

## 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, Creekmoor, Poole, Dorset BH17 7UZ. Tel: 0202-782553 (work). Meets at Parkstone Hotel, Station Rd, Parkstone, Tues 8pm.

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

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

**Brakenhale School:** F. Ellul, Brakenhale School, Rectory Lane, Bracknell, Berks RG12 7BA.

**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.

**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:** Stockport. J.F.Kilmartin, Hazel Grove High School, Jackson's Lane, Hazel Grove, Stockport SK6 8JR.

**Hereford School:** C. Spencer, 2 Crossways, How Caple, Hereford HR1 4TE. Tel: 098 986 625.

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

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

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

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

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

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

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

## LONDON

**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.

**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)

\* **North London:** D. Morris, 1 Christchurch Hill, Hampstead. 071-794-2044. Meets at Parish Church (behind Church, down steps), Church Row, Hampstead, Tues from 7pm.

**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.

**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.

**Maidenhead:** I. Attwell, Norhurst, Westmorland Rd, Maidenhead, Berks. Tel: 0628-76792. Meets various places, Fri 8pm.

**Manchester:** T. Barker, 7 Brocklehurst Ave, Bury. BL9 9AQ. Tel: 061-705-2040 (home). Meets at 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.

**Norwich:** J. Krüsel, 73 Beverley Rd, North Earlham, Norwich NR5 8AP. Tel: 0603-55420. Meets Thurs 7.30pm.

**Nottingham:** A. Dilks, 33 Wickerwood Dr, Kirkby-in-Ashfield, NG17 8ER. Tel: 0623-723136.

**Open University:** F. Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes. Tel: 0908-315342. Meets in Common Room, Thurs 7.30pm.

**Oxford City:** N. Wedd, Sunnysbrook, 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:** C. Adams. Tel: 0772-204388. Meets at Gaston's, Avenham St, Tues 8pm.

**Ravenscroft School (Bath):** H. Alexander, Flat 2, Bathford Manor, Manor Drive, Bathford, Avon.

**Reading:** J. Clare, 32-28 Granville Rd, Reading, Berks. RG3 3QE. Tel: 0734-507319 (home), 693131 (work). Meets at ICL (Reading) Club, 53 Blagrove St, Reading, Tues 6.30pm.

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

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

**Stevenage:** W. Connolly, 66 Stonycroft, Bedwell, Stevenage. Tel: 0438-741850. Meets at the Royal Oak, Walkern Road, Tues 8pm.

**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?** — Possible club. David Wickham guarantees a game if you contact 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.

**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, 0341-280066 (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.

**If there is no club in your area, contact the Membership Secretary, Terry Barker, 7 Brocklehurst Ave, Bury BL9 9AQ for a list of members with your postcode.**

# Ing World Cup Final

Contributed by Andy Finch

Translated by Shin Eun-kyong and Kwon Aeng-ran

• With thanks to the Korean Baduk Association for permission to use.

"I don't know, I don't even know about atari." This is Suh Bong-soo's habitual reply when people ask him about go. Another of his comments is "Go is really simple. All you need to know is how to connect." Easy and difficult, difficult and easy — this is the world of go.

Suh 9 dan has brought a new look to go with his fresh "Dein-jang go" (dein-jang is a typical Korean seasoning), so-called because he has never left Korea to study the game elsewhere.

White: Otake 9 dan (Japan)  
Black: Suh 9 dan (Korea)

Korean go-lovers, watching the game by satellite, held their breath. Frustration was everywhere, as things went from bad to worse. Finally there was tremendous relief when Suh "came back from Hell", to become World Champion, and to collect 400,000 US dollars.

Interviewer: How did you feel before the game?

Suh: I was trembling. It took time for me to calm down.

I: Did it bother you when Otake chose White?

S: No. I would have chosen Black, so it was OK. I felt that Black suited my natural dispo-

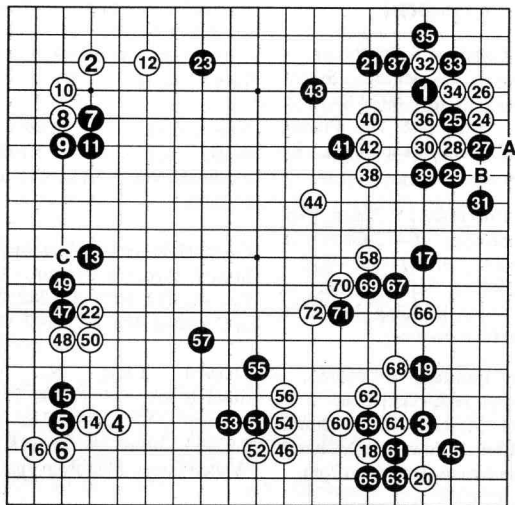


Figure 1 (1—72)

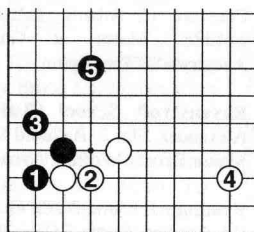


Diagram 1

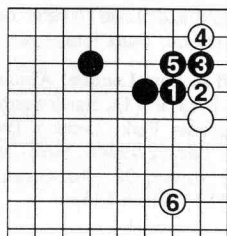


Diagram 2

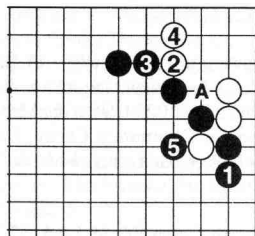


Diagram 3

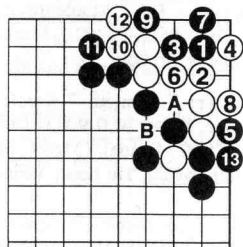


Diagram 4

sition for all-out fighting, so I was comfortable, despite the 8 point komi.

I: Black 13 allows White 14. Some observers in the Korean Baduk Association thought that diagram 1 looked promising.

S: Yes, I agree. But in the follow-up I was able to play 17 on the san-ren-sei point in sente, so I was satisfied.

I: Is the invasion at 24 correct?

S: Absolutely. This is the correct direction of play.

I: Black 25 and 27 are the severest variation. Did you plan this beforehand?

S: Not consciously, but this line appeals to me because of the possibilities for fighting.

I: How about the sequence in diagram 2?

S: I didn't feel inclined to play this way against Otake.

I: Is 29 appropriate?

Kim (3 dan): It's absolutely correct. If Black stretches at 1 in diagram 3, White plays 2 and 4 and is very satisfied because of the excellent aji. But White shouldn't be in a hurry to play at A.

K: Let's have a look. If Black plays 1 to 13 in diagram 4, it becomes a ko, but White has two outside liberties and is quite safe. However, if White exchanges A for B, then he only has one outside liberty. This is a large difference.

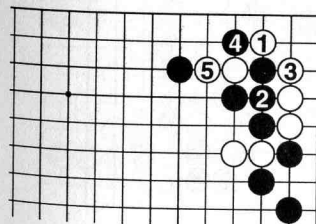


Diagram 5

I: In the semi-final of the Oriental Stock Competition, Cho Hoon-hyun and Lee Chang-ho played the line in diagram 5, didn't they?

Suh: Yes. The sequence after Black 1 in diagram 6 produced a very large ko. Even though the situation promised a large exchange after 8, it was favourable to White, since the white stone A negated the influence of Black 13 and 17. In this game though, Black has the triangled stone in diagram 7, and with Black 1 in that diagram he gains control of the centre.

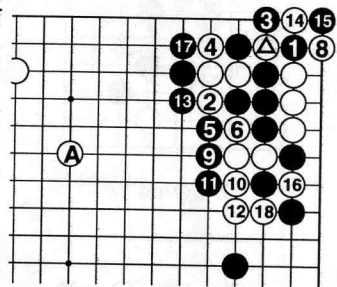


Diagram 6

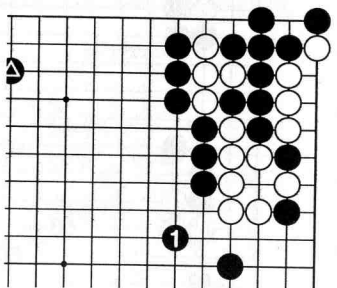


Diagram 7

I: Is there an alternative to diagram 7 after White 5 of diagram 5?

S: Yes, diagram 8 produces a very satisfactory result for

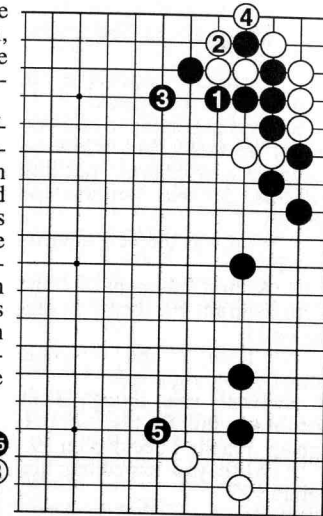


Diagram 8

Black.

I: How about White 40 at A in figure 1?

S: Of course. White 38 should have been there. Attacking White's group is vital to the game, and Black must answer at B.

K: Surely 38 at 42 is correct shape?

S: Yes indeed. White 38 was strange, encouraging Black 39. I was also happy to play 41 and 43, helping the upper side.

I: Some people thought 47 was too early.

S: Black shouldn't delay, or White will play at C, and make a large base.

I: If 49 descended as at 1 in diagram 9, Black could join his stones.

S: This is endgame play. It's not appropriate in this situation. Moves like 1 in diagram 9 are not strong enough. It would be better to play elsewhere than to do this.

I: Were 51 to 57 correct?  
 S: This was the best course as I saw it.  
 I: Black 59 initiates a big change. Was it a mistake?  
 S: I was expecting to take territory up to 65, but White 66 caught me by surprise. Because of this, 59 was perhaps too greedy.  
 I: What was the best alternative?  
 S: At first I thought of 1 and 3 in diagram 10, then 1 in diagram 11.  
 K: Then 2 and 4 would threaten the right side.  
 S: That's true, though Black could use this for his own purposes. Finally I decided on 59.  
 I: Were you expecting diagram 12?  
 S: Yes, I was.  
 I: After the double hane of 72, observers in the KBA thought that diagram 13 wasn't bad for Black.  
 S: This puts too much pressure on the triangled black stones, so I couldn't do it.  
 I: 73 to 77 were forcing moves. What was the purpose behind them?  
 S: Nothing special. The double hane at the triangled white stone in figure 2 is dangerous, giving Black too much trouble. I felt that White's shape on the lower side was incomplete, so I played this way. However, Otake played 80 confidently, and I thought "Oh no, my stones have been divided."  
 I: Is 81 the best move?  
 S: I don't know. It seems large, hindering White's connection possibilities, but maybe 84 would have been better.  
 I: Wouldn't 83 have been safer than 85?  
 Kim: Then A would be sente. Black can't tolerate this. Black 84 is the only other move worth considering.

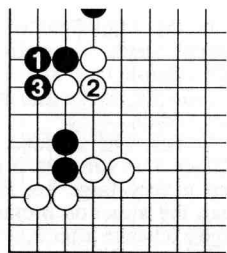


Diagram 9

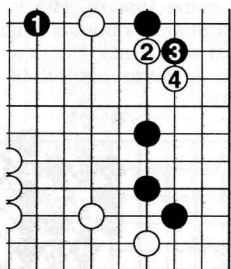


Diagram 11

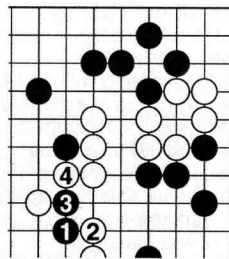


Diagram 10

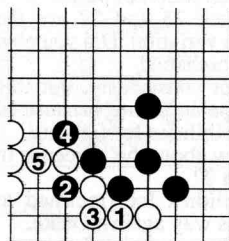


Diagram 12

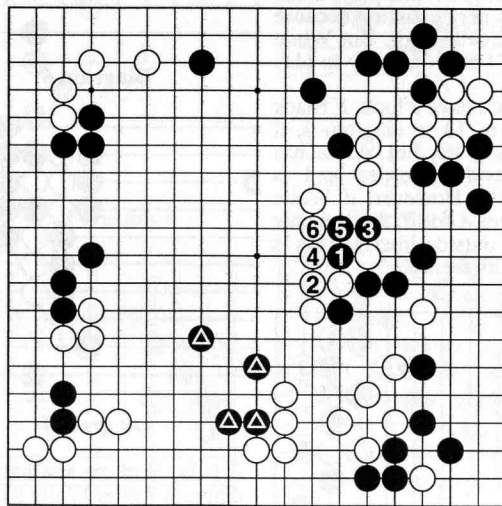


Diagram 13

S: What do you mean? Throw away three corner stones?

K: That's right. Play Black 2 in diagram 14, then descend with 4 and give up the three stones. Then 6 is sente, and Black can cut later, isolating three white stones.

S: Really? But White can play in the region of A in sente, so this wouldn't work.

I: If Black 4 in diagram 14 were at 8, couldn't Black use the 'corner three' tesuji to capture White?

K: Unusually, it's not possible here. If Black 1 is played in diagram 15, the sequence is forced up to White 8.

I: Show me the result.

K: Continuing in diagram 16, White has an eye to Black's no-eye, and Black is destroyed.

I: What is the meaning of Black 89?

S: Black is trying to find a way out of his predicament. But White's reply isn't so simple. White lives with 90 and Black continues to fight with the forced moves of 91 and 93.

I: How about White 90 at 93?

S: As you can see in diagram 17, Black also gains breathing space this way.

I: White 90 at B in figure 2?

S: White 2 in diagram 18 allows Black to trap him with 3 and 5.

I: Did you have any hope of winning up to 93?

S: I had some hope, but when Otake cut at 94 I began to despair.

I: If 98 was at 1 in diagram 19, Black would be in worse trouble.

S: Right. If Otake had played there, Black would definitely have been destroyed. Fortunately Black could play at 105, and his life was extended. But I despaired again when Black's centre was attacked with 106.

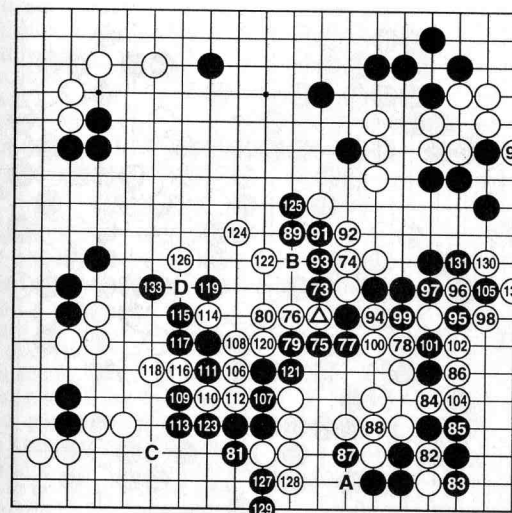


Figure 2 (73—133)  
103 connects

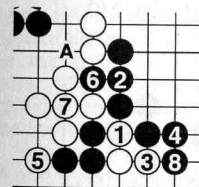


Diagram 14

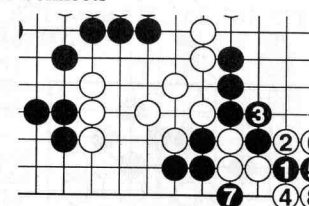


Diagram 15

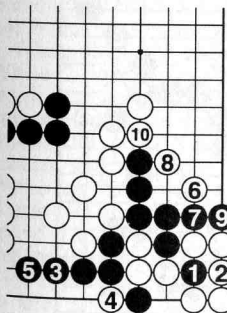


Diagram 16

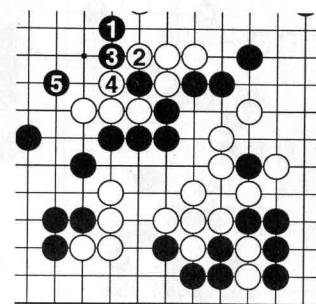


Diagram 17

I: Is 107 the only reply?

S: Yes. If Black extends as at 1 and 3 in diagram 20, he loses five stones at once. Black 107 is no good, since there is no shicho here.

I: Is there any special reason for White 110?

S: That's a good question. If White just plays at 114, Black must secure his lower group at C in figure 2., and White has an easy continuation. Black's four central stones will come under severe pressure. Black is facing a loss this way.

I: So White 110 and 112 are bad moves?

S: Not seriously so. But unexpected things happen when go stones touch each other, and tesujis occur. When in the lead, it's normal policy not to make contact plays, since they provoke fighting. I was in a desperate situation, so I put my whole being into the fight.

I: Surely White 116 would be correct at 119?

S: Yes. Otake was in a hurry to cut at 116 and 118 first, so he allowed 119, and had to play 120. Having had to play 121 is important for Black later, since White's lower side is not complete yet, and the resultant psychological pressure makes him hurry to play White 130.

I: Were 124 and 126 the best moves?

S: Instead of White 124, there was a good tesuji at 2 in diagram 21. By White 6, Black has no choice but to play 7, and then White 8 kills Black's lower group.

I: If White had played like this, what would have happened?

S: I would have resigned.

I: Since White 124 and 126 weren't as good as in diagram 21, did you have any hope?

S: No. White 130 at 133 or D

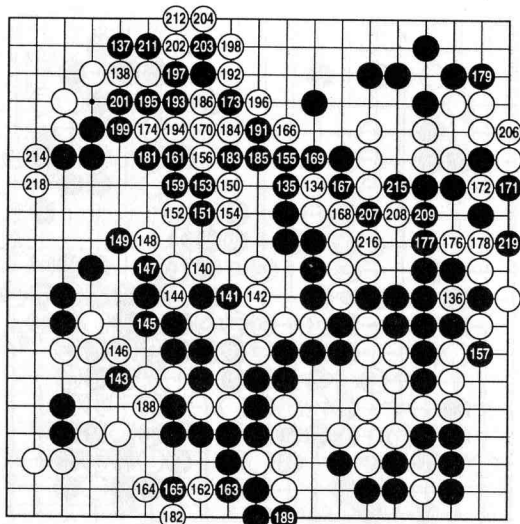


Figure 3 (134—219)

139, 160 at rt of 136; 158 at 136  
175, 187, 205, 213 above 172; 180, 190, 210, 217 at  
172; 200 at 173

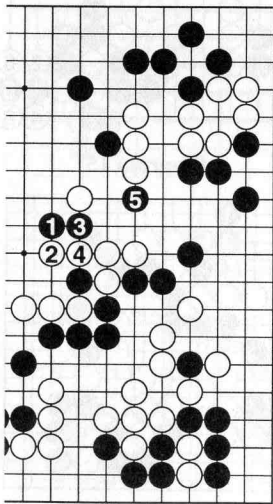


Diagram 18

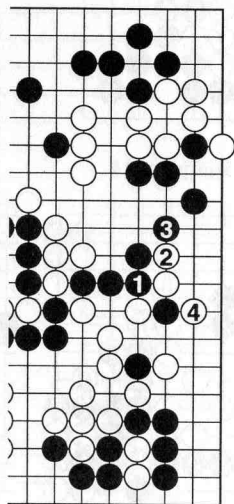


Diagram 19

still wins, capturing Black's central stones. A little hope appeared when Black 133 gave life to this area, but the right side was lost.

White 140 was a big problem, reducing Black's centre. However, White's centre is still unstable, and from this point Black began to hope. The nose attachment at 143 was a light blow by Black, important to the life and death of the bottom groups.

I: Isn't Black 1 in diagram 22 better than Black 145?

S: It seems better, but 45 is correct, connecting in order to have a good endgame. After Black 1 in diagram 22, Black at A makes B and C miai, but D needs to be sente, so the situation should be left for a while.

Kim: Black 151 and 153 chase White. This is important, waiting for 156, then fighting again at 157. This is the highlight of the game. If White loses on the right, he loses everything, so it's natural to take the ko with 160. Black 161 starts the final fight in the centre.

White 166 is the first sign of White worrying. If he extended at 2 in diagram 23 he would win easily. If Black cuts at 3, White takes the upper side; this is enough. If Black 3 in diagram 24, White lives up to 10.

White 182 is the last chance. White 2 in diagram 25 is a tesuji leading up to Black 13, and an easy win for White. Black 183 divides the White groups, and the game is over. White has many problems from Black 193 and 195 and has to spend a lot of energy connecting the upper side. After Black 219, Black's dead stones come to life, and the ownership of 400,000 dollars changed hands.

White resigned at move 219.

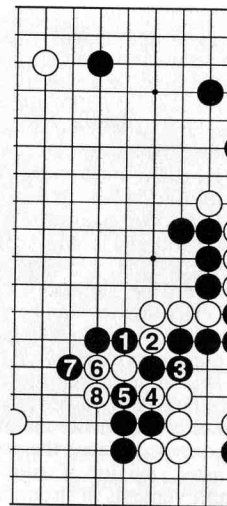


Diagram 20

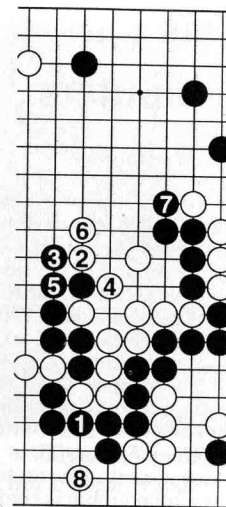


Diagram 21

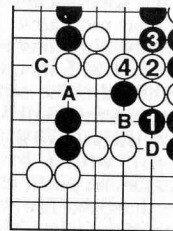


Diagram 22

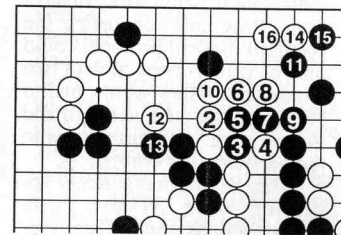


Diagram 23

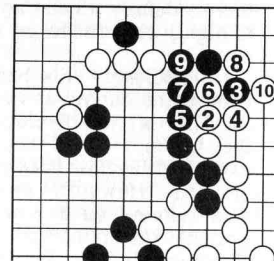


Diagram 24

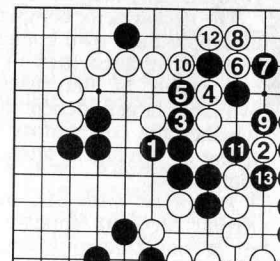


Diagram 25

## US Go Computers

by Sue Gardner

The seventh American Computer Go Championship, held during the American Go Congress in August 1993, saw seven programs competing for only the glory of winning. The strongest programs were expected to be Ken Chen's *Go Intellect* (the winner of last November's International Computer go Congress) and David Fotland's *Many Faces of Go*.

The tournament was to be played as a round robin according to Ing rules of 125 moves to be played by a program during the first hour then unlimited time to finish the game. (at the tournament directors discretion). Programs supporting the standard modem protocol could play by direct connection of two computers. Other games had to be played out on a go board and moves entered manually onto the participating computers.

Other regular contenders appearing were *Nemesis* with Bruce Wilcox, *Stone* and creator Kuo-Yuan Koa from Charlotte N.C. and *Poka* with Howard Landman, California.

The necessity for competitors to supply their own computers resulted in disparities in size and speed of the machines available largely depending on whether the competitors were flying or driving to attend the tournament.

*Prototype* with its creator Arthur McGrath appeared for its second Championship and *Petronius* by the Gundersons appeared for the first time. Present in spirit was *KOG* repre-

sented by its two creators: Tim Klingor and David Mechner who hope to have the program ready in a year - it is being written as a Ph.D. thesis by Tim and would be a novelty among the current competitors (all written in C) as it is being written in C++ to run on a Sparks Workstation. Absent but evolving is Mark Boon's *Goliath* (the game is being adapted for Nintendo). He is advertising for a programmer/Dan player to help him get his program up to 5 kyu.

Irrespective of the results of the competition a mood of rewrite was in the air as program writers faced the need for drastic revision if significant improvements in strength were to be made. *Prototype* had already been much revised after last year's defeat but at only 18 months old it is still trying to attain the sophistication of the established programs. *Petronius* at only 6 months old as a concept and with its code only 3 months old is the product of much computing skill but little go knowledge (a first in computer go), written by Louise Gunderson, a system architect, and her husband Jim who specialises in writing code. They come from a mathematical background working on Artificial Intelligence and Ecosystem modelling which they feel is highly relevant to go strategy.

Unfortunately this has not been borne out yet as *Petronius* (the arbiter of elegance, they tell me) lost all its games except one against *Poka* which crashed. Howard's program was running on a borrowed portable rather than its usual Sun workstation. Perhaps it was not adequately debugged for such an environment.

Although a regular winner and still capable of minor improvements, *Go Intellect* is facing the dilemma of being incapable of major progress without starting again. A new approach is now in development and Ken hopes to have it ready for competition in a couple of years.

*Many Faces* is developing a version using the Penpoint Operating System (P.O.S.) which will have no icons, all communication to be via gestures drawn on the screen. Dave was offered a free Software Development Kit in exchange for adapting his product for P.O.S.

The main source code for *Many Faces* must be worthy of the title most constantly adapted game as major rewrites are constantly in progress. The latest being on the plane en route to the championship - producing a few bugs and one crash.

*Nemesis* is continuing its juggling act of user interface improvements in versions for DOS, Windows and the Mac with strength increases. Hopefully all program writers gained mutual inspiration from the exchange of theories, concepts and experiences constantly happening in the intimate surroundings of the rather small room provided for the event.

The final result was a surprise in that *Stone* won all its games, beating *Intellect* on time and *Many Faces* when it crashed on an improvement. *Intellect* came second with 5 out of 6 games and *Prototype* was third with 4 out of 6.

The Washington 10th Anniversary Go Congress in 1994 should prove an interesting opportunity to see reputations on the line once again if the revised versions are ready in time. □

## North London Club

by Derek Williams

The North London Club goes back a long way, although I have only known it for the past few years. When I first went along to Bill Streeten's house in Parliament Hill, probably around 1988, I was amazed at the number of tables he had crammed into his through-room, and even more amazed to find that all of them were full by the end of the evening.

When Bill announced that he was no longer able to accommodate the North London Club early in 1992, the only surprising thing was that he had managed to put up with us for so long.

Until then the weekly attendance had been around twenty, very good for a local go club. Certainly much too good to waste. Unfortunately, no one else was in a position to donate



At the Club: Ralph Freeman, Mike Nash, David Keeble, Simon Bexfield, Cliff Bura, John Walsh

their home, and Hampstead is not the easiest part of London in which to find cheap accommodation for one evening a week.

It was about that time that I retired, and found myself volunteered into secretaryship, being the only one who didn't have a good excuse to get out of it. After a bit of hunting I was fortunate enough to find excellent premises in Hampstead Parish Church, quite near Hampstead underground station, at the very reasonable rent of £10 for the evening. Wonderful I thought. If we can still get twenty people to come, no problem.

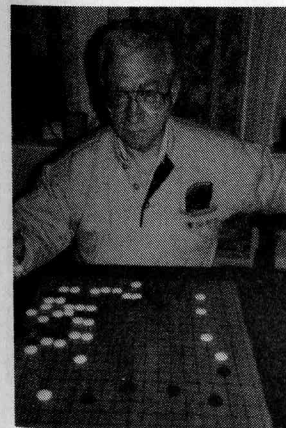
We didn't of course.

At first we only got about half a dozen, and although I put up the weekly sub from 50p to the unheard of figure of £1.50p (but that did include free tea and biscuits, and the concession of 'what you can afford' to students and the unemployed), we still weren't making enough to pay the rent.

For the first few months, which was Spring and Summer, we only survived by selling off the club books. However, membership improved as the weather deteriorated, and we now have a pretty steady attendance averaging eight to ten people a week covering a wide variety of strengths. The future seems assured.

It's a fair distance from my little home in the West (Harrow) to Hampstead, and I have now handed over to David Morris who lives much nearer to the club (see Club List on centre pages). He took over as Secretary and Treasurer on 2nd November. I wish him all the best, and have no doubt that the club will flourish under his management.

• Derek Williams has also been responsible for producing the crosswords, which he has supplied with perfect regularity for the last five years. Thanks, Derek.



Derek Williams

## Isle of Man Diary 1993

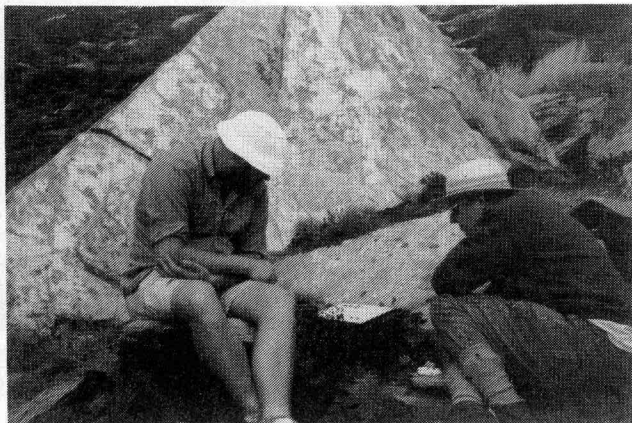
by Francis Roads

**Friday 21 August:** No delays at Luton Airport. Find I am on the same plane as David Ward plus three relatives. Check in to the Erin Brae hotel in Douglas, and take myself to the Gaiety Theatre in the evening. Very strange play, a "thriller" with a cast of two.

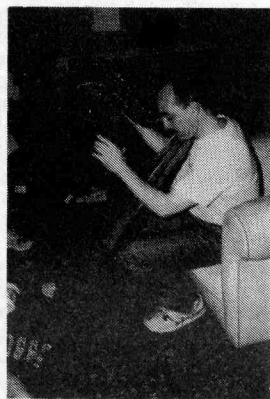
**Saturday:** Had meant to spend a spare day sightseeing, but it's raining hard. Traipse around Douglas most of the day. In the evening Leo Austin and David Phillips invite me to dinner and music making; Matthew Macfadyen, Kirsty Healy and Paul Margetts all arrive. We have a merry time teaching Paul to play the crumhorn.

**Sunday:** First day of tournament proper, at the Sefton Hotel. There are about forty players, including entrants from Eire and the Netherlands, as well as numerous non go playing families and partners. I find that I am two stones stronger than any other player. Nice for some, you might say, but the trouble is that you're on a hiding to nothing: if you win people say so what; if you lose you attract due derision. Matthew Macfadyen isn't competing in the main events. He is being a parent in the mornings and doing a spot of teaching and analysis in the afternoons.

Perhaps because of the situation I lose my first (and only) game in the Main Tournament (five rounds, 90 minutes on the



Colin Adams plays David Phillips in picturesque surroundings at Dhoon Glen



France Ellul brings his harp to the party



Christopher Atherton and Jennifer Healey, with France Ellul

clock) to Tony Atkins. The afternoon sees the first round of the aptly named "Afternoon Tournament", where there are only three rounds with 60 minute time limits.

Then in the evening we are bussed off to Silverdale, for a social event. Silverdale is a recreation centre in the Castle-town area with plenty for the kids to do, and on a pleasant evening it would be a pretty place for adults to sit around. But it turns perishing cold, and the organisers have slipped up on beer provision, so we are glad to return to the Sefton. For a quiz. Our team falters on the children's jokes; we should have gone for a multi - age group team.

**Monday:** Same two tournaments continue. The weather has improved, and I finish early enough to explore the "Heritage Trail", which is actually the track of an old railway. This sort of walk has the great

advantage of easy gradients, but I don't get as far as the really scenic bit. Waiting for the bus at Crosby I am offered a lift back by a passing go widow.

In the evening it is team go for teams of four. A noteworthy entrant was "The Wall of Paul"; four players sharing a forename. But they didn't win.

**Tuesday:** Last day for the Afternoon Tournament; I win it with 3/3. The evening sees the 13x13 tournament. All the young players enter this with great enthusiasm, and there is a cruel handicapping system for accommodating 35 kyuus playing 4 dans. Nonetheless, I accidentally manage to win this as well. Later we have another bash on the crumhorns.

**Wednesday:** Main Tournament continues, but I decide to bunk the first afternoon of the six-round, 30 minute time limit Handicap Tournament to

go exploring. Bus to Peel on the west side of the island, and then a spectacular cliff walk along the Raad ny Foillan. That's "The Way of the Seagull" to you folks who still need to brush up your Manx a bit — a 90 mile coast path around the island. I do about three of those miles before catching the last bus to Peel, whence home.

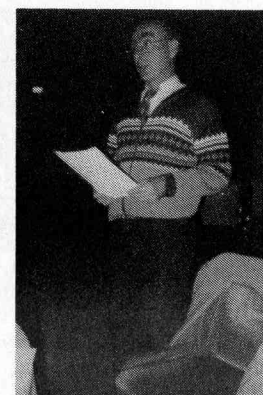
It is Tony's birthday, so we celebrate in a bistro, and cause the start of the evening rengo tournament to be somewhat delayed. (Generally the time-keeping was rather good.) Three of us pay the theatre another visit, for a rather better play by William Douglas-Home.

**Thursday:** There is a mighty cruise liner anchored in Douglas bay. It is too big to dock, so the visitors have to come across in a jolly boat. They may not feel too jolly on arrival, as it has turned wet and misty.

In view of which I abandon



Paul Boogerd (NL) recites Niek van Diepen's poem "The Gentlemen Three"



Fred Holroyd sings a solo



"GBH"—prize winners in the Team Go event (in the background, John Atherton)

my plan to do another ramble in the afternoon, and visit Summerland instead for a swim. This is the recreation centre which burnt down about ten years ago. Now of course you can't move for fire exits, doors, alarms, extinguishers etc. Predictably, the sun is shining as I come out.

For some reason there's a second rengo tournament in the evening. I would have preferred lightning or 9x9 or something, but this time I join a team, and lo and behold we win.

**Friday:** As was the case in 1991, Friday has been selected as excursion day. The weather is back to sunny again, and we pile into a Victorian electric tram. Most people visit Laxey with its mines etc. and the famous water wheel, but three hardier souls including your correspondent press on to Dhoon Glen. Where we are rewarded with a beautiful walk down to a very pleasant and scenic part of the coast.

My two companions play go, but I set off back in time to have a look at Laxey. If you have any interest in industrial archaeology it's definitely worth a visit. I meet and photograph a Manx cat: they're rarer than you'd think.

In the evening it's the dinner, presentations and song party. I feel faintly embarrassed at walking off with no fewer than four awards, but I suppose as the only four dan it would have been far more embarrassing not to have won any.

There are now four Manx go songs, which are sung with due ceremony, together with a goodly selection from the U.K. and Dutch traditions. (Wot no Irish? No, the Irish contingent have bunked off early.) France

Ellul rather steals the evening with his brief recital upon the Celtic harp. Carousing continues until midnight.

**Saturday:** Most people leave today, but someone has given me a free island travel pass, so I explore the northern tip of the island from the town of Ramsey with the reliable but quaintly circuitous Manx bus service. The more I see of the island the more I realise what I have left unseen. In the evening Leo and I teach David to play the crumhorn. A valiant effort by all concerned.

**Sunday 22nd August:** John Atherton and Hazel Milne look after me. Hazel asks for and gets some fairly vigorous go instruction, and I am thanked with lunch and a lift to Ronaldsway airport. I learn the hard way that the train service from Luton Airport is faster and more reliable than the coach.

I love the Isle of Man, and I hope I have managed to convey what a splendid time I had, and how welcome I was made. I think that everyone there, young and old, male and female, go player and non go player, enjoyed themselves thoroughly. The only sad aspect of the whole week was that attendance was actually somewhat down on 1991. I would have thought that that event had been such a success that people would have been flocking there this time.

The energetic Manx go players are not discouraged, and are already thinking about 1995. I shan't miss it for anything. I recommend you not to either.

## London Open

by Harold Lee

We are now at the time of the year when all go players should be thinking about the London Open Go Congress. Indeed the organisers have already received over twenty entries at the time of writing, so don't delay, send, phone or fax your entry before reading on. For those still undecided, let me convince you, starting with a short history of the Congress.

The Tournament is now in its twentieth year and is one of the oldest tournaments in this country. The Congress is unquestionably the most important event in the British go calendar and indeed is regarded by many as one of the premier tournaments in Europe. There are not many go events that can boast the following features:—

1. Traditionally a four-day tournament, though recently extended to include an additional one-day event to allow for those who can't make it for all four days.

2. Consistently attracting between 120 and 160 players, including some of the strongest amateurs of the day. The past winners, unlike Wimbledon, have included our own Jon Diamond, who managed 1975 and 1977 (where are you dear Jon?), the late Terry Stacey and of course Matthew Macfadyen who has won three times. Others include Hosokawa (Japanese in London), André Moussa (French), X.L.Liu (a Chinese in Düsseldorf), Robert

Rehm (Netherlands), Yoo Song Soo (Korean in Cologne), Lee Choon Sub (Korean in London), S. Shen (Chinese in Germany), and also the current British Champion, Dr Shutai Zhang. There is also considerable strength in the 2 kyu to 2 dan section; about 70% of all participants are 2 kyu or stronger. Weaker players are particularly encouraged, especially those from 10 kyu to 20 kyu.

3. The London Open has been the only annual international go tournament in Britain (except for the Northern in September earlier this year) and is still the only truly international go event where players from all

countries compete in a friendly atmosphere. About 40% of our entries are from overseas, mainly from France and Germany, making this an ideal place to meet and discover and make new go friends.

4. We have longer than usual time limits, about 1.5 hours per player. This is generally welcomed by the stronger players as it reflects the seriousness of both the game and the Congress. By arranging only two tournament games per day, there is ample opportunity for players to relax or recuperate between rounds. For those with surplus energy the venue remains open throughout the evening for friendly games,



Simon Singh of BBC TV interviewing Harold Lee on the subject of go having replaced chess as a computer challenge

liar dice or whatever. This year the Lightning Tournament will take place over two evenings.

5. Refreshments are provided throughout the day and these are free — yes, overseas tournament organisers please note this! Just to give our readers an idea of our tea and coffee consumption: we discard between 1500 and 2000 empty cups. We also find a number half drunk. Perhaps the concentration of the game makes some forget to finish Their drinks? Please remember someone has to tidy up afterwards.

6. Tackling accommodation has never been easy. In the past we have had as many as 60 who required private billets. Francis Roads has for many years looked after our East European friends. We also scout around for cheapish hotel accommodation and are pleased to be able to offer single/twin/double rooms at County Hotel which is not too far from the venue at very realistic prices especially for central London. We are fortunate to secure some floor space at the tournament site even though the washing facilities are somewhat basic.

7. In some years we give generous prizes. A major factor is sponsorship; all tournament organisers should recognize its significance. The organisers of the London Open spend endless hours in search of potential sponsors because we realise that success in this field will lead to subsidised entry costs, securing a suitable venue, thereby providing comfortable playing conditions and offering attractive prizes. This year we are extremely lucky to have two major sponsors, Hitachi and the

Ing Foundation. As a result we are able to offer:

A. A free Chinese buffet on New Year's Eve.

B. Attractive prizes for under 18's.

C. £500 first prize, total cash awards exceeding £1000.

Additionally HITACHI have generously donated a super school team prize: a colour TV set to be awarded to the nominated school of the best team playing in the one-day tournament. There will also be a HITACHI camcorder to be won in a draw consisting of the names of all dan players achieving five or more wins in the main tournament.

8,9&10. There will be another chance to see Harold (together with the organising team) running the show. Our aim is to ensure that all those who participate have an enjoyable time, so come along and bring your friends too.

Venue: Highbury Roundhouse, 71 Ronalds Rd, London N5.

One-day tournament: 30th Dec. Four-day: 31st Dec.—3rd Jan.

Contact persons: Harold Lee (081-440-1001), and David Ward (071-354-3285).



## Go By Numbers

### Answers

by Des Cann

1) 12 and 17. These are the number of internal liberties in a one eyed group.

2) 1. In counting the score on the board you should split the difference between White and Black playing there. When someone does play there they are only actually changing the score by half of the so-called value of the move.

3) 0. In counting you should normally assume that if it is sente for you then you will get to play it.

4) 1/3. In such a ko you are fighting over one point. The difference between one player connecting and the other involves three changes of sente. Thus each move only changes the score by 1/3.

5) 1/3. As for Qn. 4.

6) Tenuki. Black cannot possibly capture given fewer external liberties. For White to win he would have to put Black in atari before he loses all his external liberties but  $3+4-1 > 5$  so Black is safe. It is seki.

7) Tenuki again or pass if he wants to be cocky because he has clearly won the game. With one eye against none there has to be a winner. The player with the eye can count the common liberties as his. Black therefore has  $12-1=11$  liberties in his eye plus 4 more which gives 15. White has only 14.

8) Take one of White's other liberties in order to ensure a seki. With both sides having one simple eye it is a straight sum with the common liberties counting for the player under attack (Black). So Black has  $1+4+2=7$  liberties and White has  $1+6=7$ . If White gets to play first he would capture Black.

9) Resign. White has already won the capturing race. His eye is larger than Black's so he can count the common liberties as his own. Thus White has 10 "common" liberties + 17 in the seven spaced eye — 6 already filled in making 21. Black has 10 external liberties plus 12 for a six spaced eye - 2 already filled in making 20.

10) 2. Originally one would have expected  $7+6+5+4+3+2+1=28$  games to be played but the triple ko game is ruled by the Japanese Go Association (whose rules we use) to be a non-event so would need re-playing leaving 4 games. However the suicide loses his remaining 2 games by default so that leaves 2.

## Lessons From Kunwa Go Salon

### Part 7

by Richard Hunter

Black: Richard Hunter 5 stones

White: Iwamoto Kaoru 9 dan

For a change, here is a game that I won.

12: Better at 14. (This game was played before the one in part 5.)

18: Iwamoto called this move interesting. Other possibilities include 20 and 21.

38: Black is doing well.

50: Unnecessary. This is a wasted move. Must attack at 1 in Diagram 1. White would be in deep trouble.

Not sure if I remembered the actual timing of the 77—78 and 79—80 exchanges.

White resigned after 128.

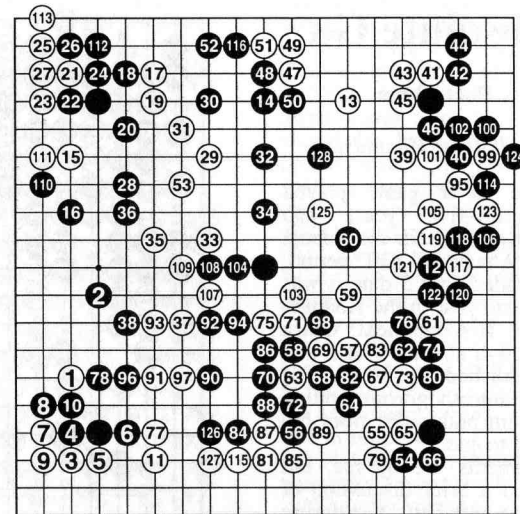


Figure 1 (1—128)

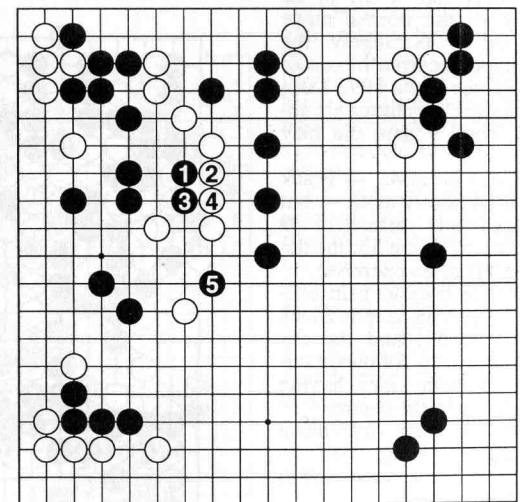
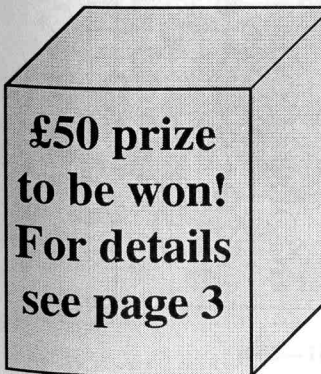


Diagram 1





# Absolute Go

## Part Three

by Matthew Macfadyen

Here is a game played twenty-five years ago when Kato was in his young, brash "Attack and Kill" period. Still graded only 5 dan, it was his second year in the Honinbo League. His opponent, Ohira Shuzo, was already 9 dan, and an established top player. The game features vigorous fighting play from both sides from beginning to end.

Comments are by me, but draw on a brief discussion of the game with Feng Yun during her visit to the UK in August.

24: Feels like a bit of an overplay — the normal move would be 31 (strangely, the same shape occurred in one of Kato's games in the 1992 Kisei preliminaries, this times his opponent, Tono 9 dan, did play 31).

40: Can't be at 41 — Black would fill a liberty at 48 — but 48 immediately instead of 39 would lose to White 53 (the details are left as an exercise).

58: White tries to gain efficiency in aiming at 66, Black resists with 59, and the exchange up to 76 follows naturally with both sides having weak groups in the centre.

White 96 is the only move according to Feng Yun — White must create something to counter-attack with.

Black seals White in up to 107 but his wall is full of weaknesses.

White 126 is bad style but inevitable. He would like to

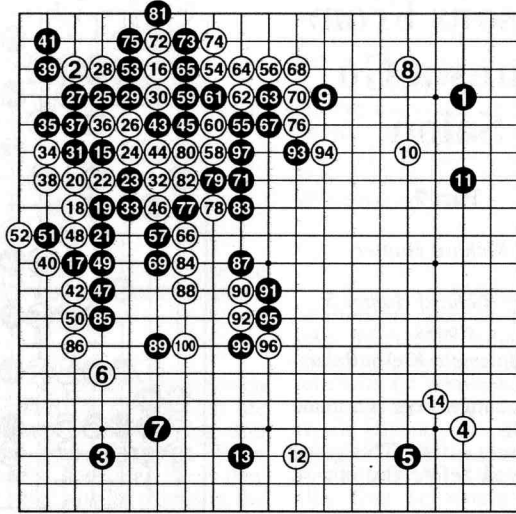


Figure 1 (1—100)

98 at 77

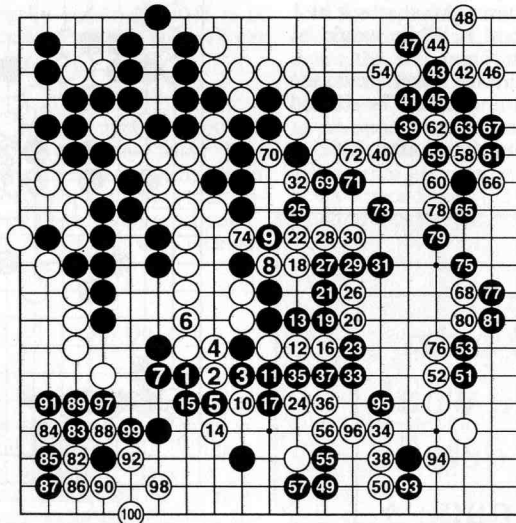


Figure 2 (101—200)

164 at 159

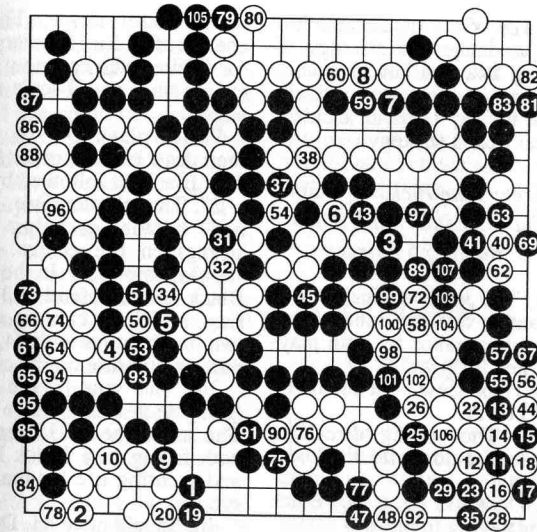


Figure 3 (201—307)

ko (at 218): 221, 224, 227, 230, 233, 236, 239, 242;  
ko (at 174): 246, 249, 252; 268 at 215, 270, at 108,  
271 at 122

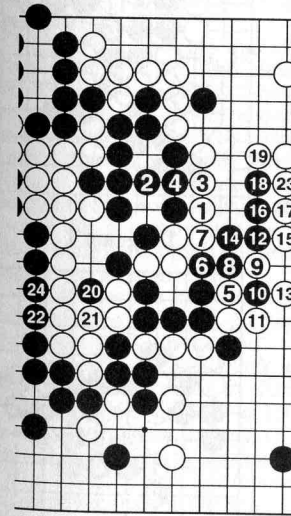


Diagram 1

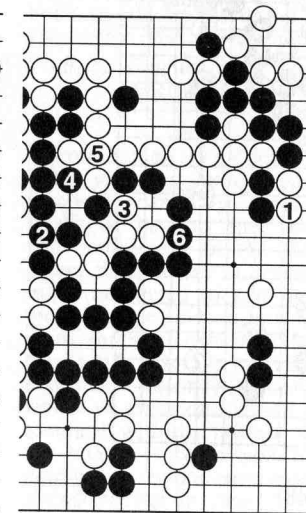


Diagram 2

play as in diagram 1, but it doesn't work; Black can simply make two eyes with 2 and 4 and then win the semeai up to 24.

White could try to save his three stones after 133, but it would be bad. There is no counter-attack on the Black centre group, since 120 and 126 can be captured, and Black would simply run into the bottom corner while attacking. White 134 and 138, taking the corner, are much better.

Black's method of settling the upper right corner, with 139 and 141, emphasizes his desire to fight on the right side where he has a very strong stone at 131 in support.

174: Necessary. Diagram 2 is a two step ko but it is huge.

White allows the right side to become Black territory. Fighting harder there would not make much profit and it is very big to take sente at 182.

183: Necessary: if he played 186 instead, both sides would have more territory, but the difference in White's would be bigger. Black quite properly uses his thickness to help divide and attack, not to surround territory.

At 216 we seem to have reached the yose. Feng Yun felt that Black 217 was obviously an overplay, but it does not seem possible for Black to win by playing ordinary moves from here — I can't find a way for Black to get ahead on the board, even discounting komi (only 4.5 points in those days).

Anyway, the sequence to 153 is an object lesson in fighting flat out. Black carries on to the last ko threat.

White wins by komi (4.5 points).

# Accident Or Strategy?

by Alistair Wall

This game was played during the Sonoyama Cup Match at Cambridge. The commentary is based on Miss Feng's analysis after the match. At the time, her explanations seemed obvious, and I just nodded wisely, but a few days later I found that I no longer understood them. So if anyone can say what happens if Black plays 6 at 7 in diagram 1, or if White has a better sequence than that in diagram 2, or why 70 should be at 75, I would like to know.

The game attracted attention

because White appeared to follow a dangerous strategy of giving Black a lot of secure territory in exchange for thickness. In fact, it was an accident rather than a strategy.

Black: John Rickard, 4 dan

White: Alistair Wall, 3 dan

Komi: 5.5 points

8: The wide extension was meant to confuse John. A series of mistakes by both players then followed.

9: Is too slow — it should be at 35 or 11.

10: The wrong direction; White should build thickness with 11.

14: Should be at 20. Black 20 is too big to allow.

15: Should be at 20. If Black wants to play in this direction,

34 is better shape. The exchange of 18 for 19 is very good for White, who can now afford to live on a small scale on the edge.

White plays 24, 26 rather than draw back in order to prevent Black 28 followed by 26.

27: Though plausible, this is bad, because it helps White strengthen the centre. Black should jump to 33. In the game, Black has to defend at 33 anyway, so White can cut off the two black stones with 34, while putting pressure on the corner.

34: The vital shape point! (Imagine a Black move here.) The exchange of 35 for 36 is bad, filling in a Black liberty, and securing life for the White group.

40: Should be at 41. Diagram 1 follows. Note that if Black clamps with 2 at A, White de-

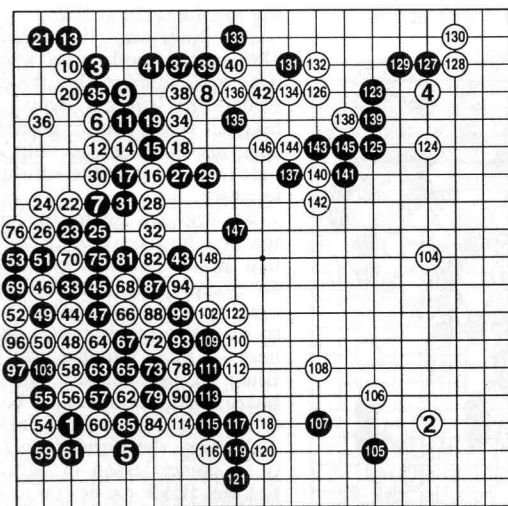


Figure 1 (1—148)

ko (46/49): 71, 74, 77, 80, 83, 86, 89, (91 at 62) 92, 95, 98, (100 at 87), 101

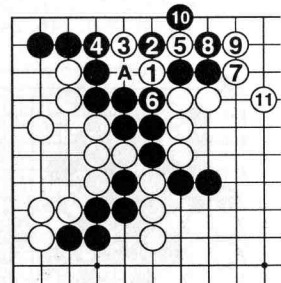


Diagram 1

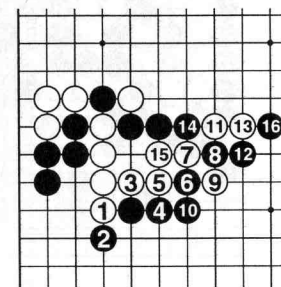


Diagram 2

scends to 2, and Black cannot cut at 6 because of shortage of liberties. Similarly, if Black cuts at 6 or A with 4, White cuts at 4. I played 40 to avoid complications if Black counterattacked with 6 at 7 in diagram 1.

43: An overplay, and should be the jump to one point left of 147. According to Miss Feng, White should pull the three stones out immediately. I thought that a squeeze such as in diagram 2 would benefit Black more than White, so I tried a more indirect approach, which backfired.

49: An unexpected tesuji, separating the white stones. After 53, Black regrets the A—B exchange.

White 55, Black 54 would be a crude way of living (and there would still be aji if Black played 69).

63: Should be at 82. According to Miss Feng it was the losing move, though Black's position seems playable if 65 or even 67 is at 82.

Miss Feng thought that 70 should be at 75. The most likely result is that Black would give up the five stones above, in exchange for the ko. I still prefer the game line. Miss Feng's recommendation may be due to the professional preference for a certain win by a small margin to a probable win by a larger margin.

Black wins the ko with 103, but building a moyo on the right puts White in the lead.

I carelessly allowed Black to play a ladder-breaker at 107. Fortunately the squeeze to 120 preserved my lead. I think 117 should have been to the left of 116; I would not get a complete squeeze because of the need to defend at 122.

After 122, Black has a mere 65—70 points of territory. If he

invaded the upper right twice, living both times with 10 points of territory, but getting sealed in, White would still win. John therefore tried to rip off part of my wall, but at Wanstead Club we are used to that sort of thing.

Black resigned after 148.

# Is This A Record?

In the fifth round of the main tournament, I was quietly recording a move when my opponent objected. It seems that she did not like me to record a move before I had played it on the board! I cannot see why. Surely a player should be studying the board, not the opponent's record sheet. It seems a silly dispute, but I should be interested to know what other players think.

—Brian Timmins, in Prague Bulletin 3

Even though we sympathize with you for being reprimanded seemingly groundlessly, we have to agree with your opponent. In the first place, the purpose of placing round numbered stickers on a piece of paper is to record the game, that is an existing game, that is only after the move has been made. Secondly, since the layout of the game record is identical with the position on the board, it could possibly help you to see one more move ahead (unlike in case of alphanumeric notation); then, you would be free to change your mind and record a differ-

ent move, because you have not done it on the board yet. I hope you can see it differently now as well.

—The Editor

Brian was reprimanded for recording a move before he put it on the board. What do the rules actually say? It is covered in this EGF Tournament Rule (1991 version) 2b: "During play the players are not allowed to study the game on another board. Nor is examination allowed of go literature or game technical notes. Usage of the score sheet is allowed. The same applies to personal notes if they have been made during the game and do not contain diagrams with which to analyse the game". So for instance it is allowed to make a list of the size of your territories to add them up or use as a reminder. But obviously one cannot use the score sheet as an analysis diagram e.g. to read out ladders.

Now Brian's case is not quite covered. Did he record his future move to look at the shape? Then a reprimand is correct. But if he used it as a reminder, "I am thinking about that move", as many chess players do, then he is just using his personal notes and a reprimand is not in order.

Who is right in this case is up to the judgment of the referee, but in doubt one cannot condemn a player for recording a single move in advance. Variations of some moves of course are quite another matter, but I find it hard to see a single extra move turning a score sheet into an analysis diagram.

—Niek van Diepen, Secretary EGF, Member of EGF Rules Committee

# Endgame Challenge

## Part 4

*Adapted by Richard Hunter from Tanoshii Yose Renshu by Ushikubo Yoshitaka 9-dan in Gekkan Gogaku*

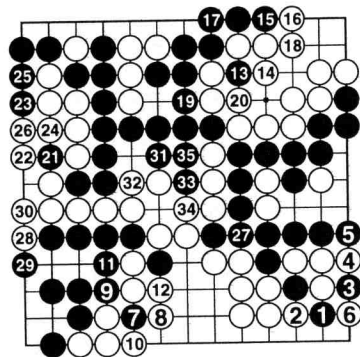
The correct answer to Problem 5 is jigo (a draw). Black 1, 7, 13, and 21 are sacrifice tesujis that gain points in sente. Black 1, 3, and 5 are a clever combination that seal off the side in sente and prevent White from playing hane here in sente. This is worth two points in double sente. Black 1 is the correct move in this local position. Although Black 5, White 4 would give the same result, White might not answer Black 5 if he had a large move elsewhere. Black 1 carries a bigger threat if White ignores it.

Black 7 sets up subsequent forcing moves. White cannot play 8 at 2 in Diagram 1 because the result after 11 is ko.

Black 13 forces 14, so Black 19 is sente. Moreover, it takes White two moves to capture 13, so Black gains a total of two points here in sente. If White plays 14 at 2 in Diagram 2, Black 3 is a tesuji that makes miai of A and B. White loses points this way.

Black 21 is a move we saw in Problem 2. It gains two points in sente.

After a sparkling string of sente moves, Black finally takes gote with 27. White likewise takes two points in gote with 28 and 30. Then, finally,



Answer to Problem 5 (1—35)

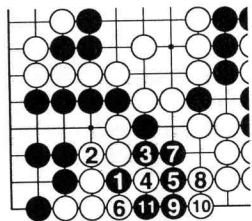


Diagram 1

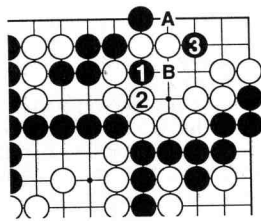


Diagram 2

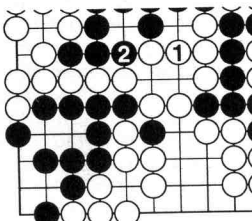


Diagram 3

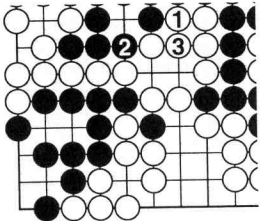


Diagram 4

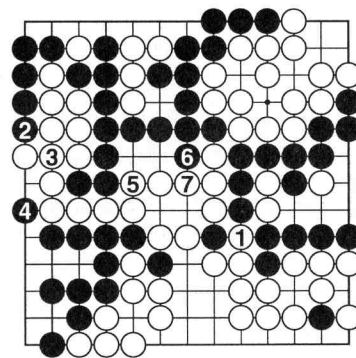
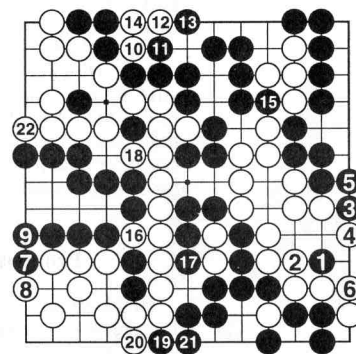


Diagram 5



Answer to Problem 6 (1—22)

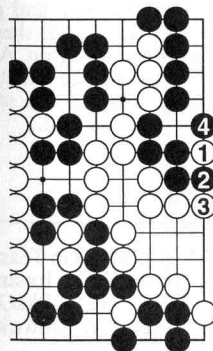


Diagram 6

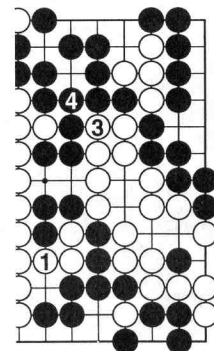


Diagram 7 (2 elsewhere)

note Black 31. This is the correct move in the centre and it gains Black one extra point. White could also play 32 at 1 in Diagram 3 for the same result. Note that he can't get an extra point by playing as in Diagram 4. After Black 2, White needs to play another move or his stones will drop off.

Instead of 26, White could capture a stone in Diagram 5. This gains two points in gote, but it is miai with Black 4. Black 2 gains a point in sente but White 5 gains one point in the centre, so the overall score is exactly the same.

Answer to Problem 6. Black wins by one point.

The position on the right side is actually sente for both sides although it might appear to be gote for both. Black 1 enables Black to hane and connect at 3 and 5 in sente. Note that White 6 is necessary; otherwise Black will cut to the left of 4 and capture not just one stone, but all the White stones—they don't have two eyes. If White gets the chance to play here first, White 1 in Diagram 6 is a tesuji. Black has to defend at 4. The simple descent at 3 would not be sente; Black could ignore it and still live: White 3, Black tenuki, White 1, Black 4, White 2, Black connects.

Taking the right side in sente allows Black to play reverse sente at 7, stealing White's sente sequence here.

White 10 and Black 15 are miai, each worth ten points. Likewise, 16 and 17 are both worth five points. Although 17 may look like a four-point move, after White 1 in Diagram 7, White 3 is sente. If Black doesn't connect at 4, he will lose three stones due to the

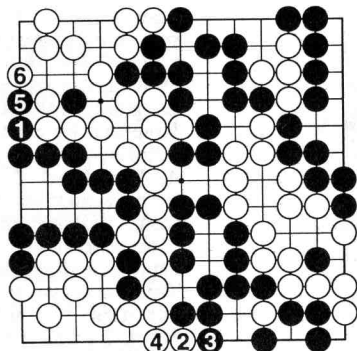


Diagram 8

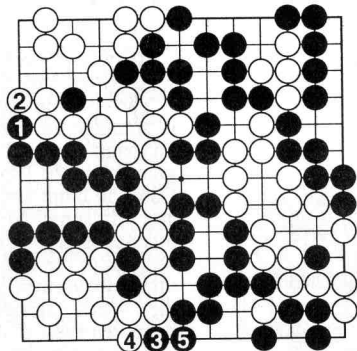
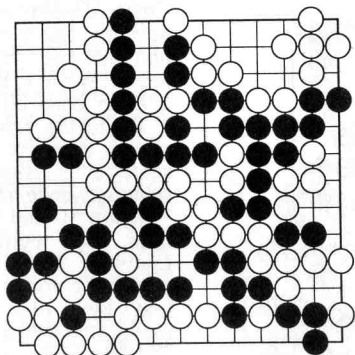


Diagram 9



Problem 7

damezumari in the bamboo joint.

Instead of 19, Black 1 in Diagram 8 would give the same result. (I think this line is better, as there is a very good chance that White will answer at 2 in Diagram 9, which loses White a point. Please convince yourself of this.)

**Problem 7.**

This problem is different from the previous ones. Here, it seems that Black is winning. Diagram 10 (*the rest of diagrams are on the next page*) shows Black winning by two points. However, this is the result of poor play by White. Actually White is ahead. Black to play first. Can you read out the correct endgame? (Neither side has any prisoners.)

**Problem 8.**

Black seems to be losing. In Diagram 11, Black loses by seven points. The correct result should be jigo. (Neither side has any prisoners.)

Find an opponent of about the same strength and play out the position, and then swap colours and try again. After you have studied the position, try playing against the strongest player you can find.

Isle of Man Go Team beat the Republic of Ireland 2-1 to retain the KPMG Peat Marwick McLintock Go Shield.

**Endgame diagrams concluded**

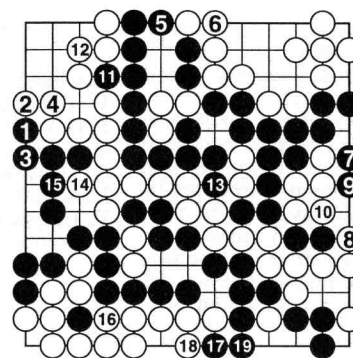
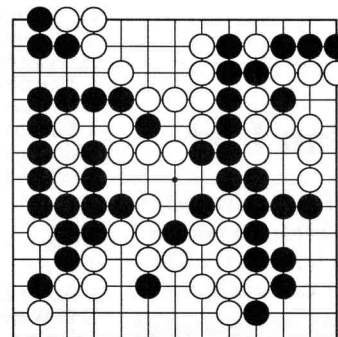


Diagram 10 (1—19)  
Poor yose by White. Black wins by 2 points



Problem 8

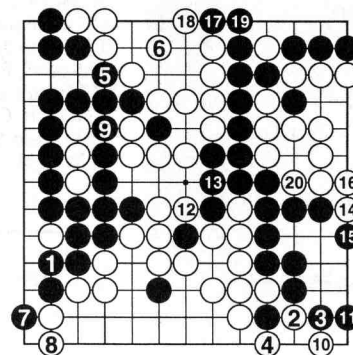


Diagram 11

# Letters

*Francis Roads writes:*

As I expect you know, next year's European Go Congress is to be in Maastricht. Anything run by the Dutch Go Association is likely to be very enjoyable and well organised.

However, a group of British players plan to visit the US Congress in Washington DC in mid-August instead, and perhaps explore the neighbouring states of Maryland and Virginia. In theory the rich and leisured can visit both, but we doubt if many will do so. The group includes Andrew and Alison Jones, Paul Margetts, Tony Atkins, Matthew Macfadyen, Kirsty Healey and Francis Roads. Lest you should gain the wrong impression, it is not a strong players' jamboree; double figure kyus are just as welcome at the US event as they are at the European.

If you are thinking of joining us, please let us know and keep in touch. We will make sure that you get up to date information, especially relating to opportunities to be a house guest before or after the congress. And there may be economies of scale in sending booking fees and booking air tickets.

*Steve Bailey writes:*

This is a variant of the published John Fairbairn scheme for indexing games of go, the *Kogo Index*.

File names shall be AAABB-BCD.XXX, where XXX is any extension required (eg .GO)

AAA is the sum in the four

directions radiating from stone 1 of the first stone of move  $\leq$  100. If a direction has no such stone the value is 0. If there is no stone 1, the value is 000. Thus AAA can range from 000 to 400.

BBB is the sum in the four directions radiating from stone 2 of the first stone of move  $\leq$  100. If a direction has no such stone the value is 0. If there is no stone 2, the value is 000. Thus BBB can range from 000 to 400.

If the game published has handicap stones, these are ignored and AAA and BBB are still calculated from stones numbered 1 and 2.

If the game as published has handicap stones and the first stone played by the 'better' (usually White) player is labelled 2, subtract 1 from every stone to calculate AAA and BBB. Note that this will mean looking for numbers in the range 2-101 not 1-100 and the addition will need to be of the decremented stone numbers.

CD is the numbers of moves published in the game.

C is the tens digit and is 0-9 for number of moves in the range 0-99, it is a-j for 100-199, k-t for 200-299, u-z for 300-359 and if it exceeds that range then use # for >359.

D is the units digit (0-9). If this conflicts with a game, a total of four variants can be achieved using the 0-9, a-j, k-t, u-& options. If this is insufficient, replace D by @.

*Jose Fernandes Santiago writes:*

I am the editor of the South African Go Association's *Go News*, which is the official newsletter of the SAGA. The

aim of SAGA is to promote go in South Africa and, once this is established, spread it into Southern Africa.

We also wish to forge links with other go organisations. As our members are spread very far apart, some of them are interested in playing go by mail.

The address to contact to arrange this, or if any of your members should come to South Africa on a visit or on business, is:

*South African Go Association,  
PO Box 561,  
Parklands,  
2121 South Africa.*

## Dan List

*The following consists only of those dan players who are currently members of the British Go Association.*

### Six Dan

J. Diamond  
M. Macfadyen  
S. Zhang

### Five Dan

E. Shaw  
P. Shepperson

### Four Dan

D. Cann, M. Cocke,  
R. Hunter, H. Lee, J. Rickard,  
A. Rix, F. Roads

### Three Dan

B. Chandler, J. Clare,  
W. Connolley, A. Daly,  
S. Dowsey, T.M.Hall,  
D.M.Jones, C. Matthews,  
Q. Mills, K. Pulverer, S. Shiu,  
J. Smith, D. Sutton, N. Symes,  
T. Thorsteinsson, A. Wall,  
N. Webber

### Two Dan

J. Allen, A. Atkins,  
R. Bagot, T.Barker,  
S.Barthropp, S. Beaton,  
W. Brakes, M. Charles,  
P. Christie, C. Clement,  
G. Clemow, M. Cumper,  
S. Draper, J. Fairbairn,  
H. Fearnley, A. Grant,  
J. Hawdon, T.Hazelden,  
D. Hunter, A.C.Jones,  
T.Manning, J.McLeod,  
I.Meiklejohn, A.Moreno,  
D. Phillips, D.Ward

### One Dan

P.Achard, M.Amin, S.Bailey,  
L.Bremner, J.Chetwynd,  
J.Cock, C.Dawson, S.Goss,  
M.Harvey, C.Hendrie,  
R.Hitchens, J.Hobson,  
A. Hornbuckle, A.M.Jones,  
C.Leedham-Green, J.Lewis,  
J.McAnally, R.Mills, L.Naef,  
A.Scarff, P.Smith, E.Smithers,  
R.Thompson, A.Thornton,  
S.Welch, C.Whitehouse,  
D.Woodnutt, C.R.Wright,  
C.Wright

Christmas gifts? See  
back cover for ideas

## Tournament News

*by Tony Atkins*

### Even More Pork And Dumplings

Following on from the report in the last journal, here are the results from the European Go Congress in Prague. Some 507 players took part in the Main Tournament. The outright winner with 10 wins was Rob van Zeijst, the Dutch interpreter living in Japan. Second was Naoki from Japan and third Guo Juan from the Netherlands, both with 8. Lazarev headed the group on seven wins ahead of Zhao, Heiser, Taranu, Macfadyen, Shen, Danek and others. Matthew Macfadyen's eighth place was the only good British result; none of the others won more than five apart from Alison Jones with 6/9.

In the Weekend Tournament Shen of China won all five ahead of Dickhut of Germany and Saifullin of Russia. T. Mark Hall had a good result ending 22nd. A host of prizes went out, mostly to Czech kyu players who won all five games. Brits who won three were Clare, Jones, Jones, Charles, Meiklejohn and Keller.

There were the usual side tournaments. André Moussa of France won the lightning by beating Catalin Taranu of Romania. Our own France Ellul played well to get to the last seven. A Russian 11 year old 3 kyu called Dmitriy Kuznecov dominated the Junior tourna-

ments winning the 19x19 and 13x13. Alison Jones was second in a Ladies' Tournament to Austria's Eleonore Gruber. Robert Rehm's Progo won the computer competition. Shen proved he could cooperate with others by winning the team tournament as the Shanghai Connection (with Heiser and Zou), winning the Rengo (with Lu and Wang), and being second in the Pair Go (with Zhou Pei) behind Guo and van Zeijst.

Among the professionals Nakayama was his usual entertaining self, but good value for money was Saijo Masataka, 8 dan, who understood amateurs well and spent all day in the bar analysing games and playing against those who asked him. In all, nine pros attended including Feng Yun having concluded her stay in Britain.

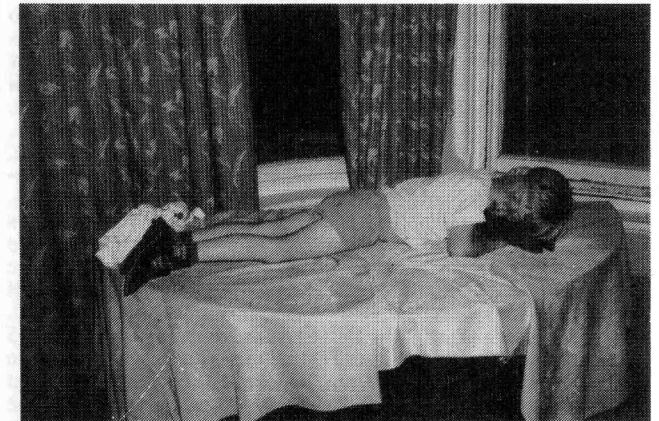
### Harp Music

Many will remember this year's Isle of Man Go Holiday

for the wonderful Manx harp playing provided by France Ellul. Sharing two holiday chalets with Brakenhale boys and the Brooks family from Swindon can hardly be described as peaceful, but drifting off to sleep to the sound of France practising is extremely pleasant. Also pleasant was the view from the chalet of the sun on the water in the cove at Groudle first thing in the morning. The sun shone for all except the last two days and those staying in Douglas, as most were, could let the family escape to the beach and play go in peace.

Again the comfortable rooms of the Sefton Hotel were the playing venue with the horse trams trotting by and the town centre adjacent. Immediately next door was the theatre where you see a comedy play and next to that the arcade where you eat outside inside at Sissy's Bistro.

Most of the tournament results were published in the last journal. The continuous lighting was won by Paul Boogerd



I.O.M. events prove too much for Ronald Atherton

(1 dan NL), who won 14/16 and beat Graham Brooks (21 kyu Swindon), who had 14.5/19, by 78 points in the final, despite earlier refusing to play such a weak player because of the handicap. Graham, with his brother Simon (16 kyu), was second in the handicap, behind Paul Margetts. Paul, playing at 2 kyu, won all his games in the Handicap and Afternoon tournaments and all but one in the Main tournament. An equal number of prizes was won by Francis Roads (4 dan) who won the Main, Afternoon and 13x13 events despite some frights against Atkins, Goss and the Dutch contingent of Boogerd and van den Houten. Paul was not so lucky in the Team Handicap as the four Pauls in the Wall of Paul team lost the final to the GBH team from Brakenhale; this victory was immortalised in song by the lads at the closing dinner and song party.

After the evening picnic and rounders at Sulby Glen, a quiz evening saw another GBH team (Cox, Kenny, Somerville and Atkins) taking the prize. The organised day off took in Laxey with its famous water wheel and its museums, or a walk along Dhooon Glen. Alternatively one could go off on your own and stand in the mist on the top of Snaefell or go bird watching on the cliffs, but whatever you did you simply had to be back for the prizegiving.

Although there were only 38 players in the main tournament, from England, Scotland, Ireland and the Netherlands, the holiday went very well and surely they must all be looking forward to returning in 1995, hopefully to hear some more of the Manx harp, as well as for the go.

## Grand Prix

This year's Northern was the British tournament in the Fujitsu Grand Prix. 68 players attended which was more than normal, 13 of them above the bar set at 3 dan. However few came from outside the UK due to the organisers of the Obayashi Cup in Amsterdam failing to check dates before arranging their event. Apart from a Korean and an Australian who happened to be in the country, the only foreigner was Ulf Olsson, who is almost British anyway. This year the venue remained at Manchester University but moved across the road to Allen Hall because of rewiring at Ashburn. The venue was thought by many to be better. It even has a more efficient fire alarm system as Brian Timmins discovered when lighting up his pipe.

In round 1 Matthew Cocks, winner of two years, lost to Ulf Olsson. Thor Thorsteinsson of Liverpool was an early casualty to his Korean friend Ju, who has been in Liverpool recently. John Rickard lost to Stanley Wang and did not recover. In round 2 Wang drew with T. Mark Hall, but Hall still had to play Ju in round 3. Wang had to play Macfadyen, who had yet to drop a game. This left Macfadyen and Ju unbeaten and playing in round 4. Macfadyen lost to Ju who is stronger than his 3 dan grade suggests. Ju then had to leave to pack for Korea, gaining half a point for each game missed. Macfadyen held on in round 5 but had trouble with local hope Cocks. The student fought hard to keep his title, but the scores were tied when the dust finally settled. This meant Ju was the winner despite being

absent from the prize giving. Matthew Cocks' early loss meant a bad SOS score and so Macfadyen took second ahead of him. Alistair Wall proved to be the strongest British 3 dan to take fourth ahead of a string of 4 dans. Local 2 dan Bob Bagot took tenth despite starting below the bar.

In the impromptu double-elimination knockout lightning tournament organised on the Saturday evening, Matthew Macfadyen beat all who played him including David Ward in the final. This win is even more remarkable when you know the handicap was grade difference plus two.

John Smith of Manchester Go Club awarded prizes to the top three plus Joseph Hampton (1 kyu from West Wales) for 5/6, Paul Margetts (1 kyu from Epsom Downs) for 4/5 and Helen Harvey (3 kyu from Chester) for 3/4. In addition prizes were awarded to the following kyu players who won 4/6: S. Wright (6 kyu Bradford), R. Thompson (6 kyu Manchester), T. Moon (6 kyu Bradford), B. Brunswick (7 kyu Bradford), P. Cash (10 kyu Manchester) and M. Vidler (12 kyu Manchester).

## Professionals

At short notice two lady professionals from the Nihon Kiin in Japan visited London at the end of August/start of September. The first British Championship title game was arranged for the first day and that evening Mrs Sugiuchi 8 dan was able to tell Shutai Zhang where he gave Matthew Macfadyen chances to win. Unfortunately for Matthew he failed to take these chances. On each of the two nights Mrs Sugiuchi

was able to play two on one or three on one simul, and her companion Miss Inoue Naomi, 2 dan, was able to play CLGC members at 10 on 1. Travelling with the pros was Mr. Y. Saheki who is now the adviser to Nihon Kiin Overseas Director, Mr T. Kurita; Mr Saheki speaks good English and hence is a useful contact. Our thanks must go to Dave Ward and the CLGC for hosting the events and to the professionals for visiting us.

The ladies were on their way to Düsseldorf for their Japanese Week. As well as a tournament with good prizes, the week featured the final game in the 15th Women's Kakusei, one of the top Japanese ladies' titles. Yoshida Mika, 5 dan, took on Kobayashi Chizu, also 5 dan, but lost the series 3-2. Also present were pros Kano and Abe (9dan) and three more ladies: Mito Yukari (2 dan), Tsukuda Akiko (1 dan) and Nakamura Kuniko (1 dan). A small party of Brits attended the tournament - Zhang did best coming second with Berlin's Malte Schuster, behind the Korean from Berlin Park Sang-Nam.

## Pairs And Teams

Back in Britain the Pair Go Qualifiers' was held in Leamington Spa. Andrew and Alison Jones beat Matthew Macfadyen and Kirsty Healey in the final to earn themselves Christmas in Tokyo at the IAPG finals. Brian Timmins will be attending also as the European team captain.

In London an International Team Tournament attracted four teams of 10 players. The Nippon Club took an early lead and held on to win with 18

pints, from the London University's 16, CLGC's 14 and Wanstead's 12. The tournament was played as a McMahon using Geoff Kaniuk's draw program, with the players in a team graded in order from 8 dan down to 2 kyu. Everyone won prizes as usual - the best going to those on three wins - M. Kono and H. Yu.

## Bon Jovi

Ten thousand people headed for Milton Keynes on the weekend of the 5th tournament. Most, including a 2 dan and a 1 dan, were going to the Bon Jovi rock concerts and not to the OU for the go. However 59 players did play. Interestingly the result at the top of the tournament was a four-way tie. Y. Kim (5 dan CLGC), Des Cann (4 dan Leamington), Harold Lee (4 dan London) and Francis Roads (4 dan Wanstead) all dropped a game, yet were awarded the title. Other prizes for three wins went to George Zheng (2 kyu Leicester), Sue Paterson (2 kyu London) and Vikki Macfarren (9 kyu Furze Platt). Daniel Cox of Brakenhale won the 13x13 prize.

The only music to be heard at the Shrewsbury Tournament was the click of stones on the go boards of the 63 players attending. Matthew Macfadyen returned to win again the go ban trophy which is now looking well worn. Cheltenham and Bolton dominated the prizes; Cheltenham A took the team prize for 8/9 and took prizes for three wins for Vince Milner (10 kyu), Andrew Nicoll (10 kyu) and Andrew Lipson (10 kyu). From Bolton Steve Gratton (2 kyu) and

Chris Barwise (2 kyu) took prizes for three wins also.

110 players attended the 24th Wessex at its traditional venue of Marlborough Town Hall. Despite losing game 2 of the British Championship earlier in the week, Matthew Macfadyen won all his games to win Division 1 and the tournament. The other players who survived the test of physical endurance to win their divisions were: Div 2: Bill Brakes (2 dan OU) 3 wins; Div 3: David Keeble (1 kyu Edinburgh) 4 wins; Div 4: Dave Killen (2 kyu Cheltenham) 3 wins; Div 5: Joseph Beaton (6kyu Furze Platt) 4 wins; Div 6: Derek Molloy (12 kyu Brighton) 4 wins; Div 7: Paul Hyman (25 kyu Brakenhale) 4 wins; Div 8: Heather Whyte (30 kyu Brakenhale) 4 wins. Unlucky on tie break in Div 5 was Steve Bailey (4 kyu West Surrey) and Div 6 Stuart Marker (11 kyu Brighton) - both also winning four. Dave Grimster of Brakenhale won the 13x13 and Brighton won the team prize with 87.5%.

## Tomorrow's World

The recent interest in chess sparked by Nigel Short's title match against Garry Kasparov has led to some media coverage of go. The September issue of science magazine *Focus* covered computer chess and finished with half a page on computer go. In a similar vein, BBC TV's Tomorrow's World program on October 29th reported on the Deep Blue chess computer in the USA and finished with an interview with Harold Lee, who was playing an Ishi Press computer program and copying the moves on a go ban live in the studio.

## Glossary

**Aji:** latent possibilities left behind in a position.

**Aji-keshi:** a move which destroys one's own aji (and is therefore bad).

**Atari:** the state of having only one liberty left.

**Byo yomi:** shortage of time.

**Dame:** a neutral point, of no value to either player.

**Damezumari:** shortage of liberties.

**Furikawari:** a trade of territory or groups.

**Fuseki:** the opening phase of the game.

**Gote:** losing the initiative.

**Hane:** a move that 'bends round' an enemy stone, leaving a cutting-point behind.

**Hasami:** pincer attack.

**Hoshi:** one of the nine marked points on the board.

**Ikken-tobi:** a one-space jump.

**Jigo:** a drawn game.

**Joseki:** a standardised sequence of moves, usually in a corner.

**Kakari:** a move made against a single enemy stone in a corner.

**Keima:** a knight's move jump.

**Kikashi:** a move which creates aji while forcing a submissive reply.

**Komi:** a points allowance given to White to compensate for Black having the first move.

**Kosumi:** a diagonal play.

**Miai:** two points related such that if one player takes one of them, the opponent will take the other one.

**Moyo:** a potential territory.

**Ponnuki:** the diamond shape left behind after a single stone has been captured.

**Sagari:** a descent towards the edge of the board.

**Sanren-sei:** an opening which consists of playing on the three hoshi points along one side of the board.

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

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

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

**Shicho:** a ladder.

**Shimari:** a corner enclosure of two stones.

**Shodan:** one-dan level.

**Tengen:** centre point of board.

**Tenuki:** to abandon the local position and play elsewhere.

**Tesuji:** a skilful move in a local fight.

**Tsuke:** a contact play.

**Yose:** the endgame.

## Notices

A computer scanner has now been purchased by the Association, and from January 1994 it is hoped this will improve the quality of photo reproduction in the Journal.

Currently held photographs will be retained until then (unless early return is requested) in order to use them as a basis for a photo library on disk.

If you have good closeups of wellknown players, please send them in for inclusion. Especially needed are photos of principal players at Canterbury 1992, for the collection of games played at the European Go Congress, which it is hoped can be produced as a book early next year.

The Editor's telephone number is now: 0630-685-292.

## Go Gift Ideas for Christmas!

For an extensive range of goods with designs made to order see back cover

## Price List

Description	*Level	Code	By hand	By post
Basic Techniques of Go	20-D	G2	7.00	7.90
Strategic Concepts of Go	5-D	G6	7.00	7.90
In The Beginning	20-D	G10	7.00	7.90
Thirty-Eight Basic Joseki	12-1	G11	7.00	7.90
Life And Death	12-1	G13	7.00	7.90
Attack And Defence	12-D	G14	7.00	7.90
Endgame	10-D	G15	7.00	7.90
Kage's Secret Chronicles of H'cap Go	15-D	G17	7.00	7.90
Joseki Dictionary 1	4-D	G21	11.00	12.40
Joseki Dictionary 2	4-D	G22	11.00	12.40
Joseki Dictionary 3	4-D	G23	11.00	12.40
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BGA Song Book		GSB	2.00	2.50
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Glass stones (6 mm) + plastic bowls		SG60	13.00	17.00
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\* Level: D=dan level. Figures alone denote kyu level. (Ratings rise from 30 kyu to 1, then 1 to 9 dan.)