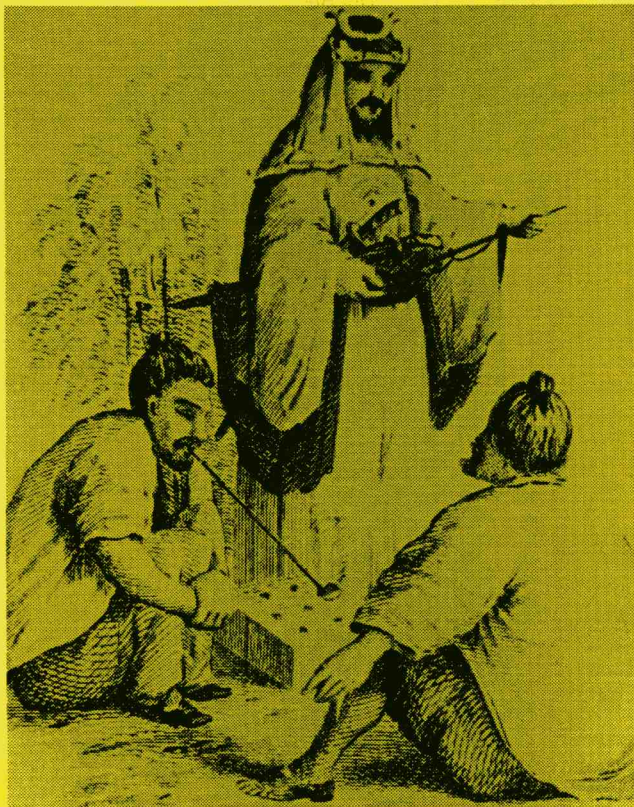

British Go Journal

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Number 95

Summer 1994

Price £1.50



JAPANESE NOBLEMAN & FISHERMEN

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Front cover: "Japanese Nobleman & Fishermen", from the *Companion Atlas* by G. H. Swanston, published between 1858 and 1861. Supplied by Nick Wedd, and first printed on page 33 of BGI 94, it is hoped that this better reproduction shows more clearly that the fishermen are playing go.

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.

Bournemouth: 2nd July.

Anglo-Japanese Friendship Match: July.

Northern Go Congress: Manchester, September.

Milton Keynes: September.

International Team Trophy: London, September.

Pair Go Handicap: September. K. Healey, 0926337919.

Shrewsbury: 2nd October. 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.

British Go Congress: March/April

Coventry: March

Candidates': May. By invitation only.

Bracknell: May.

Challenger's: May. By invitation only.

Scottish Open: May.

Barmouth: June

Ladies': June. By invitation only.

Leicester: June.

Contributions for next Journal by 5th August, but please send earlier if possible. Text can now be accepted on both 5.25" and 3.5" disks (plain ASCII, not right justified, and no tabulation) but should be accompanied by a print-out in case of difficulties. Diagram references: please use A,B etc., not K10, C3 type notation.

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Editorial

For once the Journal is intentionally being limited to the minimum target of forty pages. This is because I have been working (up to my own journal deadline, and unfortunately beyond it!) with Tony Atkins on producing a book of games played at the European Go Congress in 1992.

This publication should be available some time in July. A total of eighty pages, containing articles, photographs and forty-two hitherto unpublished games, all with commentaries, it should prove a very good bargain at the price (somewhere around £3) that is being set on it.

I hope that will compensate for a somewhat smaller issue of the journal, and that those contributors whose work has not been published here will wait patiently for its appearance in the autumn.

Tournament organisers: more advance information on dates, contacts etc. would be welcome! A phonecall is quite sufficient. The deadlines for the respective journals are the 5th of February, May, August and November.

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Four Hundred Years Of Japanese Go

by Andrew Grant

Part Eleven: The Great Senchi

Satsugen died in 1788, and Retsugen became the 10th Honinbo. Retsugen's two main claims to fame were, first, as a result of the castle game boom initiated by his predecessor, he was able to play more castle games than anyone before or after him (forty-six), and secondly, he arranged for the Honinbo heir to take precedence over the heirs of the other go heads, and therefore receive more money. Retsugen was a great player in his own right, reaching 8-dan in 1801, but he was overshadowed by a player who was over a century ahead of his time - the 7th Yasui, Senchi Senkaku, who became known as O-Senchi (the Great Senchi).

O-Senchi was a modern player in the classical period. In those days, it was normal to emphasise the third line in the fuseki and play a territory-oriented game, but O-Senchi played on the fourth and fifth lines and emphasised the centre. Nothing like it had ever been seen before; nor was anything like it seen again until the 1930's, when Go Seigen and Kitani Minoru developed what became known as New Fuseki, although they were well aware that O-Senchi had anticipated them. (Kitani regularly used to

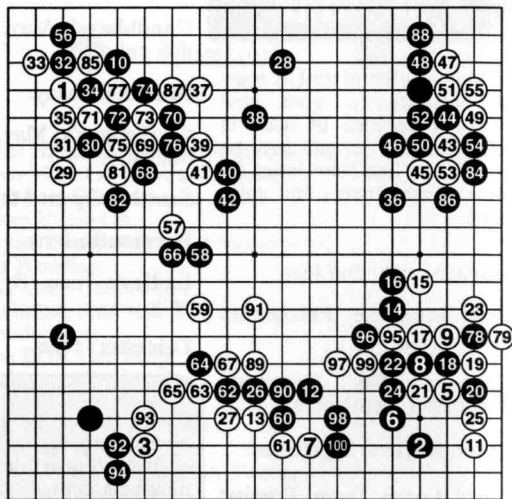


Figure 1 (1—100)
ko: 80, 83

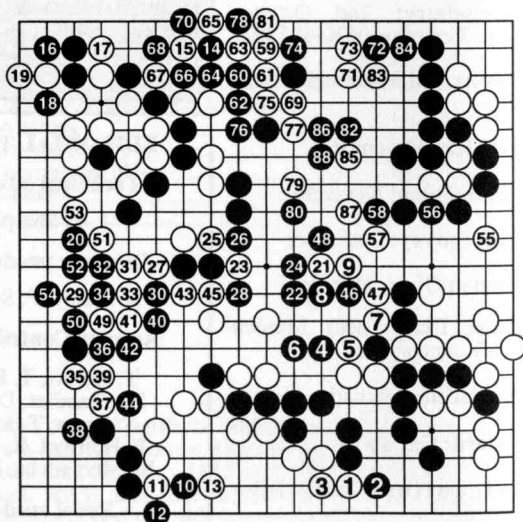


Figure 2 (101—188)

pay his respects at O-Senchi's grave.)

O-Senchi was the son of Sakaguchi Sentoku, who was himself a prominent go player. Sakaguchi had been a pupil of Yasui Shuntetsu Senkaku, and had founded his own Sakaguchi school, one of three minor go schools that arose during the Edo period. (The others were the Hattori and Mizutani schools.)

The Sakaguchis were closely allied with the Yasui school, so when the young O-Senchi showed signs of exceptional go talent he was taken into the Yasui school, where he could receive a better training than the Sakaguchi school could give him, and he soon became the heir to the 6th Yasui, Sentetsu. This shows how confident Sentetsu was that the Yasuis had a genius on their hands, for O-Senchi was at that time far from strong by professional standards - he was still only 2-dan when he succeeded as Yasui head in 1780, a ludicrously low rank for the head of a major go school. Fortunately, Sentetsu's judgement had not been awry, and it did not take O-Senchi long to improve dramatically.

By 1801 he was 8-dan, gaining this promotion at the same time as Honinbo Retsugen. Of the two, there seems little doubt that O-Senchi was the stronger. Poor Retsugen found O-Senchi's centre-oriented style of play almost impossible to handle - he won only two of the fifteen games they played. Given these results, O-Senchi could presumably have become Meijin, but he was not an ambitious man and seems to have been happy to remain 8-dan. In 1814 he resigned from the Yasui school altogether, handing it over to his heir, Chitoku

Senchi, and returned to the Sakaguchi school to become its head. There, he devoted the rest of his days to training a young player (who may have been his son) who became the Sakaguchi heir, taking the name Sakaguchi Sentoku (the same name as O-Senchi's father) and eventually becoming one of the greatest players of the mid-nineteenth century. O-Senchi died in 1837.

In the game given here, Senchi takes Black with two stones, Monnyu is White. White resigns after 188.

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

Two More Go-playing Programs

by Nick Wedd

In the previous issue of *British Go Journal*, I described the three commercially available go-playing programs for PC which I had been able to obtain: Many Faces of Go, Oxford Softworks, and Progo. Since then, I have obtained two more such programs: HandTalk and Nemesis. I describe these here.

These are very different programs. HandTalk has a rather poor user interface, but plays better than any other program, including those which I described in the last issue: it is the current World Computer Go champion, having won the

Ing-sponsored championship in 1993. I would estimate its strength at about 10 kyu. Nemesis does not play especially well, and is probably weaker than the programs described in the last issue, but it is a professionally written program, accompanied by much useful teaching material.

HandTalk version 94.01

HandTalk is written by Professor Chen Zhixing, of Zhongshau University, Guangzhou, China. It is available from Yutopian Enterprises in California; and may by now be available in Britain. Please ask me for details.

First impressions are disappointing: it is a Dos program, and offers a minimum of facilities. You can choose among three board sizes, set the handicap, choose whether to play Black or White, and assign it a playing strength from 1 to 7. You can also set up positions, and save and re-load games. You can take back moves, even while it is not your turn. But that is the limit of what you can do. The board is shown using graphics, and should be brown with black and white stones; but on my screen there is something slightly odd about the graphics, as the board is green with red and black stones, and the first character of each menu line appears mostly "wrapped round" to the right side of the screen. I assume that graphics hardware that is standard here may be hard to obtain in China.

You can use a mouse to choose where to play your stone, but the mouse handling is strangely jerky, so I find it easier to use the cursor keys. It is pity that its user interface is

not better, as its play is quite interesting.

This is the only program which has ever given me the impression that it knows what it is doing when it plays. With other programs, as you get used to them you can learn what patterns they are blindly following, but HandTalk somehow conveys the impression that it has some intelligence. Giving it nine stones on a full board, at its highest strength, I have lost more games to it than I have won (I am 2 kyu). Some of its moves seem quite good: in particular, it spots when an opponent's group is killable, and destroys its eye shape in quite a competent manner. It also plays a few moves which are very poor, rather like a human player. Its greatest weakness is that it makes occasional strange moves on the first line. I suspect that if it were more consistent, then it would be considerably better. This inconsistency makes it interesting to play against.

It also plays quite fast - not as fast as Progo at its highest level, but only a few seconds per move, which is much faster than most programs.

Nemesis version 5.0999d

Nemesis is written by Bruce Wilcox. It is also available from Yutopian Enterprises, and may be available from Ishi Press later this year.

Bruce Wilcox visited the European Go Congress in Canterbury, 1992, and gave a series of lectures on go. He has innovative ideas on the teaching of go, particularly his concept of sector lines.

In some ways Nemesis is similar to Many Faces of Go. It

is a professionally finished product, available in a Dos version and a Windows version. It is not quite as slick as Many Faces, and in preparing this review I have found a couple of bugs in it. But it has more to offer than Many Faces.

At any time during a game, you can inspect the computer's view of various aspects of the position: liberties, score, groups, control, pattern responses, and killable stones. The most interesting of these is control, as this shows where, in the opinion of the program, the sector lines are.

Three features which are included are Joseki Genius, Tactical Wizard, and Scribbler. Joseki Genius has a dictionary of joseki. As with Many Faces, you can either consult this dictionary during a game, or use it to teach yourself joseki moves.

Tactical Wizard can be invoked during a game to assess the status of stones. It can be switched to "string tactics" which investigates the status of a connected string of stones, "group tactics" which investigates whether an isolated group can live by making eyes, and "link tactics" which investigates whether a string can connect out. You can choose between stepping through every sequence that it can find, or just viewing the final result.

Scribbler is for annotating Go positions. It provides a variety of graphics tools all designed for adding notation to Go positions: shaded areas of influence, smiley faces, sector lines, etc. It also allows you to make sections of the annotated board click-sensitive, so that you can create teaching material, in which your pupils can click where they would like to play and be given, via Neme-

sis, your assessment of the move.

Two further disks are available as extras: News and Test Your Go Strength. These may also become available through Ishi Press.

News is a teaching disk to be used with Nemesis. It explains and expands on the material in Wilcox's book Instant Go Volume 1. I suspect that an understanding of the ideas presented here would increase the strength of many kyu players.

Test Your Go Strength is another teaching disk. It contains the problems in the book originally published as What's Your Rating by Miyamoto, and re-issued as Test Your Go Strength. These problems are given with the right and wrong answers as presented in the book but with fuller explanatory comments. Also given are further possible moves as suggested by Zhu Jiu (Jujo) Jiang, a Chinese professional 9-dan.

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Romania?
A player there
seeks exchange
visits, and
correspondence.
For further
information see
the Letters page

Ten Best Games

by Bob Terry

Game Three

This game, although not particularly remarkable in itself, was played in the waning days of the Second World War. At that time few games at all were played, and in fact several promising players were killed in the war. I recall that the late Takagawa Kaku, Honorary Honinbo, was particularly bitter about this.

The first game of this match had also been interrupted by an air raid, but no one was prepared for what would happen on this sixth day of August, 1945. Fortunately for the sake of the go world, these two great players were spared and have lived long and productive lives, since the game site was located about five kilometres from Hiroshima City itself, in a suburb.

In this, the second game, Iwamoto takes Black, and Hashimoto, White. Komi is 4.5 points. White wins by 5.5 points.

On the morning of the third day that this game was played, there was a roaring sound and the ground shook as if an earthquake was in progress. Iwamoto dived for the floor next to the go ban, while Hashimoto rushed outside and huddled in the garden. No one had any idea, of course, what was happening, but this surely must have been one of the most memorable games either player ever experienced.

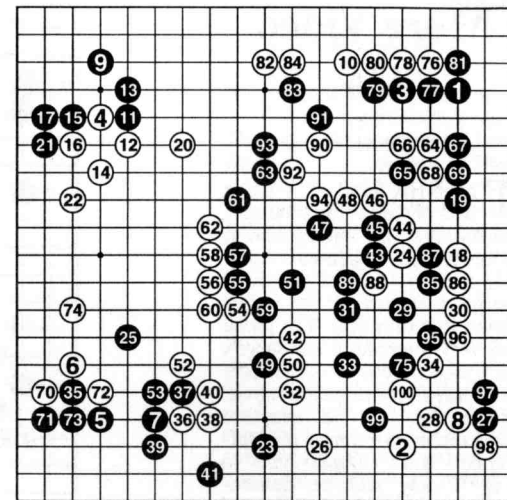


Figure 1 (1—100)

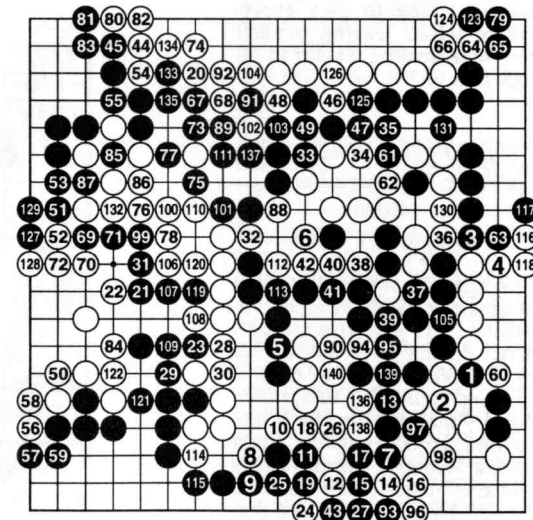


Figure 2 (101—240)

240: White connects the ko at 191

More Video Go

by Richard Hunter

This NHK Sunday TV game was played some time ago, but it's taken me a long time to write it up. Fujisawa Shuko held the Oza title at the time, setting a record as the oldest player to win a title. The game was very interesting and there's not space here to do it justice, so I'd like to focus on the moves in diagram 1. (The complete game record is given in the Reference Figure.) Shuko likes to play thickly and he demonstrates how to make use of thickness in this game. Kamimura here plays an aggressive fast-paced game, rushing around trying to play everywhere while leaving himself thin and inviting Shuko to attack him.

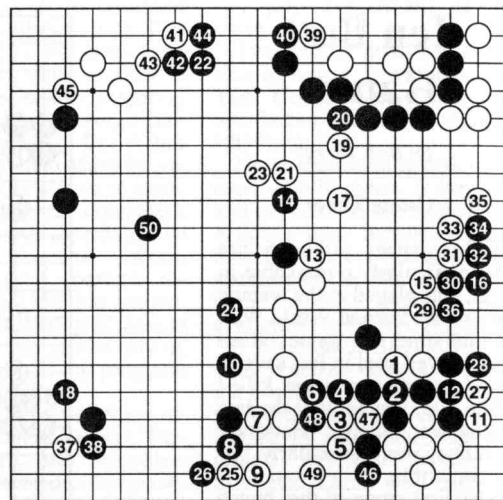


Diagram 1 (1—50)

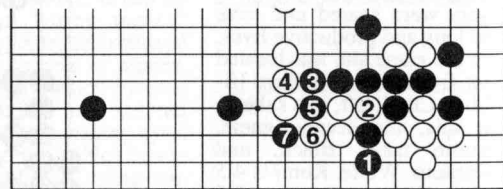


Diagram 2

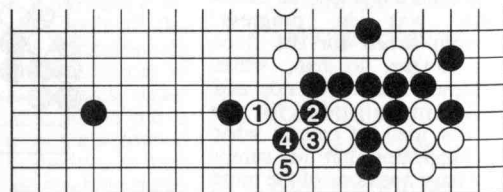


Diagram 3

Black: Fujisawa Shuko, Oza
 White: Kamimura Haruo,
 9 dan
 Commentary by Takemiya

White 1 is severe; Takemiya suggests playing hane at 46. White 3 is likewise all-out. Black certainly will not connect at 47. White's all-out play is leaving himself vulnerable. Black 4 makes it hard for White to find a good answer. Upon seeing White 5, Takemiya says "That's, um, that's a bad move." He seems troubled that this spontaneous comment is rather harsh, but he can't find any other way to put it. Instead, he settles for explaining why White's move is bad. White's

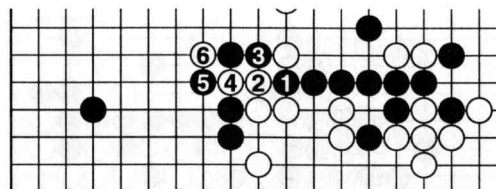


Diagram 4

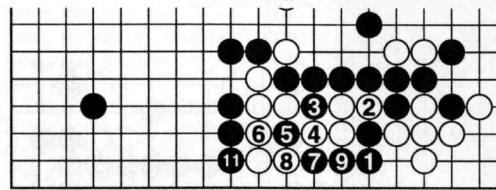
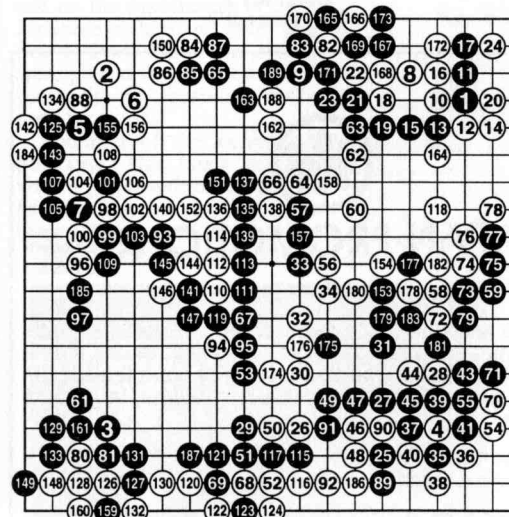


Diagram 5



Reference Figure (1—189)
 42 at 35
 Move 44=1 in Diagram 1

shape is thin and has bad aji. Black can aim at playing 1 in diagram 2. It's hard for White to block at 4. He can sort of patch things up by playing diagram 3, but this is not particularly good. This aji is the continuing theme for the rest of diagram 1. These moves may not look very exciting, but it's the unplayed potential behind them (explained in the following diagrams) that makes this game riveting.

After Black 8, White still has to defend at 9. Likewise Black 10 highlights his defects. White refuses to connect (a bamboo joint would be reasonable here) and plays 11 which throws down the gauntlet: come on, cut me! Black refuses the bait and connects solidly at 12, which is very big. Takemiya wants to push through and cut. He offers diagram 4, but runs out of steam after White 6. "Now what?" he wonders. "Still, there's nasty aji here if Black descends" as in diagram 5. However, this seems to work only if Black gets two moves in a row.

Meanwhile, the game continues. White 15 is a point he has been aiming at all along, but Black does not seem perturbed. Black ignores 17 to defend his corner. Black's tenuki at 22 took everyone by surprise; White 23 looks too good to be true. "The next move is very difficult" says Takemiya just as Shuko smacks down 24. "Ah, that's a good point" he continues. Black 26 is an all-out move from Shuko. The usual move would be a one-point jump on the third line, but Shuko is aiming at the earlier mentioned aji. Takemiya thinks 27 is a waste of effort and White should quit trying to attack this group; however, 29 proves to be a powerful move. Of course, the black

group is not going to die, but ... White 35 is yet another aggressive play, but Black 36 is very calm. Takemiya explains Shuko is declaring he's well ahead.

White 37 is a standard probe in the corner, but Takemiya calls it a bit of a loss as White would probably want to play a clamp on 26 and creep into the corner that way. In the postgame discussion, Shuko blasts 37 as really bad. It makes the aji at 46 and 48 work. Without the 37-38 exchange, we get diagram 6, which Shuko rapidly lays out on the board. "It looks like a ladder" says Shuko after 16. "Ah, so it does." says Takemiya a couple of moves later. Ogawa makes them play it out for the benefit of the viewers.

"I thought it was a ladder" says Shuko, "but I'm not very good at reading ladders, so I wasn't sure." "You read it all out, didn't you?" says Takemiya. Shuko smiles smugly. Note how the Black stone on the third line just fails to break the ladder. Black would have collapsed if had impatiently followed this line.

When Black plays 48, Takemiya says that even though it looks grim, White must block. "What!" Takemiya can't believe White 49. "He must block, even if it doesn't work, and er, um it doesn't, look." He lays out diagram 7. See how the 37-38 exchange lets Black set up this spinning ladder. Takemiya mutters something about better to die fighting. Black 50 wraps the game up.

"It's all over" says Takemiya. White plays on for a while (see Figure 1) but without much chance of an upset. Ogawa later asks Kamimura if he planned to play 49 all along.

Kamimura is rather embarrassed and confesses that things didn't go as he had expected.

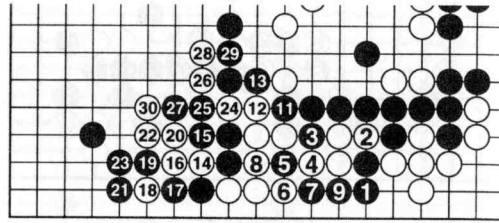


Diagram 6
10 connects at 5

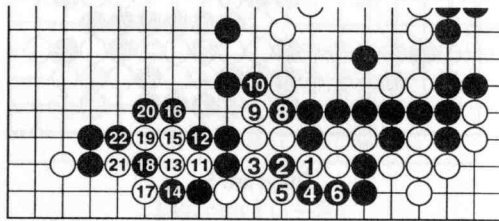


Diagram 7
7 connects at 2



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Go Wedding

Groom: Bruce Wilcox, 6 dan
Bride: Sue Gardner, 10 kyu

The wedding of Sue Gardner and Bruce Wilcox took place at Canterbury Registry Office on Friday 18th March. Even for the Registrar, however, it was no ordinary occasion, and possibly a "first" in go weddings.

Instead of exchanging rings, Bruce and Sue exchanged go stones. Bruce gave her white, Sue gave him black, for, as Sue points out, these are the usual colours that they play each other on.

The Registrar asked for an explanation of this ceremony of the stones, so Bruce gave her a talk on the significance of go in Japanese culture and in his and Sue's lives. Then the stones were placed in front of the couple on the little cushion usually used for rings.

The rest of the ceremony, Sue says, was fairly normal, with a poem written by an old friend of hers recited by him in the middle.

To reflect their future life in



Sue Wilcox

Hawaii, Bruce wore an aloha shirt and Sue wore a Hawaiian head garland and kukui nut lei.

They will be returning to Hawaii in September. There, they will both be working on new go products, and so hope to be in the news again soon.



The Exchange of Go Stones

Liar Dice Underwater

by Francis Roads

Liar Dice is without doubt the second most popular game at go tournaments. Until recently I had never read a reference to it outside specialised games literature. The following reference appears on page 132 in *HMS Thule Intercepts*, by Alistair Mars (Pan 1956), which is a first hand account of submarine warfare in the Indian Ocean during WW II.

"...during these quiet evenings I used to join the little throng in the ward room for a game of liar dice... this quick-witted and amusing game... the game went quickly.

"Three aces.
'And a queen.'
'Full house.'
'Fours.'
'What fours?'
'Any fours.'
'Four aces and a jack.'
'I'll see four aces and a jack.'"

This is undoubtedly the game that we know and love. Before the advent of electronic entertainment other traditional games were played in the Royal Navy during tedious voyages, notably Cribbage, Acey-Deucey, a form of backgammon, and rather surprisingly, Ludo.

And the navy of the Austro-Hungarian Empire even played go, which is known to have been played by officers at Pula in the Adriatic, before WW I. This is why go is relatively well developed in Slovenia and Croatia—they've been at it a long time in that area.



Sackcloth And Ashes

by David Ward

The London Open was a very well organised event but personally a disappointing one for me: I scored only 2/6. In the past I have not recorded many games as I always get into time trouble. However I have recently taken Shutai's suggestion and got into the habit of recording losses immediately after the games. This can be a real sackcloth and ashes operation after the let-down of losing the game but is a useful discipline and I can ask Shutai to comment on the games at a later date.

Round 4

Black: David Keeble, 1 Kyu
White: David Ward, 2 dan

Although David is nominally 1 kyu I saw him play at the Paris Tournament the week before and he got 5/7 so he was obviously a man in form.

The following comments are taken from a brief discussion with Shutai Zhang.

23: Black can't really tenuki. He should play at 24 when White plays at 16.

24: Better at 28 which leads to the same result as the game without giving the possibility of a fight...

25: Black could play at 26, but after 25, 27, A, 49, B, White breaks up the bottom.

34: Wrong direction— it

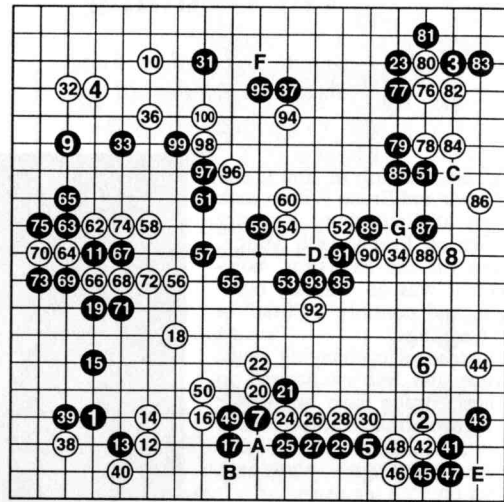


Figure 1 (1—100)

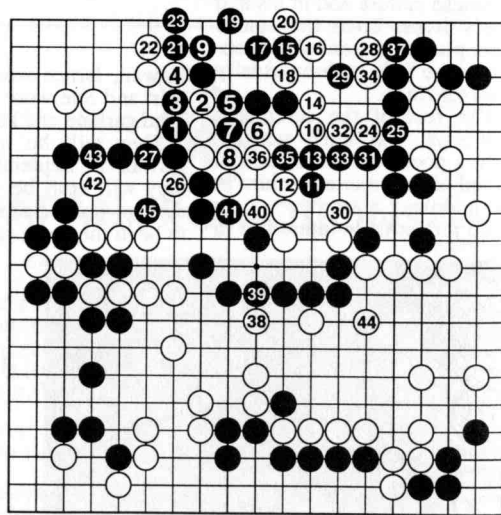


Figure 2 (101—145)

should be at C— but in any case 48 is bigger as it would secure about 30 points in the corner and has a good follow up as any move would be sente against the bottom group. Incidentally White should play at 49 as this is a genuine kikashi.

35: Overplay.

36, 37: This exchange is a nightmare for White and slower than the slowest move should ever be. Locally White should play at D to punish the overplay as the Black stone would have difficulty making sabaki and the influence White builds in the centre makes an invasion around 95 attractive. 48 is probably still bigger.

38: Wrong direction; 48 is imperative.

41: Right timing.

47: Should be at E to secure life.

51: Should be low.

52, 54, 56, 58, 60: Right direction.

62: Should be at 100, making F and an attack on the centre Black group miai.

63—75: Good for White.

76: Very bad losing move. Wrong direction; White should make use of his strength on the left to attack the centre group and then profit by breaking up the top side.

77-91: Very bad for White. Actually White should give way and play G instead of at 88 to secure a connection through the centre.

94: To the end of the game a time scramble.

118,119: This exchange is a mistake as the Black group is not alive.

Recording stopped at move 145.

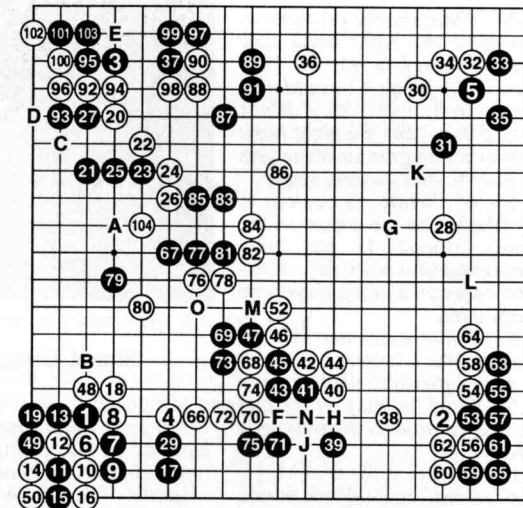


Figure 1 (1—104)
51 at 11

Round 6

Commentary by David Ward and Shutai Zhang

● Shutai Zhang's comments are in italics.

Black: Jim Clare, 3 dan
White: David Ward, 2 dan

4: A strategy devised when I saw Jim had the black stones (he always plays Shusaku's 1,3,5, in fact when computers get to 3 dan I am sure they will be called Jim Clare). I like the influence that White generates after the Joseki to 19.

20: Mistake not completing the joseki; I had a delusion that White should wait to see which side to force on... After completing the joseki 20 would

be better at 27; if 92 then A makes best use of White's influence. A Black pincer would be unreasonable.

21: *Should be at B to punish White for not completing the joseki, but in any case the joseki to 27 nullifies White's influence.*

28: Should play at 29 before completing the moyo at 28

29: *Big but 30 is bigger.*

37: Very tight but proves it's worth in later fighting; there is still the possibility of a ko in the corner: White 92, 94, 93, 95, C, D, E, 103... *Better at 94; less aji.*

41: A bit dubious as Black wants to take sente to erase White's moyo. This leaves his group rather weak.

41: *Very aji keshi; makes invading the right hand side more dangerous, and should be*

at F.

44: *White should get sente to complete the right hand side with G therefore 45, 74, H, J then G. (A White 45 would also work well with 26.) Black would then take the right hand corner but in gote so White gets to play K with an easy game.*

53- 65: White is content to let Black take the corner as the group around 41 has been weakened and also any invasion between 2 and 28 has been eliminated.

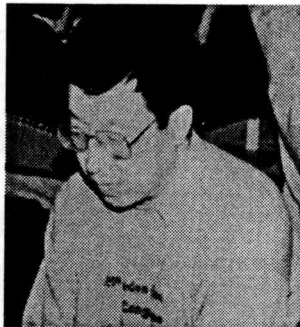
53: *White welcomes this invasion. Much better at L which is very difficult to deal with.*

56 *Better to play at 57 and secure the side as the bottom is open at 41.*

66, 67: *Key point is at M.*

67: *A bit vague. Black should patch up at 73. Black can't tenuki to play at 67.*

68: *I started to think that Black could be in serious trouble after this cut with the likely outcome that Black would end up with a weak group in the centre and therefore White could turn his moyo into territory.*



Shutai Zhang

68: *Good*

70: *Terrible; should be the hane at N instigating a horrendous squeeze. Black would collapse. (Tesuji, where are you when I need you!) 71 patches Black up.*

72: *Even worse. White should play 75, sacrifice two stones and capture the cutting stones in the centre by playing O.*

75: *Black still has bad aji on the side. Yes but see above.*

76: *Losing move? The three*

black stones in the centre should be Black's problem. The moves to 81 only give White about 15 points, and 81 seriously weakens 24 and 26. A move around 79 would settle the White group in sente.

76: *OK the game is still close after 81.*

82,84,86: *Bad. I was relying on the ko in the corner, but when Black plays 93 White is starting to thrash about. The interest starts to go out of the game, replaced by a sinking feeling.*

82: *Should be at 88.*

83: *Black should hane as White cannot double hane because of the bad aji from the three Black stones.*

86: *Should still be at 88; if White strengthens his group Black still has bad aji around 104.*

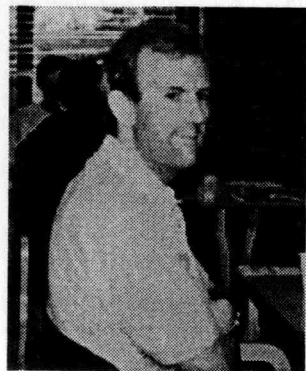
White still has some chances if 104 at A.

I did not record the game after 104 as we were both in overtime which caused the inevitable multiple rip-off of groups by both players. More time please...

Gender Bias?

by Francis Roads

The ladies have a championship, they hold it every year I wonder where the next is planned; will it be far or near? At Leamington or London? Maybe Barmouth is the plan. Just one fine club could never be the host: the Isle of Man!



David Ward

The BGA Can Help

The BGA is always trying to find ways of increasing its membership, and of introducing new people to go. However, there is a limit to what can be done at the national level. The main part of this work is done locally by clubs. The network of sixty clubs, and the people who run them, are vital to the future of go in this country.

For this reason the BGA offers help to anyone trying to set up a new go club, or to increase the membership of an existing club by publicity, special events, etc. There are various sorts of help we can give.

We can loan equipment, such as go sets or a demonstration board, for special events. We can also provide clubs with cheap sets (we will have some available for £5 later on this year - possibly by the time you read this!), including 13x13 and 9x9 sets for beginners. A go video is also being produced. We don't currently have slideshow or library display material, but if clubs are interested in these we may be able to develop them.

We can provide advice. We have quite a lot of experience as to what sort of things have worked well in the past and what haven't. So whether you are setting up a new club, organising an event for beginners, looking for sponsorship for a tournament, trying to contact local schools, organising a display in a library or whatever, we may be able to help.

We can provide the help of a strong player to give a simultaneous display, give a teaching session, talk generally about go, or whatever. There is a long standing arrangement that the BGA will pay half of the transport costs in cases like this, with the other half to be met by the club.

We can provide financial help. We generally offer to pay half the costs of any publicity, whether organised by an existing club or by someone trying to set up a new one. We also will consider giving grants to particular projects, especially any which aim to involve schools. In such cases we naturally need to have a good case made out of what the money is to be used for, and what it is expected to achieve. If something has potential to bring a significant increase in membership, we are usually very willing to support it.

So please let us know how we can help! There's a whole list of willing people on page 2.

Endgame Challenge

Part 6

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

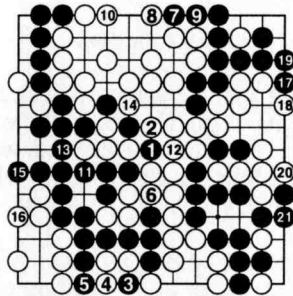
Answer to problem 9: Black wins by one point. Black 1 is a sacrifice tesuji. It is two points better than simply playing Black 11, White 1. As a result, Black 13 becomes sente, and White has to add an extra stone inside.

Black 3 is one point better than playing at 4 to capture the white stones. White likewise makes a big gote move with 6.

Black 7 is a tesuji that is easy to miss, so it's well worth studying. White has to protect with 10 (or thereabouts) or Black will cut as shown in Diagram 1. Note that after Black 7, White cannot block at 2 in Diagram 2. Black cuts at 3 and White cannot escape as he ends up with two false eyes that he can't connect. Black 3 in Diagram 3 looks like a clever move, but White has a good answer at 4. The end result is no different from the correct answer.

Black 15 is a good move that takes sente. The hane and connection in Diagram 4 is gote, and one can see that Black 1 is on a dame point. White 16 is the best answer to 15.

The simple move of Black 17 is enough to win the game by one point. If this did not produce a win for Black, he could try the all-out line in Diagram



Problem 9 Answer (1-21)

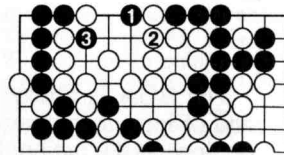


Diagram 1

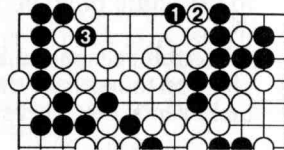


Diagram 2

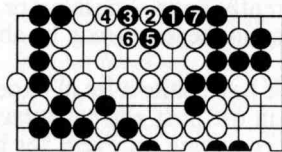


Diagram 3

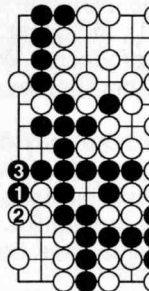


Diagram 4

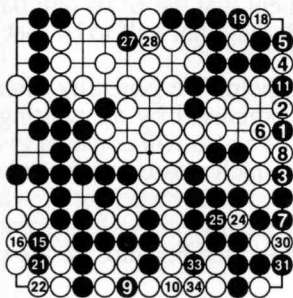
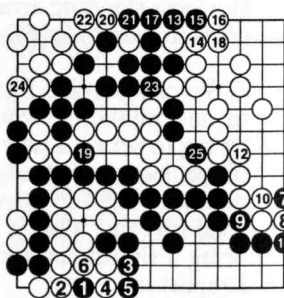


Diagram 5

12 above 9; 13 takes; ko: 14, 17, 20, 23, 26, 29, 32, 35. Black connects ko.



Problem 10 Answer (1-25)

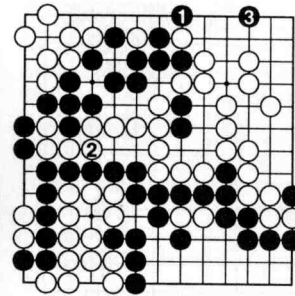
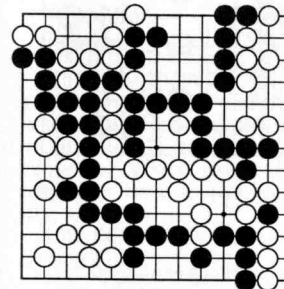
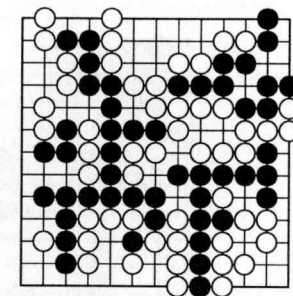


Diagram 6



Problem 12



Problem 11

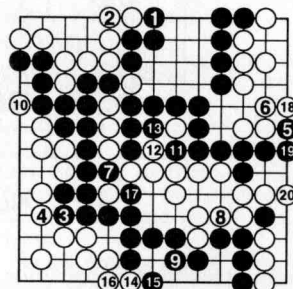


Diagram 8 (1-20)
Poor yose. White wins by 6

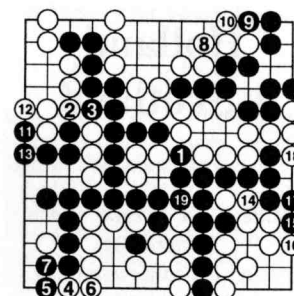


Diagram 7 (1-19)

Poor yose. White wins by 2

the end of the game. White could play 24 at 25 (since they are worth the same), but it is easy to see that Black 24 is worth a point, while there is a chance that Black might fail to spot that 25 is worth a point and pass, allowing White to connect there.

Problem 11. The poor yose in Diagram 7 results in a two-point loss for Black. Try and turn this into a win for Black. Black to play first; neither side has any prisoners. (This one is rather hard I think.)

Problem 12. Diagram 8 shows White winning by six points, but if Black plays more skillfully, he can win comfortably. 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.



5. This is complicated, but it gains Black an extra point if he plays correctly, as he wins the ko. However, there is no need to take risks like this in order to win by two points instead of one. Another all-out line starts with Black 1 at 8 in Diagram 5, White 1, Black 6; you can study this by yourself if you are interested.

Answer to Problem 10. Black wins by one point.

Black 1 is a sacrifice tesuji that seals off the side in sente. White has to be careful not to let Black push in at 2 and break his second eye.

Black 7 is a standard book

tesuji for sealing off the side in sente.

Black 13 is a move worth noting. Black urgently wants to keep sente in order to take the big point of 19. Playing atari at 14 would be gote, and doing nothing here to take 19 directly would allow White to connect at 14. If White ignores this first-line atari, as in Diagram 6, Black can jump as far as 3, which considerably reduces White's corner.

The final point to note is that Black 23 is bigger than 24. Black cuts with 25, forcing White to fill in all three vacant points to capture the stones at

Holland v Scotland

by Des Cann

Black: Andre Alfenaar 1 dan
Netherlands

White: David Keeble 1 kyū
Edinburgh
Komi 8. Ing Rules

This game was played during the London Open, and was sent in by David Keeble for commentary.

18: A mistake in order that I have seen before. White should play at 20 first when Black will defend at A to stop 21 being sente. Black gains sente in the game due to this mistake.

32: Would be a good time to play kikashi at 112 which would make a significant difference to the effectiveness of 85 later. Often after 25 Black plays 91 in order to avoid this. It would also be better to play 32 on the fourth line, a much better moyo building move.

34: Too close, Black can build strength easily due to 32 being low.

38 and 40 are inconsistent, allowing the corner stones to be surrounded is bad.

If 40 is at 41 Black can capture 32 but White can add a stone to it and squeeze.

After 41 Black has become stable where he should be under attack. He is well ahead now.

43: Better at 44 building a large moyo.

45: Stops White living in the corner and aims down the side but harassing the White group 42 & 44 is bigger. It is only

worth about fourteen points for White to live in the corner and Black would get to play 45 in sente while he lived anyway.

47-49: A submissive combination. 47 could be at 74 or between 44 & 46. Given 47 Black 49 should be at B.

52: This is making Black play in the direction of a weak White group.

58: An overplay. White is forming a second weak group without having stabilised the first.

63: Too slow. Black should separate the groups by playing 68.

65-71: Black continues to add stones where he doesn't need them while letting White connect his groups in sente.

82: White lives comfortably having destroyed Black's moyo. It is now a close game.

83: Could go deeper but it is not clear that he would gain by

doing so, this keeps sente.

87: Overplay, 91 is correct when White will play 89.

88: Too obedient, after 90 it is clear that Black is getting more territory than White in this area (between 84 and 23) which is unacceptable. In consequence White must answer at 89 even though he may not know what happens next. A fighting line is always better than a sequence that will leave you behind. Another way of looking at it is to realise that the wall 26 to 86 is achieving nothing because of the strong Black group 25-71, whereas the Black stones 85, 87, 89 are making territory that could have been White's. The correct sequence is White 89, Black 88, White 115, Black 90, White 113, Black D, White E. This last move gives Black shortage of liberties allowing White to link up underneath. He would

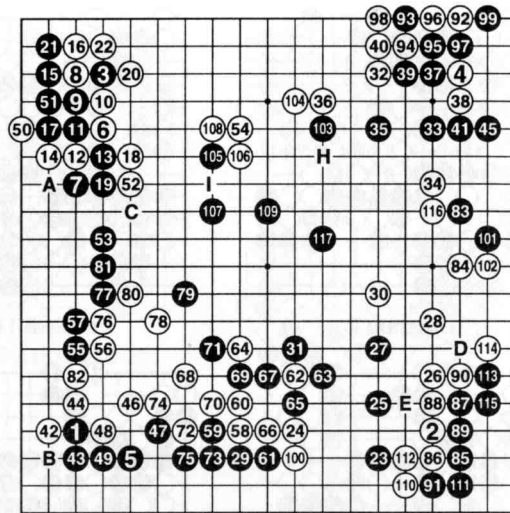


Figure 1 (1—117)

then have about 12 points more than Black in the area. It would be easy to miss the tesuji of E during the game but even if White instead played at 116 in order to stabilise 34-28 as a separate group it would be far better than the game sequence. Black has gained maybe 15 points after 90 and therefore has a clear lead again.

90: Should be at 113, using 28.

92: H is probably bigger and anyway White cannot win simply by playing yose.

98: Could be at 99.

100: It becomes clear after 110 and 112 that this is small.

102: You cannot afford to answer submissively like this when behind; should play at H or B which is big, partly because the White group above may later have to live explicitly.

108: Still submissive; I is the stronger line.

117: Last move recorded, Black is about 30 points ahead by now. White started fighting in the centre but it was too late and he soon had to resign.

One Match: Two Views

Must We Compose A Song?

by William Connolley

The Inaugural match of the North of London League (i.e. we had a match, and who knows, we may have another and perhaps rope Cambridge into the deal sometime) began with Wanstead singing their club song, which bemused

some of the other pub regulars, I can tell you!

That done, we established that a Certain Wanstead Player (who shall be nameless but is married to an accountant called Alison) had not only forgotten to bring along the extra boards but also told other Wanstead members not to either. However, after some scurrying around we found enough boards, though I did have to play my second game, against Alistair Wall, on a board made of record sheets taped together (that's my excuse for losing).

By cunningly arranging to have the Sex Pistols "Pretty Vacant" playing loudly on the juke box (which severely disadvantaged a well known music-loving member of the Wanstead party) Stevenage secured a 4-3 lead in the first round.

In the break a plentiful supply of sandwiches, chips and roast potatoes was provided by the pub.

Sadly Stevenage had run out of 50p's in the second round and Wanstead fought back to win 8-7 over all (the extra pair came from Alison feeling ill during the first round and our man Nick Rodgers turning up a bit late). Miriam Brod and Jeremy Hawden were the only people to win both their games but didn't get a prize because there were none.

So: a closely fought match lost in the second round by something of a batting collapse by the top end of the Stevenage team. We await our return match but—do we have to compose a song first?

A Victory for Good Taste

by Francis Roads

Wanstead played a friendly 8-board 2-round away match against Stevenage on the evening of 22nd February. A slightly late start was made at the Royal Oak, Stevenage, for two reasons. Firstly Alistair Wall, though currently Wanstead's strongest player, is not our strongest map-reader. And Andrew Jones had forgotten to bring any sets. One game was being played on a hastily drawn paper board, with a rather composite set of stones.

Wanstead started the evening with an attempt to intimidate the opposition with a rendition of the Wanstead Go Club Victory Song. Stevenage were prepared for Wanstead to seize the musical initiative, and had a counter-offensive planned. The Royal Oak is unfortunate enough to be furnished with a juke box, and whenever a Stevenage player seemed to be in difficulties, a coin was duly inserted, and nasty loud pop music (forgive the tautology) blared forth, in a blatant attempt to unsettle the refined intellects of the Wanstead players.

At the end of the evening justice had been done; human music prevailed over mechanical, and Wanstead won 8-7 with one game unplayed. It is hoped to develop a league in the general area of the Northern Home Counties; any takers?



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:** K. Roger, 61 Trinity Rd, Perry Bar, Birmingham B6 6LW. Tel: 0215513867. 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.

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

* **Brighton:** S. Marker, 64 May Rd, Brighton. Tel: 0273-600885. 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.

* **BUSU:** Liguang Chen, Dept of Applied Computing & Electronics, Bournemouth University, Poole House, Talbot Campus, Fern Barrow, Poole, Dorset BH12 5BB. Tel: 0202-595101 (work). Meets in the Students' Union Area, Thursday 7pm.

* **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.

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:** J. Edwards, 16 Strawberry Close, Prestwood, Gt. Missenden, Bucks. HP16 0SG. Tel: 0494-866107.

* **HP (Bristol):** A. Seaborne, 17 Shipley Road, Westbury-on-Trym, Bristol BS9 3HR. Tel: 0272-507390. Meets Wed.

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

* **Isle of Man:** D. Phillips, 4 Ivydene Ave, Onchan IM3 3HD. Tel: 0624-612294. Meets Thurs 8pm at 116 Ballabrookie Dr, Douglas.

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.

* **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.

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 7pm.

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

Preston: C. Adams. Tel: 0772-204388. Meets at Gaston's, Avenham St, Tues 8pm.

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

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

Salcoats: D. Tomelty, 43 Barrie Tce, Ardrossan, Ayrshire KA22 8AZ. Tel: 0294-601816. Meets at Argyle Community Centre, Campbell Ave, Salcoats, 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. Connolley, 66 Stonycroft, Bedwell, Stevenage. Tel: 0438-741850. Meets at the Royal Oak, Walkern Road, Tues 8pm.

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.

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, Barmouth, Gwynedd LL42 1BW. Tel: B. All-day, 0341-280066 (home), 280076 (work). Meets regularly.

Worcester & Malvern: E. Blockley, 27 Laugherne 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.

The following clubs are not currently affiliated to the Association:

Bradford, Bretby, Furze Platt, Ipswich, London University, Norwich, Stowe School

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

How To Lose A Game In Twenty Moves

by T. Mark Hall

The comments on this game are partly mine and partly taken from post-game analysis. It was played on May 1st in Round 4 of the Candidates' Tournament at the IVC, London. Both players had won three games coming into this game; winning four in a row usually guarantees player a place in the Challenger's League.

White: Francis Roads, 4 dan
Black: T. Mark Hall, 4 dan
Komi: 6 points

There is not much to comment on until Black 11. Francis doesn't particularly like it and wouldn't play it himself. My aim is to get a base in the corner from which I may be able to develop later.

18: A common tesuji. White normally sacrifices this stone to pick up strength on the outside. However, White 20 doesn't work well and it would be better to play as in diagram 1. At the end of this, White has sente to approach the upper right corner, and his own group is rock solid. There is little prospect for Black in extending towards it, and White should be able to get his own extension to A later.

However, giving Black the move at 21 undercuts the White position and White is left with a Black group with two abso-

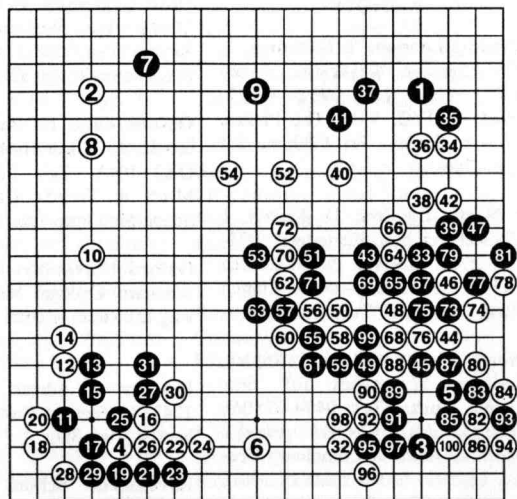


Figure 1 (1—100)

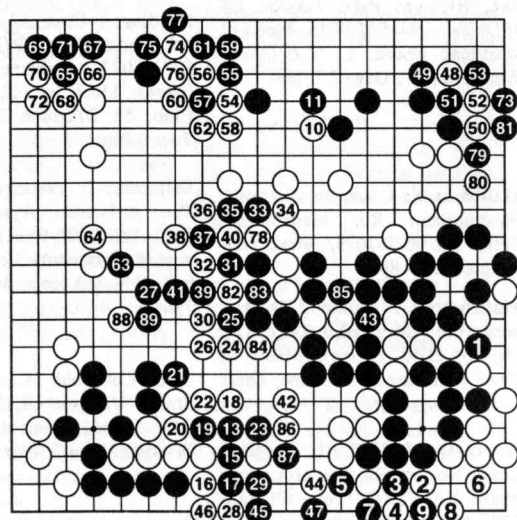


Figure 2 (101—189)
112 at 104, 114 at 109

lute eyes and he has to extend at 32 to ensure that Black doesn't play one point to the left to put pressure on this group, which would make Black territory on the lower edge while attacking. I criticised White 26 as worthless but Francis wanted to get 28 in, but this is only yose.

Giving Black the move at 33 means White is now behind. White's experiment with 20 means that he is already losing.

White tries very hard with the invasion at 44, but this is almost certainly an overplay and from here on his game gets worse. If you look at the position at move 55, Black has only one weak group, running out into the centre. But White has weak groups above and below, and my only concern is keeping them split up. Francis cooperated in this endeavour and finally resigned, after giving me many opportunities to throw the game away.

Turning the Tide

by Francis Roads

There are two types of go clubs. There are the struggling, up-and-coming ones, which deserve all the encouragement they can be given. And there are the older established clubs, which often rather fancy themselves, and sometimes need to be taken down a peg. Into the second category comes Reading.

Reading has dominated the Thames Valley Go League for some years now. When this year it was decided to hold this four-player team tournament on

a single day, rather than over the year, Wanstead saw our chance, and planned to turn up on the day with the intention of giving Reading a hard time.

Owing to an uncharacteristic lapse in our security, Reading discovered our plan, and the tournament was hastily re-named "The Non-Tidal Thames Valley Go League."

Our local river, the Roding, flows into the Thames well below Teddington lock. Persuading the authorities to close the Thames Flood Barrier proved impractical, so we hit on an alternative strategy to outmanoeuvre this blatant chicanery on Reading's part.

To become a member of the Epsom Downs Go Club, all you need do is turn up once. Your name is then placed on the club ladder, and you are re-

garded as a member thenceforth. Four Epsom Downs players who happen to reside in the Wanstead area accordingly turned up at Brakenhale School on 24th April and did our worst.

Predictably, Oxford City's Nick Wedd produced an atlas, but it was found that the local river at Epsom, the Mole, flows into the non-tidal Thames, so the entry had to be accepted. Eventually Reading and Epsom Downs ended with 2.5 team wins and 9/12 individual wins each from the three round event. The arcane tie-break system gave final victory to Reading on the grounds of being the weaker team; what more need one say?

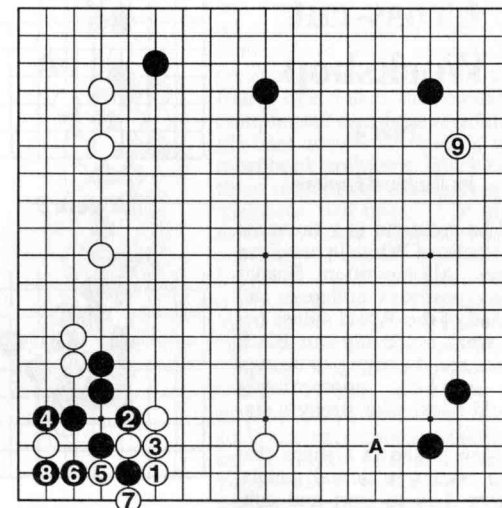


Diagram 1

Cross-cut Workshop

Part 4

by Richard Hunter

The cross-cut is a favourite tactic of White in handicap games. All too often, Black's strong positions collapse, and instead of the White stones being weak, suddenly the Black stones are. Learning to answer the cross-cut appropriately should boost your strength significantly.

Figure 5 shows a shape that often occurs in actual games. Pattern 5 is to atari and connect. This nicely links up to the marked stone, and Black should get a good result after this. Diagram 40 shows one possible continuation. Simply connecting at 3 without exchanging 1 for 2 is not so good. Black 1 is known as an inducing move in Ishi Press parlance, and a similar position can be found on page 135 of *Attack and Defence*. Playing atari from the wrong side, as in diagram 41, is the epitome of vulgarity. If you merely learn to avoid moves like this, then this series will have proved worthwhile.

Figure 6 is taken from Break-through to Shodan. How should Black answer this cross-cut? In Pattern 6, he ataris at 1 and extends at 3. This limits White's choice of responses. The continuation to 11 in diagram 42 gives Black an excellent position. White is not even completely alive yet. On the other hand, diagram 43 shows how Black easily can get into serious trouble.

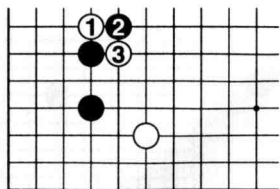
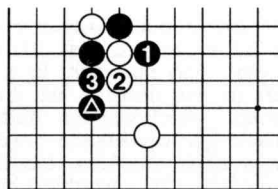


Figure 5



Pattern 5

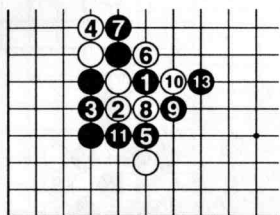


Diagram 40
(12 connects)

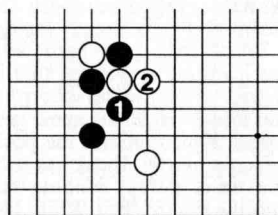


Diagram 41

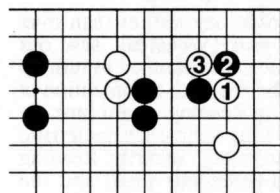
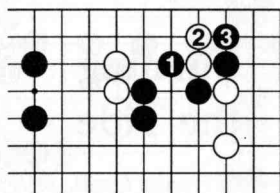


Figure 6



Pattern 6

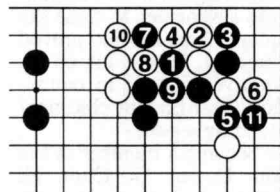


Diagram 42

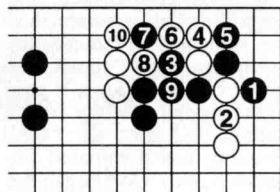


Diagram 43

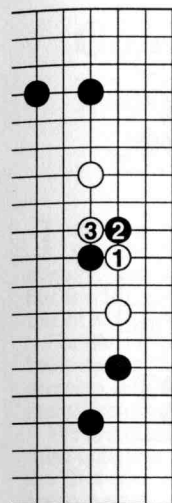


Diagram 44

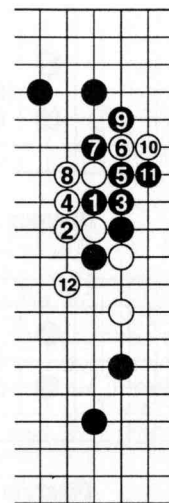


Diagram 45

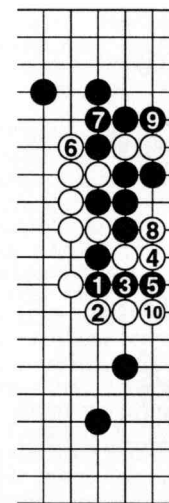


Diagram 46

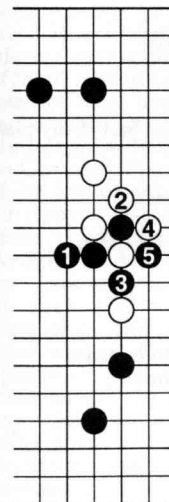


Diagram 47

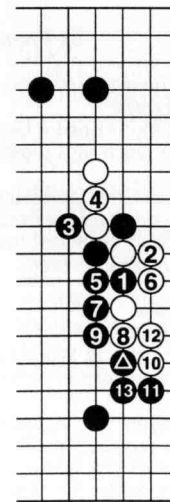


Diagram 48

Now let's return to a question left over from part 2. diagram 44 is the same as diagram 26. How should Black answer the cross-cut? White's stone on the fourth line makes this position complicated and there is no single best answer as there is for most book problems. Black has three reasonable strategies and numerous bad ones: 1) In diagram 45, Black plays atari and connects (Pattern 3). White blocks at 4 and sacrifices with 6 and 10. White 12 captures the black stone. Black cannot rescue it, as should be clear from diagram 46. 2) diagram 47 (Pattern 1) is an all-out way of playing. Black must atari at 5, so White may choose to play a ko. 3) diagram 48 is undeniably vulgar, but it works when the marked stone is present, and it gives Black a thick position (while White makes a lot of territory). This may be suitable for a handicap game if Black's wall works well in the whole-board position.

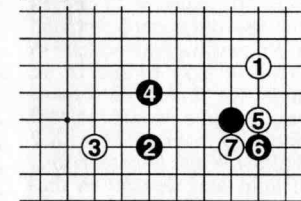


Diagram 49
Black to play

Diagram 49 is a little problem for you to think about. The answer is given overleaf. You might find it useful to refer to review problems 7 and 8 in the part three. What effect does the 3-4 exchange have? White's moves are hamete (a trick). Black has to be careful not to become overconcentrated.

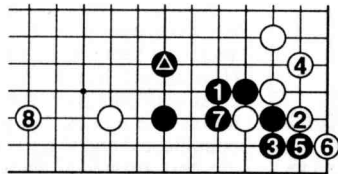


Diagram 50

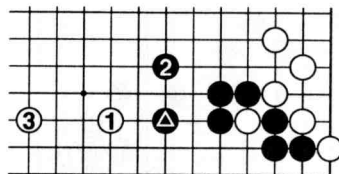


Diagram 51

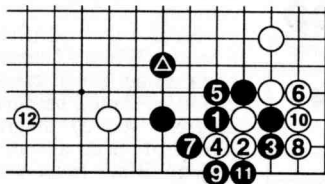


Diagram 52

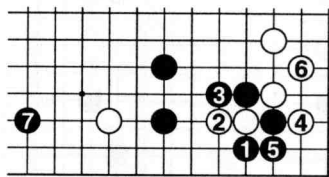


Diagram 53

Answer to Cross-cut Problem

The standard sequence in diagram 50 (pattern 1) leaves Black heavily overconcentrated and White is happy to extend to 8. This is easy to see if we change the order of moves. Surely no one would answer White 1 in diagram 51 with 2 and allow White to extend to 3. The atari and descent in diagram 52 is only slightly better. In this position, the way to refute White's trickery is diagram 53. Black gets a strong position in sente and then pincers the White stone with 7. Note that diagrams 52 and 53 are both the same pattern (6), but the direction is rotated.



Clerihews

by Francis Roads

One of my favourite targets
Is Paul Margetts.
Banishing him to Epsom Downs was part of my plan
To stop him reaching shodan.

Wanstead Go Club feared they'd lost a
Promising young player in Colin Foster.
Ten years later, he is still found to be clever,
And as promising as ever.

Andrew Grant
Didn't know that you can't
Say "Triple drat" at Wanstead. Which means
That he now resides in Milton Keynes.

To find a rhyme for "Alistair Wall"
Presents no problem at all,
But rhymesters risk an appalling howler
In seeking a rhyme for "Strowlger."

Go Isle Of Man 1995

by Leo Austin

It's time to start planning your 1995 summer holiday already, and where else to go but the Isle of Man for the 3rd Isle of Man Go Congress?

For those of you who have been before, we hope that the decision to come again has already been made.

We are planning to make the third congress even better than the first two. At the end of every congress we ask everyone for their comments, and use these to try to improve the next congress.

The dates of the congress will be Sunday 20th August to Friday 25th August, but why not come early and/or go back late, to give yourself more time to enjoy the other attractions of the Isle of Man? 1995 is Centenary Year for the Snaefell Mountain Electric Railway, and as the congress dates are within the Centenary Fortnight there will be lots of extra attractions to enjoy.

The venue is as usual the Wallberry Suite of the Sefton Hotel. For those of you who have not been before, the Sefton is one of the best hotels on the Island, with excellent facilities, plenty of good food, and situated on the sea front within easy walking distance of shops, eating places and many tourist attractions, including the award-winning Manx Museum and the Gaiety Theatre.

The congress tournaments will be basically the same as the previous two congresses:

Main, Afternoon, Handicap, Team Handicap, Rengo, 13x13 and a Continuous Lightning Tournament throughout the congress.

There will also be plenty of social events: a Sunday evening buffet with games (including go), songs, quizzes and light-hearted fun; a Musical Evening, starring all talented musicians who are prepared to bring their instruments; an outing, probably on the Electric Railway to the summit of Snaefell, where, weather permitting, you may see seven kingdoms all at once; the Congress Dinner, Prizegiving and Song Evening.

A specially warm welcome will be extended to adult beginners, and partners or spouses of go players, and an extra specially warm welcome to those who bring their instruments (we particularly need strings and a clarinet).

If you haven't been to the Isle of Man before, you and your family are in for a holiday treat! We can't promise continual sunshine (though we will do our best, and try to arrange the same extremely good weather that we managed to arrange for the last two congresses).

There are lots of interesting places to visit for non go players:

the **Manx Museum**;
the **Gaiety Theatre**, one of the best preserved of Frank Matcham's theatres, still being restored to its original beauty (backstage tours can be arranged);

Castle Rushen, recently transformed, with exciting visual displays to show how the Castle has been lived in and used throughout the centuries since it was built;

the **Grove Rural Museum**, until recently lived in by a family of collectors and hoarders, who never threw anything away, which has resulted in a large house filled with exhibitions of fascinating artifacts from bygone days, including children's toys, greetings cards, costume, furniture, kitchen equipment, farm implements, bee-keeping, and lots more;

the **Wildlife Park**, with interesting animals, displays, informative walks detailing many aspects of the Manx countryside, and a reasonable cafe;

Creneash Village, a small cluster of restored cottages and farm buildings, with Loughtan sheep, and other animals, showing the old ways of farming on the Isle of Man;

the city of Peel, with its old castle, **Viking Longship Exhibition**, atmospheric old streets, and super chocolate shop where delicious chocolates are made on the premises;

the **Steam Railway**, one of the best ways of enjoying the Manx countryside between Douglas and Ramsey, and the easiest way to get to the summit of Snaefell.

For congress information: write to Leo Austin / David Phillips, 4, Ivydene Avenue, Onchan, IOM, IM3 3HD, or phone us on 0624-612294. If you would like us to send a batch of leaflets for your club or tournament we would be delighted to oblige.

For IOM information: phone IOM Department of Tourism Brochure line (0345 686868, local call charge) and quote E654, to receive a copy of the current IOM Holiday Guide, and a chance to win a camcorder. (The draw will be sometime after September 1994.)

Book Review

by Nick Wedd

Mathematical Go Endgames by E. Berlekamp & D. Wolfe, paperback, Ishi Press, £19.99

Mathematical Go Endgame Software by Raymond Chen, Software for PC, Ishi Press, £29.99

This book states that it will appeal to three classes of readers: mathematicians interested in the applications of mathematics to games and go; go players interested in how mathematics might improve their game; and computer scientists interested in how to design or improve go playing programs. I suspect that the go players and the computer scientists will not in fact learn anything that they can apply from it.

It is a mathematical work, giving a very thorough analysis of some go positions in which the biggest moves are worth two points in gote. It is based on the combinatorial game theory of Conway, Berlekamp, and Guy, as described in References [a] and [b].

In case you think that there can be nothing to play for in such positions, I can assure you that they are clearly and rigorously presented and explained. In brief, if all that is left on the board is one-point moves, the most that you can hope for is to make more of them than your opponent does, and for this to be possible, you will have to ensure that there is an odd number of them. The procedure for ensuring this turns out to be

extremely complex.

The book includes 22 yose problems, constructed from combinations of positions such as that given above. One of these is said to have stumped several 9-dan professionals. The objective in all the problems (this does not seem to be stated anywhere) is for White to play and win. Finding the first move is not sufficient; any deviation from the winning line will result in jigo instead of a one-point victory.

A software package for PCs, written by Raymond Chen, is separately available. It sets up and plays out these 22 problems, playing either Black or White. As White, it always wins; as Black, it prevents you from winning if you ever deviate from the correct line.

It is a shame that the most that can be achieved, by applying all the results presented here, is a gain of one point in some end-game positions. The book's admission "Go players can find quicker ways to improve their game than to read this book" is undeniable. Anyone wanting only to improve their go would do far better to study a joseki than to read this book. On the other hand I would recommend it to those wanting to follow recent developments and applications of combinatorial game theory.

The final rather short chapter suggests directions for further research, including some two-points-in-gote positions that are not covered. This makes me wonder: if two-points-in-gote positions are so difficult, is there any hope of ever analysing three-points positions? If such analysis is ever completed, will anyone ever be able to understand and apply

the results?

The first two appendices give the fullest account I have seen of different sets of rules of go, their justifications, and the effects of the differences between them. Rule sets analysed are Ancient Chinese, Modern Chinese, Japanese, North American, New Zealand, Ing, Taiwanese, and various mathematical formulations. Some readers may find this more interesting than the analysis of small yose positions.

References

[a] Conway. On Numbers and Games. Academic Press, London/New York, 1976.

[b] Berlekamp, Conway, and Guy. Winning Ways. Academic Press, New York, 1982.

Appearing shortly:

The Canterbury Collection

The Eurogo News
Compendium:

80 pages

containing 42 games
not previously published
all with commentaries

together with
photographs and articles
from the 1992 event

and Bob High's
Canterbury
Go Tales.

Club Profile

The Early History Of The
Manchester Go Club

by Chris Kirkham

The Manchester Club has existed for quite a long time. I don't know exactly how long, but it must be nearly twenty years. One of the founding members was Roger Huyshe; Mo Amin was another. Other early members include Mike Cumpstey, Andy Benyon and David Jones. Of these only Mo still plays, entering every Northern and never being seen between times. When I first went, the club used to meet in a Nissen hut in Fallowfield, the premises of Manchester Chess Club. The heating was poor to non-existent, and in winter we would keep our coats and gloves on. We viewed the adjacent wooden hut with envy, but that was rarely in use in the evenings, being the Wilbraham Community Centre by day.

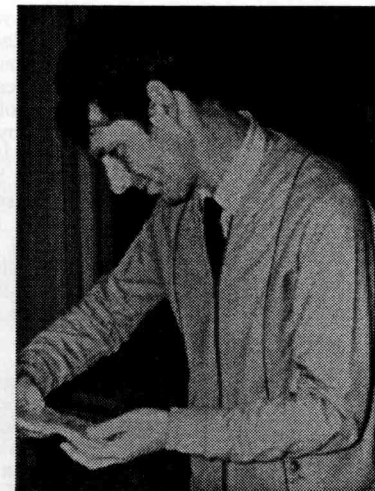
And then we made our first move — into the wooden hut. It was indeed more comfortable, but the reason for the move was more ominous. Wilbraham Community Association had obtained a grant to build a proper (brick) building. As a result, the Nissen hut was (eventually) demolished, and a fine new building erected. We then had to move from the wooden building into this initially excellent small building. But we, and the Wilbraham Community Association, had reckoned without the local vandals. The Nissen hut and its wooden neighbour had been too lacking in facilities and too ramshackle to be worth smash-

ing up. But a new, centrally heated brick building, that was a challenge! So before too long the place was unheated, because the water pipes had been ripped out, and the resulting puddles on the floor and draughts through the windows made it unusable.

So then we moved to the South Manchester Bridge Club in Withington. That was run as a business, with a bar downstairs and a significantly higher room charge. We reasoned that we might attract more players in these very comfortable surroundings, but in the end the per-night charge proved too much, and we moved to the South Manchester Teachers' Centre in West Didsbury. We were very happy there, but were forced to move again after a period, as a result of the closure of the Teachers' Centre. I think we already knew this was going to happen before one of the outside huts in which we sometimes played burned down!

So then we looked to the centre of Manchester, to the Brewer's Arms, a pub attached to Boddington's brewery in Strangeways. We survived there for a while, all through the prison riot nearby, until the brewery actually closed it down, forcing us to look to other city centre pubs. We are now on our second of these!

No history of the Manchester Club can fail to mention the Northern Go Tournament. The leading light in this used to be John Pindar of Bolton.



Chris Kirkham works on the draw

Not a member of the Manchester Club, he would organise and run the Tournament year after year in Manchester. When he stopped were were forced to take it on ourselves.

● I was asked to write an article about Manchester Go Club, but because I have only been a member of Manchester since the late 1970's, I approached some of the "older" members of the club for details of its early history. It is only fitting that Chris should end on the Northern Go Tournament, since he and John Smith have been running the Tournament since John Pindar stopped. And very successfully, too, if I might say.

Terry Barker

Letters

GR and GW for SB...

I have decided to get rid of my large but random collection of Go Review and Go World. There are many gaps, but also duplicates and even triplicates and quadruplicates. I would prefer them to go to people who will cherish them, as they are a non-renewable resource.

For a list of what is available, please contact me at:

61 Malmesbury Road, London E18 2NL,
or phone 081 505 4381.

I will send them or hand them over at a tournament. I don't want money for them myself, but I invite recipients to make a suitable donation to the Susan Barnes Trust.

If you have any such old copies yourself which you would like to recycle similarly, I shall be happy to receive them and add them to the stock.

Francis Roads

I was a bit surprised by Bob Terry's Shusai game. [*Ten Best Games*, BGJ 94. 'Komi 4.5. White wins by 5.5 points.'] The whole point was that Kitani won (by 5 points, he was Black with no komi), ushering in the new era.

Richard Hunter

Editor: To enter the wrong result could be just a slip. To dream up 4.5 komi where there was none, however, was so intriguing it set me searching for the cause.

The solution appears in *Ten Best Games* in this issue: 'The first game of this match had also been interrupted...'. The result of the next game: White wins by 5.5 points with 4.5 komi. It seems I applied the results to the second game of Bob's series of ten, whereas of course they belonged to the second game in the Honinbo Title Match series which was being discussed. A cautionary tale for speed-readers!

Regarding the article *Ten Best Games* in BGJ 94, you may like to know that there is a detailed game analysis featured in Kawabata's *The Master of Go in Go Review* Vol. 9, No. 9 (September 1969).

Lawrence J. Hamilton

I am thirty years old and a keen go player in Romania. I am searching for friends for correspondence and especially for mutual visits.

We Romanian go players would be happy to be hosts for English go players even though we may never be able to return the visit. For us it is enough pleasure to play with strong go players from other countries.

If you are interested in my proposal, please write to me. My address is:

Str. Regiment 11 Siret 40,
BL. C 30 AP. 24,
6200 Galatzi - 6,
Romania.

Romania is a beautiful country especially in summer and I'm sure English people will enjoy visiting us.

Pintilie Costel

The Draw

by Paul Barnard

● *Beginners may find this article of interest. It first appeared in Swindon Club's magazine.*

The commonest way of doing the draw at tournaments in Britain is the McMahon draw. Everyone enters at their grade, and is then promoted (for the purposes of the draw only) every time they win a game. They are not demoted for losing. Thus a 10 kyu who wins his first game would be 9 kyu in the second round, and would therefore be drawn against another 10 kyu who had won his first game, or a "real" 9 kyu who had lost his first game. Because there is never exactly the right number of entrants at each strength it is possible to be "drawn up" or "drawn down".

Some tournaments, such as the Candidates', use a Swiss draw. Here, you are pitched against someone with the same number of wins, so a 2 kyu could be put against a 4 dan. No handicaps are applied. Not unnaturally, weakies tend to lose more, and after a few rounds end up playing each other, and the whiz kids win more and do likewise.

Occasionally other draws are used. For example, at the Anglo-Japanese Match, everybody in each team was ranked in order of strength and played his opposite number plus one up and one down, so that the 7th ranked Brit played the sixth, seventh and eighth Jap. Obviously, the top and bottom had to be fiddled a bit!

A Problem Of Status

by Paul Hazelden

● *In BGJ 94 (page 29) T. Mark Hall invited definitions of the status of a group. For readers' convenience, the diagram is reprinted.*

Status: if neither player is prepared to allow these stones to be captured, the game is a draw. The play goes as follows:

1. Black: tenuki or pass. Black cannot retake the ko, and if he plays to secure the false eye he puts himself into atari.

2. White: atari. Either of the points in Black's eye will do. White cannot defend the ko, as this would put him into atari.

3. Black: capture the stone on the edge to retake the ko and place White in atari. Black cannot capture White 2 as White would then capture all the stones in a snapback.

4. White: capture. He must capture the two stones as he is in atari and cannot retake the ko to gain an extra liberty.

5. Black: must capture the White stone on line 2 as he is now in atari. The positions are now reversed. Black has two liberties on lines 1 and 2, and White has two liberties on lines 6 and 7. The same sequence can now be played out in reverse...

6. White: tenuki or pass. As in the case of Black 1, he can neither retake the ko nor secure a single eye.

7. Black: atari on line 6 or 7.
8. White: capture the stone on line 2.

9. Black: capture the stones

on lines 6 and 7.

10. White: capture the stone on line 1. The positions is now exactly as before, with up to two extra stones on the rest of the board.

If neither player will allow his stones to be captured, the game will have to be a draw. If either player is winning by more than about 30 points, they can allow these stones to be captured, and still win, so the strategy is to win the game by allowing the stones to be captured. If neither player is winning by more than 30 points, neither can afford to be captured and hence the result must be a draw.

This assumes that neither player can force their opponent to reply to the tenuki. If that happens after a certain number of cycles, the play is then:

1. Black: tenuki. Forces a reply.

2. White: tenuki in reply to Black 1.

3. Black captures stone on line 1.

4. White: tenuki. The atari on line 6 or 7 is pointless because...

5. Black: captures all the White stones.

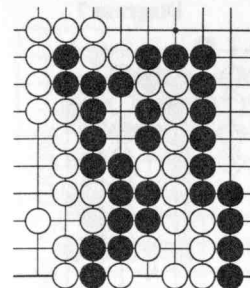


Diagram 1

Go Kiburi Falls Ill

by Jo Hampton

Go Kiburi has been feeling rather unwell recently. He went to the local herbalist who gave him an assortment of leaves. These were to be made up into an infusion each day, which was then to be thoroughly chilled in the fridge before drinking. The herbalist guaranteed quick results, but warned Go that the mixture had the unfortunate side effect of being the most powerful diuretic known to man.

Go spent a good part of the next few days in the toilet. At the end of this time his original complaint had been completely cured, but he was suffering from serious dehydration. Worried, his doctor referred him immediately to hospital for observation. He was later to be told that he was lucky to be alive; he had almost been killed by the iced healing tea's huge wee!

● Late news from Fred Holroyd: it seems that Go Kiburi recently got divorced—he could not make a ko of his marriage.

Taking Advantage of Mistakes

Part 3

by Richard Hunter

Black's hane at 5 in diagram 1 is a mistake that is very often made in actual games. Black is probably thinking of the joseki in diagram 2, where White invades at the 3-3 point under an isolated hoshi stone. In that case, Black naturally plays hane at the head of two stones. However, when White makes an approach move and Black pincers (for example, at 1 or A in diagram 1), the usual joseki has Black extending at 5 in diagram 3; the hane in diagram 1 is an overplay. (It can also be deliberately played as a trick; I got most of this discussion from a hamete book. However, I've never seen anyone play it other than through ignorance.)

So how should White take advantage of Black's mistake? The one thing White must not do is give way and crawl along the second line, like in diagram 2. This completely wastes White's approach move. It's tempting to try and punish Black by taking the point he missed by cutting at 1 in diagram 4. However, this is likely to end in disaster. I won't go into all the variations here; if you are interested, have a look at them yourself.

The simplest response is to continue as normal with the hane and connection. Then the peaceful line is to clamp at 5.

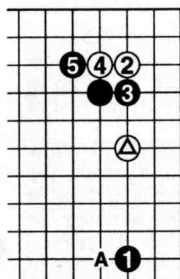


Diagram 1

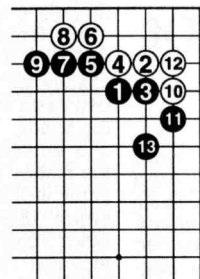


Diagram 2

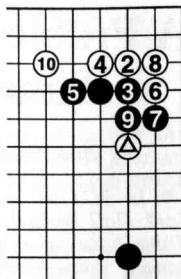


Diagram 3

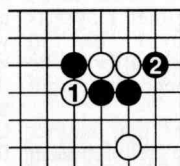


Diagram 4

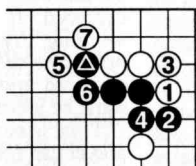


Diagram 5

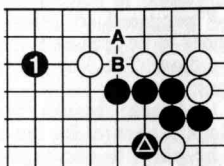


Diagram 6

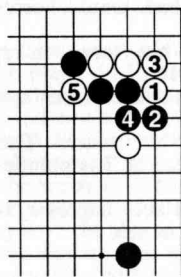


Diagram 7

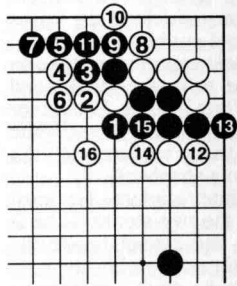


Diagram 8

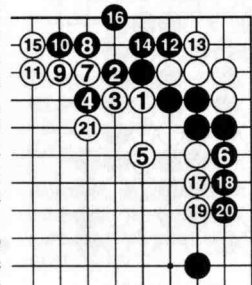


Diagram 9

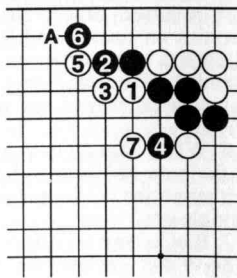


Diagram 10

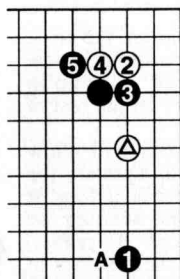


Diagram 11

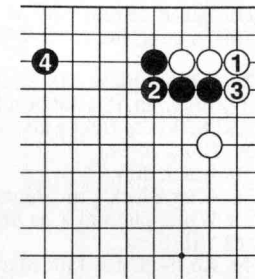
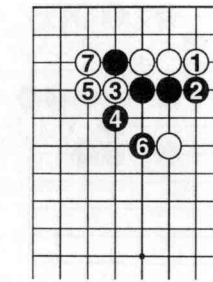


Diagram 12

This is equivalent to Black having pushed through at the triangled stone in the standard joseki. The exchange of the triangled stone for 7 is bad for Black, so White has made a modest gain. (Understanding why this is bad for Black is rather advanced, but basically Black could push through at any time so he shouldn't rush to play it too soon. He might actually prefer to play 1 in diagram 6, aiming at the weak point of A. Pushing in at B would be vulgar.)

A more aggressive player might cut at 5 in diagram 7. There are many continuations, and these will probably favour White in a handicap game. Diagram 8 shows an easy way for Black to collapse. In diagram 9, White sacrifices the corner for outside thickness. Black 4 in diagram 10 looks like a calm move, but White can



attach and aim at playing the double hane on the top at A.

White can also descend at 1 in diagram 11. If Black blocks, then White's cut is devastating. Black should answer White 1 by connecting at 2 in diagram 12.

Solutions

Black To Play

by T. Mark Hall

These problems appeared in Journal 93, on page 29. In each problem Black plays first, but there are various possibilities.

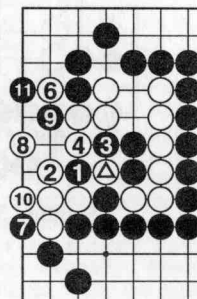
1a. 5 connects where the triangled stone was captured. White dies.

1b. 8 is played at the triangled stone. This variation leads to a ko fight, which is good for White.

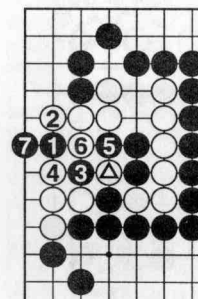
1c. If instead of White 2 in Solution 1a White plays one in this diagram, then White dies.

1d. If instead of 5 in Solution 1a Black plays 1 in this diagram, then White 4 recaptures at the triangled stone, and again there is a ko fight, which is good for White.

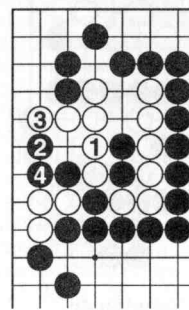
2a. This diagram gives the best result for Black.



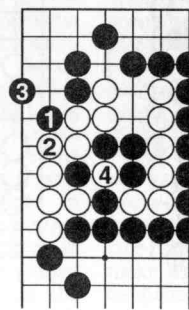
Solution 1a



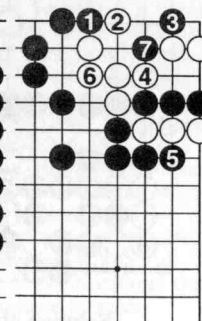
Solution 1b



Solution 1c



Solution 1d



Solution 2a

2b. Black cannot play at A, so this is seki, therefore White lives.

2c. If Black plays 3 in 2a at 1 in this diagram, it is not best for Black; he has to fight a ko.

3a. Black lives.

3b. Black dies.

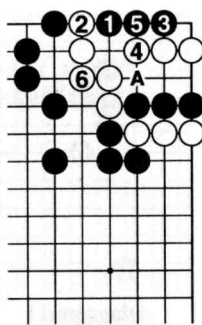
3c. After Black 1 in Solution 3a, if White plays at 1 as here, Black still lives.

4a. Ko fight: good for Black.

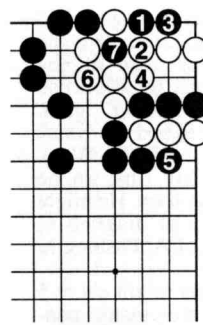
4b. White lives, Black does not.

4c. After 2 in Solution 4a White lives, Black does not.

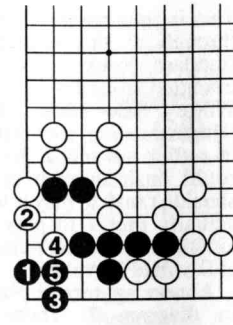
4d: After 3 in 4a, if White plays 1 here this leads to a ko fight which is good for Black.



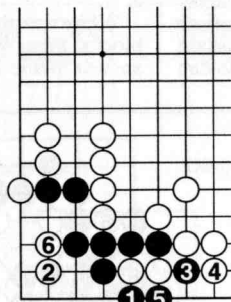
Solution 2b



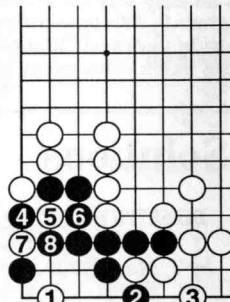
Solution 2c



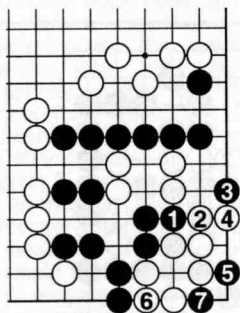
Solution 3a



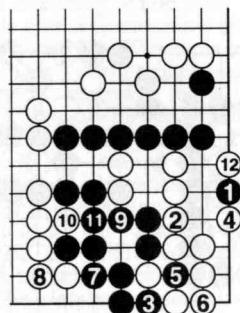
Solution 3b



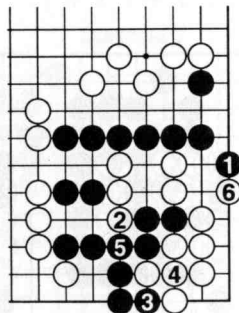
Solution 3c



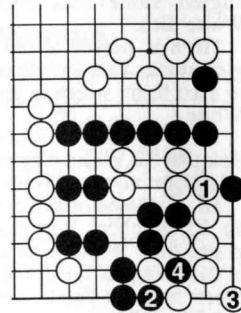
Solution 4a



Solution 4b



Solution 4c



Solution 4d

Go and Rugby.

by Nick Wedd

If you are a kyu player, it is very likely that you will have been urged by better players to play your stones higher: to aim to build thickness and influence rather than small territories in the corners and along the edges of the board. If you are a dan player, you may be aware of a tendency of kyu players to play their stones too low, and have tried to correct it.

It is strange that weaker players should have a tendency to play stones too low. I can think of no compelling reason why we should play too low rather than too high. *In fact I believe that we do no such thing.* My purpose in this article is to argue that low play by weaker players is correct.

It is true that where an expert would play on the fourth line, a five-kyu player will play on the third line, and a computer program may well play on the second line. But the five-kyu and the program do not play like this because they are ignorant of the value of central influence. They do it because they are playing other players of their own level, and to play low is better in games between weaker players. If I were to suspect that after my next move I would be transformed into a professional-level player, I might play for central influence, on the fourth line; but knowing that I am going to continue to play like Nick Wedd, I do better to play on the third line. And if I suspected that my opponent and I were about to be transformed into thirty-kyus, I would try to make secure terri-

tory on the second line.

I have tried building outside influence, and then using it in the recommended manner to achieve things in the area where the influence is acting. All that happens is that the "influence" acts like a magnet to attract enemy territory. I do better by building humble third-line groups, and then finding that I can win any fight in the centre of the board because my groups are stable, while my opponent's groups are over-reaching themselves. I do not claim that to play like this is good, only that it is the best I can manage at beating other players of my own standard.

The snag with building central influence is that, if you are a kyu player, you will not be able to make the most of it; whereas if you make a group that gets shut in to a corner, you may get almost as many points there as a 9-dan would. Somehow, when managed by an incompetent player, influence does not extend nearly as far as it ought to.

There is an analogy here with rugby football. When rugby is played well, the ball comes out of the scrum to the scrum half, who passes it to the fly half, who passes it to the centre, who passes it to the wing, who seizes his opportunity to run up the pitch with it. But at fourth-fifteen level, each attempt to pass the ball is likely to result in the ball being dropped, or intercepted, or not caught; and the chance of its ever reaching the wing is negligible. Therefore, while in first-fifteen rugby the winger should be a fast runner, in fourth-fifteen rugby the winger will have no effect on the game, and might as well not

exist (guess where I used to play). A coach who urges the ball more often will only cause them to play even worse: they will try to pass the ball, and drop it, while they might have won the game by using cruder and more direct methods. He ought instead to teach them *how* to pass the ball.

The effect of influence on a distant position, like the transfer of the ball from the scrum to the winger, is a process which, at higher levels of play, is well understood and likely to work when attempted. At lower levels, the effect of distance is greater. The ball is likely to be dropped, and the fight which starts to sprawl towards the thickness is likely to have resolved itself, by some random accident, before it ever gets there.

You might say "Nick, your contempt for influence is fine if you want to stay at your present level. But if you are going to improve you will have to learn to build thickness." I disagree. *I can* build thickness: I have lost many games as a result. If I am going to improve I will have to learn to *use* thickness. I can use it, on occasion, to build territory. But when I try to use it in the approved way, driving my opponent's weak group towards it, the group just goes there and smugly makes two eyes. Where I had thickness, my opponent now has two points of territory. Sometimes the thickness even dies.

So please, dan players, when you criticise the moves of us kyu players, don't criticise us for playing low. Instead, criticise the moves which fail to make use of any thickness that happens to have formed.

Tournament News

by Tony Atkins

Quakers And Varsity

This year the Wanstead Tournament abandoned Methodism in favour of Quakerism as it is cheaper. In addition the hall was slightly more pleasant, had better parking and was opposite some remnants of Epping Forest. 77 players battled over four rounds, but unfortunately there was no clear leader. However the tie-break said that Leamington's Nick Webber was the winner ahead of Des Cann, T. Mark Hall, Alan Thornton and Cambridge's latest secret weapon a Chinese lady called Xiahuo Jiang. Four players won four - Richard Arundale (6 kyu Wanstead), Derek Molloy (8 kyu Brighton), Thomas Wolff (10 kyu Wanstead) and David Grimster (21 kyu Brakenhale); three players qualified for the Candidates: Dave Lorking, Alison Cross and Tony Warburton. Special prizes went to Daniel Cox for his usual prowess at 13x13, Brakenhale for bringing 11 players, Cambridge N-Z for 69% (actually R-W: Rickard, Smith, Wainwright and Warburton) and to Cambridge's Harold Manning for entering five times.

85 players went to Oxford's Sommerville College, not to pay homage to the bust of Margaret Thatcher, but to play go. The best on the day turned out to be William Connolley (3 dan Stevenage) who was helped to

victory by a win against T. Mark Hall and by the previous year's winner, Edmund Shaw, not contesting the title. Others who were not distracted by thoughts of dreaming spires and won three were A. Jones (the one that isn't Alison), Bill Aldred (1 kyu Bath), Bill Streeten (3 kyu CLGC), N. Fortescue (15 kyu Cheltenham) and Brakenhale's Daniel Cox (10 kyu), Mark Harrod (24 kyu) and Daniel Dowling (28 kyu). Club mate David King won the 13x13 and Mostly Warringtonians the team prize. Qualifiers were Messrs Aldred and Woodnutt.

The other Varsity tournament took place as usual at Great Shelford village hall two weeks later. Seven of the 64 players won all three games including T. Mark Hall and John Rickard who were unsplitable and shared the Trigantius Trophy. The other five were J. Chetwynd (1 dan S.London), D. Keeble (1 kyu London), D. Moore (15 kyu Cambridge), S. Brooks (15 kyu Swindon) and R. Dowling (24 kyu Brakenhale). Simon Rudd qualified. As usual Brakenhale had the most players prize and, like the title, the time prize was shared by Swinbridge and the Camden Waifs. Paul Hankin and Dave Grimster got the 13x13 prizes.

Friendship And Fast Play

It was back to London for the next event - a friendship match against the Nippon Club. This time the venue was the Sichuan restaurant in St. John Street not far from Farringdon station. This meant that a buffet lunch and drinks were provided and the surroundings

were pleasantly not noisy. The first two rounds were very close with only one game between the scores, but in the last round the Anglos opened the gap to win 35-25. As usual prizes went to all - those who got the best ones were Edward Grieg, Dave Keeble, M. Kaneda, Y. Furuse and T. Ebukuro.

At short notice a South London Fast Play tournament was arranged at the BAC in the Old Town Hall just up the hill from Clapham Junction. The draw was run on a grouped system to allow a minimum of intervention by an organiser, but allowed for rematching of opponents and handicaps at the lower end if appropriate. The winner was Alistair Wall and despite having to play eight tournament games Francis Roads found enough time to win the 13x13.

Conspiracy

Last year Gerry Mills won the Irish Open on tie-break from Noel Mitchell. This year a conspiracy led by Tony Atkins set out to stop him. This effort was not needed as a party came down from Queen's University Belfast consisting of four strong Chinese and Tony Goddard (5 dan). Indeed on the day a record 10 dan players were present (a new Irish Record), including two resident Japanese, one of whom did not play. The conspiracy worked as the winner was Tony Goddard, as expected, followed by Cheng Gong (2 dan), T. Matsumoto (3 dan), Noel Mitchell (2 dan), Tony Atkins (2 dan) and then Gerry Mills (1 dan). In fact the British conspiracy stopped the locals from winning any plaudits as Sue Patterson (2 kyu)

and Mark Ivey (10 kyu) won 3/3. Best local was Brian Gallagher who won 2/2 then left while he was winning.

Visiting the Irish Open is a great excuse for a holiday in Dublin, with a chance to see the sights or watch the St Patrick's Day parade. The local go fans are very friendly and keen to play. The club met four times during tournament week, so many glasses of Guinness were drunk and many cigarettes were smoked. Next year there should be a no smoking room at the tournament (held in a top Dublin hotel), but we are promised the tradition of starting the event with the previous year's prize giving will continue.

Homeless Rescued

The homeless British Go Congress was rescued at the eleventh hour by the excellent team at Leamington Spa Go Club. They dropped the Coventry Tournament to take on the Open at the University of Warwick. The event was a great success with about 114 players showing up. The organisation went so well that people were complaining to the organisers that there was nothing to complain about.

Matthew Macfadyen was not distracted by the organising nor by the parallel RSPB weekend and won the lightning. He beat in the final Dutch one kyu Steven van Belle, who surprised himself at doing so well. David Keeble was third. Matthew also won all six games to take the Open for the umpteenth time. Second was another local, Des Cann, and President, Alex Rix, was third. Others with chocolates or bot-

ties for five wins were Simon Rudd (1 kyu Furze Platt), Oliver Riordan (3 kyu Cambridge), Wayne Walters (6 kyu Wanstead), Andy Kettley (8kyu Cheltenham), Daniel Cox (9kyu Brakenhale), Nick Pownall (16 kyu Culcheth) and Mark Harrod (20 kyu Brakenhale). Baron Allday of Barmouth got 4.5 and took the last qualifying place of the season. Andrew Jones played just the Sunday and got a prize for winning all three, including one one against his wife. This helped Wanstead win the Nippon Club Team Trophy.

A keenly contested continuous lightning was won by Matthew Holton from Teesside and the 13x13 was won by Nick Pownall. The ladder problem in the tournament booklet was won by Anna Griffiths and by the boys from Culcheth. Francis Roads held on to an unassailable lead to win the Terry Stacey Trophy for the most top wins in the previous year. The Youth Grand Prix was also announced. Fourth was Graham Brooks, third Katie Cox, second Daniel Cox and first David King.

At the Saturday night AGM the Council were re-elected with the addition of Mark Wainwright and Keith Osborne. It was agreed to start family membership and to look at the problem of over-graded one kyus, though under graded foreigners could not be tackled. The meeting ended quickly enough to allow a few beers in the bar and a game of abalone, cards or even go.

No Tide...

As this year's Thames Valley Go League failed to start a one

day team tournament was held thanks to the hospitality of France Ellul and Brakenhale School. Entry was restricted to clubs in the non-tidal Thames Valley to stop a flood of Londoners from arriving. Nine teams of four from Oxford, Swindon, Guildford and the Berkshire area played, as did a surprise late entry from Epsom Downs who were admitted after consulting an atlas. With only three rounds there could be a tie, so the tiebreak was published in advance as boards won followed by weakest team. Luckily for the organisers Furze Platt blew their third match to Bracknell who ended up placed third, so it was left to the top two teams of Epsom and Reading to battle it out. Edmund Shaw beat Alistair Wall and Simon Butler beat Alison Jones. When Jim Clare lost to Francis Roads a quick calculation showed that even if Tony Atkins lost to Andrew Jones, then Reading had won. This indeed happened and the Champions kept the Broken Go Stone Trophy by one point on the second tiebreak.

Prize winners on 3/3 were E. Shaw, S. Butler, Andrew Jones, F. Roads and E. Hall. Katie Cox won the continuous 10x10, brother Daniel got the Junior prize and France Ellul got a special prize for being there but not having a team to play in. We would like to point out that any similarity between the Epsom Downs team and the Wanstead team, that hold the Pink Go Stone, lost the Jubilee Challenge Trophy to Leamington in a mad games weekend, and who drink Aw'd Roger in their team pub the Royal Standard of England at Forty Green Beaconsfield, is entirely coincidental.

Eurogo

To catch up with what has been happening in Europe we must start with the result of last September's Bucharest GP. Catalin Taranu of Romania won ahead of Yuri Ledovskoi of the Ukraine. In Essen the three Chinese Guo, Zhao and Shen all got four wins, but were placed in that order on tiebreak. In Prague Shen beat Guo to win all 6 games. Christoph Gerlach was the best on four. Shen also won all his Viennese games with Radek Nechanicky of Czech Republic and local Manfred Wimmer placed next. At that point the top four GP places read: Shen, Zhang, Guo, Bogdanov.

In December the Fujitsu Cup Qualifier took place at the EGCC in Amsterdam. Britain did quite well as Shepperson beat Ledovskoi but lost to Schlemper and Macfadyen beat Taranu and Heiser, but also lost to Schlemper.

Van Zeijst also did well at the Ing Cup in Milan. He ended up second with Victor Bogdanov behind Guo Juan who won by winning all her six games. Next placed were Shen, Boon, Janssen and Taranu.



Glossary

Aji: latent possibilities left behind in a position.

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

Atari: the state of having only one liberty left.

Byo yomi: shortage of time.

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

Damezumari: shortage of liberties.

Furikawari: a trade of territory or groups.

Fuseki: the opening phase of the game.

Gote: losing the initiative.

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

Hasami: pincer attack.

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

Ikken-tobi: a one-space jump.

Jigo: a drawn game.

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

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

Keima: a knight's move jump.

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

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

Kosumi: a diagonal play.

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

Moyo: a potential territory.

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

Sagari: a descent towards the edge of the board.

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

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

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

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

Shicho: a ladder.

Shimari: a corner enclosure of two stones.

Shodan: one-dan level.

Tengen: centre point of board.

Tenuki: to abandon the local position and play elsewhere.

Tesuji: a skilful move in a local fight.

Tsuke: a contact play.

Yose: the endgame.

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| Record sheets (peel-off sticky labels) | | RS | 0.20 | 0.20 |
| Go postcards (set of 8) | | PC | 2.50 | 3.00 |

Only BGA members may purchase items on this list. Cheques should be made payable to "British Go Association." Postage outside UK: add 20% to postage above. Send to R. Bagot, 54 Massey Brook Lane, Lymm, Cheshire WA13 0PH. (Tel: 092-575-3138)

* Level: D=dan level. Figures alone denote kyu level. (Ratings rise from 30 kyu to 1, then 1 to 9 dan.)