

Club List

(* Indicates recent change in information)

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: 0225-428995.

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 8pm.

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, Wed 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:** E. Ashfield, 11 de Freville Ct, Great Shelford, Cambridge, CB2 5LH. Tel: 0223-845316. Meets at Wolfson Court, Clarkson Rd, Mon 8.30pm (term), University Centre, Mill Lane, 2nd Floor, South Lounge, Tues 8pm (vac).

* **Central London:** S. Barthropp, 1, The Crescent, Weybridge, Surrey KT13 8EL. Tel: 0932-844572. Temporary venue: Artillery Arms, Dufferin St, EC2, Fri 6.30pm.

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. Meets in University of Warwick, Mon. in term. Tel: A. Robinson (0203-675040 or M. Lynn (06755-2753).

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

Dundee: R. Philp, 26 Seafield Rd, Dundee DD1 4NS. Tel: 0382-23839.

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

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), 0235-433917 (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.

High Wycombe: Informal group so far. Contact F. Ellul, The Gables, High Street, Downley, High Wycombe, Bucks. HP13 5XJ. Tel: 0494-449081.

H-P (Bristol): A. Seaborne, 11 Kimberley Cres, Fishponds, Bristol BS16 5AF.

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: 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, 1 Bemahague Ave, Onchan, Isle of Man. Tel: 0624-20386. Meets at Falcon Cliff Hotel, Queen's Promenade, Douglas, Mon 8pm.

Leicester: E. Smithers (see p.2). Meets at Sixty-Six Club, Albion House, South Albion St, Leicester, Tues 7.30pm.

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

Malvern: E. Blockley, 8 Dudley Close, Worcester Tel: 0905-428850. Meets at 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.

Melior: A. Rix, 11 Brent Way, Finchley, London N3 1AJ. Tel: 081-346-3303. Meets some Sundays. Non-smokers only. Please phone first.

* **Monmouth:** R. G. Mills, 10 Vine Acre, Monmouth, Gwent NP5 3HW. Tel: 0600-2934. Meets alt. Sundays various places.

Moreton Say School: Mrs. K. Timmins (as for B. Timmins, see p.2).

* **Newcastle:** J. Hall, 10 Avondale Court, Rectory Rd, Gosforth, Newcastle NE3 1XQ. Tel: 091-285-6786. Meets various places, Wed.

North London: W. Streeten, 10 Parliament Hill, London NW3 2SY. Tel: 071-435-7636. Meets Mon 7.30pm. No smoking.

North West London: K. Rapley, Lisheen, Wynnswick Rd, Seer Green, Bucks. Tel: 0494-675066 (home), 081-562-6614 (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: A. Dilks, 31 Forsythia House, King's Mill Hospital, Sutton in Ashfield, Notts. Tel: 0623-22076.

Open University: F. Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes. 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).

* **Preston:** Colin Adams. Tel: 0772-204388. Meets frequently.

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

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

Sheffield: J. Hampton, 7 Farenden Rd, Sheffield S9 3EP. Tel: 0742-437365. Meets at The Jolly Buffer, Ecclesall Rd, Wed 8.30pm.

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

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

Stevenage: J. Allen, 5 Greenways, Stevenage, Herts SG1 3TE. Tel: 0438-729100 (home), -726161 x 8203 (work). Meets at Marquis of Lorne, High St, Stevenage Old Town, Wed 7pm.

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

* **University of Warwick:** A. Caunt, Pigeonhole 41, Students' Union, Warwick University, Coventry CV4.

Wanstead & East London: F. Roads, 61 Malmesbury Rd, London E18. Tel: 081-505-4381. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

West Cornwall: P. Hunt, 1 St Mary's Place, Penzance TR18 4EE.

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

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

Baduk 2

by Andy Finch

● *Baduk is the name for go in Korea, where the game is very widely played.*

As can be seen from newspaper articles here, Lee Chang Ho is a teenage prodigy. He is four dan at present, still at Middle School, and has already beaten his teacher, Cho Hun Hyun. The game given below is certainly close; White wins by half a point!

White: Cho Hun Hyun (9 dan)
Black: Lee Chang Ho (3 dan)

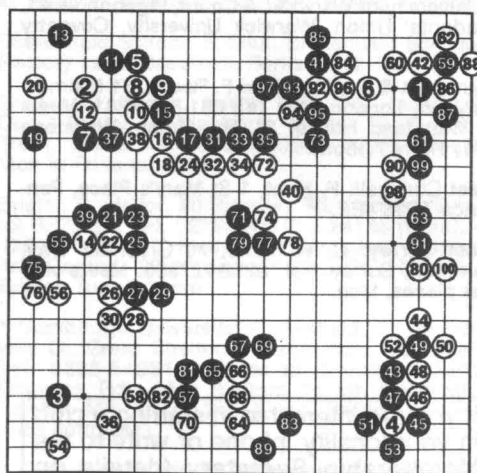


Figure 1 (1-100)

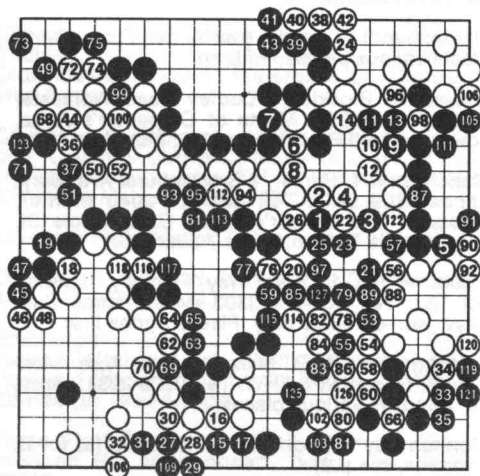


Figure 2 (101-227)

166 at 4, 167 at 47. Ko (at 1): 201, 204, 207, 210, 224

Lee, aged 16, recently defeated Takemiya, famed for his "space style" tactics of forceful stone arrangements, by 5.5 points in 248 moves, in round 7 of the Fujitsu Cup Championship.

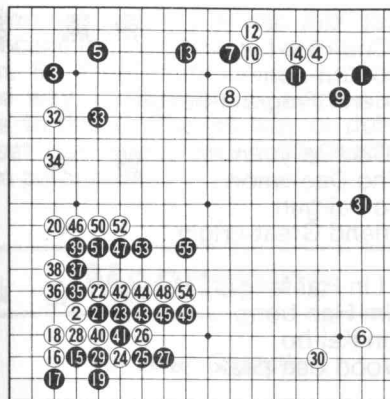
Some of the books available here are amazing, such as huge joseki dictionaries, in which the language is minimal and not really important. One (3 vols.) has 21,000 figures. At between £40 and £50 it could be a great prize for a European. In a book recently I came across the remark that Mencius, regarded by many as China's greatest sage after Confucius, is said to have played baduk for three days and three nights in succession without sparing himself, "which may be because there was a concealed profound truth he could find from playing baduk."

Whisper Protect?

by Brian Chandler

Who's this Sob Wui Pyong then? I was very interested to read Andy Finch's article (BGJ79) about go in Korea. I hope at least some readers were curious as to who this Mr. Sob was, that Cho beating him was considered significant. Of course he is none other than Jo Eihei, or, to you, Whisper Protect-level. The Chinese, meanwhile, for some inscrutable reason call him Nie Wei-Ping. This possibly deserves some explanation (which incidentally has nothing directly to do with go at all).

To show that interest is expressed in other things besides books and game sets, depicted above is part of a page from a Korean calendar. Perhaps readers will enjoy playing through the game opening recorded there.



Past Masters - 4

submitted by Hugh Pitcher



In times of national crisis women have always urged men to play the game.

The Chinese writing system uses ideographs, which are written characters representing words, or more precisely morphemes - "the minimum meaningful elements of words". Many years ago these characters were adopted for writing by the Japanese and the Koreans (among others), and since both languages are structurally unrelated to Chinese this called for some contortions. In particular, the pronunciations got fairly garbled, and the meanings confused. (This is not unusual: for an example nearer home, look at the English "grape", which comes from French "grappe" meaning "bunch".)

In Japanese this problem is particularly severe, because loan-words were taken from Chinese, accompanied by their characters, over several centuries and from various bits of China, so even just in Japanese there are sometimes three different "Chinese" readings for one character. In addition the Japanese also used characters to represent original "real" Japanese words. So for

example, this character means 山 mountain. In Chinese it is pronounced "shan"; in Japanese it is sometimes pronounced "yama", the original Japanese word, but particularly in compounds which were borrowed from Chinese it is "san", e.g. 'san-myaku' means mountain range. Spot how one reading is rather like the Chinese and the other is completely different. If the analogy helps, this is all rather like the way we Europeans have a single set of road signs, which we all understand, even though we read them quite differently.

Actually Nie's name is an extreme example as it happens, where the Chinese, Korean and Japanese readings of all three characters are very different. To give you a feel for the sort of difference in most cases, here are a few names plucked from the book of the first and second Fujitsu World Championship. The Korean and Chinese readings of foreign names are done from a dictionary – so no guarantees of total accuracy – and I have omitted tone marks in Chinese and long vowel marks in Japanese. Remember that in Pinyin, 'x' is pronounced roughly "sh", and 'c' as "ts".

(Roman print gives Chinese, Korean, Japanese and English versions. Original nationality marked with an asterisk.)

1. *Nie Wei-ping 聶 衛 平
Sob Wui-pyong
Jo Ei-hei
Whisper Protect-level
2. Xiao-lin Guang-yi 小林 光一
So-lim Gwang-il
*Kobayashi Koichi
Littlewood Light-one

3. Cao Xun-xian 曹 薰 鉉
*Cho Hun-hyun
So Kun-gen
Friend Fragrant-handle
4. *Cao Da-yuan 曹 大 元
Cho Dae-weon
So Tai-gen
Friend Great-origins
5. *Lin Hai-feng 林 海 峰
Lim Hae-bong
Rin Kai-ho
Wood Sea-peak
6. Zhao Zhi-xun 趙 治 勳
*Cho Chi-hun
Cho Chi-kun
Run Peace-merit

Just in case you thought that was too easy, a taste of the complications. Spot that nos. 3 and 4, Cao/Cho/So/Friend, have almost the same character for their family names. If turns out that the character with only one vertical stroke is a variant used only for Korean names.

Again, all three languages have a number of different systems of romanisation, leading to horrible problems of consistency. Korean is particularly capricious.

Rin Kai-ho appears in the front of the Fujitsu Cup book as Haifong Lin, just to confuse everyone. Firstly the Japanese are all taught from about the age of three that in foreign countries (by which they mean America) your family name is called your last name, so you must write your name backwards in roman letters. (Presumably, in English they would talk about Mr. Zedong Mao, for example.) The reason for the different romanisation for Rin's name is that of course he comes from

Taiwan, a country where the guiding principle for everything is anti-communism. So if the communists romanise it one way, the Taiwanese employ scholars to find a different way of doing it. (That was good, two hobby-horses in one paragraph!)

Moonshine

by Brian Chandler

I think that recently the journal has been going from strength to strength – not only is it a good read, but it appears at regular intervals, and generally the range is good. Last time there was good go, beginners' go, news and Norman Tobin's very funny piece.

I was puzzled, and later a bit disturbed, however, by the bit called *The Origins of Go*. I hunted for the actual content (there isn't any), then I searched for the joke – could Shri Ch'ananda be an anagram? He starts off with some well-known facts, then at the bottom of the first column comes the first new content – "Recent research ... has led to the new discovery of where go originated." Fascinating, and perhaps true. I wait for the description of this research and its results. Unfortunately the remaining two columns are basically content-free.

The trouble with vacuous rubbish is that it can be written faster than you can point out the errors in it, but here goes anyway. The bit about shell and stone sounds good, but unfortunately the character for go isn't made of shell and stone, it's made from stone and a phonetic, which looks a bit like shell, but isn't.

go = ishi + qi/ki (not kai)

碁石其貝

Nine stars of our solar system eh? Unfortunately our solar system has only one star, the sun, plus earth, the moon, and five planets known to the ancients. Hard to make nine from that lot.

It seems quite plausible that the go board and stones originated as instruments for some other purpose, and were only later used to play the game on. It seems equally plausible, however, that there is no such other purpose, and so far no-one has presented convincing evidence in either direction. If the other purpose were to be some sort of religious one, I personally think the second explanation more likely, because a go set is so simple it seems unlikely to be religious – it would probably have grown seven sides, and lots of complex embellishments.

But actually, even if go stones and the go board were used for some meditative process, involving scattering stones more or less at random, this is no more the game of go than marquetry, topiary or break-dancing are the game of chess.

So what is all this, and have I missed something?

Kyu-level games are still in short supply. A new offer: provided full details are supplied in the first instance, a request for anonymity will be respected. Diagrams should be clear, with a record of ko moves and the total number of moves. By sending games in you will obtain the benefit of a detailed commentary, and you will also be helping new readers.

Crossword 7

by Derek Williams

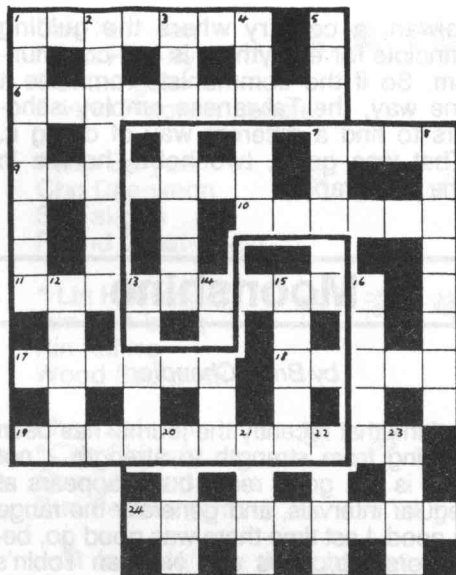
Across

1. He checks U.T. Radio Broadcast.
6. Try wedding a great game.
7. Point to the first female uniform.
9. Street car walks.
10. Hatter can be menacing.
11. Deserves to change loaders.
17. Dig for safety.
18. Coins? Lots in back street.
19. Penis elects to make trouble.
24. Against 50 to voice.

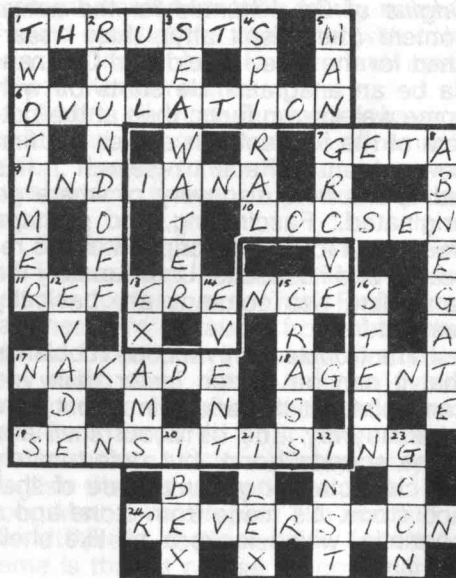
Down

1. In their heart is testament to their performance.
2. Shame is in 500 Darling.
3. Makes pelmet at the right pattern.
4. Setter set again.
5. Practise about the last vehicle.
8. Place trust in a nudist.
12. Set round the U.K. in contact.
13. Measure in Steppes? Oversteps!
14. Pin owed around 50.
15. Nose in from a northerly direction.
16. Initiative despatched to the East.
20. Picture one swindle.
21. Puts food inside at sea.
22. Covers hungry feline.
23. Sound to see.

* Apologies to solvers of Crossword 6 who were given the solutions on the same page. These should have been the solutions to Crossword 5, which are now given opposite. - Ed.



Solution to Crossword 5 *



What Am I Missing?

by T. Mark Hall

Some years ago I remember Francis Roads writing an article in the Journal querying some point in some teaching material using the above title. I haven't found the article but I have a similar query.

In Kato's *Attack And Kill*, page 67, there is a position as in diagram A, and the book says that the move at 1 "is a killer blow, separating White's stones and capturing the seven on the right. No matter whether White plays atari from above or below, he cannot connect both sides at once."

However, I think that Black can get a ko but he can't be guaranteed the cut in the absolute terms given in the book. In diagram B I show a sequence where White ataris from above and then connects. If Black now cuts at A, White captures him at B; if he protects B this gives white the connection.

Next if Black captures at 3 in diagram C White captures at 4 and Black will threaten the ko with 5. However, White has a number of local threats and may even be able to connect with C to the lower edge White group.

Even if he does fight the ko (White A, Black ko, White E, Black B, White ko, Black threat, White answer, Black takes ko) he has at least 5 local threats beginning with White D and more on the right side and bottom right corner.

I don't think this is a clean capture. What am I missing?

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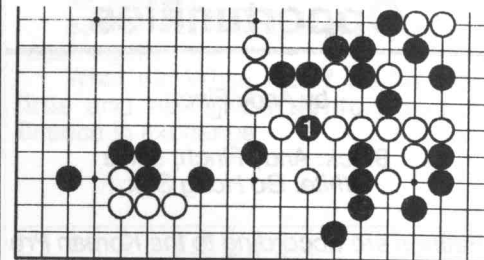


Diagram A

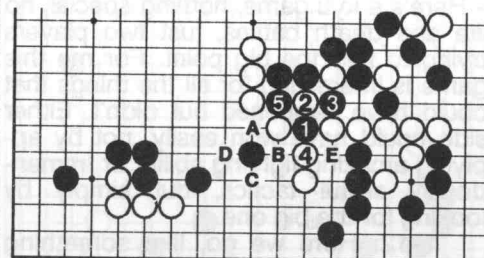


Diagram B

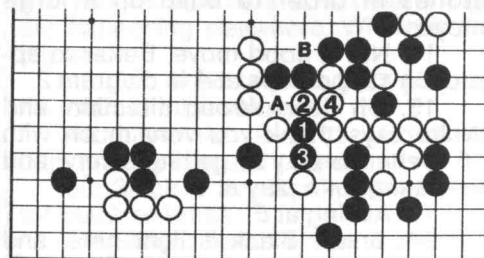


Diagram C

Missed Opportunities

by Andy Finch

Black: Andy Finch, 5 kyu
White: Go Hong Sok

Ratings are according to the Korean Pro rating system. Analysis by Kim Jwa Gee (6 dan), with commentary by Andy Finch.

Did I play that move? Did I miss that obvious (with hindsight) opportunity? – Here's a kyu game, nothing special, no life and death battles, just two players trying to find the big point. For me this game is interesting for all the things that could have happened but didn't. Either side could have won easily, not by applying amazing fighting ability or tremendously skilful tactics, but simply by looking for the big one.

1–12: Here we go, like something out of *In The Beginning*. Black is happy because he has sente, and White has established himself. However, already White has an opportunity to think on a larger scale, with diagram 1. White is ready to sacrifice some or all of these stones in order to build up a large moyo.

14: Not a good move. Better to approach 13, perhaps at A in diagram 2.

15: Oh dear! Wrong direction, and White says thank you very much with 16. Better to play B, getting safety, and preparing for a play at C.

17: Aiming at E.

24: Small. Black is light here, and there are bigger moves at F and G. Wow! G... White is safe everywhere, so G is great, threatening the corner with

all sorts of frightening things, and preparing for influence and territory on the top. No need to consolidate strength here for White.

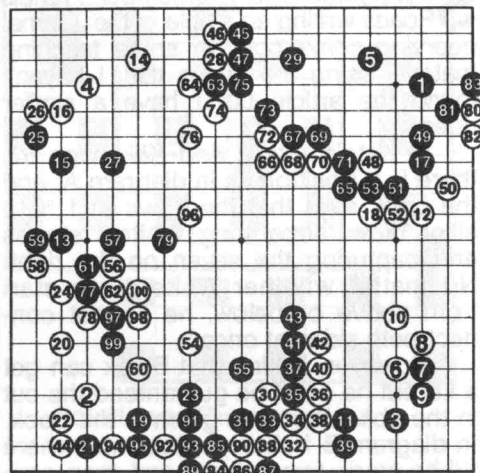


Figure 1 (1–100)

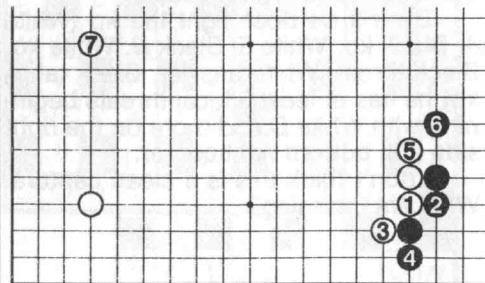


Diagram 1

25: Unnecessary response, making 24 OK.

26: Another thank-you-very-much move.

27: Still small. Black is light here, so take it easy, and have a look at that uncharted territory on the top side.

28: Twenty-point move, but G...

32: There's no need for this. Black is safe here.

39: Correct.

33–43: Dare I say thank you very much again?

What did White want? He has very little and has given territory and influence in exchange.

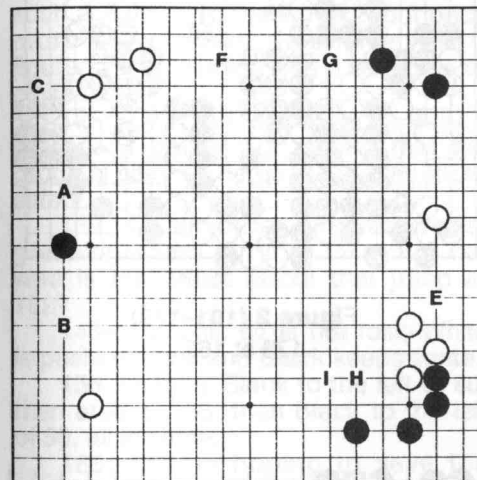


Diagram 2

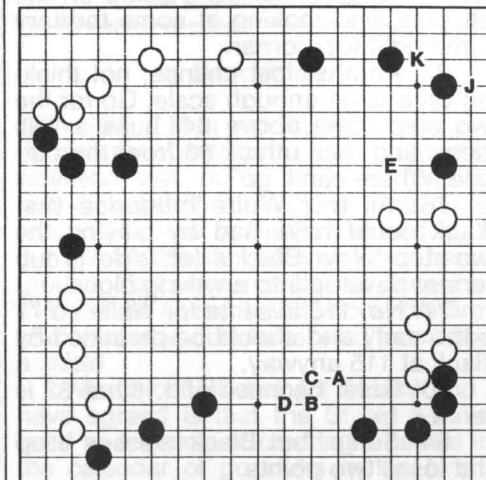


Diagram 3

30: Yes, this is a weak area, but what is 30 hoping for? This will give Black strength when he answers by consolidating at 31, and White gets nothing. How about 31 at H? White's potential moyo is lost, and 30 is looking weak. How about 30 at I? Diagram 3: A–E, just some simple pushing by White, and his influence is huge, and Black is worrying about J and other things (e.g. K) in the corner. But Black didn't see this, and defended at 31, giving White an even better chance to follow diagram 3.

44: A big move, but once more everyone is safe here, and other things are happening elsewhere. Where is the big one?

48: OK, important for both players, therefore double-value.

49: Likewise, 49 at 63, two-stone-cap, and looking at the centre.

50: Small. There is no problem here for Black or White.

54: Similar to 30 in that the idea is good, but the stone has gone too far. Why not push 13 around for a while, make it get life in gote, then play at 60.

and see some territory begin to appear?

55: Very defensive. Better to play on the other side of 54, and split it from the left group.

63: At last! This is big, with the hane underneath to follow.

65: Really? Come on, Andy, this is a great time for the two-step hane on top of 64, forcing White down and saying hello to that light group on the left side, and looking at some territory in the right top corner.

67: Another lost chance, not thinking on a large enough scale. Go for the two step hane above 64, build a wall there, and then attack 66 from the outside. Where can it go?

76: All this White influence that Black could have had by playing the two-step. Now Black's left side group cannot develop into anything bigger.

77: No. 115 is sente for White so 77 is too early and should be preceded by Black at 115 anyway.

80: Gote, because of 1. 80 at 82 is sente.

84: Sente, but Black messes it up and loses two points.

91: Leaves a kikashi at 92, so better to simply join up. White can also atari 89 on the first line and then connect up on the left.

99: Black doesn't want a fight, he wants to sacrifice these two stones and put a wall around the white stones while doing it. (Diagram 4.) Note that Black extends to 4 instead of playing at 6 right away. (9 fills.)

100: Better at 1 in diagram 4, as there are still weak points flying around.

101: Big. Double sente.

102: "Correct move" is at 106.

112: Unnecessary; there's nothing to be gained here.

113 at 118!

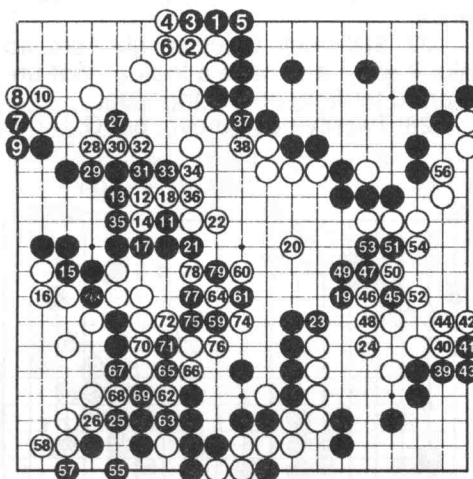


Figure 2 (101-179)
173 at 162

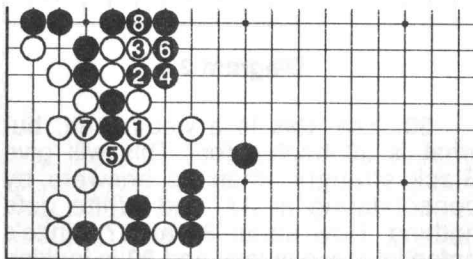


Diagram 4

115: Small, but White answers, so a weak move becomes a strong move.

121: Good.

123: Aiming at 124 and at the white group in general. This group still has

the weak spot at 152 that was there from the beginning when White went for 10 rather than one line lower. However, Black has forgotten about this point, having simply failed to store it in his memory bank, and he misses the fairly simple move at 152, with two ways to escape.

125: Another simple opportunity gone. I thought about 25 at 168, then Black 126 with lots of corner threats such as cutting to the left of 2, but once more played very defensively as I figured I was winning and it was time to close shop.

127: OK, but once more Black messes it up by not seeing that his group is safe, so he goes for even more safety.

139: OK in other circumstances, grabbing some territory in sente, but woe is me! What about that jump at 152?

145-154: Still, all is not lost; White is pushed down and Black keeps sente.

156: Imagine Black to the left of 80, then atari at 156, then Black to the left of 50, all in sente.

165: This is hoping to save the stones 97 & 99 or cut off 54.

175: We're almost into some fighting here, for the first time. Now the weakness of 100 is showing up as White has to think about capturing 97, 99, 167, playing inside his territory.

176: Mistake, giving Black too much.

So nothing exciting happened; it was just a case of pushing each other around and jostling for sente. However, the problem is, can I play this type of game? Fighting is not an end in itself, it's a means of gaining an advantage, and if we can beat the opponent in simple directional moves, he'll eventually have to start a fight, but will be at

a disadvantage from the start in territory and/or influence. From one kyu player to another, the news is that improvement isn't just in coping with weird situations, it's in finding the "correct move." No problem, just play the correct move!!!

Go Shield

by David Phillips

The Isle of Man and Dublin Clubs have recently completed a most enjoyable weekend visit during which a two-leg inter-club match took place. The result was a 2-2 draw in Dublin followed by a 3-1 win for the Isle of Man on their home ground. To commemorate the occasion, KMPG Peat Marwick McLintock, the firm of chartered accountants, kindly donated a shield.

What Noel Mitchell (of Dublin) and I have agreed is that the Shield will be used as a means of creating an event in the calendar of go clubs in the North Western parts of the British Isles. In 1991, and in subsequent years, any go club affiliated to the British or Irish Go Associations located in Ireland, Scotland, Wales or the Isle of Man may compete for the Shield. There is no right of entry to clubs in England, but applications from clubs outside the English tournament circuit will be considered. The following rules apply:-

1. Entry is by application to the organisers by 30th November in the preceding year.
2. The competition is a knock-out, with each round consisting of two legs, home and away.
3. The draw for each round will be on the basis that clubs more easily accessible to each other

will be drawn against each other, insofar as this is possible.

4. Clubs must provide a team of at least three to travel away.

5. Clubs must provide free accommodation to visiting teams.

6. Match rules, and the timing and arrangements for each leg to be agreed by the club secretaries. As regards these matters, there will be no disagreements arising which cannot be resolved by the club secretaries. If there is a breach of this rule, the breach must be referred to the organisers, whose decision is final.

7. Clubs must complete their round and the winners must notify the result to the organisers within time limits indicated by the organisers.

8. The organisers for the time being will be the Isle of Man Go Club.

The object of the competition is to enable club members to have a comparatively cheap and enjoyable week-end away whilst encouraging links between clubs. Accordingly it would be completely alien to the spirit of the competition for entrants to exclude weak players from travelling away on the grounds that they would probably lose!

Go Vikings

by Leo Austin

Every year, the Viking Association, based in Peel, I.O.M., organises races in which teams from clubs, pubs and workplaces race round Peel harbour in Viking longships. Not the real thing, unfortunately, but smaller, modern reproductions. (Perhaps "fortunately" would be a better description, as they are a lot easier to propel through the water than those in which the Vikings sailed.)

This year, the Isle of Man Go Club decided they needed some physical exercise to balance their overdeveloped brains and with the help of a few friendly conscripts entered a team. It isn't as easy as it looks, and we had loads of fun tangling up oars, straightening them out again and discovering muscles that we had never considered the existence of before.



Isle of Man Go Crew

When the Big Day arrived, we found that our opponents were mainly Young Farmers and rugby players, so though we managed a pretty good time when compared with teams in other classes, we only managed a second-from-last against all the brawn! However, we were the team that got its photo in the local newspaper! Next year, time permitting, we hope to row in full Viking costume – any donations of cowhorns for our helmets will be gratefully accepted (please send to our secretary David Phillips).

NHK Cup Game

by Brian Chandler

Black: Obuchi Morito 6 dan

White: Chin Ka-ei 6 dan

I thought BGJ readers might be interested in a game from the NHK TV tournament, which like almost all Japanese tournaments is a knock-out. The time limits are rather baroque: you (or rather these professionals) get 30 seconds by-oyomi for each move, plus an additional ten separate minutes to use on whichever moves you wish. The games usually just fit into the 1 hour 40 minutes of the programme without cutting.

We are just starting the first round of this year's tournament, so all sorts of players most people have never heard of appear. This week featured two young 6-dans, both making their first appearance in the tournament: Obuchi Morito, who you may remember as one of the young professionals who gave us a commentary on the Meijin game in London last September, and Chin Ka-ei who won the World Amateur in 1986. Well you see, in 1986 he was an amateur from Hong-Kong called Y. K. Chan, and before that (he came 2nd in 1985) he was Chen Jia-Rui, if my dictionary look-up is correct, from "mainland" China. There is a record of him beating Terry Stacey in the 1986 tournament in BGJ 68. He joined the Kansai Ki-in (Osaka) as 5 dan in 1987.

On to the game. Obuchi won the nigiri, so he's black. The TV commentary was given by Hasegawa Sunao 9-dan. This article is adapted from what I remember of the commentary plus the write-up in *Go Weekly*.

Starts off the way most professional games seem to these days, by playing on the dotted points. White 8 seems to be something of a current fad – 14-year old Lee from Korea played it in the game where he beat Takemiya in the Fujitsu cup the other day.

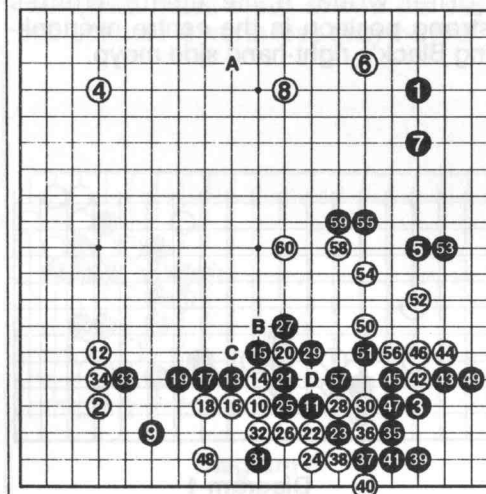


Figure 1 (1-60)

The usual extension is one further away. Here 6 and 8 are closer together, eliminating the invasion between them, but leaving an obvious weak point at A. Anyway this game got going on the lower side – 13 is a very severe move, but the sort that can go seriously wrong in the hands of a weakie amateur 3 dan! I suppose though that Obuchi had rather more idea than me of what would happen next. One simple possibility after 13 is shown in Diagram 1, but Hasegawa said he did not expect Chin to avoid the fight like this.

So White embarks on the precarious line from 14 to 20. Before playing 21, it would be nice for Black to peep at 33, but White would not answer; instead he would play atari at B, Black C, White hanging connection at D, then Black would push through with 34. Presumably Black does not think that the compensation in the bottom left corner would make up for White's strong position in the centre overlooking Black's right-hand side moyo.

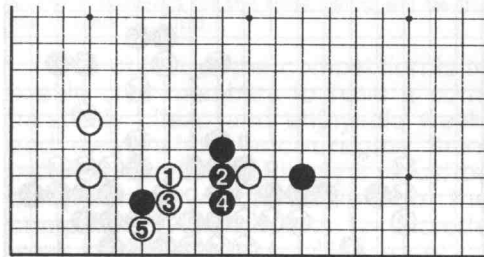


Diagram 1

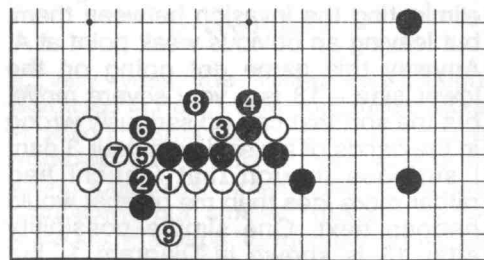


Diagram 2

Instead of the attachment at 22, White should simply have pushed through as shown in Diagram 3. This gives a result similar to that of Diagram 1, but slightly better.

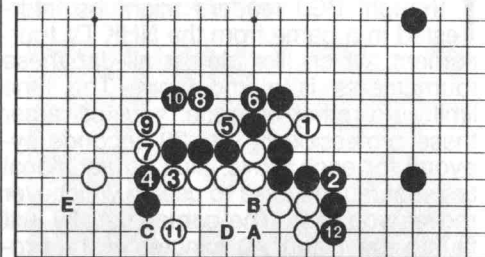


Diagram 3

You should now be agog to see what happens to the white group - 25 is quite a move huh? In this sort of position these chaps are actually doing the reading, not just making plausible shape. But (says Hasegawa) White 24 should have been the tesuji at 38, to make better shape. After 27 White is somewhat stuck - if he pulls out the stone, as in Diagram 3, then after 11, unless White plays again, Black can play A, White B, Black C, White D (the group is just alive), and Black can jump into the corner at E. So White gives Black a ponnuki. Notice what an excellent ponnuki it is: exactly the four black stones, with none of the corners filled in. (By the corners I mean the points marked X in Diagram 4.) This is certainly worth 30 points!

In the sequence from 35, Black keeps spoiling White's eye-shape, but Hasegawa thought that Black 35 should simply shut White in by playing at 56.

White 42 is going to lead to a weak white group, but if he just jumps out to 51, Black will march along the right hand side, making territory while attacking. After 45, note how White's liberty shortage stops him from poking out from 28 & 30.

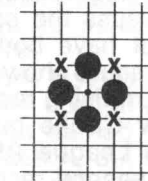


Diagram 4

From 49, Black starts chasing the white group out into the middle. Hasegawa remarked that he thought 51 should be one point lower - "because it's one more point of territory when you capture the white stones!"

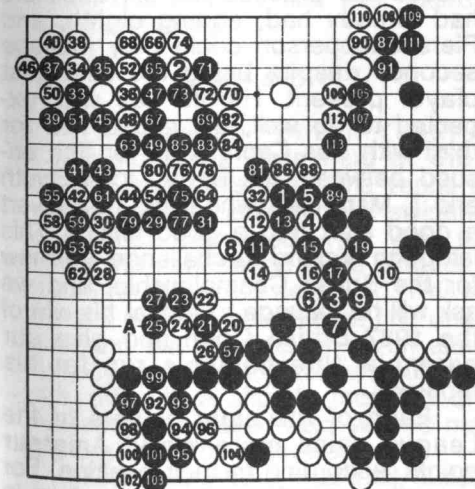


Figure 2 (61-173)

On to Fig. 2 (moves from 61 re-numbered from 1). White stakes the game on ignoring Black 1 to take territory on the top side, hoping he can win the fight in the centre. Once Black wedges in at 11, the straggle of white stones is all but captured. With the sequence up to 19, their fate is sealed, and White has gained a ponnuki, but Hasegawa made much of how the second ponnuki is worth less than the first.

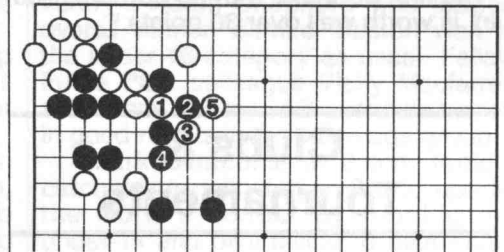


Diagram 5

How many people as Black would be tempted to breathe a sigh of relief, and connect in answer to 20? (I expect I would, and just wait for the game to fall into my hands.) Anyway, the proper thing is to keep up the pressure, which Black does with 21-23-25, but 27 leaves Black a bit overstretched. Hasegawa said that instead of 27 Black should connect at 57, then if White cuts at 27, play at A. After the game it was clear that Obuchi felt that the connection would have been somewhat short on fighting spirit. Note also how the third ponnuki is worth even less than the second; the two are facing each other, verging on overconcentration, and not clinically alive yet!

As Black builds a position in the top right, starting with the attach at 33, he is pulling ahead on territory, but White is still left with the cut at 57 to aim at. Lovely tesuji at 47. White has to go back to protect at 52. If he sticks his nose out, then as in Diagram 5, Black connects his stones out. At last Black connects at 57. White should have played 56 at 54, Black connects 55, then White should have cut at 57. But that would have been another game.

Black resigns after 113.

Perhaps this game should give us a new way of remembering the proverb: "The first ponnuki, with no corners filled in, is worth well over 30 points."

Clubs & Tournaments

by Tony Atkins

Bracknell was once described as the jewel of Berkshire. Either they were drunk or they were describing its go tournament. Nearly a hundred players attended this year, with a good contingent of lower kyu players, perhaps encouraged by the prospect of a 13x13 continuous side event. Oliver Schmidt, the London 3 dan, won the event after two of the top players couldn't decide whether the flag fell before the game ended and declared a draw. Other prize-winners for three wins were qualifiers J. Bond, S. Barthropp and A. Jones; and A. Swann, S. Beaton, C. Dawson, S. Kearon, J. Chai, J. Johnstone, and, for 2.5 wins, J. Phillips. In addition, after Lyon-adjusted tiebreak, S. Atwell, and N. Cox. Young-

ster G. Bailey and local girl J. Hamlet won prizes for skilful play on 13x13.

The Candidates' Tournament was held as usual over the first May Bank Holiday. Twenty-four players from 4 dan to 1 kyu fought each other and the noise from the street entertainers at Covent Garden. Macfadyen and Roads turned up to suss the opposition, but they need not have bothered, as the Challengers' results show.

A set of surprising results from shodan Matthew Cocke meant he was nearly in the League (third reserve). The first and second reserves that just scraped themselves into the League as it happened were Jim Barty and John Rickard. Harold Lee was the only 4 dan on form, winning with a clean sheet. This left three 3 dans (T. Mark Hall and John Smith on 5, and Des Cann on 4) to take the other top places.

However, form in the Candidates' has little to do with the Challengers' League results, it seems. Francis Roads missed the practice the six qualifiers had already had, ending eighth, and Piers Shepperson could only manage second despite being the strongest player present. Harold Lee was expected to do well, but ended tied for third with Des Cann. A tie for fifth ensued between Jim Barty, John Smith and T. Mark Hall (who failed to convert a good start into a good finish). This left John Rickard to challenge Matthew for the British Championship, and we ask will he manage to repeat his win of the 1987 British Open and give our perennial title holder a run for his money?

Each of the eight players in the League gains more World Amateur points, according to their position. For example, as well as reserving a place in next year's League, a fourth place will

earn 5 points, whereas the champion will earn 9. If a player attends the World Amateur his slate is wiped clean of points. Each year when a representative is selected, if there is no obvious choice (such as a new champion or challenger) then the points will be used to select a representative. Currently John Rickard has 32 points and Matthew Macfadyen 18.

Ninety-one players attended the annual Leicester nosh. The excellent buffet lunch has earned the tournament quite a reputation, but it seems the format and venue of the event may change next year. Fitting in some go around the eating were prize winners James Goss, David Mitchell, Stephen Bailey, Philip Leupin, Mark Simmons, qualifiers Phil Achard, Alan Thornton, and the winner Des Cann.

Irish go continues to prosper. John Kenny recently spent a while in London, and returned to lead the Dublin Go Club in a 4-nil victory over the Collegians Go Club. This was the first ever interclub match in Ireland.

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The seventh British Youth Go Championships were held at Stowe School again this year. The venue still proves popular even though swimming and lunch coincided. This year time limits were shortened to 30 minutes so that 5 rounds could be played. This was so that it would be easier to find unique winners, but a group of seven almost equally matched top players still made this difficult. A slightly modified draw system will be used next year to make life easier for the organisers.

Youngsters from Bracknell, Maidenhead, Stowe, Coventry, Bradford and from the new Hereford Cathedral

school club all saw battle over the large board. For those not up to strength on the large board, Simon Goss ably ran a 13x13 board tournament, producing instant statistical analysis of the results on his computer.

A new under-12 category was introduced this year, but an under-10 age group may soon be called for, judging by the number of go players' children who were playing their first stones at the tournament. St. Dunstan's Adrian Shepherd faltered after a good start to finish equal second, with school mate Anand Tanna, in the under-18's. Coventry's Adam Shepherd was judged overall winner. Samuel Beaton won in the under-16 category as usual. Fellow Furze Platt colleague Vicky Macfarren and Jenny Harvey of Brakenhale turned in good results in the same age group.

Mark Simmons, at 3 kyu rapidly catching up with father Barry, upheld the North's honour by winning the under-14 and only failing to beat Adam Shepherd by half a point. Simon Chan (Furze Platt) and J. Blanchard (Brakenhale) both won four games in the under-14.

Coventry's second title was the under-12. Hugh Robinson was clearly better than runners-up Adelberto Duarte of Brakenhale and Simon Brooks of Swindon. Special prizes were awarded to Anand Tanna for largest win and Chris Wheaton for largest loss (265 points). In the 13x13 section Simon Brooks, Adelberto Duarte, Graham Brooks, Vicky King and Valerie Atwell all won prizes.

Less than ten days later Brakenhale were at it again. This time an internal school tournament saw 7CS pipping 7SH as the best tutor group, and Sara Salazar proving she was the Seventh Year (First Form) Champion. Kevin

Cobby and Yhmael Wagstaffe also won all their games.

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On the European scene, Russian Viktor Bogdanov and the Chinese studying in London, Dr. Shutai Zhang, have been dominating the Grand Prix. Of the ninety players at Budapest, sum of opponents' scores had to be used to separate Bogdanov from Poland's Saldan and Czech Nechanoicky. Zhang was 6th, losing to the top two players.

The Ascension weekend bash at Amsterdam was won with straight seven from local Ronald Schlemper. He beat Hans Pietsch into second, whilst Zhang lost to both the top two again. Bogdanov had trouble with a Korean and only managed 7th.

Zhang was back on form in June when he beat both Bogdanov and Schlemper to win at Helsinki. Our own Matthew Macfadyen was 7th, losing to Bogdanov, Lazarev and Laatikainen. This, the smallest Grand Prix, attracted thirty-five players, but a strong top group. A week later Zhang won again in Warsaw, this time beating Austria's Manfred Wimmer, and Bogdanov.

After twelve tournaments with just the Kazan Boat Trip and the European (double points) to go, this left Zhang on 98 points, just 1 point clear of Bogdanov. Lazarev is next on 51, with Britain's Macfadyen 12th and Tony Goddard 19th in the Grand Prix rankings.

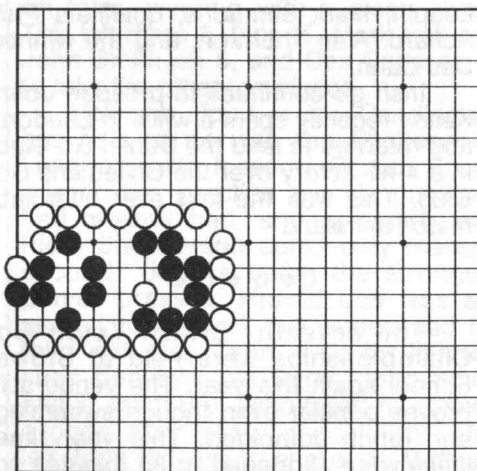
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Finally on a sad note we report the death after a sudden illness last year of Dr. Greenbury. One of the BGA's earliest players and a great friend of John

Barrs, Dr. Greenbury had found playing go at Oxford rather trying as those young undergraduates (such as Derek Hunter) kept beating him. He played go little after retiring to Henley, but was winning croquet tournaments to within a few weeks of his illness. I'm sure many will share his loss with his widow whom I met recently.

Eyes And Things

by Brian Chandler



This position is derived from one that arose in a recent game. What is the status of the black group? Deceptively easy! (I am never sure whether that means it's easy but looks difficult, or the other way round.) In any event it requires careful thought about eyes and things, rather than a search for a clever sequence.

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	25-15	GGP2	5.50	6.20
Graded Go Problems For Beginners 3	20-10	GGP3	5.50	6.20
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De luxe record file (ring binder + loose leaf)		DLRP	4.00	5.00
Go Mats (Vinyl 19x19):- (GM): 4.00:4.50; Games record pad:- (GRP): 1.20:1.60				

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.)