

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: P. Smith, 5 Bourne Rd, Cambridge, CB4 1UF. Tel: 0223-563932. 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, Sunnybrook, 37 North Hinksey Village OX2 0NA. Tel: 0865-247403. Meets at Freud's Café, Walton Street, Mon from 6pm.

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

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

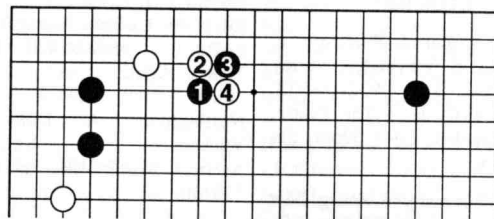
If there is no club in your area, contact the Membership Secretary, Terry Barker, 7 Brocklehurst Ave, Bury BL9 9AQ for a list of members who share your postcode.

Cross-cut Workshop

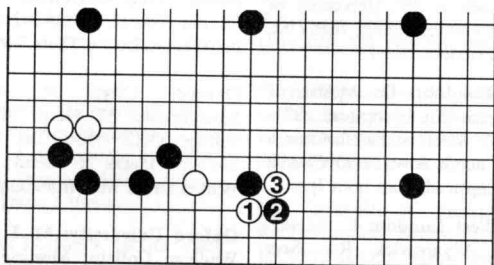
Part 3: Review Problems

by Richard Hunter

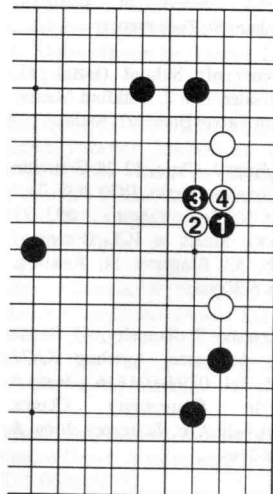
Let's review what we have studied so far. The answers to the problems given are limited to the four basic patterns introduced in parts one and two. Black to play in each case. These problems are not particularly easy. Consider them as a challenge. They are all positions that could easily occur in a handicap game. If you can find the right answers, you won't need so many handicap stones much longer. Try each of the basic patterns and see which gives the best result. The answers are on page 36. The next part will continue by introducing more basic patterns. (Yes, there are still more.)



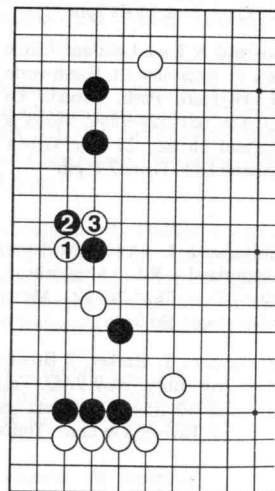
Problem 1



Problem 2



Problem 3



Problem 4

Errata

Part Two of this series had no diagram 33. This was spotted too late to change, but was purely a numbering error.

Also, the last line was lost; "both sides a reason-" should read "both sides a reasonable result."

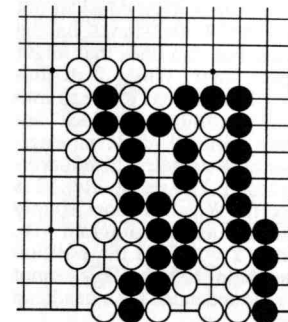
In *Endgame Challenge* the caption to diagram 11 should read "Black loses by 7," not "Black wins by 7," though this may have been clear from the context.

The second and third errors were the Editor's fault. Oh, well, keep on trying...

A Problem Of Status

by T. Mark Hall

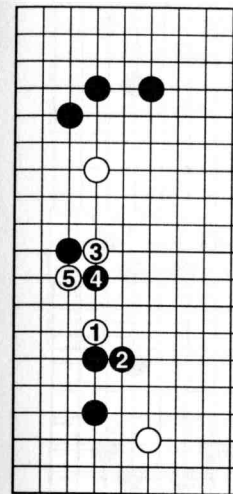
The position shown in the diagram came up in a game at CLGC. The position is rather interesting in itself, and it might be amusing to ask if anyone can define the status.



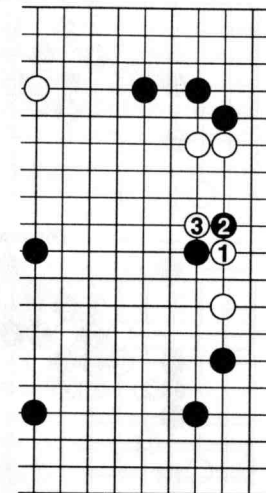
White has just taken the ko, and it is assumed that the ko threats are not big enough to affect what is going on.

In the actual game, Black got fed up with it and let White capture the whole group.

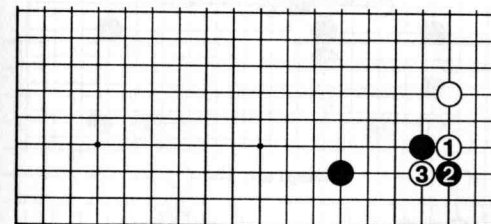
• The answer to this will appear in the next issue, together with answers to Mark's problems on page 29 of the last issue.



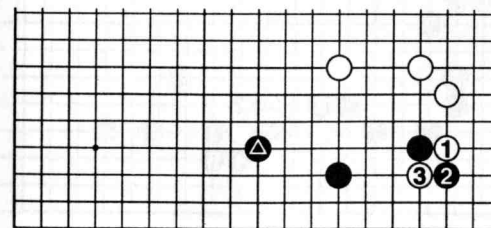
Problem 5



Problem 6



Problem 7



Problem 8

Answers To Cross-cut Review Problems

Problem 1

Black should atari and pull back (Pattern 2) as in diagram 1. This leaves Black with a good position. Black should not try and be too greedy here. White is hoping that Black will instinctively extend along the third line, which becomes tricky. Black must consider not only the White stones on the board, but also ones that might appear later. White 2 in diagram 1a threatens to break into Black's corner. If Black answers with 3, White is magically able to materialize a driving tesuji. The result after 12 is good for White. If Black simply extends as in diagram 1b, White 2 will lead the position into complications. This cannot be recommended for a handicap game.

Problem 2

Black should atari and connect in diagram 2 (Pattern 3). Black gets a good position on the bottom right while allowing White his fair share. After 6, Black attacks strongly at 7 and is satisfied. Extending at 1 in diagram 2a leads to a complicated fight that cannot be recommended for someone needing a nine-stone handicap. diagram 2b is bad for Black and diagram 2c is terrible.

Problem 3

Diagram 3: Black should atari twice and connect (Pattern 4). Following the proverb by

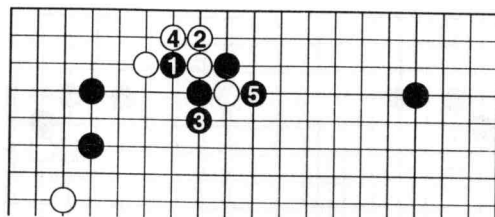


Diagram 1

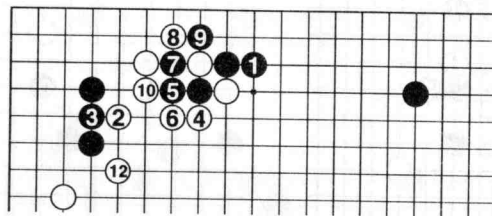


Diagram 1a (11 connects)

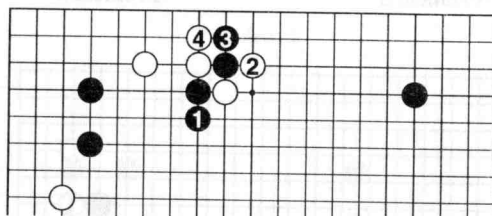


Diagram 1b

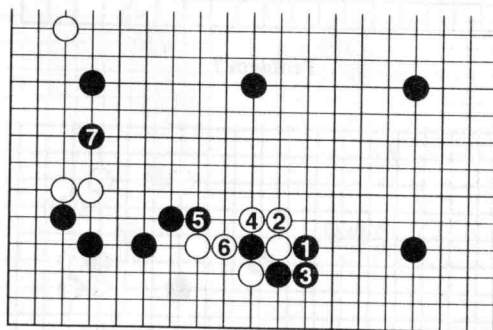


Diagram 2

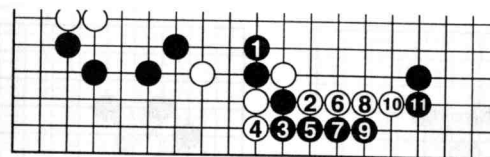


Diagram 2a

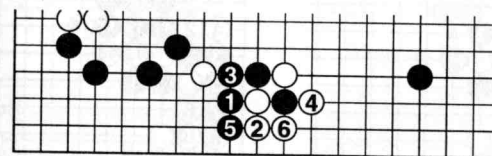


Diagram 2b

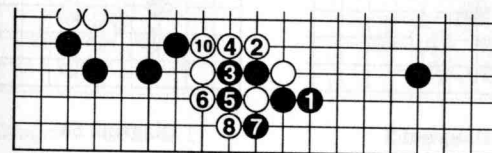


Diagram 2c (9 connects)

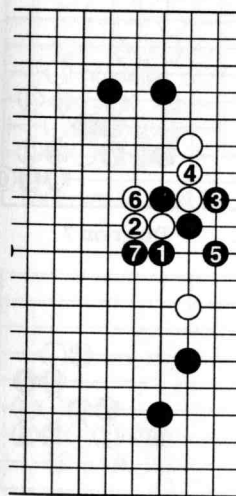


Diagram 3

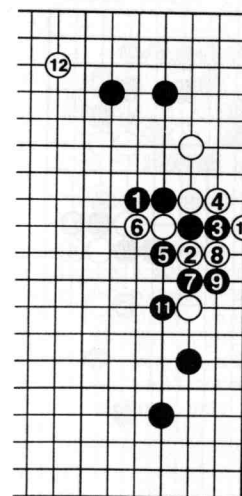


Diagram 3a

extending at 1 in diagram 3a will lead Black into trouble. Extending the other stone at 2, towards the white stone, is clearly hopeless.

Problem 4

Black should extend (Pattern 1). The extension works in this position, although the sequence in diagram 4 is a little long. Although the atari in diagram 4a looks like the obvious move, White gets a strong group that undermines Black's territory on both sides and Black gets an ineffective wall.

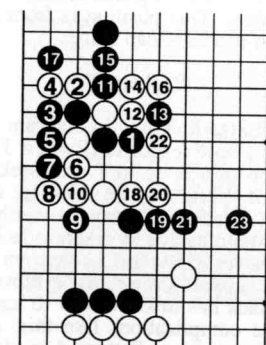


Diagram 4

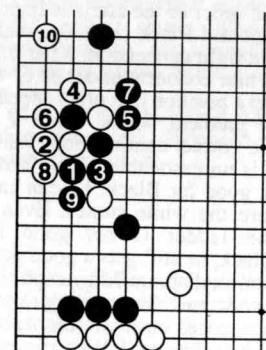


Diagram 4a

Problem 5

Diagram 5: Black should atari and connect (Pattern 3). After 3, A and B are miai so Black has a good position. The extension at 1 in diagram 5a is unreasonable in this position.

Problem 6

Black should extend as in diagram 6 (Pattern 1). Although he loses his stone on the third line, Black gets outside thickness with 5. Black would prefer to play the atari and pull-back of pattern 2, but White's hoshi stone on the top side breaks the ladder. This position is from a pro-pro handicap game.

Problem 7

Extending at 1 in diagram 7 is a cool response (Pattern 1). The moves up to 7 are joseki. But White may be reluctant to let Black get away so easily. Extending at 1 in diagram 7a in answer to Black 1 in diagram 7 is a well-known trick move. Black has to know how to handle complications like this. In this position, Pattern 4 is also correct (diagram 7b). Note that the order of the ataris is important and Black must also make the right connection. After 5, if White connects under at 6, we get a position that often appears in problem books. Black 7 is the correct continuation. White 8 is unreasonable. If the ladder is good for Black, he can capture the white stones. Even if the ladder is not good for Black, he still gets a good position in diagram 7d by capturing two stones. Since trying to pull his stones out is unreasonable, White has to follow diagram 7e.

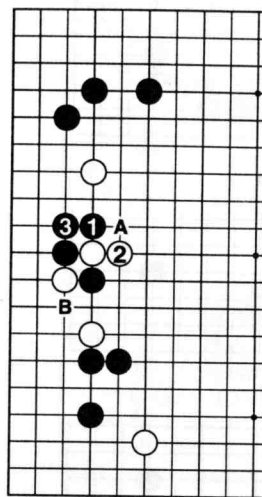


Diagram 5

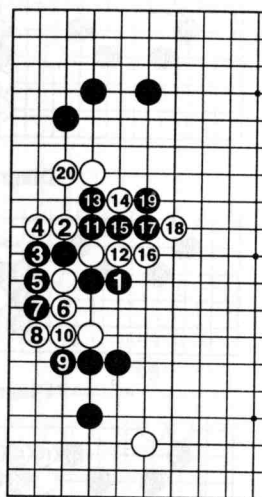


Diagram 5a

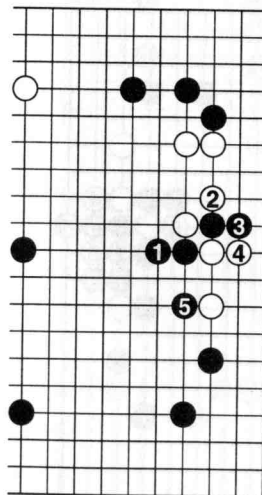


Diagram 6

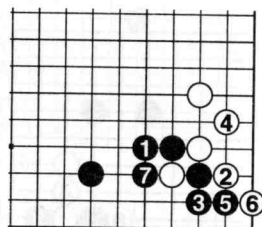


Diagram 7

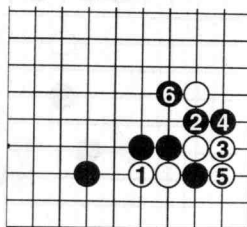


Diagram 7a

Japanese Fisherman

by Nick Wedd
(Photograph taken by Jonathan Madden)

This vignette, "Japanese Nobleman & Fishermen", decorates the border of the map of Japan in the *Companion Atlas* by G.H.Swanston, published in Edinburgh by A.Fullarton & Co. It is printed from an engraving, and hand-coloured.



The atlas is not dated, but it mentions discoveries made in 1858, and it shows "Russian North America" and so predates the sale of Alaska to the U.S.A. in 1861.

It would be interesting to hear of any other early European representations of go.

• *Sorry about the quality of the reproduction; the picture was very faint, but in it the fishermen were unmistakably playing go!*
—Editor.

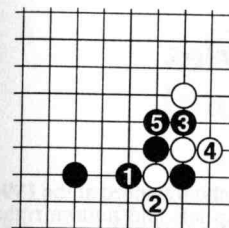


Diagram 7b

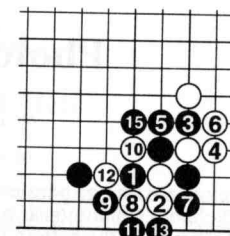


Diagram 7c (14 at 1)

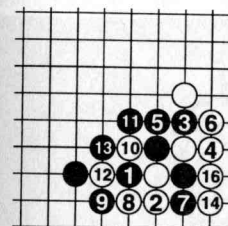


Diagram 7d (15 at 1)

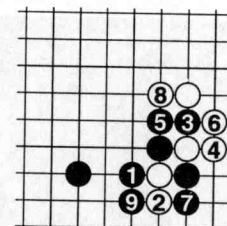


Diagram 7e

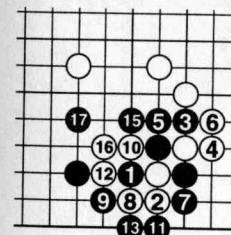


Diagram 8 (14 at 1)

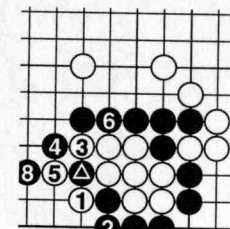


Diagram 8a (7 fills)

Problem 8

Diagram 8: Black should atari twice and connect (Pattern 4). This is similar to diagram 7c. Even though White has a ladder-breaker, Black forges ahead because 17 catches White locally in a loose geta. The continuation is shown in diagram 8a. Black puts his stone on the hoshi point (left of 4) to maximum use. In diagram 8b, Black's extension leaves him overconcentrated and makes no use of the hoshi stone.

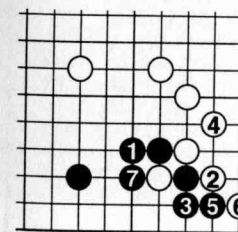


Diagram 8b

Go And Après-Go

(Continued from page 25)

We were even treated to an aboriginal chant from Charles Leedham-Green in spite of his wife Mary's gagging order. He claimed that this was a traditional Oxford college song and, Oxford being indeed a primitive place, who are we to argue.

After the party those who couldn't make it home, and our Italian/Dutch guest for the tournament, collapsed in the dormitory, our main room, for what was left of the night.

Wanted: 51

by Francis Roads

I have a complete set of British Go Journals from number "0" (Spring 1967) onwards - except for number 51!

Has any club or individual got a copy that they would be willing to part with for love or money?

Space Age Go?

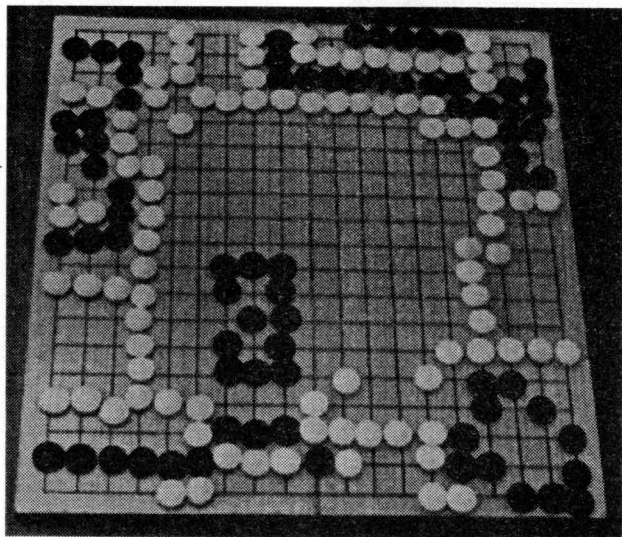
Recently Tony Atkins came across an advertisement for an Oriental magnetic production of the game, which bore the following recommendation:

"This board game compared with the previous one has a magnet added. So when travelling, or in a moving vehicle, you can play without worry about the game being upset. Even in space you can feel at ease."

Photo-Puzzles

by Tony Atkins

Below are four go puzzles set up and photographed at the 1994 Schools Championships. In the top left and bottom right, White to kill; in the bottom left and top right, Black to live. Solutions will be in the next issue of the Journal.



Promotions

Congratulations to the following on their recent promotion:

T. Mark Hall, 4 dan
Alistair Wall, 4 dan
Jim Lewis, 2 dan
Alan Thornton, 2 dan
Alison Jones, 2 dan
Jo Hampton, 1 dan
Marcus Bennett, 1 dan

The price list has been omitted from this issue as Bob Bagot is busy reading most of the prices. The updated version will appear again on its usual page in BGJ 95.

Pair Go International

by Brian Timmins

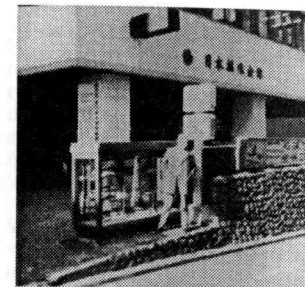
My trip to Tokyo as a Guest Official at the Fourth International Amateur Pair Go Championship just before Christmas, I was assured by Informed Sources, was an award generally bestowed on two accounts: a contribution to the cause of go, and the improbability that I would make my way to Tokyo as a contestant by virtue of my playing strength. The latter is certainly true; in fact, I am already practising for my match against Norman Tobin, by which time I hope to achieve a sort of mental slim-down to 30 kyu, if I can resist the temptation to indulge in reading the latest books on strategy.

Not being at heart a tourist (show me a photo of the Taj Mahal and save me a journey) I was not too excited at the possibility of seeing oriental

palaces, temples and shrines. What I had set my sights upon, however, was visiting the Nihon Kiin. If you chance to follow the same trail from the Edmonton Hotel, I recommend you to simplify the journey by teaming up with Japanese-speaking Finns equipped with city maps.

With The Finnish group I found my way effortlessly along busy streets, saw a Shinto shrine, and, at the end of the outward trip, stood before that Go Mecca, the Nihon Ki-in. It was modestly sited down a side street, but inside, on the groundfloor, proved to have an extensive shop, with enough go sets, sake sets, calendars and so on, all incorporating some theme of go, to please any pilgrim. There were of course great numbers of books, but these were, not surprisingly, in Japanese.

Also available for the reverent public was a restaurant, with traditional Japanese alcoves. These had a raised floor, under the edge of which one was to leave one's shoes, and low tables with cushions around them for sitting on. Fortunately for those who have not sat cross-legged since primary school, there was also a Western style area. Here, Vesa Laatikainen, and Keijo Alho (another Guest Official) drank a midmorning beer, as good Finnish men should, while the lady Finn, Sari Kohonen, and I drank coffee.

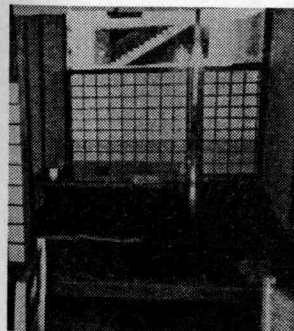


Nihon Kiin (BCT)

On the second floor, also open to public view, there was a tournament in progress, the hundred or so contestants being aged perhaps from twelve to sixteen. This was a reassuring sight, as quite a few people have remarked that in Japan go is not played much by the younger generation. The chairs and tables made it look very much like a Western junior tournament, but with one noteworthy difference: competitors were provided with ash trays, and most seemed to use them.

The Pair Go Tournament, in a large hall at the Edmonton Hotel, was on a scale that dwarfed our biggest Western events, since in addition to the International Championship there was a 4-round handicap tournament for 120 teams. There was not much for Guest Officials by way of duties, so I was able to make acquaintance with my USA counterpart, Don Wiener. His name was familiar through the American Go Journal and News Letter. After fulfilling various roles in go organisation over the last seventeen years, he is now North Eastern Regional Coordinator.

It was difficult to keep track of results, being in a country where I was illiterate. It is



Restaurant, Oriental style (BCT)

hoped that a full list of results will be available later. As well as the fourteen pairs from countries ranging from Canada to China, there were eighteen pairs from Japan. In the first round, Russians Alexei Lazarev and Irina Danilchenko, who were playing together for the first time, beat their Japanese opponents. Holland beat Denmark on time (which was only 40 minutes per pair). All other Western pairs were defeated. The UK pair, Andrew and Alison Jones, resigned to the Kuramotos, of Japan. In the second round, Holland lost to Japan, and Russia also lost to a Japanese pair (by 16.5 points). In the ensuing handicap tournament, second round, the Finnish pair defeated a Japanese pair who were shogi professionals, and who, incidentally, won the prize for the best dressed couple.

In the last round, Andrew and Alison won by three points against a 4 dan and a 6 dan in a no-komi game. Their other victory was against the Canadian

pair, a 4 dan and a 1 dan, in an even game. Quite a respectable achievement for a 2 dan and 1 dan pair!

The scale of hospitality both for players and non-players was lavish throughout the event, and particularly so at something designated as a "party" which took place on both evenings. This began early (5pm on the second occasion), and consisted of a goodly number of speeches, and excellent Japanese food, with apparently unlimited supplies of beer, red wine, and whisky and soda.

Altogether, the tournament (or rather tournaments) ran smoothly, and at a brisk pace with those short time limits, and for the organisation and hospitality many thanks are due to Mrs Taki and the International Pair Go Committee.

The Japanese were unfailingly courteous in all circumstances, and not in that mechanical "how are you (but please don't answer the enquiry)?" British way. Maybe I



Mrs Taki (HL)

should make a second attempt at learning Japanese, in spite of the writing...

It was refreshing to be in a country where go was known to all, after explaining countless tedious times what the game is to people in England. I wore one of those BGA ties with the Japanese character for go, which elicited a friendly smile from time to time even along the streets and shopping areas. At the airport, I bought a bottle of sake to baptise my Nihon Ki-in sake set. The man who sold it to me glanced at my tie, and remarked that he himself was only an amateur 2 dan. I nodded sympathetically, to disguise the fact that I was an amateur 3 kyu, and went off to wait for the plane home.

Club Profiles have been voted a good idea by those readers who answer questionnaires, but further contributions are needed. What about **your** club? Its origins, anecdotes, a few photos. Just write in note form if you are short of time.



Restaurant, Western style: Vesa Laatikainen, Keijo Alho, and Sari Kohonen (BCT)

Letters

Feng Yun writes:

Dear Mr Rix,

I should have written you when I came back to Beijing. Please forgive me in this matter. I am very grateful to you for your invitation and thoughtful arrangement of my trip to your country. My trip was cut down to two months. In fact, I wished I could spend a longer period of time in Britain.

As for this trip, thanks to your deliberated arrangement, I spent a very pleasant time in Britain. I also did my best for it, as you know — I have never played so many games before. The number of games I gave in Britain exceeded that I have in China within one year. I wish the go players in Britain like the matches we played and I hope that these games can be helpful for them to improve the go skills.

Here, I want to express my gratitude to Mrs Eva Wilson who offered me thoughtful accommodation and meals

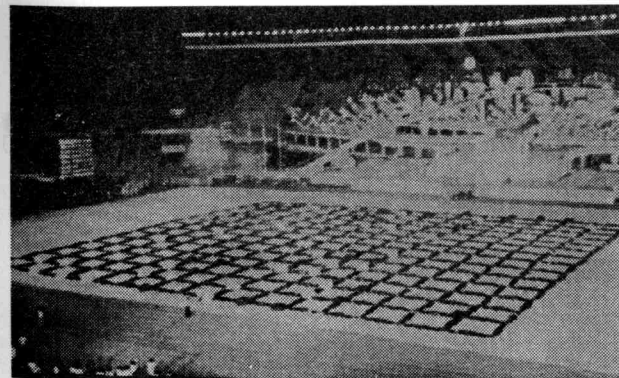
warmly and friendly. I really enjoyed the days we were together and I like her very much. I also want to express my thanks to Mr Harold Lee, who spent a lot of his time showing me around some beautiful sights and helping my English, I really appreciated it very much. Through the BGA, I also want to thank all the friends who offered me their help.

The purpose of my last trip to Britain was for the spread and development of go in Britain and Europe. In my life, go comes first. I hope all that I have done and will do will be helpful to go players and go clubs, and I wish I could contribute more to go in Britain.

I am also looking forward to our further cooperation in the future. Thanks again.

Francis Roads writes:

Alistair Wall makes a parenthetical remark in his article "Handicap Principles" to the effect that the grading committee should base promotions on strength, rather than waiting for tournament results.



Human formation of go board and stones at the Opening Ceremony of the Chinese 7th National Games (FY)

So what sort of evidence should the committee be using? He cannot surely favour a return to the bad old days of some twenty years ago, when people determined their own grades, and British dan grades became as inflated as some of our first kyu grades still are.

But there is an alternative. When the Grading Committee was set up, its terms of reference included provision that games for grading purposes must be played "under tournament conditions." They did not have to be played at a tournament. According to my memory (I was BGA president at the time) these broadly included prior agreement by the players that the game was a "tournament" game; the presence of a referee, whose only duty was to ensure that tournament conditions were maintained; and the use of time limits of greater than 45 minutes. At this time there were of course far fewer organised tournaments.

Specific examples of this type of game were the "London Oteai" league, whereby pairs drawn from a pool of stronger players played such a match once a month in each others' homes. The Oteai flourished, as such leagues so often do, because of players' unwillingness to complete their matches by the required dates - walk-overs were rife, and that's no good basis for decisions by the Grading Committee.

Nonetheless, there is nothing to prevent Alistair, or anyone else who feels that the Committee is undersupplied with information, from organising such matches. Better to do that than make rather uncalled for criticism of the Grading Committee in the BGJ. In my opinion they do a thankless task rather well.

Endgame Challenge

Part 5

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

Answer to problem 7: White wins by two points. This problem was different from previous ones in that Black thought he was winning. The poor yose diagram in the last part showed Black winning by two points. However, you must not just find good moves for yourself and overlook your opponent's good moves. That's wishful thinking.

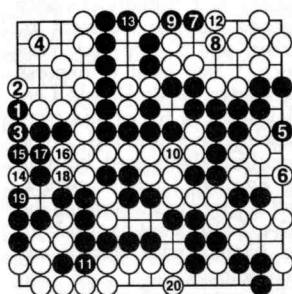
White 4 protects on both sides, giving White a nine-point corner.

White 6 is a tesuji that gains an extra two points compared to atariing the two black stones.

Black 7 is a tesuji. This move is bigger than playing at 10, which is worth five points. (In diagram 1, White wins by three points, so Black loses a point by following this course.) White 8 is the best answer. (Diagram 2 leads to a jigo.) Black 9 is still bigger than 10. Check it out for yourself by playing through the variations.

The final point to note is White 14. This is one point better than simply pushing in at 16.

Answer to Problem 8: Jigo. The example of poor yose in the last part showed Black losing by 7 points. [Apologies for the error in figure caption. - Editor] But Black can do better than that.



Answer to Problem 7 (1-20)

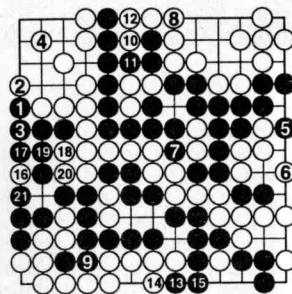


Diagram 1
1 point worse for Black

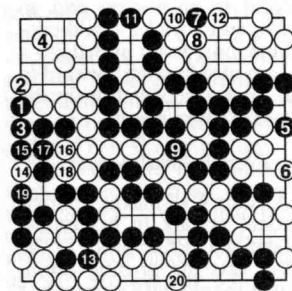
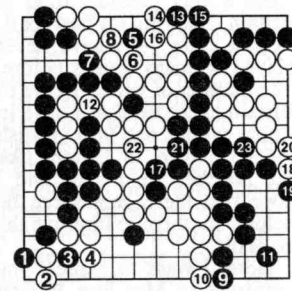


Diagram 2
Jigo



Answer to Problem 8 (1-23)

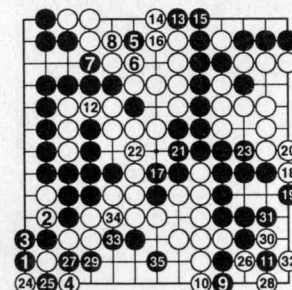


Diagram 3 (1-35)

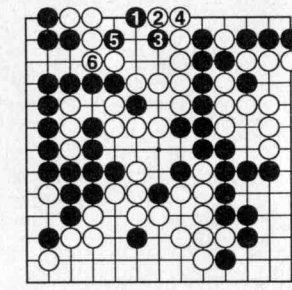


Diagram 4

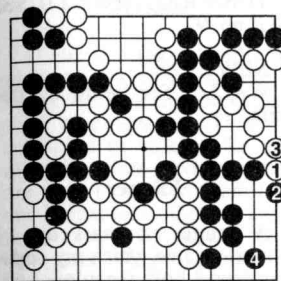


Diagram 5

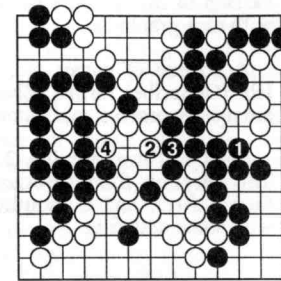
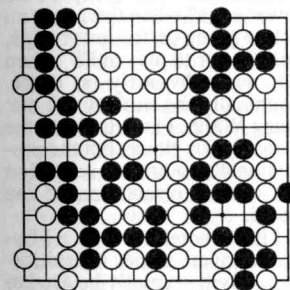


Diagram 6



Problem 9

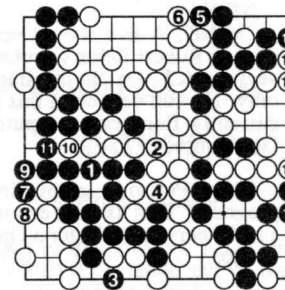
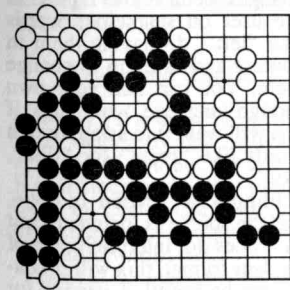


Diagram 7
Poor yose. Black loses by 6



Problem 10

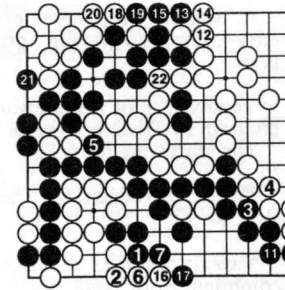


Diagram 8
Poor yose. Black loses by 7

Black 1 is a tesuji worth learning. Note Black 3, which prevents White from approaching from that side. Black ends in sente. White might try playing 2 and 4 in diagram 3 to leave a ko, but since Black will take the ko first, it's too difficult for White to start.

Black's placement at 5 makes the hane and connection of 13 and 15 sente. Instead of 5, you might be attracted by 1 in diagram 4. This is sometimes appropriate, but here it is mochi-komi (an invasion that fails).

Black 9 is an easy move to overlook. This is better than connecting solidly. Black 11 protects both sides, so White 20 is not sente. This shape is easier to see (and is frequently found in book problems) in diagram 5 where Black 4 is the key point for defense.

Black 21 makes miai of 22 and 23. If White plays 23 to make a point, Black 22 cuts White apart and forces him to add a move. If Black plays at 23 first (1 in diagram 6), White makes an extra point in the middle.

Problem 9. The poor yose in diagram 7 results in a six-point loss for Black. Try and turn this into a win for Black. Black to play first; neither side has any prisoners.

Problem 10. Diagram 8 shows White winning by seven points, but if Black plays more skilfully, he can win. Black to play first; 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. If you can win with Black, you deserve congratulations.

More About Computer Software

by Nick Wedd

How to obtain material from the Computer Library

Send me (1) a list of the items you want; (2) the size of disk that you want them on - I can manage 3.5 HD or DD, or 5.25" DSHD or DSDD disks; (3) £2 per disk. Most items are between 200K and 300K in size - if you order fewer items than will fit on the disk(s) I will add some extra ones.

Note that I can only read and write PC format disks. All programs in the Computer Library run on PCs using DOS. At present none requires Windows, but I will accept Windows programs.

I can now supply:

NEW.
Flipper. See below for details.

NEW.
GNUGO. See below for details.

NEW.
GOBASE version 2.0 by Dieter Garling. See below for details.

Two programs that play Gomoku (5-in-a-row).

IGO release 1. A free 9-by-9

version of Many Faces of Go, with nice graphics.

A volume of games etc. in Ishi (GoScribe) format. These are mostly professional games.

My Go Tutor, version 2.3. This displays SmartGoBoard-format files, and is supplied with some data files.

Three volumes of games etc. in SmartGoBoard format, sorted by size of file. The larger files are more likely to be commented.

NEW.
"MINI". A free 9-by-9 version of Robert Rehm's ProGo, version 1.5. Dutch language only. The full version of this is currently European computer Go champion.

Steve Peirson's go-playing program. This is shareware: £14.95 personal, £30 for a club licence.

A public domain version of Janusz Kraszek's Star of Poland go-playing program, version 4.0. Unlike the full version, this one stops playing after 50 moves.

A small, free, nameless, easy-to-use go-playing program.

Version 3.1 of a shareware program by Tristian Wooster. The shareware fee is \$20.

TELEGO, version 4.3. See BGJ no. 92.

Various text files about Go, compiled from computer formats. Some interesting material.

TURBOGO, version 1.0. See BGJ no. 92.

NEW
WALLY. See below for details.

Flipper

A couple of years ago, I played a game which my opponent and I both recorded. I entered my record into GoScribe, and then he sent me his record with comments by a professional. I found these comments hard to understand: "This will weaken the White group on the lower edge" when there was no White group on the lower edge, and "better to play at F8" when F8 was obviously a dame. Eventually the truth struck me: being White, I had recorded the game upside-down, but the professional's comments related to the normal orientation of the board.

I have therefore written Flipper to invert games in Ishi format. It will normally be used to rotate games through 180 degrees; but it can also flip them left-right or top-bottom. It does not just change the moves, it also looks through the comments for terms like "F8" and changes them. It also reports to the user on suspicious words like "left", displaying them in context and offering to change them. You can add your own foreign-language word lists if you will want it to swap foreign words like "recht" for "link", etc.

Flipper is written in C++, and the source is included - but as it does not interpret much of the Ishi format, this will probably not be useful. A version for Windows may be available soon.

Gobase

Dieter Garling, a Berlin Go player, has kindly sent me the latest version of his Gobase suite of programs. This is a collection of utilities for handling Go game records. There are tools to convert them from one format to another; to check their consistency; and to check for a game being included twice in a group of game records.

This version includes a number of improvements on version 1.0, which was mentioned in BGJ no. 92. The source code of the programs, in C, is included.

The item in this collection which I have used most is the SG2GO program, which converts SmartGoBoard format files into Ishi format files. There are numerous problems in doing this translation, many of them caused by the way in which SmartGoBoard handles variations. Dieter has done a lot of work on these problems, but some of them appear intractable. This version should be able to handle normal games with comments and straightforward variations, but is not so good on set-up positions, and on variations which involve adding or removing stones to the position (like some of the tutorial material that comes with MyGoTutor).

Wally and GnuGo

Wally is a go-playing program written by Bill Newman, with MGT output added by Kevin Stock, and ported to MS-DOS by Dieter Garling. It is copyrighted but freely available for not-for-profit use.

GnuGo is a go-playing program written by Man L. Li (modified by Wayne Iba, docu-

mented by Bob Webber). It is copyrighted by Copyright (C) Free Software Foundation, Inc. but freely available for not-for-profit use.

I would not recommend either of these programs for playing against: they play badly and have poor user interfaces. They are of interest because the authors have allowed the source to be made public. In both cases, the C source is included in the library volume. Wally relies mainly on pattern-matching, and includes a number of pattern templates; GnuGo relies mainly on liberty-counting.

Wanted: An Editor

by Brian Timmins

No, don't worry, I am not trying to slide out of the job (unless somebody is very keen to step in!). In fact, I am looking forward to Issue 100 with preliminary plans, and hope to carry on long after that.

However, it makes sense to have somebody available with the necessary experience to deputise or take over should the need arise, which it eventually will, so I thought I would put the case against volunteering, as well as for, because the worst outcome would be for someone to come forward and then drop out with shock waves of disillusionment.

Probably almost any member could produce a journal, but to achieve a reasonably tidy product requires so much time that what is needed is

somebody who would take it up enthusiastically as a hobby. In plain figures, the journal at present requires about a fortnight four times a year.

Of course, this can be spread over a number of leisurely evenings (if you are also working at a full-time job). This is my own aim, so that by the advertised deadline as much as possible is already roughly set up, without any attempt at that stage to "paste" into complete pages.

Unfortunately it is very difficult to delegate. Diagrams are sent out to volunteers for keying in, but this can only be done with games and problems that arrive in very good time, unless you hold games over to the next issue, at a cost to topicality, which is certainly a temptation. Proof-reading can be delegated, but requires frequent feedback, which is only easy if your proof-reader, like mine, lives very close by!

Fortunately almost all the work is computerised, and more and more text tends to come in on disk. Diagrams on disk via *GoScribe* should soon be convertible to Journal format, though at present this is still hitting problems on the Variations facility.

Anyone seriously interested could first try their hand at diagrams and the editing of accompanying text, setting it in a Journal template (Microsoft Publisher 2 is now being used, via *Windows*).

Perhaps somebody will volunteer, and find to their surprise that it is fascinating. No obligation...



A Game From The London Open

by Des Cann

This game was played using the Ing rules, and was submitted for commentary by David Keeble.

Black: Charles Leedham-Green, 1 Dan, London
White: David Keeble, 1 Kyu, Edinburgh
Komi: 8 points

23: Could also cut above 20.

25: Big.

26: Bad, there is too much aji left with the cut and 3. Better is 27.

30: I cannot find a satisfactory move here. It would be conceivable to atari at 31 and keep on coming, sacrificing the corner but White would still be losing.

32: I would prefer 104, reducing Black's potential on the left.

36: It would be better to jump once or twice more before coming here. That would build a real moyo. Black could just answer 36 at 108.

38: This tenuki is suspect, normal would be 57, Black A White solid connection. Also 38 ends up peeping at two sides of a bamboo joint, a notorious shape. Either 38 is wrong or White should justify it by pushing through instead of answering 39.

42: Leaves bad aji at 112.

43 & 44: Too slow, both better at 47.

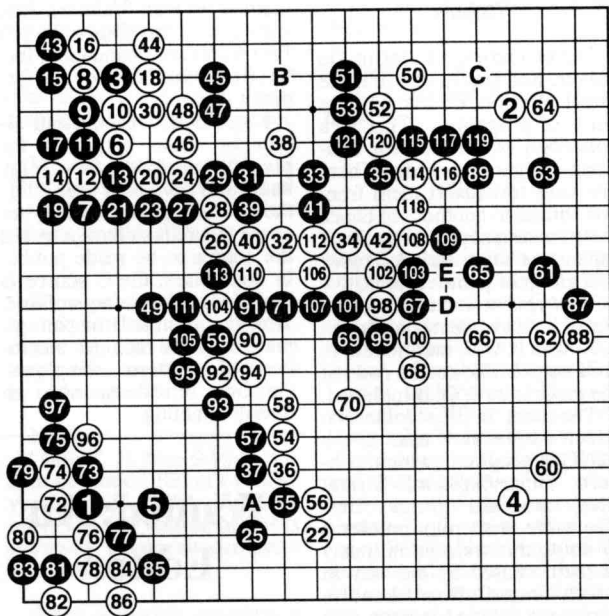


Figure 1 (1—121)

46-48: Painful. I would play 46 at 47 and fight.

49: Feels slow. Black has a lead but it is difficult to find the clearest continuation. Possibly below 50 to pre-empt 50 and turn a still weak group into territory.

51: Seems sensible but there is still aji here: imagine a White play at B.

52-53: Thank you!

54: Too mild.

59: This has a weakness at 92. I would prefer 94. Threatening to play above 58. If White plays there then 90 will secure a large area and be much closer to the hole at 112. Better still a kakari above 60 would make it hard for White to form enough territory him-

self. This would avoid Black having all his eggs in one moyo.

61-64: The players are not taking proper account of the White moyo at the bottom and the weak centre stones. 61 Should be high, maybe the hoshi point. 62 Should be a shoulder hit on 61 building a magnificent moyo and helping the weak stones.

63-64: The centre is more urgent.

65-71: This lets White complete a huge box of territory. Black is probably still winning, as 28-42 are almost captured, but even so there is a great deal of aji.

72: Not really sound but White is staking the game on Black not being able to kill ev-

erything in the centre with one move.

73: Very slack, this looks like confusion with the knight's move shimari. Natural is 74.

81-83 Costs points, White has now plenty of territory and doesn't need to achieve much in the centre to win the game.

87-88: Not urgent!

89: Good, this makes this group secure, threatens C and aims at swallowing the centre stones on the largest possible scale.

94: White could extend to 95 instead, Black could not cut and hold on to everything. The aji of 96 is too strong. However up to 100 is a credible sequence.

98: Good shape.

102: No! Better would be atari at D or possibly E.

106: Better immediately at 112, Black will play 113 and this will give two vital extra liberties compared to the result after 113 in the game.

111: Irrelevant, should be at 112 cutting White into two groups with three liberties each while Black's group has four.

116 & 118: This is terrible shape. Although White played on for a while it is all over by 121. 116 must be at 120 although White has too few liberties to achieve anything. If White had played 106 at 112 earlier and then cut instead of 120 the game would still have been interesting. It is too complex for me to be sure of the outcome, but I would expect Black to connect 35 to the upper group, 33 etc. Then White will be able to separate 115 to 63 from 109 to 87 and I think White would win the fight by one liberty.

Wanstead Go Club Song

by Francis Roads

to the tune of "Down Among the Dead Men."

1. Now a Wanstead player knows wrong from right,
As you may see each Thursday night.
For then we observe our principle fine,
"A Wanstead player will not resign."

Chorus:

At Wanstead now our solemn vow:
Victory be choosing,
Don't admit you're losing,
No, no, no, no,
Resigning never won a game of go!

2. In openings when we make a mistake,
Our smuggest attitude we take.
We'll nod for bad moves, looking wise,
On opponents' good moves show surprise. (Chorus.)

3. In middle games if we should blunder,
What we do then, why, that's no wonder.
We count when we're sure our group's dead,
Then whisper, "I'm still ten ahead." (Chorus.)

4. We'll stare at corners, seeming to check 'e
Must play inside to stop a seki.
He'll waste a stone there sure enough,
For rarely is called a Wanstead bluff. (Chorus.)

5. And at the end if still behind,
A dame rip we'll surely find.
We call "atari" when we can,
Except for the move which springs our plan (Chorus.)

6. The purpose of this Wanstead song
Is teaching young players right from wrong.
On resigning make the right decision,
And bore opponents to submission. (Chorus.)

First sung at the Wanstead Go Club New Year party, 31/12/93.

London Open: Main Tournament Rankings 1—25

			1	2	3	4	5	6	7	8	win	ms	cuss
1	S Zhang	CHN 6D	3+	19+	9+	11+	2+	4+	5+	8+	8	10	52
2	M Macfadyen	UK 6D	14+	8+	5+	10+	1-	17+	6+	3-	6	8	47
3	M Cocke	UK 4D	1-	14+	21+	8-	13+	10+	4+	2+	6	8	39
4	T M Hall	UK 3D	5-	25+	6+	9+	8+	1-	3-	24+	5	7	39
4	A Wall	UK 3D	4+	18+	2-	6-	20+	8+	1-	12+	5	7	39
6	J Rickard	UK 4D	9-	31+	4-	5+	11+	12+	2-	14+	5	7	36
7	A Grzeschniok	D 2D	29+	10-	25+	14+	12-	18+	15+	13+	6	7	33
8	D Cann	UK 4D	20+	2-	13+	3+	4-	5-	30+	1-	4	6	37
9	F May	UK 4D	6+	16+	1-	4-	-	-	-	-	2	6	35
10	S Niwa	UK 5D	16-	7+	19+	2-	32+	3-	13-	22+	4	6	34
11	J Clare	UK 3D	19-	26+	18+	1-	6-	37+	12-	17+	4	6	33
11	N Symes	UK 3D	18-	13-	55+	21+	7+	6-	11+	5-	4	6	33
11	C Lindstedt	SU 2D	15+	12+	8-	18+	3-	22+	10+	7-	5	6	33
14	F Roads	UK 4D	2-	3-	24+	7-	33+	20+	17+	6-	4	6	31
15	Andrew Jones	UK 2D	13-	29+	20-	55+	19+	21+	7-	25+	5	6	28
16	Y Kim	UK 4D	10+	9-	22-	-	-	-	-	-	1	5	30
16	A Alfenaar	NL 1D	31+	47+	26+	19+	23+	2-	14-	11-	5	5	30
18	A Rix	UK 4D	12+	5-	11-	13-	24+	7-	25-	40+	3	5	29
18	N Webber	UK 3D	11+	1-	10-	17-	15-	27+	29+	28-	3	5	29
20	Y S Wang	CHN 3D	8-	21-	15+	22+	5-	14-	24-	31+	3	5	28
20	A J Atkins	UK 2D	42+	20+	3-	12-	26+	15-	22-	30+	4	5	28
22	J Lewis	UK 1D	40+	27+	16+	20-	46+	13-	21+	10-	5	5	27
23	D Ward	UK 2D	-	42+	-	-	17-	-	41+	-	2	5	26
24	M Cumber	UK 2D	26-	30+	14-	42+	18-	32+	20+	4-	4	5	25
24	J Hawdon	UK 2D	27+	4-	7-	33-	42+	26+	18+	15-	4	5	25

Tournament News

by Tony Atkins

Swindon's first tournament came only two weeks after the annual pilgrimage to neighbouring Marlborough. Still, 83 players made it to National Power's plush new offices just off the motorway. Unfortunately someone had arranged for a painter to make touches to the canteen, and the shiny brass left sticky finger marks to upset the site manager. Luckily nobody told him about the little girl who fell into the pond and the boy who did the same when

giving an action replay. We still don't know who defied the smoking ban whilst hiding in the ladies' loo.

Nevertheless the generous sponsorship of National Power meant a first prize of £50 which lured Shutai Zhang down from London. Sure enough he won all three as did Bill brakes, the two dan from the Open University Club. Others with three wins were Marcus Bennett, (1 kyu, Bournemouth), Steve Bailey (3 kyu, West Surrey), Peter Cowling (7 kyu, Oxford) Andrew Ketley (9 kyu, Cheltenham). John-Paul Kenton (14 kyu, Brakenhale) and Nicholas Fortescue (18 kyu, Cheltenham). Two of the young ladies from Brakenhale got 2.5 wins, namely Jennifer

Hughes (34 kyu) and Claire Field (35 kyu). The 13x13 board competition was cancelled due to cheating. Finally Tony Atkins was awarded a National Power cooling tower mug for helping the organisers, Paul Barnard, Andre Hancox and Jennifer Payne.

At November's Council meeting Alan Thornton was promoted to two dan and Joseph Hampton to shodan.

At a fortnight's notice, following the demise of Birmingham Tournament, Tim Hazelden ran the Three Peaks Tournament (see article on page 17) based at Tim's hotel, The Marton Arms, at Thornton in Lonsdale, near Ingleton. Being in the Yorkshire Dales, the Saturday saw the Ingleborough Challenge held on top of that

Northern Go Tournament 1993 Placings

	Name	Grade	Club	1	2	3	4	5	6	Win	MMS	SOS
1	Kyung Su Ju	3D	Liv/Korea	+X	+4	+X	+2	bye	bye	4	7	24
2	M. Macfadyen	6D	Leamington	+5	+8	+7	-1	+4	J3	4.5	6.5	36
3	M. Cocke	4D	Manchester	-8	+X	+X	+X	+X	J2	4.5	6.5	26
4	A. Wall	3D	Wanstead	+6	-1	+X	+8	-2	+7	4	6	33
5	H. Lee	4D	London	-2	+6	-X	+9	+8	+X	4	6	30.5
6	D. Cann	4D	Leamington	-4	-5	+X	+X	+X	+X	4	6	27.5
7	S. Wang	4D	London	+X	JX	-2	+X	+10	-4	3.5	5.5	29
8	U. Olsson	4D	Sweden	+3	-2	+9	-4	-5	+X	3	5	34
9	F. Roads	4D	Wanstead	-X	+X	-8	-5	+X	+X	3	5	25.5
10	R. Bagot	2D	Manchester	-X	+X	+X	+X	-7	+X	4	5	23.5

X=Player not placed in top 10

freezing mountain. With only two entrants, Simon Goss beat Alison Jones. In between sampling Tim's large selection of beers and whiskies on the Saturday evening, there was a lightning competition won by Brakenhale's David King (16 kyu). Twenty-four players competed on the Sunday with Teesside's Simon Shiu (3 dan) winning the event. Prizes went to Gary Quinn (8 kyu, Teesside) and David King for three wins, and to Alistair Wall (3 dan, Wanstead), Matthew Holton (2 kyu, Teesside) and John-Paul Kenton (13 kyu, Brakenhale) for two wins. It is hoped this will become a regular event.

The West Surrey Club again held a very successful go weekend in December. The Saturday saw about thirty go fans keen to learn at the teaching day. Of course it is not just the kyu players that learn at these events as the dan experts will tell you. Alison Jones, Alistair Wall, T. Mark Hall, Simon Goss and Tony Atkins headed

three sessions covering openings, tesuji, capturing, kos, game analysis and much more. A simultaneous event was a draw between the dans and kyus, whilst a parallel 13x13 board competition was held. This was won by Paul Margetts with Steven Bailey, Jennifer Hughes, Emma Marchant and France Ellul winning two. A minor oddity was the way the number of boards decreased from round to round as youngsters rushed to play outside.

On the Sunday was the four round handicap tournament. Winner was London shodan Jonathan Chetwynd, whilst three other players won all their games: Thomas Blockley (27 kyu, Malvern), Derek Mollo (9 kyu, Brighton) and John-Paul Kenton (13 kyu, Brakenhale). The long list of prize winners with three wins read: T. M. Hall, T. Atkins, E. Grieg, R. Power, N. Cleverly, A. Griffiths, G. Brooks, A. Bigland, P. Bocket-Pugh and R. Dowling.



West Surrey 4/4 winners: Jonathan Chetwynd, Thomas Blockley, David Molloy, and John-Paul Kenton (SGB)

Prizes for the 13x13 play went to Paul Bocket-Pugh (most wins), Graham Brooks (best percentage) and Thomas Blockley (persistence). In the joke competition, Pauline Bailey's Goat Hay pun won, with Francis Roads's Carpenter's Square pun second. Finally, a special award for elegance went to seven-year-old Sophia Ellul, despite her falling in the mud.

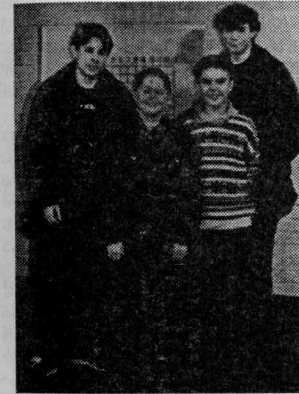


The twentieth London Open was notable as being the first British tournament played under Ing rules. It was also the first sponsored by Hitachi, and as such was not part of the European Grand Prix. At the opening ceremony Mr Michael Wisden explained that it was part of Hitachi's aims "To promote cultural links on a national and local level, to transcend boundaries and bridge world communities." There was a large cash prize, a TV for the best school club and a camcorder in a draw for dans with five wins. He wished the players luck with the Ing rules, as the explanation had started with Shutai Zhang diving straight into an explanation of bent four.

Ninety players contested the three round first day fast-play event. Due to more than eight players starting above the bar, the joint winners were Shutai Zhang and Matthew Cocke. All those on three wins got wine, chocolates and congress sweat-shirts, namely W. Brakes (2 dan, OU), H. Puttkammer (1 kyu, Germany), F. Ellul (4 kyu, CLGC), W. Streeten (4 kyu, CLGC), K. Poggenklas (6 kyu, Germany), D. King (14 kyu, Brakenhale), P. Bailey (18 kyu,

West Surrey) and D. Bennett (19 kyu, Culcheth). Due to the generous sponsorship, all on two wins were eligible for prizes too, such as M. Macfadyen, D. Cann, M. Kawai, T. M. Hall, N. Symes and A. Wall. The school prize went to the lads from Bob Bagot's school at Culcheth, ahead of Brakenhale and Furze Platt.

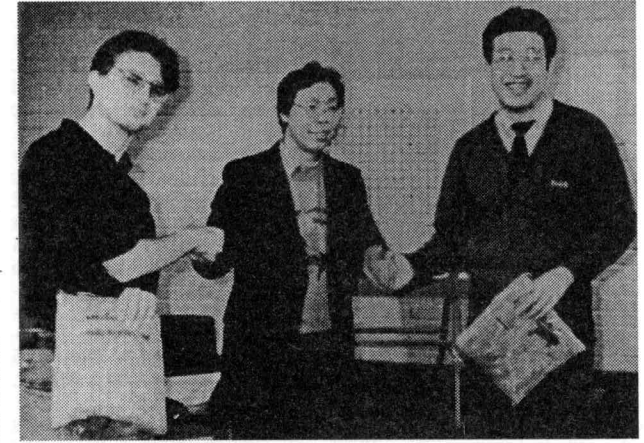
In the Main Tournament there were 114 players over eight rounds and four days of



Culcheth Club (AJA)

the New Year, then the Year of the Hen turned into the Year of the Dog. In between the go there was the usual chance to relax with friends, play some cards, browse in the bookshop or eat the wonderful sandwiches prepared by Nikki and Roz Streeten. On New Year's Eve itself there was a Chinese buffet, and as there was no Brazilian party at the Roundhouse, the Wanstead club party was the place to be.

Finally the last stone was played, the last Ing Go Bowl was packed away, the tournament questionnaire was filled in, and it was time for the prize



Prize Winners Matthew Cocke and Shutai Zhang with Harold Lee (PCM)

giving. Main organizer Harold Lee laid out an Aladdin's Cave of prizes to be shared among the winners, but talked at considerable length about clubs in London before thanking the helpers and giving out the prizes. Anyway, Shutai Zhang won most of them, going away with eight wins, the £500, an Annie Newman plate, wine, chocolates, books, magazines, a fan and the cup. Second was Matthew Macfadyen who ended up ahead on tie-break despite losing to Matthew Cocke.

Huge numbers of prizes went to those on seven wins: D. Johannes (6 kyu, Germany), P. Diamond (12 kyu, UK), S. Wirth (17 kyu, Germany; and those on six wins: A Grzeschniok (2 Dan, Germany), J. Pleit (1 kyu, Netherlands), C. Brater (3 kyu, Germany), G. Nillson (3 kyu, Sweden), T. Harling (6 kyu, Germany), H. Levier (9 kyu, France), F. Colson (10 kyu, France).

Many consolation prizes went out for five wins, for example to T. M. Hall, and A. Wall (placed fourth), and J. Rickard (placed sixth). Poor Mr Brater staggered off with his own prizes and also those of Mr Grzeschniok including the camcorder drawn in his name.

In the lightning tournament, played over two evenings by 37



Paul Margetts gets a prize (like everyone else!) at the 1-day tournament (PCM)



Sue Patterson
relaxes (PCM)

players, to Japanese rules, third was A. Grzeschniok, and an exciting final saw Zhang finish 11 points ahead of T. Mark Hall. This matched last year's final where another Chinese, Shen, beat T. Mark

Finally instant promotions were announced: Alistair Wall and T. Mark Hall to 4 dan, Alison Jones and Jim Lewis to 2 dan, and Marcus Bennett to 1 dan. Then it was off home to reflect on another good New Year tournament and on the announcement of Britain's first female two-dan.



In January there was the chance to play go two days running, if you were young enough. This year, the Furze Platt Tournament followed London's example and gained sponsorship from Hitachi. The venue moved to Hitachi Europe's posh headquarters on the Cookham Road in Maidenhead, and Mr Peter Thorn of Hitachi made the opening speech. Unfortunately the air conditioning was not working, but the coffee was free so plenty of cups were

drunk to combat any drowsiness.

Matthew Macfadyen, 6 dan, from Leamington, stayed awake, and proved to be the best of the eighty six players. Others who won three games to get a prize were Bill Brakes (2 dan, OU), Mark Cumper (2 dan, Reading), Vincent West (1 kyu, Reading), Mrs I Seki (4 kyu, CLGC), Eddie Best (6 kyu, Maidenhead), John Gardner (12 kyu, Culcheth), Graham Brooks (19 kyu, Swindon), Thomas Blockley (25 kyu, Worcester) and Ms H. Liang (30 kyu, UCL).

Since the Reading Rebels omitted to make a claim, the UCL team won the team prize with 6 out of 9. The 13x13 board prize went to Paul Smith (1 dan, Cambridge) with runners up Warren Brompton (18 kyu, Furze Platt) and David Bennett (19 kyu, Culcheth). Our thanks must go to Hitachi and the young people of Furze Platt for arranging such a good venue, being near the many pubs of Cookham and not far from the Wanstead Club pub, The Royal Standard of England near Beaconsfield.



Junior Tournament (AJA)

The following day saw France Ellul and Brakenhale School hosting a combined 1993 Schools' and 1994 Youth Tournament. Twenty-nine children entered, including some new faces from Abingdon and High Wycombe, kept in order by the teachers, referee Simon Goss and assistant Tony Atkins.

After five rounds it was clear that an era had ended and the reign that started in 1984 was over as Furze Platt lost to Brakenhale, adding a third name to the Castledine Trophy. The second team lightning saw Culcheth winning ahead of Brakenhale.

The new Youth Champion was Joseph Beaton (5 kyu, Furze Platt) who at last won his first title, taking the Under 18 title uncontested. Runner up and Under 16 winner was Brakenhale's David King ahead of John Gardner of Culcheth. The same schools were represented at Under 14 level by winner John-Paul Kenton and runner up David Bennett. The other age groups went as follows: Under 12 winner Graham Brooks, second Emma

Marchant; Under 10 winner Tom Blockley, second John Ellul; Under 8 Sophia Ellul. Prizes also went for 4 wins including those in the handicap to Brakenhale's Katie Cox, Daniel Dowling, Jennifer Hughes and Laura-Jayne Coe.

Before moving on to the international scene, I must make two corrections to the last journal. Firstly, the professional ladies' game in Düsseldorf was a one game final, won by Kobayashi; 3-2 was their mutual score until that event. Secondly, in Isle of Man Diary, Tuesday and Wednesday evening have become switched — if this is not noted I will receive this year's birthday cards a day late!



At the end of this article are the 1992-3 Grand Prix season final rankings. Shutai Zhang was noticeably missing from the top 15, not playing in so many events that year.

The Obayashi Cup, held at the European Go and Cultural Centre in Amsterdam, clashed with our Northern Grand Prix event as mentioned last time. A total of 160 players competed in the four round McMahon tournament and the best 16 went into the knockout the following day. With money prizes for each win at this stage competition was fierce. Rob van Zeijst survived to the semi-final but lost to Guo Juan, and Shutai Zhang had to play an old friend over from America, Jialin Zhong. In the final, reversing last year's result, Guo took an early lead and held on to make Zhang second.

Zhang travelled on to Copenhagen and took first place ahead of Saifullin from Kazan

and Danek from Prague. At Bucharest, Romanian Catalin Taranu won ahead of Ledovskoi. Brussels had 100 players and was dominated by the Chinese. Shen won convincingly ahead of Guo, and Zhang was squeezed into fourth place by Jeff Séailles from Paris.

Both Zhang and Macfadyen travelled to Gotheburg. Entry was low at 38 players, but there was a good atmosphere. In the tournament the Russian Bogdanov won by a nose on SOS break from the pair from Britain. Before the start, Matthew Macfadyen surprised old friend Jan Rüten-Budde by presenting him with his 1983 2-dan diploma that somehow had got mislaid. Jan now has it proudly displayed in his living room, despite the BGA spelling his name wrong.

Zurich was again attended by Zhang. This time he pushed Zhao and Rob van Zeijst down

to win with a perfect score of five.

The other British prize winner among the 85 contestants was Simon Butler, who won four games playing at 2 kyu.

Grand Prix 1992-3 Final Rankings

1	Shen	98
2	Guo	81
3	Bogdanov	75.5
4	Danek	74
5	Ledovskoi	54
6	Zhao	45.5
7	Lazarev	41
8	Shepperson	40
11	Macfadyen	32

Progo

This program, for PCs and C-compatible computers, is not just the **strongest** Go-playing program that you can buy. It is also much the **fastest** strong program. Other programs can take over a minute for each move at their higher skill levels. Progo, even at the highest of its five skill levels, averages less than a second per move, and is therefore ideal for kyu-graded players to practise their Go. It offers a choice of 9-by-9, 13-by-13, and full board. Written by Dutch 5-dan Go player Robert Rehm, Progo is now European Computer Go Champion.

Available for £35.00 from N.S.Wedd, Sunnyside, 37 North Hinksey Village, Oxford OX2 0NA. Price includes VAT and postage. Disk format is 3.5" DD - please ask if a different format is required.

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 de-

pendent 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.

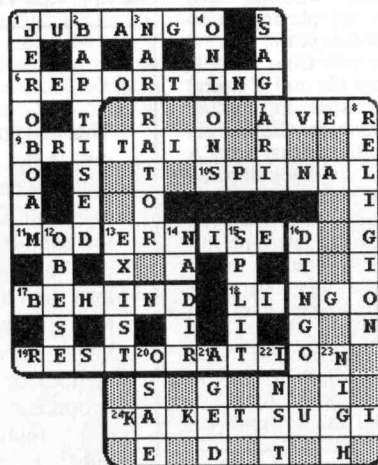
Tengen: centre point of board.

Tenuki: to abandon the local position and play elsewhere.

Tesuji: a skilful move in a local fight.

Tsuke: a contact play.

Yose: the endgame.



Crossword 20 Solution

If you would like a fresh series to appear, please contact the Editor.