

BRITISH

GO

JOURNAL



Number 147

Spring 2009

Price £3.50



PHOTO CREDITS

The Photos in the body of the Journal were provided by the article authors.

Front Cover: Korean Sculpture – a divided sphere symbolising the desire to reunite the country. By Francis Roads.

Above: Playing Go at a party - at last a Sense of Balance to all those pictures of youngsters we've had recently! (anon). Who can you identify ?

Inside Rear: An Obituary to Brian Dackombe, by Tony Atkins.

Rear Cover: A scene from the London Open, by Tony Atkins.

BGJ146 Photo Quiz Answer

The background to the photo of the Au Problem on a board
is a view of Perth, Western Australia.

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EDITORIAL

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Welcome to the 147th British Go Journal.

In This Issue

Along with a few articles held over from 146, I am pleased to present what I hope is a well balanced Journal; Technical Go articles at all levels, plus News, Travels and plenty of Problems. The Technology review of an eBook, from Pat Ridley is especially timely with the recent release of the Amazon Kindle.

Credits

Geoff Kaniuk for great work on pulling together all the text and diagrams for that Game Review. Typesetting was easy from there.

Sandy Taylor for most of the work on typesetting "The Two Corners" article.

Tony Atkins, for all his contributions in a timely fashion, and for remembering all the little things that I tend to forget ☺

And a magnificent effort by the army of Proof-Readers: improving layouts, catching the errors, removing hundreds of spelling and grammar mistakes, and hopefully now having most of the apostrophes in the right places.

And therefore, as always, the remaining mistakes are all my fault.

Barry Chandler

Glossary of Japanese Terms

Before BGJ140 it was common to reserve a page of the Journal for a Glossary. Where space permits less common terms are nowadays explained in footnotes. If no explanation is provided then take a look at:

<http://www.britgo.org/general/definitions>
or search <http://senseis.xmp.net/>.

Please let me know if the term is still not found.
One of the experts can then write an article to explain it!



LETTERS TO THE EDITOR

A game lost under the lid

At the London Open in December, I played a game against a pleasant Dutchman. It was a close game, and the shapes very irregular, so it took us several counts to finally agree the result. My opponent, playing black had 8 points' more territory. After taking off 7.5 points komi, he had won by half a point! We shook hands, agreed the result and started to clear up.

At this point we found under one of the box lids a black stone that had been overlooked! I should explain that as the tables were rather small, when our neighbours completed their game early, we took the opportunity to spread out a bit and moved our boxes to the next table. Apparently at this point a captured black stone had become lost under the box lid. My opponent immediately offered me the game. However, I refused since we had already agreed the result, and there was no absolute certainty that the stone was one I had captured. The previous occupants of the table might have left it. So the agreed result stood.

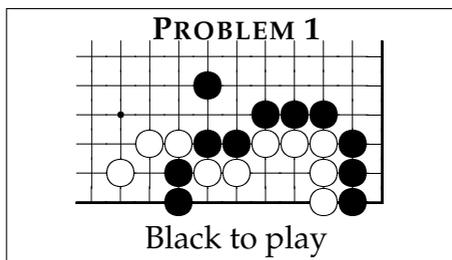
However when I wondered afterwards if I had "really" won, a friend pointed out a way of determining the issue. Since the Go board has an odd number of intersections (361), and since under the American rules the game must consist of an even number of moves, it follows that at the end of the game, after captured stones have been placed back on the board, the total amount of territory remaining must be an odd number. It follows that the difference between the two players' scores must also be odd. If $(a+b)$ is odd, $(a-b)$ must also be odd. So my opponent's eight point lead could not have been right, and it is very likely that the stone we found was one I had captured.

But if the territorial difference between the two players must be odd, a jigo should be impossible. Zero is in effect an even number. So why do we need the extra half point in the komi? Does anyone know where the half point came from?

The moral of this story is – Look after the stones you capture, especially in a tournament where there are lots of stones about. You never know when that one stone might matter.

Colin Maclennan

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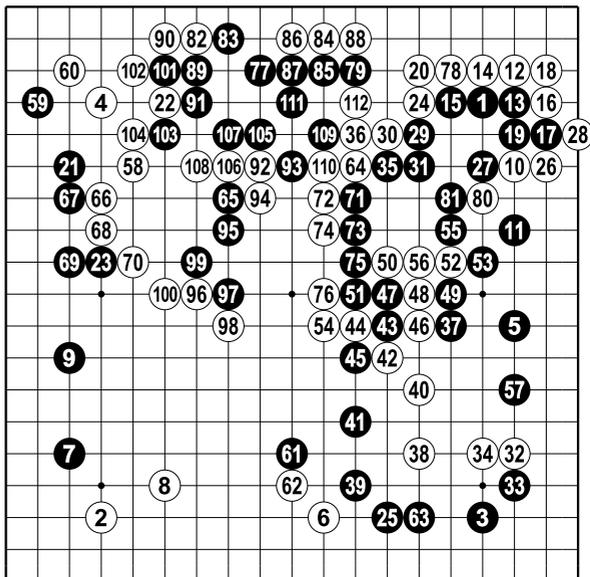


LETTERS

Dear Edwin,

Congratulations on assuming the role of BGA Agony Aunt! I hope we can stir up as much controversy with this as Ron and Colin did in the last issue.

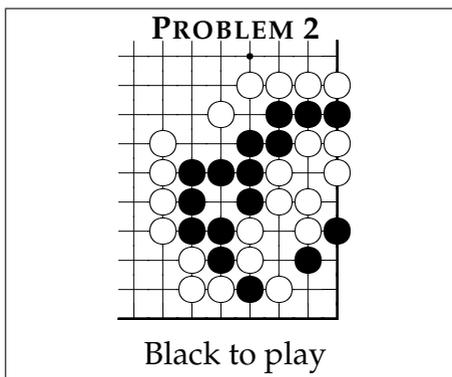
I have a problem with knowing when and how to invade or reduce my opponents' moyos. This is something with which my Mentor, Graham Philips, has been giving me a lot of help, but with his agreement I would also like to consult you on the topic. I have attached a .sgf file of a friendly game I played recently with Martin Harvey. As all too frequently in my games, my attempt to invade his framework was a dismal failure, no doubt because it was too late or badly executed or, probably, both.



I would be very grateful if you would have a look at it and comment on when and how Black should have tackled the task.

Pat

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UK NEWS

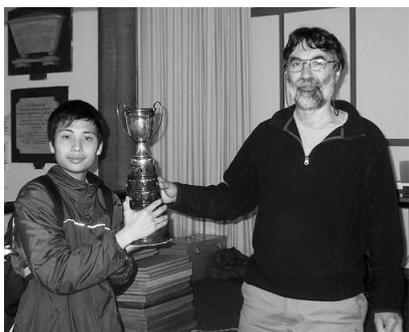
Tony Atkins

ajaxgo@yahoo.co.uk

Wessex



The Wessex Tournament moved to a new venue near to the centre of Bath, but kept the tradition of the day the clocks go back. St Mark's Community Centre, a converted Victorian church, proved a good venue. The organiser could make announcements from the pulpit and it was near to the station and city centre, so a sit by the river at lunch time was appreciated by some. Also much appreciated were the doughnuts and real coffee that greeted the 32 players.



Winner was Chi Feng Cheung, 4d, who is from Hong Kong but currently living in Bournemouth. He beat organiser Paul Christie, 3d, in the last round. Players winning all three lower down were Bath's Alejandro Juanes, 8k, and Aston's Jack Drury, 9k.

British Championship

In Cambridge on the first day of November, Matthew Macfadyen won

the fourth game to win the match 3-1 and take the title back from Bei Ge after two years. Hui Wang had won the first game of the match, but conceded each of the next three by resigning.

Wanstead

Thirty-two players gathered at Wanstead Go Club's venue on the very wet second Saturday in November for four rounds of Go. Susumu Yoshimura, 2d, from London won the tournament, and was the only player on four victories. Kiyohiko Tanaka, 4d, was runner up with three wins. Also on three wins were Michael Charles, 2d, Alan Thornton, 2d, Peter Collins, 3k, Michael Webster, 5k, Peter Harold-Barry, 6k, and Gary Gibson, 8k. Michael Webster also won the prize for most improvement on the year, having risen an impressive nine grades since Wanstead 2007.

Three Peaks

The Three Peaks was the same weekend as Wanstead to stop overcrowding, but still 52 took part. The tournament was held at a new venue of the Old Station Inn in Giggleswick, near Settle, but still in the beautiful North Yorkshire country. There was more space than before and the hosts gave the Go players a warm welcome. Matthew Cocke, 5d, finally stopped Tony Goddard's run at the Three Peaks by winning all five games. Tony was second. Those winning four games were: Danielle Ward, 15k, Eric Hall, 7k, and Jenny Radcliffe, 7k. ►

East Midlands

On the Saturday two weeks later, the National Space Centre in Leicester was again the venue for the third East Midlands Tournament. It had 54 players, exactly like last year, and again free entry to the space exhibition was available between games. Winner was David Ward, 4d, from Cambridge; he beat Toby Manning in the last round. As last year, Hamzah Reta, 10k, and Mazhar Warraich, 5k, from Aston won all three. Also on three were Taka Obita, 1k, Dylan Carter, 1k, Laurence Ogden, 8k, and Stephen Bashforth, 12k. The 13x13 prizes were awarded to Ocean Ho Phuong and Hamzah Reta, both from Aston.

West Surrey

On the first weekend in December, 24 players took part in this year's West Surrey Handicap, held as usual at the village hall in Burpham near Guildford. Alan Thornton, 1d, won the tournament for the second time in five years. Also winning all four games was Hugo Wainwright, 20k. Mike Charles, 2d, Philippe Bourrez, 3k, Ken Dackombe, 9k, Max Bourget, 10k, and Adrian Howarth, 11k, all won three. The prize in the 13x13 competition went again to Xinyi Lu with seven out of nine. The cat quiz was won by Sue Paterson and the number plate word game by Tony Atkins. On the previous day at the teach-in, some 11 students were taught various subjects by teachers Sam Aitken, Nick Krempel, Tony Atkins and Paul Barnard.

Scottish Barlow

The following Saturday, 35 players made it to the Quaker Meeting House in Edinburgh. Proceedings kicked off with the belated presentation of

May's Scottish Open trophy to St. Andrew's Yohei Negi, 1d. Yohei was the favourite for this event too and indeed he ended up joint winner with Alex Kent, 2k, from Durham. Unfortunately due to an organiser's error, Alex was not announced as such and didn't get a prize. Yohei had lost in the last round to Adam Heslop, 3k, who won all four games and, as the four-wins players got their prizes first, he won the malt whisky. The others on four wins were Jan Korthmann, 6k, and Jenny Radcliffe, 7k. On three wins were: Robbie Miller, 1k, Sandy Taylor, 3k, Ron Bell, 4k, John Shafer, 9k, Andrew Thurman, 10k, Colin MacLennan, 11k, and Andre Mazanke, 20k, who had only taken up Go three weeks before. Robbie Miller, Adam Heslop and Edwin Brady qualified to join 2008 champion Piotr Wisthal in the semi-finals of the 2009 Scottish Championship.

London Open

The 35th London Open saw 132 players taking part. It was held again at the International Student House in Great Portland Street. Special guest was the teaching professional from Amsterdam, Guo Juan, but also Kobayashi Chizu popped in for a visit. The previous winner had returned from London to China, so there would be a new winner. Favourites included some Chinese and Korean players, Csaba Mero and Merlijn Kuin. The top board games were being broadcast live on Pandanet as the event was a Pandanet Major in the Pandanet Go European Cup, so Go fans around the world could keep an eye on what was happening. Soon Korean player Chi-Min Oh was the only player unbeaten after an exciting game against Qing Du, from China, but now living in England.



Round 1 - Chi-Min Oh on Board 1

Oh remained unbeaten to end in first position. Qing Du beat Merlijn Kuin in the last round to come second with six. Lluis Oh, Csaba Mero, Merlijn Kuin and Viktor Lin all ended on five wins, to take third and fifth equal. However an organiser's error meant Viktor didn't get his prize until after the event. Vladimir Danek, who missed the first day through illness, won four out of five. Aurelien Cluzen, 4k, from Paris won all seven games and Eric Lebert, 13k, from Rouen won six; to receive the special merit prize. All players with five wins received a paperweight prize and those with four wins a certificate. Prizes were presented by Gemma Cochrane of Winton Capital, sponsor of the event.

The second evening was the time for the Pair Go, with 10 pairs taking part. The winners were Guo Juan and Ian Davis. Scoring three out of four were Martha McGill and Matt Crosby, and Annika Piironen and Antti Holappa. During the third evening Guo Juan gave a lecture on common mistakes, and she also reviewed games between rounds and a review of the game between the top two before the prize giving. Also on the third evening a group of 45 took part in the Lightning Tournament. Eight players entered the knockout stage, including Yohei Negi

and Baron Allday. The semi-finals saw Paul Bivas beat Franck Pierron and Qing Du beat Simo Eerola, and in the final Qing Du beat Paul Bivas. After the prize giving there was an informal Rengo event and the usual New Year's Eve Indian meal for those still around to celebrate.

Maidenhead

Sixty-seven players attended the headquarters of Hitachi Europe Ltd for the 18th Maidenhead Furze Platt Tournament on the third Saturday in January. As usual the comfortable conference rooms were used and there was free coffee and lunch thanks to the sponsors, Hitachi. Qing Du won the tournament, following his second place in London, by beating Jon Diamond in the last round. Other players winning all three were Matt Crosby, 2d, Christian Scarff, 1d, and Neil Cleverly, 8k. In addition, all on 1.5 or 2 wins also received a prize. The team winner was the Cardiff Killers on tie-break from Dani's Team. Andrew Boughton won the 9x9 with 6 out of 7, ahead of Xinyi Lu on 7 out of 10.

Cork

The same weekend as Maidenhead, UCC in Cork ran their second tournament with 16 players. This time it was over two days and five games. Excitement came in round 2, when wind damage to the university buildings caused evacuation to a nearby pub that was using candles until they could get their lights back on. Local player Wang Wei, 7d, was the winner for the second time. Cao Tong Yu came second, with Javier Fernandez third on tie-break. IGA Secretary Eoghan Barry, 7k, won four games. ■

UK CHAMPIONSHIP 2008 - GAME FOUR

Geoff Kaniuk

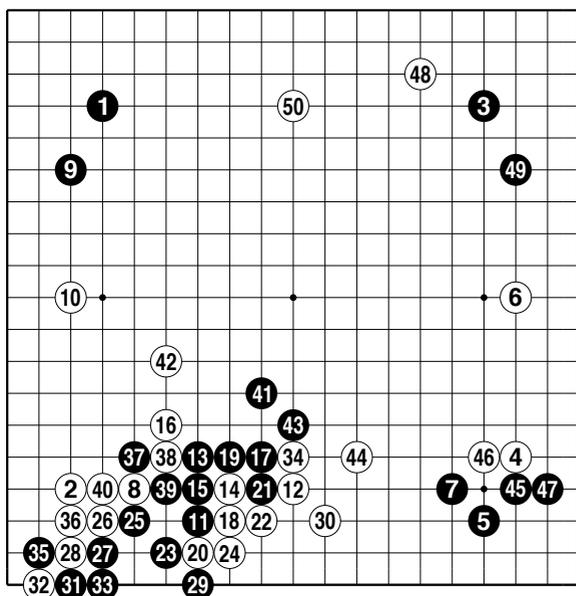
geoff.kaniuk@yahoo.co.uk

The 2008 Championship Title match between Matthew Macfadyen 6d and Hui Wang 5d was played out in several towns (Leicester, Cambridge and Oxford) in the UK. Hui Wang is a relative newcomer on the British scene, having played in China for many years and only restarting here once he had completed his PhD. With Matthew (champion 21 times previously and most recently in 2005) in the lead at 2-1, the fourth game was held in Cambridge, and here Hui is taking black to stay in the match.

The game (as with all the others) was broadcast on KGS and the live commentary for this game was provided by Jeff Chang (suyangjanne@gmail.com), well known to KGS players. He is currently living in Sweden and completing a Masters degree in political science. He is next hoping to live, work, and teach Go in the UK. In a live commentary there is a large amount of discussion, and for this game review just the essential comments are retained.

You can see the full commentary in the .sgf file of the game available from http://www.britgo.org/files/game_four_commented.sgf. Note that this game record is presented 'as is' with the broadcaster sitting along the bottom edge. Hui Wang (Black) sits on the right and Matthew Macfadyen (White) is on left.

A few relevant comments by onlookers have been retained and specifically attributed to them. All the remaining comments are Jeff Chang's with some editorial finishing for clarity.



Date: 01-11-2008

Komi: 7.5

Rules: AGA

Time: 3 Hours

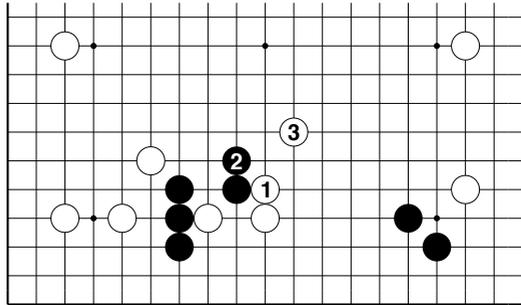
Overtime: 10 moves
in 10 minutes

Figure 1 (1-50)

- ⑤ The white move ④ is a kind of a challenge gesture, so Black *should* normally play ⑤.
- ⑥ This is unexpected, normally White chooses a pincer or taisha against ⑤.
- ⑦ This kosumi is solid and similar in meaning to the usual keima. An immediate invasion within White's four-space extension is also possible.
- ⑨ Black should extend along the third line at least to Hoshi or even one further.
- ⑩ White occupies the ideal point and seems to be ahead.
- ⑫ Maybe one line lower would be a better pincer.
- ⑭ & ⑯ Aggressive, putting severe pressure on Black.
- ⑰ This move is similar to connecting against the peep and makes White heavy.

Diagram 1
Variation from ⑰

White standing up is simple and natural for both sides.



- ⑱ Now it looks like Black is attacking White's bottom group.
- ⑳ Jeff Chang is not sure what White is doing here, but Andrew Simons commented that this is Matthew Macfadyen's style - depriving opponent of eyes.
- ㉑ Black should prefer the cut instead of the hane.
- ㉒ A minor mistake - just extend from ㉑.
- ㉓ Black avoids a risky fight and leaves White with bad aji along the left side.
- ㉔ Jeff doesn't like ㉔ - later the shoulder hit on ⑩ may be a problem. Pete Liu (2p) said that White's extension to ㉕ is the only move.
- ㉖ Maybe Black should shoulder hit ⑩ right now?

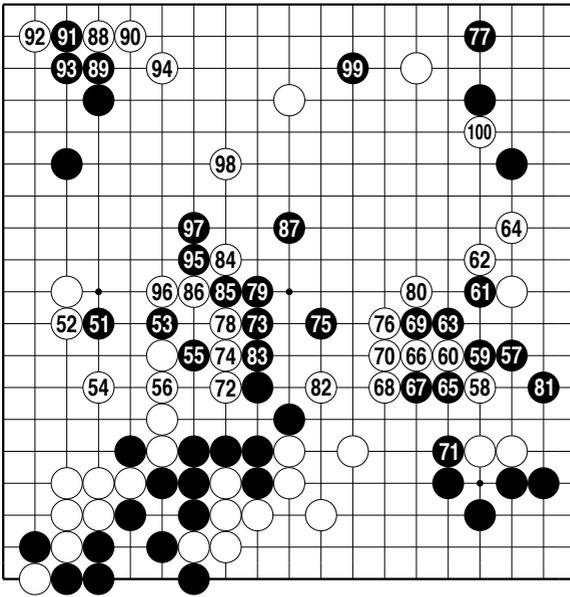


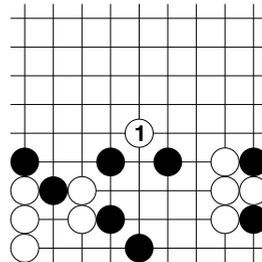
Figure 2 (51-100)

- 53 Black would be better off just extending one point down the side.
- 54 Jeff Chang agreed with Zureiyaa (5d) who said that now White got to defend his weakness for free.
- 56 Pete Liu (2p) thinks that White should not connect but play on the top side with a keima down to the third line from 50.
- 57 The long awaited invasion, but Black must take care not to help White fix his weakness here.

- 58 A bad move because it hurts 6 when Black stands up at 59.
- 61 White cannot save everything and should be realistic.
- 63 At this point there was much commentary along the lines of how can White possibly win the game now?
- 73 Black simply escapes and can, if necessary, give up the three stones 51, 53, 55 on the left.
- 77 Black should simply hane on top of 62.
- 78 Loses the chance to peep at tengen.

Diagram 2
Variation from 78

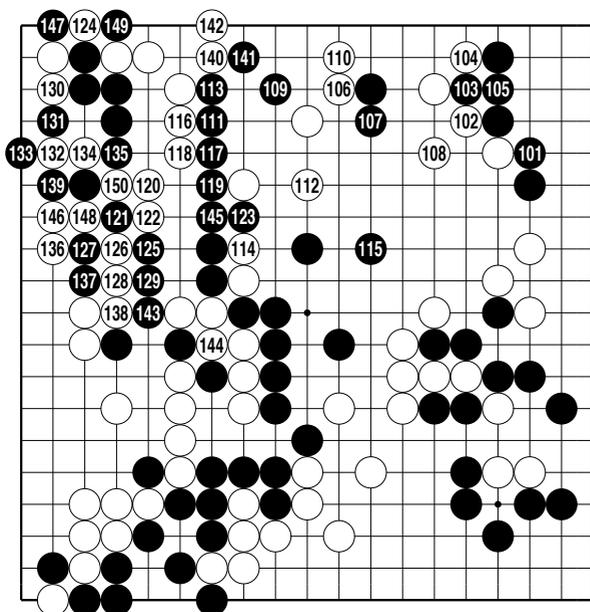
This peep is quite a powerful attack on Black's running group.



- 81 After the exchange 80-81, most of White's groups are alive but he only has the left side as territory.
- 82 It is not so easy to attack the black group.
- 88 White should not get a large top side as 48 and 50 are still weak.

- 93 Black is playing solidly to defend his domain and maintain his territorial lead.
- 94 White plays a tight kosumi. If he played the usual keima instead, then later Black might block one point to the left of 93. This leaves a weakness for White at 94, making it troublesome to save 92.
- 97 Questionable as it makes 98 sente.

99 The sealed move.

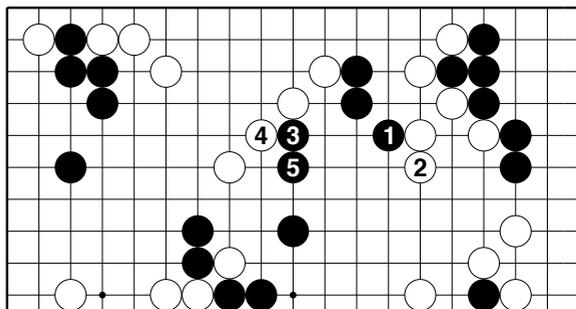


- 100 White is doing all he can to mess up the local situation.
- 108 Black now cannot afford a 1-point jump to the centre as White can mount a splitting attack between this group and the one running up from the centre.
- 109 This is the less risky option.

Figure 3 (101-150)

Diagram 3
Variation from 109

By leaning, Black can escape in a simple way.



- 111 White cannot now capture 109 & 111.
- 115 This move is made mainly to secure life for the group running up from the centre.

⑩⑩ It should be noted, that if White gets to play one point to the left of ⑥⑦ (④ in Diagram 4A), there is still a possibility that the running centre group is not alive. Diagrams 4A and 4B demonstrate the idea.

Diagram 4A
Variation from ⑩⑨

Black wedges, but gets split by the White hane at ⑥.

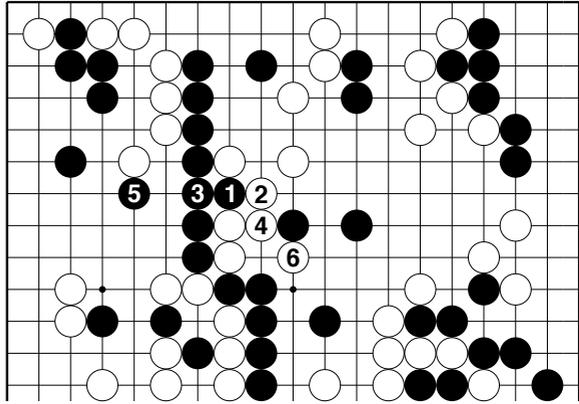
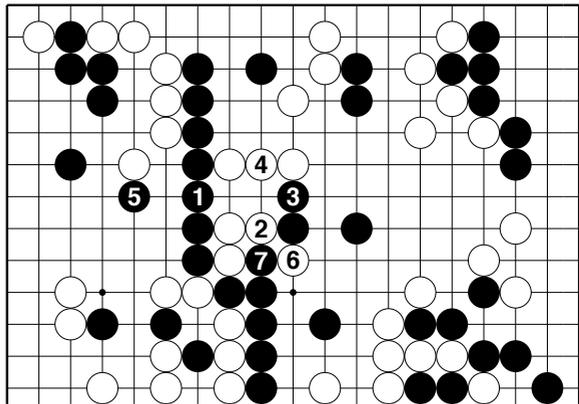
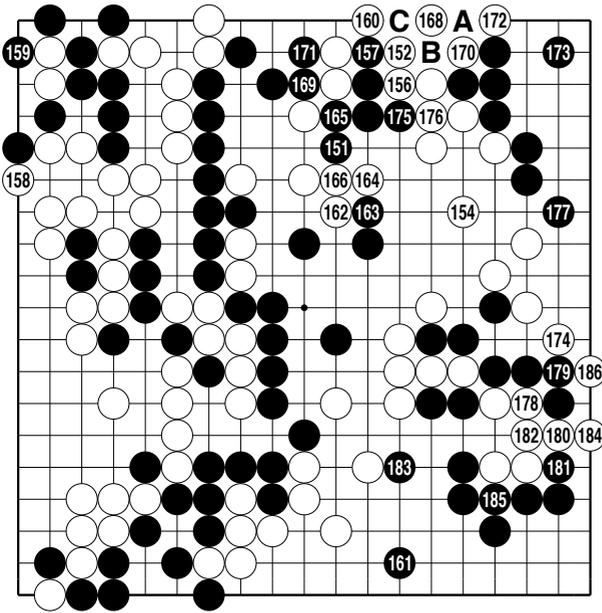


Diagram 4B

Black connects but again ends up split.



- ⑪① The safest move.
- ⑪② It would be safer for White to hane round ⑪③ now.
- ⑪③ As shown in the variation, this is not sente.
- ⑪⑤ This leads to complications because it leaves behind a White cut.
- ⑪⑩ Not the best as it loses many possible variations.
- ⑪③ The black group is still in danger.
- ⑪③ Moves ⑪③ to ⑪③ demonstrate the problem with ⑪⑤ as now we have a semeai.
- ⑪④ Probably the only possible way for White to continue the semeai. At the very least it should be alive in seki.
- ⑪⑤ Capturing ⑪② and ⑪④ is worth more than 10 points in reverse sente. Jeff: This is huge, but I still think a one space jump down from ⑩⑦ is bigger because then the whole White top side will be in danger.

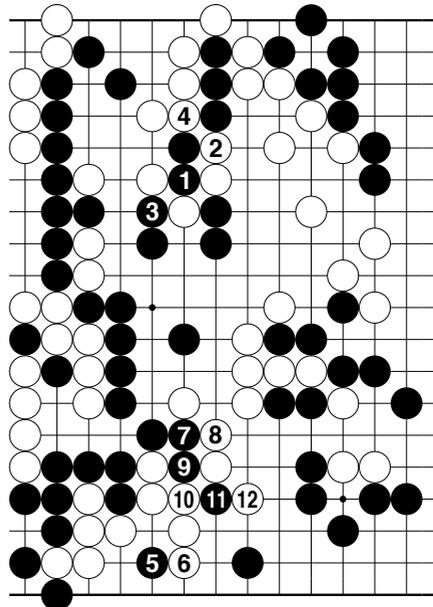


- ⑮③ This is not sente. For example White can capture the two stones at ⑮③ in sente.
- ⑮④ This aims to peep.
- ⑮⑥ This shows that ⑮① was a vital mistake.

Figure 4 (151-186)
 ⑮③ at A. ⑮⑤ at B. ⑮⑦ at C.

Diagram 5
 Variation from ⑮⑤

Black now cuts.



⑮⑦ In this trade, White seems to gain.

- ⑩⑦⑤ Should be one space to the left.
- ⑩⑦⑥ It seems that White leads now.
- ⑩⑧① There is now no cutting point between ⑩⑦⑥ and ⑩⑧①. For a White atari on ⑩⑥⑨ and ⑩⑥⑤ cannot be answered.
- ⑩⑧② A good move as White can now capture ⑩⑥①, ⑩⑥③ & ⑩⑥⑨ in sente.
- ⑩⑧④ And so finally it's over!

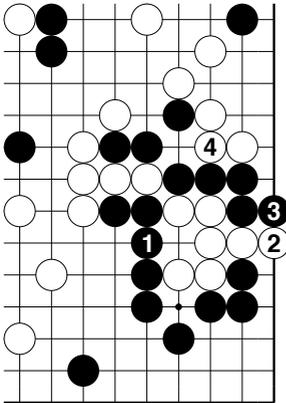


Diagram 6A
Variation from ⑩⑧③

Black prevents the ko, but has no answer to ②.

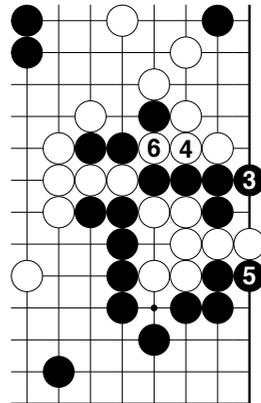


Diagram 6B
Variation from ⑩⑧③ in Diagram 6A

Black's best defence leads to a shortage of liberties.

⑩⑧⑥ Black resigns. ■

BACK NUMBERS

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Go World issues from 20 to 100 are now for sale at £2.00 each, inc. p&p.

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And see <http://www.britgo.org/bgabooks/goworld.html> for further information on back numbers.

QUIZ - YOU EITHER LIKE GO OR YOU DON'T

Can you match these names ..

- 1) Alan Turing - Mathematician of Computer & Enigma Machine fame
- 2) Albert Einstein - A recognised genius of Relativity Theory
- 3) Daniel Berry - US Astronaut
- 4) Edward Lasker - Mathematician, Chess Master, author of influential Go Book
- 5) Emanuel Lasker - World Chess Champion
- 6) John Forbes Nash - Mathematician, subject of Book/Film "A Beautiful Mind"
- 7) Kong Zi (Confucius) - Philosopher
- 8) Mao Tse-tung (Zedong) - Communist Leader
- 9) Marco Polo - Merchant & Explorer, an early visitor to China
- 10) Nolan Bushnell - Electrical Engineer and home computer pioneer
- 11) Qin Shi Huang - First Emperor of China of Terracotta Army & Wall fame
- 12) Sansa Meijin - The first Honinbo

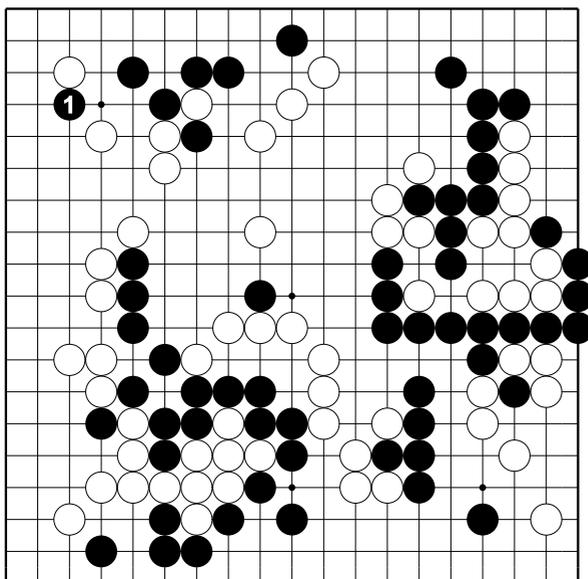
.. to these statements ?

- a) Awarded an honorary 2 Dan certificate by Nihon Ki-in for playing part of a Go game without using stones. He took Go to new heights.
- b) Go Player who was influential in discouraging Go as a bourgeois pastime.
- c) Introduced to Go at Princeton University, & later awarded an honorary 1 Dan certificate by the Nihon Ki-in. Also mentioned in the book "A beautiful mind".
- d) Named two of his companies after Go terms; Go being his favourite game.
- e) Despite being widely travelled is never known to have mentioned Go.
- f) On his deathbed wrote a verse starting "If this were a game of Go, I'd start a Ko fight and win".
- g) Played Go at Cambridge in the 1930s and introduced Go to many others, including Jack Good (who wrote an influential 1965 New Scientist article). There is a Go board in the Bletchley Park collection in recognition of his contribution to Go.
- h) Presented Einstein with an autographed copy of his Go book in exchange for a copy of a paper on relativity. When the book turned up in a second hand bookshop said "That's all right. I left his relativity paper on the subway".
- i) Taught Go by his cousin. Quoted as saying "If there are sentient beings on other planets, then they play Go".
- j) Among his many sayings is "Playing Go was only one step better than idleness".
- k) Supposed to have claimed Go was flawed as he played a perfect game and lost, also is associated with sound track "Playing a game of Go".
- l) Was responsible for the burning of Go books and outlawing of Confucianism.

Answers on Page 40.

FULL BOARD PROBLEM

Please look at this position from an actual game.



Although White's group on the upper right side is dead, the position is still fairly even. Black has just played at ①.

How should White respond?

What do you think the continuation should be?

Turn to page 38 for the solution.



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TWO CORNER POSITIONS

Steve Bailey

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The position in Diagram A1 occurred at the end of a friendly game on KGS. Discussion arose as to the status of the black group and whether it was safe for Black to pass or whether she should play again.

The position in Diagram B1 happened in a game at the Swindon 2008 tournament. After moves ① & ② what is the status of the corner? Could either ① or ② be improved? (The white stones and external black stones are unconditionally alive.)

Think about the problems before turning to page 20 for a discussion of these two corner positions.

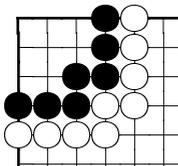


Diagram A1

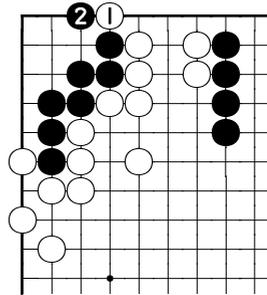
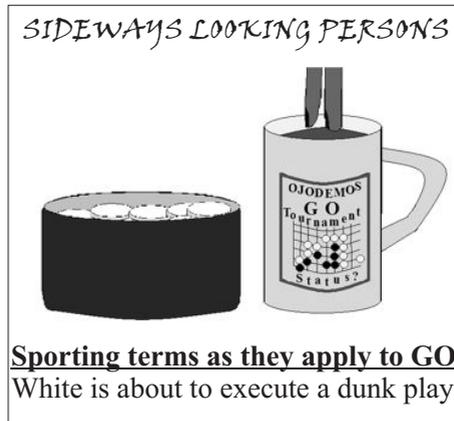


Diagram B1



A GREASE-MONKEY ON THE ZEN MACHINE

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Zen Machine introduces Go to all sorts of people. Its Chief Zen Engineers are Peter Wendes the BGA Education Officer, and his wife Sheila. Over the past few years they have introduced Go to some 20,000 children, and have got all of them playing real games.

When Peter and Sheila put out a call for local players to help with a session at the Fishbourne Roman Palace, I decided this was a "must" for me. Partly out of curiosity - how do they do it? Partly because of Sheila's articles about George in past BGA Journals. George (not his real name) was a troubled child, seemingly rubbish at everything and disruptive in school, until he began to learn Go, and found it was something he was good at and could be proud of, and

the rest was ... a happy ending. Also, ever since I moved to Sussex, various friends have told me that Fishbourne is an amazing place to visit.

On arrival, you go in through the museum shop, which has some nice bits of Celtic and Roman style jewellery, and a good selection of history books. Then you are in a vast hall with raised walkways all over, and on either side you can look down onto the conserved mosaic floors. There are geometric designs and pictures, all in the beautiful muted colours of the natural stones. There are also the remains of part of the Roman under-floor heating channels. I wished they had been in working order, as it was a bright January day but a bit chilly.



Towards the far end of the hall is an area for meetings, where Sheila and Peter were setting up, and the children beginning to arrive. They

were from the West Sussex Able Pupil Programme. This aims to provide interest and stimulation that is more challenging than the standard school

curriculum. Equally important, it aims to give these children a chance to make friends with others like themselves, because it can be lonely being the school clever-clogs. We had a group of about 30, all ages from 6-ish up to young teenagers. Some of the parents stayed to join us, but most were happy to leave their kids for a few hours.

Soon the class was assembled, and we began with a little about the history and culture of Go. The game itself was introduced with Capture Go, where the winner is the first person to capture a group. After some explanation by Peter and Sheila, two of us Go players were asked to play a capture game on the 9x9 demonstration board. This I found surprisingly disconcerting because some, but not all, of the usual Go-playing habits are inappropriate. I lost the game! Next the children were paired off to play their own games. We Go players tried not to interfere too much, and hoped that when we did it was useful.



The children quickly got the hang of Capture Go, and then, after another short teaching session, they were playing real Go. Not all Go teachers would agree with the Capture-Go method, but from what I saw it

certainly seems to work. It allows the children to experience groups and liberties and eyes, without too many other complications. Then, once these ideas are well established, the transition to understanding territory is not so difficult. Sheila told me that with adults it may be better to show them a real game first off. Whereas children are quite happy to go along with the simple capture game, some adults will be better motivated to learn, once they have some feeling of the depth and subtlety of Go. Watching a commented 19x19 game will give this, even though they understand very little.



Besides the actual playing and teaching, we watched an episode of Hikaru No Go, listened to Japanese music, and saw a copy of the earliest surviving Go manual, a 1200 year old scroll found in a cave in Dunhuang in China, and now in the British Library. By the time the parents returned, some of the children were beginning to tire, which is hardly surprising after four hours of new experiences. But the show went on. Two of the children treated a group of parents to a demonstration game, and I counted three small boys each showing their Dad how to play Go. ■

TWO CORNER POSITIONS - ANALYSED

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Here is the discussion of the problems posed on page 17.

Corner A

When reviewing the status of the position in Diagram A2, matters are simplified by its symmetry. To a large extent the 'A's are miai as are the 'B's. The 2-2 point appears to be the key move. This is not the same as the Carpenter's square, weak or strong, since the walls have already descended to the edge.

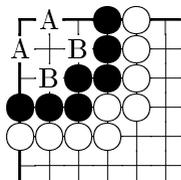


Diagram A2

If Black were to play again, as Diagram A3 shows, then a 2-2 point play leaves Black with two easy eyes and there is nothing White can do. Black gets 7 points.

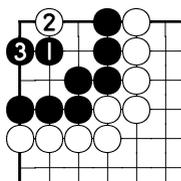


Diagram A3

If White invades, the 2-2 point is the obvious choice. Permitting 2 and 4 in Diagram A4 allows Black an eye in the corner and means White has too few liberties to achieve anything and dies. 3 is wrong.

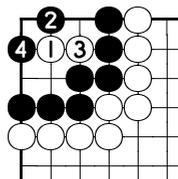


Diagram A4

In Diagrams A5 and A6, the obvious White moves are still not optimal. In both cases White manages a seki reducing Black's score by the 7 points from Diagram A3.

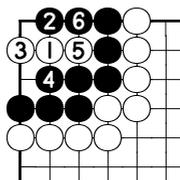


Diagram A5

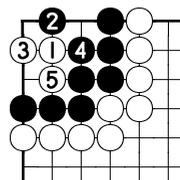


Diagram A6

In Diagram A7, 5 is the important move. Should Black choose to answer 5 by connecting 2 to the main group, then White could "almost-fill"¹ the group with a T-nakade thus killing Black. If Black were to tenuki, White would capture 2 and then either atari Black or respond to a Black play by filling at 2 creating a 5-point gun nakade.

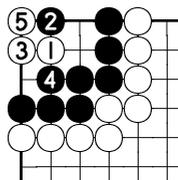


Diagram A7

¹"Almost-fill" means to fill an internal eye-space completely except for exactly one liberty.

Continuing in Diagram A8 from Diagram A7 shows the best that Black can manage - a direct ko. This is the best play for both when White starts first. The ko is worth $7+20 = 27$ points. White could choose Diagram A5 or A6 if there are insufficient ko threats.

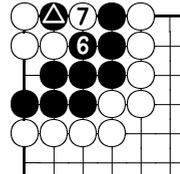


Diagram A8

Corner B

In the actual game that Diagram B1 on page 17 was drawn from, Black was in time trouble and the Black corner died. Let's see if it should have.

The only White attack likely to kill Black is the peep at the 2-2 point. Black can capture with ④ in Diagram B2 and White has to block at ⑤ otherwise Black connects out to his live stones along the first line.

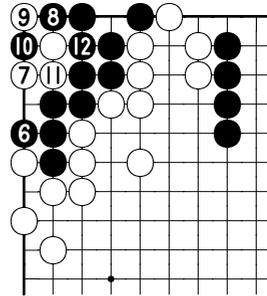


Diagram B3

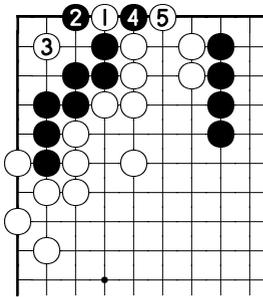


Diagram B2

If Black doesn't want to fight the ko, he can get a seki with ⑫ in Diagram B4 instead. Should White try to restore the ko with ⑮ in Diagram B5, it fails, and Black lives with a double ko.

Diagram B3 shows one possibility when Black endeavours to expand his eye-space with ⑥. This develops into a direct ko at ⑨ / ⑩. The other 2 kos on the edges have no bearing on the result: Black winning kills White for an eye at the 1-1 point and a second eye at the captured stones; White winning allows a play at ⑩ to almost fill Black's eye-space with a 5-point gun nakade.

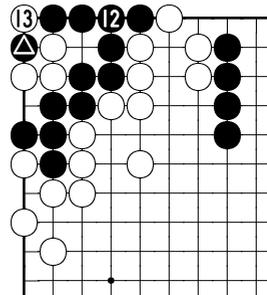


Diagram B4

⑭ is played elsewhere
⑮ at ▲

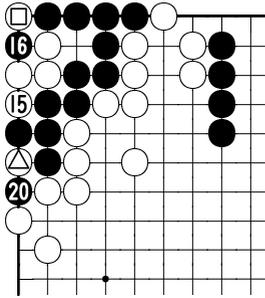


Diagram B5

⑰ is a ko threat answered by ⑱
⑲ at ㊥

Alternatively Black could play ⑩ as in Diagram B6 and live, presumably in a no-score seki, with double ko.

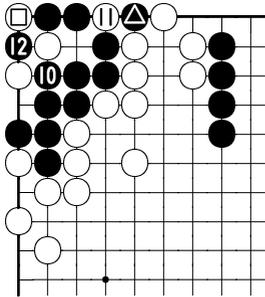


Diagram B6

⑬ is a ko threat answered by ⑭
⑮ at ㊥
⑯ at ㊦

Playing ⑨ in Diagram B7 instead results similarly in ko or seki, a seki is shown.

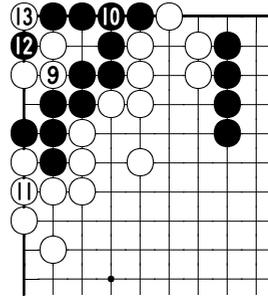


Diagram B7

So we conclude that in response to ② the result should be either ko or seki. The original ② was the wrong response.

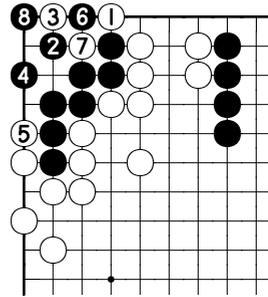


Diagram B8

Diagram B8 shows a better sequence leading to life with territory in another double ko. ■

TRAVELS IN KOREA AND JAPAN - PART I

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I was selected by the British Go Association to represent the UK in the 3rd Prime Minister's Baduk Tournament held by the Korea Amateur Baduk Association (KABA) in Goyang, near Seoul. Representatives were invited from all Go-playing countries with a national organisation. Sixty-eight countries sent representatives, chosen in a variety of manners. One contestant told me that she was there "because her teacher had told her to go".

However, a somewhat more rigorous selection procedure was used by the BGA. My trip, in November 2008, was a reward for persistence rather than competence, on the basis of the number of games that I had won at British Go Congresses. I decided to follow my week in Korea with a fortnight in Japan, as I have many friends there. Here is a Korea/Japan diary of my visit.

Thursday 6th - Friday 7th

In the flight from Heathrow to Seoul with Korean Air, I am impressed with the wide range of in-flight entertainment.

A choice of five Bruckner symphonies gives an idea of the range available. I am met at Seoul Incheon airport by representatives of KABA, and after two hours the transport to the hotel in Goyang arrives.



I find that I am sharing a hotel room with Tony Atkins, who is there representing the EGF as its president.

Saturday 8th

After some orientation speeches we are introduced to our team of "interpreters". These are students, (not generally baduk players), identified by red shirts, who are not only able to speak fluent English and other languages, but serve as our guides throughout our stay. These people were quite exceptionally competent and friendly.

After lunch we are shipped off for a sightseeing tour centred on the DMZ (demilitarised zone). I think that some of us might have preferred some Korean history and culture, but it is understandable that the sad division of Korea looms large in the Korean mind. A depressing sight was a religious ceremony (Buddhist I think) at a monument to families which have been split for many decades by the division.

The most interesting part of this trip is a walk down a slanting concrete adit to see one of the four tunnels so far discovered bored through the granite rock under the DMZ by the North Koreans, and now firmly blocked off. We are told that these were intended for the invasion of the South. Maybe, but it looked to me

as if only infantry and light artillery would go through such a narrow space. We have to wear hard hats and need them. Walking up to the surface is physically challenging, as we climb the equivalent of a 20-storey building. "Do you fear invasion from the North now?" I ask a guide. "The mouse does not attack the cat", comes the reply. There is a striking sculpture of a divided sphere on the surface, symbolising the desire to reunite the country. [See Cover]

Later that evening we have a banquet. Having registered as a vegetarian, I find myself sitting on a table with the other vegetarians, including three Indian players. (Two are there as officials for the discussion meetings going on at the same time as the tournament rounds.) It is good to see that vast and increasingly prosperous country developing baduk.

After that we are taken to see the "singing fountain", which changes form and colour in time with recorded classical music. Impressive for ten minutes, but after 30 standing in the cold I was ready for the bus back to the hotel.

Sunday 9th

The tournament is held at KINTEX (Korea International Exhibition centre); an impressive edifice comparable with our one at Birmingham, and a 20 minute bus ride from our hotel. We are in the Grand Ballroom, and have the standard oriental opening ceremony with speeches and introductions galore, together with what seems to be standard on these occasions, some stage entertainment. This consists of an impressive choreographed exhibition of the martial art Tae Kwon Do, which has been unkindly

described as the art of kicking people in the face.

After lunch the tournament proper at last starts. There are various other Baduk events going on in the same vast hall, including a children's tournament. The Koreans do not appear to expect the same hush that surrounds the start at least of most European tournament rounds. The time limits are somewhat unconventional for an international tournament: 30 minutes basic time with three allowances of 30 second byo-yomi. This leads to a schedule in which many of us have a lot of sitting about to do, while one or two pairs finish most of their game in the byo-yomi phase.



You found your table by identifying your national flag displayed thereupon. Tony notices that the Union Flag is attached to its miniature pole upside down. "A symbol of distress," he remarks. (The distress is to come later.) My first opponent is from Azerbaijan. My punishment for beating him is to be promoted by the Swiss system draw to table 2 for round 2, and have my game against the 6-dan Czech player broadcast to the world on the internet. I lose easily.

Monday 10th

We are moved from the Grand Ballroom to a smaller room for the remaining rounds, as the other Baduk tournaments were only for one day. After a poor night's sleep I manage to lose all my games, to Australia, Spain and Indonesia. We are fed magnificent lunches at KINTEX under the watchful guidance of the interpreters, at a different restaurant each day.

In the evening Tony Atkins, myself with several others are invited out for a Korean style dinner with Mrs Taki of the International Pair-Go Organisation. This entails squatting Japanese style around a table bearing a bewilderingly large array of small dishes; I counted 69. Korean food is quite different from Japanese; more meat oriented, and often quite hot in taste.



Tuesday 11th

I make up for my poor performance on Saturday by beating Mexico, Brunei and Turkey. There is the usual final ceremony; this time the entertainment is a young saxophonist playing karaoke style with CD accompaniment. 4/8 doesn't qualify one for a major prize, so I am rather surprised at the final ceremony to be nominated for a Special Prize. These were awarded to the sole female

competitor, the player who lost all his games, the most popular player, as voted for by the interpreters, and to myself for being the oldest competitor (I'm 65). They couldn't award a prize to the youngest competitor, as he was the Chinese player who won the tournament anyway.

Wednesday 12th

Time to leave Korea. The interpreters are there to the last, to guide us to the airport buses. I fly to Osaka, and by means of a bus and two trains, interrupted by a moment of panic as I forget how to buy train tickets in Japan (all done by machine with instructions in clear Japanese) I arrive at the town of Hirano, in Hyogo prefecture.

I am there to visit Harumi Takechi. Anyone who frequents the European Go Congress will know her. She is also to be seen at the US Congress, and has visited us at the Isle of Man event. She has a particular love for overseas (to her) Go players, and regularly invites them to visit her in her home.

Where they receive a warm welcome; literally so in my case, as she whisks me off to the local onsen (thermal baths). As always in Japan, you take off your shoes on entry; they go into a locker. Then you enter the changing room and put all your clothes plus the first locker key into a second locker, and go through to the baths. Here you are expected to shower very thoroughly, before you just relax in the hot water. If it's not hot enough for you, there's a sauna as well, with a timer to show you when you've been in there 12 minutes, considered the maximum for safety reasons. I manage about three. ►

Thursday 13th

I am left to my own devices, while Harumi goes off to a meeting in Osaka, and a welcome relief it is from the bustle of the preceding week. In the afternoon I go for a long walk, ending at the local quite extensive Shinto shrine. Here you can pray to the local kami or spirit, asking for your request to be granted. Apparently you can increase the chance of getting what you want by buying a small tablet of wood, writing your prayer upon it and tying it to a stand. The priests periodically collect these up and pray for them en masse. (No pun, really ...). In the evening Harumi and I play Go.

Friday 14th

I have been invited, through Harumi, to attend the 40th Anniversary party of the Kyoto Women's Igo Kai (Go association). I fail to appreciate the need to catch a particular train, resulting in a somewhat hurried journey to the Kyoto venue. I am the only foreigner present. There is an informal two-round tournament. When I announce my strength as 3-dan, I am unhesitatingly entered at 5-dan, following which I win both games. Draw what conclusion you will. We are also given a game against a professional; that I don't win, having been allowed only two stones handicap. Amongst other pro's ex-Honinbo Rin Kai Ho is present, and is now in possession of a BGA name card, so he at least knows that we exist.

The Go song, a British invention, has now spread to Japan. The party

wanted a rendition of the Niken Tobi song, which I am called upon to sing, in the original Kielerisch dialect of German. I then discover that everyone present had been issued with a copy of the song downloaded from my own website¹, with some of the German text replaced by a Japanese version, which was then rendered by all present.

During the banquet which follows, I have some trouble convincing people that I am British rather than German. I am seated next to a reporter from the local Kyoto newspaper, and my rather elementary Japanese is put through its paces as I explain who I am and how I learnt Go, etc. Some Japanese still regard the idea of gaikokujin (foreigners) taking an interest in Japanese culture as rather exotic.

Saturday 15th

Another most welcome free morning at Harumi's home, after yesterday's excitement. In the afternoon we set off for the home of Matsumoto-san, a strong amateur player who maintains a Japanese-style house in the country, where he holds weekend Go parties. I had been there before in 2004, and was well prepared for Japanese-style living, with virtually no furniture, thin sliding screens dividing the rooms, tatami mats underfoot, and somewhat rustic insulation from the weather. Matsumoto-san keeps a record of every game played, using a sliding handicap system. In 2004 I lost nearly all my games, and slid down on his scale. This time I manage to make up most of the lost ground. ■

(to be continued)

¹<http://www.francisroads.co.uk/gosongs/03NikenTobi.pdf>

5TH INTERNATIONAL BADUK CONFERENCE

Tony Atkins

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I elected to stay at home during the two weeks of the World Mind Sports Games and do all the hard work, whilst everyone else was away. Forsaking China, I was able to visit the Korean Prime Minister's Cup in early November.

Unlike Francis, I left two days early on my trip to the KPMC to get over my jetlag before the event started. Although my second trip to Korea, I had not visited Seoul before, so spent two days in the capital getting my fill of palaces, museums and the like. The highlights for me were finding the Baduk set in the Folk Museum and finding the park in front of the Royal Shrine on a sunny Friday morning full of Baduk players, and a small group of Korean Chess players.



Two interesting features of Seoul were that each street sold a different product (my hotel was behind Moped Street and off Chair Street) and you were quite likely to find a trio of workers playing Baduk on a street corner during their cigarette break.

I then took the express bus to Paju Book City, where we were staying at a hotel in the middle of a modern industrial park for publishers. I eventually found the hotel when I realised that to get off at the station meant at the first bus stop with a shelter, as there was no station. Facilities at the hotel were somewhat unusual as the rooms had a small library instead of the normal television, but luckily I had got my fix of Baduk and Korean Chess programmes whilst in Seoul.

Joining up with the players and other guests, I too was able to enjoy the trip to the DMZ and the many banquets, usually on the top table. I even enjoyed restful nights despite my restless roommate. In addition, as well as watching the games, I was able to spend some time in the Asian Go Federation's trainers' workshop and join their President's Lunch.

On the Monday, I joined the 5th International Conference on Baduk (ICOB5), in an adjoining conference room to the tournament. The theme of ICOB5 was Baduk Marketing and I was there to present Paul Smith's paper as he could not attend. He had analysed the comments on Go left on boardgamegeek.com and considered how this impacted on what we did to market Go in the UK. The other papers on the first day were Ernest Brown on marketing Baduk as a sport in the USA, Mr Jeong, 9p, on marketing Baduk in Korea and Daniela Trinks on developing Baduk in the West with Korea's help. ►



Fairbairn, van Ees and Nam at ICOB5

The following day John Fairbairn presented a paper on his new course and software on how to read Korean Baduk literature. The final paper was Theo van Ees on the history of Go sets made in the West. Unfortunately two speakers could not make it, so we had to play Go in the afternoon. I got to play old friend and journalist Mr Lee

and then pros Kim Min-Hee and Nam Chi-Hyoung, beating Min-Hee by a single point after I spotted a tesuji she had missed.

Then it all ended far too quickly and, hardly before one had time to recover from the final banquet, it was off to the airport for the long flight home.

KPMC Results:

1. Li Chen Chien (Chinese Taipei), 2. Sang-Hun Lee (Korea), 3. Wei Zhao (China);

on 6/8: Hong Kong, Czechia (Silt), USA (Hsiang), Australia (Shin), France (Donzet), Singapore and Macau.

Francis Roads (UK) was on 4/8 and Terence McSweeney (Ireland) 3/8. ■

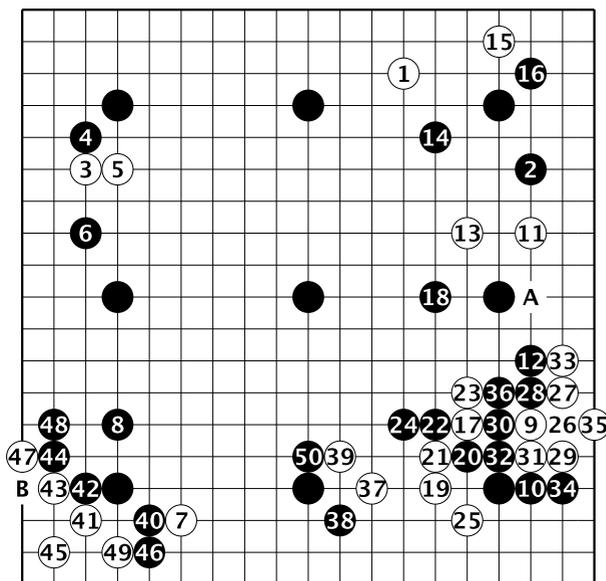
THE BGA ANALYST

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David Ward would like to remind the membership of the analysis service available to members.

NINE STONE GAME

Most beginners start off playing on small boards. Once they have performed well enough, they are allowed to play a 9 stone handicap game on a 19x19 board. Many beginners seem to feel that they are expected to lose at this level. This is admirable sentiment, but in fact winning on 9 stones is rather easy. This article shows one example of a win.



Black: Rupert Bear,
NutWood

White: Uncle Bulgaria,
Wimbledon Common

Rules: White to Win ?

Result: Black Success !

- ⑨ White has begun by scattering stones around the board. This allows him some prospect of influence across the whole board.
- ⑩ Black felt this was perhaps slow.
- ⑫ This was played to make a double attack, but we can consider the iron pillar A instead.
- ⑭ Again Black aims for a double attack, but this move is not a regular shape, perhaps Black can find a better move.
- ⑯ Denying the white stones a base keeps them weak.
- ⑰ White ⑱ is more natural. Making solid side territory.
- ⑳ Black has the advantage in this fight due to his surrounding stones.
- ㉑ This is an important resource to connect.
- ㉓ Quiz: Can you spot what is wrong with this move? Answer in next issue.
- ㉕ One can argue that ㉖ would be better at ㉗ to build a whole board moyo. Locally the kosumi is fine. It was played with an eye on ㉘.
- ㉙ A rubbish move.
- ㉛ Would be better at ㉜, White was looking for a ko at B.
- ㉝ Very natural.

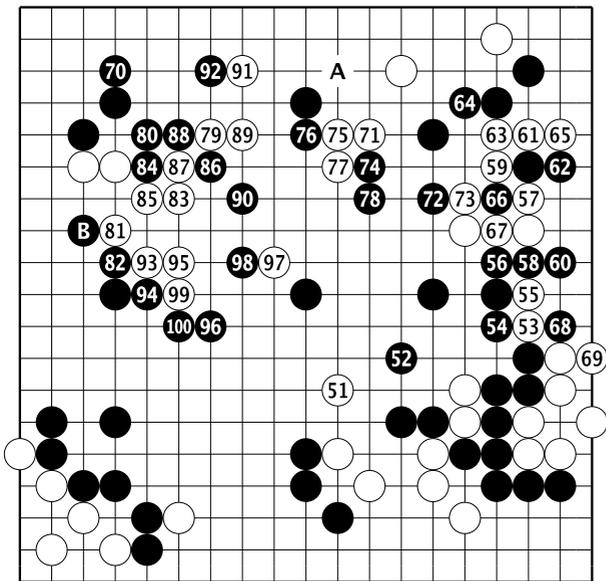
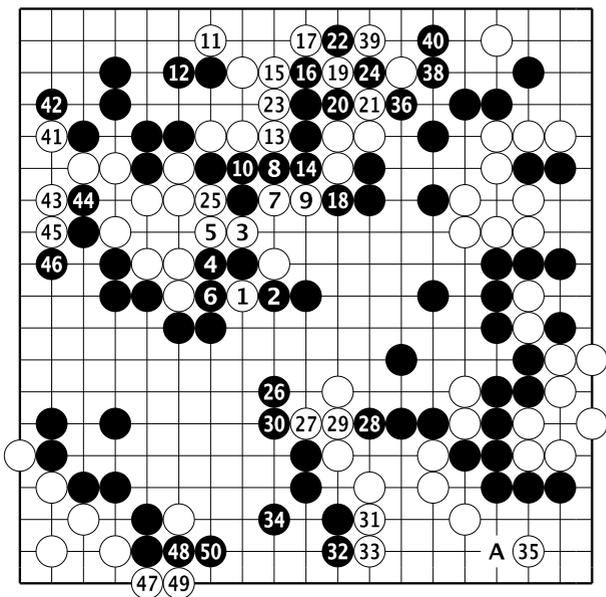


Figure 2 (51-100)

- ⑤9 White must trade, playing at ⑥0 won't work.
- ⑦0 The trade now seems reasonable for White. Black should attack the two stones (say A), not take gote in the corner.
- ⑦1 White plays lightly.
- ⑧0 Maybe ⑨2 is enough for Black now? How will White manage both weak groups.
- ⑧2 B (⑥) has become irrelevant now; there is no reason to defend it.
- ⑧9 White's moves feel unreasonable.
- ⑨4 A choice here between keeping all the left side, or helping the ⑦6 group of stones.



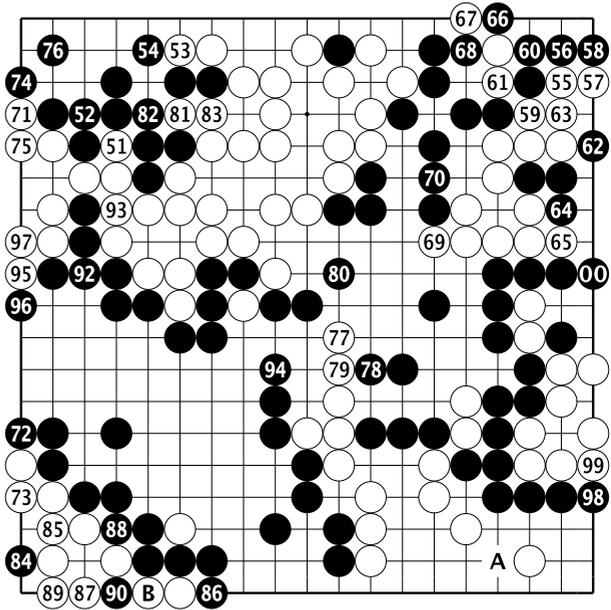
③7 at ①9.

Figure 3 (101-150)

- ⑩9 Clearly, White needs everything here.
- ⑫1 The squeeze works for White.
- ⑫5 "Shibori" ^a is the essence of Go" A. Goddard.
- ⑫6 A huge move.
- ⑬4 This is exactly where the Andrex puppy would play, A feels more real.
- ⑭7 An overplay. Beginners should note that White (for some reason) often overplays.

^asqueeze plays

Figure 4 (151-200)



⑧4 Correct move.

⑧6 Missing the vital point.

⑨1 at B.

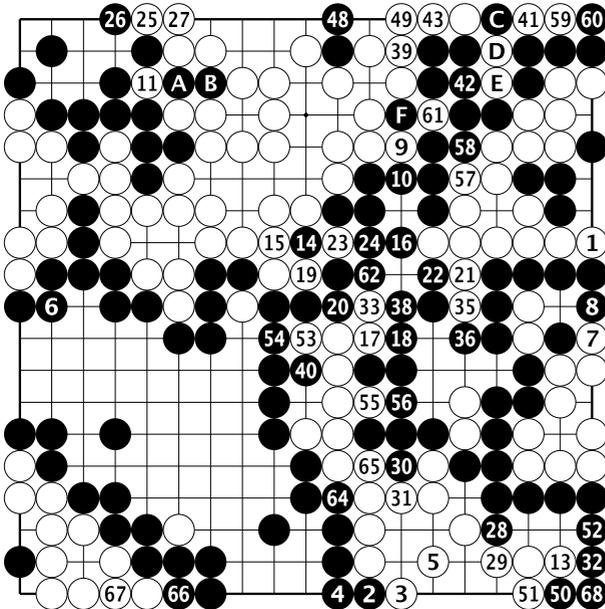


Figure 5 (201-269)

⑫ at A, ⑳ at ⑪, ⑳ at B, ㉔ at C, ㉕ at D, ㉖ at E,
 ㉗ at C, ㉘ at F, ㉙ at ⑭.

EBOOK READER AND GO BOOKS

Pat Ridley

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The article has its origins in a conversation with Gerry Mills, our esteemed Bookseller, one night at the Chester Go Club. Gerry asked us if we thought the future for books lay with ebooks rather with traditional paper copy. I suspect he didn't learn much from our answers at the time, but I found myself wondering how many ebooks on Go one might hope to find. I was aware of a handful of Go texts on the web provided by public-spirited individuals, and that general ebooks from commercial publishers exist, though probably a rather low percentage of all newly published books. But what about commercially published Go books? Are there any, and is there any sign of them for the foreseeable future?

Here I describe my recent experiences of using an ebook reader to read Go books. It is neither a comprehensive review of ebook readers or Go ebooks, nor is it an endorsement of any particular product or book. Just my opinions which I hope will give a flavour of what is available and a foretaste of what may become a standard option. Whilst I refer to Go books in this article, an ebook reader should be able to read any document in a supported format.

The ebook Reader

First, a little about ebook readers and in particular the one I use, which is the BeBook, produced by the Dutch company Endless Ideas¹. A popular alternative is the Sony Reader. The BeBook is roughly conventional book size and weight (184 x 120 x 10 mm, 220 gm), with an internal memory

of 512MB and a slot for an SD card such as commonly used in digital cameras. You can download ebooks to the internal memory or SD card via a USB cable, or simply download to an SD card on your computer's SD card reader, if it has one. The screen is 120 x 90 mm (6 inches diagonally), with 600 x 800 pixels.

The number of books you can store on the BeBook depends on the file format, of which a large number are supported by the BeBook.

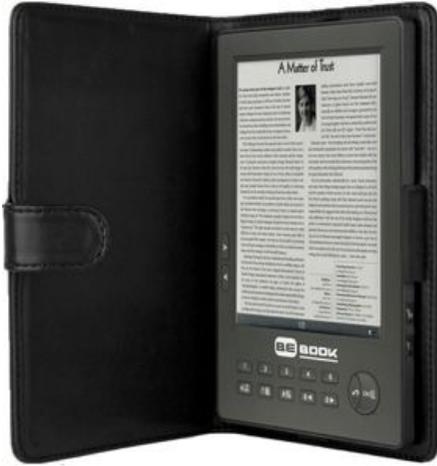
The Kiseido books I mention below are in PDF and average around 80MB each, so a 2GB SD card should be able to hold around 25. This is larger than the average file size of the preloaded free ebooks (189 in total of which 100 are in English, occupying 150MB). There are other far more efficient formats, and the manufacturers claim the internal memory is enough for 1000 books. If all this is not enough, you could of course have a library of SD cards. Anyway, this should make for lighter suitcases. The BeBook will also play MP3 files through headphones. The software can be updated from the Mybebook web site.

Why Bother?

Ebooks can be read on desktop PCs and laptops, so why bother with a special purpose ebook reader? The BeBook screen does not use an LCD. It uses the rather different technology of 'epaper' and 'eink' the upshot of which is that text is black on a white background and can be read in the same environments as a conventional book. This includes bright sunlight, where LCD screens struggle to be

¹see <http://mybebook.com>

seen, for example on the beach, where you might want to do some holiday reading; though I would hesitate to read it in the bath - could be costly.



The lifetime of a battery recharge is estimated at 7000 page turns, which is enough for reading War and Peace several times over should you be so inclined, though in practice the lapse of time is also a factor. The BeBook is substantially smaller and lighter than even the small laptops ('netbooks') and the controls are tailored for the task. There is no long delay while the device 'boots up'; it turns on in seconds and you can quickly resume reading where you left off. On the other side of the coin, the images are black and white only. Ebooks can be read on PDAs, but I have not attempted this and cannot comment on that comparison.

Commercially Published Ebooks

I visited the web sites of publishers of Go books to see what ebooks, if any, they might have. The only commercially published Go ebooks I

came across were from Kiseido. It has published its 'Digital Bookshelf One', which is a DVD holding five out-of-print books: What's Your Rating - Miyamoto Naoki; Kato's Attack and Kill - Kato Masao; Enclosure Josekis - Takemiya Masaki; All About Thickness - Ishida Yoshio, and Breakthrough to Shodan - Miyamoto Naoki. Kiseido have also released the first 108 issues (1977 - 2006) of Go World on three DVDs, the Go World Archive. I tried the sample edition on the Kiseido web site². This is a large (58MB) PDF file and equally readable on the BeBook. The Archive immediately provides a good selection of reviewed professional games. Kiseido also plan to release the Go Review Archive, covering all 160 editions (1961 - 1977). The release was due in Autumn 2008 but does not appear to have happened yet (Jan '09). The sample copy is an even larger file (95MB), perhaps because it was scanned from a printed copy, though displays in the same way on the BeBook.

'Free' Ebooks

The Wings Across Calm Water Go Club³ has several free go books: classic Chinese problems - Guan Zi Pu; How to Play against the Stronger Player - Sakai Michiharu; Go on Go - Go Seigen's commentaries on his own games; The Way to Go - Karl Baker (a beginners' introduction).

Yutopian make editions of the magazine Go Winds freely available at⁴, but even at the highest BeBook zoom level the print seemed unreadably small. ►

²<http://www.kiseidodigital.com/>

³<http://www.wingsgoclub.org/default.php?cmd=books>

⁴<http://www.yutopian.com/go/gowinds/gonewiththewinds.html>

How Well Do They Work?

All the above mentioned books are in PDF and, with the exception of Go Winds, all are readable on the BeBook, with some caveats. 'How to Play Against The Stronger Player' is also offered in MS-Word (.doc) format, but then the diagrams did not display, so stick to PDF! There are three 'zoom' levels available on the BeBook, though availability seems to depend on the document. At the smallest size the text may be too small for comfortable reading, and the board lines may be indistinct or even invisible. At the largest size, which is displayed in landscape orientation, large diagrams may be split across two pages. Text size on the Go books may be an issue for those of us of advancing years and diminishing eyesight, though this does not seem to be a problem for the more general books, e.g. from Project Gutenberg.

Other Issues

There are many ebook file formats, a situation described in Wikipedia⁵ as sometimes referred to as "The Tower of eBabel". The BeBook currently supports 23 file formats, but this does not include every format used by ebooks. In particular there seems to be a current issue with files protected by DRM (Digital Rights Management) systems. The BeBook is not a general purpose computer and SGF files are not supported. HTML is a supported format, but I had no success in displaying diagrams embedded in an HTML document. The BeBook is upgradeable and therefore the range of supported formats is expandable, in principle.

A number of web sites offer free ebooks. Project Gutenberg⁶ claims to have a library of 27,000 books with expired copyright in the USA book listings, with links to other sites giving a combined total of 100,000.

As ever, you should check for copyright restrictions before downloading anything.

Conclusions

The market for ebooks and ebook readers is evidently immature. The only ebooks I have bought so far are the five in the Kiseido 'Digital Bookshelf One', so I have very little experience of the general ebook marketplace. My attempts to find specific recent books in ebook form have been unsuccessful. If you are not choosy about which book on a particular topic or in a particular genre of fiction then you may be more successful. However you have a good chance of finding the classic novel of your choice in text or audio format or both, free of charge from a site such as Project Gutenberg.

Few Go books are currently available as ebooks, and are much more pleasant to read on your desktop or laptop computer, and of course a computer allows you to read SGF files and play! Juggling for an appropriate balance between text size and diagram readability can be a little irritating on the BeBook, and the lack of colour can seem dreary (though not an issue for any Go books I have seen). When portability is important, however, the ebook reader comes into its own, making it a useful device for the traveller. ■

⁵http://en.wikipedia.org/wiki/Comparison_of_e-book_formats

⁶http://www.gutenberg.org/wiki/Main_Page

HOSHI-KEIMA KAKARI-KOSUMI-TSUKE

Alexander Taylor

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In reviewing the game of kyu players, many mistakes and misconceptions can be observed. Documenting them all would be impossible, but there are one or two extremely common mistakes that crop up in the games of a significant number of players.

One of these mistakes, the one that this article deals with, is misuse of the attach-extend 'joseki' around the 4-4 point. This shape is shown in Diagram One.

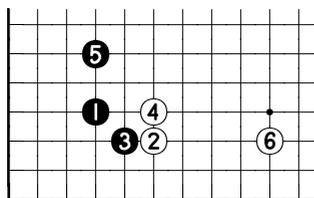


Diagram One

The position in question

This position is extremely common in kyu player games I've observed, from the games of complete beginners to mid-SDK players of 5k or even higher. What may come as a surprise to many people is that it is generally a mistake!

Many people may find this surprising. 'But the corner is now secure, and Black has sente' is a common response, as is murmuring about attacking White. Both of these are incorrect.

Before anything else I will note that it is far from a game-losing mistake. There are no fatal flaws in the position of either player, and the game could certainly go either way. Nevertheless, White does have something of an advantage that may give him an edge in the game if he uses it properly.

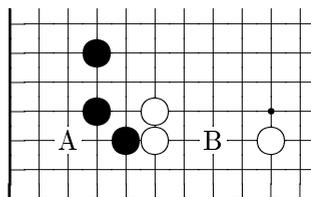


Diagram Two

Black takes formidable corner territory?

The misconceptions around this sequence generally centre on a single main point, a misunderstanding about Black's protection of the corner. The belief is that Black has secured the corner, or at least made it impossible for White to live easily.

Black takes significant corner territory, the shape is good and unassailable! Isn't it?

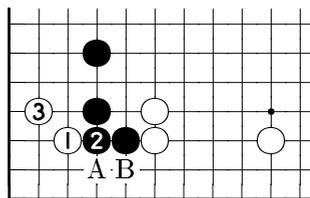


Diagram Three

Does Black finish off the corner, or does White's 3-3 invasion still work?

The common belief is that Black has successfully defended the corner. When White plays his 3-3 invasion, Black slams down whichever cutting move he likes (A and B also cut off ①) and challenges White to live.

The problem is: White *can*. This life isn't definite, and fighting is involved, but generally it is too much for Black

to expect to kill White unconditionally in the corner. Diagram Four shows one possible result.

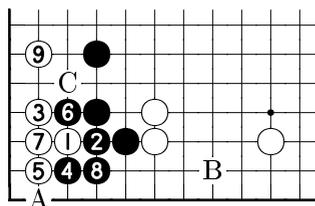


Diagram Four

Black tries a strong attack, but White escapes

Here Black plays solidly without leaving cutting points, but simply doesn't have sufficient local strength to prevent White running out along the side. Even if Black blocks White from moving any further, A should give a living shape in the corner. Black gets compensation in the form of a stronger position towards the centre, and can look forward to stronger continuations in areas such as B. His original intentions of taking the corner are shattered, though, and White's exterior position is still far too strong for Black to mount an immediate strong attack yet.

The moves here are only suggestions for what the players might play. Other factors will affect the choice of moves, and may make moves such as the peep at C important possibilities to help White live.

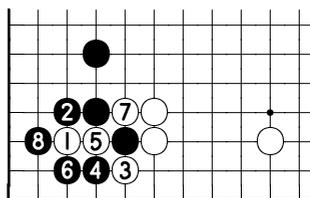


Diagram Five

Black minimises the territorial damage, but in gote

Diagram Five shows Black's safest option for minimising territorial damage, at the cost of failing to take sente. This sente sequence for White (if played at the proper time) is a reasonably large reduction of Black's corner territory, and significantly improves White's result in the corner.

The problem is ultimately that Black's shape in the corner is poor. There is too much aji in the area to mount a strong attack upon White's invasion, with other moves such as the peep at B also available depending upon the surrounding position (these moves are not considered in the suggested sequence).

Overall, Black's intentions of taking the corner in sente are misguided. The corner still has weaknesses. Black should not play this sequence to take the corner.

So the corner is not secure. Then why play this sequence at all?

Despite the problems noted above, the attach-extend joseki sequence here does have a time and place for use. Used properly, it can be a deadly attack on the lone white stone, but Black must first have reinforcements in the area.

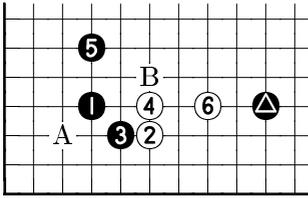


Diagram Six

Black attacks and makes White run

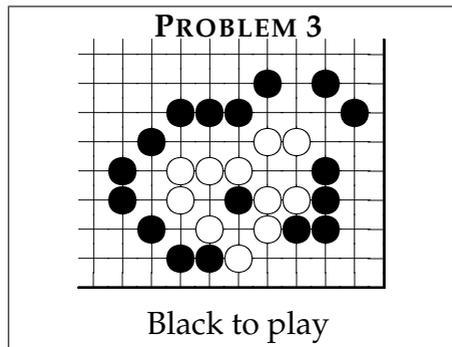
With the addition of \triangle , the position is very different. \triangle occupies a vital point of White's shape, so White's position remains weak. Although White can make a small extension, it is over-concentrated and doesn't even allow for two eyes on the side. With this weak group to take care of, A would only let Black create valuable thickness with which to attack, and a black splitting move becomes very powerful.

The difference is that between strength and 'heaviness'. In Diagram One, White is made strong, the normal result that can be expected from contact moves. Diagram Six, however,

makes the white stones 'heavy'. Ignoring $\textcircled{3}$ would let Black push White around locally, so $\textcircled{4}$ is common (B is a lighter alternative). White still has no base though, so rather than becoming strong he just has an extra stone to protect. This is why White is heavy, and why this heaviness is a desirable Black result.

The reason for the common occurrence of this sequence is probably because it is rightfully presented as a strong attack during a player's first few games. With the 9 handicap stones, these moves can be a strong attack in every corner! However, it is a mistake to believe that it is still a strong attack without \triangle ; as shown in the first half of this article.

Thanks to Sensei's Library (<http://senseis.xmp.net/>) for excellent explanations of these ideas and principles, without which I couldn't have refined my own knowledge into something resembling an article. It is a highly recommended resource for further information. ■



PROFESSIONALS DON'T PLAY GOTE

Toby Manning

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The position given on page 16 is from a professional game played in the early 1980s between Sato and Tomo, two Japanese professionals at the Kansai Ki-in.

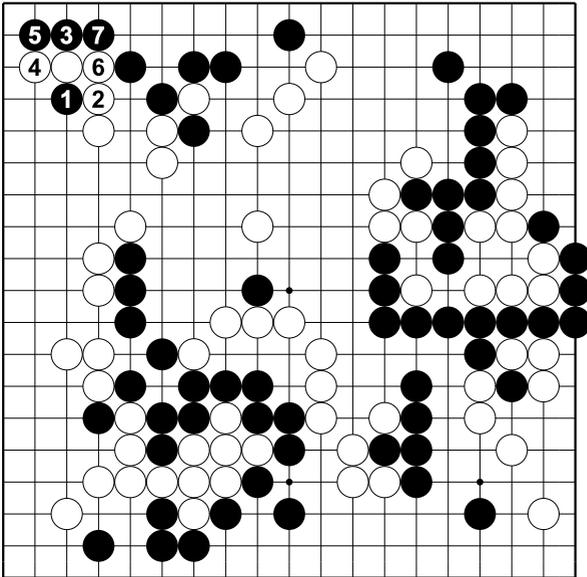


Diagram 1

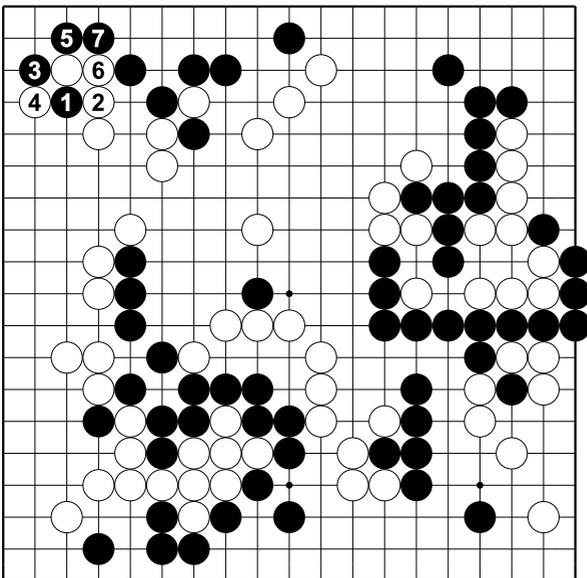


Diagram 2

After Black played at ①, many readers would, I expect, have envisaged that White would answer at ② as in Diagram 1; the sequence up to 7 may then be expected. An alternative is shown in Diagram 2, where ③ is a hane: this is better for Black than Diagram 1 if White responds as shown in the Diagram, but before playing at ③ Black needs to be confident that, if White responds with ④ at ⑥, Black can live on the side (this question is left as an exercise for the reader). In both cases White ends up with sente, although there is a feeling of being pushed around.

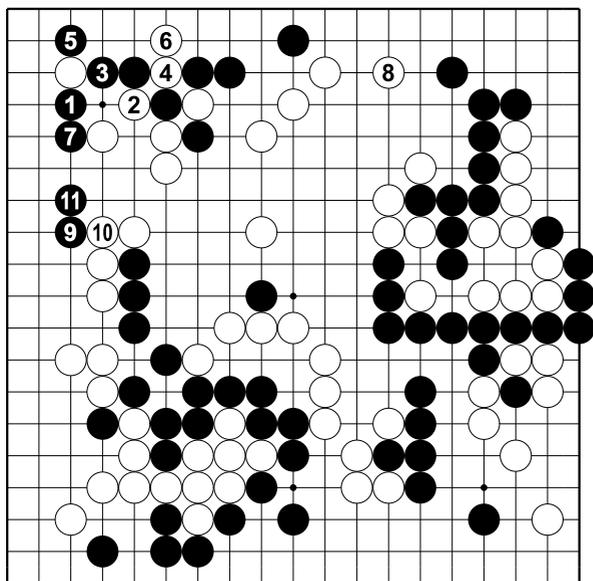


Diagram 3

However, the actual game proceeded as shown in Diagram 3. Until move 10, we are seeing a "sente fight", as both players refuse to answer their opponent's move directly, before Black takes the large gote point at ⑪.

It is difficult to calculate which of the three outcomes (Diagrams 1, 2 or 3) is best: there does not seem to be much difference between them in terms of territory. However, Diagram 3 was played by someone a lot stronger than me, suggesting that this is the best variation.

The valuable lesson from this position is that the best Go players in the world try their utmost not to simply answer their opponent's move, but instead to try something else to seize sente, hence the title of this piece: "Professionals don't play Gote". ■

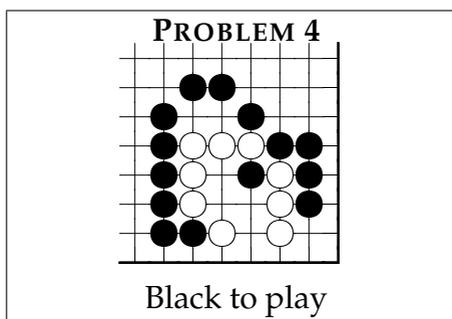
The editor looks forward to reading a detailed analysis of the status problem set on the mug on page 17.

QUIZ ANSWERS

- 1 g Bletchley Park is famous for its work on decoding the Enigma machine.
- 2 c Played Go with John Nash as mentioned in the book "A Beautiful Mind".
- 3 a First to play Go in space, used BGA number stickers rather than stones.
- 4 h In 1934 wrote Go and Go Moku, an influential book that is still available.
- 5 i A cousin of Edward Lasker who introduced him to Go.
- 6 k The sound track "playing a game of Go" is in the film "A Beautiful Mind".
- 7 j Later adherents of Confucianism wrote in favour of Go.
- 8 b By the time of the "Little Red Book", Go was thought to be unacceptable.
- 9 e Some people think Marco Polo didn't actually visit China itself and that his accounts are second hand. But perhaps he was not interested in games.
- 10 d The founder of ATARI computers and SENTE computer games.
- 11 l To retain power he had all books burned including some early works on Go.
- 12 f One of my favourite (non-comic) Go poems.

Scoring:

- | | |
|--------------|--|
| < 5 | Obviously spend all your time playing Go |
| > 4 and < 11 | Glad you have interests outside of Go |
| > 10 | I bet you talk a good game |



10 YEARS AGO

Tony Atkins

ajaxgo@yahoo.co.uk

The Furze Platt Tournament moved from the school to the Maidenhead headquarters of Hitachi Europe for the first time; it was won by Wanstead's Charlie Park.

The following day, the British Youth was held at Brakenhale School in Bracknell; the home team was the winner. Under-18 champion was Tom Blockley and Chinese professional Liu Yajie was there to give lessons.

Seong-June Kim won his local event in Cambridge, the Trigantius. Matthew Macfadyen won at Oxford and Coventry, and at the Irish Open in Dublin. Japanese professional Yuki Shigeno was the guest at the latter event.

The Candidates' Tournament was held at the Daiwa Foundation overlooking London's Regent's Park. The British Go Congress was at Abingdon School; local MP Evan Harris presented

the prizes, both for the Open and Lightning, to Seong-June Kim.

Two events took place at the Cannes Games Festival in February. At the European Youth, in the under-18 the top three players were Andrei Kulkov, Diana Koszegi and Merlijn Kuin; and in the under-12 the winner was Natalia Kovaleva. At the European Pairs, Britain's Kirsty Healey and Matthew Macfadyen were second behind Germany's Britta Trepczik and Christoph Gerlach.

Catalin Taranu won the Ing Memorial at the European Go Centre in Amsterdam.

In Japan the Kisei was won by Cho Chikun; he beat Kobayashi Koichi 4-2.

On the international arena, Yi Chang-Ho from Korea beat Ma of China in the Samsung Cup and then beat Ma again in the final of the LG Cup. ■



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Privately placed small ads, not for profit, are free.

Discounts are available for a series.

Some may recall the plea for a new Editor a year ago, when I was optimistically trying to sell my house. Some may also remember that house in Winnersh as the venue of the 2007 Challenger League. Well, it finally sold in December and completed recently.

And now to the next stage - to find a suitable property in Shropshire, probably towards the Welsh Border. So, in case someone knows something special, our current requirements are posted at

<http://www.property.org.uk/unique/wants.html>, Barry & Susanna

The .sgf files for games printed in this journal appear on

<http://www.britgo.org/bgj/current>

All the .sgf files, and the answers to the other five problems set in the last issue appear on the BGA website at

<http://www.britgo.org/bgj/issue146>

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BGA email list: gotalk@britgo.org

used for general discussion and announcements - control from:

<http://three.pairlist.net/mailman/listinfo/gotalk>

For discussion of how the BGA operates: bga-policy@britgo.org

<http://two.pairlist.net/mailman/listinfo/bga-policy>

Newsletter Distribution contact: SGBailey@iee.org

UK CLUBS LIST

The up-to-date clubs list, with a map of the UK, many 'phone and email contacts, and links to club webpages, is available at:

<http://www.britgo.org/clublist/clubsmap.html>

Please send corrections and all new or amended information to the Journal and Newsletter editors and Website maintainer via club-list@britgo.org

Recent changes are at: <http://www.britgo.org/clublist/update.txt>

All significant changes between full lists will be published here. The last full list appeared in BGJ #142.

Please subscribe to the email Newsletter for more frequent updates.

BATH

Now meets Tuesday 19:30, at the Rummer, Grand Parade, Bath, BA2 4DF.
Contact Paul Christie, paul@widcombe.me.uk, 01225 428995.

BRIGHTON

Now meets Tuesday 20:00, at The Battle of Trafalgar, 34 Guildford Rd, Brighton, BN1 3LW. We meet most weeks, contact Jil 07920 865065 or 01273 470346 or Sue, 07549 898376 or Marcus, 01243 514128.

BRISTOL

The club is lacking active members. A decision about its future will be taken in the new year. Please Contact Paul, Paul5Bristolgo@aol.com, or Bob, bob@hitchens10.freemove.co.uk, before travelling.

CORK

Now meeting Wednesday 19:00 – 22:00 at: UCC (University College Cork)
<http://www.corkgo.org/>.

DUBLIN

Now meets at Larry Murphy's on the corner of Baggot Street and Fitzwilliam Street. Monday and Wednesday evenings (except Bank Holiday Mondays) from about 20:30/21:00 onwards. Contact dublin@irish-go.org
<http://www.irish-go.org/clubs-tournaments/Dublin/>.

EPSOM

Wednesday 19:00–22:30. Paul and Yvonne's new address, Epsom, Surrey, KT17 3BN. By arrangement with Paul, Paul.Margetts@cognex.com, 020 8393 2627.

GALWAY

Now meets every Tuesday at the Westwood House Hotel in the bar. Contact Richard Brennan richardkbrennan@eircom.net.

ISLE OF MAN

Now only meet on Sundays, 20:00. Contact leo@manx.net and celia@manx.net. Leo's mobile is 07624 473688.

LEEDS

Now meets on Tuesday evenings 17:30 – 20:00 at the University of Leeds.
Contact Graham Leigh, grahaml@maths.leeds.ac.uk.

LONDON, SOUTH

Changed day, now Mondays by arrangement, 19:30, The Balham bowls club,
7–9 Ramsden Road, Balham, SW12 8QX. Contact Brian Brunswick before
travelling, brian@ithil.org.

NOTTINGHAM

Meets Tuesdays during term time from 19:30 – 022:00, usually in the Portland
building. Contact Laurence Ogden, leyalo@nottingham.ac.uk, 07847 534862
<http://www.su.nottingham.ac.uk/studentgroups/society/Gosoc/> Also a
new web page at <http://games.groups.yahoo.com/group/nottsgoclub/>.

SKYE

Until at least the end of March will meet on Thursday evenings, at 19:30, in the
bar of the Caledonian Hotel, in Wentworth Street, Portree, Isle of Skye. Contact
Carel Goodheir, 01478 612909, or John MacDonald, 01478 611207.

ST ALBANS

Wednesdays 20:00 (players normally present from 19:30), The White Lion, 91
Sopwell Lane, St Albans, AL1 1RN. Non-regular visitors should ring to confirm
a meeting. Contact Mike Cockburn, cockburnm@yahoo.co.uk, 01727 834035,
Alan Thornton, 01442 261945, or Richard Mullens, 01707 323629 (home), 07816
372001 (mobile).

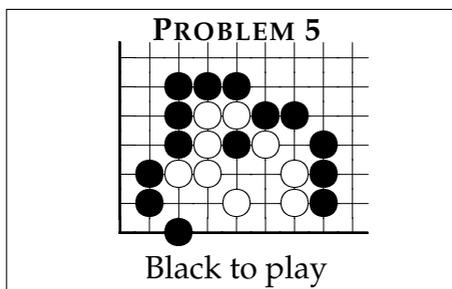
Web page <http://homepage.ntlworld.com/mullens/go/StAlbans.html>

SUSSEX UNIVERSITY

Wednesday 16:00, Pevensey Bridge Cafe, Falmer Sussex Uni. campus. Contact
William Farr, wfarr@hotmail.com.

TWICKENHAM

New web page at <http://www.britgo.org/clubs/twick.html>.





The BGA is saddened to report that Brian Dackombe died suddenly, whilst on a family holiday to his aged mother on the Isle of Wight, on Christmas Day. Brian was one of the old time Go players who had already reached first kyu by the end of the 1970s and was active around the London Go scene; helping edit three editions of the BGJ and being part of the China trip.

His new family with Japanese wife Mitsu kept him away from the Go scene until Kay and Ken were old enough to join him at events starting in 2002. From then on he and the children were at most events in the south-east and they enjoyed the EGF children's trip to Japan in autumn 2007.

His other love was Pool being involved with the Greater London Pool Association for many years and he took delight in running a popular Pool competition during the BYGC a couple of years ago.

His work in setting up junior Go clubs both at Greenwich Community College and at St Olave's in Orpington, where Ken is a pupil, will hopefully continue and be his memorial. The photo shows Brian with Ken, Tung and Hugo from those schools at last year's UK Go Challenge.



Winton Capital Management, one of the UK's most successful investment management companies, sponsored the BGA to send a 22-strong UK team to the World Mind Sports Games in Beijing, and provided sponsorship towards the London Open Tournament 2008.



Winton Capital Management is a UK based global investment management company, founded by David Harding in 1997. Winton relies solely on scientific research in mathematics, statistics and computer science, to develop successful investment management strategies. It now employs over 200 people and manages over \$16 billion for international financial institutions from offices in London, Oxford and Cambridge.