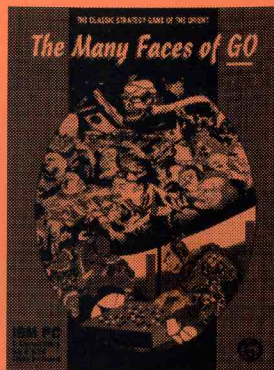


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## British Go Journal

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Number 84

Autumn 1991

Price £1.50



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Material by **4th November**, please, but earlier to guarantee inclusion. Commentaries: use letters or e.g. 'left of 48,' not K10 style notation. Advertising rates: £50 per page and pro rata. If containing graphics, material should be camera-ready. Small ads. welcome.

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Front cover: Courtesan at the Go Board (1770). From a postcard, by kind permission of Ishi Press (see back cover).

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**Distributor:** K. Timmins.

## Calendar

This is a list of all UK tournaments to give new members an idea of what is available. Later events may be provisional. See Newsletter for foreign tournaments.

Wessex: Marlborough, 27th October. P. Atwell, 0272-611920.

Bournemouth: 9th November. M. Bennett, 0202-512655.

Birmingham: 24th November. R. Moore, 021-4305938.

West Surrey: 7th-8th December. C. Williams, 0252-727306.

London Open: Grand Prix d'Europe. 28th-31st December. H. Lee, 081-346-3303.

Maidenhead: 18th January.

Wanstead: 1st February. Alison Jones, 081-527-9846.

Oxford: February. H. Huggett, 0865-243563

Trigantius: Cambridge, March. E. Ashfield, 0223-845316 (home), 0223-402364 (work).

Coventry: March. M. Lynn, 0675-52753.

British Go Congress: Nottingham, 10th-12th April. Clive Wright (see page 2).

Candidates': May. By invitation only. Clive Wright (see page 2).

Bracknell: May. R. Lyon, 0344-85675.

Challenger's: May. By invitation only. Clive Wright (see page 2).

Leicester: June. E. Smithers (see page 2).

British Youth Championship: June. A. Eve (see page 2).

Northern Go Congress: Manchester, August/September. J. Smith, 061-445-5012.

Milton Keynes: September. A. Grant, 0908-669883.

Shrewsbury: 4th October. B. Timmins (see p. 2).

## 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.

**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.

**Jubango:** ten-game match.

**Kakari:** a play which threatens to attack a single corner stone.

**Keima:** two stones whose relative position is like the knight's move in chess.

**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.

**Ponnuki:** empty diamond shape of one colour (4 stones).

**Sagari:** descent towards edge of board

**Sanren-sei:** plays on three hoshi points along one side.

**Seki:** a local stalemate.

**Semeai:** race to capture.

**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

As announced in the last issue, the Autumn journal is appearing a little late to allow coverage of events in Belgium and the Isle of Man; also for the practical reason that the editor and several regular contributors were busy enjoying themselves there anyway!

The issue is a "bumper edition," as they call it in glossier productions, reaching a record size of 48 pages. This is thanks to contributors, but also made financially possible by advertising. So if you would like to see the journal bigger still, what about approaching your firm with a view to placing an advertisement?

## Computers And Go: A Workshop

Sunday, 13th October, 1pm.  
2 Bartlemas Rd, off Cowley Rd, Oxford

There will be a fairly informal workshop to discuss and look at computer programs that play go, record and display games and print game records. There will be demos and comparisons on IBM PCs, Apple Macs and Sun Workstations, and discussion of the technical aspects of programming computers to play go. A detailed bibliography will be supplied and copies of *Computer Go* and some original papers will be available for examination.

Provisional programme: 1pm-4pm, a fairly tight programme covering the above topics; 4pm-7pm, a more infor-

mal continuation; 7pm, supper at a nearby Indian restaurant.

There is a substantial amount (max 500 files, 6Mb) of material which is free, in the Public Domain, and is available in electronic form - bring your own disks (IBM PC: 5.25" High Density (1.2mb), Double Density (360 Kb), or 3.5" Double Density (720Kb), High Density (1.44Mb)). It should be possible to copy *some* material on to QICs (Quarter Inch Cartridge, 60Mb or 150Mb) for Suns.

Any offers to help or contribute will be very welcome. For further information, offers, suggestions or requests for accommodation, please contact:

Harry Fearnley, 38 Henley Street, Oxford OX4 1ES. Tel: 0865-248775 (home), -273928 (work). Emergency phone: Nick Wedd: 0865-247403. E-mail: JANET: HarryF@uk.ac.ox.vax

## Years Ago

by Tony Atkins

### Thirty Years Ago

Tomoe Ito, five dan, enjoyed arranging flowers as well as arranging victories. She defended her title to be women's Honinbo for the third time. *Go Monthly Review* featured a picture of the oldest go ban in Japan at the Sho-So-In Museum in Nara. Below was pictured the scene at the go meeting held on the occasion of the general assembly following the establishment of the European Go Centre. The magazine also featured a two-part article by Dr. Edward Lasker. It explained how he read an article in a German magazine, but did not think

there was much to the game. A chance encounter with a Japanese newspaper convinced him there was more to it, as Black had resigned in what appeared at first sight to be a winning position, whereas in fact a twenty move sequence proved a large group dead!

### Twenty Years Ago

The fifteenth European Go Congress at Badock Hall, Bristol University, was a great success. Forty-one players and the Lord Mayor of Bristol attended. Zoran Mutabzija of Yugoslavia won, with Hank de Vries and Max Rebattu of Holland second and third. Robert Rehm won the ni-dan section and the Dutch team event.

British players doing well were Tony Cooper, Jim Bates, Francis Roads and Geoff Briggs. John Allen won the lightning event. In Japan twenty-two year old Ishida Yoshio beat Rin to take the Honinbo title. In the Pro Best Ten final he was distracted by a draught from an open door and retook a ko illegally. He still, however, managed to beat Kajiwara 3-2.

### Ten Years Ago

Dutchman Rob van Zeijst from Apeldoorn won the European championship at Linz. Francis Roads did well, as did Eddie Shaw who won the 2 kyu prize and Steve Black who won the 13x13 handicap event. In the top group Jon Diamond won four games and the previous winner, Matthew Macfadyen, could only manage 1.5 to end on the same score as Mark Hall. Matthew, however, beat Terry Stacey in the British Championship and also won the Northern, the British lightning after a play-off against Jim Bates, and the

autumn CLGC tournament. Leeds won the Northern Go League with Huddersfield second.

## Electronic Mail Game

by Paul Mellor

I have never seen a record of an electronic mail game before (although I expect there have been some), so am submitting this one for publication. Peter Collins and I started on Friday 3rd August 1990 and finished on 18th December 1990 - a total of 137 days! We played an average of 2.16 moves per day.

Both of us were playing at 1 kyu, and I took Black.

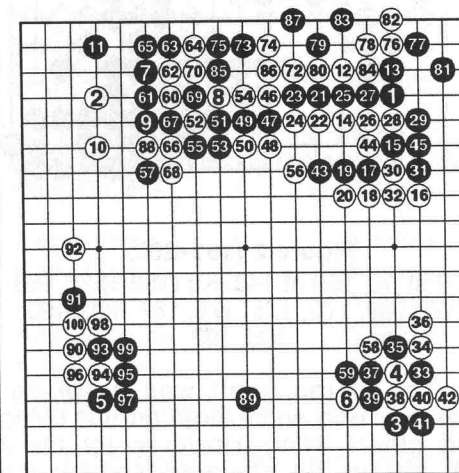


Figure 1 (1-100)  
71 at 52

One of the interesting things we both noticed about playing by electronic mail is that, despite the time available, due to pressure of work and so on we rarely spent more than a few minutes each considering our moves. We could probably have played this game in around two hours had we been on opposite sides of a real board.

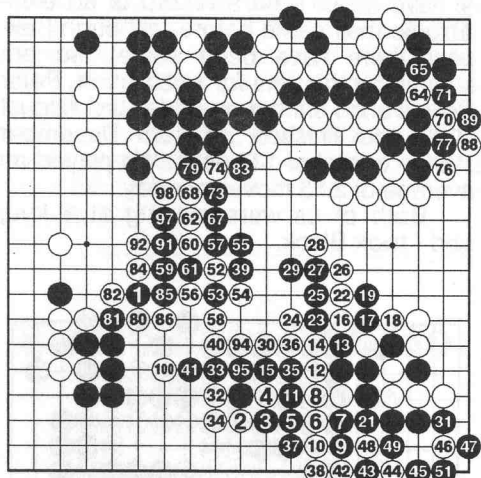


Figure 2 (101-200)

120 at 58, 150 at 143. Ko (152/153): 163, 166, 169, 172, 175, 178, 187, 190, 193, 196, 199

The game itself was quite aggressive, with some large groups dying and others living. However, for me it will always be characterised by the number of complex ko's that could and did develop during its course. When playing through published games I am always a little put off by ko's, since the ko threats are generally scattered over the board and are difficult to find. How-

ever, fear not – most of the ko threats in the main ko in this game are local to the fight itself! I'm still not sure if I played it correctly.

I've played through the game since and seen many (some embarrassingly obvious) mistakes by both sides, but some of the fighting is complex and I'd be interested to see dan level analysis.

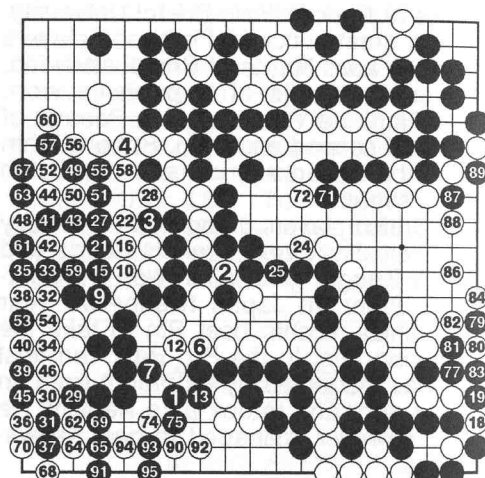


Figure 3 (201-295)

Ko: 202, 205, 208, 211, 214, 217, 220, 223, 226. 247 at 245, 266 at 239. Ko at 35: 273, 276; 278 fills. 285 at 218.

Rather than go into detail, suffice it to say that from my point of view when I killed the large group at the top my strategy was to simplify the game and win on the points I had, whilst my opponent was trying to do the reverse, mainly by using ko potential.

White resigned after move 295.

● ○ ● ○ ●

## Ladies' Championship

by Alison Jones

Two years ago the first World Ladies' Amateur Go Championships were held in Japan. This seems set to become a regular feature of the go calendar. Thus at the last meeting of the BGA Council some rules were formally drawn up governing the selection criteria for our British representative. These have been implemented retrospectively to cover the last two years following the precedent set by the British Championship Japan points system. The rules are laid out below.

1. The championship is to be held annually around September over a weekend.

2. It is to be an all-play-all tournament to a maximum of 8 players (cf the Challenger's).

3. Participation is by invitation only.

4. In the event of more than 8 ladies reaching the required standard the top 4 in the league from the previous year qualify automatically. The other candidates have a mini-tournament to gain places.

5. Invitation is to any lady who is a current member of the BGA and who has reached the required standard (see rule 6) and who satisfies one of the two criteria below:

i) British passport holder.

ii) Resident in UK for 5 years without more than 6 months continuous months away.

6) The required standard is a McMahon score the equivalent of at least a 6 kyu entry grade, in a BGA recognized tournament, where at least one game was won at the tournament.

7) No lady may take the trip to Japan more than once in three consecutive years.

8) On going to Japan all Japan points held are lost.

9) Japan points are awarded:-

1st place	6 points
2nd	5 points
3rd	4 points
4th	3 points
5th	2 points
6th	1 point

Since the system is being introduced retrospectively the current points situation is:-

Alison Jones	9 points
Kirsty Healey	7 points
Anna Tripp	5 points
* Alison Cross	0 points
* Sue Paterson	0 points
(* Representatives 1990, 1989)	

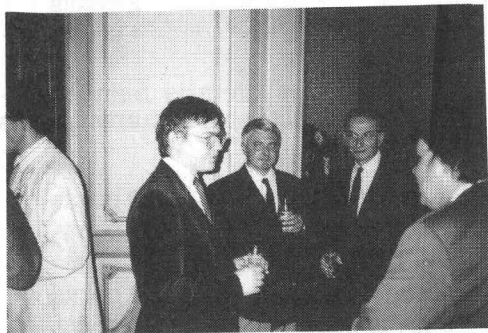
**Late news:** 1991 winner Alison Jones with 4/4, but unable to take trip to Japan because of exam. commitments; Alison Cross 2nd, but representative 1989; Kirsty Healey, third, therefore qualifies as UK rep. at the World Ladies' Amateur Championship.

## Belgian Congress

by T. Mark Hall

This is the first time that the Belgian Go Association has organised a European Congress, and they did an excellent job apart from a few minor quibbles which did not detract from the general enjoyment.

The Congress took place in Namur, from July 27th to 11th August. The Congress hall was the Palais des Expositions which was so large that it could have accommodated another hundred games with little difficulty. For some reason there were fewer than three hundred participants, and not many turned up from France and fewer than expected from the Netherlands and Germany.



Pierre Sevenants, organiser, left, at a reception given by the Governor of the Province of Namur. (BT)

There was ample room for casual games (not necessarily of go) and for side events. The organisers ran a bar/buffet which was a success, providing a variety of Belgian beers, other

drinks and snacks (in one case pouring my drink into a glass and then handing me the bottle).

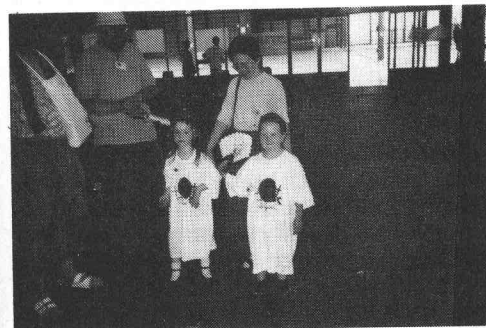
A couple of minor quibbles: with so much room available, they could have spread out the players more, so that smokers would not have irritated their near neighbours, and requiring a key money deposit of BF1500 (£25) for people staying in the seminary, to be returned on the day of departure, when it is required least, was rather curious. The organisers seemed to recognise a little late that running a congress, where numbers of players will stay until the early hours, is a very tiring job which would be best spread out over the organisation, rather than centralised in one or two individuals.



Dining al fresco: (L to R) N. van Diepen, P. Timmins, K. Timmins, F. Janssen, R. Altena, J. Blom, K. Altena, M. Siivola, S. Siivola, S. Parimbelli. (BT)

Every congress acquires its own "flavour" after a couple of days, and the enduring memory of Namur must be of Belgian frites being brought into the hall from the nearby friterie, and of the incomprehensible announcements made by Inspector Clouseau over the too-loud PA system. One enduring

memory for a number of Brits must be of making a side trip and getting on the wrong train to get back to Namur (they eventually turned up two hours later). The next batch of Brits making a side trip were obviously more optimistic that nothing would go wrong. They simply missed the last bus back and had to walk eight kilometres in torrential rain. Why do you think that I never make side trips?



For little girls, a Congress tee-shirt makes a fine dress. (BT)

After a while, one forgets the awful games that you lost (or accidentally won) and memory blurs into endless games of pits, drinks, late nights and meeting friends not seen since the last congress.

Congresses operate at several different levels: there are the swots, who go along expecting to win prizes, play in a limited number of tournaments, and attend lectures, demonstrations and simuls. There are the social attendees, of whom I am one. I go to have an enjoyable time drinking, playing various games of which go is one, and eating in the various places provided around town. Then again there are the "offi-

cials," who don't ever seem to play go (or anything else) but who represent their association and try to organise various other tournaments and events. There are also some people who attend a congress not really knowing what it's like; it's the most fun you can have with your clothes on!

Next year the Congress comes to Canterbury, and we expect a good number of British players to support the BGA and turn up; you'll have a good time and you will make lots of friends from all over Europe. Besides, you never know, you may actually win some games of go and learn something.

## Yet Another Scheme For The European Championship

by Francis Roads

For years there has raged a debate over what format the European Championship should take. All sorts of different formats have been tried; these are a matter of go history which I shall not go into here. The basic division is between those who think that the contenders for the championship should play in the same tournament as everybody else attending the European Congress, and those who think that the championship should be a separate event.

In favour of the former point of view is the fact that it is not much fun for those strong players who for one reason or another are not eligible for the championship not to have any chance to play against any of the championship

contenders. This consideration applies particularly to amateur players visiting from Far Eastern countries, whom we very much wish to attract to the European Congress.

In favour of the latter point is the fact that if the European Champion is simply to be the European player who does best in a McMahon tournament, then he or she may well be chosen by means of some inevitably unsatisfactory tie-breaking system. There is no opportunity to focus local publicity on a final game to decide the championship.

For the time being it is the former view which holds sway, not because the case for it is unanswerable, but, I venture to suggest, because nobody has yet come up with a satisfactory way of meeting all the requirements. One suggestion that has been mooted is to separate the Championship from the European Congress - to hold it elsewhere and elsewhere. I don't think that will do, because many people have limited holiday time. Strong players eligible for the Championship might have very good reasons not to attend the European Congress, and that can't be what we want to encourage.

It is against the foregoing background that I offer, with some trepidation, the following thoughts, which occurred to me in my bath today 16th June 1991. There are now so many strong European players of 5 and 6 dan strength that it would now be reasonable to separate the Championship at the European Congress *provided that the number of people involved was kept small*. The point that I believe people are missing is that at the time when the whole debate started this was not so. The old qualifying strength for the championship used to be 4 dan. To start with this used to produce a mana-

geably small fraction of the total entry, but the last time that it was applied it resulted in a very substantial proportion of those attending being theoretical contenders.

If the championship were contested by a league of no more than 8 players, there would still be enough 5 and 6 dans left to keep the visiting Japanese happy. A 7-round all-play-all league similar to our own Challenger's League, plus a semifinal and final round for the four players who do best in the league, subject to suitable tie-breaking, would fit neatly into the nine tournament days of a European Congress, and provide a final for the television cameras.

Membership of the league could also be decided similarly to our own. The four semifinalists from the previous year would qualify automatically, and the league would be completed from amongst those who had done well in the previous year's main tournament. This prospect would give strong players motivation to attend in years when they were not eligible for the championship.

It would of course produce some variability at the bottom end of the league. It may seem tough to disqualify altogether the four players who do worst in the league from the following year's championship, but the idea is a familiar one in the world of football. The bottom clubs in each division get moved down into a lower one for the whole of the following year, however well they play in the meantime.

I am floating this idea in the BGJ in the hope that someone can improve on it to the extent that we can sell it to the EGF. I can see for myself a number of disadvantages in my own suggestion; the question is, are they worse than those of the present system?

## European Congress GP Games

● This is an extract from the *Grand Prix Newsletter*, which appears a few days after each GP tournament. Subscription for 91/92 GP season costs £25, and should be paid by Eurocheque or International Postal Cheque to:

Postbank account 1911459, Redactie Go, P.O. Box 10578, NL-1001 EN Amsterdam, The Netherlands.

The final of this season's Fujitsu Grand Prix ended with a remarkable win for Zhang Shu-tai. After a loss in the first round, he didn't make any more mistakes, ending one point ahead of Lazarev and the expected tournament winner, Guo Juan. With his second place Lazarev not only became European Champion, but also qualified himself for the Fujitsu Open World Championship 1992 in Japan.

The following game was played in round 8. Time: 3 hours per player, 60 seconds byoyomi. The commentary is by Wan Qun, Chinese 8 dan professional, and Zhang Shu-tai.

Black: Zhang Shu-tai, 6 dan (CHI)  
White: Alexei Lazarev, 6 dan (SU)  
Komi: 5.5

13: Black should defend his corner at A. Black 13 is too close to the rest of the black stones on the left side.

15: Black was afraid that if he played at B he would be pressed against the right side with a move at C and so on.

19: Possible.

29: D is the biggest point. If White answers at 56, then Black can play 29.

31: Not good because 17 is low.

32: White should wedge in at E. This would be sente and would leave some weaknesses in the Black position. After this White should reduce the potential Black territory with a move in the centre. If you could see such a move, then you would be a professional.

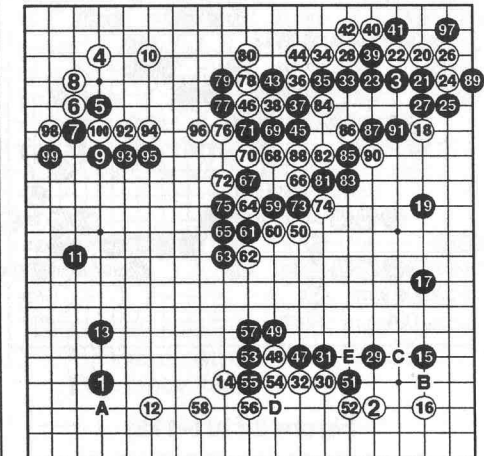


Figure 1 (1-100)

33: Not good for the same reason.  
36: Should be played around 50 to reduce the potential Black territory.

59: Wang felt that this move should be played at 61. There is no way for White to escape.

66: Should be at 88. Now White could either escape to the centre with some stones, or capture 59.

81: Black should first give atari left of 72.

The result up to 91 is good for Black.

97: Black played this move to get some more liberties, because there is still some bad potential on the right side. He thought this would be sente, but White didn't answer.

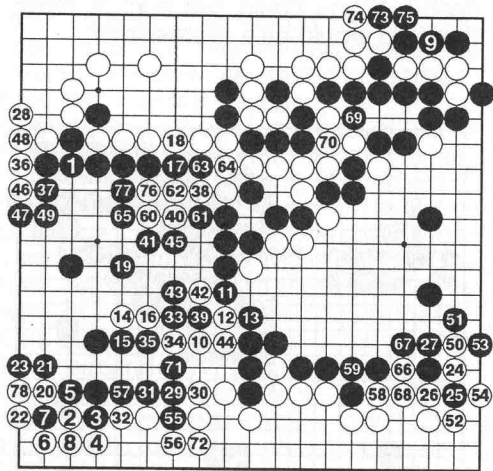


Figure 2 (101-178)

111: Should be at 129. This is the key point, but both players overlooked it at this stage of the game.

123: The biggest point left is 125.

129: The winning move. After 135 White cannot give atari at 143, because of a lack of liberties. After this cutting action, the game is over.

Black wins by 13.5 points.

• • • • •

The next game is taken from the second *Namur 1991 Congress Bulletin*. It took place during round 6. Commentary is by Wan Qun and Frank Janssen.

Black: Viktor Bogdanov, 6 dan (SU)  
White: Frank Janssen, 6 dan (NL)

11: A Bogdanov move, unusual.

12: Mr. Wang said he preferred to play at 18 directly, to make the attack at A later more powerful.

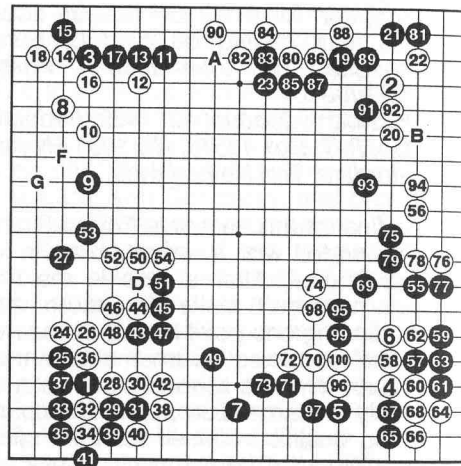


Figure 1 (1-100)

19: Wrong direction. Black should play at 24, making a double wing formation around his lower left hoshi. If Black wants to play in the upper right, he should approach at B, which is the biggest side.

23: Bad shape; should be at 85.

25-27: Again the typical Bogdanov touch.

31: Black should play at 36, forcing White 48, and then defend at 32. The sacrifice of 32 and 34 gives White a lot of useful forcing moves.

42: White's worst move of the game. Good shape is White 47. Not only are all the cutting points defended

now, but this move also makes eye shape. In the game there is a nasty move for Black at 43, but playing it immediately seems to be a little bit of an overplay. Black should first play at D, forcing White 43 and then with 71 defend the other group.

53: Better at F. The focal point now is whether White attacks at G (he could do that with 54) or Black defends at F.

58: There was a nice tesuji sequence White should have played at this point. 1 and 3 in diagram 1 make miai of A and B.

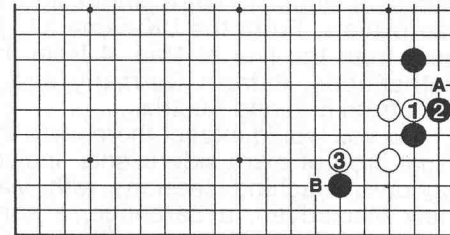


Diagram 1

69: 79 makes better shape.

80: Too early, better attack at G.

81-82: Both players miss the vital point. Both should play at 85 to connect or respectively divide the black stones.

96: This makes awkward shape after Black peeps at 99. White should play at 98.

White makes some eye shape up to 112 and then decides to play elsewhere, but 114 is obviously wrong. When Black defends at 115 he has more territory, so White should have played at G and have fought in the centre.

Moves after 178 are omitted. White caught up a little in the endgame, but Black won by 2.5 points.

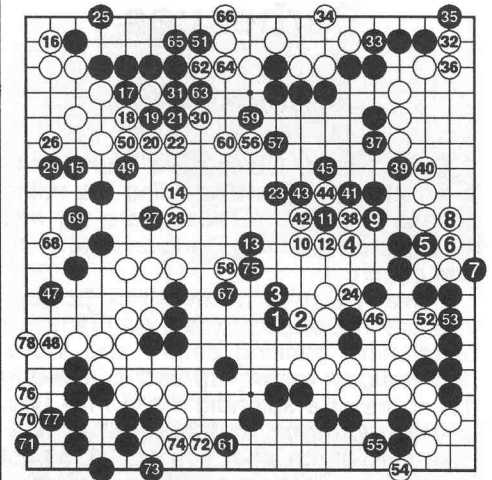


Figure 2 (101-178)

● Despite this result, the final placings for these players were: Janssen 7th, Bogdanov 13th.

## Subscriptions

Unattached and Overseas members, please note that you can now pay up to five years' subscription when renewing. This cuts the cost of money transfers considerably for Overseas members, and saves bother generally - no annual reminders received and cheques to be written for quite a while!

Please note the change in Membership Secretary. Details can be found on page 2.

## Horse Trams and Barbecues

by Francis Roads

**H**orse trams? Obviously a tourist gimmick: no way will you find me riding on one of those. – Those were my first thoughts on reaching Douglas on the airport coach.

Nearly a third of the Manx population live in Douglas. It is a combination of offshore banking centre and Victorian holiday resort, spread out along the shore of a splendid three mile bay. The appearance and general atmosphere are about what you would expect for such a place, but with a refreshing freedom from modern concrete-and-glass architectural monstrosities, and also from litter and graffiti.

Spread out as it is along the sea, the main line of communication is round the promenade. There are a few buses, but the horse trams do run a reliable ten-minute service... And so it fell out that on the first day of the Congress, I presented myself for registration at the Sefton Hotel from a horse tram, thinking noble thoughts about renewable energy sources.

There were three main tournaments: a 90 minutes per player one every morning, and two others with 60 and 45 minutes respectively which happened on various afternoons and evenings. The idea of this kind of timetable was to give people the freedom to choose to play as much or as little go as they wished, so making the event far more of a go holiday than anything ever seen before in the British Isles. (You have to be careful to say "British

Isles." The Manx claim not to be part of the United Kingdom.)

And I think that in doing so David Phillips and his team of organisers from the IOM Go Society were brilliantly successful. This is the first go event that I can remember with such a splendid mix of ages, the sexes, and nationalities. Babies, children, teenagers, adults of all ages up to retiring, non go-playing spouses and partners, and visitors from outside the British Isles (careful!) were there in plenty.

Sixty people took part in one or more of the three principal tournaments, of whom 19 were juniors and 14 dan players. From the UK came 37, 11 were from the Isle of Man, 4 from the Netherlands, 6 from Germany and 1 each from Eire and Austria.

As you would expect there were the usual crop of extra side events, including daily teaching sessions with Matthew Macfadyen, a barbecue, a song party, a bird watching expedition, and a final dinner. Manx logic led to Friday being chosen as the off-day for excursions. We all caught the steam train that leads south from Douglas. It was raining, so most people alighted at Castletown to inspect (would you believe) the castle, while nine hardier souls continued on to brave the elements with a clifftop walk from Port Erin. The hardy souls were rewarded with a change in the weather, and a splendid ramble including a visit to the living village folk museum at Cregneash.

The island has had some history, and a small amount of culture; what they have they preserve and present with some flair. The Manx museum in Douglas is worth half a day, and is free! But the main reason for going to the Isle of Man for a holiday would be

either for seaside activities or for walking. The centre of the island has some fine hill-walking country, and around the coast there are equally magnificent cliff walks.

At the Friday evening dinner a profusion of prizes was presented, as chronicled elsewhere in this journal. [See under *Clubs & Tournaments.*] Go songs were sung, as you might expect, and this was the first time that I can remember two new congress songs being produced, one from the organisers, and one by a group of visitors. Most important of all was the announcement that the IOM Go Society hopes to repeat the venture in 1993.

Reluctant go congress attenders, whether for reasons of not being sure about committing a whole week to go, or not being a very strong player, or of having a non go-playing partner, or a young family, ought to put it in their diaries now.

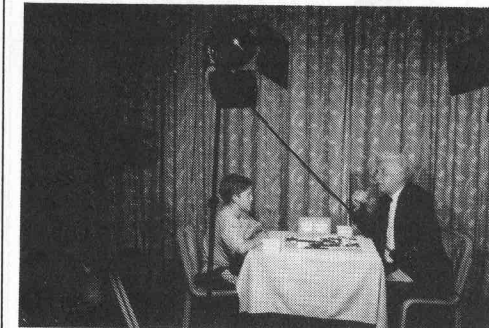
This was a congress that had been waiting to happen for a very long time. A better place for it to happen, or team of people to run it, are hard to imagine. Man has now established herself as second only to England amongst go organising countries in the UK – whoops – sorry, British Isles. Wake up at the back there!

**POSTAL GO:** If you are interested in playing go by postcard with a Japanese amateur shodan, please contact:–  
Hideo Miki,  
Gosikiyama 7 chome 6-5,  
Tarumiku,  
Kobe,  
Japan.

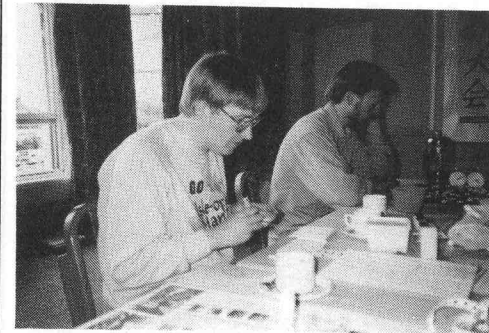
## IOM In Pictures



Children? Roger Kent shows how to cope, and in a tournament game too... (BT)



... but Dominic Hills is old enough to show Terry Gringle of Border TV how to play go. (DP)

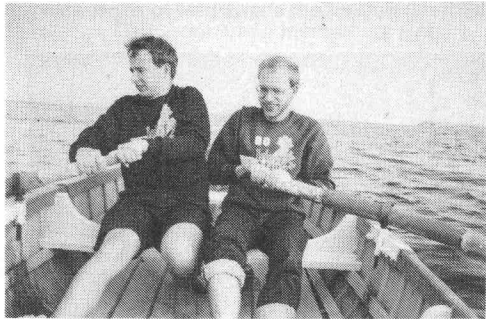


David Phillips works on the results... (BT)





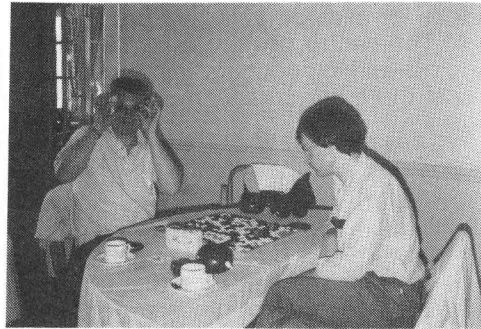
... While Leo Austin decides to carry on working on the other side of her desk. (BT)



Andrew Jones tries to get away from it all, helped by a German friend, but is the timing right? (AMJ)



Francis Roads proves that the hills are alive to the sound of music. (AMJ)



S. Korsner (NL) searches for weaknesses, but Pat Ward (IOM) shows he has two eyes. (DP)



Stella Barnard collects a prize, while Paul rests after winning so many games – or minds the children? (BT)



First performance of the IOM go song. (FR)

# Crossword 11

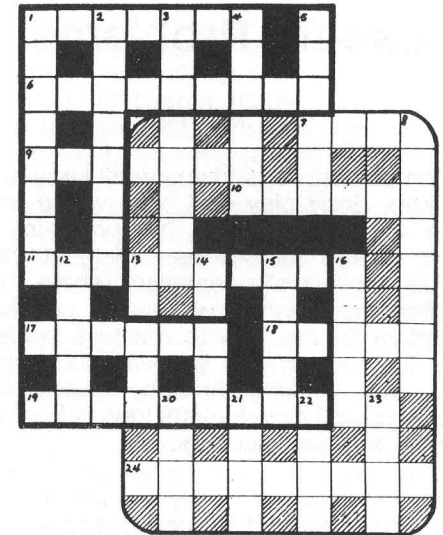
by Derek Williams

## Across

1. Foreign ships an oddity...
6. ... and a ship's most important points.
7. The penultimate letter in low surroundings.
9. Severe, hesitant and bony.
10. Measures in honour points.
11. Larking around with mixed Rib stinger.
17. Vestas used to make casks.
18. Do better with fish around ninety.
19. It takes a cool trainer to achieve such a relationship.
24. No bike kit can jump!

## Down

1. Strange term sees term.
2. Hi! Is Jake prepared to avoid trouble?
3. 999 + 1001 to the North plus around ten – that's close!
4. Attack in a rush, as a military coup.
5. Universal joker round the pole.
8. Good guy follows old boy accountant, the French problem!
12. Bony toe? So confused!
13. Does he bank as he rescues?
14. Art supporter.
15. Still found amongst the finer things in life.
16. A grand Coke mixture for a crawler.
20. Animals in a whelk shell.
21. Rave about state.
22. Small (ten) military organization.
23. Sharp writers.



## Solution to Crossword 10



## Ladder Problems

by T. Mark Hall

The proverb says "If you don't know shi cho, don't play go," but I would not take that too literally. The problems I have picked for the last article of this series don't really represent where the ladder goes (although watch out for problem D) but how to create a ladder and keep it going as you want it. I hope that after working through these problems you will have a better idea of how to create and direct ladders.

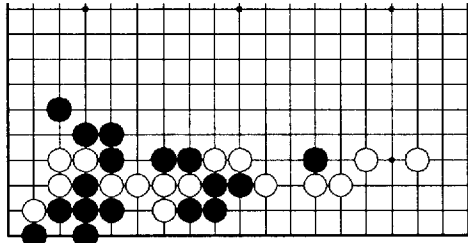


Diagram A

**Problem A:** White appears to have lost quite a lot on the left hand side of the board. Can he save the five stone group and capture something of Black's?

**Problem B:** White has just played at 1. He thinks he can push Black around, but can you spot what Black should do?

**Problem C:** White has just cut at 1. In most handicap games Black would probably give up the single stone and grovel for life in the corner. Why not counter-attack?

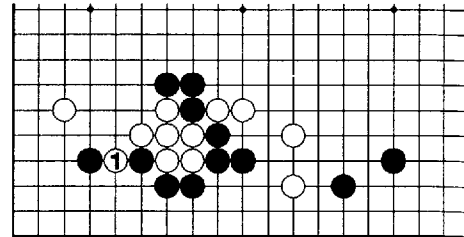


Diagram B

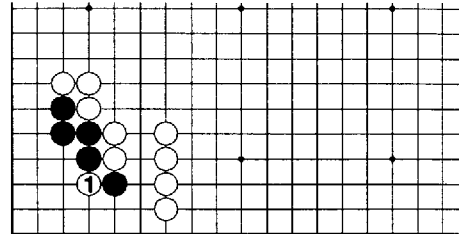


Diagram C

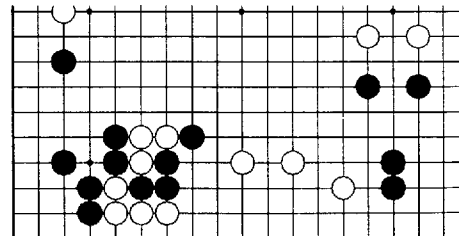


Diagram D

**Problem D:** White can easily save the four stones on the bottom edge and probably make a neat amount of territory, but can't he do any better?

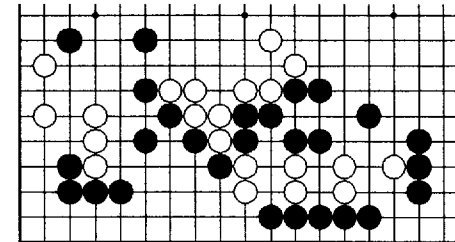


Diagram E

**Problem E:** A fairly confusing situation; Black appears to have cut off the group of seven stones along the edge and it has no chance of eyes on the edge. But a ladder!?

## Cambridge In The Pink

by Paul Smith

The end of April saw a flurry of activity at Cambridge Go Club. First of all, in a rare spirit of cooperation, we joined forces with Cambridge Chess Club and Cambridge Scrabble Club to organise a Games Day event in a hall in the city centre. Together we were able to drum up much more publicity than we would have managed on our own. An added bonus was the opportunity to introduce the chess and scrabble players to go. The number of people turning up on the day was disappointing, but we have had a steady stream of telephone enquiries since.

The following day we hosted the Pink Stone Tournament. This competition was formerly an annual event contested by teams from clubs in the Cambridge area. This year teams from Wanstead, Stevenage and Cambridge took part, twenty-four players in all. Despite some organisational problems, the first round eventually got under way – only about one hour late.

Wanstead shot into an early lead by winning 7 games out of 8 in the first round, and the other teams never quite caught up. At the end of three rounds Wanstead had won 14 games out of 24, and were clear winners. Stevenage just pipped Cambridge for second place. Alison Jones collected the pink stone on behalf of the Wanstead team. Strangely, neither of the two players on full points were from Wanstead – they were Steve Allen of Stevenage and Geoff Walker of Cambridge.

On Monday, listeners to Radio Cambridgeshire were able to hear Paul Smith and William Connolley playing a 9x9 game.

Finally, two days later on May 1st, we were invited to a Go Evening in Corpus Christi college. The event was organised by Dr Ahmed, a fellow of the college, and the occasion was a visit by Dr Sonoyama, vice-president of the Hitachi company. Four players from Cambridge Go Club rolled up and were treated to some excellent Japanese food. We had the opportunity to meet many of Dr Sonoyama's colleagues.

Then there were some games of go. Dr Sonoyama won his game against John Rickard, then he presented the club with some books, go sets and a magnificent trophy. The whole evening was very enjoyable, and we hope to be able to meet Dr Sonoyama again when he returns to Cambridge.

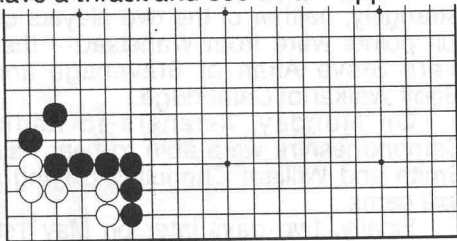
# Corners

by Terry Barker

## Part Two

By way of a summary of Part One, let's now see how to apply all that earlier information when confronted with a similar, but different, position.

We've all been faced with positions like that in Problem 1. Black seems to tackle such a corner in one of two ways: firstly, "I'll leave it because White isn't likely to leave any killable groups on the board," or secondly, "Well, let's have a thrash and see what happens."



Problem 1: Black to play

To anybody who goes along with the first theory, have I got news for you!! The second idea is fine in some respects but it is better to try a methodical approach.

First thoughts: there's a gap, so let's push through it, as in diagram 12.

After exchanging 3 for 4 in diagram 12, playing Black 5 looks a good move. Unfortunately for Black, White 6 makes miai of A and B, and White has his two eyes.

Black can do much better than diagram 12. Thinking back to diagram 9, we know that Black 5 in diagram 13 is a

very strong attack. Now, after Black 9, Black can pick up three white stones any time he likes. However, unlike diagram 9, White can secure his eyes by recapturing at 2.

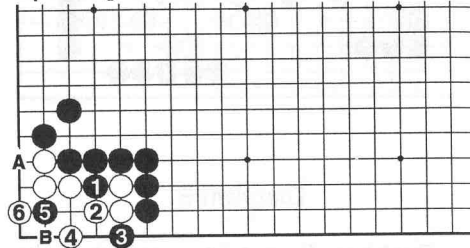


Diagram 12

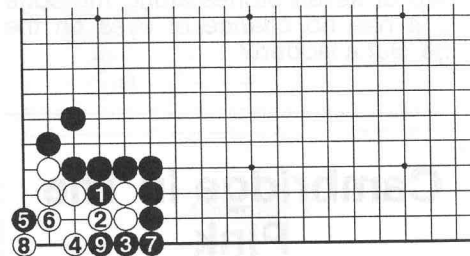


Diagram 13

The reason for including this diagram is mainly for reference. This position sometimes can occur after a White invasion with other stones in the area. Frequently the Black wall will be cut into two parts during this invasion, but when Black captures the three stones (which are often cutting stones) all of the Black forces are reconnected, which makes nonsense of White's attack.

Another obvious try in problem 1 is the clamp tesuji in diagram 14.

White is almost forced to live up to 8. Next Black has the A-B exchange which makes nonsense of White's attack.

that in diagram 13 White is again forced to live with the minimum of two eyes, losing some stones in the process. Compare these with diagram 12 where White has a few points of territory.

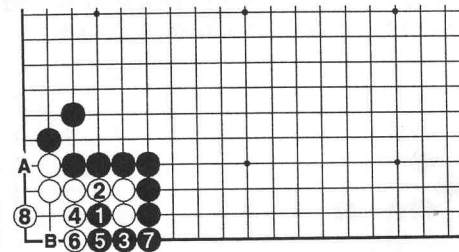


Diagram 14

What is the conclusion, then? Simply this: knowing of the existence of a sequence like diagram 9 has led us to a variation where Black can minimise the damage. Bear in mind, also, that in the majority of cases it will be possible for White to live.

But wait a moment. Can we reduce problem 1 to look like one of the other borderline cases?

In fact, yes, we can. The key is the proverb already quoted a couple of times, that "there is death in the hane." Black's 1 and 3 combination in diagram 15 does the trick. Notice that this diagram resembles figure 2, which has the same solution.

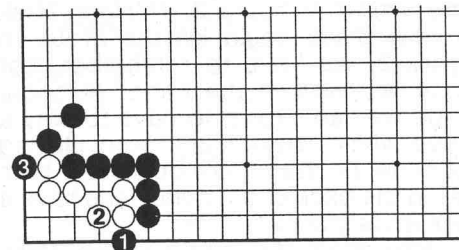
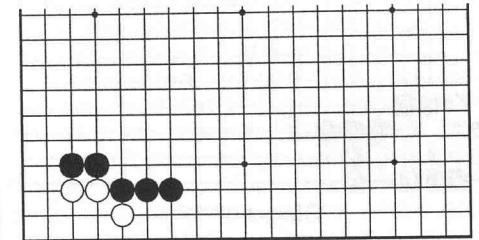


Diagram 15

A typical position when White invades underneath a handicap stone is shown in problem 2.



Problem 2: Black to play

How often does Black play 1 and 3 in diagram 16? White has been forced to live small, and Black has even kept sente, so what is wrong? Quite simple – think back to figure 3, the J Group. Black can kill the White corner if White doesn't know what he is doing.

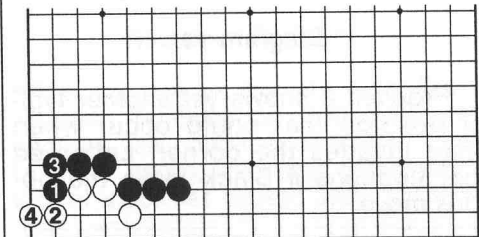


Diagram 16

As you know, Black's 7 and 9 combination in diagram 17 is lethal. The mistake here is White 4. There is a stronger move; remember figure 4?

White's stronger move is 4 in diagram 18. Referring back to diagram 7, we find that after Black 5 the group can be killed by a ko. (Remember that Black does not play 5 at A, or White can live. See diagram 9.)

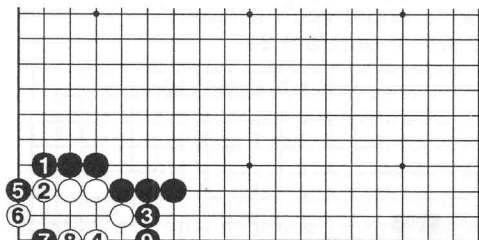


Diagram 17

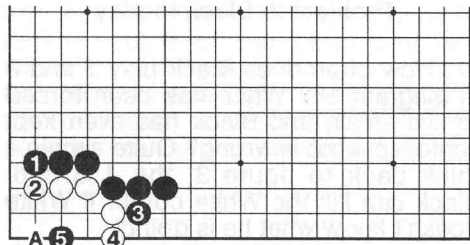
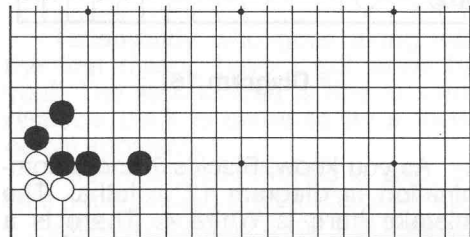


Diagram 18

Problem 3 shows yet another typical position that could occur when White invades the corner. Let's see what happens if Black plays the obvious move.



Problem 3: Black to play

After moves 1-4 in diagram 19, the position is the same as that of figure 5. Even with Black to play, the best he can manage is a ko. Clearly Black will

have to be more imaginative if he is to kill White cleanly. What happens if Black can keep White from playing at 2? This will reduce the available space for White to live in, as shown in diagram 20. Once Black connects at 5, the White group can only form one eye.

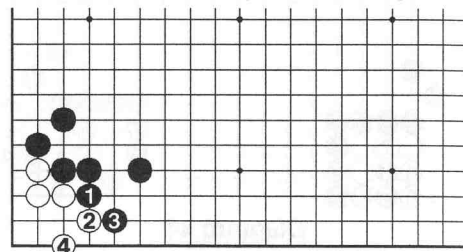


Diagram 19

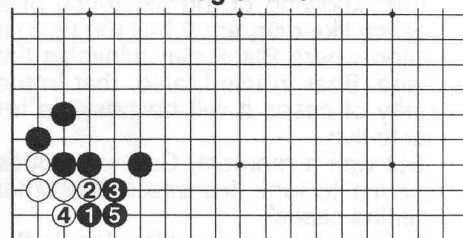
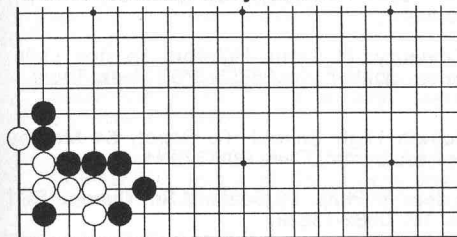


Diagram 20

This time, in problem 4, the roles are reversed, and we are playing White, trying to live in this position, which is very similar to figure 2. Thinking back to how Black could kill the group in figure 2, we have to remember that there is death in the hane. At some stage we can expect to have to play a move which stops Black from playing his hane, i.e. play there ourselves. With this in the back of our mind, let's have a look at diagram 21.

Playing on the 1-2 point with White 1 is frequently a vital point in positions like this, such as in diagram 3. How-

ever, once Black takes the other 1-2 point, White has to play 3 if he is to have any chance of a second eye. But then Black 4 - one of the hanes - is sufficient to connect Black 2 to the outside. Check this for yourself.



Problem 4: White to live

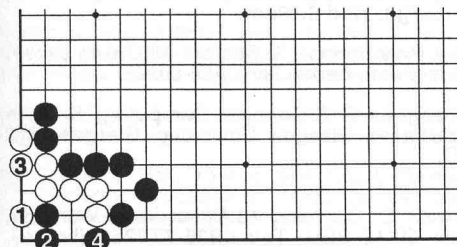


Diagram 21

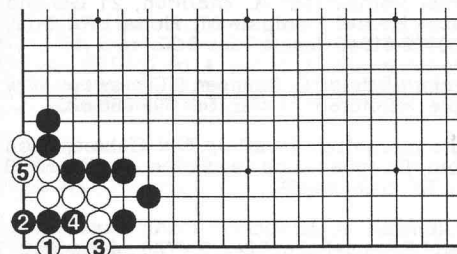


Diagram 22

What happens when White takes the other 1-2 point, i.e. White 1 in diagram 22? Black 2 is forced, but now White 3 - one of the points for a Black

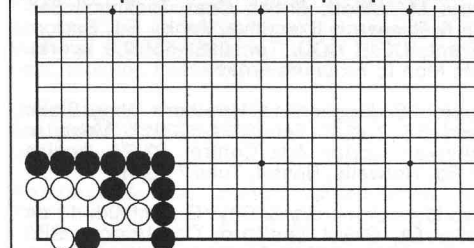
hane - puts Black on the spot. The best he can manage is to play 4, but then White 5 - the other of Black's hanes - gives a seki, so White is alive. You might like to check out the situation when Black plays 4 at 5 in diagram 22.

**Conclusion:** I hope that you can see the point I'm trying to make in all this. Namely, corners are perhaps not as complicated as you first thought. Simply by remembering a handful of basic shapes, many others which are more complicated can be solved.

It is true that one or two of the decisive sequences might be a little hard to find but, because they involve standard tesujis, they have to be learnt, so are worth spending some time on. Then with only a little thought it becomes a fairly easy job to finish off many of White's invasions under the handicap stone.

Recurrent Problem...

The solution to the tsume-go (life & death problem) by Bob Terry, J82 page 34, was omitted from J83. As it runs to three pages, this time unfortunately lack of space has caused postponement.



Black to play

It will definitely appear in J85, but for the present, for the benefit of new readers, here is the problem again. (Sorry, Bob!)