

British Go Journal

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Number 98

Spring 1995

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Contents

Four Hundred Years of Japanese Go	4
Nemesis	5
Ten Best Games	6
Action on Teaching Go	7
Proposed BGA Constitution	8
Playing Blind.....	11
Go Kiburi.....	11
Advice for a 1 Kyu Player	12
Years Ago	19
Mirror Go	20
Go and Buddhist Philosophy	22
Mirror Go: Solution	23
Club List	24
Giant-killer.....	26
Tournaments Reviewed	28
Publicity	29
On the Back of Entry Forms.....	30
Imago, Progo, Handtalk	31
...Or Can't He?	32
Wanstead Wanderings:Brussels	32
Calling All Readers	33
Letters	33
How to be an Insei.....	34
One Thousand Wins	35
A Korean Move	36
Games of Go on Diskette	37
Go Skiing!.....	38
Monkey Jump Workshop	39
Tournament News	42
Computer Report	45
Glossary	46
Notices	46
Book & Equipment Update	47

Front Cover: Onodera Taemon Hidetome using a go board to tie his shoe as he prepares to search for his enemy(1850). By Utagawa Kuniyoshi. From a postcard, by kind permission of Ishi Press.

Tournament Calendar

International Teams: 12th March. By invitation only.
Irish Open: 17-19th March. John Gibson, Dublin 908779.
South London: 18th March. Jonathan Chetwynd, 0171-228-2495.
Coventry: 25th March. Mike Lynn, 01675-442753.
British Go Congress: 7-9 April, Felsted, Essex. A. Jones, 0181-527-9846.
Candidates': 6-8 May. By invitation only.
Bracknell: 13th May. Clive Hendry, 01344-472741 (work).
Challenger's: 27-29 May. By invitation only.
Scottish Open: 27-28 May. Stephen Tweedie, 0131-2283170.
Ladies': June. By invitation.
British Small Board Championships: Cambridge, 11th June. Paul Smith, 01223-563932.
Leicester: 17th June. Eddie Smithers, 01664-69023.
Barmouth: July 1-2. (Note change) Baron Allday, 01341-280066.
Anglo-Japanese Friendship Match: 8th July. By invitation only.
Isle of Man: 20th-25th August. David Phillips, 01624-612294.
Northern Go Congress: Manchester, September. John Smith, 0161-4455012.
International Teams Trophy: September. By invitation only.
Milton Keynes: September. Andrew Grant, 01908-669883.
Pair Go Handicap: September. Matthew Macfadyen, 01926-3379.
Shrewsbury: 1st October. Brian Timmins, 01630-685292.
Wessex: Marlborough, October 22nd. Terry Wright, 01275-842258.
Swindon: November. Paul Barnard, 01793-432856.
Birmingham: November. Lionel Naef, 0121-4521003.
Three Peaks: November. Tim Hazelden, 015242-41281.
West Surrey: December. Charles Bockett-Pugh, 01252-878191.
Anglo-Japanese: December.
London Open: Dec. - January. Harold Lee, 0181-4401001
London Youth: January.
Furze Platt January.
School Teams: January.
Wanstead: February.
Oxford: February
Trigantius: Cambridge, February/March.

Editorial

With this issue of the Journal, the hundredth is now coming into sight.

I am always grateful for the constant flow of material submitted, which usually offers a good balance of games, problems and articles. However, for this hundredth issue it would be good to produce something special.

If you have any contribution to make, please either contact me about it or just send something in. **Contributions do not have to be restricted to strong players**, although this may be an impression gained from reading the Journal. In fact, games played by kyu players are always welcome.

Being an optimist, I am all prepared to be inundated by an enormous number of contributions, to make the hundred issue of the British Go Journal something special.

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Four Hundred Years Of Japanese Go

by Andrew Grant

Part Fourteen: Jowa's Downfall

Both Gen'an and Chitoku were horrified by Jowa's promotion, and wasted no time in protesting to the jisha-bugyo. Over the next four years they lodged frequent protests, but they were all in vain.

Gen'an decided to try a different approach. He, like Gembi, had friends in high places, one of whom was Lord Matsudaira, a close adviser to the shogun. At Gen'an's request, Matsudaira held a go party at his house in 1835, to which all the top players of the day, including Jowa, were invited. Gen'an planned to challenge Jowa to a game there, but decided at the last minute to substitute a brilliant pupil of his, Akaboshi Intetsu, 7-dan. Gen'an considered Akaboshi to be a potential future Meijin, and had great hopes of his beating Jowa, in which case Gen'an intended to object that nobody who lost to a 7-dan had the right to be Meijin.

Jowa, as godokoro, was not supposed to take part in competitive go, but he could hardly refuse a request from Lord Matsudaira, and so the game began. At first things went as Gen'an had hoped, for Jowa overplayed in the fuseki, and Akaboshi played a new variation of the taisha joseki which the Inoue school had secretly developed for just this purpose. Jowa failed to find the correct

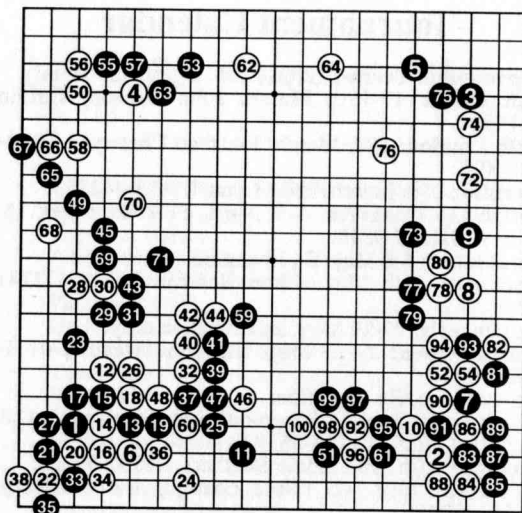


Figure 1 (1—100)

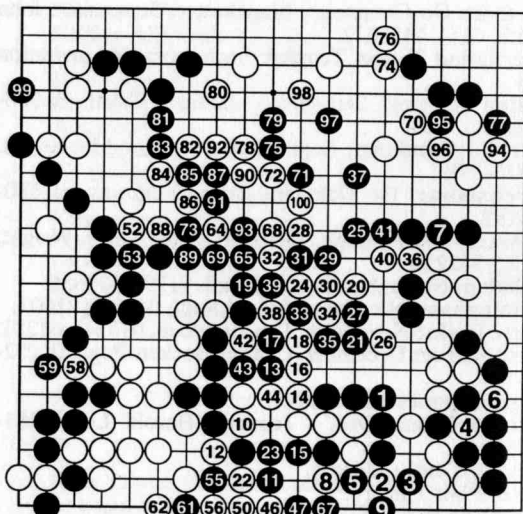


Figure 2 (101—200)
145 at 133, 148 at 138, 149 at 142; Ko (133/138):
151, 154, 157, 160, 163, 166

response and as a result fell a long way behind.

What happened next was one of the greatest comebacks in go history. Jowa fought back fiercely, finding three brilliant tesujis in the middle game, and slowly ground Akaboshi's lead down. As the game continued for day after day (it lasted a whole week) Akaboshi fell behind, and his health began to deteriorate. When Akaboshi finally resigned, he collapsed at the board vomiting blood; he was suffering from tuberculosis, and was dead within a month. Gen'an's plan had been a total failure.

But Jowa's downfall was not far off. It will be recalled that when Jowa had asked Hayashi Gembi for his help in getting to Meijin, he had offered Gembi a promotion to 8-dan in return.

Inexplicably, Jowa failed to keep his promise, and so turned his greatest ally, and the man who knew most about his double-dealing, against him. In 1838 Gembi, tired of waiting, revealed all the unsavoury details of Jowa's intrigues and challenged him to a 20-game match. Coming on top of all the other protests that Gen'an and Chitoku had made, this caused the jisha-bugyo to conduct an investigation, and as a result Jowa was forced to resign as Meijin godokoro in 1839.

At the same time he ceded the headship of the Honinbo school to his heir, Josaku (who incidentally was the son of the previous Honinbo, Genjo), and went into retirement, dying in 1847. At the time, the reasons for his retirement were hushed up, and he was considered a Go Saint like Dosaku, but eventually the truth came out and his reputation was permanently damaged. Nevertheless, he is

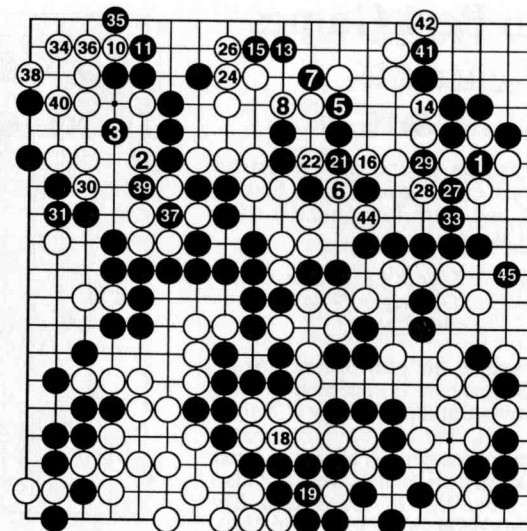


Figure 3 (201-246)

Ko (74/201): 204, 209, 212, 217, 220, 223, 225; 232
at 196, 243 at 229, 246 at 133

still remembered as one of the strongest Meijins ever.

27th July 1835. White wins by resignation.

The game shown here was played by Honinbo Jowa (White) against Akaboshi Intetsu, on 19th-21st, 24th and

● For a more extensive history of go The Go Player's Almanac is recommended.

Nemesis

by Nick Wedd

In BGJ 95 I reviewed Nemesis version 5.0999d, the Go program written by Bruce Wilcox. However I omitted information on how to order it, because I did not have this at the time. Nemesis is no longer supplied by Toyogo, Bruce Wilcox's company in Honolulu. It is available, in Mac and PC versions, from Crystalline Creations in Vermont. They prefer to receive orders by fax: the fax number is (1) 802 896 9449. The Go Master version, which plays Go and illustrates the concept of sector lines, costs \$69. Go Master De Luxe, which also contains all the extra features, including the joseki tutor and the "Scribbler" for annotating diagrams, costs \$143. Postage to Europe is \$12. The Mac version can also be available through MacWarehouse in Watford. Go Master is £29.95, and Go Master De Luxe is £79.95; prices exclude VAT and p&p. To order, phone 923-211277 ext. 419 or fax 923-230489.

Ten Best Games

by Bob Terry

Game Six

This is one of the most fantastic games ever played, from first to last, and there is a fantastic story behind it as well.

Black: Sakata Eio, 9 dan
White: Go Seigen, 9 dan
Komi: 5 points

In particular, the play of both Sakata and Go Seigen here is impeccable: innovative, stylish, and powerfully effective. In large part, this can be attributed to Go. In important games, he would often play strikingly original moves. But also look at move 93. In the *Sakata Eio Game Collection* (Vol. 3, pp. 176-180), Sakata states that the reader might think that this move is a misprint! That's how unusual it is. And look at that ko fight on the upper side: what a battle!

But there's more. At this point in this First Meijin Tournament (1962), both Go and Sakata had eight wins each to their credit. Fujisawa Shuko had nine wins. While those two titans fought on into the night, Fujisawa got tired of waiting around and went out drinking. He loved the Tokyo nightlife and was resigned to the prospect of having a play-off game against one of the two. So what happened? Sakata and Go battled each other to a jigo, which is recorded as a win for White. But in the regulations for this tournament, it was specifically stated that a jigo win does not rate as highly as a clear victory! So Go Seigen's 9-4 score was inferior to Fujisawa's!

The reporters for the sponsoring *Yomiuri* newspaper went frantically searching for the tipling Fujisawa, in order to interview him for the morning edition. They finally gave up, and just camped out on his doorstep, where they waylaid him in the early hours of the morning. What a fabulous ending to a great tournament!

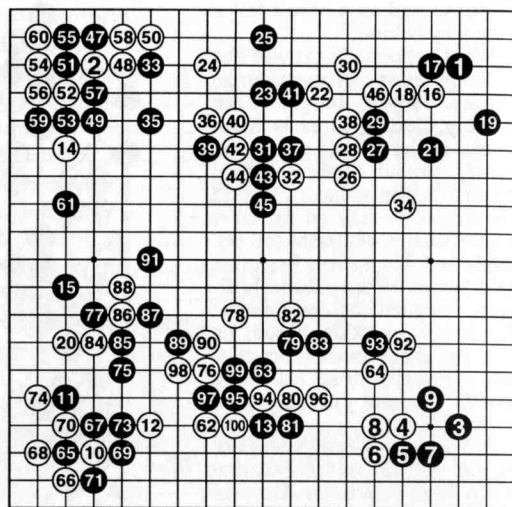


Figure 1 (1—100)
72 connects at 65

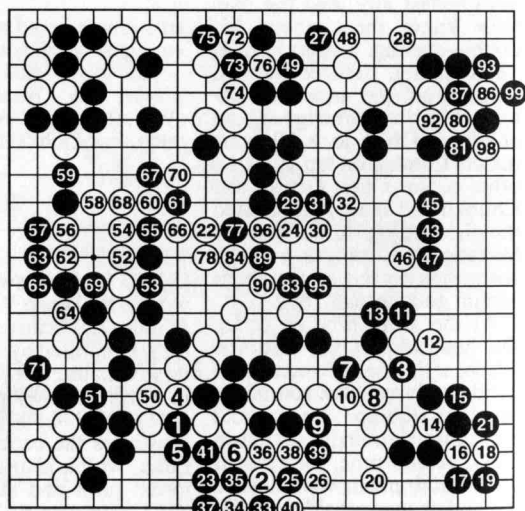


Figure 2 (101-200)
142 at 134, 144 at 133. Ko (173/176) 179, 182, 185,
188, 191, 194, 197, 200

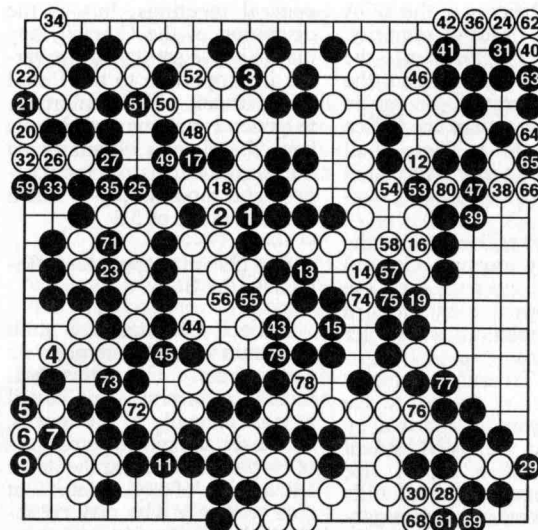


Figure 3 (201—280)
Ko: 208, 210 connects at 173, 237 at 116, 260 at
221, 267 at 264, 270 at 161

Action on Go Teaching

by Matthew Macfadyen

At the 1993 European Go Congress four people were officially appointed as European Go Teachers: Frank Janssen, Pierre Aroutcheff, Denis Feldman and me. None of us was quite sure what this would involve, but it was thought to be something to do with packing a few of the strongest European players with expertise on go and how to teach it, and then organising a pyramid of teachers and pupils so that the expertise would trickle down to as many European players as possible.

The first part of the scheme

began when Frank and I found ourselves staying at the Insei (trainee professional) training school outside Tokyo for eight weeks starting last September. It was unclear at first what we were supposed to be doing, but we soon had a busy schedule of visits to go teachers, promoters, broadcasters, writers and publishers organised, and also managed to fit in a week as game recorders/commentators at the Women's World Amateur Championships.

Various aspects of what we saw and learned will appear in these pages over the next few issues, starting with the article on insei training on page 34. Probably the most useful part of the visit was a three day tour in the Japanese Alps, visiting groups of children in schools and hospitals in the company

of Yasuda Yasutoshi 8 dan, but there were several revelations and surprises, principally that organised go teaching is on an amazingly small scale nationally, with only a few really busy go schools. This can be seen as cause for optimism since the scale of European operations can reach a similar scale without an impossibly large effort.

New developments which might be worth importing include teaching videos, but meanwhile the BGA is making a start on organising a team of teachers, to run a series of visits to all the British go clubs during the year from August 1995, teaching the BGA members and building a body of teaching material for use here and around Europe. The team at present includes Francis Roads, Desmond Cann, Tony Atkins, Jonathan Chetwynd, Simon Goss, Jo Hampton, and France Ellul. Anyone else who wishes to be included should contact me at 29 Milverton Crescent, Leamington, Warwickshire, CV32 5NJ; phone 01926 337919.

The European Go Centre at Amstelveen, where Frank is now working, is producing a series of documents on teaching go, but until these appear here's a tip to be going on with: when commenting on a game for teaching purposes, praise at least two good moves for each bad one you criticise.

Telephone numbers have been altered throughout the Journal in line with the new system. Please check that your number is entered correctly.

CONSTITUTION OF THE BRITISH GO ASSOCIATION

(Note: The male gender is used throughout for convenience only)

● The BGA Council is proposing certain amendments to the BGA Constitution at the next AGM. The following is the document as amended; copies of the original will be available for consultation at the British Go Congress. The intention is not a radical change but to bring the document up to date and to remove some ambiguities.

Name and Aims

1. The Association shall be called "The British Go Association" (BGA).
2. The objects of the BGA shall be to promote interest in and the playing of the game of Go, particularly in the United Kingdom.

Management

3. The management of the BGA shall be carried out by the Council, subject to resolutions of any general meetings.

4. The Council shall consist of the Officers and up to five ordinary members and up to three co-opted members, all of whom must be members of the BGA.

5. The Officers of the BGA shall be, in order of seniority, the Honorary President, the Honorary Treasurer and the Honorary Secretary. No person may hold more than one Office at any one time. There shall also be an Auditor, who shall not be a member of the Council.

a) The President takes the chair at any meeting, General or Council, and represents the BGA at formal events and in the BGA's relations with other organisations.

b) The Treasurer controls the finances of the BGA. He should prepare for approval by members at the AGM annual accounts and a report. He should also ensure that all bills and affiliations are promptly paid, and that Council committees are properly funded and submit regular and frequent reports.

c) The Secretary maintains the day-to-day communications of the Council and keeps minutes of all meetings, General and Council.

d) The Auditor shall examine the accounts produced by the Treasurer and will produce a report recommending acceptance or rejection on behalf of the members.

6. The Council may appoint and dismiss committees.

Membership and Subscriptions

7. Subscriptions shall operate from 1st January to 31st December each year, except that members who join after 30th September shall be registered until 31st December the following year. The amounts shall be set by resolution of

general meetings, but at the discretion of the Council they may in subsequent years be varied in proportion to the Retail Prices Index without reference to general meetings, taking as base the figures obtaining on the date of the last such resolution, and modified up or down within a range of 5%.

8. A club may apply for affiliation to the BGA.

9. Each affiliated club shall nominate a club member as club secretary. His duties shall include informing the Council at least annually of the names, addresses and playing strengths of club members, and the name and address of any replacement club secretary who may be appointed and the forwarding of subscriptions.

10. The "normal channels of communication" from the BGA Council to members shall be from the Secretary of the BGA to a club secretary, or to an individual, if not a member of a club; this includes a notice in a publication with the same distribution.

The Council

11. The Council shall be elected by an AGM, and shall exist until dismissed or the next AGM.

12. Individual members of the Council or the whole Council may be dismissed by resolution at an Extraordinary General Meeting. In all cases except for co-opted members, that meeting shall elect replacement Council members.

13. Any Council member who fails to attend three suc-

cessive Council meetings may be deemed to have resigned, at the Council's discretion.

14. The Council shall meet at least four times a year. Meetings shall be called by the Secretary after consultation with the President.

15. The Secretary shall ensure that minutes of Council meetings are taken. The minutes shall be made available to any BGA member within four weeks of application and payment of a reasonable fee which shall be determined by the Council.

16. Only Council members shall be present at Council meetings, unless others are specifically invited by the Council.

17. The Secretary shall give at least four weeks notice of, and the agenda for, any meeting to all members of the Council, provided that meetings may be held at shorter notice if the consent of all members can be obtained.

18. A quorum shall consist of four members, of whom one must be an Officer, and at least two of the other three must have been elected.

19. Any decision of the Council shall require a simple majority of those voting in order to change the status quo. Each member of the Council shall have one equal vote.

20. The President shall take the chair at Council meetings. In his absence, the senior Officer present shall take the chair initially while the meeting elects a chairman for that meeting only.

21. In the event of an Officer being unable to fulfil his duties temporarily or permanently for any reason, the Council shall appoint as soon as possible an Acting Officer, who shall be any member of the Association. This appointment shall be for a specified period of time not extending beyond the date of the next AGM. Until such an appointment can be made, the senior Officer still functioning shall be responsible for seeing the duties of the non-functioning Officer are carried out.

Committees

22. A committee can only be appointed by the Council, and shall exist until dismissed or the start of the first Council meeting after the AGM.

23. The Council must nominate the chairman of the committee and may nominate other members. A committee may appoint other members subject to approval by the BGA Council.

24. The chairman of the committee is responsible for the timely completion of its duties and for communicating the results of its proceedings to the Council.

The Annual General Meeting (AGM)

25. The AGM of the BGA shall be held once every calendar year, between 1st February and 30th June inclusive. The Secretary shall give at least eight weeks notice of the AGM and at least four weeks notice of its agenda to all members

through the normal channels of communication.

26. The agenda of the AGM shall include the following, in this order:

- a) Election of two tellers
- b) Reading of the minutes of the previous AGM and of any EGM held since.
- c) Discussion of matters arising from the minutes.
- d) Receipt of and consideration of Officers', Membership Secretary's and Auditor's written reports.
- e) Address by candidates and election of Officers in order of seniority and election of Auditor.
- f) Address by candidates and election of ordinary Council members.
- g) Consideration of and voting upon any proposals received.
- h) Any other business.

27. Proposals for inclusion on the agenda of an AGM shall be submitted to the Secretary. Except for proposals from the Council, these shall be submitted not later than the preceding 31 December or at a later date on the discretion of the Secretary, bearing the signatures of the two BGA members proposing and seconding each proposal.

28. Proposals under Any Other Business may not be accepted if they would substantially affect the conduct of the Association.

Conduct of General Meetings

29. Only members of the BGA may be present at a General Meeting, except that others may be invited by a specific

proposal passed by a simple majority. In any event, only BGA members present may vote.

30. The quorum for a General Meeting shall be 20 members. If an Annual General meeting is inquorate the Council shall rearrange the meeting with a minimum notice of four weeks and the agenda shall remain unaltered. If an EGM is inquorate the Council shall decide whether to take similar action or to let the meeting lapse.

31. The President takes the chair at the meeting. If he is absent, the next most senior Officer will take the chair; if no Officers are present, then one member must take the chair temporarily and the first business of the meeting is to elect a Chairman.

32. The Secretary shall take the minutes of the AGM. If the Secretary is not able to be present, the Chairman shall ensure that minutes of the Meeting are taken and are communicated to the Secretary within two weeks of the meeting.

33. Any decision of a General Meeting to change the status quo shall require a simple majority of those voting, except where this Constitution otherwise provides. Except during elections, the Chairman shall not vote, but shall exercise a casting vote in the event of a tie. In the event of a tie during elections, a re-vote shall be held between the tied candidates and if this produces a further tie then the result shall be decided on the vote of the Chairman.

34. Voting shall be by show

of hands except where this Constitution otherwise provides.

35. The Chairman may at his discretion allow a vote by ballot on any question in place of voting by hand, at the request of a member.

36. The counting of votes, whether by hand or by ballot, shall be the responsibility of the tellers.

37. Nominations for Officers, for the Auditor and for ordinary Council members must be submitted to the Secretary before the General Meeting in writing and bearing the signatures of the two other members proposing and seconding the candidate. If the number of candidates is not sufficient to fill the vacancies the Chairman shall accept nominations during the meeting.

38. No nomination shall be accepted unless the candidate has indicated his willingness to stand.

39. Election of each Officer shall be by ballot, using the single transferable vote system, unless there be only one candidate, in which case he is elected unopposed.

40. Election of ordinary Council members shall be by ballot, if necessary. The elected Council members shall be those gaining the five highest total of votes, each member having up to five votes to be cast for different candidates.

41. The Chairman shall accept relevant amendments to proposals at the Meeting if

verbally proposed and seconded. Amendments shall be dealt with before proceeding to the substantive motion.

The Extraordinary General Meeting (EGM)

42. An EGM must be called within two months of the receipt by the Secretary of a written request for the meeting together with a proposal or proposals and signed by at least 20 members of the BGA, of whom one should be identified as a Proposer. Meetings may also be called on the initiative of the Council.

43. The location and time of an EGM shall be at the discretion of the Council with regard to the relevance of the proposals to local and national membership.

44. In the event the Council does not agree a time and place within one month of the receipt of a valid request for an EGM, then the members submitting the request may appoint such a time and place and a member of such a group shall perform the functions of the Secretary relating to an EGM.

45. The Secretary shall give at least two weeks notice of an EGM and its agenda to all members through the normal channels of communication.

46. The proposer may submit to the Secretary with the request for the EGM a document supporting the proposal or proposals. If sufficient copies are supplied, the Secretary shall distribute this to all members.

47. The agenda for an EGM shall be as follows:

- a) Election of two tellers
- b) Discussion of and voting upon the proposal or proposals.

48. The EGM shall be conducted in accordance with the rules for General Meetings.

49. No business other than that for which the meeting was called shall be transacted at an EGM.

50. Minutes of the EGM shall be included on the agenda of the next AGM.

Miscellaneous

51. BGA trophies are the property of the BGA but may be in the custody of the holders for a specified period of time.

52. This Constitution may only be altered by at least a two-thirds majority of those voting at a General Meeting and provided that not less than 20 members vote. Such amendments take effect from the end of the Meeting.

53. The Council shall have the power to appoint Honorary Vice Presidents. It shall also have the power to appoint Honorary Life Members who shall be exempt from annual subscriptions.

54. Any breach of the provisions of this Constitution by any club or any member shall render them liable to expulsion from the BGA at the discretion of the Council.

55. A simple majority shall be interpreted to mean more votes cast for a proposal than against, ignoring abstentions.

56. A two-thirds majority shall be interpreted to mean at least twice as many votes cast for a proposal as against, ignoring abstentions.

57. Votes may be cast only by persons present and eligible to vote.

58. This Constitution, dated 9 April 1995, supersedes all previous constitutions of the BGA.

Playing Blind

by Andy Finch.

It was pleasing recently to see an 11x11 board on Hong Kong TV (education channel), with two children dutifully playing out the moves as advised by an unseen teacher, and counting up at the end using the Chinese system.

This reminded me that go does exist in Hong Kong, but not to the same extent as in Korea, where one can find a go club literally in every block in Seoul, and where professional games are played on television (sponsored by the television companies themselves), with exciting close-ups of the hand as it reaches for the stone and heads for the board, and with running commentaries by well known players.

An interesting part of the cable program was a view of two players caressing the board. At first I suspected some sort of ethical explanation about the

relationship of board size and shape to the ease of player access, presumably to be followed by instructions relating to desirable playing positions.

However, I eventually realised that the players were blind and were using a board with raised lines. The stones were flat and had grooves on one face so that they could be placed on intersections and stay there. I'm not sure how the colours were differentiated, but shape or characteristic marking seems likely.

Watching the players literally going by "feel" made me think (pattern recognition, shape, perception, counting etc), but I was even more intrigued by the use of time limits care of a Braille clock. There is hope yet for those of us who just act as if we can't see the board!!!

By the way, Go is called "wai-gai" (pronounced "why-guy") here, a Cantonese rendering of the Mandarin "wei-chi".

Go Kiburi

by Jo Hampton

Go Kiburi is an avid reader of John Buchan. Coming round one evening, the noodle vendor was surprised to find Go reading *The Thirty-nine Steps* for the umpteenth time. Being somewhat of a literary snob, whose taste inclined more towards the classics, the noodle vendor asked Go if he did not find the plot rather thinly drawn, and in particular did he not find the central character rather shallow?

"Oh no," replied Go. "There is depth in the Hannay."

Advice for a 1 Kyu Player

by T. Mark Hall

The following three games were played at Furze Platt Tournament (supported by Hitachi Europe Ltd.), and the advice given here was for Helen Harvey. Time limits were 1 hour each, then 30 stones in 5 minutes. Komi was settled by bidding.

Round 1

White: K Drake, 1 kyu
Black: Helen Harvey, 1 kyu
Komi 6 points

1: You seem to like this move.

15: Better just to play at A in Figure 1. As it is, White is stronger and you are weaker.

23: Better to block the corner at 1 in Diagram 2. White has no shape on the edge and can't really afford the time to attack the corner while his stones are insecure. Even if he does play at 4 in this Diagram you can just secure territory with 5. If he now pushes out into the centre from his triangled stone you just jump out from yours, which would threaten his left side territory.

27: Very bad! This only helps to strengthen White while doing nothing about the shape of your group. Better at 1 in Diagram 3. There is still the threat of a cut between 6 and the triangled stone. While you drive White along like this he can't afford the time to invade your upper side.

33: This loses the chance of playing at 1 in Diagram 4. In any case it's unnecessary and

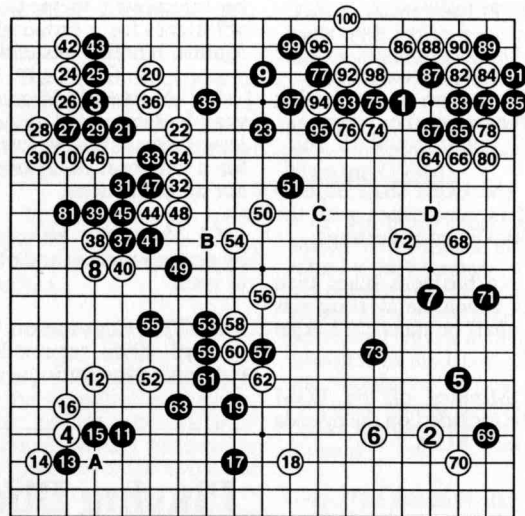


Figure 1 (1—100)

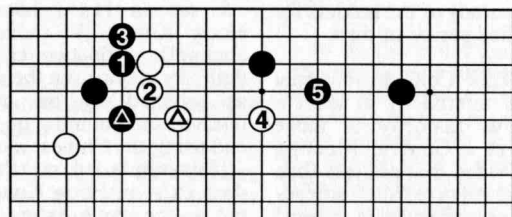


Diagram 2

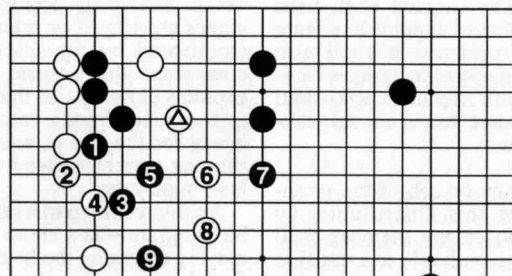


Diagram 3

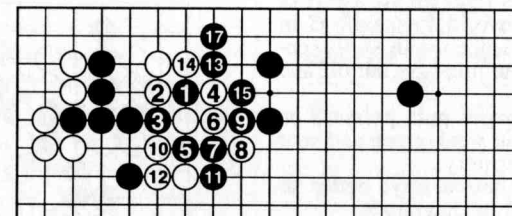


Diagram 4
16 at 1

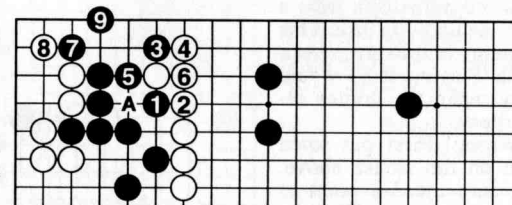


Diagram 5

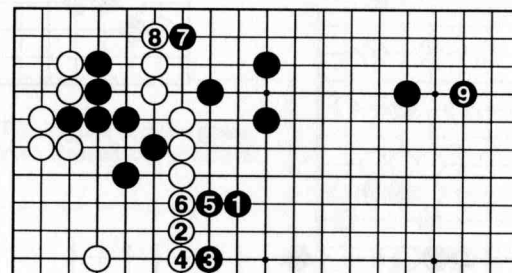


Diagram 6

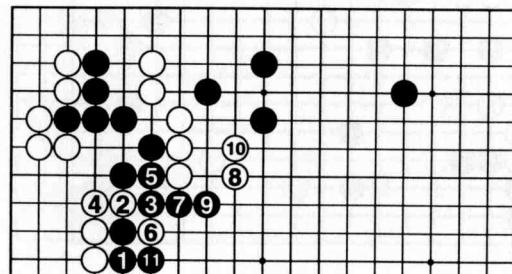


Diagram 7

you could just jump out at 37 in figure 1. One problem with playing a move like 33 is that it strengthens White but you don't know if later you may want to approach from the other side.

35: This is also bad because it loses chances to make emergency eye-shape for this group. Move 1 in Diagram 5 would give you an eye on the edge and a half-eye at A. There is a cost: White's wall is much stronger.

37: Black's group now has no eye-shape and can only run away. It's a liability! If I took over this game at the moment I would do something like 1 in Diagram 6; try to give up what is a liability to go for the larger picture. The moyo might get you back in the game.

38: White is being helpful here; he should play at 44. This helps to pull out his group while attacking your weak group. Do you see what I mean about it being a liability? It's only got one thing it can do and makes no territory at all.

39: There's no point in playing this. Better just at 1 in Diagram 7. White would only help you by playing 2 here. If he played below 8 in Figure 1 he would be very strong on the left; this is your chance to get away lightly at 49 while threatening the string of white stones.

42: Kindness; he invites you to escape with a move at B in Figure 1. This would be better for you.

47: Possibly better at 1 in Diagram 8. Black 47 prompts him to make the wall just a bit stronger. Move 3 in Diagram 8 helps you to jump out of the trouble zone and keep the pressure on White.

51: Too greedy; you need to get your weak group out of the danger zone.

White has a little problem. If

he dives right into one part of your moyo, for example *C* in Figure 1, then with *D* his central group may get cut off and attacked.

52: Good; puts pressure on both your weak group and your lower territory.

55: Unnecessary; better to play at 1 in Diagram 9.

57: If you are going to play at 55 you should then play at 1 in Diagram 10.

65: No no no! Attack from a distance, defend up close. This just prompts him to strengthen his stone. Playing at 83 would probably make the corner secure territory.

69: Wrong! First put some pressure on the stones above, then go into the 3-3 point to take the corner, as in Diagram 11.

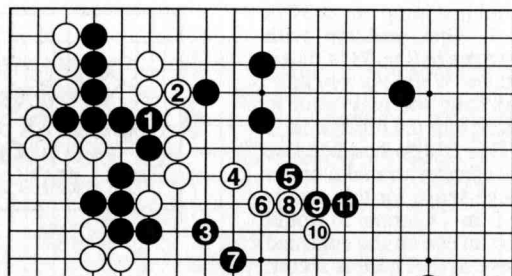


Diagram 8

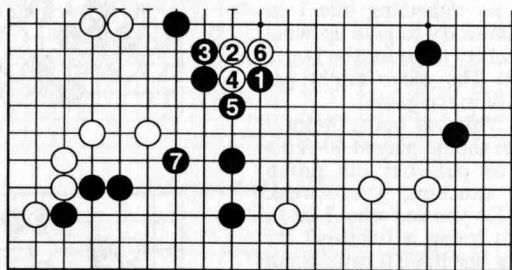


Diagram 9

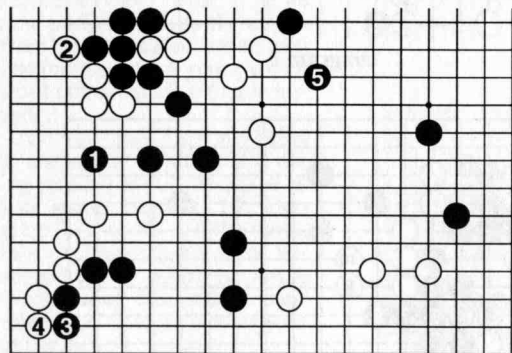


Diagram 10

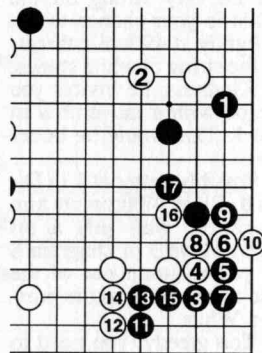


Diagram 11

73: Unimportant; 1 in Diagram 12 is bigger and better. Your group on the right is safe and there are too many ways to reduce this moyo (*A*).

95: What?!! You greedy little girl snatching at sweetsies! Play at 1 in Diagram 13 and kill the group.

Diagram 14: A variation on Diagram 13, but no trouble.

Recording stopped at 100. Your running group of 19 stones made not a point of territory and had no influence. This is why you lost.

Result: White won by many points.

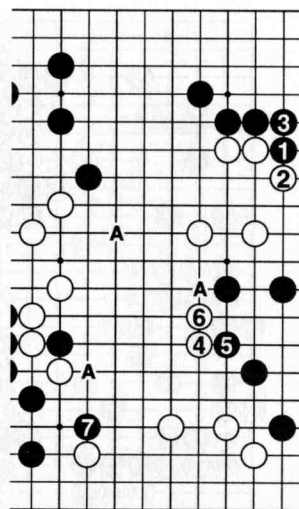


Diagram 12

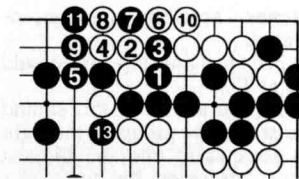


Diagram 13
12 at 7

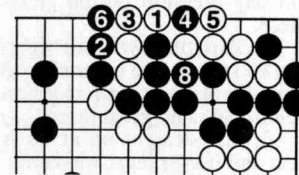


Diagram 14
7 at 4

Round 2

White: Helen Harvey, 1 kyu
Black: B. Bolt 1 Kyu
Komi: 6.5 points

The Figure for the game from Round 2 is overleaf.

9: Terrible! Attack from a distance, defend close up.

14: Good; keep your stones connected.

16: Could be at 1 in Diagram 1.

18: Maybe a little early but Black responds in the wrong direction so you get away with it. He should have played as in Diagram 2.

23: Always watch out for the double hane as in Diagram 3.

24: Tempting but wrong. I know that your group is now secure but you give away sente. Black will respond at 2; he can't allow you to play at 2 and 4 as in Diagram 5.

26: One thing you have achieved is to make Black's

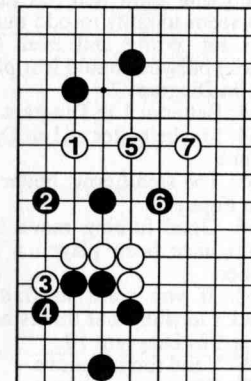


Diagram 1

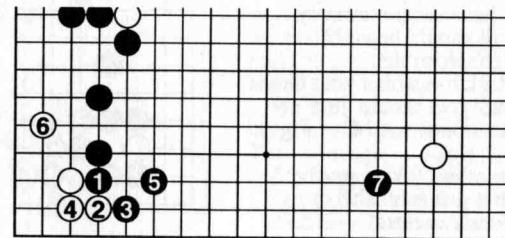


Diagram 2

stones horribly overconcentrated.

32: One line too far; should be at 77.

33: Far too slow; this should be at 48. The group on the right is rock solid and the biggest area left is on the top right. Even if you extend down the right side you're not going to put any pressure on the group there.

34: This time you are right; you've still got an extension to A in Figure 1, so an invasion behind 34 is no great threat.

36: Just straight up at 53 is best and leaves least weakness.

38: Before playing here play at 1 in Diagram 6.

42: I'm not sure about the numbering from here on (and you seem to shift to odd numbers for White and even for Black) but you should just play at 1 in Diagram 7.

45: Better at 1 in Diagram 8.

54: Maybe better at 1 in Diagram 9.

65: Too small now; better at B in Figure 1.

66: Good forcing move but could have been played a lot earlier.

68: If you want to flatten Black's territory out this is better at 1 in Diagram 10.

69: Valid forcing move.

70: Wrong response; just secure territory at 73. Black has no great follow-up in this area and you have secure territory.

72: Still should be at 73.

74: Ugh! Horrible.

80: Black has stolen your territory and you should just secure your stones with C in Figure 1.

81: Pointless (okay, maybe 3 points, but just rubbish).

93: Utterly useless!

White wins by 7.5 points.

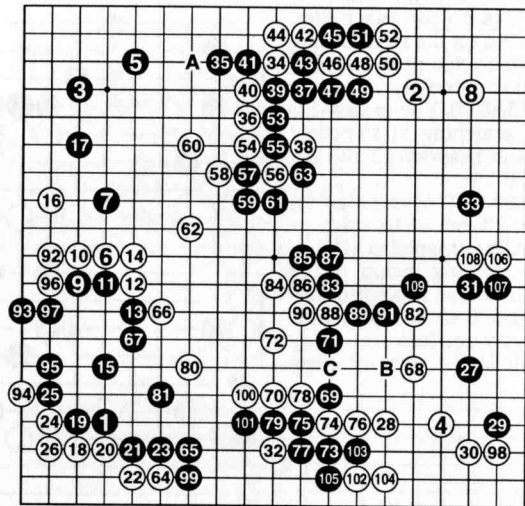


Figure 1 (1—109)

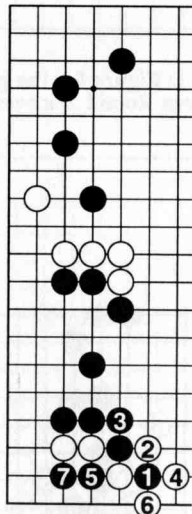


Diagram 3

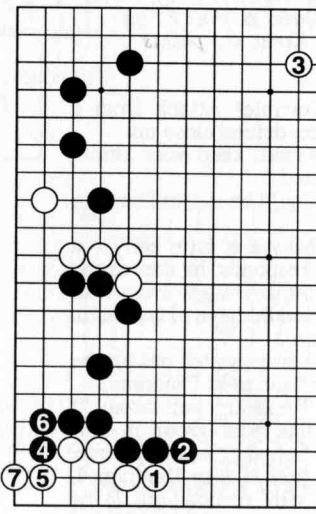


Diagram 4

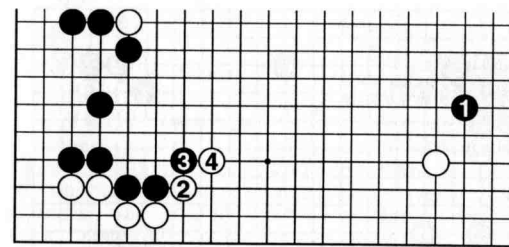


Diagram 5

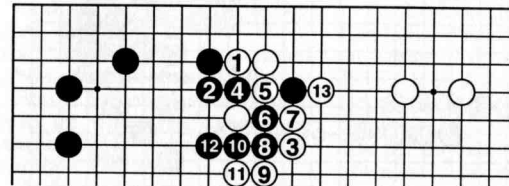


Diagram 6

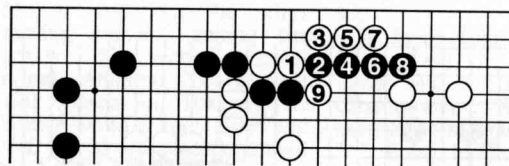


Diagram 7

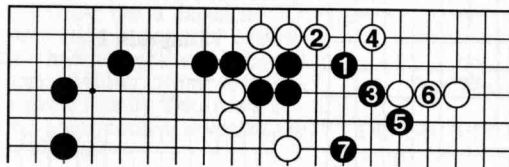


Diagram 8

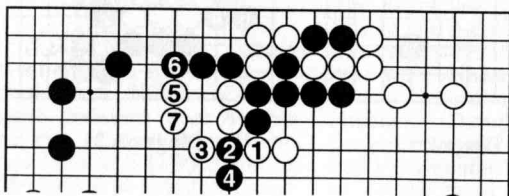


Diagram 9

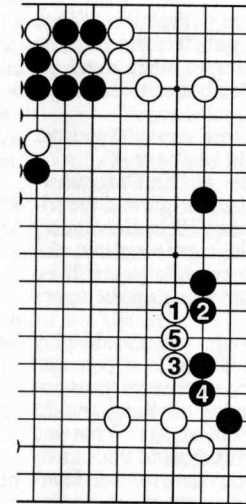


Diagram 10

Many thanks to Helen Harvey for allowing this article to be published, as it was originally a critique at her request and for her use only.

Perhaps other kyu-level go players will follow her lead? The average readers would surely appreciate more games closer to their own level.

And now, on to Round 3...

Round 3

White: *B Rivers*, 2 Kyu
 Black: *Helen Harvey*
Komi 6.5 points

17: Wrong direction. Since White has got 10 in the way you are not going to make much on the side. It's better to have the influence.

19: Another wrong direction. This should be above 42.

23: Better at 1 in Diagram 1. Since White has ignored the triangled stone (19 in the figure) you should use it against the corner. Meanwhile you will be making something on the upper edge.

35: Wrong; you should play above 42. There is a common habit to try to prevent your opponent having anything and 35 is a symptom of this. What you need to do is expand your territory so you have more. Don't worry about how much he has just how much you have.

41: Play a probe at 1 in Diagram 2 first to see what he's going to do. If he plays at 2 then 3 is better than A and you should be able to get B later in sente.

Diagram 3: If he plays at 1 then 2 becomes a useful forcing move.

45: Correct; there's not much point to 44 so you need to do something around here.

47: Better get out now at 59.

49: Still should be at 59.

50: White 50 is very small and should be at A in Figure 1.

57: Better at 60.

60: You probably had trouble with the group on the lower edge because White is so strong here.

White wins.

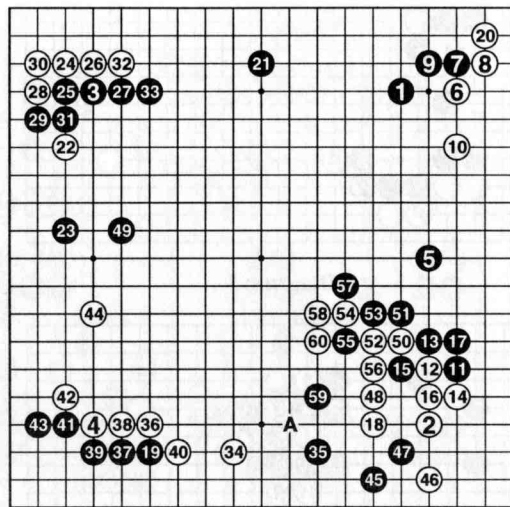


Figure 1 (1—60)

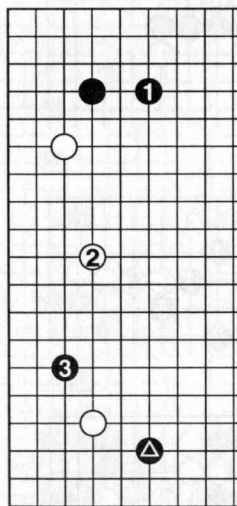


Diagram 1

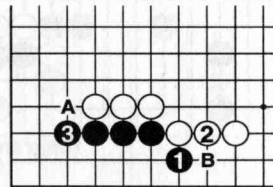


Diagram 2

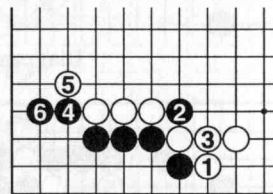


Diagram 3

Years Ago

by *Tony Atkins*

Thirty Years Ago

John Barrs reported that his unique British shodan diploma was coming under threat. Young players had been encouraged by the European Go Congress and the visit from professional Sanno. Dr. I. J. Good of Trinity College Oxford, author of the New Scientist article, was concerned about ungentlemanly play by restarting after passing so as to win on time. His suggestion was to add five minutes of time on such a restart.

In Japan Sakata won the Oza with two straight wins over Kajiwara, adding the title to his Meijin and Honinbo, thus putting himself among the greats. The second International Amateur Tournament took place in Tokyo. The British Team of John Barrs and Neil Stein were accompanied by Robert Hitchens, but came last losing all games. Of course Japan won ahead of Germany and USA. On a Japanese TV game show a panel of celebrities had to pick out the real Horst Müller from two imposters. Finally Takagawa setting a go problem revealed the true Horst.

Twenty Years Ago

The fifth Wessex Tournament was the first to see 100 participants. Winners of the top three divisions were Mr Nagayama (4 dan) from Bristol and Mr Scarff (2 kyu) and Mr Macfadyen (4 kyu) from Reading. They received a pen and

pencil set and two pounds of sugar as prizes.

The first London Open was held at Imperial College and was attended by 97 players, a third of whom were dan graded and a third of whom were from overseas. Winner was top London player Jon Diamond ahead of Berlin's Mattern. Matthew Macfadyen won the 1 kyu section. Other British prize winners included Messrs Hawdon, Seaman, Webber and Dean.

The London Go Centre at 18 Lambolle Place NW3 opened on Easter Saturday, 29th May 1975. Open seven days a week from midday to 11 pm, membership was four pounds with 20p per day admission. At the opening ceremony were Iwamoto and Magari, both 9 dan, and Iwamoto's daughter. The party later went on to Bristol.

In Japan Cho Chikun aged 18 challenged Sakata to the 22nd and last Nihon Ki-in Championship. Despite winning the first game, Cho lost 3-2. From 1975 this, and the Kansai Ki-in Championship, was replaced by the Tengen with its prize of five million yen.

Ten Years Ago

The first British Junior Go Championship was held at Furze Platt School Maidenhead on 13th October 1984. The event was sponsored by Equity and Law and was run by a tireless France Ellul. Winners were Alistair Thompson, Sam Perlo-Freeman and Nicola Oswald. Local favourite Leigh Rutland, who had been to the World Youth in Taipei, could only manage second in his age group.

At the 1984 Wessex the BGA Committee dominated the results with Membership Secretary Mike Harvey winning the one kyu section and President Richard Granville winning the whole event. Alan Scarff showed off his computer program and won the shodan section. At the Black Bull Handicap Tournament Richard Granville was not so lucky as Terry Barker beat him by half a point in the final.

At the 11th London Open at Covent Garden Lee Choon Sub from Korea was the best of the 142 players, ahead of Gooskens and Moussa. The second Cheshire tournament was another win for Richard Granville. Peter Timmins, the son of one of the organizers, was one of the other prize winners. British Champion Matthew Macfadyen won the Not the Oxford run by Francis Roads at Wanstead.

In Japan Ishida won the Tengen 3-0 against Kataoka. Otake challenged Kobayashi for the 1985 Judan title, but lost it with the same score.

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Mirror Go

Adapted by Andy Finch and Kwon Aeng-ran.

• Thanks to the KBA for permission to use their material.

A long time ago (as the story goes), in the Chosun Dynasty, Lee Hang-bok was one of the three top noblemen in Chosun (modern North and South Korea). When he was still a young boy, the Chinese ambassador came to his father's house and challenged his father to a game of baduk, each player to represent his country. Lee's father thought deeply about this, for it was to be a very important match if it took place.

Therefore he was very surprised when Hang-bok (at that time a mischievous boy and well known for his tricks) asked if he could play the match for him. After much thought his father assented even though he didn't know anything about Hang-bok's playing skills. Thus the match took place and Hang-bok achieved a most unexpected win by mimicking every move of his opponent. Since this was before the days of komi it was sufficient for him to win with Black.

When we play baduk, we all wonder about what would happen if we just follow the opponent's moves, and professionals think about this as well, occasionally trying it in competitions. Before komi, the method employed was to place the initial stone (as Black) in "heaven" (10x10 point) and then to copy White's every move. Because Black occupies "heaven", it is impossible to catch him in a shicho, and the

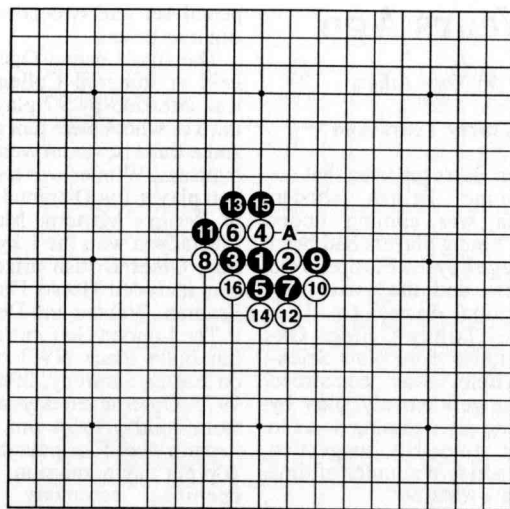


Diagram 1

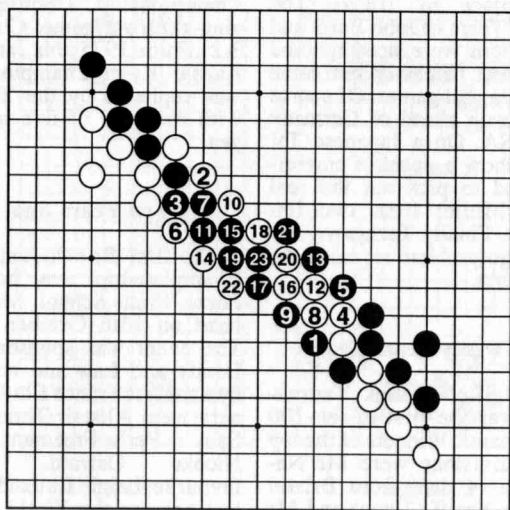


Diagram 2

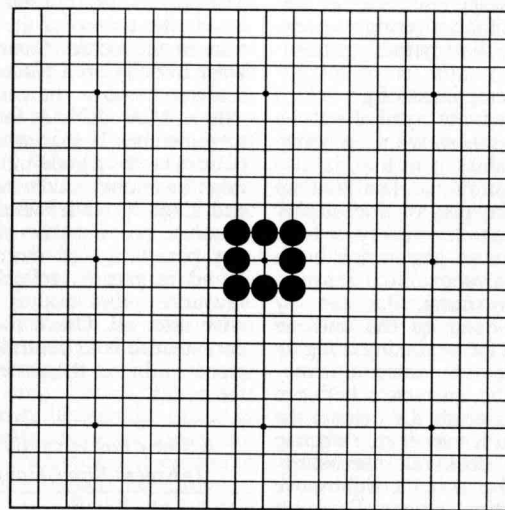


Diagram 3

only way for White to win is by inducing Black into killing himself (see diagram 1). However, this is most unlikely in professional games. Once Black recognises the sequence he will simply run away and break the pattern of imitation.

Everyone can remember Fujisawa Hosai 9 dan as the best player of mirror go, using it after the komi system was introduced. Before him, whoever had Black hoped to win extra points around the 10x10 point using this technique, but Fujisawa used the imitation method with White and won because of komi. His method was to imitate the opponent but to spend more time thinking about the moves, evaluating them all the time, and ceasing to imitate when he judged that a bad move had been made.

When Go Seigen 9 dan moved from China to Japan, in

the early years of this century, Kitani Minoru was one of the best professionals in Japan and was known as the leader of the new group of young players. In his first game against Kitani, Go Seigen thought very deeply and used the imitation technique, causing Kitani to run from the room shouting "If you just follow me like this, I will give up the game."

The most successful player of mirror go in Korea is Suh Bong Soo 9 dan. Immediately after Cho Hoon-hyun 9 dan won the first World Title in 1980, he played Suh in the 5th round of the 15th "King" tournament. Suh played mirror go in all three games and won the title. He explained that "Cho's fuseki was so good that I couldn't hope to match it, but once the game moved into the late middle and end game I felt that we were at least equal, so

I used mirror go to take away Cho's advantage. However, this was only for one time, because I knew that Cho would never let himself be beaten in the same way again."

Kang Hun 8-dan tried using Suh's own method against him when they played once, but Kang Hun lost. He ignored the weakness inherent in mirror go, but Suh had studied it deeply. This weakness is shicho. In diagram 2, White loses in the shicho from 1 to 23, Black winning 6 stones from White. Suh was Black in the game and beat Kang in a similar manner.

Dia 3 is a mirror go problem. Black has surrounded "heaven" with 8 hypothetical handicap stones. How can White win (assuming Black imitates all his moves)?

For the answer see page 23.

New Clubs

South London: Jonathan Chetwynd, 105 Mysore Road, Battersea, London SW11 5RZ. Tel: 0171-228-2495.

Black Horse Go Club: Colin Weeks, 67 Willow Way, Farnham, Surrey GU9 0NT. Tel: 01252-716925 (h), 0171-232-3554 (w). Meets at various places in Southwark, London, Wed 5.30-8.30pm.

Go and Buddhist Philosophy

by William S. Cobb

● William Cobb is Professor of Philosophy at the College of William & Mary, Williamsburg, Virginia. He became a member of the BGA last summer at the US Go Congress.

Although go is much older than Buddhism it was quickly recognized by Buddhists as an effective manifestation of many of the basic principles of the Buddhist view of reality and of life. For example, emptiness (*sunyata*), impermanence (*anitya*), interdependence (*pratityasamutpada*), and no-self (*anatman*) are four cardinal principles of Buddhist philosophy. One can also understand go as involving these same fundamental concepts.

Emptiness is a metaphor for the absence of absolute being, for the priority of possibility over actuality, for the fact that the openness that makes possible novelty and creativity is more fundamental than the structures in terms of which we define and distinguish things. Thus, the patterns of the world and of life emerge from an open-ended range of possibility and exist for a time before ceasing to be. So it is also in go. The emptiness of the board at the beginning of the game is profound. The grid of lines imposes a minimum of restrictions and offers a maximum of possibilities. In this openness, the players begin the creation of a life and a world. One realizes the nearly infinite possibil-

ities and the fascination of creation, of discovering and exploring the myriad possibilities.

The emptiness of go, which is effectively symbolised by the emptiness within a group that enables it to live, is also reflected in the fact that no particular play or line of play will guarantee victory or loss. There is no play which in an absolute, unqualified sense is right or wrong. One can say that playing on the one/one point at the beginning is highly inefficient, but later on it may make the difference between life and death. Of course, the fact that it may enable a group to live does not necessarily mean that it is the right move in a particular game. There are no absolutes in go, as there are none in Buddhism. That is the significance of emptiness.

The Emptiness of Go

This emptiness, this priority of potentiality or openness over actuality or meaning, is connected with impermanence. For Buddhists, nothing is permanent or eternal; everything is ephemeral. Thus, a flower is a particularly apt offering in a temple, since its beauty is so short-lived. Thus, also, one must pay attention to the passing moment, because it passes and does not return. If one is going to enjoy the patterns of life and the world one must enjoy them now. So it is also in go. The significance of each particular play is constantly changing as the game unfolds. One's knowledge and appreciation of the game is also continually evolving. It is important to remember this two-sided impermanence of go.

The player must constantly reassess the nature of the situation on the board. Stones that were initially well-placed may cease to be so as the game develops. More difficult for some to remember is that what one believes to be a good move is a function of one's understanding and since no understanding is absolute one must be open to the possibility of more profound insights that reveal one's favourite ploys not to be so wise after all. One's own impermanence is as central to the game as that of the patterns on the board.

A Stone has virtually No Inherent Significance

Reflection on impermanence points towards interdependency. For Buddhists, everything is what is, not all on its own, but by virtue of its relation to other things. It is in dependency on others that things come into being, are what they are while they exist, and cease to exist. So it is also in go. The actual significance of each stone is entirely a function of its relation to other stones, both of its own colour and the opposite. A stone has virtually no inherent significance, even its counting as one point may be of little or of great importance, depending on the situation. Stones become weak or strong, alive or dead by virtue of their interrelationships. The same holds for groups and patterns as well. What counts as the proper joseki depends on the whole board situation. Whether stones should be saved or sacrificed depends on the situation; in themselves they are neither essential nor dispensable. They derive their nature from their

connections with other stones and the overall patterns.

When this lack of an inherent nature and significance, which is connected with emptiness, is applied to human beings, it becomes the Buddhist doctrine of no-self. Who I am is a function of my relationships with other people and other things. I have no being apart from that continually changing interdependency. Thus, there is no ultimate distinction between mine and yours, and no motivation for me to try to destroy you, since losing you will lessen my own being. Once I realize that we are in this world together in such a fundamental sense, the natural response is to engage in mutually beneficial cooperation. Thus, Buddhists believe that wisdom generates compassion. So it is also in go. I cannot play unless you are willing to play with me. Why would I want to humiliate you? I want to play again, and I want us to have the most interesting game possible.

I want you to get stronger

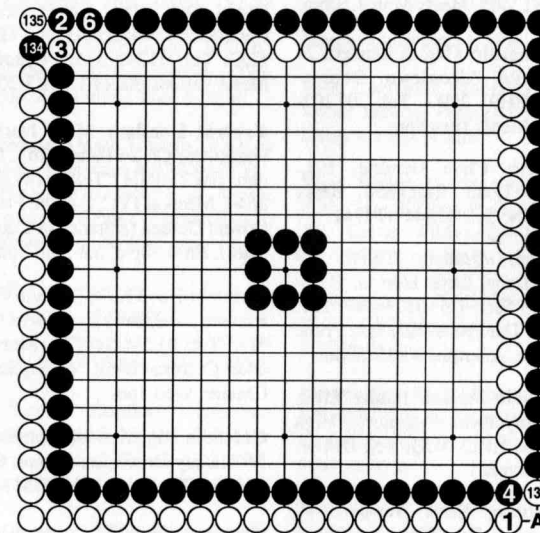
Hence, I want you to get stronger. Thus, the weaker player gets a handicap, the stronger player has an obligation to offer instruction, and the game is not a war of annihilation but a search for the highest degree of efficiency in sharing the board. What we aim at in playing is understanding and appreciating the possibilities of the game, not triumphing over others. This requires serious, reflective, attentive cooperation. It is the exploration of the unfolding patterns in the game that is important, and that is something the players share in. Thus, it is the stones that win and lose, the stones that play

the game. The players enable the game to play and exist by sharing in the playing. Satisfaction comes from the quality of the play. Particular wins and losses are not the point. The point is the game.

As a go player, I have no self other than the self that is constituted by the cooperative activity of playing with another. We both want to be better players. Wanting to win or to beat the other is subordinate to that greater goal and significantly affected by it. We both want to become stronger players. To do so we must play and that means winning and losing, yet the aim is not to beat the opponent but rather to play better than I have in the past. In this sense, there is no self prior to or independent of the mutual activity that is seeking some end external to that ac-

tivity. The go player exists in the playing of the game. The last thing I want to do is to destroy other players. I want to keep playing and to play better. We play and through our mutual cooperation we play better.

Many other Buddhist principles can be found in go. The ultimate aim of life for a Buddhist is entrance into Nirvana, which is the end of suffering, and it is achieved via the eightfold path, which is a combination of proper action and practice, proper thinking, and proper understanding. Each step on this traditional Buddhist path to enlightenment has a parallel on the path to playing go without suffering. Greed or selfish grasping is the cause of suffering and the eightfold path leads to the elimination of greedy desires. It is the path all go players try to follow.



Mirror Go Solution
(Problem on page 21)
White captures at 135

* Indicates new information

Bath: Paul Christie, 8 Gordon Rd, Widcombe, Bath BA2 4NH. Tel: 01225-428995. Meets at The Rummer, near Pulteney Bridge, Wed 7.30pm.

* **Belfast:** Paul Donnelly, Computer Science Dept., Queen's University, Belfast BT9 5A4. Tel: 01232-245133 x 3147.

Birmingham: Kevin Roger, 61 Trinity Rd, Perry Bar, Birmingham B6 6LW. Tel: 01215513867. Meets in The Triangle (coffee bar), Holt Street, Gosta Green, Wed 7.15pm.

* **Black Horse:** Colin Weeks, 67 Willow Way, Farnham, GU9 0NT. Tel 01252-716925 (h), 0171-232-3554 (w). Meets various places in Southwark, London, Wed 5.30-8.30pm.

Bolton: Stephen Gratton, 525 Tottington Rd, Bury BL8 1UB. Tel: 0161-7613465. Meets Mon 7.30pm.

Bournemouth: Marcus Bennett, 24 Cowper Rd, Moordown, Bournemouth BH9 2UJ. Tel: 01202-512655. Meets Tues 8pm.

Bracknell: Clive Hendrie, ICL, Lovelace Road, Bracknell, Berks RG12 4SN. Tel: 01344-472741.

Bradford: Graham Telfer, 29 Quaker Lane, Little Horton, Bradford BD5 9JL. Tel: 01274-573221. Meets at The Prune Park Inn, Prune Park Lane, Allerton, Wed 7.30pm.

Brakenhale School: France Ellul, 35 Sunnycroft, Downley, High Wycombe HP13 5UQ. Tel: 01494-452047 (home).

* **Brighton:** Steve Newport, 70 Northcourt Rd, Worthing BN14 7DT. Tel: 01903-237767. Meets at The Caxton Arms, near Brighton Central Station, Tues from 7pm.

Bristol: Steve Flucker, 14 Hawthorn Way, Stoke Gifford BS12 6UP. Tel: 0117-9693917. 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: 01202-595101 (work) or Marcus Bennett 01202-512655. Meets in Students' Union, Thursday 7pm.

Cambridge University & City: Paul Smith, 5 Bourne Rd, Cambridge CB4 1UF. Tel: 01223-563932. 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: 01242-576524 (home). Meets various places Thurs 7.30pm.

Central London: Mike Nash, 6 Hazlemere Ct, 26 Palace Rd., London SW2 3NH. Tel: 0181-671-8644. 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: 01244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

Culcheth High School: Bob Bagot, 54 Massey Brook Ln, Lymm, Ches WA13 0PH. Tel: 01925-753138.

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

* **Edinburgh:** Stephen Tweedie, 10 Upper Grove Place, Edinburgh EH3 8AU. Tel: 031-228-3170. Meets at Postgrad Students' Union, 22 Buccleugh Place, Wed 7pm, Sun 1.30 to 5.30pm.

Epsom Downs: Paul Margetts, 157 Ruden Way, Epsom Downs, Surrey KT17 3LW. Tel: 01737-362354. Meets various times.

Glasgow: John O'Donnell, Computing Science Dept, Glasgow University, Glasgow G12 8QQ.

* **Harwell:** Charles Clement, 15 Witan Way, Wantage OX12 9EU. Tel: 01235-772262 (h). Meets at AERE Social Club, some lunchtimes.

* **Hazel Grove High School:** Stockport. John Kilmartin, Hazel Grove High School, Jackson's Lane, Hazel Grove, Stockport SK6 8JR. Tel: 0161-456-4888 (work).

Hereford School: Chris Spencer, 2 Crossways, How Caple, Hereford HR1 4TE. Tel: 0198 986 625.

High Wycombe: Jim Edwards, 16 Strawberry Close, Prestwood, Gt. Missenden, Bucks. HP16 0SG. Tel: 01494-866107.

HP (Bristol): Andy Seaborne, 17 Shipley Road, Westbury-on-Trym, Bristol BS9 3HR. Tel: 0117-9507390. Meets Wed. lunch times.

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

* **Hull:** Mark Collinson, 19 Suffolk St, Beverley Rd, Hull HU5 1PJ.

Isle of Man: David Phillips, 4 Ivydene Ave, Onchan IM3 3HD. Tel: 01624-612294. Meets Thurs 8pm at 116 Ballabrooe Dr, Douglas.

* Indicates new information

Leamington: Matthew Macfadyen, 29 Milverton Crescent, Leamington CV32 5NJ. Tel: 01926-337919. Meets Tues.

Leicester: Eddie Smithers, 1 Tweed Drive, Melton Mowbray, LE13 0UZ. Tel: 01664-69023. 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: 0171-387-7050 x 5729. Meets at 3B, University of London Union Building, Malet St, Wed 6.30pm (term time).

Maidenhead: Iain Attwell, Norhurst, Westmorland Rd, Maidenhead Berks SL6 4HB. Tel: 01628-76792. Meets various places, Fri 8pm.

Manchester: Terry Barker, 7 Brocklehurst Ave, Bury. BL9 9AQ. Tel: 0161-705-2040 (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: 0191-285-6786. Meets various places, Wed.

North London: David Morris, 1 Christchurch Hill, NW3 1JY. Tel: 0171-794-2044. 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: 01494-675066 (home), 0181-562-6614 (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: 01623-723136.

* **Open University:** Fred Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes MK12 5DL. Tel: 01908-315342. Meets in Open University Common Room, Mon 7.30pm.

* **Oxford City:** Nick Wedd, Sunnybrook, 37 North Hinksey Village, Oxford OX2 0NA. Tel: 01865-247403. Meets at Freud's Café, Walton Street, Tues from 6pm.

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

* **Preston:** Colin Adams, 14 Colman Ct, Preston PR1 8DL. Tel: 01772-204388. Meets various places.

* **Reading:** Jim Clare, 32-28 Granville Rd, Reading, RG3 3QE. Tel: 01734-507319 (h), 634791 (w). Meets at The Brewery Tap, Castle St, Reading, Tues 6.30pm.

Saltcoats: Derek Tomelty, 43 Barrie Tce, Ardrossan, KA22 8AZ. Tel: 01294-601816. Meets at Argyle Community Centre, Campbell Ave, Saltcoats, Mon & Wed 7pm.

South Cotswold: Michael Lock, 37 High Street, Wickwar GL12 8NP. Tel: 01454-294461. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

* **South London:** Jonathan Chetwynd, 105 Mysore Rd, Battersea, London SW11 5RZ. Tel: 0171-228-2495.

Stevenage: William Connolly, 66 Stonycroft, Bedwell, Stevenage SG1 3TW. Tel: 01438-741850. Meets at Royal Oak, Walkern Rd, Tues 8pm.

Swindon: Paul Barnard, 16 Braemar Ct, Swindon SN3 1HY. Tel: 01793-432856. Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Wed 7.30pm.

Taunton: David Wickham, Trowell Farm, Chipstable, Taunton TA4 2PU. Tel: 01984-23519. Meets Tues, Ilminster.

Teesside: Simon Shiu, 17 Junction Rd, Norton, Stockton, Cleveland TS20 1PH. Tel: 01642-534905 (h), 522153 (w). Meets various places, Wed.

Wanstead & East London: Alison Jones, 11 Briarview Ct, Handsworth Ave, Highams Park, London E4 9PQ. Tel: 0181-527-9846. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

West Surrey: Charles Bockett-Pugh, 22 Park Road, Sandhurst, Surrey GU17 8AA. Tel: 01252-878191. 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: Baron Allday, 0341-280066 (h), 280076 (w). Meets regularly.

Wokingham: Keith Osborne. Tel: 01734-272396. Some Sundays, 2.30pm-6pm.

Worcester & Malvern: Edward Blockley, 27 Laugherne Rd, Worcester WR2 5LP. Tel: 01905-420908. Wed 7.30pm.

York: Alan Wood, Dept of Computer Science, Univ. of York, YO1 5DD. Tel: 01904-706959 (h), 432776 (w). Meets mainly Thursday evenings.

Giant-killer

by T. Mark Hall

Forze Platt has taken up the idea of bidding for komi and I decided that I was not going to go over 5.5 points. I ended up taking White in all my games. Since the Chinese Korean and Japanese pros all think that 5.5 is right. I have some support for this view but in most amateur games it hardly matters what the komi is!

White: T. Mark Hall, 4 dan
 Black: M. Macfadyen, 6 dan
 Komi: 6.5 points (bidding)

4: the idea behind 2 and 4 is to develop as quickly as possible with maximum flexibility in any direction. With Matthew I know I am going to have to fight so having influence will be most important.

9: a very difficult move to counter. It's obvious Black is going to make a moyo on the left side so I decided to play low and territorially-based on the edge with 10.

12: I can't allow Black to make a shimari here. If I did he would have too much secure territory for me to feel comfortable.

14: I don't think there is any alternative for this move. I am going for a quick life in the corner. Black's moves at 7 and 11 would make any escape into the centre a perilous business.

19: leaves a weakness at A in Figure 1, so the upper side isn't secure yet.

37: a natural invasion but Black could have also played at 1 in Diagram 1 to build up the centre.

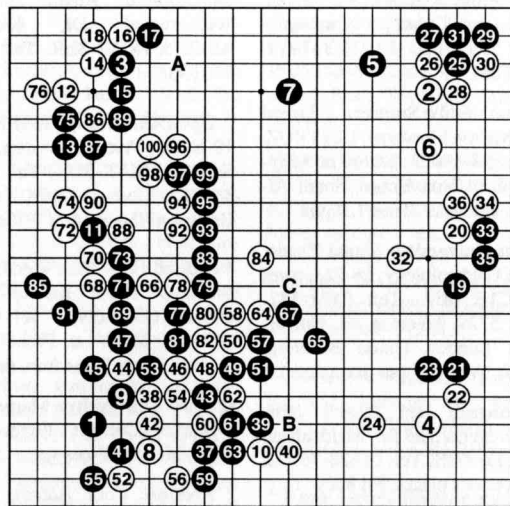


Figure 1 (1-100)

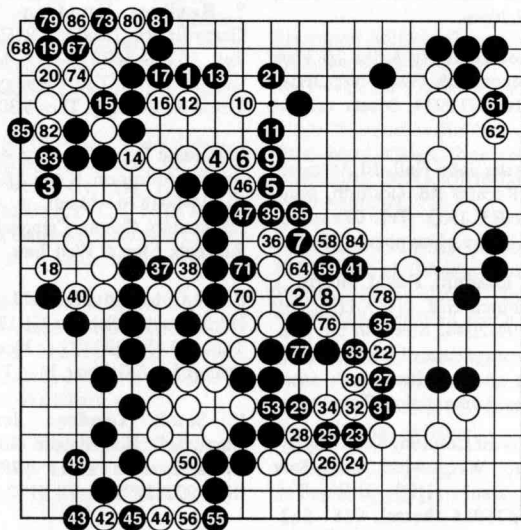


Figure 2 (101-186)

Ko:(142/145) 148, 151; 152 at 43; ko: 154, 157, 160, 163, 166, 169, 172, 175

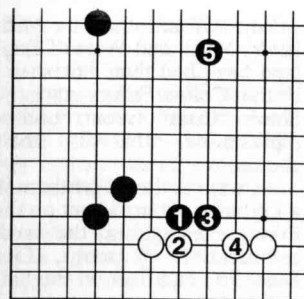


Diagram 1

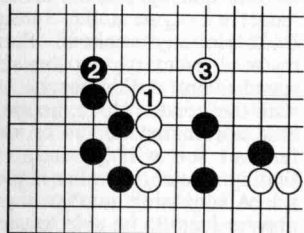


Diagram 2

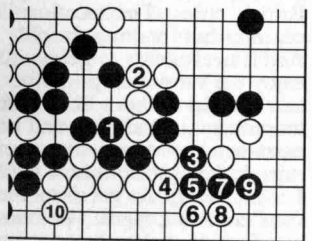


Diagram 3

38: I must move out to keep up the pressure on 37.

40: cannot be at B in Figure 1 because that would just help Black's shape in the centre.

41: a good move; I had hoped to get a move in towards the corner at some point.

46: bad shape. It is probably best just to connect at 1 in Diagram 2. If White plays at 2 then

3 helps to keep up the pressure on the three black stones.

66: probably a point too far.
 67: strong, and I had to hope that I could survive with everything to have a chance.

69: aims at White's weakness at 82 but I just can't connect at 71. That would give me no shape at all.

74: with this I have some hope on the left side. Now can I survive the attack in the centre?

77: begins the attack and White is in trouble.

85: Black now attacks the shape of the group on the left but he gets too engrossed with this group for his own good.

86: a tesuji. I can force the capture of some stones on the edge if Black resists the ladder which follows from 88.

89: is forced, and I manage to make a little shape with 90.

97: I think that this is a mistake. Black got caught up with the attack and I managed to live. I think that 97 should be at C in Figure 1. While Black is pushing in this direction I can't think of attacking him and he would be putting pressure on two weak groups at once.

101: helps to make territory but that is really all it does.

I thanked my stars to get 102 on the board. This strengthens me tremendously while weakening the Black group below and giving a little assistance to the other group. Black has to watch out for his string of 6 stones while he attacks and this helps me.

103: deprives me of an eye on the edge but doesn't really affect the corner group. At least I am having to only fight to save one group now.

108: Black 107 is an emergency measure to try to keep

the pressure on my group but Matthew commented after the game that the group lived surprisingly easily and 108 helps me again when I attack later.

114: the vital point to make eyes.

121: a painful move to have to make. Black's attack has ended in gote, his territory has been flattened out and White now has a chance to attack. This was probably the time (although the chance does come later) to play at 170 as a kikashi.

122: a classic splitting attack. The idea is to try to separate the two Black groups and gain something in the process.

133: Black can't connect at 134. See Diagram 3.

136: an important probe for my shape in the centre.

140: with this play I was being too safe in securing this group while risking the group in the centre.

141: After this I thought that I was going to lose the group.

152: is bad timing. I should play at 176 first. If Black ignores it I can connect above 129.

176: threatens to make a second eye because of White 170 and it also lets me out without having to win the ko.

184: I decided to secure the group with a little profit because I couldn't see how to avoid a yose ko in the top left corner.

I stopped recording after 186. Black wins this corner but White gains the top right in compensation and gets sente to capture a stone on the left side. Black did help a little by misplaying the ko threats White made on the right side. I was very lucky! White wins by 11.5 points.

Tournaments Reviewed

by Francis Roads

Part 2: Multi-Day Events

The single day three round McMahon tournaments described in Part 1 form the mainstay of the British go scene, but in this we are out of step with our Continental friends. The typical European event lasts a weekend and had five rounds, leaving time for travel on Saturday morning and late on Sunday.

The traditional British weekend tournament has six rounds, involving either an extra overnight stay on the Friday or a bit of a scramble to get there early enough on the Saturday. Recently two British events have experimented with the Continental pattern. I rather hope that this trend will continue.

First in the year, or last, according to your point of view, comes the London Open, for four days around the New Year. There are usually eight rounds in the main tournament, and all manner of side events. This is when you will meet foreigners, and is also when you will get the longest time limits. You can usually find accommodation with London based players if you book in good time. There is plenty of "après go", and all the delights of the metropolis.

Recent London Opens have had sponsorship and generous prizes. But what brings the foreigners in is European Grand Prix status. That has been given to the Manchester event for the last two years, and has led to

some falling off in foreign attendance at London, without a corresponding increase at Manchester. So the whole matter is somewhat debatable.

Then around Easter comes the six-round two-day British Congress, the only one with a different venue each year, and therefore difficult to generalise about. The reason why it moves is historical; when it was initiated it was the only regular tournament, so it was appropriate to move it around. But as it includes our AGM, it is still probably a good idea to keep moving it, to avoid the frequent (but in my view unjustified) grumbles that the BGA is London-and-Home-Counties dominated. For your interest, here are the venues of the British since its inception:

1968 Oxford
 1969 Bristol
 1970 Cambridge
 1971 Leeds
 1972 London (Woodford)
 1973 Edinburgh (3 days)
 1974 Reading
 1975 Alsager
 1976 London (Imperial College)
 1977 Leicester
 1978 Manchester
 1979 Birmingham
 1980 Bath
 1981 Manchester
 1982 Nottingham
 1983 York
 1984 Coventry
 1985 Worcester
 1986 Crewe
 1987 Reading
 1988 Stowe
 1989 Oakham
 1990 Salford
 1991 Canterbury
 1992 Nottingham
 1993 Norwich
 1994 Warwick

You will see that the Midlands, North and West of England have had their fair share; if the Celtic Fringe and the South Coast seem under-represented, that is their choice.

As well as the AGM there is a Lightning Tournament on the Friday evening, and the usual combination of songs, Liar Dice, Pits and beer on the Saturday.

If you are one of the large majority of BGA members who do not qualify for the Challenger's League at the Spring Bank Holiday weekend, then try a pleasant trip to the six round event at Edinburgh. As with the London Open, no specific accommodation is on offer, but you will get help in finding a hotel or similar if you ask. A surprising number of go players seem to be able to stay with friends in Edinburgh.

Edinburgh is certainly the most handsome of the larger British cities. The location is central, but parking is easy. And it is also easy to get out to enjoy the surroundings on foot, or climb up Arthur's Seat. The tournament is well run, and its existence leaves me with rather mixed feelings about how hard I want to try to get into the Challenger's League. (Be honest, Francis, you're just not up to it these days.)

Barmouth in July has adopted the Continental model. Because of the fairly remote location, play does not start until Saturday afternoon, and ends early on the Sunday afternoon.

Attendance has yet to build up beyond the 50 mark, which is a pity, because it is such a beautiful congress location. The sea is on one side, and you can be up in the Welsh hills in quarter of an hour, with only

sheep and wheatears for company. Despite strong competition from the Isle of Man and Thornton-in-Lonsdale, this one gets my vote for the most scenic venue. The Mid-Wales Railway is more of an experience than a means of transport, but it is a usable alternative to a slowish car journey.

The biennial Isle of Man Congress is my personal favourite, and not just because it offers a whole week of go. There is so much to do and see on the island, and the tournament is planned to make it easy to take time out as you feel like it, or according to the weather. It is a good place to bring non-go-playing partners and families. Younger go players are well provided for.

There are various air and sea connections. You don't really need a car on the island because the buses and trains are frequent and reliable. Hotels are on the cheap side by general British standards.

The weekend Northern Go Congress at Manchester is a six-round affair like the British. If you view Manchester as irredeemably ugly, you haven't been to this tournament. The surroundings and accommodation in a University Hall are surprisingly pleasant, with a huge attractive park across the road where you can walk off your sorrows. (I seem to have done that rather a lot!) Organisation is good. There are buses from the centre, and no parking problems.

The Three Peaks Tournament at Thornton-in-Lonsdale in late November is another on the Continental model. It is held in The Marton Arms, a pub with a 2 dan landlord and fifteen (15) real ales available on draught. The surrounding

countryside is perfect for hill-walkers, and, I am reliably informed, pot-holers. There are sporadic buses from Lancaster to the nearby town of Ingleton, but on the whole this is a drivers' tournament.

The first weekend in December sees the Guildford event. Saturday is devoted to various teaching activities, and then there is a handicap tournament on the Sunday. The idea is that on the Sunday you put into practice what you have learnt on the Saturday, but a fair number of people come for just one of the days. Almost all the attenders commute; staying overnight doesn't seem to be part of the tradition, and maybe Guildford is a better place than, say, Barmouth not to stay the night.

Nonetheless, this is an excellent event, and just about the only one specifically aimed at the needs of weaker and younger go players, and those not used to tournament play. Those BGA members still waiting to try their first tournament could choose much worse than this one.

Publicity

by Tony Atkins

Every two months the BGA Council meets on a Sunday afternoon to discuss the running of the BGA. In November the meeting was focused on publicity. Many ideas were mooted, things from the past were discussed and various actions were formulated.

The meeting heard about the Bolton Weeks, sponsorship, and recent press and TV cover-

age. Francis Roads as Press Officer reported how faxes are now sent to the media after every tournament, with some success as Brian Timmins was on the radio. Clubs should try something similar with local media.

The meeting decided that as well as the large A2 and A3 posters available for advertising events, that small A5 posters should be produced. These are available from the BGA Secretary. Also available shortly will be a new edition of the Go Leaflet with more pictures and a clearer game description.

Cambridge Club have been trying some local initiatives. As well as producing a fly-sheet for new members, they have produced go bookmarks to be given away in books, shops and libraries. Also they have strong contacts with local chess players and are running a joint children's go and chess club.

Other schemes about to be launched are the Regional Reps scheme and the BGA Upgrade. The first is a plan to promote the formation and growth of go clubs. A representative will be appointed to each region to help support new ventures, encourage club activities such as dan visits, and to help firmly establish a broad club base. The second is a scheme that originated in Europe to provide teaching material, training days and visits in order to increase the strength of British go.

If anyone has (sensible) ideas for promoting go in any way, could they please send them to the President, Secretary or Publicity Officer.



On the Back of Entry Forms

by Steve Bailey

Every year at West Surrey we try to put something interesting on the back of the West Surrey Handicap Go Tournament entry form. In 1994 we had a status question about the pattern in Diagram 1 and five related patterns.

The problem was inspired by James Davies's comment in *Life and Death* Chapter 5 on 'One space notchers'. In this he states that the location of the notch - middle, higher or lower - makes no difference. These problems investigate this.

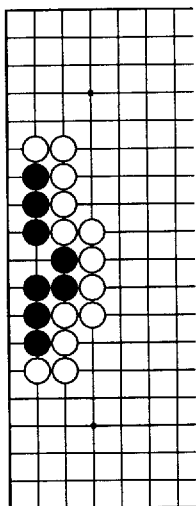


Diagram 1

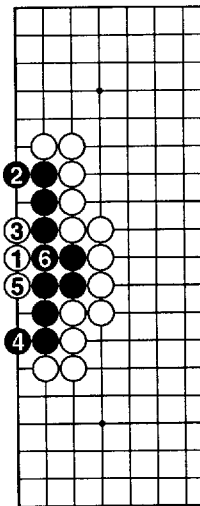


Diagram 2

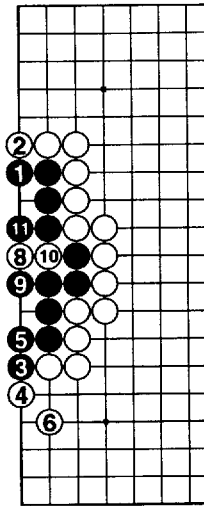


Diagram 3
7 tenuki

SHAPE 1

With White playing first, Diagram 1 is a sente seki for White - see Diagram 2. (White 3 is essential to stop an eye being formed after Black 2 widened the eye space.) (Ditto for Black 4 and White 5.) Note that Black 2 and 4 can now be used to crawl along the first line and damage White territory.

With Black playing first, a move in the middle lives but inefficiently. The best Black play is whichever of 2 or 4 in Diagram 2 threatens more harm to White.

Diagram 3 shows a possible sequence. Obviously White may tenuki in place of 2, but as Black 1 was played to be on the larger side White is more likely to reply. After White 6, Black can afford to tenuki with 7 and still live. Black 3 & 5 and White 8 & 10 are reasonable ko threats.

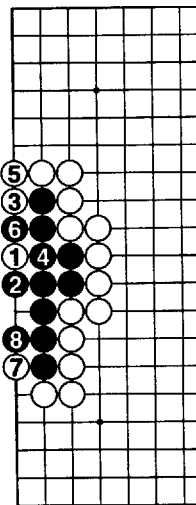


Diagram 4

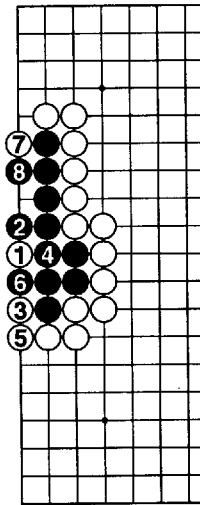


Diagram 5

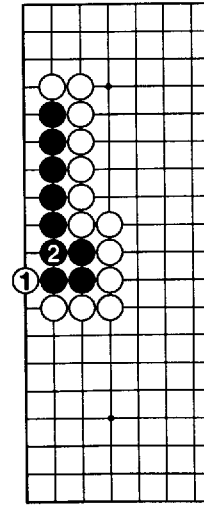


Diagram 6

SHAPES 2 AND 3

Diagram 4 and Diagram 5 are White attacks on the next two notch patterns. In both cases Black lives with 3 points and is hemmed in. These are sente sequences for White.

A Black defence is unnecessary as Dias 4 & 5 are live, but a hane at either end is viable and likely to be sente.

SHAPE 4

With the notch at the bottom, a White attack kills the group - after Black 2 Black has the well known 'six stones on the second line are dead' shape. (Don't die in gote, don't play 2).

If Black gets to start, then Black at 1 in Diagram 6 is the move - guaranteeing 2 eyes and possibly allowing an encroachment into White's territory.

SHAPE 5

Shape 5 is the same as shape 4 but with one extra liberty. After Black 4 in Diagram 7 Black is alive with 4 points.

Black need make no move if his turn to play on shape 5, but eventually a hane at either end looks best.

SHAPE 6

After White attacks at 1 in Diagram 8, Black has no choice but to play it as ko. Black has to find the first two ko threats and White's first threat at 13 is local. After 14 it is a standard ko sequence. A Black move at 1 in Diagram 8 is Black's best defence.

CONCLUSIONS

So the answers to the White to play problems are therefore:

- Shape 1: sente seki
- Shape 2: live (3 points)
- Shape 3: live (3 points)
- Shape 4: dead
- Shape 5: live (4 points)
- Shape 6: live in ko, (4 points)

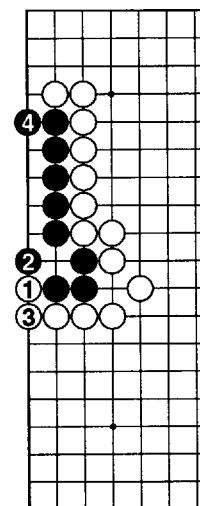


Diagram 7

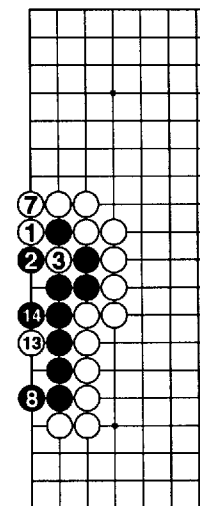


Diagram 8
Ko: 6, 9, 12, 15...

Imago, Progo, HandTalk

Robert Rehm, the author of ProGO, has now released his latest Go-playing program, ImaGO. This is similar to ProGO (described in BGJ 94), but plays better. It also has several new features, including automatic calculation of the score at the end of a game.

ImaGO now costs £35, and ProGO has been reduced to £15. Existing owners of full-price copies of ProGO may upgrade it to ImaGO for £17.50 (send me the original ProGO disk, or other proof of purchase).

HandTalk (described in BGJ 95) has been reduced in price to £40.

All these programs, for PCs and compatibles, are distributed on HD 3½" disk, from: N.S.Wedd, Sunnybrook, 37 North Hinksey Village, Oxford OX2 0NA. Prices include VAT and p&p. If a different disk format is required, please inquire.

漢字 Or Can't He?

by Jonathan Chetwynd

Probably of more interest to most of us is whether he will. This article is intended for both writers and readers of the journal. The suggestion is that as well as words, such as *sente*, which "cause either annoyance, bemusement, or are of little help" (Norman Dixon, *On the Psychology of Military Incompetence*), kanji might be incorporated into the body of the text.

It is by continual sightings and usage in context that the meaning is defined and recalled with little effort. (In an age that is moving from text to image the abilities of pattern recognition are better understood.)

Excluding grammar there are three types:—

第 1 Proper 名 of people 人

such as Meijin or 小林光一

名人 tournaments and titles.

第 2 Vital words such as Black or 白 to play.

第 3 Frequent words such as number, diagram, or that in a

コウ you may not retake the 同 stone just played.

A glossary might be appended if necessary; it lies with readers to complain and writers to act.

Let the 光 of familiarity banish fear.

Wanstead Wanderings: Brussels

by Francis Roads

A reader has gently and politely chidden me for "too many self-congratulatory articles about the Wanstead Go Club." Too many? Well, the Editor assures me that he welcomes articles about club activity. You can't blame me if members of clubs other than Wanstead choose not to submit suitable material. And as for self-congratulatory..... well, read on!

Our club secretary Alison Jones spotted a cheap offer in the paper for weekends in Brussels. The WGC's panel of selectors duly met, and chose Andrew Jones and myself to accompany her as the Wanstead team in the Brussels tournament over the weekend of 29/30 October.

The tournament follows the usual Continental pattern of five rounds starting after lunch on Saturday, and ending mid-afternoon on Sunday. There were about 80 there, including a goodly attendance from the Netherlands and France, and a sprinkling of Germans.

To state the bad news first, we won a mere four games between us out of a possible fifteen. Quite why we did so badly I can't fathom. All right, I had had to get up at 5.20 am to catch my plane. All right, Andrew had a gippy tum from eating smoked salmon at our 4 star hotel. But these are excuses... Are European gradings so different from ours or...?

Every go tournament has its own individual character. This one had sponsorship from Danone, the manufacturer of dairy products. So during the fuseki of each round, every contestant was issued with a compulsory pot of yogurt. Regrettably, some were left lying about on the tables.

If you are acquainted with the petite Alison, you may have imagined that calorie controlled diets loom large in her consciousness. You may not have expected to hear of her tucking away five full-fat yogurts in quick succession.

Despite which, we found an excellent place to dine. Belgian cuisine seems to match French. Brussels itself, while not the most handsome capital in Europe, has something to offer the sight-seer, which I became on the Monday, after my companions had returned to their employment.

It is the cosmopolitan place you would expect. As well as the native Flemish and French, English, German, Italian, Spanish and American were all to be heard. It is no planned city, in the manner of Paris or Washington, and it takes a bit of getting used to as regards orientation. Perhaps I didn't get a fair impression, as it rained throughout, and as so often on the Continent, Monday was the day when most museums were closed.

So maybe I'll go back some time, or maybe I won't. What remains undiminished is my taste for trips which enable you to combine go playing with sightseeing, or whatever else the locality has on offer. Wanstead doesn't claim any great competence at go - rather the reverse - but we do have a whole lot of fun.

Calling All Readers

by T. Mark Hall

One of my primary faults is that I will accept almost any job offered, like tournament disputes committee or BGA Analyst, in the fond belief that there will actually be no work involved. However, Francis Roads has punctured the peace and quiet of the analyst's study (only the third or fourth person to do so) to give me a problem that occurred in one of his games.

The problem is that concerning the White corner group and the Black one above it (Dia 1). My original look at this was to check what *Life and Death* and Cho Chikun's book on live and dead groups said. As it stands the White group cannot live. I then played out the moves as in the books but it rapidly turns into a semeai and a very difficult one too.

I then showed the position to Zhang Shutai, who came up with a move I had missed (or not yet considered; that's my excuse!) and also to Shoji Kazuko, 3-dan professional, who was in London for a couple of days. However, we were not really able to spend an extensive time considering all the moves. I show a couple of variations which don't, to my mind, settle the position beyond a doubt. I am afraid that I have to admit that I cannot give a clear ruling; I am notoriously bad at reading sequences (when I get one right it is a cause for celebration) and at tsume-go.

I therefore throw it open to the BGA. Black to play; what result?

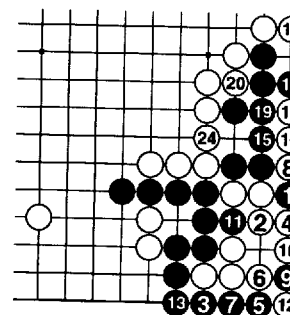


Diagram 1
21 at 1, 22 at 8, 23 at 16, 25 at 9

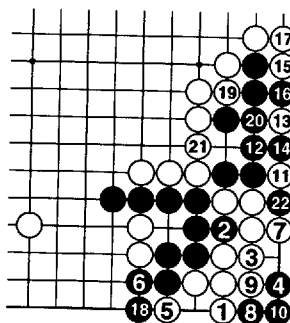


Diagram 2

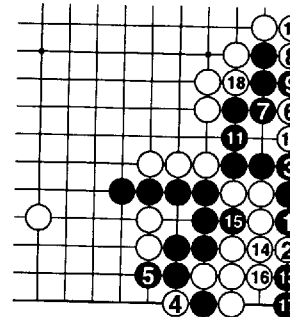


Diagram 3

Letters

Pauline Bailey writes:

A word of thanks and appreciation to all those who volunteer to take on the responsibility of arranging and running the many go tournaments we enjoy throughout the year, without whom players would have nowhere to put their skills to competitive use. The tournament organiser takes on quite a lot of work, gives a lot of time, risks financial loss, and usually on the day is unable to play at all. Thank you very much and long may you continue.

Also a special word of thanks to Tony Atkins who backs everyone up and constantly seems to ferry bulky equipment around.

Three New Year Resolutions for the general players, to make life easier for the workers:

- 1) I will try to enter in advance by the date given or earlier if possible.
- 2) I will be tidier and not leave it to others to clear up after me by being responsible for clearing away my own cup and any food debris belonging to me so each table is pleasant for others.
- 3) I will *not* put a wet spoon into coffee, sugar or any other dry supplies.

Don't worry if the New Year has long since gone. Good resolutions are OK any time. Think of some more.



How to be an Insei

by Matthew Macfadyen

One of the purposes of my recent visit to Japan (see page 7) was to discover what has to be done to turn an amateur go player into a professional. This article describes how it's done in Japan.

Insei is approximately Japanese for "apprentice". In order to qualify as one of these a child needs to be accepted by a professional who will then take on responsibility for the child's development as a go player.

When professional players started to exist in Japan, most of them were Buddhist monks, and some of the style of education and discipline still used in the training of young Japanese go players has its roots in that period. But nowadays many young go players live at home with their parents and attend ordinary schools, only visiting their go teacher in a few of the evenings.

The actual studying of go can mostly be described under four headings:— Studying Professional Games, Playing Games, Studying Problems, and Analysing one's own Games.

Young professionals spend an enormous amount of time going through professional games. Michael Redmond estimated that he spent about 10 hours most days for 10 years just playing through games fairly rapidly. The emphasis here is on letting the shapes and patterns flow past you rapidly, in order to develop an intuitive grasp of what to expect. Another popular way to

study professional games is to build up a collection of 100 games that you can replay from memory.

Playing games, preferably with players of your own strength or better, is also most important. Friendly games are mostly played fairly rapidly - often using electronic clocks to run the entire game in 30 seconds byo yomi (these are the conditions for Japanese television games between professionals). Also important are the monthly ranking tournaments, played by all the active *insei* in Tokyo. These become really important once a year when the top division selects the year's new professionals, but they are always played very seriously, and give the players vital practice in developing tenacity and fighting spirit in games where both players really mind about winning.

There are two parts to the studying of problems. The few classic problem books containing things which are hard even for professionals get studied thoroughly, but it is also considered worthwhile to have a lot of collections of easy problems, and work through them as fast as possible. Ten minutes before breakfast solving a few hundred problems each of which would be easy if you had a minute for it keeps the intuitive part of the brain in tune.

Analysing games is the area in which it helps most to have a stronger player present - though most of the *inseis* we met did not often have this opportunity but studied among themselves. Most of the analysis sessions we observed in Japan were exceedingly thorough, with hundreds of sharp tactical variations flashing on and off the board at very high

speed. There is a somewhat misleading notion that professionals don't study *joseki*. Actually the *joseki* books are mostly written by amateurs, and only contain analysis which is either well known or instantly obvious to players of professional standard. *Josekis* are not often studied in isolation, but when a particular game position requires a *joseki* to be analysed the players prove to have an enormous range of extra resources up their sleeves. The spirit of most of the analysis sessions is to discover the whole truth about the position, however long that may take.

So: how much of these processes can we recreate in Europe? There is no difficulty in getting hold of a lot of professional games. Most players find it difficult to follow the moves on a diagram at first, but practice in doing this is itself useful training in recognising the patterns which occur. More recently, libraries of games on computer files have become available, and some people prefer to use these.

Finding opponents for regular games is not too hard in most areas. The Japanese emphasis on lots of fairly quick games is worth noting. Regular practice at serious tournament games is available, but you need weekends and the wherewithal to travel a lot.

Spending time on solving easy problems quickly can be a useful way to spend odd moments. Try to have a book of go problems in your pocket at all times just in case. The *Graded Problems for Beginners* books are a bit big for some pockets, but have plenty to teach all European players (don't be confused by the grades written on

the outside - volume 4 contains plenty of problems which dan players regularly get wrong in games).

Game analysis is a bit harder to organise. Try to record your tournament games and go through them afterwards. If you can't understand a position try to find a stronger player to ask about it. There are many opportunities to meet professionals in Europe these days, and they are mostly delighted to be asked about people's games; the same goes for most of the top British players. Don't be afraid to ask.

One Thousand Wins

Adapted by Andy Finch and Kwon Aeng-ran.

● Thanks to the Korean Baduk [Go] Association for permission to use their material.

The date was November 29th 1994. There was a different atmosphere in the Hanguk Ki-Won (Korean Baduk Headquarters), with people coming and going throughout the day. Such activity would be unusual even for the final of a big match, but the game which was attracting so much attention and which was in danger of being affected by the crowds was just a normal game.

At 6pm there was a shout and wild applause from the 6th floor as Suh Bong-soo 9 dan achieved his first win after a run of four defeats. He commented "I didn't know it was so

difficult to win a single game. This one was much more difficult than the previous 999."

Suh 9-dan made history with this game by becoming the first Korean to achieve 1000 wins in professional games, putting him third behind Sakata 9 dan (Japan, 1101 wins) and Rin Hai-Pong 9-dan (China, 1008 wins). However, they took 60 and 40 years respectively to do this, so that Suh 9-dan looks set to pass them both, having been playing professionally for only 25 years. Cho Hoon-hyun 9-dan (Korea, 15 years) and Lee Chang-ho 7-dan (Korea, 5 years) are currently amassing wins and seem likely to pass Suh 9-dan in time, but for now he holds the record for the greatest number of professional games (1532) and wins (1000) in Korea, as well as the greatest number of losses (528) and the greatest number of "runner-up" results (60).

This last figure has earned him the title of the "bridesmaid of Korean Go" (despite winning the Ing cup last year) and it looks as if he will become number two (or three...) in respect of games won as well. However, he can at least say that he was the first to reach 1000 wins, the "golden tower" of his ambition, and he also hopes to be the first to pass Sakata and Rin.

Since becoming 1 dan in 1970, Suh 9 dan has always been in the forefront of Korean go and has persevered despite being often in the shadow of other players. He has been a member of the "best four room" for some time and won 75% of his games in 1994. However, he experienced an unusual slump after the Hanguk Ki Won moved to its

new building, and lost 7 games in a row. Thus it took him two months to win the three games leading to win number 1000 and his back was noticeably bowed with the responsibility (and even shame) of being who he is and losing so many games.

Fifteen of his twenty-five professional years have been spent in hand-to-hand combat with Cho Hoon-hyun 9 dan, and one wonders that he has never given up. Such battles underline his achievement, for it is not a simple record that anyone can reach through a period of years. Suh 9 dan has had many disappointments, but has managed to bounce back - always suffering, always working, "standing erect through the heat of the volcano".

Though retaining his power after 25 years, Suh 9 dan says that "it is not possible to win just by spirit any more. All games are difficult these days with the new generation of Baduk players." However, he can often be seen in the Baduk research room and he intends to stay at the top for some time yet.

Journal Covers

Any offers of cover designs for the journal will always be given careful consideration. Art work should be of a good standard and reasonably detailed. Photographs are most successfully reproduced from close ups. Any design should of course have a theme related to go.

A Korean Move

Adapted by A. Finch & Kwon Aeng-ran

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

This dramatic game occurred between the leaders of the two teams in the International team tournament, China versus Korea, in a movie-like finish which resulted in a "happy-ending" for Cho Hoon-hyun. Cho told Lee Chang-ho (7 dan) at the start that the two leaders of the Chinese team (Nie and Ma Shya-O-Choon 9 dan) were strong players, so their games would be particularly important.

White: Cho Hoon-hyun
9 dan, Korea

Black: Neh Wie-ping
9 dan, China

3 hours each, komi 5.5 points

The fuseki proceeded normally until the side-attachment of White 10. This move can be seen even in very old games and has occurred infrequently during the history of go, but these days the players of both China and Japan refer to it as a "Korean style" move. For the benefit of the beginner, let's take a careful look at this joseki.

Black has two ways to answer: 1) the hane on top, as in Diagram 1; and 2) the hane underneath as in the actual game.

The hane on top and the sequence shown in Diagram 1 is a common-sense type of reaction. Cho mentions that if White 4 hanes as in Diagram 2, he has to play at White 6, but

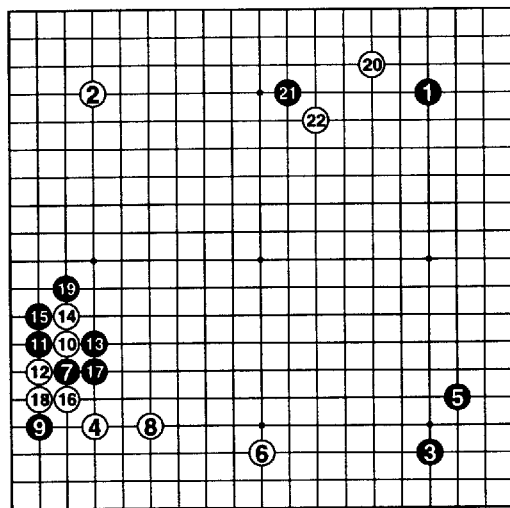


Figure 1 (1-22)

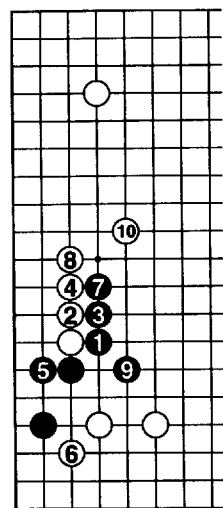


Diagram 1

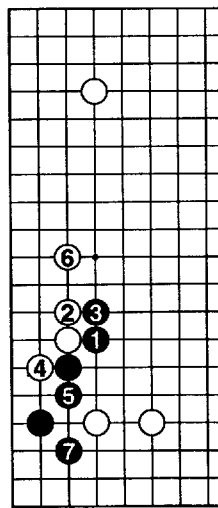


Diagram 2

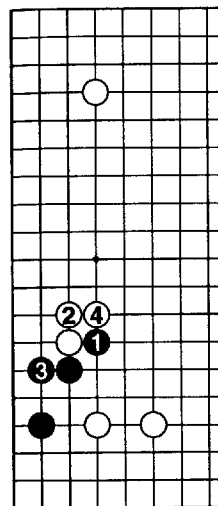


Diagram 3

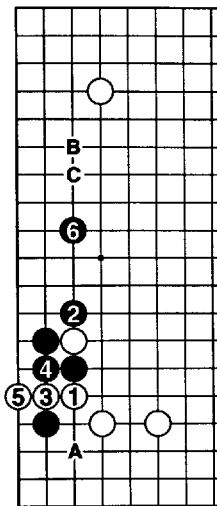


Diagram 4

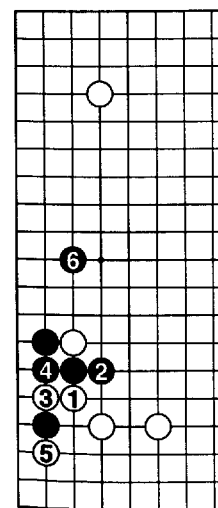


Diagram 5

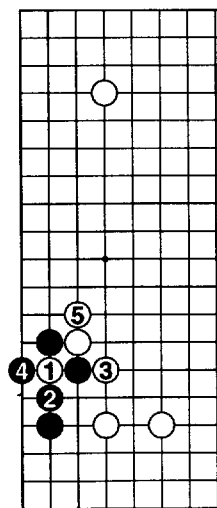


Diagram 6

Black isn't at all satisfied with his shape and may prefer to play Black 3 in Dia 3. In this case however, White will be content to play at White 4.

If Black chooses the hane underneath, the sounding move at White 1 in Diagram 4 can lead to an effective sequence. From Black 2 to 6, a change in emphasis has occurred and Black still has an opportunity to make life in the lower left corner with A. Cho explains that in this situation Black 6 is not fixed; other possibilities are B or C. Black 2 could also be played by moving out at Black 2 in Diagram 5, in which case White 5 would take the corner.

In the game, White 12 follows a completely different course. If Black captures as in Diagram 6, then White 3 and 5 is very satisfactory for White. Thus Black plays Black 13 and 15 and White considers how to make use of the ladder breaker (White 22).

After this fuseki, the game ran to 301 moves. White wins by 7.5 points.

Games of Go on Diskette

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The games of Go Seigen: 816 games with over 80 games with comments, £25

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Go Skiing!

by Alison Jones

I cannot remember how it all began: I believe that Paul Margetts may have been responsible. Last year's ski trip to Verbier proved so successful that I bowed to customer demand, donned my travel agents cap again and organised a second trip.

The first choice of dates at the chosen chalet in Selva, Italy, was not available. No matter, I thought, and booked a later week commencing 29 January. Which was how I came to be in the somewhat tricky position of organising the Wanstead tournament in London at the same time as skiing in the Dolomites in Italy. To make matters more embarrassing I was taking a total of 8 go players away from the Wanstead tournament.

As realisation of the problem sank in, I felt relieved that I had been unable (this year) to persuade Francis to join the ski party. After some admonitory and vigorous finger wagging on his part, (I escaped banishment to Milton Keynes) he agreed to take over the running of the London event. This issue having been resolved I was able to concentrate on the Selva inaugural tournament.

The ski trip started well. Our party of 8 (at this time including 7 go players) made its way through customs complete with magnetic sets and clocks. Jay Rastall started playing go on his set in front of a bemused customs official whose X-ray machine objected to the magnetic pieces, but we failed to acquire a convert for our tournament.

Shortly after our arrival at our chalet in Selva I was impressed to discover that the attractions of our tournament had led to John Dawson (a rare species usually only spotted in late December and early January in the Highbury area) driving all the way from England to join us. This made 8 go players, an appropriate number, so I quickly devised the tournament rules. These were extremely simple:

1. Alison receives 1 point for every game not played.
2. All play all tournament, 15 minutes sudden death.
3. 2 points for a win, 1 point for jigo.
4. Full handicap.

I went into the first evening of the event with a comfortable lead.

Mid way through the week it seemed that the tournament results were in inverse proportion to the skiing abilities of the players. Nick, a novice at skiing, was unbeaten, whilst Jay had yet to score a point. Jay assimilated the position and took action. After a day out cross country skiing behind Toby, and a day snow boarding (mostly on his back), he was soon able to pick up some points. John Dawson found himself highjacked by the natives into parties halfway up the mountain and was unable to complete his games. Indeed, even when he attended he was unable to complete his games, a problem shared by others, precipitate termination being something of a problem. We generously allowed ourselves victories by default against him for unplayed games.

The skiing and the tournament culminated in a grand finale on Saturday 4 February (to coincide with the Wanstead

tournament). Toby led the group ski in an attempt to wear me down before our final game. I had, however, done some preparation the previous day in which I competently (?) knocked down most of my ski classmates, so I proved triumphant in the tournament (see results below). Apart from the minor drawback that half the party returned suffering from flu it was a great holiday in terms of skiing, eating, drinking and go playing. We like to think that our non go playing chalet guests enjoyed themselves too.

Next year's trip is currently predicted for the Three Valleys region of France, chalet as yet undecided, *but it will not clash with the Wanstead Tournament* (unless I suddenly move to Milton Keynes).

Tournament Results

Alison Jones	12
Nick Webber	10
Paul Margetts	8
Tim Hazelden	8
Toby Manning	8
Andrew Jones	6
Jay Rastall	4
John Dawson	0

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.

Monkey Jump Workshop

Part 3

by Richard Hunter

When Black is missing the third of the four key stones on the third line, as in diagram 34, White should play the small knight's move. Black answers at 2. Next, 3 in diagram 35 would be gote for White, so Black is likely to get to play it since it threatens to capture the white stone. Comparing diagrams 35 and 36, we can see that, in this position, the monkey jump is worth 7 points. How about playing a large knight's move? Black makes the same answer at 2 in diagram 37, and the continuation is similar to diagram 25. White has failed to gain any advantage from Black's missing third-line stone.

The monkey jump is almost always sente. White should avoid the temptation to grab an extra point or two at the cost of ending in gote, as we saw in diagram 10. He should also play diagram 25 rather than 24 in order to keep sente. However, Black may sometimes ignore the monkey jump. In diagram 38, the Black position is very strong. It is not in any danger of dying, so Black might well choose to play elsewhere. How should White follow up his monkey jump? There are two standard continuations, depending on the position. Black can penetrate further with a one-point jump at A if he wants to undermine a shallow territory or play the diagonal move at B in order to come out more into the centre of a deeper terri-

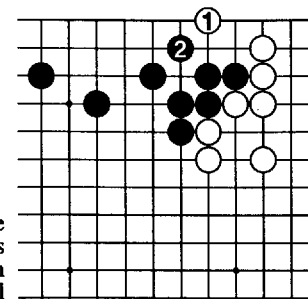


Diagram 34

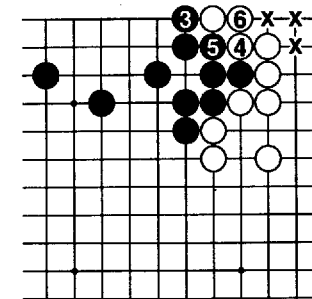


Diagram 35

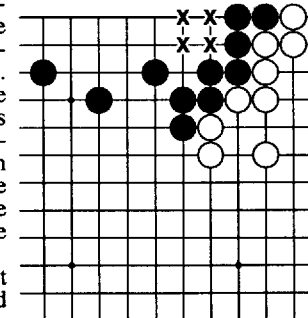


Diagram 36

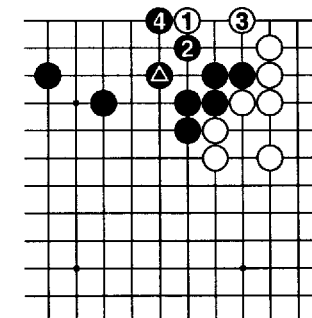


Diagram 37

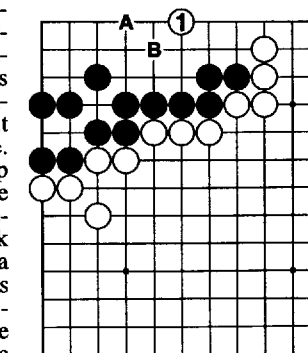


Diagram 38

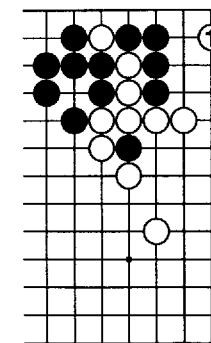


Diagram 39

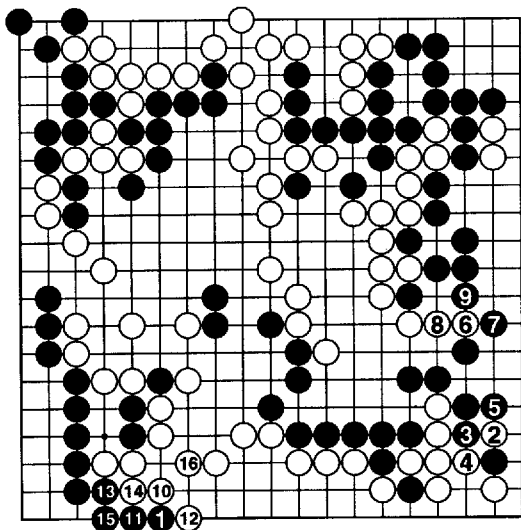


Diagram 40
Moves 1-16

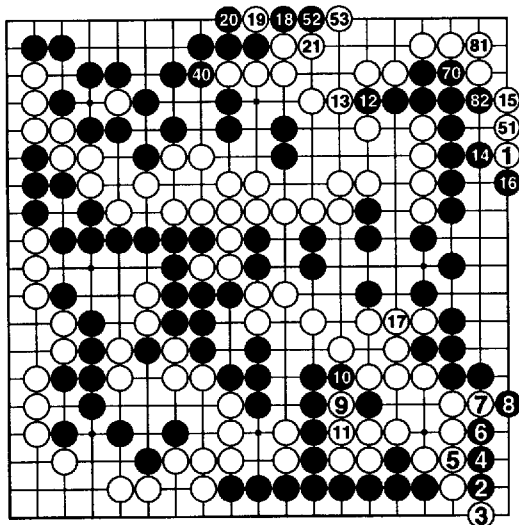


Diagram 41
Moves 1-21, plus others (40, 51-54, 70, 81 and 82)
54 at 19

tory. There is one clear case where the monkey jump is gote. In diagram 39, Black has no good answer to White 1, and White has no good continuation. This monkey jump is worth about 9 points, but it's gote.

Books on the endgame usually discuss the monkey jump purely from a local standpoint, with all the moves in a sequence occurring one after the other. In professional games, however, the players leave and return to the position. Let's have a look at some examples.

Diagram 40 is a game between Kato (Black) and Honda (White). Here, the local sequence is diagram 2, the standard 9-point monkey jump for a position having the first two key third-line stones. However, before White answers Black's monkey jump with 10, he plays several other sente yose moves.

Diagram 41 is a game between Iwamoto (White) and Hashimoto Utaro (Black). The local sequence is diagram 25 (in the last issue). The game commentary considered White's monkey jump at 1 dubious. Not the choice of local move, but the timing. Defending the bottom right corner at 7 might have been better. Instead of answering the monkey jump, Black gouges out the bottom corner in sente and also pushes at 12 before returning to answer the monkey jump at 14. White jumps back at 15, and Black blocks at 16. Then both players leave the position until much later. (I've omitted the other yose moves for simplicity.) White connects with 51. Black 70 is locally strange, but it prevents White playing 81 at 82 due to the position on the top. Finally the sequence ends with the 81, 82 exchange. So as

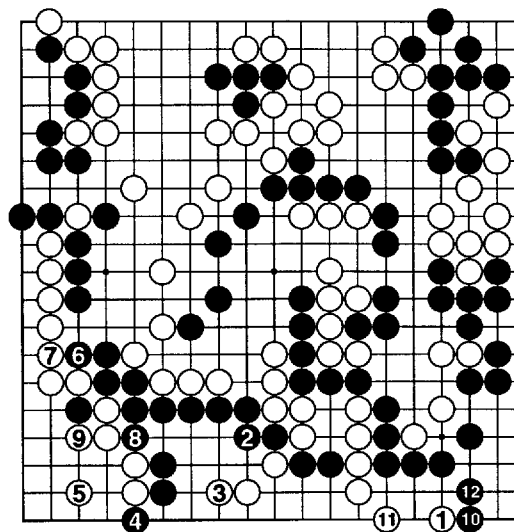


Diagram 42
Moves 1-12

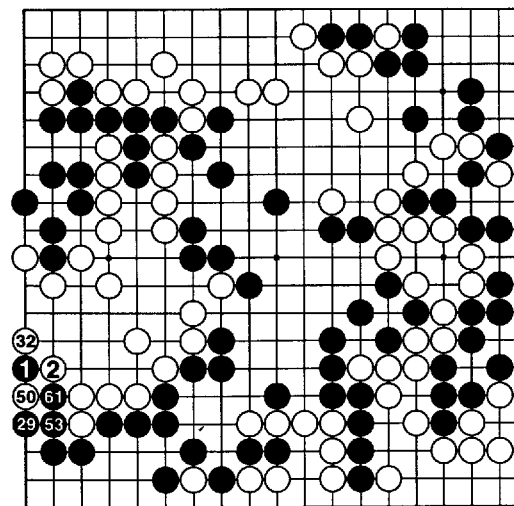


Diagram 43
Moves 1, 2, 29, 32, 50, 53 and 61

you see, the local sequence of eight moves was spread over eighty-two moves.

Diagram 42 is a game between Otake (White) and Cho (Black). Here, the local sequence is diagram 19. However, before answering White's monkey jump, Black plays several other moves. (Some of these moves were criticized in the commentary, but that's beside the point.)

Diagram 43 is a game between Cho (Black) and Ishida Akira (White). Here, the local sequence is diagram 29. After the 1, 2 exchange, Black jumps back to 29 because the cut to the right of 32 doesn't work (see diagram 30). White slips in a forcing move before answering 29 at 32. Later, White captures the stone with 50 and Black slips in a forcing move before answering at 53. Black gets to push in at 61 and eventually recaptures the ko and fills it with 97 and 99 to win the game by half a point.

The next part will look at the monkey jump in endgame positions where there are weaknesses in the wall or life-and-death considerations.

Contributions for next Journal by 4th May, but please send earlier if possible. Text can be accepted on both 5.25" and 3.5" disks (plain ASCII, not right justified, and no tabulation) but should be accompanied by a print-out in case of difficulties. Diagram references: please use A,B etc., not K10, C3 style notation.

Tournament News

by Tony Atkins

Sign Posts

The second Swindon Tournament was held in a venue with less wet paint, fewer fountains and no carpet for crushed biscuits. However the way to the Walcot Community Centre common room was well sign posted thanks to Paul Barnard's keen organisation. However this did not stop the CLGC car from being late. In total 68 players from 4 dan to 35 kyu attended. Winner was T. Mark Hall (4 dan) playing for Bristol club, as all the other fourth dans crumbled away. The list of prize winners for three wins read: Simon Goss (1 dan Bracknell), Jo Hampton (1 dan West Wales), David King (3 kyu Brakenhale), Eric Hall (5 kyu Swindon), Tom Widdicombe (7 kyu Devon), David Byrne (9 kyu NW London), Anna Griffiths (13 kyu Furze Platt), Emma Marchant (21 kyu Brakenhale), Chris Downey (28 kyu Brakenhale). The team prize went to the 3 Moosekateers namely Griffiths, Brooks S, King and Goss. South London's 2 dan Jonathan Chetwynd won the 13x13 and the qualifiers were Bob Hitchens and Kevin Roger.

Laid Back

The Birmingham Tournament reappeared after a year gap. Harborne Teacher's Centre was again the venue for the most laid back event of the

year. 55 players turned up, mostly before the kettle, and it was touch and go whether the lunch time sandwiches would arrive before round two started. But they did and the event went to a satisfactory conclusion. Simon Shiu (3 dan Teesside) won despite not having to play the other strong unbeaten player Alistair Thompson (2 dan Monmouth). This was thanks to a quirk in the way the McMahon system is defined and no fault of the BGA Computer. The other four with three were Gerry Mills (1 dan Monmouth), France Ellul (4 kyu Brakenhale), Elinor Brooks (10 kyu Swindon) and Graham Brooks (16 kyu Swindon). Qualifiers were Clive Wright and Graham Telfer.

At the Irish Handicap the locals were not given a chance in their own event again. Winner was Mark Ivey from Preston ahead of Belfast's 5 dan, Tony Goddard, and Preston's Colin Adams (1 kyu).

Waterfall Walk

This year the Three Peaks tournament formally expanded to two days and was expected to overflow last year's Marton Arms venue. However the team prize went to the community centre in Ingleton by the pub's landlord and organiser, Tim Hazelden, was not justified as only 25 players entered and none at the last minute. There was still time, however, to sample the local hospitality, or partake in the waterfall walk, choosing your stones in the river carefully in good go playing style. Rather unusually it was a two dan who won the event. Perhaps it was because he was used to hilly areas as a

mountaineer that Toby Manning from Leamington won all five games to take the tournament. Alistair Wall (4 dan Wanstead), Paul Barnard (1 kyu Swindon) and Garry Quinn (4 kyu Teesside) won four of their games and Francis Roads (4 dan Wanstead), Simon Shiu (3 dan Teesside), Jo Hampton (1 dan West Wales), Clive Wright (1 dan Nottingham), qualifier Colin Adams (1 kyu Preston) and Tim Moon (5 kyu Bradford) all won three.

Teach In

18 pupils and four teachers descended on Burpham Village Hall for the West Surrey Teach-In. Despite the rain and not being able to park outside the locals' houses, an interesting and rewarding day was had by all. Some new teachers brought some different aspects of the game across. Alison Jones, T. Mark Hall, Jonathan Chetwynd and Tony Atkins talked, aided and guided those present through memorising games, openings, ladders, frameworks, tesuji... In the evening the West Surrey Pits Tournament was won by card-playing expert Charles Bockett-Pugh.

The following day the Handicap Tournament took place at Wey House School in Bramley. 50 players took part the top 16 playing knockout for the title. In an exciting tournament all the favourite dan players went out leaving two first kyus to battle it out in the final. In the end London's Geoff Kaniuk went down to Epsom Downs' Paul Margetts, giving that club its first tournament win. Also on four wins were Swindon's George Haig (19 kyu) and Simon Brooks (14 kyu). Prize winners for three wins were

Debra Jones (20 kyu Maidenhead), Neil Hankey (19 kyu Epsom Downs), Graham Brooks (15 kyu Swindon), Paul Clarke (14 kyu High Wycombe), Steve Ashing (13 kyu Somerset), France Ellul (4 kyu High Wycombe), James Hamilton (3 kyu West Surrey), Paul Barnard (1 kyu Swindon), Tony Atkins (2 dan Reading) and Jon Chetwynd (2 dan Swindon). Notable was James Hamilton's result being on the losing end by half a point in the last round. Various prizes for the continuous 13x13 were awarded: most wins (seven) Colin Williams (1 kyu Bristol), best percentage (75) Dave Elsdon (2 kyu Reading), persistence factor (40) Thomas Blockley (13 kyu Worcester).

The now traditional humorous side event was this year a photo caption contest and interestingly the prizes went by popular demand to those who provided the photos: Alison Jones and runner up Tony Atkins.

The following weekend saw the autumn Anglo-Japanese match. The Japanese team had to borrow two Anglos who did not help their score at all and lost the match 29 to 10; each round score was progressively worse: 8/5, 10/3, 11/2. Those Anglos who really helped their side by winning all their games to get the best bubbly prizes were Messrs Rix, Roads, Rastall, Chetwynd and Keller.

Youth Weekend

The first event of the January youth weekend is the Furze Platt Tournament run by the young people of that club (ably aided by the adults of Maidenhead). Held at Hitachi Europe's headquarters at Whitebrook Park Maidenhead and spon-

sored by Hitachi, the event again proved very successful. Former winner Jim Clare beat the sponsor, Mr Yasuda, in round two, but could not beat T. Mark Hall in the final. Mark was riding high having beaten Alistair Wall and favourite Matthew Macfadyen and took the first title of the year. Generous prizes were awarded to all those who won a half or more of their games, with special mention to those unbeaten: Andrew Grant (2 dan Open University), Charles Leedham-Green (Wanstead, 1 dan), Simon Butler (1 kyu Reading), David King (2 kyu Brakenhale), Bill Rivers (2 kyu Oxford), Charles Bockett-Pugh (5 kyu West Surrey), Paul Clarke (13 kyu High Wycombe) and David Bennett (16 kyu Culcheth). Prizes were also awarded to the best team High Wycombe (Jim and Oliver Edwards, France Ellul and Paul Clarke), to the best at 9x9 Tom Summerscales (18 kyu Culcheth) and his runners up Tom Blockley, Francis Roads and Daniel Dowling. The quiz was won by Pauline Bailey. Qualifiers were Messrs Leedham-Green, Drake and Abbott.

To catch up years, the 1994 School's Championship was held at Brakenhale School on Sunday 22nd. The home team of David King, Daniel Cox and Mark Harrod won against Culcheth who had earlier beaten Swindon's Commonweal School. However in the lightning championships newcomers Commonweal (Simon and Graham Brooks and Rohan Churm) were victorious. In the parallel handicap tournament prizes went to Daniel Dowling (19 kyu 5/6), Paul Bockett-Pugh (16 kyu 4/8),

Laura Coe (19 kyu 6.5/8), Rohan Churm (25 kyu 4/6), Tom Blockley (12 kyu 4/5) and John Gardiner (8 kyu 3/3). Thanks go to France Ellul as host and to Simon Goss and Tony Atkins as TDs.

Underseas

Moving across the sea, or possibly now under it, to mainland Europe, the first tournament of the autumn season was the 3rd Obayashi Cup; this is the event that now traditionally clashes with our Northern, and so the only top player from Britain present was Zhang Shutai. He survived the first day into the 16 player knockout and beat Czech Thomas Koranda and Germany's Christoph Gerlach, but lost to Shen Guangji on time in a half-pointer. Guo Juan surprisingly lost to Franz-Joseph Dickhut, who lost to Frank Janssen. However it was Janssen who blundered after 45 minutes to allow the Chinese from Germany, Shen, to win the top prize.

After our Northern GP, the next GP tournament of the season is Copenhagen. Only 36 players from five countries attended. The winner was Czech Vladimir Danek, second was Stefan Budig from Germany and third on tie-break from a host of local players was Czech David Holecck.

New Country

The first GP in the new country of Slovakia was held in Bratislava. It was attended by 76 players and by professional player Tozawa from Japan. No Slovakian players were in the top ten, but (confusingly) Slovenian Leon Matoh was

third behind Poland's Leszek Soldan and the unbeaten winner Vladimir Danek.

Bucharest was attended by nearly 100 players - over half were children and there were only two foreigners in Rob Kok and Mark Boon. The latter was fourth on tie-break behind Romanian president Mihai Bisca and Lucian Deaconu. Catalin Taranu was the unbeaten winner.

Cheap Offer

A party from Wanstead club took the plane from London City Airport to Brussels on a cheap and convenient offer spotted in a newspaper. This effort allowed Francis Roads to earn a single GP point as the two players ranked above him went home early getting no points. We will not mention how the other club members did. As expected Shen proved the best of the 79 players present to win for the fourth time running. The second and third were the same as last year too - Guo Juan and France's Jef Seailles, ahead of Zhao Pei, Westhoff and Colmez on tie-break.

At Gothenburg, Vladimir Danek was expected to win his third GP of the year, but he lost to Russian Viktor Bogdanov and to Finn Vesa Laatikainen, to allow those to take first and second respectively. Danek was only fifth in the end, on tie-break behind Dane Kaspar Hornbaek and local player Ulf Olsson.

Former European Champion Rob van Zeijst won the Zurich GP which was held in memory of Zurich Club's late president Mr Wakayama. A Japanese called Kanno was second and Ulf Olsson was third.

At the end of 1994 Danek lead the GP table with 36 points, Olsson 23 and third was the little known Hornbaek on 16 points ahead of a large group on 15.

Fujitsu

The Fujitsu Finals were held at the European Go Cultural Centre in Amstelveen Netherlands in December. Only open to Europeans, Britain's only hope was Matthew Macfadyen. However despite being seeded in the draw he lost by 3.5 points to Russian Andrei Gomenyuk. Gomenyuk went out to semi-finalist Mateescu, who in turn could not beat Guo Juan who now counts as Dutch. In the other semi-final Rob van Zeijst saw off David Schoffel leading to an all Dutch final. Guo won this by 6.5 points and will represent Europe at the Fujitsu Cup in Japan.

Hitachi 21st London Open

129 players from 13 countries attended this year's London open at the Highbury Roundhouse. Over a third of these were from overseas - Austria, Belgium, Denmark, France, Germany, Italy, Ireland, Japan, Korea, the Netherlands, Slovenia and the States. The tournament was very successful thanks to the hard work of organiser Harold Lee and the generous sponsorship from Hitachi. The Managing Director of Hitachi Leasing Europe Ltd, Dr. Motoki Shirasuka, was pleased to be able to present the prizes including one to his son who is a very keen go player.

The main battles were to see whether anyone could beat the

two strong Chinese lady players: Guo Juan from the Netherlands and Zhao Pei from Germany. In the end nobody could and Guo beat Zhao to win the tournament with a perfect score.

The top places are as follows:

- 1 Guo Juan (7 dan, NL) 8/8
- 2 Zhao Pei (5 dan, D) 7/8
- 3 Matthew Macfadyen (6 dan, GB) 6/8
- 4= Mark Boon (5 dan, NL) 5/8
- 4= Matthew Cocke (4 dan, GB) 5/8

Also on 5/8 at the top were F. Van Arnim, J. Clare, J. Rickard and W. Connolley.

Prize winners for 6/8 were:

- O. Dodinval (1 dan, B), B. Kraft (1 kyu, D), V. Morrish (2 kyu, GB), P. Liboriussen (4 kyu, DK), R. Upton (4 kyu, GB), O. Azem (10 kyu, D);

and for 5/7: Tom Blockley (13 kyu, GB).

P. Liboriussen from Denmark was the lucky player who got 5 or more wins and got his name drawn to win a Hitachi Camcorder.

In a Youth Tournament on the last day six players aged under 16 battled against each other for the right to play top youth player David King (15, 2 kyu, Brakenhale) in a final.

Three players scored four wins: Anna Griffiths (15, 12 kyu, Furze Platt), Thomas Blockley (10, 13 kyu, Worcester), and Wang-zi Guo (7, 15 kyu, Amsterdam). On tie break the lowest graded player was selected for the final but failed to beat David King despite coaching before the game by Guo's 7 dan mother.

So the large Hitachi colour TV went to Brakenhale School.

In the Lightning Tournament 48 players battled away to decide who could play best whilst playing fast. In the final Eric Warkentin (2 kyu, France) lost to Zhao Pei (5 dan, Germany).

In a hastily organised Rengo Tournament prior to the New Year's Eve Chinese restaurant trip prizes were awarded to winners of the losers section, runners up and the overall winners:

- D. Moutarde (9 kyu, F), G. Klein (2 kyu, A), A. Pogacnik (2 dan, SLO); A. Grzeschniok (3 dan, D), P. Reiss (4 kyu, D), D. King (2 kyu, GB); P. Landskron (1 dan, D), P. Wirth (1 kyu, D) R. Upton (4 kyu, GB).

Computer Report

by Nick Wedd

How to obtain material from the Computer Library:

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

Note that I can only read and write PC format disks. All programs in the Computer Library run on PCs.

I can now supply:

IGO release 1. A free 9-by-9 version of Many Faces of Go, with nice graphics.

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

Robert Parker's Go program. Steve Peirson's shareware go-playing program NEW. "MinimaGO". See below.

Arnoud van der Loeff's TURBOGO, version 2.0. See BGJ no. 92.

Colin Walker's shareware Go program.

Tristan Wooster's shareware Go-playing program, version 3.1.

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

GNUGO. See BGJ 94.

WALLY. See BGJ 94.

Flipper. Inverts Ishi-format game records. Dos version described in BGJ 94; NEW Windows version now also included.

Dieter Garling's GOBASE version 2.0. See BGJ 94.

My Go Tutor, version 2.3 for Dos. This displays Smart GoBoard-format files.

NEW My Go Tutor, version 0.42 for Windows. As above

TELEGO, version 4.3. For playing Go via a modem: see BGJ no. 92.

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

A volume of games etc. in Ishi (GoScribe) format. Mostly professional games. Four volumes of games etc. in SmartGoBoard format, sorted by size of file. The larger files are more likely to be commented.

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

A Visual Basic program that plays Gomoku.

MINIMAGO.

Robert Rehm, a Dutch 5-dan go player, has recently released ImaGO, which supersedes his ProGO go-playing program which won the European Computer Go Championship in 1992. This is advertised elsewhere in this issue of BGJ.

Along with ImaGO, he has released MinimaGO, which is a public-domain cut-down version of ImaGO. This means that MinimaGO may be used and copied freely, without any restrictions or payment. ImaGO has therefore been added to the BGA software library, where it replaces Mini (a cut-down version of ProGO).

The main way in which MinimaGO is cut down relative to its "parent" ImaGO is that it only plays on a 9-by-9 board. Also, it does not play as strongly as its parent. MinimaGO will play Black, White, both, or neither, but it does not allow handicap stones. When a game is over, the user can type "T" for it to calculate the score. In this it is not quite as good as Igo, which recognises the end of a game and then calculates the score automatically; but it is much better, for teaching purposes, than those programs which leave the user to count up the score.

MinimaGO includes an excellent tutorial on the rules and elementary tactics of Go. Unfortunately, this is entirely in Dutch.



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

Further information is available on accommodation for the British Go Congress at Felsted, Essex. (The school was unable to be precise earlier owing to refurbishment.)

The available accommodation is 35 single rooms, 11 twin, 4 triple, 11 quadruple. Larger dormitory accommodation is virtually unlimited.

The larger rooms and the dormitories have shoulder high partitions and individual reading lights.

Please book early to secure the accommodation you prefer. Rooms will be allocated strictly in order of receipt of entries together with payment.

Tournament Revived!

The British Small Board Championships will be held at Cambridge, Sunday 11th June. Contact: Paul Smith, 01223-563932.

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Book & Equipment Update

NOW IN STOCK

The Middle Game of Go has not been available for some time, and I now have ample stocks. I think it is a book every aspiring dan player should have; it opened my eyes more than any other book to the incredible complexities of the game. My favourite is the second game discussed: "A Case of Bad Aji" where the game hinges on a weakness most of us might not even notice. The price is £9.

Tesuji has become available again, and it is essential reading for all middle kyu players. And perhaps stronger players too: I managed a jigo against a nidan recently by using a tesuji described in the book; after the game my opponent complimented me and said he had overlooked it.

Go World issue 71 is now available, and I also have limited numbers of issues 65 to 70. The price for all of these is £4.20.

PRICE REDUCTIONS

The Magic of Go now £6.50
The Second Book of Go now £6.50
The Game of Go — The National Game of Japan now £8.00

BACK ISSUES OF JOURNALS

These cost £1, and all but the oldest are in mint condition. Complete sets of recent years (four Journals) can be purchased at the bargain price of £2.50. There are lots of interesting games and news items to be found in them, and they should appeal to players of all grades. So, while stocks are available, why not build up your collection?

Goods Direct

The BGA bookshop, with a full range of books and equipment, will be at the British Go Congress, and the Bracknell, Leicester and Edinburgh tournaments, where the prices will be slightly lower.

An up-to-date price list can be obtained from me on request, and I am always prepared to give help or advice to anyone interested in go. However, to buy items from me you must be a paid-up member of the BGA.

All prices quoted above include the cost of postage and packing.

Note that credit card facilities are not available. Orders, accompanied by cheques made payable to "British Go Association," should be sent to R. G. Mills, 10 Vine Acre, Monmouth, Gwent NP5 3HW. (Tel: 01600-712934)