

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, Technical Services & Research Executive, Ashby Rd, Burton-on-Trent, DE15 0QD. 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 & City: 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. Meets at IVC, 1-4 The Piazza, Covent Garden, Fri 6.30pm, Sat 3pm-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. 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: 0235-772262 (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, Bristol BS16 5AF. Tel: 0272-568758. 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: 0473-623974. Meets at 1 Church Lane, Sproughton, Thurs 7.30pm.

Isle of Man: D. Phillips, 1 Bernahague Ave, Onchan, Isle of Man. Tel: 0624-620386. 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.

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, Thurs 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.

Reading: J. Clare, 32-28 Granville Rd, Reading, Berks. RG3 3QE. Tel: 0734-507319 (home), 693131 (work). Meets at ICL (Reading) Club, 53 Bigrave 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: M. Lock, 37 High Street, Wickwar GL12 8NP. Tel: 0454-294461. 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.

This space is available and waiting for new entries! Interested in starting a club? Phone or write to the Membership Secretary (details on page 2) for free advice sheet, leaflets and posters.

Jubango

Part One

by Terry Barker

A jubango is a ten game match, often for some specific reason and usually played under special rules. The rules usually include something about "beating down" an opponent. What this means is gaining a large enough lead in won games – usually four clear games – and thus changing the handicap. This gives rise to the term "the bloodthirsty jubango." The jubango has fallen out of favour due to the almost universal use of komi, the last great jubangos being played by Go Seigen in the 1950's, as *Go World* highlighted recently.

Perhaps it is worth looking at the handicap system before the advent of komi. Equal opponents took alternate Black and White; 1 dan difference: weaker player took Black 2 games out of 3; 2 dan, weaker took Black in all games; 3 dan, weaker alternated between taking Black and taking two stones; 4 dan, weaker took 2 stones in all games.

Without komi, taking Black is an advantage. Strictly speaking, the players kept records of the progress of the handicaps between each other, and these were used as guidelines for promotion, rather than vice versa. This means that it was possible for players of equal grades to be playing off the handicap for, say, 2 dan difference.

I always prefer playing through a series of games, such as a modern title match "best of seven," or a jubango, because it gives you the chance to get to know the styles of the players, see

the tensions building as one player gets ahead, and try to spot how the losing player is attempting to get back into the match.

The following jubango features two young players who were later to have important roles to play in the world of go. Ishii Senji (1867–1928) was head of one of the go "schools" in the 1910's, while Tamura Hoju (1874–1940) was to become in 1908 Honinbo Shusai, perhaps the most influential go player in the first three decades of the century. Shusai was the Master of Go in the novel of that name by Kawabata.

At the time of this match, however, Ishii was a lowly 5 dan and Tamura 4 dan, although Tamura had to take Black in all games, the handicap for a 2 dan difference. No doubt this will have rankled with Tamura who was one of the up and coming teenagers, the only one who could give Honinbo Shuei (7 dan at the time) a run for his money taking Black. To put the record straight, Tamura would have to be ahead by four games at some stage of the match. It turns out to be a battle between Black building thickness and White trying to nullify it.

GAME ONE

Black: Tamura, White: Ishii

2: Not a very common move at this time. Just coming in.

10: Forced. There is a joseki where White pushes through at 11, but it depends on a ladder. (See *Dictionary of Basic Joseki I* p. 43.) Perhaps White 8 was premature.

19: A good result for Black.

20: A calm move, building up strength.

23: The first scuffle of the middle game. A standard sequence in this position follows, the moves up to 27 forming one common variation.

28: White takes aim at the three black stones. He is aiming at the cap (36) but first builds up strength.

29: Playing left of 35 would not only help White in his plan but leave Black overconcentrated in front of his wall.

36: Finally gets to play the move he was aiming for.

37: Black is confident he can rescue his three stones on the right. A recurring theme in this series is Black making thickness (or building up a moyo) at the expense of the security of one of his groups.

42: Another standard invasion.

43: Black has to make sure White cannot build up any strength along the top because of the four-stone group on the right.

49: If Black cuts at 70 White will of course play a ko.

63: Forcing White to play out at 66, which makes Black's moves 67, 69 all the more natural.

69: Very important. Without Black poking his head right out, White might be able to conjure up an attack at some stage. With this on the board, Black has more options because the group is less susceptible to any surprise attacks.

81: The game catches its breath on the right. Black's invasion (started with 23) has accomplished what was intended, reducing the White side and building up the Black territory on the lower side. However, while this was going on, White pushed through along the top, confined Black to the top right corner, and built up considerable strength at the top.

82: White uses this strength to attack.

83: Black has to do something. White is still looking for the chance to build up sufficient strength to go back and attack Black's weak group on the right.

86: There is not enough room for Black to live on the top, so White prepares to make running away difficult for Black by attacking from a distance.

92: Better shape than the point above.

95: The tesuji to get Black out into the centre.

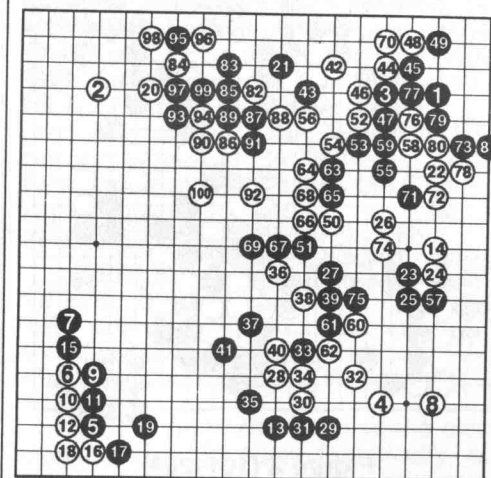


Figure 1 (1-100)

101: An important move, leaving Black the option of later picking up five white stones.

103: Reasonably safe for now.

105: Black obviously has to be careful in the corner.

110: White has taken compensation for the Black group poking its head out.

120: Leaves White the option of picking up a couple of stones later. The sacrifice also keeps sente.

129: Although this seems to make good shape, it turns out to be a bad move which later allows White to break through into the Black territory at the bottom. It should be one below 127. Black always has to make sure his side either lives independently or can connect through.

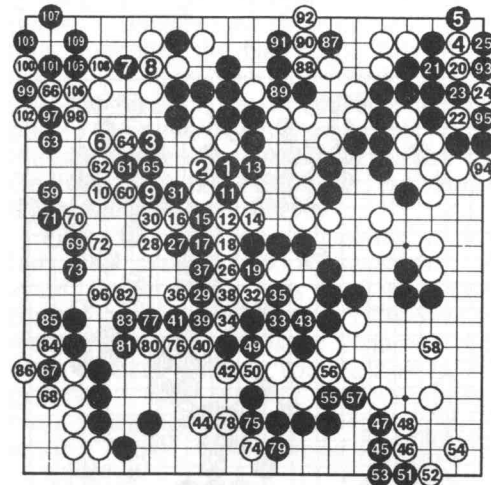


Figure 2 (101-209)
204 connects

132: The start of a stunning sequence, culminating with the atari at 142 (which works because of the black stones' shortage of liberties) and then breaking into Black's territory with 144.

143: Ensuring two eyes now that the side group is cut off.

145: Now the lower group has to scramble for eyes. A great success for White.

159: Black can push this far because of weaknesses in the White wall. At this stage, White is a few points ahead.

187: A standard tesuji to keep sente.

198: The first dubious move of the endgame.

200: A blunder, which is punished by Black. White should pull back (at 201) and still win by a couple of points.

208: Usually playing at 209 would kill the group. In this situation, however, if White 209, then Black connects at 208 and at worst gets a ko.

Note: after White 209, Black can be killed if his reply is at the point above 208.

209: Black is unconditionally alive. Moves after 209 omitted. Black wins by 3 points.

Yose Problem: Hint

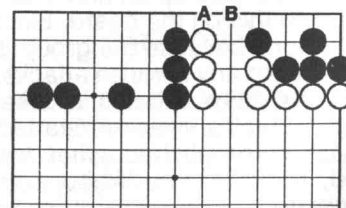


Diagram 2

Make sure that you have examined the effect on the Black corner of a white stone at either A or B.

The solution will be given in the next issue.

Electronics In Go

by Paul King

The question of electronics in go, raised by Steve Bailey's article "Electronic Death" in the last issue, is an interesting one. Declaring my colours at the outset, I am a software engineer by profession, although I have done a considerable amount of electronic hardware design as well.

Building an electronic go board would be relatively easy from a technical standpoint, but I would maintain that it must be done in a way that does not detract from the natural feel of the game. One of the aspects of go that I find most fascinating is the contrast between the intense logical thought that happens before playing a move and the feeling of playing a stone on to a wooden board. In addition, if such a board were to be used in tournament play for recording games, which I feel is probably one of the most useful areas for it, it obviously must not distract the players.

The problem splits into two main parts, sensing the moves and recording them.

There are three ways of sensing the placement of stones on a board. The first is to use special stones on a special board which can detect the stones. Magnetic stones on a board with hall effect sensors at each intersection would be an example. The second way is a special board which can detect ordinary stones being placed. A board with small holes backed by light sensors at each intersection would be an example. The third way is to use both ordinary stones and an ordinary board but to

have a flexible transparent overlay for the board which can sense the placement of stones.

Having sensed the move, it must be recorded, so a computer of some type must be attached to the board. This can either be a general purpose computer like an IBM PC, a pocket computer like a Psion Organiser, or a purpose built unit.

An IBM PC would be the most flexible solution, and would probably be the best choice for tournament play. It would also be the most expensive option, unless already available, costing £500 or more. A pocket computer would have to have the ability to interface to a sensing system such as described above, but would be considerably cheaper than a PC, of the order of £100. The dedicated unit could probably be built for about the same price as a pocket computer, and would have the advantage that it could be designed specifically for the job, possibly including a go clock at the same time.

Those would seem to me to be the options; the next stage would be to work out how much that little lot is going to cost! Placing sensors at each of 361 points in a board is not going to be cheap.

Moving on to the issue of the electronic go clock: again technically, no real problem here. A cheap microprocessor, some led display units and you're almost there. The issue, as Steve pointed out, is how do you want it to operate. Normal play is straightforward, but byo yomi is a problem. Possibly a selectable byo yomi timer is the answer. The options could be:-

- a) sudden death
- b) automatic pass
- c) a roll over scheme as Steve suggested.

This is probably a case for the establishment of some standards. Can anyone give us a "correct" tournament ruling on this issue? If a clock of this sort is built it should be designed to be acceptable for use in tournament play. The long and the short of it is that you can apply electronics to go either for its novelty value, or to be really useful. If it's going to be useful it has to make life easier and/or add some functionality such as automatic game recording.

Overtime And Flexible Komi

by Andrew Grant

At the recent London Open, instead of the usual byo yomi a system of "overtime" was used. This was not the first time overtime had been used in Britain - I introduced the system at the Milton Keynes tournament in September, and it was also used at Bournemouth - but a system of "flexible komi" was also used, and this was completely new in Britain.

For those who haven't yet experienced overtime, the procedure is quite simple. (The numbers marked * are a suggestion only, and should be determined by the tournament organiser beforehand.) The values used for the first overtime period may be reduced for the second or subsequent periods.

(1) When your flag falls at the end of your allotted time, stop the clock.

(2) Count out thirty* stones from your bowl and keep them in a separate pile. (You are advised to cover your bowl or place it beyond easy reach.)

(3) Turn your clock back five* minutes and restart it.

(4) You must play all the stones in your pile before your flag falls again, otherwise you lose on time.

(5) If you have cleared your pile and still have time left, you may retrieve your bowl and play extra stones while your time lasts. (See below.)

(6) If your flag falls again before the game finishes, repeat the above procedure, and continue until the game ends.

This system has two advantages: it can be operated by the players themselves, hence there's no need for a timekeeper, and it allows players to spend more time on the difficult moves at the expense of the more straightforward ones.

Unfortunately, a problem has arisen. The system described above is the system used at Milton Keynes. Those of you who attended the London Open will have spotted that it was done differently there. The difference involves point (5) above; at the London Open, if you cleared your pile and still had time left, you lost that time and started your next overtime period straight away.

Personally, I find this unsatisfactory, and many players at the London Open agreed with me. The really important thing, though, is for a decision to be made one way or the other. It would be better to stick with byo yomi than to have two different overtime systems in common use.

So much for overtime. What about flexible komi? This is an attempt to sidestep the old question of whether komi should be five points, or six, or maybe even more, by making the players bid the number of points they are willing to give in return for getting the black stones. Eventually, by this procedure, a figure for komi is arrived

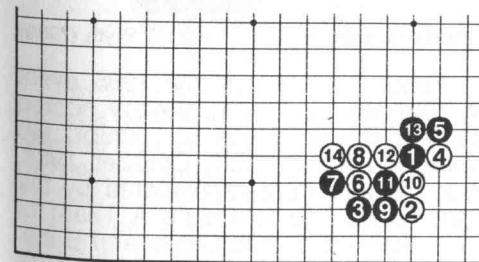
at which is acceptable to both players, so the auction ends with the black stones going to the highest bidder.

One or two people told me they had managed to play Black in all eight games at the London Open by bidding high enough. I think this is the real problem with flexible komi. It could lead to the emergence of "sente specialists" who only play Black, and are willing to give virtually any komi in order to get the first move. I think that a well-rounded go player should be able to take either White or Black, and tournaments should not encourage people to do otherwise. Let's not bother with flexible komi in the future.

New Joseki

by Bob Terry

This is a joseki that I have invented. Do not bother trying to find it in any opening manual or other go book because I am publishing it here for the first time. Try to find the best continuation for Black in this situation. If you get stuck, turn to page 35 for a hint.



Black to move

Schools Go

by Tony Atkins

Before 1980 there was little organised to cater for go in British schools. There were school clubs in the 1970's at St. Helen's, Bolton and other places, which included some quite strong players. Brian Castledine learnt go whilst at school in Nottingham and when he tragically died in 1979 a trust was set up in his memory. The aim was "to promote go amongst players under the age of 21 in the UK and at schools, colleges and other educational institutions."



L. Rutland v. S. Perlo Freeman (1986)

As a result of the Castledine Trust's establishment the first British Schools Team Championship was held on 2nd March 1980 at Kingsthorpe Upper School in Northampton. Twelve teams from as far afield as Newcastle, Plymouth, Ipswich and Chelmsford attended. Robin Moore's Kings Norton, Dave Mascord's Richard Huish College (Taunton), and Clive Fraser's Leeds Grammar were the main contenders; it

was the Leeds team that won all their games to claim the first title. Hampton, Westminster, St. Dunstan's, the home team and a reserve team completed the line-up.

Again eleven schools were represented a year later at Kings Norton on 1st March 1981. Again the Leeds team of Robert Burgess, Robin Pye (replacing Mike Bramson) and Tarquin Grossman won.

They had to fight off a strong challenge though from the Richard Huish team of Hugh Bellamy, Phil Slocombe and Tony Atkins (then 11 kyu), and from Monmouth School, led by Quentin Mills (shodan).

For a second time Stuart Dowsey and Toby Manning organised the event, and Birmingham Club provided some teaching.



C. Dawson, S. Beaton & M. Carr (Furze Platt) win the Castledine Trophy (1989)

The 1982 event was at Madeley Secondary School in Staffordshire on 28th February. Leeds Grammar School finished in their usual position. The Richard Huish club had all but folded due to both teacher and players leaving, and so Thornleigh Salesian College

(Bolton) were second and St. Dunstan's from South London were third.

In 1983 the championship was held as an experiment in the south. Only two other teams turned up to contest Leeds's title at Campion School (Hornchurch) on 6th March. The poor turnout was blamed on bad advertising.

Even so, the 1984 championship moved back north. On 1st April (no joke) Leeds were the hosts, but failed to win on home territory. Newcomers Furze Platt Comprehensive (Maidenhead) were the winners under the direction of France Ellul who got the team strong in a short time. Leigh Rutland, aged 13, at 10 kyu led the team and was picked to represent Europe at the first World Youth Go Championship in Taiwan.



S. Rudd (concealed smile) beats S. Blyth (1989)

Furze Platt hosted the 1985 event on 10th March, having already hosted the first British Youth (or Junior) Go Championship on 13th October 1984. Four schools were represented by the eight teams. Furze Platt's A Team of Leigh Rutland, Simon Carter and Benedict Prynne retained the Castledine Trophy. Close behind were Sam Perlo-

Freeman and his friends from Woodroffe School (Lyme Regis). Next were Furze Platt D, Luton 6th and St. Dunstan's A. Matthew Macfadyen, Francis Roads and Andy Finch (then book distributor) dropped in, and Equity & Law plc were sponsors of what was a very enjoyable day. Even the BGA secretary-elect ended up playing a game (for Luton!).

Although the 1986 Youth Championships were held at Lyme Regis in July, because of the teachers' dispute the Team Championship was not held until 6th December. The venue was a scout hut in Cookham near Maidenhead, and only two schools played, Furze Platt beating Woodroffe 2-1. The temporary decline was no doubt due to the previous industrial action.



T. Atkins (year not stated!)

On 22nd November 1987 the scout hut was again the venue. Furze Platt's team of Leigh Rutland, Michael Carr and Nicola Oswald won again, equalling the Leeds run. It was nice to see new faces: Alex Eve's Stowe School team played and brought with them a team of Japanese from the Milton Keynes Gyosei School.

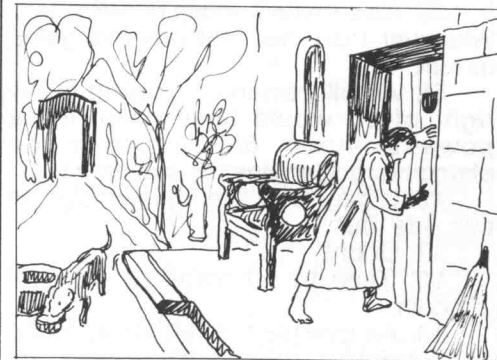
November 6th 1988 saw the tournament move to the new regular home of Stowe School with its magnificent landscaped gardens and swimming pool. Furze Platt won a fifth time, beating St. Dunstan's. This time a beginners' tournament was run by Simon Goss, which was also won by a Furze Platt team.

Again at Stowe on 19th November 1990 there were six teams and three schools. Furze Platt won again by beating their B team. France Ellul's new protegees, Brakenhale School (Bracknell) were third. The small board event was won by Swanbourne House, Buckingham.

The 1990 event has been held over until early 1991 and should see a hard-fought match between Furze Platt and Brakenhale. Teams from Hereford and of course Stowe should also ensure that an interesting outcome will occur. Will Furze Platt win a seventh title?

Past Masters - 6

submitted by Andy Finch



"I bet they've started my clock."

A Handicap Game

by Fred Holroyd

Black: Fred Holroyd (3 kyu)
 White: Bill Brakes (2 dan)
 Handicap: 4 stones

I thought it would be interesting to submit a kyu player's viewpoint on this game, though I also include comments made by Bill during the game. Despite a large blunder by Bill, I won by rather a small margin, and the main interest of the game for kyu players lies in the way Bill took advantage of my overplays to set up a comfortable lead until the error at 187.

4: I didn't play at 6 immediately, because Bill could then have played at 13 and his three stones would already be working well together.

12: Might have been better at 21, or possibly to the right of 12.

20: The idea was to sacrifice 4, 10, 18 for a large corner. Possibly I should have played to the left of 10, though. The trouble with the play I chose is that Bill's stones retained a lot of aji.

29: An excellent move on Bill's part. Whatever I do, his next move is going to hurt.

38: As Bill remarked, playing to the right of 35 would have given me a powerful moyo. Bill jumped at the chance to undermine my sanren-sei.

46: It may look like a nice moyo on this side, but...

47: Ouch!

50: Time to do some reducing of my own.

54: An overplay, given the aji in the bottom right corner. As Bill pointed out, I should have come underneath at 57. In the sequence to 74 I just survive in

gote, cause problems for my corner and give Bill outside influence.

66: Who's afraid of an empty triangle? But one point to the left probably *would* have been better.

76-100: Things look bleak after 75, but I think the aji of my stones 4, 10, 18 meant that I gained a little during the moves to 100.

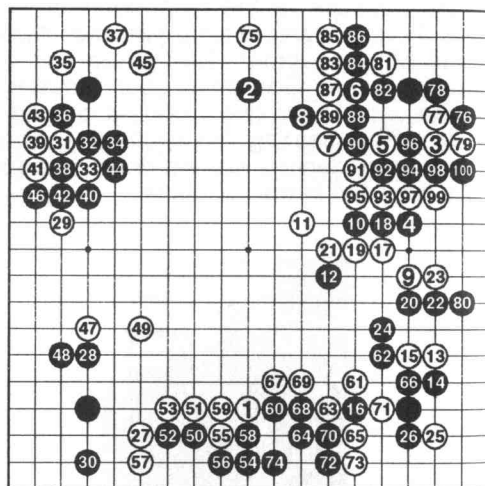


Figure 1 (1-100)

88: Bill said I should have played at 101 to prevent him attacking 2-8 on a large scale, but I felt that the aji referred to above was just waiting to be used.

96: Could I have connected at 97? I don't believe so; White then takes 96 and I don't see any way of winning the semeai.

102: This gentle reducing move seemed to be the only sane way to continue.

113: A minor error on Bill's part, wasting a potential ko threat. (After my

reply, Bill can't connect because of the throw-in at 254.)

116: A worse error on mine; this can be disconnected. 117 was the correct play for me in this area.

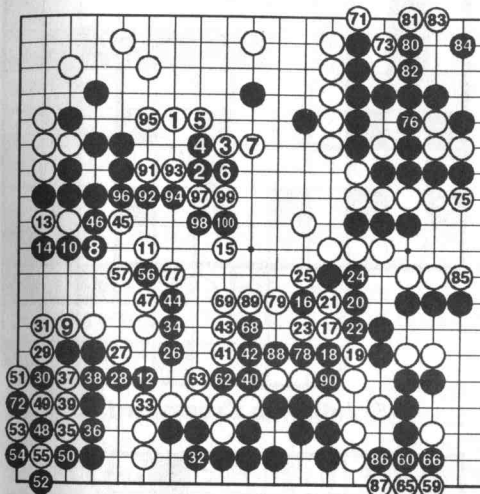


Figure 2 (101-200)

Ko (148/155) 158, 161, 164, 167, 170, 174 at 130.

118: A failed attempt at some clever sacrifice play!

134: Protecting my corner group was much more urgent.

140: In typical kyu-player style, I analysed the ataris at 142, 162 but forgot about the move Bill actually made!

148: Whew! I spotted the play for a ko just in time.

150, 166: As my bottom right wasn't endangered by 159, 165, it's possible that I should have ignored one of these.

178: Setting up a trap...

182: But why not throw away some points before actually springing it? The

correct play in this area is one to the right of 180.

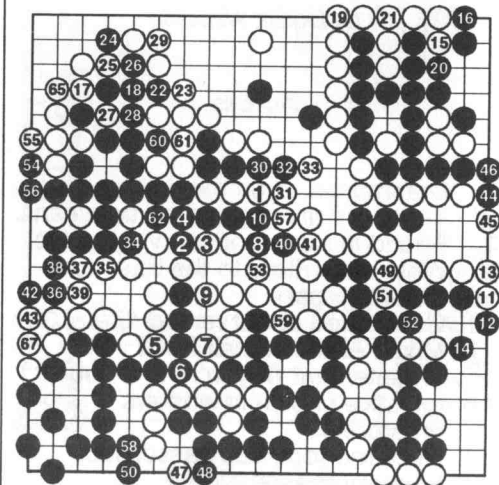


Figure 3 (201-267)
 264 at 36, 266 at 227.

186: Here we go...

187: The losing move, giving a swing of over 30 points.

230, 232: Silly moves. 230 should have been at 231.

I won by 15 points.

European Go Congress 1991 is taking place in Namur, Belgium, from 27th July to 11th August. (One week or middle weekend tournaments are also options for those who can't manage a fortnight.)
 Contact: Pierre Sevenants, 27 rue Jean d'Ardenne, 1050 Brussels. Tel: 01032-2-5020660.

Crossword 9

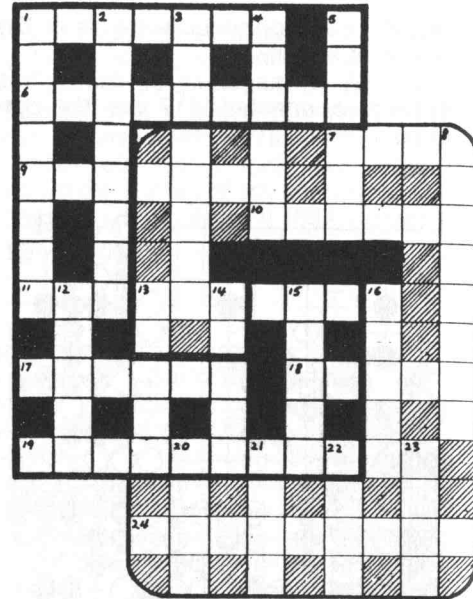
by Derek Williams

Across

1. Determined to be the first worker.
6. Ten rivals make good go between.
7. Found in atom bomb – very grave.
9. What old writers to the East cost.
10. Cutting organ.
11. Concerned about rented site.
17. Mixed Arak in a half Kiwi? Threatening! (If you're in a corner.)
18. Initiative shown in workers' enterprise.
19. Declared fool, Lady assessed.
24. Sensory missile.

Down

1. Jah, Ike is diverted, so is less trouble (Two words)
2. Depict an isolated role?
3. Does he tidy the music up?
4. Make a steel plant.
5. Goes up and down using pitons.
8. Improved teetotaler before going to bed.
12. Approaches saner condition.
13. Get away today. First lady's around.
14. Oriental team the French send off.
15. Opera in Ascot!
16. Caned. Made to hop.
20. Vote to ban.
21. Loathsome class.
22. Pipe goes under.
23. Neutral lady!



Solution to Crossword 8



Sacrifice Tesuji Solutions

by T. Mark Hall

A. Black takes away a liberty with 1 and when White ataris his stone he gives up another and then another, to mess up White's shape. In the end, Black has more liberties in the fight and captures White. (7 at marked stone, 8 at 3.)

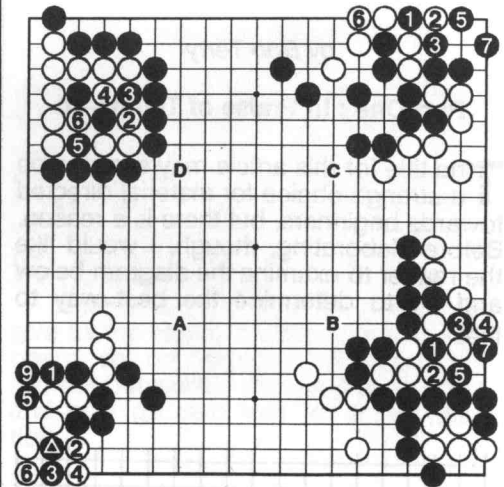
B. Black throws in at 1 and 3 (be careful about the order here), ataris with 5 and gets a ko with 7. (6 at 1.) He has one local ko threat to make an eye on the bottom edge and he has a good chance of capturing the white stones.

C. Black throws in one stone and White captures. Black threatens to capture two stones with 3 (4 at 1), and four with 5. He can then live with 7. The white stones then do not have eyes. If Black simply played at 3, White connects at 1, Black at 2, White at 6 and White easily has enough liberties to win the fight.

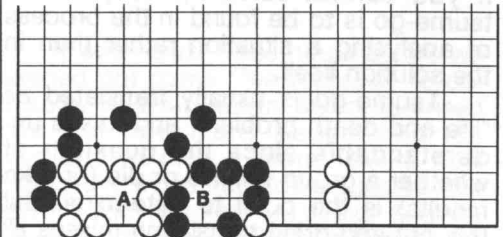
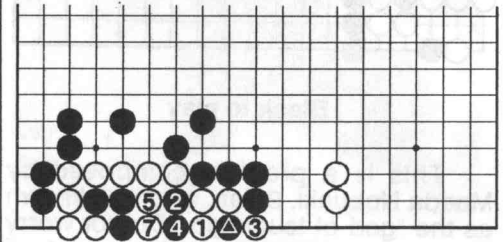
D. White gives up another stone with 2 and is able to capture the one black stone for his second eye. If he played his first move at either 4 or 6, Black connects at the other and has two ways of connecting. This is the only way for White to live.

E1. White gives up a couple of stones with 1 and 3 then captures the three stones. (6 at marked stone.)

E2. Now you can see that if Black plays at A to stop the two eyes White will atari at B and, because of move 3 in the previous diagram, Black cannot save the two stones. White will then live.



Solutions A-D



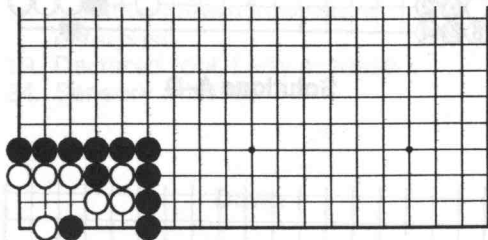
Solutions E1, E2

Beginner's Corner

by Bob Terry

Part One : In Praise of Tsume-go

The title for this article may seem to be a strange choice for material directed towards beginners, but there is a reason. Before elaborating, though, I would like the reader to examine the diagram below and try to determine the best way to play.



Black to play

This is a problem composed by Maeda Nobuaki, 9 dan, who was known as the "god of tsume-go." Do not worry if you cannot solve it; the point of tsume-go is to be found in the process of analysing a situation rather than in the solution itself.

Tsume-go is usually translated as "life and death problem" and this is understandable since the question of whether a group will live or die (or a ko results) is the point to determine. But this cut-and-dried translation misses all the nuances that the term "tsume-go" contains.

In Japanese, the word "tsume" conveys the feeling of "packed" or "packaged," (thoughtfully by hand and in a box or a miniature setting). The Japanese are very artful at this and it is one of the prides of their culture. When "go" is affixed to this term, one may expect to see a microcosm illustrating the clock-like precision of the game. At their best, tsume-go are marvels of ingenuity and elegance.

The problem above is a simple but elegant example of the art. Players 5 dan and stronger will solve it in 30 seconds or less. Those of sho-dan strength will take 3-5 minutes. The time will vary with players weaker than this, but beginners will rarely, if ever, manage to find the solution.

"Oh, great!" a beginner will say at this point, "I've been wasting time on an impossible task!"

Well, that is not true; as I stated previously, the point of tsume-go is to be found in the process of analysing the matter, so in fact the beginner has actually wasted no time at all. (If that complaint were true, the 5 dan player may be said to have wasted 30 seconds!)

What I find interesting about this situation is that the beginner will spend an inordinate amount of time fruitlessly analysing the problem *despite the fact that there are obviously only 6 possible places to play at.*

- *Analysis of these six possible plays and the correct solution will appear in the next issue.*

Central London Go Club plan to run a tournament on 17th March. The venue is not yet confirmed, but it will not be at IVC. For information, contact David Ward, 071-354-3285.

New Joseki: Hint 1

Warning: I am a trained professional go writer with many years of experience. Do not attempt to duplicate this stunt on your own! Inventing joseki without the proper training can produce dire results!

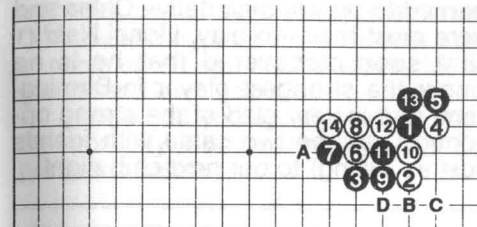


Diagram 1

There is an interesting story concerning the position in diagram 1, which is the same as the one shown on page 27. I have shown this sequence of moves to dozens of players, both amateur and professional. I state that I have invented this "new joseki" and ask what the best move for Black is here. Usually the answer I get is that Black should simply extend to A, aiming to attack White's four heavy stones in the centre. Oeda Yusuke, 8 dan, Michael Redmond's teacher, suggested Black B, White C, Black D.

While these suggestions are reasonable, they are not the most effective moves here. Need another hint? Turn to page 36.

Dan Gilder, now living in Canterbury, would like to hear from anyone interested in playing go by electronic mail. Messages to 'deg@ukc.ac.uk'.

Go in the Library

by Robin Moore

Solihull is sandwiched between Birmingham and Coventry (the Gin and Jag Belt, some say). Mike Lynn and I both live in Solihull; he goes to Coventry Go Club and I to Birmingham. So Solihull was the natural place for us to make a joint approach to the rest of the world and tell them about go.

Solihull Library were very happy to give us the space, a table and a display board, so, on Saturday 4th August, we laid out our wares, intending to sit down and play go, and wait for some reaction.



Mike Lynn explains

It was nearly three hours before we started our game. The response to our display was very warm, and it surprised me just how many people had ten minutes to play a game. (Mike now holds the world record for games lost giving four stones on a 9x9 board.) There were people who had bought the game and had been unable to work out

how to play; there were folk who "love board games" but had never heard of go (what is wrong with our publicity?); there were those who had played at college and not since; somebody had some Chinese postgraduate students who play and promised to hand on our publicity.



Lionel Naef waits

And then there were all the young folk who saw this as an interesting new game (one played four games, improving rapidly as she went). The head librarian said that, if we were willing, she would make available a 6pm to 8pm slot on Thursdays later in the year for young folk to come and play, and publicise this in the Solihull schools. We were willing!

Whether all this will affect BGA membership, or whether a Solihull Club will emerge, remains to be seen. But we had a splendid five hours and a lot of people have enjoyed a game or two of go.

Encouraged by the success of the Solihull Library visit, Birmingham Go Club decided to try again, but this time in Birmingham Central Library. Again

we were made very welcome and set up in the foyer. The club members turned out in force (in fact there were more of us there than on many a club night). Business was a bit slower than on the previous occasion, but we had a steady trickle of interested folk.

Eventually we struck gold. A couple of postgraduate students from Birmingham University saw us. They had learned to play in their native China and were most ready to play. Lionel Naef (1 dan) soon discovered that he is no longer the strongest player in Birmingham, and is very glad of the strong opponents, as the two came with friends (just as strong) to our next club night.

New Joseki: Hint 2

There is death in the hane! However, the continuation is a little tricky. Black's next two moves in diagram 2 are the most important ones and will decide the issue.

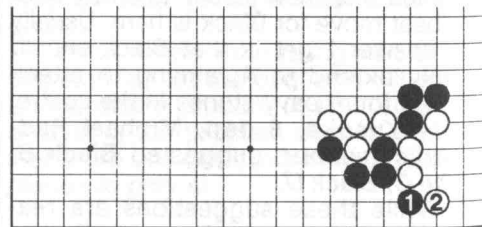


Diagram 2

This is my last hint! Remember: I have shown this position to the strongest players in the world and none of them has correctly solved the problem. Why not try to see if you can do better? Solution in the next issue.

Ko Problems

by T. Mark Hall

There appears to be an attitude among the "weakies" that kos are not for them and they should be avoided at all costs. On the contrary, kos are wonderful ways to mess up an opponent's shape, kill his groups and save your own.

I hope that you will appreciate kos a bit more by working through the five problems below.

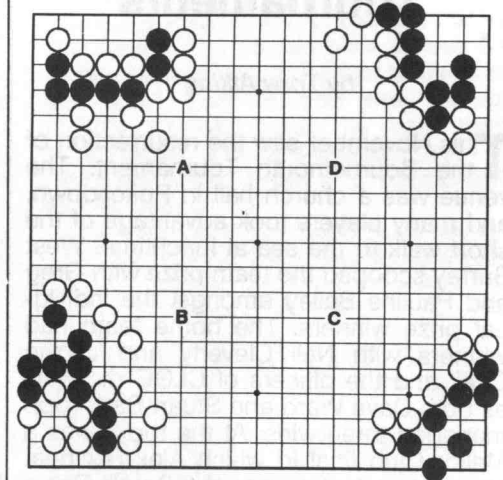
A. Black appears to have lost all his stones in this corner. However, there are chances for him to live and/or kill something of White's. But where's the vital point?

B. Again Black looks as if all is lost, but he should be able to get a ko to make something live.

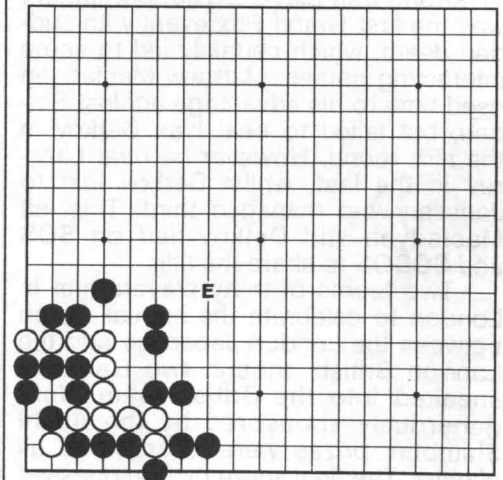
C. It seems as if Black has slipped in and taken away the corner, but there may be a way for White to do something.

D. Black looks as if he has a secure corner and in most cases all White will play is the yose on the edge. There is a better way!

E. This is a bit like the "oi otoshi" problems I presented earlier. White can't get out, so what can he kill?



Problems A-D



Problem E

Clubs & Tournaments

by Tony Atkins

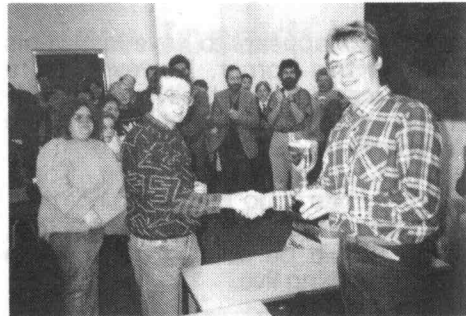
This November saw the resurrection of the Bournemouth Tournament. The venue was a church hall in Pokesdown, and many players took advantage of the short walk to the sea at lunchtime. West Surrey scooped the team prize with Greg and Pauline Bailey amongst the individual prize winners. The home team had winners with Neil Cleverly and Jackie Chai, and the officers of CLGC did well, as both Dave Ward and Stuart Barthropp managed three wins. At the top it was a Melior Club final in which Alex Rix beat Harold Lee to become the South Coast champion. Simon Goss and Alison Jones qualified for the Candidates' Tournament.

The Gothenburg Grand Prix tournament was well attended this year, with 17 strong dan players. The tournament was the first Grand Prix event with sudden death, which certainly led to some interesting games. Matthew Macfadyen used time to his advantage against Soldan, but failed to beat Ivan Detkov in the fifth round. However he beat Lazarev in the last, whilst Detkov lost to Janssen who managed third. This left Macfadyen and Detkov tied on SOS and SODOS to share the title.

Two teams of thirty players met in London to celebrate the annual match between the London Japanese and the London British, though two Germans sneaked into the British team. Very generously sponsored by the Asahi Shimbun, prizes were awarded to all players. The final score can be guessed by the numbers with three wins. For Japan, Y. Yasaki and K. Kajitani; for Bri-

tain D. Cann, A. Rix, M. Hall, J. Clare, S. Kalisch, A. Wall, T. Atkins, D. Ward, A. Jones, S. Barthropp and P. Barnard.

The West Surrey teach-in was held this year at Surrey University under the shadow of Guildford Cathedral. Eighteen players from 30 kyu to 1 dan partook in instruction from Matthew Macfadyen, Simon Goss and Tony Atkins. As usual discussion games and problem sessions were held. Matthew ran an interesting yose analysis session and the day was wound up with the traditional simultaneous displays (of course the dans won).



Stuart Barthropp getting first prize from Colin Williams (photo: S. Bailey)

The following day the handicap tournament was attended by 64 players but none of the BGA clocks. Also the administration was hampered by the nicely drawn results charts wandering off wrapped up inside a demo board. Nevertheless a fun day was had by all and 17 players won prizes for 3 wins. J. Cook and J. Cheng won all four games, as did Stuart Barthropp (1 kyu) who also won the tournament. This definitely proves the theory that it is the most under-graded player who wins a handi-

cap tournament as Stuart has since been promoted to shodan.

In the parallel 13x13 board event D. Hills won 10 games, J. Hawdon managed 87.5%, and J. Laws persisted, all winning prizes.

Congratulations must go of course to Matthew Macfadyen for tightening his grip on the British Championship, by beating John Rickard in three straight wins. John will be representing Britain in the World Amateur in Japan. Alison Cross, who represented Britain at the Women's World Amateur was placed 19th this year. The top five countries were Hong Kong, Korea, Japan, China and France. Kan Ying won her first six games to take Hong Kong ahead of Nam Chi Hyung on SOS.

Whilst on the international scene, we have yet to report the results of last year's US congress at Denver. Jing Yang, a student from Pittsburgh, won the congress championship. Jung Ho Lim of Utah won the weekend US championship, closely beating Joseph Wang of Texas who will play at the World Amateur this year.

The Furze Platt Christmas party saw some fifty kids from Ruislip, Stowe, Brakenhale and Furze Platt having fun. Organiser Simon Rudd contrived to win his own tournament, and five others were promoted because of good results. The quiz was split into three sections by grade, and Jonathan Artus, Daniel Cox, Richard Plumridge, Marco Leuzzi and Joseph Beaton were given prizes. The evening ended with the inevitable raffle.

The London Open this year interestingly ended in a close finish as Russians Ivan Detkov and Alexei Lazarev managed to draw in the final game. [See page 4. - Ed.] Grand Prix points have yet to be awarded. The places

were taken by M. Katscher, S. Zhang, L. Heiser, F. Janssen, W. K. Park, and M. Macfadyen.

As well as for its result, the London Open set a landmark in being both the first Grand Prix tournament to use Canadian overtime and the first to use flexible komi. Both worked well, though bidding for komi made the result more of a lottery. The 166 players from 18 countries also made it a memorable tournament.

Prizes for 7 wins went to P. Reiss, C. Prager, T. Grau, Y. Gu, A. Escherle, J. Penet and Y. Gourmond. Those with 6 or 5 wins were too many to mention, except Andrew Grant (best shodan), and Michael Katscher (Eva Wilson cup). Qualifiers were P. Christie and J. Chetwynd.

This year's other innovation was the playing of the event over three days, with shorter time limits, and holding a fast-play tournament on the day before. The half an hour sudden death meant the event was neither lightning nor normal speed, but nevertheless favoured the British section of the 149 entrants. Winner was Dr. Zhang and the others who won four games were S. Barthropp, A. Grzeschniok, E. Grudzinska, J. Schendel, P. Voisey, F. Asch, S. Collin, V. Macfarren. No less than 17 British players got prizes for 3 wins, thanks to the sponsors, JAL and Asahi Shimbun. Without these two and organiser Harold Lee the tournament would not have been held at the Highbury Roundhouse, and so to them we send our appreciation.

Finally, further awards for good play, that is promotion, have been awarded to: O. Schmidt (4 dan), D. Cann (4 dan), D. Gilder (2 dan), K. Pulverer (2 dan), Clive Wright (1 dan), and D. Phillips (1 dan).