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Front cover: Wessex birthday cake. (Photo, Paul Atwell.)

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Coming Events

Asahi London Open Go Congress: 29th Dec. to 1st Jan. First day: 4 round tournament (low kyu players encouraged). Three days 7 round tournament. Contact: Harold Lee, 081-346-3303.

Wanstead Tournament: Saturday 2nd February 1990. Contact: Alison Jones, 081-527-9846 (home).

British Go Congress: 5th-7th April 1991, in Canterbury. Contact: Tony Atkins (details on page 2).

European Go Congress: 27th July - 11th August, Namur, Belgium. Contact: Pierre Sevenants, 27 rue Jean d'Ardenne, 1050 Brussels. Tel: 01032-2-5020660.

Isle of Man: Sunday 18th August to Saturday 24th August 1991. Contact: D. Phillips, 0624-20386.

Shrewsbury Tournament: Sunday October 6th 1991. (Because of this early booking play will be back in the pleasanter hall used in 1989.)

Material for the next issue: **4th February**, but earlier receipt would be appreciated, and is more likely to guarantee inclusion. Commentaries should refer to letters or e.g. 'left of 48,' not K10 etc. notation. 5.25 inch floppy disks welcome, IBM-compatible ascii files, accompanied by printout in case of difficulties. **Advertising rates:** £50 per page and pro rata. If containing graphics, material should be camera-ready.

Glossary

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

Editorial

If you receive no more journals or newsletters after January the first it may be that you have forgotten to renew your subscription. Of course, you could always reach for your chequebook, in which case the following information will be of interest!

Subscription rates for 1991 are unchanged:-

Overseas	£8
Unattached	£7-50
Club	£6
Members studying in full-time education:	
Unattached	£3-50
Club	£3

Cheques should be made payable to the British Go Association and sent to the Membership Secretary (details on page 2). If there is no change of name or address there is no need for a letter. Club members should pay through their club secretary.

The BGA is run entirely on voluntary unpaid work, and subscriptions help the promotion of go in many ways.

Also, the Journal, like any publication, is dependent on size of circulation for viability. It is worth noting, for comparison, that the Dutch Go Journal regularly runs to over sixty pages. The German journal is similar, but its October-December 1989 issue reached one hundred pages. Perhaps one day...

So if you happen to be one of those people who has borrowed this copy off a friend, think it over!

Go Schools

by Alison Jones

Alert go players will have noticed in the previous issue of the British Go Journal that Matthew Macfadyen was proposing to hold some go schools to study particular techniques such as yose. Accordingly myself and a number of other players of about 2 kyu to 2 dan congregated at Leamington Spa on 20th October.

The emphasis was on counting and yose. Matthew explained how to count the value of end game moves, and we tackled a variety of problems on this subject.

We then tried out some of this on an end-game position on an 11x11 board, playing different people until we had found the correct sequence. The results varied considerably between infinity and jigo before we had sorted this problem out!

Kirsty Healey, Sylvia Kalisch and several helpers provided us with a tasty lunch and kept us supplied with tea and coffee through the day.

The afternoon included analysis of a professional game, in which Matthew illustrated how to count (and keep re-counting) territories and potential territories through the game and showed how this affects decisions on strategy.

We all found the day very instructive, and hopefully my yose is now much improved. Opponents beware! I would like to thank Matthew, and everyone at Leamington who assisted, for the time and effort they put into organising the go schools, and hope that they will continue in the future.

Wessex Tournament Is Twenty-One

by Simon Atwell and Pete Langley, with additional notes from Tony Atkins. (Photos supplied by Paul Atwell and Pete Langley.)

The Wessex Go Tournament has just been held for the twenty-first time. Organisation of the tournament starts months in advance, with the hall booking being done first, followed by preparation and distribution of the entry forms.

The catering has also to be planned well in advance, and final details such as exact food quantities are held until the day before. All catering is done by Bristol Go Club, with wives, mistresses and friends being shangai'd to assist both before and on the day. Keeping the catering on an amateur basis is the prime factor in keeping the entry fee low.



The catering team wins through

Bristol Go Club liaises with the BGA tournament organiser to ensure sufficient go sets and clocks arrive on the day, but like most tournaments we rely on club equipment and personal sets as well.

The Wessex continually attracts more than a hundred players ranking from 30 kyu to 6 dan. Each player has to have a record card written before the day. The problem of late entrants causes many difficulties when trying to provide food, and makes the first round impossible to administer until five minutes before the actual games.

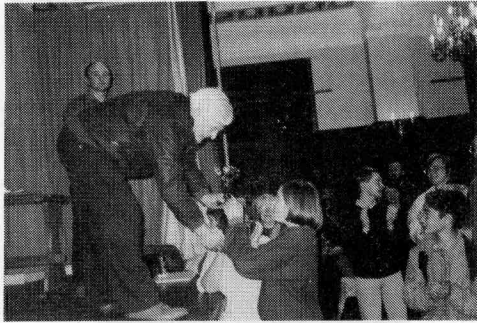


Simon Atwell calculates

The card system used by Bristol Go Club is well tried, but mistakes do happen, either a player will be drawn against someone he has already played or will be left out of the draw completely. Where possible all players will play even games, and not play someone from their own club. With four rounds in a day this makes the draw very difficult to execute. No player at the Wessex will get a bye because one of the tournament organisers will be "odd man."

Four rounds in one day does not leave a lot of time in between to update

players' records so that the draw for the next round can take place. Bristol Go Club players are volunteered to assist as soon as they have completed their games.



Fred Guyatt presents his new trophy to 13x13 winner Jackie Law

1990 was a record year for the Wessex. Not only was it the 21st, but the largest attended. Marlborough Town Hall were very generous in providing a banner for the front entrance, and every year they book the hall for us.



A warm welcome despite the scaffolding

126 people played this year, which mean organising 252 games in one day. Can anyone beat this?

The best part of the day is at nine o' clock when Bristol Go Club and helpers retire to the Bear Hotel for some liquid refreshments.

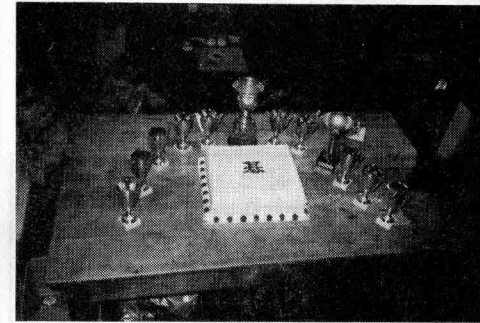


The best part of the day

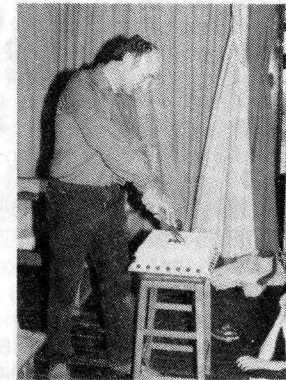
The first Wessex Tournament was held in 1970, with only 26 players taking part! 1990 saw 126 players, providing tangible proof of the tournament's rightful place in the go players' calendar. The Wessex was originally conceived as a handicap tournament, but soon adopted the almost universal McMahon system. This also allowed the Wessex to be used in the selection process for the Candidates' Tournament.

Marlborough was selected for its central geographical location in the south of England, while not being too far from Bristol to organise. It has also been a tradition to hold it on the Sunday when the clocks go back, as it effectively gives people an extra hour to get there. The Town Hall contributes to the friendly atmosphere as all the games are played in one large hall, and likewise players can all eat together

without the need to go out at all. The presence of numerous pubs in the High Street allows certain players to top up with additional liquid refreshment between rounds – but at the risk of time penalties in the next round!



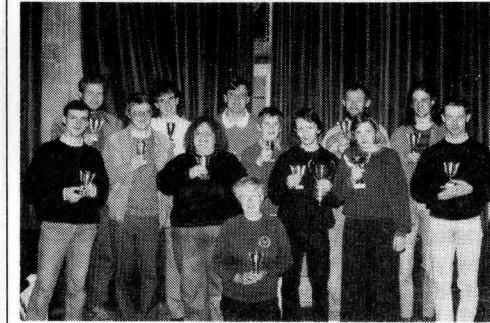
Interesting lay-out; a new boardgame?



Paul Atwell cuts the birthday cake

The special anniversary was celebrated with a coming-of-age cake, and the establishing of the Fred Guyatt trophy for 13x13 go. Fred is not a keen player, but has regularly helped run the catering for the tournament.

Paul Atwell claims to have played in or organised at twenty Wessex Tournaments. (He worked and missed the first.) Jim Clare has played in the last eighteen. Can anyone claim more?



A gathering of prizewinners

Oxford's Edmund Shaw won the event this time on a narrow tie-break as all the strong players dropped a game. The Fred Guyatt trophy was won by Furze Platt's Jackie Law.

Other winners were Guildford Four Team, P. Bailey, S. Brooks, A. Seabourne, T. Tyler, A. Moreno, P. Leonard, S. Rudd, D. Phillips, and K. Pulverer. Qualifiers were D. Ward and S. Barthropp.

Bristol Go Club hopes that the Wessex tradition will continue into the future, and regards the first twenty-one years as a good start!

FOUND: At Shrewsbury Tournament, a coat left behind. Owner please contact B. Timmins (details on page 2).

British Championship 1990

by Matthew Macfadyen

Game One

Black: M. Macfadyen
White: J. Rickard

Instead of White 10, there are various ways to invade Black's lower right corner, and various ways for Black to try to seal it off, but none of them looks particularly attractive for either side. 10 is clearly a good point for both.

11: May look very slow, but it makes sure that White gets no good forcing moves from this direction. This makes Black invasions around 13 more severe as well as restricting any ambitions White has for a large moyo.

12: Looks reasonable; although it does not aim directly at any particularly severe invasion it is hard to imagine the game developing so as to leave this stone looking unimportant. However Black now tries to do just that.

21: Hard to evaluate – of course it would be possible to invade the corner by playing 22 or the 3-3 point, but at the moment that would be unreasonable due to Black's weak centre group, and later it might be unattractive since White would be enabled to connect up along the edge. When White plays 22 the corner becomes secure but Black is left with room to live on the side, and White's four stones 10, 16, 20 and 24 are more isolated than they would have

been if 22 had been one point to the right.

25–33: The Black group becomes strong and Black's strategy of putting 12 on the wrong point has been at least partially successful.

White's invasion at 36 is deep but probably necessary. The territory along the left side is not all that big, and White must keep ahead in secure territory since he is almost sure to be behind in central thickness for some time.

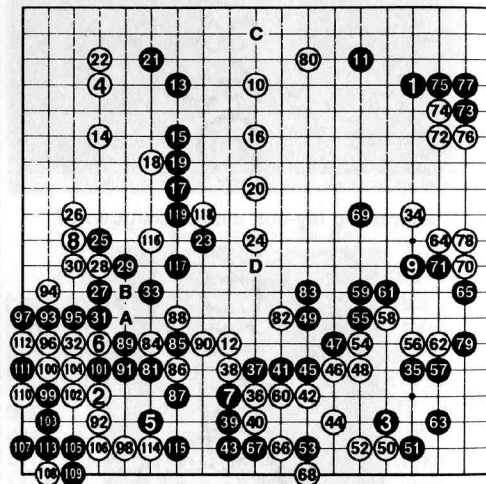


Figure 1 (1–119)

In the sequence to 68 Black has various choices of moves which look severe but do not actually kill White (exercise for the reader). Up to 61 I concentrated on leaving as few weaknesses as possible on the outside, but the result was not very impressive, especially when John found time to play 64 before living.

66: Should have been at 67. White could still not be killed (another exercise for the reader) and the black group on the left would be left smaller and weaker.

John continued to play well up to 78, and ended up living in sente with both of his groups, although Black can chop three stones off the end of the lower one (keep exercising).

81: Starts to take advantage of the thick positions in the centre. This more or less guarantees that Black will get to play 93 in sente.

White fights well up to 91, but 92 missed a chance. This move should cut at A. Black would be more or less forced to reply at B to keep open the option of playing 93, but then White's corner would be easier to protect.

John was already in byo yomi when I played 97, which looks odd since Black could clearly take sente here by playing at 112 instead.

He fell into a trap by playing 98, and then climbed deeper into it with 100, which should give up three stones by playing 103.

The post-game analysis came up with the idea of playing 106 at 107, which seems to lead to ko, but the damage has already been done. Black 113 captures the corner cleanly (penultimate exercise for the reader), and the moves up to 119 were simply caused by byo yomi interfering with the decision to resign.

Last exercise for the reader:–

If 98 had been at 99, I intended to play 98 in sente and then C, burrowing out the upper side and leaving the possibility of cutting at D for later. How would the yose have looked in this case?

• • • • •

Game 2

Black: J. Rickard
White: M. Macfadyen

Black claims half the board with 11, so some sort of invasion is necessary.

12: A very light invasion, but it would be more consistent with Black's previous plays to reply at 34. I had planned to continue by playing one point above 13 and trying to build a light group in the middle of Black's moyo without disturbing either of the 3-3 invasions.

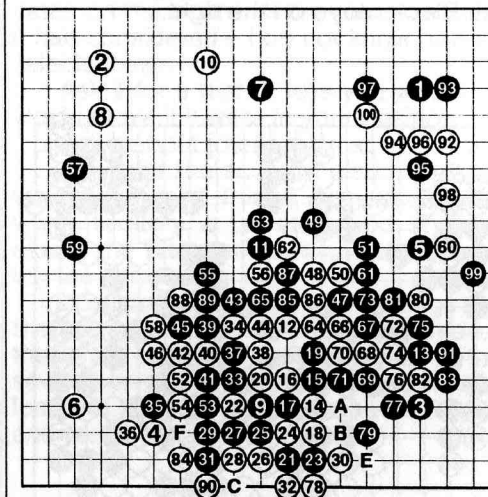


Figure 1 (1–100)

After Black 15 a fight is inevitable. Probably Black 21 should be at 22, and 23 looks better at 27 or 24, but in any case Black must play the A–B exchange before 31. This would leave the possibility of C–78–E for later, and White would have to scramble a bit to make

eyes. Without A-B the White group is left relatively safe.

There is an element of "don't believe you" in the sequence 37-38-39-40. It looks likely that one side will collapse. John decided that his group could not profitably be rescued, and played for influence with 49 and 51.

52: A slight mistake; it would be better to play 54-53-F, which prevents Black from having a sente move at 58 and stops most of the tricky options Black has, to make extra liberties along the side.

With 57 and 59, Black calmly ignores the centre for the moment. White now needs to do something to reduce the Black moyo on the right.

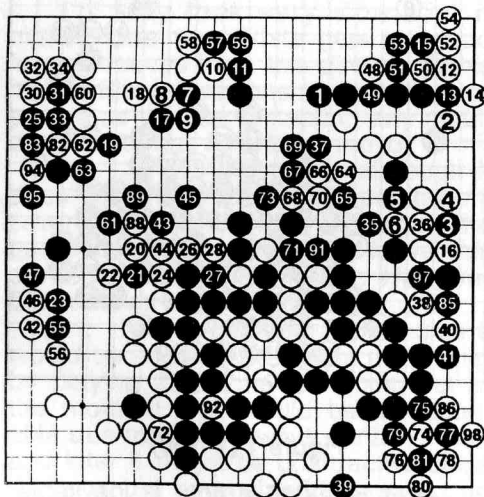


Figure 2 (101-198)

29 connects. Ko: 84, 87, 90, 93, 96

60: Perhaps too hasty. If I had come out with 62 first, the possibility of

shutting the centre group in would disappear, and it should be possible to live either around 60 or around 93. I had assumed that Black 71 would be impossible, and kept expecting Black to collapse until I had filled in my own liberties with 80 and 82.

84: A panicky move which should be at 87 - this would leave some weaknesses in Black's wall.

At 93 Black suddenly has chances. However the sequence to 106 seems to leave White alive - 97 and 101 were probably too honest; Black should have taken away White's eyes on the side and staked the game on killing the group.

Black continued to look for centre territory but it was never going to be big enough - White did not need to live in the corner with 174-198 but it provided a good time to resign.

Past Masters - 5

submitted by Andy Finch



"That's the last time I play a pincer joseki."

Cosmos

by Nick Wedd

I heard that the *Cosmos* go-playing program was available for IBM PC-compatible computers, and was around 15 kyu, so I ordered a copy. [See back cover - Ed.]

Technical Information

Cosmos arrives on a double-density 5.25" disk. It is not copy-protected, so you can copy it to another disk format or to a hard disk. It is trivial to install. It requires at least 512K of memory (640K if you are using DOS 4), and supports the following graphics modes: Hercules, MDA (Text Mode), CGA, EGA, EGA (EGD), and Laptop.

On my Amstrad 1640, CGA gives a bearable purple board, and EGA gives a pleasing fawn board with clear and attractive black and white stones.

It supports the use of a mouse, which you can use instead of the cursor keys to select the point where you want to play. (A word of warning to Amstrad users: if you tell the Amstrad that you want to use the mouse, then the mouse works defectively. Tell it that you do *not* want to use the mouse, and you will find that the mouse works properly. This is an eccentricity of Amstrad, and is found in other applications besides *Cosmos*.)

Options available

When you load up *Cosmos*, there is a list of settings which you can alter. The more significant are:

Board size, Handicap, Computer plays (Black, White, both, neither), Playing level (1-100), Rules (Chinese or Japanese).

Beep when moved is useful at high playing levels, as it can be slow. Beep for atari is useful for beginners. Randomize moves lets the program select if there are several that seem to it equally good.

When you are playing, you have these options:

Take back your last move. You can repeat this as far back as you like.

Ask it why it made its last move. I used this to obtain its reasons for its moves, in the game given below. It indicates on the board all the moves which it had considered - I do not know how it selects these.

Ask it for a hint. It tells you where it would move if it were in your position.

Ask it about joseki moves.

Ask it for the score. It also tells you which stones it thinks are dead, and which territory is undetermined. It also closes the file to which it has been saving the game.

You cannot change the settings in the course of a game. What you can do, though it is rather cumbersome, is to save your game, exit the program, reload the program, change the settings, and resume the saved game.

Discussion

When I first played it, I believed it was 15 kyu, and gave it nine stones on a full board (I am 5 kyu) at its default playing level. It made a total of two points of territory.

Therefore I turned its playing level up to the maximum of 100 and gave it 13 stones (it put the extra ones on the 7-7 points). It still lost convincingly, and

played so slowly that it took all day to do it.

If you intend having a serious game with it, and getting it to admit it has lost, you should use the Chinese rules. Otherwise you will lose points by playing inside your own territory, both to convince it that its dead stones are dead, and to establish your claim to territory that is more than two points from your nearest stone.

The best part of its game is the joseki. It has a joseki dictionary, and you can ask it to display where all the joseki moves are in a corner. It can be rather weird to watch it play out a joseki just as in the book, and then follow it up with a lunatic move on the 1-1 point.

The worse part of its game is that it does not recognise in time when a group is under attack, and then continues to defend it after it is dead. Thus you can pretend that you are still attacking its dead group while you are really building up thickness to kill the next one.

Cosmos arrives accompanied by a little book, *The Way To Go*, by Karl Baker, which gives a thorough account of the rules and elementary tactics.

Sample Game

This game was played under the Chinese rules at the program's maximum playing level. I asked it why it played what seemed to me its more dubious moves, and its explanations are given as comments.

8: Save threatened group; save cutting stones; get more liberties while preventing bending around corner; extend along edge in crosscut; extend for more liberties; don't extend if neigh-

bour has two liberties; urgent; attack an unsettled group.

10: Save group to win semeai; fill outside liberty first; try any atari; remove eye potential; surround opponent; enclosing move attacks weak group; make blocking move, enemy's diagonal; block towards friendly stone; get more liberties; take away liberties; crawl under stone to take territory; urgent; attack an unsettled group; forcing move.

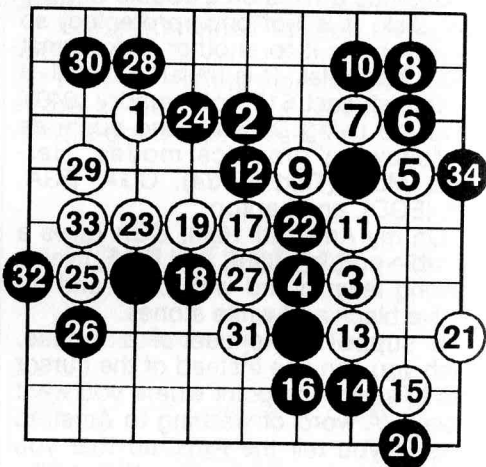


Figure 1 (1-34)

10 at 11?: That move was not considered.

16: Save threatened group; connect; make solid connection; extend for more liberties; two new liberties; forcing move.

18: Save unsettled group; skip to friend instead of blocking; skip if block would make empty triangle; don't get

surrounded; urgent; attack an unsettled group.

24: Remove eye potential; I'm ahead, so play safe and capture; strengthen group since ahead.

28: Strengthen group since ahead; bend around corner defends territory; bend around corner; bend around one stone group to extend wall; bend around corner to attack weak group; hane makes two- or one-liberty group; attack an unsettled group; forcing move.

28 at 31?: That move was not considered.

At move 34 I asked it for the score. It conceded that all but two of its stones in the lower half of the board were dead, and that it was losing by 18 points.

Conclusions

It is clearly worse than 15 kyu, even at its best playing level. I do not expect to learn anything from it myself. However my young son enjoys playing it, and I expect that he will soon be able to beat it. I intend to keep it for the use of children who may be embarrassed and humiliated at being beaten by adults, but will gain in confidence and enthusiasm when they find that they can eventually beat a computer.

● Ian Sharpe adds:-

I agree with Nick's general assessment of *Cosmos*'s level of ability, though it's hard to put an accurate kyu rating on the program. It plays an odd mix of woolly large-scale strategic play and more accurate local infighting. As an opponent for weaker and novice

kyu players it may well be of use, though from a low-kyu perspective it's hard to judge how a genuine 15 kyu would find it.

Perhaps any 15+ kyus out there who have played *Cosmos* could let us have their comments. Even if such a player only found *Cosmos* a challenge for two or three months, some people might consider that reasonable value for money.

Two areas where *Cosmos* does score are in its good array of joseki which can be an aid to study, and its ability to record games. I find hunting for the next move in a game diagram very distracting. With a program like *Cosmos* you can enter the game, save it to disk for future reference, and see it replayed at your own pace. Players stronger than 13 kyu should think of *Cosmos* in this light rather than as a challenging adversary.

For the archives of the Italian Go Association I recently purchased every available backnumber of the British Go Journal. However, there are still some gaps.

If anyone can supply me with Journals 51 and 54 I should be very grateful. Failing that, I would be prepared to settle for photocopies.

I should also be interested to hear about copies before number 51.

If you can help, then to contact me, write to:-

Gionata Soletti,
Via Rosellini 26,
I-20124 Milano,
Italy.

Anglo-Japanese Match

by Alison Jones

On Saturday 13th October a sizeable number of British and Japanese go players gathered at the Montcalm Hotel for the Anglo-Japanese Friendship Go Match. It was one of those rare occasions when British go players could be seen wearing a tie (due to Harold Lee's three-line whip).

The programme began with match plays between three representatives from Britain and Japan. Whilst these were played upstairs the rest of us were treated to running commentaries on the games by three professional go players from Japan. These were Mr. Masaki Takemiya (10th dan), Mr. Naoki Miyamoto (9th dan) and Mr. Masayuki Saijo (8th dan).

The results of the games were:-

M. Kono v M. Macfadyen	1-0
Y. Yasaki v E. Shaw	0-1
T. Noda v J. Rickard	1-0

The games are printed below with the professionals' comments (that I can remember!).

Part two of the afternoon involved teaching games where each professional took on six players (three British, three Japanese) simultaneously. I was privileged to be playing Masaki Takemiya (6 stones handicap). Despite losing a large corner early on I went on to win by 7 points. Sylvia Kalisch (5 stone handicap) also won her game. Whether this proves that ladies make strong go

players or that Mr. Takemiya was being chivalrous I would rather not comment!

The serious go over, we were served food and drinks and given the chance to talk with the professionals, which many of us took advantage of. I also welcomed the opportunity to meet some of the members of the Nippon Go Club.

Over all it was an instructive and enjoyable occasion. Many thanks are due to JAL for their kind sponsorship of the event, to Harold Lee for his excellent organisation, and to Mr. Horii for his interpretation services.

Game 1

Black: Edmund Shaw
White: Y. Yasaki
Commentary by M. Saijo

5: Saijo suggested Takemiya should commentate on this game as he plays the san-ren-sei.

8: Takemiya did not like this move but refused to suggest alternatives, claiming we should "play where you like."

It was suggested he did not wish to give away his secrets!

8-13: Standard joseki, repeated with 14-21.

22: Too deep.

23: Takemiya: "The only move for Black." (Immediately contradicting his standard phrase above.) This is an aggressive move for Black.

24-34: A large fight develops. Impossible to predict since it is an amateurs' game. Neither professional thinks that the players have any idea what the outcome will be.

46: A mistake. It should be at A or B, as it is more important to squeeze

the black stones than to capture 25. However Takemiya agreed that 46 was a big move.

47: Should be at B, as White can still squeeze Black at B.

48-56: Black strengthens his centre group, but the consensus is that he is letting White off easily with his centre-right group. Black probably has a better game.

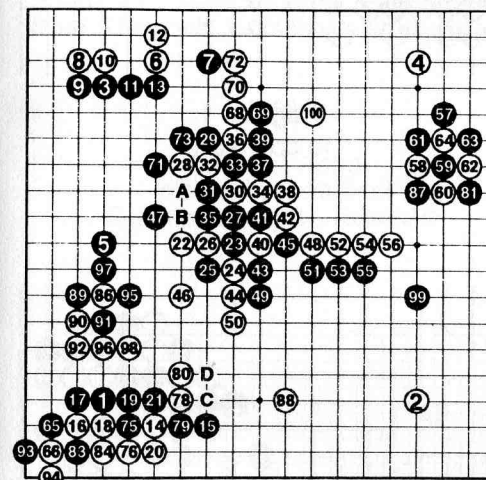


Figure 1 (1-100)

Ko: 67, 74, 77, 82, 85

57-64: Takemiya: "Nobody could predict that 57 leads to a ko!"

68-73: Black comes out of this better. 71 is good because it removes White's squeeze (which both players have ignored for so long). Black is now looking very good.

79: This should be at 80. If White C then Black D. It is still not certain then

whether the White lower centre group is alive.

81: "Hontei!" A brave move.

86: Attacks Black's lower corner group.

87: Makes an ingenious end to the ko, leaving White weak in the upper centre.

88-98: Black gives up his lower group in exchange for securing his left side and taking sente.

This is a good exchange, as after 99 White's centre group is under attack. Black is winning.

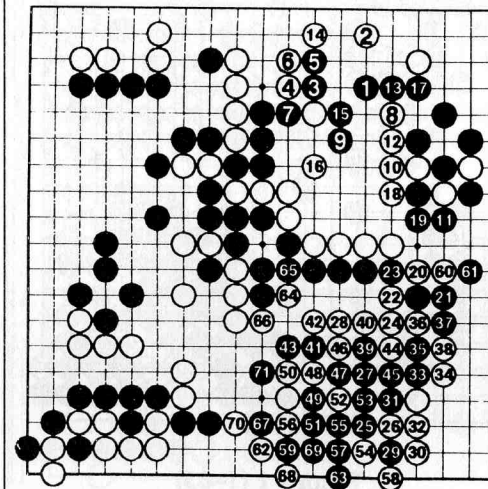


Figure 2 (101-171)

100-117: Black's attack on White's centre is too strong for White. Professional analysis stopped here with a clear victory for Black.

White resigned on move 171, after some fighting in the right bottom corner.

Game 2

Black: T. Noda

White: J. Rickard

Commentary by N. Miyamoto

5: Chinese fuseki (very popular at present).

8-20: Magic Sword of Marasama joseki. Miyamoto does not like this because it makes for a narrow game since it decides much of the strategy for the rest of the game.

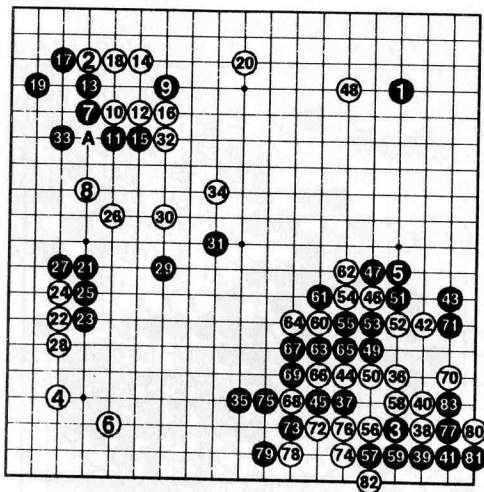


Figure 1 (1-83)

- 20: Too narrow.
- 26: Should be at 24.
- 33: Black must defend or White cuts at A (1 in diagram 1).
- 34: A bit loose.
- 41: Important as it reduces eye space. If White 41, White lives easily.
- 43: Again takes away eye space. White has to run to the centre.

48: A good tenuki provided White lives.

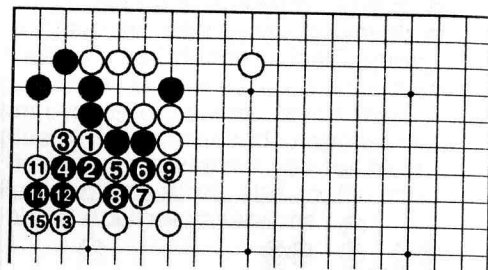
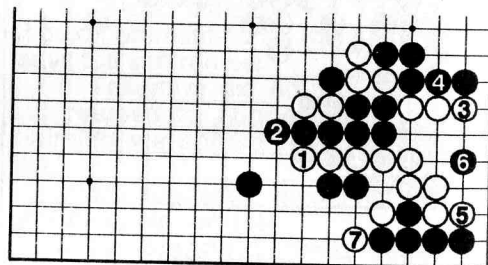
Diagram 1
10 connects

Diagram 2

- 55: Horrible shape. "Only an amateur would play a move like this."
- 68: This should be at 69, then White lives as shown in diagram 2.
- Black 4 is forced, otherwise White 4 pushes through and lives. 5 is the crucial move, making miai of White living with 6 or killing part of the Black corner group with 7.

There is an extensive analysis starting with 7 in diagram 2 which I will leave to the reader! Black has to give up some stones or let White out into the centre.

70: Not very helpful to White. White should have played at 71 first (as shown in diagram 2).

77: White has lost now. White needed 77 to have a chance of killing the Black corner group.

84: White resigns.

The professionals were undecided about who was winning if White had lived. They said it could go either way.

Game 3

Black: M. Kono

White M. Macfadyen

Commentary by M. Takemiya

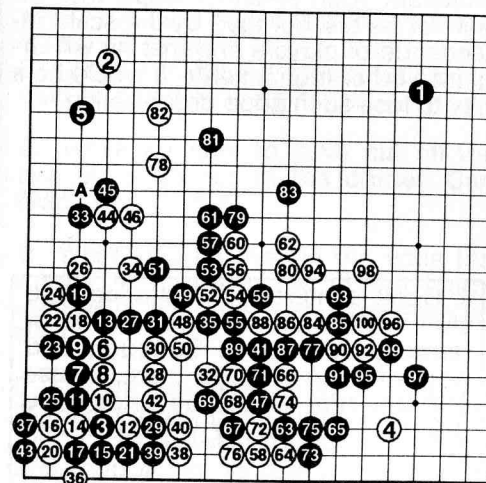


Figure 1 (1-100)

6-30: Joseki. Takemiya claims this leads to a narrow game. It affects the whole board. (He has only played it once himself.)

32: Better at 48.

38: Trying to enclose Black's corner.

46: Should cut at A.

48: None of the professionals liked this wedge.

49-76: Lets White live too easily.

78: Should be at A.

96: White would like this to be at 103, but it does not work. It is too slow at 99.

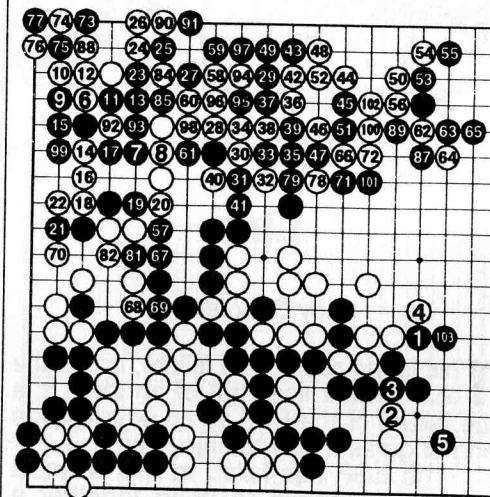


Figure 2 (101-203)

Ko: 180, 183, 186

105: Black has taken gote to gain a large corner.

113: White's groups are split up and weak.

127: White is in trouble. This corner group is only alive in ko, as it is the L

shape of four stones (although neither player seemed to notice this). See diagram 1.

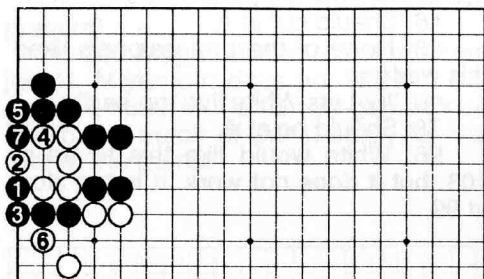


Diagram 1

204: White resigns.

Linz

by G. Soletti

This is the report of a failure, not of the tournament itself but of an idea. It is the failure of the EGF as an organisation and of go as a play-to-enjoy game.

The EGF has failed in two ways: it has not managed to bring together a reasonable number of nations (altogether six nations, and no Austria host-nation); it has given its imprimatur to a contest without logistical support, thus diminishing its image with respect to visiting professionals and hosts.

This is the failure of go as a philosophy because of the low attendance; out of sixty players, ten came from Japan, forty from eastern countries,

and ten (!) from EEC countries. This is outrageous. What has go become? A semi-profession where there were Swiss, German, Austrian and Yugoslav players?

The Russian team won the championship. The Italian team was made up of kyu strength players, we lost all our games, but we had a beautiful time, what is go a game for? Fun or...

All in all the tournament was excellent, good playing area, excellent cafeteria, lodgings were good and the city pleasing.

The organisation had a bit of rust but made up for all its possible mistakes; all participants had a free ticket to go on public transport for the period of the tournament and were invited to a free Chinese dinner and to the opening cocktail of the Ars Electronica.

It is one of the best tournaments I have seen.

Lastly I would like to thank Mr. Steininger for all his work and for the excellent tournament. I hope that he will not be discouraged by the scant attendance of players and that he will organise other tournaments. It would be a pity to lose such good organisation.

J. Cook is interested in starting a go club in his area, so if you live in or reasonably near to Sunbury, and would like to play go there, please contact him either by telephone (0932-765020) or by writing to him at:
13 Church Street,
Lower Sunbury,
Middlesex TW16 6RQ.

Sacrifice Tesuji Problems

by T. Mark Hall

There is a tendency to treat your stones as though each stone lost was a pound out of your pocket. Stones played are to obtain an objective and if that objective is the capture of some of your opponent's stones or making a group alive, the sacrifice of stones along the way is minimal. In the problems below, only by investing some stones can you accumulate eyes or a capture. See how you do.

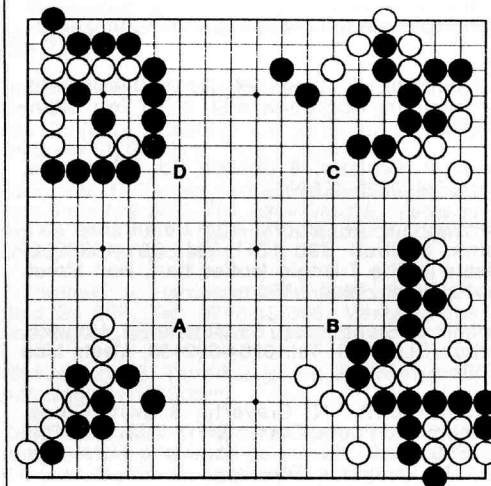
A. Black to play. White is threatening to capture the stone on the 2-2 point. Rather than save it directly, can Black do something better?

B. Black's group in the corner is dead; even if he takes off the five stones there, White will be able to play inside at the 2-2 point and kill the group. Can Black gain anything on the outside?

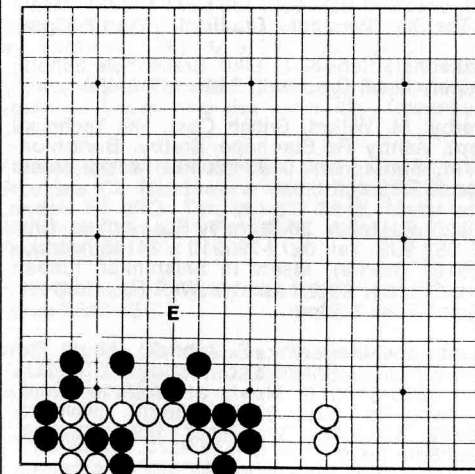
C. White appears to have cut off the two black stones in the corner. Can Black save them?

D. White has an eye on the edge but needs to capture one of the black stones for his other eye. How does he do it?

E. Slightly more difficult. White can easily capture the three stones inside his group, but again Black will play inside and reduce him to one eye. However, by sacrificing some stones White can save the group.



Problems A-D



Problem E

Club List

(* Indicates recent change in information)

* Aberdeen: R. Jones, 69 North Deeside Rd, Peterculter, Aberdeen AB1 0QL. Tel: 0224-732106.

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. Wed & Sun from 7pm.

Cheltenham: D. Killen, 33 Broad Oak Way, Up Hatherley, Cheltenham, Gloucestershire. 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: S. Beaton, 36 Oaken Grove, Maidenhead, Berks. Tel: 0628-32295.

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.

* Hereford School: C. Spencer, 2 Crossways, How Caple, Hereford HR1 4TE.

* High Wycombe: F. Ellul, The Gables, High Street, Downley, High Wycombe, Bucks. HP13 5XJ. Tel: 0494-449081.

* HP (Bristol): A. Seaborne, 11 Kimberley Cres, Fishponds, Bristol BS16 5AF. Meets Wed.

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

* Ipswich: V. Baldwin, 52 Heathfield, Martlesham Heath, Ipswich, Suffolk IP5 7UB. 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, Norhurst, Westmorland Rd, Maidenhead, Berks. Tel: 0628-76792. 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, 4 Bartlemas Rd, Oxford OX4 1XX. Tel: 0865-247403. Meets Mon 8pm.

Oxford University: H. Huggett, Merton College. 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.

* Ravenscroft School (Bath): H. Alexander, Flat 2, Bathford Manor, Manor Drive, Bathford, Avon BA1 7TY

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, Tues 8.30pm.

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

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

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: G. Zheng, Go Society, Students' Union, Warwick University, Coventry CV4.

* Wanstead & East London: Alison Jones, 11 Briarview Ct, Handsworth Ave, Highams Park, London E4 9PQ. Tel: 081-527-9846. 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.

Interested in starting a club? Phone or write to the Membership Secretary (details on page 2) for free advice sheet, leaflets and posters.