

**Kosumi**

by T. Mark Hall

The kosumi, as mentioned in the last Journal, is a diagonal move from your stones which is very useful for making shape and especially eyeshape.

A. Black plays the kosumi of 1 which keeps the odd white stone under threat. Black must not pull his stone out of atari; he must start taking liberties off the white stones and he wins by a liberty. Funny, considering Black had three and White four.

B. White 2 is the saving move. If Black plays W, White Z, Black X, White captures at Y and Black does not have enough liberties to make another atari.

C. White 2 is the saving move. If Black 3, White 4 captures the two black stones. If White Z, Black 2 and he's dead. What happens though if Black answers 2 with atari at Y?

D. Black 1, you should know it by now! White will atari at 2 and Black connects. This leaves the weakness at Y to be exploited for a ladder and Black may well capture the stone at 2 in yose at Z. If Black descends at 2, White at Z, and Black still has to defend his corner area, but White may well be able to defend the point at Y by this move.

E. I played to capture the stone at 1, and White tried to cut me off with 2. I then played the kosumi at 3 and was able to connect easily.

F. This is the other kosumi. The problem I find with this one is that White will probably leave this area to try

to make either the descent at 4 in diagram E or a White move at 5 in this diagram sente against either corner. When you take the stone as in diagram E, it suppresses any aji available to White in this corner.

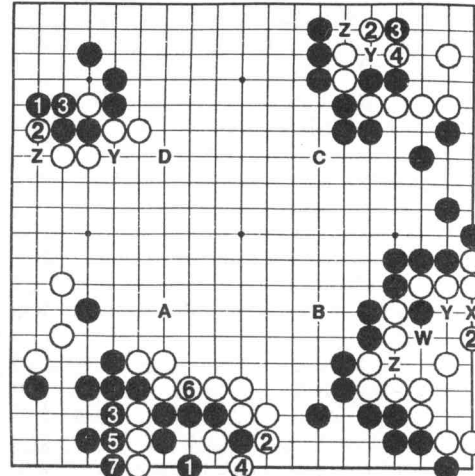


Diagram A-D

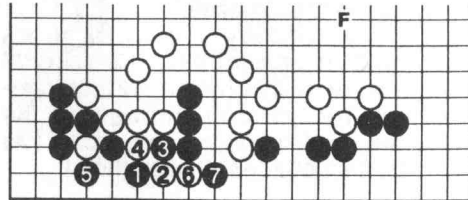
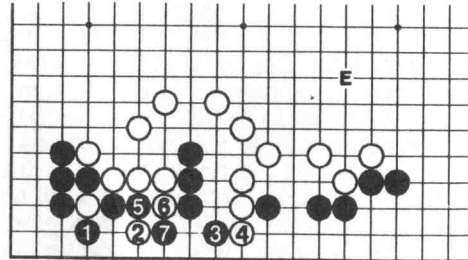


Diagram E-F

**An Early Launch For The Cosmic Style**

by Terry Barker

We've all been reminded how the Americans put a man on the moon in 1969. Here is a game from an 18 year old 5 dan, played in 1969, which could be thought of as the Japanese attempt to get into space. The young man was Takemiya, showing that, even twenty years ago, he had his own distinctive style of play. Takemiya took Black against Hashimoto Shoji, 9 dan.

10: A variation on the standard joseki, playable when White has the stone in the upper left.

13: A difficult choice which met with a mixed reception. Takemiya uses it as part of a consistent strategy, so it is unreasonable to call it bad.

15: Another difficult choice. Many players thought it better to play one space below, at 50. On the other hand, they probably would not dream of playing 17 and 19.

17: Vintage Takemiya.

20: A large move. The junction of the two moyos.

23: More vintage Takemiya.

24: Probably wrong because it falls in with Black's strategy. Better is playing at 138 (then Black 35, White above 28, Black 26, White 96 would follow).

29: Pressing at 116 is probably valid, but Takemiya is following a different strategy.

30: Locally, the vital point. But on the Cosmic Scale, reducing the moyo is much more urgent (one space below the centrepoint, probably). Black sets

up a fine squeeze and manages to take sente to play the important point of 43.

38: A slip. White should atari at 139 (then Black 138, White 39, Black 64, White 38, Black right of 39, White 40 and Black should probably play left of 37 - i.e., White keeps sente).

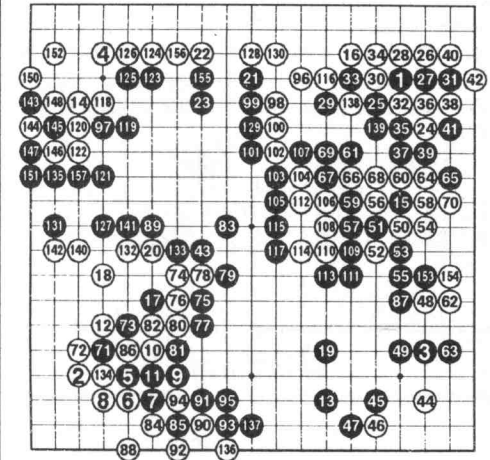


Figure 1 (1-157)

149 at 144

43: A Cosmic moyo. Very impressive.

48: Living in the corner is probably possible (compare page 194 onwards in *Enclosure Josekis*, a similar position) but White must not try it. Black 75 would finish the game off. Something on a larger scale is needed and the sequence to 70 is more or less forced.

74: The proper move is the connection (above 12) but then Black 133 would close off the moyo. Once more, White has to be more aggressive. For his part, Black is quite happy to solidify

his territory at the expense of a couple of stones.

82: Losing move? White should instead cut above 79. Then he can do some mischief because of possible cuts at 106 and below 79/77.

83: Removes all this aji.

91: Safest. Black is ahead so there is no need to take risks. White is still trying to cut below 77.

128: One last try to salvage the game. White can stage an upset should Black push through (right of 21) and cut off the three white stones (left of 29). All of a sudden Black runs into a shortage of liberties on his upper right group.

129: Correct.

157: Puts Black almost 10 points ahead on the board with only small endgame moves left, so White resigns.

## Baduk

by Andy Finch

Ok, here it is, this seems to be a good time to write about baduk instead of playing it. Today (26th January) is the Eve of the Lunar New Year, a three day holiday in Korea, and twenty million people are travelling to their hometowns (so the newspaper says) in order to make the traditional New Year's bow (*sae-gae*) to their parents.

However, such a tradition isn't such a good idea nowadays in the Korea which in four years has leapt forward economically and which no longer qualifies with the IMF as an underdeveloped nation. The number of cars in Seoul "hit the million" (as the Americans

say on TV) last week, and 700 new cars are registered each week in the capital (mostly on Tuesdays for some reason). Thus half-hour journeys become five-hour journeys when everybody shares the same holidays, and many New Years will be celebrated "on the road."

Still, at least they'll have something to do while sitting in the cars, since baduk (go) is a fact of life here, and it's hard to find a place in Seoul where a baduk club cannot be seen. Literally every block has its own *Gi Won*, or Baduk House, in which you can easily get a game of baduk, changi (similar to shogi) or even mah jong. In fact the club I go to most often, though looking a little run down, often contains professional baduk players who've come for a rest, and who play mah jong instead. This is a slightly strange feeling, reading an article by a dan player, in a magazine, while he's playing mah jong on the next table!

There are at least three baduk magazines, each of which boasts six million readers (perhaps the same ones), and which contain latest news, games, problems, articles - and of course, baduk advertisements. You have to get used to the fact that everybody knows of the game, and most people can play it. Therefore there are a number of shops selling only baduk items, and every bookshop has its own section of baduk books. This is true freedom, being able to browse through such books, even if they are written in one of three different foreign languages.

Many of us have had the experience of reading *Life And Death* etc. on the train, secure in the knowledge that no one will dare say anything. Not so in Korea. Reading a baduk book is a sure way of opening a conversation, wherever it is, and I've found myself playing

in shops and marketplaces, where of course there's always a spare board. "Never mind the oranges missus, I need two eyes."

Apart from some anti-Americanism (which means Caucasian) the Koreans are very friendly, but I've had to relearn the go vocabulary as "Japanese" is a bad word amongst most people. I didn't know that Japan invaded Korea in 1910 and sent the men to Japan to fight in World War Two. Everyone has ancestors who suffered under the Japanese, so such words as *pho-sok* have had to be learned instead of *fuseki*. The words used are however beautiful in themselves, very descriptive, e.g. *haeng ma*, which means "moving horse."

All in all I've been pleasantly surprised here, except in the problem of establishing a rating. I've given up on this. When I arrived a year ago I was (so I thought) a reasonable 3 kyu, but was allocated a grading of 6 gup (kyu). Since then various people have commented favourably, and take the opportunity to tell me that I'm from 4 to 6 stones stronger, but I'm still 6 or 5 gup! Oh well, let's face it, everyone I play has been playing most of their lives, and thus the jump from one grade to the next is a long way here.

1989 culminated for me in an amazing event at a TV Baduk Festival. I was wandering around, looking at some of the hundreds of games, the commentaries on huge boards, and the computers; then, thanks to one of the mahjong playing professionals that frequent the same ki won, I found myself one of eight people playing Cho Hun Hyun in a demonstration event, on TV! Wow! I managed to lose by only eight points in a six stone game, but my hands were shaking all the time! Cho is a national hero because of his victory in the World

Championship, and the final game was hot news on all the media, including sports newspapers. I even saw the game pinned up in an electrician's shop, among all the meters, so here it is.

Black: Cho Hun Hyun (9 dan)  
White: Sob Wui Pyong (9 dan)  
komi : 8 points

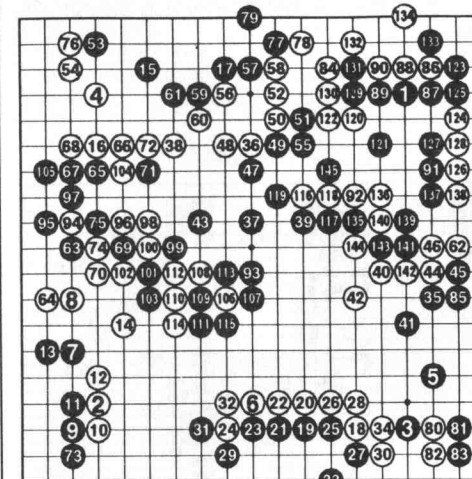


Figure 1 (1-145)

Cho used 2 hours 59 minutes, Sob used 2 hours 18 minutes.

White resigned after move 145.

"Playing games is what time is for. The other things that people do with it in between just get in the way."  
(Matthew Macfadyen, at the London Open Go Congress.)

# Kyu Player's Corner

by Bob Terry

Games by lower ranked players are rarely presented in these pages so the editor suggested that accommodation be made to that faction of the readership. With this in mind, I sought out a group of lower kyu players (6-10 kyu) here in Los Angeles and asked them to record a game that I could analyse. The comments that follow are strictly my own.

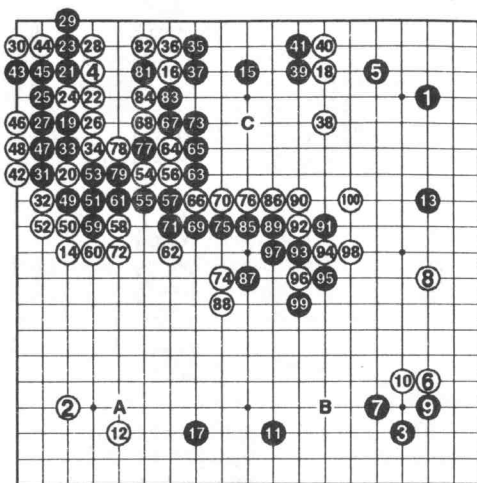


Figure 1 (1-100)  
80 at 77

The game opens with what seems to be a very ordinary sequence of moves, but as a matter of fact, this particular order of moves is rarely used by

stronger players. With 2 and 4 White mimics Black's opening. In this situation, if I was playing Black I would play 5 at A, and then whatever happened in the lower right corner, the result would turn out advantageously for Black.

7: Also a funny move. The normal thing would be for Black to play the pincer at 1 in diagram 1. White will exchange 2 for Black 3 and then make a corner enclosure in either the upper or lower left, but Black would be able to play at whichever point his opponent neglected to occupy. This would give him a good game.

8: An interesting move, but in response Black 9 is wrong: Black strengthens White's position, making the three space extension from the two stone wall ideal. Not only that, Black must defend against a White invasion around the point of B, and so loses the initiative when he has to defend at 11.

12: A reasonable move, but Black 13 is another funny move. If Black wants to extend along the right side like this, he should play one point lower, coming as close to White's position as possible. That way, Black's territory is enlarged as far as can be and he can also aim at invading White's position.

However, at this point it is more important for Black to prevent White from enclosing the upper left corner and so playing at 26 was called for here. Likewise, White should play 14 or 16 at 26 and Black misses another chance to take that point with 15.

17: Black again plays away from the main sphere of action, although in itself this is not a poor move. The same cannot be said for 18: this is a terrible overplay. Black could have launched a severe attack against this white stone with Black 1 in diagram 2. White has

little choice but to move out in poor form with 2 through 8, but Black 9 keeps the pressure on and White is one step away from total destruction.

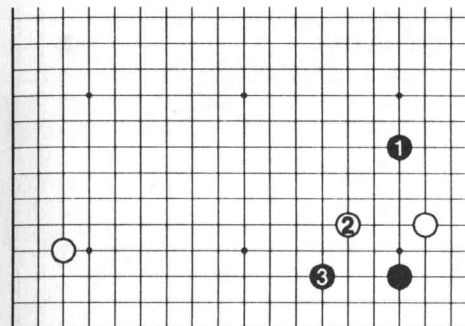


Diagram 1

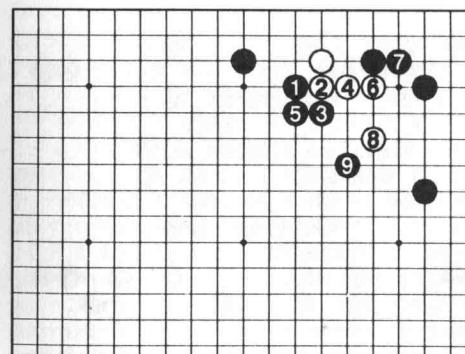


Diagram 2

19: Also an overplay; Black should not enter White's sphere of influence so deeply. However, White 20 fails to take advantage of Black's mistake. White should play the diagonal attachment of 1 in diagram 3 before playing 3. After this Black will force once with 4 and then jump out to 6, but White 7 keeps

Black's two positions separated and the pressure on. In this case White 18 in the figure would turn out to be useful in attacking Black.

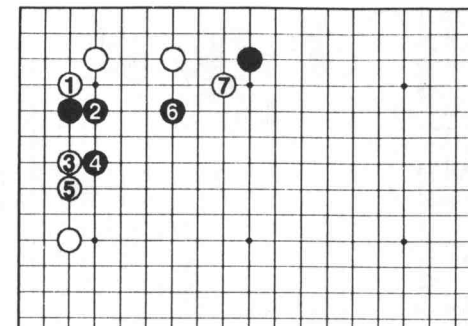


Diagram 3

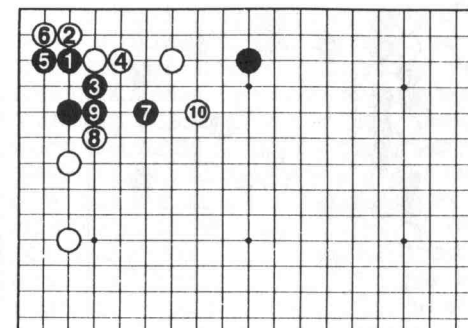


Diagram 4

When Black attaches at the 3-3 point with 21, White 22 is another mistake. With the moves through 30, White reveals his intention of attempting to capture Black, but this is the wrong way to set up an attack. White should play 2, 4 and 6 in diagram 4, depriving Black, as far as possible, of a base. When

Black jumps out to 7, White can force once with 8 and then keep the pressure on with 10. The attacking scheme here is similar to that in diagram 3.

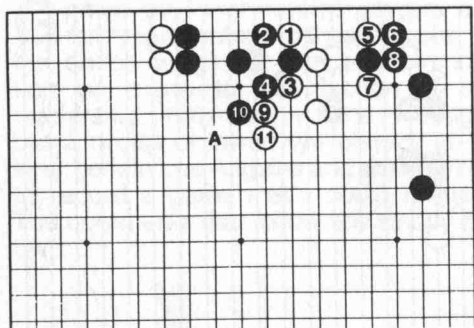


Diagram 5

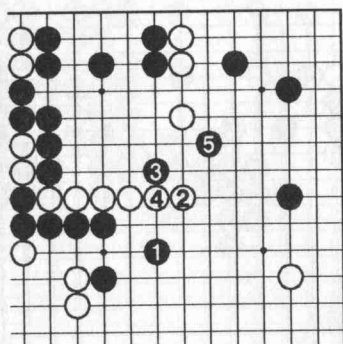


Diagram 6

As a matter of fact, Black is in little danger here and after White 30 could proceed to play at C, aiming to attack White 18 on a large scale while at the same time restraining White's possibilities for expansion in the upper left. However, if he does respond with Black 31 and 33, after White 34 he should continue with Black 49, White 53, Black

52. It is true that this would give White a free hand on the upper side, but White is not in a position to attack effectively in that area.

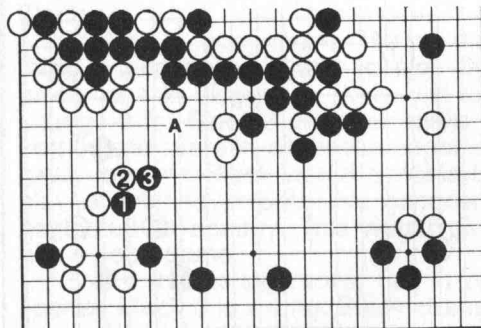


Diagram 7

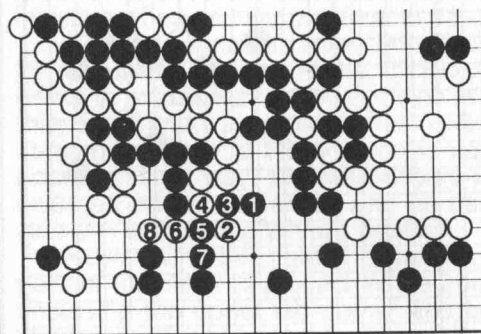


Diagram 8

By capturing White's stone at 32, Black could make sure that White's potential for building territory in the lower left is severely restricted.

Black's next few moves are also funny; if he wants to play in this area he should attack as in diagram 2. And then, Black 39, attaching against White's stone, merely affords his oppo-

nent the opportunity for a counter-attack. Remember the go proverb: "Do not attach against enemies' stones when they are within your own sphere of influence."

52. Black would still have to capture at 53 and White could attack severely at 61.

78-83: This does not seem to have much purpose to my mind (except that it eliminates a lot of ko material at Black's disposal). Black must go back to play 85 and 87 in order to escape with his group. Now, instead of 89, Black should play 1 in diagram 6. When White jumps out to 2, Black forces at 3, and then plays to keep White separated with 5. This attack would be hard for White to handle and would enable Black to take over the initiative again.

Fighting directly with Black by playing White 92 through 102 is not really effective. White should have simply secured his own group and taken the initiative to enclose the lower left area. White 108 was also not effective since Black can play at D, separating White's groups.

109: A mistake. In the opening of a game, a move like this is played as a probe to determine how to play in the opponent's area, but here, with the surrounding shape more or less fixed, Black 109 winds up becoming a wasted move. White 110 is a perfect response. Now, a move at Black E, which was a legitimate move in this area, is impossible. Next, 111 is a reasonable move, but Black 113 is inexplicable. Instead, Black should play 1 and 3 in diagram 7, aiming at the pincer attachment at A. However, all works out for the best when White makes the lacklustre responses at 118 and 120; Black makes a substantial encroachment into White's territory before returning to the large endgame point at 131.

With the moves in figure 2, White attempts to keep the pressure on Black, but after 151 Black is a good ten points ahead on the board and has attractive

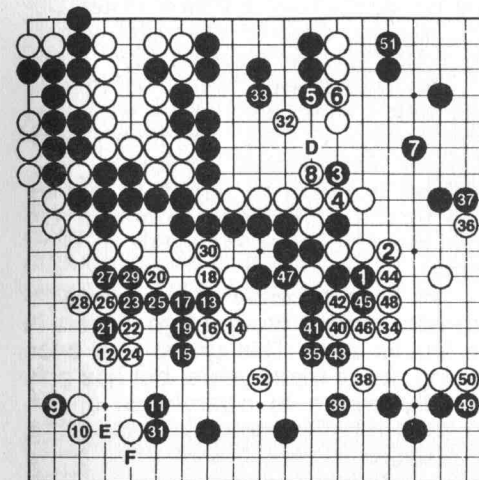


Figure 2 (101-152)

Instead of 39, Black should probably jump to A in diagram 5. When Black attaches, White could have played 40 at 1 here and after forcing with 3 through 9, built a nice position with 11. White 5 and 7 are particularly satisfying forcing moves and could have been played at practically any point during the game; the fact that White neglected to do so is a shame. A wasted opportunity.

With 42 to 48, White sets Black on the run to find a second eye for his group, and the rest of the moves up to 77 are played with that theme in mind. However, White 50 would have been better played by simply drawing back to

endgame sequences to aim at to increase that lead. I suppose that White played 152 in order to prevent Black from making more territory in this area, but this is a small move. If Black tries to go all out to make territory here by playing 1 in diagram 8, White can hop in at 2 and if Black tries to cut this stone off with 3 and 5, White picks up some stones of his own with 4, 6 and 8. Therefore, it is not so important for White to play in this area. White 152 at F was larger, expanding the corner and aiming to jump into Black's lower side area.

To conclude, it is difficult for me to give a definite critique of a game like this and the players. Good moves, interesting moves and reasonable ones alternate with horrendous ones and one never knows if the players are going to come up with a dan-level idea or a 30 kyu blunder. Both players seem to have a good feeling for the game and will undoubtedly improve over time. My only advice would be to strive for balance in the game and not lose sight of the important characteristics of the position.

- *Original diagrams by Dave Dyer of Symbolics Corporation. Bob Terry's series of translations from Takemiya, "This Is Go The Natural Way!", will be resumed in the next issue.*

## Club Changes

Monmouth: no longer meets on Tuesdays.

Newcastle: now meets Wednesday instead of Thursday.

Preston: a new club which meets frequently. Contact Colin Adams, 0772-204388.

## News From Ireland

by Noel Mitchell & John Kenny

The Irish Open Go Tournament, incorporating the Irish Championship, was held on March 18th in Power Hotel, Dublin, following close on the match versus Isle of Man held the previous day.

The winner was Isao Toshima (2 dan) with 4 wins. Also with 4 wins was Paul Eustace (7 kyu). The Irish Champion was Noel Mitchell (1 kyu).

Noel is going to Japan to participate in the 12th World Amateur Go Championship, May 21st-26th, in Hiroshima.

We have recently come into contact with another group of go players in the Dublin area. This group has been playing go for many years, but has only recently begun to operate as an organised club. The potential for pooling of resources makes this very good news for Dublin players!

Various people have been supplying the Newsletter, currently received by 85 people, with information and ideas. At this stage it would be an improvement if people submitted articles. These could be on any aspect of go, and all contributions will be welcome.

Anyone who can supply articles or who is interested in receiving the Newsletter should write to:- John Kenny, Physics Department, Kevin Street College of Technology, Dublin 8.

- *The Irish Go Association, Dodona, Blackwood Lane, Malahide, Co. Dublin, Republic of Ireland.*

## Three Generations

by Steve Bailey

I discovered go at Surrey University fifteen years ago, played a few games – self-taught – and then gave up for ten years. About three years ago I discovered that a friend, Justin Barnes, also knew the game, and we started playing. After six months to a year we knew each other's style and started to look for other players.

A long and tedious search tracked down the elusive BGA, and we joined the West Surrey (née RTP) Go Club. Initially both 17 kyu, we have improved through books and contact with other players to 7 and 8 kyu respectively.



Pauline and Gregory at Farnham 1989

My son, Gregory, aged twelve, became interested in the game two years ago and plays a few games each month. He is currently 20 kyu and has difficulty choosing between football matches and go tournaments.

My mother, Pauline, is keen on bridge and became aware of go through us about fifteen months ago. An old age pensioner, and ex-nurse, she is slowly gaining experience and confidence at go and is now 28 kyu.

One day we hope all three generations will win a prize at a tournament. The best so far is 2/3 at Wanstead 1990 but I let the family down!

- *This article was supplied on request when the Editor noticed the generation game. Anyone else with an unusual go background is invited to write in.*



Steve Bailey in thoughtful mood

# Rusty Go

by Terry Barker

This is a game between two nominal 6 kyus; neither had played for some time. As a result, some moves are perhaps not what you might expect from 6 kyus. On the other hand, some moves are really good. Things to watch out for include: weak white groups, making territory while attacking, getting carried away by the last move rather than playing the largest move on the board.

Black: Ian Sharpe  
White: Richard Pearcey

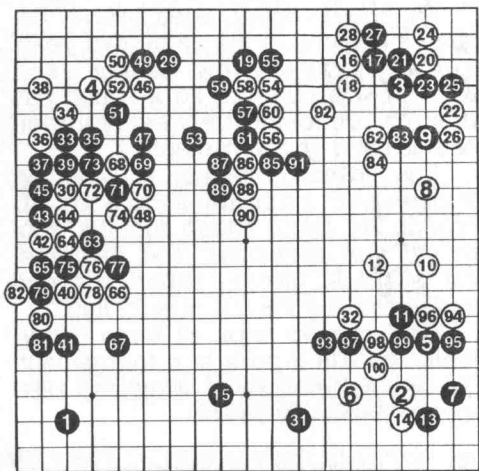


Figure 1 (1-100)

11: Interesting; it makes sure White cannot easily connect to the corner.

14: Slow; doesn't achieve anything. An extension (to 15 or 184) keeps better balance.

15: Good. Puts pressure on White from a distance, so if White defends, Black can play elsewhere first whereas if White ignores it Black can attack strongly with 31.

16: Leaves the group to fend for itself. Unfortunately, approaching the strong Black corner allows Black to counterattack with 19 giving a third weak White group after his heavy move at 18.

20: The proverb says "If you have six groups on the board, one of them is dead." Clearly, White is out to disprove this! After Black's strong reply at 21 it is difficult for White to connect any of his groups.

23: Safe, but a stronger move is playing at 26. White may be able to eke out a small life in the corner with careful play, but Black would become so powerful locally that it would be difficult for White to do anything - e.g. live - with his other groups in the area.

24: Eh? Playing at 25 is a must.

28: A bad move. If White wants to do anything with these stones, the important thing is escaping towards the centre. This move makes him very heavy (i.e. poor eye shape) and, more importantly, puts no pressure at all on Black. Okay, Black does answer (at 29) but he would much rather play this extension than, say, having white 29, Black 57, White 63 with White expanding on a large scale.

30: Too far. Should be at 33 or 35.

31: Good, attacking while expanding his potential territory.

32: Good. Again, the important thing for White to do is get out into the centre. Living along the bottom would be something of a disaster.

33: Eh? So far Black's moves have been flowing nicely, but this spoils it all. Presumably the aim is to get some sort of attack going, but it is an overplay. Approaching from the strong position along the bottom (at 64) is preferable. Then if White defends at 71, Black secures his territory (playing the point above 209). On the other hand, if White does not defend, then Black 33 is a powerful follow-up.

42: Strange. The vital point is at 72; White should be attacking the clump of Black stones, not defending.

43: Black 72 is much better, opening a way out to the centre. Bear in mind that it would be impossible for Black to live along the side. Perhaps, as played, it is meant as another attempt to attack the White stones, but it is always safer to attack from a position of strength rather than one of weakness.

46: Good; keeps Black separated.

54: Bad timing. Remember White already has a weak group on the left side, so he can't afford to set these moving just yet.

56: Good. A light move running out into the centre and towards his other armies. With the sequence to 62, White achieves some sort of connection.

65: Eh? White can simply capture a stone with a move at 202 (exercise for the reader). Even simpler is the connection at 75.

70: Simpler to pull back at 71. Black 71 enables him to patch up his shape.

72: Atari at 74 is better.

77: Bad. After White connects with 78, Black cannot escape with 79 etc., but with the 77-78 exchange he can.

79: Trying to prove me wrong!

91: This can easily become a wasted move. After White replies correctly - "in the centre of three stones" - with 92, 91 becomes another prisoner.

94: Poor. Although White secures a few points on the side, he loses many more on the lower side. Playing at 97 is simpler.

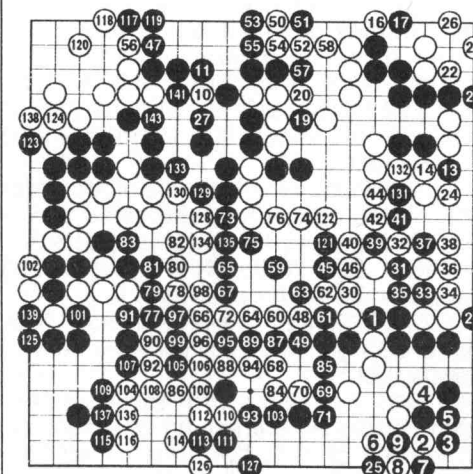


Figure 2 (101-243)

Ko: 112, 115, 118, 121. 143 at 132, 240 at 79, 242 at 71.

107: Misses the vital point, namely the point below 6. In the following ko fight both sides seem keen to answer every ko threat. In fact, most of the threats are nowhere near as large as the ko itself. Clearly, Black kills White if he wins the ko, but White can attack Black very strongly if he can win it.

124: Why? Black can capture a couple of stones, but so what? The ko is very much larger.

127: Securing this connection is quite large, but the top right corner is much larger. Once White lives (with 128) the Black group is dead. Notice that White has to play the move at 128;

he would be unable to reduce Black to a single large eye after Black 128.

131: Interesting; White goes badly wrong after.

136: Better at 138. 140 better at 141, giving up 3 stones if necessary.

160: White decides it is time to generate another weak group or two. The danger is that Black can set the 85-91 group in motion by threatening one of the White clumps, 86-90 or 148-160. Playing instead at 161 is simple; at 163 is good shape; at the point above 160 is interesting!

177: Puts White on the spot. After 183, White can only guarantee a single eye (with the capture of three stones).

187: Lets White off. Playing at 206 keeps White under pressure.

201: Takes all the pressure off. Now White can get two eyes on the side if he needs them.

243: No more moves recorded. White could try something by extending to the left of 106, but he is winning by about ten points anyway.

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## Roving Go

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by T. Mark Hall

As most of you will know, I have a job that takes me abroad a lot. In some cases this is no great benefit for playing go when the country is Saudi Arabia or Mozambique or India, but my last trip was to Canada. The business part was to visit Ottawa, Edmonton and Vancouver and I took a holiday from Vancouver to San Francisco.

There are two go clubs in Ottawa, although it is very possible that the same people can be met at both. The

first is the Chinese Go Club meeting on Sunday afternoons at a community centre at 775 Somerset Street. It is generally run by the Chang family, Charles, Isabel and their children. Isabel is the new Canadian Go Association Newsletter editor, Charles is listed as a contact number in the latest issue of Ranka Yearbook. It is fortunate that I called him before setting out to look for the addresses given in Ranka because it appears that they have all changed in the past year. While at the Club on a Sunday afternoon I met Steven Mays, President CGA, and people from as far away as Nova Scotia, who wanted me to visit them for more chances to play.

The second club meets on Tuesday nights at a social club on Frank Street; the building itself is in the centre of a school playing field (under a foot of snow and ice the first night I was there). The numbers were fewer and I think the playing level a little lower; however, they compensate by usually going for a few drinks at a bar afterwards and playing some go in the bar.

After a couple of even games I began to notice that I was finding Canadian 3 dans rather easy meat, even though I was rather out of practice and my last tournament had been a disaster. This culminated in my experience in San Francisco (see below).

The Edmonton Go Club is generally run by Chuck Elliott, but here you should avoid trying to contact him at his home address given in the 1989 Ranka. He was in the process of moving when I arrived in town; I presume that he may have been warned! The Club meets every Wednesday night and Saturday afternoon in room 142 of the Students' Union Building of the University of Alberta (no smoking). Chuck has been heavily involved in teaching the

game in the University and one of the members was doing a degree course part of which involved timed problem solving by various go players. I also heard rumours that Chuck had tried to set up an Albertan Go Association devalued from the Canadian. He was about 3 dan, and a Chinese player, Yu Ping, was just slightly stronger. However, I found that I fairly soon had a plus score against both. I was told that club attendances were down because of preparation for examinations, but there were about a dozen players on their best night.

Vancouver is said to have the second largest Chinatown in North America after San Francisco and it also has quite a few Koreans and Japanese. It also has two go clubs. Here comes the regulation snipe at Ranka or the people who don't give them enough information. The contact address for Vancouver is Dr. Sunghwa Hong, who plays at the Korean club; the map shows only the location of the Japanese Hall. No days or times are given for the poor sod who can't get through to the contact phone number. However, the Japanese club (usually with Chinese and Occidentals as well) meets at 475 Alexander Street on Sunday afternoons. The strongest player is about 6 dan (Canadian) who accepted that I play with 2 stones, got annoyed in the discussions after his second loss and said I would lose on 3 and then lost again. I also found that a local 5 dan could not give me two stones. The club is almost non-smoking which cannot be said for the Korean club, which meets on Friday nights (sometimes all night) and Saturday nights (occasionally very few people) at 515 Fraser Street. Their strongest player is Sunghwa Hong, who represented Canada in the 10th World Amateur Cham-

pionship and was 18th. Against him I had to take 3 stones and I think honours were about even in some interesting games. Against other players I had a rather easier time. Don't visit this club if you dislike smoking!

The San Francisco club meets every day from about 10am (depending who opens up) at 1881 Bush Street, and one of the contacts is given as Gary Roberts who some will remember in Britain during the Go Centre days. Nowadays he finds it difficult to attend because he works from about 4am to 2pm each day for a bank, generally to keep up with New York time. Their strongest players are around British 6 dan and I found I would be a reasonable 4 dan there. Gary Roberts had played as US 5 dan, but I beat him fairly easily on Black. It appears that the San Francisco club is not really affiliated to the American Go Association; they have easy access to Ishi Press books and magazines and to Japanese, Korean and Chinese publications. It appears that we have some advantages from being a smaller country and for the BGA as a fairly monopoly supplier.

The day after I arrived there was a tournament where I played as 4 dan and scored a 50% result. However, the BGA would have difficulty in recognising it as a tournament; since they had few clocks not all games were played with strict time limits. Some players who played quickly (guess who) got more games than others; there was no set number of rounds, no proper draw, handicap games were mixed with even games, and several players finished with the same result but no effective way of tie-breaking. They need to obtain more clocks and get a more rigid structure to have a better result in future.

# Crossword 6

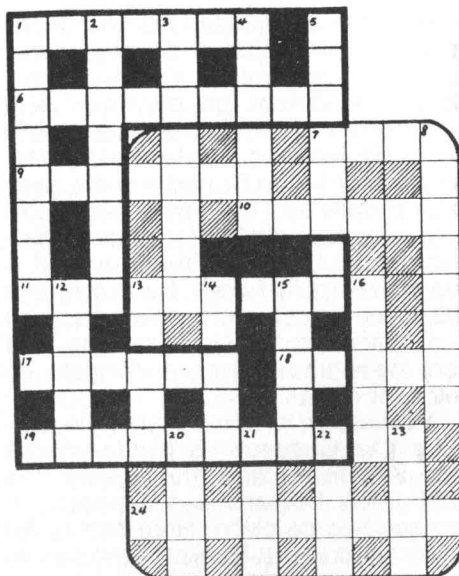
by Derek Williams

## Across

1. Secures safety.
6. He takes record back under ruler.
7. Small part in radio talk.
9. A drink that's no good in southern aria.
10. A brown parrot to the right I attack in the corner!
11. Panty pairs spread colour.
17. The way gunners in combination strive.
18. Hairdo by church collection.
19. "M" made ham, Joe makes preserves.
24. Pagan term for "star".

## Down

1. Counterstrokes give nothing to rascals setback.
2. Set square and a missing waste.
3. Rest beneath sheet.
4. This kind of run is not cricket.
5. Afflicted by fraud in eastern money.
8. Hi Jake, is this how you get out of trouble?
12. Opt out to this creature.
13. Conscious of a following.
14. Two letters add up to another creature.
15. Saturate, for example, around confused U.S. tramp.
16. Chinese guild a two wheeled vehicle.
20. Fit contact!
21. Indulge in pseudo teaching methods.
22. Draw a dance to nothing.
23. The kind of exchange I aim for.



## Solution to Crossword 5



# Clubs & Tournaments

by Tony Atkins

(Photos by Tony Atkins and Graham Telfer)

This time the apology must be made to Maya Czajkowsky from Furze Platt School. After the last journal's vain attempts to spell your surname, can you please let us know how it should be!

In case you have not heard, the two high promotions last time were confirmed as both Harold Lee and Francis Roads reached the dizzy heights of yon dan (four dan). Both had excellent results both at home and abroad in 1989.

grumbled were consoled by the fact that there were no computers to be seen and everything ran to time thanks to Chris Wright and his team.



Allison Franklin

Edmund Shaw flew the Oxford flag, beating Francis Roads in the last round to win the event. Klaus Pulverer won the bag of sugar for winning all three, leaving better prizes for A. Grant, A. Hornbuckle, A. Franklin, A. Dilks, M. Brod, H. Huggett, S. Rudd, S. Scarff, K. Cobby, J. Beaton and S. Gardner. Odd prizes were for earliest entry (F. Holroyd in 3 days), fastest win (D. Killen in 12 minutes), and largest win (C. Wagstaffe by 132). L. Naef and A. Hornbuckle were qualifiers.



Klaus Pulverer

Three weeks later was the other Varsity Tournament, the Trigantius at Cambridge. Matthew Macfadyen contrived to win for the third year in a row, beating Des Cann in the last round. Visitor from Germany, Sylvia Kalisch, failed to win a prize (the teddy bear didn't come), but the following did:- M, Cocke, A. Warburton, qualifier, P. Margetts, M. Ivey, C. Adams, and S. Salazar. P. Stanton also won a prize for his 2.5. The strong turnout must have re-

Those foot-voters who played at Wanstead would have been pleased with this year's Oxford Tournament. The eighty-four players arrived to find that byo yomi had been changed to a system where ten minutes sudden death followed the hour's play. Those who

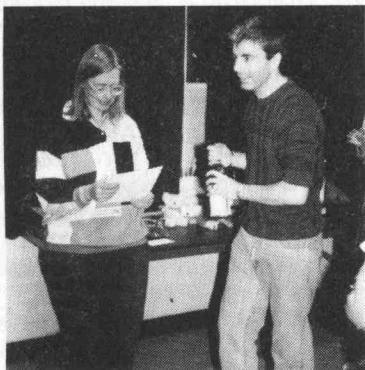


warded Eddie Ashfield and his team for their efforts.



Coventry organiser at play

Mike Lynn of Coventry Club told me of the panic the organisers suffered when the numbers swelled from 25 to 98 in the week before their tournament. In the event the BGA equipment, the spacious new venue of Westcott Hall at Warwick University and their nerves proved equal to the cause.



Hugh Williams gets the bottle from Kirsty Healey

Kirsty Healey and Sally Prime were joined by Ruth Shepherd, and among

them the tournament was run smoothly and efficiently. There was even time for a few games in the 13x13 continuous tournament. Played with Chinese handicaps (play where you like), this proved invaluable to the low kyu players and is definitely "real" go.

Three wins were scored by the overall winner, M. Macfadyen, and D. Gilder, H. Williams, M. Bennett, S. Rudd, R. Blyth, D. Mitchell, H. Robinson, and E. King. A prize was also given to S. Attwell, for 2.5 wins. A. Shepherd won most games in the 13x13, whilst J. Munro had the best percentage. Unfortunately four teams tied for the team event, namely Birmingham, Medley Allstars, Thames Valley and Brakenhale B. Qualifier was D. Woodnutt.

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Dutchman Frank Janssen won the 20th Prague Tournament. Forty top dan players fought out the championship in a tough event. Our own four-times winner, Macfadyen, went down to Winkelhöfer, Kraszek and Sachabudzinov in rounds 2, 3 and 4. Janssen beat Saifulin into second place ahead of fellow Soviet Bogdanov, with the first two Macfadyen-beaters placed next.

The Vienna Open is run in memory of Friedrich Susan, early pioneer of Austrian go. It gave 83 players the chance to sample the city before this summer's European. On paper the tournament looked like being won by Viktor Bogdanov or our Chinese friend Shutai Zhang. However, Dr. Zhang lost to Hans Pietsch in round 2, and only managed fourth ahead of local player Martin Müller. Neither Pietsch nor Sachabudzinov could beat Bogdanov and ended second and third respectively.

However, at Paris it was Bogdanov who suffered, only managing 17th. Dr. Zhang won with six victories, including wins against Heiser (2nd), Pocsai (3rd), Colmez (5th) and Shepperson (6th). Lazarev managed 4th, but missed playing the Chinese doctor who is studying in London between the Grand Prix tournaments. Over 300 players attended the tournament held as usual over Easter, but many strong players from Britain were absent. Some were fed up with French disorganisation, but Matthew Macfadyen had a good excuse as he was in Japan to try and stop Takemiya from winning the Fujitsu World Championship for a third year.

Bogdanov is in the best position to qualify for next year's championship as he leads the Grand Prix points on 56, ahead of Dr. Zhang on 53 and Lazarev on 34.

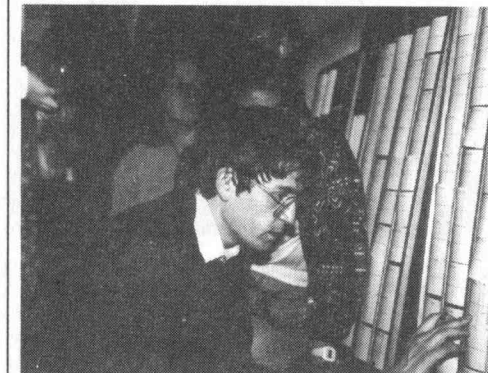
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Reading Club is doing well at the moment with new members including a return visit of Mr. Fung (3 dan) from China. Reading also holds the Jubilee Challenge Trophy, a go ban trophy set up in 1977. This was given up by Bristol Club, who were fed up to see it, and now can be gained by a victorious three-man team in a handicap match. Potential challengers should contact me.

As co-organiser of this year's British Go Congress, I hope the following report is not too biased. Keith Osborne of Manchester acted as local organiser and did a splendid job in finding a location, Salford University. However, all was not plain sailing, as the University took the message to lower the numbers to mean lower the playing number and not lower the accommodation as in-

tended. So when we arrived on Friday we discovered there were barely enough tables for the tournament. However we were even more worried when half an hour after the timetabled start of the lightning we had 34 boards but still no sets and clocks.

Conveniently Des Cann arrived with 20 of each, and so play could start albeit with the time limits reduced from the usual 15 to 12 minutes. 42 players battled over 4 rounds for the honour of finishing the evening unbeaten.

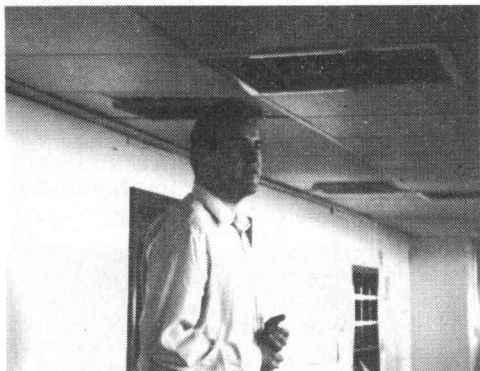


Tony Atkins keeps the score

Simon Shiu and Bob Hitchens won all and then were given a day to prepare for the final. Winner of the lower division was Joseph Beaton (13 kyu) of Furze Platt. Play finished in time for a quick pint in the university bar, before retiring for the night.

Meals at Salford were very good, buffet lunches, silver service dinners and cooked breakfast. Unfortunately the caterers were not expecting go players to stay in bed 30 minutes longer than the Open University students, but everyone got a meal. Those who stayed in a hotel in town were also fed, but their sleep had been disturbed by a

police helicopter that was kindly playing Billy Joel very loudly to the roof-top occupants of neighbouring Strangeways prison.



Keith Osborne rises to the occasion



Junior post-game analysis?

After 3 rounds, 10 of the 86 players were unbeaten. Harold Lee had dropped a game to John Allen, by a slender margin, and so only John, and Edmund Shaw, were unvanquished in the top group. None of the British 5 and 6 dans were present, and even Francis Roads was away this year. The 5 players from Dublin were having fun,

but had only won one game among them. Also having fun were the 9 Brakenhale kids all graded at 25 kyu or below, who mostly had to play each other. But of course, everyone else was having fun too.

After dinner the AGM was held in the Harold Riley Room, full of paintings of that football artist. Unfortunately neither treasurer nor auditor could be present, but the accounts were, this year. The officers were all re-elected, and Andy Jones and Allison Franklin were welcomed on to the committee, replacing retiring Francis Roads and Steve Draper. The President's report told of the main events of 1989 and of the efforts many of the BGA officers were making. He also commented on the fact that BGA Books Ltd. had not traded, due to the fact that auditing any accounts raised would be very expensive. A question and answer session followed.



Dan Corner. Left: Bob Hitchens

The lightning final followed. Simon Shiu of Newcastle won by beating Bob Hitchens (shodan) from Monmouth taking a one stone handicap. It was then

off to the bar for some pits, liar dice or whatever took your fancy.

Sunday was sunny. Between rounds it was possible, if you played quickly, to wander around the art gallery with its collection of Lowry's, around Peel Park, or along the banks of the River Irwell.



Clive Wright, former BGA book distributor

John Allen failed to beat Edmund Shaw, and neither could Harold Lee or Des Cann, so the Oxford 4-dan became the British Open Champion. The only other unbeaten player was Garry Mills of Brakenhale, who was clearly undergraded at 25 kyu. Brakenhale's Brak Chaps were the best team, to win the Nippon Cup, and K. Cobby, S. Salazar and J. Phillips all won prizes for 5 wins. The others who managed 5 wins were A. Jones, S. Allen, M. Lynn, H. Huggett, M. Munro, K. McCabery and R. Thompson. Special Easter eggs were awarded to 14 other players for either nearly winning a prize or for nearly winning a game.

The final prize awarded was the Terry Stacey Memorial Trophy, which is to be presented to the winner of the most games above the McMahon bar

during the year. Specially commissioned and made by Alex Eve, it is a very fitting piece. A tall base, carved out of a block of yew from Stowe, is surmounted by a large go stone in sparkling white marble.



Harold Lee, first holder of the new trophy

The lucky holder of this trophy for the next twelve months is Harold Lee. He won a remarkable 31.5 games to win by 6.5 points from Edmund Shaw and Des Cann. Next came Matthew Macfadyen and Alex Rix, proving that being good and playing in many tournaments counts in getting a good total.

Who will be the winner next year? Come to the 24th British Go Congress, which is to be held at Canterbury in 1991, and find out.

If there are any events of interest to report in your club or area, please send the information, with photographs if appropriate, to Tony Atkins (address on page 2).