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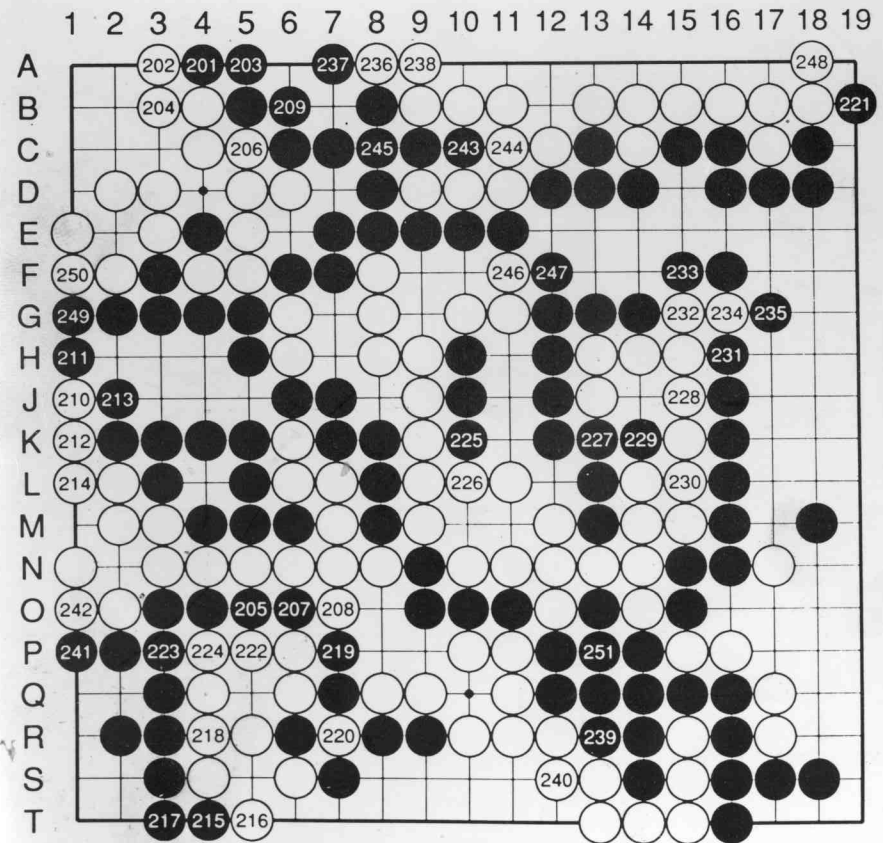


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Glossary

aji	influence from dead stones, source of annoyance
dame	common point between black and white with no territorial value
geta	jump ahead to capture
hamete	unsound play involving a trick (white) see also rip-off
hasami	pincer attack
hoshi	one of the points marked with a dot
joseki	opening sequence, usually balanced in value to both sides confined to one corner
kelma	knight's move
komi	stones given to white to compensate for moving second
moyo	large potential territory
rip-off	trick play by black -- underhand move
seki	stalemate (local)
semeai	race to capture
shimari	corner enclosure
tenuki	play in another part of the board

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PRESIDENT'S REPORT — AGM 1987

This year has been a time for settling down, after the previous year when virtually all of the jobs and offices in the BGA changed hands. The only changes since the last AGM have been in the Newsletter Editor, the Publicity Officer and imminently the Journal Editor.

Not long after the last AGM, Ian Meiklejohn began to find his workload as a free-lance journalist increasing rapidly and was finding it difficult to put the time and effort in that he had expected to have available, so the Journal dates fell progressively behind schedule. He had hoped until recently to get a journal to the printers by two weeks ago today, but it has not appeared and this means that we have only had two journals in twelve months. Ian has produced some high quality Journals, but not so many as he would have liked and he has decided to call it a day. As from the issue after the one about to come out, Andrew Macpherson is taking over as Editor. There are two more things to say about the Journal. The first is that we intend to put regularity as top priority. If other things go wrong we can try to put them right, but if, for example, there is not enough copy for a full-sized issue, we shall have a smaller issue. The second point is that we are trying to involve more people, so as to reduce the trauma when someone has to give it up. The North London Club has already taken over collection of the Journal from the printers and distribution. We also have Andy Finch feeding in some copy. We can really do with a few more people who could undertake to chase up a limited amount of material or write a few articles and if anyone fancies getting involved, please let me know. The Journal needs a concentration of effort during the coming year to put it on an entirely new footing.

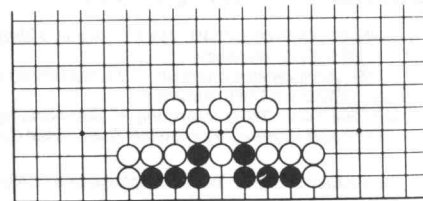
Another very difficult area is publicity. It is extremely difficult to get any media coverage of

a minority activity. To get any at all requires a special flare or special knowledge or a piece of luck. Any ideas on this are always welcome.

I have today had warning from Clive Wright that he will have to give up as book and equipment seller some time in the Autumn. I would be very glad to hear from anyone who could take over. This is a very important job as it provides a useful service to members as well as a source of revenue.

One change that is on the way is a new procedure for deciding whom to send to the World Amateur Championships. A couple of years ago our then perpetual champion, Matthew MacFadyen, suggested that a points system based on the Challengers League should be used, so that the one really valuable prize of the year could be spread around a little more. A points system has been agreed and will be used henceforth as a guide to the choice of traveller. Points will be awarded for winning the championship and for places occupied all the way down in the league. This, apart from anything else, will give added zest to the fight for places in the league.

Norman Tobin.



Problem 1 Black to play (fairly easy)

Report by the BGA Treasurer for the year 1/1/86 to 31/12/86

- As the new treasurer elected at the AGM in 1986 I am going to concentrate in this report on the changes introduced in the administrative practices of the BGA accounts, and on the financial successes of the BGA during the past year.
- When I was elected the BGA bank accounts were held by the Midland Bank in Hertford and I arranged with the agreement of the Council for them to be transferred to the Royal Bank of Scotland (Drummonds Branch) in Trafalgar Square, next door to my own office. This has enabled me to conduct BGA business more effectively and has also allowed me to obtain direct information concerning bank transfers and an improved system of managing our money in the bank account to maximise the interest the BGA receives. It has also allowed me to take the work of depositing membership cheques from Brian Timmins.
- The previous accounting record system operated by the BGA relied on double-entry bookkeeping, which is a perfectly valid method of record keeping. However, this had the disadvantage that, in my view, it was unnecessarily complex for the amount of money we handle and was not readily amenable to the production of "cash-flow" figures. I understand that at one point some years ago the BGA was seriously concerned that it had insufficient cash on hand to handle its day to day activities. I believe that the BGA Council is now better informed about the BGA's current financial position than before, which assists the Council in decision-making. There has been a slight problem of transition between the two systems, about which the auditor may express his

views, and which has resulted in the recording of a "Discrepancy" between the balance sheet figures. I hope to improve the standard of record keeping in the coming year and to trace this figure, which I believe to be solely a problem produced by changes in the system in the past year. I also hope to include in my files records concerning all aspects of the Treasurer's activities to assist any future Treasurer, since a certain proportion of the methods and systems were part of the memory of previous Treasurers and Auditors.

- The BGA has had a good financial year in 1986 and ended the year with over £4,000 in cash in various accounts, together with Bookseller's stocks of more than £2,000 (see balance sheet). It should be noted that the Tournament Levies are lower in 1986 than 1985; in 1985 the Central London Go Club paid tournament levies for the London Open Congress twice (for January and December) and next paid a levy in 1987. What is evident is the increased turnover of business with the Bookseller (especially with improved record keeping) and the increased surplus on our general activities.
- The Council has decided, on my recommendation, not to institute an increase in the membership subscription for the foreseeable future. I would consider that, with proper care in the handling of the BGA's finances, we could find ourselves with the same level of subscriptions in 1990. However, it is impossible to make such commitments absolute in all honesty since we are affected by outside factors. We do hope at some point to make further purchases of computer equipment and software to enable us to handle the pre-publication work on the British Go Journal and other work "in-house" rather than rely totally on the generosity of our members, which has been the custom in the past.

Editorial

Once again we have a change in the editorial line-up. As the new editor I get a chance to make a policy statement — I intend to edit, not type!

Volunteers please! There is a great need to get the copy into machine readable form. Also as noted in the masthead, it is easier to publish copy that can be read directly onto the computer, so if you are thinking of submitting an article, please try to send it in on a diskette.

We are fortunate that the Dutch Go Association have come up with some software for producing diagrams, so a move list (eg. 1. c4), or a single (legible) sheet with the move numbers is all that is required, no need to delay because you don't fancy doing the diagramming!

Finally this is your journal, if there is an article you want to see, either write it, or let me know, and I will try to find someone with the correct background to write it; equally, if you don't write anything, I shall be reduced to publishing 'filler' without any body.

Andrew Macpherson.

Council Notes

It seems likely that the 1988 British will be held at Stow school in Bucks on 15—17 April. The facilities include golf, swimming, bars, as well as camping space for those on a tighter budget.

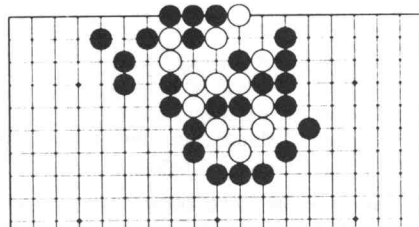
We now need (fairly urgently) a volunteer to hold the 1989 British. The event is usually a money-spinner for the host club, and lack of experience need not be a hinderence if the accommodation is right — the BGA is happy to arrange the draw, and generally supervise play. Applications to the President or Secretary as soon as possible please.

On a related note the BGA is also considering operating the Candidate's and Chal-

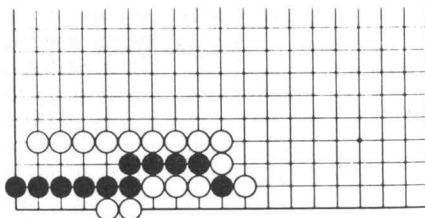
lenger's outside London, both with a view to lessening the South-East bias, and also to reduce the external distractions (from buskers and other shows in Covent Garden). Suggestions will be gratefully received.

The question of (Non-)smoking tournaments came up. It is essential that organisers specify whether smoking is to be permitted at tournaments, as smokers need to know if it is not permitted, and non-smokers equally want warning of which events to avoid. We foresaw increasing problems as smoking continues to decline in social acceptability, but though some members were tempted to specify the default condition as being non-smoking, we had to agree that it must be left to the organiser's discretion.

T.Mark Hall is collecting Go songs, poems and humour, since the oral tradition is falling on deaf ears. If you know of anything that should be collected please let him know.



Problem 2 Black to play (careful!)



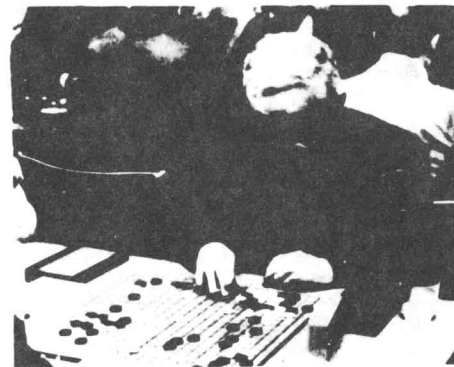
Problem 3 Black to play and live

ICL British Go Congress 1987

by Tony Atkins

When someone said to me at the 1986 British, "What's all this about ICL Sponsoring Go?" I thought they were joking, but ICL Office Systems sponsored this year's British which was held in Reading. Based in nearby Bracknell, ICL Office Systems have quite a few Go-playing employees, and go-playing is seen as requiring the same problem solving skills as the computer industry.

Anyway most of my problem solving was complete by April 10th when I arrived at Wells Hall to set up the equipment. Wells is one of Reading University's modern halls lying next to the main campus. It has attractive grounds overlooking the Thames valley. The heavens opened as the contestants arrived, and the dash to the porter's lodge must have been far from attractive!



The evening developed into the lightning tournament. Run on the Swiss system with handicaps, the draw was quick to do, but as usual the rounds became drawn out... Still there was hardly time to get to the bar. After four furious rounds three of the fifty entrants were left unbeaten. There was still time to pop into the computer demonstration to see if Alan

Rees' program had beaten Allan Scarff's before the bar shut.



Saturday dawned with the sun in the sky, and a touch of wind. The smell of cooked breakfast greeted the organisers as all was readied for the day's play. As usual the first round started late, but there was plenty of time to catch up before lunch. The food was worth eating, and was enough to keep the 120 players, and the organisers going through the afternoon. Results were much as expected at the top until Matthew went down to John Ricard in the third round.

After dinner the lightning final was played, and as the bar queue subsided the AGM started. The previous year's minutes were read, and the record meeting length of 61 minutes was questioned. Then came officer's reports and accounts, but no contested elections or motions, allowing a new record of 55 minutes to be set. Then it was back to the bar for the rest of the evening.

Sunday started with the news of a break-in in the car park, and the usual couple of withdrawals, but this left the remaining 116 to battle through the last three rounds. This was truly a stamina test for some of the younger competitors and if it wasn't for the

table football they would probably have given up. At the end of two hard-fought rounds the first place was still wide open, but T.Mark Hall lost, Jim Clare was the odd player, and John Ricard won to finish with 5/6 and in first place above Matthew Macfadyan on tie break.

At this you would have seen the organiser panic, trying to work out the prize-winners, but soon 15 or so deserving contestants went off clutching oriental sake, tea or chopstick sets, and various Go books. Bristol gained the Nippon Club team prize for the second year running. Finally all had gone home pleased with their ICL note pads, everything packed up, and the organiser could return home for a well earned rest.

Prize Winners

The ICL British Open Go Champion 1987 is John Ricard (Camb. 3d), 2nd M.Macfadyan (CLGC 6d).

Section winners: A.Wall (CLGC 1d), C.Kirkham (Man. 1k), S.Butler (Read. 2k), M.Charles (Hemel 2k), M.Cocke (Norw. 4k - also the young player's prize), M.Munroe (Bris. 8k), P.Barnard (CLGC 8k), N.Cleverley (Bour. 11k), F.Mitchell (Man. 14k), S.Field (Furz. 15k), P.Dillon (Bour, 19k).

Lightning: 1st T.M.Hall (Bris. 3d), 2nd A.Scarff (Read, 1d), 3rd S.Field (Furz. 15k).

Team: Bristol Bombers

Competition: No Winners

Congress Competition

Here is the competition from the Congress booklet. The question (Fig 1) is "status," that is, if White plays, can he live? if Black, can he kill?

Clearly if White plays he lives. If Black plays anywhere such as B1 or B3 White gets two eyes without too much difficulty. Playing C3 or C4 fails as White can give up D3 and D4 to live on the edge. B4 seems

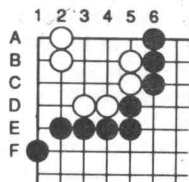


Fig 1

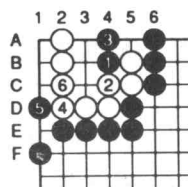


Fig 2

Black's best start, but if he continues at A4, White lives (Fig 2).

Blacks continuation at B3 is correct, but the sequence in Fig 3 again fails to kill White.

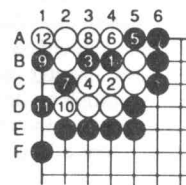


Fig 3

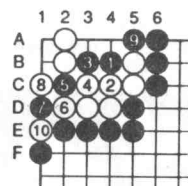
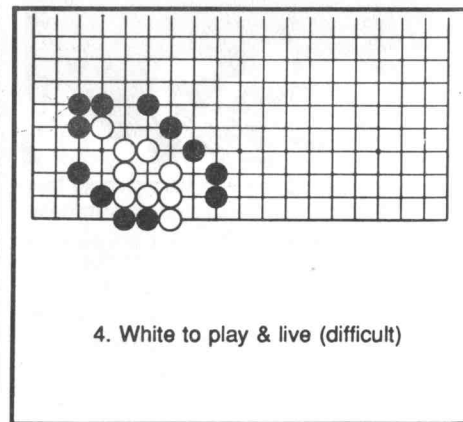


Fig 4

In Fig 4 we have the correct sequence, with 5 sacrificed at C2 the key to forcing White to play ko — 9 ate! 10 ko.

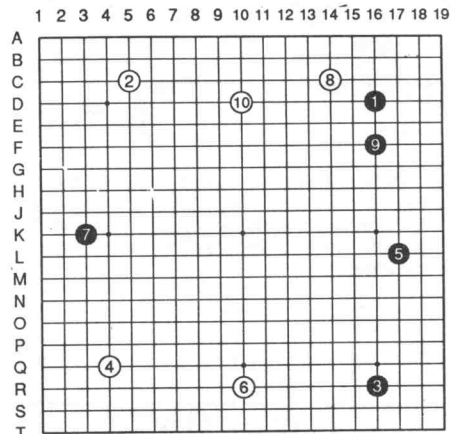


4. White to play & live (difficult)

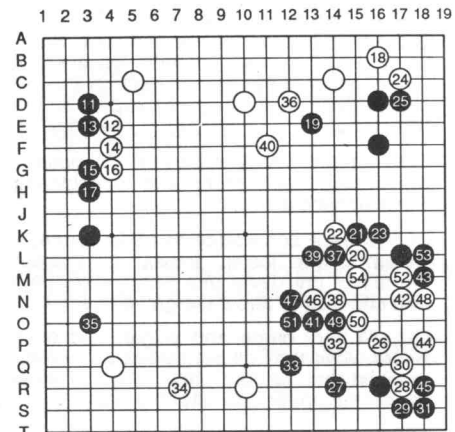
British Open First Round

- Black: T.Mark Hall
- White: Francis Roads (6 komi)

Comments by T.Mark Hall, from a discussion with Francis Roads, Toby Manning and Matthew Macfadyen.



- The first surprise of the game; usually Francis plays hoshi points.
- 11-17. Francis criticised these moves as low and over-concentrated. Since I am a very aggressive player I feel that a group with no weaknesses was to my benefit for the rest of the game.
- I think this is in the wrong direction; I'm not going to follow him around like in a handicap game.
- Nice timing; White has to prevent black from playing here.
- I feel that this should be kept in reserve; any Black move here would be gote. I was happy enough to strengthen my position and remove the aji.
- Before playing here, Francis reminded me that he knows the hamete lines. However, he didn't have to worry; any fight Black starts around this corner has to take White 6 into account. It is better for me

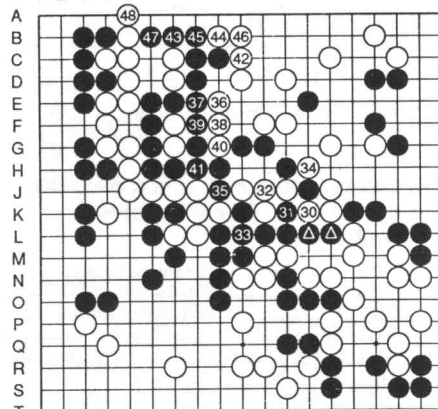


to take the corner and threaten the group White creates.

- Since 34 is low and slow, this point is not really urgent; it would have been better to push into the upper side or build up an attack on the righthand side group.
- Possibly the wrong direction. Maybe I should have taken the eyes away along the side by playing 42 or one line lower, although I was happy at getting to play both 43 and 45 in sente.
2. The first surprise of the game; usually Francis plays hoshi points.
- 11-17. Francis criticised these moves as low and over-concentrated. Since I am a very aggressive player I feel that a group with no weaknesses was to my benefit for the rest of the game.
- I think this is in the wrong direction; I'm not going to follow him around like in a handicap game.
- Nice timing; White has to prevent black from playing here.
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- Before playing here, Francis reminded me that he knows the hamete lines. However, he didn't have to worry; any fight Black starts around this corner has to take White 6 into account. It is better for me
- White lives, but I get a good amount of influence. White aims at the aji of 22 and the gap above 47.

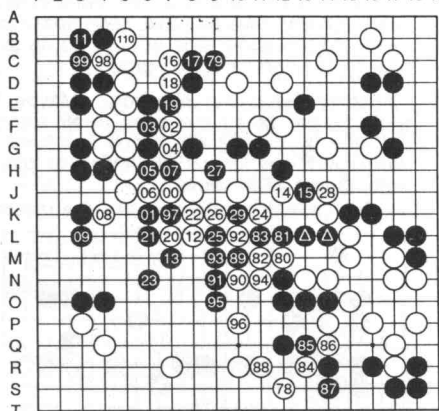
55. Makes problems for White... Does he defend his territory above and have Black try to make a large centre? Because of the influence, (and the strength on the left side), White really may not expect to cut this stone off.
56. Almost universally criticised. It doesn't really help the corner and strengthens Black unnecessarily.
58. If this were considered in purist terms, it would be the "losing" move. In amateur Go things are never that easy --- we both had chances to throw the game after this.
- 59--65. All very crude and vulgar, and even better when they all get replied to. Francis realised that he had better ways of playing on the upper side after the game.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19



71. An enormous yose point, gives White no chance to make an eye (or two?) in the corner.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19



78. Is this the right time to threaten the Black stones above?

80--96. The Black stones are worth about 20 points (plus the loss of yose on the edge) but Black makes more influence in the centre.

102. The real losing move. White should start a ko by playing W103, B102 and W119. Since all his threats are local ones, either to escape, make two eyes or to capture something of Black's, it is very difficult to see how White could lose the ko.

122. Why not cut? Francis admitted that he halucinated that 124, 128 and 130 actually captured the Black stones. He had forgotten the two liberties below 37 and 39 (triangled).

Play by Mail?

Dear Mister Tobin,

I am looking for contacts with a British GO - Friend in order to exchange literature and/or to play correspondence GO on a 13 x 13 board with him and also to improve my English. I hope you can help me find such a GO - Friend.

Best regards

Torsten LinB
Weberstraße 9
Nordhausen
DDR - 5500
G.D.R.

Ninth World Amateur Go Championship Beijing, 9—16 May 1987

results from H. Shirakami

Imamura (Japan) won the championship. This is the second time he has achieved this. The top three places are the most closely contested in the nine year history of the tournament.

#	Name (country)	1	2	3	4	5	6	7	8	w.p	sos	Place
1.	Imamura F. (Japan)	1 ²²	2 ¹²	1 ¹⁵	4 ¹⁶	6 ⁰³	1 ⁷	1 ¹⁵	7	42	1	
2.	Yu Bin (China)	1 ¹³	0 ¹	1 ¹⁹	1 ¹⁵	4 ¹⁴	1 ³	1 ¹⁶	7	42	2	
3.	Lee Kwan Chol (Korea)	1 ⁵	1 ²⁰	1 ²³	1 ¹⁰	1 ¹⁴	1 ¹	0 ²	7	40	3	
4.	Tsang Pingfai (Hong Kong)	1 ³⁴	1 ⁵	1 ¹⁶	0 ¹	0 ²	1 ¹⁸	1 ¹⁴	6	37	4	
5.	J.Choy (Canada)	0 ³	0 ⁴	1 ²⁴	1 ³⁰	1 ¹⁷	1 ⁸	1 ¹¹	5	40	5	
6.	M.Macfadyen (England)	1 ²⁹	1 ¹⁶	0 ⁴	1 ²⁵	0 ¹	1 ¹⁵	1 ¹³	5	39	6	
7.	J.Kraszek (Poland)	0 ⁸	1 ²⁷	1 ³⁰	1 ¹⁶	1 ¹⁰	1 ¹¹	0 ¹	5	38	7	
8.	Song Moo Yong (Brazil)	1 ⁷	0 ¹⁰	1 ¹²	1 ⁹	1 ²⁰	0 ⁵	1 ¹⁷	5	37	8	
9.	T.Pocsai (Hungary)	1 ¹¹	1 ²⁵	0 ¹⁴	0 ⁸	1 ¹⁶	1 ²²	1 ¹²	5	36	9	
10.	J.Michel (France)	1 ²⁴	1 ⁸	1 ¹⁷	0 ³	0 ⁷	0 ¹²	1 ²⁹	5	36	10	
11.	L.Heiser (Luxemburg)	0 ⁹	1 ²⁹	1 ²²	1 ¹²	1 ¹³	0 ⁷	0 ⁵	5	35	11	
12.	V.Bogdanov (U.S.S.R.)	0 ²⁰	1 ²⁴	1 ⁸	0 ¹¹	1 ²⁶	1 ¹⁰	0 ⁹	5	34	12	
13.	E.Rittner (F.R.Germany)	0 ²	1 ³²	1 ¹⁸	1 ¹⁷	0 ¹¹	1 ¹⁹	0 ⁶	5	34	13	
14.	T.Matsuda (U.S.A.)	1 ²⁸	1 ²³	1 ⁹	1 ²⁰	0 ³	0 ²	0 ⁴	4	40	14	
15.	P.Gosteli (Swiss)	1 ³²	1 ¹⁹	0 ¹	0 ²	0 ²²	0 ⁶	1 ³¹	4	33	15	
16.	H.Wiltschek (Austria)	1 ¹⁸	0 ⁶	1 ³¹	0 ⁷	0 ⁹	1 ²⁵	1 ²²	4	32	16	
17.	J.Garcia (Spain)	1 ³⁰	1 ³¹	0 ¹⁰	0 ¹³	0 ⁵	1 ²⁰	0 ⁸	4	32	16	
18.	A.J.Westhoff (Netherlands)	0 ¹⁶	1 ²⁶	0 ¹³	1 ²³	1 ²⁵	0 ⁴	1 ²⁷	4	32	16	
19.	P.Garofalo (Italy)	1 ³³	0 ¹⁵	0 ²	1 ²⁶	1 ²¹	0 ¹³	1 ²⁸	4	32	19	
20.	Ching Yeat How (Singapore)	1 ¹²	0 ³	1 ³⁴	0 ¹⁴	0 ⁸	1 ¹⁷	1 ³²	4	30	20	
21.	L.Matoh (Yugoslavia)	0 ²⁵	0 ²²	1 ³³	1 ³¹	0 ¹⁹	0 ²⁸	1 ²⁶	4	22	21	
22.	V.Laatikainen (Finland)	0 ¹	1 ²¹	0 ¹¹	1 ²⁷	1 ¹⁵	0 ⁹	0 ¹⁶	3	37	22	
23.	Francis Tung (Australia)	1 ²⁶	0 ¹⁴	0 ³	0 ¹⁸	1 ²⁹	0 ²⁷	1 ²⁵	3	31	23	
24.	J.Sgall (Czech)	0 ¹⁰	0 ¹²	0 ⁵	1 ²⁸	0 ²⁷	1 ³²	1 ³³	3	28	25	
25.	T.Bee Giok (Phillipine)	1 ²¹	0 ⁹	1 ²⁸	0 ⁶	0 ¹⁸	0 ¹⁶	0 ²³	3	28	24	
26.	M.Johanson (Sweden)	0 ²³	0 ¹⁸	1 ²⁹	0 ¹⁹	0 ¹²	1 ³⁰	0 ²¹	3	27	26	
27.	U.Bro-Jorgensen (Denmark)	0 ³¹	0 ⁷	1 ³²	0 ²²	1 ²⁴	1 ²³	0 ¹⁸	3	26	27	
28.	B.Phease (New Zealand)	0 ¹⁴	1 ³⁴	0 ²⁵	0 ²⁴	1 ³¹	1 ²¹	0 ¹⁹	3	24	28	
29.	C.Korsak (Thailand)	0 ⁶	0 ¹¹	0 ²⁶	1 ³³	0 ²³	1 ³⁴	0 ¹⁰	3	24	29	
30.	Yeo Teong Lok (Malaysia)	0 ¹⁷	1 ³³	0 ⁷	0 ⁵	0 ³²	0 ²⁶	1 ³⁴	3	22	30	
31.	R.Quintero (Mexico)	1 ²⁷	0 ¹⁷	0 ¹⁶	0 ²¹	0 ²⁸	1 ³³	0 ¹⁵	2	26	31	
32.	M.Gilbert (Belgium)	0 ¹⁵	0 ¹³	0 ²⁷	1 ³⁴	1 ³⁰	0 ²⁴	0 ²⁰	2	25	32	
33.	T.Christofferson (Norway)	0 ¹⁹	0 ³⁰	0 ²¹	0 ²⁹	1 ³⁴	0 ³¹	0 ²⁴	1	22	33	
34.	C.A.Castro (Argentina)	0 ⁴	0 ²⁸	0 ²⁰	0 ³²	0 ³³	0 ²⁹	0 ³⁰	0	25	34	

BGJ Competition 7

Richard Granville

Answers from the Panel

Eduard Blockley	2k	Q14	H3	R12
Niek van Diepen	3d	M16	J3	O2
Andrew Grant	1d	N17	H3	L17
T.Mark Hall	3d	P15	H4	O16
Francis Roads	2d	Q14	G3	M8
Piers Shepperton	3d	Q14	H4	C6
John Smith	3d	M16	R11	O16
Alistair Thompson	2d	R8	R11	O17

Problem 1

Marks:	10	Q14 (see diagram 1)
	9	M16
	8	N17
	5	R8
	4	P15
	3	N16

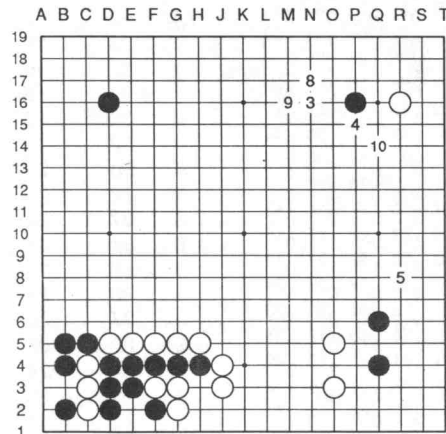


Diagram 1

"I'll leave one of the panellists to decide what is going on here:

Roads

"White has strength at the bottom, since H3 is sente. There is aji in the cutting point at J5, but White can cope at present by giving atari at J6.

"What you're supposed to do with influence is to attack or invade vigorously, in this case on the right-hand side of the board.

"The weak point of the lower right corner is R8, but if White plays there at once, a sequence like Black-P7, White-Q10, Black-Q14 will leave White with a poor position.

"So we had better start in the upper right corner with a joseki that leaves White with sente and which makes R8 a good move. White therefore plays Q14, expecting a sequence like the one in diagram 2. Black does not yet have two eyes in the corner and White is preparing an influence backed invasion of the upper left area."

A B C D E F G H J K L M N O P Q R S T

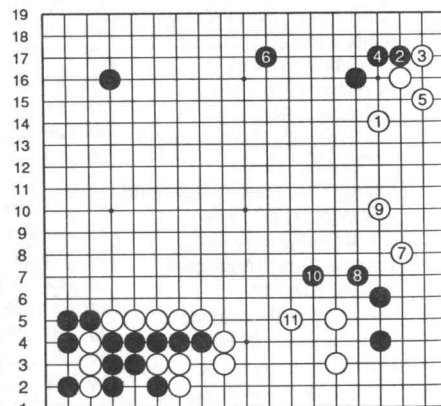


Diagram 2

This reasoning is obviously very sound, although Black does have other ways to respond, as we shall see later. Blockley and

Shepperton also chose Q14 for similar reasons.

Hall

"White should attach at P15, intending to answer the hane with an extension to P14. White uses his wall at the bottom to go for central territory, although there are risks in this approach."

I don't like this approach myself, mainly because Black's stone at Q6 is well placed to reduce any central territory

Three panellists prefer to start with a pincer at the top:

van Diepen

"To grab the initiative, White should look at Black's weak points: R8 on the lower right and the kakari stone in the upper right. Directly building up on the upper right to play at M8 gives Black a good position on the upper side. Hence a pincer seems the proper move; it starts a fight, keeps Black's position weaker and may enable White to play M8 later. I would play M16, though N17 also looks good."

Smith also chose M16 for the same reason.

Grant

"Since a kakari against D16 is not urgent, White should play in the top right. An attachment at P17, P15 or Q16 is feasible, but would allow Black to build influence which works well with D16 and negates White's lower-side wall. Another possibility is an extension to Q14 or R14, but Black can answer with R10 or K17 and he is developing faster than White.

"This only leaves a pincer against P16. M16, N16 and N17 are all possible, but I chose N17 (for no profound reason.)"

This brings us to what happened in the game. Following Roads' reasoning, I played Q14, aiming at R8, but my opponent forestalled me with R10. I was able to continue with a pincer at M16, but the attack was not particularly effective. So the following answer might be the correct one!

Thompson

"White should play R8, which is always a good point when White is strong on the other side, as here. Black will probably react with P7, after which White switches to the attachment at P15. After Black O15, White Q15, Black N16, White returns to Q10. White can also cope well with Black's other responses in the top right."

Problem 2

Marks	10	H3
	9	H4
	8	R11
	7	G3 J3
	5	G4
	2	D12

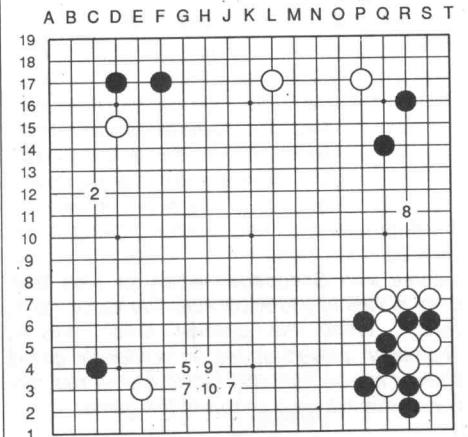


Diagram 3

Smith

"This problem is full of big plays. Black can make a pincer extension on the bottom side; here I would play H3. A pincer in the top left looks good too. There I would choose D12. However, I feel that a White extension from the strong stones on the bottom right to R12 is going to be very troublesome to the two black stones in the upper left. To forestall

this, my preferred answer to the problem is R11."

R11 is a good point for Black, but most panellists prefer to play a pincer at the bottom.

Blockley

"I would go for a pincer on the lower edge, being an extension from thickness as well. Being a cautious player I would prefer H3."

Shepperton

"A pincer against E3 is the most urgent area, since a white extension to H3 would make a mockery of Black's fuseki. There is probably not a lot to chose between the various pinners, but H4 feels right to me."

Roads

"... In view of Black's strongish position in the lower right, he should play an all-out squeeze at G3, though other squeezes would be acceptable."

van Diepen

"The formidable White wall on the right side is clearly aiming at a hammer blow at R12, but Black can content himself with a response at R18. Hence Black should take the initiative by playing at J3. This move is both an excellent extension and a pincer, giving Black the lead in the game."

I agree with Shepperton when he says that there is little to chose between the various pinners. When the position arose, Alistair Thompson played at H4 (in a friendly game against me on 18/8/85.) Obviously he has forgotten that he went on to win the game:

Thompson

"R11 is Black's best move. ... a pincer at or around H4 is inferior to R11."

Problem 3

Marks	10	O16
	8	O17
	7	C6 M8 O2
	6	L17 Q14 R12
	5	D12

Black's options are easily summarised:

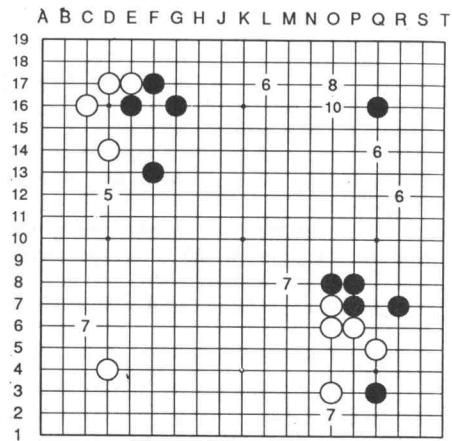


Diagram 4

Roads

"I like this kind of position! Both players are building vast moyos - neither is secure as yet. the main alternatives for Black are (a) strengthen his own moyo, eg at N16, O16, Q14, Q13 (b) invade White's moyo at J3 or C6 (c) play on a focal point such as M8 or D12."

One panellist chose option (b)

Shepperton

"C6. In this moyo contest, Black's moyo seems more complete than White's, so now is the time to invade. Because of the position at the top, White will probably pincer, but Black invades at C3 and can later extend to M8."

What about the Black stone in the bottom right?

Blockley

"The lower right corner can live in gote, but this leaves White very strong on the outside, and the Black group above vulnerable. I therefore allow White to kill it if he wishes to."

van Diepen

"The lonely Black corner stone at Q3 is in trouble. Sacrificing the corner seems too big so Black should try to live, while minimising the damage to his outside positions. Hence I

would play O2 to live, giving the sequence in diagram 5. It is not good for White to resist at P2, since Black will be able to connect underneath."

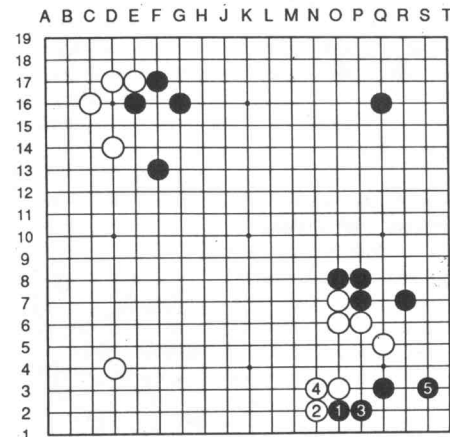


Diagram 5

Roads

"Black should not play at R5 or S5 yet. R5 lives in the corner but lets White out along the right edge, S5 is a large yose. It would be aji-keshi to choose either yet."

"It may be personal style, but I prefer to expand Black's moyo. M8 has the edge over D12, since D12 does not attack the corner nor make much territory for Black."

The remaining panellists chose option (a):

Blockley

"I settle for R12, a move on the right side to stabilise the group on the right; this will make it more attractive for black to live in the corner later on. White will probably answer by invading at the top."

Grant

"Since Black's moyo is potentially larger than anything White is likely to obtain (in view of Black's stone at F13), Black can be satisfied with playing a move to secure his moyo. "The Black moyo can be invaded at the top, on the right, or at the 3-3 point. Because

Black will welcome the 3-3 point invasion, and Black's strength around P8, White is most likely to invade at the top. Black has a weakness at H17, hence Black should play at L17." Neither of these moves is bad, but both seem to me too close to Black's strong positions. There is really no problem with White invasions at H17 (answered at G18) and Q11 (at Q13, followed by a running fight which benefits Black.) I prefer to strengthen the top-right corner directly.

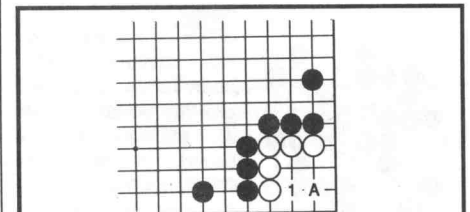
Thompson

"O17 is the best point for Black. This gives him a shimari facing his thickest position, and denies White an easy entry into his large share of influence. White will probably respond with D12."

Smith

"I would chose between O16 and Q14. My understanding is that this sort of move emphasises the opposite side to the one it was on. Hence I choose O16 since the top has various weaknesses (including H17.)"

Hall also plays O16. This point was chosen in a recent game between two Chinese professionals.



Problem 5

The carpenter's square becomes ko they say... except sometimes. The "correct" attack is at A, but what if Black plays 1 instead?

ANOMALIES

by T. Mark Hall

One thing that happens at Go Congresses, apart from the reminiscences of aged Go players about "the time I played so-and-so" or more importantly, "the time I beat so-and-so", is the endless quest of Go Players to see if they can disprove a rule. For example, have a look at Fig 1, on an 8 x 8 board, produced at the latest Congress at Reading. What is the status? A normal reading of the Nihon Kiin rules states that each group is dead. However the rule has to be taken with a small pinch of salt because it only applies where there is no irreducible ko threat elsewhere on the board, ie a seki. In Fig 1 there is also the fact that each group has external liberties and none of the bent fours can really be 'activated' until all the external liberties have been taken.

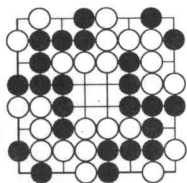


Fig 1

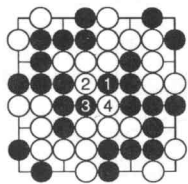


Fig 2

Since it appears that no captures have been taken, and there are an equal number of stones on the board, it must be Black to play; the continuation through Fig 3 is forced (although white might pass instead of playing 6 and save himself a point). In Fig 4 the inevitable happens; Black forces a ko, to which White's only threat is to start another ko for his other group. Black takes one of the groups, White takes the ko, and wins it because Black has no more ko threats. By my calculation White

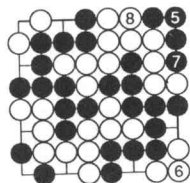


Fig 3

Fig 1 was coming and made one of his groups live? Were all the later moves those on the one-two points? More interestingly, can I make the score in any way up to 42, since this is the answer to Life the Universe and everything? If I were to add one stone to one of White's groups, and remove one from Black, this would mean that White had played first --- plainly illegal. The author succumbs to alcohol poisoning induced at Go congresses!

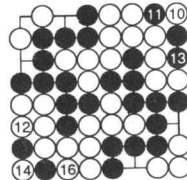


Fig 4

has 8 points (2 territory, and 6 captures) while Black has 41 (23 and 18).

The interesting question concerns the play up to the situation in Fig 1. What is the last move that White has played? Was there a point where White could have foreseen

The great grading debate

The Hungarians published a European grading list for all players 3 kyu and stronger who have played in major tournaments over the preceding two years in 1984. In all, the list contained 585 players from 19 countries. The strongest 20 players are shown in the table opposite. The grading figure is obtained by starting with a player's self-confessed (or country) ranking, then applying the following algorithm:

$$G_n = G_o + k.(R_a - R_e)$$

where:

$$G_n = \text{New Grading}$$

$$G_o = \text{Old Grading}$$

$$k = \text{Scaling Factor}$$

$$R_a = \text{Actual Result}$$

$$R_e = \text{Expected Result}$$

In practice k is a figure (typically between 10 and 30) which depends upon the strength of the two players, while R_e is a probability which varies with the difference in playing strength of two opponents. For example a player one stone stronger is deemed to have a 64% probability of beating his opponent.

The upshot is a list which runs from 1615, corresponding to a grading of 3 kyu, to 2555, equivalent to a weak 8 dan. That is to say 2500 is an average 7 dan, 2400 equals 6 dan, 2300 5 dan and so on.

The number of games played ranges from two (S.Unger) to 69 (Robert Rehm). In the case of UK players Matthew Macfadyen's grade is based on 51 games, John Diamond's on 15, and Terry Stacey's on 40.

The Hungarian's sums have come in for some criticism from the architect of our own British system, **Andrew Daly**. in the follow-

1. Tay You Hong	6 dan	Kor	2555
2. Jong Su Yoo	6 dan	BRD	2505
3. R. Schlemper	6 dan	NL	2485
4. Won	6 dan	BRD	2445
5. N. Hosokawa	6 dan	GB	2435
6. M. Wimmer	6 dan	BRD	2410
7. Yoon	6 dan	GB	2405
8. J. Mattern	6 dan	BRD	2400
9. Cho Sub Lee	6 dan	BRD	2390
10. Cas Muller	4 dan	NL	2380
11. M. Macfadyen	6 dan	GB	2365
12. S. Unger	5 dan	DDR	2365
13. J. Diamond	6 dan	GB	2355
14. A. Moussa	5 dan	F	2350
15. H. Hasibeder	6 dan	A	2345
16. Y. Yang	5 dan	F	2345
17. M. Rebattu	5 dan	NL	2340
18. J. Kraszek	5 dan	PL	2335
19. L. Mattner	5 dan	DDR	2330
20. T. Stacey	5 dan	GB	2305

European Grading — Hungarian Ranking

ing article he first explains his misgivings about the Hungarian method, then tries to clear up confusion about our own.

The Hungarian method is a straightforward application of the continual updating method applied by Elo for Chess players. Such systems have three specific structural weaknesses, which must be overcome before they can be used in practice.

First, corrections to ratings must always be made on the basis of single games, not the results of a series of games (as is done by Elo). The reason is that, for a given series of opponents, the average expectation of winning is different from the expectation of win-

ning against the average opponent. For example, if a shodan scores 10/20 against 2 dans, that tells us much more about his strength than if he scores 10/10 against 1 kyus, and 0/10 against 4 dans.

Second, the function relating win expectation to strength difference must be calibrated carefully. It is more or less traditional that a difference of one dan gives a win expectation of 1/3. My observations over the years suggest that actual grades conform with this tradition.

However, the win expectation at a difference of two dan grades is much more difficult to estimate. Based on 181 such games (mainly in Britain) in 1983 I found an expectation for the weaker player of 14--18 per cent. The figure of 24% used by the Hungarians seems too high for Go, but we need to study more game results to reach a definitive answer.

Finally, the key weakness of these systems is the "scaling factor," *k*. The change to a player's grade should depend on how accurately we knew his grade before the game, and how accurately we know the grade of his opponent.

For example, for a 4 dan to be promoted, a win against Rehm (rating 2295 based on 69 games) is obviously more significant than a win against Bae (rating 2300 based on 5 games). The *k* should be adjustable to allow for this. Similarly, if the 4 dan in question has just returned from abroad and could equally well be now a 5 dan or perhaps a 3 dan, he should have a higher *k* factor applied to his games than someone who has played 50 games in recent tournaments.

Unfortunately, to derive appropriate *k* factors for all circumstances would lose the attractive simplicity of the system, making a computer essential. It is also not clear how the *k* factors should be adjusted to allow for the variations described above.

My preference therefore, is to use two different systems, each applicable in different circumstances. First, for public consumption and official grading purposes, a class based (dan grade) system has many advantages. As an analytic support for a system of this kind I devised the system of promotion points

used in Britain for the last ten years. Its great advantage is that it can be explained publicly, and operated entirely without a computer.

Second, for research purposes, a continuous rating system (such as the Hungarians') seems preferable, because of the freedom it gives. However the analytic approach needs to be much more fundamental, since the objectives should be to understand all the factors influencing the results of games, rather than simply to summarise each player's performance as a single number. Research of this type will always be complicated, impossible to explain to a wide audience, and require a computer.

The Hungarian (or Elo-style) system is deficient in rigour, and although it can be extended to accommodate some of my criticisms, seems inherently to fall between two stools.

The British system of promotion points

For readers unfamiliar with the system, a brief explanation is in order. The British Go Association has a sub-committee charged with administering the award of dan grades. It keeps records of all tournament games played between dan players and those of first and second kyus. To go up one grade (dan) players must score 150 promotion points over a minimum of 15 games. Taking the example of a first dan, points are awarded as follows:

	Result Against	Points
Win	2 dan and stronger	+35 points
	1 dan	+25 points
	1 kyu	+10 points
Lose	3 dan	-10 points
	2 dan	-25 points
	1 dan and weaker	-35 points

The primary intention of the promotion points system is to summarise a player's results in a single figure. The function is designed so that

expectation is independent of opponent's strengths. It basically gives a measure of the ratio between the probability that a player is correctly graded and the probability that he requires to be promoted one grade.

A decision as to whether a series of results obtained merits promotion can only be taken in the light of prior belief about the player's strength, and of all the other information available.

An important assumption is that the results of successive games are independent. In practice this turns out to be untrue — random fluctuations in strength occur over longer periods — the well known 'good' or 'bad' tournament effect.

A key point of the system is that results summarised by the pps must be considered in the light of prior beliefs about the player's strength. The performance required by a player whose grade is well established has to be much more outstanding than for someone whose grade is known only approximately.

Another fact of life is that we are working with considerable uncertainties. Statisticians will appreciate this when I say that over a series of 15 games against opponents of the usual strengths the 95 per cent confidence limits for the pps have a spread of 440 (yes really!)

To promote (or demote) with 95% confidence is almost impossible, and reducing the confidence level and increasing the number of games doesn't help a great deal. This is nothing to do with the pps, it is just that 15 or 25 games without any other information is not enough to say very much.

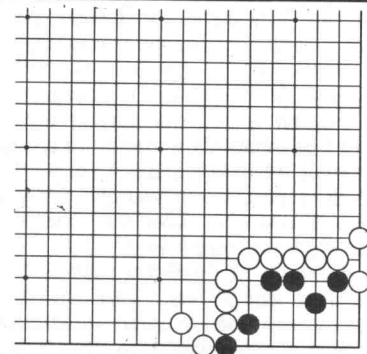
As a result mistakes cannot be avoided altogether, and a grading committee should be judged on the whole of its work, not just on one or two decisions.

The pps was never designed to give automatic answers to the questions of promotion. The grading committee must use a considerable degree of judgement if they are to promote anyone at all, yet avoid making many mistakes. This judgement may be based on information on a player's casual and club games, the opinions of stronger players who know his play, and so on.

A grading committee must therefore be well informed about players, and possess a considerable degree of expertise. Moreover the players must exercise restraint in criticising those doing what is literally an impossible job.

Finally it should be said that gradings are over-rated. We all get far too excited about them. It would be much more reasonable to get excited about our playing strength, which is not at all the same thing as a grading — for the reasons explained.

But even strength is not what the game is about. It is a game isn't it?



Ridiculously Hard Problem

This problem was part of one of the evening bar sessions attended by Matthew Macfadyen in Peking.

Created by Sakai 9-dan, it involves a double ko and a 23 move sequence—Black to play and live, ko is not enough!

The answer will be held over until the next issue, since it took Matthew over two hours to reconstruct the problem—Editor

The Candidates Tournament 1987

Adolphe Sax (1814—94) invented not only the Saxophones but also the Saxhorns, the basis of the modern brass band. We musicians have good reason to remember with respect this most prolific of all instrument inventors, but the respect can wear a bit thin when you are struggling for a place in the Challengers League, and two practitioners on Sax's creations are doing their best to break your concentration. The buskers are a permanent feature of the Covent Garden Piazza, and I do wonder whether the Intersociety Club is the ideal location for the second, third and fourth places of our annual Go championship. There may be a case for moving either or both of the Candidates and Challengers Leagues out of London for some years.

Sour grapes, I hear you cry. Your correspondent failed to make the Challengers League after two years in it. 28 of those qualified turned up, including seven 3 dan and seven 2 dan players. After two days of the tournament the 2 dans were actually doing better collectively than the 3 dans. Mark Hall (3 dan) looked set to qualify as the

only player with 4/4, while poor John Ricard, our British Open Champion, could only manage 1/4. As for the rest, the competition seemed wide open.

At the end we had three players, Eddie Shaw (3 dan), Brian Chandler (2 dan), and Alistair Thompson (2 dan) with 5 wins, so they went through to the Challengers League automatically. Mark Hall had failed to improve on his four wins on the third day, and was one of seven players on this score, but qualified on tie-break. Because the World Amateur Go Championship in Peking clashes with the Challengers League this year, Mathew Macfadyen cannot take up his place. There is therefore a fifth place available from the Candidates Tournament this time, and it went to Jim Clare (2 dan), again on tie-break.

So even at the end, the 2 dans, with three qualifiers and a total of 28/42 wins, outdid the 3 dans with only two qualifiers and 27/42. Which only goes to show how fluid and imprecise grading is.

Francis Roads

Open Letter: EUROGO

Brian Timmins writes

The European Go Tournament may prove a success, but it will not be thanks to preliminary organisation. A letter written to one of the organisers in mid-March requesting information and entry forms still has not been answered in mid-June. Other enquiries have proved fruitless. Consequently we have cancelled a Channel ferry booking for three people and one car.

This reservation had to be made well in advance. May I ask all future organisers in mainland Europe to consider the special plight of the British in peak holiday times? Without early booking --- January is not unusual --- it can actually be difficult to get out of the British Isles, and some of us are not prepared to gamble our holiday time on a tournament with no specific statement of costs accommodation, or even so much as an entry form.

Candidates Tournament CLGC 3rd May 1987

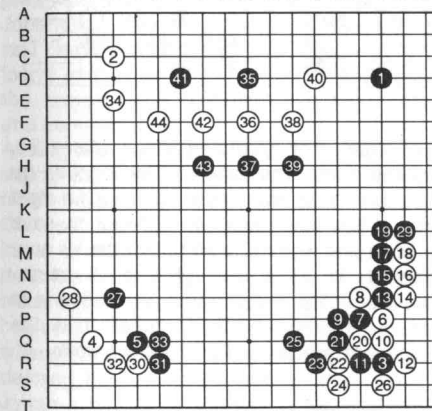
Round 3

- Black: T.Mark Hall 3 dan
- White: John Smith 2 dan

Commentary by T.Mark Hall

This is one of the more entertaining games I played in the Candidates. I think that the best way to look at it is to play it through; I was trying to do a Takemiya. The comments are based on a discussion between John and me after the game.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19

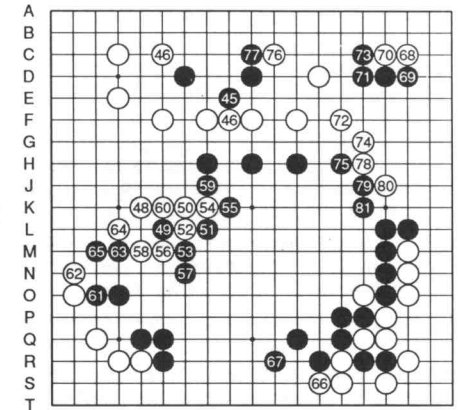


Dia 1 moves 1—44

Black 5. If John responds to this I should be able to get the Chinese fuseki point at 19 or 29 on the right hand side.

Black 23. In the previous round the same joseki had appeared and I had played at 24 and made a live group on the side, but I wanted to try something different. Up to 27 I get a moyo and I'm putting all my eggs in one large basket.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19



Dia 2 moves 45—81

White 28. I think that White has to try to stop me from making the moyo even at the risk of losing the corner; 29 is too good a point for me to take.

30 and 32. It is painful to have to strengthen Black on the outside, but he can't let me push him down in the corner.

Black 35. I have a beautiful position and John has to try to break it up, so he plays the boshi of 36. If I just react along the upper side John will use this stone to erase the moyo. So I play 37 and 39.

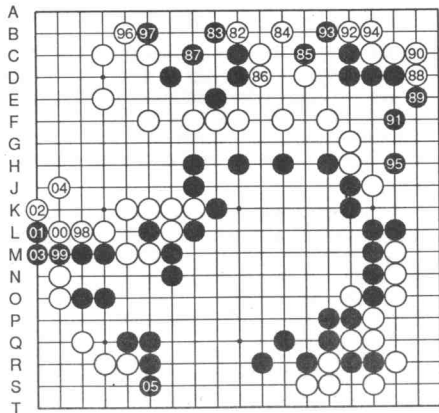
White 40. After the game I asked John what he would do if I played a one point jump down the right side from Black 1, threatening to make the right side territory, and let 35 look after itself. John said that 40 was too vague to be a real threat to capture 35.

48. A difficult choice; how far dare White come in? If he does not come far enough I can hold him out easily, if too far I could possibly kill it as an invasion. This is probably the best point.

55. John called this a tough move. Despite the fact that White can atari on either side of 51 he cannot really expect to break into the main moyo. He makes what I think is the right choice, to emphasise the left side which looks if it is going to be his biggest territory, but will it be enough?

- 65. The question after this move is whether Black or White gets sente to play at 98.
- 66, 67. I think I was a bit chicken here, but I was worried that if I played at 116 a probe by White at 67 could cause a lot of trouble.
- 68, 69. John decides to invade my corner and then has to hope that he can rescue these stones later because he can't play 72 at 73 and allow me to play 73 at 133.
- 74. Even so, John can't play much more deeply than this because I would immediately chop off any other move.
- 75. A sigh of relief from me; my moyo is now territory.
- 82, 84. Trying to make threats against my group to make the upper right corner live or connect out.
- 95. It is painful to ignore this move but White can't afford to connect in gote and allow me to make a move at 98.
- 105--113. John was groaning on every move; each one is a large point for both sides and the game is now very close
- 124. Possibly the losing move, giving Black the two stones at 28 and 62 appears to be sente against the corner (at least John thought it was since he played at 132) and it also secures a reserve eye

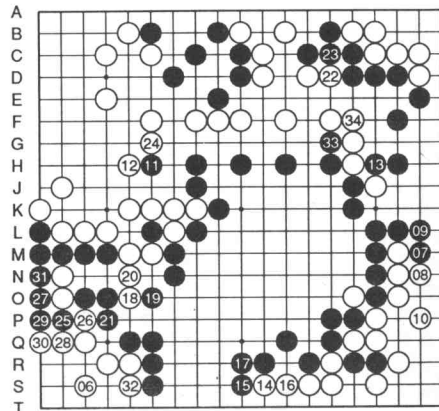
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19



Dia 3 moves 82-105

for Black in this area. What can Black expect to do if White plays 124 at 126 or 125? It would be very difficult to produce diagrams for the sequences that John and I went through, mostly involving contact moves on 44 and attempts to cut off the struggle on the upper side.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19



I am afraid that recording stops after 134, since the game was only won by 2 points (to Black) and was only resolved by a ko fight where White was forced to connect to save one point and was not able to win the ko subsequently, in all a loss of 2 or 3 points. However the fun of this game was in trying to make a half board moyo, rather than the boring small-groups-and-corner-life games.

beijing

This year the world championship moved to China for the first time. The venue was a modern western style hotel on the outskirts of Beijing (alias Peking, Peiping - anyway the capital) and opportunities for sight seeing depended largely on the players' initiative. Organised tourism was confined to a trip to see the great wall on the rest day, followed by the inevitable Peking duck banquet.

One of the best features of World Championships is the opportunity to have your games analysed by professionals afterwards, and it was something of a disappointment to find that all the top Chinese pros were occupied for the week on an intensive warm up session preparatory to their next match against the Japanese. However several Japanese pros had come along for the ride, and were to be found in the bar in the evenings entertaining the players with problems, teaching games and commentaries.

Among the side shows, one of the most interesting was a meeting on the rules of go, at which I was surprised to find that neither the Chinese nor the Japanese go associations have a document which they are able to describe as "the definitive rules of go". Both sides expect to be able to do so by next year, however (heard that one before somewhere?). Most of the difficulties come with defining the end of the game - in China and Japan it has been possible in the past to assume a) that the players have a common language and b) that they will behave like gentlemen. Those of us who have had our bamboo joints cut during the dame filling stage will recognise that these conditions do not necessarily obtain worldwide.

The top of the tournament was fought out as usual between China, Japan and Korea (last year's Hong Kong player is now in Japan playing as a professional 5 dan, and the Taiwanese were unable to get visas to come from their own government). China vs. Japan

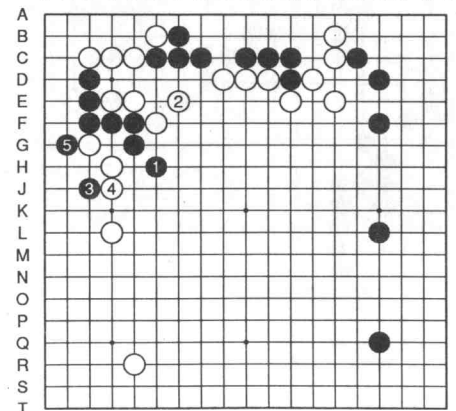
in round 2 was the first crunch match, and Imamura (Japan) won fairly comfortably. The Korean was the last to lose his game, beating Imamura in round 6, but he had had the misfortune to be matched against very weak players early on, and was out of the running after his loss to Yu (China) in round 7. The tournament ended as a tie on SOS between China and Japan which was resolved in Japan's favour by their individual game.

As to my result - I managed to reconfirm my position as being somewhere near the top of the Western heap, but still nowhere near the Oriental players. Sixth place seemed about right, but the luck of the draw had quite a bit to do with it - I didn't actually beat anyone placed above 13th.

Most of my games were pretty one sided, one way or the other, so instead of presenting a complete one, here are a few edited highlights:

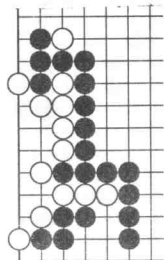
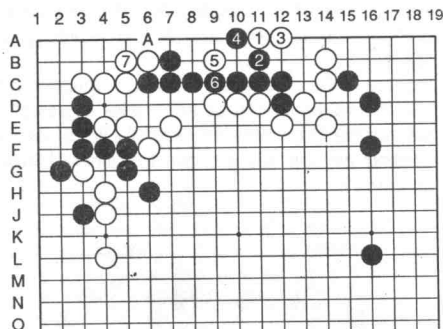
Round 1 vs. Thailand - Black 1 threatens to cut off the white corner and make it grovel for life, so he gets time to play 3 and 5, almost settling his top left group. How should White continue?

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19



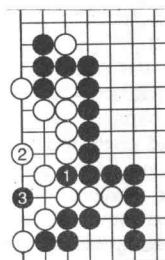


I played white 1 here. The game continued as shown, leaving the black group completely dead. black 2 at 7 is no better - White extends at A making miai of 5 and the capture. If 2 is at 5, then White crawls along the side at 4 and still nothing works.

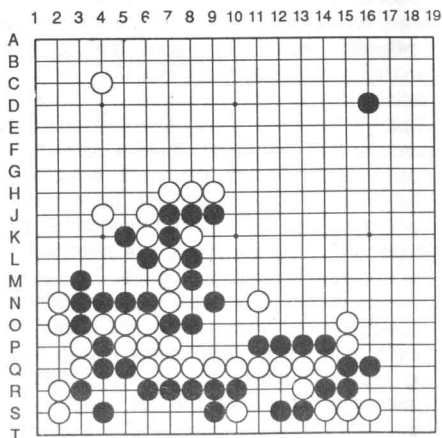


Round 4 vs. Philippines. By the time this position arose I did not actually need to kill this group, but it's always nice to have a few points to spare. Black to play.

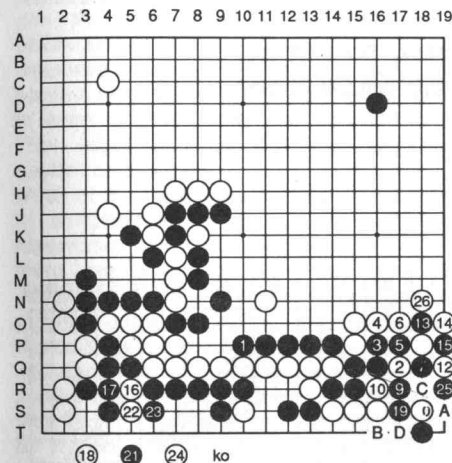
Black 1 is the move, now White has too little eyespace. If he tries 2, then black 3 steals the eye.



Round 2 vs Austria. I was black here. The big white group across the lower side is very nearly dead and the problem is to convert this strong position into a won one. See how much you can discover about what is going on.

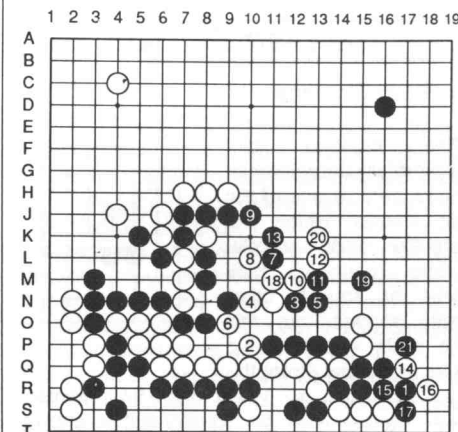


I played the direct line in Dia. 6. After black 1 it is simply a matter of whether White can keep the group on the right down to three liberties. He played the sequence shown, which appears to end in ko - a reasonable fight for White since he has four local ko threats around 16. However I was lucky enough to find the sequence to 27, after which white A is no good - black B, white C, black D and White cannot play atari on either side.



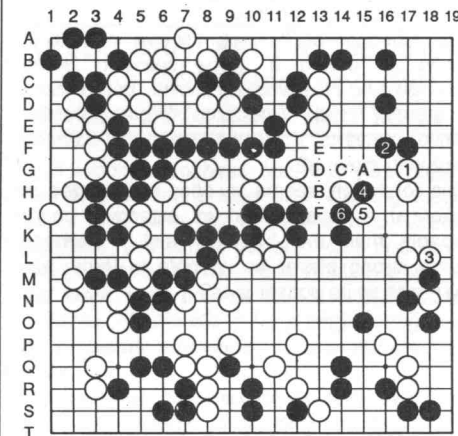
Actually I had not even considered the "ko" before playing 1 in Dia. 6, and it might have been wiser to follow Dia. 7. After the sequence to 6 it is by no means obvious that the white group can escape, but even if it does, using some sequence like the one shown here, Black can take territory in the corner worth almost as much as the group, and still look forward to attacking the group later on. White 14 and 16 are merely a minor irritant.

Finally, a game in which I ended with the thin end of the whip. Black is Tsang from Hong Kong. The groups are almost all settled, and it remains only for me to tidy up the bad aji around the right hand side and prepare for a tight yose. I played 1 and 3 to maximise my territory on the side, and then answered 4 at



Dia 7 Possibly a better sequence

5 without thinking much (4 at A gives much better chances). Black played 6 and suddenly I woke up - white A is followed by B,C,D,E,F and there are two cutting points in the white position.

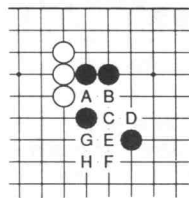
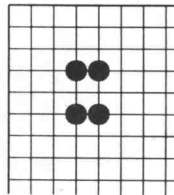


Dia 8 Caught out!

The Cleft Bamboo

by Brian Timmins

The bamboo joint (proverbially unbreakable, shown here, is one of the first shapes which the beginner finds reliable. Strong opponents may carve or squash other pretty shapes, but this one really does live up to its proverbial strength.



What might be regarded as an offshoot is shown in alongside. Here the bamboo spreads at one end, threatening wider expansion. True, White can cut, and Black will probably sacrifice a stone, but will eventually

have lodged several supporters around in White's potential territory.

The example of its use (below) occurs at move 24 during a game between Ishida Yoshido and Hashimoto Yoshimi (both 9 dan) in the 1977 Kido Yearbook. Under pressure White converts it to the standard bamboo joint with move 32.

This formation seems to offer advantages in potential eyeshape and in extending more broadly than the bamboo joint. Perhaps some strong player would care to throw further light on its possibilities?

Forthcoming events

Northern Congress,

Sat 5th/Sun 6th September. Ashburne Hall, Old Hall Lane, Manchester. See newsletter for details. Contact John Smith, 21 Gwynant Place, Wilmslow Rd. Manchester, M20 9AE. 061-445-5012

Copy Date for next Journal end September

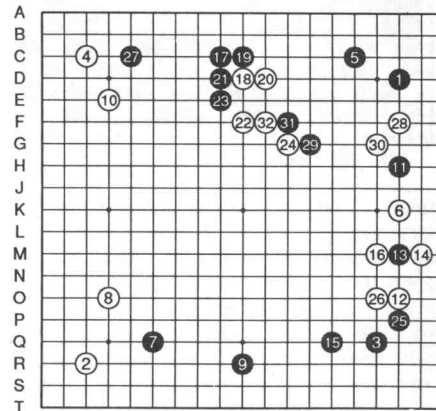
East Anglian Tournament. Ipswich,

Sun Oct 11th, details in newsletter nearer the time.

Wessex. Sun 25th Oct.

Nottingham Sat 7th Nov

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19



Nihongo o naraimasen ka?

by Francis Roads

Quite a few Go players toy with the idea of learning Japanese, so perhaps you would like to know what it is like. At the time of writing I am two terms into a 2nd year Japanese evening class at the City Literary Institute, London - they told me to skip year one because of private study I had undertaken.

Japanese has the reputation of being the hardest language in the world if you're going to learn to speak, read and write it fluently. That might be true, but your objectives needn't be that high!

Much of the hassle results from the amazingly complicated writing system. Chinese ideograms, or 'kanji', as the Japanese call them, are difficult to learn, but quite well adapted to writing Chinese. They are singularly ill adapted to writing Japanese, a grammatically quite dissimilar language.

Japanese has verb endings and other grammatical bits and pieces which are quite impossible to write with what are basically pictures. So written Japanese is a mixture of Chinese kanji for the important words (nouns, verbs etc.), with native 'kana' - a syllabic alphabetic for the short common words and all the grammatical endings.

Why not write the lot in 'kana', you may ask? Although there are only 46 fairly simple symbols in the kana syllabary, as opposed to the thousands of the more complex kanji, you can construct all the sounds of the kanji using them - much as English has only 26 letters. Children's books are in fact written in 'kana'.

However it is not only conservatism and tradition which keeps alive the custom of writing in kanji. Japanese is very rich in homonyms (words that sound the same) - hence the Japanese enthusiasm for puns, which play a major part in their humour.

So without kanji you cannot always infer the meaning of a 'word' from its sound. For example my dictionary lists 46 different kanji with the same pronunciation 'kan' - and all with different meanings.

But hard though kanji are to learn, they are very beautiful, and there is great satisfaction in learning to write them. At the same time you get a glimpse into the world of calligraphy that is fundamental to Japanese art.

And it isn't as mind bending as learning 1,900 random squiggles (that's the number you need to bring yourself up to Japanese high school level). They are all abstractions of what were once real pictures - learning what the picture was helps to remember the meaning if not two or more pronunciations. And the more complex kanji are molecules built out of atoms or 'radicals' (roots) that you come to recognise, and which also give a clue to both meaning and pronunciation.

if you only want to learn to speak Japanese, you can forget both kanji and kana

So if reading Japanese books is your objective, prepare for a long slog learning kanji. But if you only want to learn to speak Japanese, you can forget both kanji and kana (though these are not much trouble to learn) and learn from one of the romanised texts available. You're still in for a longish slog, but the problems with spoken Japanese are different.

The grammar of Japanese is really not that hard. Of course it is different from any European language. Prepare for sentences without subjects, adjectives with a past tense, and a complete absence of relative pronouns. Even the very concept of what constitutes a word differs from European ideas.

Time and time again when translating you are choosing between alternative expressions, one of which implies rather more than the English, and one rather less. Exact translation is frequently impossible.

But when you know the rules, the grammar is amazingly systematic and regular. There are no genders or lists of irregular verbs to remember (well, only one or two). Vocabulary is 90 per cent alien - the ten per cent or so of (mostly English) borrowings aren't a great help.

Perhaps the most intriguing aspect of spoken Japanese is the system of levels of politeness. You actually vary the grammatical forms, and sometimes the vocabulary as well, depending on who you are talking to. A very elementary parallel exists in the difference between 'tu' and 'vous' in French.

But Japanese 'respect language' as it is called, has many more nuances of meanings, which are almost untranslatable. These provide a fascinating insight into the country's social structure and its inhabitants psyche. Pronunciation of Japanese is at first sight - or sound - quite easy. Apart from the notorious missing 'r' there is nothing really hard. The trouble comes when listening to conversational Japanese at everyday speed.

It is a machine-gun like burst of even syllables with little stress to mark off where you have got to in the sentence. Readjusting your aural expectations to take in this kind of data is for me the hardest part of learning Japanese - even harder than kanji.

The trouble comes when listening to conversational Japanese at everyday speed

Don't you learn slowly at first? Yes you do - both in your class or on your language tape. But Japanese people have an alarming tendency to assume that you either know no Japanese at all or are fluent. In Britain we are accustomed to hearing our language spoken in a variety of accents and levels of

competence, and adjust our own speech accordingly.

Not so the Japanese. You have to work quite hard to persuade one to speak slowly and simply enough to carry on a conversation at your elementary level. Furthermore, unless your accent is good, it comes sometimes as quite a surprise to a Japanese to discover that Japanese is what you are trying to speak! So should you have a go?

If you just want to read Japanese you can learn on your own, but you can't evade the labour of learning kanji. If speaking is your aim, you need a teacher of some sort, or at least language tapes.

an intellectual challenge that is out of the ordinary

You will find what you learn useful if you ever travel in Japan, as the people you meet in shops etc., seem to have forgotten their five years of compulsory English very successfully. But be aware of the difficulties of finding conversation practice at the intermediate level. Japanese will appeal to you if you are the person who likes an intellectual challenge that is out of the ordinary. And you already must be such a person, or you wouldn't play Go. So give it a try. Even if you only last six months, you will gain a fascinating insight not only into the Japanese mind, but also into some of the preconceptions that lie behind Japanese language and culture.

STOP PRESS

The European Congress

The European Congress had 322 entrants in the main competition, 25 of whom were Brits! It was won by Mattew Macfaddyen - he scored 6/8 in the main competition, and thus only just made it into the final. He won against F.Donzet (semi-final) and A.Lazarev (final) in the knockout, the other qualifier being R.van Zeist, who won the weekend competition.

Messtunier Hannover 1987

White: Lutz Mottner 5-Dan (Hannover)

Black: Jurgen Mattern 6-Dan (Berlin)

Komi: 5 1/2

Result: 89 moves shown
Black wins by 2 1/2 points

Commentary by Yamada Takiro,
Professional 6-Dan

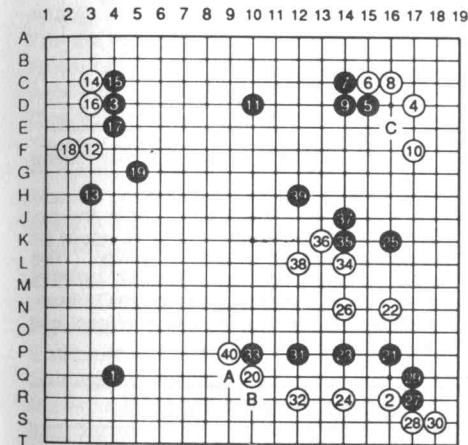


Figure 1 moves 1—40

W12 — B19: Joseki

W20: Not bad!

B21 — W34: Good moves

B35: Black should first exchange A for B as kikashi before playing 35.

B39: Before playing 39 Black should play the kikashi of C. Better than 39 however is still A.

W40: Excellent move! W20 32 40 and 42 make good shape.

W42: Yamada Takiro said that he would prefer to be White at this stage.

B43: Bad shape! Better is the Ikken-Tobi at A.

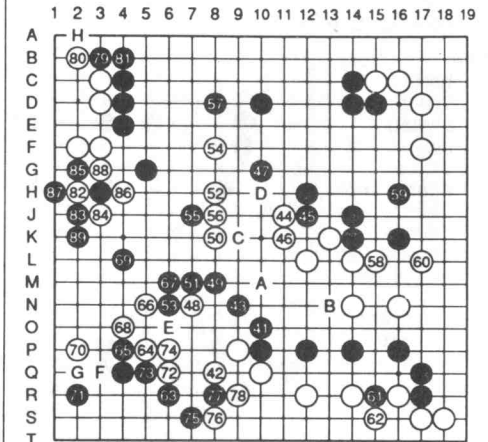
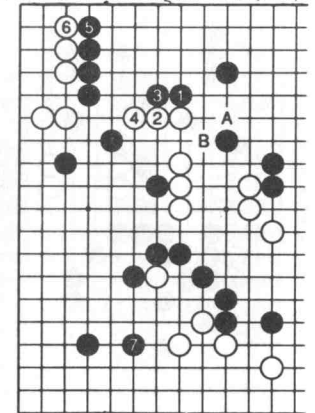


Figure 2 moves 41—89

B47: This should be at B now there is a stone at 43.

W48: The usual move would be a jump to C. After the game Lutz said that he had played 48 so that he could more easily reduce the left side. The professional thought that the White group in the middle was not strong enough for this.



B49: Better at B or C.

B53: Still better at B.

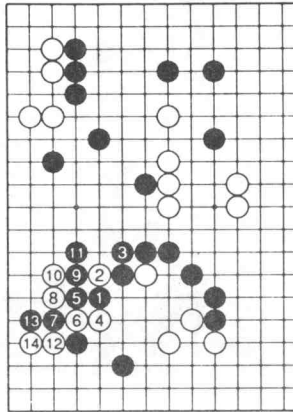
W56: White should answer at D.

B57: Black should play 1 in Diagram 1. The continuation to 6 gives Black sente to play 7. White A in Diagram 1 after Black 1 is not to be feared since Black B in response would be dangerous for White.

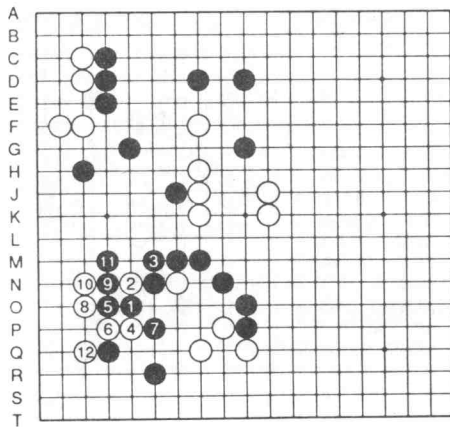
W60: White can play at 72. This is a bigger point for both players.

W64: Very bad!

White should play E. White does not fear a double here as an answer to Diagrams 2 and 3 show. 64 was an error which changed the lead.



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19



B69: Black 74 is the only move. After that White would be in great difficulty.

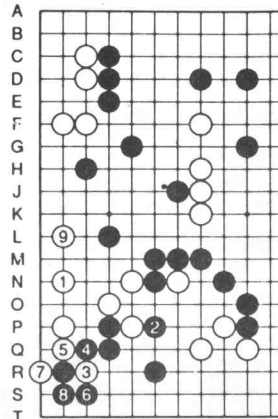
B71: G would be correct.

W72: Should be at 1 in Diagram 4. After 2 White lives in the sequence to 9 with

potential for making territory.

B77: Awful! If Black had lost, this would have been the losing move.

1 2 3 4 5 6 7 8 9 10 11



B83: Black must play at 83 since yielding at 84 would leave Black behind in territory. If Black had had a better position at this moment he would have played at 84.

B89: Black has many Ko threats. After the exchange of 82 for 83 playing at H would be enough to secure a win for White. The game record ends unfortunately at this move. At this moment the game is over; Yamada Takiro would nevertheless still prefer to be White.

Stop Press contd.

Other British players reported as doing well were F.Roads with 7/9, Christian Scarff (entered at 15k) with 8/9, and A.Rix with 5/5 and J.Clare with 4/5 in the weekend competition.

Computer Go, Alan Scarff tied with 4 other programs on a 9x9 board for first place, and came second to "Star of Poland" on the 19x19 grid, though some observers felt that when Alan completes debugging, his will be the stronger program.

Evening Classes Brian Timmins has approached Shroesbury Adult Education Center, and they have agreed to run a weekend course 25-26 Sep. Go for Beginners! Anyone interested in doing the same or similar in their area please contact Brian (address on front cover)

BGA Bookshop Price List

Graded Go Problems for Beginners Vol.1	30—25	GGP1	4.80	5.40
Graded Go Problems for Beginners Vol.2	25—20	GGP2	4.80	5.40
Graded Go Problems for Beginners Vol.3	20—15	GGP3	4.80	5.40
An Introduction to Go	25—9	G30	2.00	2.50
Basic Techniques of Go	20—D	G2	4.50	5.10
Lessons in the Fundamentals of Go	20—1	G28	4.50	5.10
In the Beginning	20—3	G10	4.00	4.50
38 Basic Joseki	12—1	G11	4.50	5.10
Tesuji	15—1	G12	4.30	4.80
Life and Death	12—1	G13	4.00	4.50
Attack and Defense	12—D	G14	4.50	5.10
The Endgame	5—D	G15	4.30	4.80
Handicap Go	9—D	G16	4.50	5.10
Appreciating Famous Games	10—D	G25	4.90	5.50
Direction of Play	6—D	G26	4.50	5.10
Tsume Go Problem Books Vol.1	12—3	TSG1	3.00	3.50
Reducing Territorial Frameworks	10—D	G29	4.50	5.10
Modern Joseki and Fuseki Vol.1	5—D	G1	5.00	5.60
Modern Joseki and Fuseki Vol.2	5—D	G3	5.00	5.60
The Middle Game of Go	4—D	G5	5.00	5.60
Joseki Dictionary Vol.1	4—D	G21	7.30	8.20
Joseki Dictionary Vol.2	4—D	G22	7.90	8.80
Joseki Dictionary Vol.3	4—D	G23	7.30	7.90
Enclosure Josekis	4—D	G24	4.50	5.10
Strategic Concepts of Go	5—D	G6	4.30	4.80
Breakthrough to Shodan	4—D	G19	4.50	5.10
Kido Yearbook		Kido	16.50	18.00
Plastic Stones		SP70	6.50	8.00
Glass Stones (8.5mm)		SG85	16.90	19.50
Glass Stones (9.5mm)		SG95	18.60	21.20
Gostelow Board (3/4" Blockboard)		BGB	11.00	13.50
Folding Wooden board (1.7 cm)		B104	14.50	18.00
Folding Wooden Board (2.5cm)		B105	20.00	23.00
Chess Clock		CC	22.00	25.00
Game Record Pad		GRP	1.20	1.60
Sweat Shirt: (maroon-small)		SSH	8.50	9.20
T—shirt: grey(large), blue(small)		ATSH	3.50	3.90
T—shirt: gold(32"—34")		CTSH	3.00	3.40
Tie: bottle green, maroon		TIE	2.00	2.40
Envelope re-seal labels (100)		ENV	1.00	1.30

Only BGA members may purchase items from this price list. **Cheques and Postal Orders** should be crossed and made payable to the **British Go Association**. For postage outside the

British Go Association Club List

Aberdeen D Hall 368 Queens Rd Aberdeen AB1 8DX Tel:0224-39766
Meets Sun 5pm Hillhead Hall. Wed 7.30pm Johnston Hall. Thurs 7.30pm Queens Road

Basingstoke S Draper 44 Windermere Ave Basingstoke Hants Tel:(0256) 20588 Meets Thurs 7.30pm

Birmingham R N Moore 101 Nethercote Gdns Solihull Lodge Solihull Birmingham B90 1BH Tel:021-4305938
Meets in Triangle Cinema (Coffee Bar) Holt St Birmingham Wed 7pm

Bolton J Stephenson 53 Victoria Rd Horwich Bolton BL6 5ND Tel:0204 692458
Meets Mondays from 7.30p.m.

Bournemouth W A Bignell 24 Endfield Rd Moordown Bournemouth Dorset Tel:0202-511263 Meets at Parkstone Hotel Station Road Parkstone Tues 7.30pm

Bracknell S Goss ICL Lovelace Rd Bracknell BERKS RG12 4SN Tel:0344-424842 (work) for details Meets at this address

Bradford G Telfer 29 Quaker Lane Litle Horton BRADFORD BD5 9JL Tel:0274-573221 Meets at the Bavaria, Bavaria Place, Bradford 8, Wed. 7.30pm

Bretby M Willett British Coal HQ Technical Dept Ashby Road Stanhope Bretby Burton-on-Trent STAFFS Tel:0283-218358(home) -216161 x31190(work)
Meets Mon to Fri lunchtimes

Bristol S Flucker 37 Ratcliffe Dr Stoke Gifford Bristol BS12 6TX Tel:0272-693917 Meets in Coffee Lounge, Bristol Seishinkan Belgrave Hill, Clifton. Wed 7.30pm

Cambridge University P Hutchison 130 Gwydir St Cambridge Tel:0223-316453 (home), -316673 (work) Meets in Downing College Music Room Mon 8pm in term; University Centre Tues 8pm all year

Campion School I Carson 2 Cromer Road Chadwell Heath ESSEX RM6 6ND
Campion School Wingletye Lane Hornchurch Essex Tel: 01-599-5684

Central London P T Manning 36 Martin Way Morden Surrey SM4 5AH Tel:01-540-8630 (home) 01-634-5725 (work)
Meets at IVC 2 The Piazza Covent Garden WC2 Fri 6.30pm Sat 2pm

Cheltenham D Killen 33 Broad Oak Way Up Hatherley Cheltenham GLOS Tel:0242-576524 (home)
Meets various places Tues 7.30pm

Chester D Kelly Mount View Knowle Lane Buckley Clwyd Tel:Buckley 545598
Meets at Olde Customs House Watergate Street Chester Wed 8pm

Coventry C A Robinson 14 Morningside Earlsdon Coventry CV5 6PD Tel:0203-75040 (home) Meets in University Maths Faculty Common Room (Gibbet Hill Site - East Site) Tues 5.30pm

Culcheth High School R V Bagot 54 Massey Brook Lane Lymm Cheshire. Tel:092575-3138

Derby Steve Brett, 7 Chelmsford Close, Mick-leover, Derby. Tel:0332 513455

Edinburgh J Cook 27 Marchburn Drive Penicuik Midlothian Tel:0968-73148
Meets at Post Grad Students Union 22 Buccleugh Place Edinburgh Wed 6.30pm

Falmouth I M Harris, 15 Windsor Tce, Falmouth, Cornwall TR11 3BP Tel:(326) 317674

Furze Platt School F Ellul 18 Perth Road High Wycombe Bucks HP13 6XX Tel:0494-21556

Harwell C F Clement 15 Witan Way Wantage OXON OX12 9EU Tel:0235-74201(home) -24141 x3917(work) Meets at AERE Social Club Tues noon till 2pm

Hemel Hempstead A Thornton 21 Garland Close Hemel Hempstead HERTS HP2 5HU Tel: (0442) 61945 Meets Tues

Huddersfield D R Giles 83 Ashdene Drive Crofton Wakefield WF4 1HF Meets 7pm Tues at Huddersfield Sports Centre

Ipswich School H R Holt, Ipswich School, Henley Road, Ipswich, Suffolk IP1 3SG. Tel: Ipswich 55313

Ipswich V Baldwin 58 Heath Rd Ipswich Suffolk IP4 5SL Tel:0473-79045
Meets at 1 Church Lane Sproughton Ipswich Thurs 7.30pm

Isle of Man D Phillips 20 Belgravia Rd Onchan Isle of Man Tel:0624-20386 Meets 7.30pm Thurs

King Edward's School R Higson, Masters' Common Room, King Edward's School, Edgbaston Park Rd, Birmingham B15 2UA

Leicester H J Holmes 88 Buckminster Rd Leicester
Meets at "66 Club" Albion House South Albion Street Leicester Tues 7.30pm

Malvern E Blockley, 8 Dudley Close, Worcester
Meets -at The Carpenter's Arms, Lower Howsell Rd, Malvern Link, Mon 7pm

Manchester T Barker 7 Brocklehurst Ave Bury Lancs BL9 9AQ Tel:061-705-2040(home)
Meets at Teachers Centre Mersey Rd (off Sparth Road) West Didsbury M20 Thurs 7.30pm (not in school hols)

Melior H Lee 3 Melior Court 79 Shepherds Hill London N6 Tel:01-348-0212
Meets some Sundays. Non-smokers only. Please phone first

Monmouth M Hitchens Kilmallock Highfield Rd Monmouth Gwent NP5 3HR Tel:0600-6256(home) Meets at The Rising Sun Cinderhill St Tues 7.30pm and alt. Sundays various places

Moreton Say School K Timmins The Hollies Wollerton Market Drayton Shropshire TF9 3LY

North London C Scammon 46 Litchfield Gdns London NW10 2LL Tel:01-459-4636
Meets at 10 Parliament Hill, NW3 2SY, Mon 7.30pm. No smoking.

North West London K Rapley Lisheen Wynnswick Rd Seer Green Bucks HP9 2XW Tel:0494-65066(home) 01-750 5867(work)
Meets at Greenford Community Centre Oldfield Lane Greenford Thurs 7pm

Norwich A J B Boddy 2 Lime Tree Rd Norwich NR2 2NF Tel:0603-58611 or -505029 Meets Wed 7.30pm

Nottingham University M Gibbs Lincoln Hall University Park Nottingham NG7 2QU Tel:(Mark Skinner)0602-223446
Meets in East Concourse Lounge (Portland Building) Thurs 7pm

Open University F C Holroyd 10 Stacey Ave Wolverton Milton Keynes MK12 5DL Tel:0908-315342
Meets in Common Room 7.30pm alt. Tues

Oxford City N Wedd 2 Bartlemas Rd Oxford OX4 1XX Tel:0865-247403 Meets at 56 Bartlemas Rd 8pm Mon

Oxford University Naomi Robertson, St Anne's College, OX2 6HS
Meets in St John's College Thurs 7.30 pm (in term), Kings Arms Pub in vac.

Reading J Clare 32-28 Granville Rd Reading Berks RG3 3QE Tel:0734-507319(home) -693131(work) Meets at ICL (Reading) Club 53 Blagrove St Reading Tues 6.30pm

Sheffield A Cornah 32 Havelock St SHEFFIELD 10 2FP Tel:0742-21814 Meets in the Jolly Buffer, Ecclesall Rd, Wed 8pm

Shrewsbury B.C. Timmins, The Hollies, Wollerton, Market Drayton, Salop, Tel:(0630) 84292
Meets various places

South Cotswold R D Hays 87 Robin Way Chipping Sodbury BRISTOL BS17 6JA Tel:0454-318945
Meets at Buthay Inn Wickwar Mon 7.30pm

South Essex G Carey, 17 Ringwood Dr, Eastwood, Leigh-on-Sea. Tel: (0702) 521417

South London J Rastall 17 The Heights Foxgrove Rd Beckenham Kent BR3 2BY Tel:01-650-9828 (home) 01-628-7700 x4150 (work) Meets Wed 7pm

St. Dunstan's College J Hawdon St Dunstons College Catford London SE6 4TY

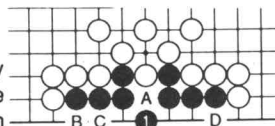
Stevenage J E Allen 5 Greenways Stevenage Herts SG1 3TE Tel:0438-729100(home) -726161 x8938(work)
Meets at Timebridge Community Center, Mobbarsley Way, Stge. Wed 7pm

Stowe School (Buckingham) A G Eve, 17 St Peter's Rd, Brackley, Northants NN13 5DB. Tel:0280-704561

Problems

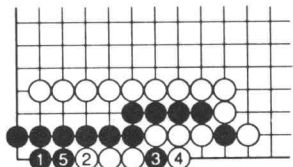
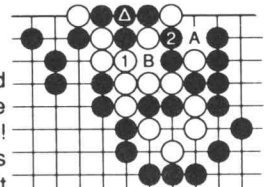
Solution 1

Black 1 is the only way to live - if he plays at A then B,C,D leaves room for only one eye.



Solution 2

Black should tenuki, since White is already dead! White's best bet is the atari at 1, but after 2 and the capture at 3 black plays back at the marked point and steals the eye (If Black plays 2 at 3, then A makes an eye; if White plays 1 at A, then black B leaves him short of liberties.)

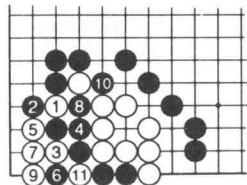


Solution 3

Black 1 is the key point. Now if White wants to kill the group he must play 2, but Black throws in at 3 and captures three stones. With any other start by Black he can only capture two stones on the side, which doesn't make an eye.

Solution 4

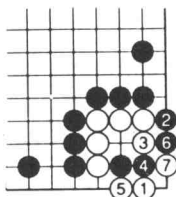
The key to this problem is not to capture the two stones until the last minute, and to try to arrange that the capture, when it comes, will force a reply on the outside so that Black can't throw in. After White 5, Black 7 would not work, since the capture at 11 would be atari on the out-



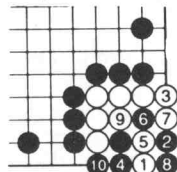
side. Black tries 6 instead, but fails in the result to 11 since White gets an eye in the corner.

Solution 5

White 1 is the move (if at 5 or to the left, 7 kills; if elsewhere Black saves his stone). Now White can try the honest sequence in Dia 5a,



which ends in a slightly worse ko than he would have had (2 and 4 are interchangeable,) or he can raise the stakes with 2 in Dia. 5b, which leaves White the chance to live unconditionally as shown, or to die if he can't find this sequence.



⑪ at ⑤

Clublist Contd.

Swindon B Przybyla 15 Brixham Ave Swindon SN3 1EW Tel:0793-29158 Meets Tues 7.p.m.

Taunton John Osborn, 13 Cheddon Lawns, Cheddon FitzPaine, Taunton TA2 8JX Tel:0832 413026 Meets at the Monkton, Monkton Elms, Tues 8pm.

Three Counties A Bainbridge, 26 Oakfield Rd, Hawley, Camberley, Surrey GU17 9EA Meets at various places Thurs evening

Wanstead & East London R Arundell 10 Fernhill St Silvertown London E16 2HZ Tel:01-474-1921 Meets at Wanstead House 21 The Green Wanstead E11 7.15pm Thurs

York University K K Luke 7 McHugh Court Heslington York YO1 5ET Tel:0904-412463