

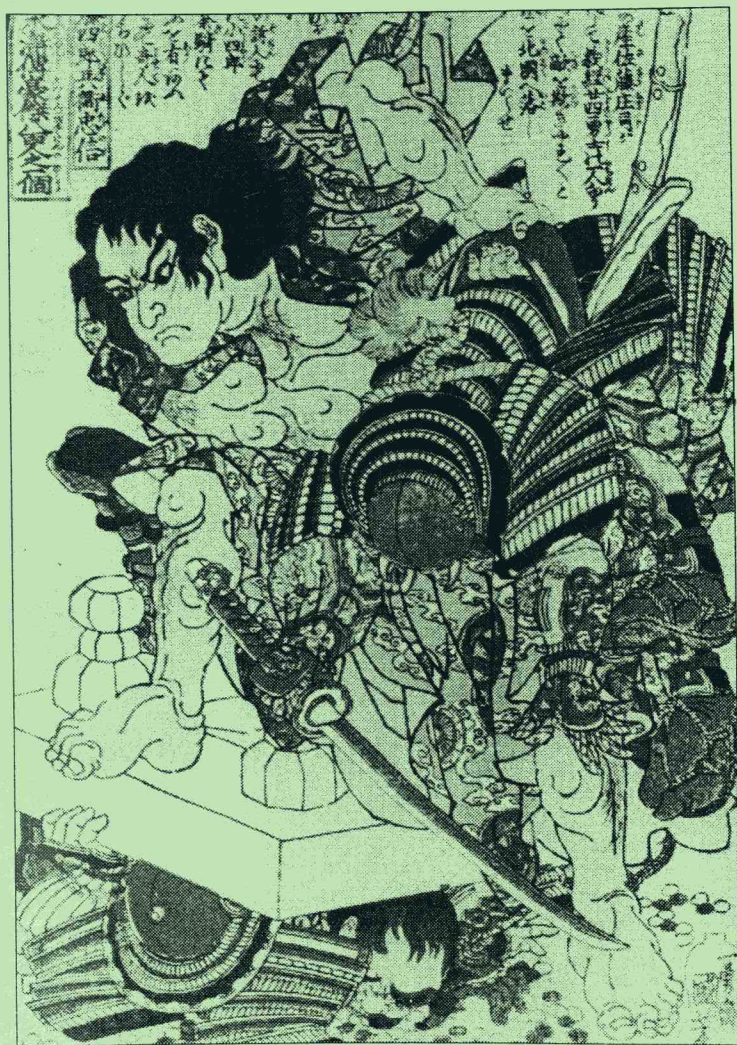
British Go Journal

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Number 94

Spring 1994

Price £1.50



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A revised price list will appear in the next issue

Front cover: Sato Tadanobu crushing two foes with a go board while wrestling with a third (Utagawa Kuniyoshi, 1830). From a postcard, by kind permission of Ishi Press.

Calendar

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

British Go Congress: 8-10 April, University of Warwick, Coventry. Contact: Mike Lynn, 0675-442753.

Coventry: Cancelled because of organising of BGC.

Challenger's: May. By invitation only.

Scottish Open: May.

Candidates': May. By invitation only.

Bracknell: May.

Barmouth: 25-26 June. Contact: Baron Allday, 0341-280066 (home) -280076 (work)

Ladies': 2nd July. For further information see column 3.

Leicester: 18th June. Contact: Eddie Smithers, 0664-69023.

Bournemouth: July.

Anglo-Japanese Friendship Match: July.

Northern Go Congress: Manchester, September.

Milton Keynes: September.

International Team Trophy: London, September.

Pair Go: September

Shrewsbury: 2nd October. Contact: Brian Timmins, 0630-685292.

Wessex: Marlborough, October

Swindon: November.

Birmingham: November

West Surrey: December

London Open: Dec-Jan.

Furze Platt (near Maidenhead): January.

Wanstead: February.

Oxford: February

Trigantius: Cambridge, March.

Contributions for next Journal by 5th May, 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.

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Editorial

Without reading through every British Go Journal it is difficult to be certain, but it seems probable that in this issue the Journal has achieved a "first time" contribution.

This is a game with commentary written specially for the BGC by a professional player. Feng Yun, 7 dan, visited Britain last summer, and worked hard to improve British play (see *Letters* on page 41), and it seems that her help will not end there.

In a covering letter, Feng Yun said that she hoped it was a good way to express her gratitude to all the friends who offered her their help during her stay in Britain. Clearly her visit was a success from every point of view.

The BGA wishes to express its thanks to Eva Wilson, Harold Lee and all those who helped to make Feng Yun's stay a happy experience.

Ladies' Tournament

This will take place at Leamington on 2nd July, and is open to players of 6 kyu or better. For details, phone Alison Jones (081-527-9846) or Kirsty Healey (0926-337919).

Advertisements

Rate is £50 per page and pro rata. Art material should be camera-ready.

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Chinese Individual Tournament

by Feng Yun, 7 dan professional

There were three main competitions held in Beijing that I participated in since I returned from Britain last August. I won all the bronze medals in each competition.

The first one is the Team Go Competition of 7th National Games which is the largest domestic games. The second one is National Individual Go Tournament. I did not perform well at the beginning, so the best place I could win was third place for me, although in fact I beat the two players who finally won the championship and the runner-up.

The third competition is the Women's World Go Championship which ended half a month ago. This is the first World, and it is regarded as the highest level competition. The players from Japan, Korea and Singapore were invited to this competition.

Rui Nai-wei, the only 9-dan lady player in the world, won the championship. Yang Hui, an 8-dan player, won the silver medal.

Since I lost the game against Yang Hui in the semi-final, eventually I was in third place together with another 7-dan, Miss Zhang Xuan. Chinese players dominated the first three places.

It is said that Korea intend to organise the next champi-

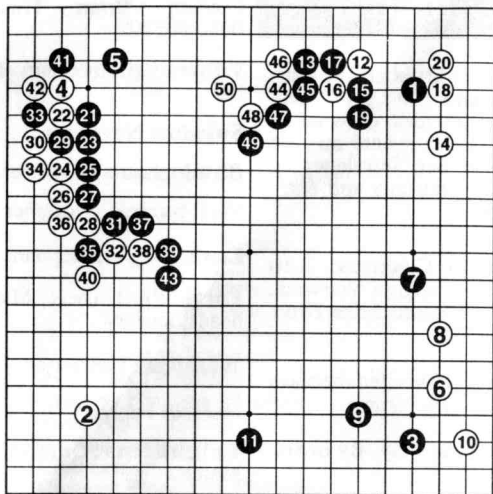


Figure 1 (1-50)

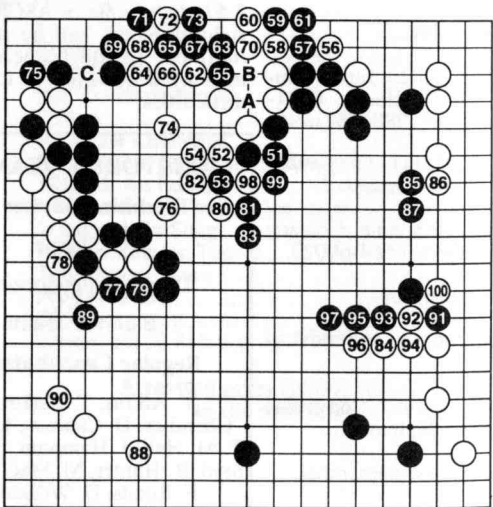


Figure 2 (51-100)

onship. This is good news for all the lady players in the world.

The following commentary is on a game I played in September at the 1993 National Individual Tournament against Hua Xue-ming, who won the championship in this competition.

Black: Hua Xue-ming, 7 dan
White: Feng Yun, 7 dan
Komi: 5.5 points

14: Normally played at 20.
19, 21: Good moves with a good idea. Black wants to make a moyo in the upper side. Another way for Black 19 is to answer at 1 in diagram 1. Up to 27, Black got thickness in the centre and may form a moyo later, while White got some territory.

28: Better at 36.
33, 34: Good exchange for Black. Later, Black can play at

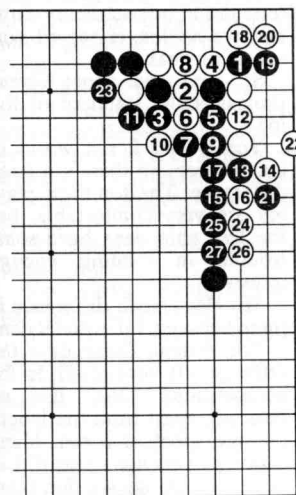


Diagram 1

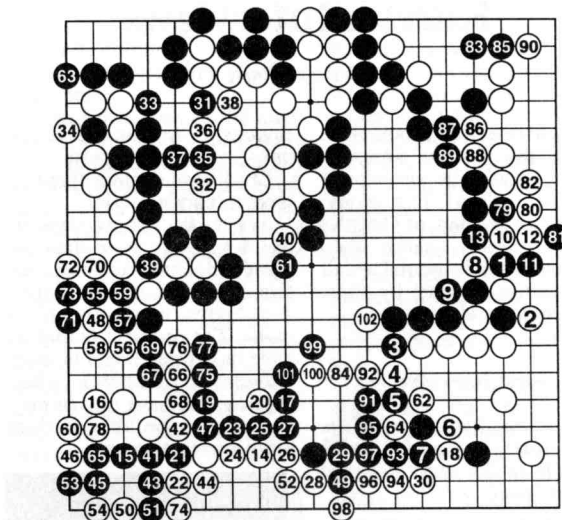


Figure 3 (101-202)

41, making a kikashi move.

44: Now, it is time for White to invade. I spent quite a long time here deciding the point to invade, and finally chose 44, because I hoped to make use of aji around 12 and 16.

55: A good move, destroying White's eye shape.

56: I have to play here; if I play at 62, Black will play at 58 for connection.

64: Sabaki move (contact move), to make two eyes.

65: Overplay. It should be at A, White B, Black 70.

69: Prevents White from playing at C.

74: After this move, White is alive. If White plays at 136 instead of 74, Black will play at 74. This is a tesuji. This part is the highlight of the whole game. In order to make Black's attack fail, White manages to

live in sente, enabling her to play 84.

100: A small move; it should be at 103.

106: A good move, it is a normal tesuji. If Black answers at 118 then White will play 162, Black 192, White 164, a double atari.

114: After this, White gets more territory obviously.

Black resigned after 202.

LATE NEWS: Wanstead Tournament over all winner was Nick Webber. Second place went to Xiao Hua Jiang. The tournament was attended by 76 players.

Korean Interviews

from Andy Finch

These interviews took place at the Baduk Research Centre, Seoul. The interviewer was Ms Shin Eun-gyong. Names are written in Oriental fashion, family name then given names. It is normal to call professional players by their family name and rank.

First Interview

Yoo Chang-hyuk is one of the rising stars in Korean baduk (go). He is 28 years old and lives in Seoul.

Shin Eun-gyong: Why do you like go?

Yoo 6-dan: It's so complex. However much I study, I'm still far from the answer, and it wouldn't be interesting anyway if I could solve all the problems this way. There is something more to go, something beyond study.

SE: When did you start?

Yoo 6-dan: About twenty years ago, when I was seven or eight.

SE: What was your reason for learning?

Yoo 6-dan: At first my father taught me, and others told him that I had a special talent.

SE: Is there a philosophy of go?

Yoo 6-dan: Go helps me in my life, since I am responsible for my defeat or victory — it is my fault.

SE: How can players improve and become more like professional players?

Yoo 6-dan: First like the game, and then pursue it con-

tinuously. As for me, I live only for go, nothing else.

SE: Please explain about the modern playing style.

Yoo 6-dan: These days we use 4-4 points more than foreigners do, and our fuseki and strategy is more developed. We know more about the game. The problem is that we have only three hours in international tournaments, where they used to have ten, so players used to be able to think more during a game.



Yoo Chang-hyuk

SE: Do you have a special style?

Yoo 6-dan: There are many styles, but I like combat go. There are players like me who like to fight, others who like to make territory, and still others who play for influence.

SE: Would you have preferred to go to university?

Yoo 6-dan: I studied go from the age of seven, and when I went to high school, I found that I had to choose whether to play go or study for university.

I chose go. Going to university has no meaning for me.

SE: Would you like your children to play go?

Yoo 6-dan: I wouldn't force them, but I would allow them to study it if they wanted to.

SE: How many moves ahead do you look?

Yoo 6-dan: In the opening it's very difficult to look ahead, and I see things on a simple level. I almost depend on instinct. It's not possible to reach a definite conclusion in the early stages, but later on, in the late middle game and the end game, my reading becomes exact. When I read ahead I draw a picture of the situation in my head.

SE: What do you think about going abroad to learn go?

Yoo 6-dan: In previous years this was good for those who wanted to learn and research go. Nowadays however the level of Korean players is much higher, and we don't need to go abroad. Korean players win international tournaments now, and we no longer regard ourselves as weak.

SE: And what about Korean professionals' standard of living?

Yoo 6-dan: It's a world of competition, so there's a large difference. The top class players are very comfortable, but the less able ones have some trouble in earning enough money.

SE: How much difference is there between 1 dan and 9 dan?

Yoo 6-dan: These days the difference is very small. In the competitions "dan" has no meaning apart from the length of time spent as a pro. Many young players are successful in competitions, so we don't say that 9 dan is much higher than other levels.

Second Interview

Yoo Yong-sook, 1 dan, is one of the few female professional go players in Korea.

SE: Please tell us the background to women professionals in Korea.

Yoo 1-dan: When I was young, my father played go, and I became interested. There were many daughters in my family, but I seemed to learn easily and my father thought that I had talent, so he taught me.

Thirty years ago, when there were no women professional players, the Chosun Daily Newspaper held a Women's Go Competition in order to establish the number and level of women players. There were nineteen participants! Fortunately I won, and my father encouraged me to try to become a professional. I began to study, and it looked easy at first, but playing against male opponents I felt my lack of ability.

After I got married, the Korean Go association decided to allow female professional players, in order to encourage more female amateurs. Some women's competitions were started.

SE: When did you become a professional?

Yoo 1-dan: Eighteen years ago, and I'm still 1 dan.

SE: Why do women seem to lose against men?

Yoo 1-dan: It's a matter of mental attitude. Men are more success orientated than women. Women often do well at first, but maybe they put less effort into improving.

SE: Do you feel that you have enough professional spirit?

Yoo 1-dan: No, I don't think so, so I can't improve my professional ability.

SE: Do you play against male pros?

Yoo 1-dan: Yes, all the time. There were only two female pros at first, and our results against the men were not good, so no more women were selected for some time. Three or four years ago however, some young women players appeared on the scene.

If somebody wants to be good, they should study hard. These days there are lots of students who want to be like Lee Chang-ho and Suh Bong-soo. I think study comes first. Next comes interest and enjoy-



Yoo Yong-sook

ment when playing.

SE: What do you think about the present system?

Yoo 1-dan: In the world of sports they have separate events for men and women, but we don't have this in go. I think it would help the game to have female professional tournaments.

SE: How does your family feel about your occupation?

Yoo 1-dan: They think it's good.

SE: Did anything surprising

ever happen when playing?

Yoo 1-dan: No, because it's basically a calm game, played while seated. I play surrounded by men, and they all smoke too much. I also find it difficult to become good friends with male professionals because we have a different way of talking and thinking.

SE: If your children want to play go, what will you do?

Yoo 1-dan: When I lose a game, I feel unhappy, so when my eldest boy wanted to learn at the age of six I didn't teach him.

SE: There is a proverb that there are no "bad" people among professional go players. What do you think about this?

Yoo 1-dan: I think it is absolutely true. Their mind is completely clear, and they are absorbed in go, so they don't have time for other things. They emphasise playing go with "gi" [essence, spirit], and there is no room for bad things when you have "gi".

SE: Many parents believe that go is helpful for young children because it teaches them patience, as well as developing thinking power. What do you think when you play go?

Yoo 1-dan: I only think about go. When I finish I feel that I have played with no other thoughts.

SE: If you could be born again, would you like to play go?

Yoo 1-dan: Well, it is difficult for me now, playing amongst men. I'm not sure. I like playing for enjoyment, but being a professional again? I don't think so.



Wrong Directions

by T. Mark Hall

Here are three games played at the London Open. Each contains significant mistakes in direction of play. The time limit was 1 hour 40 minutes per player, komi was 8 points, and games were played in accordance with the Ing rules.

Game One

White: T. Mark Hall, 3 dan*
Black: John Rickard, 4-dan

8: I think that John was very kind in giving me two shimaris especially when I am getting 8 komi.

13: Slack, and in the wrong direction. Black should play at A.

15: Perhaps a little early.

18: Designed to give as little help to Black as possible in settling his stones.

21: John and I agreed that this was in the wrong direction. My view was that Black should either play at B or C; B to threaten a reduction of the lower White framework or C to expand Black's moyo while offering some assistance to the three stones.

23: Shutai Zhang showed after the game that he could cut at 41, but the fight that follows became very difficult; perhaps it would need a 6 (or 7) dan to make best use of it.

24: There is a proverb in Go that once you have a weak

* Mark was promoted to 4 dan after the tournament.

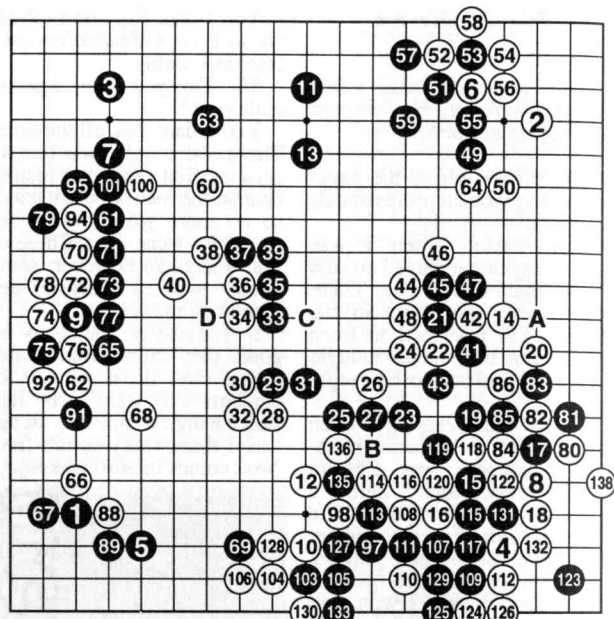


Figure 1 (1-138)

Ko (17/82): 87, 90, 93, 96, 99, 102, 121, 134, 137.

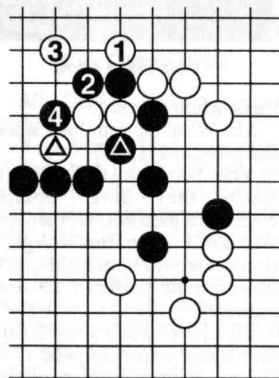


Diagram 1

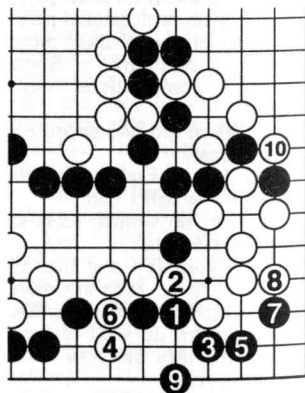


Diagram 2

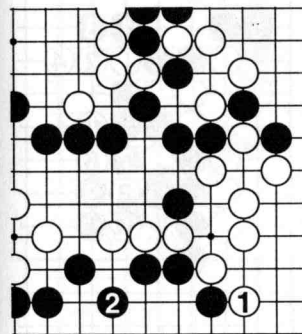


Diagram 3

group you won't have a moyo. Black is running out with a weak group and I don't want to kill it! If it dies too soon John may take the chance to secure some territory. All I want to do is chase it.

27: Black 27 is too passive; he should play at 135. This covers the cutting point while pushing down on White's territory.

35: Should be at 36, then if White plays at D, Black will play at 35.

40: After White 40 I didn't expect Black to make much territory at all on the left side.

44: White cannot play 44 at 1 in diagram 1. The intention of the triangled white stone is to make the geta work, but the triangled black stone gives Black an atari.

109: Diagram 2 shows that Black can get life in the corner. Diagram 3: if White plays 1 here instead of 4 in diagram 2 then Black lives with the whole group, but White is still ahead.

131: I think that the game record got a bit misnumbered here; Black 127 was played at 131 and Black 129 at 127.

138: White wins by resignation.

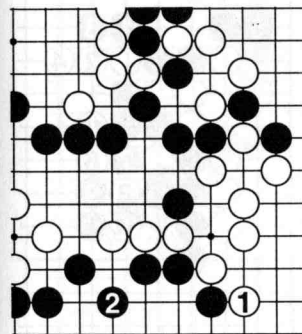


Diagram 3

Game Two

White: T. Mark Hall, 3-dan
Black: Des Cann, 4-dan

8: Des commented that he wasn't sure whether I was going to play mirror go with White 8, i.e. at A.

23: Much too passive; Black must play at 1 in diagram 1. This would give him a bigger moyo, eliminate aji in the corner and leave a weakness in the cutting point to aim at.

27: All these moves are far too passive for Black; at least one of them should be a hane and then a double hane (see diagram 1).

31: The top side begins to look a bit like territory, but...

33: Wrong direction! Black should play at 1 in diagram 2: White is going to have problems this way in making a sure life, and Black ends with sente to play 85 in figure 2.

If instead of 17 in diagram 2 Black plays 1 in diagram 3 this is the way I would play, but there are good arguments for the other variation.

42: Most likely an overplay, but I am busting up Black's major hope of territory. If I survive the attack Black won't have enough.

47: Des regretted playing here even though playing elsewhere gives White large sente plays in the corner.

49: Des spent a lot of time on this play because he felt that

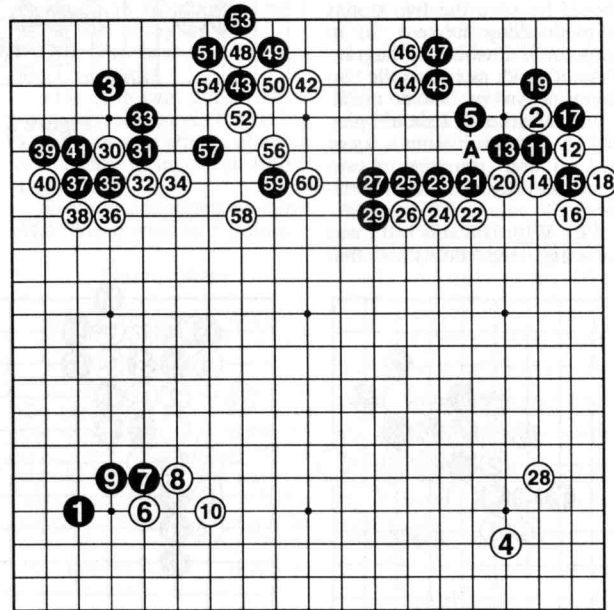


Figure 1 (1-60)
55 at 48

White 48 was a difficult move to deal with.

59: Black has the possibility of a double attack on two White groups.

66: After White 66 Black will have to make some large profit on the left side and get an invasion on the right side. White's influence is enormous.

69: No! He should play at 70. Black has to start a large scale attack with Black 70, White B, Black 72.

71: A painful move. It is a nice feeling for White to force Black into this shape.

73: Black now comes busting in on White's moyo.

90: I now think that this is the wrong direction. I should play at 1 in diagram 4. This leaves Black with a problem: should he save the two stones or push along above 1, as in diagram 5? Pushing in diagram 5 is not good, as saving the two stones doesn't seem to do much.

108: Mistimed; I should play at 111. This eliminates a lot of bad aji and prepares to turn some of the centre into territory.

110: With 108 and 110 I was suffering the delusion that

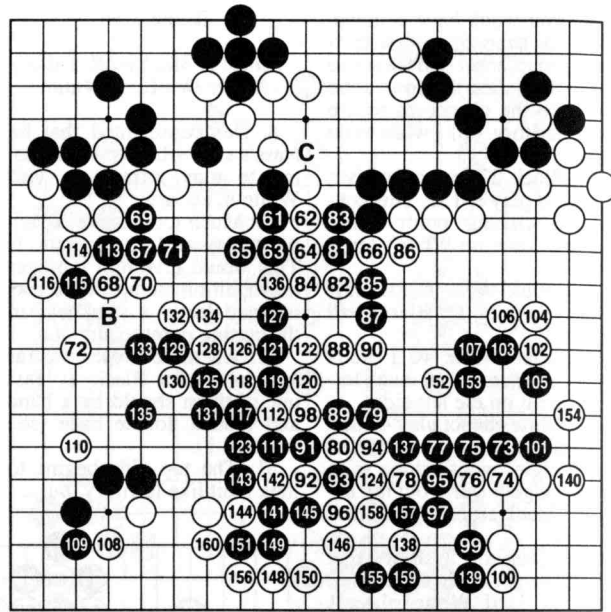


Figure 2 (61—160)
147 at 93

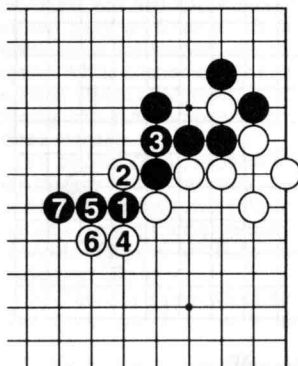


Diagram 1

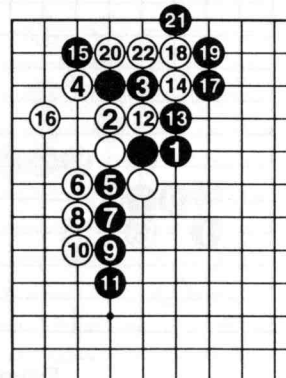


Diagram 2

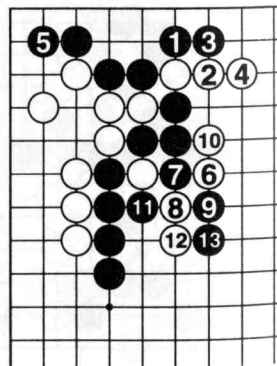


Diagram 3

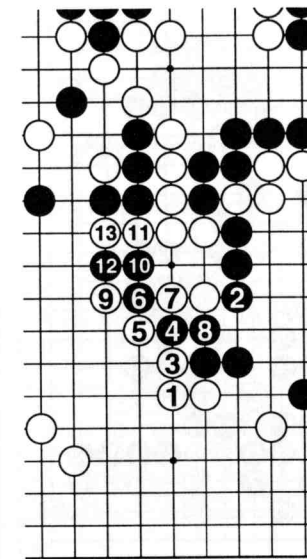


Diagram 4

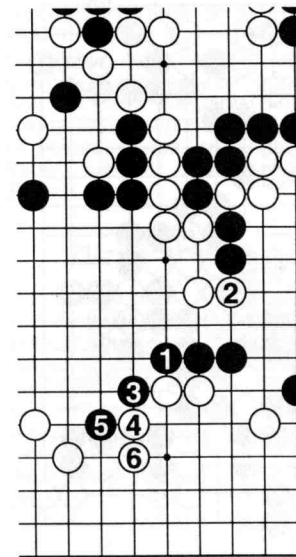


Diagram 5

these were sente moves against the corner and I could use them to settle the centre in my favour.

112: Greedy; I should play below the Black stones.

137: A mistake; Black should play at C which eliminates the aji against four black stones, but Des was in time trouble and didn't notice the danger. Later in the game I was able to capture this group because Black had not played at C.

138: Also a mistake; I was trying to keep the Black group worried for eyes.

142: The best that can be said for this move is that I miscounted my liberties. It should be at 149.

151: With one error I am suddenly in trouble, losing a major part of my territory.

152: The best form of defence is attack!

154: If I can make Black worry about the eyes for his big group I may be able to obtain a connection to my weak stones on the left.

Recording stopped at move 160. White wins by 5 points.

Game Three

White: Frank May, 4-dan
Black: T. Mark Hall, 3-dan

20: Frank and I agreed after the game that this move is in the wrong direction. Since 14 is a high light stone White should break into the territory with A or 1 in diagram 1. In the diagram, Black cannot yet be sure of the corner and White has broken up the moyo to some extent.

23: A peculiar joseki, and the object is to make White overconcentrated on the upper side. I was trying to exploit

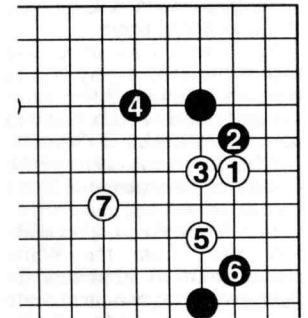


Diagram 1

White's mistake in direction.

31: Looks strange but the object is simply to avoid giving White an atari on either of the stones 21 or 25. I am not concerned about the corner but about my moyo.

32: Just helps Black. White should bust in with for example B, then Black C, White 40. This would give White the chance to settle a group or escape before I start to solidify the territory.

37: Black doesn't play at 1 in diagram 2 because it's in the wrong direction. It allows White to connect easily.

44: A bad error; White

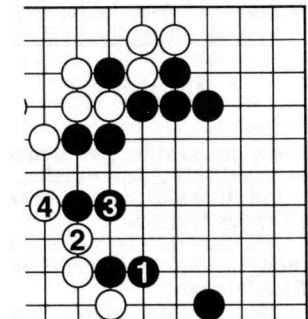


Diagram 2

should play atari at 45 just for the aji it would leave.

52: I thought for some time that White should play at 1 in diagram 3, where White gains because the two black stones have lost a liberty at White 3, but I'm now reconsidering it. If Black plays 4 in diagram 3 at 1 in diagram 4...

142: A mistake; it takes a liberty away from the White stones which is important for later, but it is a one-point sente play which would be of only minor importance to Black.

151: Since White played 142

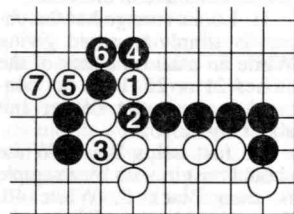


Diagram 3

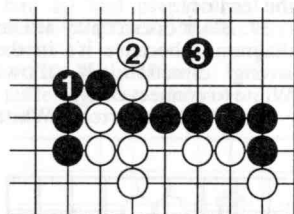


Diagram 4

Black can sacrifice two stones to connect his groups together.

158: If White plays at D or 159 he ends in gote.

159: But this is big and I think settles the game in Black's favour.

202: Further moves not recorded. Black wins by 7 points.

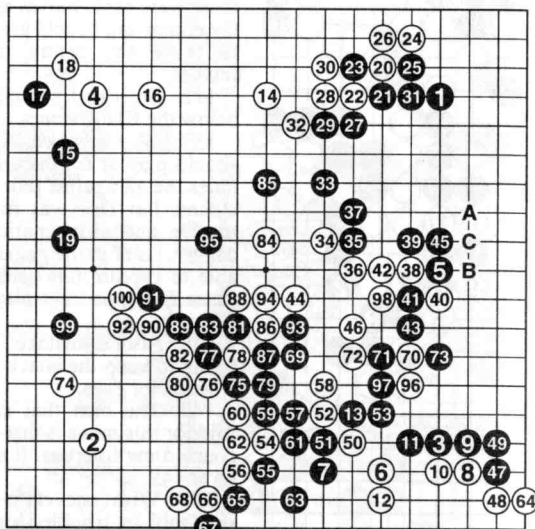


Figure 1 (1—100)

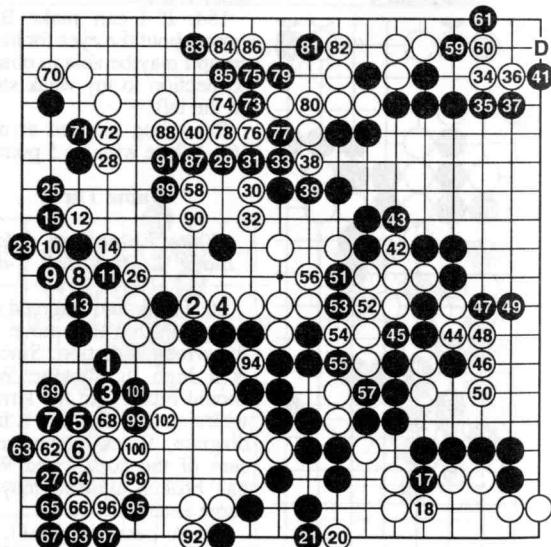


Figure 2 (101—202)
Ko (108/119): 116, 119, 122, 124

Three Go-Playing Programs

A Comparative Review

by Nick Wedd

Sometimes BGA members ask my advice on what go-playing program they should buy. As there are several such programs which may be copied freely, I direct them to these and describe how to get them from the Computer Library. But some people want something better than these, and ask me about programs that can be purchased.

I know of five such programs for PCs - in alphabetical order they are: Many Faces of Go, Nemesis, Oxford Softworks' Go, ProGo, and Star of Poland. Of these, only Nemesis requires Windows. The other four are DOS programs. This review omits Nemesis and Star of Poland, which, so far as I know, are not available in Britain.

Playing Strength

I assume that if someone wants to buy a go-playing program, rather than using the public domain and shareware programs that are available, they may want something which plays better than those. Therefore I shall try to describe the playing strengths of these programs.

There is a problem with comparing the strengths of computer programs: are we interested in how well they play

against other programs, or against humans of similar strength, or against better players? I tried briefly to assess all three.

First of all I held a full-board mini-tournament, playing Many Faces and ProGo at their maximum strengths, and Oxford Softworks' Go at a strength of 80 (its maximum strength is 100, which I believe is slower, but not much better, than its full strength of 100). ProGo beat the other two, and Many Faces beat Oxford Softworks. But I would not infer too much from this. The lead in one of the games changed after both players had been making yose plays worth -1 point in gote. Also Oxford Softworks was not playing at its maximum strength.

Then I played them all myself - I am 2 kyu. I gave them all 6 stones on a 13-by-13 board. I found ProGo the easiest to beat, even though it seemed to be making more reasonable moves. However, I think that this was a consequence of their playing speeds. ProGo plays much faster than the others (see below), so it is easy to maintain one's concentration throughout a game. When playing against a program which takes around a minute to make a move that would be obvious even to a human 15-kyu, I found that my concentration and sobriety tended to slip.

I also arranged for them all to play Jonathan Madden, who has contributed his comments to the rest of this review. He played them all even games, and found ProGo played best against him and Many Faces played worst. He found Many Faces was particularly poor at edge yose.

Many Faces Of Go version 8.03

Available from Ishi International Ltd., P.O.Box 3288, London NW5 1RQ; tel. 071 284 4898. The price is £ 49.95 + 10% handling charge (There is a 10% discount for BGA members).

This is by far the most professional in appearance of these three programs, and portrays a pleasing board with wood grain, and shell and slate stones which cast a shadow on the board. This may seem unimportant, but it adds considerably to the pleasure of using it.

It has twenty playing levels (I think: it is sometimes possible to set its playing level to 29, but this seems to mean 20). At the highest of these, it plays instantaneously while following a joseki that it knows, then 20 seconds per move increasing to around 90 seconds per move by the end of the game. It plays much faster, and worse, at low levels. (All times given here are on a 33MHz 486DX).

At the end of the game (three consecutive passes), or when asked to do so, Many Faces attempts to work out the score. It sometimes gets this wrong, because it misjudges the status of groups, but this can easily be corrected by pointing at the wrongly assigned group and pressing enter or clicking with the mouse.

Many Faces of Go does not just play Go. It can also be used to play through games recorded in Ishi format. This is the format used by GoScribe, and chosen by T. Mark Hall for distribution of professional games. You can use Many Faces to record games, either ones

which it has played or ones which you have entered into it (using "Computer plays .. Neither" on the Setup screen) and saved. You can also use it to step forwards and backwards through recorded games, read the comments, and examine the variations, just as you can with GoScribe. However you cannot use it to record comments and variations. To do this, you would need the GoScribe program, also from Ishi International.

Another, perhaps the most useful, feature of Many Faces is its Joseki Tutor. In the course of a game, you may ask it to show the joseki moves, unless the play has already deviated from its joseki dictionary. This can be very useful for learning josekis, as you can quickly step backwards and forwards through the various lines. If you just want to learn josekis without playing against the computer, then you need to set "Computer plays .. Neither", put the black and the white stones on the board yourself, and ask it whenever you want to know the joseki moves.

Many Faces is also supplied with files containing the problems from "Graded Go Problems for Beginners, Volume One".

It has a problem mode, in which one of these problems is displayed on the screen: first of all you can put stones on the board to look at the outcome, and when you think you can solve it you enter your solution and it tells you if you were right. For the more plausible wrong solutions, it also allows you to step through its refutation.

Many Faces of Go is in English. It is supplied with a clear and ample manual.

Oxford Softworks Go

Available through the "EDOS" system, standing for Electronic Distribution Of Software. This has various distribution centres, including larger branches of John Menzies. The price is £ 7.99.

It has 100 playing levels. My impression is that increasing the level above 80 slows it down considerably without making much difference to its strength, so I set it to 80. At this level, it took about 10 seconds per move at the start of the game, rising to over 40 seconds by the end of a game.

At the end of a game (two consecutive passes) it attempts to work out the score. It does this better than Many Faces, because it is usually right about the status of groups. However if it should get the status of a group wrong, there seems to be no way of putting it right; you just have to count the points yourself.

Oxford Softworks offers a choice of English, French, and German. The EDOS version is supplied without a manual, but there seems to be no need for one: all the facilities are available from pop-up menus. These menus can pop up uninvited in an irritating way, concealing part of the board; but you can close them again by clicking on the blue region to the right of the board.

ProGo version 1.5

Available from me (address on page 2 of Journal) for £35 including p&p. Please note that as I am U.K. distributor for ProGo, I have a personal interest here. I have tried not to be influenced by this in writing

this review.

ProGo has 5 playing levels, of which even the slowest is surprisingly fast: at level 5, it normally took less than one second per move, but occasionally spent five seconds on a move.

ProGo does not attempt to recognise the end of the game - after both players have passed (or indeed at any other time) the user can ask it for the score. As it does not even try to recognise dead stones and groups, the user must indicate to it which groups to treat as dead before it counts the score. This is easily done, as with Many Faces.

ProGo is available only in Dutch, but I found it easy enough to use despite knowing no Dutch. It will be supplied in Britain without the Dutch manual, but with a sheet of explanations in English of the main menu options, and a description of how to set up, play, and score a game.

Conclusions

Each of these three programs might be the best buy, depending on why you want a go-playing program. If you are better than 12-kyu, no program in the world at present will be much of a challenge for you, but you may well be able to learn from Many Faces' Joseki Tutor. If I were to spend money on a go-playing program, I would choose it for this reason. You might also consider buying Many Faces of Go for its professional finish and aesthetic appearance, perhaps as a present for someone you would like to interest in go.

If you are a double-figure-kyu player, and you want a computer opponent, I would

recommend ProGo. Not so much because it is probably the best player of the three (it is currently European Computer Go champion), but because it plays so much more quickly. Slow play from a computer does not just waste your time, it saps your concentration.

If you do not want to spend much I would recommend Oxford Softworks' Go, at less than a quarter of the price of the other two. Its level of play is well up with the other two, and much higher than that of the various public-domain and shareware offerings from the BGA computer library. A version of this program was last year's European Computer Go champion, having beaten Many Faces and ProGo. It was unable to attend this year's championship.

Ten Best Games

by Bob Terry

Game Two

Nobel Prize winner Kawabata Yasunari crafted a novel that every go player must be familiar with. Except for the fact that he changed Kitani's name in the novel to "Otake", the work is scrupulously faithful to the circumstances of this game. It is a sober look at the "changing of the guard", with the great Shusai, the last heir to the House of Honinbo, the last Meijin selected under the traditional system of common acclaim, bowing out of the go world, just one year before his death. In fact, the work opens

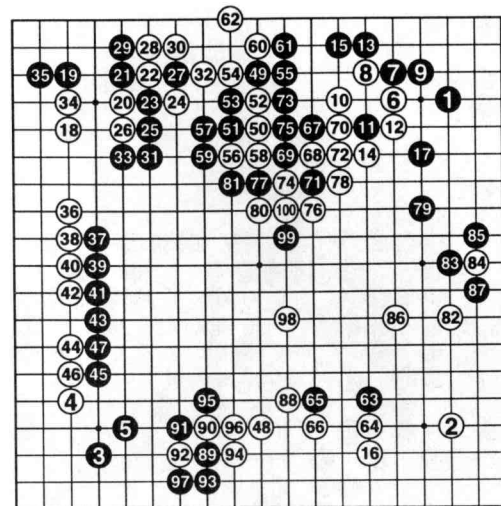


Figure 1 (1-100)

Black: Kitani Minoru, 7 dan, White: Shusai Meijin Honinbo. Meijin Retirement Game, 1940. Komi 4.5. White wins by 5.5 points.

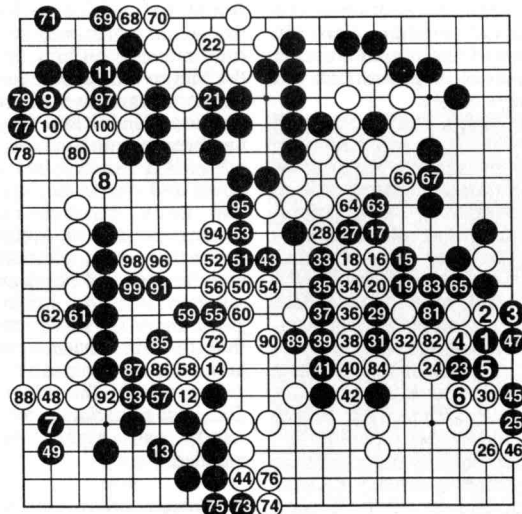


Figure 2 (101-200)

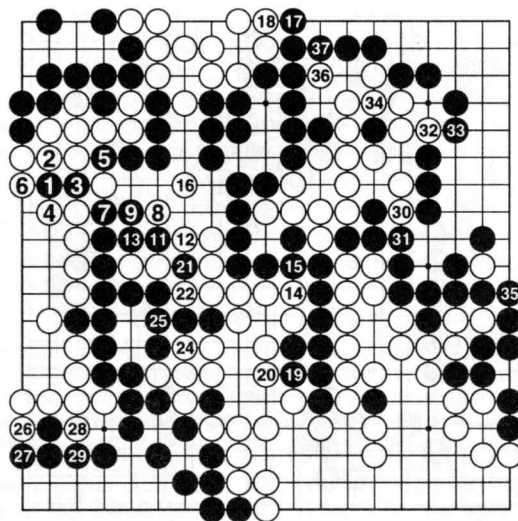


Figure 3 (201-237)
210 at 203, 223 at 196

with Kawabata relating that he was at Shusai's death bed at a traditional *ryokan* (inn) in Atami and had played a couple of games of shogi with him just two days before.

The Meijin had always been somewhat frail and had been ailing for years. In fact, during this retirement game, Kitani was alarmed at the deterioration and almost refused to continue. At other times, because of the Meijin's ill health, the game had to be suspended. There was an interesting controversy that erupted in a related way. Kitani sealed Black 121. This move must be answered by White 122. Sometimes players will employ tactics like this in order to gain extra thinking time for themselves, and it can be looked upon with suspicion. It was speculated that Kitani did this

on purpose, so that the Meijin would be justified in halting this game which was so fearfully draining on him. In fact, the Meijin did become furious, and threatened to walk out on the game. He felt that the game had been besmirched, his honour sullied. But then he calmed down and continued, and Kitani always insisted that the forcing move was accurately timed there. And, after all, Kitani did spend 34 hours and 19 minutes thinking about the game in total, surely enough time for him. Shusai spent 19 hours and 57 minutes.)

The novel, *The Master of Go*, is a remarkable work in itself, and highly recommended.

Sources: *Meijin* by Kawabata Yasunari; *My Go*, vol. 3 by Kitani, pages 81-98.

Go Kiburi In The Army

by Jaap Blom

When Go Kiburi was serving under the illustrious general Nobugawa, the army often travelled under cover of the darkness, to set up camp at daybreak. Usually they were far away from any cities, but sometimes the camp would be in the vicinity of the town of Kyoto, which had the advantage that the soldiers could visit the famous red light district and make merry.

The innkeepers would have noticed the military activity and be busy preparing all day. Unless for tactical reasons the soldiers were not allowed to leave camp. In that case the innkeepers were notified by Go Kiburi: he sounded a gong he carried with him for that purpose.

One day Go's faithful comrade in arms, Iki Jibiki, asked him: "Why do you make such a noise?" Go answered him: "The innkeepers know that I always strike at the waste of the night's move."

- *Is Go Kiburi as popular with readers as it is with writers? Such a large number of contributions has now come in that there is a veritable stockpile, and I must beg Kiburi artists to suspend their pens for a while.*

The First Thornton-in- Lonsdale Go Tournament

by Francis Roads
(photos by Paul Margetts)

At about 2 pm on Saturday 20th November 1993, three Brakenhale, one Bracknell, one Epsom Downs and two Wanstead Go Players stood over 2700 feet above sea level in thick swirling mist on the top of Ingleborough, in the Yorkshire Dales. Our self-appointed leader, Alison Jones, who was supplied with map, compass and a degree in geography, pointed towards a precipice. "That way," she said. It turned out to be negotiable on all fours, and a few cairns later we were out of the cloud and could see that she had got it right.

She had also got something right a fortnight before, at the



Ingleborough Cave (PCM)

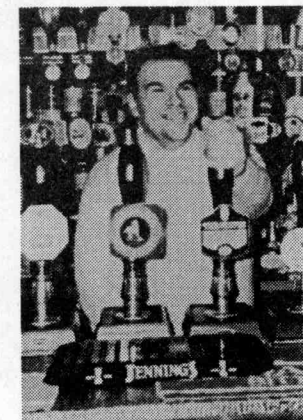


The Sub-zero Championship held at the top of Ingleborough: Simon Goss v Paul Margetts

Swindon Go Tournament. Birmingham Go Club had announced the cancellation of their tournament for some reason, and Alison seized her opportunity. For some years Tim Hazelden, former BGA Treasurer and Challenger's League contender, had been promising to run a tournament at his pub, the Marton Arms, Thornton-in-Lonsdale. (No, I couldn't find it on my map either. It's near Ingleton.) The thought of a tournament at a seventeenth century inn with fifteen (sic) real ales on draught had been seeming to many of us a good idea. With many players having gaps in their diaries for 21st November, Alison persuaded Tim to step into the breach and run his tournament at two weeks' notice.

Invitations were telephoned to all clubs Tim thought might be interested. I don't think he

is to be blamed for missing out a few people in such a hurry; I am certain that a properly advertised tournament would attract far more than the twenty four who turned up this year.



Tim Hazelden at work



Paul Margetts, Alison Jones and Francis Roads at play

I had wanted to do the environmentally correct thing and travel by train. Would you believe that the first train from London on the Saturday arrived

at Lancaster at 9.46 am - and the bus for Ingleton left at 9.45?

Lancashire logic, I was assured by various Yorkshire-



What happens to juniors who lose all their games?

men. So we set off by car on the Friday evening, and had thick Yorkshire fog to contend with.

We arrived at the hotels that Tim had booked for us at around 2 am.

Nothing daunted, twelve hours and a visit to Ingleborough Cave later, we were in the situation described above.

By the Saturday evening, more go players had arrived. Showered, rested and having partaken of the excellent fare available at Tim's establishment, we had an informal lighting tournament, and then Liar Dice and other games were played in the traditional manner. A special toast was drunk to the Birmingham Go Club for cancelling their tournament and making the excellent weekend possible.

The serious go was played on Sunday, with a traditional three round McMahan tournament. Considering the attendance, there were relatively few handicap games. The lie was certainly given to those who contend that it is not worth running tournaments for small numbers of players. Simon Shiu of Newcastle was overall winner. Special mention also for David King of Brakenhale who, entering at 16 kyu, won all his games in both lightning and main tournament.

The Yorkshire Dales is a beautiful area. You can enjoy the view by going up (the hills), along (the dales) or down (the potholes). And The Marton Arms is the sort of pub that would be worth making a detour for if you were anywhere in the area. I hope I won't have shown overconfidence in describing this tournament as the "first".

Four Hundred Years Of Japanese Go

by Andrew Grant

Part Ten: Satsugen

In 1754 Honinbo Hakugen died and was succeeded by a man who would shake the go world out of its comfortable lethargy and bring back the Honinbo school's glory days. Satsugen, the 9th Honinbo, was driven throughout his career by wild ambition and the urge to wipe out the shame of three successive Honinbos all dying at 6-dan. From the moment he became Honinbo he was determined to become Meijin godokoro as soon as possible.

Since Satsugen was only twenty-one (and only 6-dan) when he became Honinbo, whereas the other go heads were in their forties, this was the height of presumption, but Satsugen did not suffer unduly from modesty. At this time the strongest player in Japan was the 6th Inoue, Shunseki Inseki, who was 7-dan. When Satsugen applied for promotion to 7-dan in 1756, Shunseki's approval was necessary, but he dragged his feet over the matter, wishing to maintain his preeminence. However, since he felt unable to actually oppose Satsugen's promotion, he finally capitulated and Satsugen became 7-dan the following year, ending the Honinbo school's thirty-year slump.

In 1764 Shunseki applied for promotion to 8-dan, and Satsugen, who had been waiting

for this, instantly did likewise. Shunseki had no desire to allow Satsugen to become 8-dan with him, and again tried to block his promotion, but to no avail - there was no reason to deny Satsugen promotion, and with Shunseki's own promotion under consideration at the same time, he was in no position to argue very strenuously. Consequently, both players became 8-dan, and the stage was set for Satsugen's final push. In 1766 Satsugen submitted an application for promotion to Meijin godokoro, fully expecting Shunseki to object. He was not disappointed - not only did Shunseki object, but the Yasui head, Shuntetsu Senkaku, who

had until then been a Honinbo ally, became so disgusted with Satsugen's premature ambition that he went over to the Inoue side. However, Satsugen did get the approval of the Hayashi head, Yugen Monnyu, rather surprisingly, since the Hayashis had hitherto been Inoue allies.

Satsugen, as has been said, had expected this opposition, and appealed directly to the jisha-bugyo for permission to challenge Shunseki to a match, the winner of which would become Meijin. The jisha-bugyo approved this petition and directed Satsugen and Shunseki to play a twenty-game match.

After the first game, which was the traditional prearranged

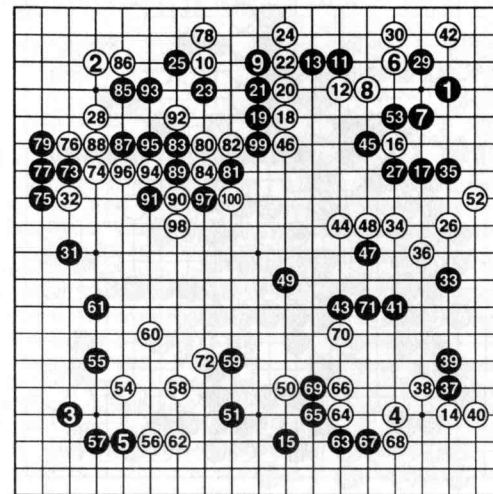


Figure 1 (1—100)

White: Honinbo Satsugen, Black: Inoue Shunseki Inseki.
Played 6th-28th December 1766.
White wins by 2 points

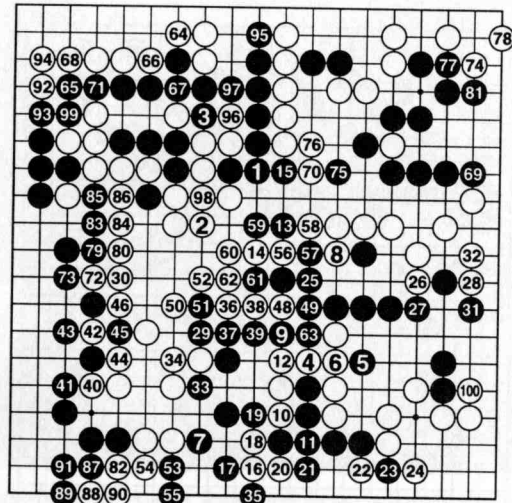


Figure 2 (101—200)
147 at 142

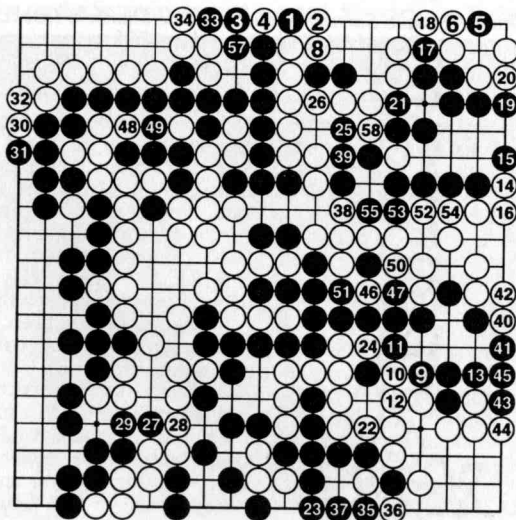


Figure 3 (201-259)
207 at 201, 256 at 204, 259 at 201

jigo, the match began in earnest, but proved to be embarrassingly one-sided - Satsugen won the next five games, and applied to the jisha-bugyo for a change in the handicap.

Shunseki objected, saying Satsugen needed a six-game lead - Satsugen, citing a different precedent, said that four games were sufficient - whereupon Shunseki asked why, if he believed that, he had not made his application after his fourth win.

Despite Shunseki's poor showing in the match, he was determined to the very end to do all he could to stand in Satsugen's way.

The match was suspended while this squabble continued, and eventually Satsugen's patience ran out and he submitted another application to the jisha-bugyo for promotion to Meijin. Given Satsugen's clear superiority at the go board, the jisha-bugyo finally disregarded Shunseki's objections and promoted Satsugen to Meijin in 1767.

However, perhaps out of sympathy for Shunseki and distaste for Satsugen's blatant ambition, the jisha-bugyo rejected Satsugen's parallel application to become godokoro. This was only the second (and last) time in Edo period go history that the two posts had been separated, and needless to say Satsugen was not prepared to accept this lying down. Over the next three years he presented the jisha-bugyo with at least ten applications for godokoro, each of which met with an objection from Shunseki. Finally, in 1770, the jisha-bugyo opted for a quiet life and gave Satsugen his appointment, at the same time granting his request to have his pupil, Retsugen,

recognised as the Honinbo heir.

Satsugen had achieved everything he had set out to achieve sixteen years earlier, and more, for in the process he galvanised the go world out of its stagnation. His grudge match with Shunseki revived the spirit of rivalry between the go schools that had been absent since the days of Honinbo Dochi's childhood, and this had the effect of reviving interest in go among the general public. In particular he turned the annual castle games from an insipid formality into the tense, exciting confrontations they had once been. As a result, the shogun ordered more castle games to be played, and in fact nearly a quarter of all the castle games ever played date from Satsugen's time as Honinbo.

Upon Satsugen's appointment as godokoro, he went on a pilgrimage to Kyoto to report on his successes at the grave of the first Honinbo, Sansa. A more modest man might have gone unobtrusively with only a small party of pupils - but Satsugen was not that sort of person. Instead he blew half the Honinbo fortune on a grand procession from Edo to Kyoto, with all his pupils and retainers, and heralds announcing his presence, for all the world as if he were the shogun himself. But perhaps, in view of what he did for Japanese go, he can be excused a bit, or even a lot, of extravagance.

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

Leamington vs Wanstead

by Francis Roads

On 17th October six players travelled from Leamington to Wanstead to challenge for the Jubilee Challenge Trophy. As the rules state teams of 3 (playing on handicap), the remaining 3 players on each side played a B team match.

Ten minutes after the match was due to start, Matthew Macfadyen, board 1 player for Leamington, telephoned to say that he was "stuck" in a "traffic jam" near "Oxford", and please would we start without him and Kirsty Healy, who was in the same car.

Wanstead's instinct was to claim wins by default on both boards, our favourite kind of victories. But we magnanimously allowed Leamington to alter their declared teams. The result of the afternoon's play was a decisive win for Wanstead in the B team match by two games to one. Unfortunately in the A team match, owing to our act of magnanimity, Leamington were able to snatch victory by the narrow margin of the odd game in three. The evening saw a party at the Jones's house with all the après-go activities familiar to regular tournament attenders.

On Sunday competition continued with a tree-climbing contest in nearby Epping Forest. This was fought head to head between the two eventual B team captains, Matthew, and Andrew Jones. This was another clear win for Wanstead; Matthew made a serious fuseki error in choosing the shorter

tree! The weekend ended with a duplicate bridge match over 24 boards, and yet again Wanstead showed its skill at practically every activity except playing go with an 18 IMP victory.

We hope to make this event an annual grudge match, regardless of the Jubilee trophy. Matthew has presented a small cup for the purpose. However, Leamington do rather fancy themselves, and it is a matter of some importance that they should not be allowed to retain the Jubilee Challenge Trophy for very long.

Wanstead is debarred from rechallenging, so what is needed is a prompt challenge from another lively and enterprising club. Are you paying attention at the back there, Manchester, Edinburgh, Isle of Man, Newcastle, Barmouth, Epsom Downs...

Go: A Sex Difference

by Nick Wedd

When I teach go to children, I try to explain the rules and then generally leave them to play the way they want. I interfere if I notice that a rule has been broken. While doing this, I have noticed that the rule infringement most commonly made by boys is different from that made by girls. Girls tend to leave an opponent's group on the board despite having removed all its liberties; boys tend to try to remove from the board stones they have not in fact captured. I offer no explanation for this, I simply report it as an observation. I admit that the sample size is small: about four boys and eight girls.

Hoist By His Own Invasion

by Paul Barnard

Readers should bear in mind that the following match was a club game, played in a relaxed atmosphere, and the players therefore were not necessarily straining to do their best. Both played quickly, and it can be assumed that some of the mistakes would not have been made if more thought had been devoted.

The commentary is by a 1 kyu player, so dan-level readers should take it at this level, or read something else!

Black: Eric Hall, 5 kyu
White: Jenny Pane, 5 kyu

4: Boring — hoshi points all round.

5: Completes the san-ren-sei, a standard opening which is all about power and influence as opposed to instant secure territory. Watch the rest of the game to see if Eric uses it properly.

7: Makes a "double wing" formation from 3; very nice. The idea is that White will need to invade one side of the corner stone or the other, and while the invading stone is wriggling into life, Black will secure territory on the other side.

8: Presumably to stop a Black move there, which would work well with 3, 5 and 7, but it does nothing in reality to the other white stones.

9: Yes! The stone at 4 has now been deprived of natural extensions on both sides, and White's potential moyo has been trashed. Black is miles

ahead because of the slow move at 8.

10: White is aware of the isolation of 4, but this is a non-descript move. As an extension it is too cramped, as a move to make the corner safe it is a failure. It is also gote, having no effect on any black stones anywhere. One point to the left would have threatened an invasion on the other side of the central black stone.

11: Obviously trying to develop the Black moyo on the top left, but 8 has already spoiled it, so 11 is inferior and only serves to make 8 look reasonable. It is not urgent, since White can't do anything serious here anyway, and it is gote. Better to do something with 9.

12-15: The invasion is reasonable - White has got to do something, and 12-15 is joseki, but...

16: Is not joseki; it should be at 117 (2 points above 5). The reason is that it provokes 17.

17: Now 16 looks silly and Black's influence in the bottom left is growing. Black has won the opening by miles.

18: Perhaps the best of a lot of bad options, but with it now being Black's move, these white stones are most uncomfortable.

19-21: Clang! 19 should have been at 109 ("play hane at the head of two stones"). This would have restricted the freedom of the White group, taken liberties off the two white stones, further developed the Black influence in the bottom left, and made A a superb follow-up move. 19-21 makes the corner safe, but in gote, it lets White off the hook, and it is not urgent since White is too weak to invade the corner anyway. 21 should be at 109.

22: Much better at 102, where it would have had an influence on the rest of the game, but at least it was a hane at the head of two stones.

24: Better at 102.

25: Odd. The hanging connection would have been better, but 109 or 102 better still.

26: Good; it limits the budding Black moyo, but 102 should have been played first.

27: Good. Either this or one of the josekis following from playing contact on top of 26 is appropriate to develop the moyo.

29: Typical Eric, not wanting his opponent to have *any* territory! Black is streets ahead, so has no need to give himself two weak groups in the form of 9 and 29 - a well known way to lose games. Approaching 2 from the other side so as to develop 9 would have been correct.

30: Should have been at 48 so as to give 29 no room (working with 6). Here, it lets Black slide to 31.

33: Clang! Should have been at 34 to get back to only one weak group.

36: Perfect! Pulls the White group out of the corner, chases the Black group which is having to run, and weakens 9.

40: Should have been below 29. If Black 49, White 48, Black 51, White 53. If Black 48, then White 40.

41: Good shape.

42: Good! Keeps up the attack and builds a platform to invade the left side. Black is suffering for his greedy invasion.

43-51: Weakens the White group a bit, but in gote, and doesn't actually create any Black eyes.

52: Should have played at 53 forcing the connection, so as to

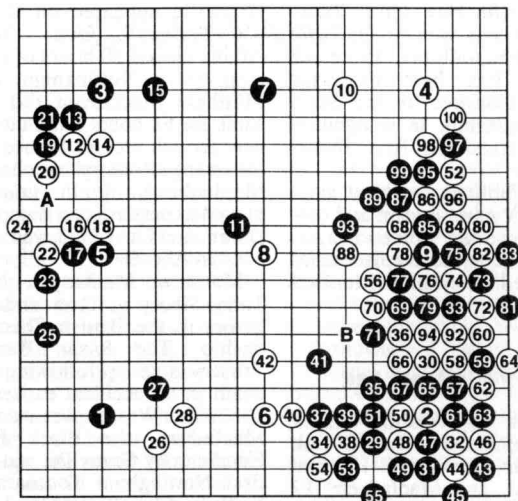


Figure 1 (1—100)
90 at 74, 91 at 76

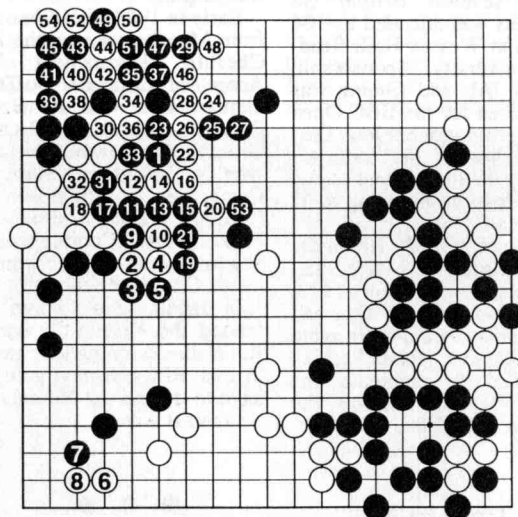


Figure 2 (101—154)

restrict the Black group in sente. Then 70 would have been a good move since the Black group would have had to squirm and/or run, and the White group would have been further pulled out and 9 would have been further weakened. Attacking straight away with 52 is still good, but not quite as efficient.

53-55: Black gets his first eye, but in gote.

56: The knight's move from 36 is cuttable, but if it had been at 70 the two black stones could have run out too easily. White should have tormented the one-eyed Black group on the bottom with something like B before playing 36 so that the cut would be defended.

57: There is no need for this attack. Just keeping the two Black groups alive, together with a 3-3 invasion in the top right, would be a comfortable win, and White can't defend against both 57 and a 3-3 invasion, so priority can be given to living. If the two black stones fall off, it will be a disaster.

58: Decides to sacrifice the three white stones in the corner (61 could have saved them).

59: Provokes 60, weakening the two black stones on the side. Should just play 61.

66-67: Loses White a ko threat for no gain.

68: Perfect! Black has got just what he wanted with 57, but look at the price he has paid. There is no apparent way to make the two isolated black stones live, or to pull them out.

69-71: Black elects to cut and try to kill the White group - rather a hard task, but it might happen. However, better would be threaten to rescue the black stones from afar, thus keeping the White territory to manageable proportions.

74: A mistake for the reasons about to unfold. 79 or 80 would have been better.

97: Lots of Black thrashing around, and here is another move he can't get away with. Better to invade the corner.

102: At last!

121: Not necessary yet. 131 looks much more promising.

129: Well placed to stop the White group getting a second eye.

133: Empty triangle - think again.

153: Must be at 154 for the corner group to live.

154: Correct at the corner as well, and the game is effectively over.

Remaining moves omitted. Black eventually resigned, having thrown away an overwhelming lead by invading unnecessarily at 29. Tut, tut.

Years Ago

by Tony Atkins

Thirty Years Ago

In 1963 the Judan title was won by Handa Dogen taking it away from Hashimoto Utaro. Sakata finished 1963 with Honinbo, Meijin, Gosei and Oza titles and in 1964 gained the Tengen and held the other four, completely dominating the go scene.

Women's honinbo Kitari Reiko, daughter of the 9-dan, lost her title to Ito Tomoe, the 1962 champion.

William Wirtz, US Secretary of Labour, was presented with a shodan certificate in a ceremony at the Nihon Kiin.

The fifth New Jersey Tournament was won by Ishikawa from Philadelphia. Professor Ralph Fox beat Professor Harry Gonshor for the State Championship. In recognition he received the first Shusai Prize.

In Ljubljana the local team beat a Viennese team and others to win the Golden Dragon Trophy. The second place team included a young Manfred Wimmer.

Twenty Years Ago

Frank May won the Wessex Tournament but Oxford took most divisions, with Hobson, 10 kyu, and Macfadyen, 12 kyu, winning their sections. Oxford also did well in a match against Cambridge. Jon Diamond kept the British Championship unchallenged.

The seventh British Go Congress was attended by 104 players at Wessex Hall, Reading University. Sponsorship was by JAL and filming was undertaken for the BBC Open Door programme. Jon Diamond showed his strength, winning the tournament easily, but he lost the lightning to T. Mark Hall.

In Japan in 1974 Ishida defeated Rin in the Meijin, getting his revenge for 1973. Ishida also won the Oza and the Honinbo, beating Rin again and Takemiya. Honda Sachiko continued to dominate the ladies' scene, winning the Women's Honinbo.

Ten Years Ago

October 1983 saw the second British Go Week. Richard

Granville appeared on Radio 4's Women's Hour. Tony Atkins played 30 hours of non-stop go in Nottingham, and Matthew Macfadyen did the same for 68 hours 3 minutes, a new British record. France El-lul arranged several matches in Maidenhead, South London played in the Croydon shopping centre, and Dave Hall was very busy in Aberdeen.

Matthew Macfadyen beat Terry Stacey in three straight games in the British Championship. The Susan Barnes Trust was set up following her death in an accident earlier in 1983. The Wessex was won by Macfadyen, the Black Bull Handicap by Granville, and the first Nottingham Tournament by Brian Chandler. At the London Open André Moussa won the lightning and lost a tie break in the main tournament to Macfadyen and Hosokawa from Japan.

Early in 1984 Choi Chee Kul from Manchester won the first Cheshire Tournament. The Acorn Soft Computer Go Tournament was won by Bruno Przybyla ahead of Richard Granville's program. Choi also won in Oxford and Stacey at Cambridge. Coventry won the Midland Team Tournament. Furze Platt Comprehensive School beat four-times winners Leeds Grammar School.

In Japan, Cho Chikun defended the Kisei title against Rin Kaiho, winning four games to two. Rin was next going to have to defend the Honinbo title against Awaji.



Go And Après-Go

by Andrew Jones

As we staggered out of the plane having returned from a trip to represent our country at the International Amateur Pair Go Championship and subsequent, as ever too short, holiday our thoughts inevitably turned to the London Open for which Alison and I had fortuitously returned just in time.

I considered whether it would be better to sleep through the rapid tournament or to play in it as a warm-up exercise. Unfortunately due to exhaustion I was unable to make up my mind and did both. Though attendance was a little down on last year there was still a wide selection of players of widely varying strengths (and grades) present.

Having listened to the Lee/Zhang exposition of the Ing rules we had all been convinced

that we would never understand the game again. Having tried the new rules, however, I was surprised at their simplicity and even managed to convince myself that the result would normally agree with the traditional method of counting. Unfortunately I cannot sensibly blame any of my losses (or indeed wins) on the new rules. My closest games were only 3-pointers so even the komi wouldn't have made much difference.

Alan Thornton created a bent four in the corner in his game against Alison which made her wish she had listened to the Ing rules explanation as she tried to decide whether she actually had to remove it from the board and if so whether this would cost her any points. Both players played several moves within their own territo-

ries removing ko threats before deciding by mutual agreement that the thing really was dead.

A head count of Wanstead players present at the tournament revealed that eight regular members had turned out including all six dan players (Six-dan players at Wanstead?). As two of these were promoted at the end of the congress it proved a successful tournament for the club.

For all Wanstead players however the après-go plays an equally important rôle in a successful tournament as the games themselves. This year was no exception with impromptu events organised every night. The Wanstead Christmas party, held on New Year's Eve as is now traditional, had a slightly higher attendance than last year. We were obliged to invite the Leamington team after our ignominious defeat in the Jubilee Challenge Cup (What, you didn't know that the losers are obliged to invite the winners to a party? We are still waiting, Reading!).

Various go players investigated their ability to stack children's bricks without knocking them over, to play assorted strange games involving sheep and wolves or marbles (losing them?) and even go, using the obscure and arcane Japanese method of counting.

Many go songs were, of course, sung, Wanstead being the home of this tradition (well, is anyone going to challenge us?). Francis Roads produced a superb instruction to aspiring new Wanstead players on the importance of never resigning games, in the form of a new song.



Wanstead Christmas Party (PCM)

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