets: Wednesday 14:00 (during term), St Phillips Building, Room Y215. <http://societies.lse.ac.uk/lsego/index.htm>
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- OXFORD CITY: Richard Helyer, tickanddick@macunlimited.net, 01608 737594. Meets: Tuesday and Thursday 18:00, Freud's Cafe, Walton Street.
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- PENZANCE: (Also called WEST CORNWALL) John Culmer, john_culmer@talk21.com, 01326 573167. Meets: Thursday 20:00, Flat 3, 1 Causewayhead, Penzance, TR18 2SN.
- PURBROOK (NEAR PORTSMOUTH): Peter Wendes, pwendes@hotmail.com, 02392 267648. Meets: Most Thursday evenings, Peter's house. Phone to confirm.
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- SHEFFIELD: Phil Barker, pdbarker@clara.co.uk, 0114 2551440 (home), 01709 826868 (work). Meets: Sunday 19:30, Devonshire Arms, 118 Ecclesall Road, Sheffield, S11 8JB.
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NOTICES

Journal Contributions

Please send contributions for the Spring Journal as soon as possible and in any case no later than 15th February 2005.

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

Diagrams can be supplied as mgt or sgf files from any reliable Go editing program.

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Please send corrections and all new or amended information to Tim Hunt, the BGA Webmaster at:
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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 end game