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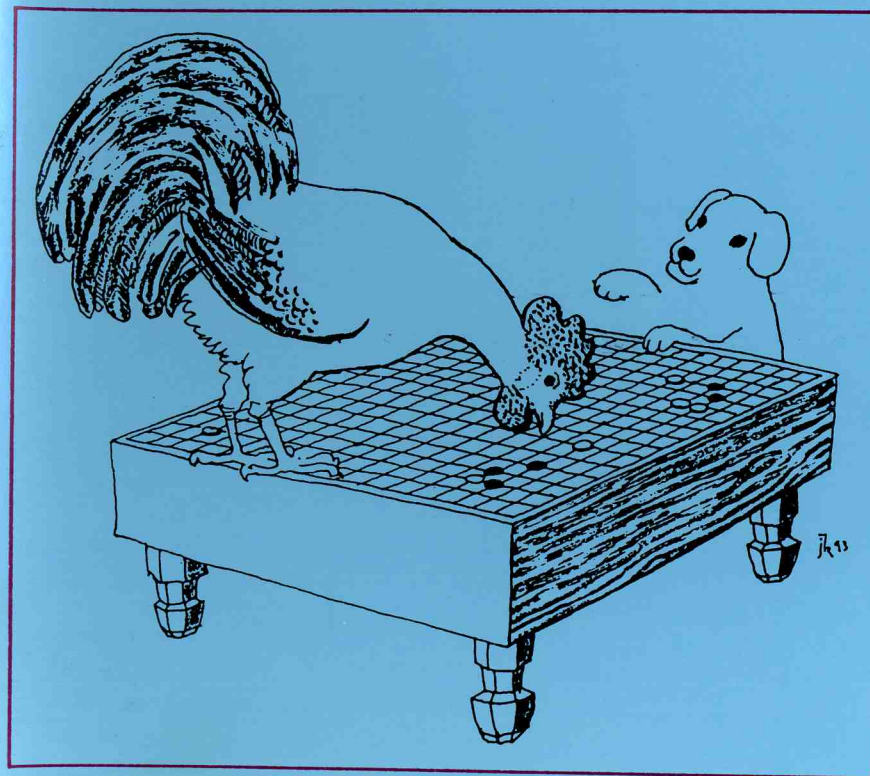
## British Go Journal

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Front cover: The Oriental Year of the Cockerel about to be replaced by the Year of the Dog. (Design for London Open 1993 entry form.) Reproduced here with kind permission of the artist, Jiri Keller.

## 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.

**London Open:** 30th December: Rapid Tournament, 31st December—3rd January: Main Event. Sponsors: **HITACHI** and **ING EDUCATION FOUNDATION**.

**Furze Platt** (near Maidenhead): 15th January.

**Wanstead:** 5th February.

**Oxford:** February

**Trigantius:** Cambridge, March.

**British Go Congress:** York, 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.

**Pair Go:** September

**Shrewsbury:** October.

**Wessex:** Marlborough, October

**Swindon:** November.

**Birmingham:** November

**West Surrey:** December

Contributions for next Journal by **5th February**, 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.

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## Notices

**S**ubscriptions are due in January 1994, but you can ease the lot of the Membership Secretary by paying earlier.

Rates are unchanged: Overseas £8, Unattached (full) £7.50, Unattached (student) £3.50, Club (full) £6, Club (student) £3.

Cheques should be made payable to the British Go Association and sent to the Membership Secretary (see details on page 2).

**Index:** Jochen Faßbender, a member of Bremen Go Association (and also of *our* BGA!) has kindly undertaken to produce an index for the Journal, which will cover as many issues as possible back to Number 1.

**Youth Coordinator:** This position is vacant, and a volunteer for overall organisation of schools go is much needed.

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### DESIGN COMPETITION

A prize of £50 is offered by the BGA for a design for a BGA t-shirt. Entries should be sent to **Alex Rix** (address on page 2) by **28th February 1994**.

# British Championship 1993

by Matthew Macfadyen

## Game One

This game was analysed by our visiting Japanese professionals during the evening afterwards. I have only brief reports of what they said, and the following comments are mostly mine.

Black: Matthew Macfadyen  
White: Shutai Zhang  
Komi: 5.5 points

Diagram 1 was apparently preferred to White 12 in the game, though I expected 12.

26: Looks odd. It leaves 8 on a rather silly point; an extension above 27 would be more normal.

Black takes the fourth corner with 33, and White now has to counterattack somewhere.

White 40 seems odd; there is no need to prepare an invasion of the lower left corner since the 3-3 point is already invadable after 26. White 42 should jump straight up from 40.

White can try 46 at 48 as in diagram 2, but it leaves very bad *aji*. Black can still cut at A after White 5, but he can also play C aiming at B. White does better by accepting that he must cut, and by playing tightly.

73: It is possible for Black to try a direct attack as in diagram 3 instead of Black 73, but it is unclear that this will work. Even if Black kills the group on

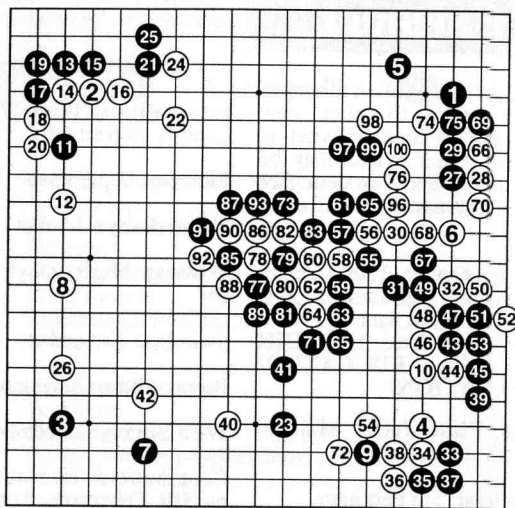


Figure 1 (1—100)  
84 at 79, 94 at 85

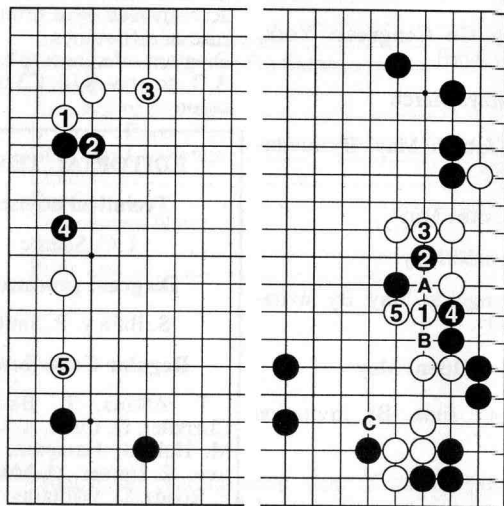


Diagram 1

Diagram 2

the right it has a lot of liberties, and White has countless ways of counterattacking either or both of Black's surrounding groups. I was not confident that White would die cleanly enough.

Black's squeeze in the middle looks good, and I thought that it should leave me ahead, but the professional opinion

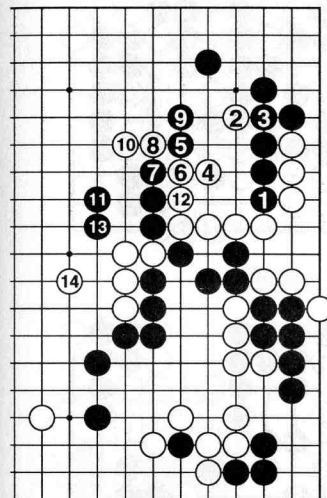


Diagram 3

was that White's position was reasonable; Black has consumed all of his attacking possibilities on all three White groups in order to get this squeeze.

102: Was sharp. Probably I should have played 101 at 102. Diagram 4 could easily turn out badly for Black: White will steal all the eyes of the centre group in sente and still have time to live at 16.

White finally begins to counterattack in earnest with 114, but after 119 there is no really

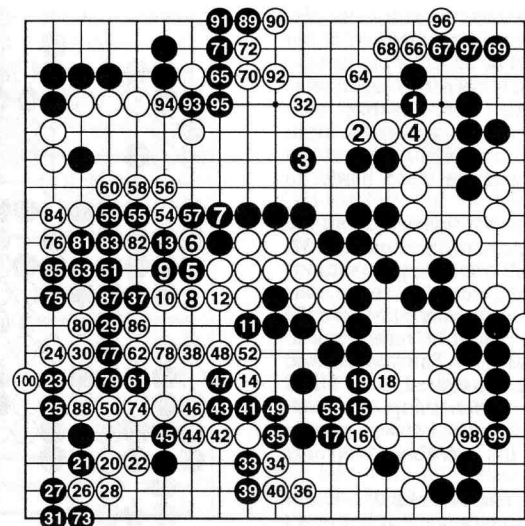


Figure 2 (101—200)

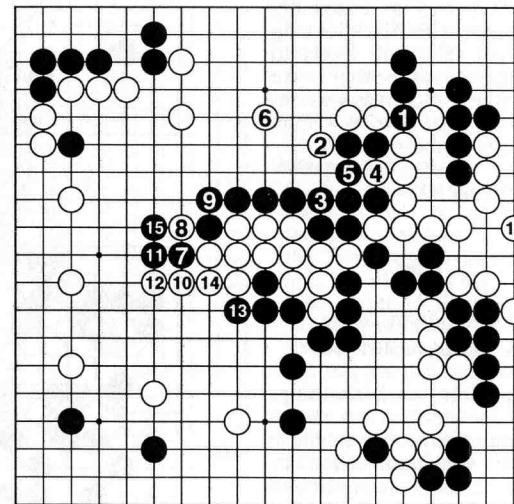


Diagram 4



attractive continuation locally; White could try diagram 5, but it would be necessary to kill the lower left corner to justify this sequence, and having consumed all the aji on the right this is unreasonable. White 120 in the game is much harder to handle.

I was still worried about the eyeshape of my group after 132, and 133 was trying to settle it in sente, but this move was lazy; I could only play here if I had prepared a refutation to 134 and 136. The sequence to 150 demonstrated that I had done no such thing, and suddenly White knows exactly where his territory is coming from.

163: This is a blunder. It was meant to be sente but it doesn't threaten anything. White 164 was enormous and effectively ended the game.

If I had played 163 at 181 as in diagram 6, White 2 would be necessary to stop A and now Black 3 leaves a reasonably close game, with Black looking somewhat the more likely to make territory at the top. In the game Black's corner was reduced to less territory than White got on the side.

White wins by 18.5 points (including komi).

**Game 2**

*Black: Shutai Zhang*

*White: Matthew Macfadyen*

Zhang likes to keep things simple for the first few moves of a game, but he was unable to resist the temptation offered by White 12 and a complicated running fight soon developed.

21: Was odd — neither side has room to make eyes comfort-

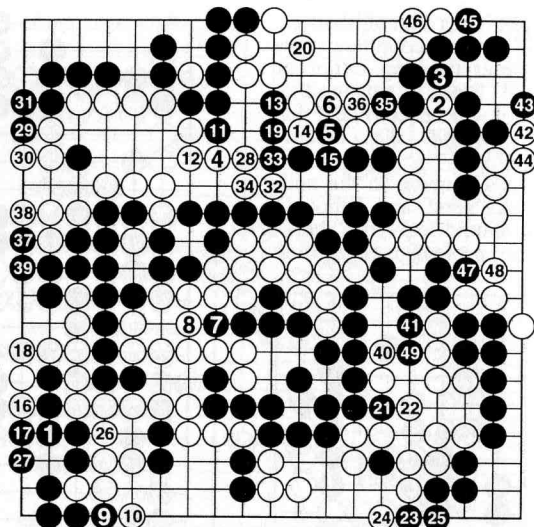


Figure 3 (201—249)

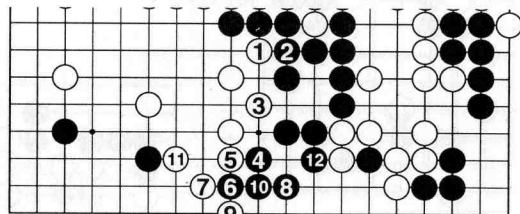


Diagram 5

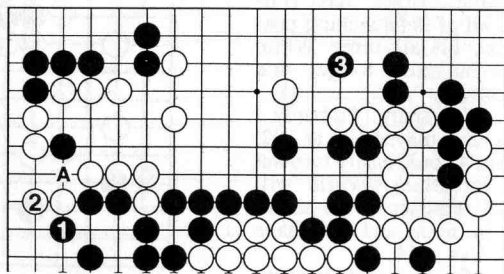


Diagram 6

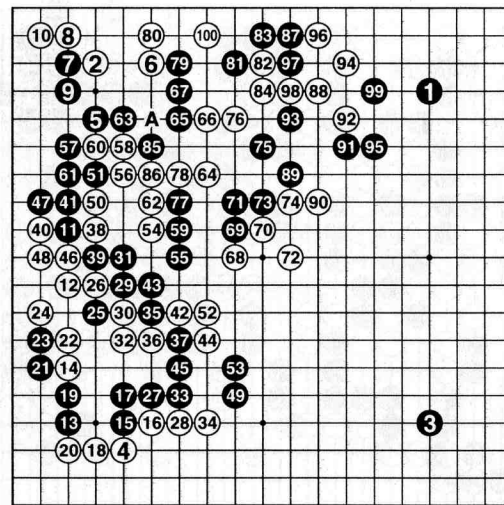


Figure 1 (1—100)

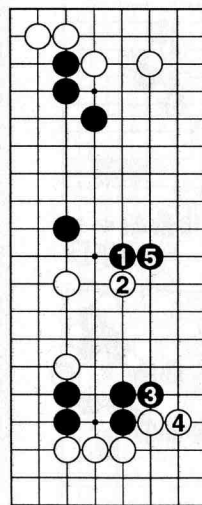


Diagram 1

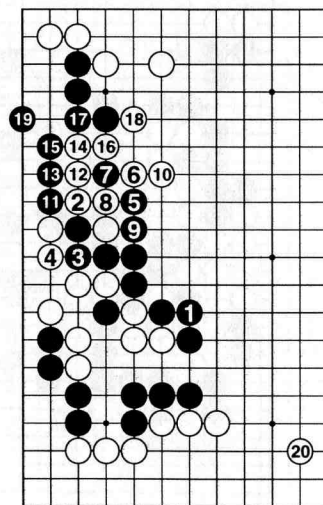


Diagram 2

ably on the side, and something like diagram 1 seems more to the point: Black is reaching outwards to try to add influence to his stones on the right while encouraging White to add extra stones on the left.

Up to 48 White gets shut in on the left, but the Black wall is cut in two places. I decided to pull out both cutting stones, producing a running fight with seven groups spreading across the board together. Black could have connected with 41 at 42, but something like diagram 2 will follow — Black's group on the left there is not doing anything useful, and might even get attacked later.

64: This is where things started to go wrong for me — I was trying not to give the upper Black group a chance to finish making eyes on the edge, but this was greedy; I should have played at A in the figure, forcing Black to spend a move on the side. Failing that, diagram 3, with 2 instead of 66, would be OK. White's encirclement there is thin but it is difficult for Black to break out due to the weakness at A.

96: Is very bad; Black must be prevented from occupying the good point at 99. After 95 (1 in the diagram), diagram 4 looks better. Of course, I was trying to maintain an attack on the Black group in the upper left, but even if I kill it, it will have about 15 liberties, so the White group has to live first.

104: Threatens to cut at 114 but this just offers Black an opportunity to steal an eye with 105.

White 124 was the product of a temporary blackout; I had suddenly hallucinated that I could capture three stones with this move. Actually, if you read it out properly, the exchange of

124 for 125 is hardly any loss for White, but I was still in a bit of a state of shock when I made the worse move at 128 and the terminal blunder at 130. If I had played 2 in diagram 5 (1 is 127, not shown) the position, while not good for me, would have been worth fighting on about; probably Black will play at *B* in figure 2, thickening his remaining weak group and waiting for territory to appear by itself.

The sequence to 171 has no real meaning (but note that if Black tries to cut off three stones in the centre to rescue his group then the big White group at the top will live).

**Game 3**

*Black: Matthew Macfadyen*  
*White: Shutai Zhang*

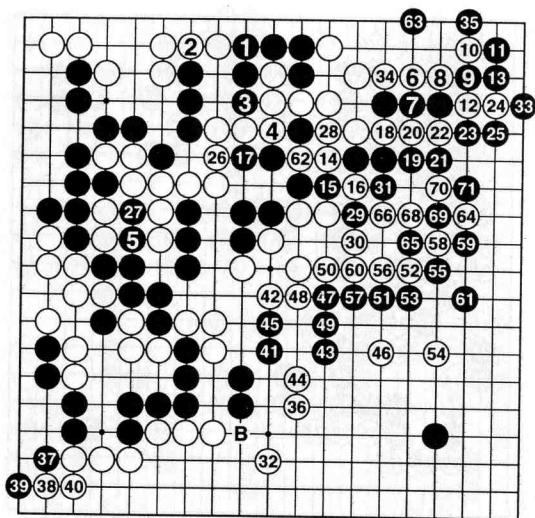
The sequence to 5 looks like producing the same pattern as the first game. I tried something different with 7 — this corner was left for a long time but, especially after 32, White *A* is a good invasion point.

34: Is very aggressive; up to 43 White gets cut into several weak groups, but Zhang seems to enjoy such positions — most Europeans would collapse after 43.

63, 65: Cannot be right. Either I should play 63 at 64 to take territory and force White to push up at 63 to live, or 65 should be at 66, making eyes in sente and allowing White to cut at *B*, which does not do much damage since Black gets a squeeze after *B*, *C*, 65, *D*.

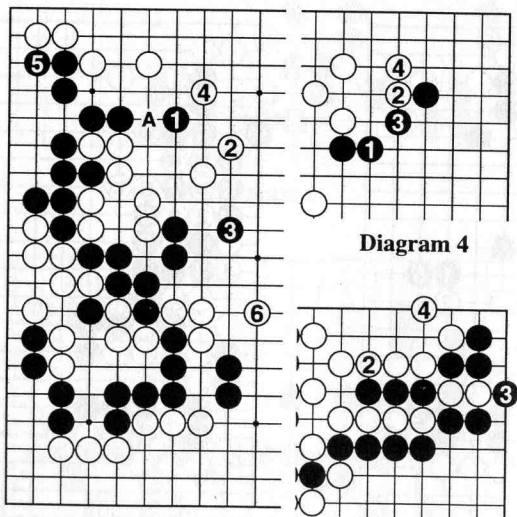
83: Could run out at *E*, forcing White *F*, but I felt that this would help to stabilise White's position so that he could invade my lower side.

However Black 87 is a



**Figure 2 (101—171)**

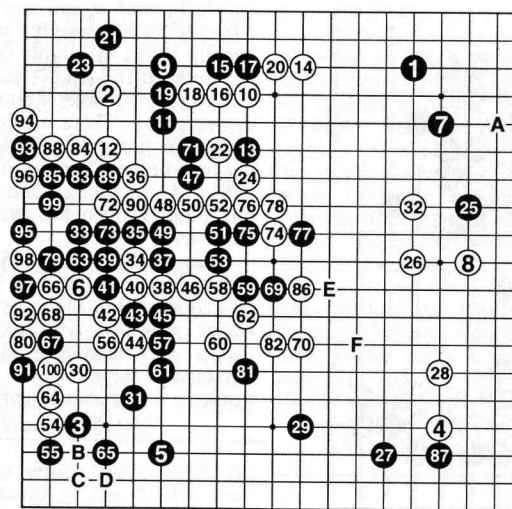
167 at 116



**Diagram 3**

**Diagram 4**

**Diagram 5**



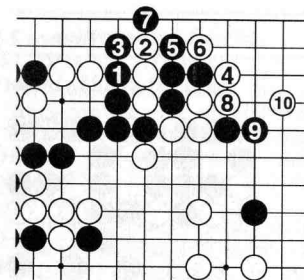
**Figure 1 (1—100)**

ghastly blunder. It is essential to play the forcing moves in diagram 1; these allow me to look forward to the cutting sequence *A*, *B*, *C*, *D*, *E* as a springboard for invading the right side.

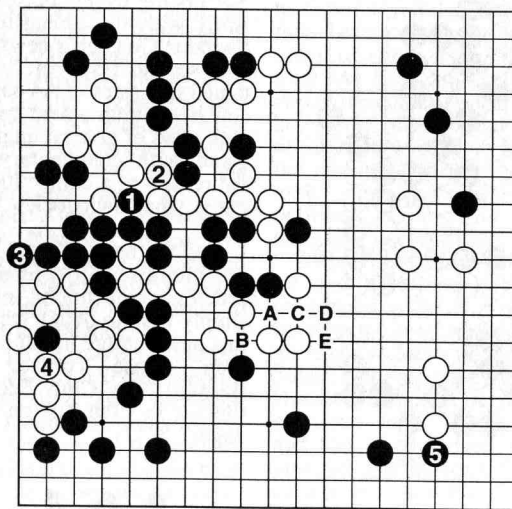
The sequence to 102 leaves the Black group about 95% dead. However things started happening on the upper side with White's heavy move at 104. This should be 107 which easily lives.

White 110 at 117 would be another way to simplify the position.

At 119 Black can capture a group as in diagram 2, but White probably captures the entire right side up to 104. I did not fancy my chances in this variation.



**Diagram 2**



**Diagram 1**

White 126 lives solidly, planning to attack at 128. The really sharp move here would be 126 at 136, which just suffices to capture two black stones while removing eye-shape on the left.

White continued to offer chances to catch up with the sequence to 151; note the importance of not playing 145 until the last minute, otherwise Black will die everywhere.

158: Gives me one last chance to do something, but Zhang read the position out

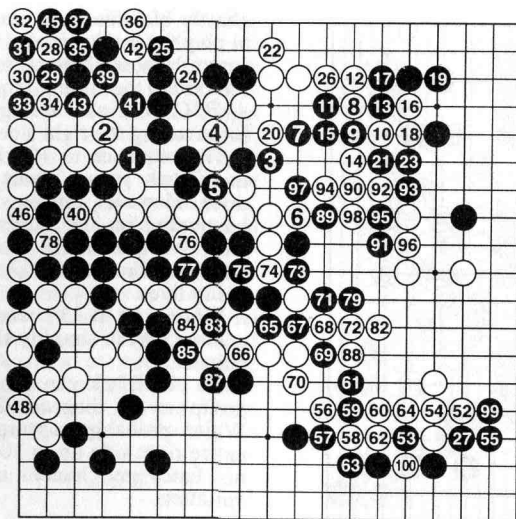


Figure 2 (101—200)

138 at 131, 144 at 93, 147 at 97, 149 at 133, 150 at 130, 151 at 131, 180 at 98, 181 at 86, 186 at 183

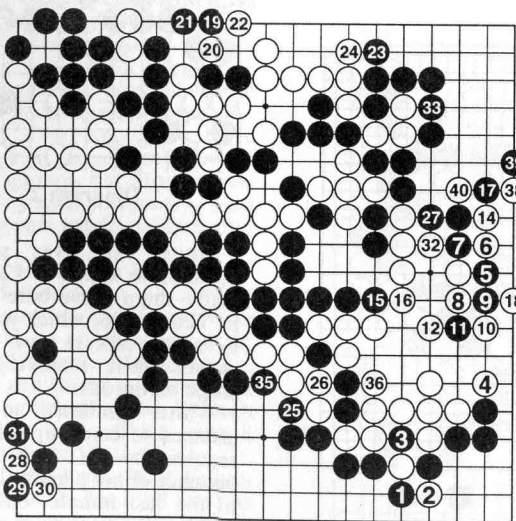


Figure 3 (201—240)

213 connects above 201; ko: 234, 237

carefully and found that the 176—177 exchange, while costing about 10 points due to the squeeze 183—187, enabled him to play 190 and capture the centre group. There are lots of variations around 190 depending on whether Black omits the 179—182 exchange and various other things, but none of them seem to work.

One of the reasons Shutai Zhang is so hard to beat is the precision of his reading when under pressure. The requirements for becoming British Champion have moved up a grade or so since last year.

## Swingoclep

by Paul Barnard

One of this year's more surprising events occurred in April with the unleashing of Swindon Go Club's newsletter.

A second issue in July attained five sides of A4 paper. It contained tournament reports, club news of general interest, a game with commentary, and the results of a competition (to guess what Swingoclep stands for!).

And the next edition? If you are interested in contributing articles, competitions, etc., or simply wish to obtain copies of this new venture in publishing, then please contact Paul Barnard, the Club Secretary (details in Club List on centre pages).



## Four Hundred Years Of Japanese Go

by Andrew Grant

### Part Nine: Incho Monnyu

- The game shown at the end of this part was played on 18th May 1740. Black: Honinbo Shuhaku, White: Inoue Shunseki Inseki.

The senior figure in the go world of the 1730's was the 5th Hayashi head, Incho Monnyu, who became 8-dan in 1735. He outranked the other go heads, and was also considerably older than they were, and inevitably began to dream of becoming Meijin godokoro. However, first he had to fend off a challenge to the go world's prestige.

Shogi (Japanese chess) had a very similar organisational structure to go, although there were only three shogi schools to go's four. However, shogi had less prestige than go, and received less government money. Needless to say, the shogi players were dissatisfied with this state of affairs, and in 1737 there was an attempt to redress the balance.

The prime mover behind this attempt was Ito Sokan, who for the past nine years had been shogi Meijin and shogidokoro. Sokan was one of the greatest shogi players ever - he has been described as shogi's Dosaku - and under his leadership shogi prospered as never before, while the go world languished

in a state of stagnation.

Among those who received government funds, the actual order of precedence was, first, the godokoro, or the Honinbo if there was no godokoro; second, the shogidokoro; then the other go heads, then the other shogi heads, then the heirs to the go schools, and finally the heirs to the shogi schools. This meant that Sokan was paid less than Shuhaku (though more than Incho), even though Shuhaku was only 6-dan. Sokan made a proposal that, in future, precedence should be determined solely by

### Shogi? Horror...

dan rank, go and shogi ranks being considered equivalent for this purpose - this would put Sokan on top of the heap.

Shogi, like go, came under the jurisdiction of the jishabugyo commissioners. It will be remembered that there were three or four of these, who took turns to serve a month at a time. As luck would have it, two of the commissioners were keen shogi players and pupils of Sokan, one of them holding the rank of 5-dan, and Sokan took care to present his petition while this commissioner was in office.

The go heads were horrified by this development. They considered go to be naturally superior to shogi, arguing from go history; had not Honinbo Sansa, the founder of the Honinbo school, been both godokoro and shogidokoro, and had he not given up the post of shogidokoro for the sake of go? (Actually, Sansa is believed to have resigned as shogidokoro because he realised he was being over-

taken in strength by his nearest shogi-playing rival.)

The go heads, led by Incho and Shuhaku, lost no time in presenting a counter-petition of their own. In it, they argued that since the dan ranks of the top go and shogi players naturally would vary from one generation to the next, it would not be appropriate to base the order of precedence on this. Better, the go heads concluded, to leave things as they were.

This rather feeble argument would probably not have cut much ice with the shogi-playing commissioner, but he was never to make a decision on the matter, for he had fallen ill, and before long he was dead. His place as com-

### conservative delight...

missioner was taken by an ultra-conservative official who promptly decided that things should stay as they were, much to Sokan's annoyance and the go heads' delight.

With Sokan thus satisfactorily disposed of, Incho was able to concentrate on becoming Meijin godokoro. At this time the Hayashi school was closely allied to the Inoues, so Incho had no trouble persuading Inoue Shunseki Inseki to support him, but the Honinbo and Yasui heads refused to back his application, and without their support Incho's hopes were dashed.

Shortly afterwards, however, Incho got his own back by refusing to support Shuhaku's application for promotion to 7-dan. As Incho was well aware, Shuhaku was very keen to get this promotion since his predecessor Chihaku had been only 6-dan when he died, and



Shuhaku wanted to make sure that the Honinbo school did not stop on 6-dan for two successive generations. Shuhaku promptly challenged Incho to a match to decide the issue. Incho declined, pleading illness, but Inoue Shunseki Inseki agreed to play in his place.

The match began in October 1737, and was supposed to be played at the rate of twenty games a year. As with previous matches, the pace was much slower than this - after two and a half years only eight games had been played. Shuhaku was 4-3 up with one jigo when he suffered a stomach haemorrhage in May 1740. As the result of an appeal by the 5th Yasui, Shuntetsu Senkaku, the match was suspended pending Shuhaku's recovery.

Unfortunately Shuhaku never recovered, and he died early in 1741. The following year Incho Monnyu made another attempt to become Meijin godokoro, hoping that the new Honinbo, Hakugen 6-dan, would be more accommodating. He was wrong; both Hakugen and Shuntetsu Senkaku filed an immediate objection, on the grounds that Incho was unwilling to play in a challenge match to prove his fitness for the post. Since the jisha-bugyo agreed with this argument, Incho had to abandon his hopes of promotion - in fact, no Hayashi head ever achieved the rank of Meijin godokoro. Incho Monnyu died in 1745.

- For a fuller history of go, *The Go Player's Almanac* is recommended, available from the BGA bookseller.

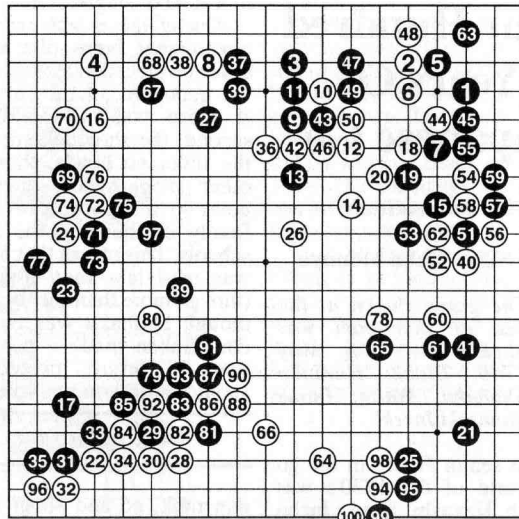


Figure 1 (1—100)

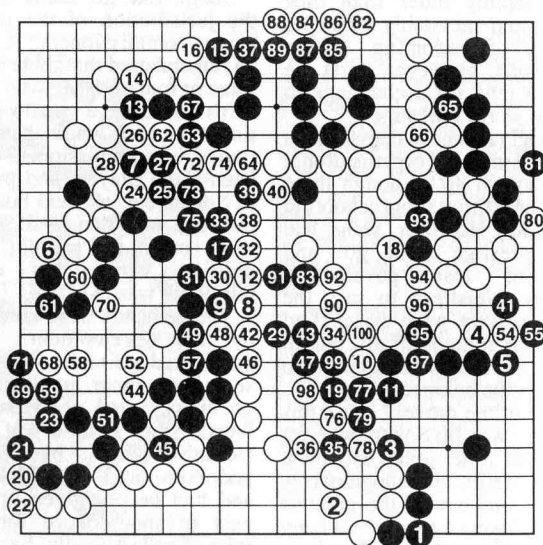


Figure 2 (101—200)  
Ko: 145, 150, 153, 156  
(Figure 3 on next page)

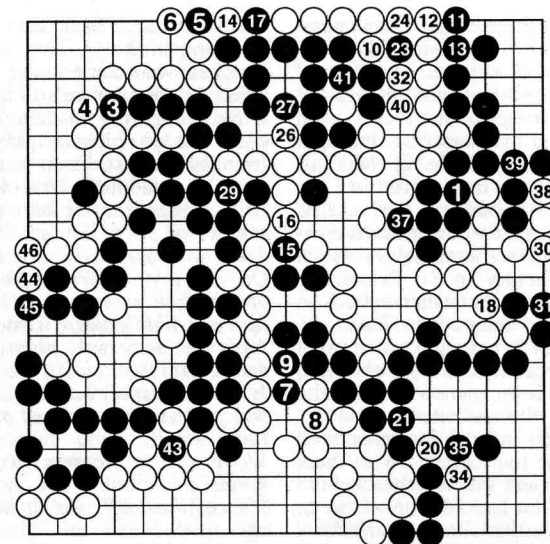


Figure 3 (201—247)

Ko (5/14): 219, 222, 225, 228, 233, 236; 242 fills; 247 fills at 92.; 202 at 51

## Valyuta

by Francis Roads

Igor was disappointed with his caviar sales. It hadn't been as easy as he had hoped, selling the jars to West End restaurants. Several had turned him down flat: at one they had told him that he had been the fifth Russian since Christmas selling caviar. But there was no point in taking it back to St. Petersburg, and by dropping his price he had eventually sold the lot.

He wished he could have brought more, but it had been heavy enough, and there was

always the possibility of trouble with the customs. Was there no other way he could acquire pounds? Roubles were becoming less and less use in Russia. But if you had Western currency, valyuta as they called it, you could buy whatever you wanted. He would have to change his pounds for dollars, of course. Dollars, Deutschmarks and Finnmarks, they were what people at home wanted, and would give you change for. He had been quite surprised when he had first arrived in London with his meagre exchange allowance of US \$100 to find that British shops looked askance if you tried to spend them.

He needed valyuta. There were five of them in his Legoland flat in the suburbs of

St. Petersburg, his wife Olga, her parents, and their three year old daughter Lena, who had been coughing for five months. Both his in-laws' pension and the salaries of Olga and himself from University teaching had been reduced to Monopoly money status. Bread, sausage and tea had been their main diet for the last year or so, supplemented by the mushrooms that he gathered in the woods. With valyuta he could buy fruit and vegetables. They would all feel healthier, and Lena would stop coughing.

### Rouble trouble

In theory, under the new regime anyone who wanted to could travel to Britain, or anywhere else for that matter. In practice there were two high hurdles to overcome. First, the visa. Until recently you had had to make the overnight journey to Moscow to visit the British Embassy, but now there was a small consulate in one of the expensive hotels in the centre of St. Petersburg. Under the old regime, ordinary Russian people hadn't been allowed even to enter those hotels. You were allowed in now. It wasn't the doorkeepers who turned you back, but the price tariffs. Unless you had valyuta.

The consulate had wanted a formal invitation, showing that someone in Britain would be responsible for all your living expenses during your visit. Igor had no British friends yet, but he had his own way of obtaining a suitable invitation. The consular official had looked sceptical when Igor had said that he wanted to attend the London Open Go Tournament. Igor had explained, as he had

explained so often to his own countrymen, that go was a board game of skill very popular in the Far East, and now gaining adherents in Western countries.

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### High hurdles

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Be that as it may, the official had said, he needed to see an official invitation, with an official stamp. The British Go Association had been very helpful in providing the right sort of piece of paper to impress an official, but Igor knew from other friends who had visited the event in previous years that the accommodation provided would be very basic, and that he would have to take or buy his own food.

The other hurdle was the air fare. There was only one practical way for anyone like him to get his air fare paid. You found one of the new entrepreneurs, who somehow seemed to be making money out of nowhere. You needed one who wanted to travel to London to make business contacts, and who was having trouble getting his own visa. There was no shortage of such people; when Igor first started putting out feelers in this direction there was a quite a queue of applicants.

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### Entrepreneur sponsor

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Then you told the British Go Association that there were two of you coming to the tournament, and they sent two invitations. Your contact got his visa, and he paid your air fare. When you got to London, you told the tournament director that your companion was a sponsor, who would not be

playing go in the tournament. The word "sponsor" seemed to go down well with the British, who never seemed to question the arrangement.

And that was that. Igor had seen very little of Mikhail since they had arrived in London. His business was to find shops that would stock the ornate electric samovars which his factory in St. Petersburg produced, but which nobody in Russia seemed to have the money to buy. Igor's own small entrepreneurial efforts had now been somewhat unsatisfactorily concluded.

He'd been doing quite well in the tournament. With three days and six matches behind him, he had lost only one, to the British champion Michael Macfarlane. With one more day and two matches to go, he

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### For love or dollars?

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could well win a prize.

A prize! That was a thought, didn't they have money prizes in Britain? Yes he was sure he had heard of one of the Moscow go players coming home the previous year with dollars, changed at London Airport from the pounds he had won in the tournament. He hadn't even thought that he might win something. You played go for the love of the game. There were hundreds of professional players in Japan and Korea, and a few scattered around other countries, but the spirit of European go had always been amateur.

But what might seem like drinks money to the Brits could mean so much to him. How much were the prizes? How well did you have to do to win one? He would discreetly find out.

Igor strolled back into the tournament hall. The day's matches were long since finished, but there were still quite a few of the very cosmopolitan entry of go players playing friendly games. From a side room he could hear some of the Brits singing one of their silly songs:

*Oh we are rather weak on openings,  
And our middle game is poor.  
And the way we play our endgame  
Is the worst you ever saw.  
But when we're in a lost position,  
We've still a weapon in our hands,  
We rip them off, we rip them off...*

He had had to have "rip them off" explained to him when he had first heard the song at the New Year Party two evenings ago. But he liked the British self-deprecatory humour; it wasn't so far removed from the Russian style.

Watching a game near the door stood the tournament director and veteran player John Barrington. John had been in at the birth of the British Go Association in the '50s, and had been the first British player to receive a coveted shodan diploma. Shodan was only the first of the master grades, but in the 50's it had seemed almost unattainable for a Western player.

Now in his eighties, he preferred organising go to actually playing it, when the falling off in his own playing strength became annually more apparent. Igor decided on the direct approach.

"Excuse me. Please explain to me about the prizes."

"What do you want to know? We're able to be quite generous this year because of our sponsorship. Sanbon Matsu have coughed up a thousand quid."

John did not believe in making any concessions to any possible difficulties that visitors might have with English.

"Please tell to me how I have to win a prize. And how much is the prize."

"The first prize will be two hundred pounds, and the cup, of course. Then there's sixty for second place, and thirty each for third and fourth. And then there are book prizes for players lower down in the draw who do well."

Igor didn't understand every word, but "two hundred pounds" he heard loud and clear. That would be around three hundred dollars. Several weeks or even months of

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### Discreet enquiry

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healthy food for his family.

"Please who I have to beat to win first prize?"

"I think they've already printed out the draw for round seven, although it's not till tomorrow morning. I don't think they'll mind if you go and ask in the tournament office."

As a matter of fact they did rather mind. There had been a long stream of pointless enquiries, and some complaints.

"Could you just wait until we pin up the draw on the notice board in a few moments. Oh, hello, Igor, it's you. How did you get on selling your caviar?"

Abigail Franklin was detaching the third attempt at printing out the draw from the printer. She was at the other end of the age spectrum from John Barrington, being just down from Oxford with a history degree

and a shodan diploma. She was one of those people who easily fits 25 hours into each day, taking a full part in the tournament and doing much of the organisation as well.

"It was OK," said Igor, hiding the true state of affairs. "Please tell me whom I must play tomorrow. And I want to know if it is possible I can win a prize."

"Let's see, you've got Black against Chang on board two. Chang's a strong Chinese player living in Hamburg. He's entered at six dan, and only lost one game so far. You must be doing well to be playing him."

"I also have lost only one game. If I beat Chang..."

"Then you're likely to get Sakamoto in the last round. And if you can beat him, you'll have won the tournament. But Sakamoto is very strong indeed. He trained to be a professional in Osaka, but decided to be a doctor instead. He's doing

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### A lost opponent

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postgraduate study in London. I don't think he's lost a single game to a British player since he came."

Abigail talked on for a bit, managing to fiddle with the computer at the same time. Igor missed some of what she said, but the main points were clear—to win that £200 prize he had to beat two players who on paper were quite a bit stronger than he was.

After a fitful night's sleep and a breakfast of more of the tinned fish that was the staple diet of impecunious travelling Russians, at ten o'clock on the following morning he sat down at board two. After the usual ten minutes of kerfuffle silence

descended as all the players concentrated on their opening moves. The only sound was the click of the go stones on the boards and the tick of the clocks.

But where was Chang? At a quarter past ten Igor asked John Barrington for permission to play his first move and start his opponent's clock. He had the right to do this in any case, but it was polite and sportsmanlike to ask permission. The minutes ticked away, and Igor began to think seriously about the possibility of winning the game by default, which he would do if more than an hour of Chang's time ticked away before he arrived.

Another verse of that silly song came into Igor's mind:

*"So when it comes to using gamesmanship  
We can show we're worth our salt,  
And our favourite kind of victory  
Is a game won by default."*

They'd explained 'worth our salt', but he hadn't understood. But he knew exactly what a game won by default was. And even if Chang did turn up, he would be handicapped by having to play more quickly.

"So sorry, I overslept. Ah, you start my clock. Quite all right. I very sorry." Chang had arrived in the nick of time. But even so, Igor still had his ninety minutes left to Chang's thirty two. Chang seemed to feel the pressure of the shortage of time, and collapsed quite soon in the middle game, and resigned the game gracefully.

"You very strong player. You play middle game very strong. Excuse please, I go back to my hotel now. See you later."



Igor suspected that a hang-over might have something to do with both the lateness and the victory. Still, a win was a win, and now he was sure of getting one of the cash prizes. Which one it was would probably depend on a complicated tie-breaking system which even the computer was rumoured to have difficulty in understanding.

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### *Something in the coffee*

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But it was that £200 prize that he wanted. And to get it he had to beat Sakamoto. Yet another verse of the song passed through his mind, as he munched his bread and cheddar lunch.

*"You'll find the light's in our opponent's eyes  
And his chair is far too small.  
And if his clock's running rather slow,  
You'll find ours won't go at all."*

Was there anything he could do to put Sakamoto off his game? Not much he could do about the light or the chairs, but tamper with the clock? No, he'd soon notice, and in any case he couldn't rely on his collapsing under time pressure as Chang had seemed to. Put something in his coffee? Igor felt amused at the thought of anything so impossible, and then thoroughly ashamed at even looking at the matter in this way. There was only one way to beat Sakamoto, and that was on the board. Then he thought of Lena, and didn't feel quite so ashamed of himself.

He'd heard of the top Russian chess players resorting to various stratagems to unsettle their

opponents. And then he thought of something else that chess players did, the arranged draw. You couldn't arrange a draw at go, which was a win-or-lose game, but...

Igor spent the rest of his lunch break polishing up the English he would have to use for the rather strange suggestion that he had decided to put to Dr Sakamoto. Then he checked the draw for round eight, the final one. Yes, as was inevitable, White against Sakamoto, on board one. His opponent was there before him.

"Hello, I am Sakamoto. I have Black, I think."

"Yes, that's right. I am Igor Rimsky. Excuse me, I make a

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### *Conquer and divide*

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suggestion."

The Japanese player remained silent, but seemed to be listening.

"Which one of us wins this game, he wins the tournament. I suggest we before agree we divide the prize. If I win, we have half each. If you win, we have half each. Do you like to do this?"

"Yes, I like to win. Yes, OK, I understand what you say. OK. Shall we begin now?"

Igor decided that his offer had been accepted. He showed respect for his Japanese opponent with a small bow and a murmur of "O-negai shimasu," and received the same courtesy in return.

Igor liked playing the white stones in Britain. As compensation for playing second, White always received some extra points to add to his score at the end of the game. In Britain it was six, which Igor thought on the generous side.

But it didn't matter now in any case, as he was going to go home with £100 in his pocket whatever the result of the game.

Still, it would be nice to win. Sakamoto played an unusual corner opening. He seemed to be offering rather a large territory in the corner in return for the amount of strength he would gain elsewhere on the board. Was it a trap? Igor spent far too long deciding that it wasn't, and played out the offered line.

And so it went on, Sakamoto choosing an unusual opening in each of the four corners. When the middle-game fighting started, Igor had used up half his time, Sakamoto, eleven minutes.

And the flag on Igor's clock fell just as the endgame began. This didn't mean that Igor had lost, but from then on he had to play under the strict time control of twenty moves in ten min-

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### *Flagged down*

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utes.

The position on the board was even, but as Igor struggled to meet the successive time controls, Sakamoto eked out small advantages. 'One point is enough,' says the go proverb, and when there was finally no more territory left to surround and they counted their scores, Sakamoto had sixty seven points and Igor only sixty. Even with his six points komi he had lost by one point. Still it didn't matter, half that prize money was his. How glad he felt to have made the arrangement. And Sakamoto was much stronger. He'd done well to lose by only one.

Igor didn't know where to put himself while waiting for the

prizegiving. He packed up all his gear, and played a few friendly games, which he lost through lack of concentration. All he could see in his mind's eye was that envelope of £20 notes.

It was another hour before the last game had finished and the computer had done its work. Abigail was efficiently lining up all the prizes and labelling them, so that even John couldn't cause one to be offered to the wrong recipient, as had happened last year. John himself was making polite conversation with Mr Hattori from Sanbon Matsu, who had come to make the presentations. The tournament hall was festooned with banners bearing the three

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### *Abigail's bell*

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pine tree logo of the sponsor.

At last Abigail rang her little bell and summoned the players to the main hall. As always, some who had done badly had left early, but there was a good enough crowd to impress Mr Hattori. He made a brief speech in praise of Anglo-Japanese friendship, and the contribution that Sanbon Matsu was making towards the said friendship, and presented the various runners up and consolation prizes first. Finally it was time for the main prizewinner.

"And finally, I am pleased to present the prize to this year's London Open Go Champion, Dr Sakamoto from Japan." Cheers cheered and cameras clicked. Champagne popped and was poured into the ample cup. Sakamoto had made many friends during the tournament, and now they all wanted to share his modest joy.

The crowds began to disperse, but Igor was still some-

what hasty in his approach.

"Excuse me, please it is possible to us share the prize now," he asked confidently.

"Thank you very much. I was very lucky to win the prize. Thank you," said the Japanese.

"We agree we share the prize," urged Igor.

"Yes, that's right, we share prize in last game, and now I win prize. I am very lucky," repeated Dr Sakamoto.

"But we agree share the prize," said Igor again.

"Thank you very much." And the Japanese bowed politely and walked to speak to another friend.

Igor's heart was pounding. It was dawning on him that there was a language problem, so he went to find Abigail, who was

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### *Not cricket*

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tidying away some go boards.

"Excuse me, I have problem. Before the last game, Mr Sakamoto and I, we agree share prize. But now he not give me share. Please to explain him he has to give me share." Igor was almost tearful.

"What do you mean, share the prize? You can't do that. The prize goes to the winner. Only the tournament director can decide to share a prize."

"But we agree share prize. Now he not give me prize. Please explain him..."

"I'll go and have a word with John. But I'm sure he'll say the same. We just don't do this sort of thing in Britain."

And off she went. Igor knew enough of English culture to have been expecting her to say, "It's not cricket," but it didn't come. But he understood now. What he had done was not

'sporting' by British standards. He should have known. He could expect no help from them. And he had to admit to himself that if Sakamoto had genuinely misunderstood him, there was no reason to expect him to part with any of his prize money. Tears came to his eyes as he thought of his family. How much they needed that money! And how little those rich Japanese needed such windfalls. They spent more than that on a meal in a restaurant.

It was time to find Mikhail. They had arranged to travel to the airport together. All around him people were making their farewells.

"See you in Paris."

"Are you going to Maastricht this summer?"

"There's a car load of us going to the Maidenhead tournament."

Everyone wanted to work out when they would next be meeting their go friends. But Igor had no stomach for farewells.

So it was that Dr Sakamoto had to say "Excuse me" twice before Igor realised that he was being spoken to again outside the door.

"I win the prize. But I know that Russian people have many problems with money. I am not needing this money. You play very well in the last game. I think you are a six dan player. Please take."

And the envelope was in his hand and the giver bowing his way away before the astonished Igor could find any words to reply. "Spaseba mnoga," came out, but Dr Sakamoto had gone.



## Ten Best Games

by Bob Terry

I am concerned only with “modern” games, i.e., those played within the last seventy years. The so-called “classical” games do not interest me. I have never studied them and consider them inferior to modern ones. A couple of years ago *Kido* magazine ran a series devoted to the career of Jowa Meijin. After slogging through the first instalment, I refused to read the rest. The Japanese have their own “go mythology” enshrining Jowa and all the others.

### Classical v. Modern

However, there is a serious reason why I dislike classical games: besides the inferior technique prevalent in olden days, virtually all of the games played then were without *komi*. Without having to give *komi*, Black can concentrate on making and keeping territory. Building influence is less useful. Black becomes conservative, choosing to “rest on his laurels” so to speak. White, on the other hand, must fight like the dickens from the first move on, in order to catch up.

Some of the games on my list are intensely dramatic: how could I omit the game between Sakata and Go Seigen played in the First Meijin Tournament? Besides being a great game in its own right, its outcome determined who would become Meijin. While Sakata and Go fought each other to a draw,

Fujisawa Shuko went on a pub crawl, resigned to the prospect of a play-off against one of the two. It wasn't until the early hours of the morning that the reporters caught up with him to congratulate him on his new title.

Or for history, how can one pass over the game played with Hiroshima in the background as the atomic bomb of 1945 dropped...

### How to choose?

Perhaps the reader wants to see the hardest fought game. This presents a dilemma, because some classical games were, admittedly, hard fought. If the reader wants a rip-roaring battle, play out the first game of the sixth Meijin title match, 1981, when Cho Meijin defeated Kato Masao in a slugfest that ended with captured stones overflowing the bowl lids of both contestants.

When I sat down to write the list, I realised that half of the games were played by Go Seigen! Not only that, none of those games was played with *komi*! So I decided to make an appendix with five of Go's games that I consider indispensable: the reasons why will be explained in the notes to the games themselves.

### The problem of Sakata

Then there was the problem of Sakata. Three of his games found their way on to the list, more than any other player (except Go, of course) but those games were all losses for Sakata! Couldn't I choose one of his brilliant wins? How about one of the seventeen straight victories in Honinbo

title matches, a record not likely ever to be matched? Or how about game 7 of the second Meijin title match? Sakata himself told me, during an interview, that it was the finest game he ever played.

As always, the play speaks for itself. The list has been compiled chronologically; no game (including those in the appendix) should be considered better played than another. I have also included the source material I used in researching these games, in case the reader wishes to study any particular game in detail.

The list of the ten best games will build up issue by issue, but here is the appendix of additional games recommended. First named player took Black.

### Appendix

Go Seigen v. Shusai, *Yomiuri Shinbun* 20,000th Commemorative Issue, Special Game, 1933. (NHK “Igo Koza”, pp 82—87.)

Kitani v. Go, Kamakura Jubango, Game 1, 1939. (Modern Masters, Vol. 5, pp 64—93.)

Go v. Karigane Junichi, Jubango, Game 2, 1941. (Modern Masters, Vol. 5, pp 131—137.)

Fujisawa Kuranosuke v. Go, First Jubango, Game 2, 1951. (Modern Masters, Vol. 6, pp 20—52.)

Takagawa Kaku v. Go, three game match, Game 2, 1959. (Modern Masters, Vol. 8, pp 106—127.)

### Game One

Black: Karigane Junichi, 7 dan

White: Shusai Meijin Honinbo

(From *Killer of Go*, by Sakata Eio, pp. 151—168.)

In 1926, a challenge match was organized between the two main schools of go, the Nihon Kiin, with Shusai Meijin Honinbo as the leading player, and the Kiseisha, headed by Karigane Junichi, 7 dan. The game they played together aroused a tremendous amount of interest at the time and has been praised throughout the ensuing years. In the *Dictionary of Basic Joseki*, Volume 3, pp. 4—5, Ishida Yoshio, 9 dan, calls it “The famous ‘group-capturing masterpiece’ played between the top players” of the day.

The game also attracted the interest of the general public: in Sakata Eio's book, *Killer of Go*, he writes that “At the time, people who didn't even know how to play go were driven almost to a frenzy of excitement, as this game unfolded. Black's large group of stones on the lower side was fiercely attacked with murderous intent, and the large ko that resulted must be what commanded such interest.” He goes on to say that the game was even discussed in the literary magazines of the time and everyone knew that if Black lived, he would win; if White succeeded in killing him, White would win. It was as simple as that, and even the man in the street could understand that.

It was games like this that encouraged the Japanese newspapers to begin sponsoring go matches on a regular basis.

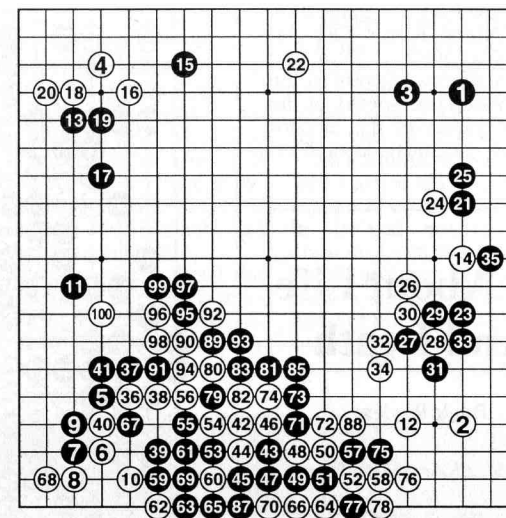


Figure 1 (1—100)

84 at 79, 86 at 77

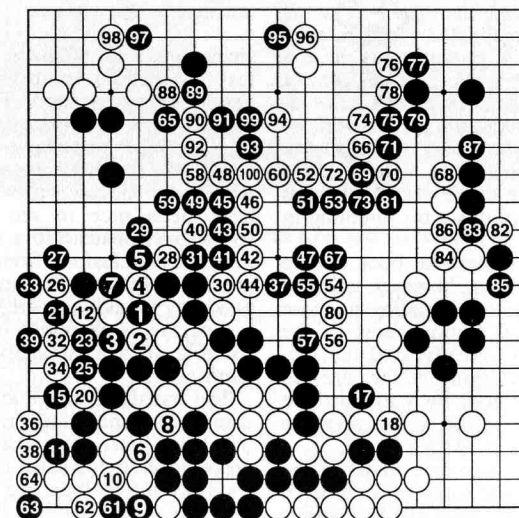


Figure 2 (101—200)

ko (101): 113, (114 at 67), 116, 119, 122; 124 at 101; 135 at 120

That helped lay the foundation of the Nihon Kiin's financial stability as well as attracting millions of new players to the game. When one speaks of the seminal games of the modern era, this one must be high on the list.

## All About Life And Death

### Book Review

by Matthew Macfadyen

It is nearly eighteen years since James Davies's *Life and Death* was published by the Ishi Press, and it has been the only book of its kind in English since then. Here at last is an alternative, covering most of the same ground, plus quite a lot more. The general form of the book is looser and more informal than the earlier work — those who found Davies's book turgid and unreadable will love this one; those who like Davies may find this a bit rambling in places.

Any systematic book on life and death is, however, going to be quite hard reading to those who don't know most of the material already, and the recommendation in the preface that the book be read a little at a time before going to sleep seems a good idea.

As to coverage, most of the new material is in volume 2, where the carpenter's square is discussed in great detail (BGJ readers may enjoy comparing Richard Hunter's article) and the comb formation and related

shapes get a lot of space. The last few sections, on invasions under shimaris and hoshi stones, are disappointingly brief, and this material is covered better in other parts of the Ishi Press library. It would have been nice to see this space given instead to a summary of conclusions from the preceding sections; however a good way for assiduous readers to use the book might be to compile such a summary for themselves.

The translator has produced some rather peculiar English in places, and gives the impression of having stuck rather slavishly to the Japanese text, and the proof reading could have been a bit more careful, but the technical material seems to be of very high quality (the only mistake I have

found is in the top diagram on page 63). Overall, this seems to me to come very high on the list of books no serious go player should be without.

- *All about Life and Death (2 volumes) is now available through the British Go Association Book Distributor. See price list on page 59.*

**Prague Bulletin 5: A few copies are available, and can be obtained from the Editor (address on page 2) for 40p and stamp for return postage**

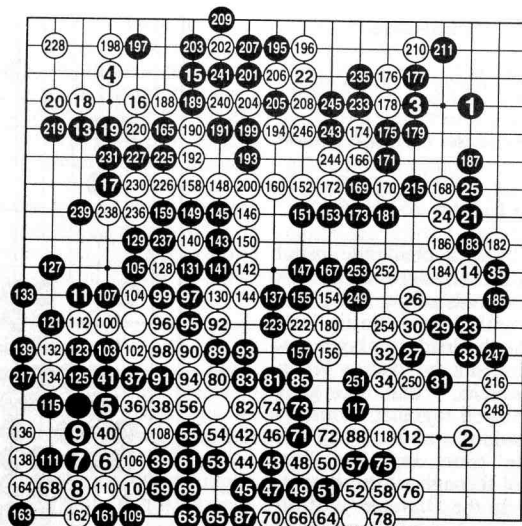


Figure 3 (201—254)

212 at 62, 213 at 109, 214 at 161; ko (62); 218, 221, 224, 229, 232; 234 at 60; 242 at 205

## Professional Profile

by Tony Atkins

- *Based on an interview during the visit of Mrs Sugiuchi to the CLGC on 1st September 1993*

Mrs Sugiuchi Kazuko was born in 1926, lives in Tokyo, is currently chairman of the professional players' committee and is probably the strongest Japanese lady player this century. She is ranked professional 8 dan. She is one of the three Honda sisters; the others are professional 7 dan and 6 dan. Mrs Sugiuchi was taught go by her father at the age of six. His aim was to prove that women are no different from men. He made her study very hard and she was not allowed other interests. Go was not fun at this age and she only grew interested as she got older. Soon she became strong. At an early age she played Meijin Shusai on six stones and Kitani on five stones, winning both. She was able to join the family of Mrs Kita Funko and study as an apprentice.

Whilst studying as an apprentice it is rare to play your *sensei* (teacher). Mostly learning is through private study, playing others of the same strength or slightly stronger and sometimes through reviewing a game with *sensei*'s help. To become a professional you have to do well in the apprentices tournament; Mrs Sugiuchi managed this at the age of fifteen.

Her most important game was in the grading tournament to reach 5 dan in 1952. At 5 dan

professionals receive real recognition, they can take students and earn real money. The game was against Kajiwara Takeo, with time limits of ten hours over two days. The game was very tough as after 110 moves both players were in *byoyomi*, and after 210 moves it proved that Mrs Sugiuchi had won by a single point.

As a strong professional she should expect to play 20 tournament games in a year including fast play events. Her strongest weapon is her con-

centration and she thinks this has improved as she has grown older. She won all three ladies tournaments: the Ladies' Honinbo four times in the 1950s, the ladies' Kakusei in 1983 and 1986 and women's Meijin in 1991 and 1992. Sometimes she had to beat one of her sisters to win a title.



Mrs Sugiuchi at Central London Go Club (AJA)

in games - mostly after a misreading. She will then go and wash her face before returning to the game. The player she admires most is Go Seigen who plays very solidly. Mrs Sugiuchi was very coy when asked about ladies playing go. She said women should be trained not to be self-conscious—to only look at the board and not in the mirror. Ladies should be encouraged and not put off by the fact that some men do not like losing to women. When asked how to get

more women interested she turned the question around asking have players taught their wives to play.

When asked would there be a lady world champion she replied that maybe some of the strong Chinese could win and many ladies are trying to catch up, so perhaps one day... Finally she stated that Europeans had no particular weaknesses in her opinion. The advice was to get what you feel important loses control of her well-being

more developed. □



# A Ripping End

by T. Mark Hall

This game, played in the Candidates' Tournament, Round 4, 2 May, is one of the more interesting games given to me to comment on by Paul Barnard. The position is most interesting when one considers the alternatives available for White's final move which fills a dame when it could have won the game.

White: Paul Barnard (1 kyu)  
Black: Alistair Wall (3 dan)

8: This is a bit bold; I would have expected White to try to take the right side or approach the lower left corner.

16: A is a very big point for both sides.

51: This feels like an over-play and I would think that White could punish it.

Playing 52 at B would begin to move out while threatening the four black stones below.

56: Should clamp at 57.

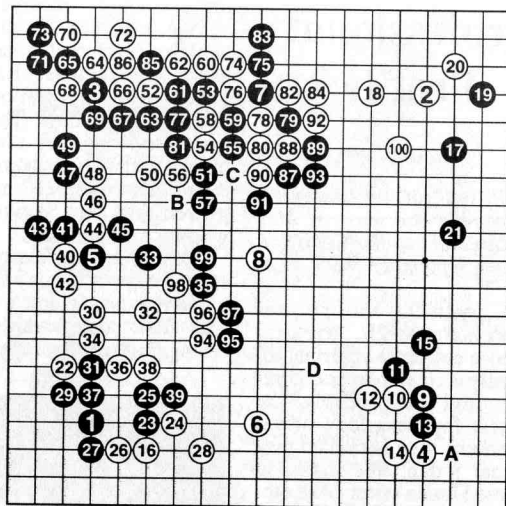


Figure 1 (1—100)

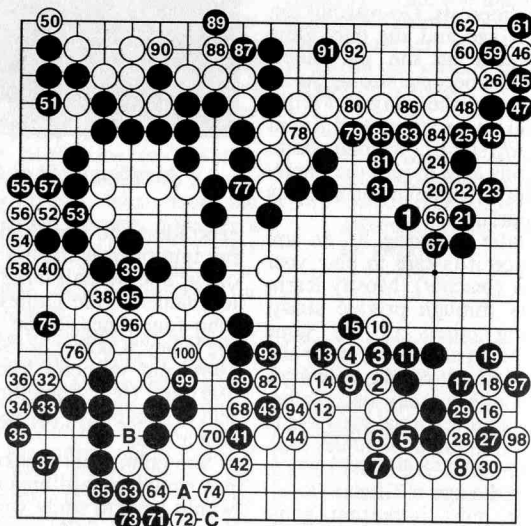


Figure 2 (101—200)

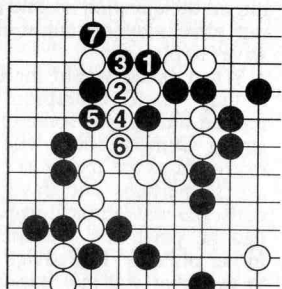


Diagram 1

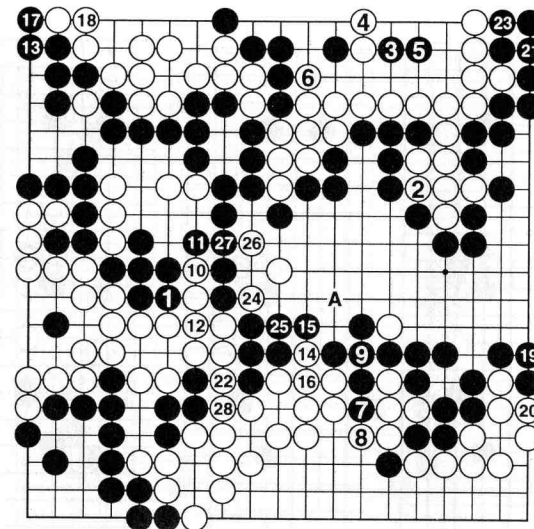


Figure 3 (201—228)

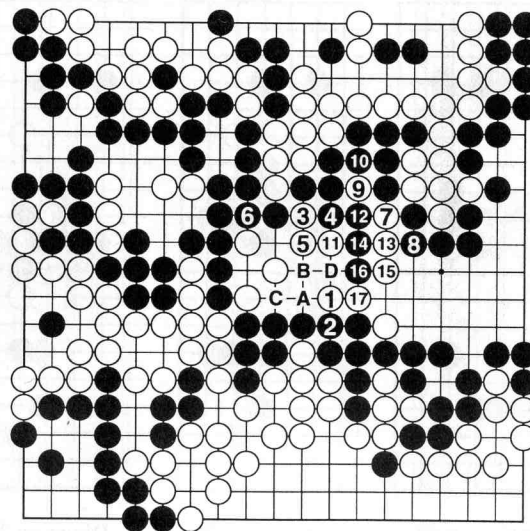


Diagram 2

After 64, the sequence to 7 in diagram 1 looks reasonable for Black.

71: Why not at 86?

74: This is a comparative success for White - he has a living group where it would have been possible to annihilate him.

75: Black 75 is careless.

81: Is another careless move; Black should connect at C. There are other possibilities leading to a geta or a ladder.

93: The game is now reasonable for White and he should play at A.

100: Is too small and from the wrong direction. White should play from the lower side first. D would seem reasonable as both surrounding territory and threatening to reduce Black's framework.

115: Black has solidified his framework but White has got 108 in.

152: This is good yose but loses sente. It would be better to play at 154 and then play elsewhere, maybe at 165.

174: A tiny point about yose. White 174 is perfectly good as a connection but leaves Black with two ko threats depending how he plays them on the points at A, B, C. It would be better to connect solidly at A.

228: A beautiful rip-off starts with A in figure 3, and White would win!

Diagram 2: Black has four other possible responses at A, B, C, D, which all end in failure. There are several tricky variations but White still gets to capture a group.

Instead, Black won by 6 points.

# Cross-cut Workshop

## Part 2

by Richard Hunter

Diagrams 24—26 show common positions in handicap games. How should Black answer the cross-cut? In Diagram 24, Black is strong; he heavily outnumbers White and can reasonably expect to get a lot from the position.

He should extend at 1 in Diagram 27 (Pattern One). His other stone on the fourth line should not die either, so White will be in real trouble here. In Diagram 25, White has another stone at the top. If Black extends at 1 in Diagram 28, things will not go so well for him. Black is not as strong as in Diagram 27, so he can't expect to get as much. He should be willing to give White something.

Diagram 29 shows Pattern Two. Black ataris at 1 and then pulls back at 3. This gives Black two follow-ups, depending on how White plays. White will get something, but Black is satisfied. Diagram 26 is a challenge for you to think about. We will discuss it in future. Note that White's extra stone is closer now and breaks the ladder on that side (refer back to Diagram 21).

Diagram 30 shows another handicap position. Again, Black is strong here, outnumbering White. Therefore, he might think of extending at 1 in Diagram 31. Unfortunately, this fails to take account of

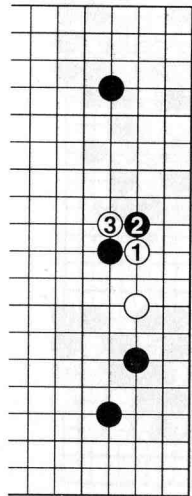


Diagram 24

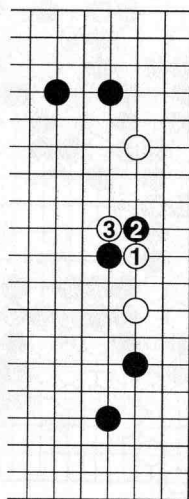


Diagram 25

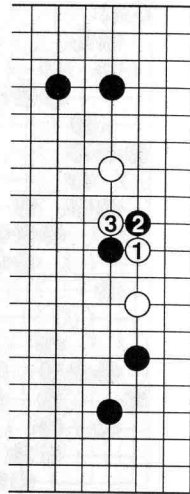


Diagram 26

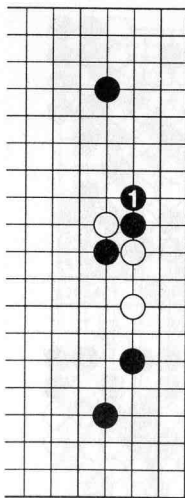


Diagram 27

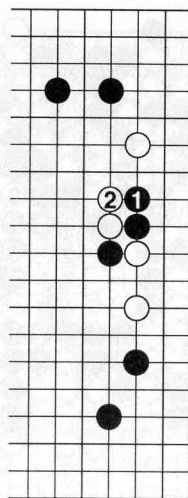


Diagram 28

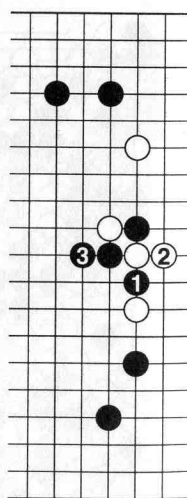


Diagram 29

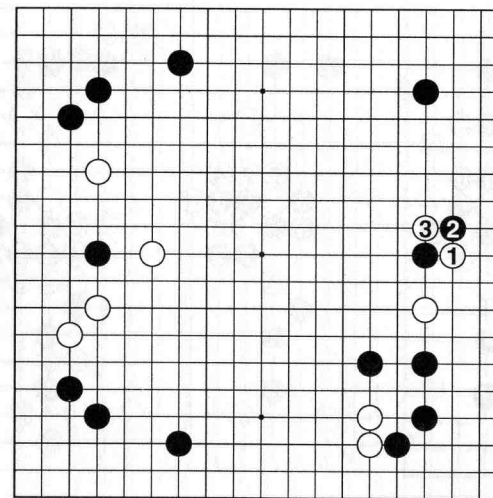


Diagram 30

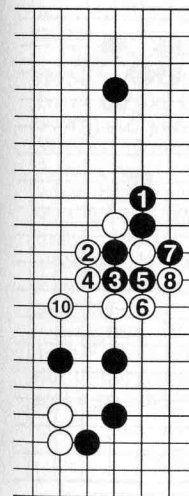


Diagram 31  
9 connects

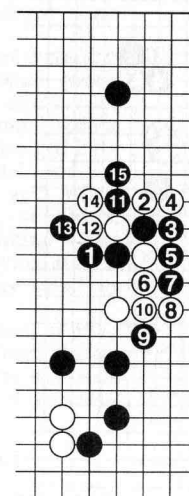


Diagram 32

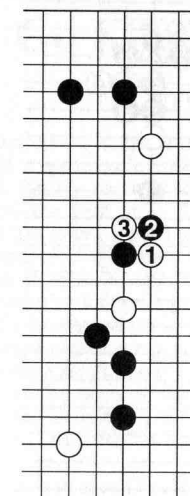


Figure 3

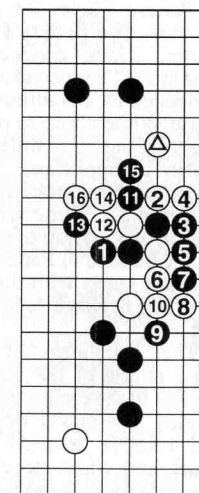


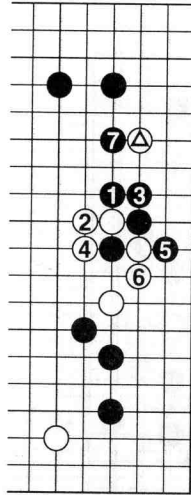
Diagram 34

White's stone being on the fourth line. This is an important difference from Diagram 27. White squeezes and gets a good result.

Instead, Black should extend the other way, as in Diagram 32. White 2 starts a difficult fight, but White is playing in Black's area of influence here. After 15, Black is threatening to catch White 2 and 4 on the side or 12 and 14 in the middle.

How about Figure Three then? This is similar, except White has an extra stone at the top. This stone interferes with the sequence in Diagram 32 as shown in Diagram 34. Black must try something else. Since White has an extra stone here, Black should lower his expectations and be prepared to give White something.

Pattern Three: Black plays atari at 1 and then connects at 3. With 7, Black swallows up one of the White stones, making the corner strong, while White gets a strong position on the side. Black's bottom right corner is not in danger. How about Black 5 and 7 in Diagram 35? The position of the other stones is crucial in choosing a strategy. In Diagram 35, White becomes very strong on the side and Black's bottom right corner is not as big as he might think. White can still invade at the 3-3 point. The other extension, in Diagram 36 is also bad, rather similar to Diagram 31.



Pattern 3

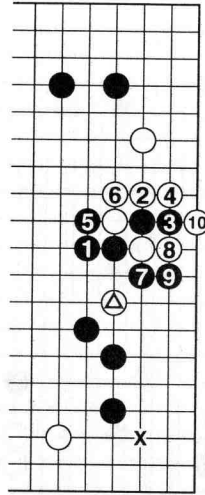


Diagram 35

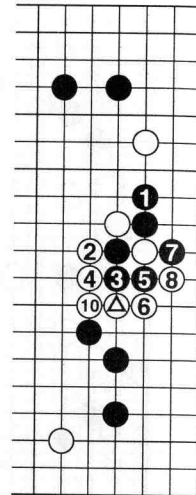
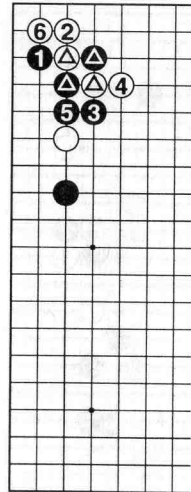
Diagram 36  
9 connects

Figure Four shows a common joseki. White made a large knight's approach to Black's 3-4 corner and Black played a pincer. White attached at the 3-3 point and cross-cut.

Pattern Four: Black plays atari twice and then connects. Although this appears similar to Pattern Three, the order of the ataris is different. In Pattern Three, Black connected the first atari. The second atari only happened as a continuation because White chose to play 4. In Figure Four, the order of the ataris is important. If Black plays the other atari first as in Diagram 37, White will probably cut at 4 instead of extending at 5. Likewise in Pattern Three, if Black starts with the atari at 5, White 6, Black 1, White may cut at 3.



Pattern 4

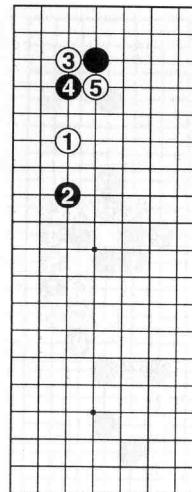


Figure 4

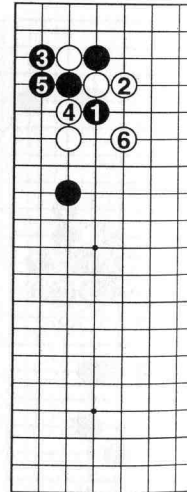


Diagram 37

The atari-atari of Pattern Four is one of the commonest replies to the cross-cut in actual games. The choice depends on the relative strengths of the black and white stones and on the locations of nearby stones. In Diagram 5 (BGJ 92) the atari-atari was considered slack

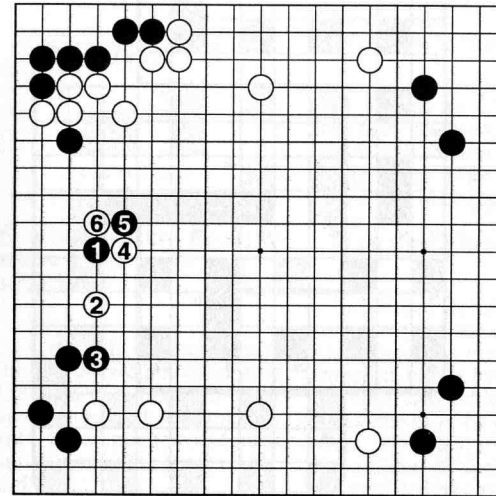


Diagram 38

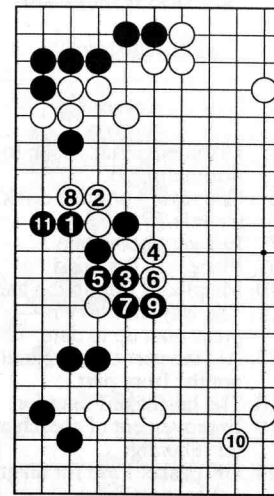


Diagram 39

because Black deserved to get more.

Diagram 38 shows a position from a professional game. Black played 1 to develop his own position and reduce White's. White exchanged 2 for 3, attached at 4, and cross-cut when Black hane at 5. Black was strong here, so White didn't mind making him stronger. He was trying to keep Black's position as small as possible.

Diagram 39. Black replied with Pattern Four. Note the order of the ataris. The sequence to 11 gave both sides a reason-

## Go Kiburi Carves On

by David Sutton

Go carried on in his trade as a woodworker and soon developed a profitable line making carved wooden chests for Japanese family shrines: these are traditionally made of yew wood, and the best yew, then as now, grows in one particular grove on the small island of Ponn in the Ryukyus. These chests are accompanied by ornate keys, carved in the same wood; each family has its own design.

It became Go Kiburi's practice to work away at carving these keys while he played go in the evenings with the noodle vendor. These games were keenly contested, and once, Go became so agitated at losing an important group that he dropped the key he was making into the bowl of burning resin which he used to perfume the room and keep away the bugs of the Japanese night.

"Oh well," he said, "at least I've got some compensation for my loss."

"What do you mean? said the noodle vendor, who couldn't see it at all.

"Why, don't you know," said Go, "a Ponn yew key in the scenter is worth thirty points."

### Go Kiburi

If you can compete with David Sutton in excruciating puns, please submit your efforts to the Editor!



# Crossword 20

by Derek Williams

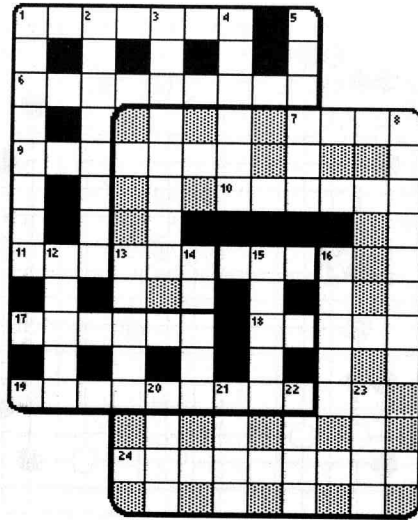
### Across

- Disordered gun. A job to decimalise go.
- Conveying oriental drink in a circle.
- In a very poor state.
- Place it in the mind.
- Misplaced slap in the back.
- The way the Navy is — press man up to date.
- Act the part of an animal — not the front part.
- The language I long for.
- Improvement of speech after relaxing.
- UK gasket I use for diagonal connection.

### Down

- Preserve nothing tedious up in the bottle.
- Religiously initiated into the best paid organisation.
- Ran back to the deserter or commentator.
- Vegetables one should be aware of.
- An edgy move is back round the jelly.
- Back the Italian into place of worship.
- Plump for ex-pupils' bearing.
- Be, but used to be first.
- Drain to the bottom.
- Croatian cleavage?
- Canine doing a dance.
- Block in radio's aerial.
- 500 years old!
- Small establishment in street.
- Near dark almost.

**The £10 Prize Crossword (19) winner is Jo Hampton, of Bar-mouth.**



Crossword 20



Solution to Crossword 19

# Go by Numbers

### Questions

by Des Cann

1) What are the next two numbers in this series: 1,2,3,5,8....

2) A move is commonly said to be worth two points in gote if the difference between black playing there and white is two points. How much would such a move change the score on the board by ?

3) How much does a move worth two points in sente change the score on the board by ?

4) How much does a move played capturing a stone in a so called "1/2 pt ko" change the score on the board by ?

5) How much for connecting a "half point ko"?

6) Black has sente in a semeai involving three hundred stones, neither side has an eye. There are four common liberties, black has three other external liberties, white has five other external liberties. What should black do ?

7) Semeai, as Qn. 6. There are four common liberties but now Black's other liberties consist of a rabbit six with one

white stone in the middle of it. White has no eye but fourteen other liberties.

What should Black do ?

8) Semeai as Qn. 6. There are four common liberties. Black and White both have single point eyes. Black has two other liberties but White has six.

What should Black do ?

9) Semeai as Qn. 6. There are ten common liberties. Black now has one eye of six spaces in a three by two rectangle with two white stones in the centre of it, he also has ten other liberties. White has seven internal spaces already almost filled by a rabbit six of black stones.

What should Black do ?

10) In the challenger's tournament there are eight players every player has to play each of the others once. So far there have been nine forced resignations, one mistaken resignation (by someone winning), thirteen honestly fought points victories, one Wanstead rip-off (a half point win), one game ending in triple ko, and one player has committed hara kiri after losing his first five games.

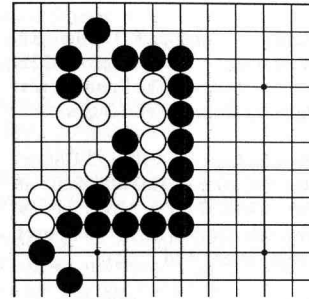
How many games are left to be played ?

Disregard any extra games that might be needed to break ties in numbers of games won at the end.

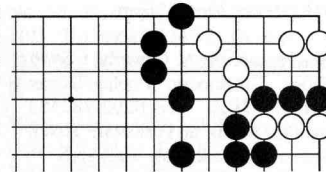
Answers on page 44

# Black To Play

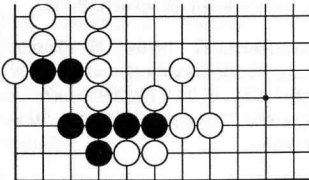
by T. Mark Hall



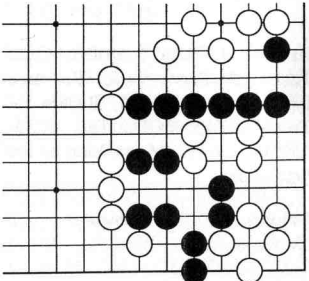
Problem 1



Problem 2



Problem 3



Problem 4