

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:** Marcus Bennett, 24 Cowper Rd, Moordown, Bournemouth BH9 2UJ. Tel: 0202-512655. Meets 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 Prune Park Inn, Prune Park Lane, Allerton, Bradford, Wed 7.30pm.

* **Brakenhale School:** France Ellul, 35 Sunnycroft, Downley, High Wycombe HP13 5UQ. Tel: 0494-452047 (home).

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) or Marcus Bennett 0202-512655. Meets in Students' Union, 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.

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.

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 Ln, Lymm, Ches WA13 0PH. Tel: 0925-753138.

* **Devon:** Tom Widdicombe, Woodlands, Haytor Vale, Newton Abbot, TQ13 9XR. Tel: 0364 661470. Meets Thurs 8pm.

* **Edinburgh:** Stephen Tweedie, 10 Upper Grove Place, Edinburgh. 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. Seaborne, 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 Ballabrooie Dr, Douglas.

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

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

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).

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.

* **Monmouth:** Gerry Mills, 10 Vine Acre, Monmouth, Gwent NP5 3HW. Tel: 01600712934. Meets various places.

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

North London: David Morris, 1 Christchurch Hill, NW3 1JY. Tel: 071-794-2044. Meets in the Gregory Room at back of Parish Church, Church Row, Hampstead (near Hampstead tube station) Tues 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.

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 6pm.

Oxford University: Martin Bligh, Wadham College, Oxford OX1 3DN. Meeting times vary.

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

Ravenscroft School: Hugh Alexander, Flat 2, Bathford Manor, Manor Dr, Bathford, BA1 7TY.

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

Saltcoats: Derek Tomelty, 43 Barrie Tce, Ardrossan, 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 Ct, 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. Meets Tues, Ilminster.

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

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.

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.

Japanese Eyes Focus on the 9-Dan Building

Adapted by A. Finch & Kwon Aeng-ran

• Thanks to the KBA for permission to use this article.

History was made at 10.00 am on August 6th in the "Special great country room" of the 9-dan club building in Tokyo. The 4 best players in the world were gathered for the 7th World Go-Player Tournament Final, but there were no Japanese players in the room! Cho Hoon-hyun (Korea) and Yoo Chang-hyuk (Korea) were there for the final, and Cho Chi-hoon (Korea) and Rin Hai-pong (China) for the 3rd-4th place game.

In this event, organised by the Japanese and held in Japan, only the Go board represented Japan at the end. Cho Hoon-hyun joked that Japan might cancel the tournament in the future rather than have to see Korean faces in the final again. Koreans were bound to be happy whoever the victor, but Cho was particularly determined to win to complete a grand slam of 4 major titles.

Though both players represented Korea, they seemed comfortable playing in Tokyo, being international stars, and there was no delay in playing the moves in the fuseki. They both slept in the Palace Hotel, three minutes from the game room, and ate a traditional Japanese-style breakfast.

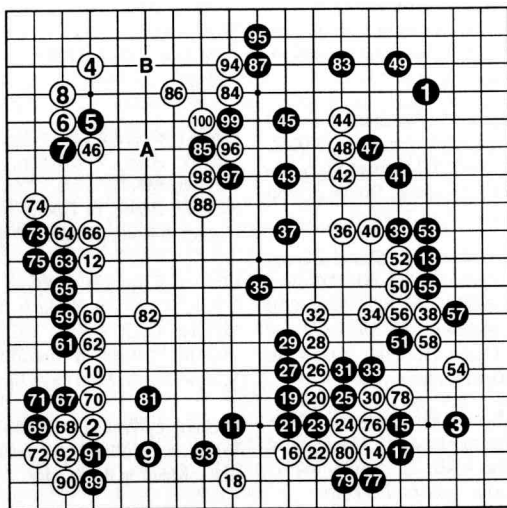


Figure 1 (1-100)

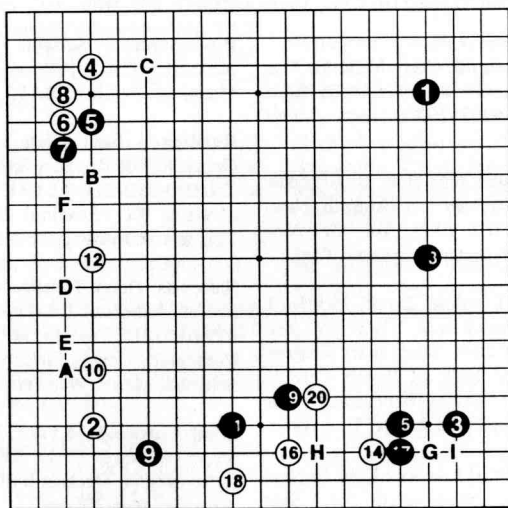


Diagram A

White: 6 dan Yoo Chang-hyuk
Black: 9 dan Cho Hoon-hyun
3 hours each, komi 5.5 points.

3,4: Instead of the usual 4x4/4 opening, both players chose to occupy a 3/4 point.

9: Cho likes this method, for if White answers at A in diagram A, then Black B, White C, Black D. White would normally extend to E to aim at the invasion at F, and this strategy prevents him from doing this.

14: If Black answers at G, White 16 gets safety quickly and Black cannot be satisfied. If Black pincers at H, White attaches at I and still gets safety in the joseki which follows, leaving Black once more unhappy.

15: This expects diagram 1, which would be good for Cho, but not for Yoo.

Cho 9 dan: "I expected White 18 to be at 1 in diagram 2, giving us both a reasonable result. However, Yoo's move 18 undermined my own position, so I chose 19. 20 was hoping for an easy settlement as in diagram 3, which I didn't want."

21: A strong move. Cho 9 dan: "White is in difficulty here. If White answered with 1 in diagram 4, then Black 4, Black 6, White 7, Black 8, and White can't be satisfied because of the right side. In the game up to 33, both sides show their power, though White needs to beware, having been cut. Because of this, Black is in control." (If Black at A in diagram B, White will have to protect his group at B).

Cho 9 dan: "34 seems weak. White needs to play 1 in diagram 5, giving Black no alternative but to cut with 2 and 4. After 8, if White A, Black B makes a ponnuki, and if White B, Black extends to Black A. In

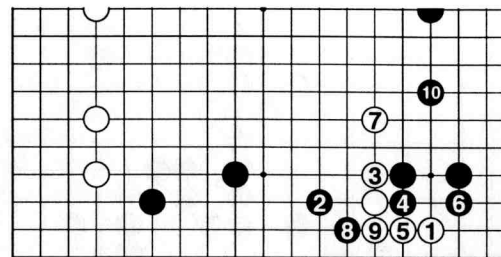


Diagram 1

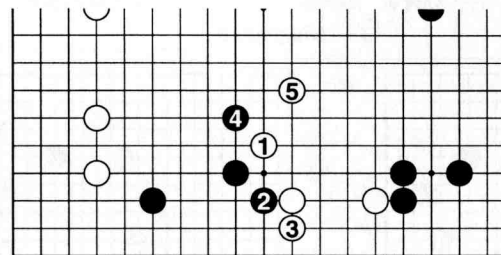


Diagram 2

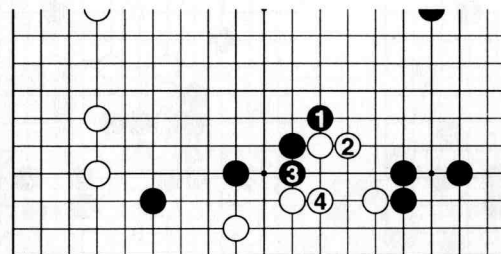


Diagram 3

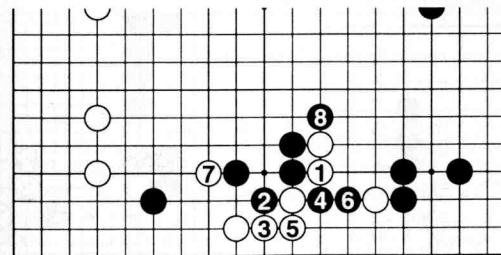


Diagram 4

the continuation, I was very happy to play 35, 37. White 38 concentrates on the right side in order to ensure life, though the shoulder hit at 1 in diagram 6 would have made a good shape for the group. After 39, 40 at 42 would have been dangerous, since Black could have played at C and then attached at D in diagram B.”

23,25 were intended to cause White problems, but by 44, White has regained breathing space, though the result is territory for Black in the upper right side.

Yoo 6 dan is famous as “the best attacker” in Korea and when the game goes his way his attacking draws respect from everybody. However, in the fuseki of this game, Cho imitated Yoo’s style to such an extent that anyone looking at the board would have thought that Yoo had Black.

45: White knew that another move here was advisable, but he decided that 46 was more important, since with A in figure 1, Black would have miai at B and 60 and a comfortable situation in the middle game.

Cho 9 dan: “Black 47 is a peeping move, but without it White would play 1-5 in diagram 7 and make safety. As it was, this White group helped Black to consolidate the upper right side, up to 57, though giving up four stones in the middle of White’s group. After 59, White would have liked to play at 63, but when Black jumps out from 59 this would put too much pressure on the two White stones in the lower left corner. Thus 60, and the sequence follows up to 75. The play in the centre will determine the game now.”

Having gained sente, White proceeded with 76, 78, but

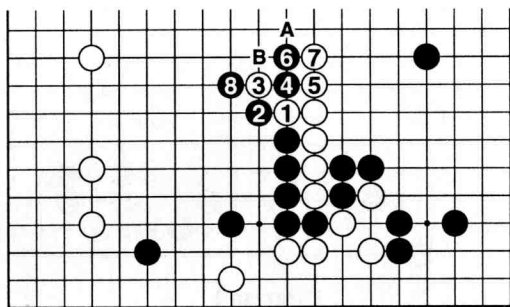


Diagram 5

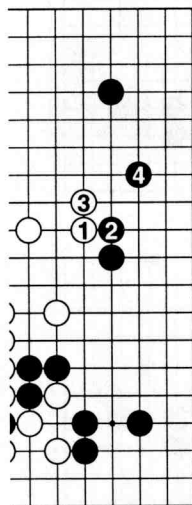


Diagram 6

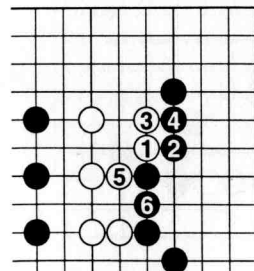


Diagram 7

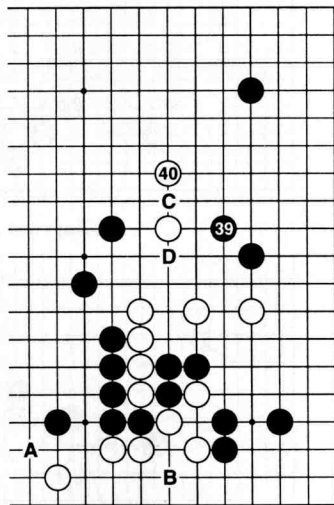


Diagram B

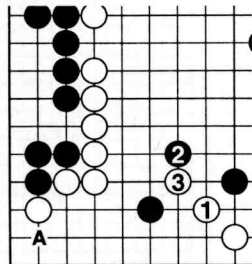


Diagram 8

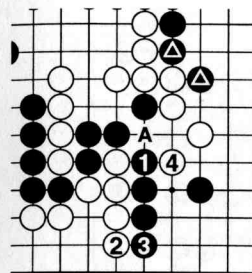


Diagram 9

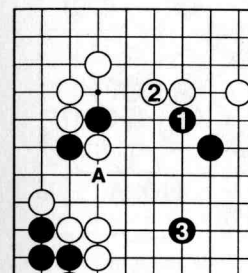


Diagram 11

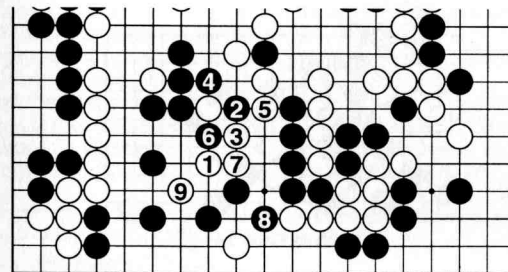


Diagram 12

Black 77, 79 were ample compensation. White’s best move was 1 in diagram 8. Cho would have played 2, and with the large yose at A, the lower side would have been big for White.

77: It was the intention of the two marked black stones to give up the four stones inside

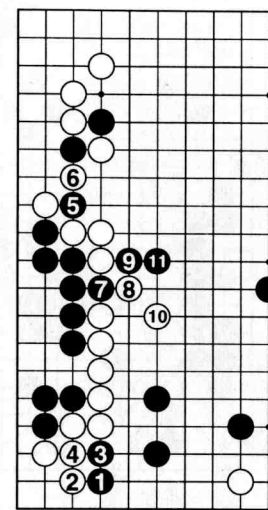


Diagram 10

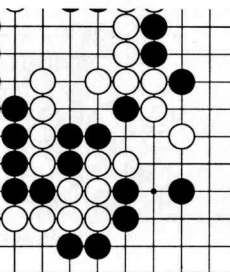


Diagram 13

White’s group, for if Cho had played 1 in diagram 9, 4 would have been a good move, producing a ko at A.

Up to 81, Black is comfortable, and 81 is especially good, for if White had omitted 82, he would have had problems. In diagram 10, Black 5,7,9 make

it a complicated task for the White group in the lower left to survive.

Black plays comfortably up to 83, but looking at the game in detail, Black isn’t much ahead, and it’s too early for him to be settling down. As it was he had to solve the problem posed by 87.

Cho 9 dan: “87 should have been played in the centre. Black 1 in diagram 11, then 2, 3, and Black would have had thickness and safety in the centre, with aji to come later at A. White also needed to play at A, though 88 was a good move. Because White had the centre, Black had to play up to 93 to secure safety on the lower side.”

103: A deep invasion, answered by White’s attachment at 104.

Cho 9 dan: “Black cannot omit 113, for in diagram 12, White 1 is a good attacking

play. Up to 9, Black must lose one group. 118 was a mistake. There is the yose of 1 in diagram 13, but 4 deals with it. A is the vital point for both players, but especially for White, since Black cannot answer at 2 in diagram 14, or he will lose a central group. Thus 119, 121 erase the threat of danger. I can’t understand how Yoo 6 dan

made such a move.”

Had Yoo 6 dan lost his patience? The exciting fighting had the audience in a sweat. Cho felt that he should win after consolidating the upper side, but the importance of the event and the money involved (£130,000) were dangerous distractions which made him nervous about the outcome.

123: This was the sort of move which highlights the difference in scores. Cho expected to win by 1.5 or 2.5 points, - a small margin considering his good play in this game.

125: Cho regretted this move. If he had played as in diagram 15, he would have won by 1.5 or 2.5 points.

Cho 9 dan: “It was not possible to omit 131. In diagram 16 White’s yose is too large, with A to follow. Black cannot allow this. If Black 133 were played at 1 in diagram 17, the game could be over. White 8 is difficult, and up to 14 maybe White would gain the corner, or a ko; it would be difficult for both players. In the centre, White 138 and 140 were bad moves. The weak point right of 160 was a big problem.”

132: A great win or lose move, making Cho’s victory uncertain.

141: Cho thought about playing at 161, but wasn’t sure of the benefit from this.

Cho 9 dan: “Black 153 was a difficult choice, and 1 in diagram 18 would have been better. After 3, the points at A and B would have been miai. If 156 had been played at 1 in diagram 19, 2 takes the vital point, and White loses after 14. In diagram 19 White plays at 1 immediately, but still fails to make life. There were many possibilities to look at here, but none of them seemed suc-

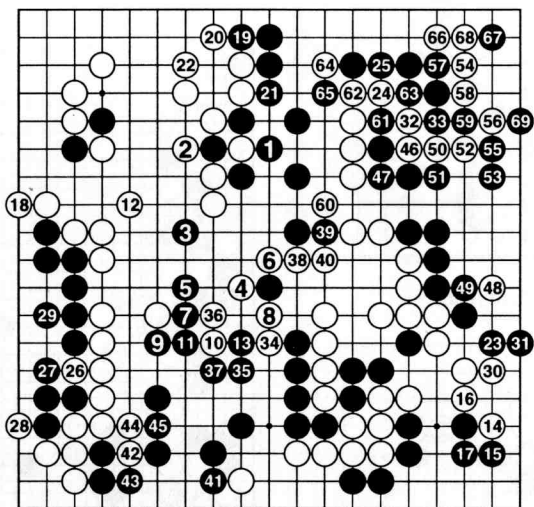


Figure 2 (101—169)

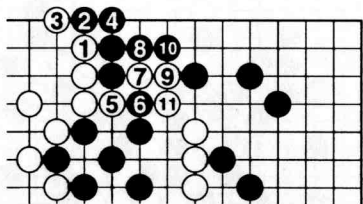


Diagram 14

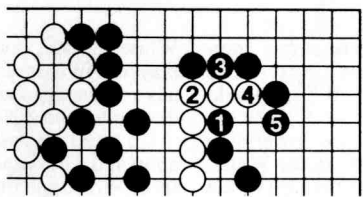


Diagram 15

Tournaments Reviewed

by Francis Roads

Part 1: TRM’s

I am proud to claim that in 1988 I attended every single tournament in Britain, including the Candidates’ and Challenger’s leagues, other than those from which I was debarred on grounds of age or gender. I haven’t been able to keep up this record since then, but it has nonetheless occurred to me to write a review of the British tournaments. To keep the length manageable I have divided it into three chapters.

This chapter describes the TRM or Three Round McMahon Tournaments, which seem to be in the majority. Then come the MDE or Multi-Day Events. That’s a terrible name, but can you think of a better one to encompass the six weekend tournaments, the Candidates’ & Challenger’s, the London Open and the IOM? Thirdly comes Miscellaneous: everything else.

The purpose of these reviews is temptation. I am hoping that people who for whatever reason think that tournaments are “not for them” might change their minds. Transport is an important factor for some people, so I shall mention it in my reviews. For brevity, I shall only mention departures from the norm, which I take to be good access by public and private transport, with good parking.

The Maidenhead Tournament, held mid-January, and formerly the Furze Platt Tournament, got off to a shaky start, as people got the wrong idea

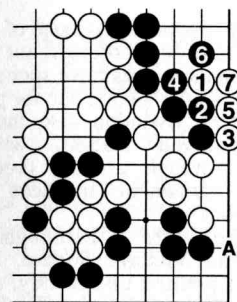


Diagram 16

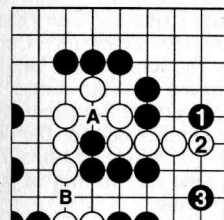


Diagram 18

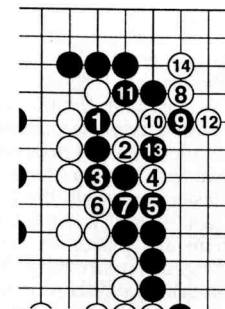


Diagram 17

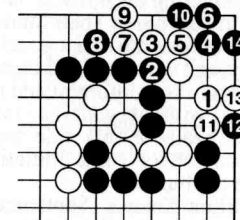


Diagram 19

cessful.

If White 1 in diagram 20, 2-6 also produces many variations to think about, but White played the best sequence in the game - there was no easy way for him. 157 was the vital point for both sides.”

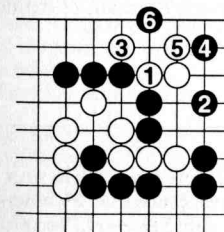


Diagram 20

157: The game was over after this move, and though Yoo 6 dan’s desperate yose was re-

markable, Cho played well to win the final.

169: Finish. Black wins without a count.

Cho received approximately £130,000 with this title, bringing his total of international titles to 4, and surpassing the previous record of money earned in a year by a Korean player.

Correction: In *Ten Best Games* by Bob Terry (BGJ 96, page 12, last paragraph, second line), “was unable” should read “was able”. Sorry, Bob...

that it was some kind of schools' event. Now, with sponsorship from Hitachi, and held at their imposing UK Headquarters, it is a very respectable event. Public transport involves a taxi ride from the station.

In February come the Trigan-tius (Cambridge), and Oxford tournaments. As an Oxford man, I am ashamed to say that my own university had something of a reputation for indifferent organisation, with tournaments late through lack of sets or computer problems, or even cancelled altogether. The necessary lessons have now been learnt.

Oxford hold their tournament in the centre of the city, which is fine for sight-seeing, but calls for initiative if you want to park your car. Cambridge have now circumvented this difficulty by holding their tournament out of town in the village of Great Sheldon. There is a railway station there too.

By the way, if you are wondering who Trigan-tius was, he was a 16th century monk who was supposed to have written about go after a trip to Japan to convert the locals to Roman Catholic Christianity.

Coventry holds its tournament in early March; to some extent the date is governed by Easter and the British Go Congress (see Chapter 2). Like Cambridge it has an out of town venue. It boasts a swimming pool and a railway station: there is water in the swimming pool, but no trains in the station on the tournament day.

Bracknell comes in May. It usually attracts a good attendance to the ICL building venue. Bracknell is not exactly on the tourist route: playing go is what you come for. And plenty do, as Bracknell is some-

where near the centre of the area most densely populated with go players. It's a taxi ride from the station. Rounds often seem to start late, which suits those with a relaxed approach to schedules, but not necessarily those with long journeys.

Leicester is also not the first place you'd send a tourist to, but there are places to visit, including an interesting Roman Museum, and the very extensive Braunstone Country Park, which you wouldn't finish exploring even if you had a bye in one round. Their tournament in June attracts a goodish entry, and some how the organisation is kept informal and relaxed without running late. Once again, a taxi ride from the centre, or some initiative with the buses.

Milton Keynes (September) yet again cannot be said to be on the tourist trail. This is probably just as well, as few people drive there without getting lost at least once amongst the numerous identical-seeming roundabouts. This is a well organised tournament, with lunch provided. The town is well served by trains and coaches, but you might need a taxi at the end.

I vote Shrewsbury (October) the most attractive location for a TRM tournament, with apologies to Oxford. Shrewsbury is a mediaeval town set in a loop of the Severn, and the playing hall itself overlooks the river. For me it's a longish trip, and I usually make a weekend of it.

Holding a one day tournament at Swindon in November so close in time and space to Marlborough (see Chapter 3) strikes this go player as bordering on the eccentric, but plenty of people seem to go

there. Swindon has none of the charm of Marlborough, but the tournament does have sponsorship, so it's a good one for pot-hunters. Swindon also has a well-served station, which Marlborough doesn't, though the tournament isn't near the station.

The centre of Birmingham, around Victoria Square, has been prettied up recently, and is no longer the ghastly place that it used to be. Museums, the Cathedral, and the main shopping area are all within easy walking distance. The trouble is that the Teachers' Centre where the tournament happens is nowhere near the centre, and this November tournament is really another one for the dedicated go player, rather than those who like to mix in some sight-seeing.

The appearance of this event has been a little unreliable over the years. This is a pity, because Birmingham is rather easy to get to from most parts of the country.

Those are the ten TRM's currently extant. Nottingham, York and Ipswich are among other places that have also held them in the past. Time will show whether these tournaments are dormant or extinct.

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.

Assets and Liabilities

by Nick Wedd

Do you sometimes find that your groups, instead of being assets, are somehow transformed into liabilities? This article, addressed to players below about 5-kyu, is intended to show how this may happen. No reading is involved, and the diagram is illustrative only. Skilled players may object that this is not a plausible game position, and that some of my remarks are technically wrong. This is not the point.

I want to explain the difference, in Go, between an asset on the board and "money in the bank". Money in the bank is definite territory, which you are expecting to be able to count up at the end of the game. An asset on the board is a stone or group of stones which will help you in whatever you are trying to do - make territory, live with a weak group, or maybe kill an opponent's group. And just as there are assets on the board, there are liabilities on the board. A liability is a stone or group of stones which we feel obliged to defend, so that our freedom of play is restricted by the need to defend it.

The diagram provides examples of all of these. I shall discuss the black groups on this board, from the point of view of Black.

In the upper left corner is a small group which has two eyes but has been walled in. This is money in the bank - there is no way that it can be killed. However it is not an asset, as it is walled in and will have no effect on anything else that hap-

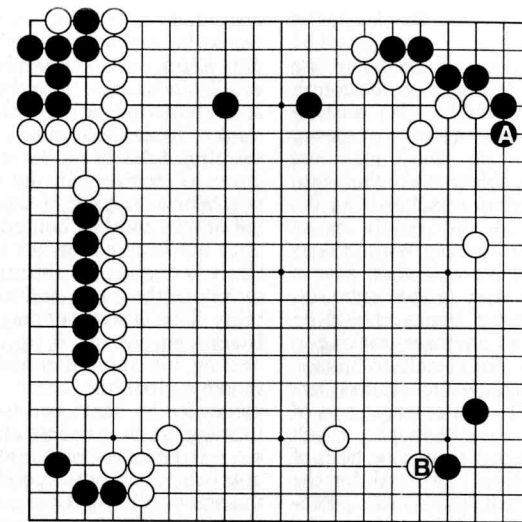


Figure 1

pens on the board. Nor is it a liability, as White cannot threaten it.

In the upper right corner is a slightly larger group which is both money in the bank, and an asset. It is money in the bank because it encloses a few points of territory, and with moderate play by Black, it should be impossible for White to kill it. It is an asset because it connected out: any weak black group in the middle of the board that connects to the stone A will thereby become alive. You may think it implausible that White will allow Black to put an eyeless group in the middle of the board and then connect it to A; but that is not what Black will try to do. Instead, Black can be a bit more confident in putting a group in the middle of the board, knowing that one of its options for life is to connect to A.

On the left side of the board is a line of six black stones, which those who know their proverbs will recognise as alive. It is probably best to regard these stones as money in the bank, enclosing about eight points of territory, as it will give White a huge side if they are lost. But in regarding them as money, we must recognise that they are a liability. They are a liability because White has various moves that threaten them, that Black will have to answer if he wants to keep them alive. White may be able to use threats against these six Black stones, to kill the other Black stones in the lower left corner. (I do not know if White can actually use such threats to kill Black's lower left group, and I do not care. What matters is that Black's straight line of six stones is a liability, and that White can somehow use this liability to threaten, reduce, or

perhaps destroy Black's lower left corner.)

At the top of the board are two black stones on the fourth line. It would be a big mistake to regard these stones as money in the bank. Black may just about be able to make them into a live group somehow, but the attempt would result in so many surrounding White stones that White would then have a huge territory in the centre. Instead, these stones should be treated as an asset, making it possible for Black to invade and reduce White's central territory. There are many ways of using these two stones, which might result in one or both of them being sacrificed for the sake of reducing White's potential territory. I do not know the best way of using them, but I do know that the worst way would be to try to make them into a little live group with a few points of territory inside it. These two stones are very far from being money in the bank, and should be treated as an asset. The key to regarding a group as an asset is that assets are dispensable: you should welcome the opportunity to sacrifice an asset in exchange for a bigger one.

I will summarise what I have said so far with a table, giving my conclusions about these four groups.

Now I will discuss the situation in the lower right corner,

Black Group	Money in bank	Asset or liability
Upper left	Yes	Neither
Upper right	Yes	Asset
Left side	Yes	Liability
Upper side	No	Asset

one that I, among others, would be inclined to mishandle. Black has a shimari here, and White has just played at *B*. It is tempting for Black to think, "I have a shimari, and therefore I deserve at least ten points of territory in the corner. White is trying to deprive me of this, so I had better look after it." In thinking like this, Black is treating his shimari as money in the bank, and a liability. This is a way of playing: Black can answer *B* by connecting his shimari together, thereby looking after his money in the bank, and transforming the shimari into an asset - it becomes pretty much unkillable, and has a good influence on the right side. The trouble is, White is likely to answer by securing a large territory on the lower side. Instead it may be better for Black to regard the shimari as an asset already, and use it to invade the lower side now, before it is too late.

I am not saying that I am right in my analysis of how to use this shimari. I am just using it as an example in putting forward the vocabulary *asset*, *liability*, and *money*. Either you can regard the shimari as a liability, and reckon maybe twelve points of territory in the bank; or you can regard it as an asset. Verbalising it in this way may help you to reason about which you prefer.

Gannets and Go

by Francis Roads

It felt a bit like cheating, going to the Isle of Man for a week in an even numbered year, when their congress isn't held. One of the less often used BGA services is sponsoring dan players to make teaching visits to clubs. I had offered the Manx go players such a visit last year, and this September it happened.

The ferries for Douglas leave from Heysham, which is about 20 miles from Ingleton. So instead of returning home after the Manchester Congress, I went on to Tim Hazelden's pub The Marton Arms to stay the night before catching the Monday ferry. The Marton Arms has a 2-dan publican with a go board behind the bar, and fifteen (sic) draught ales, so I would have regarded it as an act of eccentricity to spend the night anywhere else.

David Phillips was waiting at the quayside in Douglas when the ferry arrived. I was fed and then whisked off to Port Erin on the south of the island to play Roger Kent, who asserts that he's 6 kyu. So the handicap was exactly nine stones, and as we went into the yose I was about 20 points behind. White players normally expect to win in such circumstances.

But Roger used the rather unexpected technique of playing good endgame moves. He refused to follow me round the board, as nine stone players usually do, and beat me soundly. Not a good start.

I had promised David and his partner Leo Austin, who kindly

put me up during the week, that I would not need "looking after" during the day, when people were at work. So I used to work in the reading room of the Manx Museum, transcribing manuscripts of early 19th century church music. It's typical of the Manx that it's actually a good deal easier to get your hands on the sort of manuscripts that you need than it would be in a stuffy English records office. A friendly Manxwoman who clearly knew far more about the subject than I gave me a couple of hours of her time, giving useful advice and encouragement. They're like that.

The evenings were spent in various people's houses, playing mostly nine stone games, and giving whatever help I could. I was given one evening off to visit a bridge club in Douglas, where once again I found a friendlier and more relaxed atmosphere than you get in England.

David took one day off work to get some games in. In the afternoon I was allowed out to see a flying display at Point of Ayre, laid on by the local gannets and cormorants. David

won 3/6 over the week, and still seems to be a good 2-dan.

John and Hazel Atherton tried a bit of weak-kneed-dannery on me on the Saturday. Having invited me to their home for dinner and go, they took me first to a ten pin bowling alley. I had never ten pin bowled before, and it took me some time to realise that such places are exempt from Newton's First Law of Motion. I improved slowly, but not enough to beat two experienced bowlers.

It transpired that the whole venture had been a plot. Humiliating me at bowling had been intended to disconcert me enough to enable them to win at the go tables. I have to say that only the first part of their plan was successful.

On the final Sunday before my return, the club had arranged a publicity venture in a café. The press and public were invited, and enquirers and potential beginners solicited.

I was expecting a busy café in the centre of Douglas, the throbbing metropolitan hub of Manx activity. I wasn't expecting Niarbyl, a remote spot on

the west coast miles from anywhere. But the scenery of coast and fells was spectacular, and enough people had come to admire it to make the venture worthwhile. I spent a worthwhile amount of time teaching beginners, and duly smiled at a press photographer. Such an event could only happen on the Isle of Man.

It is in the nature of things that the Manx players are somewhat cut off from tournaments. None of them has "come across" since the Canterbury Congress in 1992. It costs over £50 and takes nearly four hours just to get to Heysham as a foot passenger. I left feeling that my visit had been very worth while. At least one player seemed to have improved noticeably during the week. People were talking confidently about "next time you come". I shall certainly be there for the tournament in August 1995, and I am becoming so fond of both place and people that I might try to find an excuse to go even sooner.

Most of the games I played were on nine stones. I have tried to distil some of what I was trying to put across in the form of the following conversation, an averaging out of many I had during the week. It contains nothing new. I felt a bit like a preacher preparing his sermons, trying to get the same old messages across and make it sound different each time.

Francis (plays a move that isn't in Nine Stone Players' joseki book. NSP thinks about her first move for five minutes.)

F: What are you thinking about?

NSP: I don't know the correct answer.

(F takes a black stone, closes his eyes and drops it at random



The café at Niarbyl

in the middle of the board. It is then moved to the nearest intersection.)

F: How about that? It's almost impossible to find a really bad move for Black in the opening of a nine stone game. Of course, if you give up a liberty by playing on the first line, you may be helping me. And that move is clearly a little unusual. But it won't lose the game.

(Two moves later)

F: Why play a defensive move like that? You should attack. NSP: But you're coming into my territory.

F: You don't have any territory at the beginning. You start with nine stones in attacking positions, on the fourth line and in the centre, and zero stones defending territory. In theory, White's only correct opening move is "I resign." Any stone that White plays is immediately weak. So attack.

NSP: So should you always be attacking?

F: No, it's wrong to attack strong groups. But it's only when you take time off from attacking that I get a chance to make one.

F: Let's stop a minute. Why did you play that last move?

NSP: I was afraid that you would sort of come in round there somewhere.

F: Where precisely?

NSP: (Indicating about fifteen points with the palm of her hand) Well. It seems a bit open there. You could play there and then sort of there and there.

F: But the rules of the game only allow me to make one move at a time. On which particular point are you afraid of me playing? NSP: (Thinks about the position for the first time) Well, maybe there.

F: And where would you re-

ply?

NSP: There.

F: And if I decide to carry on in that area? NSP: Well, maybe...

F: The answer doesn't matter. I'm not saying that what you describe is right or wrong. But now you're thinking along the right lines. You can only think in terms of particular moves that you or your opponent might play. "Round there somewhere" is meaningless.

NSP: But it's no good me trying to read out sequences. You're a dan player, so you'll always do it better.

F: Yes, and you'll be a dan player too one day, when you start thinking as dan players try to.

F: And what's that move supposed to do?

NSP: Because it's next to your last move. To stop you from coming any further.

F: If I come any further, how many points will it be worth? NSP: (thinks carefully): Two.

F: (covers the board with a newspaper): Are there any moves elsewhere worth more than two?

NSP: How can I tell like that? You dan players may be able to memorise whole board positions, but I can't.

F: Well, roughly.

NSP: No idea.

F (removes newspaper): So you didn't look at all the other possible moves on the board before deciding to play next to my stone?

NSP: I don't believe even you dan players consider every possible move every time.

F: No, of course we don't. That's how computers play, and why they're so bad at go. But while you're thinking, I'm looking round the board, and



David Phillips, 2 dan, keeps the rest of the IOM players up to scratch

making a mental list of places I'd like to play, and putting them in order of priority. Then each time you play, I decide quickly whether the move at the top of my list is more urgent than making a local reply to your last move.

Kibitzing Dan Player: All your remarks are from Black's point of view. Do you have any advice for White when giving nine stones?

F: Yes. Bully your opponent. If she refuses to attack, you can afford to leave grossly weak groups lying about. If she follows you round the board, start the end-game as soon as you like. If she won't read out sequences, create complexities just for the sake of it. If she wimps out of ko fights or semeais, create them whenever possible. You get the idea. It's just an extension of the even game principle, "Attack your opponent where she is weak." Only here we're thinking of psychological weaknesses as well as the weaknesses on the board. Good bye, IOM. I'll be back!

Reviews

Best Go Book since 1971?

by Bob Bagot

In 1967 Sakata wrote a book in Japanese with the aim of allowing the reader to "assimilate at a single bound a tremendous increase in aesthetic sense and power at the game". He went on to say, "Nothing equals the thrill of killing a large group of one's opponent's stones", and who would disagree with that? Now that book has been translated into English as *Killer of Go* and published by Yutopian Enterprises of California. I venture to say this is the most outstanding addition to go literature since The 1971 Honinbo Tournament.

This is a book of instruction, but the method is to describe the killing techniques in actual games, in all nineteen game commentaries. One classic game of 1939 between Go Seigen and Sakata is annotated over 34 pages, worth the price of the book on its own.

Not all the games are Sakata's. Some of the commentaries are from classic games of earlier centuries. Others show Sakata in an unusually humble mood. In 1967 he played Rin Kaiho in the Honinbo title game; the commentary shows how Rin played a move to try and live in the corner, but the move was terrible, as Rin killed his own group. Sakata's next move revived Rin's group and made it unconditionally alive!

The book is also interspersed with proverb-like homilies, and examples to press home the message: "Do not celebrate too early" are an instruction for all

us anxious amateurs. "Chop apart the opponent happily" has been the Manchester technique for years, and other bloodthirsty clubs will enjoy this short section.

Finally the book contains a rare and welcome extra, a detailed index and glossary. This is 240 pages of sheer delight. The first book for years with comments on professional games, including "the group capturing masterpiece" played between Meijin Shusai and Karigane Junichi. As the saying goes, "Hurry while stocks last". (Details in Price List.)

Digital Book

by Jonathan Chetwynd

For a number of years NEC have sponsored the Haya Go Tournaments on Japanese television. The Digital Book Player 1 is at 15 ounces a very portable A6 format electronic paperback, the first and only suited to the stronger go player. The screen is black and white, reflected light with low contrast and easy on the eye.

The main feature is turning the pages move by move. If you have not played through games on a Nintendo this alone will revolutionize your feeling for strategy. This is a dedicated tool; when you pick it up you are not about to write a book. Its limitations are an asset. There are a couple of lines of kanji commentary per page and about 3000 pages or ten games per disk. Batteries last about two hours, so at £6 have to be rechargeable. Unfortunately the DB-P1 is not yet available in this country, but a demo model should be at the London Open and other venues around the country.

Monkey Jump: Solution

Problem set on page 20

Diagram 32 is an example of a monkey jump that is worth more than 9 points. It reduces Black's territory by the standard 6 points, and it saves 5 points instead of the usual three.

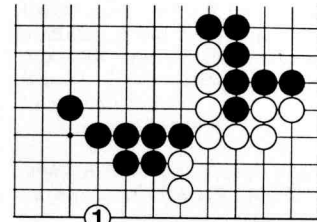


Diagram 32
More than 9 points

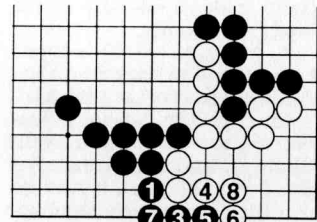


Diagram 33
Reverse sente 11 points

If Black plays first, as in diagram 33, he can hane in sente and White has to give way.

Please note that telephone numbers will be altered in the next issue

Ups and Downs

by Fred Holroyd

These two games were played at the British Go Congress at Warwick. I entered at 1 kyu and won only two games, and in view of the discussion at the AGM, I have since pre-empted the Kyu Police and demoted myself to 2 kyu!

I submitted these games to Andrew Grant, and the comments are his.

Game One

Black: Oliver Riordan, 3 kyu
White: Fred Holroyd, 1 kyu

6: This would be better at 50 or 51 to complete the Chinese fuseki; alternatively White could make a shimari in the lower right corner.

8: A pincer would be good here, with 4 to back it up, but that's not to say that 8 is bad.

15: Bad. The 4-4 point does not support a shimari well; White can still invade at the 3-3 point and get a ko. It may be that Black is worried about approaching White's strong stones in the lower right, but he should extend to 87 anyway. He then has a two-space extension to 56 if White invades.

17: Pushing against the stronger stone with A, preparing for a powerful attack on 16, would be more vigorous. The kosumi is best kept for situations where both kakari stones are equally strong, so that there is no reason to play in one direction rather than the other.

22: Correct, and a good way of making Black pay for the

over-defensive move at 21.

23: Black is forced to play here to make good his defence of the upper left territory; to let White to slide to B would make 21 meaningless, but...

26: ...White effortlessly gains a foothold in the lower left while Black defends his hard-earned territory. If you think this looks OK for Black, consider that he has invested seven stones (out of only thirteen played so far) in return for perhaps twenty-five points of territory. At this early stage of the game, an efficiency of three and a half points per stone is nothing to write home about.

28: Inefficient. I would prefer the tsuke-osae joseki here (White C, Black D, White E, Black 47, White F, Black G, White 91) which defends the corner and the upper side while making Black overconcentrated.

29: If White answers at 46 it

becomes clear that 28 is inefficiently placed.

38: I think I would prefer to play 54; there's just too much potential territory going begging at the top. Besides, White's position at the bottom is too low.

39: Excellent. White hasn't time to defend at the bottom for fear of the moyo Black is building above.

40: Too close to Black's thickness, particularly given that White is weak below. Playing 47, to flatten out the potential moyo, would be better.

41: Black is presumably worried about White cutting 39 off, but this move is aji keshi; if White answers at 44, this strengthens the lower side, making an invasion less profitable.

42: Very bad; all it does is strengthen Black.

44: If White is going to play 44 anyway, he should simply do

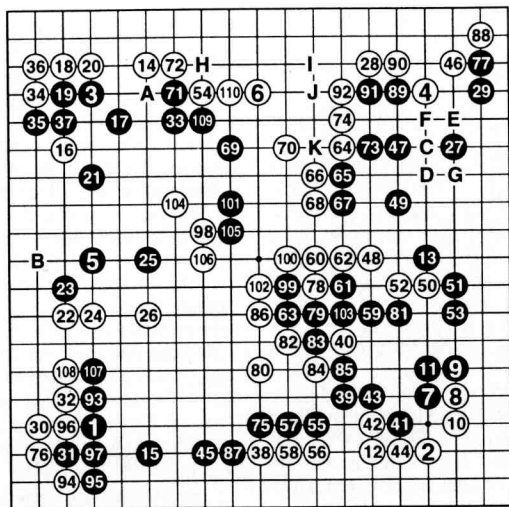


Figure 1 (1—110)

so without the 42-43 exchange.

45: Small. Black should consider 45 and 76 as miai, and leave them alone. 46, 73 and H all look bigger.

49: Over-defensive; White can't do much in this area. If Black doesn't hurry he'll lose the chance to play at H.

54: White is now ahead, but Black still has chances. His best option is to attack the centre right group, looking for an opportunity to invade at I or thereabouts. The invasion at 56 is also possible but isn't big enough on its own.

59: Wrong. 60 is the way to attack this shape; the idea is to drive White towards the upper side, push him out with a move around 64, then invade at the top.

61: The wrong direction; Black is using his thickness to make territory instead of attacking. 68 is the point to play, aiming at the invasion at I.

64: Not a bad move, but undeniably thin; White's connection is far from certain. It doesn't secure the top area, either. I would prefer J, securing the territory at the top beyond all doubt; White can then concentrate on rescuing his centre group, without worrying about the top. Also, defending White's main weakness means that Black gets no benefit from attacking the centre stones (unless he actually kills them, which is unlikely).

67: Black's got nothing to lose. He should crosscut at K or counter-hane at 68, and try to mix things up a bit. It ought to be possible either to cut off the centre group or get an invasion at the top.

71-74: Black is just helping White to solidify his territory.

77: A good move, treating the corners as miai.

86: Black ends up with less than ten points in front of his wall.

88: The game is about even on the board, so White should win by the komi.

101: I don't understand this move. It doesn't defend Black's territory, neither does it threaten 98. Indeed, it doesn't seem to do anything at all.

104: White marches into Black's territory and puts the game beyond Black's reach.

Moves after 110 were not recorded. White wins by 15 points.

Game Two

Black: Fred Holroyd, 1 kyu
White: Kevin Roger, 1 kyu

4: Usually, playing in the empty corner (figure overleaf) is an absolute rule, but in this case White has the alternative of playing 4 at 5, leading to the Shusaku fuseki.

7: A perfect pincer; this is why White doesn't always play 4 in the empty corner.

12: Better at 17, to prevent the following sequence.

13-19: This sequence is natural and gives Black superior thickness.

20: An overplay. Black can, and should, cut at A immediately.

21: Horribly timorous. The best move locally remains A.

24: The cut at A is still available to Black, but White 22 makes it less clearly good. 24 is more urgent.

27: A doubtful move, since it leads to unnecessary complications. The simple jump to B is good enough.

28: This leads to the "Magic Sword" joseki, best avoided by anyone weaker than 4 dan.

30: If White really knows the "Magic Sword" he will cut at 33 instead.

33: Black's wall is neutralised by 24, which is too far away to be attacked easily. Black is going to have problems with this wall whatever he does. This is one reason I don't like 27.

35: This is aji keshi and gives White too much territory, but the atari at 36 would be even worse, forcing White to split Black's position apart. Black would do better to ignore both ataris.

38: A good, light move; Black's wall is beginning to look like a burden.

38-42: This weakens Black still further, but depending upon Black's next move, it may be valid for Black to play like this.

43: Bad! "Don't peep where you can cut" is the rule; if Black wanted to play here then he should have done so immediately after 38, leaving 39-42 unplayed. 44 is the only move consistent with 39 and 41, and indicates that Black has decided upon a sacrifice strategy.

If Black cuts at 44, White will atari at 43, followed by Black C, White D, Black E, White F, and the black wall will be nearly dead; but it was a liability anyway, so sacrificing it is not necessarily a bad idea. White will get a lot of territory, but in gote and with lots of bad aji, and Black's territory is also considerable.

46: White will now make thickness on the outside while Black struggles to live. The game is beginning to go White's way.

55: This feels like an overplay, but it's difficult to find a good move here, thanks largely to White's central thickness. I

I think I would like to play G to prevent White expanding his left side too much.

62: Black's in big trouble now. 75: Black's corner is a poor recompense for White's outside thickness; the black tones on the outside are virtually dead.

77: They're small, give them up! This move only invites White to put his thickness to work.

79: This is no time to tenuki. If Black doesn't make a substantial territory in the top right, there's no way he can win. This move isn't even very important; the lower group is strong and well able to look after itself. Black must defend the top right, whatever else he does.

81: Black's group is too weak to support a keima; the threat of White 88 means Black will have to come back here to patch up his weakness, even if White doesn't play it straight away. Black should have played at 87, which leaves no pad aji behind. "...Ikken-tobi, a move seldom wrong." (BGA Songbook, page 53.)

85: An overplay, as Black soon discovers.

90: White charges through Black's position and reduces it to rubble.

91: I think Black would be better off playing at 92, giving up the lower group in order to secure the centre group. That would hold White's inevitable gains down to manageable proportions.

93: If you have two groups separated by a strong enemy position, trying to live with both simultaneously is reckless to say the least. In this case, White can play at 138 and shut the lower group in.

97: Black decides he had better secure his two eyes at the top. I don't know whether this is actually necessary, but if it is, then Black has three groups all in urgent need of reinforcement, and he still hasn't defended his top right moyo. By now, Black should be thinking about resignation.

100: This is the wrong point; you shouldn't attack with contact moves. 101 would be better. I know I said earlier, "Don't peep where you can cut," but 101 isn't really a peep so much as a vital eye-making point (picture a black stone there). Also, Black's group is so weak and White's position so strong that White should expect to kill Black anyway, making the cut irrelevant.

110: The first of three missed opportunities, which result in Black gaining an almost miraculous life. White should atari at 111, which would finish Black off.

112: The second missed chance. This move is unnecessary, since Black can't get an eye by pushing through here (White would just give way with H). 116 is the best way to kill Black, because it gives

him no possibility of wriggling out into the centre.

114: The third chance to kill Black goes begging. White should play at 115.

116: Thanks to this, not only does Black live, but he lives in sente! White should push into Black's moyo, reduce it as far as possible, then switch to 138. However, even after 116, White's still strong favourite to win.

119: If Black is to make anything of this position, he must play 148. Never mind the continuation, this is an emergency. 133: Black hasn't seen the danger of White 138, or he would play 139 instead of this. Recording stops at 148. Black resigns shortly thereafter.

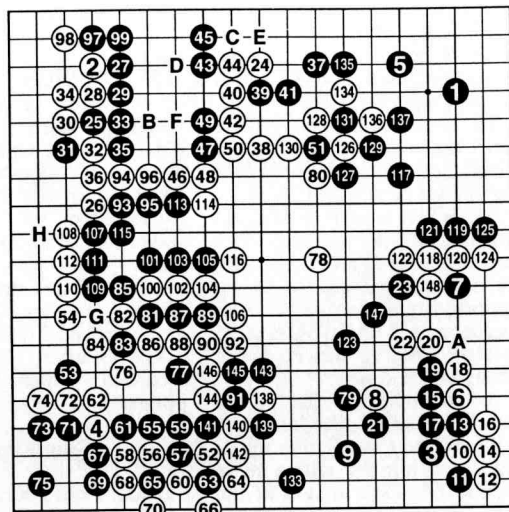


Figure 1 (1-148) 132 at 51

Cross-cut Workshop

Part 5

by Richard Hunter

Figure 7 shows a typical position from a handicap game. Will Black crumble in the face of White's cross-cut or will he solidify his lead? The key point here is to make efficient use of the marked stone. In pattern 7, Black ataris at 1 and then plays 3 to induce White 4 so he can connect at 5 with good tempo. Pattern 7 is a mixture of pattern 2 (moves 1 and 5) and pattern 5 (moves 3 and 5). All Black's stones are working nicely. Next White has a choice (the same choice as in pattern 2). He should take the right and give Black the left, as in diagram 54. If instead he blocks at 1 in diagram 55, Black 2 captures the two white stones in a ladder. This is very big. Note that the problem of the cross-cut would not have arisen if Black had played a diagonal move at 4 in diagram 56 instead of the one-point jump in figure 7.

Figure 8 is similar to figure 7; however, White has an extra stone at the bottom and Black has both the side star points. Taking into consideration these differences, Black should not play pattern 7. Instead, in pattern 8 he plays atari at 1 and then pushes at 3. A likely continuation is shown in diagram 57. This is a good result for Black. He gets a thick position on the right while White becomes overconcentrated on the left. Following pattern 7, as shown in diagram 58 is playable but slightly ineffi-

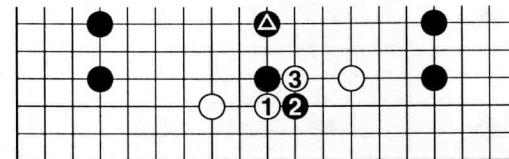
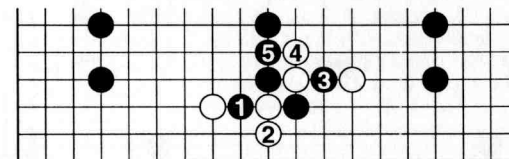


Figure 7



Pattern 7

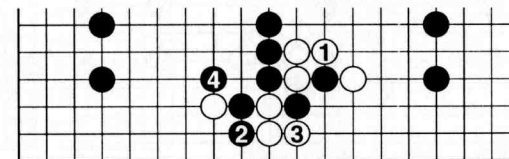


Diagram 54

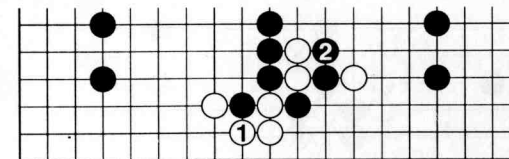


Diagram 55

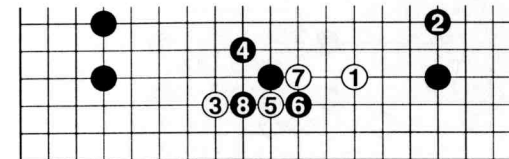


Diagram 56 Kosumi

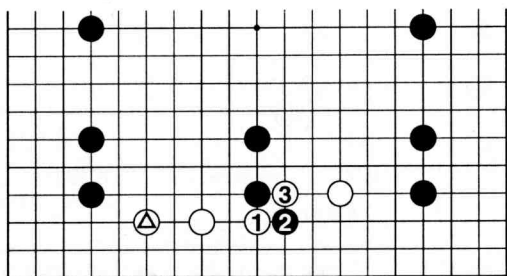
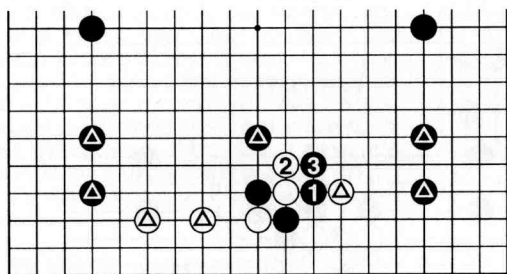


Figure 8



Pattern 8

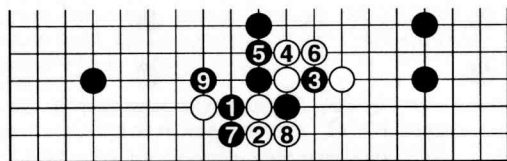


Diagram 60

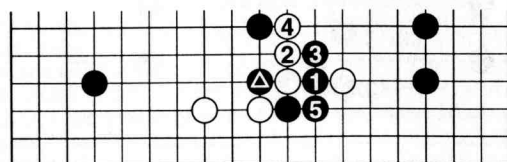


Diagram 61

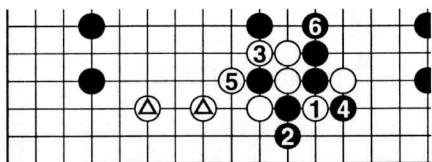


Diagram 57
Continuation

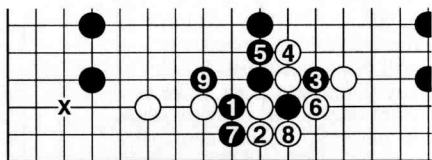


Diagram 58
Not suitable here

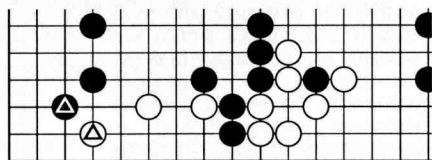


Diagram 59
Good for Black

cient. White can lightly sacrifice his two stones on the left and invade the 3-3 point. If White had already made the marked exchange in diagram 59, White sliding into the corner and Black defending at the 3-3 point, then the result would be perfect for Black. The three white stones would be heavy and present a real burden to White.

Not all books seem to give the same answers. Diagram 60 is very similar to figure 7, but it's from a different book. This book gives diagram 60 (pattern 7) as one correct answer. However, it also gives diagram 61 (pattern 8) as correct. I'm not going to try and judge these

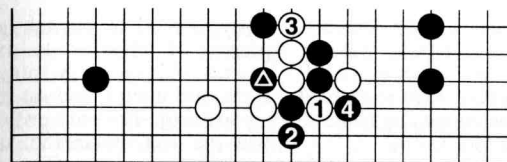


Diagram 62

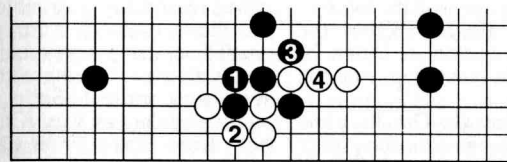


Diagram 63

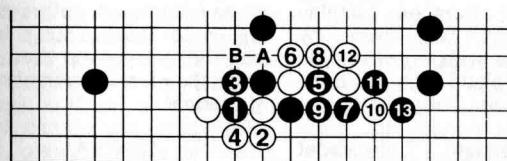


Diagram 64

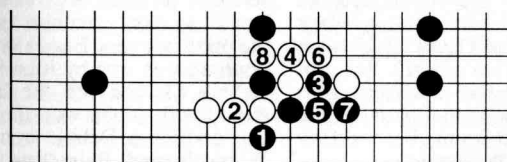


Diagram 65

opinions; you can analyze the positions by yourself if you want. Diagram 61 continues with White extending at 4 and Black connecting at 5. White could cut at 1 in diagram 62, but it hardly makes any difference. The key point is that Black absolutely must preserve his cutting stone in order to keep White separated. I imagine that most books for beginners recommend pattern 7 as simple, elegant style that is easy to understand. Diagram 61 represents a tough fighting style. Diagram 63 is the typical vulgar style that must be avoided, but playing atari from the other side, at 5 in diagram 64, is described as a strong way to play. Next, White can push through at A and Black will block at B; once again, preserving the cutting stones is the purpose behind this strategy. Playing the other atari at 1 in diagram 65 before 3 and 7 is bad because it kills the black cutting stone.

Figure 9 shows a corner position. White 3 is not a good move, so Black should be able to gain the advantage here. In pattern 9, he plays atari one way, then the other way, and finally pulls back. The order of the ataris is important. If Black starts with 1 in diagram 66, White will play 4 and 6 in the corner. The atari at 3 distinguishes pattern 9 from pattern 6. Simply descending in the corner at 1 in diagram 67 (pattern 6) is bad. White ends up with a good position. The pattern to choose depends on the surrounding positions.

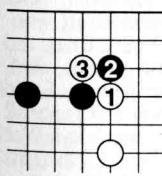
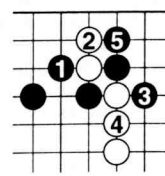


Figure 9



Pattern 9

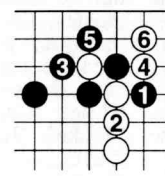


Diagram 66
Wrong order

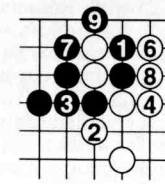


Diagram 67
Bad (tenuki)

Tournament News

by Tony Atkins

Euro Go News

The 38th European Go Congress was held at Maastricht in the Netherlands, a city of old buildings and charm, but unfortunate overtones thanks to the European Union treaty. Unfortunately only nine Brits played in the Main tournament. T. Mark Hall at 4 dan had to wave the flag at the top and finished a creditable 38th. None of the nine did extremely well, with scores of between 3 and 5 out of ten; Steve Flinter from Dublin, though, did win 6.

Naturally the home country was well represented with 95 players and Guo Juan won the championships with 9 out of 10. She only lost to Austrian Manfred Wimmer. He, however, was third behind Shen Gruanji who lead the 60 strong German contingent. Japanese regulars Miyakawa and Kai were placed fourth and fifth, whilst Robert Mateescu was sixth heading the list of the third most popular country, Romania. Notable results were by Germany's Ben Doerr (1 dan), Belgium's Guy Belmans (4 kyu) and several Romanians, who won 8. More Brits showed up for the Weekend. Brian Chandler came from Japan and was 27th with 4/5 at 3 dan. Clive Wright shocked himself with a prize for 4, but the prize for up-and-coming David King (then 7 kyu) was almost to be expected. Guo won the Weekend ahead of Shen and Schof-

fel. The well-known Dutch 1 kyu Steven van Belle was the next strongest player to win all 5. 350 players were registered in the Weekend as opposed to 333 in the Main.

There were many side events. The Town Team was won by three Romanians and there were two 9x9 events - Frank Janssen won the top section and Helmut Weber the handicap section. A Dutch 20 kyu, Hilda Houtkoop, won the 13x13.

In the Pair Go, Guo Juan and Matti Groot won the top group; Niek van Diepen and fiancée Anne-Marie Hovingh won the second group. Catalin Taranu of Romania won the Lightning and the afternoon fastplay tournament was won by Miyakawa with a perfect 10. Star of Poland won the computer go as Goliath was not present.

The Rengo Tournament gave extra komi for regional and strength variation. The finals were played in the central square of the city. There the GBH team (containing Mark Harrod and David King) were beaten into fourth by Aji Keshi. The all-Chinese Ingdes team drew with Gonzo despite giving 10 komi, but won by being white in a jigo.

The Congress was reported as being good and mostly well run, by those who were there. They kept up the Dutch tradition of unusual opening ceremonies. Local actors dressed in white progressively surrounded the speakers (who were dressed in black). The white 'stones' declared "Tsuke", "Hane", "Atari" and "Hit!", at which point the speaker was beaten up for speaking too long. As usual now the Congress had a song

party, issued a journal, gave plenty of chances to meet friends old and new, play go and other games, and do some sightseeing. The only criticism was the accommodation: some was a little far a way. The scout hut was quite comfortable having a little corner claimed quickly to be a part of England; it was reasonably accessible after the organisers were persuaded to leave a key hidden under a stone. Of course there were pros present. Saijo was again popular, as was Kitano, both from Japan. From China there was Wang (8 dan) and Chen (6 dan), who after the Congress came to Britain. They visited clubs at London, Leicester and Barmouth before moving on to Dublin. Let's hope they did not get too tired and forget the pleasant memories of Maastricht.

Go USA

This year's US Go Congress in Washington DC has been described already by Francis Roads, so it only remains to list the prize winners. Basically everything was won by John Lee, Debbie Siemon and the Benthem family. John won the Ing Cup and Pairs, Debbie won the Women's and Pairs and the Benthems most else including the Rengo. However the US Open was won by Lee Keun Young, the best of a group of strong Koreans present. Matthew Macfadyen won four out of six. Many Brits and Europeans won prizes: at 4 dan Rickard, van Diepen, Lounella; 3 dan Webber and Jones; 2 dan Fassbender; best 1 kyu Warburton; 3 kyu Duval. No Brits did especially badly. In the day-off Die Hards Tournament Alan Chen won ahead of Bogdanov.

Rickard and Clare won prizes for three wins. Jim Clare and Paul Margetts won their tables at Lightning, but quickly lost in the knockout won by Chen. At Pairs Matthew Macfadyen and Kirsty Healey, and Niek van Diepen and Anne-Marie Hovingh won; Alison Jones and Richard Hunter got a second. The crazy go night was held in parallel with Joker Go proving the most popular. Ken Chen's Go Intellect won the Computer Go. Hyodo from Japan won both small board events and Richard Hunter won a snack voucher in the go ban raffle.

Northern Go

For those abroad to play go in the summer there was hardly time to catch breath before rushing north to Durham. Teesside Club, always on the look out for something different, organised a team tournament at short notice.

They were not disappointed as 26 players arrived at St. Oswald's church hall; this allowed eight teams to compete. These were from Leicester, Hull, Edinburgh (2), Newcastle, Teesside, London and of course Wanstead. The latter team won as can be expected, despite having Francis Roads still away and having to lend Jeremy Hawdon to the London team. The winning team were Wall, Jones and Jones; Alison was the only player to win all four of the handicapped games. Next year we expect Simon Shiu to come up with another different idea for an event in the wilds of the north.

The real Northern was again the British entry for the European Grand Prix. Again, either by accident or design, the Obayashi Cup in Amsterdam

clashed and no mainland Europeans turned up. (At the Obayashi Cup, Shutai Zhang lost the final to Shen Guangji by half a point.)

This allowed our British 4 dans to earn some valuable Grand Prix points and even two 2 dans scraped a point or two, as can be seen from the results table on page 49. Des Cann and Matthew Cocke drew in the fifth round and held on to their unbeaten records in last round to jointly win. This meant the Grand Prix points for first and second were shared as last year, since the Korean who won but left early last year got awarded no Grand Prix points.

With more than 70 entrants the Northern has gained popularity again and is well run by John Smith, Chris Kirkham and the rest of Manchester club. Allen Hall of Manchester University is a good venue with each evening a cheap (but poorly stocked) bar to play pits, renko or joker go in. Those who kept a clear head and won prizes were David King (5 kyu, Brakenhale), Wayne Walters (5 kyu, Wanstead) and Tim Rockett (10 kyu, Manchester) for five wins and for the best four wins: Mark Harrod (19 kyu, Brakenhale) and Tom Summerscales (19 kyu, Culcheth).

Here We Go Round...

The mulberry bush at the Open University is actually a 300 year-old and rather frail tree dating back to when the site was Walton Hall. Security were not impressed when two well known high-graded go players were seen up amongst its branches. Nevertheless the other 69 players behaved

themselves, at least off the board, at the Milton Keynes Tournament. Even the organiser Andrew Grant behaved himself this year by not throwing the results away and by arranging a unique winner. Six players won all 3 games to gain a prize: Nicola Hurden (28 kyu, Brakenhale), Paul Clarke (20 kyu, High Wycombe), Daniel Cox (7kyu, Brakenhale), Toby Manning (2 dan Leamington) and the winner Edmund Shaw (5 dan, Reading).

The previous weekend the Shichuan Restaurant near Farringdon in London was the scene of another Anglo-Japanese Team match. In the dan section for 12-player teams the CLGC scored 24 out of 36 to win ahead of the Nippon Club and Wanstead teams. In the kyu section for five-player teams, the Okabe Cup was won by Brighton on mutual result tie-break from CLGC. As usual everyone got a prize and those getting the bubbly for three wins were Messrs Obayashi, Kasai, Rix, May, Barthropp and Sadler.

Pairs and Severns

Leamington was the venue for the British Pair Go Championships. Kirsty Healey had been volunteered as organiser by *Games and Puzzles* magazine who published her name in their calendar. As usual competition to play with the top women players was intense, but it was good to see a number of weaker women finding partners in order to play. Alison Jones picked a good partner in Nick Webber and won the event. They got a large earthenware pot each from the IAPGC in Japan and a trip out to represent us in Tokyo in November.

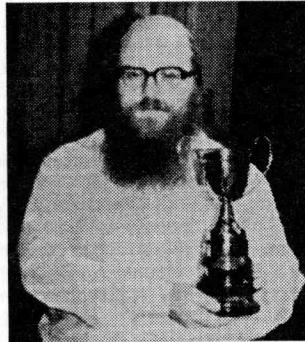
Second were Des Cann and Kirsty, third Edmund Shaw and Sue Patterson, fourth Helen Harvey and Bob Bagot.

The Severn-side venue of the Shrewsbury Tournament was not quite so pleasant this year as a slight drizzle persisted all day. But the comfortable hall and coffee bar, and the able organisation of Brian Timmins and his team, made the day go well. As Matthew Macfadyen, the traditional holder of the go ban trophy was abroad studying go teaching with the Nihon Ki-in in Japan, Des Cann was under strict instructions to bring it home again. However in true Wanstead tradition Francis Roads fought gallantly to stop him in the last round, but lost by a half point. Francis had to reluctantly take one of the engraved glass tankards instead of the go ban which safely returned to Leamington club. Others who won divisions and tankards were: David Woodnutt (1 dan, Open University), Paul Barnard (1 kyu, Swindon), J. Herman (5 kyu, Manchester), John Gardner (9 kyu Culcheth), Mark Harrod (14 kyu, Brakenhale) and Richard Dowling (22 kyu, Brakenhale). Both Leamington and Culcheth won 7 out of 9 and the team prize. Daniel Dowling and David Bennett shared the prize for continuous lightning for five wins each.

Fall Back

As usual the day the clocks went back saw that feat of physical and mental endurance, the Wessex Tournament. Bristol Go Club set an endurance record of their own by successfully organising their 25th. They provided the usual meals between rounds and the pleasant, but this year warm, venue

of Marlborough Town Hall. So inviting was the warmth that a starling tried to join in round 2, but luckily no extra white spots arrived on the boards. The other 108 competitors were all human, we are reassured. Despite being missed from the first round draw the CLGC kept their composure to win the team prize with 71%. May be it was David Ward's leap from board 53 to board 1 that encouraged them.



John Rickard receives the trophy at the Wessex Tournament (AJA)

However it was not a London player who won this year, but Cambridge's John Rickard (4 dan) who beat T. Mark Hall in the last round to take the Wessex Trophy for the first time. Breaking from the tradition of giving prizes for divisions, cups were awarded to those winning their first three games namely T. M. Hall (4dan Bristol), Joseph Hampton (1dan Barmouth), Jiri Keller (2kyu CLGC), Paul Margetts (2kyu Epsom Downs), Dave Mullen (7kyu Reading), Richard Dowling (20kyu Brakenhale), Dave King (25kyu Swindon), and those with four wins namely

Steve Brooker (5kyu West Surrey), Andrew Kettleby (6kyu Cheltenham) and Paul Clarke (17kyu High Wycombe). Fred Guyatt awarded his trophy to Collin Williams (1kyu Bristol) for 7 wins at 13x13 go. Qualifiers were John Hobson and Nick Wedd.

Promotions

- 2 dan: Jay Rastall, Jonathan Chetwynd
- 1 dan: Granville Wright, Simon Rudd

Postcard from Japan

Matthew Macfadyen is currently in Japan studying go teaching techniques at the Nihon Ki-in in the company of Frank Janssen. Here is the text of a post card received from him in October.

"Frank and I got roped in as game recorders for the Women's WAC. Alison Cross finished 19th with 3/8. Japan won losing only to Taipei. Korea (aged 12) was second losing only to Japan (Sato Akiko). Korea will become professional in a month or two.

"Otherwise study of the Japanese method of go teaching continues - possibly we'll be somewhat better equipped to do something on return.

"Yours ever, Matthew M."

GP Round-up

To catch up on the news from the Grand Prix circuit we need to go back to April. The Slovenian GP in Bled was sponsored by the hosts, the Hotel Astoria near Bled's lake. Shen Guangji as usual proved better than the average European 6 dan and the best of the 45 entrants by winning all 6 games. Joint second

were the top two on 4 wins - Czech Radek Nechanicky and Austrian Martin Müller.

To win the Budapest tournament you first had to follow the trail of clues from the normal venue to a cellar in the village of Budakeszi 10km outside the city. Anyhow 36 players did find it. Surprisingly the Chinese from London, Shutai Zhang, lost to Catalin Taranu of Romania who was second and lost to the winner Yuri Ledovskoi of the Ukraine.

Milan Tournament was held in the same venue as last year but only 33 players took the chance to play in the Italian GP. The top 3 players all dropped a game, but Russian Viktor Bogdanov was placed third on tiebreak to Rudi Verhagen of the Netherlands and Vladimir Danek of the Czech Republic.

Paris and Amsterdam were reported in the last Journal, so next came Helsinki. The Finnish summer had arrived in time to cheer the 35 players and the house party. There was even a trip to a sauna with real (not Ing-style) hot stones. Shutai Zhang beat Bogdanov, but then lost to Frolich. The

last game to finish which would split the tie at the top was held in a local hospital; a phone call revealed it was in Zhang's favour.

35 was again the number, at the Warsaw GP this time. Last year's winner Guo Juan from the Netherlands lost to local hero Janusz Kraszek, but he lost to Mark Boon (NL). All three ended on 5 wins and equal tie breaks to share the title.

The final GP before the European was the Russian. 59 players discovered it was actually being held in a hotel on the shore of Moscow's Kliazmen's reservoir, including a party from the Kansai Ki-in in Japan lead by a professional 9dan. One of the party, J. Sumikuru, won the title on tie break from Gomenyuk and Lazarev.

With the European Congress Grand Prix points counting double Zhang lost his lead to the two Chinese who did play. Guo ended up first with 106 points, Shen second with 96.3 and third Zhang with 87. The next places went to Bogdanov, Danek, Ledovskoi, Wimmer, Nechanicky, Taranu, and

Zhao. Macfadyen was 11th, the only Brit to score in two GPs.

A Funny Thing...

A funny thing happened on the way to the Forum. Well actually it was when Francis Roads got there. The London Forum Hotel did not know a Miss Kuzuko Shoji, so we had lost our visiting professional. A quick fax from Japan assured us she was there and even gave her room number, whilst a second fax ten minutes later explained she wasn't booked in using her professional name. Anyway she was found in time for two simultaneous displays at the CLGC in Covent Garden. Obviously as a pro 3 dan she knew who to be polite to. Despite Alistair Wall having two brave attempts, the only two games of the 10 won by the amateurs were by her chaperon Francis Roads on the Friday and by BGA Secretary Tony Atkins by 1 point on the Saturday. We hope that Miss Shoji enjoyed her weekend of go, London and a trip to the Essex countryside, despite our confusion in finding her.

No	Pl	Name	Gr	Club	1	2	3	4	5	6	Win	SOS	SODOS
1	1	Des Cann	4d	Leamington	+9	+6	+3	+x	=2	+4	5.5	30.5	24
2	1	Matthew Cocke	4d	Liverpool	+x	+5	+8	+4	=1	+7	5.5	30.5	24
3	3	Simon Shiu	3d	Teesside	+7	+x	-1	+8	+10	-5	4	28.5	
4	4	Nick Webber	3d	Leamington	+x	+x	+x	-2	+x	-1	4	28	
5	5	T. Mark Hall	4d	Bristol	+x	-2	+x	-7	+x	+3	4	26.5	
6	6	Thors Thomsteinsson	3d	Liverpool	+x	-1	-x	+x	+x	+10	4	25.5	15
7	7	John Rickard	4d	Cambridge	-3	+x	+x	+5	+x	-2	4	25.5	14
8	7	Piers Shepperson	5d	Norwich	+10	+x	-2	-3	+x	+x	4	25.5	14
9	9	Tim Hazelden	2d	Thornton	-1	-10	+x	+x	+x	+x	4	21.5	
10	10	Toby Manning	2d	Leamington	-8	+9	+x	+x	-3	-6	3	28	

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

Book early* for the Isle of Man Go Congress! Among other reasons why booking may soon be difficult, 1995 is the centenary of the Manx Electric Railway Company, who are celebrating with several interesting events.

This is the Congress that you can come to with all your family. The tournament venue is just across the prom. from the beach, and there will be a play room where children can be left by parents who are willing to take a turn at supervision.

If you are an adult beginner, you will be very welcome, and if there are enough 20-40+ kyu players there will be prizes specifically for this category.

If you need a copy of our leaflet, please phone 01624-612294 or write to Go Isle of Man 1995, 4 Ivydene Avenue, Onchan, Isle of Man IM3 3HD.

* We found one hotel fully booked mid-November. -Editor.

Compendium of Games

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

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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
Killer of Go		KILL	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
Canterbury 1992 Games Collection		EU	3.00	3.50
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. G. Mills, 10 Vine Acre, Monmouth, Gwent NP5 3HW. (Tel: 01600-712934)

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