

## 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. Meets at The Rummer (downstairs) near Pultney Bridge, Wed 7.30pm.

**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:** S. Gratton, 525 Tootington Rd, Bury BL8 1UB. Tel: 061-761-3465. 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:** C. Hendrie, ICL, LoveLace Road, Bracknell, Berks.

**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:** S. Flucker, 14 Hawthorn Way, Stoke Gifford BS12 6UP. Tel: 0272-693917. 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 in Junior Parlour, Trinity College, Mon 7.30pm (term), University Centre, Mill Lane, 1st or 2nd Floor, South Lounge, Thurs 8pm.

**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.

**Culcheth High School:** R. Bagot, 54 Massey Brook Ln, Lymm, Ches WA13 0PH

**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.

**Glasgow:** J. O'Donnell, Computing Science Department, Glasgow University, Glasgow G12 8QQ.

**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.

**Hereford School:** C. Spencer, 2 Crossways, How Caple, Hereford HR1 4TE. Tel: 098 986 625.

**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 5AP. 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, 4 Iydney Ave, Onchan. Tel: 0624-612294. Meets 8pm, Mon: 116 Ballabrooie Dr, Douglas. Juniors: Mon 6.30pm, 16 Falkland Drive, Onchan.

\* **Leamington:** M. Macfadyen, 29 Milverton Crescent, Leamington. Tel: 0926-337919. Meets Thurs.

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

**Maidenhead:** I. Attwell, Northurst, Westmorland Rd, Maidenhead, Berks. Tel: 0628-76792. Meets various places, Fri 8pm.

**Manchester:** T. Barker, 7 Brocklehurst Ave, Bury, Lancs. BL9 9AQ. Tel: 061-705-2040 (home). Meets at The King's Arms, Bloom Street, Salford, 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.

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

\* **North London:** D. Williams, 102 Regal Way, Harrow. 081-907-7252. Meets at Parish Church (behind Church, down steps), Church Row, Hampstead, Tues from 7pm to late.

**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, 34 Little Hollies, Forest Town, Mansfield, Notts NG19 0EB. Tel: 0623-25351.

**Open University:** F. Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes. Tel: 0908-315342. Meets in Common Room, Thurs 7.30pm.

\* **Oxford City:** N. Wedd, Sunnybrook, 37 North Hinksey Village OX2 0NA. 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 Blagrove St, Reading, Tues 6.30pm.

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

**Sheffield:** M. Buckland, Flat 1, Ranmoor View, 410 Fulwood Rd, S10 3GG. Tel: 0742-307760. Meets at The Jolly Buffer, Ecclesall Rd, Tues 8.30pm.

**Shrewsbury:** B. Timmins, The Hollies, Wollerton, Market Drayton, Shrops. TF9 3LY. Tel: 0630-84292. Meets at above address Thurs 7pm.

**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), 726161x8203 (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.

**Swindon:** P. Barnard, 16 Braemar Close, Swindon SN3 1HY. Tel: 0793-432856. Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Tues 7.30pm.

**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.

\* **West Wales:** Catherine Blaiklock, Glan-y-Don, Lloris, Machynlleth. Tel: 0654-761570. Meets upstairs, Taly-Don pub, Barmouth, Mon 7pm.

**Worcester & Malvern:** E. Blockley, 27 Laugherne Rd, Worcester WR2 5LP. Tel: 0905-420908. Wed 7.30pm.

\* **York:** A. Wood, Dept of Computer Science, University of York, YO1 5DD. Tel: 0904-706959 (home), -432776 (work). Meets mainly Thursday evenings.

This space is waiting for a new club! For information and help on starting a club, contact the Membership Secretary (address given on page 2).

# Beyond Life & Death

## The Carpenter's Square under the Microscope, Part 3

by Richard Hunter

Please see Part 1 (BGJ 86) for Diagrams 1-9 and Results 1-6 and Part 2 (BGJ 87) for Diagrams 10-27.

**Answers to Problems 3 and 4.** When Black has one or more external liberties, the hane and the attachment are both significantly inferior to the 2-2 placement. This statement is rather controversial: *Life and Death* by James Davies says the 2-2 point does not turn out so well and the hane is better, the *Life and Death Dictionary* by Cho says the 2-2 placement is the only move, and several strong European players think they have discovered a clever move that makes the hane work. I think the analysis in Cho is correct. Your comments and analyses are welcome; I have already received two interesting letters about this series. Either write to me directly (Amanuma 2-29-1, Suginamiku, Tokyo 167, Japan) or to the British Go Journal. Lest you think I am being irreverent towards James Davies, let me just mention that I talked to him and sent him an early draft of this part together with copies of the previous parts. He said he knew of at least one error in *Life and Death*. After reading these articles, he said he agreed completely and had nothing to add.

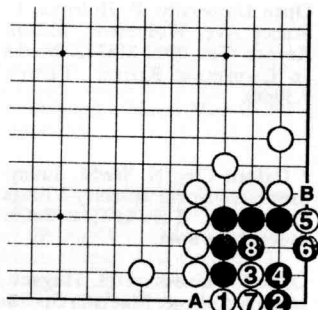


Diagram 28

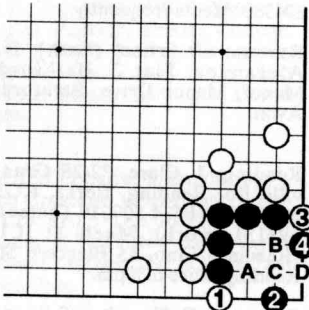


Diagram 29

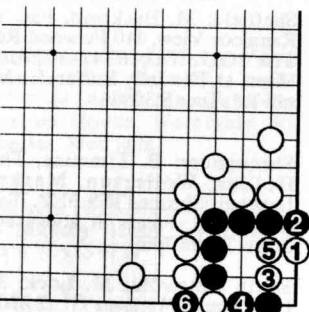


Diagram 30

Diagram 28. In answer to White's hane in Problem 3, the 2-1 point is correct as before (Diagram 12). However, this time Black can extend up at 4 because he can play 8 without putting himself in atari as he would have done in Diagram 15. Now A and B are miai, so Black is alive.

Diagram 29. The second hane at 3 is a move that some people thought worked. It is not discussed in Cho, but it's basically the same as Diagram 28. A German 4 dan was once so convinced of its effectiveness that he wanted to bet me dinner. He said he had analyzed it in detail with a strong French player. However, he had no follow-up to the block at 4. This move is a blind spot as it is usually suicide to block the hane (as in Diagrams 7, 14 and 15). But here White's first hane is not so well placed to take advantage of it and Black's external liberty makes all the difference. The key point is A, but if White plays A, the position just transposes to Diagram 28. White B is clearly bad as it gives the position in Diagram 4, where White has taken the 2-2 point and made the wrong hane. White C or D similarly lead to the seki of Result 3. Of course, if Black gives way to the hane at 3 by answering with 4 at B then White does indeed get a ko (similar to Diagram 13), but this is a mistake by Black.

Diagram 30. Although the hane is not the best attack, it does not let the corner live unconditionally. White can still get a thousand-year ko, but it's rather perverse (credit goes to Brian Chandler for finding this line). This may be why Cho does not bother to consider it.

Clearly though, White should not start with the hane when Black has an external liberty.

Diagram 31. In answer to White's attachment in Problem 4, the clamp at 2 is correct as before (Diagram 22). If White hanes, then Black can extend at 4 and live.

Diagram 32. If White hanes the other way at 3, the position becomes similar to Diagram 2, where White starts with the trick move at the 2-1 point. The difference here is that Black's external liberty allows him to play 8 and capture everything.

Diagram 33. Cho says that when Black has an external liberty, the 2-2 placement is the only move. However, he doesn't mention White 3, although it is discussed later in the book for a related position. White can still get a ko, but it's inferior to Diagram 34 because White has to make the first ko threat instead of Black. Thus, the attachment is definitely inferior when Black has a liberty.

Diagram 34. When Black has one or more external liberties, the 2-2 attack is best and, what's more, it does not depend on the number of liberties. However, White must follow up with the hane at 3.

Diagram 35. Extending at 3 is a mistake when Black has an external liberty. Note that if White connects at 8 instead of playing 7, Black lives unconditionally by squeezing at the 3-3 point instead of fighting the ko (refer to Diagram 5). White 7 gets a thousand-year ko, but clearly Diagram 34 is better. Note that Diagram 35 is the same position as Diagram 30, which is likewise sub-optimal. Extending in the other direction is possible (as shown in Dia-

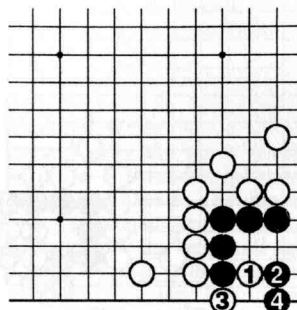


Diagram 31

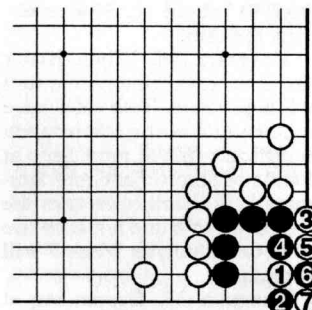


Diagram 34

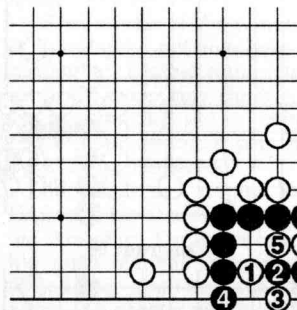


Diagram 32

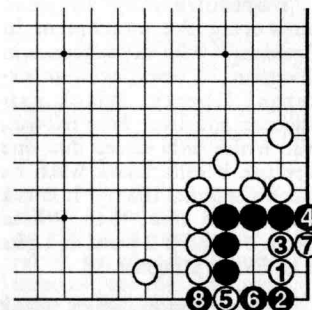


Diagram 35

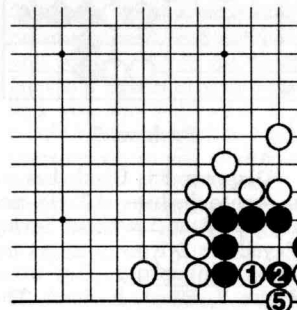


Diagram 33

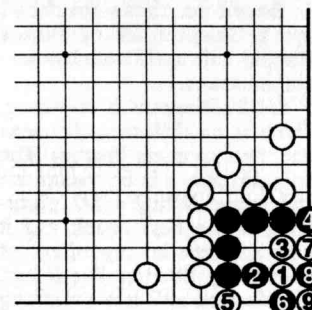


Diagram 36



gram 9) but the result is essentially the same.

Diagram 36. When Black has an external liberty, the turn at 2 is possible. Both sides have to be careful as the continuation is difficult. White must hane at 5 and not descend at 6 (see Diagram 37). Black must take the vital point of 6 and not atari one point to the left, or White 7 will kill him.

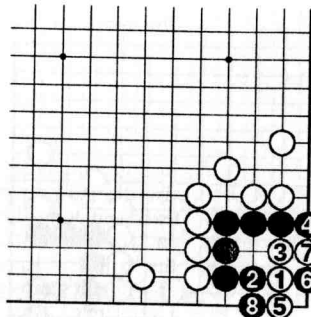


Diagram 37

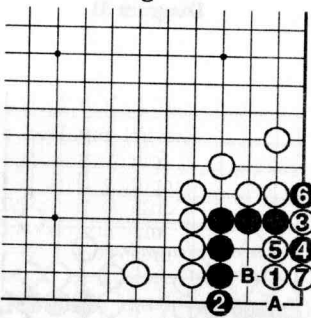
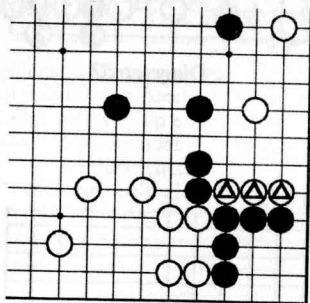


Diagram 38



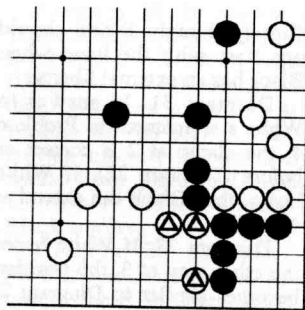
Problem 5

Diagram 38. Black has no answer to the hane at 3. He cannot play 4 at 5 without having played the 2-1 tesuji to get the ko in the corner. But after White 7, Black is dead. The points A and B are miai, leading to Result 5 or Result 1.

In conclusion, when Black has no external liberties, White has three ways to get a direct ko: the 2-2 placement, the hane, or the attachment. When Black has one or more liberties, only the 2-2 placement is correct.

Based on these results, I think Chapter 29 of James Davies' *Life and Death* has several mistakes.

L&D Diagram 5 is wrong. There is no difference between one, two, or many liberties. The only difference is between none and some. White's 2-2 placement is the best attack and it gets a direct ko regardless of how many liberties Black has. The descent at 2 is not a strong move; it's a mistake. White 3 should hane at 4.



Problem 6

Note how White 5 is the key point; without this stone, Black A, White B, and Black 5 would give a live shape like in Diagram 19.

L&D Diagram 6 is also wrong. The hane is not stronger than the 2-2 placement; it's weaker. Black should answer the hane at the 2-1 point (4) instead of blocking.

L&D Diagram 7 is also wrong. Both White's initial hane and Black's reply are mistakes, so it hardly seems worth discussing the continuation.

Problems 5 and 6. White to play. In the next issue, we will look at positions where White's surrounding stones (triangled) have weaknesses. What is the status of each corner? Work out White's best attack and Black's best defense in each case.

Note: There is a mistake in BGI 87, in my diagram 27. Black 1 should be a descent straight to the edge, not a hane. In diagram 27, Black can live as in diagram 19, whereas I was trying to prove him dead. If Black plays the hane, White will obviously atari before playing 2 to get an eye like Result 1.

## Book Review

by Francis Roads

The *Go Player's Almanac* (ed. Bozulich) is the latest addition to the Ishi Press's range. It is an A4 size hardback with 256 pages, and my copy cost me twenty-something pounds at the BGA bookshop at Canterbury. Its production standard invites comparison with *Invincible* - a standard which it unfortunately does not quite reach because of some surprising typographical errors. Nonetheless, it is a handsome volume.

The first five chapters comprise an introduction to the game, and material on the philosophy and on the history of go. The latter is quite full and detailed; of great interest to the dedicated go player, but needing some skimming by the general reader.

The next two chapters contain up to date facts and figures and biographical details about professional players and the tournaments in which they play. Chinese and Korean professionals are covered along with the more familiar Japanese names. There is mention of tournaments in Europe and the USA, though I would have hoped to see much fuller coverage of amateur go activity around the world than in fact appears.

There follow chapters on go records (the sort to which Messrs Guinness ought to give attention); go equipment; a very full dictionary of go terms, giving both Roman and Japanese forms; on computer go; the mathematics of go; and the various sets of rules in oper-

ation around the world. I was surprised by the omission of any kind of index.

I found the chatty chapters on history and go equipment the most interesting. And I can see myself using the go dictionary quite a lot in deciphering Japanese go texts - having the terms written in Japanese script, often in both the kanji and kana forms, together with illustrative diagrams, is a very helpful feature. The chapter on rules convinced me that the New Zealanders have got it right, and that everyone else is faffing about.

Even as one of the minority of go players not involved in computing, I found some interest in the computing chapter. It set me thinking not so much about how computers play go, but how we humans do!

But much as I respect Bob High and his sterling work for the American Go Association, his mathematical chapter defeated me. I am not sure for whom this chapter was included - if I with my A level maths can't make head nor tail of it, there must be quite a few other potential purchasers of this book in the same boat.

So who is this book for? Certainly, anyone who enjoys possessing well produced books will want it. If you like having facts and figures at your fingertips you too will want it. It would be a nice book to lend to someone whom you were trying to interest in go, though it would be necessary to guide them towards certain parts of the book.

It is in the nature of such books that while some of the information is timeless, other parts of it will become out of

date (such as that on computer go) or require the publication of supplements (such as the tournament details). Will such supplements be forthcoming from Ishi Press? I wonder.

Anyway, I'm glad I bought my copy. It made good bedtime reading during the Canterbury Congress. I recommend it to tournament directors as a very acceptable prize.

## Getting Noticed

### A Note For Club Organisers

by David Woodnutt,  
BGA Publicity Officer

There are a couple of things you can do, probably for free, to raise the awareness of go in your area and help potential players to find you. The first is to get BT to list your contact number in the phonebook under the name of your club. The same applies to your local Thompson's Directory.

The other thing is to try to get a mention in the local paper in the time out or entertainment listings. It's worth checking with the local library to find out what other free or low cost advertising services exist in your area for announcing regular meetings of clubs or societies. A phonecall to the local council may also reveal ways of advertising your presence.

The European Congress at Canterbury generated a good deal of interest in the media, and the easier it is for players or beginners to find out about where to play, the more we will benefit from increased media attention.

# Crossword 15

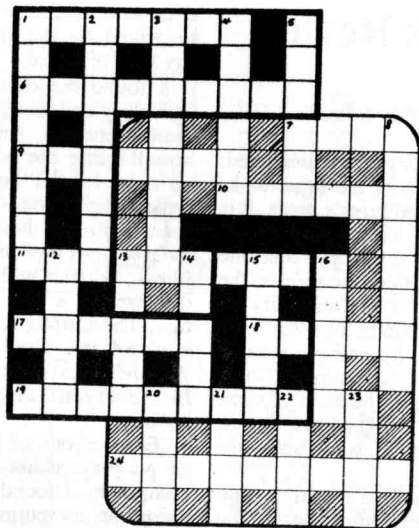
by Derek Williams

**Across**

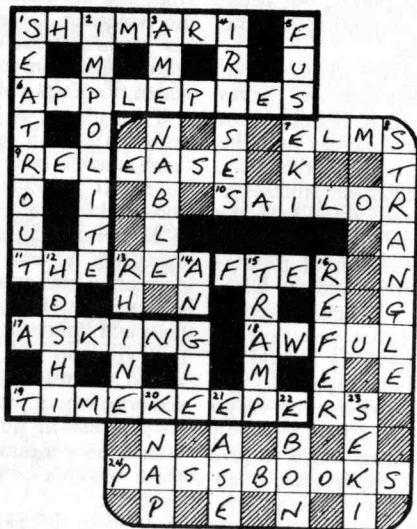
1. Rested in communist stance.
6. Leads the way, or follows quiet, posh cars around ECU.
7. Put team in as alliance.
9. Austere in his part, a noble actor.
10. Age is one condition to outwardly influence.
11. Keep a mighty grip.
17. Go about two ways for this dish.
18. A mistake, one in the railway.
19. Thinking, with right replacement for learner, is festive.
24. Revolt about ringer atom.

**Down**

1. Confuses priest, so retaliates.
2. Hunter roped rat? How strange!
3. He takes a chance on short person.
4. Acting around southern treatment.
5. Divisive but in the swim, a rake holds it back.
8. Eels are, but these are heeled.
12. Stretch out and check - must back early starter.
13. Heavy award to the point.
14. He's lost one in the King.
15. Alternatively, some go round.
16. Very heavy man has a turn.
20. It's sweet to sound like a win.
21. Say in a very long speech.
22. Lied around time-wasting.
23. Doesn't agree in the corner.



Crossword 15



Solution to Crossword 14

# VOLGA BOAT TRIP

by Nick Wedd

At the beginning of July, a group of ten from Britain joined the third Volga Boat Trip for the annual Russian Grand Prix Tournament. Only four of

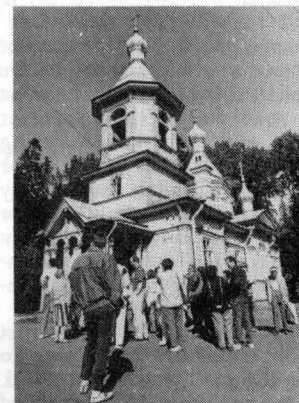
Perhaps because of this, he repeated his performance of two years ago, winning all his games and the first prize. This time, however, his prize was physically small enough to be flown back without difficulty: a samovar instead of a large model church.

As well as the tournament itself, our hosts arranged various sightseeing trips, a lightning tourment, and a "friendship match". This was an informal

the cruise ship while it remained moored in the river Neva. However there was a change of plan, and we were all evicted from the ship immediately on its arrival in St. Petersburg, and accommodated instead in a much less pleasant modern hotel in the suburbs. This hotel had no hot water, in common with its whole surrounding district. It turned out that our ship was needed by President Yeltsin, so that he and



Sylvia Kalisch aboard (NW)



Volga Boatpeople ashore (NW)

the group were keen enough go players to enter the tournament itself; the rest went for a holiday, having heard good reports of the Kazan-to-Volgograd trip of 1990. This year's cruise took us from Moscow, via Yaroslav and Petrozavodsk, to St Petersburg.

Matthew Macfadyen had a free place in the tournament, as a consequence of having won it in 1990. He was very well treated by our hosts, who provided full-time care for his one-year-old daughter Lydia, allowing him to concentrate on his games.

match between the Confederation of Independent States and the rest of the world, and was even more unbalanced than the similar match held two years ago, with the C.I.S. team winning almost all its games: three of the non-players from the British group were persuaded to enter to make up the numbers, and lost to Russian children, while I was demolished by a Ukrainian 4-dan.

We had planned to spend the last two days of our visit to Russia looking around St Petersburg, retaining our cabins in

a leader of the orthodox Church could to travel to Valaam island and there sign an agreement returning this island and its many monasteries and churches to the ownership of the Church. Other ships similar to ours could have been used, but were deemed inappropriate as they were named after Lenin's family and colleagues.

Conditions in Russia have changed greatly in the last two years. There is now much more for sale, at a price, and there is less queuing. The larger shops are often shut, or only open as



far as the entrance hall, but most shopping can be done from stalls and booths in the streets (I wonder if this will still happen in the winter?). Prices are higher in roubles, but lower in dollars, than two years ago: a ticket on the Moscow or St Petersburg metro is 1 rouble, a bottle of beer (not available two years ago, except to privileged visitors like us, but now available from street stalls) is 25 roubles, with 5 roubles back on the bottle, and a bottle of Russian champagne (ditto) is 162 roubles. The rate of exchange quoted in the *Financial Times* was 97 roubles to the dollar, but we found that almost anyone was willing to offer 100, and touts were offering 120 or more. One to five dollar notes are definitely the currency to take to Russia: they are widely accepted, and easily changed for roubles if necessary, while larger notes are likely to be refused.

The Russians that we met were generally favourable to the changes that have happened. However, material standards of living in Russia are still well below those of Western Europe. In particular, pensioners, academics, and indeed all those who are paid by the state have seen their salaries eroded by inflation. We saw evidence of this when drinking beer in public, when respectable-looking people would approach us to ask politely for the empty bottles.

Owing to lack of space (as well as time!) The Canterbury Prize List will be printed in the next issue.

## Letters

Francis Roads writes:

I am not altogether in sympathy with the thrust of the letter from West Surrey Go Club, about conduct at tournaments. Yes, it is a bit much to have sandwich crumbs scattered on the go board by one's opponent. But do we really want to go to the other extreme as exemplified by bridge tournaments?

Like your correspondent I play some bridge, but confine my activities to the domestic variety. I have ventured into the tournament world on one or two occasions, and felt rather unwelcome and put off. The strict protocol, the reverent hush, the silent bidding boards, all these features contribute more to the feeling of an examination than a game that people play for fun.

I believe that the informal mood at go tournaments is to be cherished. If we run our tournaments on the lines favoured by bridge players, there is a danger that newcomers will find the atmosphere intimidating. They may then decide not to attend any more - just as I have decided not to go to any more bridge tournaments.

Rob Thomas writes:

To reply to Bob Bagot's letter in the Spring issue, as a new reader of the BGJ I cannot explain how lost I would have been without the Glossary. So to answer his question, "How

many people read the Glossary?", just your new subscribers!

I would also like to praise *Beginner's Corner* which I found of most interest as a novice. In particular the Summer edition was probably of more use to me in improving my game, as it didn't have any obvious (to me!) "bad moves". I had only one small criticism, I would have liked to see the game through to its end.

I hope these are two constructive points from the view of a "fresher"!

Yours, in the fuseki of my go career.

## Subscriptions

The annual membership fee for 1993 may be paid any time from now on. Why not spare a thought for the over-worked Membership Secretary, and spread the load for him a little by paying now? Just reach for that chequebook...

If you find it a nuisance writing a small cheque each year, remember that you can now pay for up to five years' membership at once.

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Overseas rate: £8; Unattached: £7.50; Club Full: £6; Club (in fulltime education): £3; Unattached (in fulltime education): £3.50.

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## Jubango

Part Seven

by Terry Barker

Game 8

Black: Tamura (4 dan)

White: Ishii (5 dan)

With move 2, White is back to normal after losing two games on the trot.

8: Feels awkward when Black has played the tight pincer at 7. In the back of White's mind is the joseki where Black now attaches on top (as in the bottom left of Game 1).

9: Of course Black has other plans.

10: The best of a poor selection. It already feels as if Black is dictating the pace of the game.

11: Usually this would be frowned on, because it is approaching from the wrong side. In this case, however, White is too weak on this side of the board to be able to do anything about it.

15: Black is going to use 11 and 13 to expand other areas of the board.

17: Again, the usual move would be at 54, or one or two spaces below, but Black is prepared to discard 11 and 13.

18: Perhaps necessary but only emphasising how Black is consolidating his lead.

23: Putting White on the spot. With 19 on the board, Black is aiming at a double attack.

29: A very subtle move. It strengthens Black's shape and

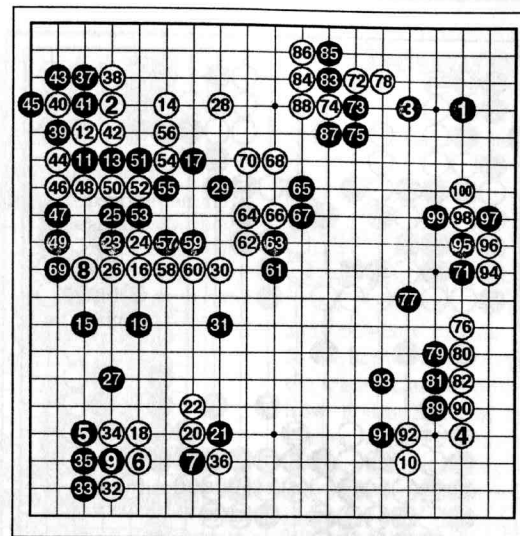


Figure 1 (1-100)

puts pressure on White from a distance.

31: Stopping White from making eyes too easily. Although the group cannot be killed, as long as it has to struggle to make eyes it will not be able to make any territory. In addition the pressure builds on the lower group which has to make a rush for eyes itself.

37: This invasion is always Black's option.

42: White plays a different variation (rather than 43) because he has to try and knock Black out of his stride.

47: Black's response is to sacrifice 11 and 13 (they have served their purpose), settle the rest of his group and keep the pressure on the White central group.

51: Increasing the sacrifice to make the squeeze more effective; a standard technique.

57: Black's attack is flowing nicely. White has to flee on dame points.

61: A beautiful move. Black is attacking with no threat of counterattack.

70: White is finally out. Unfortunately...

71: ...this move just about winds up the game in one fell swoop.

72, 76: White tries to expand his own territory but is always one step behind.

77: Another big move with a large follow-up.

83, 85: Black does the standard sacrifice to settle the shape with the atari at 87.

90: Necessary. Otherwise Black attaches to the right of 4 and destroys the corner.

93: Good shape.

95: Playing at 96 would be dangerous, leaving too many cutting-points.

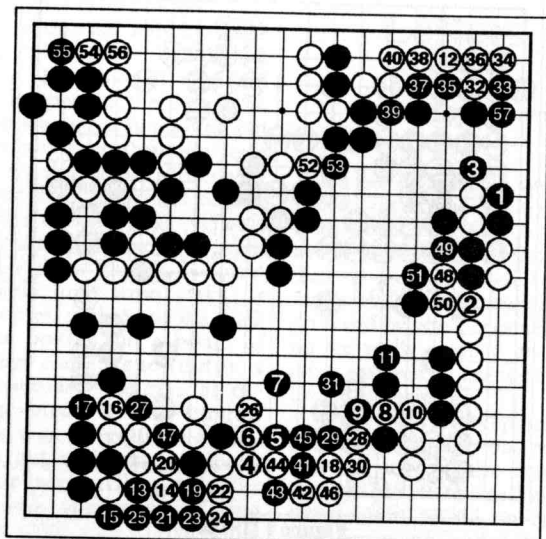


Figure 2 (100-157)

98, 100: Another sacrifice, this time to keep sente.

105, 107: Worthy of study.

111: The winning move. Now that Black has patched up his shape there is nothing White can do.

119: Normally this sequence ends in gote, so would be left until later. Here, however, White has to defend at 126 (showing the strength of 107).

127: If White connects, Black will have sente.

132: Big, but gote.

141: Not as big, but sente.

157: Another easy win for Black, who now takes a three-game lead. Ishii was probably a very worried man at this stage, facing a kadoban (forced reduction of handicap) against someone who has run into peak form.

Moves after 157 not recorded. Black wins by 7 points. Tamura is now winning by 5 games to 2, with one draw.

## Games From Canterbury

● *An appeal for game records at Canterbury brought a very good response. It will only be possible to publish a few of these games in this and the next issue.*

*Black: G. Groenen, 4 dan, NL  
White: M. Macfadyen, 6 dan, UK  
Commentary by M. Macfadyen*

This game from the last round at Canterbury describes the sort of tournament the two players were having quite well. Geert Groenen had not been among the most successful Dutch players in the past, but here he took advantage of a relatively easy draw to win all his games in the first week, and continued to ride on the self-confidence thus

gained to end up tied with the best native Europeans present on 7/10.

25: Is a new move, as far as I know, so from here on the players were on their own.

35: Seems natural, making White's stone 30 look heavy, but it may be a bit of an over-play. After Black's extension at 45 White is able to take the offensive, and Black is the one who gets his cutting stones captured.

Both sides continue cutting and attacking in preference to making eyes, but things appear to have settled down a bit by 100, with each side having settled one group. However, Black is not getting any territory, and needs to do something dramatic.

101: Pretty desperate, and 105 is even more so. When it proves that White can make two eyes with 112 the game seems almost over.

115: Good. Black could not hope to fight with the threat of White pulling out 102 as well as everything else.

116: Shows that I was suffering from at least three hallucinations simultaneously. In fact a) Black 117 cannot easily be broken through; b) Black cannot escape by playing around 116 and c) even if he did escape the result would be very good for White, given the presence of an extra white stone around 117.

White 118-128 is not adequate. I had to come up with something better than this. Black ends up several liberties ahead in the capturing race, and need not worry about the ko around 131.

171: Is rather deep - this gives White something to do.

## Beware!

by Nick Webber

A cautionary message for anyone having a representative of the go-playing peoples of Finland as an opponent.

At Canterbury I was drawn against Matti Siivola in round 2. We settled down to play, and the game started well. Somehow I was holding my own against a player who is rather stronger than me. The morning wore on, and I was feeling pleased with the way things were going; so pleased that when I felt like having a cup of coffee I asked Matti if he would like something too.

"Yes please, a lager beer."

I went to the bar and bought myself a cup of coffee and Matti a large, strong can of export lager.

This was a terrible mistake. As the first sip of beer hit the mustachioed lips of my fierce Finnish opponent, a satisfied smile spread across his face and he began to look at the board with a fresh light in his eyes.

Of course, I had to resign less than ten moves later. But I've learned my lesson. In future, if my opponent asks for a beer half way through the morning session, I had better get one for myself too.

● ● ● ● ●

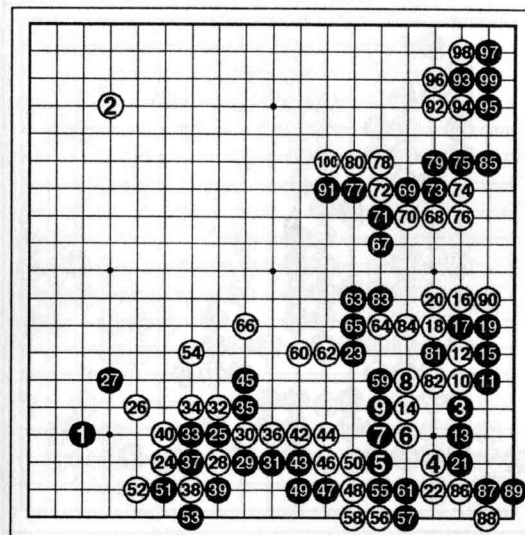


Figure 1 (1-100) 41 at 28

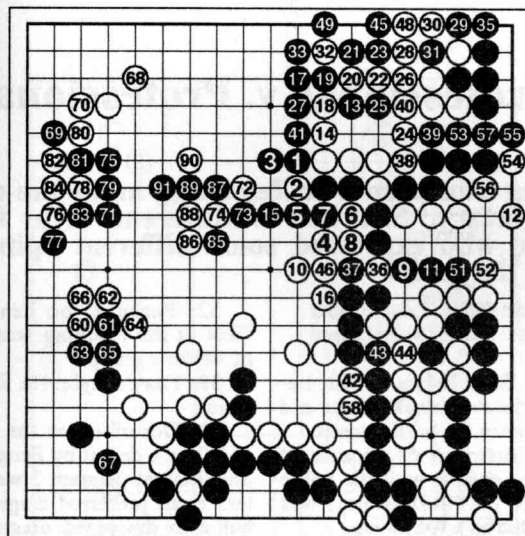


Figure 2 (101-191) Ko: 134, 147, 150, 159

190: Is a slip of the fingers. I had intended to play 191 first. It would have been proper to re-

sign at this point, but I continued pretending to fight the ko for a while first.

# Beer-drinking Suji

Black: Matti Siivola (4 Dan) Finland

White: Nick Webber (3 Dan) U.K

Commentary by Matthew MacFadyen (6 Dan)

With 19 Black plays in the wrong direction. A play at 20 is bigger.

21: Suspect. Black needs to settle 1 as quickly as possible; attaching above 20 is better.

22: Helps Black. The kosumi (one point left of 42) is better.

28: A bit rude.

29: Big and natural.

30: Good. Tempts Black to invade.

37: Overplay. Refuted by playing 38 at 44, but 38 is OK.

50: Too slow. Instead, he can cut above 1. After 50 Black can now connect at 54.

58: Too slow. Instead, White should settle the group by playing one point to the left of 34.

60: After playing this move, White brought Black a lager beer (see previous article). A bottle of whisky might have been more appropriate to rescue White.

61: Played on White's return. Connects Black's groups.

63: The beer-drinking suji. Punishes White 62 and wins the game for Black. Up to 69 White's position is ruined. White resigned shortly afterwards (moves after 69 omitted).

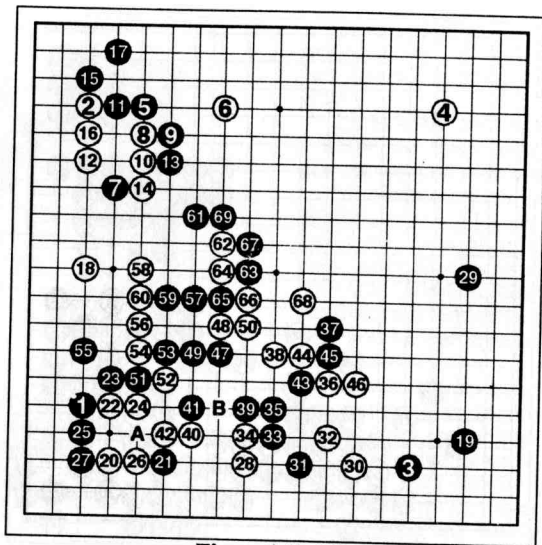


Figure 1 (1-69)

## Professional v. Professional

Feng Yun, also a professional, made the commentary. She has a different style from Yuan, who expressed some different opinions after the game.

Black: Yuan (7 dan) China  
White: Inoue (5 dan) Japan

23: Establishes a link between the two black groups and undermines the white stones.

24: Better at 67 because of the relationship with the white group 6, 10, 12. Diagram 1 was suggested as a follow-up.

31: The players discussed whether Black should play 33. This builds strength to attack 6, 10, 12. There is also a big defect between 24 and 28 to worry about.

32: Perhaps too heavy in view of the resulting weakness of White's groups.

39: Yuan's style. He likes to attack.

40: Described as the cause of White's defeat by Feng Yun. She thought diagram 2 was better. Yuan preferred diagram 3, but also discussed diagram 4. The move played creates a heavy group.

Concerning diagram 3, Yuan preferred 8 to A, since it has more effect on White. Yuan

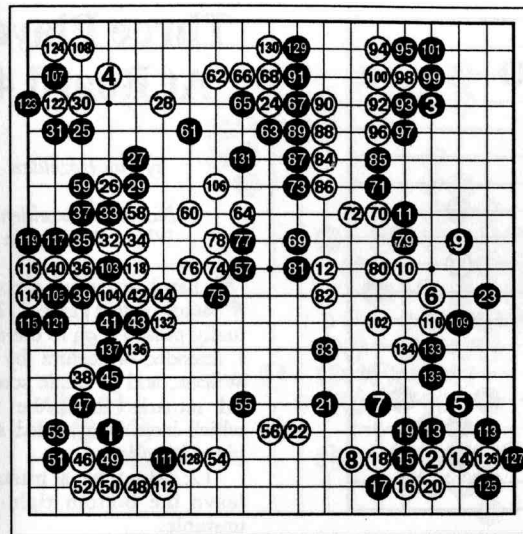


Figure 1 (1-137) 120 at 103

would follow up with B to take a large territory.

53: Feng Yun wanted Black to play at 57 immediately. The move played is also very good.

54: White takes a lead in territory although the balance of power is heavily in Black's favour.

55: Severs any possible connection between the white groups in sente.

57: Starts a powerful splitting attack. White has two weak groups and Black wins by taking profit while attacking.

63: A leaning attack. Although White does not answer directly, Black keeps White separated with 69 and 73. The position is very difficult for White.

78: Even after this move, White is not completely alive. Black can play right of 34.

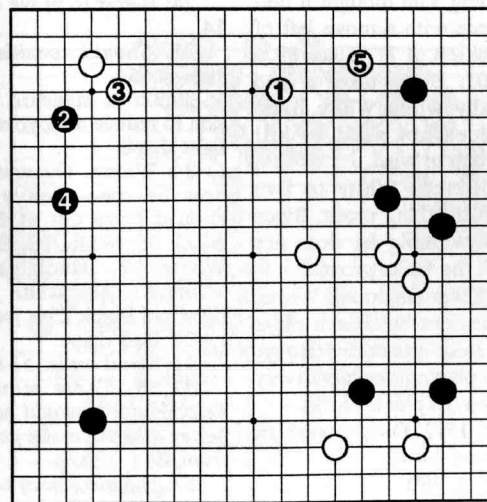


Diagram 1

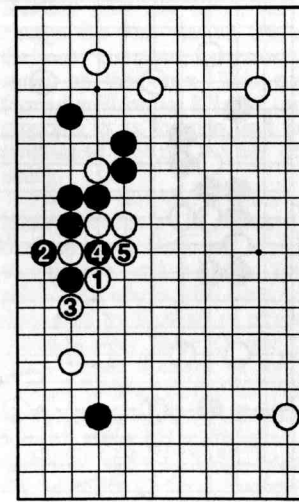


Diagram 2



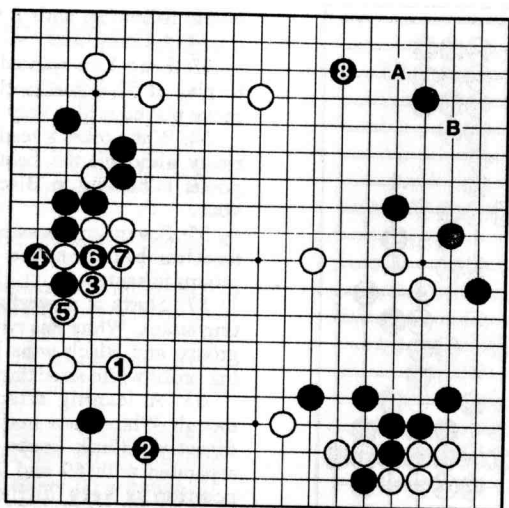


Diagram 3

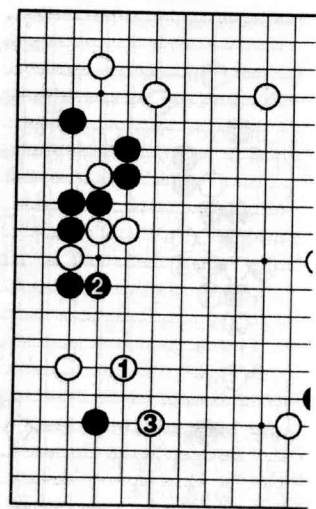


Diagram 4

● ○ ● ● ●

## Three Players At Board 42

by Tim Hazelden

Black: T. Hazelden

White: D. Herman

After I wrote up a commentary on this game - I had actually passed it on to the editor - I attended a lecture by Bruce Wilcox, and he made some useful remarks about the moves, which have been added and are given in italics.

12: Must be a mistake to leave the bottom right group unstable.

13: May be better at 18.

15: *Should hane; the cut is no danger.*

17: *Playing at A is simpler.*

24: Better to move out from 14.

25: *Should consider enclosure at 66.*

30,32: A standard combination to reduce a moyo and make light shape.

34: Wrong. The white group now becomes heavy. White should have cut at 39, then Black 35, White 38, Black 34, White 47, Black captures, White 45. The white group is light and Black 25 is isolated.

38: Bad shape.

41: *Small scale; 51 is better.*

51,53: *These moves only help White. It would have been better to make a one point jump from 49.*

57: It is necessary to play in this area, but the best point is not clear.

58: Too deep; it just gets captured.

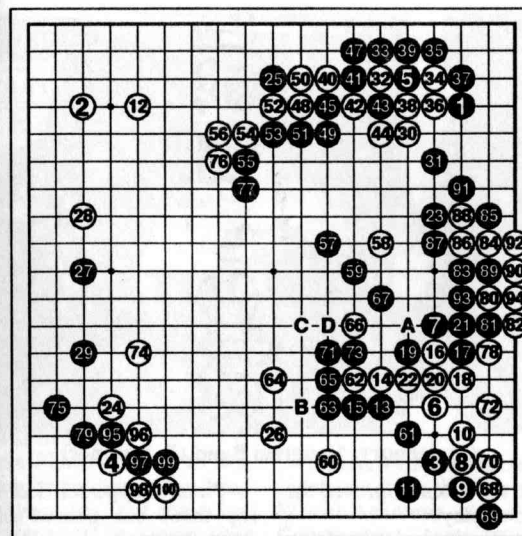


Figure 1 (1-100) 46 at 32

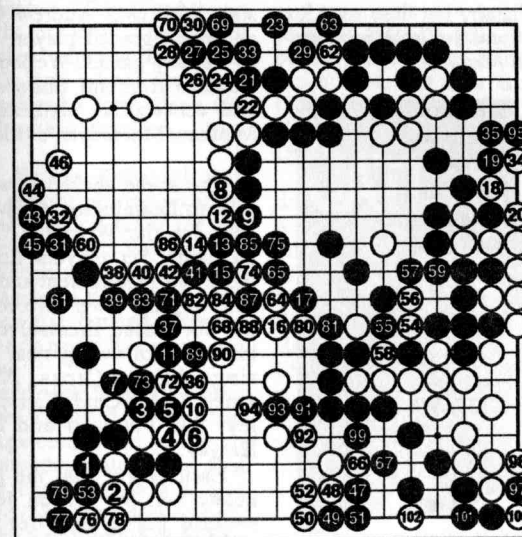


Figure 2 (101-202) 196 connects

63: *Should be a jump to B.*  
73: *Connects the black groups, but C or D do so as well, and also have use on the outside.*

86: Should keep sente and play elsewhere.

101: Black could not read out the fight, so he chickened out.

159: Spots the snapback.

202: Whoops! But Black is lucky to have more ko threats.

Black wins by 17.5 points.

## Clubs & Tournaments

by Tony Atkins

Bracknell Tournament fell on cup final day again, but a change this year was the use of the new computer program to speed up the draw. This performed well on an ICL PC, appropriate to its location, and the tournament was not too late finishing.

Having left the triplets at home, Sweden's Ulf Olssen (4 dan) was not distracted at this tournament, and won the first prize. The others who were not distracted by football or torrential rain were Steve Draper (2 dan), Geoff Kaniuk (2 kyu), Dave Elsdon, Steve Silver, Andy Marden, Simon Brooks, Paul Rudge, Mike Smith, L. Parsons and Michelle May. Gerry Mills (1 dan) managed one jigo to get a prize for 2.5 wins. Adelberto Duarte of the local Brakenhale School won the 13x13 board competition.



Under the new simplified qualifying rules, Mills and Kaniuk earned the first places for next year's Candidates'.

Edinburgh Club opened up their annual tournament to outsiders at short notice this year. Half of the twenty or so players were from outside the club, including several from Northern England.

Organiser David Keeble won the club prize for 5/6. Best outsider was Preston's Colin Adams (3 kyu) with 5/5, and other prizes went to Christian Scarff (5 kyu) from Dundee for 5/6 and to Qiu Zhenzhan (2 kyu, Glasgow) for 4/6.

Next year we are promised a fully BGA-supported tournament, which should lead to a good excuse to visit the historic Scottish capital.

Des Cann hosted this year's Challenger's League at his house in Coventry. This made a quiet alternative to Covent Gar-



Canterbury: Congress Band (B. Lindner)

den, and no doubt improved the standard of play.

Alex Rix looked like doing well, as Edmund Shaw lost to Jim Barty, but Alex lost to Edmund and also to Alistair Wall who is playing well at his new grade of 3 dan. Des Cann did beat Alistair, but lost to Alex and Edmund, to finish joint second with Alex.

Piers Shepperson lost to the top three but gained enough Japan points to lead the table. That indicates that he will probably represent us at the World Amateur in 1993.

Harold Lee and Jim Barty both won three games and Alistair Wall two. Andrew Grant, as lowest graded player, failed to win any games. We look forward to Edmund Shaw's second consecutive challenge for Matthew Macfadyen's title.

The scene shifted down the road to Leamington a few days later for the Women's Championship. Six players fulfilled the 6 kyu requirement and were able to play. Over five rounds, the six sorted themselves out into the following neat ordering: Alison Cross, Alison Jones, Jackie Chai, Kirsty Healey, Sue Paterson and Helen Harvey.

Each player beat the player below her, but Alison Jones's second place left her with enough points to be the representative in Yokohama in Oc-

tober for the fourth Women's World Amateur.

Leicester Tournament is traditionally the last event before the European, and it was hoped that this year's result was not a portent, as yet another overseas player won. Australian John Power, who normally works with Ishi Press in Japan, is living in London for a few months. He beat Wall, Mills and Rickard to take the first prize. He gets to hold the year-old trophy which now has a complete list of winners (Pirani 1978 was missing).

Furze Platt contrived to win the team prize despite not winning any games, and the other prizes were won by Simon Shiu (1 dan), Stuart Brown (2 kyu), France Ellul (4 kyu), Mark Collinson (5 kyu), Kath Timmins (9 kyu), Tony Lyall (12 kyu), Vince Milner (18 kyu), Jonathan Kenton (26 kyu) and Stuart Forsyth (30 kyu). The last of the prize winners was Peter Shiu (3 kyu) whose last game was declared a draw after a disputed position arose.

Mr Yutaka Kobayashi (10 kyu) has been playing go at the Central London Club for the past few months. To show his appreciation on return to Japan he instigated a three-way match between the British, Chinese and Japanese London go players.

Played with 12 a side teams, from the outset it seemed that the Japanese were going to dominate the match. The first rounds both went 6-4-8, and then the third went 4-7-7. However, the fourth round went Britain's way, 7-6-5, and so Britain finished on 23, ahead of

China's 21 but behind Japan's 28.

Diamond and Kono failed to dent Shutai Zhang on board one, and so Zhang was one of those on four wins. Ming Zhang also won four, as did three from the victorious team, F. Manuo, T. Ebukuro and H. Naka.

The best Brits on three wins were Neil Symes, Alistair Wall and Alison Jones. As usual for such events all players won prizes and there was a buffet afterwards to satisfy the physical body after all the mental nourishment.

Matthew Macfadyen was our representative at this year's World Amateur at the Japan Convention Centre located in East Tokyo near Disneyland.

This year the McMahon draw was seeded in the first two rounds to improve the best players' SOS. SOS was important again as the top three players ended equal, having beaten each other. Kiruchi of Japan came out first from the tie-break, followed by Lee Yongman of Korea and Han Qiyu of China.

Laurent Heiser had a lucky draw to start with and beat both Kou Yupang of Taiwan and thirteen year-old Mun Yongsam of North Korea. This placed him fourth. Matthew ended fifth, beating Spain, Chile, and Hong Kong, but failing to beat China by misplaying a semeai, to equal his highest placing. (He was placed fifth in 1984 and sixth in 1987. Before that the tournament was a knockout.)

The Brakenhale School Go Championship was run by two local dan players which let

teacher France Ellul relax a little.

Champion this year was Adelberto Duarte, who was the only contender for the year nine title. In year eight, David Cox came out on top by beating close rival Dominic Hills. Year seven was taken by John-Paul Kenton with runner-up Theresa Crowther. A special year ten prize went to Lizzie Sprott as a club, but not a school, member.



The new European Go Centre opened on May 9th in Amsterdam. The old man of go, Iwamoto, whose brainchild it was, launched the VIP room with a three stone game against a director of Obayashi. This company sponsored the tournament held the following day, which looks like being held annually.

Zhang Shutai, the Chinese from London, beat the local Chinese Guo Juan, in the final. In the round before, Frédéric Donzet and Ronald Schlemper had been knocked out and were thus placed third.

The second group was won by local player Jos Koster. However, there was compensation if you got knocked out early, as Iwamoto had brought twelve professionals along.

The same weekend was the rearranged Budapest Grand Prix Tournament. There were seventy players from eleven countries, including eighteen Romanian dan players, but very few from the West.

Viktor Bogdanov won his first Grand Prix event of the year by beating Lazarev, then



Canterbury: Pair Go line-up - Sato, Taki, Trinks, Kraus, Macfadyen, Healey and Jennifer (A.J.A.)

Pocsai, of Hungary, by half a point, and Austria's Manfred Wimmer, to force them to take the next three places.

The following weekend was the first ever Italian Grand Prix. Milan hosted fifty-six players in the largest ever Italian event.

The Czech player Vladimir Danek started off well by beating the CIS duo of Lazarev and Bogdanov, but he could not beat Zhang Shutai. Zhang went on to win all five, leaving Danek, Lazarev and Bogdanov to take the places.

The opportunity was taken at Amsterdam to advertise Canterbury, but the advisability of walking through this character-filled city with pockets full of money is questionable.

Also questionable were the British results. Tony Goddard kept the flag flying though. He is currently resident in the Netherlands and was placed 14th with 4 out of 7. Zhang was absent, so the other two strong Chinese had to battle it out for first. Guo Juan carelessly lost to Danek in the first round. However, she beat Shen Guang-ji in the last round, but CUSS tie-break meant she could only manage second place behind Shen.

Viktor Bogdanov predictably led the group of four players on five wins, having only lost to the two above him.

Only 170 players attended at the new venue of the Go Centre, probably due to the clash with the World Amateur and the fact that it was the third international tournament in Amsterdam in as many months.

Hamburg, Helsinki and Warsaw were held in consecutive weekends in June. This did not stop Viktor Bogdanov from attending. He has been at every Grand Prix event except Brussels and Paris.

Germany's Grand Prix event this year was the Hamburg Monkey Jump, where 142 players congregated in the YMCS by the Alster Lake to fight over the points.

Guo Juan managed to win this time by beating Shen, Bogdanov and Danek, but losing to Frank Janssen by half a point. This gained Janssen a surprise second place ahead of Shen and Bogdanov, all four top players with five wins.

Guo was missing at Helsinki, which allowed Zhang to dominate by winning all six games. He finished 2 points clear of Bogdanov, Lazarev and Wimmer who took the next three places.

Top Scandinavian was Ulf Ulsson, fresh from his British victory, and he took the Nordic champion title.

Although only 38 players were there, much fun was had, with the sunshine, the beach, Finnish sauna and the after-go party. Manfred Wimmer told tales of his life in Madagascar converting the locals to go, and young Tomico Aalho, 18 kyu, won a prize for 5 wins playing from his wheelchair.

Warsaw had a low attendance too, only 42, as fewer Russians can afford to travel. Local 9 dan Tozawa was present to comment games as was the ubiquitous Guo Juan who

this time would not let anyone beat her.

Jury Ladovskoy of the Ukraine beat Solovyev, Lazarev, Danek and Wimmer to lead the group of players on 4 wins to get his first substantial number of GP points. The next three places were taken by Solovyev, Lazarev and Janssen.

At this point with just the Volga Boat Trip and the European Congress (worth double points), Guo led the Grand Prix with 96 points from Bogdanov and Lazarev on 77 and 75 points. Then came Janssen (69), Zhang (67), Shen (60), Danek (47.5), Schoffel (42.5), Macfadyen (31.5), Saifullin (28). Of these the best European over three results is Lazarev, who looks like earning another trip to the Fujitsu Cup in Japan.

In fact our own Matthew Macfadyen was the winner of the Volga Boat Trip, with Alexei Lazarev second and Ivan Detkov third, so Lazarev looked set to get the trip to Japan.

#### Fujitsu GP Final Ranking

1. Guo Juan
2. A. Lazarev
3. Zhang Shutai
4. V. Bogdanov
5. F. Janssen
6. Shen Gruan-ji
7. V. Danek
8. M. Macfadyen
9. D. Schoffel
10. L. Ledovskoi
11. C. Miyakawa
12. R. Saifullin
13. T. Matsutomo
14. G. van Eeden
15. V. Solovyev

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\* Level: D = dan level. Figures denote kyu level. (Ratings rise from 30 kyu to 1, then 1 to 9 dan.)



# The Go Player's Almanac

(The World of Go)



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