

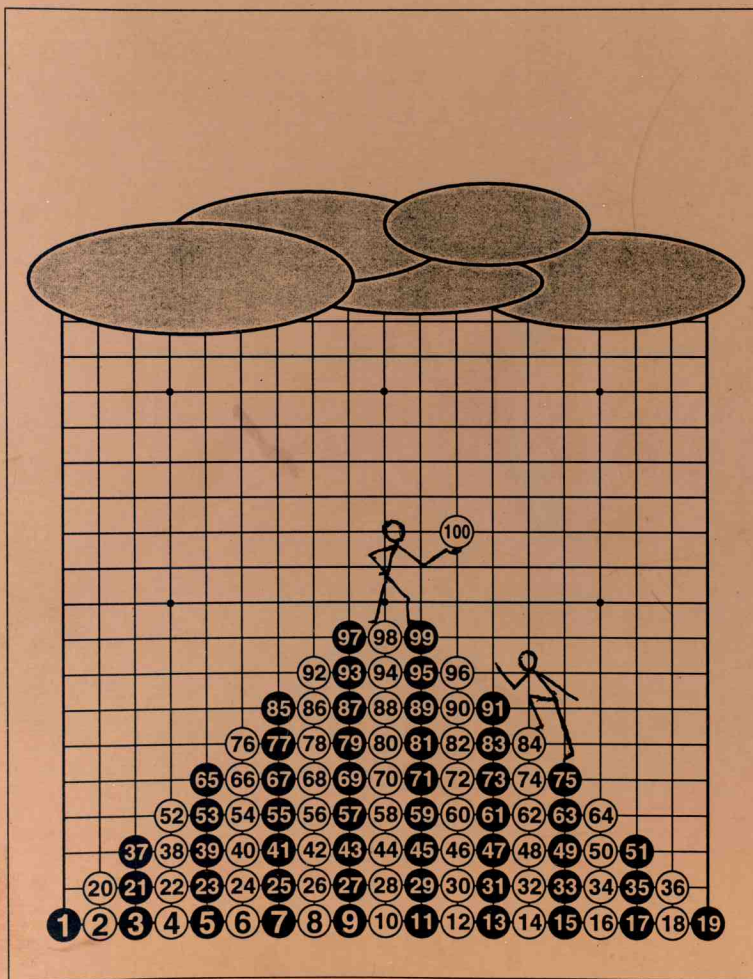
British Go Journal

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BGA Officials

President: Alex Rix, 6 Meynell Cres, Hackney, London E9 7AS (0181-533-0899).

Secretary: Tony Atkins, 37 Courts Rd, Earley, Reading RG6 7DJ (01734-268143).

Treasurer: T. Mark Hall, 47 Cedars Rd, Clapham, London SW4 0PN (0171-6270856).

Membership Secretary: Alison Jones, 11 Briarview Ct, Handsworth Ave, Highams Park, London E4 9PQ (0181-527-9846). Email bga@acjamj.demon.co.uk

Journal Editor: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shrops. TF9 3LY (01630-685292).

Book distributor: Gerry Mills, 10 Vine Acre, Monmouth, Gwent NP5 3HW (01600-712934).

Publicity Officer: David Woodnutt, 4 Church St, Gawcott, Buckingham MK18 4HY (01280 816820).

Press Officer: Francis Roads, 61 Malmesbury Rd, London E18 2NL (Tel/fax 0181-505-4381).

Youth Coordinator: Jonathan Chetwynd, 105 Mysore Rd, London SW11 5RZ. Tel: 0171- 735-1545.

Computer Coordinator: Nick Wedd, 37 North Hinksey Village, Oxford OX2 0NA (Tel/fax 01865-247403) Email 72133.3621@compuserve.com

Newsletter Editor: Eddie Smithers, 1 Tweed Drive, Melton Mowbray, Leics. LE13 0UZ (01664-69023).

Analysis Service: T. Mark Hall (address above).

Archivist: Keith Rapley, Lisheen, Wynnswick Rd, Seer Green, Bucks HP9 2XW (01494-675066).

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Front Cover: "Issue 100", developed from a design by Emma Marchant.

Tournament Calendar

Milton Keynes: 17th September. Andrew Grant, 01908-669883.

Pair Go: September 24th, at The Compleat Angler, Marlow. Contact Alison Jones (0181-5279846) or Kirsty Healey (01926-337919).

Shrewsbury: 1st October. Brian Timmins, 01630-685292.

Wessex: Marlborough, 22nd October. Terry Wright, 01275-842258.

Three Peaks: 4-5 November, Thornton in Lonsdale. Tim Hazelden, 015242-41281.

Swindon: 26th November. Paul Barnard, 01793-432856.

Birmingham: November. Lionel Naef, 0121-4521003.

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.

International Teams: March. By invitation only.

Irish Open: March. John Gibson, Dublin 908779.

South London: March. Jonathan Chetwynd, 0171-228-2495.

Coventry: March. Mike Lynn, 01675-442753.

British Go Congress: March/April. Possibly in Durham City.

Candidates': May. By invitation only.

Bracknell: May. Clive Hendry, 01344-472741 (work).

Challenger's: May. By invitation only.

Scottish Open: May. Stephen Tweedie, 0131-2283170.

Ladies': June. By invitation.

British Small Board Championships: Cambridge, June. Paul Smith, 01223-563932.

Leicester: June. Eddie Smithers, 01664-69023.

Barmouth: June/July. Baron Allday, 01341- 280066.

Anglo-Japanese Friendship Match: July. By invitation only.

Isle of Man: August 1997. (One week, alternate years.)

Northern Go Congress: Manchester, September. John Smith, 0161-4455012.

International Teams Trophy: September. By invitation only.

Tournament Organisers: Please supply information to the Editor as early as possible

Editorial

There seems to be a special attraction in round numbers, but as you will learn from Francis Roads's article, *History of the British Go Journal*, whilst this is Issue 100 it is not the hundredth issue!

The biggest change since I became editor (with issue 72) has been in technology, and the most recent development in that respect is that more and more articles come on disk, which is very welcome indeed.

Advertising is increasing, but very slowly. If your firm might be interested in advertising, think it over; more advertising means the BGA can afford a bigger journal, and there is certainly no shortage of contributors.

That in fact is the best development of all, making it easier to present the reader with a reasonable mix of games, problems, news and reviews. So if you have an idea for an article or a series, do write!

Notices on page 62

EDITORIAL TEAM

Technical adviser

I. C. Sharpe

Diagram producers

S. Bailey, P. Smith

Regular Contributors

T. Atkins, B. Chandler,
D. Cann, A. Finch, A. Grant,
T. M. Hall, F. Holroyd,
R. Hunter, M. Macfadyen,
F. Roads

Proof reader

K. Timmins

Years Ago

by Tony Atkins

Thirty Years Ago

Go Missions were made from Japan to Hawaii, Thailand, the US Airforce in Japan and strangely to China. Go was broadcast on "Time Out" on 4th February, following on from the New Scientist article of 21st January. In Britain John Barrs's BGA had a 100 members of which 50 were in London. Berlin, however, could claim 80 members and there were 300 throughout Germany.

The ninth European Go Congress was in Mnisek pod Brdy (just south of Prague) and saw a tie between Jürgen Mattern (Germany), Max Rebatu (Netherlands) and J. Dueball (Germany).

In the top titles in Japan, Sakata Eio was dominant. He took the Honinbo for a fifth year by beating Yamabe 4-0. However his success waned a bit when the 23-year old Chinese Rin Kai-Ho beat him 4-2 in the Meijin match.

Twenty Years Ago

In the British Go Congress at Alsager College a record 116 players were in attendance. It was won by Jon Diamond on tie-break from Mr Ito and Tony Goddard. In the National Championship League, Jon Diamond won all seven games and was to challenge Paul Prescott to regain the British Title. July saw a Japanese tour party headed by Miss Kobayashi and Miss Ogawa (both pro 3 dan); they played a match at the London Go Centre.

The European Go Congress was held in Krems, 60 kilometres north-west from Vienna. 180 players from 13 countries

attended. Jürgen Mattern won ahead of Manfred Wimmer. Britain's Jim Bates (3 dan) was ninth. Helmut Hasibeder was the Junior Champion. Visiting professionals were Kano and Sakakibara.

In Japan Ishida defended his Honinbo title recovering from 3-1 down to win 4-3 against Sakata. Otake beat Kudo in the last First Place title which was replaced by the Kisei in 1976.

Ten Years Ago

In 1985 the British Go Congress was held in Worcester and was slightly worrying in that hardly any top dan players attended. Matthew Macfadyen won easily with a clean six, with Richard Granville (3 dan), John Smith (2 dan) and Brian Chandler (2 dan) all getting four wins. At the AGM a new BGA constitution was passed allowing index linked subscriptions. Richard Granville stood down as president and so Norman Tobin was elected to that role with Tony Atkins taking over as Secretary. Jeff Ansell was reappointed Treasurer, but following Jeff's death from a stroke during an Amsterdam tournament, Andrew Macpherson took on this role.

Twenty-four players from 2 kyu to 6 dan played in the Candidates and the top seven were Messrs Diamond, Granville, Smith, Chandler, Thompson, Hazelden and Symes. Five of these joined Stacey, Barty and Rickard in the Challenger's League, from whom Terry Stacey emerged victorious with the right to challenge Macfadyen for the British title.

Jim Bates was our representative at the World Amateur in Tokyo. He finished 12th with 4/7. Jian Hong Wang of China was the winner. The European Congress was held on the Dutch island of Terschelling, ideal for cycling, bird watching

and turning pink in the sun. Ronald Schlemper won all 9 games and a play-off for second was won by our own Matthew Macfadyen from Pierre Colmez of France.

The first US Congress was held in Maryland and was won by Thomas Hsiang. In Japan Cho retained the Kisei beating Takemiya 4-3 despite being 3-2 down. Takemiya had better luck in the Honinbo by taking Rin 4-1. Kobayashi was playing against Cho for the Meijin and Kato in the Oza. Otake won the Gosei for a sixth year.

Go Bores of Today

by Toby Manning

(With apologies to Private Eye and its series *Great Bores of Today*.)

"...well of course really I am 3 dan but the BGA Grading Committee won't recognise this of course I did have a bad tournament last Easter but that didn't count because I wasn't feeling well and I drank too much the previous night and anyway X should never have been promoted to 2 dan I am much stronger than him I would have beaten him last time we met if I hadn't blundered a joseki and as for Y the only reason he defeats me is that he starts difficult fights that I don't have enough time to read out if we had longer time limits I would always beat him of course I only lost to him at the New Year Tournament because I made a simple mistake let me show you how I defeated a 5 dan the other day....."

Four Hundred Years of Japanese Go

by Andrew Grant

Part Sixteen: Shusaku

Only two players in go history have been accorded the title of Kisei or Go Saint (before, that is, it became the name of the modern annual tournament). Dosaku was one; Shusaku, Shuwa's heir, was the other.

Shusaku's genius was recognised from the moment he became a Honinbo pupil in 1837 - Jowa (who might have been a Kisei himself but for the later damage to his reputation), upon seeing the young Shusaku's play, said "This is the greatest go talent for a hundred and fifty years. Hereafter my school will surely prosper."

In 1846 Shusaku served notice of what was to come when he visited Osaka and met Gen'an Inseki, who was by coincidence travelling in the same area. At this time Shusaku was 4-dan and Gen'an 8-dan, so when Gen'an agreed to play him it was a considerable honour. Shusaku took two stones, but after 102 moves Gen'an stopped the game and suggested Shusaku simply take black, since two stones was clearly the wrong handicap.

They started again, with Shusaku taking black, and this time Gen'an got off to a better start. He played a new variation of the taisha joseki, which Shusaku misplayed, giving Gen'an the advantage. At the end of the first day's play Gen'an was clearly ahead, to nobody's surprise considering the difference in rank and experience. On the second day, however, Shusaku played the most famous move in go history, the

"ear-reddening move", so called because it took Gen'an completely by surprise, causing his ears to flush red. This move reversed the flow of the game, and from then on Shusaku gradually took control. He eventually won by three points, and as if to show that this was no fluke, he went on to beat Gen'an twice more. Gen'an later commented that Shusaku was at this time already 7-dan in strength.

On returning to Edo, Shusaku was asked to become Shuwa's heir, but Shusaku declined, the only person ever to refuse this honour. The reason was that Shusaku felt a keen sense of obligation towards his parents, who lived on an island in the Inland Sea, and towards the local daimyo (feudal lord), who had sent Shusaku to study at the Honinbo school on the understanding that he would eventually return to become the go instructor to the daimyo's

family. Shusaku only became Shuwa's heir after much string-pulling behind the scenes by the Honinbo school to release him from this obligation.

In 1849 Shusaku played the first of his nineteen castle games (against Yasui Sanchi). His castle game record is another reason for Shusaku's fame, for he won all nineteen of them - no other player can match this achievement.

During the 1850's, Shusaku swept all before him. Apart from Shuwa, whom Shusaku always regarded as his teacher rather than a rival, the only player who could hold his own against Shusaku was Ota Yuzo, one of the Tempo Four Best. Had Yuzo played in the castle games he might have spoiled Shusaku's perfect record, and as a 7-dan he was eligible to play, but since a precondition for playing in the castle games was that one shave one's head and adopt the garb of a Buddhist

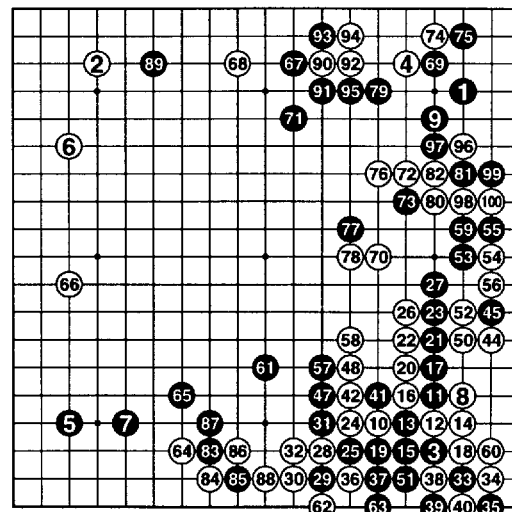


Figure 1 (1-100)
43 at 33, 46 at 40, 49 at 33

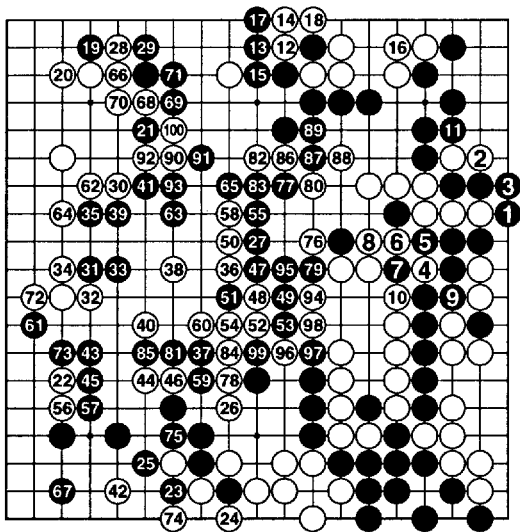


Figure 2 (101—200)

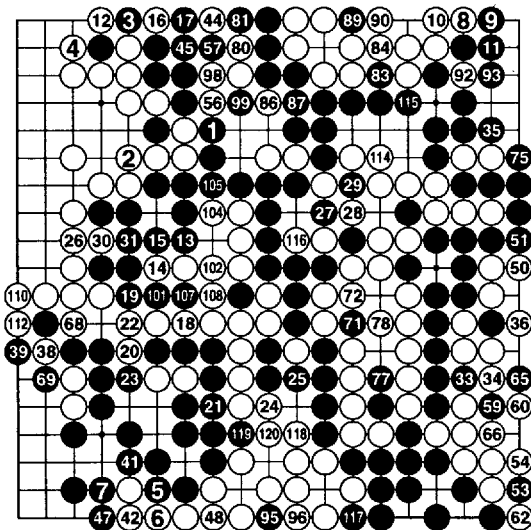


Figure 3 (201—325)

232 at 180. Ko (229/180) 237, 240, 243, 246, 249, 252, 255, 258, 261; 263 at 40; ko: 264, 267, 270, 273; 274 at 104; ko: 276, 279, 282, 285, 288, 291, 294, 297, 300, 303, 306, 309; 311 at 180, 313 at 238, 321 at 29, 322 at 107, 323 at 36, 324 at 203, 325 at 253

monk, Yuzo, who was a vain man, declined the opportunity, even though it meant turning down an official salary.

Shusaku had experienced great difficulty in reaching even handicap in his games against Yuzo, despite the fact that Shuwa found him relatively easy to beat. (Shuwa's toughest opponent, other than Shusaku, was Yasui Sanchi.) Even after Shusaku finally reached even handicap in 1849, Yuzo beat Shusaku as often as he lost to him. Finally, in 1853, Shusaku and Yuzo played a thirty-game friendly match, starting on level terms. It is a tribute to Yuzo's skill that it took Shusaku seventeen games to force a change in the handicap.

When Yuzo managed a jigo with white in the 23rd game, he was content to concede the match on this relatively high note. Shusaku had won thirteen games to Yuzo's seven, with three jigos.

Shusaku also played many games against Shuwa, but always took black. This was not because he was unable to force a change in the handicap, but because he refused to do so out of respect for his teacher. Not even Shuwa himself could budge Shusaku on this point - Shusaku was a surprisingly modest man, despite his ability. In 1846-7 they played a series of seventeen games, which Shusaku won 13-4; but with Shuwa having to give a one-stone handicap he did well to win as many as four games.

It is a great pity that they never played on level terms. With black, Shusaku was virtually unbeatable. Part of his success was due to the famous "Shusaku fuseki" which he developed in the early 1840's (he didn't actually invent the pattern, but he was the first to use it at all regularly), which has remained popular to this day, though it had to be modified slightly when komi was intro-

duced. His games, especially his games with black, are considered required study by modern professionals, and indeed the first task assigned to student professionals is usually to play through his complete games.

By the end of the 1850's Shusaku had run out of serious opponents and was spending much of his time training the next generation of Honinbo pupils, including Shuwa's three sons, Shuetsu, Shuei and Shugen. However, the star pupil was Shuho, the son of an impoverished carpenter who happened to live next door to the Honinbo residence. Shuho was the strongest Honinbo pupil after Shusaku himself and was being groomed as Shusaku's successor. In 1861 Shusaku played a ten-game match with Shuho, with Shuho taking black in every game, and Shuho won 6-3 with one jigo.

Then, in 1862, Edo was struck by an epidemic of cholera. Several Honinbo pupils caught the disease, and Shusaku insisted on nursing them back to health (cholera was unknown to the Japanese at this time, having only recently been introduced to the country, and the epidemic was mistaken for measles), with the result that he caught the disease himself and died in August 1862, and the Honinbo school was deprived not only of its heir but of one of the two greatest players in go history.

The game given here was played on 21st, 24th and 25th July 1846. Inoue Gen'an Inseki takes White, and Kuwahara (later Honinbo) Shusaku takes Black. Move 325: Black wins the half-point ko and connects it. Black wins by 3 points.

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

International Go Server

by Hermann Marxer

While I am writing these lines, I am in fact playing a game against some person from Germany. That's about all I know about my opponent, since this much is obvious from his email address, which ends in ".de", and which his profile has just revealed to me. He (She ?) just issued a challenge to a match and I confirm my conjecture about his nationality by asking him in German to adjust the allocated byo yomi time. The talking is conveniently done in a separate window which beeps or pops up when somebody sends a message. In the meantime the game is afoot! But as I am pondering a joseki move a former pupil of mine (some 57 kyu whom I got interested in go while he was studying in London) pops up yet another talk window and bugs me with questions about how to compile his client program. How on earth should I know ?

"Why don't you see the README", I say, or to be more precise, I type "y dont u c the readme?" into the talk window. Brevity is the soul of wit, especially when u have 2 type everything u want 2 say.

Oh, well, I c ! U 2 want 2 know where 2 get this readme ? Now then, y dont u log in via anonymous ftp to the go archive site in California:

ftp://bsdserver.ucsf.edu (the IP address is 128.218.80.68).

When you log in anywhere via anonymous ftp you give "anonymous" as your userid and then normally your full email address as a password.

Successfully logged in you change the directory to "Go"

and there you are! Here you can get everything to get you started and much more! For example, the FAQ (Frequently Asked Questions) or README files tell you a couple of mirror sites and you may find them easier to reach from the UK.

ftp://ftp.pasteur.fr/pub/Go
ftp://rzis1.rz.tu-bs.de/pub/go
ftp://igs.nuri.net/Go

Also some diligent people have set up WWW pages for go and some of them are true gems:

British Go Association page:
http://www.eng.ox.ac.uk/people/Harry.Fearnley/go/BGA.html

Ken Warkentyne's page (very extensive and many links):
http://ltiwww.epfl.ch/~warkent/go/

Irish Go Newsletter:
http://www.cs.tcd.ie/www/sfli/inter/iga/iga.html
ftp://ftp.cs.tcd.ie/pub/tcd/sfli/nter/newsletter

Fred Hansen's page:
http://www.cs.cmu.edu/afs/cs/user/wjh/public/Home.html

And my personal favourite is Jansteen's Go page:
http://www.cwi.nl/~jansteen/go/go.html

All of the above WWW pages contain lots of information such as game records, tournament schedules and the latest updates of professional title matches including game records and biographies. Credit to the people who spent their time to this good cause!

But let's go back to the IGS. What you need first is a program (a client) which enables you to log in to the server and to display a go board on your screen on which you can click with a mouse to play a stone. (In fact, you don't really need a

client. It is possible to play with an ascii representation scrolling across your screen but, believe me, you don't want to do that; you will get #-eyed.)

The README you already obtained will tell you what you can expect to find. (Sometimes there are a couple of new items which are not yet listed in the latest README). The subdirectory Go/clients contains all kinds of programs suitable for various configurations. I just list a few of them (without the version numbers) which I had used myself at one time or another:

for a unix system (like a PC running Linux !! highly recommended !!)

xgospel: very fancy, lots of features, but quite large.

xigc: less fancy but significantly smaller

kgo: surprisingly good for its comparatively tiny size.

for PC's:

pcigc: for a standard PC running the connection via a modem.

tgigc: EGA/VGA PC client using mouse

winigc: for a PC with Windows and winsock.

for Mac's:

gs: (GoServant, probably the friendliest client I ever used !) and there are a lot more for, i.e., Amigas and even for an Atari ST.

WARNING: Do not ever ask me how to compile any of the above while I am playing ! (Wisely enough, I haven't told you my userid on IGS yet...)

In fact, most of the stuff for PC's and Mac's need not be compiled. It comes as binary executables or selfextracting executables.

The compilation of unix clients can be a slight problem with certain out of date configurations but normally you just type "make" and off it goes. De-

livered on a silver plate!

The only real problem could be to get your telnet connection to work. If you have winsock ready installed on your PC then fine. But if not, you might find it difficult to get all the pieces together. You need a certain hierarchy of software to talk to the net, such as the correct packet driver and, e.g., the trumpet winsock. You can find all of this software on various ftp or WWW-servers. This is a vast area in which I don't want to delve. Just to give you a start: here the address of the server at Imperial College:

ftp://src.doc.ic.ac.uk

You can log in there with anonymous ftp and download just about anything to your hearts content. How you overcome the catch 22 implied here is left as an exercise. But don't be discouraged, I could manage in the end and I am by no means a PC expert. If this all sounds too bothersome for you, then you can also get some of the clients directly from their authors for the modest price of \$5. Here are the addresses to order from:

tgigc:

Stephen E. Richard
1408 S 400 E #4
Salt Lake City, UT 84115

winigc:

Hui Huang
2 Lake Island Crescent
Winnipeg, Manitoba
R3T 4P6
Canada

gs for Mac:

Dr. John A. Bate
Department of Computer
Science
University of Manitoba
Winnipeg, Manitoba
R3T 2N2
Canada

But let's assume for now that you have successfully installed all the communication and

client software and let us leave this lowly technical realm behind. You finally call upon your client program and log in to IGS. The address of the Go server is

telnet://igs.nuri.net 6969 (the IP number is 203.255.112.3).

NOTE the 6969 at the end! This is the port number and it is absolutely vital! If you don't use it, you end up hacking somebody's system and folks don't like that very much. When you log in for the first time, you will get a guest account which is rather restrictive. If you are serious about playing, you must get a registered account. There is a "register" command to do that and a "help <command>" to tell you how it works.

Similarly with all the other commands and features. Better you download the pertinent documentation from the main archive site or any of its mirrors mentioned above. In the subdirectory Go/igs you will find "igs.ps.Z" (a postscript documentation), igs.tex.Z (same for LaTeX) and for the impatient a quick helpfile "igshelp.Z". Finally there is the unofficial complete user's guide "igs_ug.txt.Z" (or .ps.Z). These files will explain all the commands the go server understands and the user's guide a lot more (like the rating).

You are ready to Go! Wait... One last thing: The world is round! And that means you might be playing people coming from very different cultures and living in very different time zones. Strange as it seems, there exist people who believe the earth is a flat disc of a radius of about 42 miles and that their culture lives at its centre. At least that is what one must conclude from the byo yomi times they offer. About 10 minutes for 25 stones is a reasonable minimum. Some insist on 1 or 3

minutes. Leave them well alone, they are not interested in Go but rather in a gamble of whose net-lag is bigger. And if you are hopelessly behind, keep in mind that it might be 2am in the morning at your opponents place and let him go to bed with an honourable resignation.

Such questions are treated to some extent in the file "Etiquette" in the main directory "Go" at the archive site. You should read it and abide by it and then playing people from all over the world is really great fun! After all, the IGS is the greatest and by far the strongest Go club in this universe and its open 24 hours a day, 7 days a week.

Talking of strength, I should mention the rating system used on IGS. The rating is calculated from all the results by some complex algorithm and a rated player will be recognized by a star next to his rating in his personal profile (can be obtained with "stats <userid>") and in a players listing. Some people have no star because they are new users and others opt to have no rating.

For example some professionals prefer to play incognito so they will not be bombarded with questions or match requests. Unfortunately, there are also a few morons who deliberately try to spoil the ranking system by underranking themselves. However, above about 10kyu the system is quite reliable and particularly the regular dan players don't normally indulge in such nonsense. To prevent inflation the ranking on IGS is very severe. That is, an IGS rank will be about 5 stones below a British rank (BGA 1kyu = IGS 7kyu !). In a sense one can say that the ranking is almost of professional level.

Incidentally, I have never understood why we should have two ranking systems, a professional and an amateur one. Why

not have just one? IGS seems to deliver a platform on which such a unique system could be based since it allows the professional and amateur Go scene to interact to an extent never seen before.

Apart from playing games, you can also watch other games, of course. You can learn a lot from observing the games of the stronger dan players and bearing in mind what I just mentioned about the ranking you can imagine that some of these games are of quite high standards. While doing so, you can kibitz and add your two pennies worth of comments on the game.

Again, there are always some unfortunates who like to comment on rather different things. But IGS provides even for that. There are "channels" to enter chat and other nonsense and the "kibitz" can be reserved for sensible remarks. These remarks appear on your screen and are entered as comments into the game file which you can mail yourself for later study. The game files are normally in Smart Go Format (sgf) but you can also obtain a nice postscript version ready for print and the archive site has conversion programs to other formats (sgf2misc seems the ultimate at the moment).

A very notable activity is the replay of recent professional games. For example, Jan van der Steen from the Netherlands is kind enough to enter professional games which can then be discussed online by the audience. Occasionally the replay pauses and a query "What's next?" is issued. That is a good way to obtain lightly commented professional games. And since a good example can replace a thousand words, there is some of the finest Korean fighting go to be found in *Replay over IGS* (see page 50).

Other activities include McMahon tournaments among users and this year the first part (the round robin) of the professional North American Masters Go tournament is played on IGS. Information on that and many other Go-related issues can be found on the Web page of Jeff Shaevel:

<http://www.io.com/~shaevel/GO/>

To be up-to-date with exciting events like this, it is a good idea to (at least occasionally) follow the discussions on the go newsgroup rec.games.go. Many events will be announced there and apart from that interesting go problems are posted and enthusiastic flamewars on tricky questions (like whether the bent-four-in-the-corner should really be dead or not) are fought.

For the ambitious amateur not only IGS itself is very helpful. The archive sites as well are a goldmine for study material. There are articles on neural networks and machine learning, on Monte Carlo Go and game theory. Some proverbs of Go are illustrated as are the principles of good shape and techniques to treat the monkey jump. Several Go-playing programs can be challenged (ez-go seems the best).

After you have downloaded the smartgo program (xmgmt.mgt or winmgt in Go/mgt) to edit and replay game records the (flood) gate is opened to a wealth of material. Years and years of professional title match records (Honinbo, Kisei, Judan, NHK etc.) can be studied.

Among the gems are games commented by one of the players themselves. For example there are the games of Feng Yun played in the Final of the World Women's Go Championship against Rui Nai Wei (featured in BGI 99).

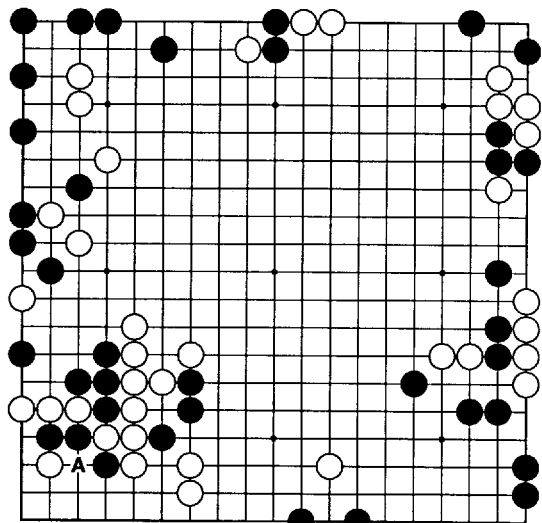
Very well commented by the master himself also a collection of games by Goseigen with some additional background story about each of the opponents. There is also a very large collection of other un-commented games by Goseigen. (In case anybody ever asked you to pay money for such a thing, you can guess my answer!) Very interesting are also six additional games by Sakata Eio to complement his book "Killer of Go".

Apart from game records there is David Fotland's joseki library, problem collections and an excellent review collection "From my Go Teacher (fmgt)" containing about 80 hamete, tsume, tesuji and full board positions with extensive comments. These can also be reviewed directly on IGS but having them downloaded they are easier to study carefully.

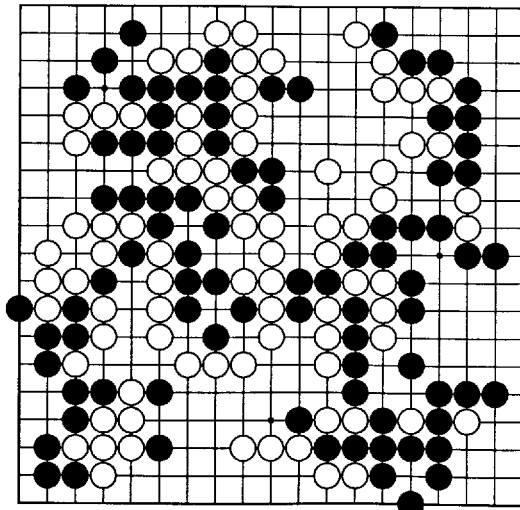
Last not least you can enter a teaching ladder and have your games analysed by a stronger player; in return you analyze those of weaker ones. The collected analyzed games can be obtained and I think that is a great way to recognize some of your own weaknesses and illusions about Go and to get a tutorial pitched at precisely the right level.

To summarize, IGS offers you a vast range of Go activity which is bound to improve your playing strength. (Just ask my Oxford club mates; some of them are already suffering, others are in agony!) And the best of all: it is entirely for free! People who charge money for any of the services I have described should clearly be discouraged. The amount of voluntary work (code, organization, hardware and time) which a large number of dedicated individuals have contributed to make IGS and the archive sites what they are cannot be commended enough.

Finally I will leave you to think it all over with a few problems from the archive.



Problem 1: Black has just played at A. How does White kill that group? Try to read as far as you can, Black A, White, Black... And finally, if you ever get there... Dead!



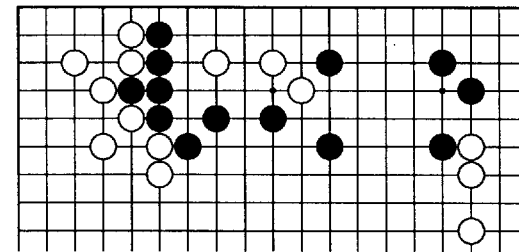
Problem 2: If you can solve this problem your endgame strength is supposed to be close to professional level. Play the endgame repeatedly with one of your friends and see what the scores are! Black to play.

Problem 1: For all those who still can't read a ladder, this should give you plenty of exercise; it only takes 273 moves!

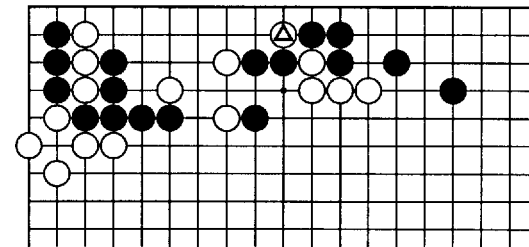
Problem 2: Another main weakness of amateurs, particularly kyu players, seems to me to be the endgame and the appreciation of its importance.

To conclude, something for the enjoyment of us kyu players! I have occasionally felt that the comments of some dan players on kyu-level games are sometimes more condescending than helpful. Of course, most of our moves are "terrible!". But in the eyes of a pro a lot of the moves of an amateur dan player are not any less awkward and it's great fun to watch a pro making a top dan player's position look overconcentrated and cramped like that of a 10 kyu.

So let's get our own back on these dans and make them sweat! **Problems 3 & 4** were created by Wu TsingYuan (the master himself in his original Chinese version) for strong amateur dan players. Let's see if any of the T Marks of this world can come up with intelligible solutions!



Problem 3: White to play. Try to make something happen around the 3 encircled white stones - they should not be left to die - but directly moving three stones out is generally a bad move.



Problem 4: White to play. Don't try to pull the triangled stone back in a hurry. Use the influence of the 3 white stones upper-left. It's best to connect to the 4 white stones on the right.

EGO1

A Review

by Nick Wedd

Bruce Wilcox, the author of the Nemesis2 go-playing program, has now released another go-playing program, Ego. Ego is a program for PCs. It is a Dos program, but runs under Windows without problems.

My first impression on running it was of the good user interface. There is a pleasant wood-grained go board, occupying about two thirds of the screen, and you play a stone onto it by using the mouse to

indicate where you want to play, and clicking. So far it is similar to Many Faces of Go, with which it is natural to compare it. But where Many Faces has a number of subsidiary menus, which you can use to configure various settings, Ego presents all its configuration options on the front screen. There are twelve of these, all fairly obvious as to what they do - setting the board size, setting the handicap, whether the program is to play black or white, etc. The most interesting of these is the "style" control. You use this to specify the personality of the program. There are nine personalities:

Earthy likes to build territory
Airy likes to build influence

Fiery is aggressive - the other personalities switch to this when they are losing

Watery is defensive - they switch to this when they are winning

Samurai is the strongest personality, being a balanced blend of the others

Leaper likes to tenuki

Psycho starts the game by making a line of large knight's moves across the board

Pirate is keener on annulling your territory and influence than on building its own

Schizo switches at random among the other personalities.

The possibility of playing against any of these personalities adds a lot to the interest of the program.

Ego has claims to be one of the strongest go-playing programs available, though I have found it to be considerably weaker than HandTalk. However any go-player stronger than 10-kyu should be able to beat any program that currently exists, Ego and HandTalk included; so unless you are in the range 10-kyu to 15-kyu it is likely that appearance and ease of use may matter more to you than absolute playing strength of a program. It plays fairly fast, taking typically two seconds but up to twenty seconds per move (on a 66MHz 486DX). It uses only Japanese rules.

As it plays, it continuously gives its assessment of the amount by which it is winning or losing. If you don't want to see this, you can switch it to showing its assessment of how much territory each side has, or if you don't want to cheat, to the numbers of prisoners (click on the place where this information is shown). You can also switch on or off the "safety" option, which causes it to show the "alive"-ness of every group and where the secure territory is.

Should you get bored with playing against it yourself, you can even run two copies of Ego at once (if you are using the Windows operating system), and play one personality against another, copying the moves from one board to the other yourself. I found a game between Earthy (territory) and Airy (influence) interesting. Earthy started by making secure corner territory, while Airy made thickness which was often pointing in the wrong direction. Then Earthy lightly annulled most of this thickness. Finally Airy demonstrated that its influence was not nearly as useless as I had been assuming, by creating territory in unexpected places and winning the game. Most instructive.

A couple of apparent defects are easily remedied. First: you

may find, if you are incompetent in the use of your mouse, that a lot of stones suddenly disappear in the course of a game. This is recoverable. What you have done is double-click on a stone, and it has reverted to the point in the game at which that stone was played. You can recover by using the "Final" button, which takes you back to the end of the game as so far played. The second defect is more mysterious, and the author has acknowledged it (it's always an encouraging sign when the author of a program admits the existence of a bug). When the program plays a stone, it usually flashes it so you can see where it has played. But sometimes it fails to do this. You can then force it to flash it by saving the position (just click on the "Save" button).

If you want to get an impression of what Ego is like before paying for it, there is a free cut-down version of it available,

called EZ-go3. This has all the features of Ego, except that only two of the nine personalities are included: Psycho and Leaper. Psycho is the stronger of these, but it does not approach the strength of Samurai.

1 The official price of Ego is \$25. But British purchasers can buy it by sending a cheque for £17, made out to Sue Wilcox, to 45-396 Kam Highway, Kaneohe, HI USA 96744. Email address: wilcox@pixi.com.

2 Nemesis is still available, from Crystalline Creations, PO Box 8289, North Brattleboro, VT 05304, USA. Bruce Wilcox retains no connection with either Nemesis or Crystalline Creations.

3 EZ-go is downloadable from various internet sites, including:

ftp://ftp.eng.ox.ac.uk/pub/go/BGA/software/ez-go.zip.

Or send £2 to the reviewer for a disk with this and various other go freebies.

Here they are... the Gifts of Gifts!!!

hand-made slate-and-shell
sets of stones

from 6mm @ £75 (plus p&p)
to 11.4mm @ £450 (plus p&p)

thick go BOARDS with legs

from £80 (plus p&p) to £800 (plus p&p)
according to thickness and quality.

Write or Fax for more information to:

"Han-gyol-ae", Rm 5, 14/F, Yuen Wing Building,
Whampoa Estate, Hung Hom, Kowloon, Hong Kong.
Fax: (852) 2333-0980

The Case of the Wrong Japanese

by Tony Atkins

It was a long hot summer's day. The ferry from the mainland had just spewed out its contents on to the quayside. Amongst these contents were some 36 mysterious practitioners of an ancient oriental art. Did the island know what was about to happen?

A little later a car pulled up outside the airport terminal. The sun was now low in the sky. Out of the shadows appeared an oriental gentleman who was obviously a strong dan. He was welcomed and slipped into the car, which sped off into the sunset.

A few minutes later another oriental gentleman appeared. He puffed nervously at a cigarette and looked in vain for his welcome party. A friendly face told the gent not to worry, and sure enough the car reappeared, picked up its correct passenger and headed off for Metropolis.

It was dark when the car arrived at the President's residence, but this was also dark, and so the welcome reception diverted to the Secretary's abode. Now all could be revealed.

The first oriental gentleman was called Tagaki, a 5 dan, resident in Nottingham. The second was Saijo Masataki, a professional 8 dan from Tokyo on a grand tour of Europe including Poland, Hungary, Helsinki, London and now the Isle of Man for the third Go Congress.

Anyway, the hosts humbly apologised for the mix-up and the rest of the week followed flawlessly, thanks to hard work by David Phillips, Leo Austin and the others.

As usual the Congress is great

for families and other halves, and a number attended. The sun shone virtually all the time and there were plenty of chances to play on the beach, wander round the seaside town of Douglas or explore the ancient and interesting island.

Go addicts only had limited time to do this, apart from the free day on Friday when trips were made to Peel Castle, St John's, the Laxey Wheel or the cliffs and coves of the south.

The Sunday evening excursion was to the official go club café on a remote headland, with a treacherous walk for those energetic, and a quiz for the intellectuals won by the Wanstead Mushroomers.

Highlight of the Congress was the teaching from Saijo. Born in Japan-occupied China, Saijo did not learn go until he was 15, and played it hard at University. He then turned professional and is a very keen teacher of Western Amateurs. From Sunday until Tuesday lunch he seldom tired of analysing, playing teaching games, and running training sessions for dans and for kyus. Many were grateful for his advice, and his early return to Japan was sorely felt by many.

The main event of the congress is spread over 5 days. Previous champion Francis Roads, The Wanstead 4 dan, was expected to do well, but lost to club mate Andrew Jones (3 dan). A strong challenge against Andrew came from Cambridge shodan Paul Smith, but after four rounds Andrew was still unbeaten. Strangely he then lost to Tony Atkins (2 dan, Wokingham) who had already lost twice and was hence placed third. Andrew was deemed ahead on tie-break from Francis to win his first tournament.

Two days earlier the afternoon tournament had come to an end. This was a happy result for Francis as he won all three

games, beating Alison Jones (2 dan) in the last round, stopping her from winning a tournament before her husband.

The other two playing afternoons were taken up by a fast play handicap tournament. Alison Jones skilfully won her first five games despite the Man handicap (grade difference +1, and 7 komi per grade over 9 stones). However she came bottom on tie-break behind Paul Donnelly (1 dan, Belfast) Mark Harrod (10 kyu, Brakenhale) and Francis Weaver (22 kyu, Brakenhale), the last of whom was declared winner, being the weakest player.

Each evening a different event was organised. Monday saw a four board team handicap. As there was no GBH Team the Wall of Paul Two team had an easy time this year, allowing the Pauls (Margetts, Donnelly, Hankin and Barnard) to take the honours.

Players from 6 dan to 40 kyu took part in the Tuesday night pair go. In the final round Paul Smith and his wife Andrea beat Colin Adams and Jo Hampton to win in Andrea's first ever tournament.

Wednesday night was music night with harp, woodwind and some choral singing.

The final competition was played on 13x13 and the last game was won by Mike Charles (2 dan, Stevenage) beating Jo Hampton. Jo also lost the final play-off in the continuous lighting tournament, despite winning most games and beating his adversary, Mark Harrod, twice already.

After the free day the fifty-plus players reassembled at the Sefton Hotel for the closing meal and prize giving. After a few short speeches, handing out of lost property and the applause for the winners it was time for some singing and harp and bassoon recitals; it was then time for good byes until the next Isle of Man Congress.

Kyu Games Commented

by T. Mark Hall

Part 1

This article begins a series on kyu games submitted to me for commentary, though occasionally one player will be of dan level. The following three were all sent in by Paul Barnard, and the comments were originally written for him.

Game 1

Black P Barnard, 1kyu
White P Mellor, 1dan

13: 1 in Diagram 1 can lead to a big moyo.

23: The largest vacant area is at the bottom left. Playing at 53 would still be bigger.

30: White has approached too close to Black's strength.

31: Diagram 2 would be better to destroy the corner. The moves to 71 would prefer since they give Black a live group in the corner. The triangled stone undercuts some of the territory on this edge.

35: Better to press down at 1 in Diagram 3. This induces the weakness at A.

41: Heavy! Should be at 1 in Diagram 4.

98: Fun idea to play at 1 in Diagram 5!

99: Very small. 101 is bigger.

103: Must be at 1 in Diagram 6.

141: The losing move? Yes but...

147: Black would still be in the game if he played at 1 in Diagram 7.

160: Recording stopped here. White went on to win by the komi plus a little bit.

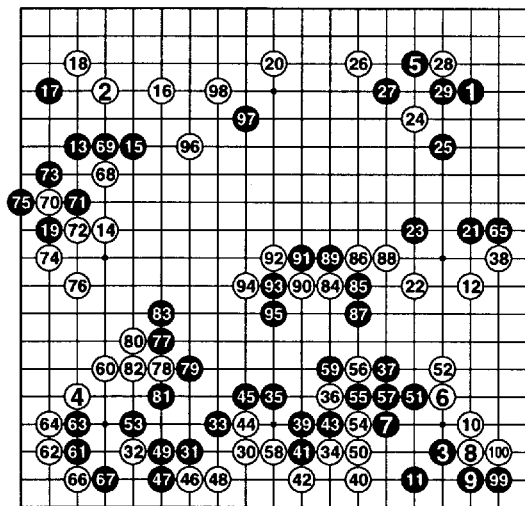


Figure 1 (1—100)

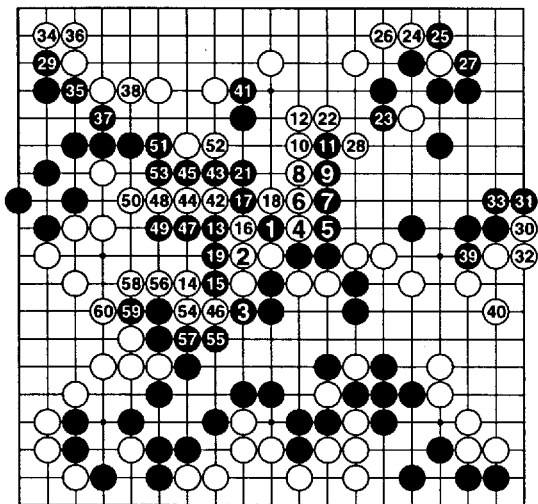


Figure 2 (101—160)

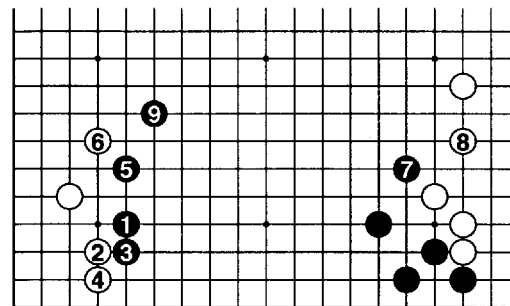


Diagram 1

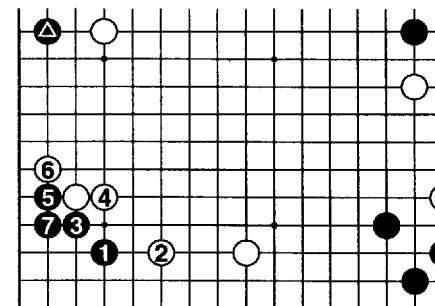


Diagram 2

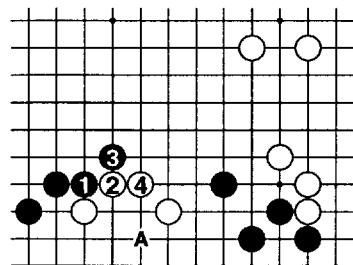


Diagram 3

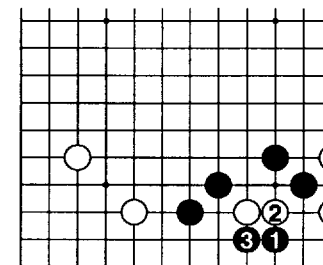


Diagram 4

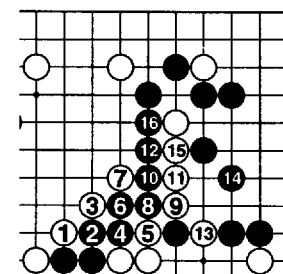


Diagram 5

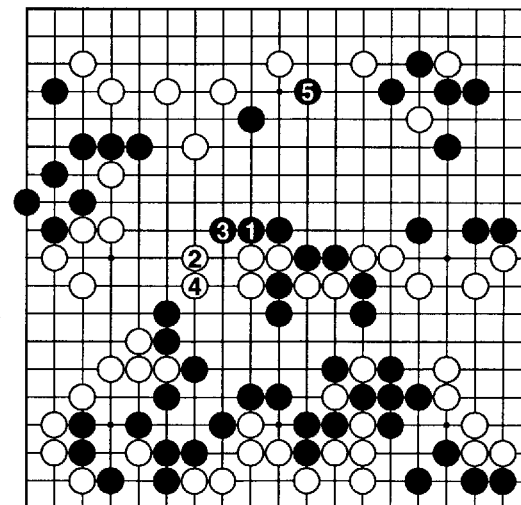


Diagram 6

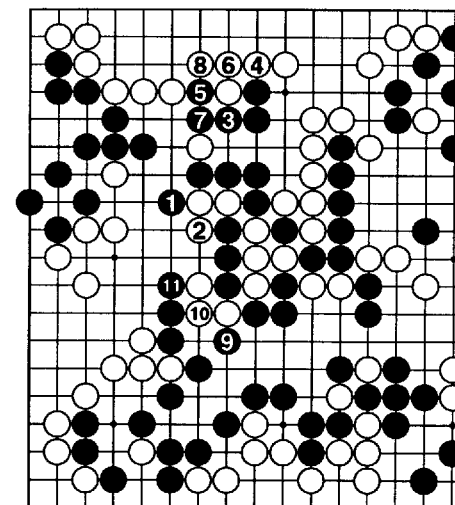


Diagram 7

Game 2

Black P Barnard, 1kyu
White C Adams, 1kyu

11 and 13: Rather heavy play and Black doesn't seem to make much in this area. A move around 80 seems to be bigger.

25: OK OK I know better really! My hand just went to the wrong intersection!

35: Is rather small now; better to play at 1 in Diagram 1. This makes a nice solid wall and promises a sente move at A if White doesn't answer. If White persists at the top, his capture ends up rather small.

39: Wrong; it just lacks flexibility. It should be at 1 in Diagram 2.

47: Now Black has helped White to make a moyo.

49: Black is always barging in where he's not wanted. To prepare for an invasion why not play between 66 and 73? This threatens both the invasion and a reduction of the lower side.

59: A "thank you" move. Black should just connect at 61. Since White will have to take the stones off at some point why prompt him to do so with a wasted move?

73: Better shape at 89.

83: Wrong! Try 1 in Diagram 3. This threatens to capture the stone and a group. It also means that there is an amount of aji left in the two stones if White decides to sacrifice the group. After 7 it's not so easy; should White go into the corner and allow a Black move to the right?

91: 1 in Diagram 4 is better shape.

112: White should play on the central hoshi point for better shape.

127: Again, one point higher for shape.

131: Unnecessary. Better at 1 in Diagram 5.

145: 1 in Diagram 6 may be better.

148: White is allowed to connect too easily.

191: Better at 192.

200: Record stops here. The game went on to 256 moves, Black winning by 16 points.

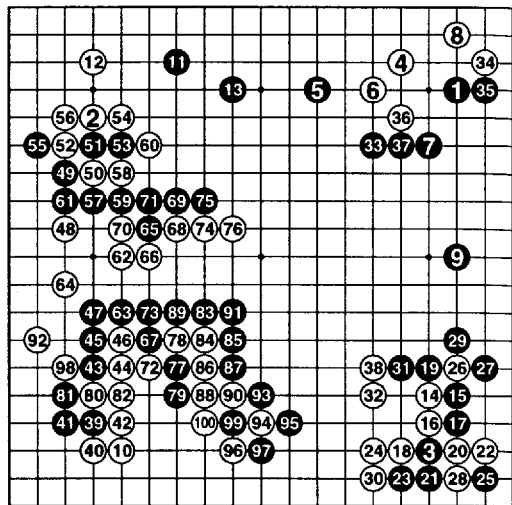


Figure 1 (1—100)

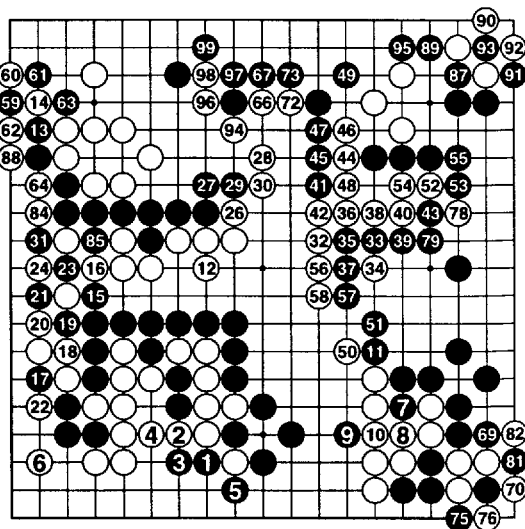


Figure 2 (101—200)

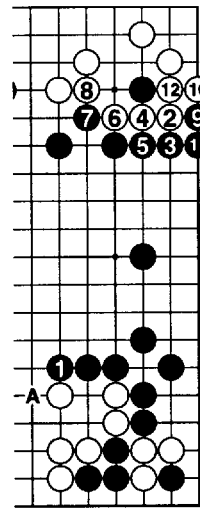


Diagram 1

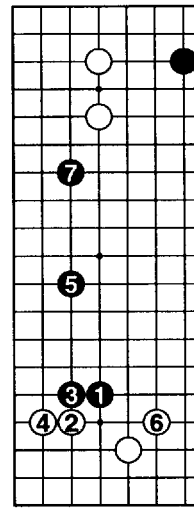


Diagram 2

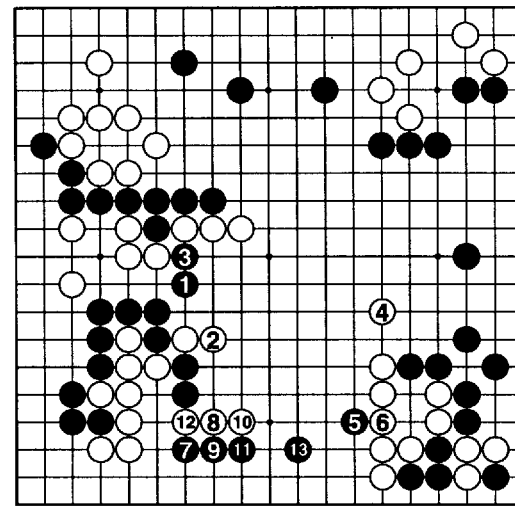


Diagram 3

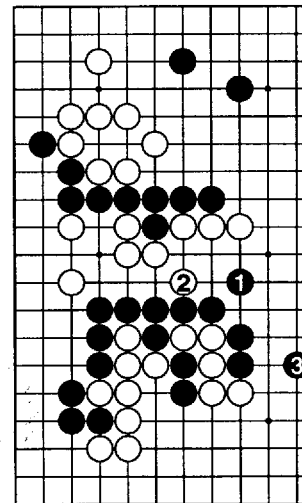


Diagram 4

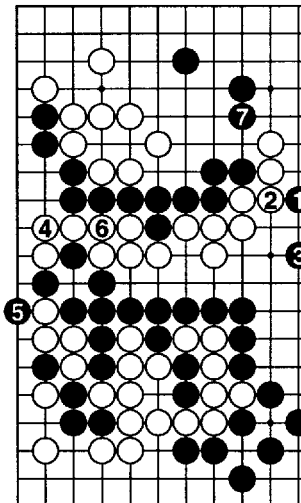


Diagram 5

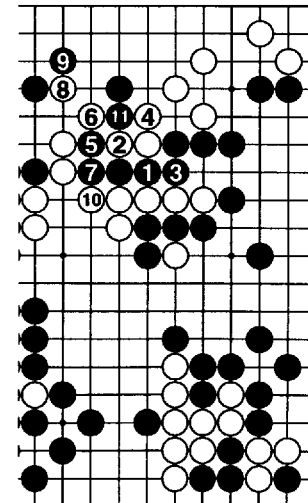


Diagram 6

Game 3

Black: S. Barthropp, 2dan
White P Barnard, 1kyu

16: First play at 1 in Diagram 1. This would make the Black group a bit heavier.

24: Since Black has the triangled stone in place, White should play at 1 in Diagram 2. This joseki is a favourite one of mine (in the Black player's shoes) whether I have a stone on that spot or not.

32: This is pure yose and should be left until later. There are bigger things to play on the board, e.g. A, B, C or D in Figure 1.

38: About as far as White can go.

60: A debatable point but my instinct would be to suppress 33.

84: Better above 82.

187: Recording stopped here; White eventually won by 8 points.

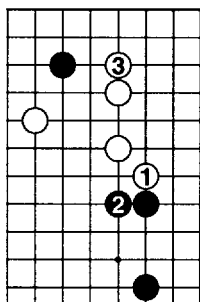


Diagram 1

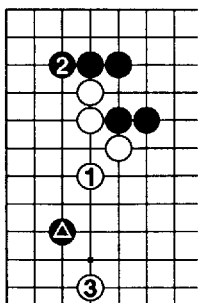


Diagram 2

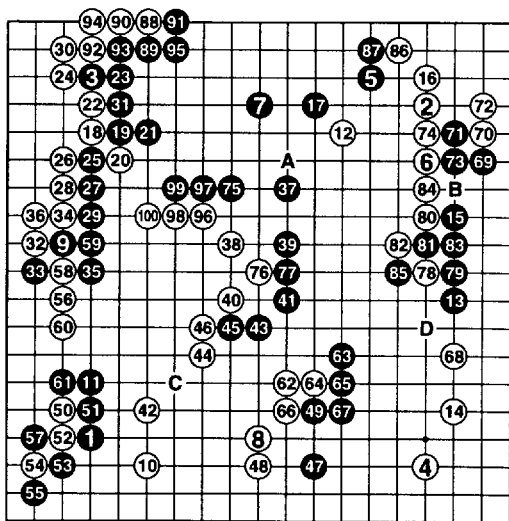


Figure 1 (1—100)

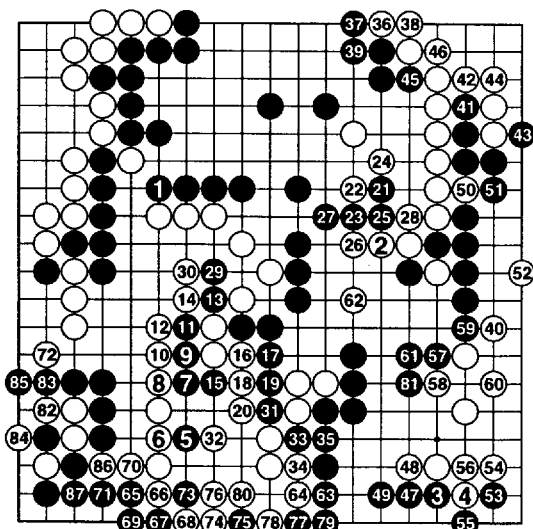


Figure 2 (101—187)

Learning Go

A Novice's Viewpoint

by John Puxty

My initial contact with oriental games was via Mah Jong which I learnt the rudiments of, aged 11. In my teens I went rock climbing and through a companion with a similar interest I was introduced to go.

The fellow rock climber's brother, who worked for The Manchester Guardian, (now The Guardian), had been sent to cover a story in the far east. There he had not only discovered go but also contracted a debilitating disease. As a result he was house bound in recovery for six months.

I was between leaving school and joining the Royal Marines. In the interim I visited the brother a couple of afternoons a week. We exchanged conversation, drank copious amounts of tea and he taught me the fundamentals of go.

In retrospect I do not think he was much better than 26 or 27 kyu and myself about 31 or 32 kyu. I never remember winning a game though go caught my imagination. I would estimate we played 150 to 200 games before he was off reporting some new crisis. I was left to myself kicking at the autumn leaves in the weeks before joining up in 1964.

I was not to play go again until October 1993 when I re-discovered the excitement of the game but found enormous frustration in not being able to 'wrap my mind' around the concepts involved.

The best mistake I could make, I made. I joined a go club and learned how not to play go. In fact, I was so good at learning how not to play go that I gyrated on the club ladder from 27 kyu to 32 kyu and back with depressing regularity!

Yes, I read at least six books on go; I day-dreamed of becoming a single figure kyu player like the ones I watched playing each other; and I played against them, and lost, despite having enormous handicaps such as 15 or 17 stones. I was as soundly beaten as if I had had no handicap at all!

At this point the learner either gives up; becomes resigned to failure and still plays on, but badly; or goes off and thinks it out. Initially, after six months of playing, I gave up. My mind, however, churned over what I had deserted. Consequently three months later I came up with a plan of how to learn go and win.

I had to find a 'master' to teach me, which living how and where I do was impossible. Having decided on the course I would best benefit from, things began to fall into place. Notions became ideas, ideas developed into concepts and concepts turned into realities.

To find the 'master' to teach me I chose the next best thing. I studied the work of past masters. I bought *Appreciating Famous Games* and placed out each game, but with only twenty in the book this did not offer much scope. On top of that, my understanding of go was so poor that the commentary was meaningless. Nevertheless I persevered and played through all the games twice.

In the Autumn of 1994 I attended four tournaments. At Durham I lost 4 games; Manchester I won 2 out of 6 games; Shrewsbury I entered at 23 kyu and won 2 out of 3; and at Ingleton I walked out after the first game in disgust with myself and my awful performance!

After the Shrewsbury tournament I was able to borrow *Invincible - the games of Shusaku* for three months. Again I found the commentary unintelligible through my ignorance, but I persisted and played out about

47 or 48 games. This though was not enough. It was too boring.

I still hankered after playing, but I knew too much poor play would instil low quality appreciation and perception in my subconscious! I found a 10 kyu who was prepared to play me on a clear board and who did not find the thought of always winning too boring. This allowed me to try opening moves as I had placed them out in my studies. (In fact in 15 games over 3 months I did managed to beat him by 8 points once, when playing Black!) I set a limit of four games a month maximum.

Now I still had the problem of livening things up while learning. I soon realised my intentions were basically, at this point, omni-directional! I needed an aim. I set myself one: to become 15 kyu by September 1995 and to beat a shodan on a clear board by December 31st 1996!

You may laugh! I do... but just think if I was able to achieve that! To have an aim is pointless without a plan, so I set about working out methods of understanding go fully.

I started off with a 9x9 board. (I make my own boards and have a 9x9 backed by a 13x13 as well as a 19x19 backed by a 13x13.) I chose an uneven number of stones and cast them upon the board, placing them on the nearest intersections which they settled on.

After experimenting with numbers ranging from 7 black stones with 6 white (7/6) down to 1 black stone only with White to play I found the optimum numbers to obtain the insight I sought. This was either 4/3 or 3/2 with White to play to form a living group and Black to prevent such a formation. Now this really made me think!

With this little success I moved on to the 13x13 board. Taking a leaf from the Chinese style, (where both Black and

White start the game with 2 stones placed on the opposite 4-4 points on a 19x19 board, I found that by placing 1 black and 1 white stone opposite each other on the 3-3 point I could develop a multitude of variations based on my experiences with the 9x9 board.

The best combination turned out to be 3/2 with White to play to form a living group and Black to disrupt. I also tried 4/3 and 2/1 combinations. This was better, but again I was limited by my own ignorance, as well as being tempted to play myself against myself. (Bad, since this again introduced poor play into the formula!)

The time came to return *Invincible*. I copied out a number of games including the Sanjubango between Ota Yuzo and Shusaku for later study. At the end of January 1994 I gave the book back to its owner only to be given the first volume of the games of Go Seigen, seventy-six games of which I've played out so far.

After entering Coventry Go Tournament at 12 kyu and losing all 5 games my enthusiasm is not dimmed, though my purpose is now tempered! For the next tournament I am entering at 15 kyu.

There are a number of things which have 'struck' me, metaphorically speaking, in the last few months. The practice of go boils down fundamentally to three things: PATIENCE, PERCEPTION and PERFECTION. To a few, like Shusaku and Go Seigen, these were natural abilities, but to the vast majority they are hard won attributes; though once attained, well worth the effort!

Finally there has to be self-discipline. For me it is going to take a lot of effort, commitment and time to learn go fully. To this end I commit 12-18 minutes reading time each morning, (currently *Handicap Go and Life and Death*), and 30 minutes

to place out a Go Seigen game each evening.

In reality I manage this only 4 or 5 days a week, but 3 or 4 days a month I lay out 3 or 4 full games each day; and on other days I manage 2 games. This resulted in me placing out an average of 1.3 games a day in the 31 says of March 1994.

I intend to spend 60 hours over a 3 week period this summer studying the Yuzo-Shusaku Sanjubango. Perhaps I will memorize one game as best I can, move for move, as Macfadyen suggested during his short talk on learning go at the recent Coventry go tournament.

It is not for me to tell people how to learn things, if like me you do not have a photographic memory. The lesson though is that positive consistency pays off eventually. Should any player wish to discuss, clarify or otherwise converse on go you are welcome to phone me on 01524 823331 before 10pm.

If you are thinking of giving up go I'd say give it up temporarily for two or three months. Then set yourself a goal and draw up a plan with the emphasis on study rather than play. Be realistic rather than over-ambitious about the time you can give. Play games with others only to judge how you are progressing.

In my experience Shusaku is more easily understood than Go Seigen, and Go Seigen more so than modern players. Ignore the commentary initially and expect only to retain the 'flow' of the games. The commentary can be read when you come to place out the games on the second or third study sessions in the months or years ahead.

The first fifty or so games are difficult to place out since you often have no idea where the next placement is likely to be. Eventually you will find you can estimate quite accurately

where the next stone is to go. This is more easily achieved if after every thirty or forty stones placed out you stop to examine the board. The next most likely area of play is often obvious!

Should you belong to a club and you wish to retain some sort of tie, limit yourself to one game on a 19x19 board a week. Alternatively visit fortnightly and only play on 9x9 boards since this size concentrates the mind! It requires you to think properly or lose if you make one poor move.

PRICES

Readers will notice that on the price list (pages 48-9) prices are now the same for tournaments and by post. The costs of taking the BGA bookshop to a tournament are quite high if the time and expenses of the book distributor are properly taken into account. I think the benefit of this time - given freely - should accrue to the BGA rather than to purchasers at tournaments, who will still get many advantages from the availability of the bookshop. There are also administrative advantages.

The costs of books from Japan have been going up steadily over the last year for various reasons. Also increasing raw material costs have led to some increases in the prices of equipment. Both these changes result mainly from the decline in the value of sterling. Apart from that, the reductions in postal prices are roughly equivalent to the increases in tournament prices.

Gerry Mills,
Book Distributor

A Wanstead Rip-Off

by Francis Roads

I have decided that it is time to reveal to the go playing world an example of the fruits of Wanstead Go Club's researches into go technique.

Diagram 1 shows an end game position which arises frequently. After White connects at 3, your 25-kyu player will play elsewhere, oblivious to any danger that there might be from a cut at A.

Your 20-kyu player will have been cut and run along the edge enough times to know that there is indeed danger at A and will probably connect there, more or less as a knee-jerk reaction. 15-kyu players will have discovered that sometimes you need the connection and sometimes you don't. And 10-kyus will be able to work out that in this particular position Black does not in fact need to connect. So the 25-kyu was right all along.

Diagram 2 is not quite so simple. If White gets a chance to play at A, Black must be careful not to answer at B. This answer leaves White with a move which captures ten stones - I leave you to find it. To avoid this disaster White has to answer A at C instead of B. This gives up points along the edge, but not nearly so many as losing the ten stones.

This is a simplified version of a position which cropped up in a casual game which I played recently. I had White. I was behind. Playing at A and getting the correct answer at C would not catch up enough territory to win. But capturing the ten stones would be enough. It was certainly no use just playing at A and keeping my fingers crossed. My opponent's atten-

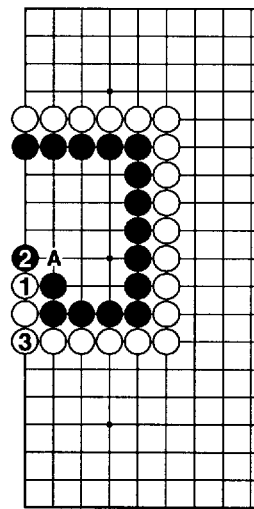


Diagram 1

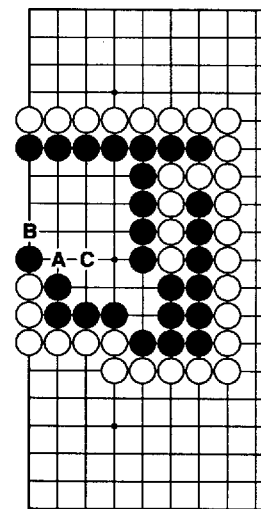


Diagram 2

tion would be drawn to the position, and he would spot the trap. So how to induce the necessary blunder?

There was one other largish yose left on the other side of the board. I played it first, deliberately choosing an inferior line which left behind a fairly large ko. As I had hoped, my opponent started the ko immediately.

It was still too early to spring the trap. I played two or three normal ko threats elsewhere, and the ko continued in the usual way. Then, with all the nonchalance that I could muster, I played A as a ko threat. My opponent played B without giving the position much attention, and I immediately abandoned the ko and captured the ten stones with the move which I hope that you have spotted. I am sorry to have to report to my readers that my opponent said a rather rude word, and then resigned.

Timing is of the essence with this type of rip-off. When you spot this kind of trap, don't play it at once. Work out at which stage of the game the opponent is most likely to regard it as a routine move requiring no particular thought. If you can spring it after your opponent has got into time trouble, so much the better.

In this case some preparatory work was needed, setting up a wholly unnecessary ko, so that the move could be played as a ko threat. The deliberate choice of an inferior yose sequence may also have had a beneficial psychological effect, giving the opponent the impression that I was losing my grip on the game, and therefore lowering his guard.

My opponent was a dan rated player.



Basic Japanese for reading Go Problem Books

compiled by Richard Hunter

● **Beginners, please note!** — Don't worry, you can play go well into dan level without knowing any Japanese characters. The following is to help those who wish to venture into using the various Japanese books of go problems now available.

Essential kanji

黒	kuro	black	正解	seikai	correct answer
白	shiro	white	失敗	shippai	failure
先	sen	first	生きalso 活	iki	life
番	ban	turn	死	shi	death
			コウalso 劫	ko	ko

黒先白死	kuro sen shiro shi	Black to play and kill White
白先黒死	shiro sen kuro shi	White to play and kill Black
黒先生き	kuro sen iki	Black to play and live
白先活	shiro sen iki	White to play and live
黒先劫	kuro sen kō	Black to play and make a ko
白先コウ	shiro sen kō	White to play and make a ko
黒先勝ち	kuro sen kachi	Black to play and win

黒番	kuro ban	Black to play
白番	shiro ban	White to play

第2問・初級	dai ni mon, sho kyu	Problem #2, elementary
第2題	dai ni dai	Problem #2
問題2	mondai ni	Problem #2
初級	sho kyu	elementary
中級	chu kyu	intermediate
上級	jō kyu	advanced
有段	yu dan	dan level
高段	kō dan	high dan level

Numbers 1-10

一	二	三	四	五	六	七	八	九	十
ichi	ni	san	shi, yon	go	roku	shichi, nana	hachi	ku, kyu	jū
1	2	3	4	5	6	7	8	9	10

Basic Japanese for reading Go Problem Books

Familiar Japanese terms

碁(囲碁)	go (igo)	先手	sente	一間	ikken
詰碁	tsumego	後手	gote	二間	nikken
手筋	tesuji	味	aji	星	hoshi
手抜き	tenuki	味消し	aji keshi	三連星	san ren sei
定石	jōseki	攻め合い	semeai	段	dan
布石	fuseki	見合い	miai	初段	shodan
眼あり眼なし	me ari me nashi	石の下	ishi no shita	寄せ	yose
五目中手	go moku nakade	セキ	seki	ヨセ	yose
中手	nakade	ジゴ	jigo	模様	moyō
ダメズマリ	damezumari				

Locations on the board

辺	hen	side	隅	sumi	corner
右辺	uhen	right side	右上隅	migi ue sumi	upper right corner
左辺	sahen	left side	右下隅	migi shita sumi	bottom right corner
下辺	kahen	lower side	左上隅	hidari ue sumi	upper left corner
上辺	jōhen	upper side	左下隅	hidari shita sumi	bottom left corner
中央	chuo	center			

Terms usually translated into English

死活	shikatsu	life and death
問題	mondai	problem
次の一手	tsugi no itte	next move (problem)
解答	kaito	answer(s)
変化	henka	variation
参考	sankō	reference
強い	tsuyoi	strong
弱い	yowai	weak
悪い	warui	bad
悪手	akushu	bad move
味が悪い	aji ga warui	bad aji
味がいい	aji ga ii	good aji
成功	seiko	success
勝つ, 勝ち	katsu, kachi	to win, a win
負ける	makeru	to lose
無理	muri	unreasonable
無条件死	mujōken shi	unconditional death
無条件生き	mujōken iki	unconditional life

Basic Japanese for reading Go Problem Books

序盤 中盤 終盤	joban chuban shuban	opening (fuseki) middle game endgame (yose)
形 眼形 愚形 欠け眼 筋 俗筋	katachi gankei gukei kake me suji zoku suji	shape eye-shape bad shape (e.g. empty triangle) false eye good shape move vulgar shape/move
隅の曲四目 本コウ 両コウ 万年コウ 二段コウ 一手ヨセコウ 花見コウ 花六 長生	sumi no magari yon moku hon kō ryō kō mannen kō nidan kō itte yose kō hanami kō hana roku chōsei	bent four in the corner (dead) direct ko double ko thousand-year ko (lit. ten thousand) two-step ko one-move approach ko flower-viewing ko (one-sided ko) rabbit six (lit. flower six) eternal life (defined as a drawn game)
取る 捨てる 石 黒の二子 急所 大場	toru suteru ishi kuro no ni ko kyūsho oba	to capture to sacrifice stone Black's two stones vital point large point

Points on the board

Points on the board are often referred to using a style equivalent to "abc" in English. It derives from a poem in Japanese.

い	ろ	は	に	ほ	へ	と	ち	り	ぬ	る	を	...	(hiragana)
イ	ロ	ハ	ニ	ホ	ヘ	ト	チ	リ	ヌ	ル	ヲ	...	(katakana)
i	ro	ha	ni	ho	he	to	chi	ri	nu	ru	o (wo)		(pronunciation)
a	b	c	d	e	f	g	h	i	j	k	l		(English equivalent)

Ten Best Games

by Bob Terry

Game Eight

Black: Ishida Yoshio, Honinbo
White: Rin Kaiho, Meijin
Meijin Title Match, Game 4,
1973

Komi: 5 points, with White
winning in case of jigo

Another jigo win for Rin! And what a jigo win! Up to that point Rin had lost nine straight games to Ishida, including the first three games in this Meijin Title Match. But now, with his back against the wall, Rin pulled out all the stops. He knew that no one had ever won a match after falling behind 0-3, but that didn't stop him from trying. This was the game that set the tone for Rin's comeback. He used it as a springboard to get back into the match.

The game is well played by both sides, but there is something extraordinary about it as well. Look at the ko fight on the lower side. White won that ko fight, and filled at 167. Then, he won the ko at 233, and filled there as well. And he ends by winning the game in jigo! Has anyone ever accomplished such a feat? Three kos in a row and Ishida couldn't win one of them! If he had, he would have won the game! Amazing!

Something similar happened in the sixth game, which was another slugfest, but Ishida played very weakly in the fifth and seventh games, so it is plausible to consider that Ishida really lost the battle here. And Rin's feat went into the record book.

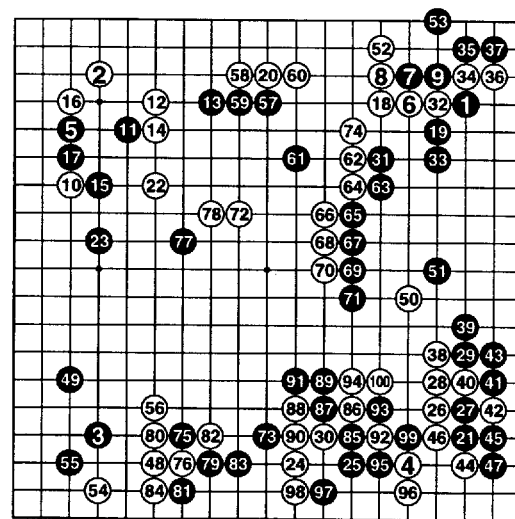


Figure 1 (1—100)

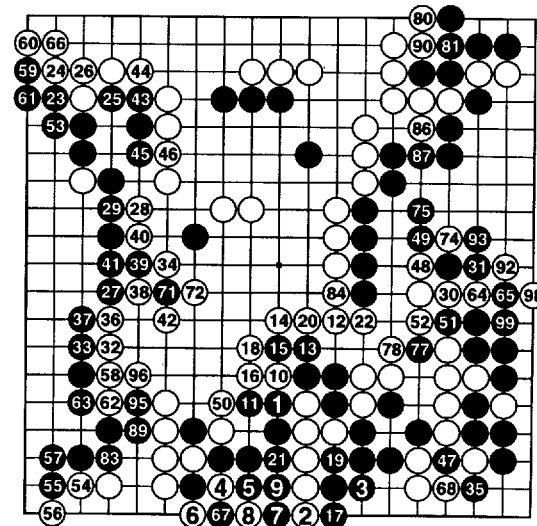


Figure 2 (101—200)

169 at 44; ko (108/167) 170, 173, 176, 179, 182, 185, 188, 191, 194, 197, 200

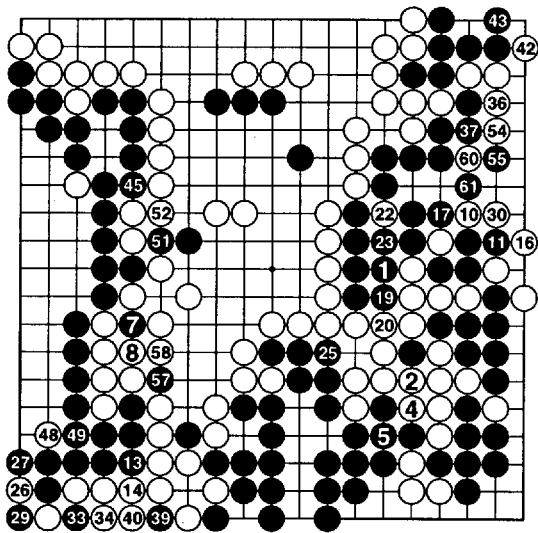


Figure 3 (201—262)

203 at 167; ko (108/167) 206, 209, 212, 215, 218, 221, 224; 228 at 167, 231 at 174; ko (226/229) 232, 235, 238, 241, 244; 246 at 233; ko (226/229) 247, 250, 253, 256, 259, 262

A Quirk in the Corner

by Charles Matthews

The position in Diagram 1 looks innocuous enough, assuming a stable White group on the lower side. If White wants to save the two stones in the corner there are defences at the 2-1, 3-1 and 5-1 points. At first sight it seems that the last of these, shown in Diagram 3, will be correct. But go is a game of mysterious depth and it can be that the first move shown in Diagram 3 is superior. Why?

There is no straight endgame reason to prefer either of these. In terms of forcing moves, why give Black the point A in Diagram 3 to help the left side group, and not award oneself the point B? And Diagram 3 is

inferior for ko threats — Black has two extra, worth six points, starting at B, then A, then one more. But in an emergency for liberties for White on the lower side Diagram 3 is the way to slow Black who has to make three approach moves to capture the three stones in the corner and get at the main White group — one more than for Diagram 2 if White lets the two stones go.

I made the wrong choice here in a lightning smallboard game against Paul Hankin last year. Paul skilfully revived a one-eyed group by putting me into damezumari, and the crucial point was exactly that I had followed Diagram 2 not Diagram 3 in the corner. A futile ko at the 1-1 point resulted, and I lost. The three stones in the corner in Diagram 3 were not relevant and could have been sacrificed (where earlier I

needed to save them to attack on the left).

These things happen in fast games, but this point on fighting shape was new to me and I'm not convinced I would have made a better decision with normal time limits.

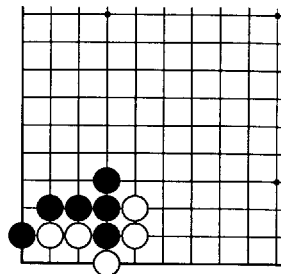


Diagram 1

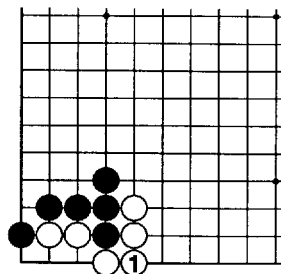


Diagram 2

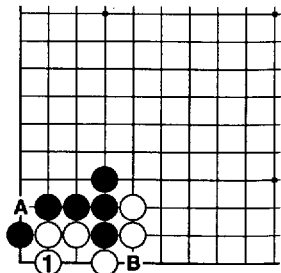


Diagram 3

Tuchola and Why

by Alison Jones

Some people cannot conceive why someone wants to spend two weeks in Poland playing go. These people have not attended a European Congress. I set out below just a few of the highlights of my two weeks. Yes, primarily I went for the go activities, but the high spots that make a good go holiday are usually more connected with the people and atmosphere than the tournament itself.

New Friends from Foreign Lands

As well as meeting up with old friends from previous tournaments I also developed new friendships. It is these that will affect my tournament calendar for the year ahead. Hence Andrew and I are considering such tournaments as Milan, Helsinki or Goteburg.

Football

I'm not a good sports player but I enjoy games. This year my normal tennis partner was absent so Simon Shiu and myself entered a team in the five a side football tournament. Our initial name, British Allsorts, proved optimistic, and we recruited some Slovenian players who enhanced the skill level of the team. Although not qualifying for the finals we did achieve our aim of scoring at least one goal, and I shall always remember Simon Shiu's impressive attack on a drainpipe, which narrowly missed his head, whilst he continued forward with the ball like a dedicated sportsman.

Swimming in the River Brda

On one of the days off I was lucky to be invited bird watching with Matthew Macfadyen. Four of us spent a happy day trekking through the woods of Tuchola spotting various little brown birds, bigger brown birds and huge ants' nests.

As the sun became hotter an impromptu swim was called at a convenient bend in the river. This was a river where you swim upstream. Francis Roads led the way. It was a novel experience to be paddling rapidly but progressing at about one yard in five strokes. Floating back to the bank was child's play!

Game Analysis

At all times of the day suitably strong go players were sitting around only too ready to analyse games, josekis, life and death etc., especially with a bribe of some beer lubrication. One afternoon I was astonished to find that six of us had whiled away over three hours on variations of just one joseki. I don't normally have the concentration!

Recorders and Crumhorns

As often at such tournaments a group of us had brought assorted musical instruments with us for some ensemble playing. We usually attract some newcomers who remember long forgotten skills learnt as a child. This year was no exception and we were joined by a Frenchman and a German.

Sight-seeing

I find sight-seeing in new places can be very tiring and it is not something I enjoy for

more than a day at a time. The big advantage of a go tournament is that there is no obligation to drag tired feet around yet another historic monument. I gain all the enjoyment of experiencing different culture, food and landscape but without the exhausting effort of sight-seeing. Andrew is free to go off on organised trips to castles while I relax at the Congress site, entering the various side events.

Restaurants

Go tournaments provide an excellent chance to sample the local restaurants, whatever part of the world you are visiting. Due to the somewhat monotonous menu at the Congress venue there was no shortage of go players only too willing to be enticed out to eat. The restaurant prices in Tuchola are such that there were no worries about the cost of such decadence.

Icecream and the Polish Language

Icecream is cheap in Tuchola. I soon discovered my favourite icecream booth to which, with icecream at about 12 pence a cone, I became a regular visitor. Over the two weeks my communication improved from mime and sign language until by the last day I was confidently ordering in Polish. The delight of the icecream seller as my pronunciation improved and my sentence grew longer is the sort of experience that encourages me to tackle the local language of whatever country I am in.

So whatever your strength and ability at go, I recommend that you consider next year's Congress in Italy. I hope I've shown that there is more to a good congress than simply go playing.

Squeeze Plays

by Paul Barnard

• First published in Issue 8 of *Swingoclep, The Swindon Go Club Newsletter*.

Squeeze plays are one of the slightly more advanced techniques of go, and are usually only used by players of 5 kyu and stronger. However, it is not so difficult once you know about them, realise how they can transform a game, and look for the opportunity to use them.

They can crop up in a few different ways. Sometimes they are part of a joseki, although not very often since they are so powerful the player getting squeezed is not likely to get an even result and therefore, by definition, it is unlikely to form part of a joseki. Sometimes they appear because you have played for them. Often they appear because what you were playing for turns out not to work and you need to find a way to get something out of the mess you got yourself into. Other times your opponent plays a stupid move and asks for it.

Diagram 1 shows one type of squeeze play. White wants to use his cutting stone to break out from the corner. How? Please satisfy yourself that playing hane at A does not lead to a breakout, nor does the clamp at B or the extension at C.

Diagram 2 is another example, which cropped up recently in actual play. The marked stone has become isolated and cannot be rescued. Black needs to try to use it to reduce White's potential territory around it. The two black stones marked X in the top left are part of a nearly secure group (not shown for reasons of space), and after the squeeze Black start to play for a connection with them. Spot the squeeze play.

Answers are on page 52

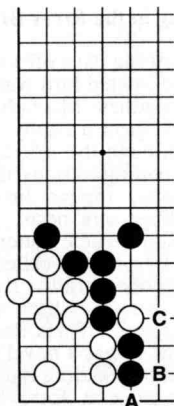


Diagram 1

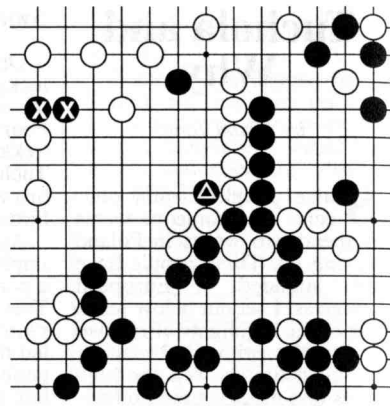


Diagram 2

NEW

FROM GAMES OF GO ON DISK

In *GoMaximiser* editions:

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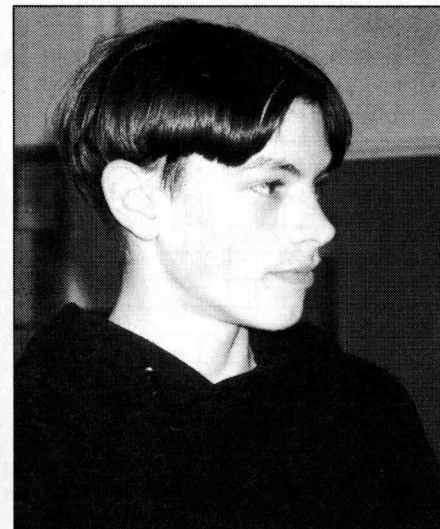
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Youth Go Championship

Winners

Photographs by Jonathan Chetwynd



David King, Under 16 and over all Champion



Emma Marchant, Under 14



Thomas Blockley, Under 12



Sophia Ellul, Under 10

A Dan Game from Poland

First published in
EGC Bulletin 5

In an interesting experiment the organizers invited three professionals to comment on a game from the main tournament between Adrian Passow (Berlin) and François Mizessyn (Montélimar). The professionals didn't hear the comments of their colleagues. The idea was that in this way differences in style and focus might show. The first commentary was by Mr Chun from Korea (K). Next Miss Hua from China (C) gave her view. Finally Saijo sensei (Japan) gave his opinions.

Mizessyn's job took him to Japan for two years. He speaks some Japanese. Once he spent five weeks in China, as his wife is half Chinese. In his experience Japanese tend to spend a lot of time commenting on the fuseki. The Chinese usually concentrate on analysing the fights in the middle game in their go magazines.

Black: A Passow, 4 dan
White: F Mizessyn, 4 dan
Komi: 7.5

Both K and J discussed the fuseki. J even showed a professional fuseki, where half of the pros think it is good for Black while the others favour White. C thought that the fuseki is not so important for amateurs. The differences are quite subtle and amateurs make their major mistakes in the middle game.

12: A or B are better. (K)

19: C is better, because of the fight which next starts on the left. (K and C)

J disagreed: when White 18 is already there, Black 19 is correct. The relation with the fight on the left is not so important.

24: A big mistake. It should

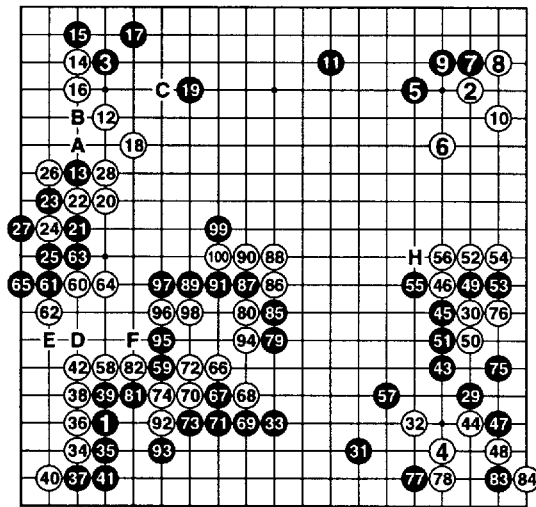


Figure 1 (1—100)

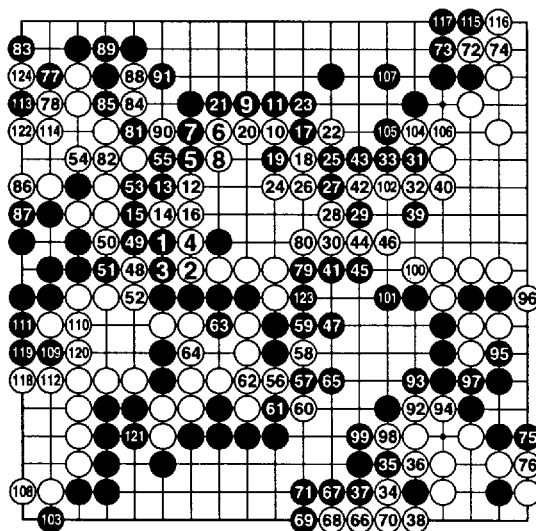


Figure 2 (101—224)

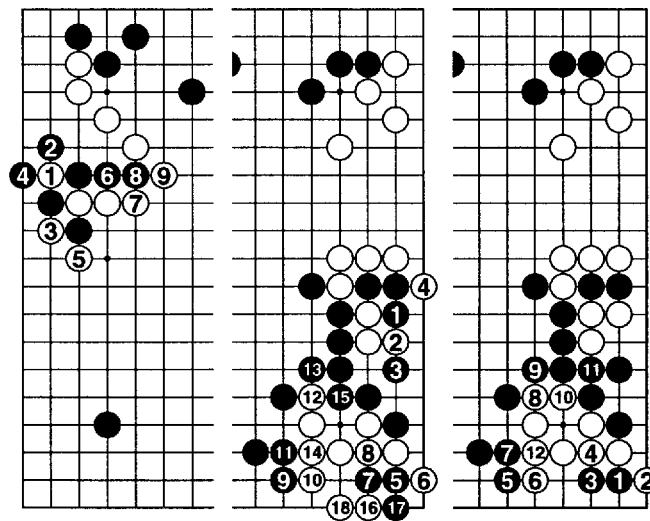


Diagram 1

Diagram 2

Diagram 3

be at 26. J: No dan level amateur in Japan would play like that. Black can't play as in Diagram 1 as the ladder works for White. (He might if 19 was at C.) After White 1, Black can locally connect at 3, but his shape would be less than with the beautiful ponnuiki in the game. So it is best to play elsewhere after White 1 in the diagram. If this was a professional game, it would be over after White 24.

31: Very good.

34: K and C said this should be at 44, but Saijo (J) liked the move in the game. After another Black move in this area, White could maybe still invade, but he could only hope to live on a very small scale.

37: Very bad. It should be at 38 or 42. K: I don't know which one is best.

38: C & J: Gives Black a chance to pincer at D. Immediately at 40 is best, Black 41, White 42, Black 39, White E. Next White can either play keima into the centre or attack the ponnuiki.

42: Too slow. K: Hane at 58

is better. C: Maybe jump to D.

44: After 43 is played, 44 should be at 57, making miai of a move in the corner and surrounding Black. (K)

45: A bad move; it should be at 57. Next the cross-cut only helps White to make territory on the right.

58: Probably a bad move. C laughed when she saw this move. Immediately at 60 is better. After 64 in the game, White is over-concentrated. K: At F is better.

59: A strange move.

63: Not necessary and not in the right place. Locally 64 is better, but tenuki might be best. K and J both showed 97, which goes for a moyo. K: Next Black might push up at H. C disagreed: 97 is only a paper tiger. (Perhaps it would be too easy to invade the moyo in an amateur game.)

66: K first said, "Nice move," but he showed White could invade deeper. K: 67 is better. C: 68 is better.

67: Defending doesn't help Black. After 74 the result is good for White. K: Attaching

on top of 66 would show a more positive approach.

75: J: Wrong endgame technique. Black should sacrifice another stone at 76. See Diagram 2. After Black 13, White 14 at 15 would not be sente, so White cannot do better than go for a gote seki in the corner. After the sequence to 76 in the game, White could live in the corner as in Diagram 3, a big difference in yose.

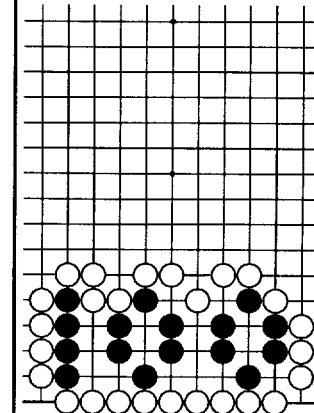
No more moves were discussed by the professionals. At the end of the commentary they again differed in opinion. Mr Chun thought the game is better for White. Miss Hua: "Slightly better for White." Saijo sensei: "An even game."

Mizessyn recorded almost the whole game for us. His feeling was that the game was close all the time.

After 224 there were two ko fights. White lost the game by half a point.

Problem "100"

To mark the appearance of Journal 100, Tony Atkins offers an appropriate problem.



White to play and kill

* 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 ONT. Tel: 01252-716925 (h), 0171-232-3554 (w). Meets at the Anchor, Bankside (just off Park St), Southwark, SE1, Thurs 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, 1 Creskeld Way, Allerton, Bradford BD15 9BA. Tel: 01274-542385. 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: Antonio Moreno, 96 Beaulieu Rd, Southville BS3 1QJ. Tel: 0117-9637155. 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), Univ Centre, Mill Ln, Floor 1 or 2, South Lounge, Thurs 8pm.

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.

Cheltenham: David Killen, 33 Broad Oak Way, Up Hatherley, Cheltenham, Gloucestershire GL51 5LG. Tel: 01242-576524 (home). Meets various places Thurs 7.30pm.

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 Ballabrooie Dr, Douglas.

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, Univ. of London Union Building, Malet St, Wed 6.30pm (term time).

Maidenhead: Iain Attwell, Northurst, Westmorland Rd, Maidenhead. 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 (h), 0181-562-6614 (w). 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, Sunnbrook, 37 North Hinksey Village, Oxford OX2 0NA. Tel: 01865-247403. Meets at Freud's Café, Walton Street, Tues 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, RG30 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.

Shrewsbury: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shrops. Tel: 01630-685292. Meets by arrangement.

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, 28 Silverdale Ave, Coton, Cambs CB3 7PP. 01954-210960. Meets at Royal Oak, Walkern Rd, Tues 8pm.

Swindon: Paul Barnard, 16 Braemar Cl, 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: 01984-623519. Meets Tues, Ilminster.

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

Wanstead & East London: Alison Jones, 11 Briarview Ct, Handsworth Ave, 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 Rd, Sandhurst 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, 01341-280066 (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.

Monkey Jump Workshop

Part 5

by Richard Hunter

In this part, we start looking at the monkey jump in life-and-death rather than endgame situations. The monkey jump can be a devastating move, striking from a long distance to pluck the eyes out of a group. For example, White 1 in diagram 62 reduces the Black group to one eye, killing it stone dead.

In diagram 63, White has attacked the Black group with a monkey jump. How should Black answer? It's essential to understand that life-and-death answers are quite different from endgame answers. In the previous parts, we looked at the best way to block White's penetration into Black's territory. The objective was to preserve as much territory as possible, and sente was an important consideration. The endgame answers (A, B, C, and D in diagram 64) are all bad for life-and-death situations. In fact, it's the bad endgame answers (E and F in diagram 65) that are best in life and death. No doubt this is a major source of confusion. If you understand this point clearly, you may find your groups dying less often. Black should play 1 in diagram 66. When White connects out with 2, Black throws in at 3 and squeezes, making two eyes with 7 and 9. Black could also start at 3, which leads to the same result. However, the standard endgame answer at 1 in diagram 67 is a fatal mistake in this life-and-death position. Even though Black captures two stones with 5, this only makes a false eye.

One key decision in life-and-death situations is whether to

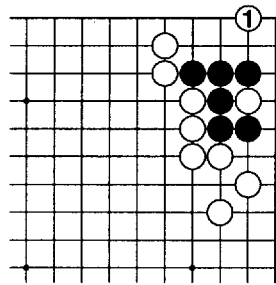


Diagram 62

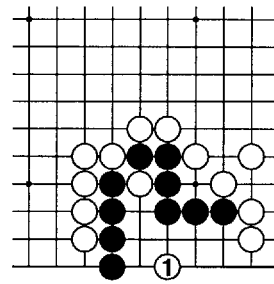


Diagram 63

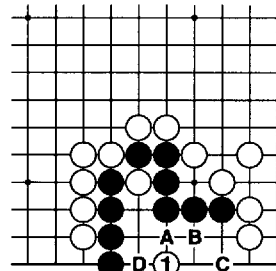


Diagram 64

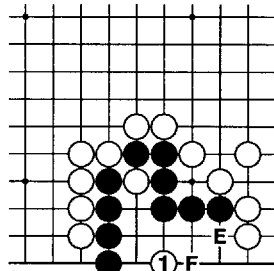


Diagram 65

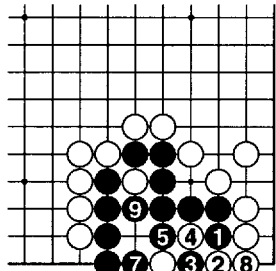


Diagram 66
6 at 3

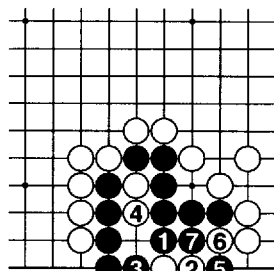


Diagram 67
8 at 2

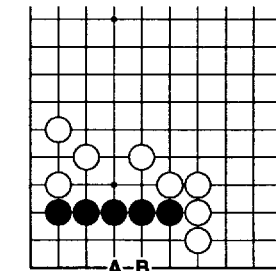


Diagram 68

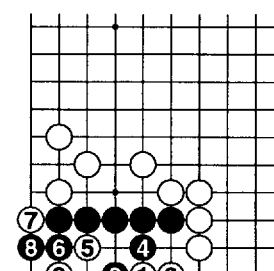


Diagram 69

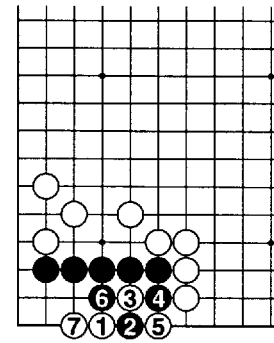


Diagram 70

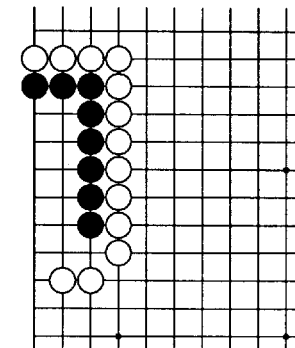


Diagram 71

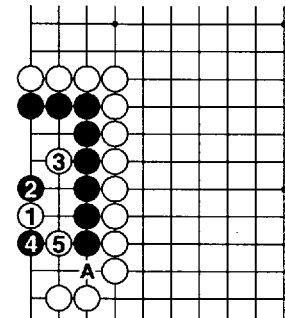


Diagram 72

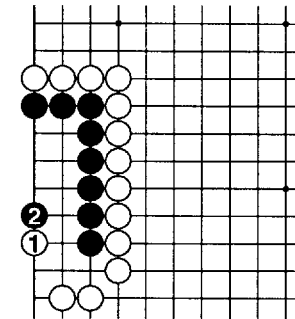


Diagram 73

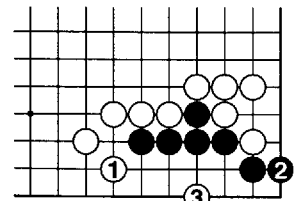


Diagram 74

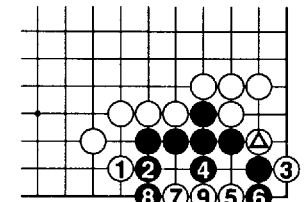


Diagram 75

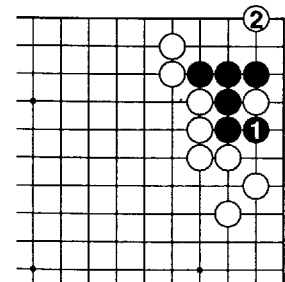


Diagram 76

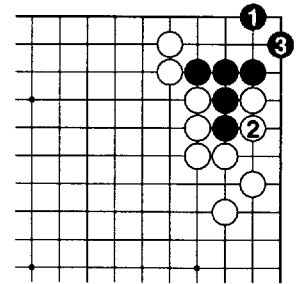


Diagram 77

attack with a large knight's move or a small one. In diagram 62, it's easy because the 2-1 point is clearly the vital point. However, in diagram 68, neither A nor B is an obvious vital point. White's killing move is the small knight's move in diagram 69, as the sequence up to 9 shows. The large knight's move in diagram 70 fails to kill the corner unconditionally. Black plays the squeeze we saw before. After 6, if White connects with 7 at 2, Black 7 is sente, so Black will get two eyes in the corner. White's strongest move is to extend at 7 and fight a ko. However, the small knight's move in diagram 69 kills the corner unconditionally.

Diagram 71: White to play. Which is better, the large knight's move or the small one? Diagram 72 shows that the large knight's move kills Black. Black cannot get a squeeze, as in diagram 66, because he is missing the key third-line stone at A. The small knight's move in diagram 73 leaves Black with too much space to be reduced to only one eye.

As we saw in diagram 62, the monkey jump can be a devastating move. Consequently, the threat of playing one is also very powerful. In diagram 74, White 1 threatens to play at 3. Black's descent at 2 in the corner is a well-known technique for increasing eye-space, but White's monkey jump at 3 proves fatal. Unfortunately for Black, however, simply blocking at 2 in diagram 75 is inadequate. White 3 to 9 kill him. This is not *seki* because of the marked white stone.

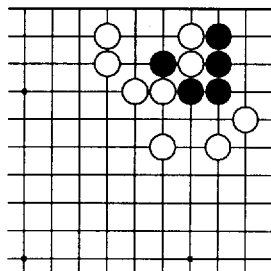
Diagram 76 shows the sequence leading up to diagram 62. As we saw, White's monkey jump is deadly. Consequently, Black cannot live by capturing one stone with 1. Instead, he should play on the 2-1 point himself as in diagram 77. (There is a proverb that says "the enemy's vital point is your

vital point") Then if White saves his stone with 2, Black manages to live with 3. Black 1 makes miai of 2 and 3. Whichever one White plays, Black plays the other one.

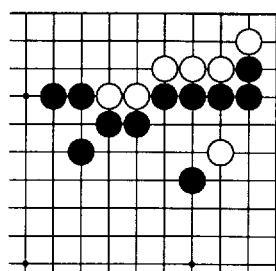
Problems

Here are some problems to test you. They all involve the monkey jump in some way or other in a life-and-death position. Some problems are how to kill and some how to live. Consider both a large knight's move and a small one, but consider other moves too because the monkey jump is not the correct answer to all these problems; the monkey jump may only appear in a failure variation, which of course you should read out too. Move-order is also important. The monkey jump is not always the first move. Some preparation may be required. And finally, some answers are ko, so read out the status of the group. All the problems are Black to play.

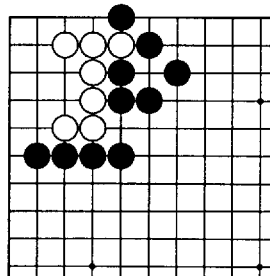
Problem 10: hint: move 5 is the hard one. Answers on page 56.



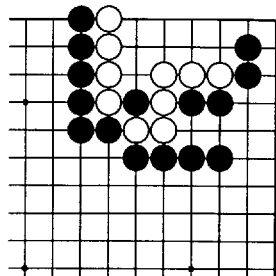
Problem 1



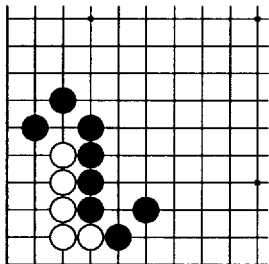
Problem 2



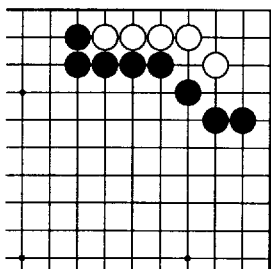
Problem 3



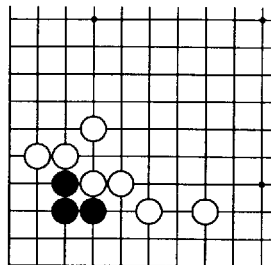
Problem 4



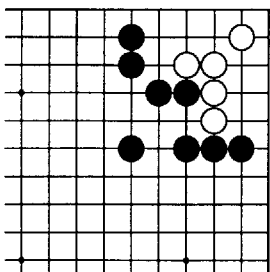
Problem 5



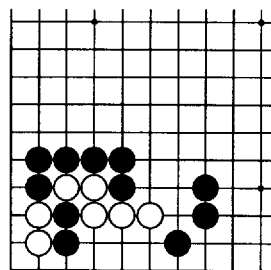
Problem 6



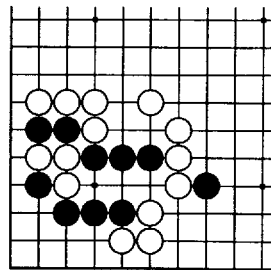
Problem 7



Problem 8



Problem 9



Problem 10

More About Time

by Alison Jones

Time Limits

There has been much discussion recently on the subject of time limits in tournaments. I have just returned from the European Congress where, playing as a 2 dan, I and my opponents were each allowed 2 hours plus generous overtime per game.

Many of my opponents, as they were quite entitled to do, used much of this time for tea, coffee or smoking breaks and frequently went into overtime as a result. Whilst I was aware that I ought to be using this time reading out yose, life and death or just counting, I frequently found there came a point when my concentration was just not up to the long time limits.

To be frank about it I become bored, with the resulting consequence that I play too fast in the yose in order to speed the game up and complete it. I have lost many a winning position (in my opinion anyway) from this over hurried endgame approach. This is a problem I need to overcome in order to be a stronger player. I recount it to make the point that whilst some players believe time limits that are too short do not fully represent their true 'strength' other players find that over long limits detract from their results by boring them into blunders.

I agree with Francis Roads that truly strong go players should be able to adapt their game to the time limits in question, whether long or short.

Overtime

I also saw instances at the European Congress where the top players (who had two and a half

hours each plus generous overtime) were in overtime in the early middle game. I have always understood that the point of overtime is to prevent losses on time through impolite players messing around by ploys such as filling in their own territory, whilst the game itself was supposed to be basically over within the stated 'time limits'. There now seems a trend towards using overtime as genuinely part of the game time which, to my mind, is not its purpose.

This use of overtime, whilst not a problem in the European Congress (with its one round a day timetable) does cause headaches for tournament organisers where there is more than one round a day. It is difficult to predict when games will finish, and one game can hence delay the start of subsequent rounds for all players at the tournament.

I therefore support the idea of 'punitive overtime', i.e. sufficient time to answer any silly moves by your opponent but not sufficient for serious move playing. Such limits include 25 or 30 stones in 5 minutes, or maybe fewer stones for the first period but an increasing number for subsequent periods.

A Plea to Slow Players

Finally, if you know yourself to be a slow player please try to start your games as soon as the draw is up. Those of you who attend Wanstead tournament know that we start players' clocks promptly. This is not just because we like being draconian but because we want the tournament to run on time and not have the majority of players hanging around because one game started late. Again this is why we discourage people from stopping their clocks for a coffee break. With a maximum twenty minutes timetabled be-

tween rounds for doing the draw this is necessary to let us run the tournament on time. We also find players themselves are reluctant to start their opponents' clocks, hence the organisers do it to save embarrassment. Over the years we have found that this policy is starting to pay off. Most players at Wanstead now recognise that when we say a round starts at 11am (for example) we mean it, and latecomers to rounds have been significantly reduced.

Cover Competition Result

by Brian Timmins

At the Isle of Man Congress a prize of £10 was offered for the best design for the front of Journal 100. The theme was very simple: 100.

There were 13 entries, most of them handed in within five minutes at the start of the dinner on the final evening, by which time your editor had nearly given up hope!

Several of the submissions were very good indeed, and it is hoped to use some of them in future issues, with modifications to the theme of 100.

However, one requirement was that if only a sketch was made it should be easy to reproduce, as it was hoped to complete the journal very soon after the tournament.

Emma Marchant fulfilled this requirement and also submitted one of the most original designs. Congratulations!

• Original ideas, (preferably presented camera-ready), photographs, etc., are always welcome for the front cover of the journal.

Bob Bagot writes:

I read the articles on tournament time limits with interest. Francis Roads is quite correct that there is a lot of muddled thinking on the subject — most of it was in his article. The two main points he made were:

a) one should manage one's time even to the extent of perhaps playing an inferior line, and

b) there is no proof that more time equals more skill.

The two arguments seem to be contradictory.

Francis's comment that strong players are strong at both ten minutes and ten hours is quite irrelevant. It certainly does not prove the game is the same whatever the time limits. If the game was the same, then strong players would finish all their games in ten minutes, whereas in fact they tend to spend more time when it is available. It is at the other end of the tournament room that players flash through their games and perhaps need to be taught how to use more time rather than be taught tricks of the trade to win in less time.

That is the serious flaw in Francis's article. He is writing about winning as though this was the sole object of the game. We are all amateurs ('by a street') and therefore the objective is to enjoy the game. This is done by improving one's play and by occasionally, just occasionally, playing moves, even whole games, to be proud of. I often spend a long time on a move looking for something better than my first thought. Often I don't succeed and even my first thought was not that good, but at least I am trying to play a thinking game — by thinking.

Longer time limits therefore are necessary to encourage people to think; to try and improve their play; to play a game that is memorable (I often

record games in the evening after a tournament but I cannot do it with a lightning game); and to play the game as it should be played. I agree with Francis that there is a maximum time after which play does not improve much. But there is also a minimum time under which play deteriorates considerably.

Although I can see great difficulties in the BGA Council trying to dictate the format of tournaments, I do believe they have some responsibility in this matter. If the balance was tipped too far towards quick play tournaments then it would be right for the Council to take some action. They have a responsibility to promote go, to regulate grades and to organise the British Championships (for which many tournaments serve as qualifying events). It is not sufficient to merely say, if you don't like the tournament format don't turn up. I want to play go but I also want to play the kind of go I enjoy. I enjoyed the Candidates' Tournament (time limits 1.5 hours) more than the Coventry Tournament (30 minutes). I am also entitled to try and persuade other people of the rightness of my point of view so that hopefully there will be more tournaments with longer time limits.

Francis talks eminent good sense on so many subjects — such a pity he got it wrong this time.

[Francis was offered the opportunity to reply in this issue but declined —Editor.]

Sue Hazelden writes:

Francis Roads cannot understand why women think men are so competitive. Clearly he has never played chess with one of my former boyfriends. It was his suggestion that we should play, and after a gap of several

years I did not much enjoy it. We played happily enough for several weeks until I got my hand in again — and beat him, just once. I was quite pleased, but he was devastated, and refused to play again.

Nor has he played badminton with another male friend of mine, who regarded it as a matter of honour that I should not score a single point against him. I was an aging novice, unfit and feeble; he, a fit and experienced youngster, taller, broader and stronger than me. I think he found it funny to leave me cowering at the far end of the court, but in the absence of another opponent it destroyed my desire to play.

If Francis still doubts me, he should throw a ball into a group of children of mixed ages and both sexes. (I can provide a Sunday Schoolful.) Who will end up with the ball? The biggest boys. Who will decide what the game is? The biggest boys. What will happen to the two and three year olds, desperate to join in? They will get trampled underfoot, and should the ball by some lucky chance fall at their feet it will be snatched away before they can even pick it up. Who will comfort the little ones? The girls, who will also have the intelligence to realise that they are wasting their time in this game, and start their own.

It would be unfair to suggest that all men (or even boys) play games this way — my initial introduction to badminton came from a perfect gentleman — but enough of them do to make me, at least, very wary. A game should be fun, and you should learn something every time you play, even if you lose. But if your opponent is determined to teach you only how much better than you he is, you will learn only humiliation and embarrassment.

So I am teaching my sons that anyone who cannot lose a board

game with good grace (i.e. without sulking or throwing the pieces across the room) will not be invited to play again. And if the rules of a ball game cannot be adapted to allow all who so wish to participate in a meaningful way, then we had better play another game.

As for go, my husband probably could teach me to play, and would enjoy doing so. He would do so courteously, encouraging me to develop to the best of my ability. I suspect he would also 'let' me win in the early days, and occasionally afterwards if he sensed I needed encouragement, trying never to let on what he was up to. At his club I know he enjoys teaching even complete novices, as well as stretching himself against stronger players.

But why anyone, man or woman, should want to spend hours poring over a random collection of black and white stones escapes me. What is there to show for all that effort? As the good lady said, "Life's too short to stuff a mushroom", and it's certainly too short for me to get to grips with go.

Leaving aside my personal and painful experiences, I don't know why more men than women play go, any more than I know why more men than women play football or cricket every weekend. But one reason may be that even in this liberated age, someone has to babysit on club nights and through tournaments. (Are there any couples with children under ten where both parents play go at a high level?)

And another may just be that women, on the whole, have better things to do with their time. Don't men outnumber women in chess clubs, model engineering clubs, and most other time consuming (dare I say pointless?) activities? At least with knitting (to me an equally boring pursuit) you can wear the finished result!

I am, however, looking forward to the day when our three boys are old enough to enter tournaments. I shall pack them all off to play their daft game, and spend the day pleasing myself.

Alison Jones writes:

Francis Roads wrote in the last BGJ that women do not like playing go because they find go players so competitive. I am as puzzled as Francis by this comment. For me, one of the attractions of go and go tournaments is the competitive element. It is a simple fact that I (and many other go players) like winning. It is the competitive edge to go that drives people to improve. A series of tournament losses, rather than discouraging me from playing, fires me with determination to study more books, josekis etc. so that it does not happen again. (Gerry Mills take note: I'm at my most susceptible to buying go books when losing games.) In my opinion it is only players that care passionately about winning that are likely to reach the higher echelons of British go playing.

However, while we can be as competitive as we like over the board it is important that we leave this behind when the game is over. This means being able to shake hands and smile with our erstwhile opponents even when smarting over a lost game. I recently experienced a win against another player who, unable to cope with the fact that he had lost the game, behaved with unacceptable rudeness, finally walking off leaving me to clear up the game. I believe it is this type of 'competitiveness' that may discourage female players.

If we are to attract and retain newcomers to the game, of whatever gender, age etc., then

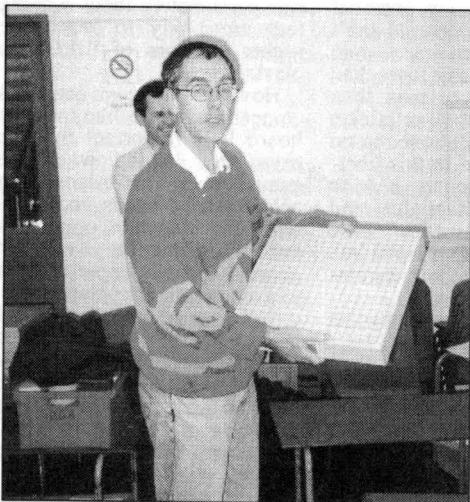
we must be prepared to treat them with politeness and respect, welcoming them into our clubs and tournaments. Newcomers need nurturing over a period of time (as opposed to just the first time they turn up at the club). Some women, particularly in the typical all male club environment, find it difficult to ask other players for a game, especially when the other players may all be stronger than them. The successful clubs, long-term, will be those that make the effort to welcome beginners, always ensuring that they get a game without undue delay.

Bob Bagot writes:

At the recent Leicester Tournament, I was presented with a magnificent go board, made by Dan Gostelow, on behalf of the BGA. I hope that you can print this letter so that I can thank the BGA membership for this gift. It is extremely useful, as for all the years I have played go I have never had a proper board.

I worked as Book Distributor for over seven years, and to be honest I enjoyed doing it. I hope I managed to do a reasonable job and I would particularly like to thank Toby Manning who always managed to find something nice to say about my work at the AGM, and whose suggestion to give me something was accepted by the meeting.

Some day I will get involved in the BGA again, but for the moment I am glad of the break. Thanks once again.



Bob Bagot receives special award at Leicester

**S. of Ipswich writes:*

Thank you for yet another excellent Go Journal. In reply to Francis's letter on page 38 I would just like to say...

When the moon grew wavy
and the gravy became all thin,
My love became a go player
and I gave up on him.

But not before I'd sampled
the horrors of the fight
The smiling, nodding man
putting my stones to flight.

"Men," I simply grumbled
"are obsessed by this stupid game!"
With these little bits of slate and shell
I proportioned all the blame.

Vanquishing my lover,
my board and stones and all
I walked into the sunset
forsaking the Tournament Hall.

I wandered 'cross the sand and sea,
not stone nor board to hold;
Of go-playing men, my life was bare,
my tesujis all grew old!

And then one day returning home,
battle blooded and footsore,
I awoke and realised true
that...
once a go player
always a go player
(woman or man)
Now and forever more!

A returning female!

* Correspondents, please always give your name and address! In this case they were deduced from initial S and postmark. (After all, there are not many women players.) Later this was confirmed by reports of a female go player reappearing at a tournament after many years' absence. Welcome back, S! — Editor.

European Go Journal

Subscribe now!

The Journal's main focus is on news and games from Europe, extended with news from China, Japan and Korea. We think the Journal will be of major importance for the spread of information throughout Europe.

However, mainly because of organisational factors we still don't have enough subscriptions. Please note that it is of the utmost importance to have sufficient subscriptions by the first of January 1996, otherwise production of the European Go Journal may have to be stopped.

Please fill in your name in the form below and send it to:

The European Go Centre,
Schokland 14,
1181 HV Amstelveen,
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A Kyu Game from Poland

First printed in Bulletin 5 of the European Go Congress in Tuchola.

After the game given below Anton Steiningger asked some German dan players, Malte Schuster (MS) and Achim Schulze (AS), for comments.

Black: A Steiningger (4 kyu, Austria)
White: M Kouznetsov (3 kyu, Russia)

6: A bad move. Black is happy to answer at 7. (MS)

10: Wrong direction (MS). It is better to play kakari from the other side. (MS)

11: Must be at B to punish White. (MS)

13: Can be omitted. (MS)

15: At E is correct shape here. (MS)

21: Bad; there is room here for only one eye. It invites White 22, which makes territory. (AS)

29: A play at 30 is more urgent. (AS)

30: Extending at 81 is larger. (MS)

32: This helps Black; it should be at 36. (AS)

44: At last! (AS)

48: Normal sequence is C, White 48, Black 49, White 52. (MS)

49: This separates the White stones. The follow-up is complicated. They could have got a similar result with the simple sequence of White 44 at 54, Black 47, White 57, Black 48, White A. (AS)

White points out that in the game Black's corner is smaller than it seems.

50: Should be at 52 immediately. (MS)

61: Enlarges Black's territory, but in gote. (AS)

67: Too small. (AS)

Gerd Mex joins the discussion and proposes a play at 131. Up to 87 White has a bigger basis. Black enlarges his territory but destorys his chances to build a bigger one in the centre. White makes a lot of profit in sente.

Both 127 and 128 are too small. Black 129 is better played immediately at 131.

The game went on to move 210. White won by half a point.

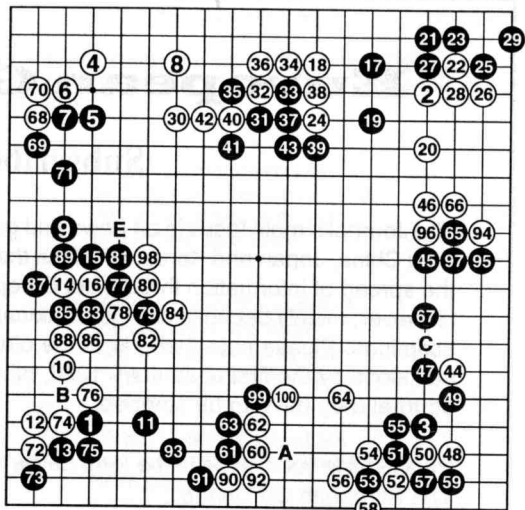


Figure 1 (1—100)

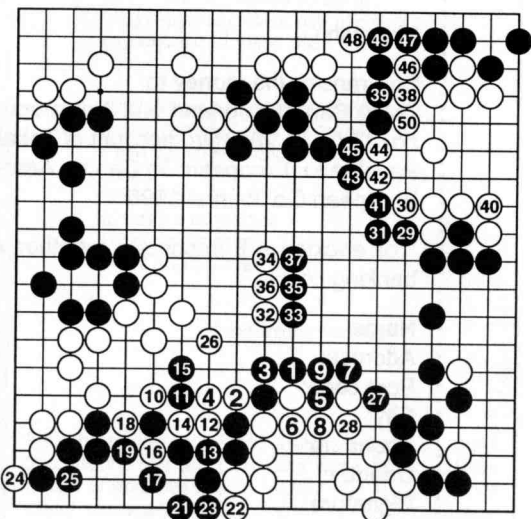


Figure 2 (101—150)
120 connects to the right of 118

Wanstead Wanderings

Tuchola 1995

by Francis Roads

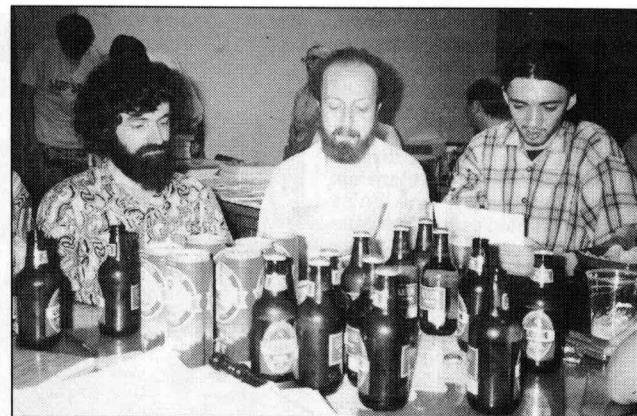
Go in nature; come to Tuchola!
Go in nature; it's where we are!

Go in nature; come to Tuchola!
It's the place that brings them in from near and far!

That was the chorus of the fifteen verse go song performed at the song party by a detachment of organisers. It is too long to quote in full here. It was written in Polish, and consisted largely of complaints about the two tournament directors, Janusz Kraszek and Wlodzimierz Malinowski, followed by comments about the personalities of some of the leading players. It was my privilege to help to make the English version.

"Go in Nature" was the congress motto. Tuchola is a forestry centre, and it was in a school of forestry that the tournament took place. You had to walk a kilometre or two to find the said forest, but it was very pleasant when you found it. We read much about pollution in East Europe, but judging by the abundant wildlife, this area in northern Poland is cleaner than much of our own country. We went canoeing on the local river on one day, and I have never seen such beautiful and numerous dragonflies and butterflies. On another day Matthew Macfadyen took some of us bird watching, and we saw an eagle.

So the motto was fair enough. There were 300 plus players there, but only nine Brits. As three of the nine were from my own club, I feel justified in



Matthew Macfadyen, Des Cann and Paul Donnelly (from Belfast) enjoying the après-go

claiming this as another Wanstead Wander. Furthermore, one of the few creditable British results was Wanstead's reaching the semi-final of the town team tournament. It's a bit of a mystery why so few of our members came this year. It can't have been expense, as the East European congresses are the cheap ones. My hotel bill worked out at about £11 per night for an en suite single room.

If it was food, language, or travel difficulties; well, people who are easily put off by such matters might have been right to miss this one. The organisers had opted for cheapness, and in the canteen, it showed. But there were a couple of restaurants, where you ended with a £4.50 bill for three courses and drinks.

As for language and travel, the following story will give you an idea what it was like. I had spent a few days in Poznan with friends before going on to Tuchola. It needed three trains to get me there. The first one was a few minutes late, giving me literally seconds to decode the timetable and find and board the next train.

So at the next station where I had to change, I was ready for the dash. I found what looked like the right train, and used my few words of Polish to enquire from a passenger if it were going to Tuchola. "Yes Francis, get in," came the reply. Two Dutchmen whom I knew from the IOM Congress had already discovered that it was the right train.

But it wasn't. It was after another three hours, a lengthy conversation with a train conductor with no common language, yet another train ride, and finally a ride in a private car driven by a friendly Pole who took pity on us, that we arrived in Tuchola. You can regard these experiences as perishing nuisances, or golden threads woven into life's rich tapestry, as you wish.

Tuchola itself is a very pleasant town. It has a charming central square surrounding a small park and the compulsory statue of St Mary. Poland is very Catholic, as we were reminded every day by the clangorous tintinnabulation from the local church - usually in the middle of a difficult semeai. It was just as well to have a pleasant place

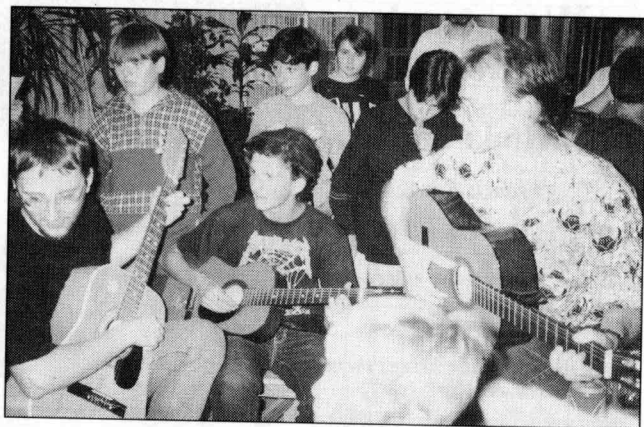
to go for walks on the doorstep, as after a few days, I gave up on the afternoon tournament and other side events. I got sick of interminable waits for draws to appear.

Yes, I am afraid that the administration of the tournaments was rather creaky. The Poles had had troubles; apparently the person in charge of the draw had resigned from his responsibilities a week before the event. They had recruited a small Dutch team to fill the gap. The Dutch have a reputation for efficiency in go organisation, but on this occasion they unfortunately departed from their usually high standards. A 90 minute wait for the draw to appear was experienced on more than one occasion.

A new feature was the use of Ing rules in the main tournament. The EGF has now adopted these as official, in order to keep the sponsorship money flowing (even though Hitachi were the main sponsor.) From the player's point of view, these are something of a drawback. You have clocks which count out the byo-yomi with a synthesised voice, so it gets quite noisy if several games in the same room go into byo-yomi together. There is a counting system based on the traditional Chinese method, some totally incomprehensible rules about triple kos and other repetitive positions, and eight points of komi for White. It was this last feature which I found most troublesome. I definitely felt more comfortable with White.

But don't get the wrong idea. I thoroughly enjoyed this event, for all its faults. The social side was first class. Unlike some European Congresses, we had a large room (the canteen) well away from the playing areas where we could congregate, order beers, play liar dice and pits, sing or just chat.

One of my chatees was the organiser of next year's Euro-



First performance of the Polish Go Song

pean Congress, Gionata Soletti. He has booked an air conditioned conference centre at a spa town near Venice for 1996. He was asking all the right questions about how to organise a congress, and I think it will be a good one. But it certainly won't be as cheap as this year.

What have I forgotten to tell you? There was the trip to the Malborg ('the most defensive castle in Europe' we were told, and left wondering where the aggressive ones were), and Gdansk, which is an attractive mediaeval city as well as having shipyards and Solidarity. There was a football tournament, in which an Anglo-Slovenian team competed with more enthusiasm than success. (Come to think of it, that describes quite a lot of the British go playing.) As for the tournaments, you will have to look elsewhere for final results, as I left before the final prizegiving to visit more friends in Koszalin. Is that an excuse to draw a veil over my own rather poor result? Yes.

This was the first European Congress to be held in Poland. I thought that the organisers had chosen an ideal location.

Such deficiencies as there were were attributable to inexperience, and I very much hope that there will be another European in Poland before too many years. Despite language difficulties, my abiding impression of Polish people, go players and non-go players alike, is one of great friendliness.

Go Kiburi Goes on Strike

by Steve Bailey

Go Kiburi was employed by a specialist distribution firm. 'We get it there overnight' was their motto.

A chemical firm employed him to assist in the transport of toxic waste from their factory to the rubbish dump.

He queried why this had to be done in the dark, and received dubious answers, so he refused to do the job. When asked why, he said that he knew you had to strike at the waste of the night's move.



EGF AGM: Main Points

Based on EGC Bulletin 5

One Minute's Silence

The Meeting began with one minute's silence for three prominent members of the go community who died during 1995: Alpar Kilinc, last year's Turkish representative, killed in a car accident at the age of 26, and two rivals for the European title around 1970, Manfred Wimmer (Austria) twice European Champion, and Jürgen Mattern (Germany) eight times European Champion.

New Members

A Lithuanian representative, Mrs Laimute Kuriene, had appeared at the Congress. Lithuania has 25 members, and the Executive granted them observer status for one year.

Last year the Turco-Japanese Friendship Association was accepted as a member. This was a matter of convenience for the Turkish players, since in Turkey an association with international contacts needs to be recognized by Parliament, a long process. Now they have organized the Turkish Go Players' Association, so far with seven members. Since a European Go Federation member has to represent the majority of the go players it is agreed that they are accepted as the new Turkish EGF member if they have 30 members (75% of the former total) by March 1st 1996.

It was decided to lift the sports boycott in accordance with the U.N., so Yugoslavia again became an EGF member.

European Go Centre

Erik Puyt explained that the European Go Cultural Centre promotion plan inaugurated in

early 1994 is now on its way. Material is available now to help weaker enthusiastic players. Currently translations in eight European languages are in different states of readiness.

Next Year's Congress

Gionata Soletti showed folders and entry forms for next year's EGC which will be at Abano Terme in Italy. Early entry is a necessity since most of the accommodation is in hotels. An Internet page is available with the latest information on the Congress. He wanted to scrap the Rapid Go Tournament in favour of the old Continuous Handicap and Continuous Lightning Tournaments. The meeting agreed.

1997

France is currently looking at a place near Marseille, with a place near Nice in reserve.

1998

Roumania are still choosing between the mountain resort of Brasov and the seaside resort Mamaia near Constanza. Russia had also put in a bid for the Congress, but, since the Roumanian economy seems more stable than the Russian one voting was in favour of Roumania.

The meeting decided that

congresses should be fixed at least four years in advance if at all possible. Russia, Finland and Slovakia were invited to provide a proposal for the AGM next year.

2000

Germany wanted the 2000 congress, to combine it with the World Fair in Hannover. The meeting gave priority to Germany, provided prices were reasonable. Again, a proposal is expected next year.

Honorary Members

Many players have been able to gain experience of the Ing rules and are happy with them. Hence the EGF proposes to call the Ing rules the Official Rules of the European Go Federation. The Dutch Go Association proposed that Mr Ing Chang Ki should be made an Honorary Member of the EGF for his support to the advancement of the game in Europe through the various grants and gifts made throughout Europe. This was accepted with general approval.

The Dutch Association proposed that Mr Iwamoto Kaoru should also be made an Honorary Member for his support in Europe through the establishment of the European Go Cultural Centre. This was approved.

POSTER COMPETITION

All go players, children, artists, writers and ideas people
We need YOU!

The BGA intends to publish a new glossy colour poster (two sided) for 6-11 year olds.

If you can provide original artwork, describe how or why to play go in a few words, there are good prizes of go bans or book tokens for the very best. All contributions are guaranteed a small prize. You can send a small part if not the whole. Please state your age if under 23. To:

Jonathan Chetwynd, Youth Coordinator, 105 Mysore Rd, London SW11 5RZ.

Using Our Time Wisely?

by Bob Bagot

When I played David Ward in the last round of the Candidates' Tournament I knew that it would be a long game as we both like to use every available second. The game might tend to show that our play does not improve with the extra thought, but we were trying to do our best. This game was important because the winner would finish on four out of six and a reasonably high place, while the loser would be on three and in the middle of the pack.

Once again I have tried to explain what I was thinking at the time. However flawed the reasoning, go players have a reason for their moves. With hindsight we might do something different, but then of course it is too late.

Black: David Ward, 2 dan
White: Bob Bagot, 2 dan

4: I like playing 5-3 points because they are different from 4-4 points! Here it is appropriate for reducing the influence of Black's left side position.

5: I hate playing against the Chinese fuseki!

8: I wanted to build up my own position before invading Black's.

10: I am hoping to invade Black's position twice, i.e. be greedy and not let Black have any territory at all.

19: After the game Shutai Zhang suggested one point to the left, i.e. a kosumi from 9, would be better shape.

20: Here goes — my second invasion.

26: I am confident that this ko will work out well. Assuming I win it then nearly all of Black's stones in the top left look silly to me.

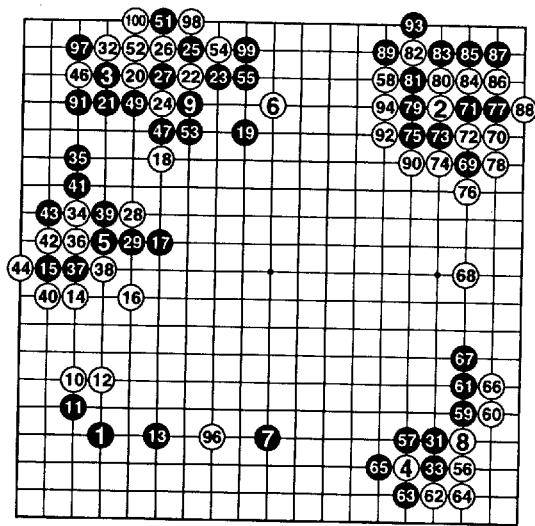


Figure 1 (1—100)
Ko: 30, 45, 48, 50 connects. 95 at 82

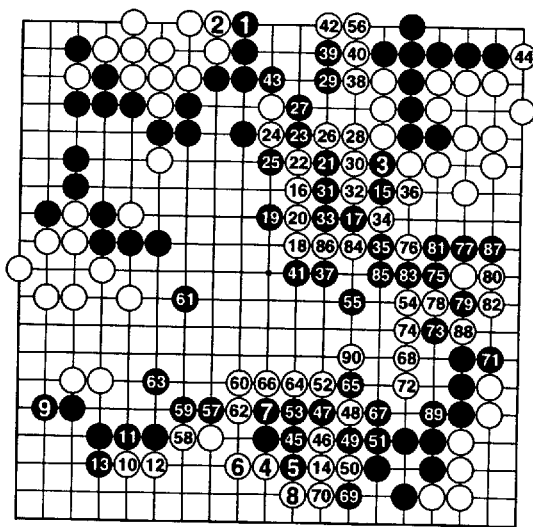


Figure 2 (101—190)

31: This is a big ko threat but I have no other threats so I shall try to attack in the top left corner.

34-44: Better sequences were pointed out after the game, but I was quite happy settling my first invasion group. Nobody likes to be squeezed, and to be honest I had not seen or read out this sequence, but basically I was satisfied with my position.

45-53: This time I did see the squeeze coming, but I was not impressed with Black's influence.

54: I live in sente at the cost of weakening White 6.

58: I wanted to forestall a Black move here, but as soon as Black played 59 I regretted it. Now I really am giving Black too much influence.

68: Black's position at the bottom is imposing, but I can invade the corner below 11 or between 13 and 7. I suppose my move would be better here on the fourth line, i.e. on the star point, to prepare for reducing something.

69-89: Another typical sequence where I get pushed around and end up with a tight live group. Suits me!

90: Surely sente.

91: I thought this was small. Black has a lot of follow-up moves but it is not actually sente against my group.

92-95: My turn for a satisfying squeeze.

96: I was torn between this move and connecting around 103, but with this invasion I was hopeful following Black's slow move at 91.

97-102: Black makes his sente follow-ups but even now his territory in the top left is negligible.

103: It was too much to hope to get this move in for White as well but now I am going to destroy his formerly impressive position at the bottom.

107: Looked strange to me.

109: This too seemed strange. It was nice to have such a live

group along the left side (following a sequence that was generally criticised after the game).

114: This is big but I am making a more or less live group healthier.

115: Black's stones at the top are suddenly working well together and my little bits of strong groups were not adding up to much.

116: I think I can afford to start a sixth group. I have not calculated either where it will run to or whether it is enough to win. So much for all this time we have to think.

119-120: strengthens my stones I thought rather than making them heavy.

121: Looks to be good shape but I had read out a sequence that would get me into Black's territory and win the game. If Black plays 123 first I could not see any way in.

138: An annoying little sente move.

140: I thought this was an even more annoying little sente move, but not as big as I thought, as with 144 the corner is still ko.

154: I really did not think Black had enough territory now. I had successfully reduced his influence at each point of the game.

156: Worth about 25 points.

164: I never even considered 165 which captures six stones.

173: Black was very short of time but makes a last desperate counter attack.

Most of the remaining moves I had read out and Black's position was collapsing.

190: Black had run out of time. Even if he captures all my stones 68-188 etc., which is highly unlikely, I reckon he was well behind.

The game contains so many mistakes one may wonder why we spent over three hours on it. But it was exciting and violent, and gave us a lot to talk about afterwards. Go as it should be!

Schools Go

Part 2

by Tony Atkins

As history showed, Furze Platt not only won the seventh Schools Championship on 17th March 1991, but went on to win their eighth title, on home ground, exactly eight months later, and a ninth title at Stowe on 18th October 1992.

Had the 1993 event been held before the summer they would have surely won a tenth; by the time it was held at Brakenhale on 16th January 1994, the top Furze Platt players Sam Beaton (2 dan) and Chris Dawson (1 dan) had left for university. As hinted in Part 1 (see BGI 82!) it was France Ellul's new proteges, Brakenhale School Bracknell, who were able to step in and take the Maidenhead school's place at the top. It had taken since their first appearance in November 1989 (not 1990 as stated in part one) for them to get sufficient strong players to take the title. On home ground they went on to win the 1994 title (played on 22nd January 1995) and then the 1995 title unchallenged on 10th June. With currently no Brakenhale players in the Under 18 section at the Youth and top player David King pushing shodan, it looks like another long run at the top.

Winners

- 1980-1983 Leeds Grammar
- 1984-1992 Furze Platt
- 1993-1995 Brakenhale

In 1992 a side event was started: the Schools Lightning Championship. Interestingly there have been four different winners in four years: Furze Platt, Culcheth (Cheshire), Commonweal (Swindon) and Brakenhale. Can any school out there become the fifth?

BOOKS

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Modern Fuseki and Joseki, Vol 2	20-D	G3	9.00
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Learn to Play Go, Vol 1	35-25	GMT1	10.00
Japanese books of problems by Maeda (various)			10.00

For terms and conditions of sale please see page 49

EQUIPMENT AND SUNDRY ITEMS

	Code	Price
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Plastic stones in bowls, and mat (Chinese)	SC	8.00
Plastic stones and boxes (Czech)	SS	7.00
Plastic mat (19x19 go board)	SM	1.50
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Replay Over IGS

by Hermann Marxer

● For information on playing games over IGS see Hermann Marxer's article International Go Server on page 7. As the dialogue is international, the English is occasionally odd, but it seemed best to preserve the original flavour of the discussion. NB: Some positions are identified using move numbers which the people discussing the game had not yet seen.

This game is from the Korean Wang Wi 1995. Wang Wi translates as "Seat of the King". The Wang Wi title is Korean's second most prestigious title. In the opinion of 'Jansteen' this game is very exciting to replay and can be considered as a modern classic.

Black: Cho Hunhyun, 9 dan
White: Choi Kyu Byung, 7 dan
Komi: 5.5

US (3 dan): Choi Kyu Byung became pro. at age 12, but he had left go for 12 years to study. That's why he is still 7 dan.

Jansteen (3 dan): Really, now he's full-time pro?

Maestro NR : Yes, Jan. He is playing very well these days.

9: Jansteen (3 dan): Next?

Maestro NR: 15 is usual.

Jansteen (3 dan): Right, 15 or...?

Brokko (1 kyu): Play at 10.

Jansteen (3 dan): Right.

10: BJ1 (1 kyu): 27 is also ok.

Jansteen (3 dan): Probably, BJ1, although Black could go for a moyo with A then.

Jansteen (3 dan): The moyo would not be of top quality though because of the group 5,9 shape. Which side to play tsume now, at 11 or B?

Brokko (1 kyu): At 11.

Jansteen (3 dan): Right again, Rob.

11: Jansteen (3 dan): Next? Let me rephrase: "Where is big?"

HRB (3 dan): A move at 12. Jansteen (3 dan): Right.

14: Jansteen (3 dan): Next?

Niceguy (3 dan): At 17?

25: Jansteen (3 dan): Black is very thick now. Where next?

SJ (3 kyu): At C.

BJ1 (1 kyu): C is not good now, it is too thin.

Jansteen (3 dan): Anyway White played that direction, BJ1.

Niceguy (3 dan): Play at 26? Jansteen (3 dan): D is heavy. Right, niceguy, 26 is nice and light.

32: Jansteen (3 dan): White settled nicely here, aiming to use move 20 later on.

38: Jansteen (3 dan): Black 33 was a privilege.

Cracker (3 kyu): why 37?

Jansteen (3 dan): Good question, Cracker, let us think.

When White answers E, F is an eye. When [if?] White answered like this, it is seki later on, right?

Niceguy (3 dan): F half sente.

Jansteen (3 dan): Right.

39: Jansteen (3 dan): Where next? (Reducing move.)

BJ1 (1 kyu): 40.

SJ (3 kyu): 40.

US (3 dan): 40.

Jansteen (3 dan): Good.

40: BJ1 (1 kyu): 41?

Jansteen (3 dan): Very good.

41: Shou (13 kyu): Why 41?

Jansteen (3 dan): 41 prevents White 41, and sets up G.

42: Shou (13 kyu): But now White can play J.

Jansteen (3 dan): J is risky, Shou. It doesn't affect Black, so you will be attacked with G.

46: Jansteen (3 dan): Shape now?

Cracker (3 kyu): K?

47: Jansteen (3 dan): K instead would leave a weakness at L and M, Cracker. Next move is a "pro likes territory" move.

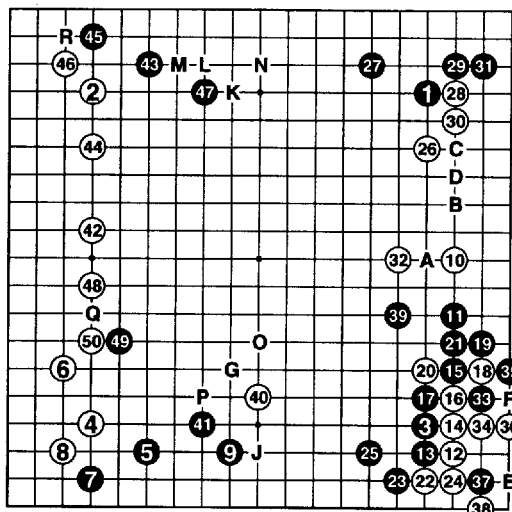


Figure 1 (1—50)

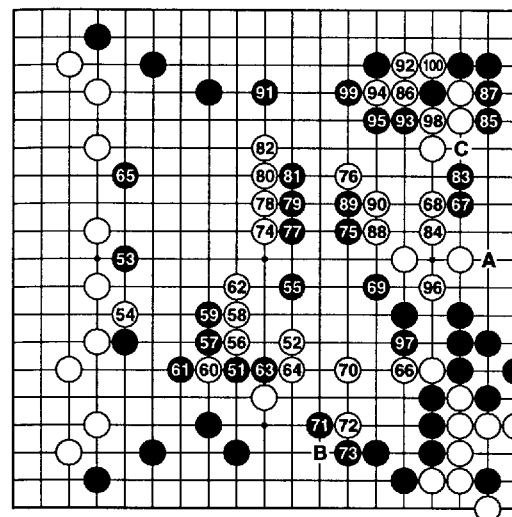


Figure 2 (51—100)

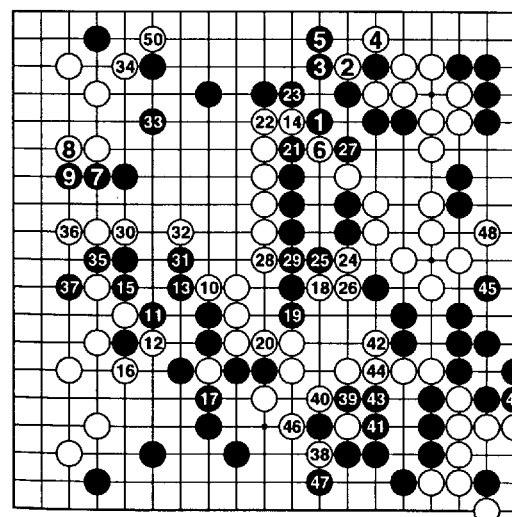


Figure 3 (101—150)

Where?

BJ1 (1 kyu): N? O?

Jansteen (3 dan): O is not the right way to attack; White would escape with P.

BJ1 (1 kyu): Q?

Jansteen (3 dan): Close, BJ1 US (3 dan): R, or 48.

48: Jansteen (3 dan): Good.

51: Jansteen (3 dan): The awaited follow-up of 41. How to deal with this attack for White?

Cracker (3 kyu): 52?

SJ (3 kyu): 52.

BJ1 (1 kyu): 52?

52: Jansteen (3 dan): Right; jump away lightly.

54: Jansteen (3 dan): How does Black continue the attack now?

HRB (3 dan): 55.

Jansteen (3 dan): Right again, HRB. With 55 Black attacks the whole group.

60: Jansteen (3 dan): Protecting the cut.

64: Jansteen (3 dan): This cut.

65: Jansteen (3 dan): Funny, how Black tries to combine kikashi with attack.

66: Jansteen (3 dan): White's move here is quite something.

67: Jansteen (3 dan): Black is also being positive. They play too complicated for me.

68: Jansteen (3 dan): 67 sets up A [in Figure 2] and wants to see that White will respond. Later White's choice might have been wrong or ineffective. That's the point of asking a reply at an early stage, without full information.

70: Jansteen (3 dan): Now B becomes an imminent threat, so...

74: Strengthening White's group, while attacking Black's.

82: Jansteen (3 dan): White 76 has been a nice inducing move.

85: Jansteen (3 dan): If now White 87, then Black C connects these stones.

118: Jansteen (3 dan): Korean games are sometimes really hard to understand, you have to

study them deeply.

130: Jansteen (3 dan): They keep on fighting, a very interesting game, this!

138: Jansteen (3 dan): They play all over the place.

145: Chucker (26 kyu): I am so confused, none of the moves relate.

Jansteen (3 dan): We all are, Chucker

171: Jansteen (3 dan): This game reminds me of the old Masters of the 17th and 18th century.

269: Jansteen (3 dan): This settles it, another ko, so White finally resigned this heroic battle. A great game, this, a modern master piece. White missed a good combination at the right side. I leave it to you to find it. It's at move 200 or 202. You already mentioned: "What's White doing?" Well, try to figure it out yourself, ok? So find the right way to play for White at 200. (Also 202 can still play the combination.) Please study it, ok? Thanks again, guys, it was very interesting.

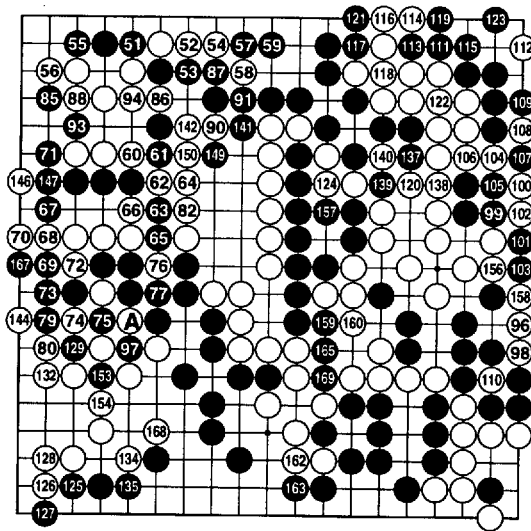


Figure 4 (151—269)

Ko (48/175) 178, 181; 183 at 176; 184, 189, 192, 195
 Ko (197/A) 230; 231 at 174; 233, 236
 Ko (239/240) 243; (197/A) 245, 248, 251
 Ko (239/240) 252, 255
 261 at 200, 264 at 50, 266 at A.

Squeeze Plays

Solutions

In Diagram 1 White creates a shortage of liberties for Black with 1 to 5, then uses them to squeeze with 7, to complete the connection underneath. If Black plays 2 at 5, White connects at either 4 or A, and Black gets his stones caught in a thoroughly nasty way.

Squeeze plays usually involve a sacrifice, and in Diagram 2 it is clearly going to be the marked stone, which can't be rescued. The first move must therefore be near the marked stone, so that it can't be captured on a large scale and white stones are forced into contact with it so that it can contribute to a shortage of White liberties.

Black 1 is the move, and although White tries, there does not seem to be any alternative to the sequence shown, or something similar. White ends up with a shapeless clump of stones with black stones all around, and Black has sente. White 4 at 7 would be met by a black stone to

the left of it; White would then be in atari and so would be forced to capture 3. Black 4 would be another atari, and after a White connection at 3, a Black play left of 2 would leave White with only two liberties, which would not be enough, and no way out.

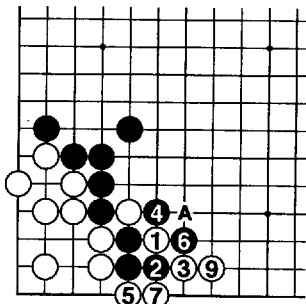


Diagram 1 8 at 1

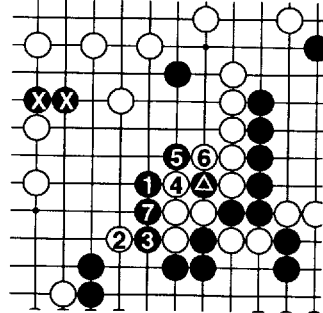


Diagram 2

History of the British Go Journal

by Francis Roads

I was first co-opted to the Council of the BGA (then known as the Committee) in 1967 for a purpose unconnected with any journal. One of the items on the agenda at the first meeting which I attended was a proposal from Jon Diamond and some other go players active at Cambridge that there should be a regular BGA publication. A prototype had already been produced, now known as BGG issue #0.

Games without diagrams

It had been typed and duplicated, on three stapled foolscap leaves, in the manner that we all took for granted in the days before word processors and photocopiers. All the material was technical; problems, professional games and joseki, and all was given in algebraic notation, as we had no means of producing go diagrams.

Committee meetings in those days were dominated by our first president, John Barrs. On the whole he was against the idea. He thought that the journal would be troublesome to produce regularly, and in this respect he was subsequently proved to have been correct.

He was also unimpressed with the standard of #0, and for this point of view he also had some justification, as there were typing and other errors, and the general presentation was not such as to impress any outsiders. But I had the feeling that his most serious objection was that he had not thought of the idea himself.

We decided to continue with the Journal with Jon Diamond as Technical Editor and John Barrs as Supervising Editor, i.e. giving John carte blanche to change anything he didn't like. Issue 1 had both a heading and a date (Summer 1967). It was priced at 1/6 for non BGA members, (that's one shilling and sixpence to you youngsters) and ran to 14 pages.

I can remember turning up to the London Go Club, as it then was, and being conscripted by John Barrs into joining the team that was sorting out and stapling together the pages, before we were allowed to play any go. Apart from technical material the issue included an explanation of the grading system then in use, which was numerical, and divided each of our current dan and kyu grades into two.

Before Ishi

There was no Ishi Press in those days, and there were only two go books available in English, plus the now defunct magazine "Go Review". So despite the now quaint-seeming algebraic notation, the BGG filled an enormous need for technical material.

Issue 2 boasted a heading in large blue letters, which represented the cutting edge of reprographic technology at the time. It included news as well as technical material. This included the 9th European Congress in Staufen, Germany, and an advertisement for the forthcoming first British Go Congress.

There was also a list of the BGA's 15 affiliated clubs, which is worth reproducing: Beecham Laboratories (Surrey), Bradford University (U), Bristol, Brunel U, Cambridge U, Glasgow U, Harwell, Liverpool U, London, Middlesbrough, Monmouth, Newcastle, Oxford U, John Ruskin Grammar School

(Croydon,) and Winfrith (Dorset.)

Issue 4 was the first to include graphic go diagrams. We had obtained cut and paste material from the USA, and it made a big improvement. But it was in short supply, and algebraic material still appeared. Reference to the graphic diagrams was also normally made algebraically.

The first picture

Issue 5 (June '68) was the first with a picture. The 30 players who attended the first British Go Congress are pictured outside staircase 9 of Jesus College, Oxford, with a youthful looking Francis in the back row. It was also the first with full board diagrams.

You would recognise in Issue 8 something like the present journal. It was lithographed to a reasonably high standard, and adopted the now familiar A5 format. It had 16 pages. Graphic diagrams were no longer a problem, and algebraic notation had been abandoned. The editorial included an apology for "the regrettable delay in this and the previous issue". Such apologies were also to become a familiar feature. Andrew Daly, then of Reading Go Club, took over as editor for Issue 10 in December '69. Apart from some advice about handicapping, there had been little in the way of non-technical articles hitherto. This journal contained a two page article entitled "How to Win Convents", by one Francis Roads.

How go was developing at this time can be gleaned from the fact that Issue 11 listed 24 clubs and no fewer than six books available in English. Issue 13 carried on its front page the sad news of the sudden death of John Barrs in January 1971. Although he had built it up more or less singlehandedly, he left the Association, and indeed the Journal, well enough

established to continue to grow.

Issue 15 reports the European Go Congress held in Bristol, with 41 participants. The editor once again apologises for late issues, and announces his retirement as editor. The following issue, for March '72, is the one and only that has my own name as editor. This had not been the intention, but the person whom the committee had appointed to do the job had done nothing. As the then President of the BGA, I felt that the buck stopped with me, so I edited the thing myself.

Enter Bristol

Enter the Bristol Go Club. Bristol is one of the BGA's most venerable clubs, and in 1972 it excelled itself by volunteering to take on the editorship of the BGJ as a club responsibility. The BGA committee eagerly accepted the offer. In practice the supervision of the editing rotated amongst four members, while the others assisted.

This arrangement lasted from Issue 17 until Issue 40 in February 1978. It represented the first of the BGJ's two periods of regular appearance and consistently high standards. From Issue 19 onwards we had the go kanji on our masthead, though it accidentally got printed upside down the first time! Issue 20 had the innovation of a crossword puzzle.

Issue 22 had a cartoon on the front cover. The 16th British Go Congress, then many years in the future, is taking place at Earls Court Exhibition Centre. Amidst the thousands flocking to the event stands a pathetic tramp selling second hand chess sets, and being moved on by a policeman. Events proved this view of the future somewhat optimistic, but I am surprised that subsequent editors have rarely published cartoons.

Issue 25 (October '74) was the first since #5 to have a pic-

ture on the front. It shows Paul Prescott playing the match in which he defeated Jon Diamond to take the British Championship for the one and only time. John Tilley looks on as match referee, with the Japan Air Lines banner in the background. 1974 was a good year for the BGA: as well as generous sponsorship from JAL we made an "Open Door" programme about go for BBC TV. Surprisingly, its transmission does not seem to have been recorded as such in the BGJ.

The opening of the London Go Centre is reported briefly in Issue 28 (July '75) but the picture of Mr Iwamoto and Stuart Dowsey at the opening ceremony had to wait for the next issue; this was also the first to have a commercial advertisement on the back cover, for Games Workshop, and the first to have 20 pages instead of the previous 16.

In Issue 32 we find an acknowledgement of a continuing problem with the Journal. Although its appearance had by now been very regular for some time, there had always been a long lead time in its production, so that up-to-date news had been difficult to convey to members. From May 1976 a telephone newslines was established at the LGC, relieving some pressure on the Journal. Issue 33 was the first with a coloured cover.

In the editorial of Issue 39 (January '79) we read that "it is time for Bristol to bow out of the job." The new editorial team was a group of London based players. As you may imagine, there was a little more to the matter than the quoted phrase reveals.

The London group were people who felt that the BGJ had got into something of a rut. There was indeed little innovation, and as the Bristol team included some kyu players, occasionally interesting errors

would evade the editorial eye. The London team convinced the BGA Committee that they could do the job better, and the Bristol team were, to put the matter bluntly, given the sack.

And, it has to be admitted, the new look journal, from Issue 40 (February 1978) onwards did have some improved features. The number of pages was increased, initially to 24, there was better design and presentation, and more variety in the type and level of material included. What we did not always get was regularity of appearance.

Three Quarterly

In 1979 only three issues appeared; the same happened in 1982 and 1983. Furthermore, one noticed that as time went on, the number of names in the editorial team dwindled. By 1983 the only names appearing as editors were those of Matthew Macfadyen and Andrew Grant.

I was not a member of the Committee that had sacked Bristol as editors, but I had always held reservations about the way in which the matter had been handled. I had wished that the expertise of the London players could somehow have been combined with the reliability of those from Bristol.

In fairness to them I should point out that the lack of one issue in 1983 was not entirely Matthew and Andrew's fault. The European Go Congress in Edinburgh that year had made a thumping loss, for reasons which need not be gone into here, and the Committee was only too pleased to save money by withholding an issue.

November 1980 had seen the publication of Issue #50, but apart from printing the number in large characters, little else had been done to mark the occasion. Issue 53 in March 1981 was the first with the now famil-

iar glossy cardboard cover.

In 1982 I had made another rather indirect contribution to the Journal's development by starting the BGA Newsletter. The telephone service had closed with the London Go Centre in 1979, and the problem of the Journal's long lead time was now being compounded by some late appearances. The Newsletter once again took pressure off the Journal by giving members news about tournaments etc. that was never more than a week out of date when they received it, leaving the Journal free to concentrate on its primary functions as an archive of go activity in Britain and a provider of supplementary technical material.

I use the word supplementary, because by the time we have now reached there was plentiful technical material available through Ishi Press books and Go World, which replaced the by now defunct Go Review. There is a continuing debate as to what sort of technical material the BGJ should include, and especially at what level of player it should be aimed.

Professional skill

By 1984 the name of Ian Meiklejohn is beginning to appear with increasing frequency as one of the editors. Ian was our first editor with professional skill as a publisher, and with one of these newfangled word-processors to boot. In this year the glossy coloured cover was abandoned, as an economy measure as the BGA picked itself up from the financial mishap of 1983. The number of pages was maintained at a fairly steady 28 or 32.

There is no doubt that under Ian's editorship the presentation of the Journal reached new heights of professionalism. In its content, and in particular in the matter of balance between

news, technical and chatty material, it took on an appearance very similar to that of today.

What it did not reach was new heights of regularity of appearance; there were three issues in each of 1984 and 1985, and only two in 1986, the fewest ever in the Journal's existence. I was personally involved in the production of Issue 67, in April '86. I could see the problem: Ian is something of a perfectionist, and to some extent his very high standards contributed to the delay.

Andrew MacPherson took over as editor in 1987. Like Ian, he was well equipped with up-to-date technology. He produced a couple of good 32-page issues for Spring and Summer 1987, but then seemed to lose interest. A somewhat apologetically named Winter 1987-88 issue followed. By way of compensation for its late appearance, it had 38 pages, the most ever. Another striking feature was the picture of Matthew Macfadyen on the front cover standing in front of some fronds. Those who know of his bird-watching proclivities can imagine him turning into a peacock!

No further issue appeared until Autumn 1988, when our present editor, Brian Timmins, took over. He was already Membership Secretary. I can remember a conversation with a senior member of the Council at the time. "Can he really do both jobs?" "If it were anyone else but Brian, I would say no." Brian has since relinquished the Membership Secretaryship, but for a period he fulfilled both responsibilities with unparalleled conscientiousness.

To start with, the presentation of the Journal took a backward step, as Brian had no access to the hardware that had been available to the previous two editors. In 1989 the BGA bought him the tools to do the job. Since then the Journal has

appeared with greater regularity than at any time since the Bristol era, and with hugely improved content both in quality and quantity. Issues have regularly contained between 40 and 60 pages, but never is promptness sacrificed to content.

I have deliberately dwelt in more detail on the earlier Journals, and I do not intend to comment further on recent issues. What I have still to say may embarrass our present editor.

I have lived with the BGJ since its birth in 1967. I believe that its publication is perhaps the most important function of the BGA. Together with the Newsletter, it unites all BGA members, especially those who are unattached to clubs, or who for any reason don't attend tournaments or order books and equipment. It is also our main organ for displaying externally, to the press or to potential sponsors.

As such, it needs to reflect BGA activity well, it needs to be of high quality, and above all, it needs to be regular. People who have joined the Association recently perhaps may not realise what difficulties there have been in achieving these goals in the past, and what a profound debt we owe our present editor for the sustained quality, quantity and regularity of the Journal's appearance in recent years.

Brian's success has been due in large measure to his skill as a manager. He has successfully delegated many of the functions which previous editors have tried to fulfil themselves. Only in this way has it been possible to produce so much so well so regularly. Long may his editorship continue, but when Brian does take an honourable and well deserved retirement from the job, let us hope that all the lessons of the past have been learnt.



Monkey Jump

Answers

by Richard Hunter

Answer to problem 1: Black must play on the 2-1 point in diagram 1. Then 2 and 3 are miai. If Black captures the stones in diagram 1a, White's monkey jump kills him.

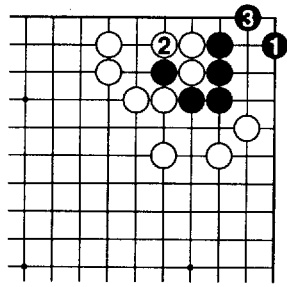


Diagram 1

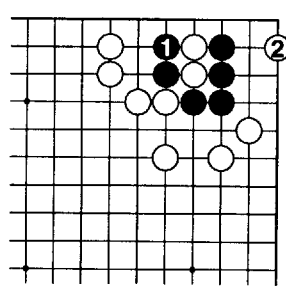


Diagram 1a

Answer to problem 2: Black 1 in diagram 2 hits the vital point. If White blocks at 2, Black hanes from both ends and kills him with 7. This is a standard group. White can wriggle and try to attack Black's weakness with 8, but nothing comes of it. If White takes the vital point in the corner with 2 in diagram 2a, Black swoops in with a killing strike at 3. The combination of 1 and 3 is quite beautiful.

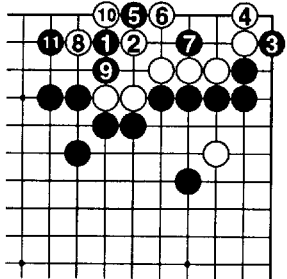


Diagram 2

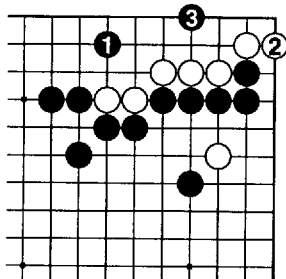


Diagram 2a

Answer to problem 3: The monkey jump in diagram 3 kills the corner unconditionally. The one-point jump in diagram 3a fails and so does the small knight's move in diagram 3b.

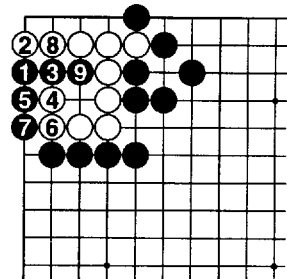


Diagram 3

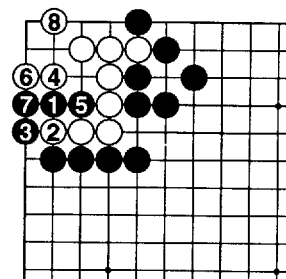


Diagram 3a

Answer to problem 4: Black must not start with the monkey jump. First he must extend at 1 in diagram 4. Then if White captures, the monkey jump at 3 kills him. If White descends to 2 in diagram 4a, Black plays a small knight's move to kill him. Starting with the monkey jump in diagram 4b gives White a ko. White plays the standard squeeze and Black is forced to take time out to extend at 7 to prevent White from getting two eyes. This lets White capture the ko with 8.

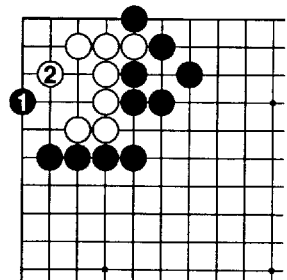


Diagram 3b

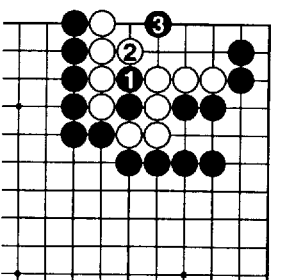


Diagram 4

Answer to problem 5: This problem was a little misdirection on my part. The monkey jump is the wrong answer. If Black simply pushes at 1 in dia-

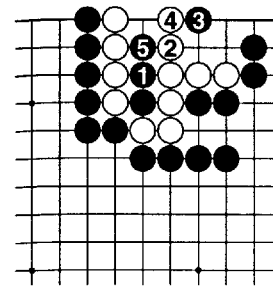


Diagram 4a

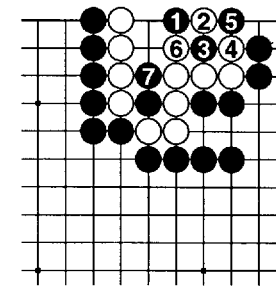


Diagram 4b
8 takes ko at 2

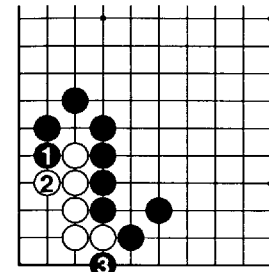


Diagram 5

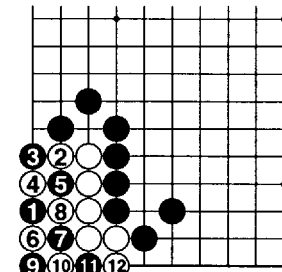


Diagram 5a

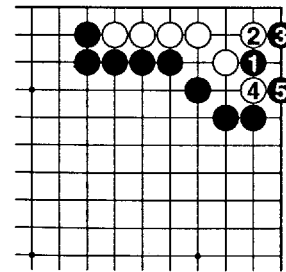


Diagram 6

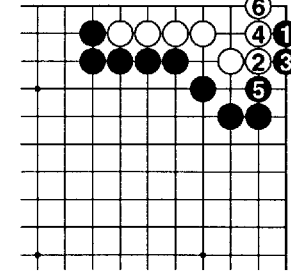


Diagram 6a

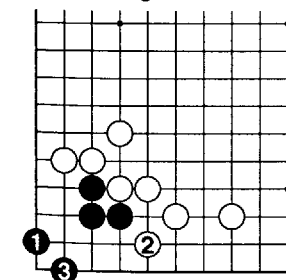


Diagram 7

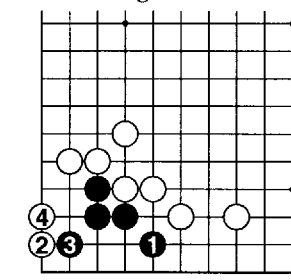


Diagram 7a

gram 5, he reduces the corner to an L+1 group, which as we all know, is unsettled. The hane at 3 kills it. The monkey jump in diagram 5a lets White squeeze and get a ko.

Answer to problem 6: This is another position where Black should not play the monkey jump immediately. The vital point is 1. Then, if White 2, Black gets a standard ko with 3 and 5. If Black starts with the monkey jump in diagram 6a, White 2 proves to be a more vital point.

Answer to problem 7: Black must jump down to the 2-1 point (diagram 7) in order to live. Protecting the sides fails as diagrams 7a and 7b show.

Answer to problem 8: The question here is which side to monkey jump from. Does it make any difference? Yes, it does. Black must play from the left, as in diagram 8. The position is not quite as symmetrical as it might look. If Black starts on the right, as in diagram 8a, the key third-line stone (marked) lets White get a squeeze. Black must play 5 and although White ends up with only one eye after Black's throw-in in diagram 8b, the hane at 10 and connection at 12 let him escape down the side.

Answer to problem 9: Black starts with 1 and 3 in diagram 9. Then the monkey jump at 5 provides a connection for the key stone at 3. White squeezes and captures the two black stones with 6 to 10, but Black recaptures and White has no eyes. Black's attachment at 1 in diagram 9a is a well-known endgame tesuji; if you know it, you might play it before you can stop yourself, but it only gets a ko. Starting with either a large or small knight's move fails, but this is left for you to prove yourself.

Answer to problem 10: This problem is rather difficult. Black's descent at 1 in diagram 10 is the correct way to start. This is not too hard to find, but Black 5 is. Black calmly allows White to play a monkey jump at 6. White's throw-in at 10 looks as if it kills Black, but White has got himself into a shortage of liberties. The cut at 19 in diagram 10a captures the White stones, so Black lives. Note the key role of the marked stone, which might have seemed irrelevant. Without it, White could cut above 23 and capture Black's cutting stones in a ladder. Black 5 in diagram 10b looks like a more reasonable move, but it fails. White 6 and 8 steal Black's eyes. Capturing at 2 in diagram 10c makes it too easy for Black. White needs to fill a liberty to make a fight of it.

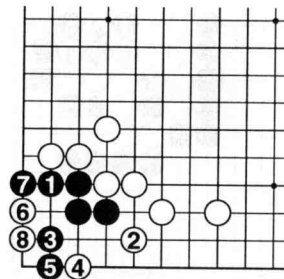


Diagram 7b

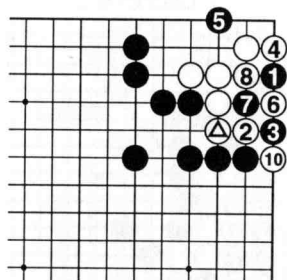


Diagram 8a 9 at 6

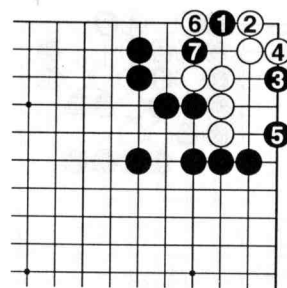


Diagram 8

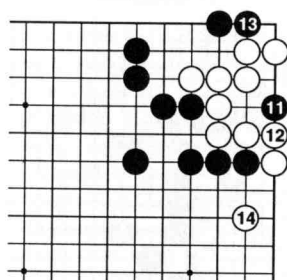


Diagram 8b

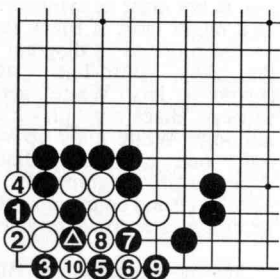


Diagram 9 11 at triangle

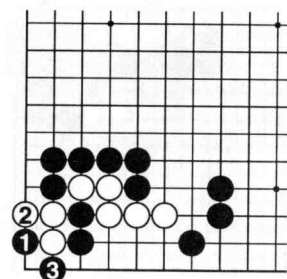


Diagram 9a

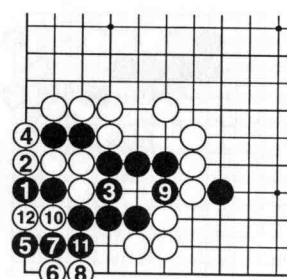


Diagram 10

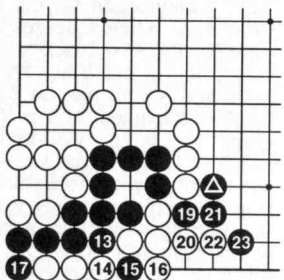


Diagram 10a 18 at 15

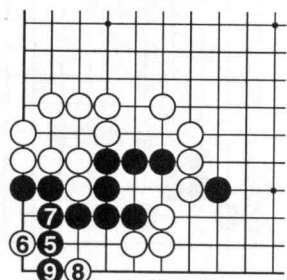


Diagram 10b

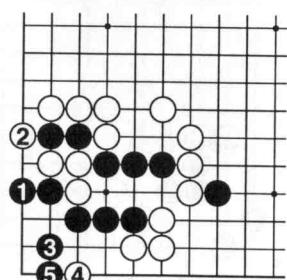


Diagram 10c

Tournament News

by Tony Atkins

Fly-Pasts

The VE Bank Holiday saw a record 36 players at Covent Garden battling for the right to play in the Challenger's League, with Messrs Macfadyen, Cocke and Webber. The biggest battle was against thenoise; apart from the usual buskers this year players had to contend with the fire bell, a parade of human insects and various World War 2 aircraft fly-pasts. However 5/5 wins who survived this were Des Cann, T. Mark Hall, Alex Rix, Piers Shepperson and Jonathan Chetwynd (thus earning his three dan diploma by beating 1 kyu Mark Wainwright in the last round).

It was the large attendance and the almost random way qualifiers are picked that has given rise to a rethink of the rules.

For shodans and kyu players it will be harder to qualify in the future as the best players rule has been replaced by simple use of the norm system (where a target number of wins, say three out of three, must be achieved in order to qualify).

In fact the new system only saw one player, Jo Hampton, qualify at the 17th Bracknell. This was not at ICL and not on FA Cup Final Day, but at a new rugby club venue, with appropriate large muddy pictures on the wall to put you off your game. However T. Mark Hall (4 dan Bristol/London) was not distracted as he won with 3/3. Others of the 79 there who won 3 were Antonio Moreno (2 dan Bristol), Jo Hampton (1 dan West Wales), Andrew Kettleby (3 kyu Cheltenham), Daniel Cox (6 kyu Brakenhale), Robert Finking (11 kyu Southampton) and Frances Weaver (30 kyu Brakenhale). Prizes also went to some of those on two wins as determined by LASOMS - Paul Barnard (1 kyu Swindon), Paul Margetts (1 kyu Epsom Downs), Reiner Mann (4 kyu Germany), Joe Johnstone (9

kyu Bournemouth), Anna Griffiths (10 kyu Furze Platt), Richard Dowling (16 kyu Brakenhale) and John Beckett (23 kyu High Wycombe). Francis Weaver was also the winner of the continuous 13x13.

Alternatives

The second May Bank Holiday is a busy one for go. As well as the World Amateur, overseas events included Amsterdam and Maryland. In Britain there was the Challengers for those eight strong players and the Scottish Open for those lucky not to be so strong. The Challenger's moved back to London, after its spell in the Midlands, back to Covent Garden. However fitting seven games into three days does not work and so one round is usually fitted in just before or just after. This is unsatisfactory and another reason to change the Championship system. Finally after all the games were played no one was unbeaten. First was Matthew Macfadyen who lost only to Matthew Cocke; Cocke was second having lost to Cann and Shepperson; Des Cann lost to Macfadyen and Shepperson, but had a jigo with Alex Rix; T. Mark Hall and Piers Shepperson got four and were to play off; Rix got 3.5; Nick Webber beat Jonathan Chetwynd. This meant Matthew M would be challenging Shutai Zhang again for the title and in the first game lost to the Chinese doctor.

Matthew also has the most points towards going to the World Amateur, though Shutai is catching up (but is currently ineligible). Next come Rix, Hall and Lee, with Cocke rushing up fast too.

As usual it would be one of the Wanstead 4 dans who would not make the Challenger's and dominate the Scottish Open at Edinburgh. This year it was Francis Roads' turn again as Al-

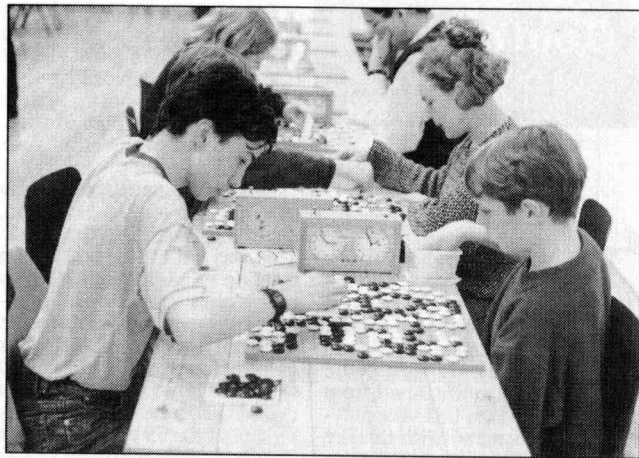


British Go Congress: Groot-Lippman v Wainwright (AJA)

istair Wall did not attend. However it was not an easy battle, despite him winning two clear games more than anyone else. Komi was set at 5.5 and so joint second was shared by Tony Atkins (2 dan Wokingham) and David Ward (2 dan CLGC) who were top of the four win group, their mutual game a half point to Ward. The same margin was seen in the Jones-Jones husband-wife game, a strong argument for six komi. Prizes were awarded in bands, going to Neil Ghani (1 kyu Edinburgh) with four wins, to Simon Marlow (4 kyu Glasgow) with four wins on tie-break from France Ellul (4 kyu High Wycombe) and David King (5 kyu Glasgow), to Jim Thompson (6 kyu Leicester) for four wins and to Nick Bethel (14 kyu Dundee) for 3 wins out of six. Despite the komi Edinburgh provides a good centre for a long weekend in Scotland and provides a chance to see some sights, taste the local dishes or to play cards in the Southsider bar until the small hours.

Small Weekend

Early in June there was a small weekend, on the Saturday for small people and on the Sunday for small boards. To ensure a youth and schools event equivalent to each calendar year a second youth event was held at Brakenhale School in Bracknell. Attendance was rather poor, maybe the school fete put off some of the locals from coming. Nobody contested the Under-18 Category and so the Under-16 winner took the 1995 Youth title; Brakenhale's David King, 1 kyu, was placed ahead of school mate Daniel Cox. Under-14 was won by local Emma Marchant ahead of Culcheth's David Bennett, and Under-12 was won by Tom Blockley from Worcester who scored 5/6 throughout the day,



British Lightning: M. Harrod v G. Brooks (AJA)

ahead of Graham Brooks from Swindon. Sophia Ellul won the Under-10. Players doing well in the handicap section were Anna Griffiths of Furze Platt and Tom Sommerscales from Culcheth with 4/6, and Nichola Hurden, Brakenhale, who was promoted to 25 kyu. No team felt up to challenging Brakenhale for the Castledine Trophy and so they kept the School's title for a third year.

Cambridge resurrected the British Small Board Championships after a gap of over ten years. They used the same venue as the Trigantius, but the summer weather was not so good as that in the spring and nobody was tempted into punting.

13x13 go is actually a very difficult game, especially when having to switch to continuous full board lightning in between rounds. Previous winner Francis Roads was expected to do well and despite a few near upsets succeeded in winning all six games. No other dan section players did well enough to win prizes apart from Richard Hunter, 4 dan, over from

Tokyo who got 9/9 in the lightning. The kyu player section saw equal winners in Paul Hankin and Tom Sommerscales on 5/6 from Cambridge and Culcheth respectively. Prizes for four wins went to Martin Solity (4 kyu Wanstead), Gary Quinn (2 kyu Teesside), Emma Marchant (15 kyu Brakenhale), Matthew Woodcraft (12 kyu Cambridge) and Richard Mullens (8 kyu Stevenage). Stevenage were the best club by a small percentage and every one else was given a share in a box of mints as consolation.

Quiz Questions

Leicester Tournament started a new idea this year - a general knowledge quiz for the teams to answer between rounds. Subjects were stones, bowls, boards and board games, with questions set by Eddie Smithers's wife Judy. Winners on 32/40 ahead of Wanstead were Swindon. Three different teams were involved in a tie-break for the go team prize though, Leamington, Hull and High Wycombe.

The last had gone home so lost to the other two. Top players for these teams were winner Matthew Macfadyen (6 dan), Stuart Brown (1 kyu) and Paul Clarke (8 kyu). Also on 3/3 were Jo Hampton (1 dan West Wales), Gary Quinn (2 kyu Teesside) and George Haig (16 kyu Swindon). Local player Richard Thompson (6 kyu) got a creditable 2/2 and William Connolley (3 dan) did well to only lose to Matthew Macfadyen in the last round.

The sun shone on the 40 players at Barmouth. The youth centre proved larger and just as convenient a location for the beach, Baron Allday's café (half price to go players) and the evening go room at the Tal-y-don Hotel (where cards, backgammon, jenga and even chess were also played). Confusingly as the "Being Francis Roads Prize" was an open competition the tournament had Francis Roads (4 dan), Francis Roads (3 dan), Frances Roads (2 dan) and Francis Roads (1 dan), all mysteriously from Wanstead. The prize was awarded to the four dan on tie-break of facial hair! Matthew Macfadyen kept the Welsh

Open title for a third time with a straight five wins. Also unbeaten was Brakenhale's Mark Harrod (11 kyu). Those on four wins were Simon Shiu (3 dan Teesside), Colin Adams (1 kyu Preston), France Ellul (4 kyu High Wycombe), Keith Osborne (13 kyu Wokingham) and the shodan Roads (alias Charles Leedham-Green). Matthew Holton (1 kyu Teesside) won the continuous lightning and the Friend's of Feng Yun won the team prize. The prize for first entry went to Brian Timmins who promptly offered to pay for next year. Claire Boxall (29 kyu) won the booby dragon and Alistair Brooks was the best 29 kyu.

World Amateur

Edmund Shaw, the Reading 5 dan, was the British representative at the 17th World Amateur in Tokyo. He came half way at 23rd and was rather disappointed in only winning four. He beat Thailand, Turkey, Belgium and the familiar figure of Woei-Haw Djap of Indonesia. He lost to USA, Jef Seailles of France, Gondor of Hungary

and Flood of Norway. Steve Flinter of Ireland won three to come 39th. At the top Hirata Hiranori of Japan finally won a tie-break to finish ahead of China's Yi Hang Shi. Miss Kan Ying of Hong Kong was 3rd ahead of Park Sung Kyun of Korea, Jong Moon Lee of USA, Wang of Taipei all on six. Bo of Australia, Rittner of Germany, Schlemper of the Netherlands and Mateescu of Romania were the best on five wins.

Grand Prix

Two tournaments earlier in the year not yet reported were Kazan and Bled. The Russian GP was won by Viktor Bogdanov clearly ahead of local Korean Lee Hyuk and Ivan Detkov. The Slovenian GP was decided on tie-break leaving Shen Guangji ahead of Czechs Radek Nechanicky and Vladimir Danek. Another tie-break at Milan again went against Danek and also against Jef Seailles of France, but in favour of Austrian Martin Mueller. At Budapest local favourite Tibor Pocsai won ahead of Romania's Lucian Deaconu and Poland's Leszek Soldan.

Amsterdam used to be a big affair, but lack of publicity saw numbers dwindle to 128 this year. More should attend as there is time to explore the city and access by train is quite easy now. Guo Juan won all her seven games; the best of the group on five wins were Robert Rehm and Shen. A few weeks later at Hamburg 153 players assembled to see the reverse result: Shen won all six games ahead of Rehm and Guo. At this stage with two tournaments and the European to go, Vladimir Danek was still leading the GP points table, but Guo and Shen were rapidly catching up.

LATEST: European Go Congress: 1 Guo Juan, 2 Miyakama Wataru, 3 Sumikura.



Youth Go: Daniel Cox (Brakenhale) (AJA)

Glossary

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.

Ponnukei: 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.

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.

Notices

On 28th July, in a closely contested fight, contender Kobayashi Satoru defeated Rin Kai Ho in the 3rd game of the 20th Kisei title to lead 2-1 in best of 5.

19th Whole National High School Champion of Champions Tournament was held from 24th-26th July. Over 300 games in a knockout with 3 members per school for the team trophy. Suzuki Noriuki, from First Year Tokyo High School, was champion over all.

Best girl player was Takei Misa from Osaka. Best boys' team was Tokyo Tsukuba. The best girls' team was Fukuoka Kyushu.

Russian guest Sveta Skikshina, 5 dan, came 15th. Quite an encouragement for European players!

Michael Vidler wishes to obtain *Go World* 2-6, 8-12, 23-25, 27, 49, 51, 54, 55, 57, 61, 65, 67. Write to him at Flat 1, 21 Ladybarn Rd, Fallowfield, Manchester M14 6WN, or telephone 0161-248 8957.

Contributions for next *Journal* by 4th November, 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.

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NEW!

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Another new book, also from California, "Fighting Ko" is an elementary book with many useful examples of ko fights. Some other repeating situations are also mentioned. Code YO4, price £8.

Goods Direct

The BGA bookshop, with a full range of books and equipment, will be at the Shrewsbury, Wessex and London Open tournaments.

NOW AVAILABLE

I have obtained a small number of **Small Magnetic Go Sets** in response to many requests. 19x19 board, 21 x 23.5 cm, and the complete box weighs about 0.5kg. Code MGS, £16.

Both first and second issues of the European Go Journal are now available, price £3 each.

Price Changes

Go Postcards reduced to £2.00, Chestnut bowls (for stones up to 8mm) increased to £38.00, Chestnut bowls (10mm) increased to £42.00

CHRISTMAS PRESENTS

For the adult or teenager new to go: The Beginner's Go Set (13 x 13), which is nicely packaged and includes brief instructions on how to play the game. Code 13GS, £10.

For children aged eight and over: "Learn to Play Go, Volume 1", a very easy book for beginners which includes a board and stones of cardboard. This is particularly suitable where a parent or older sibling is interested but knows very little of the game. Code GMT1, £10.

For a loved one who is a keen player: A pair of chestnut bowls (T372) £42, or a 48mm Gostelow board (GGB1) £42. Either makes a beautiful, enduring gift.

For a player who travels frequently: A small magnetic board and stones, (MGS), £16. - ideal for playing through games when on the move.

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