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Front cover: Chinese generals playing go (1847), by Toyokuni III (1786-1867). From a postcard, by kind permission of Ishi Press (see back cover).

Glossary

Aji: latent possibilities left behind in a position.
Aji-keshi: a move which destroys one's own aji (and is therefore bad).
Atari: the state of having only one liberty left.
Byo yomi: shortage of time.
Dame: a neutral point, of no value to either player.
Damezumari: shortage of liberties.
Furikawari: a trade of territory or groups.
Fuseki: the opening phase of the game.
Gote: losing the initiative.
Hane: a move that 'bends round' an enemy stone, leaving a cutting-point behind.
Hasami: pincer attack.
Hoshi: one of the nine marked points on the board.
Ikken-tobi: a one-space jump.
Jigo: a drawn game.
Joseki: a standardised sequence of moves, usually in a corner.
Jubango: ten-game match.
Kakari: a move made against a single enemy stone in a corner.
Keima: a knight's move jump.
Kikashi: a move which creates aji while forcing a submissive reply.
Komi: a points allowance given to White to compensate for Black having the first move.
Kosumi: a diagonal play.
Miai: two points related such that if one player takes one of them, the opponent will take the other one.
Moyo: a potential territory.
Ponnuki: the diamond shape left behind after a single stone has been captured.
Sagari: a descent towards the edge of the board.
Sanren-sei: an opening which

consists of playing on the three hoshi points along one side of the board.

Seki: a local stalemate between two or more groups dependent on the same liberties for survival.

Semeai: a race to capture between two adjacent groups that cannot both live.

Sente: gaining the initiative; a move that requires a reply.

Shicho: a ladder.

Shimari: a corner enclosure of two stones.

Shodan: one-dan level.

Tenuki: to abandon the local position and play elsewhere.

Tesuji: a skilful move in a local fight.

Tsuke: a contact play.

Yose: the endgame.

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 newsletters for foreign tournaments and entry forms.

West Surrey: 5th-6th December

London Open: 31st Dec - 3rd January. H. Lee (081 346 3303).

Youth Championships: 10th January. S. Rudd (see page 2).

Furze Platt (near Maidenhead): Saturday 23rd January. S. Rudd (see page 2).

Wanstead: 6th February

Oxford: February.

Trigantius: Cambridge, March.

Deadline for contributions for next issue is 4th February, but please send earlier if possible.

British Go Congress: Norwich, 2nd-4th April. K. Osborne, 061-799-3743.

Coventry: Sunday 21st March, Midland Sports Centre, Tile Hill. Mike Lynn, 0675442753

Candidates': 1-3 May. By invitation only.

Barmouth: Saturday 8th May.

Bracknell: 15th May.

Challenger's: 29-31 May. By invitation only.

Ladies': June. By invitation only.

Leicester: 19th June.

Isle of Man: 15-20 August. D. Phillips, Leo Austin 0624-612294.

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

Milton Keynes: September. Shrewsbury: 3rd October. B. Timmins, 0630-84292.

Wessex: Marlborough, October. Bournemouth: November. Birmingham: November.

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GODRAW: A Tournament Aid

by Geoff Kaniuk

Somewhat foolishly perhaps, I decided about 2 years ago to produce a computer program to help in running tournaments. Little did I realise just how big a task this would be, but now the job is done and GODRAW has several tournaments under its belt.

The design goal of the program was a system that is basically easy to use, operator bombproof, and satisfies the Matthew rule: minimise the 'whingeing'. Time will tell the extent to which this ambitious aim has succeeded. At the London Open, there was one very angry complaint from some star players who were drawn from the same country and what was worse, from the same club. However they were both above the Bar, and there the draw is blindly random. They later apologised, putting the outburst down to tension - whoever said that go is a calm game!

As every organiser knows, the critical phases are registration and the draw for the first round. It is difficult to really appreciate the tremendous pressure sustained by the organiser who has something like 100 players 'out there' eagerly waiting for the draw to be published. If the first round draw can be achieved by the published times, the rest of the tournament ought to proceed

quite smoothly until the last round. At this point the anxiety level rises again, for the last draw is the most difficult, and then when all the final results are in there is the matter of awarding prizes.

So a great deal of the design effort was devoted to providing the facilities required to reduce the 'angst level' as well as minimising the amount of paperwork required on the part of the organiser. All input is heavily guarded against silly mistakes and you always get a meaningful message when the system detects an input error. There is an extensive 'online' help system giving you immediate help relevant to your current operation. Each of the basic phases of the tournament is managed by a separate screen containing the useful, as well as necessary, facilities. These cover every issue from register sorting through manual adjustment of the draw to a prize list, just to mention a few.

Concerning the draw itself, this is a difficult mathematical problem, and not a 'card shuffling' exercise as some have suggested. On formalising the rules contained in the *Organisers' Handbook*, it becomes clear that in no way is it possible to do a manual draw which satisfies all the conditions required - at least not in the time usually available between rounds. In order to get a draw one usually has to abandon some rule and thereby attract 'whingeing'.

The challenge for a machine, on the other hand, is an algorithm which guarantees to produce a legal McMahon draw for any number of rounds and any number of players. The

draw algorithm actually used is 'sensible': it tries to satisfy all the draw rules, but where there is no 'equal' opponent it finds the 'nearest' and awards a handicap. If the draw fails it leaves the system ready for manual completion (any draw can be edited if required). Note that in practice the draw never fails because the number of players is much greater than the number of rounds.

Entry of results is fast; during the Rapid tournament at the London Open we were achieving a turnround of better than 15 minutes from last result to published draw. The draw itself takes around 1 minute to do and about 3 minutes to print. The program is self-teaching via the help system and it should take no more than two hours to become familiar enough to run a tournament. The BGA has very generously provided a portable computer and printer for running the program at tournaments. It is hoped that this will, in time, become simply part of the BGA equipment one borrows along with sets and clocks. It is also hoped that the machine will be used for other things such as assisting the grading committee in their mysterious work.

The hardware and software have now had some good field experience, having successfully run the following tournaments: London Open, Wanstead, Paris, British Open, Bracknell, Leicester, European, and Milton Keynes. Leicester was a pretty good test since I couldn't attend. I played a mere supervisory role at Paris, the British Open and Bracknell. The Furze Platt gang did a good job of running the Weekend tourna-

ment at the European. In other words, the system is useable by people other than the author.

The program can be obtained through the BGA on a shareware basis - proceeds go to the Susan Barnes Trust.

For my part it's time to play some go and break through to shodan!

Beyond Life & Death

The Carpenter's Square under the Microscope, Part 4

by Richard Hunter

Black's corner is unconditionally alive in dia. 39 (answer to Problem 5, BGJ88) because of the weakness in White's surrounding stones (triangled).

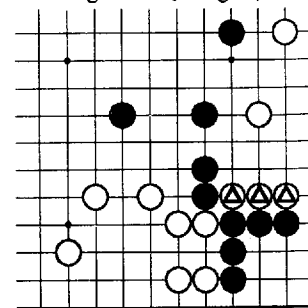


Diagram 39

Diagram 40. Since Black has an outside liberty, White's first thought is to attack at the 2-2 point. Black must carefully choose which 2-1 point to answer at, as the position is not symmetrical. As we saw in part

3, White's only choice for 3 is the hane. Next, Black blocks at 4. This is the key move. If Black gives way at 7 instead, White will get a ko. If White had no defects, then Black 4 would be suicide. White can reduce Black to one eye in the corner with 9, but Black 4 and 8 expose White's weakness and Black answers 9 at 10, capturing the three White stones.

Diagram 41. If Black chooses the other 2-1 point, White gets a ko. Black has failed to exploit White's weakness. Blocking at 5 instead of 4 fails as White has no weakness on this side.

Diagram 42. The attachment at 1 is rather tricky to answer. It's not discussed in my source material (Go World 46, taken from Gekkan Gogaku), but it's certainly worth looking at. This is my analysis so if you have any comments please let me know. As usual, there are endless variations, but most of them revert to positions we have looked at already. Black needs to utilize the hane at 2. White 3 makes it easy and Black lives comfortably with 4. A Carpenter's Square with a hane is a thousand-year ko (essentially similar to Diagram 35) but White must attack at the 2-2 point.

Diagram 43. If White plays atari at 3, Black must connect. White's extension at 5 makes the corner into a thousand-year ko (similar to Diagram 35). Although this is virtually alive, it can't be considered unconditional life. So Black must capture the cutting stones. This seems to be possible, but it's fairly tricky. Also, the fight spreads further afield than in Diagram 40, where the sente

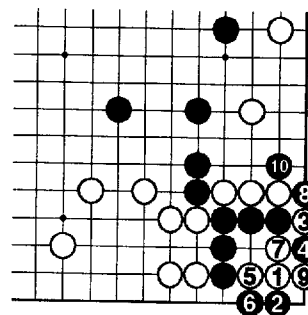


Diagram 40

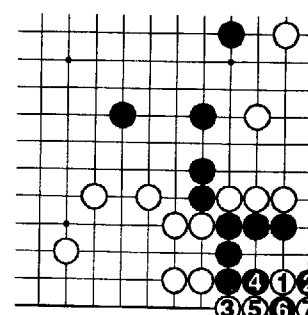


Diagram 41

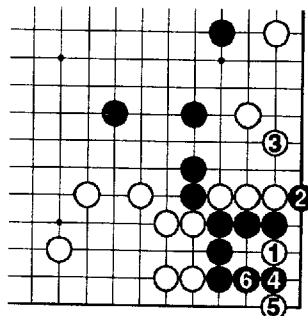


Diagram 42

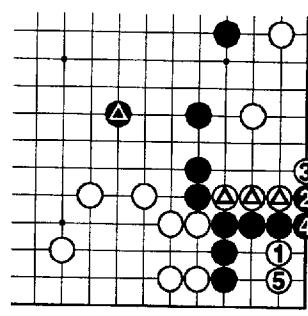


Diagram 43

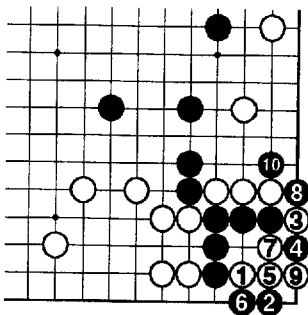


Diagram 44

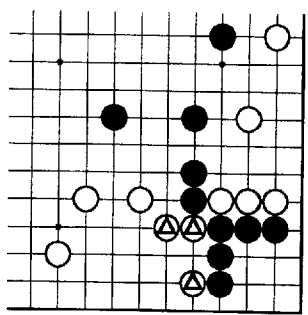


Diagram 45

hane at 8 enabled Black to capture the three stones very quickly. Since this is an article about the Carpenter's Square, however, I'll leave this reading as an exercise for you. Would it still work without the marked

Black stone? For completeness, work out which White moves in Diagram 39 would change the status of the corner.

Diagram 44. The other attachment can be answered at 2. This position is similar to Diag-

ram 21 and only differs from Diagram 40 in move order.

Diagram 45. (Answer to Problem 6) Black's corner is unconditionally alive. This time White has a weakness on the other side.

Diagram 46. Black again plays 2 on the 2-1 point away from the weakness in order to capture White's hane with 8. If White persists in reducing the corner to one eye with 9, Black breaks out with 10.

Diagram 47. This time the attachment is not interesting.

How strong do you have to be to understand the Carpenter's Square completely? Amateur shodan? Professional shodan? Well, even strong professionals make mistakes. Diagram 48 shows a position that came up in a game a few years ago. The White group on the left side is unsettled; it needs another move to live. But if White simply makes an eye, Black will take the 2-2 point and live in the corner. So White (Ohira) attacked Black's Carpenter's Square at the 2-2 point. Black (Yoda) answered at 1 in Diagram 49 which forces White 2, and then he descended at 3. The idea was to threaten either to live in the corner or to kill White's second eye on the side. The game continued with 1 to 4 in Diagram 50, and then Yoda realized he had blundered. Black is losing the semeai. He has to capture at A and B and connect at 4. So White has five liberties to Black's four. Thus, even if Black plays first, he loses.

Black should have simply descended at 1 in Diagram 51. If White 2, Black can live in the corner with 3 and 5. The exchange of 1 for 2 in Diagram 49

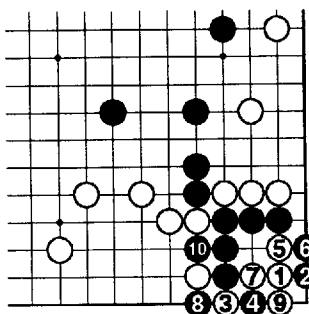


Diagram 46

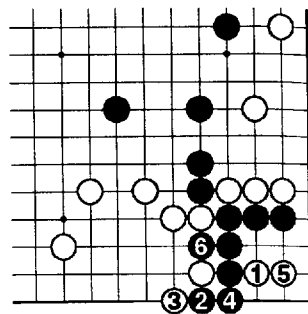


Diagram 47

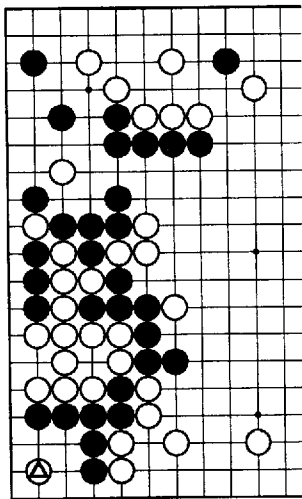


Diagram 48

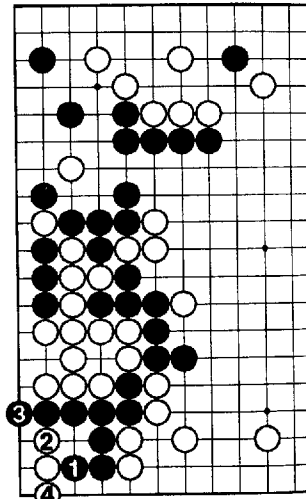


Diagram 49

put Black in a shortage of liberties.

What happens if White plays 2 in Diagram 52? Well, the article in *Go Weekly* didn't discuss that, but it's worth looking at. The corner is not alive (refer to Diagram 38), but Black blocks at 7 and makes a big eye, which has lots of liberties. Black 3 in Diagram 53 is the vital point. White would like to

play here with 2, but then Black would break out on the right and increase his liberties enough to win the semeai. Note that White should not play 8 in Diagram 52 at 2 in Diagram 54. Although this appears to give a ko (since Black loses the semeai if he next plays the 1-1 point), Black 5 is a mistake. Instead Black can live with the unlikely-looking move in Diag-

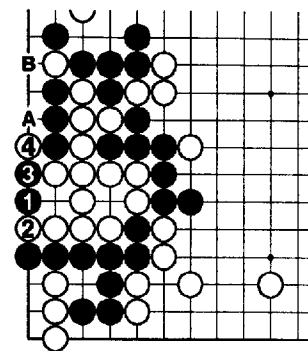


Diagram 50

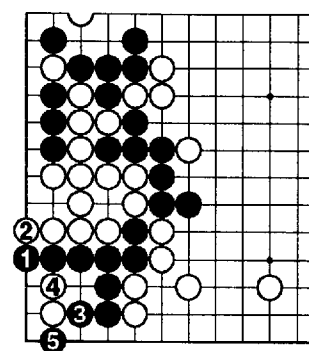
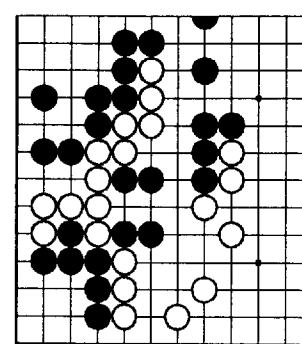


Diagram 51



Problem 7

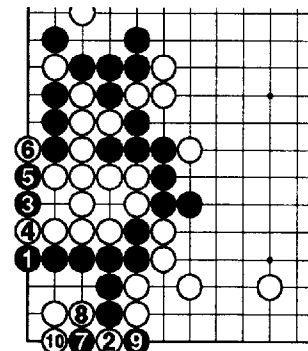


Diagram 52

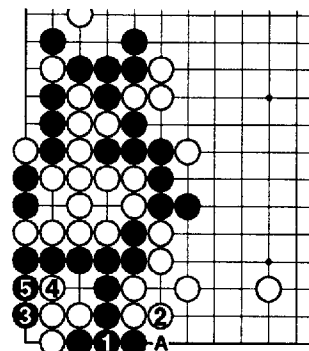


Diagram 53

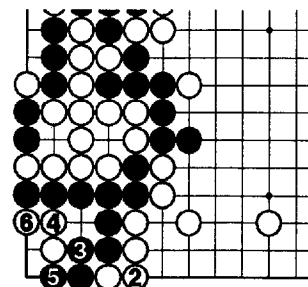


Diagram 54

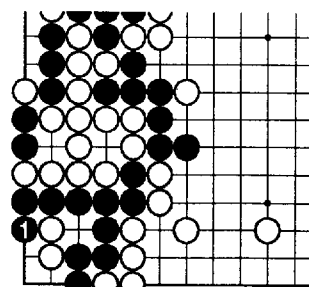
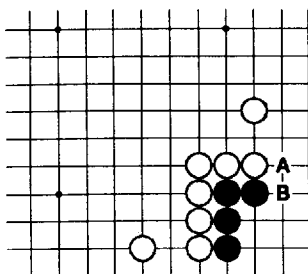


Diagram 55

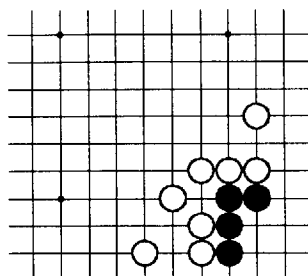
ram 55. (Regular readers of the *British Go Journal* may remember this as Edmund Shaw's position in BGI66.)

Problem 7 shows a position I contrived involving a semeai and a Carpenter's Square in the corner. White to play. It should act as a good review of what we have studied so far and also challenge you further. This time there is no eye in the White group to worry about. Is the result ko or can Black choose to make a big eye? If so, does Black win the semeai? Can White prevent Black from getting that option? Be sure to consider all of White's possible attacking moves. The answer will appear in the issue after next. I plan to be at the London New Year tournament, and I look forward to discussing this problem there with anyone who is interested.

The next part will discuss Problems 8 and 9. White to play. White A, Black B would make a Carpenter's Square, which is ko. But Black has a



Problem 8



Problem 9

couple of other options instead of *B*. Does White have a better move than *A*? What difference does the liberty make?

Subscriptions

Membership fees (1993) may be paid early, and this saves the Membership Secretary from sudden mountains of mail.

Remember that you can now spare yourself the bother of writing an annual cheque by paying up to five years' membership at once.

Fees remain as before: Overseas £8, Unattached £7.50, Unattached (fulltime education) £3.50, Club Full £6, Club (full time education) £3.

With A Little Help From His Friends

by David Sutton

Few will disagree that one of the best features of the British go scene is the friendly atmosphere of clubs and the way that stronger players are always ready to give up their time to nurture up-and-coming talent.

This poem is a modest tribute to my own part in this vital process over the years, though I realise that many others may have an almost equal claim to merit in this area.

When James first came at twenty kyu
He said to me "How do you do."
Of course, I just ignored the man
For I was nearly second dan.

When James was fifteen kyu, I think,
I kindly let him stand a drink.
I could not actually say thanks
Such was the difference in our ranks.

When James was getting on for ten
He dared to speak to me again.
I could not help but show some pique
To be addressed by one so weak.

When James was eight, or maybe seven,
We played - 'twas his idea of heaven.
I did not grudge this little treat
Which ended in a large defeat.

When James was five, and nearing four,
I nodded as he held the door.
He all but choked on his emotion.
Next day, I vetoed his promotion.

When James was coming up to two
He showed a game and asked my view.
I said he had a vulgar style.
That shut him up for quite a while.

And now what's this? Our James a dan?
I'm proud to think I helped the man,
For I can guess how much they've meant,
My guidance and encouragement.

But now I think that's quite enough:
It's time I started getting tough.
If everyone became élite
Who would there be for me to beat?

Oh well, there's always T. Mark Hall.
And now, I think, that must be all.

● ○ ● ○ ●

"No know shicho - no play go"

A vignette from the Netherlands

by Brian Chandler

It has become a tradition for the first game of the match for each of the big titles to be played abroad. It's even spreading to shogi - I turned on the telly the other day, and there was Vince West in London being interviewed about the British shogi scene, during the first game in the Ryu-o Title.

Thanks to the wonder of satellite broadcasting, we now get a live relay of the entire Meijin title match. All together each game provides some 14 hours of videotape, though this is best watched with one finger on the fast-forward button, since some of the time we just see the board waiting for someone to make a move. In between, however, come various professional commentaries and chit-chat.

The first game this year was played in Amsterdam, partly to celebrate the opening of the new go centre there. We were treated to various snippets - the opening of the go centre, a glimpse of Iwamoto looking as energetic as ever, the obligatory shot of Kobayashi and Otake walking under some windmills, and an interview with Ronald Schlemper.

Black: Kobayashi Koichi, Meijin
White: Otake Hideo, Challenger

Figure 1 shows the position after about an hour, and 22 moves. This article is not really a commentary on the game, more a commentary on the commentary, on ladders, and on how even professionals are humans. It is also intended to give heart to the likes of Francis Roads - see "Don't Play Go" in BGG78.

The sequence in the upper

then Black will get two moves in a row there.

Ishida Yoshio was commenting at this point, with Tsutsumi Kayoko, the strong woman amateur asking the questions.

Ishida: "It's a question of the value of the ladder breaker down here" (...some distinctly Macfadyenesque waving of the hands just above the two stones, 6 and 10).

Tsutsumi: "You mean White will have to tenuki from the ladder breaker to capture the stone

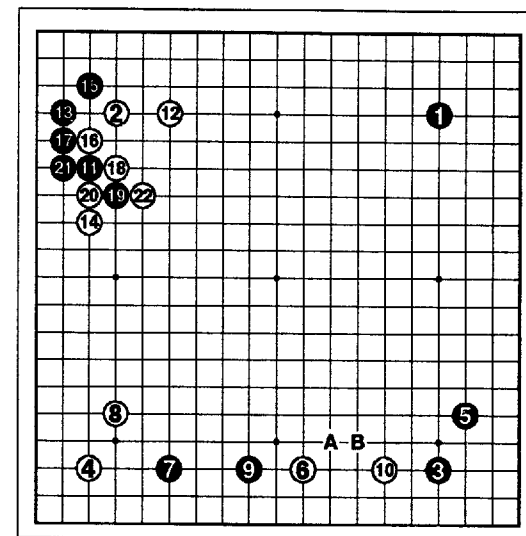


Figure 1 (1-22)

left corner is a standard joseki. Even though the ladder from 22 works, i.e. White captures the black stone, Black has played 19 in order to generate some ladder *aji*. That is to say, Black will play some sort of ladder breaker on the lower side, and if White is forced to capture 19

[19]?"

Ishida: "Yes, for example, here," (hand hovers over *A*), "ah well, we do have to read the ladder out first of course. Oh, this is still a ladder."

By "still a ladder", he means that even if White answers immediately below *A*, an ex-

change which is a local loss for Black, the ladder still works. Check it for yourself.

Ishida: "Or here [stone on B] ...It's hard reading ladders out on this demonstration board, isn't it. Ooh, this doesn't work either."

Check for yourself again. White can answer immediately below B, so he goes on to say that there isn't an effective ladder breaker at present. Even so, it is worth Black's while having the stone 19, which at least leaves a defect in White's shape.

Ishida comments that Kobayashi is spending an unusually long time on these moves, since he would naturally have read out to the end of the joseki before starting it. He suggests that Kobayashi may have been assuming that one or other of A and B would do, since both look very plausible. While we're waiting, Ishida launches into reminiscences of Kitani Dojo days, and the "serious" students - among them Kobayashi and Kato Masao - and "not-so-serious" ones - Otake perhaps? and Ishida himself.

Moves are still coming slowly - we have the Schlemper interview. Then one of the other professionals on the scene, Kiyonari Tetsuya, takes his turn.

Tsutsumi: "... well there's some difficulty about this ladder breaker, then..."

Kiyonari: "Ah, yes, as Ishida-sensei said, either of these moves [A and B] White can just answer underneath, so they don't work very well."

B and its answer are now on the board, as shown in the diagram.

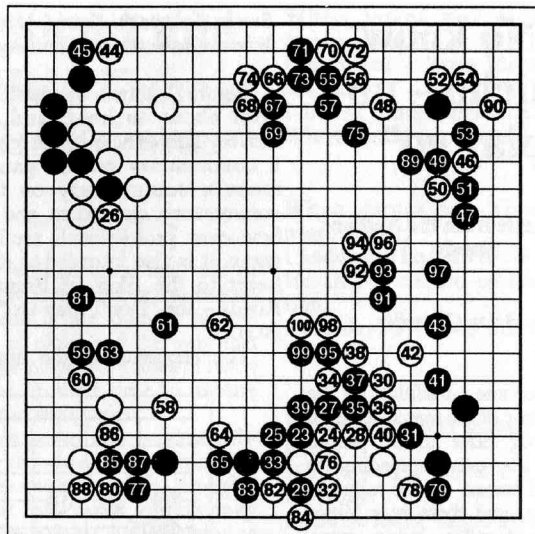


Figure 2 (23-100)

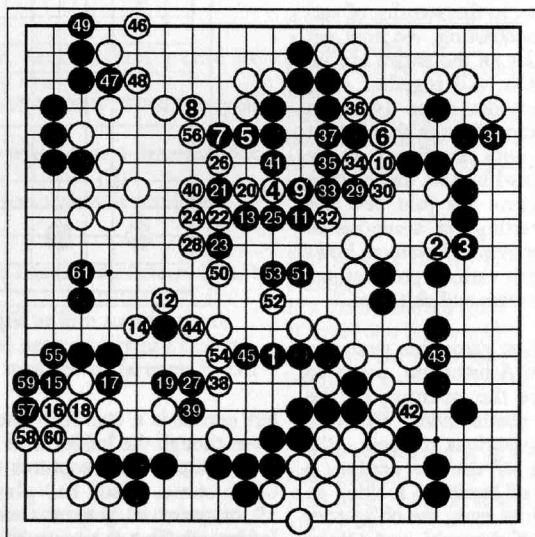


Figure 3 (101-161)

Tsutsumi: "So you mean if Black plays another move [places 1 in diagram], White will tenuki to capture the ladder stone?"

This is one of those bouncing ladders; you may need to put the stones on the board to see it. It just misses the black stones in the lower right corner.

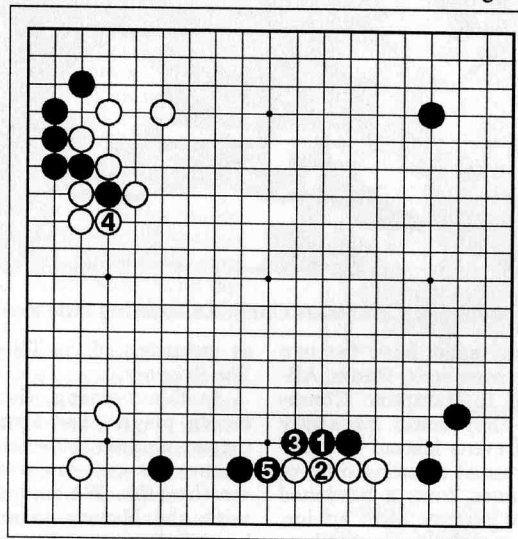


Diagram 1

Kiyonari: "Can he resist this one? No, I think surely here he would have to take the stone off. It's then a question of the effectiveness of Black's attack against these [the lower] white stones."

Tsutsumi (doggedly): "Of course, if White were to answer with this connection [2 in diagram], then the ladder no longer..."

Kiyonari (hastily): "Er, just a moment please. I .. don't .. think .. this ... Eek! It does work, it goes up to the right."

Tsutsumi: "Oh, it bends round, like a windmill, you mean."

Kiyonari: "Er, well, er, um, of course, if Black plays yet another move [3 in diagram], the ladder definitely doesn't work, so White captures, then Black has another move, perhaps here [5 in diagram], and it's a question of whether Black can make up for White's thickness at the top left."

Kiyonari goes on to discuss other possible ladder breakers, but warns against risking too big a local loss in the ladder breaker, because in such cases white can contemplate letting the ladder stone escape.

In figure 2, Kobayashi eventually attached on top of 6.

• • • • •

Check that moves 23 and 25 both break the ladder, which Otake resolved with 26. There were 135 more moves, in a finely drawn game, but Otake was falling behind, and by 161 could see no way to win and quietly resigned.

BGA Youth Grand Prix

by Simon Rudd

This event is designed to encourage the under eighteens of this country to play go and to attend as many tournaments as possible. All players compete on level terms; after two tournaments so far, the lead was shared by a 1 kyu and a 23 kyu. The winner is calculated on a points system. Points are scored by attending tournaments, gaining promotion and playing games.

All prizes will be awarded at the 1993 British Go Congress in Norwich. The winner will receive the trophy which he or she will hold for one year, plus a trophy to keep, as will the second and third. Other prizes will be awarded at the organisers' discretion, due to the fact that the BGA has generously donated £200.

The entry fee is just £2, which goes towards trophies. If you wish for any further information or would like to know more about this event, please write to me (address on page 2).

Westward Go

by Brian Timmins

Barmouth is now a centre of go activity, its Tal-y-Don Hotel being the meeting place of the West Wales Go Club, which already has eight or more regular players.

This was as good an excuse as any for Kathleen and me to spend a few days by the sea. We travelled to Barmouth on a Monday, as that is West Wales Go Club's day for meeting.



Baron Allday v. clubmate Chris. An amusing little move?

beginners, apart from the two founder members, Baron All-day and Jo Hampton. Consequently they could frequently play off evens instead of meeting that usual daunting offer of nine stones from a hardened player who may offer advice, but not enough for one to win.

On the second day we spent a few hours looking around Port Meirion, which is well worth seeing even if you are not

an enthusiast of the TV series, *The Prisoner*.

In the evening, the Barmouth players had kindly arranged another go session, to ensure that our day would be worthwhile. We had dinner with the Hones, who then hosted this extra go session. Dave and Amanda Hone play go every day, and their rapid improvement was shown by Amanda, a couple of weeks



Jo Hampton contemplates...

Jo Hampton, the Club Secretary, has as part of his address "The Rock," which suggested a prominence that would be easy to locate. Fortunately he had arranged to meet us; Barmouth has numerous craggy eminences, and presents a fascinating prospect, with houses built against rock, into rock, and on rock, the whole town seeming to have difficulty in fitting in between cliffs and sea.

Our evening was spent in a spacious private room in the Tal-y-Don. All the players were



Kathleen Timmins v. Amanda Hone, with Dave Hone recording

later, when she won a prize at the Shrewsbury Tournament.

The game given here may be welcome for beginners, even without commentary, as it shows Black (Amanda Hone, 20 kyu) nearly managing to pull off a victory against White (Kathleen Timmins, 9 kyu). White won by 8 points.

It was hoped to present a game between two beginners, but of course one of the reasons for the shortage of low kyu games is the difficulties players encounter in recording their games, and a beginner's attempt to do so on this occasion hit disastrous confusion within fifty moves!

Barmouth is well worth a visit if you happen to be in the area, and so is the West Wales Go Club, as much for its friendly and hospitable atmosphere as for the games and the picturesque seaside location.

The members certainly hope that you will be travelling there next year, as they plan to hold the first West Wales Go Tournament on Saturday 8th May, with the possibility of cheap overnight accommodation.

See you in Barmouth?

● A subsequent trip to Worthing led to the unearthing of eight go players, five of whom turned up at a first meeting. Steve Newport not only took up the post of secretary (see Club List), but arrived already in possession of a photocopied map, with a pub venue and times arranged! Clubs are few on the South Coast, so the new Worthing Club should be a welcome port of call for anyone in, or visiting, the area.

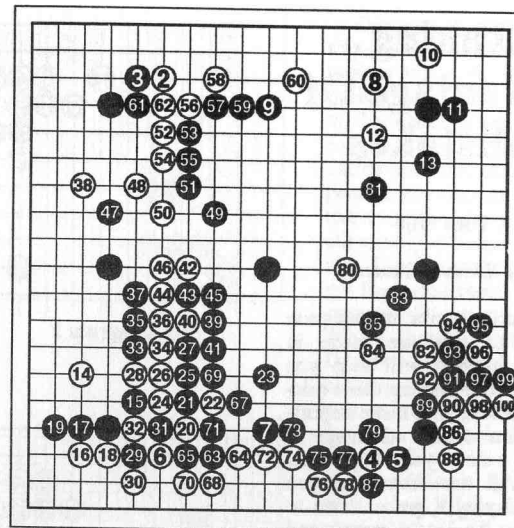


Figure 1 (2-100) 66 at 31

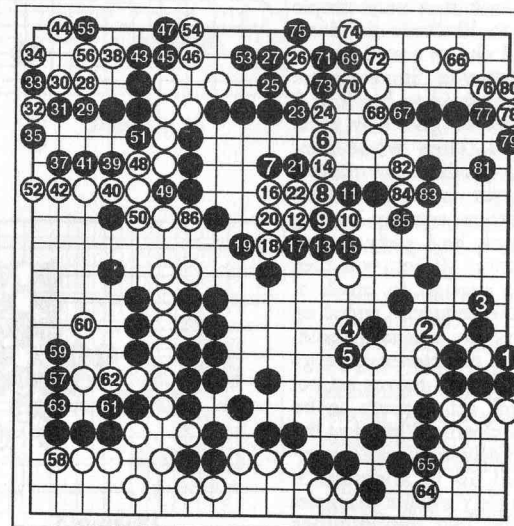


Figure 2 (101-186) 136 at 133, 169 at 22

Taking Advantage Of Mistakes

Part One

by Richard Hunter

This series looks at common mistakes that are made in joseki. I hope it will help you learn to avoid making these mistakes yourself, and, more importantly, learn to take advantage of mistakes that your opponent makes. All too often, the two people playing a game strive to remember the joseki moves and produce the correct position, missing the opportunity to gain a significant advantage.

Let's look at a very simple example to illustrate the idea. Diagram 1 shows a well-known joseki. However, imagine that Black was afraid to block at 9 and decided to give way as in Diagram 2. Then White connected to produce the correct position (or more likely assumed without actually looking that Black had played the proper move). Black was then confident enough to block at 11, and the sequence ended up resembling the standard result. Looking at the stones on a go board (where the moves are not numbered) all appears to be well. But clearly White lost the chance to punish Black 9 by extending at 10 in Diagram 3. This is a very simple example, but similar lost opportunities occur frequently in real games, often without either of the players being any the wiser.

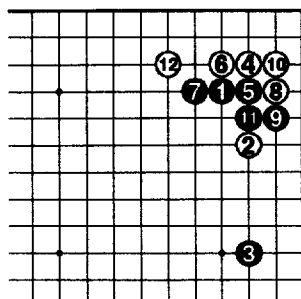


Diagram 1

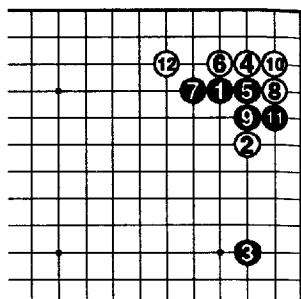


Diagram 2

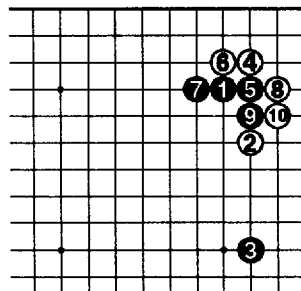


Diagram 3

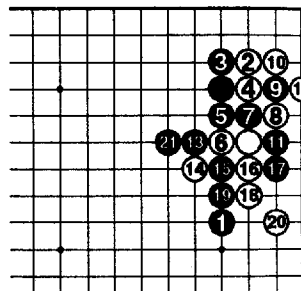


Diagram 4

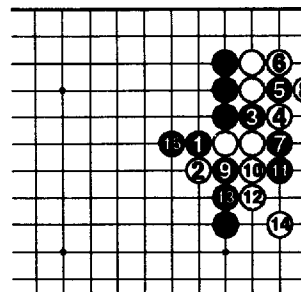


Diagram 5

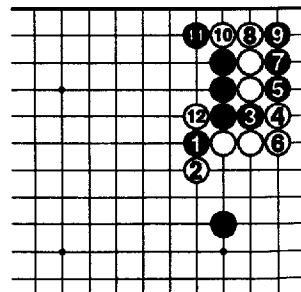


Diagram 6

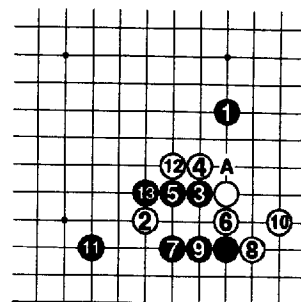


Diagram 7

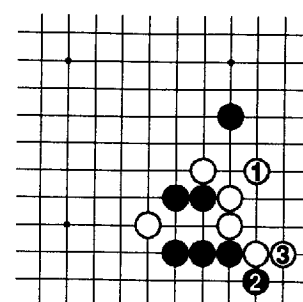


Diagram 8

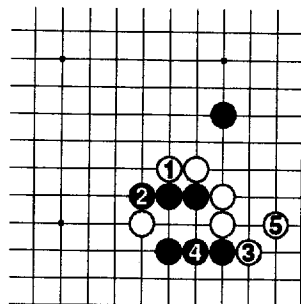


Diagram 9

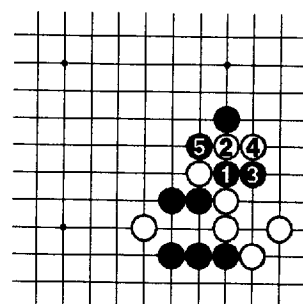


Diagram 10

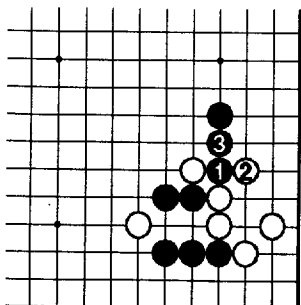


Diagram 11

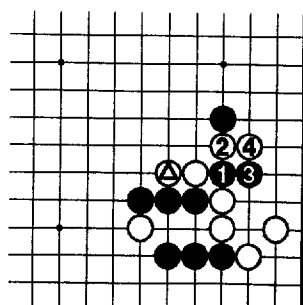


Diagram 12

Diagram 4 shows a popular star-point joseki. When White pushes up at 6, Black should push through at 7 and cut. This is the order given in Ishida's joseki dictionary. However, Ishida does not show what happens if you change the order of the moves. Many players instinctively block at 1 in Diagram 5 and somehow contrive to get the same result due to their opponent's generosity. Instead, White should connect at 6 in Diagram 6. Black plays 7 to capture the two stones in the corner, but White can extend at 8. Then if Black 9, White 10 catches Black in a shortage of liberties. Black wants to block at 11, but White 12 is double atari.

Diagram 7 shows a game from the pages of the British Go Journal. The commentary made no mention of the "joseki" in the bottom right corner, but these moves are definitely not joseki. After Black 9, White must protect against the cut at A, but White 10 does not do so. White is just playing on a point that he remembers without knowing why. White can protect against the cut directly with 1 in Diagram 8, but he has to give way in the corner. The more popular line is to make the 1, 2 exchange in Diagram 9 before 3 and 4 and then play 5 (White 10 in Diagram 7). Exchanging 1 for 2 is a loss for White, but it allows him to recoup some profit in the corner.

How should Black have punished White 10 in Diagram 7? At 11, Black should have cut immediately. White can play either Diagram 10 or 11 but Black is sure to get a good result. In Diagram 12, the trian-

gled White stone protects against the cut of Black 1.

This is not the first time this mistake has been seen in British Go. Richard Granville made the same point in an article a few years ago.

Return To The Montcalm Hotel

by Francis Roads

There's always someone worse off than yourself, that's what I always say. Do you remember the Asahi Shimbun Tournament three years ago? First there was a Japanese style party at a posh London hotel, complete with sushi, long speeches and sudden end at 10.00pm. Professional players Kobayashi and Awaji came across and played round 1 of the Meijin Sen tournament; against the odds Awaji won. Then there was a weekend tournament with a three figure entry including a goodish number of foreigners. The whole bash was generously sponsored by the Asahi Shimbun newspaper.

Change *Asahi* to *Yomiuri*, and think of shogi instead of go, and you've got more or less what happened around the weekend of 16/17th October. I attended the party as a member of our sister organisation, the British Shogi Federation. It was well attended by shogi players both British and Japanese, and many other guests, including a delegation from the BGA.

Not so the tournament. It was billed as the "European Open Shogi Championship", with a first prize involving a free trip to Japan. How many entries would you expect? Fifty? A hundred? There were just twenty five players present, with only the Netherlands representing abroad. I turned up clutching (figuratively) my BSF 7-kyu diploma, to find myself the weakest player present by some three grades. Shogi has a handicapping system similar to go, but it had been decided not to apply it on this occasion. So your correspondent ended the weekend bloodied but unbowed with a proud score of five losses and one bye. A quirk of the rules left me only second from bottom.

Conversations with the players revealed some interesting and, from the shogi point of view, gloomy facts. Which are the main shogi playing countries in Europe? Britain, Belgium, France, and of course the Netherlands. And how many clubs do the Netherlands have? Three. Well, how many are there in Britain? Er, well, only one actually functioning at the moment, and that is in Royston, of all places. The BSF has a membership of under 50, and falling. I take no pleasure at all in the lack of success in spreading shogi. We worry that BGA membership seems stuck around 500, and the number of clubs around 50. The only reason that anyone could give me for the relative success of the BGA was that go is an easier game to learn than shogi.

I don't think that's the reason. If you play chess, you can become strong at shogi more quickly than you can at go.

Go's rules may be simple, but think how many people get stuck at the "Why can't he play in my territory?" stage.

In Japan, both go and shogi are on the retreat; younger people are not taking them up so much, regarding them as the province of older, more traditionally minded people. Computer games and electronic entertainment generally are winning out. I think that we may be seeing a similar phenomenon in Europe, and that we should think ourselves doing well to be even holding our position. I think it very significant that the current growth area for European go is in the Eastern countries where electronic entertainment is less available.

There are two lessons to be learnt from the sorry state of British and European shogi. Firstly, we are all in this together. What is happening to shogi today could happen to us tomorrow. The big divide is not between shogi and go, or chess and go, but between serious games and ephemeral ones. The difference is similar to that between classical and pop music, and we know who is winning that struggle. So we should never miss a chance to co-operate with chess, shogi, hsiang chi or whatever players in promoting the general idea that serious games are worth playing.

And the second lesson is that these chaps who are struggling to write a strong go program are doing us all a good turn. Perhaps the best hope for the future of go, shogi, and all the good games, is to infiltrate the world of the computer addicts.

Crossword 16

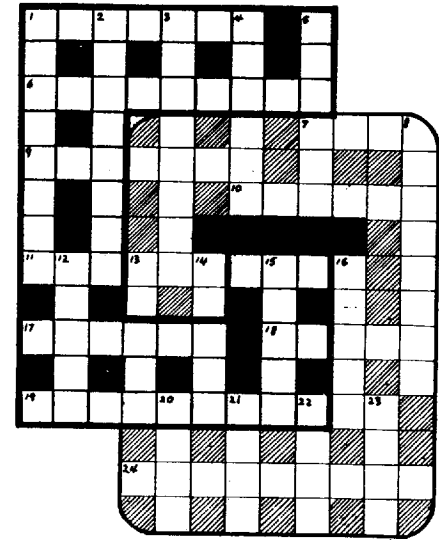
by Derek Williams

Across

1. Deep sounding red mixture in retiring place.
6. A couple of couples or sides.
7. Lady in no-man's land?
9. With a change of rule, it's more powerful.
10. He is mentioned in letters from Sterne.
11. Squash the spy and he will give you the information.
17. Measure the governor will raise.
18. Excite in murderous expectation.
19. Must I shake a shaky clamp?
24. Dawdling, sluggish in train.

Down

1. Restrain Pluto, & bet for a change.
2. Line-up takes time, controlling a horse.
3. Not found in dismissed teams.
4. Strengthen by pressurising a Metro movement.
5. Deals hand, so plays well.
8. Has the right to a name in the finish.
12. An odd qualification for dancing.
13. Confused? Do ask for foreign transport!
14. To be strong and thick, a suit should be well tailored.
15. Deserves to be found in snare.
16. It can also hold a tail!
20. Hidden blemish?
21. Won't change here?
22. In the soup! Only when the table's laid.
23. Eat out in the street? Chinese takeaways!



Crossword 16



Solution to Crossword 15

Jubango

Part Eight

by Terry Barker

Game 9

Black: Tamura (4 dan)
White: Ishii (5 dan)

Black strengthens his position with 17, whilst 18 shows that White considers the lower side more important than the right...

19: ...but there is no denying that this is a big move.

21: Perhaps too loose. White is able to get a toehold with 22.

23: Necessary when the shimari is high (i.e. 1 and 3 rather than 1 and A).

25: Again we see the standard method of settling the group.

32: Although there is no threat to 22 and 24, because White also has a weak group in the lower left, he wants to make doubly sure by poking his head right out into the centre.

36: A probe to find out Black's intentions in the corner.

38: Both sides have settled down for a long drawn out game.

41: A standard invasion (see *Enclosure Joseki*, page 98).

52: An interesting twist. White is aiming at the cut to the right of 5.

53: So Black decides to answer this threat first, even though it means the group to the right can die...

54: ...which it promptly does. This is the vital point in this shape. Watch the order of White's forcing moves.

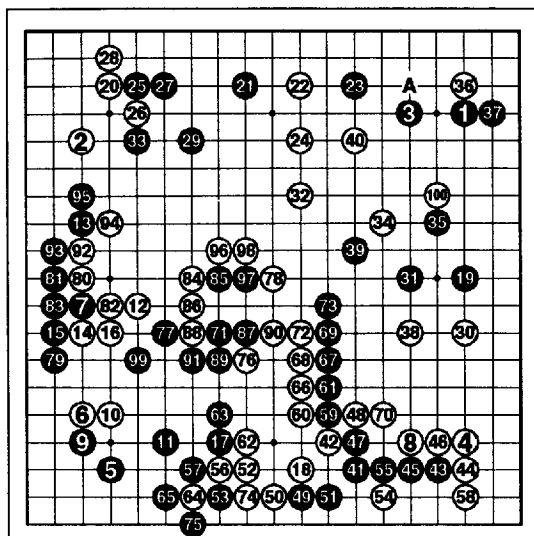


Figure 1 (1-100)

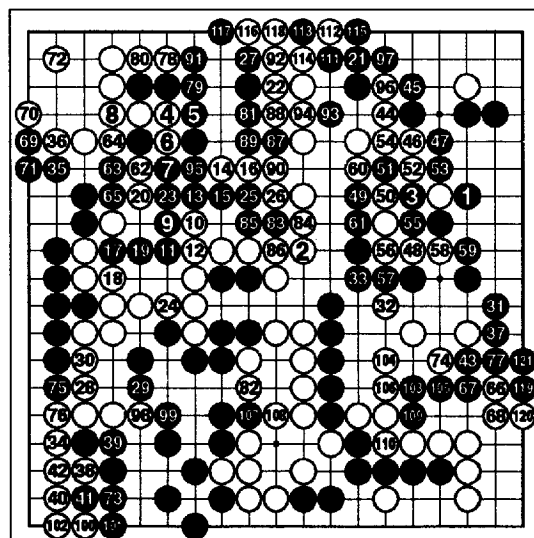


Figure 2 (101-221)

64: The purpose of this cut is to remove any threat of Black connecting along the edge.

70: Finally killing the group off. However, this is the only real piece of territory which White has. All Black has to do is stop White from expanding his other territories.

71: Making sure White gets no territory here and putting pressure on the side group.

84: White cannot live on the side independently.

102: White's groups are all safe.

103: Consolidating Black's lead and removing a lot of aji.

104: Trying to put pressure on Black. White is really too weak to achieve anything.

114: White hopes Black will connect (at 195), but Black considers this too slow and prepares other escape routes.

121: An excellent move, ensuring Black's win. It kills off White 36, secures the territory and gives the group to the left an escape route if it should need it.

127: Black is determined not to answer by connecting at 195.

134: Black 131 is big but White has no time to answer. If he did, Black would play 134 or 176 and coast to an easy win. White exchanges territories instead, hoping to gain a few points.

135: Better than blocking at 142 or pushing at 137 - after all, White is going to get one of them no matter what Black does.

145: Stronger than 196.
149, 151: Black's tesuji to ensure his connection because of White's shortage of liberties.

163, 165: Another tesuji for connecting.

172: A standard move. If Black manages to later play at 180 and then hane, White will be able to play one stone less because 172 covers both edges.

221: Another win for Black, putting him 4 games ahead and thus "beating down" Ishii on the handicap.

Moves after 221 are not recorded. Black wins by 2 points; 6-2 and a jigo to Tamura.

times the last of each set of three games. Here it is the first.

10: White is trying to play all out.

12: The standard attachment.

15: Because of White 10.

20: White begins to dig in.

21: Black starts the middle game.

32: White attempts to side-step the attack.

37: A reversal of roles - this time it is Ishii who is building thickness.

38: To nullify the black wall.

40: White is alive.

41: So black attacks the other group.

48: Just about settling the group.

White wins by 5 points. It is a pity that no more moves are recorded. This was the first time that Tamura took white

Game 10

Black: Ishii, White: Tamura

The handicap 'black-white-black' means that Tamura takes white once every three games. The actual game where the weaker player takes white for the first time seems to have varied, sometimes the first, some-

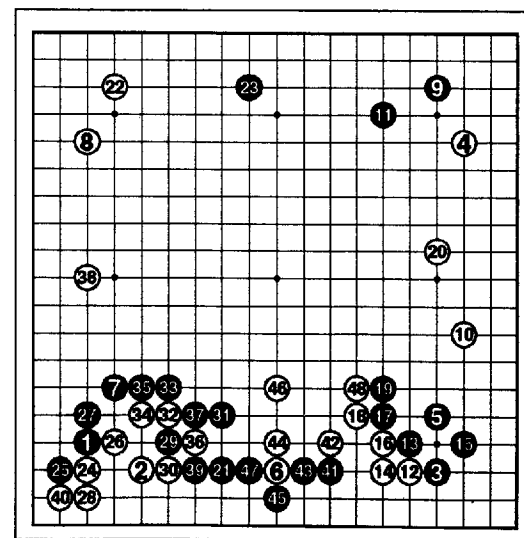


Figure 1 (1-48)

against a stronger player and his style is still very crude. Still, a satisfactory end to 1895 for Tamura, winning his first jubango, 7-2-1, and confirming his 4 dan ranking. Perhaps as notable was a loss by just 2 points to Honinbo Shuei on black, played between the fourth and fifth games. A month later Tamura began playing regularly in the Honinbo 'school' and took his first steps to becoming Honinbo Shusai.

Four Hundred Years Of Japanese Go

by Andrew Grant

Part Five: Sanchi and Doetsu

●The game shows Sanchi (White) versus Doetsu (Black), in 1669. White wins by 9 points.

In 1662 go was placed under the jurisdiction of a government official known as the "jisha-bugyo". This translates as "commissioner for monasteries and shrines" and the post was held on a rotating basis by three or four officials serving a month at a time. As the name suggests, the commissioners were primarily concerned with religious matters, and placing go under their control might seem rather bizarre, but this was presumably because of the go schools' Buddhist links.

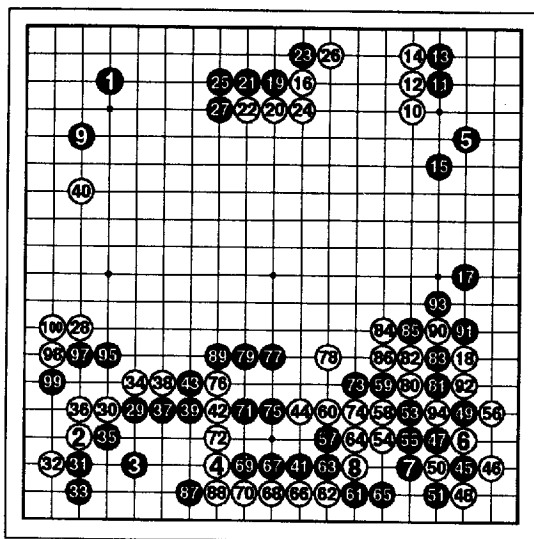


Figure 1 (1-100) 52 at 45, 96 at 90

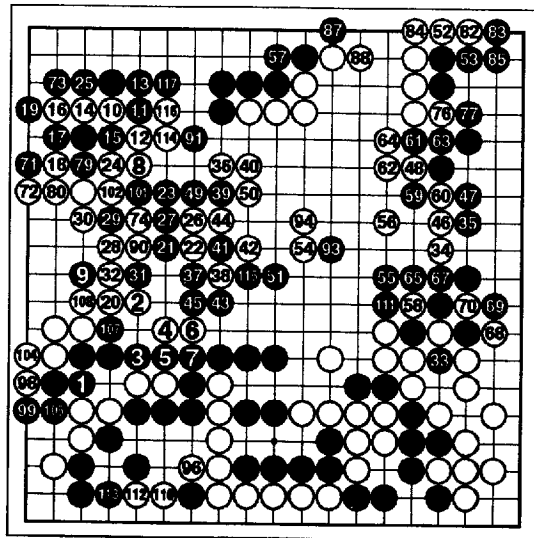


Figure 2 (101-217)

66 at 90 (fig.1), 75 at 91 (fig. 1); ko: 78, 81, 86, 89, 92, 95, 97 at 85 (fig. 1); ko: 100, 103, 106, 109.

The jisha-bugyo was empowered to act for the government in resolving future disputes such as that between San'etsu and Sanchi, although the commissioners did not administer go matters directly, this remaining the business of the go heads, or of the godokoro if there was one.

In 1668 Sanchi decided to try again for promotion to Meijin godokoro, but this time he bypassed his rivals in the other go schools and applied directly to the jisha-bugyo. At the same time he is said to have asked friends in high places to put pressure on the commissioner to issue the promotion, and consequently it was approved without consultation with the other go heads and Sanchi became the third Meijin godokoro of the Edo period.

Needless to say, the other go heads were annoyed by Sanchi's deviousness, none more so than San'etsu's successor, Honinbo Doetsu, who felt that Sanchi had bought the promotion he had been unable to earn against San'etsu. Doetsu lodged an instant objection with the jisha-bugyo and demanded a challenge match with Sanchi. This was a risky thing to do, since Sanchi's appointment was in theory an act of the shogun, so Doetsu was in effect criticising his superiors. It is said that the jisha-bugyo tried to scare Doetsu by allowing the match but ordering that Doetsu be exiled to a distant island for life if he lost. Doetsu is said to have replied that not even the threat of execution would put him off.

Perhaps remembering the slow pace and inconclusive result of Sanchi's previous match, the jisha-bugyo ordered that this

match should consist of sixty games and be played at the rate of twenty games a year. Doetsu would take black in every game since he was only 7 dan, whereas Sanchi was, of course, Meijin or 9 dan, but this handicap would be revised if either player achieved a lead of six games or won four games in succession.

The first game was played in 1668 and resulted in a jigo. It was rumoured at the time that this had been arranged beforehand at Sanchi's request. Whether this was true or not, it became the custom in future challenge matches for the first game to be a prearranged jigo.

The match progressed at a much slower pace than had been ordered; by 1675 only twenty games had been played. After the sixteenth game Doetsu was 9-3 up with four jigos, so the handicap was revised: henceforth Doetsu would take white in every third game. It made little difference, since Doetsu won three of the next four games, only losing his sole game on white. It was enough for Sanchi, and he withdrew from the match and resigned as godokoro in 1676. At the same time, or shortly afterwards, he ceased to be Meijin.

To be fair to Sanchi, it should be pointed out that he never played Doetsu on even terms, and the consensus of opinion among modern professionals is that only a real Meijin could have kept Doetsu on a one-stone handicap for as long as Sanchi did.

As for Doetsu, he had no wish to be Meijin himself; he had challenged Sanchi purely on a point of principle, although he is considered an unofficial

Meijin on the strength of his win against Sanchi. Having proved his point, and perhaps feeling that winning the match was the perfect way to end his career, he retired as Honinbo in 1677.

Errata

by Matthew Macfadyen

Several aspects of the proof reading of the *Go Player's Almanac* seem rather lax, but a couple of errors in the go ought to be brought to people's attention.

The text for diagram 146 (crane's nest) is completely wrong (actually the whole point is that the three stones are already dead); and the item on "shicho atari" (diagram 121) could make it much clearer that White 2 in the diagram re-establishes the ladder broken by Black 1.

However, John Power's articles on 20th century go history make an excellent supplement to the historical part of *Invincible*, and this is the only place I know where you can get a proper description in English of how to do Chinese style counting.

Promotions
Congratulations to the following players who have recently been promoted to 1 dan:-
D. Woodnutt, C. Dawson, J. McAnally.

Solutions to Prize Problems

by T. Mark Hall

Various circumstances have prevented the printing of the solutions to problems in Journals 86 and 87, but here they are.

Thanks to all readers who sent in entries. Miriam Brod of Stevenage wins £15. The next set published will have a prize of £25, carrying forward some of the prize fund not yet used.

Apologies [my fault - Ed.] for the curtailed diagram of problem B in BGJ 87. It needed a couple more lines, as important stones will be played outside the given diagram.

Solution to J87 problem D was kindly provided by Matthew Macfadyen.

Journal 86

In diagram B, if White 2 at 8, then Black 5, White 2, Black 3.

Diagram D2 leads to a ko fight.

Journal 87

In diagram C2, there is a ko fight.

Diagram D: the Black group cannot be killed, but White gets some profit with the tesuji at 1, which enables him to capture two stones in sente as shown.

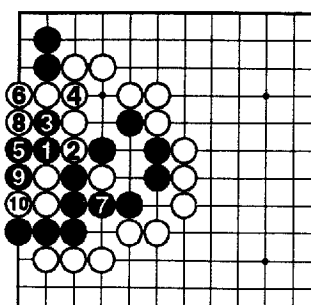


Diagram A(86) 11 at 1

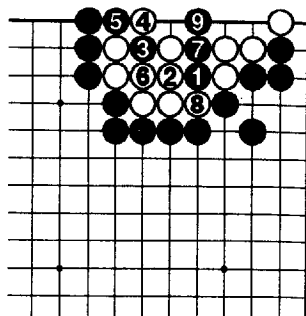


Diagram B(86)

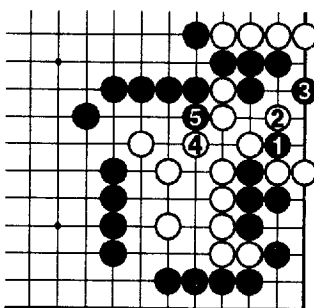


Diagram C1(86)

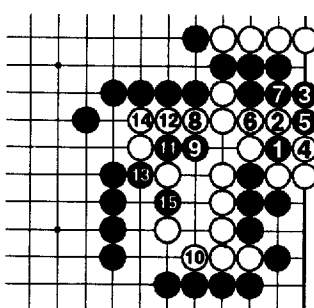


Diagram C2(86)

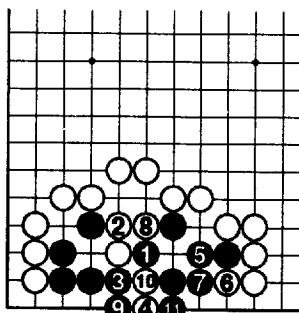


Diagram D1(86)

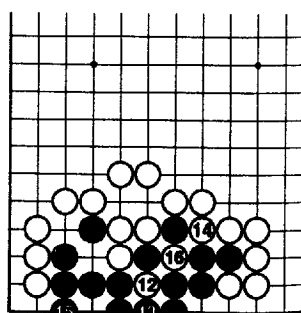


Diagram D2(86)

Letter from Australia

by Francis Roads

I have recently received a lengthy missive from former BGA member and London Go Centre assistant manager David Mitchell. He lives in the Sydney area and now plays at five dan. He works as some kind of systems analyst for the Murdoch organisation, which involves him in jetting around Australia and staying in posh hotels. He has recently remarried, and now has a baby daughter as well as his two teenage children.

He sent me news of Tony Oxenham, now practising as an architect in a rural area near Sydney; of Jim Bates, who now works as an Australian civil servant in Adelaide; and of Geoffrey Gray, who lives in Tuncurry NSW, wherever that may be, and still works as a locum doctor. Geoffrey was for many years chairman of the London Go Club, and at one time president of the European Go Federation. I have addresses for all these people.

Australian go life seems to centre on the cities - they don't seem to have our sort of national tournament calendar. This perhaps is hardly surprising in a continent-sized country with only sixteen million people. Apparently they meet far more Korean and Chinese players than Japanese - David says that the latter prefer to be out on the golf courses!

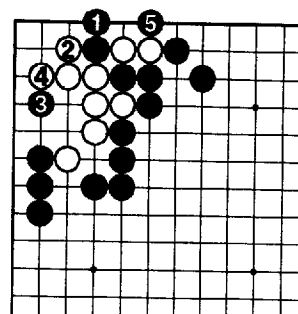


Diagram A1(87)

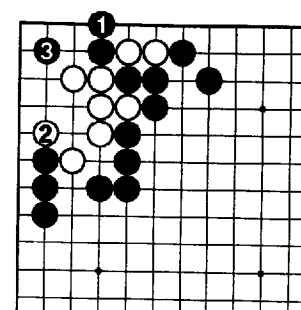


Diagram A2(87)

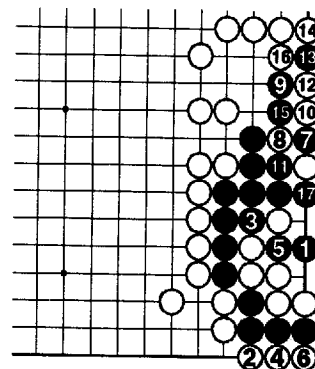


Diagram B(87)

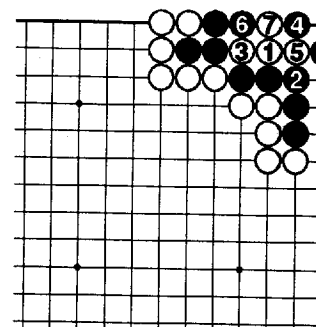


Diagram C1(87)

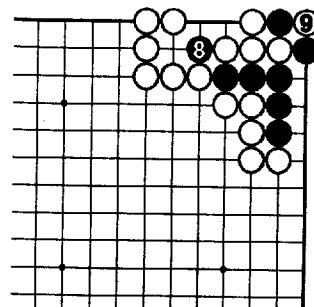


Diagram C2(87)

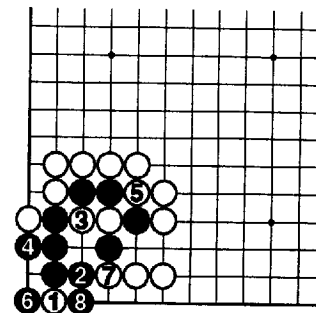


Diagram D(87)

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 Tottington 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

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 Dept, 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 5AF. Tel: 0272-568758. Meets Wed.

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

Ipswich: V. Baldwin, 52 Heathfield, Martlesham Heath, Ipswich, Suffolk. IP5 7UB. Tel: 0473-623974. Meets at 1 Church Lane, Sproughton, Thurs 7.30pm

Isle of Man: D. Phillips, 4 Ivydene Ave, Onchan. Tel: 0624-612294. Meets 8pm, Mon: 116 Ballabrookie 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, Northhurst, Westmorland Rd, Maidenhead, Berks. Tel: 0628-76792. Meets various places, Fri 8pm.

Manchester: T. Barker, 7 Brocklehurst Ave, Bury. 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, Wynnsick 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 at Gaston's, Avenham Rd, Wed 8pm.

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

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

South Cotswold: M. Lock, 37 High Street, Wickwar GL12 8NP. Tel: 0454-294461. Meets at Butthay 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, Wed 7.30pm.

* **Teesside:** S. Shiu, 17 Junction Rd, Norton, Stockton, Cleveland TS20 1PH. Tel: 0642-534905 (home), -522153 (work). Meets various places, Wed.

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

* **West Wales:** J. Hampton, 4 Williams Buildings, The Rock, Barmouth, Gwynedd LL42 1BW. Tel: -Barmouth: D. Hone, 0341-281 291, Machynlleth: C. Blaiklock, 0654-761570. Meets upstairs, Tal-y-Don pub, Barmouth, Mon 7pm.

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

* **Worthing:** S. Newport, 70 Northcourt Rd, Worthing BN14 7DT. Tel: 0903-237767. Meets at The Cricketers, Broadwater, Tues from 7pm.

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

* **Ireland:** Collegians Go Club. J. Gibson, tel: 908779. Meets in Pembroke Lounge, Lt. Pembroke St, Dublin 2, Wed 8.30pm.

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

Video Go

by Brian Chandler

● *Continuing an irregular series of games from the NHK television tournament...*

*Black: Nakazawa Ayako,
Ladies' Honinbo and 2-dan
White: Chin Ka-ei 7-dan*

This was the very first game of this year's tournament, broadcast in April. It features two players who have both appeared in previous articles, Chin in British Go Journal 80, and Nakazawa in British Go Journal 85.

I'm writing this from a video, so for what it's worth, Nakazawa this time is wearing a rather severe brown jacket with her rather severe pseudo-punk haircut - quite a contrast from BGJ85. Her strength is 2-dan, but she is referred to by her title, which she defended successfully against Kobayashi Chizu last year, also achieving results of 26 wins to 17 losses.

Chin has a tweed sports jacket, which is quite adventurous by NHK standards; Takemiya's blazer collection is the only usual departure from the "salaryman suit." Chin has also been promoted since BGJ80. The commentator is Imamura Toshiya 9-dan (blue suit), a "young hope" from Osaka, with Ogawa Tomoko 5-dan asking the questions as always. Nakazawa won the nigiri.

Note that, following the original notation, actual moves in figures 2 and 3 are renumbered respectively 1-100, 1-121.

Figure 1

7: Alternatively, Black could jump to 10, White A, and Black pincer at B to start fighting immediately.

8: Recently the other attachment, at A, seems to have fallen out of favour.

14: Other possibilities are C or 22, but the approach move at 14 is also quite common. Imamura comments on the feminine way in which Nakazawa places her stones on the board.

16: White peeps here as a kikashi, to get the answer 17. If White hanes at 18 first, Black plays D, and would then be able to cut off the peep at 16 by playing 23.

19: Only move; if Black played D she would have been clearly kikashi'd, that is White would have gained from the 16-17 exchange.

To fill in time while White thinks about 22, Ogawa gives us some background details. Chin played in the Honinbo league last year, and got some impressive wins - Kato, Rin, Otake, and yes, you Imamura.

After Black 23, Imamura thinks this is a new joseki - Black played some of the moves very rapidly, so perhaps it's a position she has analysed. Since White could have played 22 immediately after 13, the question is whether the White moves on the left side have actually gained White something. Since they are now heavy, Imamura sees it as a priority for Black to attack them, before white pushes along to the right of 18. (It seems that Nakazawa doesn't.)

31-37: A simple joseki in the top right corner. Imamura comments how amateurs

usually try to push and poke (35 at 36, for example), but how these moves leave weaknesses behind. He also wonders how easily Black will turn the right side into territory, and would prefer 31 at E in the top left corner, aiming at the white stones further down the left side.

41: The obvious way to expand the right side would be to play 45 immediately, but this leaves White an ideal reduction move with a shoulder hit at 54. With 41 in the game, Nakazawa is inviting the cut, 42; she is thinking flexibly about the right side.

45: Lets White push Black around in the top right corner. It's hard to see how she will make her stones 41 and 45-39

work together. Imamura cannot predict 49: it would be painful for Black simply to protect the right side at 59, for example, so he suggests perhaps protecting indirectly with a counter-cap at F, or wonders about G or H. Anyway, Nakazawa comes up with the diagonal attachment in the figure. ("Ah, I never thought of that", he says.) This is a sharp move - after extending with 50, White has to worry about the cut at I.

By 62, Black seems to be having a hard time. Before you look at the next Figure, I'll tell you that the next move is the Black cut at I. See how much you can work out of what may happen.

Figure 2

The reading of the fight following the cut at 1 in figure 2 is one of the highlights of the game. Imamura, a 9-dan, misread it the first time, expecting

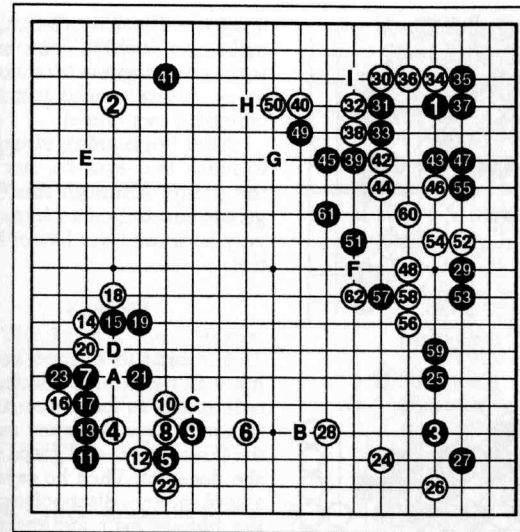


Figure 1 (1-62)

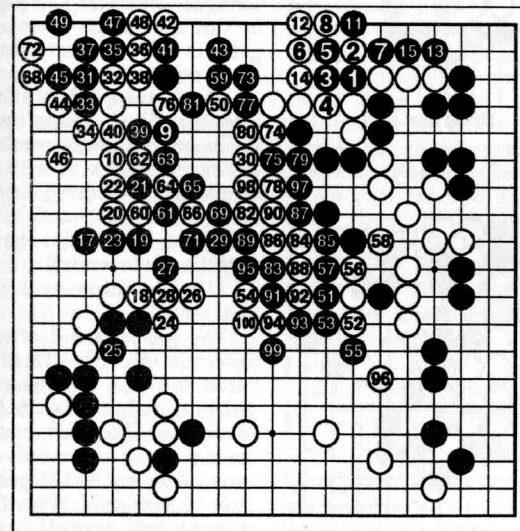


Figure 2 (63-163) 16 at 2, 67 at 21, 70 at 64

6 to be the connection at 7. By the end of the sequence to White 16, including the particularly neat tesuji of 8, White seems to have won the local fight, and stayed intact. (It's not particularly obvious why Black exchanged 9 for 10 in the middle, but read on...) Spot how many eyes White has - uh, one - should he ever become surrounded.

It seems the even neater sequence would have been for White 2 simply to connect as shown in diagram 1. Here, if Black tries to expand her liberty count by jumping out to 5, White just wins. (In the game, Black would not play this jump 5, since it doesn't "work", and would switch straight to 7.) So White would get better eye shape (i.e. two of them).

Imamura comments that he'd prefer to be White at this point. Nakazawa gets to work on the left side.

21: A very sharp counter-peep, which she played quickly, so perhaps she had read it out in advance. Chin hesitates, then connects. Had she left the peep until later it's not at all obvious that he would answer it.

After Black has invaded the top left corner with 31, the game comes down to relative strengths in the centre. Black has sacrificed a certain amount of central strength by this 3-3 invasion.

Note the clever timing of Black's crawl at 33. At this stage White more or less has to block at 34, so Black ensures that the valuable peep of 39 will work later.

43: Note how this keeps the corner alive, because it makes a Black sagari at 47 sente. Black lives calmly with 47 and 49;

Imamura admits to being very tempted by the atari left of 44, but White would probably start a ko, not in Black's favour. Now the scene shifts back to the centre - Imamura says how difficult it is to assess just what's going to happen.

59: Black thinks. This is the crucial decision point, where the outcome of the centre fighting will start to be decided. She goes all out with the move on the top side.

66: Starts a big ko fight, but Black ignores 68, giving up the top left corner for an all-out fight in the centre. Her thickness will have repercussions not only on the top White group, but also on White's control of the lower side. For example, a Black jump out to 104 has become a powerful move.

73: Shows she is serious about the big white group, which now needs to look for eyes.

Nakazawa uses up her last "thinking minute" on 75 - it's 30-second byoyomi now. 76 looks like a tesuji - perhaps he expected the sequence in diagram 2 leading to ko - but is actually a mistake, as demonstrated by Black 77. Diagram 3 shows where White should have played 76, making miai of A and B. Black cannot then avoid the ko.

Chin uses his last minute on 80, accompanied by many wails of "Maitta", and the warikomi at 76 has become a wasted move. (The sequence in diagram 2 no longer works, since White can capture at C instead of 4.)

Notice though, that even when Chin seems to be losing his large group, he can find ways to show up the weak-

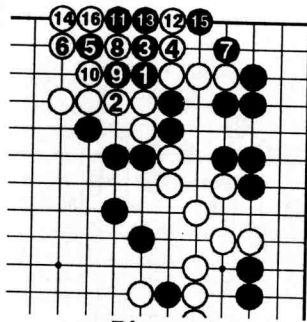


Diagram 1

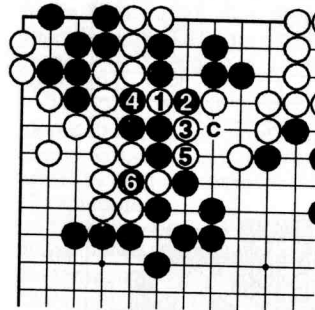


Diagram 2

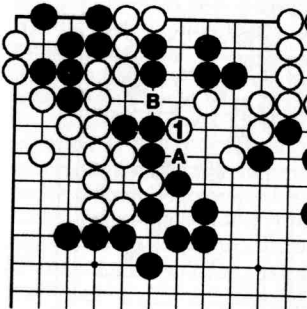


Diagram 3

nesses in Black's position, and make the position look amazingly even. I guess that most of us as White would just have crumbled away here!

After 96, Black is struggling to make two eyes for her central group. Although the White group has only one eye, it is very large, and has lots of liberties.

Figure 3

6: Leads to a huge ko, but it's a flower ko for Black, who only stands to lose three stones. Imamura says she must answer the threat at 14, and gasps when she does not. Then he says it is a cool move - disappointing for the bloodthirsty audience, but then professionals only want to win. She has evidently calculated that she can win, even suffering a large loss (30 points?) in the top right corner. The game is still close, and there's a lot of yose to play.

49: A tesuji, but it's not clear that Black couldn't get the same or a better result with a simple block at 150. She should get something, after all, since White has tenuki'd from this group to play the big move (148) in the lower left.

117: The throw-in is just to gain time.

The game ended after 305 moves in all; only 218 of them fitted into the television programme, and the last 18 moves (down to 1/2-point kos) are omitted from the record. Nakazawa won by 3 1/2 points - only the second time that a woman has actually won a game in this tournament, though several have managed half-point losses. Nakazawa is very popular with female go

fans, and Ogawa was delighted that she had won - Imamura: "An excellent start to the tournament."

Kos etc. in Figure 3:-

13 at 9, 22 at 17, 27 at 4, 92 at 10, 106 at 65.

* Thanks to Richard Hunter for reading the first draft, and making some very helpful suggestions.

Side Event

Francis Roads to Humphrey Lyttelton, Chairman, "I'm sorry, I haven't a clue":

I thought you would be interested in news of what may be the first international Mornington Crescent tournament. This year the British Go Association was the host nation for the European Go Congress. I am enclosing an entry form for the latter - you are too late to enter, but I thought you might be interested. Or not.

We had entries from over 25 foreign countries in Europe, the Far East, and North America. We considered carefully the effect that organising a Mornington Crescent tournament as a side event would have on international friendship and understanding. Nonetheless, I was given the job of directing this tournament.

I am enclosing the results sheet for your interest. We used the usual scoring system, as you

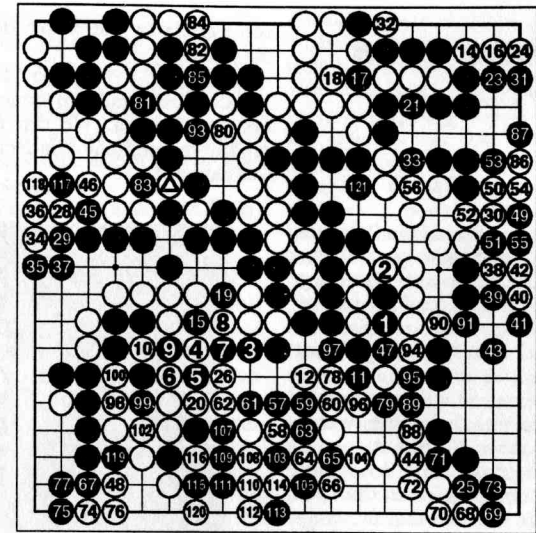


Figure 3 (163-283) See opposite for kos etc.

can see. On seeing the restriction on Triple Helsinki, one of the Finnish players immediately asked about Triple London. This had the inevitable result of causing the rules committee to have a meeting in the bar.

As you can see from the score sheet, Finland was the winning country. Vesa Laatikainen, who had made the enquiry, was presented with a bottle of vodka to share with his Finnish friends.

Jon Naismith (Producer) to Francis Roads:

Deputising for Humphrey Lyttelton - who has recently embarked on tour - may I both thank you for your letter and congratulate you on the organisation of your M.C. tournament.

You may be interested to know that your International

Competition is only the seven-tenth of its kind in the U.K., so they're still relatively rare. Incidentally, looking at your results sheet, I am inclined to ask just how strict you were about the amateur status of your players; Lippett's Rule can be problematic enough for the less seasoned professional, but in conjunction with a bar on the diagonal, I have to admit I find some of the high scoring a little hard to stomach. And from the look of the Swedish and Belgian results, I would suggest you seriously consider taking mandatory (though discreet) urine samples prior to any subsequent competition.

Thank you again for your letter and information. I shall pass it on to the teams when we meet up to record the next series in November.

Sonoyama Trophy

by Paul Smith

some stress on the person doing the draw!

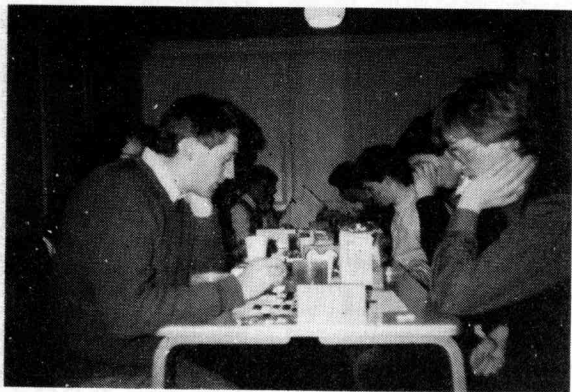
We now intend to run a 13x13 club handicap competition every term. We can thoroughly recommend this form of tournament!

Regular readers of the BGJ will recall that last year Cambridge Go Club was visited by Dr Sonoyama, Vice-President of Hitachi. On that occasion he presented us with a magnificent trophy which we were to award to the winner of a local competition. You may have been wondering what we did with it.

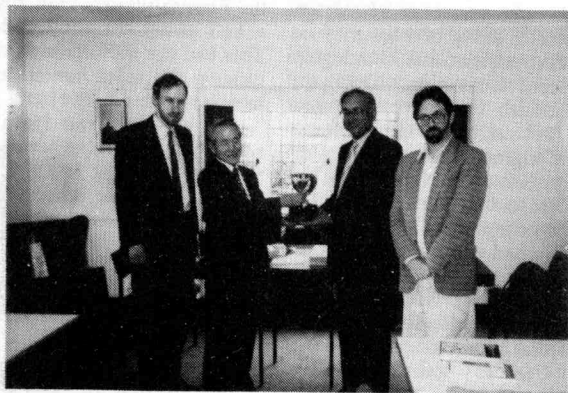
We held the First Sonoyama Trophy competition in the Lent term. We decided that the competition would be a 13x13 handicap tournament to give everyone a chance of winning and to allow us to get lots of games in a short time. We had 10 entries. The winner was Paul Smith 1-kyu with 5.5/7, narrowly ahead of Alex Selby 4-kyu, Yong Mao 3-kyu and Ralf Hennig 6-kyu who were all on 5/7. The handicap system worked well, with around 40% of games being won by the weaker player.

The tournament was such a success that we decided to repeat it the following term. This time we had 16 entries ranging from 4-dan to 20-kyu. The result was again very close, with Paul Smith winning again, this time with 6/7. There were four players just behind on 5/7 - Brian Brunswick 14-kyu, John Rickard 4-dan, William Connelly 2-dan and Dilip Sequeira 10-kyu. The 10-minute time limit allowed us to get the whole thing played in one evening, although not without

were treated to some excellent Japanese food, and had a very enjoyable evening of Go. Dr Sonoyama once again generously gave us some presents including another splendid trophy. We are very grateful to



Players for the Trophy



Paul Smith, Dr Sonoyama, Professor Ahmed, Charles Matthews

We were very fortunate to be visited by Dr Sonoyama again this year. Once again we

him for all his help and support.

• • • • •

The Go Player's Almanac

by David Sutton

● It is hoped that readers of the last issue will find a second review of some interest, as it largely concentrates on different points.

There are people in this world - misers, curmudgeons, pinch-pennies, skinflints, go players' wives - who may consider that £27.95 is quite a lot to pay for what they term (O wounding, insensitive, sacrilegious words!) "yet another book about go". Well, I guess it's all a matter of priorities: some people, I am reliably informed, will pay that sum for a single bottle containing the juice of squashed grapes, and I myself have children who, quite ignoring the excellent service provided by local jumble sales, will waste as much on a mere article of clothing. Let there be no doubt about my own priorities as, washing down my dry crust with a glass of water and drawing my army surplus greatcoat about me to ward off the chill of the garret, I settle down to review the latest offering from the Ishi Press, *The Go Player's Almanac*.

This is something of a departure from the normal Ishi Press production, being not primarily a work to improve your go, but more a compendium of facts about the game. The editor Richard Bozulich announces his theme thus: "My conception was a book that would accurately

ly convey the world of go: its origins, philosophy, mystique, history, the individuals who have contributed to its developments, and other facts that every go player and every person curious about go would want to know".

The result is a sort of Guinness Book of Go, with an essay on the history of the game, a who's who of notable players, a survey of tournament go, a full glossary of go terms, several sets of rules including, of course, the Japanese ones that the BGA adheres to, and chapters on go equipment, computer go and mathematical go (the last-named, in case you are wondering, being an attempt to formulate certain elements of go in the language of mathematics, with the inevitable result of making the obvious difficult and the non-obvious incomprehensible).

The outcome is a very entertaining collection, ideal for bedside reading, and while it may sound a bit of a mishmash, it should actually be seen as a very significant step in the slow yet, let us hope, now accelerating infiltration of go into western consciousness. From this point of view, John Power's two essays on the development of the game, "Go Players in the Edo Era" and "A Brief History of Modern Go" are particularly valuable in providing a backwards perspective which most western players will possess patchily if at all, and William Pinckard's essay on the philosophy of the game contains many thought-provoking insights.

Subscribers to *Go World* will find that some of the material has a familiar ring, having

already appeared more or less word for word as individual articles in that excellent magazine. The Ishi Press can hardly be criticised for thus reproducing material that can well bear reproduction, and anyway it's handy to have things brought together in book form. If I do have a criticism it is only that the book could well stand being longer: obviously a production like this is by its nature open-ended and one has to draw the line somewhere, but features that I would definitely like to have seen included are a brief survey of the development and current state of go in the major western countries and an extension of the glossary bringing together what you need to know when reading Japanese go books: this could usefully include the characters for each top player's names, which would help e.g. readers of the *Kido Yearbook*. A nice extension to the Go Records chapter would have been a section in which top professionals vote for the ten best games ever played, the bare scores of which could then be given (or how about that as an idea for a separate book, with full commentaries?).

To summarise, I would highly recommend this book to anyone seriously interested in go, whatever their strength. I would suggest that, as a hardback, it even looks nice enough to be left lying around as a talking point on coffee tables, if I thought that any of my readers were likely to have been so foolish as to waste good book-buying money on a coffee table.

• • • • •

Endgame Problems

by Richard Hunter

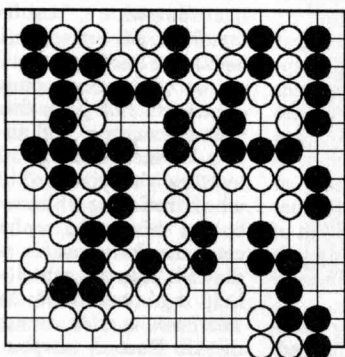
I haven't seen many articles on the endgame recently so here are a couple of problems to get you thinking. In each case, me-

diocre play results in a five-point loss for Black (diagrams 1 and 2).

You can try to read out the best moves for each side and calculate the result, but it's quite difficult, especially squeezing out the last point near the end. A more enjoyable approach is to find an opponent of about the same strength and play out the position, and then swap colours and try again.

After you have studied the position, try playing against the strongest player you can find. If you can win with Black, you deserve congratulations. Full discussion next time.

Diagrams 1 and 2: in each case, mediocre play by Black leads to a 5-point loss.



Problem 1: Black to play

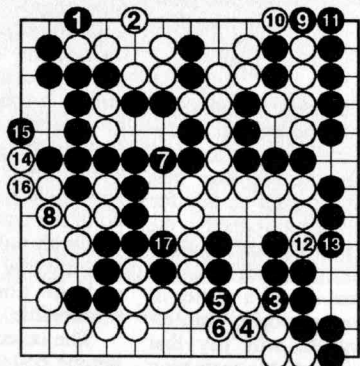
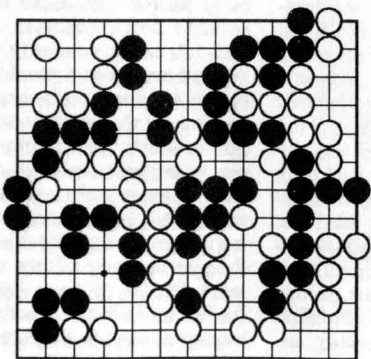


Diagram 1 (1-17)



Problem 2: Black to play

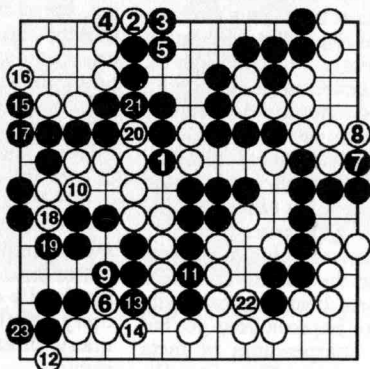


Diagram 2 (1-23)

Youth Game

by Simon Rudd

The commentary is aimed primarily at players from 4 kyu downwards, but I hope some stronger players find it interesting. It is meant to provoke thought rather than give constant analysis.

This game was played during the semi-final match of the 1992 Youth Team Championship, being the top board game between Debbie Lakeman (10 kyu, Brakenhale) and Jonathan Cheng (6 kyu, Stowe). The winner of this game would lead their respective team into the final against one of the Furze Platt teams.

5: The san-ren-sei proved very popular in this tournament.

7: Approaching 2 or extending at 10 are probably better.

10: This is a key point, as it is an excellent point for both players, so playing here is obviously large. However it could leave 2 under attack after Black's next move, so 10 may be premature.

11: A move at 110 or 112 is possible, and possibly better.

13: Playing above 80 is better as it helps stabilise 7 and 9. Playing at 13 is too low. Black could also consider the 3-3 point.

15: Again low, but at least it is consistent with 13.

16: Good direction. This threatens to split the black stones while working well with 6.

18: White states his intentions of building influence on the right.

29: At this point Jonathan sighed. Obviously he was looking to cut. The exchange 20-29 seems to have left White a little overconcentrated.

30-31: Makes any reduction of the upper left somewhat more difficult.

33: This invites 34, which gives White strength and territory, while only taking away Black's possible later options.

37: This does protect against a White play to the left of 19. However, White 36 is trying to do more than this; it is looking at ways of reducing Black's area in the upper left, so Black should try to play a move that helps the top left as well as protecting the top edge. I think playing at 64 is better, as it has more relevance to 35, but I am sure there must be a better move than this (although I can't find it!).

39: A good calm move. 41: Wrong. 42 or above 35 are better. 50: Premature. 42-63: A bad result for Black. 64: Tiny. The Black cut above 64 does not work. 65: Invites 66, which reduces Black's possibilities of trying to cut off 30 and 10, while doing little for Black. After 66 Black should count and decide whether she can win by reducing the large White area on the right, or if she needs to live in the area, and if so how big does she need to live. 67-75: Black now needs to live in the White area. These moves placed too much emphasis on surrounding 32. 76-77: Slow. 85: May be too late, but Black must try.

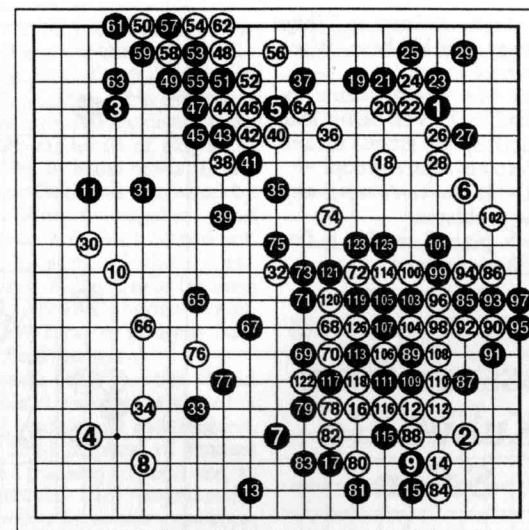


Figure 1 (1-126) 60 at 57; 124 at 106

86: Good; so long as White takes away Black's base, Black has nowhere to run.

After 114 Black seems totally dead, not even being able to connect up the stones including 105 to his centre group.

122: Correct. Averts any possible problems.

Black played on for a few moves then resigned.

Lessons from Kunwa Go Salon

Part 4

by Richard Hunter

Black: Richard Hunter, 5 stones
White: Magari Reiki 9 dan

Magari is the strongest of Iwamoto's many disciples.

26: Mistake in joseki. Should cut at 40.

52: Irrelevant. Should push at 56 and then hane at 55.

58: This push is not sente. Should play 65 to connect underneath. See Kageyama's Secret Chronicles.

72: Solid on this side, but White 73 is a bit tricky.

98: Black should not take the ko. It's an approach-move ko and White needs two moves. Black can safely play elsewhere.

140: Totally unreasonable. Black gave up soon after this.

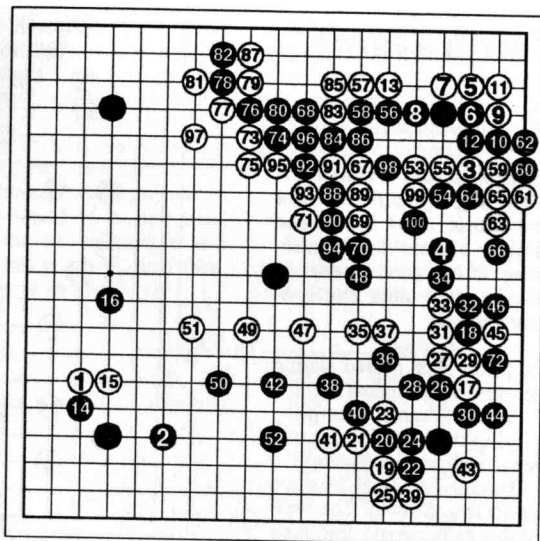


Figure 1 (1-100)

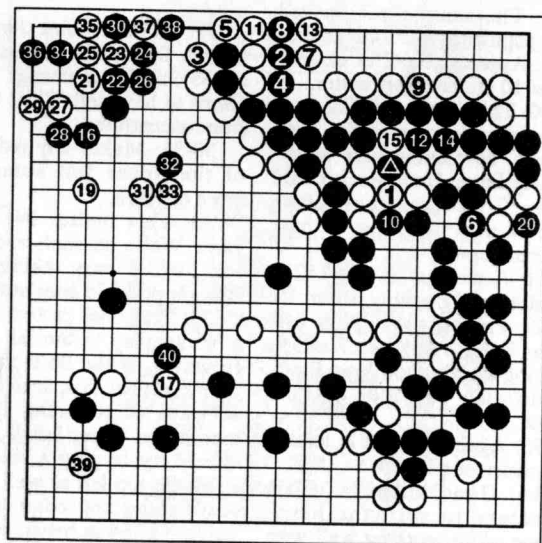


Figure 2 (101-140) 118 at triangled stone

The Castledine Trophy

by Simon Rudd

The fourteenth Youth Team Championships took place on Sunday 11th October 1992. Stowe School once again was the venue and Alex Eve the host. Eight teams competed in the main tournament with competitors coming from Brakenhale, Swindon, Furze Platt and Stowe.

Round one saw a severely hung over Furze Platt A team stumble through as did Stowe, Brakenhale A and Furze Platt B.

In round two, there was an easy victory for the now almost sober Furze Platt A over Furze Platt B. The other semi-final saw close and evenly matched games between Stowe and Brakenhale A. Daniel Cox beat Felix Eve (son of Alex) but Jason Cheng soon levelled the scene.

The decider turned out to be an excellent game (as shown elsewhere) but Jonathan Cheng overcame a valiant effort by Debbie Lakeman. The other notable performance of the round was when Paul Rudge defeated someone seven kyu stronger than him on an even game.

The final saw Furze Platt A overcome Stowe despite a highly creditable performance by Jason Cheng against Sam Beaton. So Furze Platt A retained the Castledine Trophy with Stowe second, and Brakenhale

third as they overcame Furze Platt B team in the final round.

The first Youth Lightning also took place. This event was played on a full handicap to encourage all levels of players to compete on equal terms. In the end the final was contested by Furze Platt A - again! - and Brakenhale B. As it turned out, Sam Beaton (1 dan) beat Dominic Hills, Chris Dawson (1 kyu) beat Catherine Sprott, and Joe Beaton (7 kyu) beat John-Paul Kenton.

Simon Goss as ever ran an excellent combination of a 13x13 tournament and teaching. John Ellul (nephew of France) put the teaching to good use, as he won the 13x13 tournament. Many thanks to the grownups, Simon Goss, France Ellul, Dave Woodnutt, Alex Eve and Eleanor Brooks.

Next year the event moves to its new regular date early in the calendar. The 1993 Youth championships will take place at Furze Platt on Sunday 10th January.

What a Liberty!

Part 2: One Eye - No Eye

by Andy Finch

●Reminder: OL=outside liberties, SL=shared liberties, ES=eye space.

Yooga-mooga is the Korean for one eye - no eye, and in yooga-mooga the one-eyed man

is king, and there is no seki. There's always an exception of course, as in diagram 1.

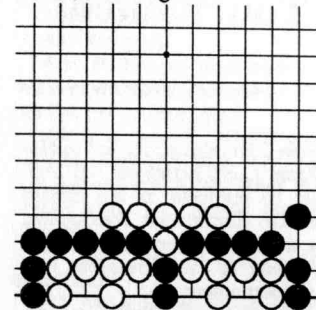


Diagram 1

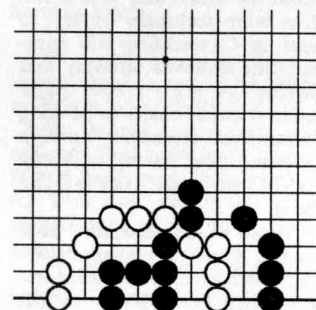


Diagram 2

So we're talking about life and death. The Korean character for death also means four, therefore the number 4 is often avoided, just as we avoid 13. Many hotels in Korea have no fourth floor, and since the elevators often don't stop on the second floor, we have 1, 3, 5, 6, 7... In apartments that do have a fourth floor, it's unpopular with tenants.

Back to yooga-mooga. In diagram 2, BOL=4, BES=1, SL=2, WOL=4. The one-eyed man takes SL, and in order to win, WOL=BOL+SL+BES. So WOL must be 4+2+1=7. Making an eye can be very useful!

Pair Go Tournament

by Matthew Macfadyen

Seven couples convened in Harold Lee's house on 30th August to compete in the British Pair Go Elimination Tournament for the right to represent the UK in Japan at the November Pair Go Tournament.

The Japanese event is promoted by Mrs Taki, who some of us were fortunate enough to meet in Canterbury this summer. She believes strongly that playing go with mixed pairs makes it much easier to develop international friendship through the game than having only one player on each side of the board.

Those of us who have seen couples in action playing bridge might doubt that anything resembling friendship might emerge from attempting to cooperate over the go board, but in practice it does somehow seem to work, and surprisingly little acrimony appeared between partners.

Back to Harold's house. The tournament was essentially a knockout, and the final saw Alison and Andrew Jones taking Black against Kirsty Healey and me.

White 8 is not standard, but Black 13 should continue taking territory with 14 in order to take advantage of it.

The sequence 15-18 shows both sides refusing to follow the other around. This produces a typical pair go position in

which there are several urgent things to patch up. In this game both sides defend first, leaving all the groups on the left and lower sides more or less settled.

44: Invades the last large area on the board. In a professional game this would be the last real skirmish, the endgame would start around move 60, and the post game analysis would concentrate on the moves at about this stage. However in pair go, even more than in normal amateur play, groups of stones die and spring back to life again well into the late middle game.

50: Kirsty's only serious mistake of the game - it must be at 52, and then White should be able to settle their group comfortably, but 51 should also be at 52, and the result sees White's group settled but

Black's territory rather too big for White's comfort.

89: Rash - the group on the left is not safe.

92: My worst move, but perversely it led to our winning combination - this leaves Black alive; White should instead play at 93 which captures at least part of the group, and may well cause panic in the Black camp.

95: However Black's other half did not believe that 93 had been enough to live, and so White gets an extra move on the lower side.

99: Is greedy - they should give way at 100 and can then fairly easily live.

107: Too heavy - they should crosscut to the right of 106 and would still have good chances of living.

Black resigned at 118 - their group is completely dead.

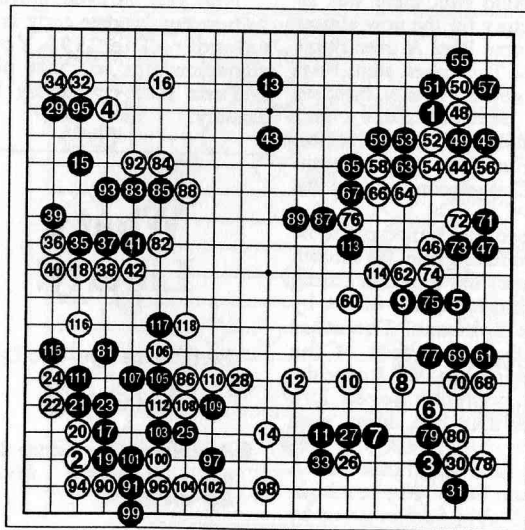


Figure 1 (1-118)

All the way through this game, Black defended weak groups by making eye space on the side, while White ran out into the centre. This left Black with more territory, but also with more ways to go wrong catastrophically. Through much of the game it was Black's upper left group which seemed the best candidate for attack, and it was due to this group's weakness that White suddenly got two moves in a row against the relatively strong group which actually died.

Go Psychology

by Francis Roads

I have been playing go for rather a long time (twenty-seven years in fact) and I have reached a state where I feel that I am unable to learn much more about the technique of the game. Whether I read books or attend sessions with professional players, I tend to find either that I more or less know what is being taught already, or else that I know that it is probably beyond the ability of my middle-aged mind ever fully to comprehend. Of course I need to revise technical points, like everyone else, but I have the feeling that I have reached my intellectual ceiling as far as technique is concerned.

So have I given up all hope of improving my Go? Well no, actually. What stops me from winning more games are psychological factors. I know that my likelihood of winning is heavily influenced by how well I did in my previous game, or in

the tournament generally. I know that from time to time I completely lose concentration, and play moves about five grades below my nominal strength. I am especially likely to do so when I have some important matter on my mind (such as helping to run a large tournament!) I know that I become overconfident in positions where I am ahead; I always try hardest when I am losing. And like many of us, I am easily overawed into defensive play by players I know to be much stronger than myself.

I have also learnt the hard way to keep in good physical shape during tournaments. I try to keep fit (not too difficult) and to remember that you pay for too much alcohol over the pits and liar dice next day (very difficult indeed!)

But what help is ever offered to us Go players to improve our psychological attitude to the game? The Olympic teams currently occupying so much time on our televisions often have sports psychologists for this very purpose. Are there any psychologists here at this tournament who would like to give some advice? How do the professional players maintain themselves in a good psychological condition, especially before an important match? Should we all take up yoga, or perhaps become Zen Buddhists? What do you think?

Latest news: Matthew Macfadyen has returned from the Gothenburg Grand Prix Tournament with 6 wins out of 6, his best result since the Volga Boat Trip.

Canterbury Prize Winners

by Tony Atkins

European Championship

Open Champion was T. Matsutomo (6 dan) of Japan. Matsutomo, Miyakawa and Zhang all had 8 wins. Matsutomo and Miyakawa had equal CUSS, but Matsutomo won their game. Van Eeden and Groenen play off for the Korea trip.

- W. Miyakawa 6D J
- S. Zhang 6D China
- A. Lazarev 6D Russia
- G. van Eeden 5D NL
- G. Groenen 4D NL
- F. Janssen 6D NL
- M. Eijkhout 5D NL
- E. Rittner 5D D
- V. Bogdanov 6D Russia

Whole fortnight

8 wins: G. Belmans 7 K Belg
R Krajewski 7 K D

7 wins: G. Schmid 3D D
J. Hoekstra 1D NL
L. Pensjo 2K Sweden
I Grimm 3K D
C. Strutzenberger 3K Aus
B. Lindner 4 K D
M. Finke 4K NL
M. Raabe 5K D
M. Müller 5K D
P. Nassiokas 8K D
M. Torikka 10K Finland

6.5 wins: P. Laakso 15 K Fin

6/9 J Mutabzija 12K Croatia
O. Gavrillov 2K Russia

First Week

5/5 wins: Y. Duval 4K France

4/5: W. Hofman 1D NL
V. Vrolijk 1K NL

Second Week

4/5: J. Koster 1K NL
G. de Groot 1K NL

3/4: E. Brummelkamp 5K NL

4/6 special prize: F. Roads 4D GB

Junior Prize: T. Gillham 30K GB

Japan Trip: E. Burlini 1D Italy

Weekend

1. S. Zhang 6D China
2. W. Miyakawa 6D J
3. D. Schoffel 5D D

5/5 wins: K. Hartman 3K D
T. Pfaff 3K D
S. Backlund 4K SW

4/5: C. Taranav 4D ROM
T. Heshe 4D DK
V. Bro-Jorgensen 3D DK
A. Klenke 3D D
G. Schmid 3D D
Y. Ogawa 3D J
A. Grzeschniok 2D D
T. Dinh 2D F
P. Nicolet 2D CH
T. Atkins 2D GB
M. Meyenschein 1D D
S. Shiu 1D GB
J. Hoekstra 1D NL
R. Thorsteinsen 1D Iceland
R. Alderden 1K NL
V. Vrolijk 1K NL
G. De Groot 1K NL
P. Smith 1K GB
V. Wilken 1K D
M. Hoffmann 2K D

F. Knopfle 3K A
C. Strutzenberger 3K A
Y. Duval 4K F
R. Ekman 4K SW
J. Meerhof 4K NL
M. Müller 5K D
M. Raabe 5K D
G. Glowatzki 5K D
G. Belmans 7K B
R. Krajewski 7K D
P. Lieshman 7K D
M. Briessinck 9K B
W. Nieuwland 10K NL
M. Fricker 12K I
D. Trinks 13K D
C. Kraus 15K D
E. Severing 16K CH
T. Alno 17K FIN

Pair Go

1. Carsten Kraus & Danielle Trinks
2. T. Mark Hall & Franke Kuhn
3. Cristoph Gerlach & Sabine Collin
4. Andrew Jones & Alison Jones

9x9

1. J. Hom 1D D
2. G. Van Eeden 5D NL

13x13

1. G. Gerlach 4D D
2. D. Schoffel 5D D
3. W. Hofman 1D NL

Computer Go

1. M. Reiss GB - Go 4.3
2. A. Knopfle D - Modgo
3. R. Rehm NL - Progo

Lightning

1. T. Matsutomo 6D J
2. M. Müller 5D A
3. F. Janssen 6D NL

Rengo

Matthew Cocke, Vivienne Maire and Ger Hanssen

Continuous Lightning

Most wins: K. Giedrojz
Best %: G. Van Eeden

Continuous Handicap

Most wins: J. Allen
Best %: M. Torikka

Team Lightning

Won by Eindhoven Reunited (Frank Janssen, Rudi Verhagen, Geert Groenen)

Club Attendance Prizes

Europe: Bremen (10 players)
GB: Manchester (12 players)

Shogi

1. Arend Von Oosten 3D NL
2. Thomas Heshe 10K DK

Liar Dice

1. Jan Rüten-Budde D
2. Nick Webber GB

Mornington Crescent

Finland (for the most Helsinki!)

Pits

Mike Charles (42)
Per Kristiansen (200 total)
Vivienne Maire (Best New-comer)
Andrew Grant (9 aces)
Alison Jones (Highest card 9)
Jaap Blom (Lowest card 2)

Smith v. De Groot

Round 9

by Paul Smith

Black: Smith (1 kyu)
White: de Groot (1 kyu)

Commentary based on comments made by Robert Rehm (5 dan)

Move 4 should be played in the empty corner, and 8 is not a real pincer. What about one point up the board from here?

16: Should just connect 2 & 14. The move played leaves bad aji.

17: Simply connect at 27
20: Bad move. Must play a double kakari (preferably high) against 5.

21: OK or simplyikken tobi.
27: Terrible move. If Black wants to defend, then sagari from 15.

28: Should play 36, threatening both 38 and a double kakari. The move played is a vague "hippy" move. The vital point on the lower side is 2 points to the right of 5.

32: Not good. Should play a kakari against the stone in the top right.

35: Terrible move. Should play 36 which is very big and threatens to extend along the upper side.

39: No good. White just jumps out with 40.

41: Terrible move. At least Black should hane and connect,

which would give a bit of thickness - aiming at pulling out 9 (e.g. aiming at 62).

42: Correct.

43: Not good.

46: Perhaps necessary. White would like to play 47, but the cut is threatened.

48: Not good. White can play san-san and take the corner; instead this move gives the corner away. No reason not to play 54.

51: Or it may be possible to nidanbane.

52: Must be at 54. Then if Black connected, he'd have a horrible shape.

55: Not good.

59: Good idea to try to activate 9, but this would be better at 70, aiming at 36-38.

60: Do not peep where you can cut! Simply 68 may be best. If you must peep, then peep at 63. This way, either you get a second peep, or you get 4 liberties.

61: Connecting here is heavy. 63 would be better. A possible sequence: if White replies at 64, then Black could play 62; if White then blocks, Black ataries, White connects, Black pushes from 9, White blocks, Black ataries, White connects, and now Black can sagari from 63.

63-64: Not sure whether or not this exchange is OK for Black.

65: Bad move. Don't play this, just tenuki and there's still aji to aim at.

67: Ridiculous move. Must connect at 70.

69: Black cannot play this ko. To win the ko he would have to have three ko threats big enough; if he loses the ko then White has 50 points at the top and the game is over.

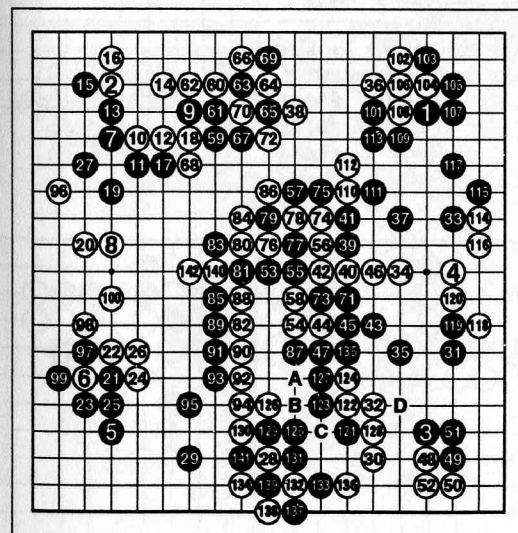


Figure 1 (1-142)

71: Not really a ko threat.
 77: Black should instead capture the three stones 44, 54 and 58, otherwise the vital point is 79, not 77. Should not fill in an important liberty like this.

82: Don't need to save these stones. W86, B84, W83 good enough.

83: Or could come straight out.

86: Taking this stone cannot be bad. 89 may be possible.

88: To the left of 87 is correct; if Black tries to make White into a dango, his own stones will die. 88 is wrong. Now black should play 91.

95: Too passive, should be straight down from 93; this would have worse aji for White.

96: 99 would be much bigger. Or play in the top right corner, where it is possible to invade; or even play submarine attack two points to the right of 1 (attempt to kill Black - in a 9-stone game you could then say the Black group is dead!).

97: Or one space to the left is also possible.

101: Should just play at the 4-3 point to close the corner.

102: White's stones on the left are strong, so should just invade at 3-3.

110: Odd move.
 114: Small.

(119,120: some doubt as to whether these are recorded properly. -P.S.)

121: Should not be great danger to White. Can simply connect or play underneath 121. 122 is a bad move.

124: This horrible shape cannot be correct.

127: Unnecessary. Black can play 128. Then if White 127, Black A, White B, Black C,

White 135, Black D, then White's corner is nearly dead. Commentary ends at 127. White eventually won by 13.5 points.

Tesuji!

by Tony Atkins

Often go problems give you too much help with what is required: Black to play and kill; White to play and capture something. In a game situation there is no voice telling you what to do. So in this series of problems it is Black (or White) to play and get a good result. This could be to capture something, save something, make good shape or thickness, or make your opponent look stupid. Some are easy, some are harder.

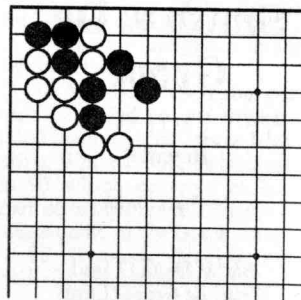


Diagram 2

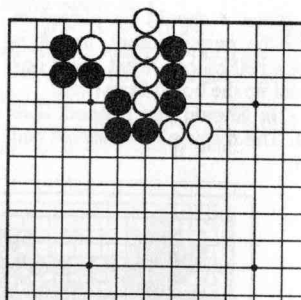


Diagram 3

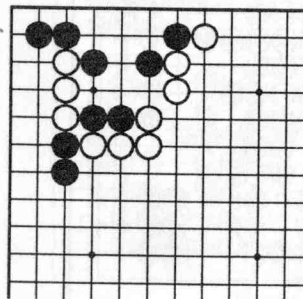


Diagram 1

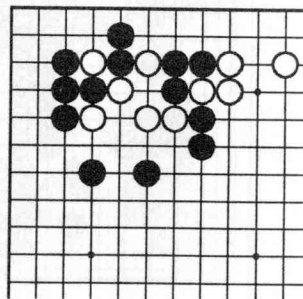


Diagram 4

Absolute Go

by Matthew Macfadyen

Many games of go, at professional level as well as amateur, feature plays which are designed to avoid losing, or to simplify the position now that you are ahead. This is understandable when things depend on the result of the game, like money or status as a professional, but it is somewhat sad for the spectators.

Every now and then, however, one comes across a game in which both sides play flat out all the way through, enabling both themselves and the spectators to remind themselves what a glorious game go is.

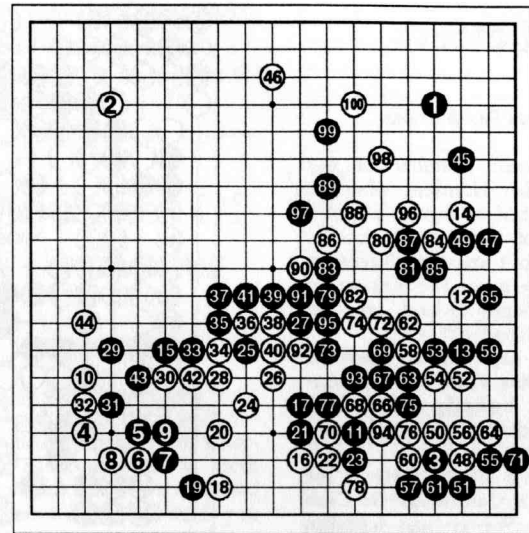


Figure 1 (1-100)

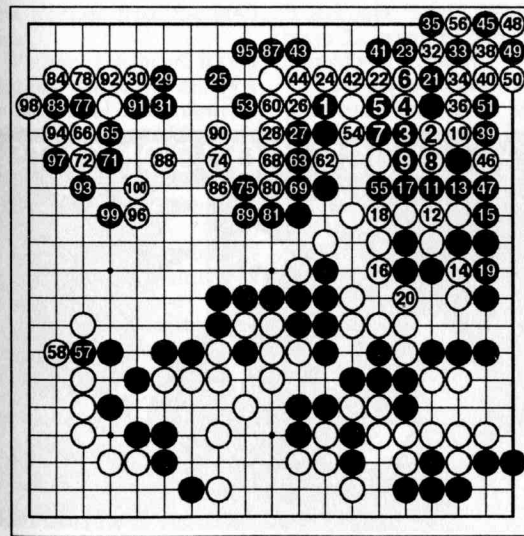


Figure 2 (101-200)

137 at 132, 152 at 148, 159 at 145, 161 at 149, 164 at 148; ko: 167, 170, 173.

Here is a game from the 1986 Judan tournament in which O Meien (Black) and Sakata (White) rush headlong for each other's throats in a fine display of Absolute Go. For those who worry about such things, the losing move was thought to be 195 - Black should not have finished off the ko, but continued attacking White's centre group.

Figure 3 is on page 42. Black resigns at 274.

Kyu players: if you want more commentaries at your level, why not submit a game? Just make sure it is clear who plays, grades, the result, total moves played, and the location of any ko plays. We will find a commentator who will try to be helpful, not just critical.

Letters

Paul Smith writes:

A Japanese member of our club, Mr Hamada, who has now returned to Japan, left us a number of Japanese go books. There aren't enough players in Cambridge to read all of these, so we'd be happy to lend some out to other clubs.

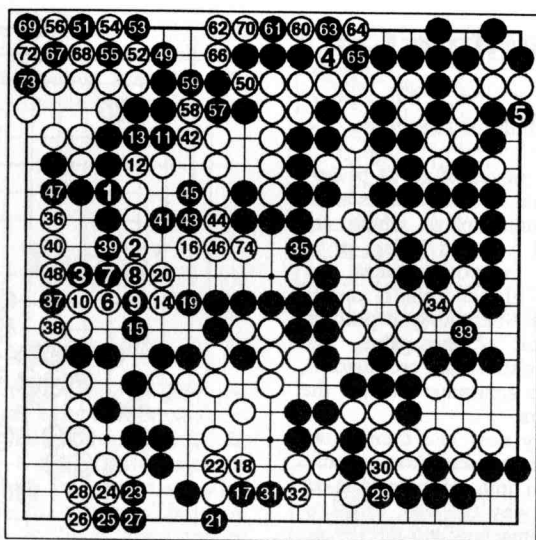
We'd also like to know if anyone has seen our demonstration board, which has gone missing (we still have the pieces!).

There's been quite a lot going on at Cambridge Go Club recently. We've just had the Societies Fair for all the new students, where we had a stall, so we have several new members, mostly beginners.

Last year around sixty people came to the club at least once, but we only got around forty of them to join, and even fewer to join the BGA. This year we will be subsidising BGA membership for students, to see if we can get more of them to join.

We have just started a ladder competition to try to make sure everyone has a grading. At the moment we are lucky enough to have people from 4 dan to 20 kyu with no big gaps, and we want to try to keep it that way.

Another recent event was a visit to the Shi Tennoji Japanese School near Newmarket to play go with some of the staff and pupils. They had not been playing long, but they appeared to be quite enthusiastic. It was good to meet them, and I hope that we will be able to arrange to see them again.



Absolute Go, Figure 3 (201-274) 271 at 254



Sent in by Keith Osborne of Manchester Go Club. From Graham Rawle's *Lost Consonants*, in the *Weekend Guardian*. Published as collections by Fourth Estate, price £6.99p.

Clarification

by Simon Rudd

On Saturday 24th January 1992 the first Furze Platt Go Tournament took place. Eighty-four men, women, boys and girls attended, which we thought was a fair attendance. However, three things may have put people off coming.

1. The tournament is open to all ages. Just because it is held at Furze Platt does *not* mean the tournament is for under-18's only. *Everyone is welcome.*

2. Just because we said Furze Platt is west of London does not mean it is in the West Country as some people claimed. Furze Platt is twenty-six miles west of London, five minutes from the M4 junction and ten minutes from the M40 junction.

3. We have also heard it said that the fact that it was run by a group of school kids meant it would be poorly run. We don't believe this is so, and we suggest you ask anyone who went along in 1992 as to how well the tournament was run.

We hope more people will attend the second tournament on Saturday 23rd January 1993. We can offer excellent facilities, and I hope more new go players can be encouraged to come, as with Brakenhale and Furze Platt pupils on hand there will be plenty of opponents for them. I would like to make a plea for more players from London, as only one player (excluding the ever-supportive Wanstead) turned up last year. For those people coming by public transport, Maidenhead is

on the main line from London to Reading.

● See page 3 for tournament information.

The Duties Of A Bystander

by Nick Wedd

You are watching the scoring at the end of a game of go. After the dame have been filled, a corner is as in diagram A. Both players think that it is a seki, and score accordingly. Should you comment?

You are watching a ko fight. Black, whose turn it is to make a ko threat, plays 1 in diagram B and says "atari". White then plays 2, capturing two stones. Should you comment?

You are watching a game with one corner as in diagram C, Black to move. While you are trying to read the status of the White group, Black plays 1 and presses his clock, without removing the white stones in the corner. White stares at this unusual position for a moment, then plays 2 and says "I suppose this is atari?" Black plays 3, points out that the three corner stones have no liberty, and removes them. White now realises that the Black group in the corner has become alive (either he connects out or he makes two eyes in the corner) by a process that should have been impossible, accuses her opponent of cheating, and appeals to you to adjudicate. What should you do?

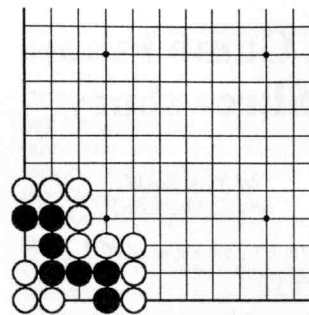


Diagram A

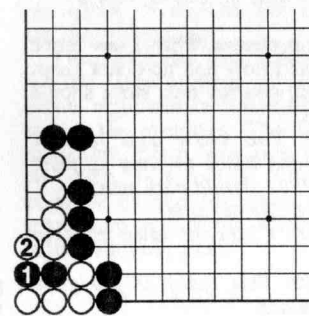


Diagram B

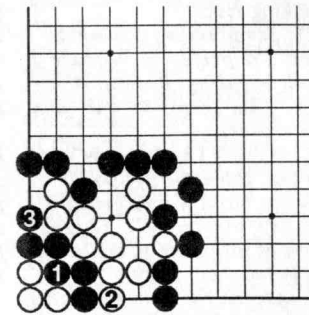


Diagram C

A Game From Shrewsbury

by Nick Wedd
and T. Mark Hall

● Mark's comments are in italics.

Round 1

Black: N. Wedd (2 kyu)
White: M. Harvey (2 kyu)

I was pleased when I saw move 16 as I now had no doubt about which area my next stone should be in.

8: *Too slow and it just prompts Black to jump up from 7. White should play at A.*

16: *Wrong side!*

20: *Chicken! Must play at 21.*

26: *This result is too good for Black.*

27: *What!!!!??? Is this the focus of the game, what you want sente for? Black has more secure territory so he needs to erase the White influence without taking risks.*

28: *See previous comments.*

29: *I'd prefer B because I see it building potential for Black. This seems to only aim at an erasure.*

37: *I think I am already winning this game. So my policy of trying to build a live group inside my opponent's biggest sphere of influence is unnecessarily greedy and risky.*

I endorse the comment; this becomes a roll-of-dice game.

40: *Wouldn't 45 be better? Not necessarily.*

41: *Should be at C.*

47: This is meant to be a geta. But I doubt that it quite works.

Why not try a real geta at 56?

54: He has noticed that the ladder does not work for him.

62: Now I had planned to play at 67 crane's-nesting 30,32,46, but I noticed that my own group would also have only three liberties. So I must now gain it a liberty somehow.

73: *I thought that the contest between 41,43,47 and the six stones (38 etc.) was more important than the double-sente around D, now a small move for either side and I don't really see it as sente for either side.*

75: *Better at 95.*

84: *White should play at E.*

98: *White resigned (during Black's move).*

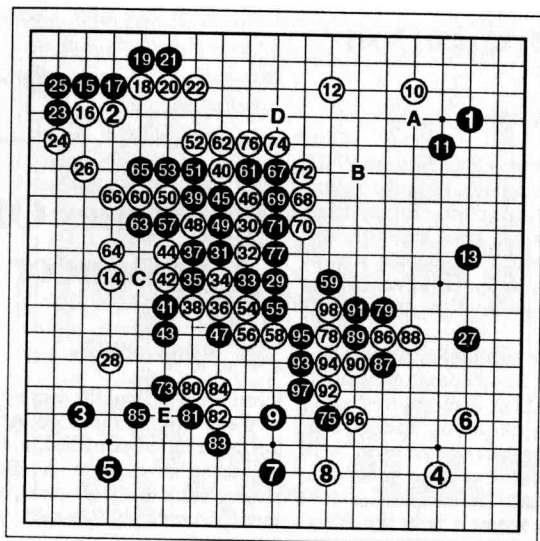


Figure 1 (1-98)

Club Profiles?

There are two or three articles and letters in this issue whose subject is an individual club. Apart from the general interest, these may be of some use to those players whose jobs take them around the country.

If your club has aspects that you feel are worth writing about, why not send in an article? Photos (which are always returned) are welcome, especially those which show something more than just player versus player across a board.

If sufficient interest is shown in this idea then it might well be possible to run a whole series of articles. It should be. After all, there are over fifty go clubs!

Culinary Note

(Name supplied)

If you want to dry glass go stones, you can use a microwave oven. It is not a very good way to dry them, but it works: the moisture absorbs the microwaves and boils off, while the glass, which is transparent to them, is warmed by the water.

However, it is a mistake to put plastic go stones in a microwave oven. The plastic is not as inert as it looks. The stones absorb the microwaves directly, swell up in blisters, and eventually explode like popcorn.

Finally, if you are married it is probably a good idea to consult your wife first. I didn't, which is why this article appears anonymously!

Clubs & Tournaments

by Tony Atkins

● For detailed European Go Congress results see page 37.

The main European Championship was held over ten rounds spread throughout the fortnight. With 234 participants on one day this became the largest ever British tournament and the first European Championship to use the Canadian Overtime system.

As reported last time, Guo Juan's unassailable lead won her the Fujitsu Grand Prix,

eight points ahead of Alexei Lazarev. However it was the Russian who earned all the applause at Canterbury, as she was not there and he too had won the place in the Fujitsu Tournament in Japan. Our own Matthew Macfadyen's dismal 15th place in the European meant he was four points behind Lazarev for the Fujitsu place. Next year however the Fujitsu place will not be decided by the best three GP results, but by a special tournament to be held in Amsterdam in the Spring. Places at this will be earned at various tournaments including the European. As a correction to last time's GP ranking, it was W. Miyakawa who was 11th and not his brother as stated.

The Hitachi European Go Congress, as has been reported, was a major success. The sun shone, and everyone had fun and played lots of go.

We were very pleased to have Mrs Taki and Miss Sato from the International Amateur Pair Go Organising Committee join us for the second week. Miss Sato is a top amateur player and enjoyed a demonstration game against Alexei Lazarev, the 1991 European Champion.

During the first week there were a few upsets. Zhang lost a game to Giles van Eeden and Macfadyen lost to Lazarev and Eijkhout. Viktor Bogdanov lost too. Lazarev shared the lead, unusually, with little known Dutch 4-dan Geert Groenen. Geert earned notice by shaving all his hair off as a result of a bet over his first week's results.

Surprisingly, Lazarev lost to Egbert Rittner, Matsutomo lost to Zhang and Miyakawa beat Janssen, so that there were three

players on 8 wins, none of them European.

Now Zhang was on a lower CUSS tie-break score, having lost his games early on, but the other two were tied. They remained tied for the purposes of the Grand Prix points, but it was decided that by having won their mutual game the 59 year old Japanese businessman, Matsutomo, should be the Hitachi European Open Champion. Alexei Lazarev, the Russian 6-dan, was the highest placed European and hence became the European Champion for the second year running.

The Congress was notable for the large number of side events organised on spare days and in the evenings. The Europe-Asia match was won by the West, 14.5 to 6.5, maybe boosted by the presence of some from west of the Atlantic in the European team.

● ● ● ●

Some sixty-three or so go players gave this year's Northern a welcome boost. Ashburne Hall at Manchester University makes the Congress a pleasant and enjoyable event, and we look forward to even more players next year.

For those not playing in the tournament there was the lure of the city with interesting museums, its new trams, and night-spots a short bus ride away. Matthew Cocke was again the local champion. He beat Rickard, Lee, Mills and Smith on his way to retaining the Red Rose Trophy. Harold Lee, 4 dan and Thorstein Thorsteinsson, 2 dan, both won 4.5 as did Phil Achard who was the best 1 kyu and a qualifier. Simon Shiu was

best 1 dan with five wins out of six, but Eddie Smithers was the shodan qualifier. Tim Tyler of Bristol also won five at 2 kyu and T. Rockett of Manchester did the same at 13 kyu.

As a consequence of his many recent wins, Simon Shiu has been promoted to 2 dan. Earlier Sam Beaton was promoted to 1 dan following a string of wins including 3/3 at Bracknell (not reported in the last journal) and Alistair Wall was made 3 dan having been the strongest 2 dan for ages.

Milton Keynes Tournament remained at the Open University again this year. Seventy-three players found the correct vertex of the city's grid pattern to find the venue, although in the best BGA go board tradition, some of the lines (roads) had not been drawn properly. Coventry's Des Cann won the event by beating Roads, Fairbairn and Wall. Clive Wright was the shodan qualifier and the two first kyus who won all three, C. Dawson and D. Woodnutt, also qualified. Other prizes for three wins went to N. Allday (4 kyu), J. Beaton (8 kyu), C. Bocket-Pugh (9 kyu), M. McEwen (15 kyu), E. Brooks (16 kyu), A. Ridgeon (20 kyu) and G. Brooks (24 kyu). D. Shiu, the newest of the Shiu go clan, won 2.5 at 11 kyu. A special prize went to Francis Roads for entering twice, and Steve Bailey won the 13x13 prize.

Again the pleasant Severn-side Gateway Centre was the venue for the Shrewsbury Tournament. Again, for the fifth time, no one could beat Matthew Macfadyen, and so he could take the go ban away once more. The best of the

fifty-seven other players were Gerry Mills (1 dan), Dave Woodnutt (1 kyu), Alex Lockton (10 kyu from Shrewsbury) and Amanda Hone (20 kyu from West Wales). Cheltenham's Dave Killen (4 kyu) and Andrew Ketley (30 kyu) were two prizewinners out of the team that won the Team Prize.

Stowe School was again the venue for the Schools' Tournament run this year by new Schools' Coordinator Simon Rudd. Furze Platt were yet again victorious as their A team beat all opposition. However, the runners up this time were Stowe School. The two teams involved were Sam Beaton, Chris Dawson and Joseph Beaton, Jason Cheng, Jonathan Cheng and Felix Eve. Furze Platt also won a parallel lightning competition with Brakenhale B second (Dominic Hills, Catherine Sprott and John-Paul Kenton). Daniel Cox of Brakenhale also had a good day, winning all of his games.

Battersea Park on an overcast September Sunday afternoon was the scene for this year's Anjin Kai Japanese festival. The location of the go tent was different from previous years and this may have explained why some of the Japanese team did not arrive. However all of the team made up from players in London and the South East invited by the hosts, the CLGC, arrived. This meant the British had the advantage and won by eight games plus the walkovers. This year the opportunity to teach beginners and reach out to the public went quite well too.

The twenty-third Wessex Tournament was attended by 106 players, including many

new faces and few old ones. Famous for its test of endurance, being four rounds long, the tournament proved too tough for the 4-dans who withered away to leave T. Mark Hall (3 dan) to play Tony Atkins (2 dan) in the last round. However Mark was not disappointed and achieved his aim of winning a tournament this year. Tony was adjudged winner of Division 2. The other division winners were Chris Dawson (1 kyu, Furze Platt), Kevin Drake (Bournemouth) and Jiri Keller (London) equal in Division 4, both at 2 kyu, L. Baker (4 kyu, Bath), J. Edwards (10 kyu, High Wycombe), P. Cowling (12 kyu, Oxford) and David King (20 kyu, Brakenhale).

Joseph Beaton won the Fred Guyatt 13x13 Tournament with 17 wins, ahead of France Ellul. The CLGC team won the club prize with 62.5%. Luckily the day was one hour longer, as always, as the tournament overran in the true Wessex tradition, but Marlborough Town Hall still provided a good venue for Britain's senior tournament.



Alison Jones was UK representative at the Women's World Amateur Championship in Yokohama, Japan, in October. Playing as British shodan she finished 11th out of 26. Her wins were against Poland, Finland, Sweden and Singapore, with losses to China, Japan and Austria. Flushed with this success no doubt, she and her two-dan husband Andrew then went on to show the Kansai Kiin that the British are not all that bad, as guests of Mr. Shirakami.

Price List

Description	*Level	Code	By hand	By post
Strategic Concepts of Go	5-D	G6	7.00	7.90
In The Beginning	20-D	G10	7.00	7.90
Thirty-Eight Basic Joseki	12-1	G11	7.00	7.90
Tesuji	15-1	G12	7.00	7.90
Life And Death	12-1	G13	7.00	7.90
Attack And Defence	12-D	G14	7.00	7.90
Endgame	10-D	G15	7.00	7.90
Handicap Go	10-D	G16	7.00	7.90
Kage's Secret Chronicles of Handicap Go	15-D	G17	6.00	6.80
Test Your Go Strength (NEW)	15-D	G18	7.00	7.80
Breakthrough to Shodan	7-D	G19	7.00	7.90
Joseki Dictionary 1	4-D	G21	11.00	12.40
Joseki Dictionary 2	4-D	G22	11.00	12.40
Joseki Dictionary 3	4-D	G23	11.00	12.40
Appreciating Famous Games	10-D	G25	7.00	7.80
Attack And Kill	10-D	G27	7.00	7.80
Lessons In The Fundamentals Of Go	20-D	G28	7.00	7.90
An Introduction to Go	30-15	G30	2.50	3.00
Second Book Of Go	20-10	G31	4.00	4.90
The Power Of The Star-Point	6-D	G32	7.00	7.90
The Chinese Opening	6-D	G33	7.00	7.90
All About Thickness (NEW)	20-5	G34	7.00	7.90
The Magic of Go	30-15	G41	4.00	4.90
The 3-3 Point by Cho (NEW)	6-D	G44	7.00	7.90
Positional Judgment	10-D	G45	7.00	7.90
Graded Go Problems 1	30-20	GGP1	6.00	6.90
Graded Go Problems 4 (NEW)	15-5	GGP4	6.00	6.90
World Amateur Championships 1990		WA90	7.00	7.80
Invincible (Shusaku)		INV	34.00	36.50
Go postcards (set of 8)		PC	2.50	2.90
BGA Song Book		GSB	2.00	2.50
Go Moon: Nos 7-19		GM	2.00	2.50
NEW: Korean problem books vols 1-16		KP	1.50	2.00
Plastic Stones		SP70	8.00	10.50
Glass stones (6.5 mm thick)		SG65	14.00	18.00
Glass stones (9.5 mm thick)		SG95	18.00	22.00
Magnetic go set		MS2000	15.00	17.00
Folding Go Board (Club)		FGB	9.00	12.00
Gostelow board (1 cm)		BGB	16.00	20.00
Folding go board (Japanese) (1.7 cm)		B104	15.00	18.00
Slotted go board (Japanese) (2.5 cm)		B106	25.00	29.00
Chestnut go bowls (for stones up to 10 mm)		T372	35.00	37.00
Game record pad		GRP	1.20	1.80
Loose leaf sheets - 100 sheets large		LLP	2.00	3.00
Folders (for loose leaf sheets)		LLF	1.00	1.50
European Congress T-Shirts (small, medium, large)			6.00	6.50
Table go board (Gostelow)		TGB	25.00	29.00

Only BGA members may purchase items on this list. Cheques should be made payable to "British Go Association." Postage outside UK: add 20% to postage above. Send to R. Bagot, 54 Massey Brook Lane, Lymm, Cheshire WA13 0PH. (Tel: 092-575-3138)

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