

## Club List

(\* Indicates new information)

**Bath:** Paul Christie, 8 Gordon Rd, Widcombe, Bath BA2 4NH. Tel: 0225-428995. Meets at The Rummer, near Pulteney Bridge, Wed 7.30pm.

\* **Belfast:** Cheng Gong, Dept. of Mech. Engineering, Queen's University, Belfast BT9 5A4. Tel: 0232-245133 x 423.

**Birmingham:** Kevin 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:** Stephen Gratton, 525 Tottington Rd, Bury BL8 1UB. Tel: 061-761-3465. Meets Mon 7.30pm.

**Bournemouth:** Neil Cleverly, 6 Swift Close, Creekmoor, Poole, Dorset BH17 7UZ. Tel: 0202-782553 (work). Meets at Parkstone Hotel, Station Rd, Parkstone, Tues 8pm.

**Bracknell:** Clive Hendrie, ICL, Lovelace Road, Bracknell, Berks RG12 4SN. Tel: 0344-472741.

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

**Brakenhale School:** France Ellul, Brakenhale School, Rectory Lane, Bracknell, Berks RG12 7BA. Tel: 0494-449081.

**Brighton:** Stuart Marker, 64 May Rd, Brighton BN2 3EB. Tel: 0273-600885. Meets at The Caxton Arms, near Brighton Central Station, Tues from 7pm.

**Bristol:** Steve 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 Students' Union Area, Thursday 7pm.

**Cambridge University & City:** Paul 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:** Dave Killen, 33 Broad Oak Way, Up Hatherley, Cheltenham, Gloucestershire GL51 5LG. Tel: 0242-576524 (home). Meets various places, Thurs 7.30pm.

**Chester:** Dave Kelly, Mount View, Knowle Lane, Buckley, Clwyd CH7 3JA. Tel: 0244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

**Culcheth High School:** Bob Bagot, 54 Massey Brook Lane, Lymm, Cheshire WA13 0PH. Tel: 0925-753138.

**Edinburgh:** Jim Cook, 27 Marchburn Drive, Penicuik, Midlothian EH26 9HE. Tel: 0968-73148. Meets at Postgrad Students' Union, 22 Buccleugh Place, Edinburgh, Wed 7pm, Sun 1.30 to 5.30pm.

**Epsom Downs:** Paul Margetts, 157 Ruden Way, Epsom Downs, Surrey KT17 3LW. Tel: 0737-362354. Meets various times.

**Glasgow:** John 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:** Chris Spencer, 2 Crossways, How Caple, Hereford HR1 4TE. Tel: 098 986 625.

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

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

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

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

**Leamington:** Matthew Macfadyen, 29 Milverton Crescent, Leamington CV32 5NJ. Tel: 0926-337919. Meets Tues.

**Leicester:** Eddie Smithers, 1 Tweed Drive, Melton Mowbray, Leics. LE13 0UZ. Tel: 0664-69023. Meets at Sixty-Six Club, Albion House, South Albion St, Leicester, Tues 7.30pm.

## LONDON

\* **Central London:** Mike Nash, 6 Hazlemere Ct, 26 Palace Rd, London SW2 3NH. Tel: 081-671-8644. Meets at IVC, 1-4 The Piazza, Covent Garden (entrance in Cubitt's Yard), Fri 6.30pm, Sat 3pm-7pm.

**London University:** Shutai Zhang, Dept of Epidemiology, 66-72 Gower St, WC1E 6EA. Tel: 071-387-7050 x 5729. Meets at 3B, University of London Union Building, Malet St, Wed 6.30pm (in term time).

**North London:** D. Morris, 1 Christchurch Hill, Hampstead NW3 1JY. Tel: 071-794-2044. Meets at Parish Church (behind Church, down steps), Church Row, Hampstead, Tues from 7pm.

**North West London:** Keith Rapley, Lisheen, Wynnswick Rd, Seer Green, Bucks HP9 2XW. 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:** Iain Attwell, Norhurst, Westmorland Rd, Maidenhead, Berks SL6 4HB. Tel: 0628-76792. Meets various places, Fri 8pm.

**Manchester:** Terry Barker, 7 Brocklehurst Ave, Bury. BL9 9AQ. Tel: 061-705-2040 (home). Meets at Town Hall Tavern, Tib Lane, Thurs 7.30pm.

**Newcastle:** John Hall, 10 Avondale Court, Rectory Rd, Gosforth, Newcastle NE3 1XQ. Tel: 091-285-6786. Meets various places, Wed.

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

**Open University:** Fred Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes MK12 5DL. Tel: 0908-315342. Meets in Open University Common Room, Thurs 7.30pm.

**Oxford City:** Nick Wedd, Sunnybrook, 37 North Hinksey Village, Oxford OX2 0NA. Tel: 0865-247403. Meets at Freud's Café, Walton Street, Mon from 7pm.

**Oxford University:** Martin Bligh, Wadham College, Oxford OX1 3DN. Meeting times vary from term to term.

**Preston:** Colin Adams, 14 Colman Ct, Preston PR1 8DL. Tel: 0772-204388. Meets at Gaston's, Avenham St, Tues 8pm.

**Ravenscroft School (Bath):** Hugh Alexander, Flat 2, Bathford Manor, Manor Drive, Bathford, Avon BA1 7TY.

**Reading:** Jim Clare, 32-28 Granville Rd, Reading, Berks. RG3 3QE. Tel: 0734-507319 (home), 634791 (work). Meets at ICL (Reading) Club, 53 Blagrove St, Reading, Tues 6.30pm.

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

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

**Stevenage:** William Connolley, 66 Stonycroft, Bedwell, Stevenage SG1 3TW. Tel: 0438-741850. Meets at Royal Oak, Walkern Rd, Tues 8pm.

**Swindon:** Paul Barnard, 16 Braemar Cl, Swindon SN3 1HY. Tel: 0793-432856. Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Wed 7.30pm.

**Taunton:** David Wickham, Trowell Farm, Chipstable, Taunton TA4 2PU. Tel: 0984-23519.

**Teesside:** Simon Shiu, 17 Junction Rd, Norton, Stockton, Cleveland TS20 1PH. Tel: 0642-534905 (home), -522153 (work). Meets various places, Wed.

\* **West Surrey:** C. Bockett-Pugh, 22 Park Road, Sandhurst, Surrey GU17 8AA. Tel: 0252-878191. Meets various places, Mon.

\* **West Cornwall:** Paul Hunt, c/o The Acorn Theatre, Penzance, Cornwall. Meets various places.

\* **West Wales:** Jo Hampton, 5 Handlith Tce, Barmouth, LL42 1RD. Tel: B. Allday, 0341-280066 (h), 280076 (w). Meets regularly.

**Wokingham:** K. Osborne. Tel: 0734-272396. Some Sundays, 2.30pm-6pm.

**Worcester & Malvern:** Edward Blockley, 27 Laugherne Rd, Worcester WR2 5LP. Tel: 0905-420908. Wed 7.30pm.

**York:** Alan Wood, Dept of Computer Science, Univ. of York, YO1 5DD. Tel: 0904-706959 (home), -432776 (work). Meets mainly Thursday evenings.

# Monkey Jump Workshop

## Part 1

by Richard Hunter

White 1 in diagram 1, sliding into Black's territory, is the infamous monkey jump. It is a move that frequently arises in actual games, and beginners often get themselves into trouble by answering it incorrectly. This series will show you the correct way to answer the monkey jump in various positions, so you never get ripped off again. We will also calculate how many points it's worth, examine positions where other moves are better, and see how the monkey jump is used in life and death positions compared to endgame positions. Many of you will have the excellent Ishi Press book *The Endgame* by James Davies and Tomoko Ogawa. Since it covers the whole of the endgame, it only has space to discuss the monkey jump rather briefly. If you have it, study chapter 2, which explains the basic principles of endgame counting in more detail than I do here. On the other hand, this workshop will cover the basics of the monkey jump in more detail than *The Endgame* and then explore further. It starts off aimed at double-figure kyu players, but will gradually get more advanced, eventually introducing material that dan players may not know.

The standard sequence is shown in diagram 2. Let us look at each of these moves in detail. Black has several

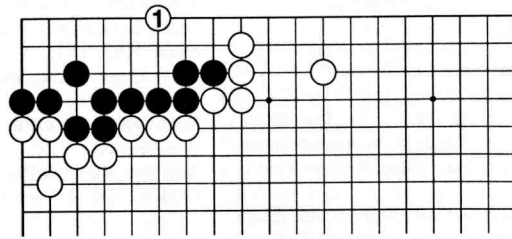


Diagram 1

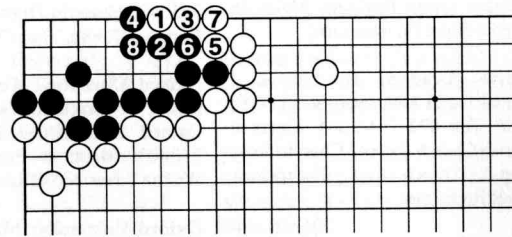


Diagram 2

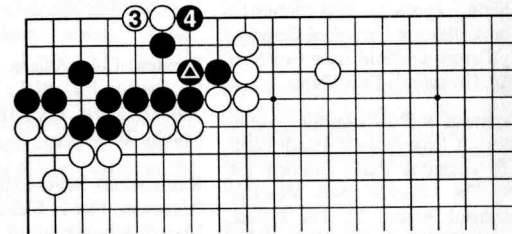


Diagram 3

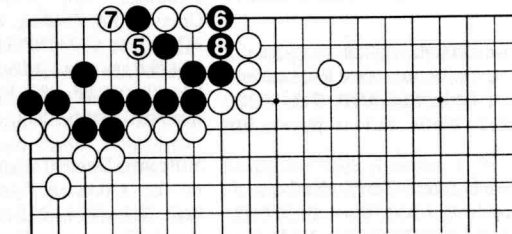


Diagram 4

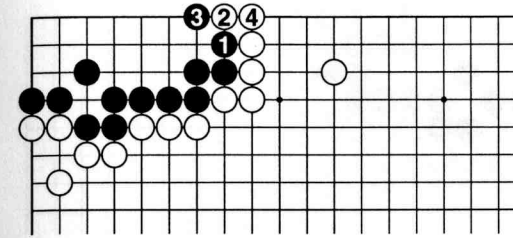


Diagram 5

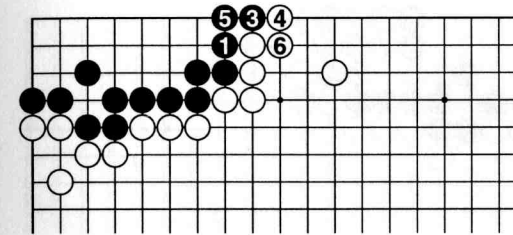


Diagram 6 (2 tenuki)

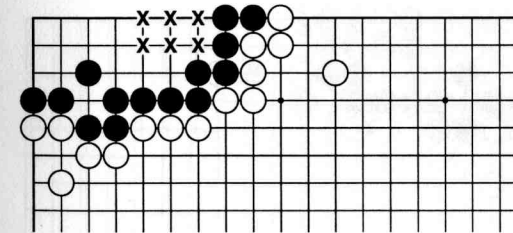


Diagram 7

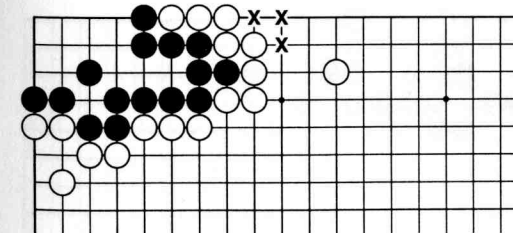


Diagram 8

choices for 2, but the diagonal move is the most straightforward. If White tries to extend at 3 in diagram 3, Black can cut him off with 4. This is possible because the marked Black stone protects the cutting point. (Later, we'll see what happens in positions where this stone is absent.) Black 4 in diagram 2 forces White to connect at 5. Cutting at 5 in diagram 4 is unreasonable; Black 6 and 8 cut White off. Finally, Black plays atari at 6 in diagram 2 and connects at 8. Please study this sequence until you are convinced that these moves are all optimal. Convince yourself that White can be stopped from coming further in, as often happens somehow or other in handicap games. Diagram 2 will be the foundation upon which the rest of this workshop builds, so study it well.

How many points is the monkey jump worth? Well, consider what happens if Black plays first. He will block at 1 in diagram 5. White 2 would be gote, so he will probably play somewhere else instead. Later, Black will hane and connect with 3 and 5 in sente in diagram 6. Since this is sente for Black, whereas White 2 in diagram 5 is gote for White, we consider this Black's prerogative and assume he will get to play this way. Now, to calculate the size of the monkey jump, we compare the results when White plays first and when Black plays first. In diagram 7, Black makes 6 extra points and in diagram 8, White makes 3 extra points. Diagram 2 is sente for White, whereas Black 1 in diagram 6 is gote for Black. Thus the monkey jump in diagram 2 is worth 9 points in sente and Black 1 in diagram 6 is worth 9 points in reverse

sente.

Black 2 in diagram 2 is the most straightforward reply and the one I recommend for beginners. However, it's not the only move that works. Black could also play 2 in diagrams 9 or 11. The stone on the first line is a sacrifice, and the end result is effectively the same. It's important to understand why White won't push out at 7 in diagram 10. Black 8 is atari so White must capture. Now Black can leave the position as it is and play somewhere else; White has no follow-up move. Consequently, White 7 in diagram 10 gives up sente all for the sake of one point. This is an important principle that we will encounter again later, so study these moves until you understand them. In this position, Black 2 in diagrams 2, 9, and 11 all give effectively the same result, but in other positions, there are differences. Black 2 in diagrams 12 and 13 are bad replies that fail to stop White effectively. These moves will either lose points outright or lead to a ko where Black could lose points. These moves may be the origin of the frequent rip-offs that occur in handicap games, so work out why they are bad and make sure you don't play them. (Later, we shall find that these replies are correct when the position is different, which can understandably cause confusion.)

"The monkey jump is worth nine points." Many readers may be familiar with this proverb. In some positions (such as diagram 1) the monkey jump is indeed worth nine points. However, many people are unaware that it has other values in other positions. The meaning behind the proverb is: "The monkey jump is worth a

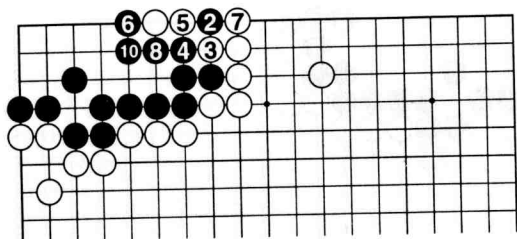


Diagram 9 (9 at 2)

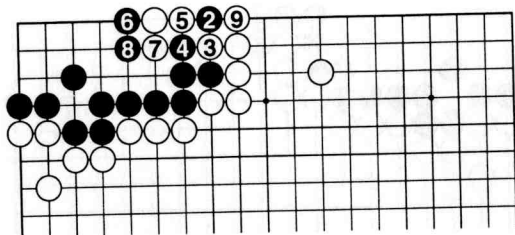


Diagram 10

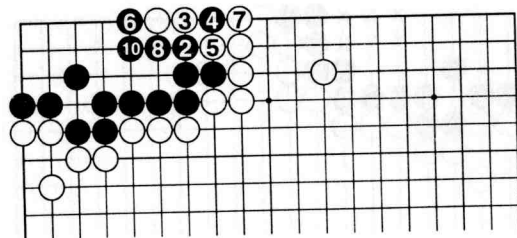


Diagram 11 (9 at 4)

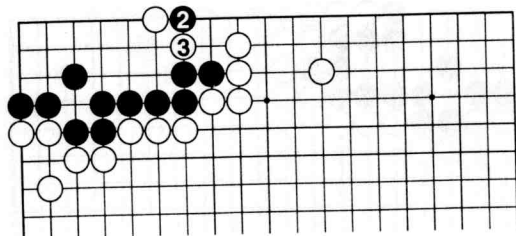


Diagram 12

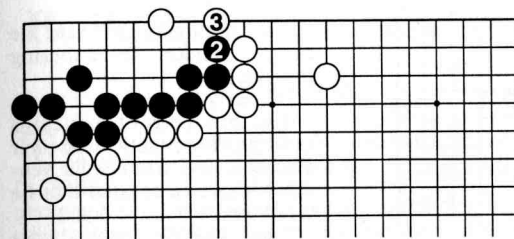


Diagram 13

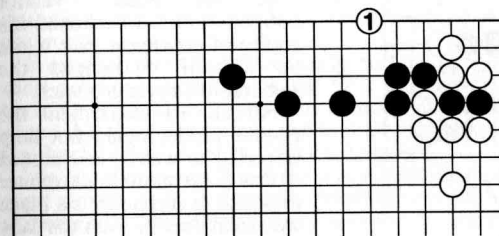


Diagram 14

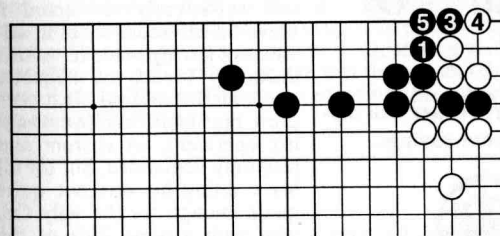


Diagram 15 (2 tenuki)

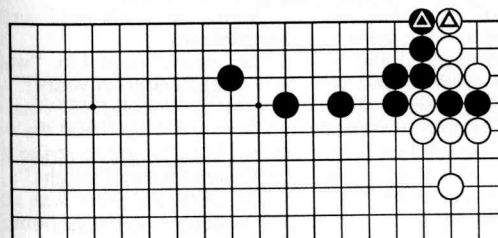


Diagram 16

large number of points." The actual value depends on the position. Weaker players can limit themselves to learning the correct replies; stronger players should be able to calculate the value correctly in every case.

In diagram 14, for example, the monkey jump is only worth 7 points. The difference between diagrams 1 and 14 is that after Black 1 in diagram 15, Black cannot hane in sente. The hane is gote for both sides, so for the purposes of calculation we assume the intermediate result in diagram 16. Whether or not Black can make the two-point hane in sente is a fundamental factor in calculating the value of the monkey jump.

The key to understanding the monkey jump is to look at the stones on the third line. In diagram 17 (overleaf), these black stones are marked A—D. Note these do not represent a sequence of moves made by Black, but just the stone positions. Returning to diagram 1, we see that Black has stones A and B on the third line.

I'd like to finish off this part leaving you to think about Problem 1 (overleaf). Here, Black has an extra stone (C) on the third line. How should Black answer White's monkey jump in this position? What is the best sequence for both sides? And how many points is the monkey jump worth in this position? We'll discuss the answer in the next part.

● *The Cross-cut Workshop has ended as a regular series, but Richard plans to produce further parts occasionally.*

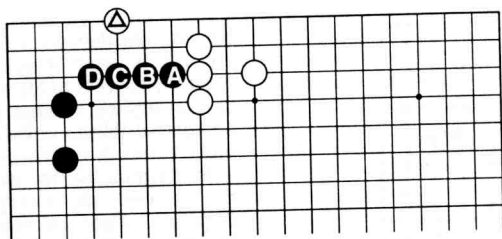
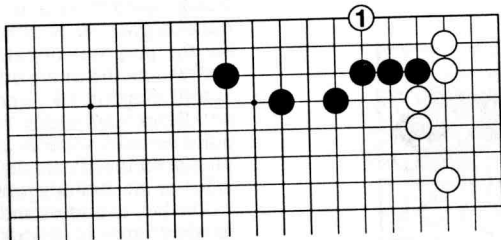


Diagram 17: The key third-line stones



Problem 1: Black to play

## The Further Adventures Of Go Kiburi

In which Go has an evening out, and the alert reader will discover the true origins of three more famous sayings.

by David Sutton

It was the noodle vendor's birthday, and for a treat Go Kiburi was taking his old friend for an evening out at the Wun-too Go Parlour, which had recently opened in their district. A go parlour, it should be explained, is an institution for which there is no precise equivalent in this country, being a cross between a go club and a high-class brothel, where a man may satisfy his most basic needs and then, time and energy permitting, engage in a measure of dalliance with the fair sex.

When they arrived, Go went to get the sake while the noodle vendor at once fell into a game with a young samurai noble, diminutive of stature but fierce of aspect. Alas, he was hopelessly outmatched and by the time Go returned had already lost the game and, since the samurai was a renowned gambler who insisted on playing for 1000 yen a point, a not inconsiderable sum of money. Go shook his head.

"What have I always told you about getting into games with strangers?" he said. "If

you don't know the lad..."  
"Er, don't play go?" said the noodle vendor, remembering too late.

"Exactly," said Go. Just then a pair of courtesans of surpassing beauty made their entrance, and the noodle vendor became so excited that he was literally dumbstruck.

"Ah," said Go, "they always say that strange things happen at the Wuntoo. Point!"

So the noodle vendor pointed, and Go beckoned his choice of courtesan over while he himself challenged the samurai to a revenge match.

For all his excitement the noodle vendor could not help lingering to watch, and indeed it was a memorable encounter to which everyone in the place was soon drawn, even the lady who ran the place.

Both sides were well matched until Go forgot himself sufficiently to record a move on his score sheet in advance of having made it. At this dastardly breach of etiquette the small samurai instantly drew his sword to disembowel his opponent, as custom and propriety demanded, but for all his training he was not quite quick enough for the wily Go, who with a ninja flick of the wrist sent the heavy go board spinning across the table to brain his assailant.

"Right, girls, all out," said the chief lady.

"Oh, sorry," said Go, "was he a special friend of yours?"

"Not particularly," said madame, "it's just that we've always been taught to strike at the waste of a small knight."

And after that there was really nothing to do but go home.



## Book Review: Emendation

by Nick Wedd

The previous issue of this Journal contained a review of *Mathematical Go Endgames*, by E. Berlekamp & D. Wolfe, paperback, Ishi Press £19.99. Unfortunately a paragraph of this review was omitted because of a technical problem in reproducing the accompanying diagrams. It is therefore reproduced here, with some of the surrounding context.

This is a mathematical work, giving a very thorough analysis of some go positions in which the biggest moves are worth two points in gote.

In case you think that there can be nothing to play for in such positions, I reproduce the first diagram from the book. Only the lower edge of the board is shown, but it is stated that there are no kos, and that all the groups reaching the third line are alive. Black is to move.

My impression was that a move at A must be at least as good a move as B: it threatens eventually to rescue more stones, and it threatens to do it sooner. But it is proved that a move at A is never better, and is sometimes worse, than a move at B. I will not attempt to give the proof here, but I can assure you that it is clearly and rigorously presented and explained. In brief, if all that is left on the board is one-point moves, the most than 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.

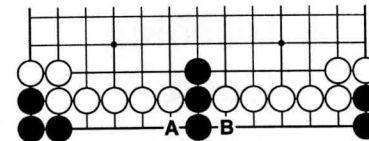


Diagram 1

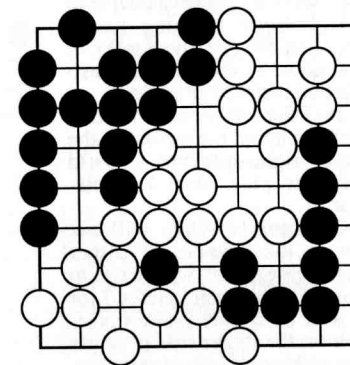


Diagram 2

Diagram 2 shows one of the problems from the book. White is to play and win. There are no prisoners and no komi. If you want to know the answer, buy the book.



### JAPAN PROMOTIONS

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# A Teaching Game

by T. Mark Hall

I recently played a couple of 4 stone teaching games and I think that the fuseki of this game is the most interesting and instructive of them.

14: I don't have much to comment on about the moves on the upper right side but I would prefer to play 14 at 1 in diagram 1.

Diagram 1: White will not invade the lower right corner immediately but will have to make an approach here at 2, or at A or B. If at A White's position on the upper side is rather flat and won't have a good development. If at B, Black A will reduce the value of any territory White will hope for on that side later. Therefore 2 is forced. Black maintains a moyo stretching down from the right side to the lower edge and is still dictating the pace of the game.

Diagram 2: I would probably play this way hoping to use the influence to the right. White also has to try to take control at some point to try to make Black follow White's pattern rather than accept Black's.

Diagram 3: I would only disagree with this since it appears to let White settle too easily and may concede sente.

Diagram 4: This is also a valid way of playing.

15: This move is therefore forced to try and build a position here. White also wants to prevent Black having too much of a moyo here.

16: Wrong. This should be at 41 or 51 in the figure.

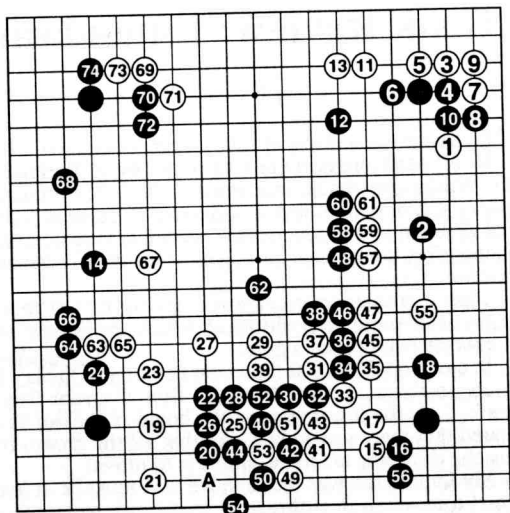


Figure 1 (1-74)

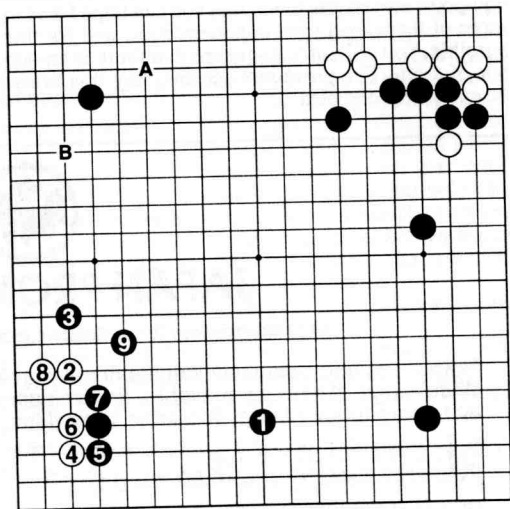


Diagram 1

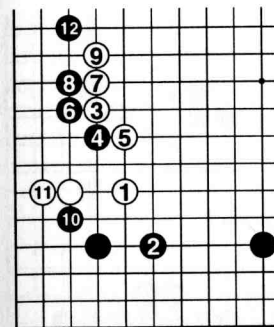


Diagram 2

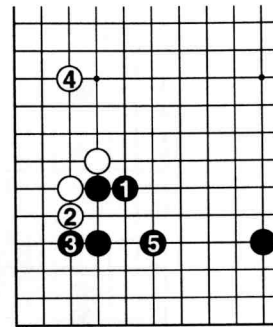


Diagram 3

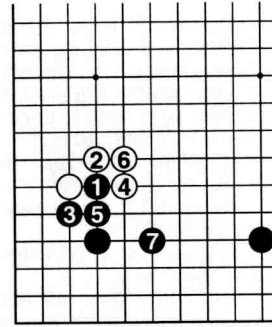


Diagram 4

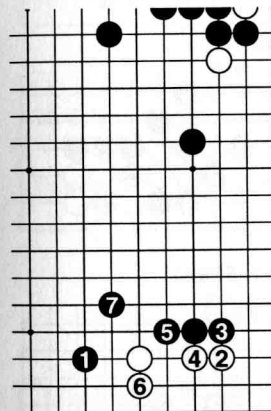


Diagram 5

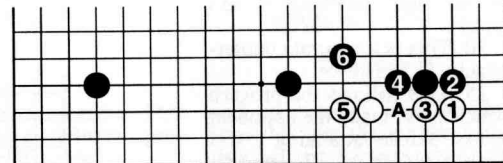


Diagram 6

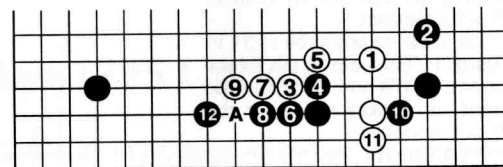


Diagram 7

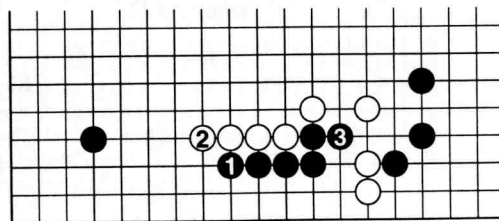


Diagram 8

Diagram 5: White may take the corner but this gives Black an excellent moyo over almost the whole board.

Diagram 6: Black 6 is a lukewarm move which leaves aji for White to exploit. It would be better at A.

Diagram 7: Up to 12 Black has made some territory on both sides; White has to watch out if Black plays at A.

Diagram 8: White gets into trouble.

Diagram 9: White should not play at 3; this is too good for Black. White 3 at A is correct.

Diagram 10: The joseki to 11 builds up Black's thickness. White can't play 10 at A.

Diagram 11: The shicho works for Black.

Diagram 12: This is even better for Black.

Diagram 13: This is also feasible for Black.

19: White goes all out; he could also play at 53 in figure 1, and build a comfortable position on the edge, and can then aim to invade on either the left or the right (or both if he's lucky).

20: This is a natural counter-attack.

25: This follows the proverb which says "make the opponent heavy before attacking". If I simply played at 27 immediately Black could play an extension along the side; I am hoping to use 25 to restrict Black's choices.

28: Bad; it should be at 51 in figure 1. This acts as an attack on the two White stones on the right and makes shape for the Black stones.

34: Correct.  
38: Should be at 1 in diagram 14.

Diagram 14: The black triangled stone prevents a shicho. White cannot catch the stones in a shicho in either direction. White is going to have to settle the stones on the right in sente so that he can defend against the cut between the white triangled stones. This is better for Black.

55: White can now leave the aji of A in figure 1 to fester. If he can defend the space between 19 and 21 by attacking to the left later A will be a dangerous move.  
69: The last big point.

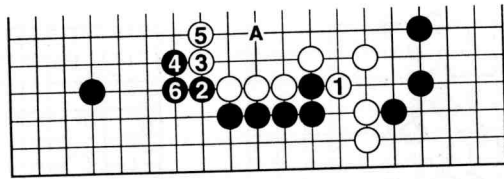


Diagram 9

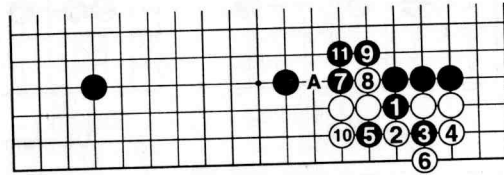


Diagram 10

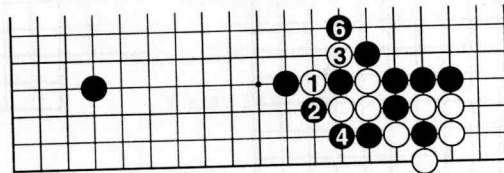


Diagram 11 (5 fills)

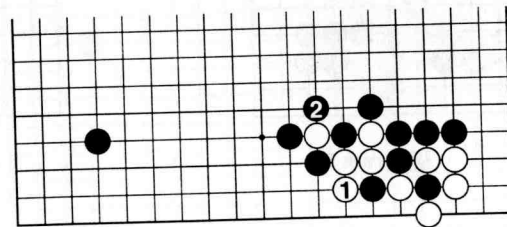


Diagram 12

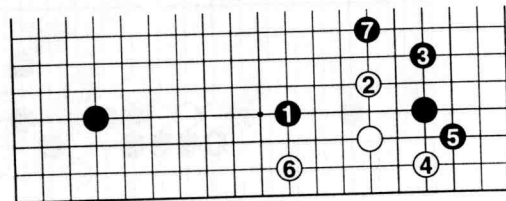


Diagram 13

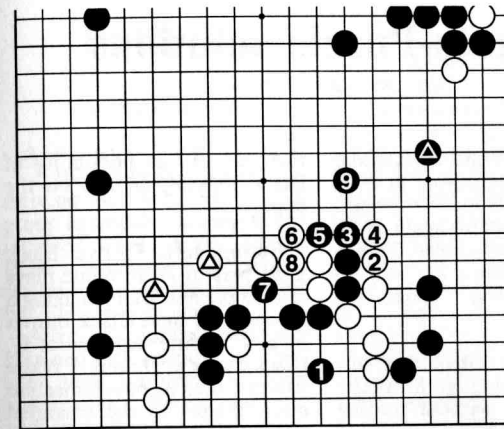


Diagram 14

70: I think that Black should play a pincer at 1 in diagram 15.

Diagram 16: This strength-

ens Black in the centre. This would reduce White's prospects along this side.

74: I am stopping recording

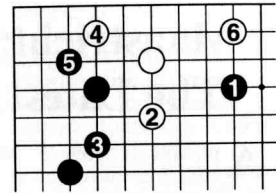


Diagram 15

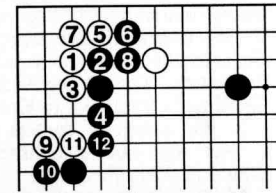


Diagram 16

and commentary here because it moved into the middle game fighting and I forget what happened from move 81 on.

## Go Isle Of Man 1995 Update

Organisation and planning efforts are now well under way to make this the best and biggest yet! We have sent out leaflets to nearly everyone who has been to or enquired about previous IOM congresses, but if you have not received a leaflet or picked one up at a congress or tournament, please get in touch and we will send you one (or more!).

A report in the Manx press features the good news that more tourists are coming to the Isle of Man for their holidays, so we strongly advise booking early, especially as 1995 is the Centenary of the Snaefell Mountain Electric Railway, and the Congress will take place in the Centenary Fort-night. It is anticipated that most of the people who came from all over the world to enjoy the Steam Railway Centenary last year will be back with friends, so please book early to ensure that you can have your choice of travel times and accommodation, rather than taking pot luck and fitting in with what is left if you leave booking until the last minute.

The Congress leaflet is an 8 page booklet, full of information about where to stay, how to get here, how much it will cost, plus a provisional timetable for the tournament and associated social events, and suggestions for places to visit if you get fed up with go and want to escape for a short while.

If you would like a booklet (or more than one) please write to Leo Austin & David Phillips, 4 Ivydene Avenue, Onchan, Isle of Man, IM3 3HD, or phone 0624-612294 any time except between 4pm and 7pm.

For more information about the Isle of Man, phone IOM Department of Tourism Brochureline on 0345-686868 (local call charge), to receive a copy of the current IOM Holiday Guide.

## Maastricht: The Latest

A phonecall from T. Mark Hall has provided an assortment of recent news from the European Go Congress.

The winner was Guo Juan, who is married to a Dutchman. As she holds a Dutch passport she is qualified to represent Europe at the Tong Yang Securities Cup Tournament in Korea.

In the computer contest the winner was Janusz Kraszek's program, *Star of Poland*.

More detailed results should be available for the next issue of the journal. It is noted for the moment that among the British Clive Wright did well, winning 4/5 in the Weekend Tournament.

In fact there were not many Britons at Maastricht. They were far outnumbered by the Romanians, of whom about thirty turned up, many of them children. The total attendance at the Congress exceeded 400.

At the AGM, Portugal was admitted to membership of the European Go Federation. [My wife left *Tesuji* on a train between Oporto and Coimbra a couple of years ago. Could that be how it all started?! - Editor]

Best wishes to Niek Van Diepen, who is to marry soon. He will then be giving up the secretaryship of the Federation.

Next year's Congress host is confirmed as Poland (details on page 2). Leaflets should be available shortly. In 1996 the Congress will be in Italy, "somewhere near Venice", in 1997 in France, "somewhere near Nice", and in 1998 it could take place in Russia, Finland or Romania.

## Photo-Puzzle Solutions

by Tony Atkins

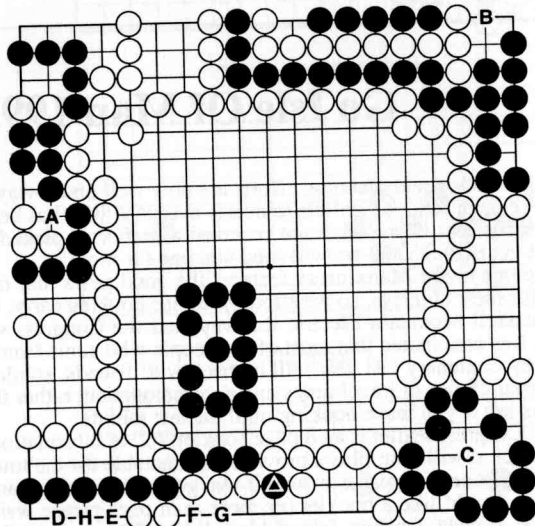
**Top left:** White can capture Black by playing at A. If Black captures the four stones, then White ataris again at A, and there is no escape. This is the tesuji known as "ishi no shita", playing "under the stones".

**Top right:** Black can survive by playing at B. White cannot atari without putting himself in atari.

**Bottom right:** Black's eye shape is the "rabbity six"; White kills the group by playing at C, where, for the imaginative, ears meet head. Note

that there is no possibility of Black making an eye on the edge.

**Bottom left:** To live, Black must play at D. If White plays at E to prevent Black making a second eye, then Black throws in at F, White captures at G, Black ataris at H, and if White fills at F then he puts himself in atari, thanks to the triangled stone. White therefore has to lose three stones, which is sufficient to provide Black with a second eye. (This one should have been easy for regular readers—it has been in the Journal twice before!)



*These problems were set up and photographed at the 1994 Schools Championships, and appeared in BGJ 94, page 34.*

## Letters

John Puxty writes:

Are about five hundred BGA members a sign of a thriving establishment or of a group tenuously clinging to existence? What, if any, of the BGA's aims are worthwhile, well directed, or attentive to all but a few dan players?

After six months' membership and nine months' of playing, great problems learning and finding coherent teachers, and an increasing disillusionment with a body which represents a game I enjoy playing, I ask these questions both of myself and of the BGA!

The BGA is afflicted by the club/tournament syndrome: a creation of the intelligentsia which ensures control (via the grading/ladder system); poor learning facilities (the instructional books are not dissimilar from the Latin texts books I was forced to learn by rote forty years ago at preparatory school); and an indifferent hierarchy which makes what sounds to them like the right noises but which are, to the go plebeians like myself (23 kyu) acutely discouraging.

No criticism is complete, though, without offering up an alternative. Here is mine!

Drop the club/tournament approach entirely and adopt the much more adventurous regions/exhibitions approach disseminating go to the people of Britain.

This is a concept rarely adopted by club/tournament people because it threatens their stranglehold upon the "system"! Its advantage, however, is that it can introduce

phenomenal growth (300%-800%) in the first year, with a steady 200%-300% each successive year!

The regions/exhibitions system is an organic concept which eventually can be redefined into a regions/exhibitions/groups network, with loose national affiliations but strong regional ties.

How it works is extremely simple. Established members of the national body organize exhibition matches to which all public groups and individuals are invited. In the North West region, for instance, an exhibition match is organized at a different venue in each area monthly where BGA members play games between themselves, commented on by exhibition organizers.

The public are invited to participate. Those that show interest are signed up as regional members (£4 per annum), with the first year free, which entitles them to four free quarterly regional newsletters, loan of basic equipment, an introduction to the game more sophisticated than the one currently available, and free entry to regional tournaments in the first year.

Where there is enough interest to form a "group" (four or more people) a regular weekly group get-together is organized where not less than one regional BGA member agrees to attend to give instruction, help and assistance for a minimum of six months.

These groups may or may not become clubs in the traditional sense, but the emphasis should be placed upon the enjoyment of playing and not the "I'm 1 kyu and you're 32 kyu" which is so prevalent within the BGA currently. Whether

they evolve as clubs does not matter though; that they exist as homogeneous entities does!

(I found the line in the annual report about downgrading 1 kyu players disturbing. I consider the ladder/handicap system to be a highly suspect mechanism; so suspect that I feel it should be dropped. It only seems to work satisfactorily for both players when the difference is between 6 and 13 stones.)

For those whose hearts are set upon tournaments (which are after all the best way for nationwide go players to interact), regional tournaments should be held quarterly, open to all members, held at different venues. Again, members of the public should be encouraged to watch and facilities should be set aside for them to play.

The question is: could the BGA handle an extra 3000 members in one year, or for that matter does it really want to?

Does the BGA prefer the status quo or would they prefer 500 new members from the North West alone? Yes, it would take considerable effort, but the end result would be a self-regenerating system that, one day, in the first or second decade of the next millennium, might produce an international British professional player. Even, if you let your minds stretch far enough, a professional British school of go!

● *The letters page has been short of correspondents of late. Have you any views on the above ideas, or on any other go topic for that matter? Write to the Editor (address on page 2).*

# Endgame Challenge

## Part 7

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

Answer to problem 11: Black wins by two points. Black 1 is a hard move to spot. If Black does nothing here, then White 16 is sente. Black 1 is a probe to see how White will answer. If White 2 at 22, Black 16 is obviously sente. Note that White cannot answer 1 at 16 or Black will kill him. But with 2, White puts himself in damezumari. When all the dame points have been filled, Black will extend at 22, so White will eventually have to add a stone.

Black's placement at 3 is a good move. If White captures it with 5, Black 7 is sente, so White must play 4. In the figure, Black makes 5 points in reverse sente. This is bigger than capturing three stones at 8.

Black 9 dives in surprisingly deeply, but it can't be stopped. Black 13 is not sente, but 14 is the biggest move left.

Black 19 is better than playing hane. If White doesn't defend, there is bad aji in the corner. Black can jump in as far as 20.

Black 21 is actually the last real move, but I have added 22-25 for clarity.

Answer to problem 12: Black wins by three points.

Black 1 and 3 seal off the edge and reduce White's corner by one point, by forcing him to add an extra stone at 32. If White tries to push at 1 in diagram 1, he ends up getting trapped by the famous double-snapback at 4.

Black 5 and 7 are an effective combination.

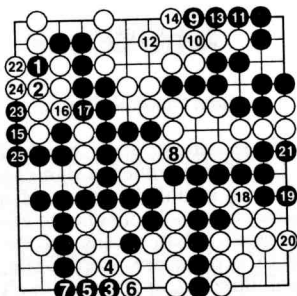
Black 13 reduces White's corner to three points in sente.

Finally, Black 19 takes gote to capture three stones.

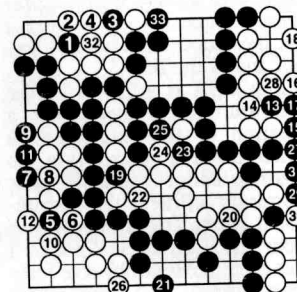
Black 21 is the best shape on the side, defending against the cutting point threatened by 20, and also preventing a White hane on the left.

This concludes this series on the endgame. I hope you found it interesting. Studying the endgame is a good way to improve, but many players consider it difficult or uninteresting. However, think of all the games you have lost by a few points. This series should make it clear that skilful endgame play can change the score by a wide margin.

● *Let me put in a plug here for the excellent Gekkan Gogaku. This is an Osaka magazine aimed at intermediate level players. You may have seen some of their material in Go World. The Great Joseki Debate is one of theirs and so is Good and Bad Style. Most of the series in the magazine are later published separately as books, like the familiar Igo Club Specials, but they are harder to find in Tokyo (and also the UK).*



Solution 11 (1-25)



Solution 12 (1-34)  
34 at 3

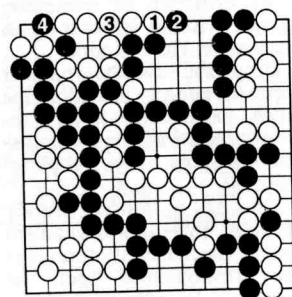


Diagram 1

# Wanstead Wanderings: The Pink Stone

by Francis Roads

Details of how the stone became pink are lost in the mists of antiquity, but this minute trophy generates annual friendly rivalry between East Anglian clubs. Teams of four players play on handicap -1 over three rounds, and some obscure draw and tie-break system produces a winner. By tradition Cambridge host the event, which this year took place in Peterhouse.

Two key players from the Wanstead team were due to be missing this year. Alison Jones had won a weekend for two in Stratford at the roulette tables, and she and Andrew had

absent-mindedly planned it for June 11th, the day of the tournament. (You didn't know Alison was good at roulette? We're nothing if not versatile at Wanstead.)

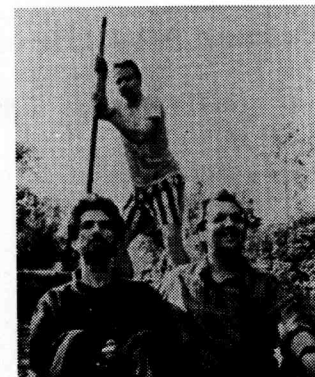
As the defending club, we needed a strong team. So we managed to persuade a very senior British player who had attended Wanstead on occasions in the past to play for us. I shall not mention his name, to protect the guilty. On the day, he should have been at my house at 9 am for the journey to Cambridge. He wasn't; I rang him; and woke him up...

Panic! We couldn't turn up a player short. But I did know that Alison and Andrew, who live nearby, had cancelled their trip at short notice owing to pressure of work. They are both accountants, and have developed the unhealthy habit of taking work home. Would one of them deny the call of duty, abandon the work until Sunday, and step in?

It was a fine summer day. Both the Jones's had studied at Cambridge. And 15 minutes later my car was speeding Cambridge-wards bearing not one but both of them.

The tournament itself followed a predictable course. Challenges from clubs like Central London, Milton Keynes, and the two Cambridge clubs cause Wanstead players few sleepless nights, but Stevenage is a club to take seriously. We beat them 3-1 in a hard fought final.

The advantage of having a spare player is that she can go and buy the food and drink and charter the punt. The sight of a solo female punter, amidst the crowd of punts full with up to eight people, piloting her craft to the back of Peterhouse, is



Francis Roads and Alistair Wall leave direction of play to Andrew Jones

alleged to have elicited offers of company from bystanders on the bank.

Firmly resisting these, Alison kept her tryst with the rest of the victorious team, plus a visitor from the home team, for a traditional Cambridge picnic. Charles Leedham-Green showed exceptional skill at punting. This was the more remarkable, as he was handicapped by having to punt from the wrong end, having learnt to punt the correct way round at Oxford. Does anyone feel like challenging us to a punt race? Or to roulette?



John Rickard complicates the trip for Francis Roads and Charles Leedham-Green

If you are missing the fun of belonging to a go club then read more about the possibilities on page 42.



# Never Say Die

by Des Cann

Black: Baron Allday 1 Kyu  
Barmouth  
White: David Keeble 1 Kyu  
Edinburgh

University of London Go Club was the venue for this game. Komi was 6 points.

19: Black cannot follow this up by pushing through at 22 because of shortage of liberties so this is bad aji keshi. Normal is A which would threaten 19 later.

31 & 32: Both mistakes, if 32 is played at 33 Black would become over concentrated.

35, 37: This is too slow especially as the resulting formation is still weak. Imagine White 87 followed by a cross cut. It also allows the effective White 36.

38: Better at 53 which is big and safe.

40: Correct would be 43, Black 42, White 41 which lives.

41: Costly in the corner but it makes a big difference in the centre having 16 etc. weak.

48: I think just pushing at B is better. The exchange for 49 helps Black's centre.

51: Aji keshi.  
53: Getting to this point first means that Black has good prospects despite White's four corners.

54: a bit heavy, an immediate play at 110 may be more effective.

62-69: Still heavy, the Black moyo on the left is turning into territory.

70: A play at 107 would be

more consistent, having played heavily already it is worth living locally in order to threaten the wall on the right and prevent a splitting attack between White's two centre groups.

71: The wrong time to create a liability. How about instead: Black C, White 88, Black 74, White D and Black 107.

However White answers too passively in the sequence which follows. Maybe 74 should be at 77 or 82 to the right of C to connect in the centre attacking both Black groups.

88: A mistake in the record? I suspect the order was 86, 89, 88, 87.

White finds himself having to take two moves, 90 and 92 connecting his two centre groups together allowing

Black to keep the tempo he should have lost due to 71.

93: This is big but not urgent. Black should play on the lower side to stabilise his wall, make territory and keep the White centre group unsettled.

96: Better to just play 98.

106: Should just drop back at 107. Although Black, if obstinate, can disconnect these stones from the centre they just connect with the corner instead. In practice Black would have to live by playing at G rather than insisting on the separation.

107: 108 instead would connect making Black strong everywhere.

118: Black resigned, according to David Keeble because his (Black's) group is dead. This is not quite true as there is a lot of fun left in the position.

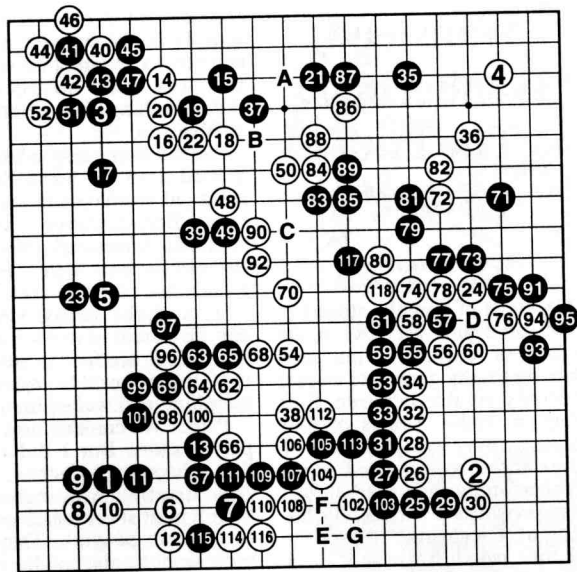


Figure 1 (1-118)

He should start with E, White F, Black G in figure 1. Diagram 1 may follow. If White then cuts at A then Black can play double atari at B followed by a squeeze at C. This leaves the White stones to the right in shortage of liberties, Black starts with a throw-in to the right of 9.

If instead of A White plays B then Black A leaves the points of D and E as miai.

White could play 3 at F then use 5 to defend at, for example, 12. This sets up a ko.

An alternative to 1 for White is to play 8, Black 3, White H, Black F which also leaves a ko. White can start at 2 or 4.

However neither ko is easy for White to fight. Black has plenty of local ko threats starting with G. White has no major threats. The Black group on the right for example is quite resilient. Apart from a connection at L it has good moves available at I or J and K. If White simply plays two territory reducing moves on the left that leaves three White

groups (two on the right and torturing. Either player could one in the centre) ripe for win.

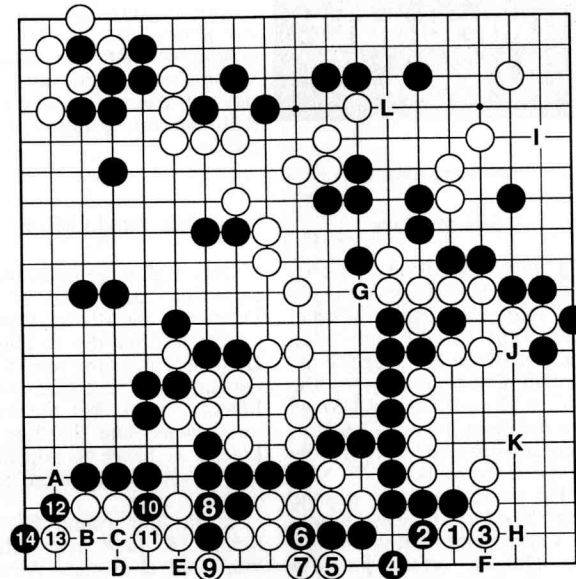


Diagram 1

## Now Available

The latest version of HandTalk, from Guangzhou, China.

This version, 94.05, plays significantly better than the version reviewed in BGJ 95. I am a strong 2-kyu, but I have so far failed to beat it at its highest skill level, giving 9 stones on a full board. It is also fast, taking 2 to 10 seconds per move (timed on a 33 Mhz 486DX).

Progo is also still available. It is not quite as strong as HandTalk, but has a better user interface, and is even faster - less than a second per move.

Both programs are for PCs and PC-compatible computers. HandTalk is available for £ 58.75, and Progo for £35.00, both from N.S.Wedd, Sunnybrook, 37 North Hinksey Village, Oxford OX2 0NA. Price includes VAT and postage. Disk format is 3 1/4" DD - please ask if a different format is required.

## Tournament News

by Tony Atkins

### Sax Maniacs

Thirty-six players took up their invitations to play in this year's Candidates' Tournament. The CLGC were again the host of the first stage of the British Championship at the IVC in Covent Garden, though this did mean having to concentrate amongst the hustle and the bustle of the Market.

The worst distraction was the dog trained to whine out of tune to a saxophone, but a rerun of the leaking water problem came a close second. Luckily the water did not last all weekend and sometimes Mr Gan and his Chinese band got to play outside. At the start promotions were announced for Paul Mellow and David Keeble to shodan, and Andrew Jones and Bill Brakes to 3 dan.

Matthew Cocke won the six round tournament by being late for the first round and beating Hobson, Grant, Jones, Barthropp and Matthews. Next placed was Charles Matthews (who only lost to Cocke), then Frank May and Nick Webber (who both only lost to Matthews). T. Mark Hall made sure of fifth place by winning his first four games, including a victory over Piers Shepperson. Alistair Wall, Bob Bagot and Paul Margetts could not repeat last year's form and so the group of four wins read Jones, Roads, Shepperson, Grant, Rickard and Brakes.

Two players failed to win any games, but it was undecided whether the wooden spoon should go to Sue Paterson who was not on form or to Bill Aldred who failed to find the door.

### Cup Final Coffee

Over eighty go enthusiasts, including the return of the Deans and the Blyths, forsook a wet cup final day to play at Bracknell. As at the shogi tournament the ICL coffee maker failed to work, but the event was not too late finishing allowing a chance to pop in to the Royal Standard at Beaconsfield after.

In the last round Francis Roads (4 dan) beat fellow Wanstead club mate Alistair Wall, to win the event and take an early lead in the Stacey Grand Prix.

Many prizes were awarded. For 3 wins: Miriam Brod of Stevenage (5 kyu), Stephen Blyth and Daniel Cox (both 8 kyu Brakenhale) and Eleanor Brooks (11 kyu, Swindon). For 2.5: Dave Killen (3 kyu Cheltenham) and Ralph Whittingham (28 kyu Maidenhead).

Prizes for the best on 2 wins went to: Alistair Wall (4 dan), Antonio Moreno (2 dan, Bristol), Dave Elsdon (3 kyu Reading), Brakenhale's Robin Blyth (14 kyu), Dave Grimster (17 kyu), Mark Harrod (19 kyu), Theresa Crowther (22 kyu) and Chris Downie (30 kyu). A pair of 17 kyus shared the 13x13 honours: Dave Grimster and Thomas Blockley from Worcester.

The qualifiers were Clive Hendrie, Simon Butler, Paul Margetts and Tony Warburton.

### Challenges and Challengers

Having fought off challenges from Wanstead and Epsom Downs in quick succession Leamington Spa beat Oxford 3-0 and accepted a challenge from Reading. Despite Nick Wedd moving Matthew's boat further up stream than planned the match went ahead and, during a pleasant cruise on the Thames, Macfadyen, Cann and Webber won 2-1 to retain the Jubilee Challenge Trophy for a bit longer.

In the Challenger's League again Leamington were the hosts and dominated the play as Matthew won all 7 games. Des Cann was in Japan so the top five from the Candidates' took part. However Frank May decided not to continue after losing a pre-league game against Alex Rix. So Andrew Jones had to play the remaining six games to prove his new high dan grade. Anyway he failed to prove it ending on zero. The other results were Cocke 6 wins, Shaw 5 wins, Webber and Matthews 3 wins, Hall and Rix 2 wins. All that remains is to see if Shutai Zhang will take up Matthew's challenge to re-take the title or not.

### Not the Challengers

Those strong players who skilfully avoided qualifying for the Challenger's were able to play in the Scottish Open in the fine old city of Edinburgh. The local club provided the hospitality including a mass curry trip on the Saturday evening and ably arranged the 36 players over the 6 rounds. Alistair Wall took the title with six valuable Stacey points, ahead

of John Rickard on five and Francis Roads on four. The Glasgow club dominated the kyu grades with the Glas-go team scoring the top 77.8%. Their Simon Marlow (16 kyu) won 5, Campbell Fraser (20 kyu) won 4.5 and David King (18 kyu) and John O'Donnell (4 kyu) won 4. Local Stephen Tweedie (8 kyu) also won 4.5. The qualifiers were Nil Ghani and Dave Keeble.

There is a report on the Pink Stone tournament elsewhere.

### Ladies and Gentlemen

Nine top women players attended a weekend event at Leamington to select our rep to the women's world amateur tournament. Alison Cross won the right to go finishing ahead of Kirsty Healey, Sue Paterson, Helen Harvey and Alison Jones.

At the same time the gentlemen (and the other women players) were at the annual Leicester event. Strangely all the fourth dans were gentlemen in the first round, politely letting their opponents win. Thus it was Andrew Jones who had to play Simon Shiu in the last round for the first place. The latter won, his second tournament in a year, helping his Teesside team to win the team prize with 80%.

The prize winners were Mark Wainwright (1 kyu Cambridge), Granville Wright (1 kyu Teesside), Peter Shiu (2 kyu Loughborough), Steve Wright (5 kyu Bradford) and John Gardner (11 kyu Culcheth) for 3 wins, and Katie Cox (18kyu) and Mark Harrod (19kyu) both from Brakenhale on 2.5. Jo Hampton, Gerry Mills and the two 1 kyus joined the list of Qualifiers.

### Cuddly Sheep

The second Welsh Open at Barmouth more than doubled its attendance with 44 by doubling its length to two days. The go club stayed open every night of the weekend and there was plenty of chance to walk up hills, ride steam trains, or watch birds down by the river. However this year was hardly beach weather as the tournament clashed with the only cold weekend of the summer.

Many prizes were awarded and some swapping was seen as players traded in T-shirts for much coveted cuddly sheep. Matthew Macfadyen (6 dan) won for a second time with a straight five wins. Others who won many games were Tom Blockley (16 kyu Worcester), Anna Griffiths (15 kyu Furze Platt), Bill Streeten (4 kyu Essex), Paul Barnard (1 kyu Swindon), David King (8 kyu Brakenhale) and Joe Beaton (5 kyu Furze Platt). Furze Platt won the team prize, Herman Marxer (2 kyu Oxford) the lightning and the Joneses won the first entry prize.

The Being Francis Roads Prize was won by Francis Roads, the Nagging Prize by Colin Adams, the Being American prize by Manni Sferios and the Being Screwed Up By The Draw Prize went to Mark Harrod and Graham Brooks. Qualifiers were Simon Goss and Paul Barnard.

There were no cuddly sheep at the Battersea Park Japanese Festival, but there was a go tent giving lessons and hosting the annual match. This time it clashed with the Nippon Club golf day so the Anglos beat the Japanese by 32 to 13. The people winning the best prizes were Messrs Otsuka, Roads,

Wall, Hall, Meikeljohn, Ward, Morrish and Kaniuk.

### Overseas

Paris is still overseas, at least until the tunnel opens, and thus sees only a small British contingent. Shutai Zhang failed to get a visa, and so allowed Guo Juan an easy win, having only Shen to worry about. Only 240 players spent Easter in Paris this year; perhaps the traditional two hour late start was to blame.

Shutai did manage to get to the Amsterdam GP. 160 players attended the EGCC, but none, including Gerald Westhoff and Mark Boon, could beat Shutai, allowing him 15 valuable GP points. Shen Guangji however did win one event, though not a GP, with 6 wins at the Hamburg Affensprung.

A record 44 countries took part in the 16th World Amateur. Held this year in Kyoto, famous throughout Japanese language books for its old temples and pretty gardens. The home country won with the new young talent of Hiraoka Satoshi taking the honours. Chou of Taipei only lost to Hiraoka to come second. Next came a group on six wins: Wang of China, Kim of Korea, John Lee of the USA and Robert Mateescu of Romania. Best of those of 5 were Detkov of Russia and Gondor of Hungary. Our own Desmond Cann finished, like Piers Shepperson the previous year, in 21st place. One place below was Jim Bates who is now playing for Australia and who beat Des in their fifth round match. Ireland's John Gibson finished a respectable 38th, the first time Noel Mitchell was not their representative.

## Glossary

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

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

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

**Byo yomi:** shortage of time.

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

**Damezumari:** shortage of liberties.

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

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

**Gote:** losing the initiative.

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

**Hasami:** pincer attack.

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

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

**Jigo:** a drawn game.

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

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

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

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

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

**Kosumi:** a diagonal play.

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

**Moyo:** a potential territory.

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

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

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

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

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

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

**Shicho:** a ladder.

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

**Shodan:** one-dan level.

**Tengen:** centre point of board.

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

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

**Tsuke:** a contact play.

**Yose:** the endgame.

## Notices

If you live in an area where there is no go club you can do one of two things:

1) **Start a club**— it only needs two players and a regular (say monthly) or irregular meeting time.

2) **Be an Area Contact**— put yourself forward as someone whom players in your area can contact for a game. Only your name and phone number is needed for the **BGA Area Contacts List**, to be published alongside the Club List.

We are especially looking for Clubs/Contacts in Hampshire, East Anglia, South London, North East Scotland, West Sussex, South Wales and Humber-side.

Please contact the Membership Secretary, Terry Barker (details on page 2) to put yourself forward.

### Compendium of Games

Hitachi European Go Congress 1992 : 80 pages, consisting of articles, photographs, and 42 previously unpublished games with commentaries, now available. £3 by hand, £3.50 by post. Available from the BGA book distributor.

**Latest news:** To follow up the game on page 14, Jonathan Chetwynd has phoned with the information that the seventh round of the Honinbo Tournament was won by Cho Chikun.

## Price List

Description	*Level	Code	By hand	By post
Basic Techniques of Go	20-D	G2	8.00	9.00
In The Beginning	20-D	G10	8.00	9.00
Thirty-Eight Basic Joseki	12-1	G11	8.00	9.00
Life And Death	12-1	G13	8.00	9.00
Attack And Defence	12-D	G14	8.00	9.00
Endgame	10-D	G15	8.00	9.00
Handicap Go	10-D	G16	8.00	9.00
Kage's Secret Chronicles of H'cap Go	15-D	G17	8.00	9.00
Test Your Go Strength	15-D	G18	8.00	9.00
Joseki Dictionary 1	4-D	G21	15.00	16.50
Joseki Dictionary 2	4-D	G22	15.00	16.50
Joseki Dictionary 3	4-D	G23	15.00	16.50
Appreciating Famous Games	10-D	G25	8.00	9.00
Attack And Kill	10-D	G27	9.00	10.00
Lessons In The Fundamentals of Go	20-D	G28	8.00	9.00
Introduction To Go	30-15	G30	3.50	4.50
Second Book of Go	20-10	G31	6.00	7.00
The Power of the Star-Point	6-D	G32	9.00	10.00
All About Thickness	20-6	G34	9.00	10.00
Great Joseki Debate	10-D	G35	8.00	9.00
Opening Theory Made Easy	20-10	G36	8.00	9.00
All About Life and Death (2 vols): each	20-D	G42,3	8.00	9.00
The 3-3 Point	6-D	G44	8.00	9.00
Positional Judgment	10-D	G45	8.00	9.00
Graded Go Problems 1	30-20	GGP1	9.00	10.00
Graded Go Problems 3	20-10	GGP3	9.00	10.00
Graded Go Problems 4	15-5	GGP4	9.00	10.00
Go Player's Almanac		ALMA	22.00	24.00
Games of Go Seigen (set of 4 vols)		SEIGEN	24.00	27.00
Go Moon (Professional games mag.)		GAMES	2.00	2.50
Go World— back issues			2.50	3.00
<b>New: Canterbury 1992 Games Collection</b>		EU	3.00	3.50
Plastic stones		SP		Out of stock
Glass stones (6 mm) + plastic bowls		SG60	14.50	19.00
Glass stones (8.5 mm thick)		SG85	20.00	24.50
Katsura folding board (17mm)		B102	25.00	29.00
Club go board (1/2")		CGB	11.00	15.00
Club go board 13 x 13		13GB	7.50	10.00
Gostelow go board (3/4")		GGB	17.00	21.00
Magnetic go set— Medium		MG20	17.00	20.00
Magnetic go set— Small		MG19	14.00	16.00
Chestnut go bowls (for stones up to 8 mm)		T370	32.00	35.00
Chestnut go bowls (for stones up to 10 mm)		T372	35.00	38.00
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.)