

British Go Journal

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British Go Association

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Cover: Kobayashi Koichi (left) v. Awaji Shuzo, in the first round of the Meijin Sen. (Reproduced by kind permission of The Times.)

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Editorial

The Asahi Shimbun is one of Japan's largest daily newspapers, and has been publishing a European edition in London since January 1986. Their sponsorship of the first match of the Meijin Sen, the Grand Championship Go Tournament of Japan, celebrated the third anniversary of the publication of the Asahi Shimbun International Satellite Edition in Europe.

It is the first time that such a match has been staged in Europe, and for it to be played in London is a landmark for British go. As will be clear from following articles, much generosity was extended to British players.

To mark the occasion, the British Go Journal offers readers extra pages, as well as detailed coverage of the event.

Reminder

Subscription rates will rise on 1st January 1990 as follows:

Club	1989	1990
Unattached	£5-00	£6-00
Overseas	£6-50	£7-50
	£7-00	£8-00

Therefore any full-rate member renewing his/her subscription before 1/1/90 will be able to do so at the lower (1989) rate.

Cheques should be made payable to the British Go Association, and sent to the Membership Secretary (address on page 2). No form is necessary.

Susan Barnes Trust

by Francis Roads

I am happy to report that at last the Trust is losing money. That is to say, we are paying out money faster than we are receiving it from interest on investment and from donations.

Members who have joined the BGA recently may be unaware of what the Trust does. It was set up in memory of a popular go player who died young in a tragic road accident, and is independent of the BGA. The Trust provides extra finance to help go players under the age of eighteen. Recently its main function has been providing financial help with travelling expenses to tournaments for some very active school go clubs in the Home Counties.

Firstly, it is very desirable that there should be such demands on the Trust's resources; secondly, school go clubs in other parts of the country may soon decide to get in on the act; and therefore, thirdly, unless new funds come into the Trust's keeping, somebody is going to be disappointed.

If you happen to have any spare money, for example, unexpectedly high profits from a tournament, proceeds from raffling a secondhand go ban, etc., please send it to my address: 61 Malmesbury Road, London E18 2NL. (Cheques payable to The Susan Barnes Trust.)

The Trustees are Nick Webber, David Barnes (Susan's brother, unfortunately not a go player), and myself as managing Trustee. There is another Trust with similar objectives known as the Castledine Trust; this one is administered by Toby Manning.

Coming Events

London Open Go Congress: 29th December - 1st January. Contact Geoff Kaniuk, tel: 01-874-7362.

Trigantius Tournament: Provisionally 10th March, Cambridge. Contact Steve Crawley, tel: 0223-66465.

Coventry Tournament: at University of Warwick, 25th March. Contact Mike Lynn, tel: 0675-52753.

British Go Congress: 6th-8th April. Contact Keith Osborne, tel: 0617-993743.

Brief late news such as tournament fixtures may be phoned in up to 9pm on Wednesday 14th February.

Text and camera-ready material for the next issue: 9th February. Diagrams in manuscript form should arrive by 1st February, 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.

Advertising rates: £50 per page and pro rata. If containing graphics, material should be camera-ready.

EDITORIAL TEAM

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

Distributor: K. Timmins

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.

Meijin Week

by Toby Manning
Coordinator

How did the Meijin Sen game come to London? It was in the autumn of 1988 that we first got wind of the idea that the Meijin match might be held in London. Mr. Fujitaka, 4 dan, of the Nippon Club and the Bureau Chief of the Asahi Shimbun's London Office, spoke briefly to myself and Norman Tobin at the Anglo-Japanese match, telling us that "They were considering it." Naturally, we offered as much assistance and support as we could.

It was in March 1989 that a more formal offer was made. I (as ex-secretary of Central London Go Club) was asked to meet with the Asahi Shimbun and discuss the project; Mark Hall came along to represent the British Go Association. The Asahi Shimbun said that they would like to sponsor a tournament to go with the Meijin match, suggesting a prize of a return flight to Japan. We accepted (!) and suggested that one or more British Championship games should be held at the same time.

A few weeks later the date and venue had been set - September 1989. Time was short, and we now had to get moving. In particular the summer holidays were coming up, when some go clubs stop meeting and communications become more difficult.

The BGA and Central London Go Club set up a joint Committee, made up of myself, David Ward and Mike Nash of the CLGC, and Francis Roads and Alex Rix from the BGA. In principle the Tournament would be organised by CLGC and the remaining events by the BGA,

with the Committee co-ordinating. In practice the Committee did most of the work.

All sorts of problems arose, which we successfully dealt with. A budget had to be agreed. The venue of the Tournament had to be changed (after the entry forms were produced!). A detailed timetable for the events before the Tournament had to be agreed.

Entry forms were produced by the end of June, in time for distribution at the European Go Congress in Niš, Yugoslavia. In practice the tournament clashed with La Chaux de Fonds, Switzerland, and overseas interest was limited.

To celebrate the event the Asahi Shimbun were organizing a reception on Wednesday September 13th, for up to 350 people. We were asked to suggest "up to a hundred" people who should be invited. We decided on some simple rules: one invitation (transferable) per club, but nominally for the Club Secretary, all officials and quasi-officials (e.g. Book Distributor) of the BGA and CLGC, and all BGA members who held dan diplomas. It may be that some members were missed out and did not receive invitations - in that case, please accept my apologies. In the event the turnout was impressive; the sight of over fifty go players all wearing suits (at least the male ones) was a sight to behold.

The following day was the big test. The Meijin match was to be played in a closed room with a CCTV fed to a playing area. How many would turn up? We had no idea - Francis had been attending all the go tournaments encouraging members to come, emphasising the importance of 'bums of seats' - but nevertheless we were all somewhat nervous.

In the event, there were over fifty spectators, and we had a turnout that would justify the event to the Asahi Shimbun. The spectating room was full on both days. Indeed, there was so much interest that we had to move the British Championship game between Matthew Macfadyen and Edmund Shaw on the Friday to an alternative venue because of the shortage of space. (As reported elsewhere, Edmund won that game.)

Meanwhile our committee of five had been enlarged to seven. David Vine joined us to handle publicity, and his work was rewarded with articles or photographs in Time Out, the Financial Times, the Daily Telegraph, the Times and the Spectator. In places the wording may have been not entirely accurate, but anyone who has experience with the media will know that this is common. There were no gross errors.

The other person who had joined the Committee was Kevin Roger, of CLGC, who was to be Tournament Director of the weekend tournament. The tournament cut new ground with the abolition of byo yomi. This was done with a view to the timetable on the Sunday; we were hoping that the Meijin would be able to present the prizes, and we did not want to be in the position of having to wait while a couple of games were overrunning, particularly if there was a risk that he might miss his plane. In the event the prizes were presented by Mr. Kubota, who had taken over from Mr. Fujitaka as Bureau Chief of the Asahi Shimbun in London.

The Committee met a total of about ten times – towards the tournament itself we were almost meeting weekly!

For some time the Asahi Shimbun had been asking us how many entrants were expected for the tournament. We

obviously did not know, but had been intending to cater for up to 180 (although not necessarily expecting that many). The overseas entry, in particular, was impossible to estimate. In fact we got an entry of 137 – a record for a one or two day tournament in the UK – with a total of seven 6 dans and six 4 dans. (For the statistically minded, the 'dan count' was 126.) It was certainly the strongest tournament ever held in the UK, with the possible exception of the European Go Congress in Edinburgh.

Favourite to win was Jong-Su Yoo, a Korean currently living in Cologne, who has been consistently winning tournaments throughout Europe over the last couple of years. However, a couple of 6 dan dark horses had also entered – Shu-Tai Zhang (a Chinese student from London) and Mr. Y. Yasaki (Japanese living in London). Their relative strengths were unknown. Strong competition was expected from Messrs. Macfadyen and Diamond, and also from Jurgen Mattern, an ex-European Champion from Berlin.

By the end of round 2 the leading contenders were sorting themselves out; Mattern had lost to Macfadyen and Macfadyen to Zhang. Diamond started with two losses and was now out of the running.

Yoo defeated Zhang in the third round and Yasaki in the fourth to give him a comfortable run in; he ended with a clean sheet of 6/6. The playoff between Yasaki and Zhang in round 6 was won by Zhang to give him 5/6; Macfadyen, Shaw and Shepperson all ended up with 4/6. Most notable of the dan strength players was Oliver Schmidt, 3 dan, a German currently living in London, who won his first three games; he was then drawn against Mat-

tern, and his reward for winning was to get Yasaki in round 5 and Yoo in round 6. Oliver was very unlucky not to get a prize.

Other prizewinners (with 4.5 or more) were:-

Brian Chandler	2 dan	Unattached
Dave Harper	1 dan	Cheltenham
Andrew Grant	1 dan	Open Univ'y
Roland Bakker	1 kyu	Utrecht
Matthew Cocke	1 kyu	Norwich
Karel-Jan Altena	1 kyu	Alkmaar
Vic Morrish	2 kyu	CLGC
Colin Williams	3 kyu	W. Surrey
Steve Bailey	11 kyu	W. Surrey
Hiroki Negiushi	14 kyu	Oxford
Jonte Regnell	18 kyu	Stockholm
Sheila Brooks	24 kyu	W. Surrey

Particular mention should go to Matthew Cocke who achieved 6/6 at the age of 16.

To widen the spread of possible prizewinners, we had decided that the special prize of a return flight to Tokyo would be awarded by a ballot of all those with 4.5/6 or more, with a minimum strength of 1 kyu. Accordingly, the relevant names – eight of them – were put into a hat, and the winner was drawn by Jennifer Healey, aged 4. After some prompting she drew out Roland Bakker's name, so the first prize went to one of the fabled Dutch 1 kyu's.

A post-event publicity drive achieved further publicity in local papers. Congratulations go to France Ellul and Steve Bailey for getting articles into their local papers in Bracknell and Guildford respectively, while pride of place goes to David Killen for no less than three articles in local papers in the Cheltenham and Gloucester area.

I cannot end this article without paying tribute to all those who contributed to the success of Meijin week –

to those other members of Central London Go Club (and others) who lent a hand, to all of you who turned up and made all the work worthwhile, and finally to the Asahi Shimbun for making it all possible.

Meijin Title Game 1

Commentary by Matthew Macfadyen

The opportunity to watch a top title match in progress was a new experience for most of the enthusiastic crowd who followed this game in a side room of the Montcalm Hotel.

In addition to following the game on television monitors as it happened and discussing it amongst ourselves, there were two lectures by Ishida Yoshio (a former Meijin himself) in the evenings. Even more impressive was the spectacle of the post-game analysis in which sequences flashed on and off the television at more than lightning speed to summarise in about thirty minutes the distillate of about thirty hours' concentrated thought from two players renowned for deep and accurate reading.

The following commentary draws on all these sources.

Black: Kobayashi Koichi, Meijin

White: Awaji Shuzo, 9 dan.

19: Offers White a tricky fight. Ishida suggested the variation in diagram 1 which ends with White needing a ko threat. At the moment he doesn't have one, but Black will want to play 21 as soon as possible to get rid of the bad

aji - omitting 21 would be a bit like not taking off a stone caught in a ladder.

20: Castigated by Ishida; Black is going to play 21 anyway, so White will get two moves in a row elsewhere. The best two moves were thought to be 21 and A; 20 and 22 constitute a local loss as can be seen if we imagine White starting with a shimari at 2 and 22 (reasonable for him) then extending only as far as 6 (perverse) and then answering the odd but not wholly silly move 5 with the loose extension at 20, leaving bad aji including the ko shown in diagram 2.

28: This is a probe offering Black various replies. The main alternative discussed by the players was diagram 3. Black would continue at 39 and compared with the game both Black's right side and White's lower side would be more open. In the game, White could invade the right side anyway, while the lower side remained solid, so diagram 3 might have been better for Black.

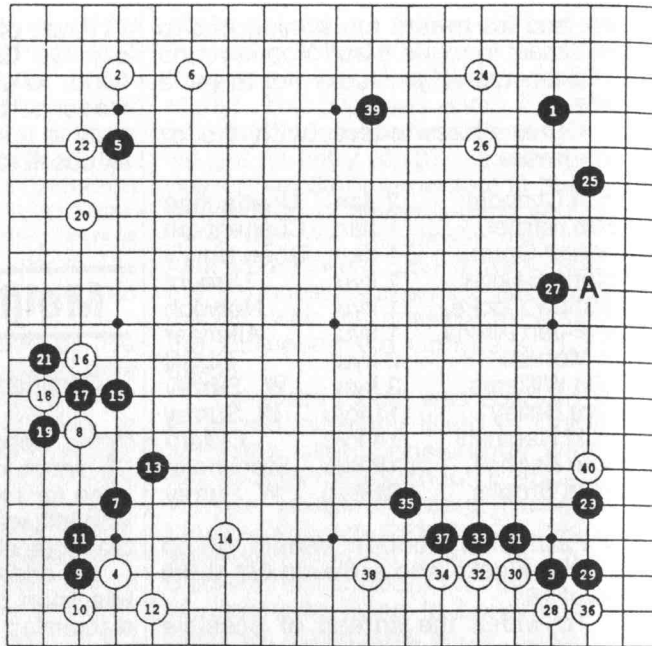


Figure 1 (1-40)

40: Starts the first really hard fight of the game.

49: Provoked much discussion. It is bad shape and not recommended for imitation.

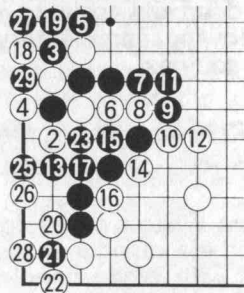


Diagram 1
(2-29; 24 connects)

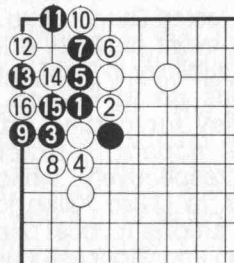


Diagram 2

Ishida commented that the normal sequence would be 1-3 in diagram 4. The post-game discussion added the continuation 4-8 which is not obviously wonderful for Black. Awaji typified the pragmatic approach he shares with Kobayashi: when asked about Black 49: "If White collapses it's a good move."

Up to 72 the general thrust of the sequence is forced, but there are difficult problems of order of moves, and the consensus seemed to be that Awaji had got it slightly wrong; he should only have exchanged 70 for 71 if it was possible to force C with White B before escaping. Having to leave 46 in atari was a small loss for White.

Ishida commented that 78 and 80 were patient moves. He expected 74, 78 or 80 to be at B. Note that the 73-74 exchange completes two eyes for Black.

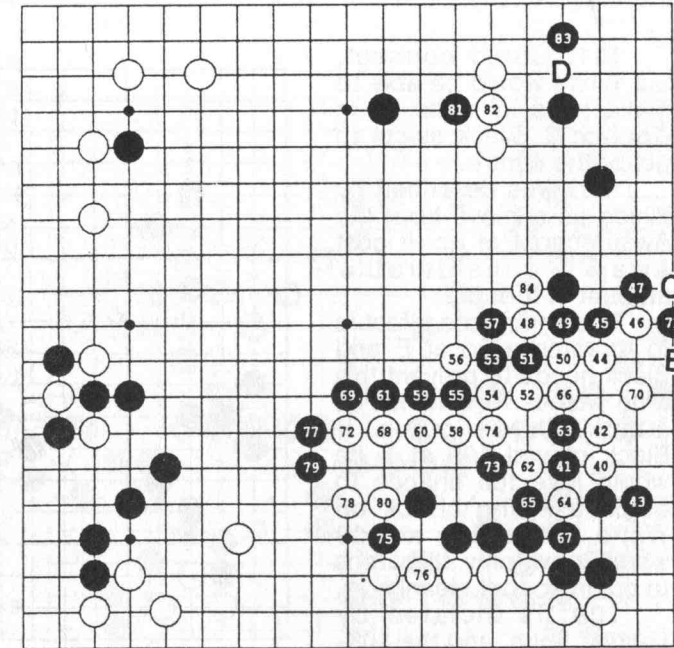


Figure 2 (41-84)

White 74 was the sealed move overnight. Awaji had used over five hours, Kobayashi under three. (Time limits were eight hours each.)

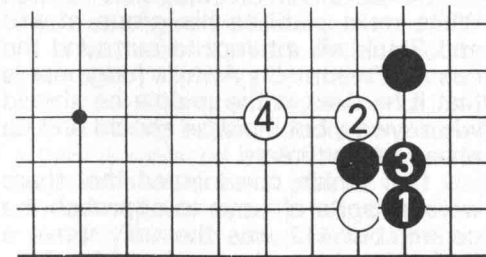


Diagram 3

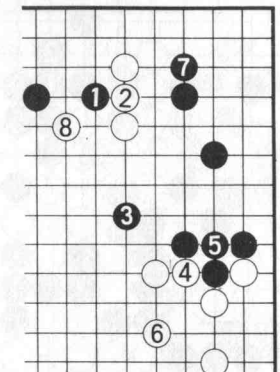


Diagram 4

101: Could connect, but White would be able to make eyes in sente as in diagram 5. Black elects to go for the centre.

108: Was described by Ishida as a move from the Awaji school of go. It cost Awaji a considerable amount of thought.

The immediate effect is to threaten a ko at E and Black needs to prevent this if he wishes to continue to attack White's group. If Black played 109 at E he would lose the chance to begin a killing attack on White by forcing at 109 which now only threatens to cut in ko, not cleanly.

109: Is dictated by fighting spirit, and the 108-109 exchange now has two effects:

(1) If Black later gets well ahead in ko threats he may be able to cut in sente at 49 and attack the whole White group.

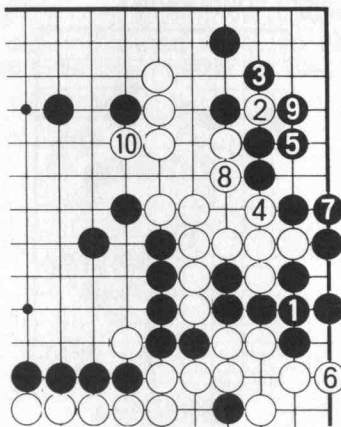


Diagram 5

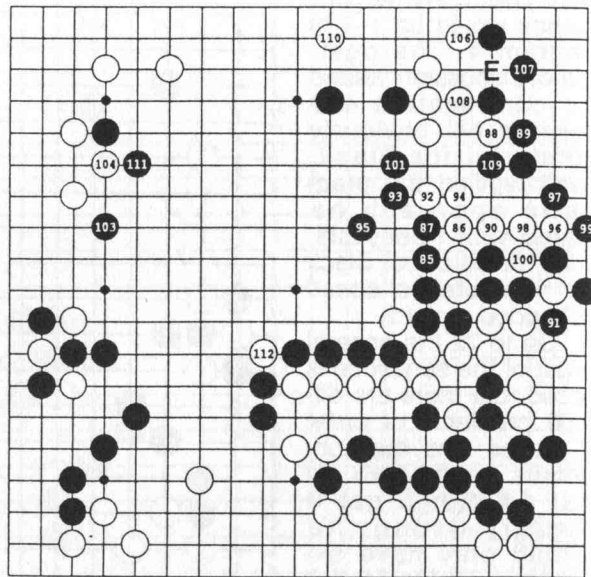


Figure 3 (85-112)

102 captures 3 stones. 105 recaptures.

(2) If White later gets well ahead in ko threats he may be able to start a ko at E and reduce Black's corner considerably.

Before either of these can happen White must stabilise his group at 110 and Black will attempt to surround the centre. Presumably Awaji's judgment is that if he lives in the middle he should win anyway, but if not he should end up ahead on ko threats.

112: Ishida commented that there were all sorts of ways to approach the centre, but 112 was the only move a professional would consider playing.

113-137: This sequence is really very difficult - quite near the limits of the reading ability of the players, and

well beyond mine. White 126 at 127 would capture two stones and make one eye but probably not two. The result of the sequence is that White gets a decent sized nibble into Black's centre and collects some big ko threats.

Many of the alternatives considered in the post-game discussion involved Black playing at 132 instead of 127 or 129.

With the centre settled, Awaji elected to take advantage of his (possibly temporary) lead in ko threats to start the ko at 138.

The ko reaches its crisis point at 152. Before the exchange 149-150 Black could not easily ignore White's threats since he would only be able to kill half the White group (if that). At 152 he can seriously consider connecting the ko, leading to diagram 6.

The sequence shown in that diagram was produced during the post-game analysis, and does leave White's chances of survival looking slim.

I had a bit of a look at this position later with Yoo Yong So, the Korean six dan from Cologne, and we could not find anything better than ko for Black if 2 here is replaced by F,G,H. Maybe Kobayashi should have played this way since Awaji was already in byo yomi.

155: This move may seem tame, but if Black does anything else White can play 156 forcing 155 anyway, or may even be able to play 155 first, thus threatening the whole Black group.

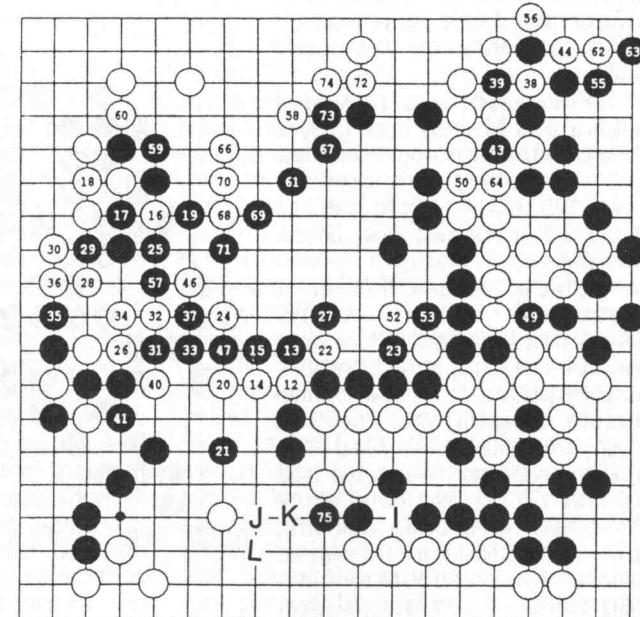


Figure 4 (113-175)

42 at 38; ko: 45,48,51,54. 65 connects to the right of 43.

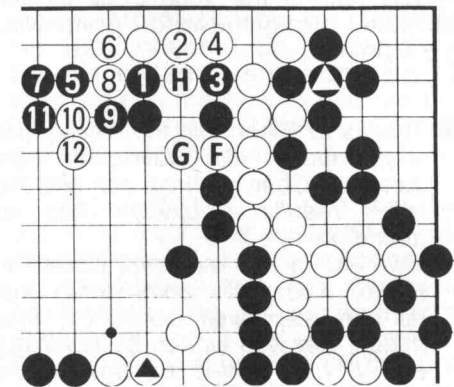


Diagram 6

After 156 resolves the ko and 157 takes the big point in the centre, both sides wall off their territories on the upper side.

Kobayashi was now well aware that he was losing by a few points, so he had one last go at creating complications with 175. If White had cut at I then J,K,L follows and Black breaks into the side.

Ishida praised 176 as a good, calm move – it lets Black in a little, but White gets to nibble a couple of compensatory points from the centre before securing the side with 182, and retains his lead. Actually Awaji may not have had to find 176 in byo yomi since he could have been studying the sequences in this area during his opponent's thinking time at any stage after 120.

After 190 Ishida opined that every player in the packed lecture room could win with White from this position.

The rest of the yose does indeed look fairly straightforward. White wins by 3.5 points.

- Thanks to *Nihon Kiin Go Weekly* (via a phonecall 15th November from Jonathan Chetwynd) we can give the latest results. Kobayashi has retained his title 4-1.

The last match was played in Kyoto. Kobayashi commented that he had slept well before the final match, but was woken by lightning, and it had rained throughout the game.

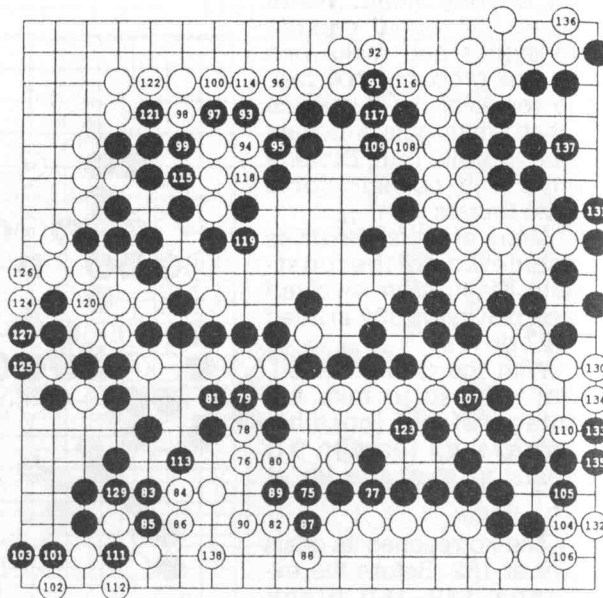


Figure 5 (136-238)
228 connects at 211

Although many of the figures and diagrams in this journal are now produced on computer, there is still always a need for a few to be done by hand.

If you can stick paper pieces on to a sheet neatly and accurately please admit it to the Editor! Three or four diagrams a year would be sufficient.

Bright Future

by Francis Roads

The Meijin Week reception, at the Portman Hotel, went well, with the usual fullsome speeches, and the food and drink were lavish. According to Japanese practice, when it ended, it ended. It was quite clear when you were meant to leave. This point is worth bearing in mind if you ever attend a Japanese function.

An amusing little problem was that no one seemed to know exactly what programme the professionals would want to follow on their arrival. It seems that even the sponsors can't be too particular about this. We wanted there to be plenty going on in the evenings of Thursday and Friday, as that was when there would be more people present. But apparently professionals reckon to work something like office hours. On the Friday in particular there wasn't a great deal going on in the evening.

Nonetheless, they worked quite hard for us. The two instructors, Obuchi and Chong Ming Chang (Chinese by birth but a Nihon Kiin member) did a fine job beating up ten of us at a time in simultaneous displays and in commenting the games. The official referee, Ishida Yoshio, who many of us remember as a rising star about fifteen years ago, also came downstairs from the tournament room after the sessions finished and gave us his commentary. Although he spoke entirely in Japanese, he came across as a friendly fellow with a good understanding of the kind of commentary which amateurs are going to find helpful.

The best moment for me was when, after a day's work, I turned up on the

Thursday at the Montcalm Hotel where people could watch the Meijin match being played out on a demonstration board. The room was full of people. Phew! Our biggest worry had been that not enough people would have been able to take time off work to make a big enough audience to impress our sponsors. In the end, during the final commentaries it was standing room only.

The third British Championship match between Edmund Shaw and the Champion, Matthew Macfadyen, was held simultaneously with the second session of the Meijin match, but at the nearby Portman Hotel. Runners relayed the moves to another demonstration board in the Montcalm, so that you could follow both games. In the end it was a day for underdogs: Edmund scored his only win in the Championship, for this year at any rate, and Challenger Awaji beat Meijin Kobayashi. We shall follow the progress of these two very personable visitors to our country with great interest.

I was honoured to be one of the very few guests invited to a small post-game party. When I arrived, Kobayashi looked fed up. We all know the feeling, but how wonderful to know that Japanese professionals are human too. He soon cheered up, under the influence of liquor and company. We were able to mention to him the problem of the Strong Dutch First Kyu (for example, see the results of the Tournament).

Kobayashi told us that they have the same trouble in Japan with professional shodans. Nine dans like him fear young shodans that they don't know much about. They get egg on their face if they lose, and little credit for winning. The trouble is that, as with the Dutch one-kyus, the promotion system can be

a bit slow to catch up with young players who are improving very fast.

This is a good moment to mention the sterling service rendered throughout the event by Brian Chandler, our official translator, who also did duty as MC at the reception. The above recorded conversation took place partly in Japanese and partly in English, but wouldn't have taken place at all without his help. Students of Japanese will be interested to know that Kobayashi Sensei used plain forms when addressing us. I couldn't quite bring myself not to reply in polite forms.

Regular readers will know of my campaign against byo yomi. It bore fruit in this tournament. I was not aware of any serious complaints or problems thus created, and I hope that other tournament directors will take note.

Toby used the prizegiving as an opportunity to express his individuality, giving prizes for such achievements as being the first to enter (Sue Gardner and Paul Margetts) and for the worst move of the event (Matthew Macfadyen). If I'd known about that prize I'd have entered a few of my own moves! Still, Toby worked so hard at all the organisation that he earned the right to a little minor lunacy.

Asahi Shimbun were more than generous in their sponsorship. The location of great prestige, the generous prizes, the free meals during the tournament, and above all the whole concept of holding the first round of Japan's premier tournament in London was a great boost to British go.

Many lessons have been learnt by the organising committee for the future. If we can attract such generous sponsorship for other events, maybe the future of British go is brighter than it has been for many years.

Overtime

by Tony Atkins

The American system of time control is different from our byo yomi system. After basic time they employ overtime. When the players notice a dropped flag, a monitor resets the player's clock ten minutes and counts out an allotted number of stones to play in that time.

Failure to play in that time is a loss. Thus an overtime of thirty stones in ten minutes approximates to twenty seconds byo yomi, but allows more thinking on certain moves if needed. This system's most obvious benefit is not needing a byo yomi counter with a watch to sit with the game. However for short time limit tournaments the tendency is to increase the length of rounds, especially with slow players. To avoid this, the Canadian practice of halving the time to five minutes for subsequent overtime periods, say, should be adopted.

How about trying this at your next event, tournament directors?

FREE SOFTWARE

(1) Convert Psion Organiser into a go clock including byo yomi. Send a datapak with 6k free space.

(2) Basic program for Sinclair Spectrum, a go board/game pad. Uses cassette and/or micro-drive. Allows play/save/load/edit of games. Will print board out with numbered stones via Zx1 interface to Epson compatible printer with suitable graphics mode. Slow, tedious, not an automatic go-playing game, but it works. Send a cassette for software.

In the case of either item, software is free, but please send £1 for postage & packing and battery wear to: Steve Bailey, 49 Stocton Rd, Guildford, Surrey GU1 1HD.

British Championship

Komi in each game is 5.5 points

Game 1

Commentary by M. Macfadyen based on the post-game discussion.

Black: Matthew Macfadyen (6 dan)
White: Edmund Shaw (4 dan)

White builds strength on the lower side with his moves from 6 to 24 while allowing Black two solid corners.

25: It seems necessary to play hereabouts to restrict White's central influence. Another possibility was the thicker move at 35. Edmund was sure that 25 was too thin, though he was not sure of the best way to punish it.

31: Black is not expecting to make territory on the left with this move, but mainly trying to restrict White's upper side without invading too deeply.

32: White tries to start a fight – if Black can be kept busy on the left then the top and bottom sides might become White territory by themselves.

33: Black treats 31–32 as kikashi and tries to avoid fighting on the left.

34: Time to sound out Black's bad aji in the corner.

57: Aims to cut at A, aiming at both B and C.

60: White must start a fight.

61: I had completely overlooked White's sacrifice up to 70; probably 61 would be better at 69, or 65 at 68.

72: The sealed move at lunchtime. Black builds a group on the upper side

but it might be better to cut at A, in Figure 1.

76: Good: it attacks Black's shape while establishing a connection between the centre and corner White stones.

89, 90: As soon as Black's top group is settled White needs to defend the bottom.

92: This is very big, but may be too early.

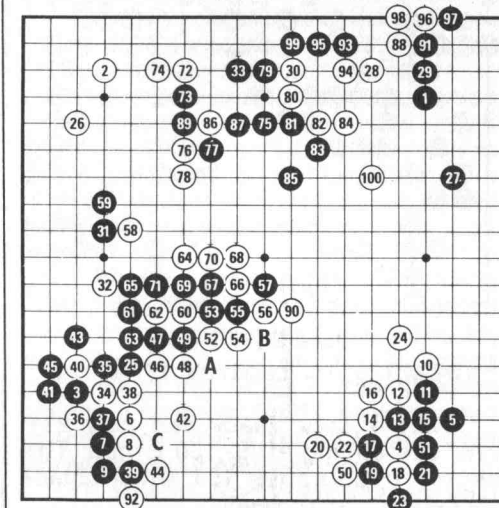


Figure 1 (1–100)

102: Bold, since it only threatens to make one eye in the corner. Black fails to find a decisive attack on the White group and plays an indecisive one with 103. The result is a big success for White who more or less captures the cutting stone in the middle with 108 and 110.

114: Could probably be at 115. Black gratefully nibbles a couple of extra points with 115 and 117.

119–125: Probably attempting to poach some of the yose in the top corner before taking the big point of 129.

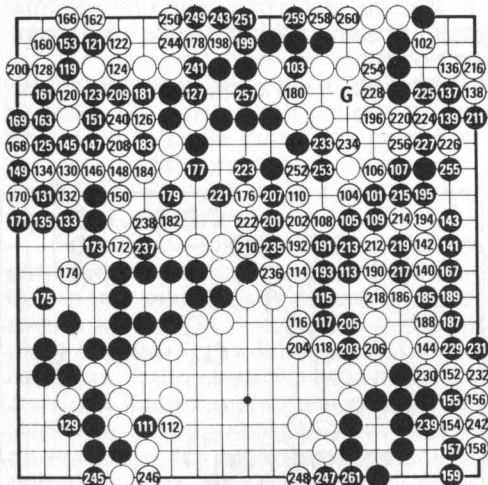


Figure 2 (101–261)

164 at 120; 165 captures; 197 at 120.

139: Is lazy. Black can play 211, 216, 224 aiming at G. 150 is bad. This merely encourages 151 which Black wanted to play anyway.

152-3: Exchange about equal in points but White's eyeshape is left uncertain so he loses out slightly here.

176: Is loose. Black is left with a good sequence from 185 to 193.

201: Makes the game very close, but 202 loses it; White had no need to connect his group up since 196 already made a second eye. Note that 201 cannot be cut off because there are too many cutting points.

212,214: A blunder, but it is already too late for White. Black 217 threatens a ko which White cannot win.

The general feeling among the spectators was that this was a much better game than any of last year's, and that Edmund will prove a worthy challenger.

Game 2

Commentary by Matthew Macfadyen

Black: Edmund Shaw
White: Matthew Macfadyen

The story of this game is straightforward, so we'll keep it brief.

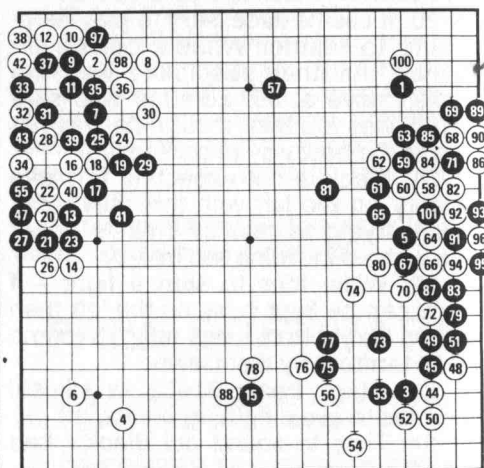


Figure 1 (1–101)

46 at 32; 99 at 91

The sequence from 16 to 55 is a disaster for White – probably 20 should cut below 19, but in any case 30 must be at 35 – the result is that Black is left 10 to 15 points ahead.

Black survives various attempts at complication with good moves at 67, 101, 131.

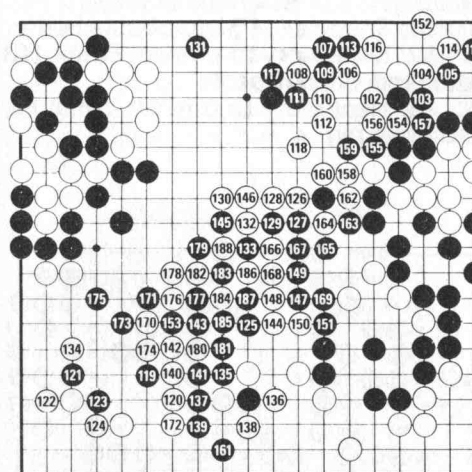


Figure 2 (102–188)

Black 173 is very careless: the cut at 174 is severe. Black 185 at 186 would be more complicated, but 188 leaves a ko which Black cannot fight. He resigned.

Game 3

Commentary by Edmund Shaw

Black: Matthew Macfadyen
White: Edmund Shaw

Matthew had to reconstruct the last fifty or so moves from memory, so the score comes out wrong by a point, but this does not affect the outcome.

This game was played in the salubrious surroundings of a large Portman Square Hotel room (courtesy of Asahi Shimbun), though the attentions of a couple of Japanese photographers were at one stage somewhat distracting (perhaps I should have bought them a drink afterwards?). Some of the comments are by Ishida Yoshio.

1, 3: Matthew-style.

11: Not the joseki move at 135 which would give Black a shape with too many holes.

12: Ishida: "Huh?" (An international interjection conveying a certain sense of disbelief.) I regretted this move as soon as it was on the board; as Ishida commented, this should be at 29. If Black continues at 17, White plays a two space extension and is satisfied.

14: Ishida: "This should be at B." The sequence I had prepared was a bit crude.

17: Ishida and I expected (sounds good, eh?) the simple sequence of Black 22, White 208, Black 18, White 31, and Black connects around 23. Ishida commented that Black's outer position would be superior; but Matthew wanted to "hit a few shape points to see what would happen." And why not?

18: Ishida: "Good." Hane at the end of two stones...

21: Ishida: "Huh???" To make sense of his previous play, Black should play at C, though the continuation is not so straightforward. Nevertheless, allowing White to push out at 24 and split Black's position in two is bad.

22: Ishida: "Huh???" White should play at 24, which I wouldn't have to say if you'd been paying attention.

24–27: More or less forced. Ishida assessed the position as a little better for Black.

28: Kikashi.

31: A careless blunder. Black has to connect solidly here to prevent the sequence explained at move 34. Note that if White had left 28 until later, this "shape" move would have been better than the solid connection (for example, White would not have an eye in gote here).

34: The reason 31 is so bad: if Black plays 34 at 49, White plays ko at 37 and Black gets an even worse result than in the game.

38: White is very happy...

40,42: Correct, according to Ishida.

43: Clever! Players following the game were somewhat perplexed by this and ensuing moves, apparently.

45: The point. If White plays the ladder (which still works), Black plays atari to the right of 44, which is a ladder block; both sides then capture, and White loses his advantage. Hence...

46: White gives up the ladder.

48-51: White gets an eye in sente on the side and is almost safe, which is why 46 was feasible. The centre group is not in any danger.

54: If White takes 39 off the board he gets tremendous shape here; however, Black can squeeze White's centre group and then play 261 killing the side group (or alternatively play 261 immediately), and the game gets a little out of control. 54 is simpler; Ishida commented that, despite Black's clever play, White had maintained his advantage.

At this point, Ishida had to leave to oversee the closing stages of the Meijin game, for which he was the referee. He left the parting comment that the game was over, that it was too hard for Black to recover from his lapse at 31. But he was underestimating amateur capacity for pusillanimity (pusillanimousness?) (pusillanimosity?).

60: Simplifies the game, but 69 might have simplified it more.

63: Important to prevent White playing this shape point.

73: A good dent at the vital point.

74: Better than just connecting, as White gets stones on the outside.

80: Shape at 116 is probably better.

82: Necessary to prevent Black 143 later, and virtually sente.

83: Necessary to prevent White 83, and quite big.

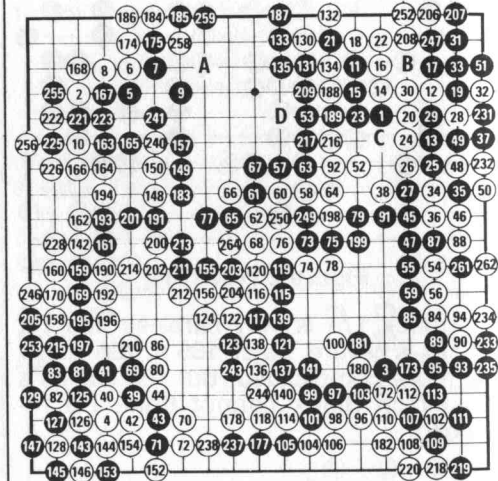


Figure 1 (1-265)

151 at 143, 171 at 107, 176 at 102; ko: 179. 224. 227; 229 at 21; 230 at 134; ko: 236, 239, 242, 245, 248, 251, 254, 257, 260, 263. 265 connects.

86: Thick. This move prevents a Black hane here, helps White's centre group from afar, makes it impossible for Black to get much side territory, and glares at Black's five-stone group. 116 was also a good point. 86 is the sort of

move that's easy to play when one is ahead.

91: Matthew thought this a necessary preliminary to Black 93, since without it, (i.e. if Black plays 1 in diagram 1) White can cut at 2, killing something; Black can continue with the sacrifice sequence to 12 in diagram 1 and then play at A or B, but the capture is sufficient for White. However, the exchange for White 92 makes the clamp at 130 feasible later, which is a big minus for Black.

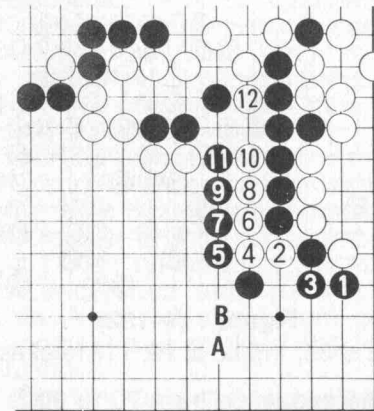


Diagram 1

92: Best, as it creates problems in Black's shape.

97: The only move. Defending the corner would give White too much side territory.

100: Very careless attempt to kika-shi. When Black plays 101 White cannot cut anyway. Should have been the losing move.

101: Of course. Silly me.

104-114: Desperation measure.

116: Connecting would be suicidal, as White has to worry about Black pulling 105 out, which would reduce White's corner to a hopeless ko.

118: The centre group must be abandoned, but 119 is very painful. Black takes the lead.

121: Should be the solid connection, as will transpire.



Edmund plays the sealed move

122, 124: If White tenukis, a Black hane at 204 surrounds and kills the White group. This reinforcement is correct as it creates a defect in Black's shape.

125-129: Possibly the losing moves. These are very big as there is a nice follow-up tesuji for Black at 143, and they also secure this group against attack (White would like to play 127 himself). However, 132 is bigger.

131: If Black 132, White plays 209, Black 131, White 135, Black 134, White D, and with A to aim at Black faces a dire fight. However, 135 is enormous and sente. Black 91 proved expensive.

136-140: Matthew had overlooked this sente sequence, the existence of which is why Black 121 was wrong. This oversight probably explains Black's solid play with 125 etc.

142: White regains the lead, which does not change hands again. White wins by 4.5 points (let's hear it for komi!).

The endgame is left as an exercise for the reader...

Game 4

Commentary by Matthew Macfadyen

*Black: Edmund Shaw
White: Matthew Macfadyen*

9: Slightly perverse. The normal way to invade this shape is at 20. White can then simplify the position by invading at the 3-3 point or can jump to 15 as alternatives to 10.

13: Should probably be at 15; the fight in the game gives White a good result when he is able to capture Black 13 without losing White 10 and 18.

32: It came as a surprise, but Black cannot capture this stone after atari at 36 since his centre stones are in a ladder.

33: An attempt to rescue something from the position by attacking White's group with 43 and 45, but the attack is not very forceful since White can make two eyes on the side. (Do you see how?)

Black's weak group escapes to the centre up to 65, but at the expense of giving White fifth line territory with 60 and 64.

68: Was meant to be a kikashi forcing Black to respond at 74. I then intended to look for a way to run out with

the White group while aiming to cut with 112. Edmund decided to counter-attack.

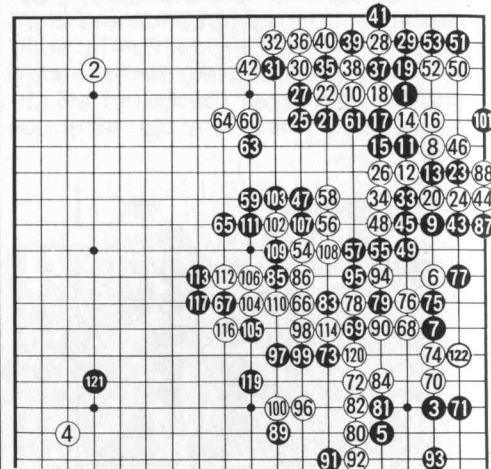


Figure 1 (1-122)

62 at 35, 115 ko at 79, 118 retakes

The sequence from 70 to 90 is decisive: White ends up destroying most of Black's territory while keeping plenty of ways to make eyes with both groups.

101: A desperation measure, preventing a White play there which would have made two eyes. Black continues to attack obstinately up to 113, but White only needs one ko threat to be able to play 114, since 122 kills the Black group. Black resigned.

LOGIC... Last year Cambridge Go Club printed a paragraph about go informing readers that the game is "about 4000 years old." This year they have amended it to read "about 4001 years old."

The Empire Strikes Back

*by Tony Atkins
(Photos by Francis Roads)*

The aim of the six Brits who played in this year's US Go Congress was to put the British Empire back on the map and teach those Yankees a thing or two. Francis Roads wrote a song whilst on holiday in New England that put this sentiment to music. This song was performed during the congress banquet and fitted in with what the British achieved, as you will see below.

Despite panics over airline tickets and overbooked Kuwaiti flights, Allan Scarff, Paul Margetts, Sue Gardner and myself boarded flight TW701 on Saturday 5th August and jetted our way westwards. Allan won the inflight go tournament and avoided the inflight movie.

Our first taste of America was a temperature of 92 degrees that greeted us as we finally passed through immigration and customs at JFK Airport. However, our air-conditioned limousine was waiting, and the lady driver whisked us around New York's south side and into New Jersey state.

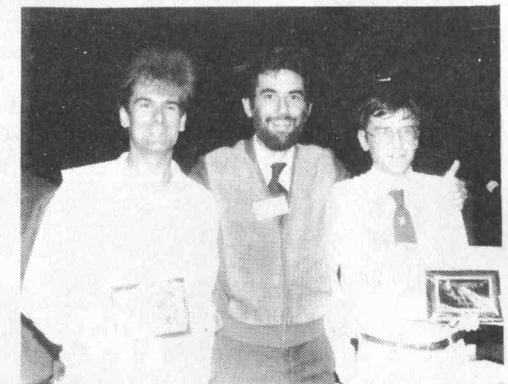
It was already 8pm when we arrived at Rutgers University in New Brunswick town, and Wayne Bignell drove us to a diner by the motel where he and friend Julie Reid were staying. Having filled our stomachs it was back to register and crash out for the night to recover from the five hours difference.

The main tournament spanned the morning of five days during the week.

Time limits were much shorter than those at the European - ninety minutes plus overtime (and not byo yomi). There were 150 players. These ranged from numerous six dans to a computer program, *The Star of Poland*.

The British score was 17/30 with Allan Scarff scoring five wins at shodan. Ron Schneider, the New York six dan, clinched the title by beating Los Angeles' James Chan (five dan) in the last round.

The many sideline events proved popular. Our favourite was the rengo event, where the British Empire team of Roads, Atkins and Margetts smashed the Yanks accompanied by rousing choruses of "Rule Britannia!"



The victorious British Empire Rengo Team: Paul Margetts, Francis Roads and Tony Atkins

Allan won the dan section of the lightning (proving his Reading Club seven dan rating), and Francis got a prize in the 13x13 and Paul got one in the 9x9.

There were ten programs in this year's computer go. Allan fielded *Micro-go 2*, but having beaten David Fotland's *Cosmos* it could not beat Ken-Hsun Chen's *Go Intellect* which was the un-