

Zhang v. Wall

by Alistair Wall

Black: A. Wall (3 dan)
 White: Shutai Zhang (6 dan)
 Handicap: 3 stones

White 23 is the sort of move that weaker players panic about. However, 15, 19 and 21 are weak, and the connection between 21 and 23 is loose, so it is an overplay.

I played immediately at 30 rather than give atari at 38 to stop White playing a squeeze at 46.

After 42, if White lives locally, Black cuts at 43 and has an easy game, so White connects, then cuts at 53.

64: Necessary to defend against White A, Black B, White 64 which leaves the black stones short of liberties.

66: Should be at 80. If White 66, Black connects underneath.

68: Should be at C. Black can make at least one eye and win the semeai with the group to the right.

After 71 I should have counted the liberties. I could still get a favourable ko with the group to the right. Black 72-86 is desperate nonsense.

87: White 88 appears to give a better result.

Black is still comfortably ahead even after losing the corner.

94: It would be better to let White live with Black 95, White D, Black 94. Black would be able to strengthen himself in the upper right while White is securing life.

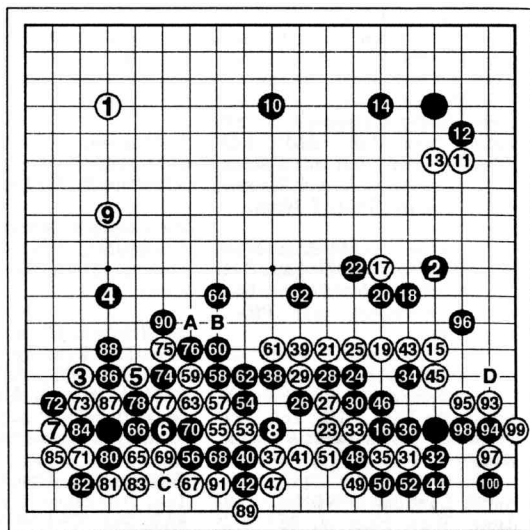


Figure 1 (1-100) 79 at 74

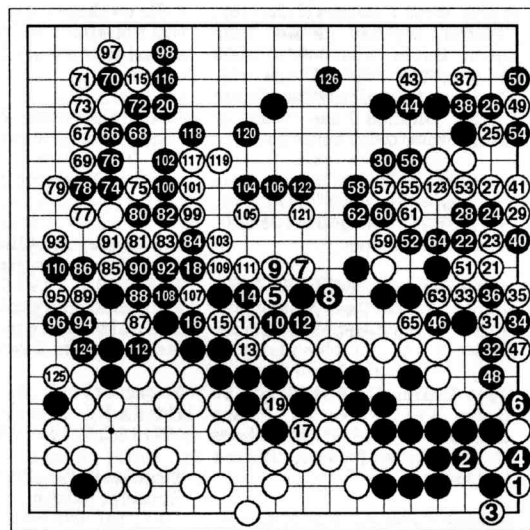


Figure 2 (101-226) ko: 139, 142, 145; 213 at 207, 214 at 64

The Value Of Two Moves In A Row

by Matthew Macfadyen

Here is another of my favourite professional games. It comes from the final of the Shodan section of the 1987 Kisei tournament, and features a bizarre position arising early in the game.

Black: Okumura Yasushi
 White: Omori Yasushi

15: looks like a prepared move - 16 or 21 would be normal.

White refuses to protect his group at 28, and insists on

If 118 connects at 119 then White cuts at 207.

140: Is a bad ko threat, because 141 helps White to make an eye. 166 would be a better threat.

146: I should have continued at 166, but thought that after 146 the White group was dead.

149: Should be at 158. If White plays at 154 after 150, Black can throw in below 125 then play 153 to spoil the eye.

With 156, it would be simpler to block at 157. However, since Black captures 17 and 159, Shutai thought this move was OK.

White lives with the clever sequence to 165. Although I had lost a group in the bottom right and allowed three White groups to escape, I was still winning. This is because I had built thickness while attacking, and kept sente while White was living.

174: Given the weak shape of the black stones below, it would have been safer to defend at 182.

Black 190-196: Defending at 199 would have given me a safe 30 point lead.

204: Black 207 is safer.

With 207 etc., White rescues his stones while Black lives.

216: 217 is bigger.

A few more moves were played after 226, but eventually the result was jigo.

Edinburgh Tournament

The slot in the Calendar (page 3) has been changed, to use an English Bank Holiday weekend in order to give English contestants plenty of time for the return journey. So make a weekend of it!

counterattacking with 44-48 instead of running away. In the result to 77 his group is killed with the following proviso: White can, at any time, play atari above 63, then take the ko in the corner. Black will then have one free move to prepare himself before White makes a ko threat which Black will have to ignore. Effectively, then, White can play two moves in a row and can choose any time during the game to do it. (Black can only remove the threat by filling in five of White's liberties, which is far too slow.)

For the moment, Black will have to use the free protecting move he gets at A, to stop White from cutting off 8 stones with his ko threat. (Note that 75 and 77 are necessary.)

Black 81 and 89 are both needed to keep White from deploying his two moves to rescue

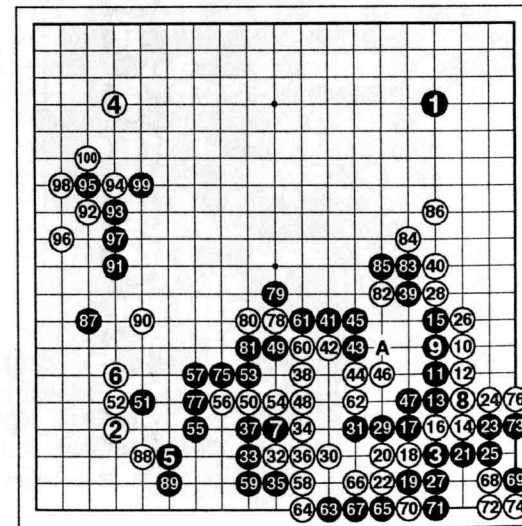


Figure 1 (1-100)

More Video Go

by Brian Chandler

Here's another game from the NHK tournament, actually the one immediately following Chin-Nakazawa (BGJ 89). Both players like a fighting style, and the game is full of sparks - most of the time it is relatively easy to see what the players are trying to do, but rather harder to guess how things will turn out.

In the Black corner is Miyazawa Goro, 8-dan, born 1949, wearing a sober dark grey suit as befits the older player; in the White corner is Yuki Satoshi, 7-dan, just turned twenty, and wearing a somewhat violent purple suit. This is their first encounter. Moriyama Naoki, 8-dan, steel-blue suit, is also making a first appearance as commentator. Ogawa Tomoko 5-dan is asking the questions, in one of her many flowery dresses.

*Black: Miyazawa Goro, 8-dan
White: Yuki Satoshi, 7-dan*

9: This severe pincer starts the ball rolling. The sequence to 16 is a joseki, though not as common these days as playing 14 directly at 16, followed by black 20.

18: White wastes no time before getting to work on the defect in Black's position.

23: Black would like to hop two spaces to 30, but this leaves him vulnerable to the sequence in Diagram 1.

24: If White simply made shape, for example at A, this

would give Black an excuse to make an excellent position on the lower side by playing B. This would work perfectly with 23, proving that Black had made the right choice rather than jumping to 30. White would rather find a way of making 23 look wrong.

25: Neither does Black waste any time before getting to work on White's weaknesses! Afterwards, though, Miyazawa said he thought this was an overplay, and he should just have defended at B.

29: The first swap of the game. Black gives up five stones in return for excellent thickness, building a moyo in the upper right part of the board. By 32, White has some thirty points of territory in the lower right corner, but 24 is floating rather aimlessly.

35: Black is building a moyo, and what happens in the

centre is the focus of most of the rest of the game.

By White 4 in figure 2, Miyazawa has used all ten of his "thinking minutes". Yuki still has eight left.

The sequence from 4 is very complicated, but basically White is trying to make shape in the centre, avoiding running away as much as possible. (If for example he runs towards the lower left corner, Black will get lots of leverage to destroy any White territory there.) Meanwhile Black tries to stop him.

Reading problem 1: When Black hops out to 5, why doesn't White play at 7, capturing a stone and joining his groups together?

20: A sharp move. By 22, the two black stones are captured - check that attempting to escape merely loses the three black stones to the right (White 24 threatens both sides).

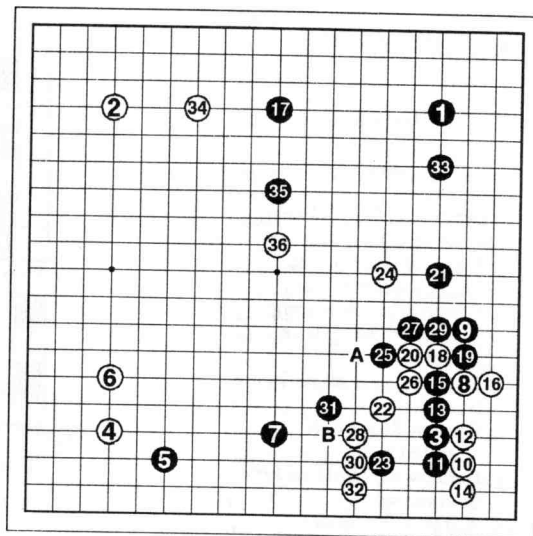


Figure 1 (1-36)

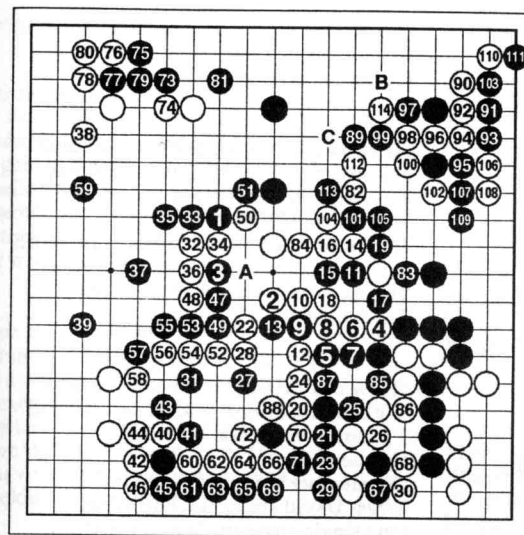


Figure 2 (1-114, renumbered from 37)

Reading problem 2: What happens after 26 if Black plays 67? Find the tesuji for White to win the semeai, and capture the black stones.

After White 26 Moriyama suggests this development is a setback for Black, who has failed to make the most of the attack on White. Even so, White has to continue a juggling act, balancing the care of the centre group against the

white stones in the two left corners.

38: White defends the corner, now that Black has become thick in the centre.

47: Black is not in the business of giving up. White can easily make two eyes, beginning with the atari left of 15, but only at the expense of solidifying black's upper right moyo. The juggling act continues.

After White has played the 50-51 exchange, Black can push in at A in sente, and thus de-eye White. So White must be planning something else.

58: By this point, despite the incipient cutting point in White's group to the right of 58, the black stones on the lower side have been seriously weakened. Black doggedly tenukis to complete the left side with 59.

61: The ordinary move in this position (and Moriyama's prediction) is to sacrifice the

two stones, but Black is behind, and desperate.

67-68: Black played this exchange (on the count of "twenty-nine") just to gain time.

71: Black has managed to live on the lower side in sente, but at considerable cost. White's central stones have gobbled up some of the black stones, and the question is the degree to which Black can turn his moyo in the upper right quarter of the board into territory.

76: White has to be careful; if he did not defend the corner, he might find this group had nowhere to make eyes.

83: Ogawa asks how much territory Black needs to make from his moyo. Moriyama: "White has around seventy points, not including the upper left corner, so Black needs something like eighty all together." Then, "Chotto...", followed by a hiss, which usually means it's not on.

Reading problem 3: How much is the sequence 85 to 88 worth for Black? Why did White play 88? Was Black really alive in sente?

89: The last desperate effort. Black is staking the game on a desperate attempt to kill the 3-3 invasion in the top right corner, since this is his only chance.

But to no avail. When White cuts at 114...

Reading problem 4: Well, what has happened after 114? (The B and C in the figure should help you. Answers to reading problems next issue.)

...Black resigns.

• Thanks to Richard Hunter for some excellent "rush job" proofreading.

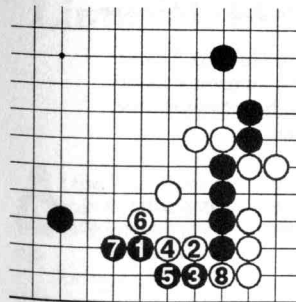


Diagram 1

The Ballad of Sir Edmund

by Francis Roads

Composed in celebration of Edmund Shaw's victory in the first round of the British Championship, and first recited at the Wanstead Go Club party, 31/12/92. There are three quotations, for those who care to look.

Of arms I sing, and of a man
Whose thoughts to deeds of valour ran,
Who rated as a strong five dan
At Go did play.
Sir Edmund was this valiant wight
A truly perfect well-bred knight.
No foe so fearsome him could fright,
Or so they say.

Full oft he'd visit some far town,
Preceded by his high renown,
And there he'd fling the gauntlet down
In some great toumey.
But after many battles fought
All opposition came to nought;
The spectacle, spectators thought
Well worth the journey.

It happened, in Sir Edmund's day,
A fearsome giant held his sway
Amongst the folks who Go would play,
And none could beat him.
And so they went to Edmund bold
Whom of the monster soon they told.
"Silver shall be your fee, and gold
If you'll defeat him."

From any nest a crane he'd prise,
No jumping monkey could surprise,
And double headed dragons' eyes
He'd soon put out.
But this fierce monster was far worse.

(It's name I scarce dare speak in verse.)
If he could rid them from its curse
He harboured doubt.

He asked, "What weapons will I need?
My sword and buckler, and my steed,
To charge the monster at full speed,
Will I require?"
They said, "A bowl of stones, nine score,
Is all you'll need, and nothing more
The monster for to smite full sore,
Till it expire.

"How can I fight this monster dread
Without my sword; with stones instead?
I'll surely very soon be dead,"
Our hero cried.
"Remember how, in ancient time,
When David smote the Philistine,
One single stone made him resign,"
They all replied.

"Where shall I these strange weapons wield?
What river, mountain, lake, or field
The monster's hiding place will yield?"
He asked again.
"No lengthy journey need you take
The monster's fearsome hold to break.
To Guildford you your way should make,"
They told him then.

"From my forebears' shades I'll borrow
Strength," said he, and on the morrow
Through the night of doubt and sorrow
Onward he sped.
And when he first to Guildford came
He asked to hear the monster's name.
And there at last, to hide their shame,
That name they said...

In secret, and with windows shuttered
They stood, they started, stopped, and stuttered.
At last: "Macfadyen," they uttered,
That awful sound.
"The fear is nameless now no longer,"
Quoth Sir Edmund, "I feel stronger
Yet. So let me smite this wronger

To the ground."

The giant had stones nine score too.
Their stones they cast the whole day through,
But Edmund, as the sun set, knew
He'd gained the day.
The bells ring out with gladsome noise,
The people sing, they dance, rejoice
Until they hear Sir Edmund's voice:
"Hear what I say!"

"Where is my gold and silver fee?
Now render what you promised me.
Since from the monster you are free,
Give me my due!"
Both silence and their faces fell.
They said, "But did we not you tell
You have to win twice more as well,
So buckle to!"

And there we leave Sir Edmund bold,
The story yet but one third told.
So let us hope, before we're old,
To hear the rest.
A champion new we sorely need.
Sir Edmund let us wish Godspeed
To see go players all agreed
He is the best.

I wonder if you've noticed that
This is a quiet place to be at.
The reason, it's clear,
Is that nobody here
Is from Brakenhale, Stowe or Furze Platt!

Francis Roads

There was a young housewife from Brent
Who asked what these tiddlywinks meant.
"I just want to know."
Her husband cried "Go!"
So she turned on her heels and she went.

Elinor Brooks

There was a young man from Ealing
Who tried to play go on the ceiling.
When his stone wouldn't stick
He gave it a flick
Which ataried his friend in Darjeeling.

Charles Bockett-Pugh

Limerick Competition

by Colin Williams

At the West Surrey Tournament in November, a
side event was the limerick competition. Here
first is the winning entry, then two close runners-
up.

As regards the first entry, I must point out
that Stowe were in attendance, and also one per-
son from Brakenhale.



The irritating opponent

Cartoon Corner - Amanda Hone

Solutions

Tesuji!

by Tony Atkins

Problem 1

White needs to capture two stones to save his three. White pushes in at 1 in **diagram 1**, and if Black 2, then White 3 leaves Black short of liberties.

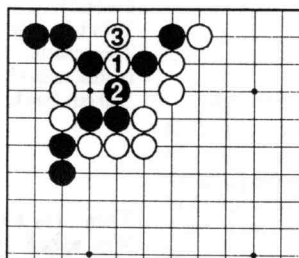


Diagram 1

Diagram 2: Correct. Black should play this 2, and at least he has some chance to save his corner group.

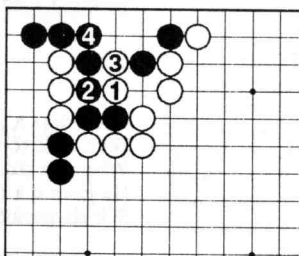


Diagram 3

Diagram 3: Failure. Playing the ladder sequence from 1 here fails, as with Black 4 he escapes. Later White can possibly capture two stones in gote.

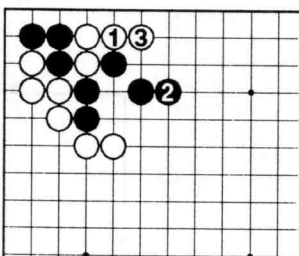


Diagram 5

Diagram 4: Wrong. The cut of 1 is doomed to fail.

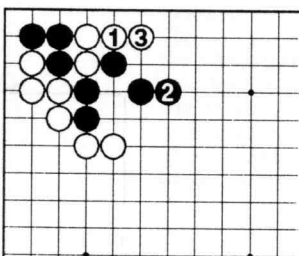


Diagram 6

Problem 2

Diagram 5: White has to try to save his two cut off stones. The sequence of 1 to 3 here seems correct.

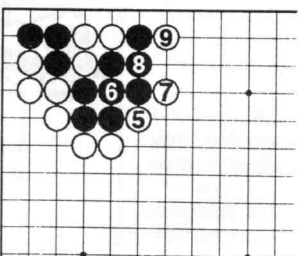


Diagram 7

Diagram 6: If Black resists at 2 then White sacrifices at 3, then...

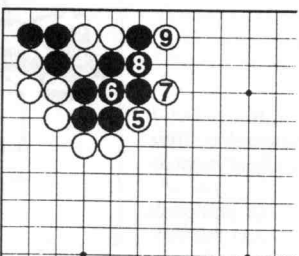


Diagram 8

Diagram 7: White continues to squeeze, and up to 13 gets wonderful outside thickness.

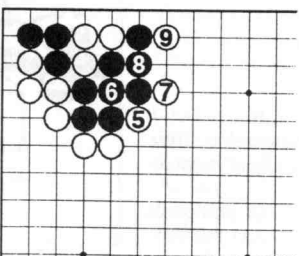


Diagram 8

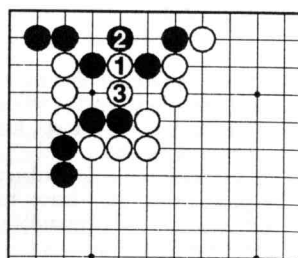


Diagram 2

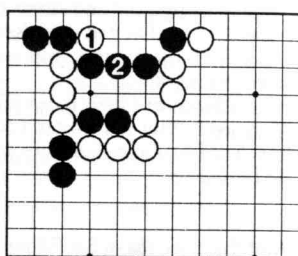


Diagram 4

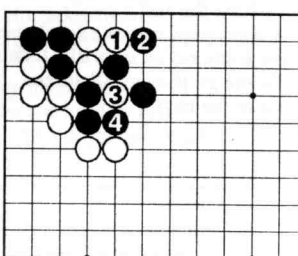


Diagram 6

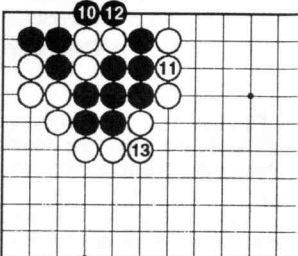


Diagram 8

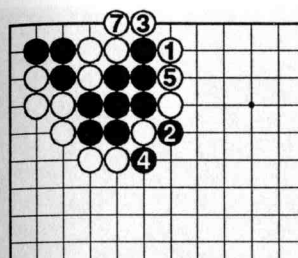


Diagram 9 (6 fills)

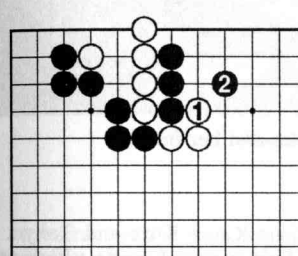


Diagram 11

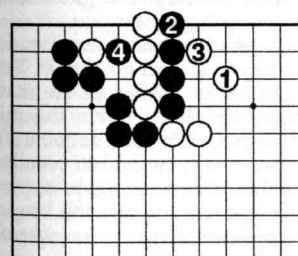


Diagram 13

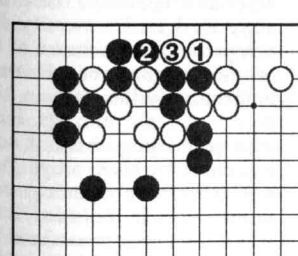


Diagram 15

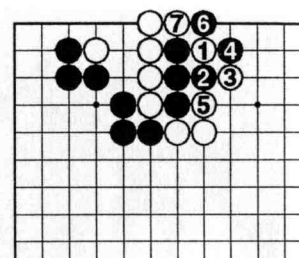


Diagram 10

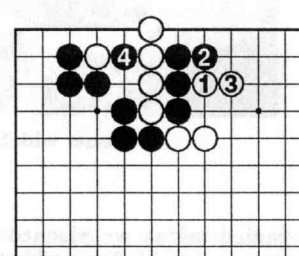


Diagram 12

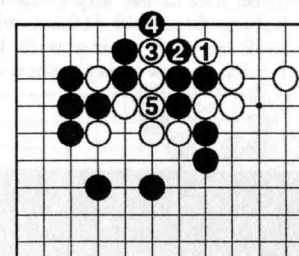


Diagram 14

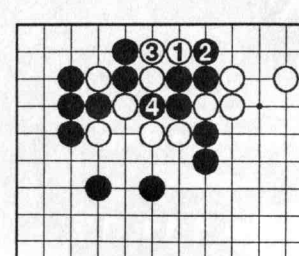


Diagram 16

Diagram 9: If Black switches to 2 here then White escapes, and Black has a horrible dango drifting in the centre.

Problem 3

Diagram 10: White seems to have an impossible task to try to trap the three black stones. Playing 1 here seems unusual. However, it is correct. If Black blocks on top then White 3 is a tesuji to give Black bad shape. After 7 all is lost.

Diagram 11: Wrong. If White fills this liberty then Black skips out with good shape.

Diagram 12: Playing here also fails. After White 3, Black wedges in at 4 and White is a liberty down.

Diagram 13: Playing 1 here fails too, but White gets a reasonable outside shape.

Problem 4

Diagram 14: White needs to capture the three black stones. Can this possibly be the correct move? Yes. If Black descends, then so does White, and after 5 Black is in damezumari.

Diagram 15: This Black 2 doesn't work either, as with 3 White captures in a snapback.

Diagram 16: Wrong. The obvious move of 1 here fails as White has a stone in atari after Black 4.

Realisation Of A Dream

by Alison Jones

Whilst at prep. school one of my closest friends was a Japanese girl named Satoko. Sadly when I was eight years old her family returned to Japan and I can date my ambition to visit Japan, and my interest in things Japanese, from then. Hence the appearance of a place in the World Ladies' Amateur Championship for a UK competitor was a great inspiration to me to improve my go playing in recent years.

Last October I finally realised my dream and arrived in Japan to play in the 1992 Championship (after being forced to decline the privilege the previous year due to exam commitments). Andrew accom-

panied me as we planned to stay on for a holiday after the tournament. We were delighted to be met at the airport by Mr Kitao, Satoko's father, who took us sightseeing with his family for two days, showing



Dinner with Satoka and her family

us Kama Kura and Tokyo. At his urging I made offerings at four different temples, each one representing one game that I was going to win.

Andrew and I also found our way to a local go club in Yokohama by asking at the station tourist office. (After the initial disbelief in our request they were very helpful in locating a club.) We were made very welcome and, despite the language problems, spent two agreeable afternoons there.

The tournament itself took place in a large Westernised hotel in Yokohama. There were supposed to be twenty-five competitors, an increase of two on the previous year. However unfortunately the Russian competitor did not turn up due to visa problems, causing some players to be given a bye. After an impressive opening ceremony, which included traditional Japanese musicians and food, it was time for the serious games.



Musicians at the opening ceremony



Playing China

I started well with a run of three victories against Poland, Finland and Singapore which boosted my confidence. However the players from China and Japan proved far too strong for me.

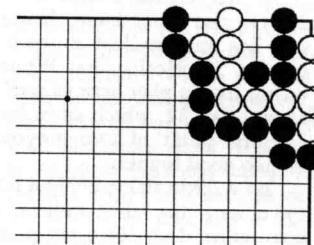
My penultimate game was against Austria in which I was clearly ahead after several hours' play and when we were into the latter stages of the game. However, I managed a blunder of game-losing proportions.

I offer the corner position (see diagram opposite) for kyu players to study, although it pains me to reveal my error!

[Solution at the end of this article - printed backwards in case it catches your eye too soon!]

Those who have basic reading skills or who have read Richard Hunter's articles in recent BGI's should have no problem! This loss gave me an easier draw in the final round (which I won against Sweden) but lost

me a couple of places in the rankings on SOS. It was at this point that I wished I had made offerings to another temple or two prior to the tournament!



White to play - and live?

Following the tournament we visited Mr Shirakami, a European Go friend, who made us very welcome and took us round Osaka, Kyoto and Nara. We were privileged to be given two teaching games by professionals, Mr Inoue and Mr Hachimoto. Both explained that Andrew and I have very different styles of playing go, with

my style being extremely aggressive! This probably explains why we have differences of opinion when trying to play pair go.

Finally we returned to Tokyo, visiting Richard Hunter and Louise Bremner, who took us to the Nihon Kiin for an evening. The flight back arrived all too soon.

Solution to the problem:
ikes a s'tI. likuneT

A Tesuji From Actual Play

by T. Mark Hall

First things first: an apology to my opponent for using this position. In our game, Black played the marked stone, threatening to attack the corner and to extend along the side, reducing White's moyo.

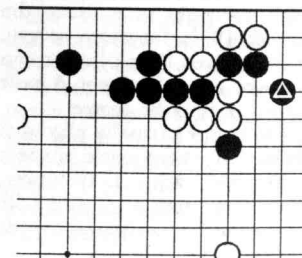


Diagram 1

What sequence does White play that eliminates all the aji at a stroke? (Mainly by capturing the two black stones separating his groups).

Knowing The Score – And The Joseki

by Andrew Grant

Black: K. Timmins, 9 kyu
White: H. Schwarz, 9 kyu
Canterbury, round 2

Black's first move is in the right corner but on the wrong point. Japanese convention is to play the other 3-4 point in this corner.

8: This would probably be better played somewhere in the middle of the upper side to prevent Black making a doubling formation.

9: Black should play at 38, which would be an ideal extension from both her shimari and her top left hoshi stone.

12: The tsukenobi joseki White plays here is quite inappropriate. Black will be able to settle her stone without difficulty. When, as here, the black stone is caught in a pincer, the play at 18 is far more severe, since it gives Black little room to make eyes. She would have to run out into the centre.

16: Is more usually played at 18, but 16 is also joseki, since it works well with 8. However, this is not enough to justify the choice of the tsukenobi in this position.

The sequence to 23 is joseki – White has clearly been studying joseki books. However, this represents a loss for him, since Black is settled and White 10 has lost any aggressive meaning. It would now be bet-

ter placed at A to at least make a little territory.

28: An obvious follow-up to 26. On the other hand, Black still has an excellent move to play at 32. Notice that White would like to play here as well. Moves like 32, which sit at the junction point of two moyos, are too good to miss.

29: A little risky, being a bit too close to the white wall. It is also rather deep for a reducing move. It could come under severe attack. Black 32 is the vital point here, as has already been said.

30: Attacking strongly is the right idea. Defending at 76 would be utterly pusillanimous.

34: An overplay, since Black can break through the gap between it and 32, after which 34 might have trouble living or escaping.

37: Absolutely has to be at 40, to keep White separated. White must not be allowed to atari there himself.

55: Bad for Black, since she is already alive. The effect of 55 is to strengthen White's wall. Since White can defend with the large peep at 58, he gains sente.

60-63: A bad sequence for White. Notice how 63 works with 29 to overshadow the white wall, which could later come under attack. White's compensation in the lower right is not enough. If White wanted to defend the bottom he should have played 60 at B (though this is too small to play yet).

65: Cowardly. 142 is the only move, to expand the black moyo.

66: A good way of taking advantage of Black's over-cau-

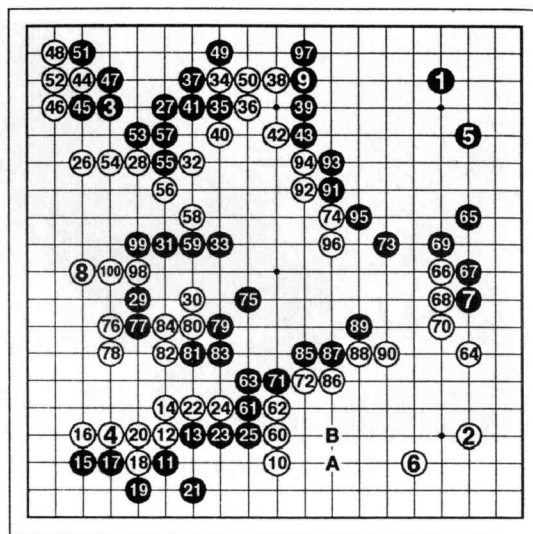


Figure 1 (1-100)

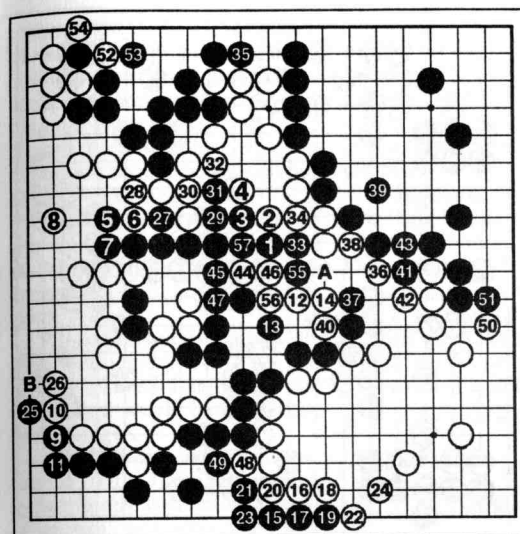


Figure 2 (101-157)

tious play at 65. Notice that, after 70, 65 becomes unnecessary – White could not cut even if it were removed. It would no be better placed at 143.

77: Helps White secure his territory without helping Black very much. She would be better off playing at 92 to cut off the solitary white stone in the centre. She won't necessarily kill it, but if she chases it downwards she should be able to run into White's bottom right moyo.

79: Black should stop worrying about this position. There's very little territory to be made here, nor is White likely to kill anything if Black plays elsewhere. If she plays 92, White will be too busy looking after 74 to counterattack anyway.

80: Too small. 92 would also be a good point for White, de-

fending 74 and preparing to move into the upper right territory.

85-90: This sequence looks rather dubious for Black, since White is helped to secure a 50 point territory which was far from secure before. However, Black can make good use of her wall. She needs about 70 points in the upper right and centre in order to win, but if she can cut off White 74 and kill it that would be enough.

91: Misses the point. Black can only make about 65 points in the top right alone, which would make the game hard to win.

97: Too slow – Black is falling behind. A better choice would be 101, making 107 and 134 miai.

98: Big enough to keep White in the lead. If he were behind, he would have to try to

kill the whole lot by cutting across the knight's move at 144, but this looks fraught with difficulties.

101: Defends, but White is now about 10 points ahead.

113: Black must play more aggressively if she is going to win. Cutting across the knight's move at A looks worth trying – there seems to be no way out for White.

116: Should be at 121. If Black 123, White hanes to the left of 123, Black cuts, White plays atari at 117, Black captures, White ataris at 120, Black connects and White defends at 116. This is 5 points better than the sequence in the game.

127: Black should continue at B; there is no reason to offer White the chance of blocking here. After finishing off the left edge in sente, she should then take the double sente point at 150.

137: A mistake, as it allows White to cut at 140 and capture the two stones.

157: It's a shame to end on a blunder, but 157 was the last move recorded. It should have been at A, to capture six stones. Since White won by 8 points, this would have been enough to give Black an upset victory.

Black did not make any bad tactical errors in this game. Her loss was more the result of bad strategy in the late middle game. I get the feeling that Black thought her large upper right territory was big enough to win, and this prevented her playing more vigorously in the centre. Knowing the score is very useful. As for White, he needs to learn not to plonk joseki down on the board without regard to whether they fit the overall position.

International Pair Go Tournament

by Matthew Macfadyen

Mrs Taki's International Pair Go Tournament in Tokyo must be, in terms of total dan count, much the strongest international event around. This is partly due to the intense competition for the sixteen Japanese places for Japanese pairs, and partly due to the huge scale of the event. And not only were there thirty-two couples competing in the international knockout tournament, but another hundred or so to watch the fun and participate in one of several handicapped side events, all in all a very large gathering of go players but feeling quite unlike most go tournaments due to the equal sex ratio.

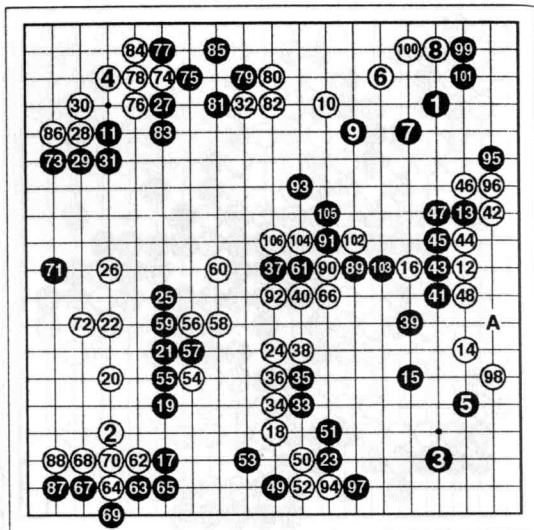


Figure 1 (1-106)

As to the main event, the European contingent did not do as well as their opponents in the first round, except for the French pair, Monique Berreby and Denis Feldmann, whose opponents resigned after an in-

advertent self atari greeted by an agonised cry roughly translated as "Aaaaah. I'm sorry I'm sorry I'm sorry".

Kirsty Healey and I drew the Chinese pair, and were not totally disgraced. Here is the game.

Black: K. Healey & M. Macfadyen

White: Ma Wei & Yang Yi

21 and 25: invite White to take territory on the left - the success or otherwise of this procedure depends on how difficult White find it to settle their group 18, 24 etc.

The sequence 41-48 gives White profit on the edge, but their group is not properly alive; Black may be able to attack at A later.

The sequence from 67 to 88 was our best bit. We succeeded in making extra eyes for all our groups while reducing White's

main territory to very meagre proportions and becoming thick towards their weak group. Kirsty's excellent move at 73 was largely responsible for this, though their obedient reply at 82, which should be 88 to avoid being shut in, helped us.

89: too thin. The move in this direction is to push solidly at 90, but it would have been even stronger to go for their eye shape with 92.

97: could have attacked at A. The White group would not die if they played accurately, but our corner would have become much bigger.

When White captured two stones with 106 their centre group finally became completely secure, and after they had played some accurate nibbling sequences against our corner and lived absolutely in the lower left we resigned.

This game happened on the Saturday evening. On Sunday the first round losers joined in one of the side handicap tournaments, and we recorded a respectable 2/4. For handicapping purposes I counted as 8 dan and Kirsty was 1 kyu, giving us an average of 4 dan. The strongest pair we played (who mashed up Kirsty's every move) had an average score of 8 dan!!

A striking novelty was a set of dark green/pale green stones which had been invented for a player with eye problems. These were being used (opponents permitting) in the tournament. Her idea had been further developed and several other colour combinations were also on display, including a tasteful matt pink/grey set with matching board.

Our real triumph became apparent only at the prize giving

ceremony. There were special prizes for all sorts of things other than being the best go players, and the British team came home with the third prize in the 'Best Dressed Pair' competition.

Congratulations are due to Mrs Taki for creating the most enjoyable event on the Go Calendar, provided, that is, that you are prepared to play go for fun. If you feel inspired to take up pair go, Cambridge Club is planning to hold a Pair Go Tournament in March this year.

Your Club Next?

Barmouth Club in Journal 89, Wanstead in Journal 90... who wants to be next?

If you feel that your club has unusual aspects of general interest, why not send in an article? Photos (always returned) are welcome, and should preferably be a little different from those run-of-the-mill shots of player versus player across the go board. Closeups print best.

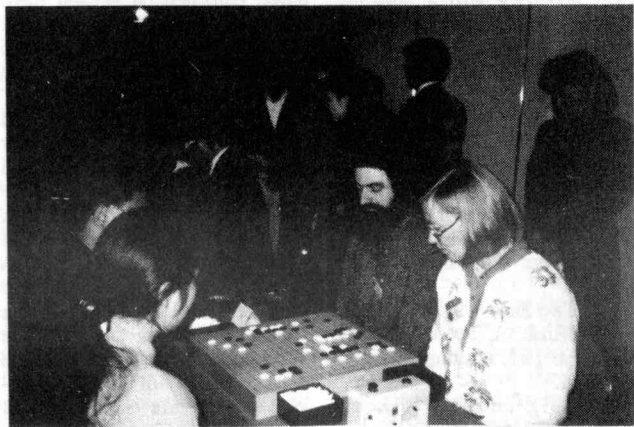
COLLECTED GAMES OF GO SEIGEN

The games of Go Seigen can now be obtained on GoScribe! These will be issued, starting in 1993 for a subscription of only £25.00. Over 700 games will be numbered in chronological order and many will have comments from various sources, including Chinese, Japanese and Korean. You will receive immediately a collection of over 70 games which Go Seigen played with Kitani Minoru. Subsequent issues will include the games Go played when he first experimented with "New Fuseki" in 1933 and 1934 and the ten-game matches he played against Iwamoto Kaoru and Hashimoto Utaro. Updates will also be issued of games with commentaries, when these are available.

Enquiries to:

T Mark Hall,
47 Cedars Road,
Clapham,
London SW4 0PN
(tel 071 627 0856).

Please state size and format of diskettes and which operating system (PC format only).



UK versus China, November 1992

Endgame Challenge

Part 2

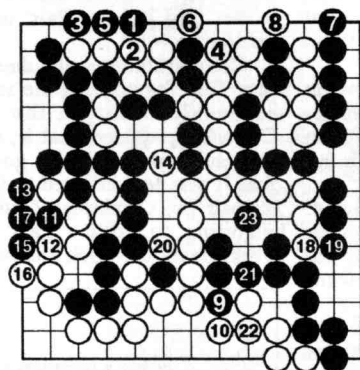
by Richard Hunter

The answer to problem 1 shows that Black wins by one point. Black 1 is the biggest and most important move. This is sente and 4 points better than playing the simple hane in Diagram 1. The game is already close, but squeezing out a couple more points is not easy.

Black 7 is sente, whereas Black 1 in Diagram 2 is gote. White cannot ignore 7 because Black is threatening to descend at 8, which saves the Black stones and kills the five White stones.

Black 9 is a good move that lets Black make an extra point later with 23. This is probably the point that wins the game. Where does this extra point come from? Well, after Black 9, Black 21 is sente. If White plays 22 in Diagram 3 to take the point, Black throws in at 23, and White clearly ends up losing points. In contrast, Black 1 and 3 in Diagram 4 are crude moves.

Black 11 is bigger than 14 because White eventually has to connect at the 2-2 point. That is also why Black 15 is bigger than 20. If Black plays 15 at 20, White exchanges 18 for 19 and plays 15 in sente. Black answers at 17 and White steals the last point at 23. The result is a draw. Diagram 5 produces another draw. Actually winning requires considerable skill.



Problem 1 (1-23)

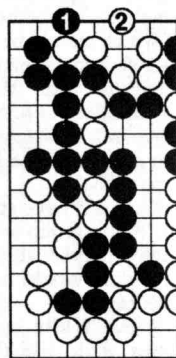


Diagram 1

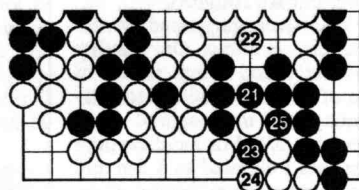


Diagram 3

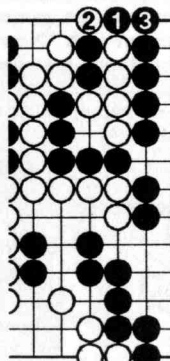


Diagram 2

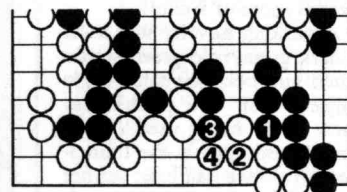


Diagram 4

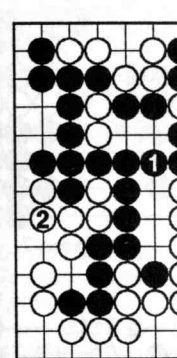


Diagram 5

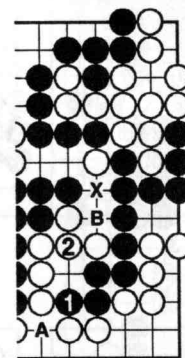
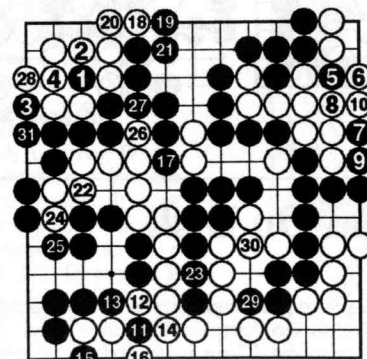


Diagram 6



Problem 2 (1-31)

Answer to problem 2. Black wins by two points. The key is to take points in sente before taking the big gote move of 17.

Black 1 is a tesuji that lets Black hane on one side or the other in sente.

Black 5 is an exquisite move. It reduces White's corner to four points in sente.

Black 11 is a standard tesuji for sealing off the side in sente and ensuring that White does not get to hane in the corner.

Black 17 is gote, but eventually you have to give the other player a turn. The moves up to 27 are fairly straight-forward.

White 28 could be at 29 as they are equal in size. However, 28 is better because the correct reply is trickier to find. Don't make it easy for your opponent. Give him the chance to make a mistake.

Black 29 requires a little thought. This is Black 1 in diagram 6. First, Black 1 makes a point because it forces White to eventually connect at A. Second, it is sente. It threatens to throw in at 2 and atari at B. As a result, Black can go back and connect at 31. If Black plays 29 at 31, White gets 29. Third, note that after White 2 in Diagram 6, Black cannot make a point at X by playing B as he will still have to connect at X when the dame are filled. Instead of Black 29, a throw-in at 30 throws away a point.

Problems 3 and 4. White appears to be well ahead. White wins by 9 points in Diagram 7 and by 10 points in Diagram 8. However, both are the result of some pretty uninspired play by Black. In fact, Black can win in both positions. Find an opponent about the same strength and play out the position. 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.

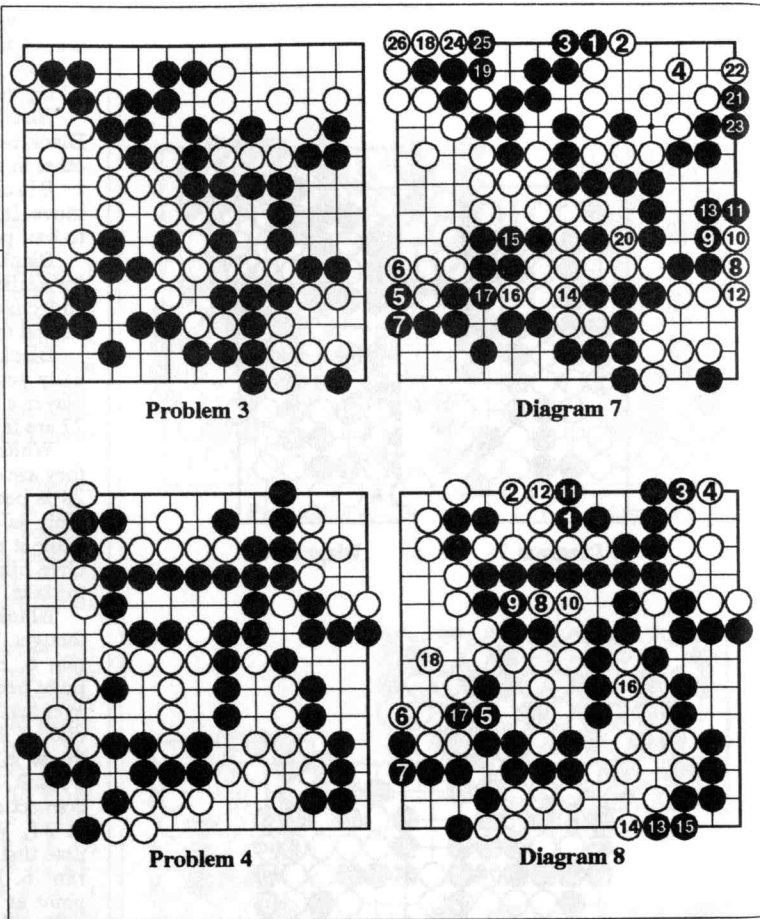
Khorda

Khorda, a Russian Publishing House, has asked us to inform readers that they are producing a 96 page magazine, *The Intellectual Games*, four issues a year, for a subscription of £12.

Games covered include chess, bridge, othello, go, and language games.

Other similar magazines are available from them. Anyone interested should write to:

Redaction,
PO Box 17616,
Chelyabinsk 454114,
Russia.



Go Journal On Disk

If you become fed up looking for moves when playing through games in the Journal, there is now a solution. All the game figures for the 1992 British Go Journals have now been converted to be playable through *GoScribe* on IBM compatible computers. There is no text, but the intention is that they should be used alongside the Journal where commentary is needed.

The cost, including postage and packing, is £3 (UK), £4 abroad. Please state whether you want the games on 3.5" or 5.25" disk.

For BGJ on Disk, or further information, contact the Editor (address on page 2).

Machines & Go

Canterbury 1992 Computer Go Tournament

by Nick Wedd

- Each computer was to play 150 moves in 2 hours in each game.

Game 1

Black: Go 4.3 (M. Reiss)
White: Go (Steve Peirson)
8.5 points komi.

Black is good at identifying its opponents' dead groups, as move 111 shows, although it can be optimistic. It bravely encourages its opponents to enlarge them.

131: Black is notorious for its submarine tactics. It is about to excel itself.

169: Submarine tactics like this can be a sensible way to play for a computer program which can recognise a live group. If you make second line territory your opponent will not spoil it by living inside it.

219: Black ignores White 118 as it is confident that the White group is eyeless. It does not seem to worry about its own group being vulnerable say to a white stone at 227. Or maybe it has read that White 227 will only make one White eye and leave the Black group alive, but I would not be confident of this myself.

241: If I were Black I would again be worried about my own group in the lower left corner. Either Black can read better

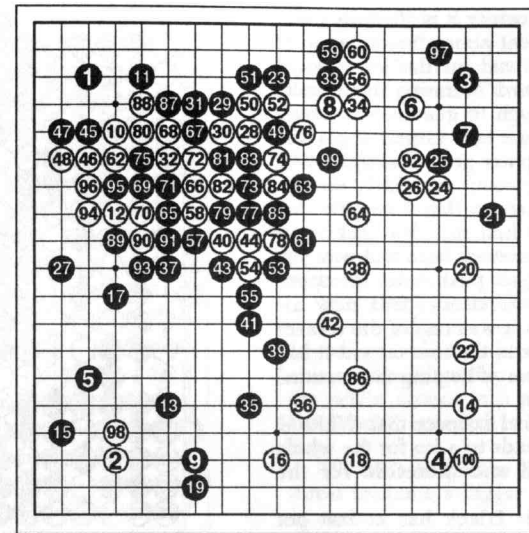


Figure 1 (1-100)

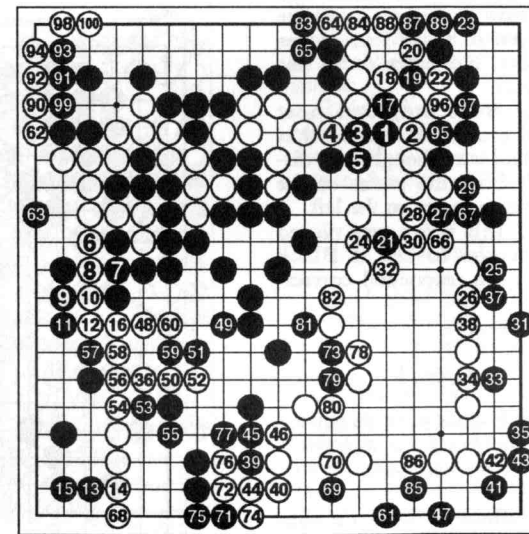


Figure 2 (101-200)

than I can or it is absurdly overconfident about the outcome of the semeai on the left side of the board. Winning this semeai is enough to guarantee winning the game by a large margin and a computer program ought to be able to count accurately enough to recognise this. I suspect that White had no idea that there was a semeai here and was just trying to push into its opponent's territory. But now although it was one of the weaker players in the tournament it had a chance of beating the eventual winner.

246: I suspect that White A now leads to a ko for the whole semeai and therefore for the game.

253: Black has at last got round to saving its group. This was the nearest it came to losing a game in this tournament.

273: This move is as good as any other in this part of the board and has the merit that White now cannot make an eye here even if it has four moves in a row. No other move has this effect.

315: Both programs now passed and both agreed that Black had won though they disagreed about the status of the huge White group on the left.

316: This move was played by a person to see if Black would have responded correctly.

317: Yes.

Game 2

Black: Go 4.3 (M. Reiss)
White: ProGo (R. Rehm)
8.5 points komi.

13: Black is keen on submarine tactics. It would rather play on the second line than on

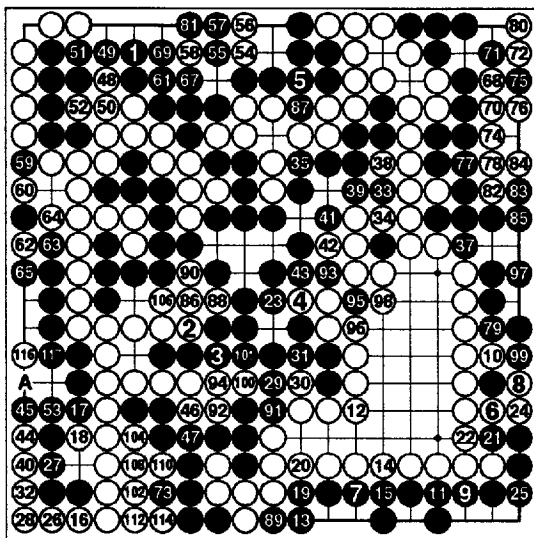


Figure 3 (201-317) 236 at 49, 266 at 163.
Passes: Odd numbers 303 to 315

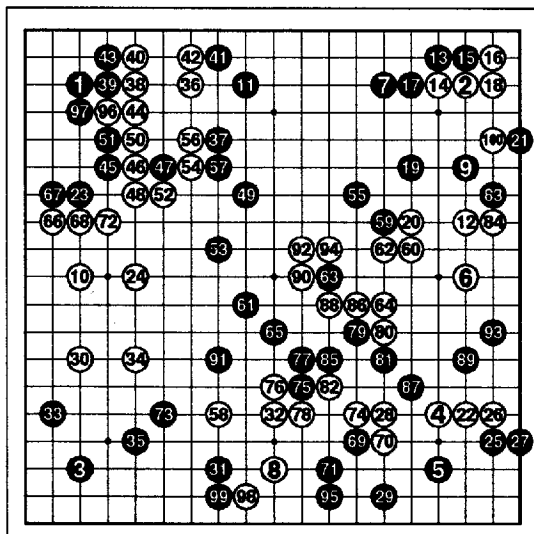


Figure 1 (1-100)

the fourth. This is reasonable in computer go: second-line territory is more likely to survive the random events of the middle game.

21: This move is odd even for a submarine.

122 at 69

140: Each player is keener on attacking than on building groups with eyes in them. This makes for an interesting game.

183: Black is confident that it knows what it has killed. Myself I would be a bit keener about actually getting some of the white stones into my lid. But Black's approach is interesting.

197: Black ignores White's threat to make a bigger one of its own.

220 at 215

252: Where should Black play now?

253: Black's author had expected it to play at 1 in diagram 1, capturing to save the group above.

Diagram 1: This was missed by all the onlookers including a shodan.

255: After this move, the rest of the game is of little interest. Black wins by about 80 points after move 332.

Game 3

Black: ModGo (E. Knopfle)
White: ProGo (R. Rehm)
8.5 points komi

8: Each player has now made two shimaris. This rarely seems to happen in games between good players though there is nothing obviously bad about it. However Black now has a particularly good move

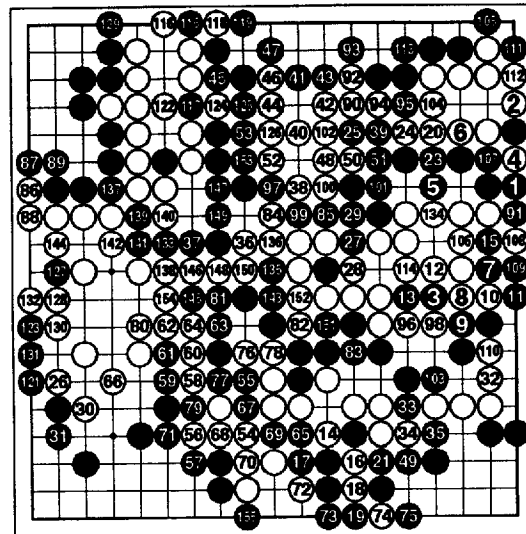


Figure 2 (101-255) 122 at 69, 220 at 215

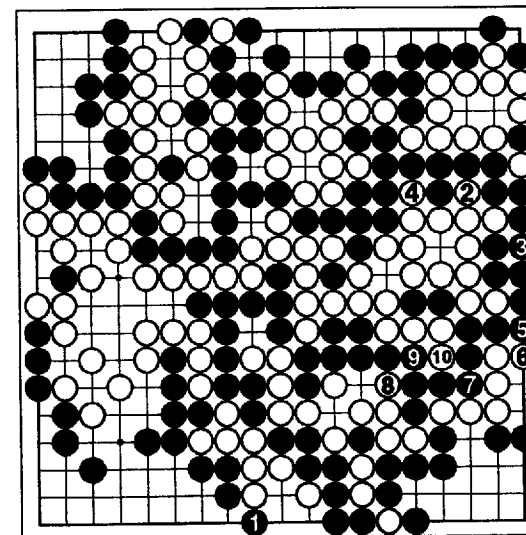


Diagram 1

around 48 in front of two of the shimaris

41: Following the proverb "at the end of fourteen stones play hane".

45: Black is reluctant ever to make a solid connection if it can make a hanging one.

73: Black hopes to live inside White's 12th-line territory while White hopes to live inside Black's 8th-line territory. Black has the easier task but if both fail White will win.

166: White forces Black to connect its two weak groups together.

200: Apparently to make an eye. White does not realise that here one eye will not be enough.

215: Black would do better to make sure it has a second eye in its group.

217: A completely wasted move. Black cannot be cut apart and none of the White groups on this side of the board can live.

235: Black now notices the need to form eyes in its own group. It does not trust itself to manage a ko fight. A human would at least have one go at taking the ko here before making eyes at 235 just to get White to use up a ko threat; but some programs (I don't know about ModGo) err on the safe side by assuming that they will lose all ko fights.

244: The game is now over; but computers use Chinese scoring so they often take off dead stones.

Black wins by about 20 points after move 291.

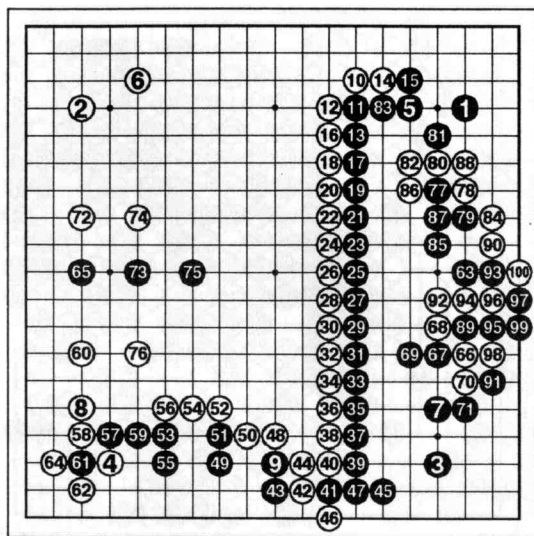


Figure 1 (1-100)

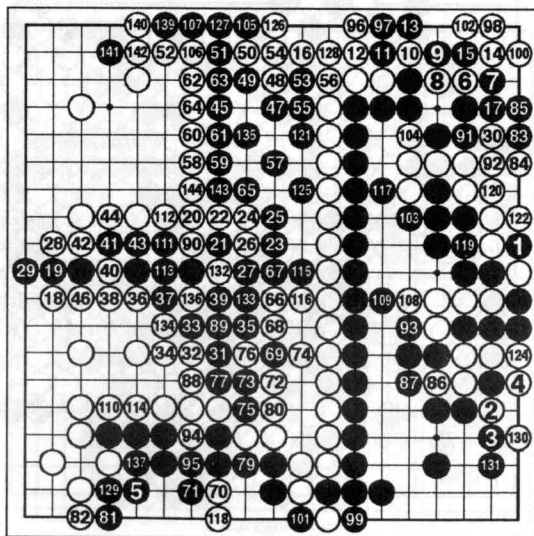


Figure 2 (101-244) 178 at 169, 223 at 100, 238 at 61

Letters

Andrew Grant writes:

So far nobody seems to have answered the question posed by West Surrey Go Club in BGI 87 about what to do if one's opponent fails to press the clock. There are three options:

- a) simulate deep thought for as long as possible, as suggested in "The Art of Coarse Go" in BGI 59 (reprinted in the *BGA Song-book*);
- b) remind him/her to press the clock (or else press it yourself);
- c) consider your move for as long as you would normally do (but no longer), and then play it - in other words, ignore the whole thing.

Option a) ought to be just a joke, but I've seen it done (oh well, if you must know, I've done it myself, in my wild youth). It's not really valid in a serious tournament game if you want to keep your friends. In a sudden-death lightning game, however, an opponent who fails to press the clock deserves all he/she gets.

Option b) is OK if the opponent only occasionally forgets to press the clock, but it is not to be recommended if he/she does it constantly. A player who continually reminds an opponent to press the clock is a bit like a housewife who is always clearing up after her untidy family instead of getting them to clear up their messes themselves. Go players do have to learn to press the clock, and if it

takes a few unpleasant experiences with overtime to din this into their heads, then so be it.

Option c) is my preferred solution for the persistent offender. Apart from anything else, you should be concentrating on the game. Allowing yourself to be distracted by outside issues can only harm your game, and why should you suffer because of your opponent's forgetfulness?

T. Mark Hall writes:

For many years we have become used to using terms in go playing which may accidentally (or, with special reference to Francis Roads's use of the term "weakies", deliberately) offend other players or their level of skill.

I think it is time that we had a serious examination in British go of the way in which we describe moves and players, to try to avoid the use of discriminatory or possibly insulting terms when playing go. I list below some terms, with my suggested alternatives, which we could consider for future use:

Weakies - This I think should be eliminated in favour of "a player who is challenged strongly".

Beginner - "A player who has just learnt the game."

Strong player - This of course has overtones of suggesting that everybody else is weak and should be replaced by "A player with greater knowledge and experience".

Best move: In some ways using a Japanese term like tesuji

cleverly hides the fact that the term used may cause offence. This should be replaced by "a move which has aspects leading to greater efficiency".

Worst move - Naturally this should be linked to the above comment for best move, and should be replaced with "A move which has aspects leading to lesser efficiency".

I think if we eliminate these, and more, terms from our vocabulary we can show the way to the rest of Europe and the world to a less discriminatory and offensive attitude to our strengthily challenged brethren.

Fred Holroyd writes:

The Milton Keynes Go Tournament organized a creche in 1991 but not in 1992; it proved impossible to find someone to agree to take over in the event of illness, so we couldn't guarantee that it would run, and felt that we therefore couldn't offer it.

Not many tournaments try to run one; as far as I know, Coventry and the Isle of Man are the only other venues where children are catered for. This note is really to stimulate discussion on the issue. Ought they to become the norm in tournaments under the aegis of the BGA? If so, should they be mentioned (and practical advice given on how to set them up) in the Tournament Organizer's Handbook? Should the fees of the uncumbered majority subsidise the minority who use them? In whole or in part? Ideas and advice, please!

Kunwa Go Salon

Part 5

by Richard Hunter

Black: Richard Hunter 5 stones
White: Iwamoto Kaoru 9 dan

Note that the hoshi point at 12 is better than the hoshi point at 13.

14: Having played 12, it's better to follow up with a shimari at 33.

38: Does not make two eyes. The usual way to live is 2 and 4 in Diagram 1. This is given in Basic Techniques and is a basic shape given in Life and Death.

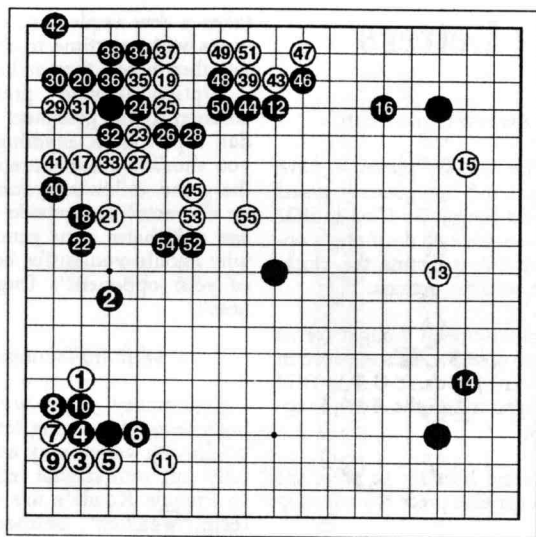


Figure 1 (1-55)

After Black lives, White is in trouble.

42: Timid. Black should block at 43. This is a stronger way to play. Although Black's corner would still not be alive, White's group should die faster.

50: Serious misreading. The atari with 50 at 51 in the figure works, as shown in Diagram 2.

54: Should extend the other way.

Moves after 55 not recorded. White won by 7 points.

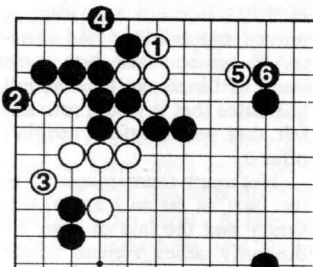


Diagram 1

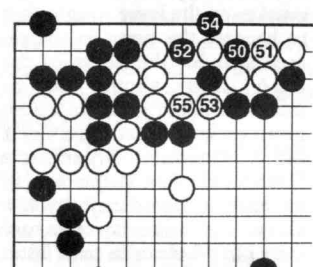
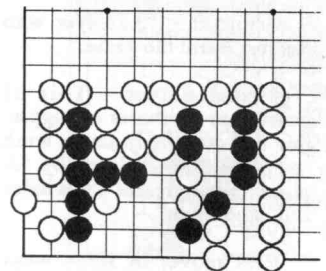


Diagram 2



Bird Problem

Bird Problem

by Richard Hunter

As you no doubt know, this is the year of the bird in the Chinese 12-year cycle. This would not seem very relevant, except for the extremely artificial custom of constructing tsume-go problems including bits of writing. This is probably a good place to put in a plug for that excellent potpourri, *The Treasure Chest Enigma* by Nakayama Noriyuki, which includes a selection of them, some immediately "readable" by English speakers.

This one is taken from a selection in *Go Weekly*, and includes the katakana phonetics for 'tori,' or "bird": トリ

It is Black to play, and he has to make life at least for 'to'. This problem is not desperately hard, but includes a number of nasty traps.

Tournament News

by Tony Atkins

Thirty-two go devotees forsook fireworks and bonfires to travel to Boumemouth for their fourth tournament. Although a double booking meant a move from downstairs to up, the church hall was again a good location, being a short walk from the shops and Pokesdown Station. However, at least two unwary drivers earned parking tickets, so perhaps the train was the best way to travel.

Strangely, the winner and both qualifiers were the same as last year. Francis Roads easily saw off the opposition to win, and qualifiers for the 1993 Candidates' Tournament were won by Francis Roads, Wayne Walters and Chris Dawson for three wins, and by Paul Barnard, judged the best on two.

T. Mark Hall attended this year's Brussels Grand Prix Tournament. His second place in the Lightning, to Dikhut, shows his usual form. Shen won the tournament ahead of Guo and Schoffel.

Birmingham kept to the same venue as last year, and attracted fifty-eight players. Matthew Macfadyen and Des Cann were not present this year, so it was John Smith who beat three opponents, including Francis Roads, to win. Three other players won all three games:

Chris Kirkham (Manchester) as the 1 kyu qualifier, Tony Pitchford, Chester's 16 kyu, and Pauline Bailey, the 19 kyu from West Surrey. The shodan qualifier was Mike Charles. Again, several of the local Chinese students entered, and we would hope to see more Orientals at tournaments as Manchester have discovered a group of strong Koreans too.

Floods and sandwiches

The West Surrey teach-in and tournament moved to a new venue this year. Wey House School is just across the flooded River Wey from the village of Shalford, a couple of miles south of Guildford, and the school provided a good location. The go players were welcomed by the headmaster making sandwiches in the kitchen, and the school cook made a very edible lunch.

On the Saturday Francis Roads showed his teacher's training by drawing up a timetable with free periods for the dan experts. Other sessions were lectures on openings, problems, game analysis, complete-the-game and penny go. The final session of the day was the ever popular simultaneous display. Simon Goss had the free period, and so it was up to Francis Roads, Matthew Macfadyen, Edmund Shaw and Tony Atkins to show the kyus how to win. Unfortunately the dans came out on top with the result 12 to 7.

The following day more teaching was obtained as T. Mark Hall and Francis provided commentary on the first British Championship game between Matthew and Edmund, secluded

in an upstairs room, and a six hour struggle saw the challenger coming out on top. Perhaps this was due to Matthew being tired after the Pair Go in Japan, or to Edmund's joining Reading Go Club, but hopefully not bias from the game recorder.

Downstairs for the third year running S. Barthropp proved to be the most undergraded dan player by beating four opponents, including T. Mark Hall in the last round. Two other players on four wins were J. Edwards (8 kyu, High Wycombe) and W. Walters (7 kyu, Wanstead).

The other prize winners for three wins were: S. Goss (1 dan, Bracknell), J. Hamilton (5 kyu, West Surrey), C. Bockett-Pugh (8 kyu, West Surrey), A. Lane (10 kyu, Unattached), P. Hazelden (10 kyu, West Surrey), V. Milner (15 kyu, Cheltenham), E. Brooks (15 kyu, Swindon), and S. Masterson (21 kyu, Unattached).

Persistence and limericks

In the continuous 13x13 tournament, James Hamilton won a persistence prize, Graeme Brooks had the most wins (two), and Paul Hazelden had the best percentage (with two out of two). Edmund Shaw selected the best limericks for a vote in which Francis Roads's effort on quiet tournaments was judged the best.

On the international scene, Matthew Macfadyen won Gothenburg. Matthew was later off to Japan with Kirsty Healey as the British representatives in the International Amateur Pair Go Tournament. They failed to win any prizes for go, but got

third prize in the best dressed pair competition.

Zurich was won by Shen Gruangi. Andrew Jones shocked himself by picking up Grand Prix points for seventh place, playing at 2 dan and winning all his games except one against a 5 dan.

Also still part of the Grand Prix circuit, for this year, anyway, was the four day London Open. There were 119 players registered for the tournament and half of these warmed up the evening before by playing in a lightning tournament run by T. Mark Hall. In the following night's finals, Shen Gruangi, the Chinese from Germany, won by beating Mark himself into second place. The third prize was won by German champion Franz-Joseph Dickhut who beat Miss Pei Zhao.

Go portraits

The London Open is always a good place to meet friends from abroad. This year ten countries were represented. There were 23 Germans, a party from St Petersburg, Swedes, Slovenians, contestants from France and Luxembourg, but only one Dutchman (a one kyu, of course). Everyone was well fed thanks to Nikki Streeten, the Sandwich Queen, and Harold Lee's New Year's Eve trip to a Chinese restaurant. There were alternative new year's parties too, including the Wanstead Go Club's annual do at the Highbury Roundhouse venue. Popular as ever was the Ishi Press shop of go equipment, books and puzzles, and also popular a series of portraits displayed by go artist Jiri Keller.

At the top of the tournament the Chinese dominated. Shen won his first five games, losing only to Schoffel. Zhang lost only to Shen and Macfadyen, and Zhao won five including that against Macfadyen.

The final ordering was Shen first with seven, then Macfadyen and Zhang joint second on six, then came a group on five wins: D. Schoffel. P. Zhao, R. Hunter, S. Liesegang, E. Frelikh and H. Zschintzsch. Tenth was P. Shepperson on four wins.

Kyus triumph

There were some remarkable results from kyu players. V. Veleskevitch (7 kyu, Russia), won all eight games including beating a one kyu player. Roland Maire (2 kyu, France) won seven, coming to grief against Jim Clare (3 dan) in the last round, and P. Wirth (5 kyu, Germany) lost to Alison Cross (1 kyu) but won seven.

Best British kyu player was Paul Smith (Cambridge). Other prizes for six wins went to P. Lipatov (5 kyu, Russia), F. Colson (15 kyu, France), S. Kitten (15 kyu, Germany), and H. Takahashi (20 kyu Oxford). These all went away clutching chocolate, cash and Annie Newman painted plate originals.

The grading committee met during the London Open and recommended the following promotions: to shodan, C. Leedham-Green and P. Smith, to nidan Stuart Barthropp and S. Beaton, and to sandan the Icelander at Liverpool University, T. Thorsteinsson.

If you include the four or more go players who attended but did not play, then Simon

Rudd was not disappointed, as 81 players took part in this year's Furze Platt tournament. The standard of organisation was on a par with other British tournaments and it was not the youthful organisers' fault that the local pub could not cope with the flood of go players demanding lunches, was it?

In the tournament, Jim Clare was helped in his attempt to retain the title by other distractions for Britain's top two players. Matthew Macfadyen and Edmund Shaw met only a week after their second game to fight another battle in the British Championship. Matthew won his second victory in a row, giving the experts in another room much to talk about as the game was analysed for the assembled throng.

However Jim's chances of winning were dashed when Cambridge brought along a 6 dan Japanese called Shun, and Ukrainian Juri Ledovskoi arrived having failed to get a visa in time for the London Open. Sure enough the last round saw an exciting clash between these two in which Mr N. Shun came out the champion. A whole host of players winning all three games was as follows:-

S. Barthropp (2 dan CLGC), M. Charles (1 dan Stevenage), P. Bamard (1 kyu Swindon), P. Bailey (5 kyu W. Surrey), P. Hankin (8 kyu Cambridge), M. Raab (9 kyu Germany), I. Hume (13 kyu Bournemouth), E. Brooks (14 kyu Swindon), S. Howes (18 kyu Unattached), and A. Griffiths (23 kyu Furze Platt). S. Bailey won the continuous 13x13 tournament and Cambridge Club went home clutching the large jar of chocolates.

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	15-D	G18	7.00	7.80
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
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
Go postcards (set of 8)		PC	2.50	2.90
BGA Song Book		GSB	2.00	2.50
Go Moon: Nos 7-26		GM	2.00	2.50
Korean problem books vols 1-16		KP	1.50	2.00
Glass stones (6 mm thick)		K6	13.00	17.00
Glass stones (6.5 mm thick)		SG65	14.00	18.00
Glass stones (7.5 mm thick)		K75	19.00	23.00
Magnetic go set		MS2000	15.00	17.00
Folding Go Board (Club)		FGB	9.00	12.00
Gostelow board (2 cm)		BGB	16.00	20.00
Folding go board (Japanese) (1.7 cm)		B104	15.00	18.00
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
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.)

ISHI PRESS ANNOUNCEMENT

Regarding the advertisement on page 47 for an electronic media version of the Collected Games of Go Seigen, the Ishi Press wishes it to be made clear that it is in no way connected with the product, its production, sale or distribution.

The producers of the Go Seigen Games wish to state that they are in touch with Ishi Press and hope to sort out any problems.

Late News

Miss Feng Yun, the Chinese 7 dan professional, intends to stay in England from mid May to mid August, to learn English and also to play go.

If any clubs wish her to visit them for teaching purposes, please contact Alex Rix (address and phone number on page 2) regarding travelling expenses etc. It would be helpful if members could offer her accommodation.