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BGA Officials

President: Alex Rix, 10 Banbury Rd, Hackney, London E9 7DU. (081-533-0899).

Secretary: Tony Atkins, 37 Courts Rd, Earley, Reading, Berks. (0734-268143).

Treasurer: T. Mark Hall, 47 Cedars Rd, Clapham, London SW4 0PN. (071-6270856).

Membership Secretary: Terry Barker, 7 Brocklehurst Ave, Bury, Lancs BL9 9AQ. Tel: 061-705-2040.

Journal Editor: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shropshire. TF9 3LY (0630-84292).

Book distributor: Bob Bagot, 54 Massey Brook Lane, Lymm, Cheshire WA13 0PH (092-575-3138).

Publicity Officer: David Woodnutt, 4 Church St, Gawcott, Buckingham MK18 4HY (0280 816820).

Youth Coordinator: Position vacant.

Computer Coordinator: Nick Wedd, 37 North Hincksey Village, Oxford OX2 0NA. 0865-247403 (also for faxes).

Newsletter Editor: Eddie Smithers, 1 Tweed Drive, Melton Mowbray, Leics. LE13 0UZ (0664-69023).

Analysis Service: T. Mark Hall (address above).

Archivist: Keith Rapley, Lishoen, Wynnswick Rd, Seer Green, Bucks HP9 2XW (0494-675066).

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Front cover: Two courtesans with a go board in the background (1861). From a postcard, by kind permission of Ishi Press

Calendar

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

Wessex: Marlborough, 24th October. T. Wright, 0275-842258 (before 10pm).

Swindon: 7th November. P. Barnard, 0793-432-856 (evenings, before 9.30pm.).

Birmingham: 21st November?

West Surrey: 5th December

London Open: Dec-January.

Youth Championships: January.

Furze Platt (near Maidenhead): January.

Wanstead: February.

Oxford: February

Trigantius: Cambridge, March.

British Go Congress: March/April

Coventry: March

Candidates': May. By invitation only.

Barmouth: May.

Bracknell: May.

Challenger's: May. By invitation only.

Scottish Open: May.

Ladies': June. By invitation only.

Leicester: June.

Bournemouth: July.

Anglo-Japanese Friendship Match: July.

Northern Go Congress: Manchester, September.

Milton Keynes: September.

International Team Trophy: London, September.

Shrewsbury: October.

Contributions for next Journal by **6th November**, but please send earlier if possible. Text can now be accepted on both 5.25" and 3.5" disks (plain ASCII, not right justified, and no tabulation) but should be accompanied by a print-out in case of difficulties.

Diagram references: please use A,B etc., not K10, C3 type notation.

EDITORIAL TEAM

Technical adviser

I. C. Sharpe

Diagram producers

S. Bailey, P. Smith

Regular Contributors

T. Atkins, T. Barker,
B. Chandler, D. Cann,
A. Grant, T. M. Hall,
J. Hampton,
F. Holroyd, R. Hunter,
M. Macfadyen, F. Roads,
D. Williams

Proof reader

K. Timmins

Notices

The BGA has received an invitation from the Preparatory Committee of the Yao Shun Cup World Amateur Weiqi Friendship Tournament for attendance by one player from the BGA, who must be of Chinese origin holding citizenship of the UK. It seems that costs must be borne by the participant, though this is not certain. The tournament will take place in the autumn, possibly October, of 1993 in Peking.

Apparently the first such tournament "was held in 1990 and aroused great interest among the people of Chinese origin in the world". It is supported by the Chinese Weiqi Association, the Chinese Peaceful Unification Promotion Association and the Chinese Architectural Engineering General Corporation.

Paul Smith from Cambridge has volunteered to join the BGA Council. We still, however, have a vacancy, in particular for a Youth Co-ordinator. This post is very important for the development and popularisation of go, and it is hoped that somebody will volunteer.

The Martinicup & 1st Dutch Open 9x9 will be held November 13-14th in Groningen, The Netherlands. Further information from André Alfenaar, 01031-50-189315. Sleeping-places (free) guaranteed! Sponsor: Fine Eastern Restaurants.

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Visit of Feng Yun

by Alex Rix

Feng Yun, 7 dan lady professional, was one of the four Chinese professionals at Canterbury last year. She expressed a desire to visit this country to improve her English and she persuaded me to issue an official invitation earlier this year to the Chinese Weiqi Association.

She was originally to stay for just over two months prior to attending the European Go Congress in Prague, but the visit was unfortunately shortened due to difficulty obtaining a diplomatic passport in time. At the last minute, the trip was in jeopardy since the British Embassy were insisting that she obtain a "working visa". Luckily, this demand was withdrawn when I pointed out that she could win any game here with her eyes shut.

She arrived on the 18th June to my great relief and spent a hectic month touring the go clubs of England - unfortunately, due to shortage of time, I had to turn down an invitation from the West Wales Club at Barmouth.

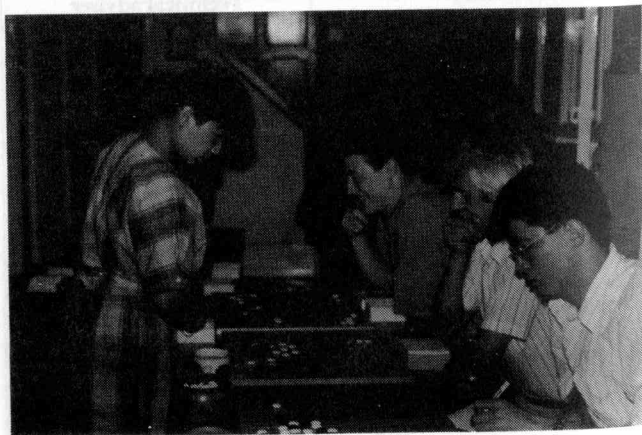
Mrs Feng visited Newcastle, Cambridge, Leamington Spa, Bath and Bristol as well as playing in London at the CLGC, the Chinese club and Wanstead. The visit was paid for mainly by the BGA so I hope everyone found it worth while. We would be grateful for feedback so we can judge whether this type of expenditure is favoured by BGA members.

Feng Yun is a very pleasant professional, willing to teach and not so totally absorbed by the game that she couldn't find

time to take an interest in other things. She is now due to take part in an important championship and I hope we haven't ruined her go whilst teaching her English!

Considering that I arranged the visit, I'm not sure how much the result of our game was due to diplomacy on her part or her desire to have fun rather than play reasonable moves in order to win.

The game was one of a number of simultaneous games played at the Central London Go Club on 23rd July.



Mrs Feng versus Maidenhead Club (T.A.)

15: Better at 21. If White 17 then Black can attack at 28 and cannot get a bad result.

31: Black has been outplayed here but at least has thickness towards the centre.

33: Perhaps it would be better to play at 36 and, after White 43, either live in the corner immediately or later.

41: Facile - a one point jump towards the centre from 3 would be better.

43: Attaching above 44 would prevent White linking up easily. In the game White makes territory whilst nearly rescuing the weak stones 8, 10 and 12.

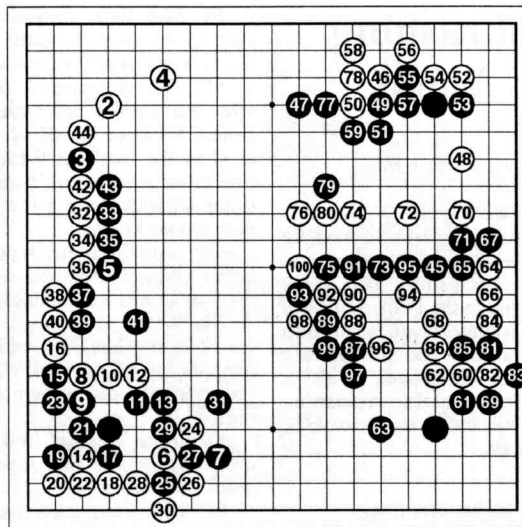


Figure 1 (2-100)

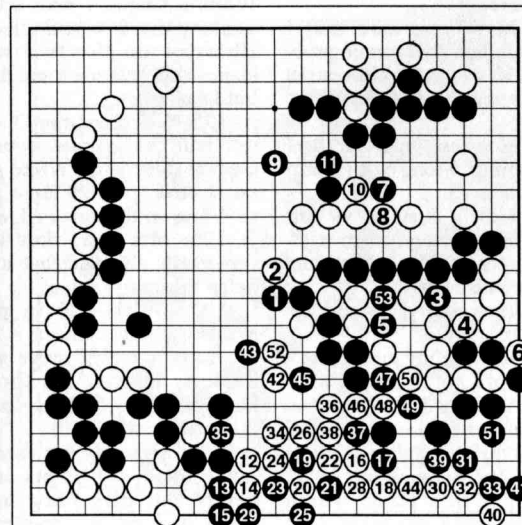


Figure 2 (101-153) 127 connects

45: The black stones combine to make a large territorial framework.

69: I did not know how to attack these stones. Attaching to the left of 68 is possible, aiming at 104, but 69 can't be bad.

70: This is an overplay, but then it is a handicap game and the onus is on Black to prove it.

75: It looks better to cap at 76 instead and contrive some double attack. I was anxious to attack the white stones below.

102: Overplay, but White assumes Black will falter, and I do. 103 is a double threat, and I am happy enough to capture three white stones and build enormous strength in the centre. However, I could connect at 106 after 104 and win the semeai by one move in all the variations I could find.

112: If Feng Yun had played normal yose, I think she would have won. Presumably she felt like having some more fun.

115: The corner is now ko (though not really playable by Black), though after 135 it is unconditionally dead after a hane to the left of 20.

119: Perhaps 121 is better.

153: Removes all the aji: White could probably connect to 8, 10, 12 but not to the main group, and Black has strong thickness in the right place to prevent White escaping or making a second eye in gote.

Black won by resignation.

• Mrs Feng's visit generated a great deal of enthusiasm, and further articles concerning games she played or commented upon follow overleaf.

Feng Yun In Britain

by Tony Atkins

Over the six weeks leading up to the European Go Congress we were very lucky to have a professional in Britain. Mrs Feng Yun, the young Chinese professional 7 dan, who came to Canterbury last year, was able to return to help her learn more English. She spent half her time as guest of the CLGC in the London area and half the time touring regional clubs as a guest of the BGA.

She would play simultaneous games with up to ten opponents, give game commentaries, teaching games or private tuition. Apart from the time at the London clubs such as Wanstead, Covent Garden and the Chinese go club, she visited provincial clubs such as Maidenhead, Cambridge, Leamington Spa and Bristol. Her favourite city visited was Bath.

Although her parents do not play and she only learned go at the age of eleven, she is now a very strong player, being still in her mid-twenties. In simultaneous games she always managed to win half, although some London regulars whittled the handicap down.

Thanks must go to Eva Wilson and Harold Lee and to the CLGC and all those clubs which looked after Feng Yun during her successful stay.



Thrashing About

by T. Mark Hall

We were lucky to have a 7-dan professional visiting Britain and giving lessons and simultaneous games. This game was played in the IVC in London and the comments are taken from what Mrs Feng said in reviewing the game afterwards with a couple of remarks concerning what I was trying to do to show the contrast.

*White: Mrs Feng
Black: T. Mark Hall (3 dan)
Played on 26 June 1993*

9: I have noticed that Mrs Feng often seems to play this reply rather than answer the pincer directly.

14: Mrs Feng said that I should defend the corner probably at 30 which would restrict the eyeshape of the White group.

22: Mrs Feng said that there was nothing wrong with pushing down at 49.

24: With a stone at 49 this would be a forcing move; without this stone White is alive and can move elsewhere.

26: Overplay! I should escape to the centre

31: Now it's my group that's been cut off, not Mrs Feng's.

38: Actually I could see no way that I would escape and I was just thrashing about a bit.

49: Mrs Feng didn't want me to get this point which would be sente and make a lot of territory.

61: Mrs Feng criticised her own move after the game since this lets me save the group.

68: See diagram 1 to see why this should not have happened. Without the Black move at C in the diagram White can break out since I can't do anything without putting the triangled stones in atari.

70: A in the figure would be better since it threatens to take the two stones immediately.

74: White now has a problem: one slip has allowed Black to save his group and White's group in the centre is not settled.

80: Mrs Feng liked this move and used the Japanese word tesuji about it.

88: Mrs Feng said that this was a good move.

94: She said this was a strong move and that I had a good attack.

110: A very bad ko threat; it loses points and improves White's shape. I was actually thinking that it would affect the liberties on the two white stones and give me more threats but I was wrong.

122: I decided that I could not win the ko and hoped to capture the central White group but I have given a large profit to White on the upper edge.

126: Mrs Feng didn't like this move; she said that it only helps White to escape

131: With 129 in place White can now connect.

143: A clever move which protects against the threat I have of cutting at 54 or cutting the central stones off.

146: I lose my last chance! I make about 10 points in the centre but Mrs Feng makes about 20 along the upper edge. I felt afterwards that I should

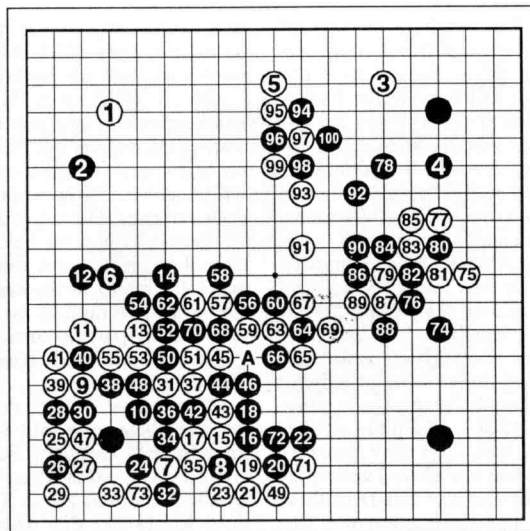


Figure 1 (1-100)

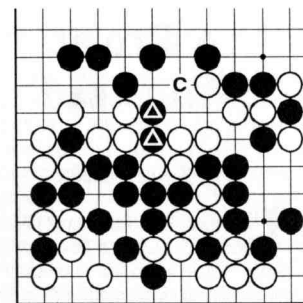


Diagram 1

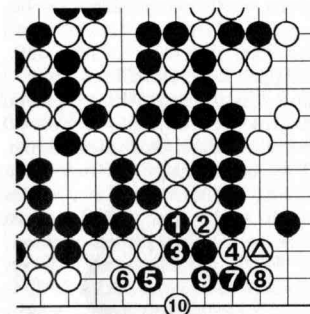


Diagram 2

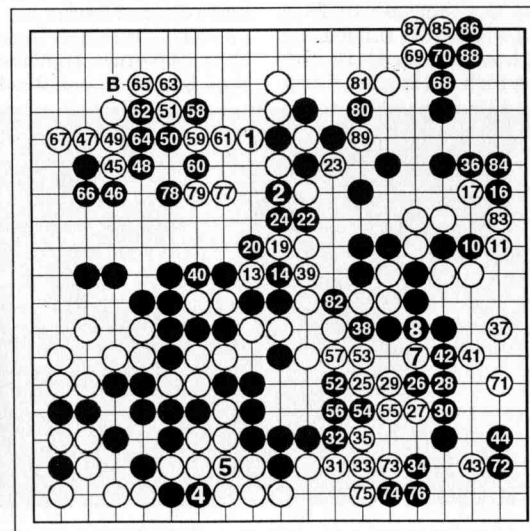


Figure 2 (101-189) ko: 103,106,109,112,115,118,121

have played at B to break into the upper side. Mrs Feng suggested the 3-3 point in the corner but she would play at B to seal off the side. Black 146 goes against the proverb of playing away from strength; I should be trying the break up the upper side. This was my last chance. However since I haven't captured the central group I am losing and I should at least try to make a better game of it.

158: I can't cut at 1 in diagram 2 because of the triangled stone: I lose.

182: Wrong order; I should play at 83 first because it is sente.

White wins by many points.

A Pro at Wanstead

by Francis Roads

The first of July saw Wanstead Go Club's first opportunity to benefit from a professional commentary when the Chinese professional player Mrs Feng paid us the second of three visits, accompanied by her minder Harold Lee. Two well matched members of the club, Charles Leedham-Green (Black) and Alison Jones (White) played a game in a side room, with 30 minute sudden death time limits. The commentary is based on notes of Mrs Feng's remarks made at the time, and has been written with kyu players in mind.

Both Charles and Alison (nearly three decades his junior), are relatively recently promoted shodans, and still learning to bear the burdens of danhood. Charles is a professional mathematician and fair chess player, and is struggling to overcome a tendency to try to solve all problems through rigorous logic. This trait sometimes gets him into time trouble, and prevents him from spotting the brilliancies only available to those willing to trust their intuition.

A commendable reluctance to allow herself to be pushed around, either on or off the go ban, is one of Alison's strongest traits. I know of no British player who more frequently plays tenuki moves in the opening: this independent spirit does lead her into trouble, as will transpire.

8: The result in the top left corner is as if Black had made the extension from 3 to 7 previously and then White had invaded at 6. This is bad for two reasons: firstly, such moves belong to the middle game, after White has built some influence to back up such an invasion, and secondly, because 6 is the wrong point to invade anyway. (See the Ishi Press book *Attack and Defense* (sic) page 179 for further details.)

Mrs Feng spent some time showing the various joseki that White could have chosen, starting at 12, 17, or a point right of 16. Alison had the grace to admit that she played elsewhere because she was unsure of these lines. The implication was that any of them would have been better than this tenuki.

12: This move and the subsequent ones show why 6 is on the wrong point; there is no way to separate the black stones. The sequence to 24 is bad for White: her influence is worth less than the black territory, which is on the fourth

line, and in any case is reduced by the presence of 11. All these moves are best left unplayed.

26-32: Once again, White is exchanging the influence of a wall of stones on the fifth line for black territory on the fourth, which generally speaking is a poor bargain. Having done so, 32 should be a point below 31; then there is at least the prospect of a moyo in the centre of the board, though it will still take skilful play to turn it into as much territory as Black has already made secure.

The idea of 36 was to threaten the corner, but 37 captures three stones; Mrs Feng asserted that after this move Black had a won game. To lose three stones like this when they are confined to the edge or corner is not so drastic, but here in the centre, where their influence spreads throughout the board, the loss is immeasurably greater than just the six points for stones and territory.

There remained interesting aji in the corner. If White plays atari left of 7, and Black con-



Alison plays Charles, with Francis in the foreground

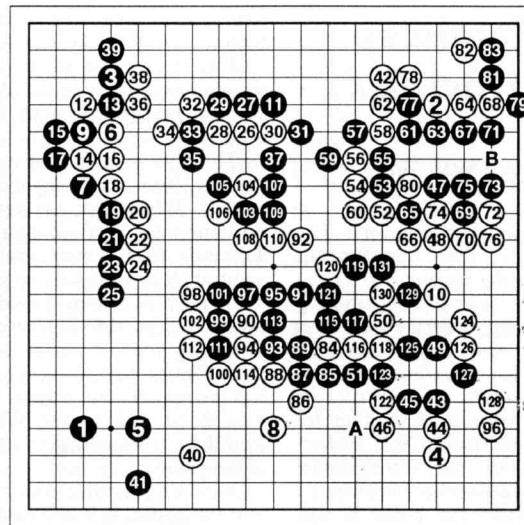


Figure 1 (1-131)

nects below 7, White can play one point above 15, threatening both the three black stones 9, 15, and 17, and a move one point left of 39, which would threaten 3 and 13. Unfortunately White promptly plays ajikeshi with the 38-39 exchange, and erases this aji. When you know you've just made a bad move, it's very easy to follow it up with another. The professional thought that even if White had found an opportunity to make use of the aji, the loss with 37 still left her well behind.

In a game with long time limits this position is resignable, but with only 30 minutes...

41: This move is not urgent. It's a very large endgame move, but with his great influence Black should be thinking about invading the right side with a kakari at 75 or possibly 43.

44: Mrs Feng recommended the knight's move at 46. Although 44 move does appear in the joseki books, the idea being to make Black heavy and easy to attack with the stone at 10, nonetheless we were assured that this joseki is now regarded as old-fashioned in China.

47: This move is not a deep enough invasion, especially bearing in mind all that influence, and leaves White space to separate the two black positions in good shape with 48. If Black wants to play hereabouts 70 is the move. He need not fear a splitting attack, with those strong stones in the rear. When you have strong influence you squander it if you don't attack hard and invade deep; that's what influence is for.

49: Narrow and over-concentrated. He should escape to the centre with a knight's move at 51, or start to make eyes

against the edge with the ikken tobi at 128.

52: White should play honte at A. Honte is very hard to define, but this is a good example: a seemingly slow move which actually achieves a great deal. The lower White territory is secured; the Black group above is weakened; and therefore the White group 10, 48 and 50 is indirectly strengthened.

57: An overplay. The three white captured stones still have enough aji to force Black to play 59, so after 60 (described by Mrs Feng as "quite good") the three black stones 47, 53 and 55 are in trouble, and White is creeping back into the game. Black should play the contact move at 64 and try to make some eyes.

65: Aji keshi. This move does not actually increase Black's eye space at all. What it does do is to render ineffective the move which he should have played at 70, again to make eye space. One of the proverbs in Segoe's *Go Proverbs Illustrated* reads: "If you plan to live inside the opponent's territory, play directly against his stones", i.e. play 64 instead of 57, and 70 instead of 65.

68: Should be the kosumi at 69. The idea is to kill these black stones off, not just to protect the corner.

70: She can attack more effectively with the placement at B.

80: Should be at 81, to prevent Black from making his second eye in the corner. If White had played there Black is well and truly dead; can you convince yourself that this is so?

84: The honte at A is still the best move. In the following sequence Alison missed many chances to play on this vital point. By this stage in the game both players were in serious time trouble; Alison had also been keeping the game record.

96: This move makes it difficult for Black to make eyes in the corner, and forces the stones to run away towards the white strength in the top left hand corner. This is a good way to use this strength.

103: Loose. Charles is correctly trying to link his group with the strong stones above, but leaps a point too far.

107: Loses a tempo by playing the atari here instead of the simple extension to 109. If I were feeling mean I would remind Charles of the British go proverb "Beginners play atari", but he's a good friend of mine so I won't.

117: Despite this slip, the black stones can still live by playing 117 at 118 - see if you can work out how he can then quite easily make two eyes. Up to 131 Alison has succeeded in killing the large Black group, and is ahead on the board despite the bad start. But her flag dropped and she lost on time.

Well all you kyu players, I hope you feel encouraged to learn that after you get your promotion to shodan you will still be allowed to make the odd mistake now and then. If you found this commentary helpful, why not write to the editor and tell him so? In fact, why not write anyway and tell him what you think of the British Go Journal. We contributors slave away over hot word processors, but rarely get much feed back.

Handicap Principles

by Alistair Wall

This game was played at Mrs Feng's first simultaneous display at the University of London Club. Four stones handicap was too many, and the game was one-sided. (I feel obliged to point out here that if the Grading Committee based promotions on strength, instead of waiting for tournament results, this embarrassment to our distinguished guest could have been avoided.)

However, the game is still instructive. I did not have time to read out variations, because I had to be ready with my move

whenever Mrs Feng came round to me. This meant that I had to base my moves on simple principles you should be able to use against your local shodan.

The first principle is not to answer two space approach moves. White has no severe continuations, so fighting spirit demands that I take the big point at 4. 6 at 8, or one point to the right of 6, would be more severe, but could lead to complications.

8: Fighting spirit again. The 3-3 point in the upper left would be safer, but White would be controlling the flow of the game.

9: Is an attempt to complicate the game. It is an overplay because 6 and 8 are still unsettled. 12 makes miai of the top and bottom, so when White de-

fends the top with 13 it is important to attack 9 rather than reinforce the top left corner.

Similarly, after 21, Black has to play lightly because White is strong here. The White corner is not too big, given White's three extra stones here; the three black stones on the inside still have some aji, while 24-28 make it difficult for White to build a large territory along the top.

If 32 simply connects, White can break out into the centre by attacking above 30, and Black's pillar of stones will come under attack.

35: Is a probe. If Black is worried about his stones on the side, and plays 36 at X, White may break into the centre.

Black reinforces in sente with 38 and 40, then switches to the big point at 42. The White group may only have one eye, but it is better to leave it unstable than to attack and possibly provoke complications.

44: In this type of moyo, the centre is bigger than the side.

For 46, I would now choose the joseki in diagram 1, which builds a wall facing the biggest side. The joseki in the game is good enough, though after 56, 44 should be at 58.

58: Defends against the biggest threat, but after playing on this side I cannot expect to make any territory in the corner. I concentrated on connecting my stones out. 68 threatens both 69 and 70.

Connecting with 72 at 73 would have been a strong move, threatening to kill the corner with 72, or to attack the group above with a move to the left of 37. I was worried that 72 would be too small at this stage, and that there might be complica-

tions if I attacked the group above. I was happy to get two moves in a row at 74-76, and White was eager to connect at 75. If I had known she was going to connect, I would have played 74 and 76 at 76 and 110.

White has to play 77 and 79 to capture 24-26 on a small scale. This vindicates my play in this corner.

78: My most serious mistake of the game; I should approach White's thickness more cautiously at 111.

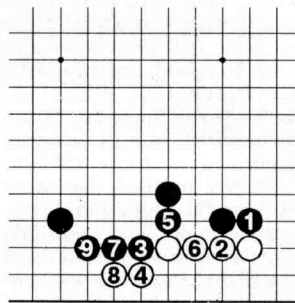


Diagram 1

81: If I attempt to cut this stone off from 13, White might connect it to 35, cutting off my group on the side, or use the aji to break into my moyo. I counted, and judged that I could win by relying on my moyo below 36-42 and the top right corner, so I reinforced the group on the side, activating the aji in the corner.

In the sequence from 85 I pay for my over-extension at 78. 86 defends my weakest stones. There may be more aggressive sequences than the moves to 96, but I wanted to be absolutely certain of escape.

Sacrificing 98 to build thickness, separating the White

groups, is the most aggressive continuation.

Mrs Feng winced when I played 110-112; apart from taking territory in sente while White connects on dame, the eyeshape forestalls any nonsense in the corner.

With more time to read, I might have attacked with A at D.

After playing 116 and 118, I felt that capturing 81 would not be big enough, so I started the ko up to 123. Mrs Feng won this ko, but had to give up four stones at 97-103. This left Black about 15 points ahead, a lead which was preserved at the end of the game.

This game demonstrates that the handicap principles of taking the big points and building thickness really do work. Taking the big points at 4, 36 and 42 meant that White had to invade at 43 and 57, allowing Black to make thickness. The value of the Black thickness is illustrated by White 81. Here White would like to combine an erasing move with other threats, but the best she can do is an erasing move combined with an invitation to make a mistake.

In the next Journal I will redress the balance with a game which Mrs Feng won.

In "Keeble versus Koester", Journal 92, there was a colour mixup somewhere along the line: David Keeble took white, not black. Sorry, David!

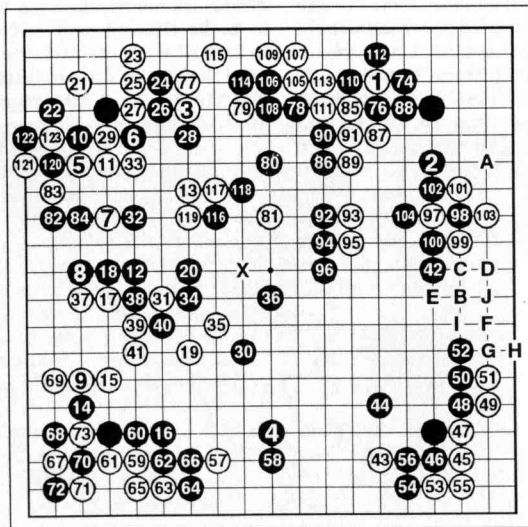


Figure 1 (1-123) 75 at 70

Wanted – New Trophy Cabinet

by Francis Roads

One sunny Sunday in July, six strong players from Wanstead Go Club set off for Cambridge, accompanied by the club's new mascot Rex. Cambridge is a difficult place to approach by car at the best of times, and today it was cordoned off by a ring of police protecting marathon runners. Eventually a friendly copper gave us permission to drive through the pedestrianised area to reach Trinity College.

The rules for competing for the Sonoyama Trophy are as yet somewhat imprecise – refer to the Cambridge Club for details.

One interesting feature which we observed was that it is permissible to field substitutes in Round 2. Our team was the only one to turn up to try to relieve the host club of this handsome cup. We played a two round match over six boards, with one hour time limits, handicaps minus one, and, in a slight departure from our original game plan, won the trophy by only the narrow margin of seven games to five.

Our visiting professional, Mrs Feng, then arrived and commented on three of the games which had just taken place, using a demonstration board. The following game was one of those selected, and the commentary is based on hers.

Sonoyama Trophy, Round 1, 11th July 1993

Black: Francis Roads (Wanstead 4 dan)

White: John Rickard (Cambridge 4 dan)

6: This, with 2 and 4, makes the low Chinese fuseki, which I occasionally meet with against my san-ren-sei (1, 3, and 5.) Black 7 is on such a good point for White that it seems to me that Black can take a small early lead, but the move brought no comment from the pro.

10: Normally played at 132; then Black 122, White 10, Black 13. The shape that Black gets with 11 and 13 is better than this.

14: Not too bad, but rather low and flat. Mrs Feng suggested *A*. John was concerned about the possible invasion at *B* if he played there, but the professional thought that he had enough pressure against the Black group below to withstand it.

15: I found it hard to choose between this, 74, and the points below and left of 98. Mrs Feng politely said that they were all good points, and that 15 was as good as any.

23: Better at 35, because after White 30 and Black 31 White cannot capture it in a ladder, which ends on 7. Therefore White 22 should be at 50.

25: A rather loose move, which is normally played at 30 in this line. But it looks good, making the eye-stealing tesuji with 5, and I use it to frighten my opponents when I fancy my chances.

34: Too conservative; should be at 67.

36 et seq.: With this move, John decides to give up four stones including 16 to live in the corner. Mrs Feng thought that this sacrifice was too large, and that it put Black clearly ahead.

45: Should be at 47. After 47 I have gote anyway, but if I omit 45 I have the option later of cutting above 36 and taking the corner; White then lives along the upper edge. I can still choose to play 47 in sente later on if I prefer. 45 is a clear case of aji-keshi. After 47, the point left of 98 becomes a big point for me ...

White 48–52: ... but John has some aji-keshi of his own to play. The pro criticised these moves, especially 52, as being too early, even if only kept for ko threats. A nasty cut is left behind at 101.

57: Choosing this line instead of 66 hopes to make use of the aji around 67 and 69; there is a threat to capture three stones and thus weaken the group as a whole. This move won professional approval.

60 and 62: But these ones didn't. 66 instead of 60 makes the right shape. 62 makes only one eye; he should start escaping to the centre immediately.

63: I missed a chance to capture the corner here by playing a point above 58. If Black extends from 58, Black plays 66 and the entire White group dies.

65: I should play this at 67, not fearing the ko.

71: Misses a chance to kill White off completely by playing at 107.

73: I debated long whether to play here or a point below. What I didn't think of was the correct shape at 75; then I am a jump ahead of White in the race

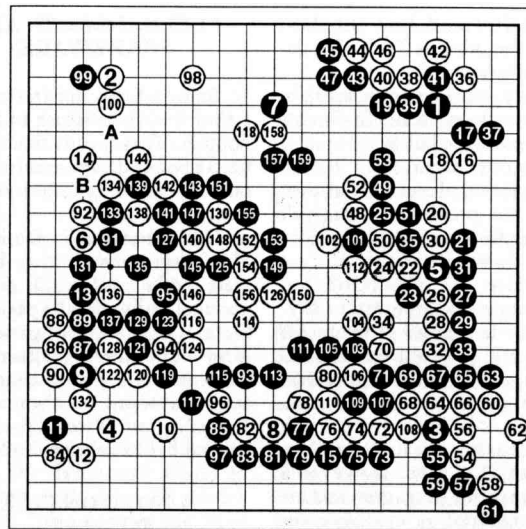


Figure 1 (1-159)

to the centre. 73 becomes a redundant move.

81: Rather a slow move. When I pointed out that I was playing solidly because I was ahead in the game, Mrs Feng appeared satisfied. The move is certainly huge territorially.

84: This too is huge, and greatly weakens 11, 9 and 13. Nonetheless, it was criticised as being yose and too early.

85: This move, the proverbial hane at the head of two stones, keeps the the lower right White group separated from the newly strengthened lower left group, and looks forward to making use of the aji around 71 and at 101. I hope that my attack will be more severe than the expected attack on my left hand group ...

86–92: ... which promptly materialises. Having played tenuki from 84, I can no longer expect territory or even eyes on the right.

93: Right idea, wrong point; should be 115, to give more help to the left hand group. I should not be trying to threaten 8 and 82 because my bottom group is already very strong.

97: Another very solid move played in the same spirit as 81.

98: Enormous yose, but not urgent. John should continue the attack on my left side group, hoping to patch up his bad aji on the other side in the course of so doing. Mrs Feng suggested 127.

99: Yosu-miru; see *Strategic Concepts of Go*, Chapter 8. After White 100 I can live in this corner with ko.

101–113: The time has at last come to use the aji on the right. After 111 John decided to strengthen his upper group, but 113 captures the lower right group completely – the two cuts below 93 and 113 are miai. But I have to be careful to keep enough liberties on the group

including 93. As the position stands, it is likely eventually to be necessary to fill in all the White group's liberties.

117: This move seems to be small, and leaving the left side group to its fate. But now I no longer have to fill in the said liberties to keep the centre group alive, so that it can be used aggressively.

118: John could kill off my left side group cleanly with 127. The trouble is that he has now lost too much territory for this to give him a winning position; he needs to capture it on a large scale, i.e. taking a goodly chunk of territory with it. 118 attempts this, but ...

119: This was another reason for 117. I cut off a small White group, and because the centre group is now strong and aggressive John has to defend eventually at 126. My group now has one eye, and a series of threats either to make another or connect out left this group safe. The record ends at 159; John resigned a few moves later.

John made a number of uncharacteristically passive moves in this game. I too missed chances, but in the end it was the bad aji that John left behind which did for him.

Winning the Sonoyama Trophy leaves our club with a problem. What with the Pink Stone, the Jubilee Challenge Trophy, team prizes at Leicester and Edinburgh, and numerous individual prizes, we are running out of space to put all our trophies. So has anyone out there got a large second-hand trophy cabinet surplus to requirements? ... or alternatively, how about giving us some opposition?

COMPUTER REPORT

by Nick Wedd

I have recently been appointed Computer Coordinator by the BGA. I intend to:

i.) maintain a library of all the public-domain and shareware Go programs and data that I become aware of, and make it available to BGA members.

ii.) pass on information and advice about commercially available Go programs and data, either when I have obtained a copy of it myself, or when someone has informed me about it.

I am limited by having no access to computers other than PCs. If I receive requests for information about Macintosh programs, I shall forward them to someone who is qualified to answer them (i.e. Nick Webber). If anyone is considering buying a computer to run Go programs, I would urge them to buy a PC; Macintosh users may disagree with this opinion.

I ALREADY HAVE:

A number of programs which play Go. The two I would recommend most are not the best at actually playing, but make up for this in pleasant appearance and ease of use. Both are intended for Go teaching, and are integrated with introductory Go teaching screens. One is Igo, made available by

David Fotland and the Ishi Press; the other is TurboGo, described below.

Many game records, some in Ishi format and some in SmartGo format (see below).

Various other files in the two formats described above. Some are problems, some (all in SmartGo format) are hamate tricks, showing variations.

Version 2.3 of MyGoTutor, and supporting material. MyGoTutor is a DOS program for displaying go positions on a PC screen using text characters. Because it does not use graphics, its displays are much less pleasing to look at than those of GoScribe. However a large quantity of games and tutorial material is available for it.

Various text files about go, especially with reference to computers.

PLEASE SEND ME:

Any computer go material which you are legally entitled to send, and which is in a form that can be copied on a PC (I have a 3.5" and a 5.25" disk drive). If it is not actually usable on a PC, e.g. Macintosh files saved on a PC-format disk, I am still willing to store and redistribute it.

HOW TO REACH ME:

By post: Sunnybrook, 37 North Hinksey Village, Oxford OX2 0NA By telephone: 0865 247403 (the same number for FAX). By Compuserve: 72133.3621@compuserve.com

(These details will in future be regularly listed on page 2 of the Journal.)

PUBLIC DOMAIN AND SHAREWARE

Some of the material which I shall be distributing is public domain. This means that it may be copied and used freely, without any legal or other restriction.

Other material is shareware. This means that it may be copied freely, and while there is no legal obligation to pay for it, there is a moral obligation for long-term users (rather than those who are just testing it) to send payment to the author. TurboGo and Telego, both described below, are examples.

A NOTE ON FILE FORMATS

Various formats are used by different programs for recording go games and positions.

A format known as the Ishi format is used by programs sold by the Ishi Press: Igo, GoScribe, GoView, and Many Faces of Go. It is also used by Telego (see below). Files using this format normally have the extension .GO. A move looks like this: B 41 f5 or B 41 F5. Files created by any one of these programs can be read by all the others, with the restriction that Igo refuses to recognise any board size except 9x9.

Another widely used format, known as SmartGo, is used by MyGoTutor (see below). Its files may have the extensions .S, .SG, or .MGT. A move in them looks like this: B[q];.

I also have information on half a dozen more formats, so anyone who has a game in an unknown format can send it to me and I will try to identify it.

TURBOGO

I have been sent a copy of TurboGo version 1.01 by the author, Amoud van der Loeff. This is shareware: the amount requested is 25 guilders.

TurboGo is a go program for the PC, which is intended for teaching. It requires a PC with DOS and (I think) VGA. It does not play as well as many other go-playing programs, but in a teaching program this is not a disadvantage. Its main strength is in its tutorial screens, which can be in English or Dutch (you select the language when it starts running). As well as describing how to use the program, these screens give a tutorial on the basic tactics of go, a sample smallboard game, and a series of 12 elementary problems, each with the answer in the following screen.

It is similar in many ways to Igo, which is also freely available, but unlike Igo it offers boards of size 9, 13, and 19, with up to 9 handicap stones, and the computer playing Black, White, both, or neither. (Igo is restricted to a size 9 board, with the human playing Black and the computer White, and no more than three handicap stones.)

One of the best points of TurboGo is that if you try to make an illegal move, it does not just beep and refuse to place the stone on the board like many go programs. Instead, like Igo, it states what rule you are forgetting. Furthermore, unlike Igo, it then invites you to press the F3 key for help, and if you do, you get a screen which explains that rule.

NETWORK MATERIAL

I have a quantity of Go material collected from computer networks. This arrived from Dieter Garling, a Berlin go player. This can be distributed freely.

Included among this material is:

1.) 181 Ishi format files. These are readable by the GoScribe and Cosmos programs sold by Ishi Press, and have the extension .GO. Most are games.

2.) 734 SmartGo format files. These files are readable by the public-domain MyGoTutor program, and have extensions .S, .SG, or .MGT. Some of them are games, some are hamate lines. I have not looked at most of them.

3.) Version 2.3 of MyGoTutor, and supporting material.

4.) Several text files about various aspects of go. I have read some of these with interest.

5.) Some conversion programs for converting go files from one format to another. They claim to make the following conversions: Ishi to AA; AA to Ishi; SmartGo to Ishi; CompuGo to Ishi. The SmartGo to Ishi conversion program only works properly on uncommented games with no variations. If there are comments, it mangles them in various ways. If there are variations, or set-up positions, it still produces Ishi format files as output, but they are unusable. Dieter Garling has a more recent and better version

of this program, which I am trying to obtain from him.

TELEGO

I have a copy of version 4.1 of Telego, written by Stephen E. Richard of the USA. This is shareware: the amount requested is 20 US dollars.

The main purpose of Telego is to allow two players to play go via a modem link. It manages the modem, represents the current board position, and arranges for the transmission of moves and remarks. I have not tested it for this, and can only say that it looks well-written.

Another aspect of Telego may appeal to go players who are unwilling to pay for GoScribe (£39.95 from Ishi Press). It is able to read GoScribe format files, and to display the contents correctly, including comments and variations. Thus you can use it to display all the Ishi format material that is available from various sources. You can also use it to record games, with comments and variations. However it was not intended primarily for this, and it is not as easy to use in this way as GoScribe is. For example, with Telego, if you use the keyboard instead of the mouse to step through a game, you will not see the comments and variations. And while GoScribe lets you abandon a variation that you are viewing and go straight to the main sequence of the game, Telego seems to insist that you continue to the end of any variation that you look at.



Cross-cut workshop

Part 1

by Richard Hunter

What's all this then? Who needs an article about the cross-cut? Everyone knows the proverb: "Cross-cut? Extend!" You don't have to think any further

Well therein lies the problem. You see, although the proverb is very useful for beginners, it doesn't tell the whole story. Many people are blinded by it and fail to look any further. Actually, it represents the tip of an iceberg. There are numerous answers to the cross-cut, but many people never consider any reply except the extension.

This series will present the basic cross-cut patterns with examples, and round off with review problems to test your understanding. The level is suitable for kyu-players, but even dan-players may find something new here. The contents grew out of my own studies: while going through a large number of next-move problems, I noticed that the extension was seldom the answer to a cross-cut problem. My suspicions were confirmed by watching advice from two professionals on TV.

Diagram 1 shows the basic cross-cut in isolation. The two black stones are cut (disconnected) by the white stones, and vice versa. Many people play atari at 1 in Diagram 2. Why?

Well, Black 1 threatens to capture a stone if White doesn't answer. But it's White's move next and there's not a snowball's chance in hell that White will fail to save his stone with 2. Expecting your opponent to make a poor move is no good. After 3 and 4, White has a strong position. The triangled stone is very weak and Black has cutting points everywhere. The correct strategy is to calmly extend at 1 in Diagram 3. Since the position in Diagram 1 is essentially symmetrical, Black has four possible extensions and they are all equally good.

So much for the cross-cut in isolation. In practice, of course, it is usually surrounded by other stones and the edges of the board. Diagram 4 shows a common corner position where Black 2 is a strong answer to White's attachment. Black could also answer on the inside at the 3-3 point. After 2, White cross-cuts.

Diagram 5 shows a common bad sequence. Black ataris at 1 and 3 and then connects at 5. White exchanges 6 for 7 and then defends at 8. Note that Black 5 is a good move.

Black 1 in Diagram 6 appears to be forcing, but actually Black is the one who has to play an extra move to defend. Notice how the triangled black stone is a completely wasted move; it has no effect on White.

This example is from one of Kiyonari's lectures on the NHK Sunday go program: his theme for the year is Kiyonari's go proverbs. He gave four proverbs related to cross-cuts. The first is the standard "Cross-cut? Extend!" But in Diagram 4 the position is not isolated in

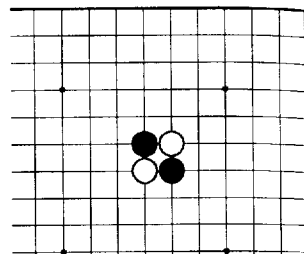


Diagram 1

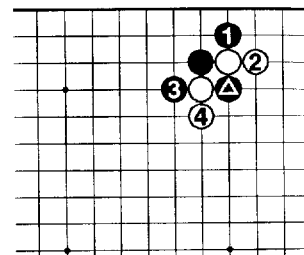


Diagram 2

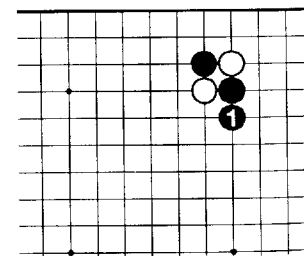


Diagram 3

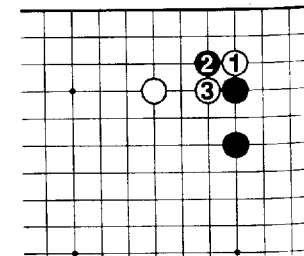


Diagram 4

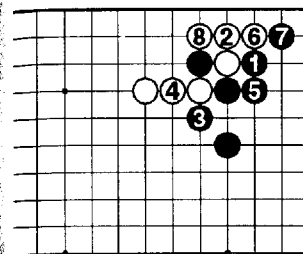


Diagram 5

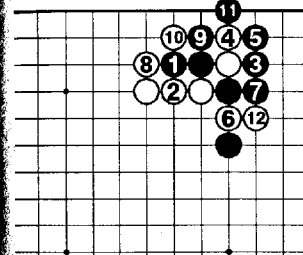


Diagram 6

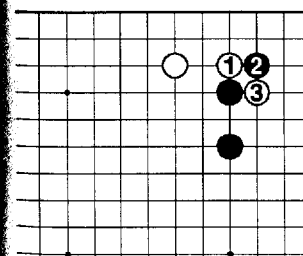


Diagram 7

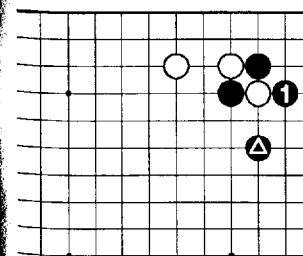


Diagram 8

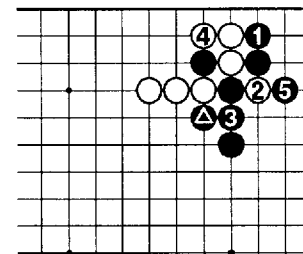


Diagram 9

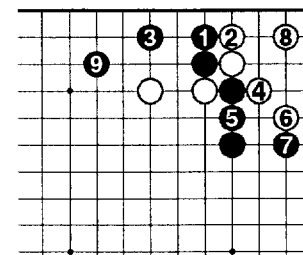


Diagram 10

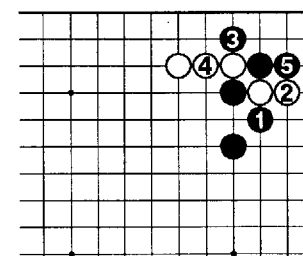


Diagram 11

fourth line is stronger because the edge of the board has less effect on it and Black has an ally nearby. However, Black still has two ways in which to extend.

The third proverb is "Don't help your opponent make good shape." The extension at 1 in Diagram 7 just gives White an excuse to patch up his weakness by connecting at 2.

This is bad for Black. The correct answer is the extension at 1 in Diagram 8. The sequence is a little difficult to understand, but study it carefully. White 2 fills a Black liberty, so Black runs away. Then White ataris at 4 and lives in the corner. Black gets magnificent outside thickness and swallows up the two white stones. You might be reluctant to give up the corner like this, but that is actually the purpose behind the outside hane at 2 in Diagram 4. If you want the corner, play on the 3-3 point instead.

Diagram 9 shows another corner position. This time White has made a low approach to the corner stone and attached. After Black protects the corner with 2, one of White's continuations is the cross-cut at 3. Should Black extend?

The fourth proverb is "Capture if you can." The atari in Diagram 10 captures the White stone. White extends once to gain liberties, even though he knows he can't save his stone. Black exchanges 3 for 4, and then captures with 5. If you can capture, as in this case, atari is OK.

In Diagram 11, Black has a small knight's enclosure. This time, the other atari is good. Again, the white stone is captured.

the centre of the board. The edge of the board has a strong influence. Which extension should Black make?

Kiyonari's second proverb is "Extend from the weak stone." Black's weaker stone is the one on the third line because the edge makes it easy to capture and White has another stone nearby. Black's stone on the

Diagram 12 shows a common joseki that arises from White's invasion under Black's 5-3 point. First, let's look at an extension.

The extension in Diagram 13 is bad; White is happy to connect. Black's weaker stone seems to be the one on the third line, but if Black extends at 1 in Diagram 14, White plays atari at 2 and splits Black apart. Actually, the triangled stone is the weaker of the two because White has an ally nearby.

The correct extension is the one in Diagram 15. This defends Black's weaker stone and threatens to follow up with an atari to split the White stones with A. White defends at 2 and Black captures a stone in a ladder. This is a good result for Black.

White 1 in Diagram 16 is a tricky looking move, but, if Black keeps calm, he can handle it. With 8, Black threatens to capture the two stones on the side. White defends with 9, but Black 10 sets up a ladder. Black can also play atari at 1 in Diagram 17 before pulling back at 3. It is hard to judge whether the exchange of 1 for 4 is good or bad.

Diagram 18 shows a position from the finals of the Japanese middle-school championships. The commentary was by Ishikura Noboru 7-dan with assistance from Tsutsumi Kayako. Black has pushed out with the triangled stone. White is in a bit of trouble here; it is difficult to block. Instead, he tries to settle himself lightly with 1. Black naturally blocks and White cross-cuts to try and get some leverage. How should Black answer?

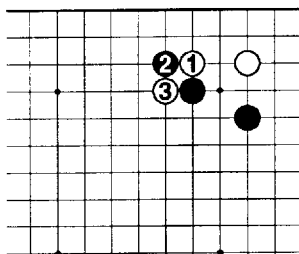


Diagram 12

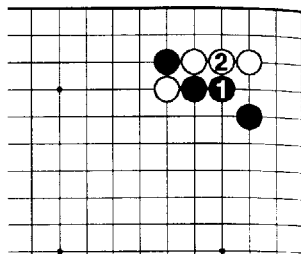


Diagram 13

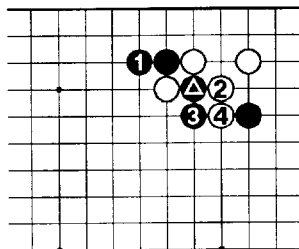


Diagram 14

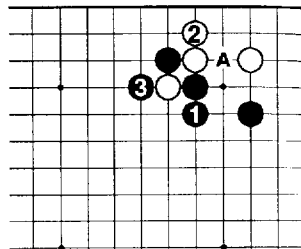


Diagram 15

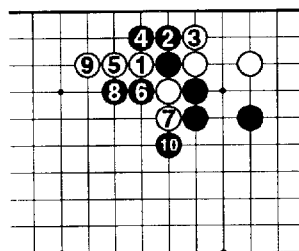


Diagram 16

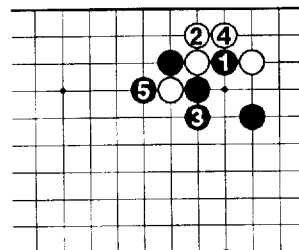


Diagram 17

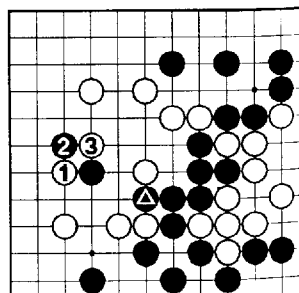


Diagram 18

In the actual game, Black ataris at 1 in Diagram 19. "Ah, that's a severe move" says Ishikura admiringly. "Eh?" says Tsutsumi, "Shouldn't one extend from a cross-cut?" "No, no, no" cries Ishikura. "That's only when there are no other stones nearby. Without the triangled stones, an extension might be good. But that's not the case here."

This neatly sums up the misconception of many amateurs, Japanese and Western alike; perhaps this is because the cross-cut is not well explained in any book that I've seen.

Diagram 19 ends in a good result for Black. The other atari (Diagram 20) is bad; Black captures two stones, but it is small.

Now let's look at some basic patterns for answering the cross-cut.

Figure 1 is borrowed from David Mitchell's *Go Proverbs*.

Pattern 1: Black extends his weaker stone at 1 and drives White towards his thickness. Alternatively, Black can take territory with the extension in Pattern 1(a). Note that the key feature of this position is the absence of other stones nearby.

Figure 2 shows a typical position from a handicap game.

Pattern 2: Black ataris at 1 and patiently pulls back at 3, leaving a choice of two good continuations. If White defends at 4 in Diagram 21, Black 5 sets up a ladder and gets terrific outside thickness. If White plays 4 in Diagram 22, Black gets a good position with 5 and 7.

The extension in Diagram 23, on the other hand, gets Black into all kinds of trouble. Pattern Two is appropriate when Black can get a ladder as in Diagram 22, and it works

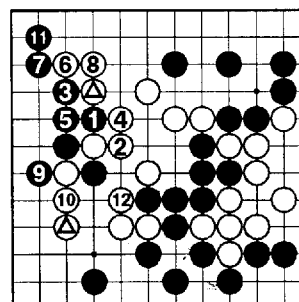


Diagram 19

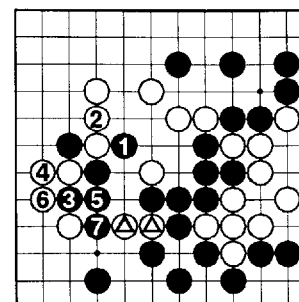


Diagram 20

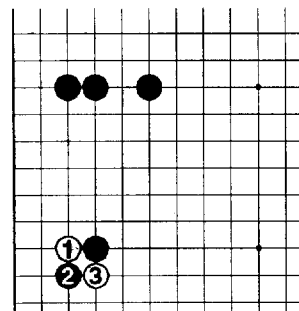
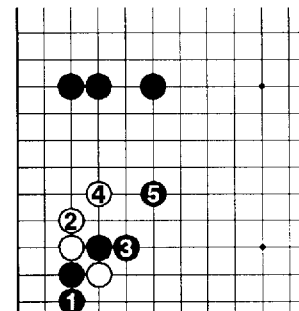
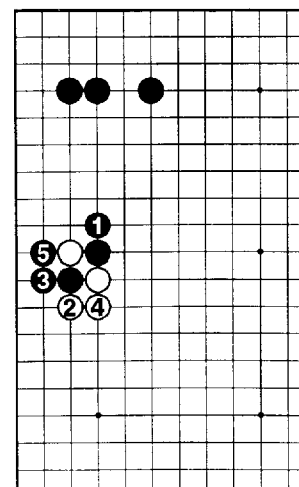


Figure 1



Pattern 1



Pattern 1(a)

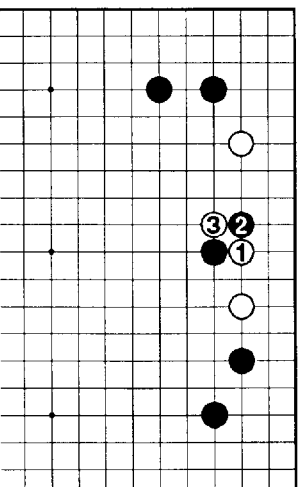
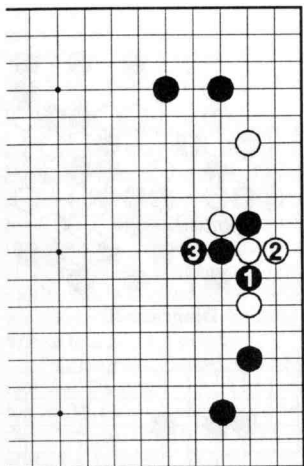


Figure 2



Pattern 2

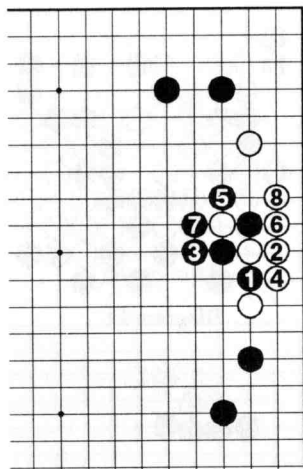


Diagram 21

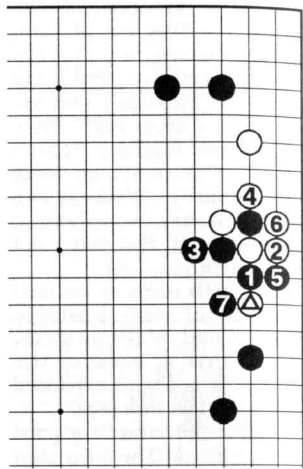


Diagram 22

help your opponent make good shape. 4. Capture if you can.

And Ishikura's advice: Play atari if there are other stones around.

As we shall see in the next parts of this series, the arrangement of the surrounding stones is the key to choosing the most appropriate pattern for answering the cross-cut.

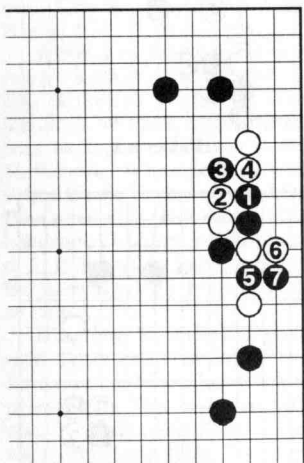
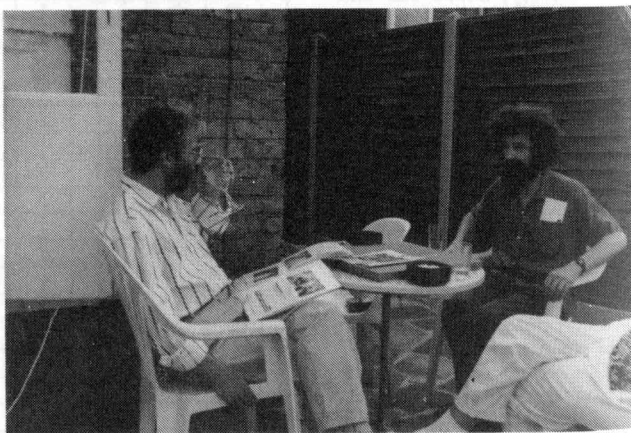


Diagram 23

particularly well when Black 7 traps the triangled white stone. If this were on the fourth line, the result would not be so good.

Here are Kiyonari's proverbs one more time: 1. Cross-cut, extend! 2. Extend from the weaker stone. 3. Don't



A rare picture of Britain's two long-running go champions, Jon Diamond and Matthew Macfadyen, together. (F.R.)

Prize Crossword

19

by Derek Williams

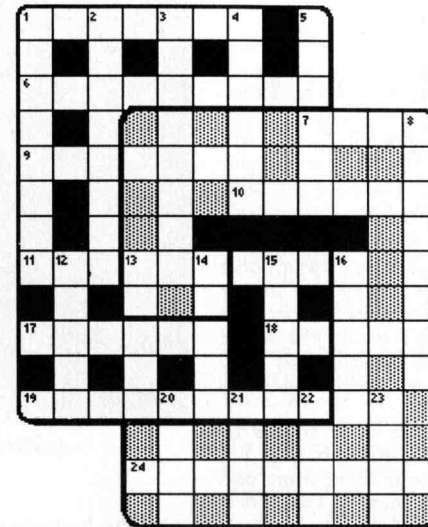
Across

1. Scolds are best when turbulent.
6. Gun 500 died around - that stretched it!
7. Restarting in Hane, winning.
9. Enters in French/English car.
10. I save the King - but more humbly.
11. Ram back half a Zulu before a dame starts, I end up short of liberties.
17. Yes it does sound like a vice.
18. Faith doth run to the heart.
19. Cover up for complicated cartels in the past.
24. Ex-pupil cast around the French problems.

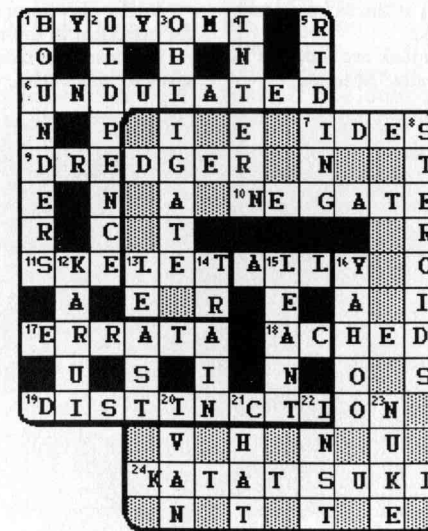
Down

1. Annoyed to be graded out of order.
2. The remaining space to lounge in.
3. Bombing attack on a zit? Belt 'H' around!
4. It's unkind that the Sergeant Major has Aids complication.
5. Caught in avalanche and are broken.
8. In war I turn an honour to one wedging movement.
12. A coin for the messenger.
13. A bet that's on the level.
14. A continental merited too much.
15. Absurd to find it in so romantic a setting.
16. Can flatten , arm or leg?
17. Jump into a sound jug?
21. This procedure sounds O.K.
22. Curviciously teasing.
23. Sounds like the right side for a rainy day.

£10 prize offered for first correct solution drawn. Please send to Editor with 24p stamp. The winner of Prize Crossword 18 was Tony Atkins.



Crossword 19



Solution to Crossword 18

WORLD AMATEUR QUIZ

by Tony Atkins

The following twenty-four statements are either true or false. Score a point for each you get right and see if you would make a suitable European team captain at a future World Amateur.

1. Twelve hour flights to Japan are somewhat boring.

2. You will never bump into anyone you know in Tokyo as it is such a large city.

3. Every good hotel in Japan has a go club across the street and a couple of go bans behind reception.

4. Japan is the safest country in the world.

5. Decisions are made in the IGF Delegates' Meeting.



Piers Shepperson v. Miguel Flusser

6. The Japanese do not know how to throw a party.

7. The local players always win international friendship matches.

8. Go players are always up for breakfast in the morning.

9. Russians can easily get visas to visit Japan.

10. TV centres are great places to hold tournaments.

11. Watching four days of go-playing is very boring.

12. Venezuela always comes last.

13. Britain always does as well as expected.

14. The winner always beats the player placed second.

15. The winner only gets a small trophy.

16. Go is not a stressful game.

17. Fukuoka has no sights worth seeing.

18. You get to meet lots of professionals and even play some.

19. It is not worth sight-seeing in Nara.

20. Japanese food is all delicious.

21. The weather is always clear so you can see Mount Fuji from the train.

22. It is impossible to do Tokyo in a day.



Ronald Schlemper v. Christoph Gerlach

23. You never meet any geigins at the Nihon Kiin in Tokyo.

24. Richard Hunter and Louise Bremner are always kind to visiting British go players.

gest amateur on Kyushu. He is known to give five stones to other "six dans" and kindly made World Amateur players very welcome. Both in Fukuoka and Osaka the hotels were able to provide go bans on request.

4. TRUE: The streets are so safe you can leave drink vending machines on every street

corner and still find them there the next day. However the threat of earthquakes always lurks (the one just before we arrived was described as a "beaut") and we were rudely awoken at 05.30 on the Sunday morning by the Fukuoka Fire Department, as the wooden restaurant behind the go club went up in flames.

5. FALSE: The IGF Directors' meeting discusses all the issues and the Delegates' meeting just rubber stamps decisions without debate. This year both South Africa and Ukraine were admitted to the IGF and a party from Kyoto turned up at short notice to advertise next year's championships.

6. FALSE: The opening and closing receptions were both very lavish. The opening had 500 guests, lots of speeches, introductions of every competitor and guest, and lots of food and drink supplied by a large team of hostesses. The closing party was in the form of a matsuri festival. The competitors and guests were all dressed in happy

ANSWERS

1. TRUE: Even if you have a five dan (Piers Shepperson) with you, ensure you have a good book with you, just in case the five dan is bored by beating you 5-0 at go.

2. FALSE: Having made the planned rendezvous with Richard and Louise, one of the Japanese who came to the Canterbury European ran into us in the hotel lobby as Piers and Richard were at battle on the go board.

3. TRUE: Given that only one of the four hotels used was good. Straight across the street from the Fukuoka Tokyu Hotel was a club run by Mr Muraoka, who is recognised as the stron-



Michael Redmond (right)



Pierre Decroix v. Alan Held

jackets and various traditional craftsmen worked at stalls whilst traditional drummers made an impressive amount of noise.

7. TRUE: Well they did this year. The two matches, one against Fukuoka city officials and one against go fans, were both lost 20-35.

8. FALSE: As team captain I had to count the Europeans as they appeared at breakfast and with the help of fellow guests, Alan Held and Marcel Schweizer (who was specifically assigned to the Swiss player), we managed to get all the players to their games on time.

9. FALSE: Russians have to apply at least three months ahead and in the confusion following Alexei Vasiliev's death this did not happen, so Gataulin and captain, Detkov, did not arrive.

10. TRUE: They have large brightly lit playing halls (studios), playing space in the lobby and banks of TV monitors on which to watch local news bulletins for pictures of the championships. In Fukuoka the NHK TV Studio was used; because it was brand new, parties were constantly being shown round and often little faces to be seen peering down from the balcony. Although a bus ride from the hotel, the studios were pleasantly located opposite the Ohori Park and near to a shrine and the castle ruins.

11. FALSE: Watching strong, and not so strong, players at go is quite interesting. I could not believe how bad strong players can be at rearranging the board for counting, nor how one game could end in 27 minutes, while others

went on for some 75 minutes of byoyomi. Anyway there was the chance to grab a friendly game against another team captain or against one of the resident geigins who dropped in during the week.

12. TRUE: Firstly they are alphabetically last, since the demise of Yugoslavia, and secondly (ignoring Russia) they have been placed last two years running. Maria Puerta, this year's representative at 3 kyu, kept up the tradition of not winning any games by failing to beat either 2 kyu.

13. FALSE: Piers did not have a good tournament. He was seeded into the top group, but drew the strongest weaky, the Brazilian 5 dan. He slowly recovered from this early loss, but later lost to the strong French two dan, to end up on four wins out of eight and joint 21st place.

14. FALSE: Yi Guo Sun of China and Soon Joo Seo of Korea both ended up on seven wins, with China ahead on SOS tie-break even though China had lost to Korea. Strangely, Korea had lost to Hironori Hirata of Japan who headed the group on six wins. Joint fourth were the 13-year-old from Taipei, Chun Hsun Chou, and Ronald Schlemper from the Netherlands. The final three prizes were won by Yong Sam Mun of North Korea (aged 14), Miss Ying Kan of Hong Kong and June Ki Beck, the Korean from Canada.

15. FALSE: Sun was overwhelmed by the number of trophies he received and as he went to sit down he was ushered up for more. Several large cups and trophies, honorary seven dan diploma and a



The Big Buddha at Nara

large doll later, he was allowed to sit down.

16. FALSE: One of the European team was unfortunately admitted to hospital with psychological problems after the tournament. Other team members were able to relax with the help of Japanese beer or a game of pits or two.

17. FALSE: The conducted tour took us free of charge to the beautiful Japanese Garden, the brand new baseball stadium with opening roof, and up the 200 metre Fukuoka tower. The ferry across the bay was pleasant on a sunny afternoon too, and the castle ruins and park were nice to relax in.

18. TRUE: Apart from meeting the referees Ishida 9 dan and Oka 6 dan, local players had a chance of playing the following pros in simuls: Yasuda (7 dan), Obuchi (7 dan), Nishimura (6 dan), Otake (9 dan) and Michael Redmond (7 dan). Old friends, such as Nakayama 6 dan, Shirae 6 dan

and Yukari Mito 2 dan, dropped in too. Many more were present at the reception. The now traditional side-trip to Osaka included meeting Inoue 6 dan and Oeda 8 dan and a visit to the Kansai Kiin. It was pros' day, so we could watch them for a while, the top players in the tatami room. Then Oda and Ushikubo (9 dans) gave a lecture and game commentary, before lunch where we were joined by Hashimoto, 9 dan. Miss Yukari Mito arranged for us to play young professionals at the Nihon Kiin Osaka branch. Here I lost to a seven dan, a five dan and a shodan, taking five stones against each.

19. FALSE: One of Japan's ancient capitals, Nara has beautiful parkland full of temples and deer. Shirakami had managed to book us into the traditional ryokan attached to Nara Hotel. From here it was easy to explore the temples, the shrines, see the big Buddha, the five-storied pagoda and the lake with its terrapins. All this in beautiful hot sunshine.

20. TRUE: But it is so bitty. There never seems to be anything substantial to eat, and, after a while, when you smell seaweed soup and o-cha tea you don't feel hungry any more. It is definitely important to know where your local French baker's or MacDonald's is.

21. FALSE: It is known to rain in Japan, but it is warm rain. Mostly there was hazy sun, but occasionally the sun shone brightly as in Nara. Also it could be cloudy as it was when travelling to Tokyo. Luckily Fuji appeared just as we were passing, so we were not disappointed.

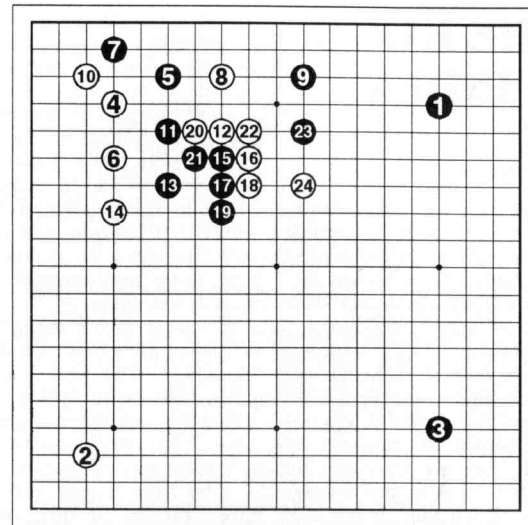


Figure 1 (1-24)

22. TRUE: Here is my itinerary; I did not miss much: Imperial Palace Gardens, Hibiya Park, Transport Museum, Asakusa temples, Ueno Park, Nihon Kiin.

23. FALSE: Thursday night is Geigin Night. Only a few of the 224 boards on floor two were in use, but over half the faces were Western. I managed games with John Power and Rob van Zeijst, who thoroughly stuffed me. At 21.00 the Kiin closes and we adjourned to the local German restaurant, but unfortunately it was live music night with a band and lady singer who could not sing, let alone in German.

24. TRUE: They put up with Piers on his return and me for my two night stay in Tokyo. Importantly they have a map to show how to find the City Air Terminal and so get you on your way back to Blighty.

Finally, the figure shows a game with a new move (move 9) and the follow-up. The game, discussed in a lecture by Ota at the Kansai Kiin, was between Ota, 9 dan, Black and Toma, 9 dan, White.

Move 8 was expected, as being Toma's style; however, Ota spent fifteen minutes on move 9, to be sure he knew what was likely to happen.

David Wickham, who lives in Taunton, is hoping to start a go club there (or restart one, since there was one a few years ago). Anyone in his area is invited to contact him, and is guaranteed a game of go. If you are interested, ring him on 0984-23519.

THE KOGO INDEX

by John Fairbairn

I have tried for some time to find a method of cataloguing go games efficiently but simply, and I think I have at last succeeded. I would like to introduce what I call the Kogo Index - kogo meaning "old go" which is my main interest, although the method applies to any game.

First, some of the requirements. It must: discriminate; be easy to compute by hand; be checkable; work in any orientation; work whether or not colours are transposed (a special problem with old Chinese games); work with part games (a very common problem with all old games); not depend on extraneous data such as names of players, handicaps or komi; work on any board size.

I do not believe there is any method that can meet each of these requirements 100%. There are too many freak cases. For example, the game that appears on page 322 of *Invincible* is recorded in one version of the collected games of Shusaku as having also been played, move for move but in a different orientation, in 1853. There are even cases of the same game being given with different players - Go Seigen says the famous Nichiren game in Japan is a forged copy of a game by the Chinese master Huang Longshi.

Ease of compiling an index is important. We are all amateurs with limited time. Not everyone has computers to do the job, although as it happens I

found it convenient to write a program that would allow me to input a game by inserting the moves in any order, and then converting it to GoScribe format while computing the Kogo Index. Many old games are presented in single diagrams, often in badly printed Sino-Japanese numerals, and life is just too short to spend ages hunting for an obscure ko threat in such a diagram.

So what is this index? It is an eleven-digit figure so chosen to allow it to be used as a computer file name under DOS. Normally only nine digits are used. The remaining two are meant for optional personal use.

The nine digits comprise three groups of three digits each. The first group is computed by locating the first move on the board (ignoring handicap stones), irrespective of colour, and then moving along each orthogonal line, in turn but in any order, from that stone until the first stone of move 100 or less (either colour) is encountered. Where more than one move has been played on a particular point, take the first one. The move values in each direction are then summed. If there is no stone under 101 in a given direction, count 0. This gives a value which is padded out if necessary with leading zeroes to give a three-digit number.

The same is then done for move 2 to give the second group. If neither move 1 nor move 2 is present, use the value 000.

The third group of digits is the number of moves, again padded out with leading zeroes if necessary.

The complete index can then be used in various ways: for

example, as the file names on a computer, or as the key entry in a record-card or computer database.

The main advantages of this method are as follows: it is easy and therefore checkable; moves 1 and 2 are virtually always present; they are easy to locate, usually in the corners on the third and fourth lines where most of the early activity takes place, so that stones will almost always be encountered in the majority of directions; it works in any orientation. Moreover, limiting it to moves up to 100 generally ensures catching even part games.

Against this, it cannot guarantee perfect discrimination. However, in my own use of this index, I have yet to come across a duplicated entry except for the one mentioned above. Indeed, I only found those identical games through compiling the index. If a duplication occurs, my plan is to use one of the spare final two digits to differentiate them.

Another possible flaw is where a part game has fewer than 100 moves and the missing moves affect computation of the index. I have accepted that as a necessary compromise, and it has caused me little difficulty.

Part games obviously give a different index from complete games because the number of moves (the third group of digits) differs. Far from this being a flaw, I have found it a benefit. It has brought to light many cases of part games I originally thought were the fullest records available (I refer mainly to old games where small endgame moves are omitted). Obviously the longest

version should normally be the definitive one.

Here is a game to give a concrete example of how the index is computed.

Going north from White 1 and skipping over moves greater than 100, we come to White 43. Going south from White 1 we encounter no moves under 101 - count 0. The same applies for east - count 0. Going west we encounter White 5 first. The score for White 1 is therefore $43 + 0 + 0 + 5 = 048$.

Doing the same for Black 2, northwards we get 15, westwards 13, southwards 21, eastwards 17. The score is thus $15 + 13 + 21 + 17 = 066$.

188 moves were recorded. The full nine-digit Kogo Index is therefore 048-066-188. (The hyphens or other space markers are entirely optional, except as computer file names.)

This, incidentally, is the first game in a Chinese book which records the games between the Japanese professional Takabe Dohei and eminent Chinese in Manchuria. The most notable was Duan Zhiquan, provisional president of the Chinese republic from 1924 to 1926. Duan is Black here, taking two stones.

Duan was earlier in his career a warlord backed by the Japanese. It was he who invited the other Japanese professionals such as Segoe, Hirose and Iwamoto to Beijing. He was a great go fan and would play a game before breakfast, but those who played him generally made sure they lost to keep him in a good mood for the rest of the day. Go Seigen was also invited to play him. He said: "Since I was a mere kid I did not know that you were meant to humour him. At first, as a mark of respect, I

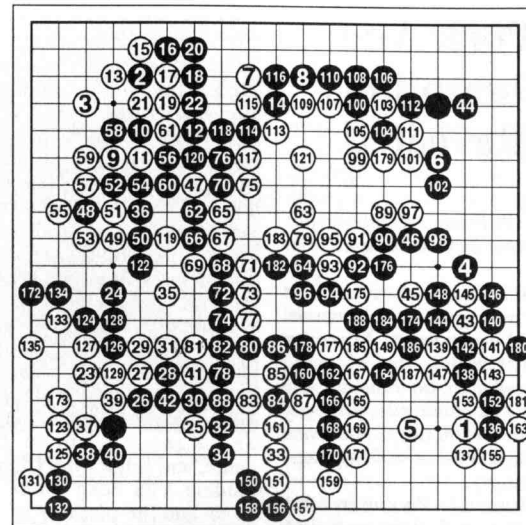


Figure 1 (1-188) 154 at 43

took two stones. But as he had a pretty crude style of play I killed almost all his big groups. After a game everyone would eat breakfast together, but on that day Duan was in a foul mood and locked himself in his room without eating. Everyone felt nervous."

The senior player admonished Go and Duan never chose to play him again. However, he treated Go kindly and even paid his school fees.

Asked how strong Duan was, Go said he was "not very strong" - he had to take two stones from a top professional!

White: Takabe Dohei
Black: Duan Zhiquan (2 stones)

14: Apart from the block at 15 this too is a correct way of playing.

22: Although 16, 20, 18 lose the initiative they secure the side.

24: An extremely fine reply.
25: Clever - waiting to see what happens.

26: Severe and stylish.
35: Should be the loose encirclement at 69. It allows Black to play elsewhere but overall he cannot destroy White's large-scale position.

36: Tries to come out.
40: Should first atari at 123. Now White dare on no account try a trade.

41: Not necessary.
44: Should be the diagonal play at 60 to join up his positions.

48: Discerning.
58: Should hit at 59 to leave a ko one point left of 57.

68: Should extend at 69.
122: The atari at 123 is rather more advantageous.

146: Takes the view that victory is already certain after Black 136-144.

Black wins.

Pork And Dumplings Revisited

by Francis Roads
Photos by Paul Margetts

In 1989 I wrote about my first visit to Prague, for their annual weekend tournament. My most vivid impression was of going into a restaurant on a Sunday and finding that there was precisely one item on the menu. Pork and dumplings. Pork and dumplings, or go hungry.

I returned to Prague in 1991 for a personal visit, and then again this summer for the European Go Congress. What a change! The Czech Republic now feels like a Western European nation. I know they've still got problems, and the exchange rate still greatly favours us from the West, but the Communist drabness has more or less gone. There's food in the shops, graffiti on the walls, a semi-convertible currency, rock music blaring on the streets, a free press, beggars on the metro - yes, the benefits of capitalism are well and truly there!

The congress was held in buildings belonging to Charles University on the banks of the Vltava, about ten minutes walk from a Metro station. The accommodation was what by Czech standards were well appointed student rooms, and the tournament was in an adjacent building. There were well over 400 competitors; you tend to get a lot in Eastern Europe because so few of the Eastern Eu-

ropeans can afford to travel to the West. Unfortunately about 150 arrived without booking, which made the organisation creak a little. There were a couple of dozen Brits present, some for the full fortnight, others for shorter lengths of time. There were also representatives of almost all the European go-playing countries, which now include Ukraine, Slovenia, Slovakia, Croatia etc., and a handful from the USA.

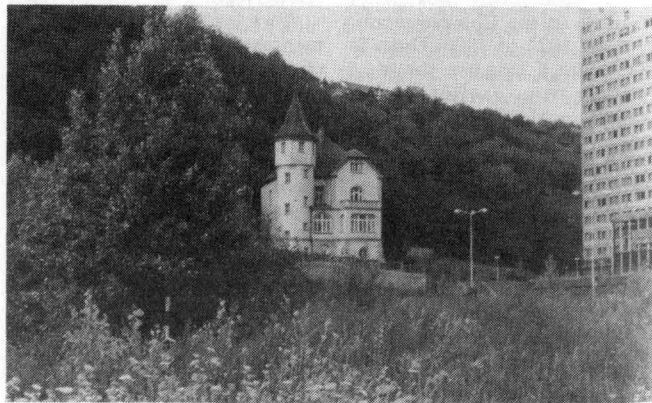
A clutch (is that the right collective noun?) of professional players from Nihon Ki-in and Kansai Ki-in in Japan came, and some from China, including Yun Feng whom some of us had the pleasure of meeting during her stay in Britain. You could catch one of these folks and have your game analysed. Several of these analyses appeared in the congress journal, of which five issues appeared during the fortnight.

Drama came on the first playing day, when Prague was hit by a brief but violent hurri-

cane. Window glass shattered in playing room number 1, and glass, stones, and even clocks were sent flying. Many of us felt it safer to retreat to the corridor until the brief storm was over. I took care to lose my first game so that I could play somewhere safer on Monday.

On Tuesday evening I tried one of the very numerous tours that were on offer, to a puppet performance of Mozart's *Don Giovanni*. (In Italian, I hasten to add - Czech is one of Europe's more impenetrable languages.) It was heavily cut, and I was more impressed with it as puppetry than as opera. Something that didn't impress me at all was the discovery that I could have caught the Metro and bought my own ticket for about two thirds of what they charged me for the organised trip. The number and frequency of the excursions on offer fell off in the second week, and I think that the rip-off prices were putting people off.

Wednesday as usual was excursion day, and I signed up for



Congress venue (on the right!)



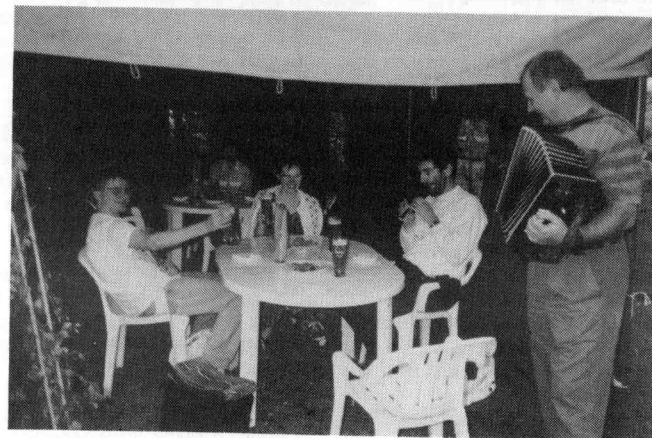
Czech song party barbecue: Alison Jones, Feng Yun, Paul Margetts, Francis Roads, Matthew Macfadyen

two trips. During the day we went to the West Bohemian spa town of Karlovy Vary, or Carlsbad in German, and in the evening to a sort of out of town recreation centre where we swam, ate, and were entertained by an accordionist around a campfire. Eventually I hi-jacked his accordion and we sang some go songs. He didn't seem to mind.

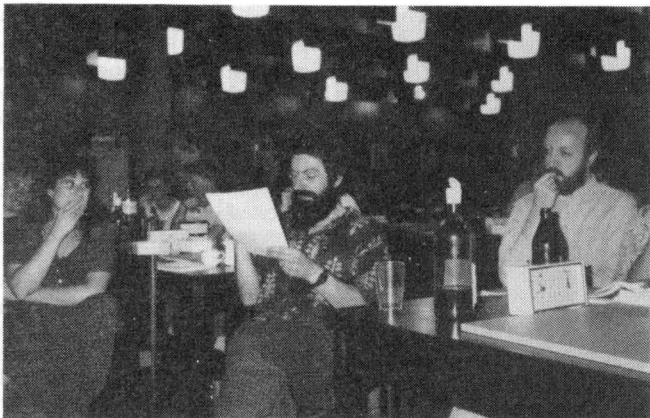
I haven't mentioned much about the tournament yet. I have good reason not to, as I didn't do particularly brilliantly, with three wins out of nine, and two of those by default. But in room 1 the Japanese Matsutomo, who won at Canterbury, the Chinese Shen, and the Dutch Chinese Guo Juan were battling it out with the the top European players. At the start the smart money seemed to be going on Shen, but by the end the Dutch ex-insei Rob van Zeist was left as both European and Congress Champion (The difference lies in the fact that the latter could have been won by a non-Euro-

naments; team go, rengo and pair go all happened. After much soul searching (positive discrimination and all that) our own Alison Jones entered and came second in the Ladies Championship. Some of the stronger players might not have objected to a Men's Championship, with Guo Juan out of the way.

There was as usual a separate weekend tournament, when all sorts of people who can't take whole weeks off turn up to swell the numbers. A party of Japanese amateur players arrived to play in it. However, the numbers are in turn reduced by people like your correspondent who preferred to go sightseeing. On Saturday I wandered in Prague, a city I shall never get tired of, and found some bargains in the burgeoning music shops. On Sunday I took a river trip, returning to find that T Mark Hall had done well in the weekend event. T Mark's go seems to improve the shorter the time limits that he plays.



Matthew Cocke, Alison Jones, Francis Roads and Czech accordionist



Go song party: Matthew's solo. Des Cann concentrates

And T Mark was usually to be found in the centre of the usual après-go activities: liar dice, pits, and Mornington Crescent. There were buffets open until nearly midnight, and the Czech lager flowed freely. It tended to be rather hot during the day, and the cool evenings were a pleasant time. On a couple of evenings some of us formed an impromptu recorder consort.

On the second Wednesday they offered a coach trip to another spa town, Mariánské Lázně (Marienbad). Some folks went, but your correspondent decided to strike out on his own, or rather with Matthew Macfadyen and Jim Clare, to Ceske Budejovice (or Budweis, where the Budweiser comes from) by train. We soon discovered that Francis doesn't know the Czech for "Saturdays only." We got there in the end in four hours by means of three stopping trains.

But it was worth the trouble. It is a mediaeval town as well preserved as Prague, but not

quite so full of visitors. Some super views from the tower; the cathedral, the old city, the surrounding hills, the nuclear power station... Matthew pointed out some spotted flycatchers, who were presumably giving the local spotted flies a hard time. And, most remarkable of all, almost as soon as we walked out of Ceske Budejovice station, what should we see displayed on a wall but ... a public notice listing all the activities of the Ceske Budejovice Go Club, and what I presume to have been an explanation of the rules of go. In how many British cities could you do that?

All good things come to an end, and as usual we ended with the traditional song party. The Finns now have ten songs, and insisted on what for want of a better word I shall call singing them all. We welcomed Belgium to that small elite of nations that have produced go songs, and had a merry three hours.

I love Prague, so I couldn't help enjoying myself, in spite

of my abysmal performance in the tournament. As you will have inferred, I spent more time sightseeing than playing. Having been involved with the organisation at Canterbury last year I am reluctant to criticise anybody who takes on the immense voluntary labour of organising one of these events. But it is annoying when rounds start very late, or when you have to wait two and a half hours for your room to be allocated on arrival.

Several of the organisational pitfalls could have been avoided if there were some means of passing on experience from one tournament to another; you can't blame the organisers for freak storms, but we could see that several of the difficulties that arose could have been avoided by building on experiences of previous years. Somewhere in the middle of all that I have described the Delegates Meeting of the European Go Federation took place. This is just the sort of matter that they should have been dealing with. But I don't suppose that they were.

On that day trip to Karlovy Vary we found that part of the bargain had been a lunch in a local restaurant. I had struck up a friendship with the guide, who turned out to be a fellow musician. What was I going to order, she asked, handing me the Czech menu. I asked her to choose me a typically Czech meal, and awaited its arrival expectantly. Well, at least I got some sauerkraut with my pork and dumplings that time!



CZECH GO SONG

by Francis Roads

This song expresses my feelings after scoring 0/5 in the first week of play at the European Congress. The melody is adapted from the theme of Smetana's symphonic poem *Vltava*. I gave it its first rendition at the song party.

1. (*Minor key*) I sit here by the Vltava; I gaze into the deep.
Shall I to end my woes plunge in to start that final sleep?
For here I came to play a game or two of my best go,
But on the chart against my name there stands the big zero.

Chorus: Who would not feel sad? I can't be that bad.

2. Now Sunday was the day when first my grievous tale began.
A good position I soon reached against a Czech six dan.
The wind it blew; the glass it flew; what luck to be alive!
But that wind blew my hope away; I lost by 1.5. (*Chorus*)

3. On Monday I was moved into a safer room to play.
A four dan from the Netherlands my partner was that day.
The stones they clicked; the clocks they ticked; he played a decent game.
I thought that I played quite well too but lost it just the same. (*Chorus*)

4. At 10.15 on Tuesday first I dared to raise my hope.
For even players weak as I with default wins can cope.
The time it passed, but then at last my challenger arrived.
In lightning style a quite convincing win he then contrived. (*Chorus*)

5. On Wednesday first I lost no game; my luck was on the mend,
But Thursday's young shodan opponent soon reversed the trend.
For at the end my new Dutch friend said, "Thanks, that game was fun.
Against a four dan that's the very first time I have won." (*Chorus*)

6. On Friday 'twas a shodan from Romania I must meet.
I thought that here at last was someone weak enough to beat.
The final ko; the final blow; a half point win would do,
But he had three good ko threats left, and I had only two. (*Chorus*)

7. (*Major key*) I will not let it sadden me if I lose all my fights,
I'll hear the music, drink the beer, and go to see the sights,
My days they may be awful, but I'll have some marvellous nights!

Club List

(* Indicates recent change in information)

Bath: P. Christie, 8 Gordon Rd, Widcombe, Bath. Tel: 0225-428995. Meets at The Rummer, near Pulteney Bridge, Wed 7.30pm.

* **Birmingham:** G. Fisher, 3 Chantry Heath Crescent, Knowle, Solihull. Tel: 0564-777627. 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, Creekmooor, Poole, Dorset BH17 7UZ. Tel: 0202-782553 (work). Meets at Parkstone Hotel, Station Rd, Parkstone, Tues 8pm.

Bracknell: C. Hendrie, ICL, Lovelace Road, Bracknell, Berks.

Bradford: G. Telfer, 29 Quaker Lane, Little Horton, Bradford BD5 9JL. Tel: 0274-573221. Meets at The Star, Westgate, Bradford 1, Wed 7.30pm.

Brakenhale School: F. Ellul, Brakenhale School, Rectory Lane, Bracknell, Berks RG12 4BA.

Brethby: 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.

Brighton: S. Newport, 70 Northcourt Rd, Worthing BN14 7DT. Tel: 0903-237767. Meets at The Caxton Arms, near Brighton Central Station, Tues from 7pm.

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.

* **Epsom Downs:** P. Margetts, 157 Ruden Way, Epsom Downs, Surrey KT17 3LW. Tel: 0737-362354. Meets first Sunday and second Monday of each month.

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 HR 1 4TE. Tel: 098 986 625.

High Wycombe: F. Ellul, The Gables, High Street, Downley, High Wycombe, Bucks. HP13 5XJ. Tel: 0494-449081.

HP (Bristol): A. Seaborne, 11 Kimberley Cres, Bristol BS16 5AF. Tel: 0272-568758. Meets Wed.

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

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

Isle of Man: D. Phillips, 4 Ivydene Ave, Onchan. Tel: 0624-612294. Meets 8pm, Mon: 116 Ballabrookie Dr, Douglas. Juniors: Mon 6.30pm, 16 Falkland Drive, Onchan.

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

Leicester: E. Smithers, 1 Tweed Drive, Melton Mowbray, Leics. LE13 0UZ. Meets at Sixty-Six Club, Albion House, South Albion St, Leicester, Tues 7.30pm.

London University: S. Zhang, Dept of Epidemiology, 66-72 Gower St, WC1E 6EA. Tel: 071-387-7050 x 5729. Meets at 3B, University of London Union Building, Malet St, Wed 6.30 (in term time).

Maidenhead: I. Atwell, Northurst, 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 Town Hall Tavern, Tib Lane, Thurs 7.30pm.

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: J. Krüsel, 73 Beverley Rd, North Earlham, Norwich NR5 8AP. Tel: 0603-55420. Meets Thurs 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 at Freud's Café, Walton Street, Mon from 7pm.

* **Oxford University:** M. J. Bligh, Wadham College. Meeting times vary from term to term.

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.

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

* **Stevenage:** W. Connolly, 66 Stonycroft, Bedwell, Stevenage SG1 3TW. Tel: 0438-741850. 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.

* **Taunton?** - Possibility of a club. David Wickham guarantees a game if anyone contacts him. Tel: 0984-23519.

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: - (B. Allday) 0341-280086 (home), 280076 (work). Meets regularly.

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

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

This space is waiting for new clubs! For information and help on starting a club, contact Terry Barker, the Membership Secretary, 7 Brocklehurst Ave, Bury BL9 9AQ.