

British Go Journal

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Front cover: Gakutei: Nine old men watching a go game (1820). From a postcard, by kind permission of Ishi Press.

Calendar

Bournemouth: November.

Birmingham: November.

West Surrey: December

London Open: Dec-January.

Youth Championships: January.

Furze Platt: January.

Wanstead: February.

Oxford: February

Trigantius: Cambridge, March. E. Ashfield, 0223-845316.

Coventry: March. Mike Lynn, 0675442753

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Proof reading

K. Timmins

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.

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

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

Barmouth: Saturday 8th May.

Bracknell: 15th May.

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

Scottish Open: Edinburgh, 29-30 May. D. Keeble, 031-650-4571 (day), -668-2310 (eve).

Ladies': June. By invitation only.

Leicester: 19th June. E. Smithers (see page 2).

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.

Editorial

With Issue 90 of the Journal we reach a round number, which may lead to thoughts of the next one.

It would be good to envisage British Go Journal number 100 as a bumper issue, and this is easy enough to achieve, funds permitting, by printing yet more games and problems and so on. However, it would be even better if there were fresh ideas on how to fill the extra pages.

If you have any ideas about this, please let me know. It's never too soon to start planning.

The present issue has been given something of a facelift, and it is hoped that the changes in presentation will be welcome.

Thanks for this are due to the BGA for providing a much better computer, which included Windows software, and to Ian Sharpe for much help and advice during Christmas.

The deadline for contributions to the next issue is **4th May**. Text can now be accepted on both 5 1/4" and 3 1/2" disks, but should be accompanied by a printout in case of problems. Games can be accepted in *GoScribe* format. Disks and MSS are only returned on request. Photos are always returned. Advertisements cost £50 a full page and pro rata. Artwork should be camera-ready.

British Championship 1992

by Matthew Macfadyen

Game 1

Black: E. Shaw (5 dan)

White: M. Macfadyen (6 dan)

The sequence up to 17 has appeared in professional games. Black's left side looks well balanced but his two star points on the right are hard to develop, and the left cannot be called secure territory yet.

24: is aggressive. A play around 31 would be more patient, but then Black could expand the left side while pressing White down. I preferred to threaten to take far too large a side, forcing Black to invade and then hoping to wreck his left side in the ensuing fight.

The fight on the side up to 48 leaves White connected but low, while Black has an unsettled group.

49: Black ignores his own weak group to set up a splitting attack on two sets of White stones on the right. White 50 did not turn out very well, since Black had time to play 59. Perhaps White should attack immediately with 79 instead of 50.

93: is rather reckless. It does not kill White on the right (do you see why?), and Black can easily die on a huge scale on the left.

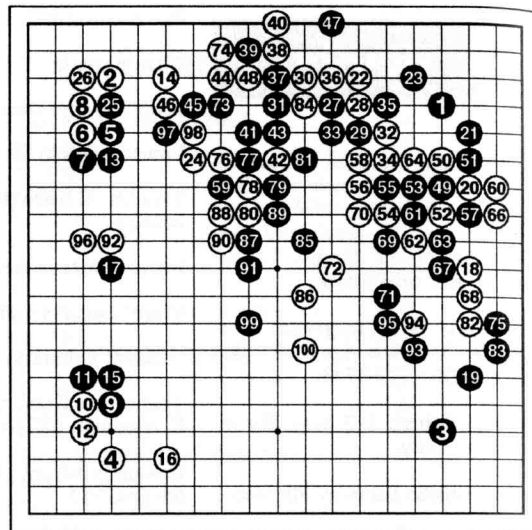


Figure 1 (1-100) 65 at 52

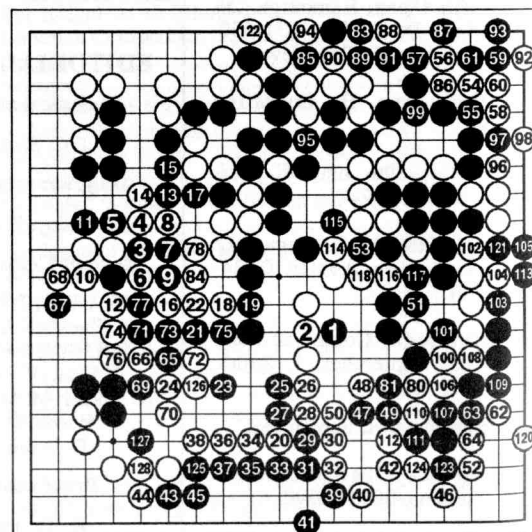


Figure 2 (101-228) ko: 79, 82, 119 connects.

113: is a highly effective tesuji, enabling Black to save two groups at once. However, White still has chances to get enough territory in the lower left area.

Black takes the lower side with 129-145, but these moves leave the three stones on the left almost dead, so there is little profit.

151: big, killing the group on the right and threatening to capture 8 more stones in the middle.

156, 158: utterly crass. This sequence obviously doesn't work. I should have played 156 at 157, either taking points on the edge or living in the corner.

Having lost over 10 points for absolutely nothing I then failed to sit on my hands for ten minutes (I had half an hour left). 162 was another bad move - 175 would be better - and 168 was not actually possible.

When a ko appears at 178 White's collapse seems complete, but 183 is not a ko threat. After this flurry of blunders it seemed that anything could happen, but my attempts to revive the group on the right failed, and Edmund finally won by 9.5 points. The last few moves were not recorded.

Game 2

Black: Matthew Macfadyen

White: Edmund Shaw

This game was discussed in a presentation by Francis Roads and Mark Hall during the late registration period at the Furze Platt Tournament the following week. Comments are written by M. Macfadyen with reference to some of their remarks.

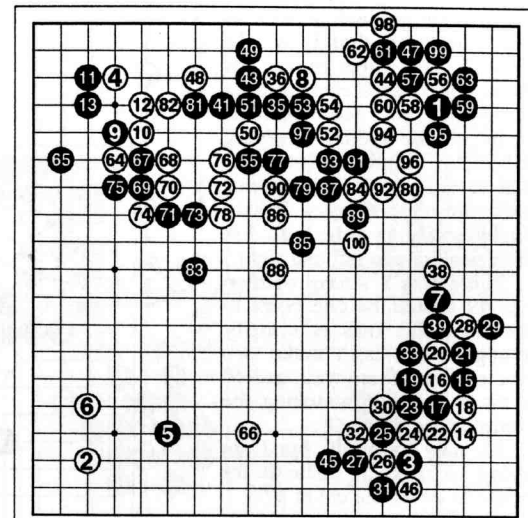


Figure 1 (1-100) ko: 34 at 26; 37, 40; 42 connects.

7: Black is trying to make White 6 look too slow, so that 5 can be left as a kikashi, but most players would want to put 7 around the middle of the lower side.

8: is rather a long extension. The choice of joseki in the upper left is all about Black trying to make it look too far while White tries to build enough wall that it is just right, but no one offered a definitive line for either side.

16: is bad. Probably the best bet is diagram 1 (overleaf), where White lives in the corner and leaves weaknesses at A and B. If White doesn't like making a small group like this then he shouldn't invade yet - there is no really satisfactory way to run into the centre after 15.

32: leads to disaster. There is only one sequence here and it

is not wonderful for White, but diagram 2 seems unavoidable.

After 43 White's position is very difficult. His position at the top is split in half and Black has a rock-solid reception committee below for any running fight that may develop.

It was suggested that 45 and 46 were both irrelevant to the main flow of the game, but at this stage 45 seems to be an effective kikashi. White cannot allow Black to play 45 and 46, since he would then not even have eyes in the corner, and there would be no part of the board on which White was ahead.

A more interesting problem arises after 45. I judged that the positions in the lower left and lower right were completely frozen, so that White could only profit on the lower side by ac-

tually killing black stones in that area, and that it would probably take three moves for White to effect a clean killing of anything, so I could fight on the upper side without worrying about the bottom. (Note also that Black at 66 would not make any territory - White could easily invade with his solid positions to left and right.)

There was a strong opinion that 49 should be one point to the left, but this is simply wrong. Black can't make two eyes on the left anyway, and 49 is much better at attacking the group on the right.

65: may look odd, but I am trying to make it difficult for White to cover the cut at 67.

90: threatens to cut - 91 invites White to try. (This was the sealed move at lunch.)

Probably White could kill the Black group if he cut with 92, but it would be hard work, and Black would take the whole of the right side in compensation. Edmund decided to play safe with 92-96 and let me connect.

White's group got well into the right side to make its eyes, but Black became completely secure in the centre while keeping the possibility of descending to the edge (at 163) threatening both groups at once.

Black's crosscut at 15 and 19 virtually guarantees some useful forcing moves at the bottom, which is all I need due to White's thinness in the centre.

127: is a double threat - now White is collapsing.

165: is terminal - the result is ko, but Black has hundreds of threats around 173.

White resigned at 185.

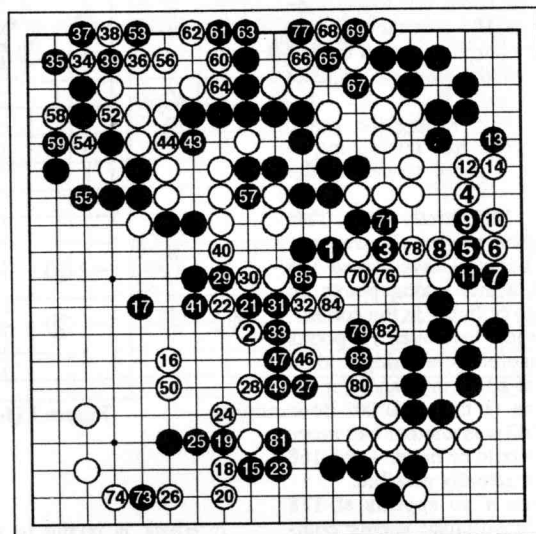


Figure 2 (101-185) ko: 42, 45, 48, 51, 72, 75 ko below 69.

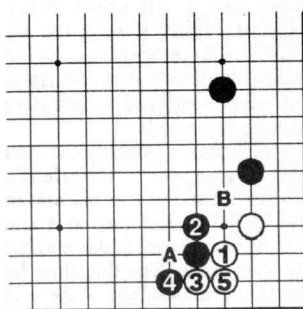


Diagram 1

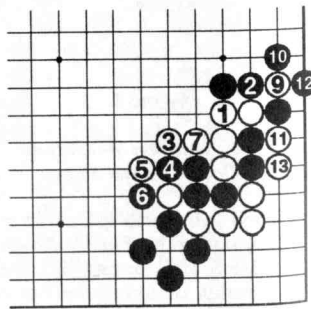


Diagram 2 (8 connects)

Game 3

Black: Edmund Shaw
White: Matthew Macfadyen

The third match took place on 23rd January 1993, at Furze Platt during the one day tournament there.

The exchange 13-21 is not standard, and seems good for Black in this case - White 6 ends up badly placed. Probably White 16 should atari between 3 and 13 and then connect solidly.

30: feels like a bit of an overplay, but it is hard to see what Black should do. White 44 could be atari at 47, then Black would extend at 44 hoping for an effective attack on one or other White group.

I expected Black to capture some stones on the right after 44, allowing me some sort of squeeze followed by living in the corner. The huge exchange up to 67 came as quite a surprise, but it is roughly equal provided the corner group dies. Probably Black should capture two stones rather soon - White might choose to re-exchange the groups later.

White 78 and 80 are hopeless. I had completely failed to spot that Black could capture three stones with 81-85. After this the game should be difficult for Black to lose, but he immediately built a group big enough to be worth capturing with 87-99.

103, 107: greedy. If Black simply extends at 105 the side group can live by peeping at X. Black tries to capture White's stones all over the lower left with the sequence to 138 (or seki would do) but only manages to die completely and with

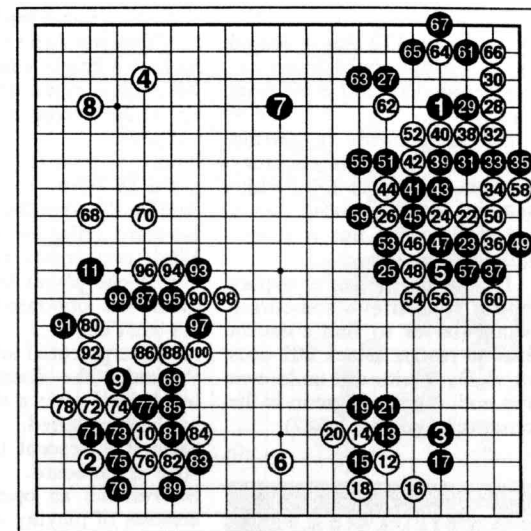


Figure 1 (1-100)

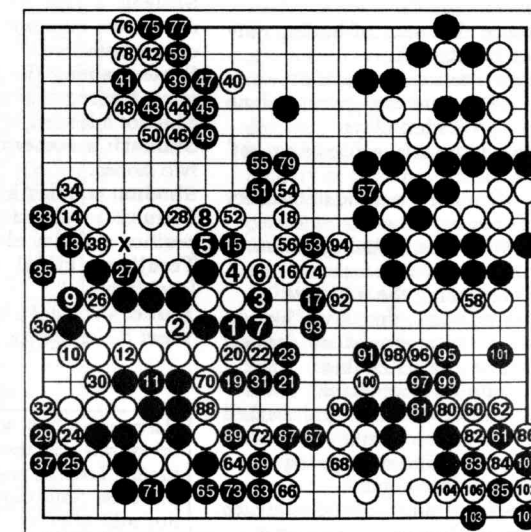


Figure 2 (101-208) 208 connects at 161

almost no compensation. Actually White 122 was a stupid move which could have escaped with 131 and done even better.

Black succeeds in getting the largest possible territory along the top up to 159 (White 144 at 159 would have prevented this) but it is not quite big enough.

195: a deliberate overplay hoping to achieve something spectacular or to find a decent place to resign. Black 201 does not work; White can make two eyes with the small group in the corner (can you see how?).

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.

Barmouth Club wishes it to be known that the First Barmouth Tournament will take place on Saturday 8th May, not mid May as stated elsewhere.

Bob High

It is with great sadness that we have to report the death of Bob High, on 8th January, in an accident which occurred during a Chilean rafting trip.

Bob was for many years Membership Secretary of the American Go Association, and had become President on 1st January.

A gifted mathematician, he regularly submitted problems for the Enigma puzzle column in the New Scientist, co-authored a book on finance, and was working on a book on recreational maths, provisionally titled "The Art of the Puzzle".

He was well known to the British who travel to USA tournaments, offering them generous hospitality. He travelled abroad himself to play go, attending the London Open and the European Go Congress at Canterbury.

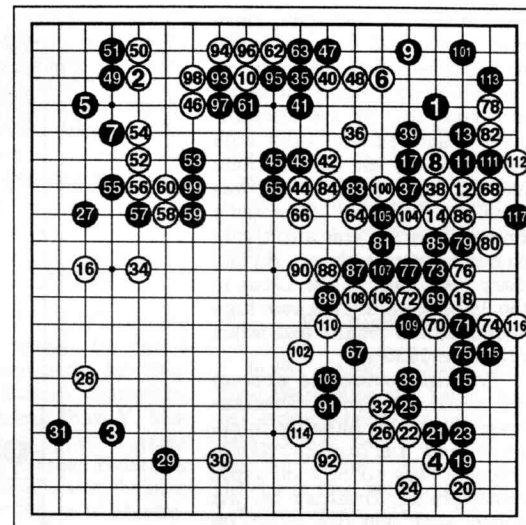
He became a familiar figure for those at Canterbury, because of his involvement with anything where he felt he could be of some use, from collecting money on a coach trip to writing articles for the Congress journals. Unassuming but energetic, he always seemed happiest helping.

Quibbles

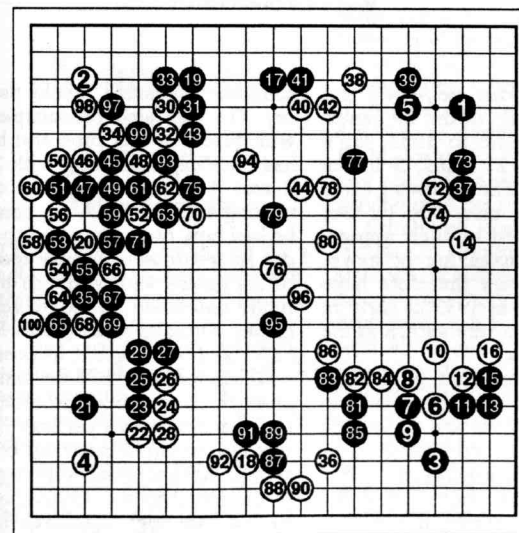
by T. Mark Hall

I have recently bought a copy of the *Go Player's Almanac* and, although I find it excellent value, I have a couple of quibbles. The first is that I would like the Kanji equivalent of the Japanese, Chinese and even Korean names shown against the English version of the names. This was done by the Ishi Press in the *International Handbook And Dictionary* in 1970 for professional players in Japan and for the names of the previous Honinbos, Inoues, Hayashis and Yasuis, so I would hope that a later edition would do the same in future.

The second quibble concerns the account of Go Seigen's life



White: Iwamoto Kaoru, 6 dan. Black: Go Seigen, 5 dan. Played 8-9 March 1933. 1-117. White resigned after 117.



White: Go Seigen, 5 dan. Black: Mukai Kazuo, 4 dan. Played 19-20 April 1933. 1-100. White won by 5 points after 284 moves.

and career and the development of the New Fuseki in the 1930's. First, a factual error has appeared where it states that Go and Kitani were promoted to 5 dan "at the same time". Kitani was playing games in 1929 at 4 dan and in 1930 as 5 dan. Go played his first game as 5 dan in January or February 1933, a difference of 3 years. It would appear that Go was promoted at the end of 1932, while Kitani was promoted at the end of 1929.

My second comment concerns the development of the New Fuseki. The *Almanac* states that Kitani and Go discussed fuseki theory in the summer of 1933:

"Kitani invited Go Seigen to join him, and the two spent the summer discussing fuseki theory. Go was also preoccupied

with fuseki at this time, since now that he had been promoted to 5 dan he had to play most of his games with white and could no longer rely on the Shusaku-style fuseki he had used with great success on black. Kitani had the same problem (he was promoted to 5 dan at the same time as Go). He was also trying to come out of a slump. He had done very well in the Oteai in the 1920's, but by his own high standards his results had fallen off in the 1930's.

"Kitani decided to counter the profit of Black's Shusaku-style fuseki by building thickness and influence. Go's solution was to rely on rapid development, finishing off the corner with just one move, on 4-4 or 3-3, instead of making enclosures. On returning to Tokyo, Kitani gave the New Fuseki its baptism by fire..."

However, at the moment, I am recording the games of Go Seigen on GoScribe from the Korean edition which I bought recently on a visit to Korea, and I have found a number of games played early in 1933, between January and April. Three games in which Go won are printed here (first hundred moves or so) as a demonstration that Go had started playing the 4-4 or 3-3 point earlier than stated in the book. **If you are interested in having all the games in full with commentary, see the advertisement elsewhere in the Journal.**

In the ten games, Go won 8 and lost 2, against a number of leading players. In one game Go played conventional 4-3 points (taking Black) against Hashimoto Uataro, 5 dan, and which Go won. Therefore in the first eleven games that Go

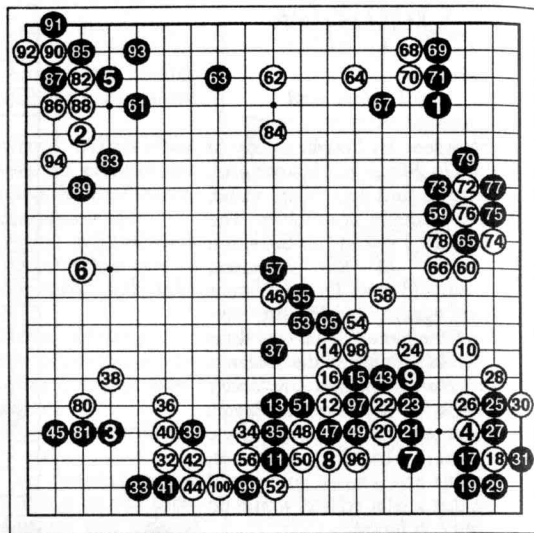
played as 5 dan, he won 9 and lost 2. In fact, of the 29 games that I can date to 1933, Go's record was 21 wins, 5 losses and 3 jigos. The following three games were also won by Go; they are dated by their appearance in a magazine or newspaper and may therefore have been played in 1933 or early in 1934, but they are shown in the book as 1934.

In conversation with John Fairbairn, a frequent contributor to *Go World* and to the Ishi Press, he tells me that the section is a translation of a Japanese text. Since I find the paragraphs above if not factually incorrect, misleading, I suggest the following redraft:

"Kitani invited Go Seigen to join him, and the two spent the

summer discussing fuseki theory. Go was also preoccupied with fuseki at this time and he had been experimenting with 3-3 and 4-4 moves instead of making enclosures. Also, since he had now been promoted to 5 dan he would have to play most of his games with white in the future and could no longer rely on the Shusaku-style fuseki he had used with great success with black. Kitani had the same problem (he had been promoted to 5 dan three years earlier). He was also trying to come out of a slump. He had done very well in the Oteai in the 1920's, but by his own high standards his results had fallen off in the 1930's.

"Kitani decided to counter the profit of Black's Shusaku-



White: Hayashi Yutarō, 6 dan. Black: Go Seigen, 5 dan. Played 26 April to 18 May 1933. 1-100. Black won by 6 points after 232.

style fuseki by building thickness and influence. Go was to continue with his reliance on rapid development, finishing off the corner with just one move, on 4-4 or 3-3, instead of making enclosures."

I would delete a later sentence which says "At the time Go Seigen was trying out his 4-4 and 3-3 fusekis" since this gives the impression that Go Seigen had only started experimenting after his conversations with Kitani over the summer.

These may seem to be petty points, but I feel that someone who picks up the book knowing little of the life and times of the two would be given a wrong impression. What worries me more is that there may be more serious errors hiding in the history chapters which I would not be qualified to comment on.

Years Ago

by Tony Atkins

Thirty Years Ago

The Nihon Kiin had set up a classroom in New York with three lady experts, Ohyama, Ozaki and Shirai.

In Korea Rin Kaiho was described as a rising star, and it was reported that there were a hundred thousand go fans in Formosa (Taiwan).

Indonesian students living in Tokyo were introduced to go by Mr Sakai, and America's Robert McCallister and Austria's Horst Müller met over the go board in Tokyo under the watchful eye of Iwamoto.

Emiko Yanagiuchi was the fifth All Japan Ladies Amateur Champion, moving up from second place. In the Honinbo title match Sakata took on the challenger Kaku Takagawa. He won the series 4-2 to take the title for the third time running.

Twenty Years Ago

At the end of 1972 seventy players entered the third Wessex Tournament. Jon Diamond, the British champion, won on tie-break from Y. Muroya as Jon dropped a game against Jim Bates. Bristol's own Mike Roberts won division two, and the Mayor of Marlborough presented the prizes.

Several club matches took place. Sheffield beat Leeds University 6-1 and had the same result against Leicester. However at the rematch Leicester won, only to lose 6-0 to Corby. The members of the BEA Club in North West London flew to Amsterdam to play KLM, losing 3-2 twice. It was suggested that they were playing on Ariel sets.

Edinburgh hosted the 1973 British Go Congress. Sixty-one attended including a large party from Paris. The winner was Ku Dae-Yeol, a Korean journalist with seven out of seven. Next came Jon Diamond and M. Mérisser-Coffinières. Diamond won the lightning tournament by beating Denis Feldman by a narrow margin, and Reading won the team prize by 0.2% from Cambridge.

At the AGM Messrs Roads, Hitchens, Hunter, Barton, Daly, Diamond, Gray and Tilley were all re-elected. Club subscrip-

tions rose to 30 pence with Unattached 50 pence.

In Japan Rin retained the Meijin title by beating Shuko 4-2. Sakata held his Oza title and won the Nihon Kiin Championship 3-1 against Ohira. He was also the Judan and was playing in the Honinbo League to determine the challenger for Ishida.

Ten Years Ago

In the autumn of 1982 Matthew Macfadyen and Terry Stacey were sharing the honours. The former won the Wessex and the British Lightning, and the latter the Northern and a London autumn event.

The London Open attracted 130 including the usual batch of strong foreigners. Liu Xiao Yuang from Dusseldorf won the event ahead of Japan's N. Hosakawa. The most notable result was from Dutch one kyu, Mark Boon, who won seven out of eight.

Leeds Grammar School won the Schools Championship at Hornchurch, and Cambridge was won again by Terry Stacey. The third East Anglian event was the British Small Board at Wanstead; Francis Roads won the go and Ian Carson the lunchtime liar dice.

In Osaka Ma Xiao Chung, from China, won the World Amateur. Jim Barty was eighth. Cho Chikun completed his clean-up of the professional titles by beating Shuko 4-3 in the Kisei. Cho then held Honinbo, Meijin, Judan and Kisei titles, but allowed Kataoka Satoshi to beat Kato 3-2 in the Tengen, and Kato to beat Hashimoto Shoji in the Oza.

Beyond Life & Death

The Carpenter's Square under the Microscope, Part 5

By Richard Hunter

Digram 56. White 1 and 3 kill the corner (answer to Problem 8, BGJ89). Black can try 1 and 3 in Diagram 57, but after White 6, Black is in a familiar shortage of liberties.

Descending at 1 in Diagram 58 is weak. Black can make a Carpenter's Square with 2 and get a ko. However, Black must not try and be clever. Black 1 in Diagram 59 is a mistake. White's hane at 2 in Diagram 60 is a good move and Black dies. White 2 in Diagram 61 is a mistake that lets Black get a ko. White 2 in Diagram 62 lets Black live unconditionally. Black 1 in Diagram 63 also gives a ko and is equivalent to Diagram 58. Black cannot play 7 at the 3-3 point because White will connect at 7 to make a four-point nakade. White 1 in Diagram 64 is a mistake. Black lives in seki. Note that Black 2 is a vital point. Black 2 at 4 would die (similar to Diagram 65). Black 1 in Diagram 65 is a mistake. Black dies after White takes the vital point of 6. If Black plays 5 at 6, White 5 kills him.

Diagram 66. When Black has an outside liberty, White can only get a ko (answer to Problem 9). White 1 and 3 here obviously lead to the standard ko (Diagram 34), where Black has to make the first ko threat.

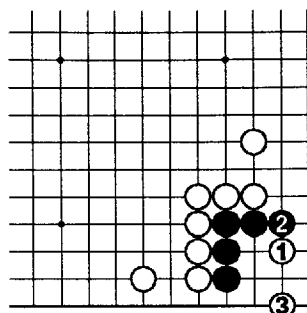


Diagram 56

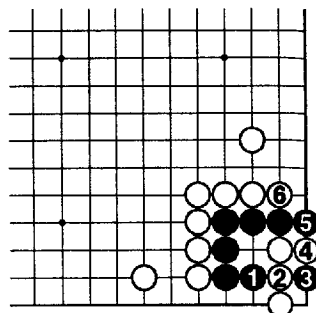


Diagram 57

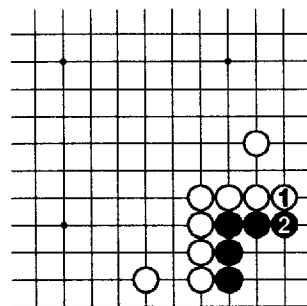


Diagram 58

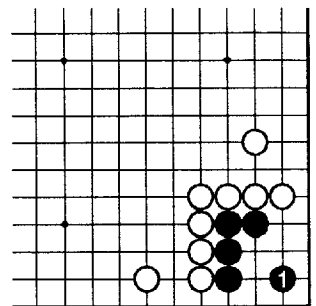


Diagram 59

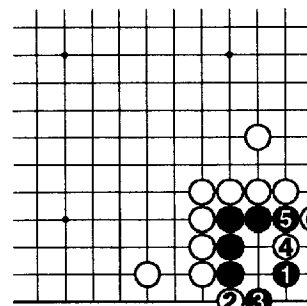


Diagram 60

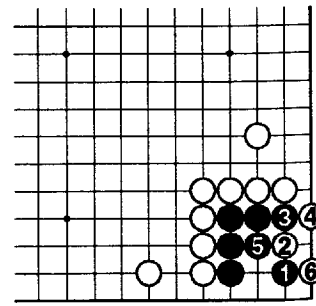


Diagram 61

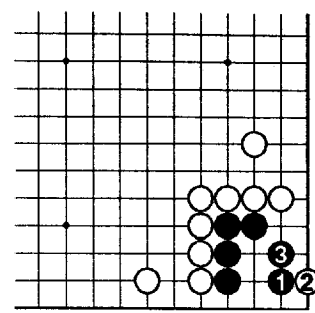


Diagram 62

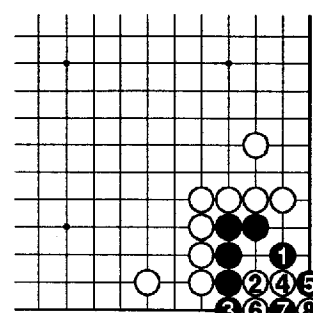


Diagram 63

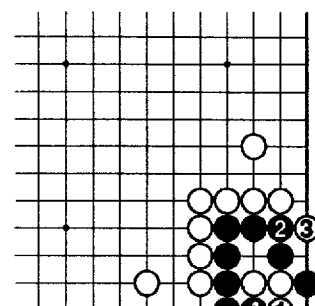


Diagram 64

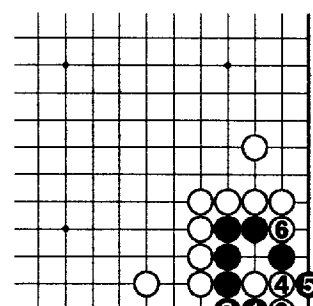


Diagram 65

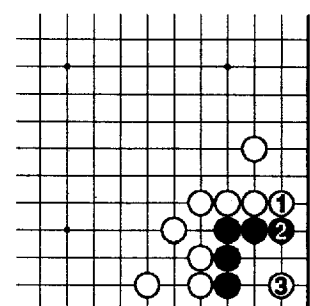


Diagram 66

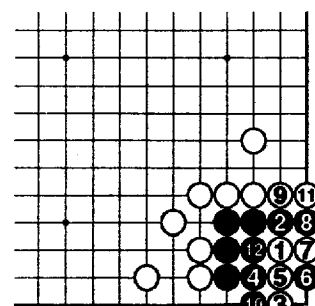


Diagram 67

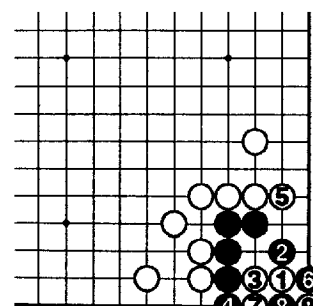


Diagram 68

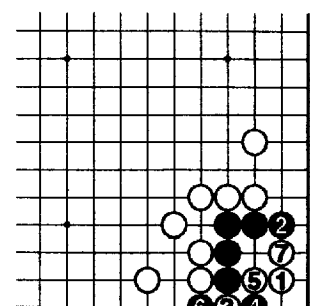


Diagram 69

However, Black has a better move in Diagram 70 and White should play Diagram 68 to prevent it.

Diagram 67. White 1 fails when Black has an outside liberty.

Diagram 68. The placement at 1 is a strong move. It still leads to ko, but Black has more opportunity for making a mistake and he also has to make the first ko threat. Again, Black 4 at 7 dies (like in Diagram 65).

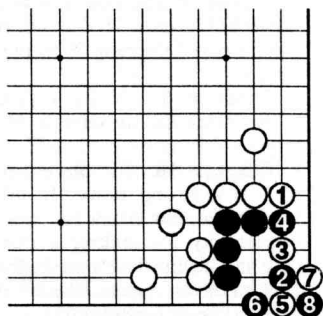


Diagram 70

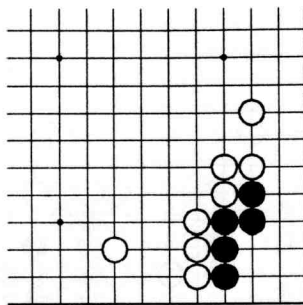


Diagram 71

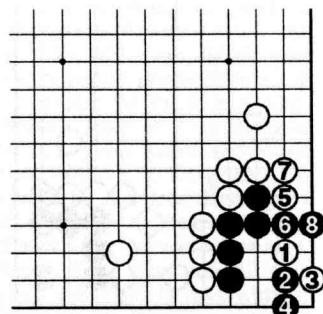


Diagram 72

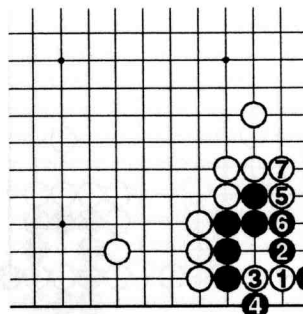
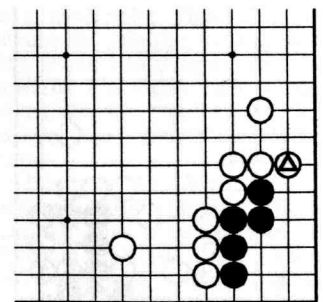
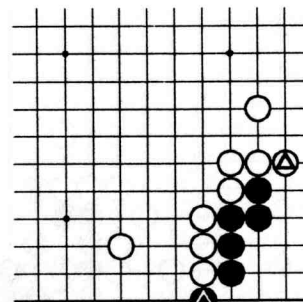


Diagram 73



Problem 10



Problem 11

Diagram 69. Black 2 does not protect against White 3. Clearly 4 at 5 fails to stop White from connecting up, but Black 4 dies too (this is my own analysis, please check for yourself).

Diagram 70. When Black has an outside liberty, his best answer to White 1 is to fall back to the 2-2 point. The result is ko, but White has to find several clever tesuji to get it. Furthermore, White has to make the first ko threat. This time, White must play 3 here. The hane (as in Diagram 60) fails when Black has an outside liberty (see Diagram 28). White 5 is also hard to find. Connecting underneath would let Black live (similar to Diagram 28 again). Incidentally, this is the position I was referring to when discussing Diagram 33. Black could also get a ko by playing 6 at the 3-3 point, but then White's reply would be obvious and Black would have to make the first ko threat.

Diagram 71. This is a common shape that is related to the Carpenter's Square. Black is alive. White 1 in Diagram 72 is one of the vital points, but White cannot kill Black. The other vital point is White 1 in Diagram 73, but again Black does not die. After 8, Black is alive, although White can get a seki (like in Diagram 4).

Problems 10 and 11. White to play.

T. Mark Hall has now taken over as Analyst. To make use of the BGA's analysis service, send problems to him (address on p. 2). Material preferred on disk using GoScribe, but not essential.

Hone v. Hone

by Jo Hampton

Any complaints or criticism regarding the following commentary will be welcome; some will probably be acted upon! However, it should be borne in mind that the commentary is intended for the benefit of lower kyu players. Both players in this game were approximately 15 kyu.

Dave Hone (Black)
Amanda Hone (White)

9: Not a good move. This type of contact move is often best saved for creating confusion in emergencies. Here Black would be best making a

one space jump into the middle, or invading at the 3-3 point.

12: Perhaps a move at 53 is better, splitting Black's weak stones.

17: Over-concentrated; should probably be played top right, or bottom left.

18: A good point.

22: Settling White's weak stones with a move such as 31 is probably bigger.

29: An excellent point, taking territory whilst undermining White's eye space.

32: This play doesn't actually do much. White's corner stones are still weak, and 32 really ought to be looking after them.

Asking for trouble

35: Asking for trouble...
36-48: ...getting it.

54: Suddenly 32 looks like a good move!

59: UGH! Chicken move. Horrid shape. If Black feels the need to make this connection he should do it instead of 57.

60: The right idea, looking to expand the moyo. Unfortunately it would be better placed around 61.

The stone-capturing disease

68: The stone-capturing disease. Black's kamikaze invasion has turned into a real one!

76: A truly horrible move. White has to block at 77.

81: 99 would be better - or how about working out some sort of sequence to make a mess of White's centre territory? It has lots of weaknesses.

103: Very small - especially in view of what White pulls off next.

115: The solid connection would be better, giving greater possibilities for reducing the White territory.

127: All through the game Black has had the option of giving atari on 24 and then capturing 4 in a ladder. This has looked like a big move for a while now. No longer.

Not all peeps warrant a response

143: Wholly unnecessary. Black probably played this automatically without thought. Not all peeps warrant a response.

175: At last! Black should have done this ages ago.

176: What's wrong with 177?

184: 185 is much bigger - and would have kept sente.

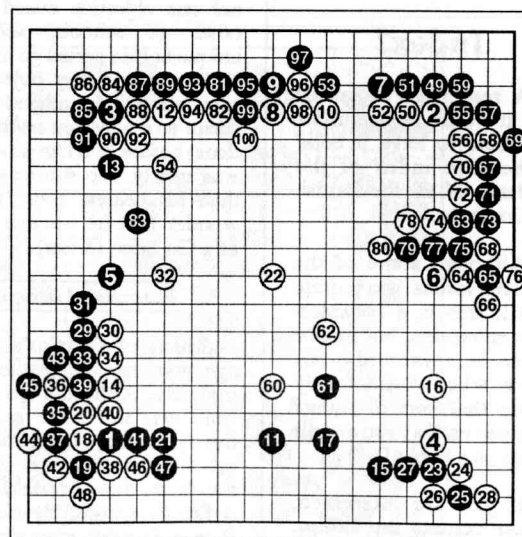


Figure 1 (1-100)

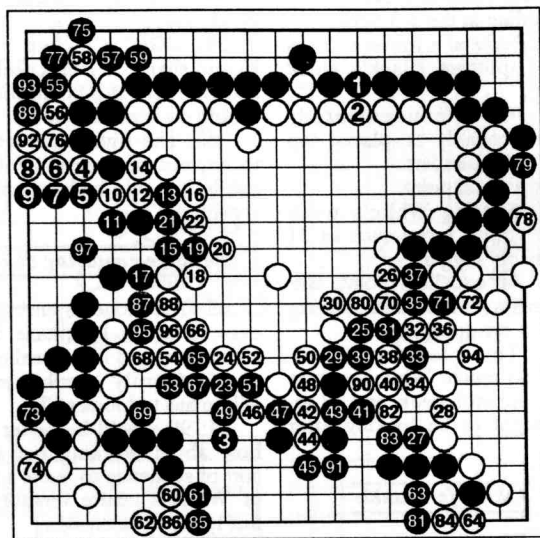


Figure 2 (101-197)

194: If the cut this defends against works, I'm taking up chess!

197: This move looks necessary because of the cut to the left of 111. However, the cut does not work: if Black chases the cutting stones from below they run out of liberties.

White finally won by 24 points.

The main thing to ask

The main thing to ask about this game is why Black allowed White such a large central area. With 22 White had signalled her intention of playing a centre-orientated game; many of Black's moves at the top seemed designed to facilitate this strategy. For most of the opening a one-space jump from 7 into the middle would have been a good move.

Index?

A reader has suggested that it would be useful for members to have a comprehensive index of the contents of all the British Go Journals.

Although some of the earliest issues were quite small, this is a considerable enterprise, but maybe there is somebody out there who would enjoy doing that sort of thing? (Apparently indexing exists as a hobby!)

If you are interested, please contact the Editor. (Address on page 2).

Four Hundred Years Of Japanese Go

by Andrew Grant

Part Six: Dosaku, The Go Saint

Doetsu had another reason for not wishing to be Meijin: he knew there was a player with a better claim than either Sanchi or him, namely his heir Dosaku. Dosaku is generally considered to have been the greatest go player of all time; only Shusaku in the nineteenth century can bear comparison with him. When Doetsu, in his last act as Honinbo, recommended that Dosaku be promoted to Meijin godokoro, there was not one objection raised by the other go schools, something unique in Edo period go history.

How could they object? Dosaku simply dominated the go scene in a way that nobody had done before (or has since). He was nearly two stones stronger than his nearest rival; it is no wonder that he became known as a Go Saint (Kisei).

Theoretical insights

Much of Dosaku's advantage was due to his theoretical insights. Although go at this time was not quite as blood-thirsty as in the mediaeval period, the emphasis was still very much on immediate fighting rather than fuseki development. It was Dosaku who developed the full-board fuseki strategy, and as a result often had the

game sewn up within a few dozen moves against opponents who were still playing the old small-scale style. Dosaku also revolutionised positional analysis by developing the technique of *tewari*, in which one analyses a sequence by removing superfluous stones and changing the order of moves. Many old joseki have been killed off by the use of *tewari* analysis, for it is invaluable for showing up inefficient moves. As if to compensate for this, however, Dosaku introduced a whole new family of joseki when he became the first person to play the low three-space pincer.

None of this should be taken to mean that Dosaku's openings were perfect by modern standards - being a pioneer of modern go, he could only lay the foundations upon which later

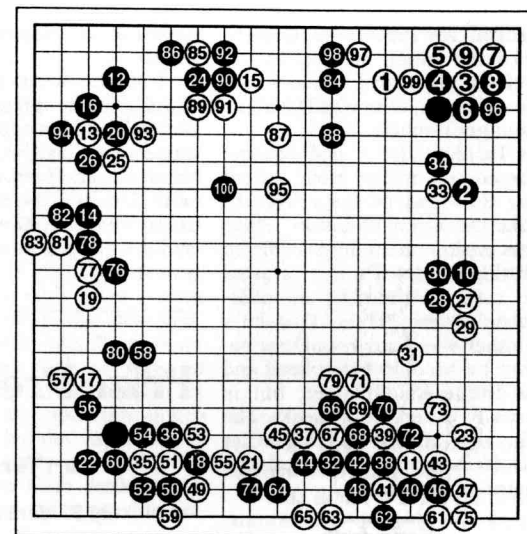


Figure 1 (1-100)

1674: Dosaku (White) versus Chitetsu (Black, 2 stones). White wins by resignation.

players would build, and his games still look old-fashioned (though this is more due to his opponents' moves than his own). Nevertheless, he had shown the way, and over the next few decades the standard of go improved considerably.

Although Dosaku had no serious opposition from the other go schools, he had a pupil who showed promise of becoming just as good as him. This was Doteki, who became the Honinbo heir in 1684 at the age of fifteen. An older pupil named Dosetsu, who was later to play a major role in go history, is said to have been annoyed at not being chosen as heir, and to have challenged Doteki to a match, but there is no evidence for this, and it is known that no match took place. However, to keep Dosetsu happy, Dosaku ar-

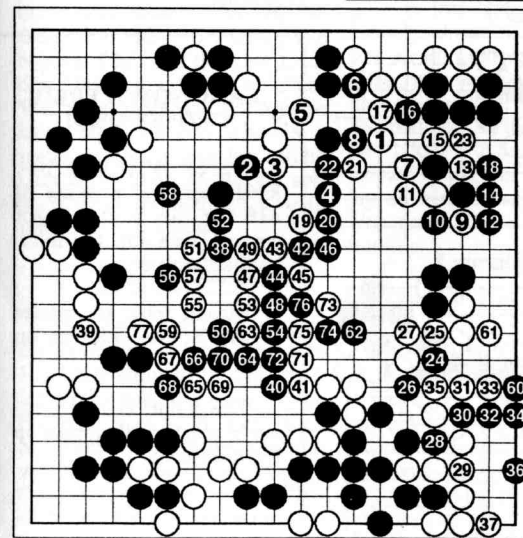


Figure 2 (101-177)

ranged for him to be adopted into the Inoue school, as the heir to the third Inoue head, Dosa Inseki, who was Dosaku's younger brother.

Incidentally, it had become the custom in the Inoue school for the head of the school to take the name of Inseki. Since this makes them impossible to distinguish by name, it is usual to refer to them by an additional name. Thus, Dosaku's brother was known as Dosa before he became Inoue head and as Inoue Inseki after, but is usually called Dosa Inseki. The Hayashi school had a similar tradition; they adopted the name of Monnyu.

Early death

In 1690 tragedy struck the Honinbo school when Doteki died of tuberculosis at the age of twenty-one. Dosaku had little hope of finding another pupil of Doteki's ability, but he needed an heir, and the strongest of his remaining pupils, Sakugen, was good enough to fill the vacancy, and Dosaku named him heir in 1692. In the same year Dosetsu succeeded to the Inoue headship.

In 1699 another disaster struck the Honinbo school when Sakugen died, also of tuberculosis. Dosaku must have been in despair for the future of his school, for none of the surviving Honinbo pupils was worthy of the succession.

Luckily, this state of affairs did not last long. In 1699, the year of Sakugen's death, a nine-year-old prodigy named Dochi entered the Honinbo school, and Dosaku was soon convinced that Dochi had the

potential to succeed him as Honinbo.

For the next three years Dochi made great progress under Dosaku's care, and it became clear that he would be a great player. However, in 1702, with Dochi's training still far from complete, Dosaku fell ill, and it was soon apparent that he was dying.

Prize Problems

Part Three

by T. Mark Hall

This set of problems bears a prize of £25, carrying forward some of the prize fund not yet used.

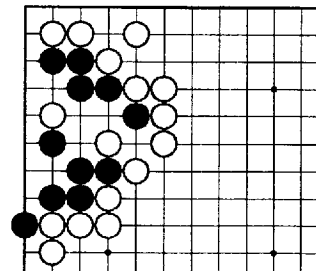


Diagram 1

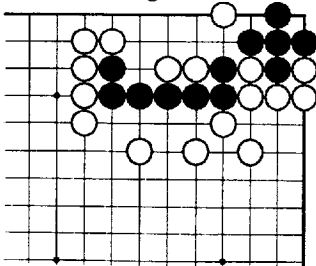


Diagram 2

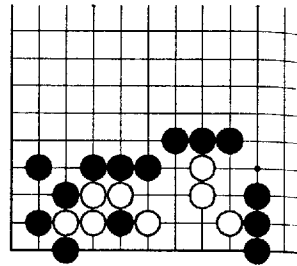


Diagram 3

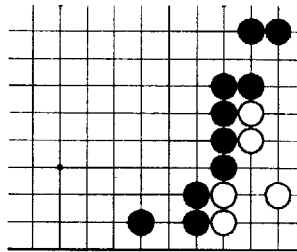


Diagram 4

Black to play in all four problems.

... AND NOW A PRIZE CROSSWORD!

Derek Williams has kindly offered a prize of £10 for the first correct entry drawn from a hat/bag/sack...

Please send all entries to the Editor (address on page 2).

The solution and winner's name will appear in the next issue.

Setting The Record Straight

by David Ward

Over the last few months there has been a small number of complaints as to selection for various matches in London and I have been presented with the opportunity to explain the position as President of the Central London Go Club.

Over the last year the London go scene has changed for the better due in no small part to the arrival of Dr Zhang. The London University Wei Chi Club was formed earlier in the year and at the opening ceremony a general discussion took place as to how to organise a three way match between the Central London Go Club, the Nippon Club and the new London University Wei Chi Club. We were fortunate enough to have Roy Nelson who is a maths professor listening and he later faxed to me an elegant solution to the problem of how to organise such a beast.

The first match

The first match took place in the summer and was limited to 12 a side (limited by the smallest club) and was won by the Nippon Club. A cup was presented by the Japanese and it was thought appropriate to play this fixture twice yearly. This club match could and should be extended to include other teams (minimum 12 persons) and any

other club that has sufficient membership and determination is very welcome to compete.

Twice a year the CLGC organise a game against the Nippon Club, firstly an official match and secondly an unofficial match in Battersea Park which takes place in September. These games originated at the very dawn of go in this country back in the early 1960's when the President of the then London Go Club John Barrs made arrangements with his opposite number at the Nippon Club. In the first few years this match was won by the Japanese; it was then tacitly agreed that the London Go Club could cast a wider net to try to provide better opposition.

Choices - and pitfalls

The games are only restricted by the number of players the Japanese can field, usually about 30. The matches are even games; the weakest Japanese player is about 6 kyu the strongest 6 dan, although the majority of their team are in the 1 kyu - 2 dan bracket. The choice of players for the team is by no means easy; let me outline some of the more obvious pitfalls.

Choose the strongest players? It's an international match.

It is first and foremost a friendship match, however. It would be possible, given enough time and phone calls, to scour the length and breadth of the land digging up a number of old retired dan players who may or may not turn up on the day. If the strongest possible team were then put out the match

would be onesided and embarrassing.

Choose the keenest players?

Yes, I agree to a certain extent. I did at the European put up a notice asking for anyone interested to put their name down. Four names were put down, one of which later withdrew. Anyone who would like to play can write to the CLGC and will be considered.

Hang on a minute! I pay my subscription to CLGC. Don't I get some priority?

Er - it's an international match.

Why don't you include only current BGA members?

This is not a BGA-run tournament, although we work closely with the BGA and appreciate the help they offer. Also it would be nice to entice a few old strongies out of the woodwork perhaps to rejoin.

Does Ian Meiklejohn consider himself an Anglo?

Pass.

Interested? Write in

This year I sent out 50 letters aimed mainly at players within a certain grade band and accepted the first 30 replies. This may not be the most equitable method but I am more interested that there is a good close fought game rather than some of the other possibilities.

We have also organised a match against the Chinese students and a kyu match against the Nippon Club this year. Next year we have plans for at least a further 5 CLGC organised matches. Anyone interested enough to write will be considered, although there will be a fee for non-CLGC members.

More Games From Shrewsbury

by Nick Wedd
with additional comments
by T. Mark Hall

Round 2

Black: N. Wedd
White: B. Allday

The white stone at 16 means that you should make a shorter extension along the side; 17 should be at 88.

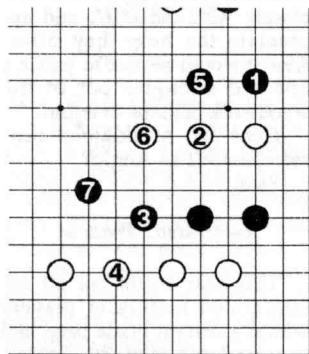


Diagram 1

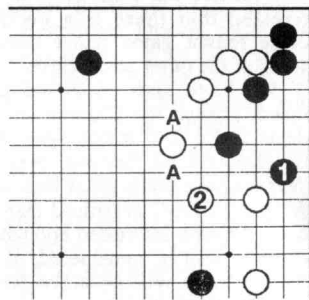


Diagram 2

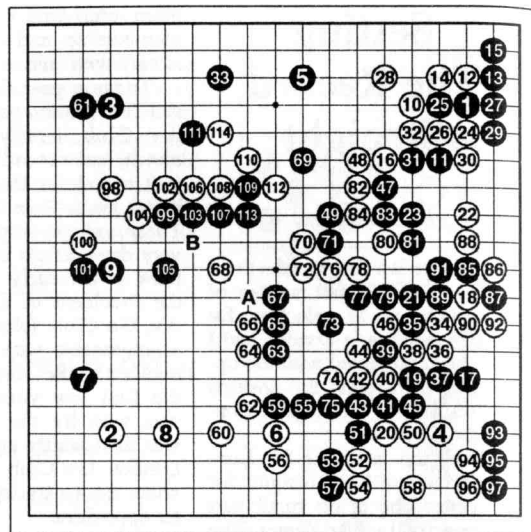


Figure 1 (1-114)

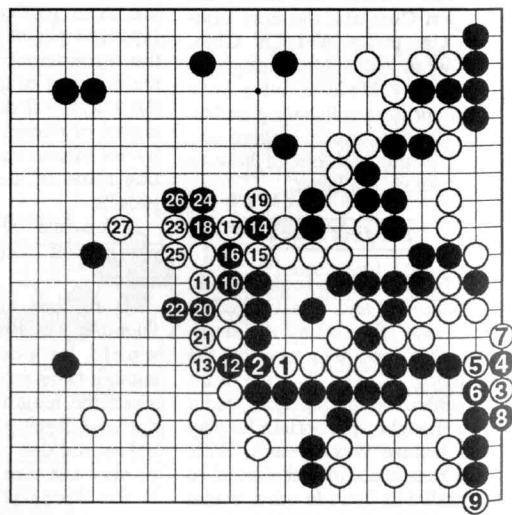
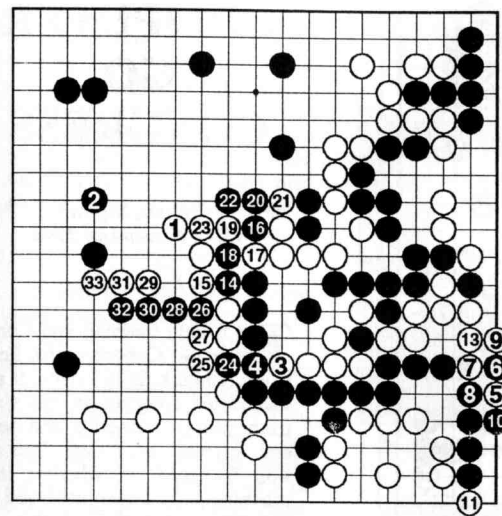


Diagram 3



COMPUTER GO CONGRESS

Tokyo, Japan
11/12 November 1992

by Sue Gardner

The Eighth International Computer Go Congress was held at the Nihon Kiin in Tokyo. It attracted ten competitors this year from Europe, America and several oriental countries. Interest was focussed on whether improvements had been achieved in programs' strength and also on the performance of *Goliath*, last year's winner.

The Tournament was set up as a six game Swiss system using Ing rules, eight points komi and one hour per program then sudden death. Apart from the Ing Foundation the other sponsors were Byte Magazine and the Acer Group. Acer provided their 486 SX machines for those who wished to use them. Most entrants accepted the offer, although *GOG* was run on a Mitsubishi PS1/UX521, and Ken Chen and Mark Boon both brought Apple Macintosh machines (an SE30 and Quandra 700 respectively.)

Goliath gets stoned

Goliath had not changed substantially since last year as Mark has been working on adapting it for a Nintendo game cartridge.

The first surprise of the tournament was when *Goliath* lost

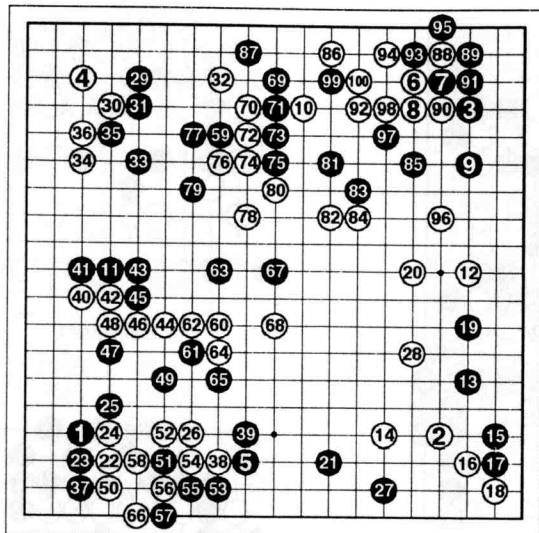


Figure 1 (1-100)

Shrewsbury Round 3 (see page 21)

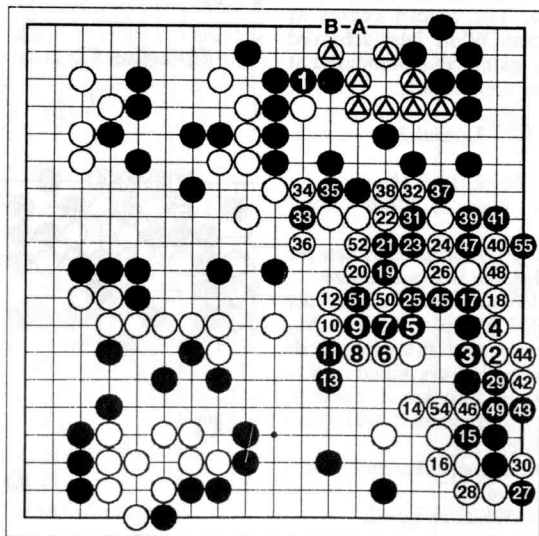


Figure 2 (101-155) 153 at 150

its first game, beaten by Janusz Kraszek's *Star of Poland*. This left the field wide open for a new champion to appear. Other likely contenders in the first round seemed to be *Many Faces of Go* from Richard Bozulich, *Intellect* from Ken Chen and *Handtalk* from Chen Zhixing.

Power failure

Round two had some excitement when a power failure was caused by a loose plugboard and arbitration was needed to resolve that *Intellect* had won against *Many Faces of Go*. Meanwhile the comparative newcomer *Handtalk* was chalking up a consistent record of wins including defeating *Intellect* and *Star of Poland*. *Handtalk*, which first appeared at last year's tournament, has been completely rewritten since then in Assembly making it the smallest program of those competing this year. Like *Intellect* it lacks a sophisticated graphic representation of the go-ban and stones.



Programmers check out equipment before the first round

Handtalk undefeated?

In round four *Intellect* beat *Goliath* and was head to head with *Star of Poland* and *GOG*, each with three wins, but all being overshadowed by the unbeaten *Handtalk*.

This lead disappeared when *Handtalk* was drawn against first *GOG* then *Goliath* and suf-

fered crushing defeats by both programs. This was probably due to the more established programs' better analysis of life and death situations against *Handtalk*'s simpler territory-based approach.

Ghost stones...

By round five some programs were clearly out of the running. *Hwa Hsia* from Taiwan lost every game as it had developed program faults such as showing extra "ghost" enemy stones and going into an infinite loop once the board position began to increase in complexity. The *Rex* program from Korea had its only win against the unfortunate Taiwanese program and Takeshiro Yoshikawa's *Dai-Hon-Inbo* only won against these two programs. *Nemesis* also only had two wins.

Round six was to be played on the following day so, after the Japanese supper boxes supplied by the organisers had been consumed, it was time for some



All the competitors

last minute de-bugging before the next day's play.

Intellect triumphs

GOG, Intellect and Handtalk were all equal with four wins so the final round was attended with great interest. Only Intellect won its game and therefore became the overall winner and recipient of the \$NT200,000 (New Taiwanese Dollars) prize. Handtalk came second, winning \$NT30,000, while Goliath's victory over Handtalk in round six gave Mark third place and \$NT20,000. The winner also receives his air fare to the next year's congress and the runners up receive half fares.

GOG in its last year of development came fourth. As it runs on a machine which is no longer available it is theoretically no longer a contender. Meanwhile the ASCII program, which did not appear this year, is being developed by a team led by Noriaki Sanechika

and is expected to be ready in a couple of years' time. Star of Poland came fifth, Many Faces of Go sixth, and Nemesis seventh.

A complete set of games matching each program against all the others would have probably shown even more clearly the equivalence of these top programs. Lack of time and the absence of several widely successful strong programs such as MicroGo and Go 4.3 still leaves the full picture of state of the art programming of go incomplete.

Youth versus Intellect

Intellect was then set up to play three youth champions from Taiwan selected by the Ing Foundation. The players ranged in age from 10-13 years old and were all 5 and 6 dan amateurs giving Intellect a 15 stones handicap. They all managed to demolish their computer opponent although two of the games were ended prematurely when one Macintosh crashed - the games were awarded to the human players who were well ahead anyway.

Future prizes to be worked for include: i) beat a professional at an even game best of seven matches series with three hours per player, and win \$NT40 million, approximately \$US1.6 million; ii) beat a human with a 14 stone handicap and first play three times against three different players and receive \$NT50,000 for each win.

Ken Chen's comment on the result was that he looks forward to the day when computers can give human players a greater



Six dan thirteen year old youth crushes "Intellect"

challenge - so work on developing the programs goes on.

Go versus chess

The Congress closed with a workshop discussion on the general difficulties of go programming versus chess programming and a call for a standard protocol worldwide for interfaces between programs and for modem use.

This tournament had again been notable for the archaic ritual of transferring moves from one machine to another by playing them out on a board and recording the game by hand.

Although this was the first year of the tournament being held in Japan the facilities provided by the Nihon Kiin were excellent and the sponsors intend to continue their support for this opportunity to evaluate both commercially available go programs and those developed by private individuals or research teams. During the qual-

ifying tournament programs beating two of the three qualifying programs also receive half air fare to the congress, and beating the previous year's winner earns a full air fare.

Who will win next year is anybody's guess, but complete newcomers are unlikely to be successful due to the immense amount of work required to catch up with existing programs. Program strength is still the overriding concern of the Oriental market although Western go/computer people are also interested in the teaching potential of current programs.

What a Liberty!

by Andy Finch

Part Three: An Eye For An Eye

- *Reminder: OL=outside liberties, SL=shared liberties, ESV=Eye size value.*

When Black and White each have one eye, liberty values are as follows:-

WOL=BOL+SL, and
BOL=WOL+SL.

In between is seki. But this is when the eyes are the same size. Before looking at different sized eyes, let's review the value of eye spaces.

(Beginners should note that the divergence in eye space value relative to eye size is because of potential for throw-ins and capture of throw-in stones,

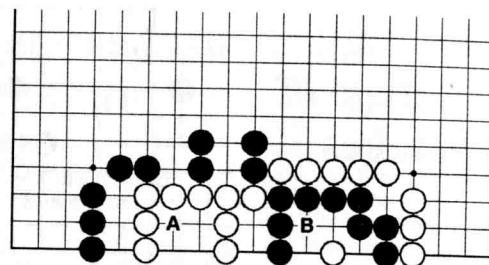


Diagram 1

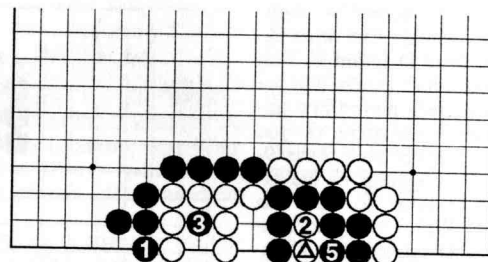


Diagram 2 (4 tenuki, 6 at triangled stone)

and, with a large eye, for further throw-ins after capture. You can easily set up a few stones for the following eye spaces to test this.)

- 1 ES=1 point ESV
- 2 ES=2 points ESV
- 3 ES=3 points ESV
- 4 ES=5 points ESV
- 5 ES=8 points ESV
- 6 ES=12 points ESV.

With different sized eyes, SL goes to the larger eye, so that in order to kill:

Larger eye (OL+ESV+SL)=
Smaller eye (OL+ESV), and of course, vice versa.

Thus, in diagram 1, where eye space A is four points, whilst eye space B is five, in order to kill:

Larger eye (OL+(8-1)+2)=Smaller eye (5+5)=10. OL=1, so it's even, Black can win or White can win.

However, look out for 1 against 2, and 2 against 3, since "2" is often worth 1, because of the throw-in, as shown in diagram 2.

In this diagram, for White to win: Smaller eye (OL+2)=Larger eye (OL+(3-1)+2); Larger eye=4. Smaller eye OL=Larger eye OL+2.

For Black to win, Larger eye OL+2 =Smaller eye OL. But because of the throw-in, Black cannot win, even if WOL=1. This becomes a normal 2/2, and as demonstrated in the first part of this article, BOL=WOL+SL and the converse.



Ken's prize acceptance speech

Taking Advantage of Mistakes

Part Two

By Richard Hunter

Diagram 1 shows a well-known joseki. But what do you think about Diagram 2? This is the same result except that the moves have been played in a different order. How strong do you think the players are? Two 9-dans, each struggling to the utmost but unable to gain an advantage; White trying to confuse a weaker opponent in a handicap game; or two beginners making mistake after mistake? Think about it for a little before reading on.

In Diagram 2, Black 4 is a mistake. It looks very tempting to block White's path and take the corner, but Black's position is full of weaknesses. Instead, Black should connect solidly at 1 in Diagram 3. White 2 is necessary or Black will be delighted to play there. Next, Black plays 3 or, if he is feeling timid, the straight extension at A is not too bad.

In Diagram 2, White 5 fails to punish Black for his mistake. White should push through at 1 in Diagram 4. After the exchange of 3 for 4 in Diagram 1, pushing through as in Diagram 5 is unreasonable. Black 1 threatens to cut at 2, so Black gets to descend at 5. White may try jumping to 6, but Black can kill him. This is a standard problem found in books on han-

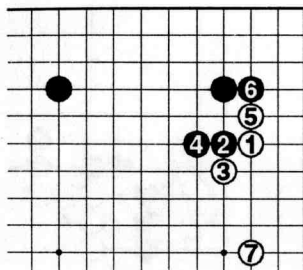


Diagram 1

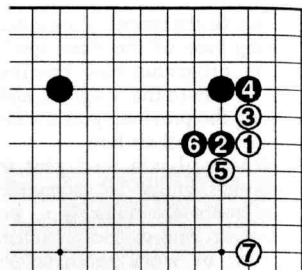


Diagram 2

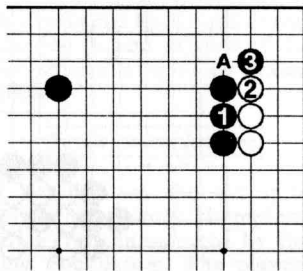


Diagram 3

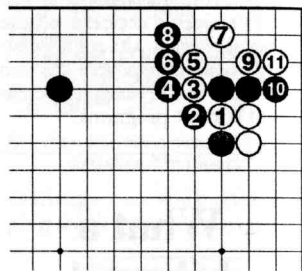


Diagram 4

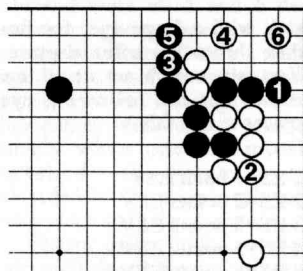


Diagram 5

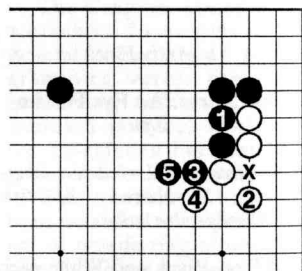


Diagram 6

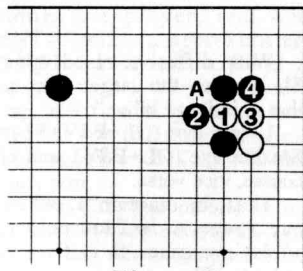


Diagram 7

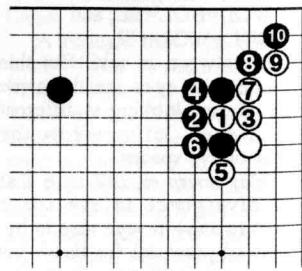


Diagram 8

Wanstead Go Club

by Francis Roads
Hon. Chairman

We are a very special go club, for reasons which will become apparent. For starters we hold the Jubilee Challenge Trophy. Nobody has actually challenged us for it since we took it off Reading, but that's because nobody dares to. Challenges are played on handicap, and Wanstead has always specialised in ripping players off in handicap games.

Wanstead's ancestor, the Enfield Go Club, was founded in 1968 by Jeremy Hawdon, Wayne Walters and myself.

dicap go, so I'll leave it as an exercise for you. In Diagram 4, on the other hand, Black has cutting points everywhere and collapses.

In Diagram 2, Black 6 is utter rubbish. This is the result of rote learning. Black must connect at 1 in Diagram 6, which fills a liberty on the White group. This creates a cutting point at X, so White has to defend. Then Black can move out into the centre with 3 and 5. This result is good for Black.

In conclusion, Diagram 2 is a string of mistakes and lost opportunities. Although extending at 3 is out of the question, the wedge in Diagram 7 is a common trick play. It should now be clear that blocking at 4 is just what White wants, as it leaves a cutting point at A. Black should connect there instead, as in Diagram 8.

The three of us are all current members of Wanstead. At that time there were about ten clubs in the country. David Mitchell, about whom I wrote in a recent BGG, learnt his go at Enfield, and was the club's most distinguished member.

When I moved to Woodford, the club moved with me, becoming the Woodford Go Club. It met at my house for a few years. I also ran a Woodford Junior Go Club for a while, but I found that it turned into something of a free child-minding service. I gave up the junior club a few years later when we moved to premises at the Wanstead House Community Association, where we still meet, and became the Wanstead Club. The premises are ideal; very near an Underground station; easy parking; cheap to rent; and above all there is a bar. (Eat your heart out, Central London Go Club!)

First tournament

A tournament was first held in 1979, following the closure of the London Go Centre. To start with they were somewhat ad hoc. At that time there were both British Lightning and British 13x13 Championships held as separate events. Wanstead hosted both these at various times. On another occasion we picked up the pieces when Oxford had to cancel their tournament - "NOT the Oxford Go Tournament", organised at Wanstead at two weeks' notice attracted a record 82 entrants.

Regular annual tournaments have been held since 1983. In 1991 we moved the tournament to its present venue owing to the attendance having become



Wanstead Christmas Party: Dave Strowlger, Alison Jones, Tony Atkins, Matthew Cocke, Andrew Jones, Sue Patterson, and Francis Roads.

too high for Wanstead House. We also took the opportunity to change the format to a four round event, because the three round McMahon tournament with one hour time limits has become such a cliché.

Secretary's solo

For many years club attendance was somewhat thin. A good night would produce six or more players; on one or two occasions I sat up there on my own. But apart from the month of August and two weeks at Christmas, our Thursday evening meetings have continued uninterrupted.

Two recent events have given attendance a fillip. While CLGC premises were being rebuilt a couple of years back, that club had to make do with a rather uncongenial room in a pub. A number of CLGC members visited us for the first time then, and some have continued to visit ever since.

The other was even more remarkable. Have you ever heard



Andrew Jones, Louise Bremner and Richard Hunter

anybody say, unprompted, "I will volunteer to be club secretary"? The arrival of Alison Jones and her husband Andrew seemed to rejuvenate what had become a rather staid, middle-aged organisation.

We now have regular attendances of 10-12 players. We have seriously to consider hiring a larger room. We regularly have six or more dan players,

including the only British female dan player resident in the UK (Alison) and our newest promotion, Charles Leedham-Green, who has reached shodan at the age of 52. Other regular dans include Alistair Wall, Jeremy Hawdon, Andrew Jones and the Hon. Chairman.

We send a car load to most tournaments. I fax a press release of the results to the two local newspapers, and they often give us a paragraph or two, and the occasional picture. Whenever possible we visit the official Wanstead Go Club pub, The Royal Standard, Forty Green, Beaconsfield on the way back from tournaments.

Badminton?

As well as go we field a duplicate contract bridge team, which is currently competing in a knock-out competition for non-Bridge Clubs. We could raise a badminton team, if anyone cares to challenge us. And we have an annual Christmas party.



Tony Atkins and Matthew Cocke eat while Francis prays.

We are, like many clubs, less successful than we would wish in attracting beginners. And we have to face the issue of smoking; at present we are a smoking club, but many people who visit say that they would come more often if we were not. But on the whole, we are, for the time being, flourishing. Under the stern vigilance of our Treasurer, David Strowlger, our finances are sound. Do pay us a visit, or better still, issue us with a challenge. If you dare.

Book Review

by Bob Bagot

Ishi Press have published two new books which should appeal to a wide range of go players from beginners up to dan level. Both books can be obtained from the Book Distributor, price £7 by hand and £7.90 by post (see Price List at back of Journal).

Several years ago, Otake Hideo (9 dan) wrote a very very basic book called *An Easy Introduction to Go*. It did not go very well, and soon disappeared. It was too easy even for beginners.

Now he has written another book which is not too easy and will go well. *Opening Theory Made Easy* (G36) fills a gap between total beginners' books that go through the rules, and the Elementary Go Series which is by no means elementary. It would complement *The Second Book of Go* by dealing with wider strategic principles in an easy-to-understand fashion.

There are twenty principles divided into sections on fuseki, good shape and strategy. Some of the principles - "Build box-like moyos", "Don't permit a hane at the head of your stones", "The ponnuki is worth thirty points" - sound a bit like proverbs, but the examples given transform them into clearly defined ideas.

Kyu players will gain a lot from this book. Many know the principles but ignore them in their play. "Don't cling to stones that have served their purpose", or "You never catch up if you push from behind" are

perhaps examples. Or what about "Family feuds waste resources"? This is perhaps the amateur player's most common mistake. What does it refer to? Well, buy the book and find out.

Ishi Press's other book, *The Great Joseki Debate* (G35), is a reprint of a series of articles in *Go World* several years ago. It is well worth reprinting. This is an excellent book. There are twenty-four whole board problems where the reader is given the choice of three joseki but only one really suits the whole board position. They are not too difficult once the reader has the ideas about the correct direction of play. The value of the book is in the answers which analyse all three joseki in detail to show how one of them produces a good result and the others a less satisfactory result.

I have only one complaint: that the book has not been edited from the articles in *Go World*. This means that the first paragraph of the fuseki analysis in each chapter is repeated. Perhaps it is such good advice that it is worth repeating.

One other observation concerning both of these new books: Ishi Press books have always occupied pride of place on my bookshelves, not because they are about go but because they are such beautiful books. These two new books are not quite of the same quality in the paper and the binding. It is only marginal but it is there. Prices of Ishi Press books have risen very little in recent years, and are not a factor in demand. So keep up the quality, Ishi Press, even if it means a slightly higher price.

Peek

by Andy Finch

Working through another "basic" go book, (as in University, every book you study seems to be "basic" or "first principles") I came upon a problem which claimed to be *peek* (the Korean for *seki*).

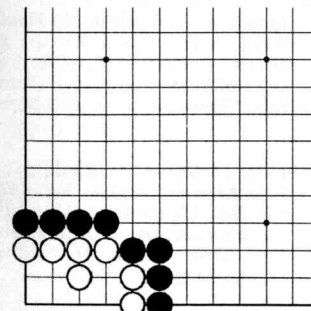


Diagram 1

Really? Black to play, *seki*? So I looked up the answer... You can look it up in the next British Go Journal.

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, LoveLane 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: J. Hoddy, 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 7pm, Sun 1.30 to 5.30pm.

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.

* **Hazel Grove School:** new club in Stockport. Further details will be added when available.

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, Seabolt 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 Ballabrooie Dr, Douglas. Juniors: Mon 6.30pm, 16 Falkland Drive, Onchan.

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

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

Maidenhead: I. Attwell, Norhurst, 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:** H. Lee, 11 Brent Way, Finchley, London N3 1AJ. Tel: 081-346-3303. Meets some Sundays. Non-smokers only. Please phone first.

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

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

North West London: K. Rapley, Lisheen, Wynnswick Rd, Seer Green, Bucks. Tel: 0494-675066 (home), 081-562-6614 (work). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

Norwich: A. Boddy, 2 Lime Tree Rd, Norwich NR2 2NF. Tel: 0603-586111 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 St, 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. Tomelty, 43 Barrie Tce, Ardrossan, Ayrshire KA22 8AZ. Tel: 0294-601816. Meets at Argyle Community Centre, Campbell Ave, Saltcoats, Mon & Wed 7pm.

* **Shrewsbury:** Defunct, but this will not affect the running of the annual Shrewsbury Tournament.

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, Lr. 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).