



## CONTENTS

BRITISH CHAMPIONSHIP LETTERS	4
PRIZE COMPETITION	7
A PROVERB REVISITED	8
GAME	9
NEWS	15
TOURNAMENT CALENDAR	16
BOOKSHOP	17
GO WIDOWS	19
COMPUTER GO	21
SOLUTIONS TO COMPETITION	22
SOLUTIONS TO PROBLEMS	24
	31

COVER: A print of 'Onodera Toemon Hidetome' from the series "Biographies of the Loyal Retainers" by Kuniyoshi, published in 1847.

### THE BRITISH GO ASSOCIATION

Membership Secretary: Mike Harvey, 5 Glebeland Drive, Bredon, Tewkesbury, Glos. GL20 7QF. Tel. 0684 73059.

Secretary: N. Tobin, 10 West Common Road, Uxbridge, Middlesex. Tel. 0895 30511.

President: R. Granville, 1 Fraser Close, Malvern Wars WR14 3QG. Tel. 06845 67494.

Treasurer: Jeff Ansell, 4 Sydenham Road South, Cheltenham, Glos. Tel. 0242 23627.

Book Distributor: S. Perks, 15 Broadwater Gdns, Shotley Gate, Ipswich IP9 1QB.

Tournament Co-ordinator: Jeremy Roussak, Doctors' Mess, Hammersmith Hospital, Du Cane Road, London W12 0HS. Tel. 01-743 2030.

Publicity Officer: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shropshire TF9 3LY. Tel. Hodnet 292.

Schools Co-ordinator: Andy Finch, 15 Broadwater Gardens, Shotley Gate, Ipswich IP9 1QB.

Archivist: Keith Rapley, Lisheen, Wynnswick Road, Seer Green, Bucks.

This issue was produced by Ian Meiklejohn and Matthew Macfadyen.  
Copy date for the next issue is April 30.

All contributions are welcomed. They should preferably be typed, double-spaced and sent to the Editor, Ian Meiklejohn, 172 Strathyre Avenue, Norbury, London SW16. Tel. 01-679 5853. Include SAE if copy is to be returned.

ADVERTISING RATES are £40 per page and pro rata. Technical data on request.

Published by the British Go Association. All rights reserved.

## GLOSSARY OF TECHNICAL TERMS

AJI: Latent potential or threats.  
ATARI: Immediate threat to capture.  
GOTE: Not having, or surrendering the initiative - see SENTE).  
HANE: To "bend round" an opponent's stone.  
JOSEKI: A fixed (usually corner) sequence.  
KAKARI: Approach move to a corner.  
KIKASHI: A forcing move outside the main flow of the game.  
MOYO: A large framework of potential territory.  
PLAGAL CADENCE: Subdominant chord followed by tonic.  
SEKI: A stalemate between two adjacent eyeless groups unable to kill each other.  
SENTE: Having or retaining the initiative (ie being on move - see GOTE).  
SHIMARI: A corner enclosure.  
TESUJI: A skilful tactical play.

## Facelift

Observant readers will have noticed one or two changes in this issue of the journal. Most notable are the different typeface and size, and the (almost) proportionally spaced columns. These are a result of abandoning a rickety old steam typewriter with which the editor of the journal has fought an increasingly losing battle.

Instead the issue was produced on a microcomputer with a word processing package, and printed out on a dot matrix printer. We hope the changes will prove acceptable, since the switch to a more modern system means that we should be

able to get the journal out more efficiently.

The other noticeable change is the decision to stop printing our cover on glossy card - the Committee felt we had to do our bit to keep down the public sector borrowing requirement.

Inside the journal we are continuing to try and publish more articles of interest to weaker players - after all dan players only make up a small percentage of our readership.

It would be useful to have some feedback on what readers would like to see in the journal, in particular comments on the recent changes are welcomed.

After all, you pay for the journal through your subscriptions, so let us know what you think of it.

Ian Meiklejohn

## Membership Drive

Why encourage people to join the BGA? Why promote something that is only a game? Why evangelise on behalf of something just because one is hooked oneself?

If there was a large network of clubs in Britain this question might be appropriate. Unhappily the reverse is true. Many people have never heard of the game, and those who have live in "no-Go" areas without anywhere to play.

On the other hand, there is a surprising number of people who must have some acquaintance with the game - 5,000 sets are sold in Britain each year.

All these people could benefit from the services of the BGA. And of course, it should not be forgotten that existing members also stand to benefit. More members mean a better chance of meeting other players. It also means a

healthier BGA, hopefully better services, more and better clubs, and...wait for it...a wider choice of opponents.

To help you, the BGA is offering "Gift Membership Cards". The idea is to make someone a present of BGA membership, whereupon Mike Harvey, our Membership Secretary, will send him or her a special gift membership card, and the donor a free Go car sticker or 50 free envelope labels.

To encourage small clubs, a prize of a £5 voucher to spend with the book service awaits clubs which succeed in doubling their membership by the end of the year.

1985 is Membership Drive Year, so let's make the most of it and take every chance to invite new members to join us, to boost membership of our clubs, and maybe even start a new one!

Andy Finch

# British Championship

by Matthew Macfadyen

1984 saw Terry Stacey's fifth challenge for the British Championship, but some of his usual tenacity seemed to be missing and he was unable to pick up a single game.

We present all three games in the best of five match, concentrating on the second, in which Terry had his best chances.

**Game 1. Black: M. Macfadyen  
White: T. Stacey  
(3 hours each, 5.5 komi)**

White 58: Starts a difficult running fight.  
Black 77: Bad. I should push at 94 first.

White has a lot of territory after 78, and Black has no real chance to kill the centre group.

White 104: Slow, he could play 106 to take sente.

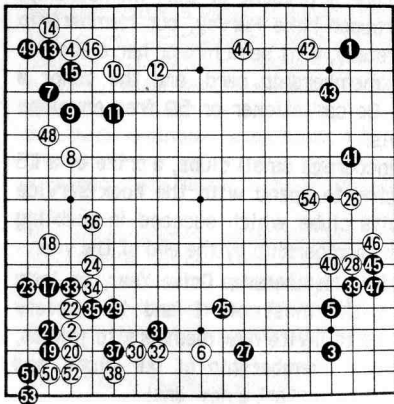


Fig. 1 (1 - 54)

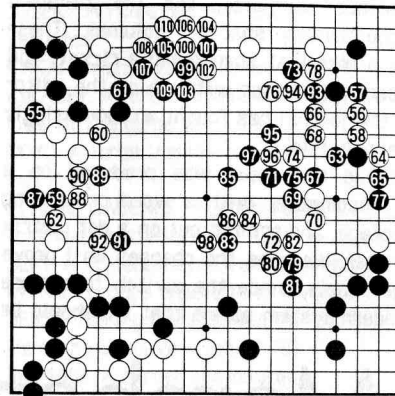


Fig. 2. (55 - 110)

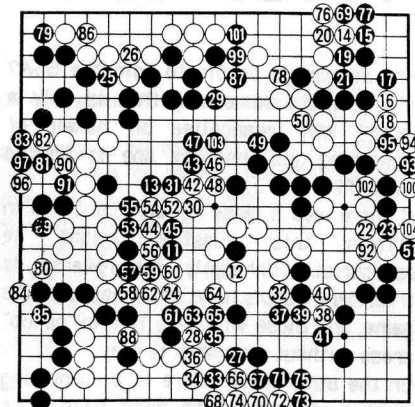


Fig. 3 (111 - 204)

White 98: takes ko

White 200: Should answer the ko threat - white can easily win this ko since 202 is sente - 99 was one of Black's very few sufficiently large threats. A large exchange follows, but it favours Black, who goes on to win by 13.5 points.

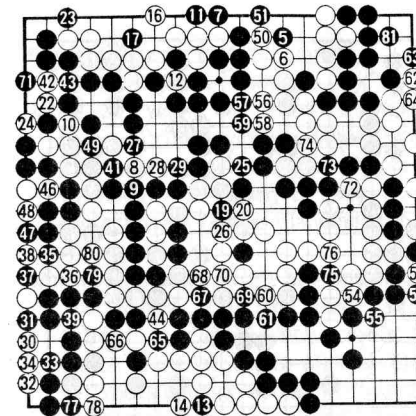


Fig 4. (205 - 282)

Black 15: ko above 12

White 18: ko

Black 21: ko

White 40: ko below 37

Black 45: ko at 37

White 82: connects above 52

**Game 2. Black: T. Stacey  
White: M. Macfadyen**

The second game was played at Terry's house. Since there was no clock available, Andrew Grant, the referee, kept time by the traditional Japanese method of counting each move separately and debiting the players only with the number of whole minutes used. This proved to be incredibly arduous; it was like counting byo-yomi for seven hours, but it did leave us with a full list of the times taken for each move.

For the record, the moves taking more than five minutes were:

Black 19 (7 minutes); B21 (6); W38 (8); B45 (8); B73 (8); B85 (6); W92 (7); B119 (7); W122 (13); W138 (11); W148 (17). Black went into byo-yomi at 169.

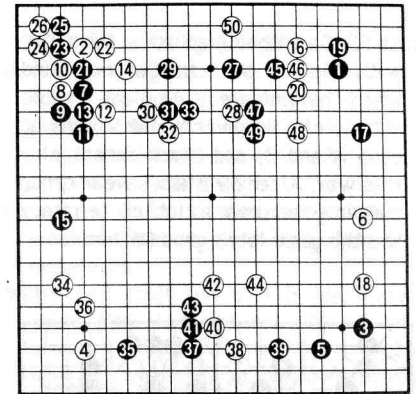


Fig. 1 (1 - 50)

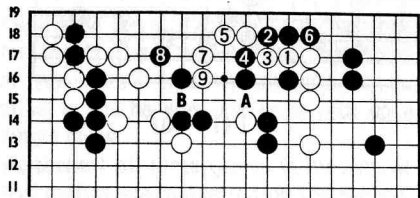
White 20: A difficult move to decide on. It would be possible to play around 27, aiming for territory on the side, but Black could then threaten this territory from both sides, securing his own groups. I wanted to encourage Black to invade, so that I would have a group to aim at, and could myself prepare invasions of Black's two side positions while attacking it.

Black 21-25: It seems strange to allow White to strengthen himself with 22 when Black intends to invade the side. There may well have been a chance to play 22 himself if this exchange had been omitted.

White 34: Very important. It might have been better for Black to play 36 before invading at 27.

White 44: Leaves weaknesses on the side, but it is essential to play lightly so as not to lose control of the centre. After 44 Black can connect along the side by wedging a stone in immediately above 38 and then sacrificing it.

White 52: Bad. I had planned to follow up with Dia. 1, but changed my mind when I hallucinated that Black 8 could cut me off. However White 9 aims at both A and B, and Black cannot play this way. After 59 Black's weak group suddenly secures a lot of territory and the game looks good for him.



Dia. 1

Black 69: Would be better one point to the left, or at 70. After 69 White is able to settle the groups on both sides. It should never have been possible to make all that territory on the right while running away with a weak group.

White 88: I had been thinking about this move ever since White 34 - there seems to be no really good answer for Black, though some of the variations are quite tricky.

Black 101-109: Necessary to make an eye for his group.

White 118: I thought the game was almost over, but I completely overlooked 121 (readers may note that 122 took me 13 minutes). This stone cuts the weak White group into two very weak groups. I expected one of them to die.

Black 137: Seems a bit flabby. Maybe 143 would be better?

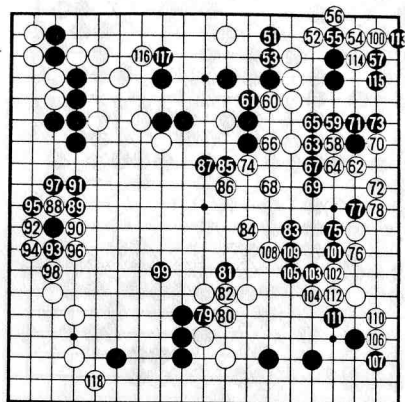


Fig. 2 (51 - 118)

White 148: The slowest move of the game at 17 minutes. The move played is nothing special, but I spent long time seeking ways to rescue the big group at the top after playing 148 at 156.

White 166: Terry had overlooked this, but in any case there seems to be no way to kill White after 156.

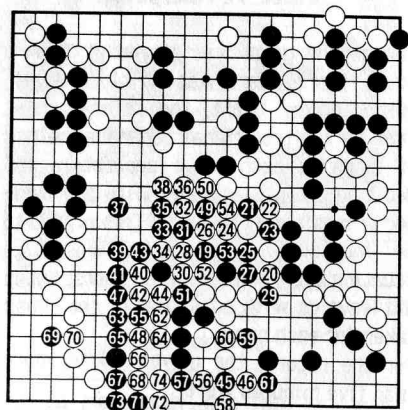


Fig. 3 (119 - 174)

Black resigns after 174

### Game 3. Black: M. Macfadyen White: T. Stacey

White 28: Would be better one space below 31. The two White stones in the lower corner get isolated and Terry finds himself having to play 36 to protect them (I was planning to play A).

White 44 and 46: A bit too optimistic. The severe splitting attack which follows is clearly unfavourable for White, especially with all that Black thickness waiting across the board. It would have been more prudent to play

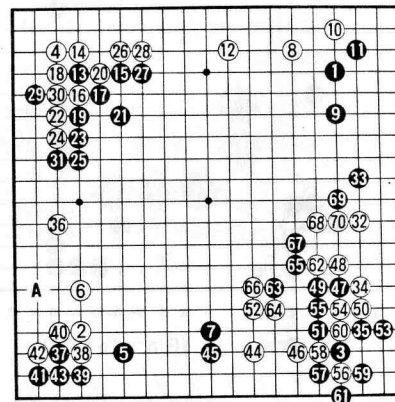


Fig. 1 (1 - 70)

46 at 63, treating 47 lightly. Black 95 and 97 are crude but effective. They threaten to play one point to the right of 98, cutting off the White group. If 86 had been at 96 the game might have lasted longer.

Black 111: Looks strange shape, but it would be the key point for White to make eyes.

White 114: could live at 115, but Black could play 114 and cut off enough stones to win easily. After 115 White's group is dead. White resigned after 127.

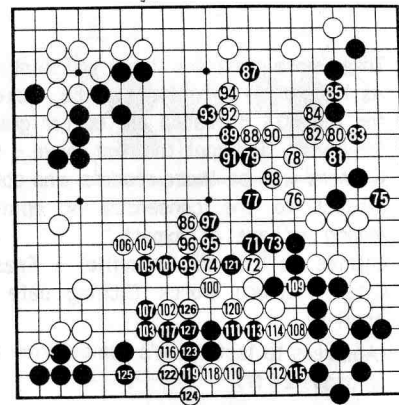


Fig. 2 (71 - 127)

## Letters

Three female Go players featured prominently in the last BGJ: Stephanie Perks, Sue Paterson, and Nicola Oswald. Stephanie grumbled because people aren't teaching enough youngsters to play Go. Sue grumbled about the social graces of British male Go players. Nicola didn't grumble about anything, but unself-consciously won the BGA Under 14

Championships. I like Nicola's style. F.R.

Dear Auntie Stephanie,  
Can I congratulate the BGA and Games Workshop on a very enjoyable and well organised London Open. It was really good to have tea and coffee (almost) always available, food, pretty forms to fill in if you won, matches starting on time, and the whole tournament finishing on New Year's Eve.  
/Contd. over



**A PROVERB REVISED** - Francis Roads explains the problems on the previous page (please solve them yourself first).

**Problem 1:** Positions in which Black does not gain a great advantage by playing at A in Diagram 7, and preventing White from doing so, are very rare.

**Problem 2:** The extension to B in Diagram 8 is always a good move when Black has made the high fourth line shimari (enclosure) as shown. When at the same time it prevents White from making his ideal extension to the same point, as here, it is doubly valuable.

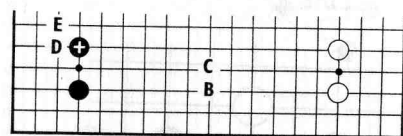
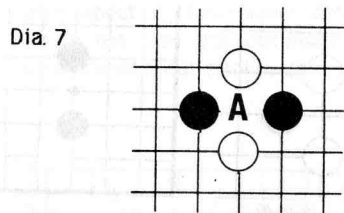
In a minority of cases C is the better move. Both B and C are still excellent moves if one or both players have made a low shimari, eg if the marked Black stone were at D or E instead.

**Problem 3:** This is the well known "crane's nest". Black can capture three White stones, thus connecting all his own together, if he is prepared to sacrifice a stone at F in Diagram 9. The rest of the sequence is left for you to work out!

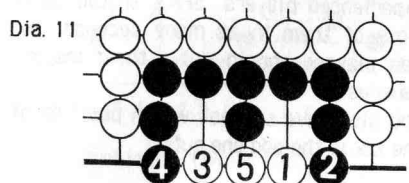
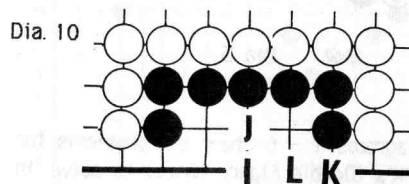
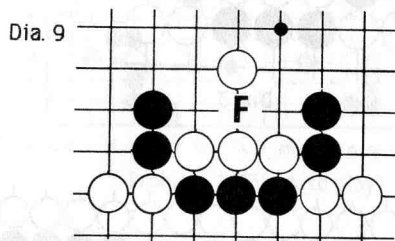
**Problem 4:** If your answer was I in Diagram 10, you were hoodwinked. White can kill you with the hane at K, followed by J, if you defend at L. Black can now capture both J and K, but not in such a way as to make two eyes.

The only way for Black to live is with J in Diagram 10. Diagram 11 shows the worst White can do, leading to a seki (stalemate) after White 5. But as he has to give up sente to take just five points of territory from Black, and as Black 2 and 4 may help to reduce some outside White territory, this is very much an endgame sequence.

Incidentally, this position is discussed in Chapter 9 of "Life and Death" by James Davies. All you people who waste your time trying to memorise joseki would do far better to memorise as much of that book as you can.



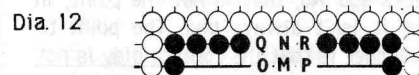
Dia. 8



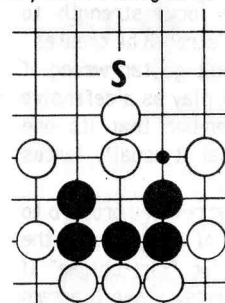
**Problem 5:** By now you will have spotted that the theme of this article is symmetry. All the solutions so far have been examples of the Go proverb "If the formation is symmetrical, play in the centre" (see "Go Proverbs Illustrated" by Kensaku Segoe, p50).

You may therefore have chosen M or N in Diagram 12 as your solution. If you did, you were hoodwinked again. This position is the odd one out. By playing asymmetrically at O or P, Black easily links his two eyes together and all his stones are alive.

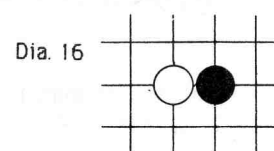
If he starts at M, White sacrifices a stone at O. Black can then save only one half of his group with the sequence Q,P,N,R. If he starts at N, he can again save half, or fight a ko for the whole group after White Q, Black O, White R, Black P, White takes ko at M.



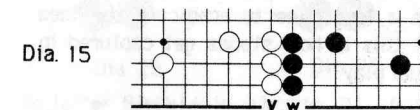
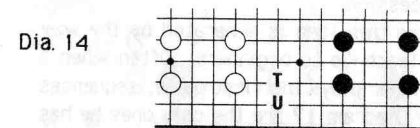
**Problem 6:** This is the famous classical problem "Iwami Jutaro's prison break". Mr Jutaro escapes with the symmetrical move S in Diagram 13. The rest is left to your investigation.



Dia. 13



At this stage I would like to broaden slightly the scope of the symmetry proverb. The centre of symmetry of some positions does not lie on a line or vertex. Your opponent would take a dim view if you played on the line of symmetry in either of the endgame positions shown in Diagrams 14 and 15. As you know, according to the rules of Go, the chief of all courtesies is to play on the vertices.



In Diagram 14 Black gains about 12 points in gote by playing at T or U. Of course if White gets there first he plays at the equivalent points opposite. In Diagram 15 Black can gain four points in sente by playing at V; White's move would be W.

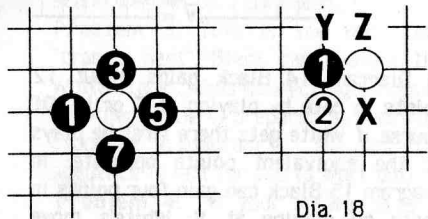
(If the last two sentences don't make complete sense, then refer to chapter 6 of "Basic Techniques of Go" by Haruyama and Nagahara, or better still, to "The Endgame" by Ogawa and Davies. The latter is a must if you are one of those players who get superb positions in the middle game but make the wrong decisions in the endgame.)

So my revised proverb is simply this: "In a symmetrical position the player with sente has the advantage".

I hear you asking: "Is that all the lengthy preamble has been leading to? Isn't that rather obvious?" Well maybe it is, but many people fail to appreciate its significance in some very simple situations, such as Diagram 16.

Whoever plays first here gains a considerable advantage. You often see weaker players filling in a liberty of a White stone in a situation where it is clear that they imagine this represents some sort of attack on the stone. Perhaps they have a sequence like that of Diagram 17 in mind, in which White obediently ignores three White moves in succession.

Maybe this idea is generated by the way we teach Go to beginners. Often when a beginner plays his first game, sequences like Diagram 17 are the only ones he has seen. I have the impression it can often take a long time to eradicate the idea that this is how stones get captured in actual play.



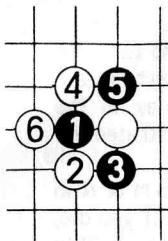
Dia. 17

Dia. 18

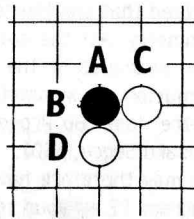
In practice, of course, what happens is that White takes advantage of being first to play in a symmetrical position, with a hane like 2 in Diagram 18. Black's stone is already reduced to half its birthright of four liberties.

In situations where a more defensive move is required, White can choose X (of course the equivalent points of Y and Z) are available too. What White is unlikely to do is ignore the contact play altogether - thereby handing over to Black the advantage of playing first in a symmetrical position.

Now, if following Diagram 18 both players persist in playing symmetrically, Black comes to grief first, as Diagram 19 shows.



Dia. 19



Dia. 20

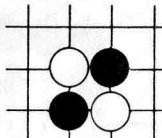
So Black will always have to break symmetry with a defensive move first. He must play 5 at 6 in Diagram 19, and ideally he should defend earlier: Black A or B in Diagram 20 is often best, while C and D are possible alternatives, leading to the cross cut of Diagram 19.

"I know the contact play is always bad," a DFK said to me at Wanstead a few weeks ago. No, that is not the point; in fact it isn't always bad. The point to remember is that the contact play is not normally an attacking play.

The contact play forces your opponent to strengthen himself more than you yourself. It may of course be that he is already so strong in the area that you can make him overconcentrated; more likely, you may have some local strength to nullify the additional strength he creates. In any event you won't go far wrong if you think of a contact play as a defensive manoeuvre, and remember that its one great advantage is that it usually forces a reply of some sort.

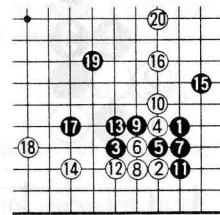
So, let's now apply our revised proverb to the first four moves of Diagram 19, the notorious cross-cut (or "kiri-chigae" if you like Japanese terms) - see Diagram 21.

Dia. 21



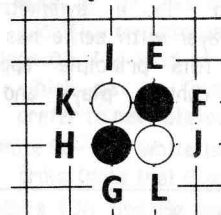
Why does this formation have a reputation for complexity? The reason is, unless one of the stones is sacrificed, four groups, two of each colour, are going to have to find living space in the area. The notorious "Tai-sha" ('great slant') joseki owes its mind-boggling complexity to a cross-cut for this very reason. After White 8, Black must cut at 9, and now the stones 4,5,6 and 9 form a cross-cut.

Dia. 22

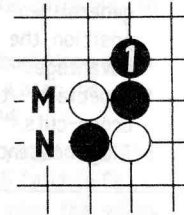


Of course there are other stones present, but the continuation to 20 (one of the simplest lines) shows clearly how the four resultant groups are jostling for space.

So, going back to Diagram 21, how does the player with sente seize the advantage?



Dia. 23



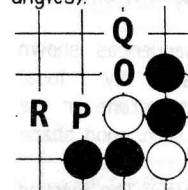
Dia. 24

Stating the conclusion first, and assuming it is Black to play, then in the majority of cases it is better to play one of the simple extensions E, F, G, or H, rather than one of the ataris, I, J, K, or L (Diagram 23). In other words, White 4 in Diagram 19 was not necessarily the best move.

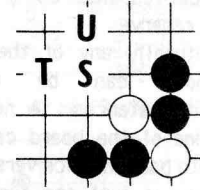
After an extension as shown in Diagram 24, Black may threaten a ladder at M, or

at least the extension at N. If White pulls out his stone with O or P in Diagram 25, Black immediately plays Q or R to "play hane at the head of two stones" in accordance with another proverb.

If white pulls out his stone with the diagonal move at S in Diagram 26, Black has a good contact play at T or U, which puts White into bad shape (I leave you to investigate, look out for empty triangles).



Dia. 25

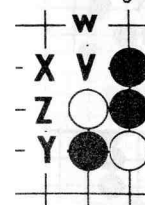


Dia. 26

So, after Black 1 in Diagram 24, White will probably strengthen his threatened stone. But how? V in Diagram 27 preserves too much symmetry and invites W. If instead the diagonal move at X, Black extends to Y, and White needs to play again to avoid bad shape.

So the best move is often Z in Diagram 27. But this invites Black 3, and White is again faced with a dilemma: A invites B (cf Diagram 25); C is unsatisfactory as we know; and D preserves overall symmetry, preserving Black's advantage. The conclusion is that after 1 in Diagram 24 White has the unpalatable choice between inferior shape, or preserving symmetry and Black's advantage.

What about the four atari moves I, J, K, and L in Diagram 23?

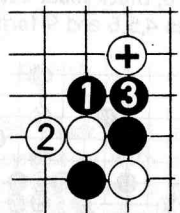
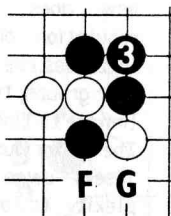


Dia. 27

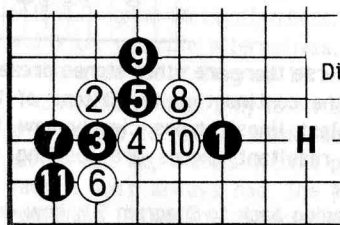


Dia. 28

After 1 in Diagram 29 White must normally play 2. This leaves Black with a cut at E. If Black protects it, eg with 3 in Diagram 30, then White has the ladder at F or the extension to G - compare with Diagram 25. But if he fails to protect the cut it will remain a thorn in his flesh for the future.



Dia 31



Dia 32.

Atari moves like 1 in Diagram 29 are similar to contact plays; they provoke a local response, but are usually best kept in reserve.

Naturally any of the sequences shown above can be upset by local circumstances. A nearby stone or the edge of the board can turn good shape into bad, and vice versa.

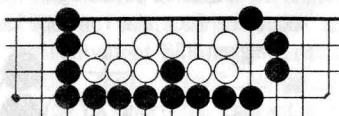
Here is just one example. The marked stone in Diagram 31 turns the bad Black atari 1 into a good move. After Black 3 the White stone is cut off on a rather poor point. This shape crops up in the 6-3 point joseki shown in Diagram 32. It is most often played when there is a White stone at or around H.

This article has turned out rather like a Bruckner symphony - rambling on, but with a theme running right through it. So like Bruckner I'll return to my first theme at the end.

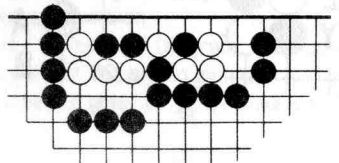
Summary: "Play at the centre of a symmetrical formation" is useful advice,

but not always correct. It can be generalised to: "In a symmetrical position the player with sente has the advantage." This principle applies especially to contact plays and to cross-cuts. Plagal cadence.

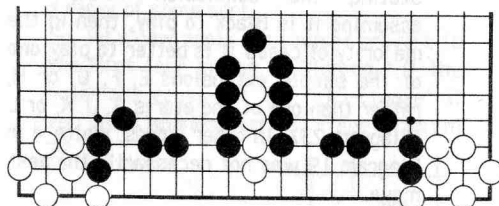
Problem 1. Black to play.



Problem 2. White to play.



## Problems



Problem 3. White to play. Answers on inside back cover.

## A game from the London Open

Black: R. Granville  
White: B. Chandler

White 8: Strange - Black 9 causes White immediate problems.

Black 11: Terrible - he must accept the invitation to take fourth line territory by playing A.

Black 15: Must cover the cut at A. Black 9 is in no danger.

White 16: Unthinkable. The cut at A is the only move.

White 26: Error - the sequence to 43 should spring instantly to mind.

White 50: What does he intend to do if Black cuts above 26?

White 58: Covers the cut (at last).

Black 71-83: Good timing. White must worry about Black pulling out 77 later.

Black 87: Must play 88. Then if White cuts at 87, Black 92 prepares to sacrifice two stones.

Black 93: The kind of thoughtless move which can be fatal. Later he may prefer to have played 94.

White 96-110: White is trying to kill the group (note that Black B fails to C).

White 136: Bad. He must play the empty triangle at 165.

Black 139-147: Black has a go at killing the White group before running away with his own - but 145 definitely lets White live, and should be omitted.

White 160: What is he trying to do? White 160 at 161 would force 165, and then White D is devastating.

Black 165: Game over. White cannot connect because of the snap-back at E.

Black won by 11 points.

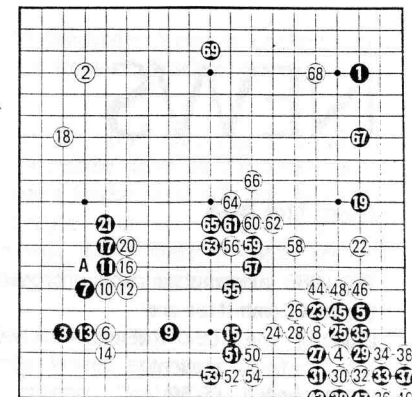


Fig. 1 41 at 33; 42 at 37; 49 at 33

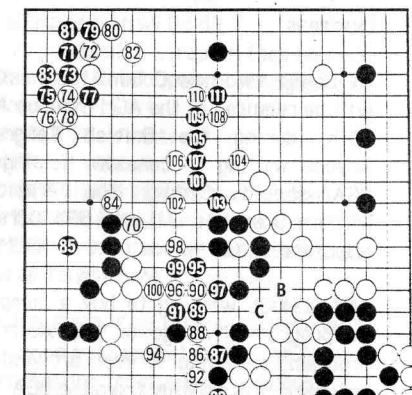


Fig. 2

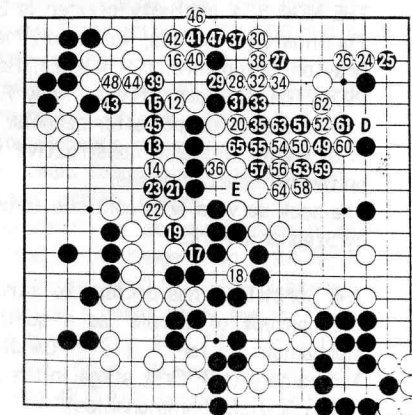


Fig. 3



# NEWS

## from the BGA

THE 1986 subscription rates proposed by the BGA Committee are:

Club:	£5.00 (also unattached student)
Unattached:	£6.50
Student:	£3.00 (without news-letter)
Overseas:	£8.50 (with newsletter)

AT LEAST two new Committee members will be required at the AGM (held on April 13th, during the British Congress). Anyone willing to consider helping the BGA should contact the President, Richard Granville. All the BGA Officers are standing for re-election.

ANY SCHOOL wishing to buy a computer Go program (Microgo or the Acornsoft program, assuming it ever arrives) can receive a 50% subsidy from the BGA.

THE NEW BGA publicity officer is Brian Timmins (The Hollies, Wollerton, Market Drayton, Shropshire, TF9 3LY, Tel. Hodnet 292). The previous Officer, Andy Finch, now transfers to look after schools.

Both would welcome constructive ideas on their respective areas. The book service will continue to be run by Stephanie Perks.

THE COMMITTEE has decided to introduce the concept of 'norms' as a qualifying mechanism for the Candidates Tournament (the first stage in the cycle of the British Championships).

Two places will be available from each tournament under the existing system, but additional places will be awarded to any further players satisfying the "norms" which are -

For a shodan: 2.5/3, 3/4, 4/6, or 5.5/8 (or 3/4 including the first two games at the Black Bull).

For a first kyu: 3/3, 3.5/4 (or 3/4 incl. first 2), 4.5/6, 6/8 (or 4/4 at the Black Bull).

For a 2 kyu: 4/4, 5/6, or 6.5/8 (old hands may recognise the style of Jim Bates in these rules - Ed.).

### NEW CONSTITUTION

At this year's AGM the BGA Committee will be proposing a new constitution. It is around 20 per cent shorter than the current version, switching a number of items to "Standing Orders".

Among the main changes are renaming the Committee as "Council"; limiting the power of the Council to raise subscriptions more than 5 per cent above the retail price index without the approval of an AGM; abandoning postal voting after an EGM; and provision for the award of honorary life memberships.

The new constitution will be posted at the start of the British Go Congress. Legal eagles can obtain advance copies from the BGA Secretary (enclose SAE).

### JAPAN

Cho Chikun won the Meijin title after being 3-0 down (the third time Cho has been involved in such a comeback recently). He is now defending the Kisei title against Takemiya. The score is 2-2 as we go to press.

Ishida won the Tengen title, Otake is to challenge Kobayashi Koichi for the Judan, and the Honinbo League is half way through, with Takemiya and Kobayashi on 4-1.

## Tournament Calendar

MARCH 16: Cambridge Trigantius. The Upper Dining Hall, Emmanuel College. Registration at 10 am. Entry £2.50 (£3.50 after March 10th); lunch £1.30. Contact P. Dorey, Queen's College, Cambridge.

APRIL 6-8: Paris. 6 rounds, 1 hour and 15 minutes, plus 30 seconds. Last year Paris was the biggest tournament in Europe with 256 players, and boasted many prizes. This year a trip to Korea is on offer for the best player 2 kyu and above with a minimum of 5 wins - ties decided by random draw. Fee is 100F, entries to: Didier Moreau, 22 rue Daniele Casanova, F-94700 Maisons Alfort. Tel (1) 898 40 80.

APRIL 12-14: British Congress at Worcester College of Higher Education, Oldbury Road, St. Johns, Worcester. 6 rounds - three apiece on Saturday and Sunday (time limits 1 hour and 15 seconds), plus the British Lightning Championship on Friday evening. Note that British entrants must be members of the BGA.

Full board from Friday's dinner to Sunday lunch costs £32.50 (£24.50 for students), cheaper options for fewer meals also available. The BGA's AGM will be held at 7.30 on April 13th. For details see below. Entries to: Paul Manning, 31 Lower Chase Road, Malvern, Worcs, WR14 2BX. Tel. 06845 2990.

MAY 4-6: Candidates. Inter Varsity Club, London. 6 rounds, 90 minute time limits. Qualifiers only. The BGA welcomes comments on the convenience of the dates for this tournament and the Challengers from players with exams.

MAY 16-19: Amsterdam. 6 rounds. Contact Peter Zandveld A van Metzshof 6, NL 1065 AP Amsterdam (Tel. 020 15 29 41)

MAY 18: Bracknell. 3 rounds. Contact Bob Lyon, 28 Welbeck, Bracknell, Berks RG12 4UQ.

MAY 25-28: The Challengers League. Qualifiers come from the Candidates and last year's league. Also NOT the Challengers League - an open tournament for those who didn't make it. Both are 6 rounds with 2 hour time limits.

JUNE 9: Ipswich. 3 rounds, 1 hour plus 20 seconds. Prizes are being donated by a local sponsor. Contact V. Baldwin, 58 Heath Road, Ipswich IP4 5SL. Tel Ipswich 79045.

JUNE 23: Leicester.

JULY 20 - August 3: European (see below).

AUGUST 10-18: US Open Go Congress in Maryland.

SEPTEMBER 28: Wanstead.

OCTOBER 27: Wessex.

NOVEMBER 9: Nottingham (provisional).

NOVEMBER 23: Edinburgh (provisional).

DECEMBER 7-8: Teach-in and Black Bull Handicap Tournament (Leigh Sinton).

The 1985 EUROPEAN CHAMPIONSHIP will this year be held in Holland, on the island of Terschelling from July 20 - August 3.

The European Championship itself is a nine round Macmahon, open to players of any grade. First prize is £1,000 and a ticket to Japan.

There will also be a weekend tournament of five rounds (27-28 July), two lightning tournaments, a handicap tournament a town team tournament, plus simultaneous and teaching games.

A wide variety of accommodation is on offer, and prices range from £84 for a camp site (own tent) to £511 for bed and breakfast at a hotel. Entry fee is £100 for the two weeks, and £25 for U-18s. More info from: Anabelle Bousquet, Rapenburg 47, 1011 Amsterdam, Holland. Tel. 020 24 11 71 or 26 48 74.

## LONDON OPEN by Peter Polkinghorne

The 11th London Open Go Congress was again held at the Inter Varsity Club, Covent Garden, on 28th - 31st December by the Central London Go Club with sponsorship by Games Workshop Classic Games.

The tournament was an 8 round Macmahon, and attendance was up to 142, with 19 players from France, 9 from Germany, 6 from Holland and 12 from random other countries.

The tournament was dominated by Lee Choon Sub 6 dan, a visiting Korean, who was the only player to win all his games. Equal second came Mark Gooskens, 4 dan of Breda Holland, showing the benefit of his spell in Japan as an insei, and André Moussa, 5 dan, of Paris. Both scored 6/8.

Prizes were awarded to all those with 5 1/2 points or better. British players in the roll of honour were: Alex Rix (CLGC, 1 kyu), Alastair Thompson (Monmouth, 2 kyu), Ed Blockley (Malvern, 4 kyu), Peter Diamond (CLGC, 12 kyu), and Roger Huggins (Stevenage, 20 kyu).

I was ably assisted in running the tournament by Dave Andrews, Jon and Peter Diamond, Toby Manning and David Vine. One disturbing feature, however, was the number of players who dropped out without informing the organiser, which is very discourteous to your opponent.

## BLACK BULL by Richard Granville

This year's tournament (Dec 9th, 1984) attracted 67 players, only six of whom were dan strength, but two of whom were 6 dan! The strongest 16, those 2 kyu and upwards, played a 4 round knockout. It was expected that one or both of the 6 dans present would do well, but in the second round C.S.Lee, the visiting Korean, lost to Terry Barker (1st dan),

while I beat Matthew Macfadyen.

In the semi-finals both Terry and I won against 2 kyu opponents, and Terry went on to win the final by the handsome margin of 1/2 point, for which he gets a place in this year's Candidates.

The rules were changed from last year so that in an n-stone handicap game Black also had n points komi. This innovation is to be retained, since Black managed to win more games (49%) than last year (33%).

The play-off for third place was won by Alastair Thompson. Others with four wins were: E. Blockley (Malvern 4 kyu), P. Macer-Wright (Monmouth, 12 kyu), and J. Cobbold (Manchester, 20 kyu).

All players with 3 or 4 wins received prizes of Black Bull perry (six or 12 pints).

## CHESHIRE by Brian Timmins

Held on January the 29th, the second Cheshire tournament showed a slight improvement on its inaugural attendance, with 34 players. Winner of the Go Ban Trophy was Richard Granville (Malvern, 3 dan). Other prize winners who received a bottle of sake were J. Hall (Monmouth, 7 kyu), P. Timmins (Crewe & Nantwich, 9 kyu), D. Kelly (Chester, 12 kyu), and A. Marson (Nottingham, 18 kyu). A Candidates place went to J. Metcalfe.

## NOT OXFORD

As the February 24 Oxford tournament was cancelled, Francis Roads and his Wanstead club bravely stepped into the breach (not for the first time). He was rewarded by an impressive turnout of over 80 players, of whom about 30 were below 10 kyu.

Stronger players were also well represented, and the top section of 4 dan and above was won by Matthew Macfadyen. Places for the Candidates went to Martin Lerner (shodan) and Sue Paterson (2 kyu).

# B.G.A. Bookshop

ITEM	Level	Code	Price (incl p&p)
Modern Joseki & Fuseki Vol.1.	7k - dan	G1	5.45
Basic Techniques of Go	20k - dan	G2	5.10
Modern Joseki & Fuseki Vol.2	7k - dan	G3	5.45
The Middle Game	6k - dan	G5	5.20
Strategic Concepts	5k - dan	G6	4.45
The 1971 Honinbo Tournament	10k - dan	G7	5.10
In the Beginning	20k - dan	G10	4.15
38 Basic Joseki	12k - dan	G11	5.10
Tesuji	15k - dan	G12	4.45
Life & Death	12k - 1k	G13	4.15
Attack & defense	12k - dan	G14	5.10
The Endgame	5k - dan	G15	4.55
Handicap Go	9k - dan	G16	5.10
What's Your Rating	10k - dan	G18	4.45
Joseki Dictionary Part 1.	4k - dan	G21	8.20
Joseki Dictionary Part 2.	4k - dan	G22	8.70
Joseki Dictionary Part 3.	4k - dan	G23	8.20
Enclosure Josekis	5k - dan	G24	5.10
Appreciating Famous Games	10k - dan	G25	5.10
The Direction of Play	6k - dan	G26	5.10
Attack and Kill	10k - dan	G27	4.45
Lessons in the Fundamentals	20k - dan	G28	5.10
Introduction to Go	25k - 9k	G30	2.50
Go for Beginners	25k - 9k	P8	2.00
Takagawa's Go	20k - 4k	TG	5.65
Go Proverbs	12k - 1k	GP	2.50
1976 European Championship Games	8k - dan	ECG	1.00
Tsume Go (Introductory)	12k - 5k	TSG1	3.80
Tsume Go (Intermediate)	7k - 1k	TSG2	3.80
Tsume Go (Advanced)	2k - dan	TSG3	3.80
Five-In-A-Row (GO Moku)		R1	4.50
Magnetic Go set		MAG	10.25
Starter Set (1 LPB + 75 black & 75 white counters)		SS	2.90
Laminated Paper Board (9x9 & 13x13)		LPB	00.60
Gostelow Club Board (blockboard)		BGB	12.00
Folding Wooden Board		FB3	13.10
Plastic Stones		SP	7.50
<b>SPECIAL OFFER - 3 SETS OF ABOVE STONES</b>			<b>20.00</b>

Glass Stones (5.5 mm)		SG55	15.85
Glass Stones (8.5 mm)		SG85	21.60
Chess/Go Clock (Garde)		CCG	18.25
Game Record Pad		GRP	1.50
Gift Voucher (Attractive card for amount requested, oriental design)		GV	00.45
T-Shirts: Adults - Grey, Sky, Bottle, (Small 34" - 36", Medium 38" - 40")		ATSH	4.35
Children - Gold, 32" - 34"		CTSH	3.85
Sweat Shirts: Maroon (Small 34" - 36") Red (Medium 38" - 40")		SSH	8.98
Tie: Maroon, Bottle (Go symbol on crest)		TIE	2.50
Advertisement Labels for re-sealing envelopes (100):			
	Bear	ENVb	1.30
	Problem	ENVpr	1.0
	Board	ENVbo	1.30
	Ko	ENVko	1.30
Posters: No.1.....	Penguin	POST1	FREE
No.2.....	"Ear Reddening"	POST2	FREE
No.3.....	Dragon	POST3	00.30
No.4.....	Jade Lady	POST4	00.30
No.5.....	Metamorphosis	POST5	00.30

PLEASE NOTE. Regretfully, we have had to revoke the maximum total charge for P&P, and the offer of free postage on 4 or more books. Sorry, but we have to make a little profit (all of which goes back into the BGA).

**TEAR ALONG DOTTED LINE**

Membership No.....

Name.....

Address.....

ITEM	No./Size/Colour	Code	Price
-----	-----	-----	-----
-----	-----	-----	-----
-----	-----	-----	-----
-----	-----	-----	-----
-----	-----	-----	-----
-----	-----	-----	-----
<b>Total:</b>			-----

Orders should be made payable to "The British Go Association" and sent to Stephanie Perks, 15 Broadwater Gdns, Shotley Gate, Ipswich IP9 1QB.

# A widow's words

Judith Roads

I'm not a 16 kyu girlfriend - I'm a 3 dan Go widow, part of my marriage contract to Francis Roads nearly 20 years ago. I have been on the sidelines of British Go more than most, and found Sue Paterson's article in the BGJ (forced reluctantly into my hands by Francis) struck some very familiar chords, even though she is an active member.

The only time I seriously tried Go was when I was having mumps, just after we were married. I have been quite clear in my mind ever since that I will encourage Francis as much as he wants to play Go, but it's not for me. I've got better things to do with my time, and they all include not competing with anyone. I hate winning

Go players are an eccentric lot, though, and I do receive sympathy from relatives and friends of both sexes with regard to the social side of Go playing. Go players can be very funny; they have a very male, direct sense of humour. But it is true that they are the Great Unwashed (most of them), although many no longer smoke, and a lot of them don't know how to talk to a woman unless she plays Go.

In my time I have hung around at the London Go Centre, European congresses at Linz and Paris, local tournaments around the country, and, oh yes, at home. I know we all want to play Go all the time really, but there are other things in life too. Go players can be pretty boring with the small talk.

I have watched or heard of many females turning up at the local club here, as beginners. Do they keep coming? No.

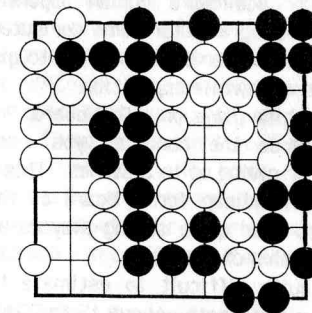
Women are interested in people as well as games and they like to be noticed as people. It's not sexual harassment they'd be after (fat chance of that at a Go congress, my God), just friendship.

You may not have noticed, but congresses are not places to bring young children; families don't feel welcome. (The Linz congress was an honourable exception, where a family programme was planned.) Congresses also have a habit of occurring at bank holidays and weekends.

There might be fewer Go widows and orphans if they were made more attractive to 'hangers-on' - Go isn't really a spectator sport. Who knows, family Go might just then flourish. Too late for the Roads family, but maybe in time for the next generation.

Anyway, more power to your stone-placing arms and long may Go flourish and spread.

## Problem



What is going on in this 9 x 9 game. Please consider the status of each of the groups.

Answers on inside back cover.

# Computer Go

by Andrew Daly

The largest crowds at the London Open this year were gathered in the Inter-Varsity Club cellar round a television. And they weren't watching Dallas. Rather their attention was taken by Microgo, a go-playing program written by Allan Scarff and running on a cheap home computer.

Many of the competitors tried their hand at the joystick and were rewarded by finding an opponent with original ideas, briskly and colourfully executed. The present program, Microgo 1, runs on the BBC (B), Electron, and Commodore 64 computers. It comes on a cassette and costs £9.95 including postage and packing, and full demonstration. For the Commodore there is a special fast loader to get the program onto the machine in about a minute.

The program has three capabilities: it can give a demonstration in which it plays against itself; it can provide a colourful board for two humans to play each other; and most interestingly, it can play against a human opponent. Other Go programs for home computers are nowhere near strong enough to give humans worthwhile opposition.

The machine plays on a 9x9 board. You can choose the handicap you want, taking or giving up to 5 stones. This is a large handicap for a board of this size, so even quite strong players are faced with a challenge.

It is quite difficult to estimate the program's strength. About 15 to 20 Kyu seems the right range, but depends on the opponent. The program plays at about 5 seconds a move (3 seconds for the BBC) - roughly the speed of a

lightning game for humans, which seems appropriate.

The board is displayed attractively, with the program's moves appearing automatically. You play by using cursor keys or a joystick to position over an intersection. The program shows the capture of stones in splendid graphics with full sound effects, and keeps track of the total number of captured stones. A special beginner mode shows the current balance of territories - very helpful for improving a weak player's understanding of which areas are controlled by each side. When the position is hopeless the program will do the gentlemanly thing and resign. Unless you resign it counts the score at the end and tells you who has won.

The program makes 'interesting' moves - they don't look like a machine's play, rather those of an inexperienced human. Some players at the London Open thought it rather weak; but others (including myself, having lost giving away 5 stones) were surprised by its strength. Brian Chandler (2 dan and also giving 5 stones) managed to win only by guessing what 1-point mistake a 15 kyu human would make while filling in neutral points - the machine fell for it right away. The program has something to teach double-figure kyu players.

Allan Scarff, for many years a computer professional with ICL, has difficulty explaining clearly how the program works. He has been working non-stop for nearly a year to work out the algorithms, program them, and get them to fit on the memory of cheaper

home computers, while playing quickly enough for a games-player to enjoy. He has achieved this by writing in machine code, taking a lot of trouble to make it efficient.

The heart of his approach is the application of concepts from the field of "artificial intelligence". The program exploits an abstraction of the board position, using growth patterns, as in Conway's famous game, "Life". These are apparently called "cellular automata", whatever that may mean.

Remarkably, Scarff claims that the program has no look-ahead, ie does not calculate in advance. It works only from the board abstraction, with a slight concession in calculating the "likelihood" of a ladder working.

After evaluation of the moves, a selection is made with a substantial random element; the program will not necessarily repeat itself if it gets into the same position.

Right now the program works, is interesting, useful for teaching beginners, and fun for the more advanced. In the next few months versions will be developed for the Spectrum and for MSX machines, together with a disk-based version for the BBC.

In the longer term, IBM Personal Computer and even Apple Macintosh versions are projected. Larger computers offer the possibility of improving the playing strength (for example including some look-ahead), and increasing the board size without spoiling the lightning response time that makes the program so attractive.

The stronger program, called Microgo 2, is being written for 16-bit micros, and (initially) for a 13x13 board. A development version is already working, with a playing strength confidently predicted of 10 kyu. The run-time

should be about 20 seconds on a 13x13 board - about 45 minutes for a complete game.

The first machine on which Microgo 2 will be implemented is the NEC 9801, chosen for its position in the Japanese market, but other machines using the same chip (the 8086 family) would naturally follow. A "dedicated" machine, which would do nothing else but play Go is also envisaged, selling for around £100.

Programming traditional games has always presented a challenge to computer experts. Games like "Nim" or noughts-and-crosses can be used as simple programming exercises for beginners, while chess programs are now big business and have reached a high level of expertise.

Go however has not been the subject of much research, probably because it is so difficult to program. Several top western players have attempted Go programs, but most have abandoned their efforts.

Until this year the only real success was achieved in the US by Bruce Wilcox, but working on a very large machine with long response times. Now Allan Scarff seems to have achieved what others have failed to do and produced a program roughly comparable in strength to Wilcox's, but running on a home computer that many millions of people own. Computer Go has moved out of the laboratory and into the home.

I would be very interested to hear from readers about their experiences playing Microgo - in confidence if necessary!

The BBC, Electron, and Commodore versions of Microgo 1 can be obtained from Games Workshop, Mail Order, 27-29 Sunbeam Road, London NW10. Tel. 01-965 3713.

# Competition Solutions

Richard Granville summarises our panelists' answers to the competition in the last issue.

The result of our first "spot the move" competition revealed a wide diversity of opinion from our panel of "experts", showing how hard - and rich - Go is.

Unfortunately response from readers was a bit thin. Come on you DFKs, there is no need to feel shy, for in fact the winner, and beneficiary of a lavish £5 book token was none other than a 13 kyu, our very own Stephanie Perks, who scored a commendable 17 out of 30.

The commentary on the problems makes interesting and instructive reading....

## Problem 1 - Marks:

10 - J17; 8 - K17, Q5; 7 - F3; 6 - K4, L17; 4 - R6; 3 - C6, C13, D15, J16, K16; 2 - C14, D14, H17, L16, R5, R9.

## Commentary

The position occurs early in the game, with several big points still to be played. In the opening you need a sense of 'direction', ie to understand broadly what is happening so as to choose the right area of the board to play in.

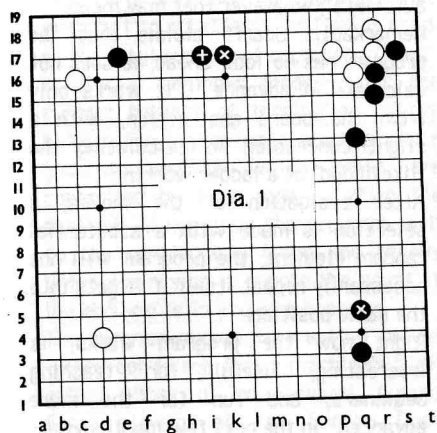
Some panelists were sure they knew best:

Roads: "The tense area is the top left hand corner, the rest of the board is stable."

Ansell: "White would like to play J17, a combined pincer and extension. Black must therefore play on the top side."

## Summary of the panelists' replies

Panellist	No.1	No.2	No.3
Jeff Ansell	L17	R4	N5
Jim Bates	K4	O7	N5
Andrew Daly	L17	K4	L15
M. Macfadyen	F3,Q5	K4	C17,L15
J. Rickard	K17	J5	N5
F. Roads	J/K16, J/K17	O7	M4,G14
John Smith	Q5	K4	D17



Daly also picks the top of the board, following the principle of urgent points before large ones.

The other panelists, however, arrived at different conclusions.

Bates: "After the sequence in the top right, a Black pincer around K17 has little effect, as White can easily stabilise his group (eg by playing N17 or S18). A play at K17 is therefore purely defensive.

"Furthermore, if White pincers at K17 or closer, Black can trade E14 for C13, and then play a double-moyo point at Q15, pushing White into over-concentration and building a large-scale position."

John Smith focussed on the top left and bottom right, but preferred to make a shimari at Q5, followed by extending to K4 if White pincers at the top.

Since over half the panelists liked the top left, what was considered the best point?

Roads: "The pressing move at D15 is satisfactory. If the regular line follows of W C15, B D14, W C13, B K17, White proceeds to the kakari (approach move) in the lower right-hand corner."

Rickard: "My choice is K17, but only just in preference to J17. After K17 any White extension to the right of it is cramped, while N17 may later be good for Black, forcing White to grovel slightly in the corner. Remember that Black can always reinforce at D15. It may be, however, that K17 is too loose, and Black should play J17."

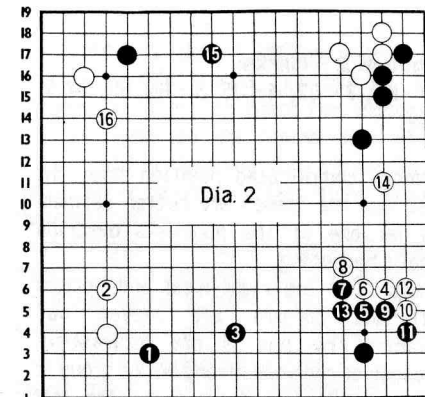
Finally, the British champion gives some sample lines.

"Black has three different approaches that make sense:

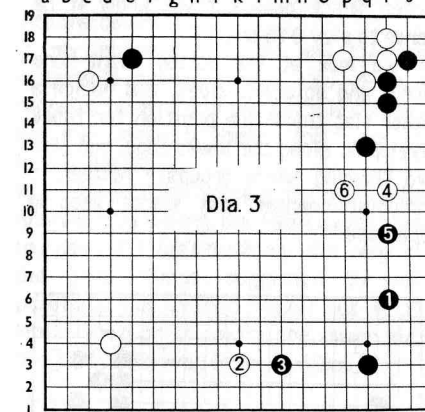
- expand his area of influence, let White invade, and consolidate the other half of it (Dia. 2).
- Make a shimari immediately (Dia 3.)
- Play at the top, let White invade the right side in gote, and rush to take the remaining big points (Dia. 4).

However he concludes that, of the three approaches, diagram 5 is worst for Black, one reason being the stone at Q13. Well, if Q13 is misplaced, why not play 3 at 4, making a pincer-extension?

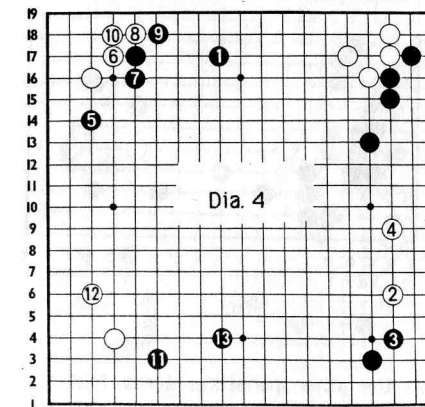
I am more impressed by Rickard's arguments, and believe that J17 is the best move after all. Perhaps I should add that the position comes from one of my games at the 1983 European Congress; my actual move, J17, was praised by Japanese professional Nakayama, so it cannot really be bad!



a b c d e f g h i k l m n o p q r s t



a b c d e f g h i k l m n o p q r s t



a b c d e f g h i k l m n o p q r s t

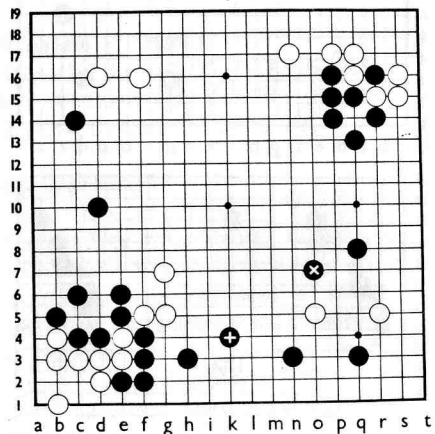
**Problem 2 - Marks:**

10 - K4; 7 - O7; 4 - J5; 3 - R4, H5, J4; 2 - G9.

A more complicated position than the last, but the issues are better defined. I'll let one of the panelists describe what's happening.

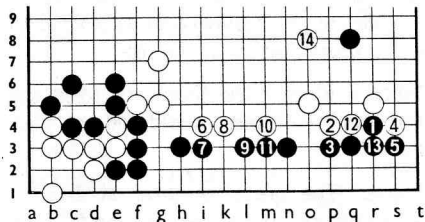
Roads: "The top right-hand and bottom left-hand corners are played out. Invading the top is not interesting, because of the very strong White group to the right, and as for the top left corner, Black does not yet know if he wants to play B16 or C17.

"So we look at the bottom right-hand corner and adjacent sides, and notice a rather flat third-line position for Black developing along the lower edge, and also two floating White groups - neither in immediate danger, but worth keeping separated."



Dia. 5

All the other panelists agree that the lower side is the critical area, but are less unanimous about exactly where to play.



Dia. 6

Ansell: "A good start seems to be Black R4, White Q5, Black P4, White P5, Black M4, threatening J5. If White jumps towards the left with M7 or M6, Black makes territory at the bottom and then plays Q10. An invasion of the top left corner or side is now threatened."

Apart from the suggestion of Q10, which should be at N9 or thereabouts, this answer sounds very plausible. However it meets with the disapproval of our strongest panelist, who proposes a tactical refutation.

Macfadyen: "If White can secure his three cutting stones in the lower left, he can invade the left side, and Black's ponnuki becomes almost worthless. For example if Black starts by attacking as in Diagram 6, White will settle all his weak stones and after 14 the game is over."

There were other ideas for a splitting attack.

Rickard: "My choice is J5, to prevent White's groups linking up by pressing Black into a low position. However I have no great preference for J5 over other moves that do this."

Smith: "One possibility is M5. This is direct, but may be ambitious considering Black's positions on the lower side are a little thin. The quiet move at K4 seems more suitable, strengthening Black and making it hard for White to link up. White

may settle his group by playing R3, Black R2, White Q4, Black P3, White S3, but Black can take then the initiative elsewhere (probably at the top)."

Finding the exact spot at the bottom certainly seems to have posed problems.

Macfadyen points out that White's stones are not as weak as one might think, because they can strengthen themselves by leaning on Black's left side group. He therefore prefers to play K4, and keep his distance from this group.

The same conclusion was reached by Daly, although for not entirely the same reasons.

"Black's stones around G3 are not yet safe. If White can cause confusion on the lower side he may be able to escape with his two weak groups. Black should play at K4, which is simple and safe. The best form of attack is defense."

But not every panelist wanted to keep White split.

Roads: After the standard sequence following R3 in the bottom right (see Smith's comments), White has the possibility of invading at Q10. Therefore the text-book move of 1 (Diagram 7) looks attractive for Black.

"If White still plays the same sequence to strengthen himself, Black takes sente, since the invasion is no longer a threat. If White plays 2 in Diagram 7, 3 and 4 follow, when Black is taking 4th line territory, and still has the possibility of splitting White."

Roads seems to be playing O7 to strengthen himself, thinking he can leave the splitting option for later. Another panelist chose O7 because he wanted White to connect.

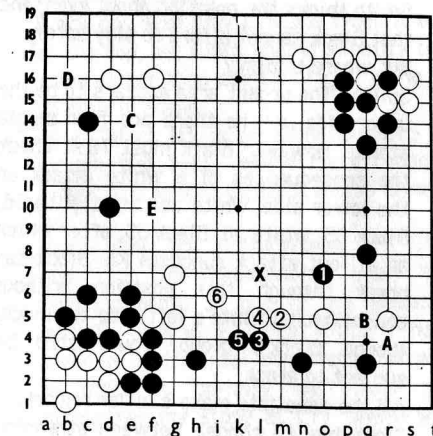
Bates: "One's first instinct is the karami (splitting) attack at M5, but this does not cover Black's weakness around K4. Also, there is bad aji (potential) around his stone N3.

Therefore one should instead consider driving White's groups together as in Diagram 7. After 1-5 Black has covered his weakness on the lower side and opened out his right side into the centre, while White has been driven along dame (neutral) points.

"Assuming a continuation like A-E, the position is developing into a firm lead for Black, while White still has the large weak group to consider (look how much Black could gain from an attack at X)." Bates doesn't seem to consider White running into the corner rather than out into the centre.

In my opinion, both K4 and O7 are reasonable moves. I have also given a consolation award to G9, since it attacks and may make it easier for Black to invade the top.

When the position arose in my game with Andrew Daly during the 1984 Candidates tournament I unfortunately did none of the good things suggested by our panelists, but instead played out at J5. White went on to invade the lower side and eventually won by resignation.



Dia. 7

**Problem 3 - Marks:**

10 - N5, L15; 7 - C17; 5 - D17, N3; 4 - G14; 3 - M4, C10, P17; 2 - F15.

Like problem 2, an early middle-game position, which actually tempted some panelists to express an opinion on who is winning - though not with complete agreement!

Roads: "I prefer White's position here, perhaps because I am an inveterate san-ren-sei (three start points in a row) player."

Daly: "Another amateur game, as can be seen from White's poor combination of sequences on the lower side. The joseki (opening) in the lower right gives up a large corner in return for influence, which has however been nullified by Black's group in the lower centre."

The left side looks impressive, but will never be enough. Worst of all, it is Black's move."

Macfadyen endorses this view:

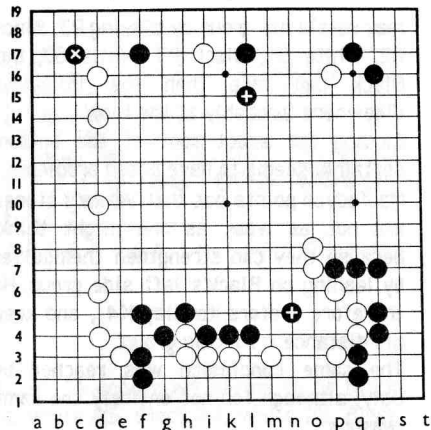
"A terrible choice of joseki's on the lower side, Black is clearly winning."

Bates also backs the 6 dan view, but Smith thinks the position about even, and that Black cannot afford to play safely.

But where to play?

Smith: "The urgent area appears to be the upper side, where there are four single stones. However Black must first check the consequences of a White attack on the lower side. White can start with G6, Black G5, White J6, Black J5, after which an all-out attack suggests K6. Black can break through this position without consolidating White's left side too much, though Black's group would still be subject to attack."

All the panelists make similar remarks - Black has to choose between strengthening his group at the bottom and playing at the top first.



Dia. 8

Just how weak is Black's group?

Daly: "It is difficult for White to attack Black's group, because the cut at O6 (which doesn't work at the moment) will be a constant worry."

Nonetheless some of the panel prefer to defend anyway.

Rickard: "The Black group at the bottom has no clear eyes and is surrounded by White influence; it seems urgent to reinforce it. However the moves running into the centre all either seem to leave weaknesses that let White force Black into bad shape, or seem to be too slow."

"I therefore feel inclined to find some White weakness to use as a lever to settle myself. N5 aims at both O6 and N3; the latter forces White to grovel on the edge while strengthening Black in the centre...The single stones at the top are light, so should be able to look after themselves; the bottom is much more important."

Bates: "Black can afford to take the time to strengthen his central group. He should eschew violence such as N4. Instead play

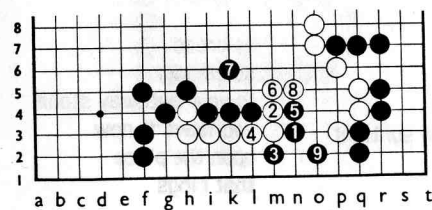
a shape move like N5, seeking to strengthen his group in sente and clarify White's weaknesses (yosu-miru strategy), then play first on the left side - either C17 or C10."

Ansell: "As the cut at O6 does not work, best for Black is to threaten the cut. N5 not only does this, but also threatens N3 or O3. White does best to reply at O2, allowing Black to cut at O6."

To me the move N5 is aji-keshi (erasing your potential), since it removes the possibility of a Black cut at O6, and does not do much to strengthen Black's group - the White combination of M4 and K6 destroy its shape.

Roads wants to play M4 at the bottom, for similar reasons, but the best move is surely that found by Macfadyen:

"If Black decides to play at the bottom he should play as in Diagram 9. White is deprived of all his territory and Black 7 in sente is nice. However Black actually ends in gote, so this is no good as yet. The most likely result at the bottom is that White will exchange M4 for K6, which is bad for him, but patches things up in sente."

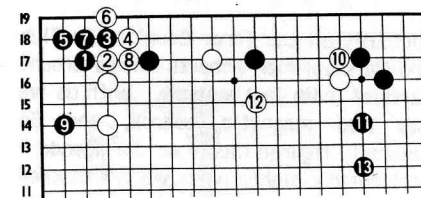


Dia. 9

As far as the top of the board is concerned, various approaches were suggested.

Roads: "The White stone upper right is a kikashi (forcing) stone and not worth attacking unless on a large scale. So how

about L15, doing just that. However, bearing in mind White's possible kikashi at G6, G14 is perhaps a better point to start with at the top. If White protects the top left corner, Black can attack both White stones on a large scale, and there is still the invasion at C10 to try."



Dia. 10

Macfadyen: "Black has many ways to play at the top. The most straightforward line is to invade the corner as in Diagram 10. Black gets the left corner and White seems obliged to try for a big side with 10 and 12. However the side is full of holes, and Black has plenty of time to play 13, almost completing his own side and waiting to decide whether to reduce or invade the top."

Black can also play L15 and fight it out at the top, but Black should simplify the game rather than start as fight, as he is so clearly ahead."

Daly: "Black N3 is possible, but L15 is simple and best. White must concede either O15 or H16 to Black and is clearly lost."

In my view, any of the moves C17, D17, and L15 are reasonable. When the position arose in one of my games I actually played P17 (to which I have given a sentimental consolation award) in order to solidify my corner and strengthen my stone at L17. White was then able to take the initiative in the top left, but my position remained very playable.

# Getting high on Go

by Lionel Naef

Virtually all the Three Counties Go Club and Mark Lorimer-Roberts toured around parts of India last autumn. With us we had two magnetic boards, and Go naturally figured highly on the agenda - particularly highly when we all trekked over the Chandrikani Pass in the Himalyas.

Mark and the author played a game at 12,500 feet as we huddled over a lukewarm tea on a bony ridge with a lot of down on either side. Dare we ask if anyone has played a higher (landbound) game?

Another setting we all heartily recommend for a relaxed game is a Goan beach (where else) in October. Empty before the Christmas rush, incredible weather, succulent food, good company.....

Two years ago the author met a Japanese sixth Dan on the same beach. His first question, on spotting me in a beach cafe reading a Go book was: "So you play Go?" His second was: "You understand the meaning of fighting spirit?"

Managing to retain this quality in your game is perhaps the only drawback to a Goan beach, as one's lifestyle soon changes to what can only be described as "very laid back."

This year, we met Martin, an American philosophy professor who likes half his year on Anjuna beach. His progress from beginner over the 10 days or so that we lived in a village near his house was meteoric.

We met many people who wanted to learn Go, and a few who could already play. Strangely, the game seems virtually unknown to the Indians. The author has met only one, a businessman in Delhi, in two visits. Yet the game aroused great interest wherever we played.

say 'atari'  
you reach the space  
i return  
with sound of stone

the room  
like hands  
is composed  
of the intersection  
of lines

i have brought  
to you  
the extreme draught  
of drink:  
saki and another  
bowl of tea

sip, sip  
we sip now  
tea from asia:  
in the west the sunlight  
settles

who speaks?  
moving now  
a stone falls  
like a leaf

sea and river  
connect:  
as all corners  
your journey  
is vastness

so broad  
so slender  
is your pathway stone.  
you leave it now  
upon the place  
that rings

tinkle  
tinkle  
tinkle  
i answer  
little buddha

by Matt Ewart

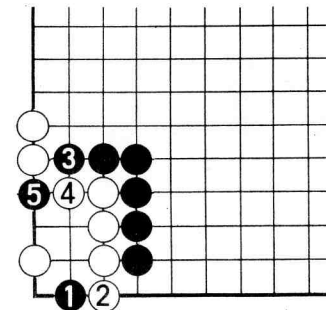
# Solutions to problems

The centre white group can clearly live or be killed by putting a stone in the middle of its eyespace.

The white group on the left can be killed as shown here.

The black group, which has no eyes, is unconditionally alive - it is a rare animal known as the double-headed dragon. (think how White might put it into atari). This position arose in a game in which the white stones were held by Allan Scarff's computer program, Microgo. The program understands false eyes very well, but thought it had killed all Black's stones.

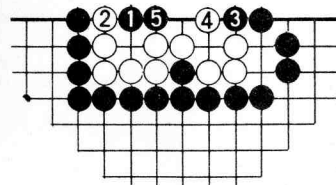
SOLUTION TO 9x9 BOARD PROBLEM



## SOLUTIONS TO PROBLEMS ON P. 14

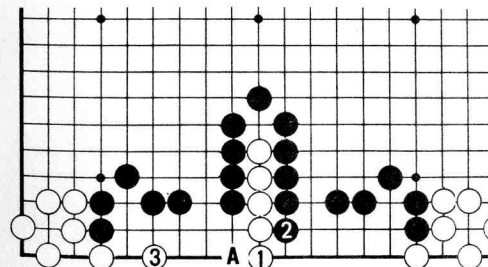
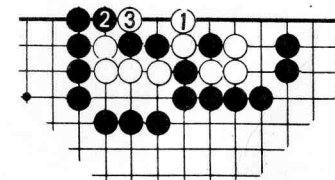
Problem 1.

Black 1 must be played first. If you start at 3 instead, White can play at 1 himself and get a ko.



Problem 2.

White starts by extending at 1. Now if Black plays 2, there is a snap-back at 3. If White had started by capturing Black's stone, there would be no snap-back.

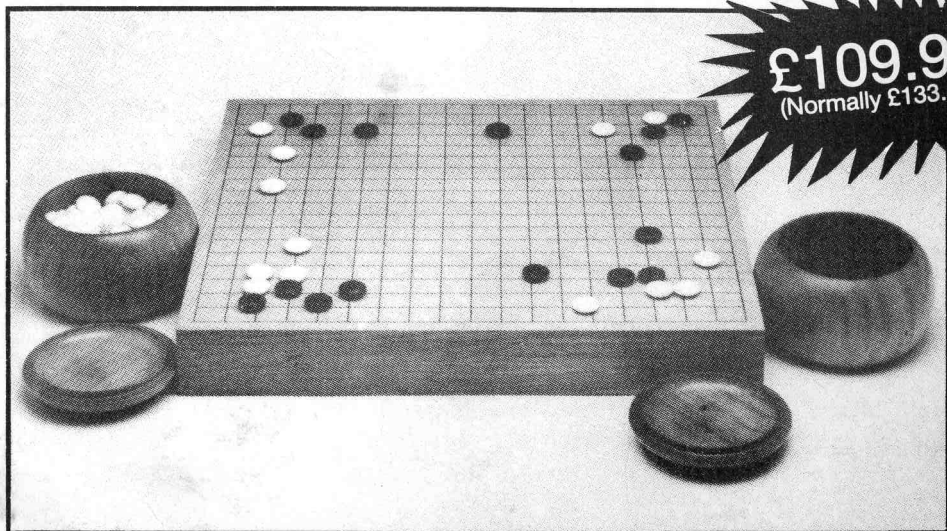


Problem 3.

White 1 does the trick. 3 is one line longer than a monkey jump, but it cannot be cut off. If White tries playing at 3 first, then Black plays A, and 1 no longer works, since White runs out of liberties.



# SPECIAL OFFER



**£109.95**  
(Normally £133.85)

## THE 'CHAMPION' GO SET

Beauty and elegance combined for a lifetime of enjoyment.

*Games Workshop Classic Games* has secured an exciting new source of Go equipment in Korea. To celebrate we are offering the magnificent 'Champion' Go Set, normally £133.85, for an amazing £109.95!

Consider what you get! A superb one-piece 2" (5.5cm) thick *Agathis Table Board* (normal price £47.95); a set of *Deluxe Quality 'Phoenix' 10mm thick Glass Go Stones* (normal price £27.95) and a pair of *Extra Large Hand-turned Fine Quality Mulberry Bowls* (normal price £57.95).

Save 18% by buying a 'Champion' Go Set complete.

**STOP PRESS**  
**MICROGO 1: The World's First Ever Go Playing**  
Program is now available for Commodore  
C64! Still only £9.95!

# GAMES WORKSHOP

27-29 Sunbeam Road, London NW10 6JP

Telephone: 01-965 3713

We stock a complete range of the best quality Go equipment and books.  
Write for a free price list. Orders under £6.00 add 60p postage & packing.