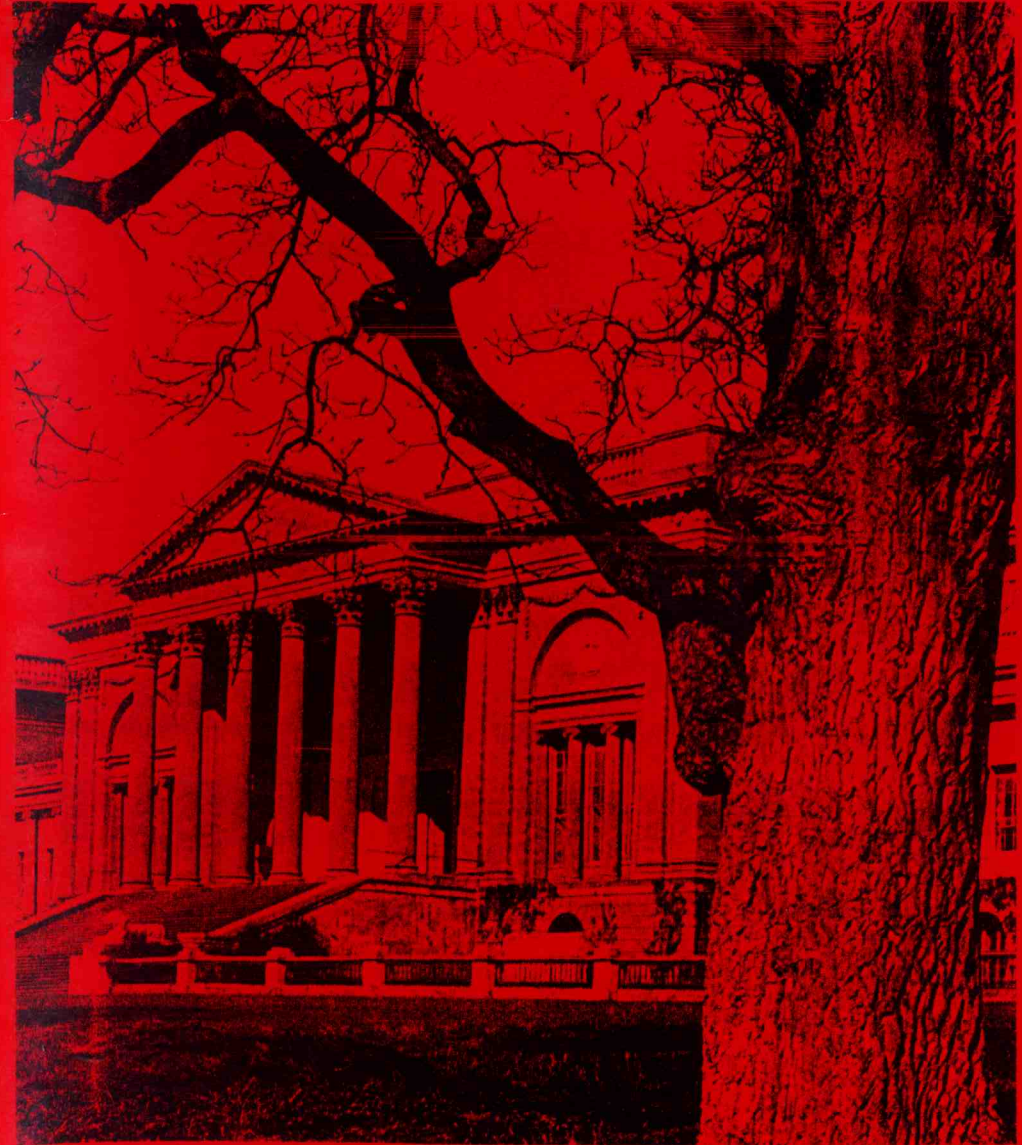

British Go Journal

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Cover (Stowe School) supplied by Alex Eve.

The views expressed in this Journal are not necessarily those of the BGA or of the Editor.

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Editorial

Don't count the pages, just note the quantity! The lines in this edition have been closed up 1/32" in order better to accommodate certain typographical features (e.g. big first capitals), but a by-product is the addition of the equivalent of several extra pages.

This means that the long-suffering Tony Atkins is less likely to see his article that rounds off each Journal truncated, to be continued next time.

It also means that I have now caught up with the back-log of more recent material. Problems have I none, and few games in hand.

Most lacking of late have been those low kyu games it was hoped to publish. At the last Manchester Tournament, Kevin Hunter (then 10 kyu) responded to an appeal about this, and recorded a game at great personal cost: he feels that messing about with pen and paper recording a game for the first time was what made him lose!

Such games however need not be recorded at tournaments. An interesting "friendly" from a club meeting is just as useful. It could serve as a less daunting introduction to playing techniques for newcomers who may be reading their first Go Journal.

EDITORIAL TEAM

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Diagrams: S. Draper, P. Myers, H. Williams

Regular Contributors: T. Atkins, T. Barker, A. Grant, T. M. Hall, F. Holroyd, M. Macfadyen, F. Roads, R. Terry

Distribution: K. Timmins

Subscription Rates

For several years the BGA has managed to hold membership fees steady, but inflation has finally forced the BGA Council to authorise an increase.

A further reason is that planning is in hand for the British hosting of the European Go Congress in 1992, a marvellous opportunity to promote go in Britain, but requiring very large advance deposits.

	1989	1/1/90
Club	£5-00	£6-00
Unattached	£6-50	£7-50
Overseas	£7-00	£8-00

Youth/student rates are unchanged at Club rate £3, Unattached £3-50.

The Tournament levy fee from 1/1/90 will increase from 25p to 30p per round per person.

Many members will already know that fees for the next year can be renewed from the previous 1st October.

Therefore any full-rate member renewing his subscription before 31/12/89 will be able to do so at the lower (1989) rate.

Cheques should be made payable to the British Go Association. No form is necessary, nor any information apart from name, if your address has not changed.

Early payment spreads the workload for the Membership Secretary (address on page 2), so why not just send it off now?

Coming Events

Shrewsbury: 8th October, at The Gateway. Contact: B. Timmins (v. p.2).

Milton Keynes: First Go Tournament, October 14th. Venue: Madcap, Creed Street, Wolverton, Milton Keynes. Registration from 9.30am to 10.20am. No smoking. Entry fee £4, under eighteens £2-50p. Includes tea and coffee. Lunch available at various places in the locality. Entries by 11th October; late entry fee £2. Cheques, payable to Open University Go Club, should be sent to Andrew Grant, 34 Martingale Place, Downs Barn, Milton Keynes. SAE if acknowledgment required.

Wessex: 29th October, at Marlborough Town Hall. Contact: Paul Atwell, 0272-611920.

Text and camera-ready material for the next issue (e.g. stick-on diagrams) should arrive by 13th November. Diagrams in manuscript form should arrive by 1st November, but earlier receipt would be appreciated. Commentaries should refer to letters or e.g. 'left of 48' as K10 etc. notation is not printed on game figures. As regards announcements, contributors should note that delivery dates of the Journal are the middle of March, June, September and December. Advertising rates: £50 per page and pro rata. If containing graphics, material should be camera-ready.

Glossary

Aji: a source of annoyance.
Aji-keshi: removing aji.
Atari: threat to capture.
Byo yomi: shortage of time.
Dame: no-man's land.
Damezumari: shortage of liberties.
Dango: a solid mass of stones.
Furikawari: trade of territory/groups.
Fuseki: opening play on whole board.
Gote: not keeping the initiative.
Hane: a diagonal play in contact with enemy stones.
Hasami: pincer attack.
Hoshi: star-point (where handicap stone may be placed).
Ikken-tobi: a one-point jump.
Jigo: a draw.
Joseki: a formalised series of moves, usually in a corner.
Kakari: a play which threatens to attack a single corner stone.
Kikashi: a forcing move.
Komi: points given to compensate for Black having first move.
Kosumi: a diagonal move.
Miai: points of exchange, "tit for tat."
Moyo: potential territory.
Ogeima: a large knight's shape.
Ponnuki: empty diamond shape of one colour (4 stones).
Sabaki: a sequence which produces a light shape.
Sanren-sei: plays on three hoshi points along one side.
Seki: a local stalemate.
Sente: keeping the initiative.
Shimari: corner enclosure of 2 stones.
Shodan: one dan level.
Tenuki: to play elsewhere.
Tesuji: a skilful move in a local situation.
Yose: the end-game.

Logo Competition Results

Congratulations to Andrew Grant, who produced the winning entry, shown below.



Second was Allison Franklin, with a caterpillar design.

There was quite a good response to the Competition in both the number and the standard of entries. As a consequence, special prizes of £10 were awarded to Heather Allen (dragon design), and Peter Timmins (pilgrim design). It was felt that their entries could be used at some stage as Journal covers or for some form of publicity relating to the 1992 Congress.

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News from Niš

Thanks to mid-August phonecalls from T. Mark Hall and Matthew Macfadyen, it is possible to give some very recent news of the European Go Congress which took place in Niš, Yugoslavia.

Winner was Sogabe Toshiuki, 6 dan. Matthew Macfadyen came second. Third was Miss Nakamura, Ladies' Amateur Champion in Japan.

Mr. Yoo takes top place in the Grand Prix run-up to the Fujitsu Cup, and receives 6,000 DM. Matthew Macfadyen, in second place, gets 4,500 DM. As European-born, Matthew also receives an air ticket to Japan to take part in the Fujitsu Cup Tournament.

So over-all the UK fared well, with Matthew as the best placed European-born player.

As the 1990 World Championship takes place in Japan within two months of the Fujitsu Cup Tournament, Matthew has decided to opt out of the former. This leaves the field clear for Eddie Shaw, the Challenger for the British Go Championship, to be considered for selection as UK representative at the World Championship, whatever the outcome of the British Championship matches in the autumn.

One minor problem at Niš: competitors bought sets of adhesive record pads only to find that the stones were too big for the boards!

Congratulations, however, to the organisers of the Congress. Many people there thought that it was one of the best organised European Go Congresses they had ever attended.

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So The Computer Plays Go?

by Ian Sharpe

Last year American six dan Bruce Wilcox won third place with his program *Nemesis* in the Computer World Championship in Taipei. On that basis, *Nemesis* could be expected to represent something near the state of the art in computerised go, and what's more to the point it is being sold commercially under the name *Go Master*.

The program runs on an IBM PC or compatible such as the Amstrad PC series and a host of others. Having seen the standard of Alan Scarff's *Microgo1* on the BBC Micro a few years back - which wasn't bad considering the limitations of the machine - I was interested to find out how a computer with ten to twenty times more memory, a faster processor and running a program allegedly fifteen years in the making would fare against my rusty six kyu level.

I haven't been able to play regularly for nearly three years, owing to work commitments and transport difficulties, so the program had the obvious attraction of providing me with a regular opponent.

Immediately upon receiving *Nemesis* I let it take black with a nine stone handicap. I lost by twenty points.

Unfortunately, however, the feat was never repeated on a 19x19 board (I began paying attention), although the same handicap given on a 13x13 board

did initially prove rather more challenging.

Nemesis is claimed to be 15 kyu. Often it is convincing and plays respectable moves, sometimes even good ones. The trouble is that after an expert-looking chase it'll sometimes do something stupid like failing to make the final killer blow against your group, allowing you to snatch it from the jaws of death.

Meanwhile *Nemesis* tootles around inside its own territory making a couple of stones which were already unques-



Ian Sharpe (left) plays Brian Timmins during a break from taming the BGA computer

tionably dead even dead. Such lapses are frequent enough to make the program no match for those past the first few go-playing hurdles unless they're prepared to play handicap games all the time.

If this were the limit of *Go Master's* flaws and the program more realistically priced than its present level of nearly £50, it would probably justify its commercial existence as a tool for hon-

ing the skills of novices and introducing new players to the game.

Unfortunately even if it were £10 to £20 there are bugs and limitations which in my opinion lessen its usefulness in either rôle. On several occasions *Nemesis* scored me as the loser when I'd won - groups which it counted as alive were dead. The example game shown here illustrates the point; Black is patently dead at top and bottom right, yet *Nemesis* says the bottom one is alive, and until moves 111 and 112 thought the top one was too.

Suddenly it accepted it was dead and asked to resign. Had I forced it to play to the bitter end, the bottom right black group would not have been included in White's score. I can't believe that in fifteen years of development this wasn't noticed.

Of course disputed groups can be played out, but in this case the situation is clear, and *Nemesis's* wrong status judgment spoilt the game. A beginner without an experienced human on hand would find this very confusing.

On the first day I played *Nemesis* just the same situation arose with a group of another shape, this time in the middle of the board, but I didn't record the game. At the time of writing I've been playing it for ten days, so having found two "undocumented features" it is not unlikely that there are others lurking.

Another problem is that the program tends to be repetitive. At first I couldn't beat it on a 13x13 board with a nine stone handicap. Within a few days I had devised a strategy which nails it every time, even with the Variations option on the menu set to the maximum on the scale of nine. This decides how much effort *Nemesis* puts into trying alternative tactics.

Unlike a human player, *Nemesis* does not seem to adapt or modify its approach or develop a new one in the light of experience. On a larger board the greater possibilities will make this less noticeable, but in time your play could fall into a rut because of the lack of an inventive opponent. You will also learn to win as I did by exploiting the program's weaknesses using moves which are bad go.

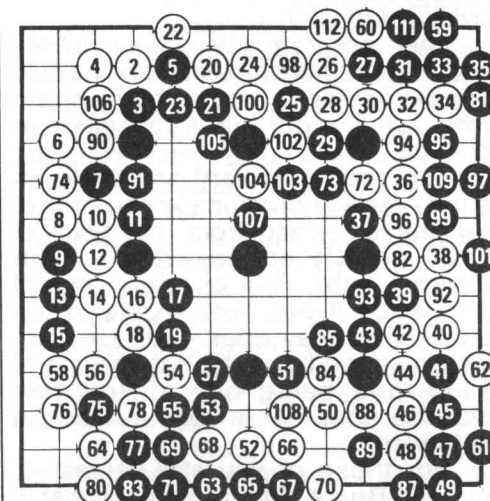


Figure 1 (2-112)
79 at 54; 86 at 75; 110 at 25

The example game shows *Nemesis* responding in the bottom right exactly as it did at the top and on the left upper side, despite the fact that it obtained a poor result. You can count on it to bottle out of ko fights where possible, you can also take an odds-on chance that it'll save a single stone in atari.

It usually falls for the exchange at 54 to 56 even if it doesn't have the opportunity to follow up with a cut. A human opponent would soon try something different, but *Nemesis* will always do it.

I'd happily shell out nearly £50 – probably a lot more – for a dan or low-kyu program which would help me improve my go. I don't expect to pay it for software which is little better than a beginner in most respects and needs unrealistic handicaps to challenge an average club player. Fortunately, as a reviewer I didn't have to.

The program plays fairly quickly even on a humble Amstrad, and I would tolerate double or treble the response time for a significant increase in strength.

The verdict: a very creditable attempt – really, I program, know some of the problems, and from that point of view greatly admire what's been achieved here – but as a commercial proposition it has been marketed too early. In no way does *Nemesis* compare in strength to a typical chess program, and being one of very few available does not in itself excuse the high price.

For those of you still interested, and for Bruce Wilcox who probably thinks I've been harsh, here's a quick rundown of some of *Go Master's* other features. Space limits prevent me from going into detail or mentioning everything, but at this price the deciding factor must be playing strength and what follows is incidental to the main issue:

Supplied on 3.5 and 5.25 inch discs in the same package. Works with all PC video adapters, though CGA comes out in black and white. Variable kyu up to 15, save game, replay old game and restart play at any point, optional stone

numbering in some video modes, see *Nemesis's* motives, make it replay its last move, ask for hints, take back as many moves as you like, board set up for problem solving and experimentation, ten professional game records.

Unfortunately, short of doing a screen dump it is not possible to print out a numbered diagram. This is unsatisfactory and an Epson-compatible diagram drawer is something that would be a good enhancement and easy to implement.

Go Master costs £39.95 plus VAT and P&P. It may be obtained from:

Program Shop Ltd.,
106-108 Powis Street,
London SE18 6LU.

Tel: 01-316 7777. Fax: 01-316 4138.

Ian Sharpe is Associate Editor of PC, a magazine published by Database Publications for owners of IBM and compatible machines.

Secret Society

A businessman interested in go set his secretary the task of discovering whether there was any club or association for go enthusiasts. After a lengthy quest she located the BGA through help from the Daily Telegraph research department.

This Tale from the Membership Files is no ancient and dusty anecdote. The secretary's long and arduous quest ended on August 2nd 1989.

How many potential members do we lose through this obscurity? The BGA badly needs a publicity officer. If you can offer any help, contact Tony Atkins (see page 2 for details).

Five Games of Draughts

by Francis Roads

Neutralisation of enemy territory is always profitable. If Black holds a territory of 4 points in a square it will cost Natural $3+2+1=6$ stones to capture the formation, but there must be at least 5 stones in the wall of Black's formation, and 3 more will have been played into it. Black will have lost 8 stones which will be placed into his final territories at the end of the game. Black has also lost 4 vacant points, and is therefore $8+4=12$ points poorer, while Natural gains $8-6=2$ points, a total improvement of Natural's position by $12+2=14$ points.

– Did you get all that? You can just about work out what the fellow means if you think about it, and a slightly erroneous assumption that underlies his thinking. But I found this passage in an introduction to go written for beginners, by quite a wellknown writer on board games. It accompanied an ancient boxed go set which recently came into my possession. There wasn't even an accompanying diagram!

The writer uses the curious term *Natural* for White throughout his exposition. The Japanese kanji for white (shiro) is used consistently in Japanese go books, and although it has one or two subsidiary meanings its main meaning is definitely the colour white. Has anyone else ever come across this odd usage?

Here is an anthology of more prize specimens from this extraordinary document: "...the board and the feet are

painted yellow... if there are three kos on the board at the same time the game is declared drawn... expert players rarely form seki positions... a player is not permitted to refuse to make a play when it is his turn to do so... quarter play analyses, called joseki ... an eye of three points cannot be defended against the turn... Natural has laid claim to most of the board in his first four plays..." Can you imagine with what delight I have added this pamphlet to my collection of go literature?

At the foot of this introduction is given the former address of the last BGA Membership Secretary but one. Well, no complaints about that – we're lucky to get a mention, and the information may have been up to date at the time of printing. But if only the manufacturers had also asked the said individual (Derek Hunter) to write the introduction as well! I wonder how many beginners are actually put off go by such incompetent explanations. Unfortunately it is not an isolated example. There are at least two introductory books still to be found on library shelves that are similarly written by authors who haven't realised how little they know.

I haven't thought it worth reproducing any of the diagrams, though they are similarly amusing. I leave you with one more magnificently unhelpful analogy: "... a game of go resembles five simultaneous games of draughts, one at each corner and a fifth in the middle of the board..."

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And One With Beans

by Nick Wedd

The following is a rather more deliberately inaccurate account of the rules of go. It appears in a chapter entitled "Play!" in *The Week-End Book* published by the Nonesuch Press in 1924.

DORCAS: I must say I like nice quiet games like go.

THE OTHERS (kindly): Go, Dorcas?

DORCAS: Yes, really. It's Japanese. You play it with coffee and haricot beans, *ad lib.*, on a board, or piece of paper, ruled into squares, 29 by 31; the two players play one bean at a time, in turns, on any square they like; you want to enclose your opponent's bean in a diagonal square of your own. This entitles you to remove the enclosed bean. When one player has the whole board covered with his beans, he wins. There's only one rule, called Ko -

THE OTHERS: Ko, Dorcas?

DORCAS: Yes, really. Didn't I tell you it was Japanese? In a ko, Haricot could play in an empty square, and remove Coffee, but then, you see, Coffee could immediately remove Haricot, and so on, for ever. To prevent this, the Rule is that in this particular position the first encircler keeps his opponent's bean, and cannot have his own retaken in that grouping. It's a very good game. In Japan proletarians and women were forbidden to play it; because it wastes too much of a wage-slave's time, and females are quite cunning enough already!

LAURA: That sounds unprincipled...

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Anglo-Japanese Match

On July 8th the now traditional Anglo-Japanese match took place at the 1989 Matsuri Summer Festival, Battersea Park. The two teams of twelve played over three rounds on even games.

This year the Japanese team seemed to be lacking some of its customary strength, especially on the lower boards around the one dan grade. The London team was able to win by a comfortable margin, with a score of 25-11.

Harold Lee (3 dan), David Ward (1 dan), Alastair Wall (1 dan), Andrew Grant (1 dan) and Stuart Barthropp (1 kyu) achieved perfect scores. Ian Meiklejohn, a byo-yomi specialist, had trouble with the time limits of forty minutes sudden death and was the sole London player not to pick up a game.

Thanks must go to the Nippon Club for providing abundant prizes and in particular to Mr Sakamoto and Neil Symes, team captains.

● *Thanks also to the person who supplied this article! A couple of phone-calls verified that it was not likely to be a send-up.*

Would contributors however please always supply their name, whether or not it is to be printed with articles that they submit. - Ed.

• • • • •

This Is Go The Natural Way!

Part Three

by Takemiya Masaki

Translated by Bob Terry. Diagrams by Dave Dyer of Symbolics Corporation, USA.

Go is a living thing. Especially in the opening stages of a game, every time one's opponent plays a move it is essential that one's response answers the demands of the position and the overall strategic flow of the game. And if one is not prepared to take immediate advantage of a poor move, or an overplay by the opponent, one cannot hope to take the lead in the opening.

Diagram 1 shows the opening from the first game of the 1970 Nihon Kiin Championship which Ishida Yoshio held at the time. I was the challenger for this title and I played Black in this game.

With the back-up of the two star-point position on the right side, Black makes the strong diagonal move at 1, and after White slips into Black's sphere with 2, Black makes the pincer with 3. Up to here none of the moves is out of the ordinary, but White's next few moves completely change the flow of the game.

First, the checking extension of White 4 is unexpected. Since Black aims at fencing in White's stone with a move at 5 in order to restrict its movement as soon as possible, he is happy for the exchange of 4 for 5.

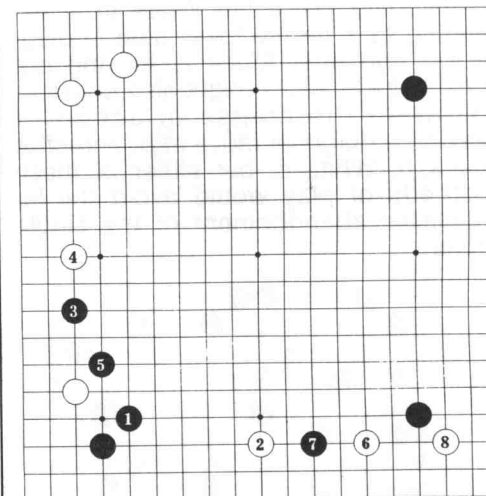


Diagram 1

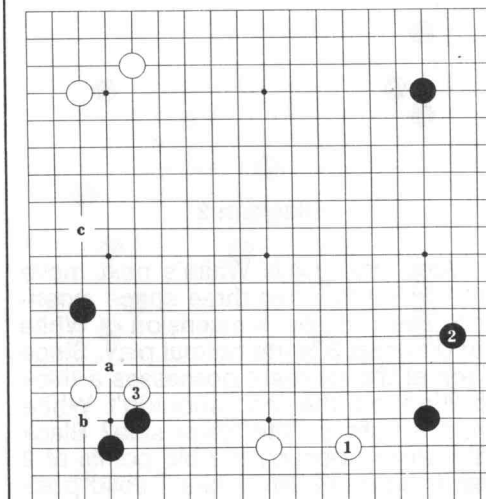


Diagram 2

Nothing prevented White from extending to 1 on the lower side in diagram 2 and after Black 2, moving out with White 3. White might also consider following the course of action of playing a diagonal move at a, and after Black b, White c, but either of these methods of play would avoid the lamentable abandonment of the single stone.

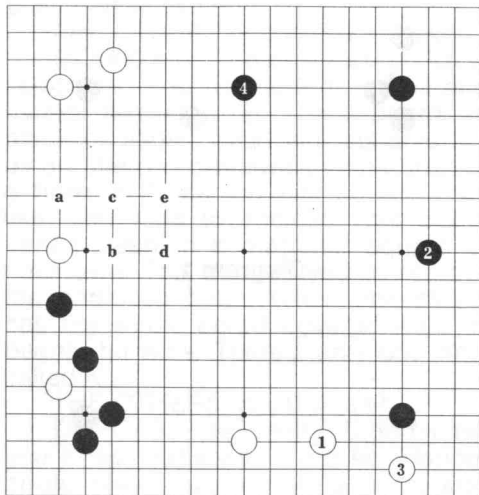


Diagram 3

Also unusual is White's next move at 6, which is a thin three space extension. The two space extension of White 1 in diagram 3 is the normal play. Since Black at the moment possesses a thick position on the left, shouldn't White avoid a fight on the lower side? Black will hurry to occupy the big points of 2 and 4, but here White has a solid position on the lower side. Instead of 4, Black could invade at a, and after White b, a running battle would develop

through Black e; perhaps White did not want to see such a turn of events.

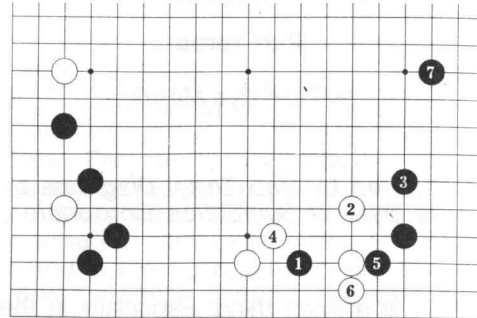


Diagram 4

When White makes a three space extension, it is natural for Black to invade at 1 in diagram 4, and once more White neglects to play the best answer, the jump to 2. The sequence to Black 7 can be expected, and since White preserves his position on the lower side, he can be satisfied.

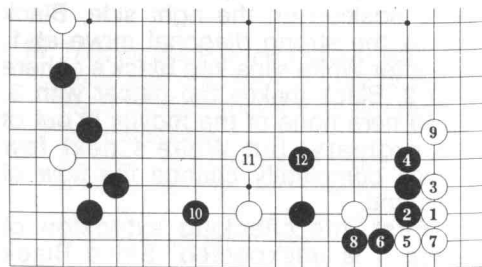


Diagram 5

The game continued as in diagram 5 (moves 14 to 25). The invasion at the 3-3 point with White 1 is a tight, territorially orientated move. He first garners profit in the corner and waits to see how Black will attack on the lower side; his aim is to dodge the attack and settle his group. But Black has already profited in the lower left corner, so even if he gives up a little territory on the right it is not in the least bit painful. With the moves following the blocking move at Black 2, play proceeds as White intends, but when Black plays the pincer of 10, he controls the tempo of the game. White is forced to simply run away with 11, and the conclusion to be drawn is that White's opening was flawed. Black's play exhibited no unreasonable moves, rather followed the natural flow of the game.

GAME SUPPLEMENT

White: *Ishida Yoshio, Nihon Kiin champion (aged 22)*
 Black: *Takemiya Masaki, 6 dan (aged 19)*
 Played on December 22nd and 25th, 1970 at the Nihon Kiin.

White 26 (Figure 1) is another mistake. He should simply jump to 1 in diagram 1. Black will undoubtedly cap him with 2, but up to 9, White's group is practically settled. Next Black will perhaps continue attacking with a, but by attaching at b White will have no problems settling his group.

Capping White with 27 and then 29 is satisfying for Black. Playing the poke at a, instead of Black 29, would be wrong: White answers with b, and after Black c then usurps Black's territory on the lower side with d.

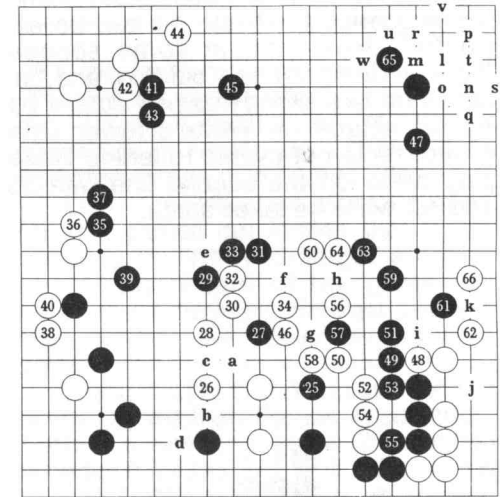


Figure 1 (25-66)

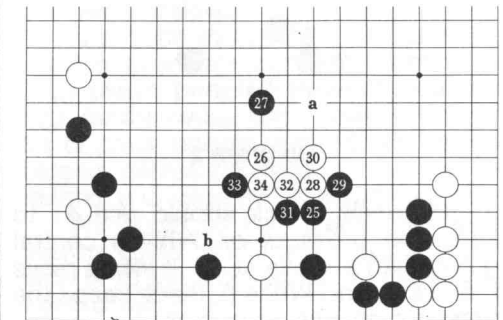


Diagram 1

Black 35 is played in order to protect the cutting point at e indirectly. It also minimises the amount of territory White can aim for in the upper left.

Black could answer White's probing move at 38 with 1 in diagram 2, and the sequence to Black 11 can be expected. However, in some senses Black is doing White's bidding, and because he has already gained quite a bit by his attack on White's lower side group, he is not averse to letting White play twice on the second line with 38 and 40, while he takes sente.

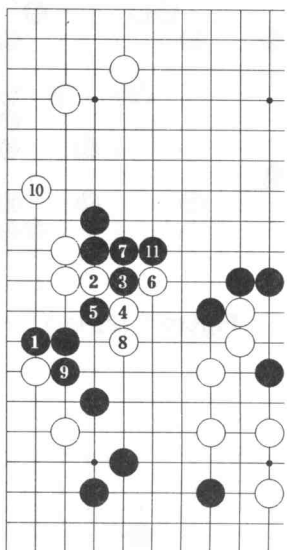


Diagram 2

However, Black should use 41 to keep the pressure on White's central group with a move at 46. If White plays f, Black g, and White h, Black keeps the pressure on with a move at i.

Black 61 aims at a move at j, so White is forced to answer at 62.

Black 65 is a mistake. He should block at k. If White then invades at the 3-3 point in the upper right corner at l, the sequence through m gives Black an overwhelming position.

In response to White's probe at 70 and 72 in figure 2, Black 73 is a mistake which leaves White with various possibilities to aim at. Black should block at a, and after White b he should make the placement of 73. White's follow-up move is at c, but then Black cuts at d. This would give him a winning game.

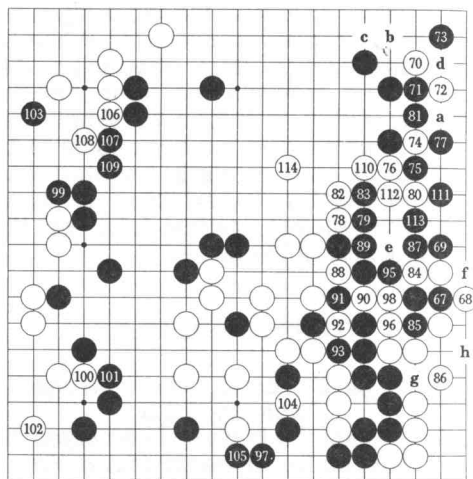


Figure 2 (67-114)

94: connects

White takes advantage of his possibilities skilfully with 74 and 76, and when he plays at 78, Black makes another mistake by playing 79. Instead he should play at 84. This would limit White's opportunities for aji. After exchanging 80 for 81 White would have to make some kind of shape with 114, and Black would get sente to turn elsewhere. White's moves at 82 and 84 give Black real problems.

Here Black had a hallucination. He thought that he could answer White 90 with Black 98. He did not see that White

could connect at 91 and after Black 96, White 95, Black e, White f, Black g, White h leaves Black's groups cut in half and eyeless.

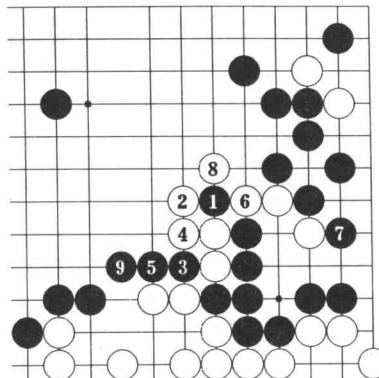


Diagram 3

As it is, White captures three stones but it is Black 103 that is the losing move. Black 1 through 9 in diagram 3 would present White with a difficult job of living within Black's sphere of influence. Black 103 on the other hand is played in an irrelevant part of the board.

After losing this game in such a shocking manner, Takemiya put up little resistance in the following games and lost the match 3-0.

Moves after 114 omitted. White wins by 5.5 points. (Komi 4.5 points.)

This article first appeared in *Kido*. The *Kido Yearbook* is available from the BGA Book Distributor (details on page 2, and see price list on page 31). Although in Japanese, it offers good value, with diagrams for over two hundred professional games.

Letter from Ireland

At the moment we have a group of about ten people who play go in Dublin. We meet on Thursday nights and sometimes on weekends, either at Isao Toshima's house or in Trinity College.

Last December we demonstrated go at a games convention that is run annually in Trinity College. A lot of people had heard of the game but never really played it; interest seemed high, but no new regular players were gained.

I am P.R.O. and Treasurer of the newly formed Irish Games Association. There is a very large games convention scheduled for October 27th - 30th in the RDS in Dublin which I am organising, and I have put aside some space for go. This is a great opportunity to promote go in this country; attendance should exceed 800 at the Convention. I figure that I'll see what the interest is like and consider forming a group of our own in Ireland.

Is anyone in the BGA interested in coming over here for the Convention to help teach people? Publicity will be high for the event, and I hope to have a lot of press people there. It will be the biggest games convention ever held in Ireland, and large by UK standards too.

We would be very pleased to have players come over from England to our club or to the Convention. If interested, contact me:

● Noel Mitchell,
Dodona,
Blackwood Lane,
Malahide,
Co. Dublin, Ireland.
Tel: 461-492 (home),
772941ext. 1835 (work).

Club List

Aberdeen: R. Jones, 69 North Deeside Rd, Peterculter, Aberdeen AB1 0QL. Tel: 0224-732106. Meets various places, Wed 7.30pm.

Bath: P. Christie, 8 Gordon Rd, Widcombe, Bath. Tel: 0225-28995.

Birmingham: R. Moore, 101 Nethercote Gardens, Solihull B90 1BH. Tel: 021-4305938. Meets in The Triangle (coffee bar), Holt Street, Gosta Green, Wed 7.15pm.

Bolton: J. Stephenson, 53 Victoria Rd, Horwich, Bolton BL6 5ND. Tel: 0204-692458. Meets Mon 7.30pm.

Bournemouth: N. Cleverly, 6 Swift Close, Creekmoor, Poole, Dorset BH17 7UZ. Tel: 0202-782553 (work). Meets at Parkstone Hotel, Station Rd, Parkstone, Tues 7.30pm.

Bracknell: S. Goss, ICL, Lovelace Rd, Bracknell, Berks RG12 4SN. Tel: 0344-424842 (work). Meets at this address.

Bradford: G. Telfer, 29 Quaker Lane, Little Horton, Bradford BD5 9JL. Tel: 0274-573221. Meets at The Star, Westgate, Bradford 1, Thurs 7.30pm.

Brakenhale School: F. Ellul, Brakenhale School, Rectory Lane, Bracknell, Berks RG12 4BA.

Bretby: M. Willett, British Coal, HQ Technical Dept, Ashby Rd, Stanhope Bretby, Burton-on-Trent, Staffs. Tel: 0283-550500 (work). Meets Mon to Fri lunch-times.

Bristol: P. Mellor, 20 Bromley Rd, Horfield, Bristol BS7 9JB. Tel: 0272-799910 x 24146 (work), -426197 (home). Meets in Seishinkan (Japan Arts Centre), 23-27 Jacob's Well Rd, Hotwells, Bristol, Tues 7.30pm.

Cambridge University: S. Crawley, 8a Ashfield Ct, Ashfield Rd, Chesterton, Cambridge. Tel: 0223-66465 (home), -334626 (work). Meets in Maitland Room, Downing College, Mon 8pm.

Central London: G. Kaniuk, 35 Clonmore St, London SW18 5EU. Tel: 01-874-7362. 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, Thurs 7.30pm.

Chester: D. Kelly, Mount View, Knowle Lane, Buckley, Clwyd. Tel: 0244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

Coventry: A. Robinson, 14 Morningside, Earlsdon, Coventry CV5 6PD. Tel: 0203-75040 (home). Meets in University of Warwick Maths Institute, Thurs. For times please phone A. Robinson (above) or M. Lynn (06755-2753).

Culcheth High School: R. Bagot (see p.2)

Edinburgh: J. Cook, 27 Marchburn Drive, Penicuik, Midlothian. Tel: 0968-73148. Meets at Postgrad Students' Union, 22 Buccleugh Place, Edinburgh, Wed 6.30pm.

Falmouth: I. Harris, 15 Windsor Tce, Falmouth, Cornwall TR11 3BP. Tel: 0326-317674.

Furze Platt School: I. Attwell, Norhurst, Westmorland Rd, Maidenhead, Berks. Tel: 0628-76792.

Harwell: C. Clement, 15 Witan Way, Wantage, Oxon OX12 9EU. Tel: 0235-74201 (home), -24141 x 3917 (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 8.30pm.

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

Hunstanton School: H. Alexander, Flat 4, Northgate Precinct, Hunstanton, Norfolk PE36 6EA.

Ipswich School: H. Holt, Ipswich School, Henley Rd, Ipswich, Suffolk IP1 3SG. Tel: 0473-55313.

Ipswich: V. Baldwin, 58 Heath Rd, Ipswich, Suffolk IP4 5SL. Tel: 0473-729045. Meets at 1 Church Lane, Sproughton, Thurs 7.30pm.

Isle of Man: D. Phillips, 20 Belgravia Rd, Onchan, Isle of Man. Tel: 0624-20386. Meets at Crescent Hotel, Queen's Promenade, Douglas, Mon 8pm.

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

Leicester: Mrs. H. Holmes, 2 Lime Grove, Kirby Muxloe, Leics. Tel: 0533-392024. Meets at Sixty-Six Club, Albion House, South Albion St, Leicester, Tues 7.30pm.

Maiden Erleigh School: Mrs. J. Read, Maiden Erleigh School, Silverdale Rd, Reading, Berks. Tel: 0734-62461.

Maidenhead: I. Attwell (see under Furze Platt). Meets various places, Fri 8pm.

Malvern: E. Blockley, 8 Dudley Close, Worcester WR2 5RY. Tel: 0905-428850. 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 The Brewer's Arms, Great Ducie St, near Victoria Station, Thurs 7.30pm.

Mellor: A. Rix, 11 Brent Way, Finchley, London N3 1AJ. Tel: 01-346-3303. Meets some Sundays. Non-smokers only. Please phone first.

Monmouth: Mrs. 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: Mrs. K. Timmins (as for B. Timmins, see p.2).

North London: W. Streeten, 10 Parliament Hill, London NW3 2SY. Tel: 01-435-7636. Meets Mon 7.30pm. No smoking.

North West London: K. Rapley, Lisheen, Wynnswick Rd, Seer Green, Bucks. Tel: 0494-675066 (home), 01-562-6614 (work). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

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

Nottingham: D. Gilder, 117 Haydn Rd, Sherwood, Nottingham. Tel: 0602-623640.

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

Oxford City: N. Wedd, 2 Bartlemas Rd, Oxford OX4 1XX. Tel: 0865-247403. Meets Thurs 8pm.

Oxford University: D. McIntyre, Flat 103, Summertown House, Banbury Rd, Oxford OX2 7RD. Meets in St. Edmund's Hall, Wed 7.30pm, and King's Arms, Sun 8pm (in term time).

Reading: J. Clare, 32-28 Granville Rd, Reading, Berks. RG3 3QE. Tel: 0734-507319 (home),

693131 (work). Meets at ICL (Reading) Club, 53 Blagrave St, Reading, Tues 6.30pm.

STL (Harlow): A. Macpherson, 5 Red Lion Court, Much Hadham, Herts. Tel: 0279-843188.

Saltcoats: D. Tomelty, 43 Barrie Tce, Ardrossan, Ayrshire KA22 8AZ. Tel: 0294-601816. Meets at Argyle Community Centre, Campbell Ave, Saltcoats, Mon & Wed 7pm.

Shrewsbury: B. Timmins (see p.2). Meets various places, Fri 6.30pm.

South Cotswold: R. Hays, 87 Robin Way, Chipping Sodbury, Bristol BS17 6JR. Tel: 0454-318945. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

South Devon: T. Widdicombe, Woodlands, Haytor Vale, Newton Abbot, Devon TQ13 9XR. Tel: 03646-470 or 0803-866010. Meets Sun 7pm. (Preferably non-smoking.)

St. Dunstan's College: A. Tanna, St. Dunstan's College, Catford, London SE6 4TY.

Stevenage: J. Allen, 5 Greenways, Stevenage, Herts SG1 3TE. Tel: 0438-729100 (home), -726161 x 8203 (work). Meets in Timebridge Community Centre, Mobblesley Way, Stevenage, Wed 7pm.

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

University of Warwick: S. Perlo-Freeman, Pigeonhole 41, Students' Union, Warwick University, Coventry CV4.

Wanstead & East London: F. Roads, 61 Malmesbury Rd, London E18. Tel: 01-505-4381. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

West Surrey: C. Williams, 70 Greenhill Way, Farnham, Surrey. Tel: 0252-727306. Meets various places, Mon.

If you are interested in establishing a club in your locality, phone or write to the Membership Secretary (details on page 2) for advice sheet, leaflets

Prodigal's Return

by Matthew Macfadyen

Adam Pirani was the rising star of British go during the London Go Centre days, but had not been seen playing for a couple of years when he started again recently. Here we see him in action against one of Europe's stronger five dans.

Black: Laurent Heiser (5 dan)
White: Adam Pirani (4 dan)

White invades Black's "Chinese Fuseki" twice with 6 and 14. This more or less determines the course of the game - Black will try to build territory along the top and bottom sides while keeping his centre group out of trouble. White will try not to disturb any possible invasions of the top and bottom sides, and will try to keep his two weak groups alive while playing extra moves on the left as often as possible.

Up to White 36 the game seems to be going well for Black, but 37 was very slack. If he wants to strengthen the centre group Black should play at 50, probably preceded by a push to the right of 33. Failing that he must play 41 above White's 40 and rescue the cutting stone 33, starting a fight.

When White plays 50 his upper group becomes strong and even contains a bit of territory. Also White's cut at 52 is quite severe.

White succeeds in living with sente up to 67 (at least he seems to be alive after 71-78) and constructs a large potential territory on the left with 68.

Black invades the left side successfully, but the centre is still quite big.

When Black played 111 he was probably counting something along the lines of: -

Black: left side 12, lower side 35, centre 4, top side 30, totalling 81 points.

White: lower right 4, upper right 10, left centre 60, komi 6, making 80 points.

Which looks like a close game, but Black needs the whole upper side to be territory. White 112 was excellent, aiming into the top side while giving up only a few points in the centre. If White had answered 121, Black would probably block to the right of 112, but suddenly...

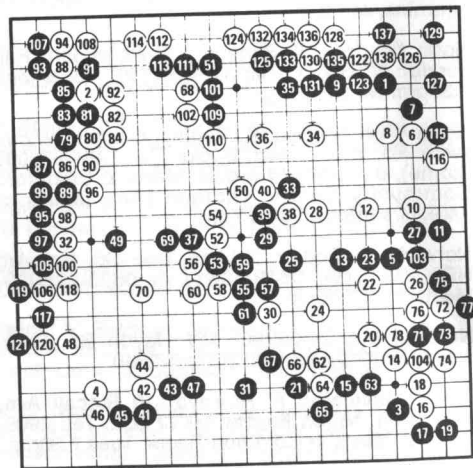


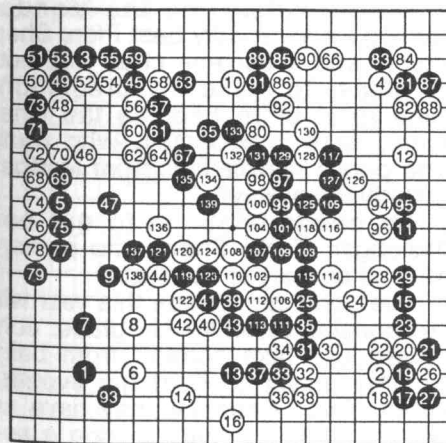
Figure 1 (1-138)

124: A really nasty move - if Black tries to cut it off then White 125 will be sente and White should live with little trouble.

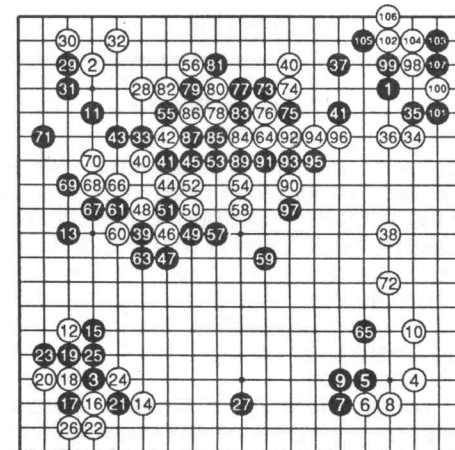
127: Is optimistic - 138 looks a better bet; the corner will probably become ko.

137: An attempt to retake the corner, but when White plays 138 Black is rudely awakened - if Black connects to the right of 137 then White will connect to the left of it - White's group on the side would then be alive and Black would need a move to make eyes for the whole big group along the upper side. Compared with the count given above, Black loses 20 points in exchange for nothing - he resigned.

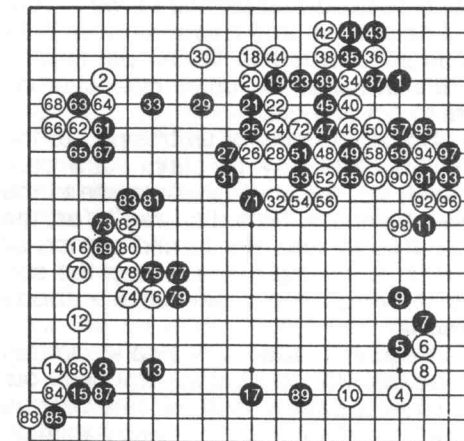
● There has been a request from one reader for "more games, even without commentaries," so here are a few further game diagrams sent in by Adam Pirani. (Ed.)



Black: R. van Zeijst, White: Pirani. White resigns after 139.



Black: Pirani, White: V. Behnke. White resigns after 107. (62 ko, 88 connects.)



Black: Pirani, White: Y. Yasaki. Black resigns after 98.

Challengers League 1989

by Francis Roads

Regular readers of this journal will already know that I have strong views on the subject of busking. Basically I am in favour, but I do think that it is cheating to use pre-recorded music, or any form of amplification. And I do think buskers might make sure that there is nobody inside where they are outside who is trying to concentrate.

Unfortunately the Covent Garden buskers don't share my views. I still wish that either or both of the Candidates and Challengers Leagues could be held away from London in some years. Oxford, Bristol, Coventry, Leicester, Manchester and Cambridge spring readily to mind as suitable locations. Let nobody be in any doubt, the reason that these tournaments are always held in London is not because the BGA Council favours the CLGC particularly — it's because no other club ever offers to act as host.

So off the nine of us trooped to the IVC on 27th May to play, I am convinced, not our best go, because of the noise pollution. Nine did I say? Yes, the redoubtable Alex Rix turned out on all four days to organise us, keep the coffee flowing, and make sure nobody cheated.

Regular readers will also know that in the last Journal I stuck my neck out as to what the result of the League would be. It's not an exercise I shall go in for too often. To save you searching, here were my predictions in descending order:— Shepperson (1st), Shaw,

Rickard, Pirani, Symes, Smith, Roads, Chandler (8th). Well, you can see for yourself who the rogues were.

As you may know, the top four get a walk-over into next year's League — that is why there is only ever a tie breaking play-off for first or fourth place. After the first day the eventual first four all had two wins, the others none. As the only three dan among them my hopes were raised. Was this to be my year? There's no one in that League that I can't beat on a good day!

However, on the Sunday Alex announced that any such play-offs were scheduled for the Tuesday afternoon, after the final round seven. Now I had a train to catch then, so although I was a couple of points ahead in my game with Brian Chandler, I made it a jigo, to lessen my chances of being involved in such a play-off. It then became apparent to me that my above mentioned predictions were going haywire, so in the afternoon I lost to Neil Symes to try to retrieve the situation somewhat.

Unfortunately, on the Monday morning I accidentally beat Piers Shepperson, and it became clear that both my plans, to make my predictions come right or to become the Challenger, were foredoomed. Who wants three public humiliations from Matthew Macfadyen anyway?

So congratulations to our new Challenger, Eddie Shaw, who perhaps won't be so easy to humiliate.

Everyone came away this year with a reasonable result for his grade. John Rickard can take comfort from being the only player to beat the eventual winner. Brian Chandler may have set something of a record, scoring a second jigo against Neil Symes, in order to get rid of that untidy half point on his score line.

And thanks once more to Alex for giving up so much free time to organise the League.

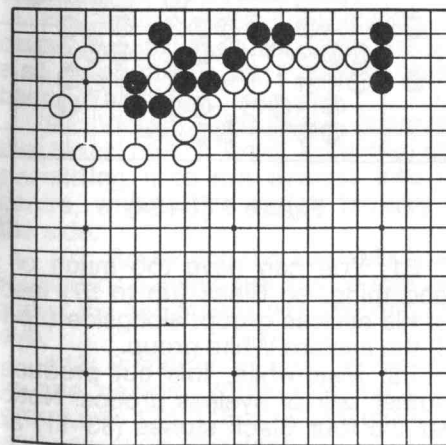
Challengers League Results

Player	Dan	Wins	Pos.
E. Shaw	4	6	1st
P. Shepperson	4	5	2nd =
A. Pirani	4	5	2nd =
F. Roads	3	3.5	4th
J. Rickard	4	3	5th
J. Smith	3	2	6th =
B. Chandler	2	2	6th =
N. Symes	2	1.5	8th

Endgame Problem

by T. Mark Hall

Here is a position from a recent game of mine. The question is, what is the most profitable yose move for White?



Go Shelf

Two publications should be available from the BGA Book Distributor (details on page 2) by the time this Journal hits the doormat.

Go Moon is a bi-monthly magazine produced by the Dutch but written in English. It will cost approximately £10 for six issues.

The Official BGA Song Book, edited by T. Mark Hall, will also be available in September, price £2 plus postage & packing.

The Song Book, despite its name, includes in its eighty pages a large number of poems, ballads and tales. This is a wise move in a humorous work, as it thus tends to cater better for a wide range of taste.

There are songs to be sung to traditional English tunes, ballads that record particular incidents or the prowess of wellknown players, and tales which, intriguingly, show that even Martians and Batman know, and live in accordance with, go proverbs!

Above all, the book reminds us that go can be fun. The popularity of many of the items has already been proved by the great success of the British Song Evening at European Go Congresses. The book ends with two or three foreign contributions, showing that there may soon be an international collection of go songs, and at last month's European Go Congress a large number of orders was taken for this latest addition to go literature.

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Can't Take My Eyes Off You

by Terry Barker

What are you like at reading out ladders, shortages of liberties, life and death? Here is a game full of potential pit-falls on almost every other move. There can be only a few games where no-eyed or one-eyed groups are the rule rather than the exception – at least amongst professionals. But this is certainly one of them.

What makes the game perhaps more remarkable is that both players are well known for their artistry and technique, yet this game seems rather to show a stubborn quality, threatening to snowball out of their control. Although a fast game, neither player is prepared to back out of a fight.

Black: Go Seigen (9 dan)
White: Kajiwara (9 dan)
komi: 5.5 points
Fifteenth NHK Cup, 1968.

9: Can also be at 16 (see *Dictionary of Basic Joseki I*, page 98) because the ladder favours Black. However, White would not play the "standard" joseki (ibid. p.99, Ref. Figure for example).

17: A tesuji to settle the shape. Black will quite happily sacrifice the corner if White pushes through at 19 in reply, because it cannot be killed cleanly, allowing Black to build up considerable thickness. Hence White 18.

22: Forced. If White cuts at 23, Black ataris at 22 forcing White into a dango.

32: Captures the Black stones for the time being. However, it would be wrong to actually take them because Black would be allowed too many moves on the outside, letting him build up more thickness. So White tries to break out into the centre.

38: Good practice for reading ladders. Several spring up in the next dozen moves.

44: Forced. Did you notice that Black 43 threatened to capture 34 in a ladder?

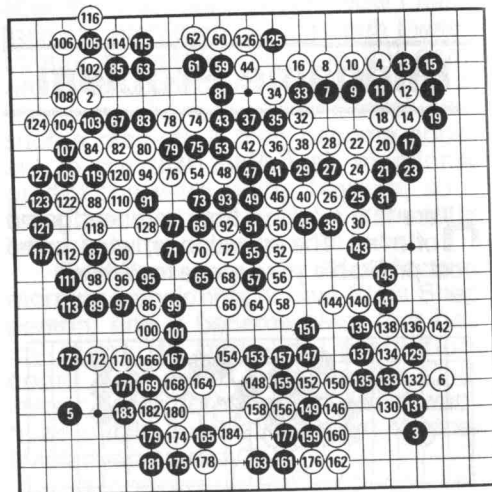


Figure 1 (1-184)

51: You can have too much of a good thing, so Black (up to 57) leads out his eyeless group, alongside (up to 58) the eyeless White group.

53: Meanwhile, this cut produces another pair of eyeless groups. Notice that the four Black stones (33-11) are no longer dead: once the surrounding

White stones are cut by 53, the situation is seki. Of course, should any of the surrounding groups be captured, the situation would change yet again.

63: Gives the group probably one eye, possibly two, but at the expense of giving the initiative to White who attacks strongly with 64 etc.

67: Aims at relieving some of the congestion from a distance. The two White stones (48, 54) are almost captured, providing that Black can withstand the White onslaught. Perhaps Black expected White to answer 67 directly, e.g. at 103.

74: Notice the shortage of liberties of the Black group at the top.

77: Necessary. If, say, at 79, White can cut at 77 and capture eight stones with an atari at 92 – shortage of liberties again. In this case, the solid connection is best, even though it forms an empty triangle.

78-85: One way traffic. White sacrifices two stones to bring out 48 and 54. Remember that Black cannot cut at 94 because of the ladder.

86: A strong move, threatening to capture the whole central army.

87: Black heads for the side because it is easier to find eyes there. It also happens to be a ladder-break; hence White 88.

90: Vicious. This move separates the Black central army from the side, permitting it to run eyeless into the centre, while White makes territory on the side.

102: Restricting the available space for Black's second eye. Notice that capturing the two stones will give only one eye.

113: Putting most if not all his eggs in one basket. White kills the Black group with 114, 116, so Black must take compensation elsewhere.

128: The White group lives independently because of Black's shortage of liberties.

129: Black may have lost a large group, but he has not lost the game. Remember that the central White group is eyeless, so Black stands a good chance of making a lot of territory by chasing it.

145: Cuts off one possible retreat for the White group.

146: Calling Black's bluff. He intends to live by putting pressure on the four Black stones; the threat is to connect to 130.

149: A standard technique to settle the Black group.

158: Forced, obviously. However, allowing White 159 leads to the final battle.

159-163: A common pattern.

165: The Black group on the lower side is almost alive now, but...

166, 168: This cut is decisive. Remember that the Black group above has only a few liberties, so Black has to follow White with 169-173, keeping down the number of White liberties.

184: Captures five Black stones, because if Black tries to rescue them with an atari below 178, White replies with a cut below 183, forcing Black into a shortage of liberties. So, after 184, Black resigns.

It is now many issues since anyone advertised in the Journal. There is a need for someone with contacts or constructive ideas.

If you think you can do something about this, please contact the Editor.

Crossword 3

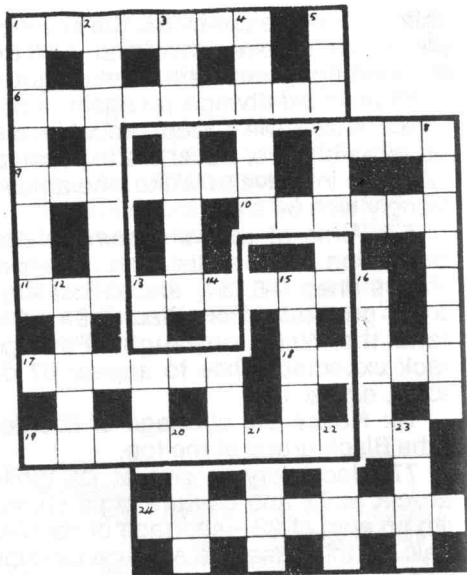
by Derek Williams

Across

1. Put in the boot less 100, remains I must reply to.
6. One caring about not knowing.
7. Rough as in the River Police.
9. One who controls, and the French in short time.
10. Puzzling regulation in game.
11. Marking out in big cinders.
17. Stand around under bearing.
18. Fruit mug.
19. The leader in bandages? How sad.
24. Strangely, Anne sires three that help hold the side together.

Down

1. Honoured task, night editor's job encompasses.
2. Good turn for 500 in family head.
3. He saunters a short way to the tumbler.
4. Region to disregard.
5. Dislike of a single account.
8. Loud sort of draughtsman.
12. Fed up with the French.
13. Number him with the VIPs.
14. Lady in dire need.
15. Does nothing to the mind of the Continentals.
16. A thousand Dollars? A thousand in the little beggar.
20. Actual cash.
22. Local Courts.
23. Sprung back in newer growth.



Solution to Crossword 2



Professional Advice

by T. Mark Hall

Black: T. Mark Hall (3 dan)
White: J. Tolboom (2 dan)
Round 7, 1st August 1989

Comments made by Abe Yoshiteru (9 dan professional).

Most of the comments on this game from the European Go Congress at Niš were made by gestures and facial grimaces plus some Japanese, so most of what follows is a free translation and expansion from the ideas that Abe showed on the board.

15: Abe seemed to think that this was too soon, and that White should not answer at 18, since a contact play under 7 and a move at 18 are miai. Instead of 18, White should make an extension on the top side, right of 56.

20: Wrong direction; since the joseki that follows leaves Black tempting White with a ladder to the bottom left, this is a bad result for White. Before we managed to get to speak to Abe, I had said that a White move below 41, Black 21, White 27, Black 22, White 39, Black 35 and a White extension towards the top right corner is better for White. Abe, to my surprise, also came up with the same moves.

This joseki also has some surprises in the order of moves, and in the fact that White does not extend at 37. Abe queried why I had played at 35, instead of immediately at 37; however, a White extension at 35 and at 64 gives him better shape in the centre, and I thought he still has time then to go on and capture 21 and 27.

Abe did not like White 46 since this helps to strengthen Black, but Black 49 is awful. Black should push through between 14 and 48 and make a moyo on the right. Black can happily give up the two stones 19 and 23 since his group on the left is settled. White would probably push up between 47 and 45 and Black would play on the point above 48. White 14 would become a wasted stone.

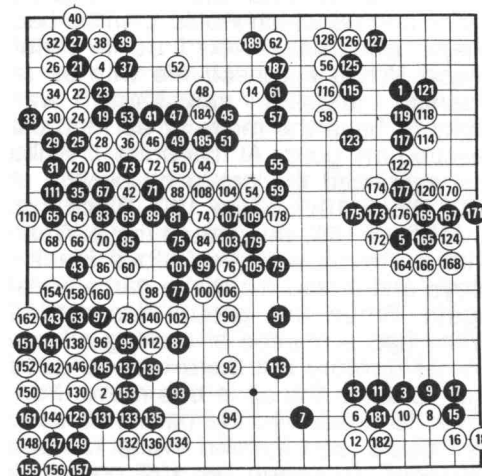


Fig. 1 (1-189)

82 at 42; 159 at 155; 163 at 148 ko (at 176-177): 80, 83, 86, 88

61: Is just bad since the move should be below 54 (at 109). Black would be expanding the right side moyo in good shape while weakening the White group.

67 etc: Abe thought that I should have been happy to accept the White kikashis here since my group would be absolutely secure and I would be ahead

on the board. I thought that White was also settling himself too easily and I was averse to being pushed around. (On a separate point, one of the Russians commented that it seemed to him that I always tried to avoid answering any kikashi, if I could.)

White also does not back down, since this is his chance to recover something. Abe obviously thought we were a pair of amateur hack merchants, but he was very patient with us both.

85: Should first be at 98 to prompt a connection and then at 85 also prompting 86 which would then be bad shape, and Black would be in better shape. White surprised me with 98 (a Spanish Inquisition move) and I was lucky to have the move at 99 that just rescued my goup. At this point, if White just sacrificed the group by playing at 179, Black 107, White 109, Black 108 and White 105, this would leave White with a strong wall just above Black's moyo and would make the game equal again. When this group was settled White had a chance of making a large corner territory but there was no good way to settle the aji in one move. I decided to break into the corner as soon as I could, so I ignored White 124 and managed to scoop out the corner (a little luckily) in gote, so that he could not allow me to make any territory from my wall. White just manages to do this in ko but loses the group at the top and resigns.

The professionals at the Congress (two Japanese 9 dans, two Chinese and one from Taiwan) were very good value for commentaries, demonstrations and simultaneous games, and anyone thinking of going to a Congress should realise that there is a lot more happening than just playing one tournament game each day.

Past Masters - 1

Some time ago Andy Finch wrote to suggest that cartoons might be popular with members. Furthermore, he felt sure that great artists were always go players. To support this theory, he sent in sketches of famous paintings, and the first is given below.



"No one told me about all the things you have to do to become a Dan player."

Unfortunately Andy has gone abroad, and his supply of sketches will soon be exhausted.

If you want to help research into his theory, please send in either modified sketches or copies of famous paintings supported by a caption, or a combination of both, in black ink or paint and preferably about 4.5 inches by 3.5 inches.

Postal Go

by Bob Terry

Below is a game that I am currently playing with Bob High, the Membership Secretary of the American Go Association. As a shodan he is taking a four stone handicap from me. When the game is concluded I will write my own analysis of what took place, from the perspective of a 5 dan player. Bob has agreed to give his own analysis.

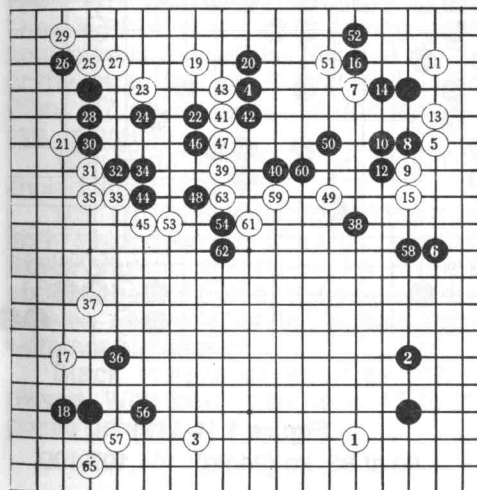


Figure 1 (1-63)

In addition, I will have a professional player here (I've also been talking to Janice Kim about the project) give a professional critique of the game.

● *Postal go players note: Bob Terry's address is now: 5374 East Village Rd, Long Beach, CA 90808, USA.*

Your Club

Figures for membership of the Association fluctuate between a low point of around 500 at the end of September to a high point of around 650 in March. The lowest figure is brought about by a seasonal drop in enquiries in the summer, and by newcomers to clubs hanging on till 1st October as this is the optimum point at which to join for the first time.

Over-all, however, membership has been static for three or four years. If you are an isolated member, have you ever thought about starting a club? A sheet of advice, leaflets and posters are all available free.

As soon as you have three or more players, if you notify the Membership Secretary (see page 2) he will register the club. Apart from thinking up a name, and collecting subscriptions, there is not much more to it than that.

Registration of the club is important. People who write to the BGA are much more likely to join if there is a listed club within travelling distance. As enquirers have often already started to play, you may well pick up two players when the BGA puts you in touch with one. There may even be other unattached members already in your area.

It has been proved on a number of occasions that one keen person can build up a club quite rapidly. Bournemouth and West Surrey are recent examples.

Above all, if you are stuck with playing perhaps only one other person, it is a practical way of giving yourself variety of opposition. Many of us can think of people we taught who can now beat us!

Mistakes By Both

by T. Mark Hall

It should be noted that the main reason I am inflicting this game on the Editor is that it is the only one from the British Go Congress 1988 of which I have a complete record. Apart from that, the game is fairly interesting for the mistakes that we both made.

Black: J. Clare (3 dan)
White: T. Mark Hall (3 dan)
Komi: 6 points

The fuseki is very easy and my only doubt would be over the positioning of the pincer at 7. I would prefer to play a high pincer, but this is just my personal feeling.

17: A minor mistake; Dictionary of Basic Joseki (volume 2, page 98) gives the move above 3 as the next one in this joseki. This would make it a little easier to undercut my territory later on and would make a difference to the choice of joseki in the top right corner.

21: He does not want to play at 43 and let me wall him into the corner. This would give me too good a moyo.

37: I think he should jump out again, as on the top edge, but then play a pincer (around the hoshi-point?) against my stone 36. I think that going into the corner is too easy-going and gives me too strong a position on the right.

43, 45: If he is going to invade the corner, he should continue there: get-

ting worried about the group in the centre is chicken. He should leave it to look after itself while he took as much of my side away as possible. Anyway, it is likely that this would end in sente, so he could get back to play in the centre. Giving me 46 makes the game easy for me and means that I have all the easy choices in the future.

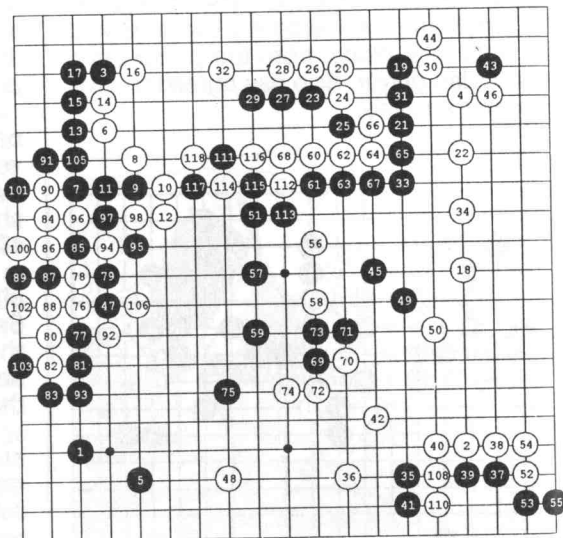


Figure 1 (1-118)

99 at 85; ko (94/99): 104,107,109

51: He still is worried by the status of this group, so I'll have a go at it.

66: Slack! I should push at 67 and maybe even cut one side or the other; something might drop off and Black has more to worry about.

70: Played to see if he will let me pull my stones out: on form, he will want to capture them to ensure his group is safe. As he does so I am able

Clubs & Tournaments

by Tony Atkins

To continue with the British Go Congress, from the last issue: Sunday was wet, and the building where play was held was draughty. We were told repairs had not been done as it was to be demolished within the fortnight.

Anyway, play continued, and by 18.30 the games had finished. Piers Shepperson won, having tied with Matthew Macfadyen on wins but having a better sum of opponent's scores. This result also enabled Nottingham to win the Nippon cup this year, with a score of 72%.

Alex Rix, Dan Gilder, Steve Gratton, Alex Domay and Patrick Donovan got the other prizes for five wins. Especially noteworthy are the wins of Patrick who entered at 29 kyu; he is currently British shogi champion and also into Chinese chess, so watch out!

Our thanks go to Eddie Smithers who organised the event, and to Roger Blackmore of Oakham School for running the bar and allowing the traditional singing session. Next year's British will be at Salford University, Manchester.

Congratulations to Alex Rix on his promotion to 3 dan.

Eddie Shaw won at Bracknell, as reported in the last Journal. There were ninety-eight players, so the draw took longer than expected. It was gone 8.30pm when the prize-giving finally happened, but the following did not mind too much, being prize-winners:

T. Atkins (1 dan, Reading), C. Vielhauer (2 kyu, CLGC), W. Rivers (5 kyu,

to get 72 and 74 in, probably securing the territory at the bottom.

76: This is dangerous: I am trying a bit too hard to wind the game up. After all, my first game in this tournament, and no serious fights have occurred and no large groups have dropped off!

92: I still don't know if this is the right move or whether Black could have punished it. I was probing for any weaknesses on the outside. As it was, this stone is very useful after Black plays 93.

96: Deserves to be the losing move. Strangely enough, neither Macfadyen, Shaw, Clare nor I saw how bad this move was and all thought at the time that a ko was the best result for White. What White should play is 96 at 97. Then if Black plays at 96, White at 98 and there is miai of the throw-in at 105 or the capture of 47, 49 and 95. Playing Black 97 at 98 gives me the second eye, of course.

102: This wastes a ko threat; I should take the ko first.

109: Opinions were divided here; initially Macfadyen and Shaw thought that Black should try some ko threats against the right side. Subsequent discussion showed that the threats there were not big enough.

Black resigns as soon as 118 is played. With best yose he is 15 to 20 points behind.

Many thanks to Andrew Macpherson, who has made the BGA long-term loan of a modem. It is hoped to use this at some future date for transmission of diagrams.

Oxford), P. Mellor (5 kyu, Bristol), A. Swann (5 kyu, Oxford), C. Dawson (7 kyu, Furze Platt), H. Huggett (12 kyu, Oxford), P. Hazelden (14 kyu, West Surrey), M. Leuzzi (23 kyu, Furze Platt), G. Bailey (28 kyu, West Surrey). All these had three wins. H. Lee (3 dan, Melior) had 2.5 wins; G. Kendall (5 kyu) and V. MacFarren (20 kyu) had 2 wins.

At Leicester, Adam Pirani was the over-all winner. His Club, Melior (from North London), also won the team prize for 100% against other players.

The winners of most games depended on who could stand the summer heat best. I managed to con three opponents into letting me win, as did Dan Gilder (the 1 kyu qualifier), Klaus Pulverer (1 kyu), Alex Eve (3 kyu), Adam Shepherd (4 kyu), Wai Chan (5 kyu), Austin Dilkes (6 kyu), and Hugo Huggett (11 kyu).

During the tournament an Extraordinary General Meeting approved last year's accounts in six minutes - unfortunately not a record!

Bournemouth Club is thriving. On a recent teaching visit I played simultaneous games against five of their keenest members, and a discussion game with the club secretary, Wayne Bignell. Anyone in the area should ring the club number if they want a game.

Furze Platt Club is also active with a Friday evening club now at which players from the school and the town of Maidenhead meet.

Several of the school attended the British Youth Championships held again at Stowe School. Over-all winner, qualifier, and under-eighteen champion was Matthew Cocks (1 kyu) from Norwich. Runner-up to him was Adam Shepherd from Coventry. Under sixteen champion was Samuel Beaton from Furze Platt with Vicky Macfarren

and Stephen Blyth (Brackenhale) runners up. The 13x13 tournaments were won by under eighteen Aidan Whitehall (Stowe), under sixteen James Goss (Stowe), and under fourteen Marco Leuzzi (Furze Platt). In the continuous 13x13 all the adults got thrashed, and Simon Rudd won the play-off from Joseph Beaton and Stephen Blyth.

On the international scene, Yoo (Germany) won the Hamburg Monkey Jump Tournament from Robert Rehm (Netherlands) and Egbert Rittner (Germany). Fourth and fifth were two British players. Matthew Macfadyen was the fifth placed player on sum of opponents' scores from Tony Goddard, who hasn't been to a British tournament for many years.

Viktor Bogdanov of the Soviet Union beat Manfred Wimmer of Austria to win the Warsaw Tournament. This means that Yoo wins the Grand Prix this year, and Macfadyen is still the favourite to win the Fujitsu Cup place, depending on his result at the European.

Fourth in the Fujitsu ranking is Yugoslavia's Zoran Mutabzija who has recently been on a computer course in England. He managed to attend the CLGC before rushing off to Niš for the European.

Next year's European Congress of course is in Vienna, but as an alternative or additional holiday there are two trips being organised in the Soviet Union. One will be to the Moscow area and the other a boat trip down the Volga. If either of these appeal to you I suggest contacting Steve Draper (details on page 2).

Finally, there was a rumour not so very long ago that the five kyu go program is only two months away. An expert commented "Fiddle-faddle," but we shall see...

Price List

Description	*Level	Code	By hand	By post
Graded Go Problems For Beginners 1	30-20	GGP1	£5.50	£6.20
Graded Go Problems For Beginners 2	30-20	GGP2	5.50	6.20
Graded Go Problems For Beginners 3	30-20	GGP3	5.50	6.20
Modern Joseki And Fuseki 1	5-D	G1	5.00	5.70
Modern Joseki And Fuseki 2	5-D	G3	5.00	5.70
Basic Techniques Of Go	20-D	G2	5.50	6.20
Strategic Concepts Of Go	5-D	G6	5.30	5.90
In The Beginning	20-D	G10	5.00	5.60
Thirty-Eight Basic Joseki	12-1	G1	5.50	6.20
Tesuji	15-1	G12	5.30	5.90
Life And Death	12-1	G13	5.00	5.60
Attack And Defence	12-D	G14	5.50	6.20
The Endgame	10-D	G15	5.30	5.90
Handicap Go	10-D	G16	5.50	6.20
Kage's Secret Chronicles Of Handicap Go	5-D	G17	5.50	6.20
Breakthrough To Shodan	7-D	G19	5.50	6.20
Joseki Dictionary 1	4-D	G21	7.30	8.30
Joseki Dictionary 2	4-D	G22	7.90	8.90
Joseki Dictionary 3	4-D	G23	7.30	8.30
Enclosure Josekis	4-D	G24	5.00	5.60
Direction Of Play	6-D	G26	5.40	6.00
Kato's Attack And Kill	10-D	G27	5.30	5.90
Lessons In The Fundamentals Of Go	20-D	G28	5.50	6.10
Reducing Territorial Frameworks	10-D	G29	5.50	6.10
An Introduction To Go	30-15	G30	2.50	3.00
Second Book Of Go	20-10	G31	4.00	4.60
The Power Of The Star-Point	6-D	G32	5.00	5.60
The Magic Of Go	30-15	G41	4.50	5.00
European Computer Go Championships		ECG	.50	.80
Kido Yearbook 1987		Kido 87	15.00	17.00
Kido Yearbook 1988		Kido 88	17.00	19.00
Treasure Chest Enigma (hardback)		ENIG	12.00	13.20
Plastic stones		SP70	7.00	8.60
Glass stones (6.0mm thick)		SG60	9.00	11.60
Glass stones (8.5mm)		SG85	17.00	19.80
Glass stones (9.5mm)		SG95	18.60	21.50
Gostelow board		BGB	12.50	15.50
Folding wooden board (1.7cm)		B104	15.00	17.80
Two piece slotted board (shogi on back)		B106S	25.00	28.00
Two piece slotted board (13x13 on back)		B106G	25.00	28.00
Magnetic go set		MG20	20.00	22.60
Magnetic go set		MG2000	11.00	12.50
Games record pad		GRP	1.20	1.60
De luxe record file (ring binder + loose leaf)		DLRP	4.00	5.00

Only BGA members may purchase items on this list. Cheques should be made payable to "British Go Association." Postage outside UK: add 20% to postage above. Send to R. Bagot (details on page 2).

* Level: D=dan level. Figures denote kyu level. (Ratings rise from 30 kyu to 1, then go to 1 dan.)