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# British Go Journal

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Number 102

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Front Cover: Go on the Rocks, by Ralph Freeman of West Cornwall Go Club.

# Tournament Calendar

**British Go Congress:** Durham, 12-14 April. Simon Shiu, 01642-534905.

**Anglo-Japanese 'B':** 28 April. For selection, David Ward, 0171-3543285.

**Candidates':** Cambridge, 4-6 May. By invitation only.

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

**Scottish Open:** 25-26 May. Stephen Tweedie, 0131-2283170.

**Challenger's:** June. By invitation only.

**Pair Go:** 8 June. Matthew Macfadyen or Kirsty Healey, 01926-337919.

**British Small Board Championships:** June.

**Leicester:** 15 June. Eddie Smithers, 01664-69023.

**Anglo-Japanese:** 22 June. By invitation. David Ward, 0171-3543285.

**Barmouth:** 29-30 June. Jo Hampton, 01341-281425.

**Devon:** 13 July. Alan Reid, 01364-643343.

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

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

**Milton Keynes:** 14 September. Andrew Grant, 01908-669883.

**Shrewsbury:** 6 October. Brian Timmins, 01630-685292.

**International Teams Trophy:** 13 October. By invitation only. David Ward, 0171-3543285.

**Wessex:** Marlborough, 27 October. Terry Wright, 01275-842258 (before 10pm).

**Three Peaks:** Thornton in Lonsdale, 9-10 November. Alison Jones, 0181-5279846.

**Swindon:** 24 November. Paul Barnard, 01793-432856 (before 9.30pm).

**West Surrey Teach-in:** 7 December. Charles Bockett-Pugh, 01252-878191.

**West Surrey Handicap:** 8 December. Charles Bockett-Pugh, 01252-878191.

**Anglo-Japanese:** 14 December. By invitation only. David Ward, 0171-3543285.

**London Open:** December—January. Harold Lee, 0181-4401001.

**London Youth:** January.

**Furze Platt:** January.

**School Teams:** January.

**Wanstead:** February.

**Oxford:** February.

**Trigantius:** Cambridge, February.

**International Teams:** March.

**Irish Open:** March.

**South London:** March.

**Coventry:** March.

*Tournament Organisers: Please supply information to the editors of the Journal and the Newsletter as early as possible*

# Notices

## Promotions

### To 1 dan:

Matthew Holton, Paul Barnard, Paul Donnelly, Paul Hankin, Tony Putman.

### To 2 dan:

Alex Selby, Jo Hampton, Paul Smith.

### To 3 dan:

Antonio Moreno, Toby Manning.

### To 7 dan:

Shutai Zhang.

*More notices on page 46*

## EDITORIAL TEAM

### Technical adviser

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### Diagram producers

S. Bailey, P. Smith

### Regular Contributors

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### Proof reader

K. Timmins

# British Championship 1995

## Game 5

by Matthew Macfadyen

The final game of the 1995 British Championship was held in an upstairs room over the Swindon tournament. It provided yet another demonstration of Shutai Zhang's ability to play with great precision in the late middle game.

*Black: Shutai Zhang, 6 dan*  
*White: Matthew Macfadyen, 6 dan*  
*Komi: 1/2. Time limit: 3 hours*  
*Overtime: 5 stones in 5 minutes*

20: It doesn't take long for the first fight to start.

26: White 26 is necessary to keep Black separated and give White things to attack. Of course the white stones are also weak but there would be no fun otherwise.

29: Black starts to remove the eye-space from the white corner.

37: Zhang is not trying to kill the White group, just looking for ways to embarrass it slightly.

39: This is how to play fighting go properly. There is no meaning in rescuing two stones on the side - White will escape easily - but with 39 Black keeps connected and starts to exact a price for White's weak group.

42: White 40 and 42 more or less force the big exchange which follows. Both players felt that the result was slightly better for White who settled a lot of worries by taking the lower side.

49: Normally Black would prefer not to play so close to his own thickness but the four stone wall is not properly connected to the centre stones yet and if he leaves this area alone White may manage to move out into the centre in sente.

54: The exchange to 54 adds territory to the White corner without doing much for Black's centre.

59: Black has to make territory in the centre.

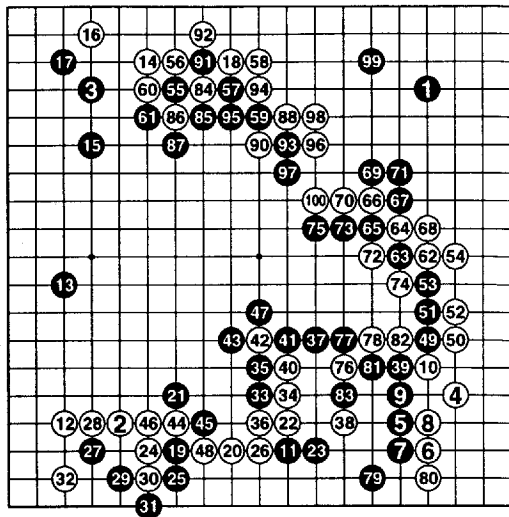


Figure 1 (1—100)  
89 at 55

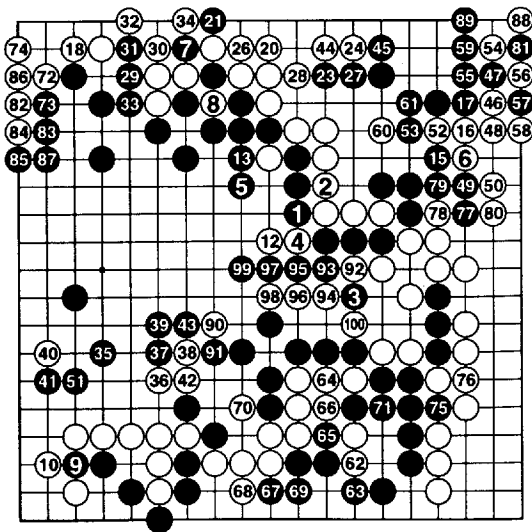


Figure 2 (101—200)  
111 at 91, 114 at 84, 119 at 91, 122 at 84, 125 at 91

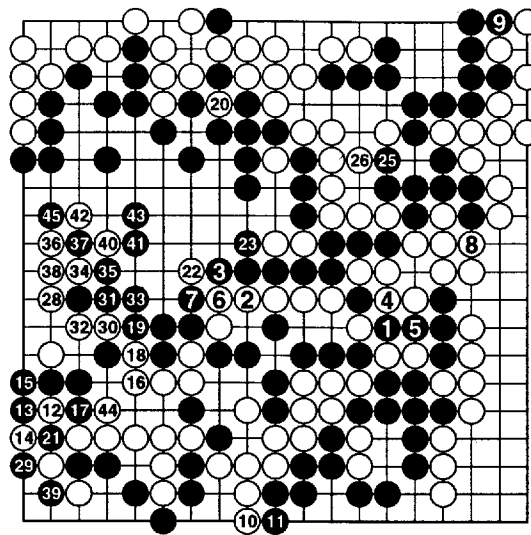


Figure 3 (201—245)  
220 at 84, 224 at 212, 227 at 221

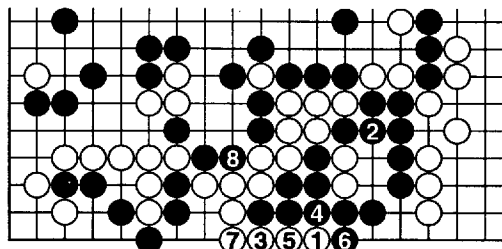


Diagram 1

71: Zhang switches his attention to developing the upper right corner. Losing three stones is big but not decisive.

83: There is no point in connecting in reply to 83. Black can live on the side. Later White may prefer to take points on the side and force Black to capture one stone. Actually I misread this area and as a consequence had too optimistic a view of the game.

88: White's plan is to nibble into the centre a bit from the top and then come in as far as is necessary in the lower left.

99: Black 99 is good. If he persists in capturing two stones in the centre White can play elsewhere (e.g. the lower left). 99 builds the Black corner and aims at weaknesses in the white group along the top.

106: This is now extremely big. Among other things I am getting nervous about the top left group and would like the option of capturing three stones as extra life insurance.

118: Big but thin. With a little more careful reading I should have played at 124 instead. That would be enough to

take the fun out of Black's ko while threatening significant damage to his corner. Getting to play first in the lower left is very important.

120: White has to defend this side otherwise seven stones will get cut off.

134: Black has sealed off the centre in sente.

135: Now Black is probably a little ahead. White's game plan has failed.

141: The 140-141 exchange is a loss for White.

148: I thought that this would need an answer.

161: Zhang's reading again proves precise. There is no way to kill the corner.

162: This was my delusion. I had been thinking all along that Black would have to answer this play by capturing one stone in the centre letting me take two on the side, but...

170: Diagram 1: This variation doesn't work. The white group is out of liberties

171: White lost a lot of points here. Now the game is effectively over.

192: The sequence from 192 has been available for a long time. It gains a few points for White but not enough.

220: Of course White should connect the ko in the lower left, but the game is unplayable for White by normal means and I am trying to dangle a carrot in order to make something strange happen. Unfortunately Zhang is Europe's top expert in this type of boat rocking manoeuvre and he knows exactly what is going on.

229: Impressively calm. Black has to have read out the ensuing fight precisely.

239: The point is that although White can probably live inside the Black territory he cannot do so in sente and the whole White group at the bottom is now unstable.

244: The whole White group will die if this move is omitted.

245: White resigns.

# Years Ago

by Tony Atkins

## Thirty Years Ago

Go in Austria was back on an organised basis and in the Soviet Union there was a 13x13 tournament in Leningrad. The first ever go event was held in Cairo.

Plans were well under way for the tenth European Go Congress to be held in Eltham, London. In America Richard Bozulich had a go column in a newspaper.

In Japan the 1965 Judan was Takagawa. Sakata lost the Tengen to Ohira 3-1, but won the Oza defeating Rin Kaiho. Kitani Reiko was the 1966 Women's Honinbo.

## Twenty Years Ago

The first Northern Go Tournament was held at Manchester Polytechnic in the Autumn of 1975. Local man Colin Irving beat Toby Manning and 54 other players to receive the Red Rose Shield donated by John Barrs's widow. The 6th Wessex was won by Reading's David Sutton (2 dan). At the London Go Centre, as well as professional visits and the normal events, the final of the British Championship was gained by John Diamond 3-0 over Paul Prescott. At the same venue the London Open was won by K. Hirama from Japan ahead of M. Nashiwa and Robert Rehm. The first Leicester was won by Birmingham shodan Mark Hollings. The British Go Congress was held at Imperial College and was attended by 108 players; the winner was M. Nashiwa.

At the end of 1975 Otake took the Meijin 4-3 over Ishida and again Otake beat the same

opponent to take the Oza. The first Gosei was won by Kato by beating Otake and the first Tengen was won by Fujisawa beating Ohira 3-1. Kitani, famous for teaching many of the top pros, died on 19th December 1975 aged 66.

## Ten Years Ago

In the Autumn of 1985 Richard Granville won the Northern ahead of John Smith and Edmund Shaw (3 dan). At Wanstead Matthew Macfadyen beat Terry Stacey to take first prize. West Germany won the first European National Team Tournament in Warsaw; the British team of Macfadyen, Barty, Granville and Rickard were third.

Having challenged for most of the previous seven years Terry Stacey finally won the 1985 British Championship 3-1 against Macfadyen. Korean J.Y Lee won the Nottingham, Jim Barty the Wessex, H. Washita the Edinburgh and Tony Atkins (1 kyu) the Black Bull Handicap. André Moussa of Paris cleaned up at the London Open winning first prize and the Lightning. The 1986 Oxford went to Stacey, and the Trigantius to J.Y. Lee. Macfadyen was the best of the 86 players at the 1986 British hosted by Brian Timmins at Crewe and Alsager College.

Brian Chandler won the lightning and Bristol won the first Nippon Club Cup.

In January 1986 Cho Chikun was badly hurt in a road accident whilst helping an injured motorcyclist; he fought the tenth Kisei title in a wheel chair but lost 4-2 to Kobayashi. Previously Kobayashi had also won the 1985 Meijin, but lost to Kato 3-0 in the Oza. In 1986 Kobayashi kept his dominance of titles by winning the Judan 3-0 against Takemiyu and then the Tengen beating Sonoda.

# Introducing NNGS

by Erik van Riper \*

NNGS is a go server located in Queens, New York, USA. It is small, friendly, and places great emphasis on teaching. There are facilities to replay games, from the large collection of professional games or your own games, so that you can review them with your partner or show them to other players for immediate comments. You can also play pair go or even take a look at a go problem whilst you are waiting for the next game.

NNGS has a website where you can easily download the interface program that you need with a mouseclick, and the entire manual for the server is contained on one page, for easier offline perusal.

The built-in ratings system is designed specifically to keep track of players' relative ratings, allowing for appropriate handicaps. You can also keep track of your playing level by looking at your personal ratings graph on the web and there are automatic 19x19 and 9x9 ladders.

NNGS also organises tournaments; the current one is in full swing. The main prize, a teaching game with Feng Yun, will no doubt be fiercely contested. (Thanks to Paul Margetts for organising this.) You can look at our World Wide Website at:

<http://imageek.york.cuny.edu/~cpu/NNGS/index.html>  
or visit us here: telnet imageek.york.cuny.edu 9696

At approximately 80p an hour for BT charges plus about £11 for a service provider per month it is a cheap and convenient way to meet go players from all over the world!

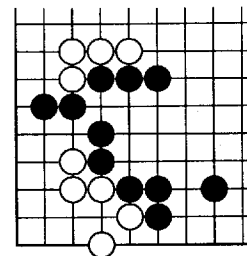
\* Name and address supplied.

# Monkey Jump Workshop

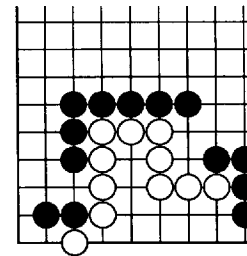
by Richard Hunter

## Part 7: More Problems

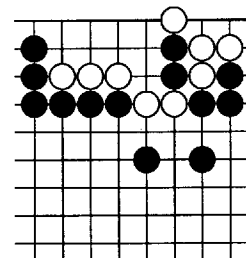
Here are some more problems to test you. They all involve the monkey jump in some way or other in a life-and-death position. Some problems are how to kill and some how to live. Consider both a large knight's move and a small one, but consider other moves too because the monkey jump is not the correct 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. Problems 19 and 20 are very similar. Black's shape in the corner is the same in both, but Black has a stone on the left side in problem 19 while White's position is stronger in problem 20. All the problems are Black to play. Answers on page 26.



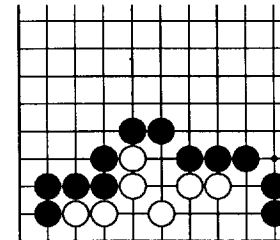
Problem 11



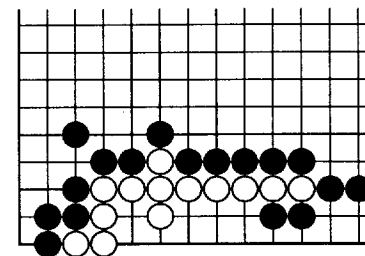
Problem 12



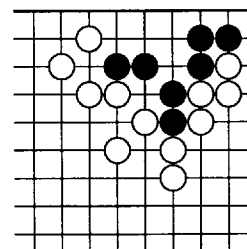
Problem 13



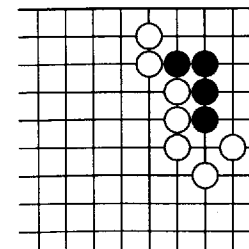
Problem 14



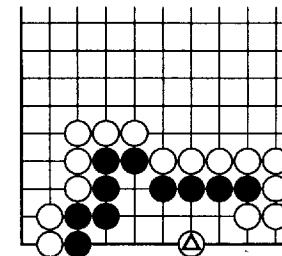
Problem 15



Problem 16



Problem 17



Problem 18

Problems 19 and 20 overleaf

# BGA Computer Go Library

by Nick Wedd

The BGA Computer Go Library is a collection of free and shareware items of interest to Go players. The programs in it are all PC programs, but it also includes text files and game records that may be of interest to those with other computers.

BGA members can obtain material from it by sending me £2 per disk, for standard high-density 3.5" disks filled with whatever is requested. The charge for non-BGA members is £5 per disk. Those with internet access can also download items directly by ftp from:

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

## New in the Library

### 1. Kyu Games

This is a collection of ninety game records in the "Ishi" format. Unlike most game records, these are games played by kyu players, with commentaries by amateurs.

It is often recommended that a good way to improve at go is to play through professional games. I have not been able to manage this myself, as I cannot understand professional games.

All that I aspire to understand is the things understood by those who are a stone or two stronger than me. I therefore find it very useful to play through a game that was played in a tournament by someone not much stronger than me, with a commentary by a stronger player.

The commentator for many of these games is T. Mark Hall. I find his style of commentary particularly helpful. He does not go on about abstract concepts or long variations; he just points out, mercilessly, the three or so worst moves in each game. I am rarely left in any doubt about why the moves he criticises were bad.

Most of the games in this collection are by players around 1- or 2-kyu. This is because other players have been less inclined to record and contribute their games. I would like to include more games by weaker players. If anyone has records of games between players in the range 30-kyu to 5-kyu, I urge them to contribute them to the library, please.

### 2. MGT for Windows

This is for playing through game records in SGB format. Written by Hui Huang, it does the same job as My-Go-Tutor, but is easier to use, and requires the Windows operating system.

### 3. SGView

This is also a program for playing through game records

in SGB format. Written by Torsten Harling, it is also easier to use than My-Go-Tutor, and runs under DOS.

### 4. Go Maximizer

Described by Andrew Grant in BGJ 99.

## A Note on Go game File Formats

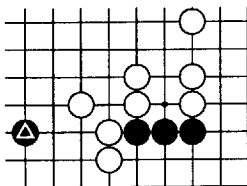
There are at least a dozen DOS file formats which are used for recording Go games. The three formats that you are most likely to come across are SGB, Ishi, and GMX.

SGB stands for Smart Go Board, a Macintosh program that uses it. It is the format most widely used on the internet for game records that can be copied freely, and the BGA Library contains over 500 games in this format. Dos and Windows programs recommended for reading and writing this format are MyGoTutor (described in BGJ 92), and MGT for Windows and SGView, both described briefly above. These three programs are all free.

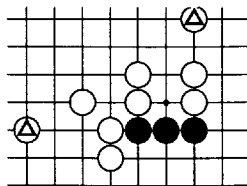
"Ishi" is the format used by the commercial GoScribe program. The BGA Library includes over 200 games in this format, which may be copied freely, and it is also used for copyright game records. It can be read and written by the GoScribe program, which costs £49.99, and by TeleGo, which is shareware, costing \$20. It can be read, but not written, by SGView, which is free. These three programs were all described in BGJ 99.

GMX (Go Maximizer) was written by John Fairbairn and described by Andrew Grant in BGJ 99. This program is free, but it only reads files and cannot be used to write them. The files that it reads are copyright.

### Monkey Jump Problems (continued)



Problem 19



Problem 20

# The Cutting Edge

One day Go seminars with Matthew Macfadyen

Serious students of the game now have the opportunity to improve and broaden their style and vocabulary in a programmed series of one day seminars run by the top British Go player in Leamington Spa. Topics for the rest of 1996 are as follows:

Session 3 Sat. 9 March 1996 How to thread your way through the maze of josekis	10 kyu to 5 kyu	Racing start
Session 4 Sat. 20 April 1996 Thickness vs. speed	5 kyu to 1 kyu	Hare or Tortoise?
Session 5 Sat. 11 May 1996 Running fights and how to control them	1 kyu and stronger	Jungle Law
Session 6 Sat. 22 June 1996 Life and death and how to cause them	10 kyu to 5 kyu	A Bird in the hand
Session 7 Sat. 6 July 1996 Playing go as if territory mattered	5 kyu to 1 kyu	A game of territory
Session 8 Sat. 24 August Fighting in your opponent's sphere of influence	1 kyu and stronger	Firewalking
Session 9 Sat. 31 August Solid moves and why strong players make them	10 kyu to 5 kyu	Keystones
Session 10 Sat. 21 September 1996 Moyos. How to build and how to reduce them	5 kyu to 1 kyu	Feel the width
Session 11 Sat. 19 October 1996 Starting the middlegame	1 kyu and stronger	Orienteering
Session 12 Sat. 16 November Forcing moves and keeping your balance	10 kyu to 5 kyu	Fly like a butterfly

\* The strengths indicated are a guideline only, but players a long way outside the indicated range should enquire in advance as to whether modified teaching material can be made available. The modern interactive teaching methods used will require participants to be able to discuss technical material near each other's level.

\* Each session will run from 10 a.m. to 6 p.m.

\* Tea, coffee and a buffet lunch will be provided.

\* Material for study in preparation for the session will be sent out a week before the event. Participants will need to have studied this material to make the most of the session.

\* Numbers are strictly limited, so book early to avoid disappointment.

The cost for each session, including preparatory and follow up material is £40. Cheques should be made payable to M. Macfadyen.

Enquiries, and any particular requests for content, venue, or timing of future events should be sent to:

Matthew Macfadyen, 29 Milverton Crescent, Leamington Spa, Warwicks. CV32 5NJ  
(Tel: 01926 337919 Email: matthew@jklmn.demon.co.uk)

# Go Proverbs

by Francis Roads

## Chapter 2

Apologies apologies. Diagram 4 in Chapter 1 got garbled somehow; it should have been as in Diagram 1. If you have been trying to use this joseki in your games, you'd better ring the Royal.

And thank you very much to Charles Matthews and Kevin Cole. Although letters to the editor often provoke replies, the average number of responses that one receives to technical articles is around the zero mark. Both the above players have sent me encouraging letters and lengthy lists of proverbs that they consider worthy of our attention. At least two of them I don't understand myself.

I now have nearly two hundred proverbs of various sorts, and this project, to describe all the regularly used proverbs over several BGJ issues, is beginning to stretch the connotation of the term "several". Nonetheless, I shall plough on with them, in no very special order, aiming to cover ten to a dozen each time.

This chapter is mostly about common life and death situations, and is meant to be a rather straightforward one. So if any beginners and DFK's (double-figure kyus) find it hard to understand, please write and tell me why.

### Proverb 10

*On the second line, six die and eight live.*

You'll know this already if you've ever heard anyone tell the dreadful Batman and Robin joke at go parties. If you haven't, don't ask.

Diagram 2 shows what it's about. The eight black stones can always make two eyes,

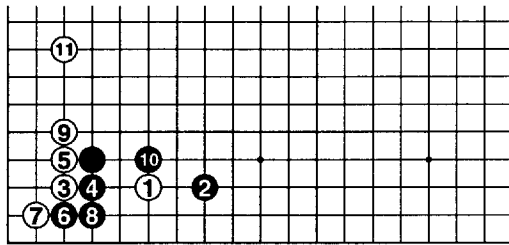


Diagram 1

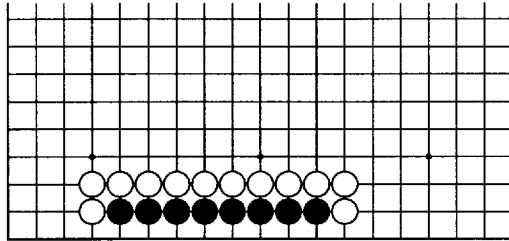


Diagram 2

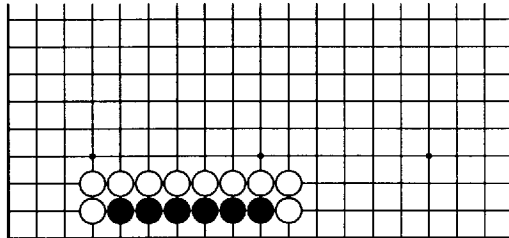


Diagram 3

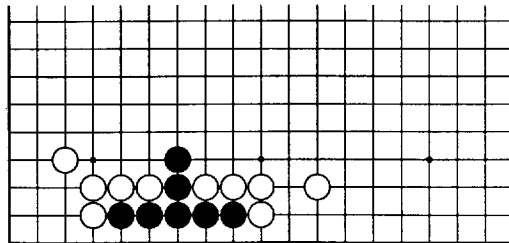


Diagram 4

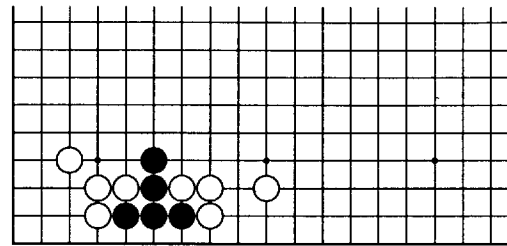


Diagram 5

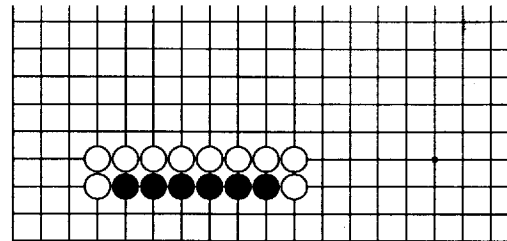


Diagram 6

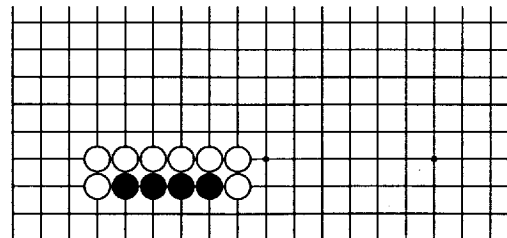


Diagram 7

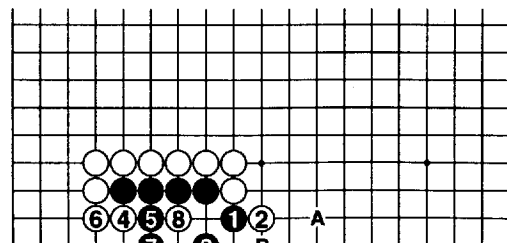


Diagram 8

however White attacks. But the six stones in Diagram 3 are dead already whatever happens.

What happens if there are seven stones in a position like this? In that case it depends on sente; that means that if White plays first he can kill; if Black, he can make two eyes. The variations of these positions are not difficult to work out, so I leave them all to you.

In practice, you rarely get a neat tidy row of stones like this.

What usually happens is that a larger group of stones is in trouble and seeking to make eyes along the edge. If you can make a position equivalent to eight-on-the-second-line, you're alive.

### Proverb 11

*On the second line, five are one eye; three none.*

This is a Francis special, and is similar in usage to the previous proverb. The black group in Diagram 4 can always make one eye along the edge, and will require another elsewhere. But the one in Diagram 5 has no eye at all, and will need two elsewhere.

And as I expect you have guessed, when there are four stones in a row on the second line, whether or not one eye can be made depends on sente. Once again, the variations are easy to work out.

### Proverb 12

*On the third line, four die and six live.*

The six black stones in Diagram 6 can always make two eyes, while the four in Diagram 7 can always be killed. And yes, you've guessed right, with five it depends on sente.

The variations are not quite so straightforward as on the second line, so I've given you a couple. Diagram 8 shows one

way in which Black might try to live. But after White 8 he is reduced to one eye.

For Black to play in this way, hoping for a blunder, is the crudest kind of go, which I frequently use when giving nine stones and feeling desperate. The whole point of these proverbs is to prevent you from wasting stones and increasing your loss like this.

Far better is to leave the position as it is, to give your opponent a chance to forget what is going on, and then later sneak in a stone around A. Then you can play the sequence shown, followed by B to start a ko fight to link along the edge.

Diagram 9 shows White trying to kill the unkillable and failing. White 11 is a particularly bad move, as it only makes the position into a seki, and loses sente. White 11 is just the sort of move that you should leave until the endgame.

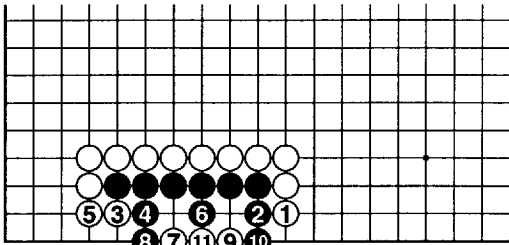


Diagram 9

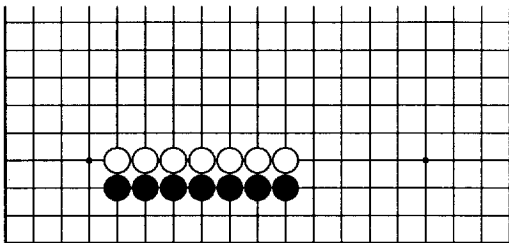


Diagram 10

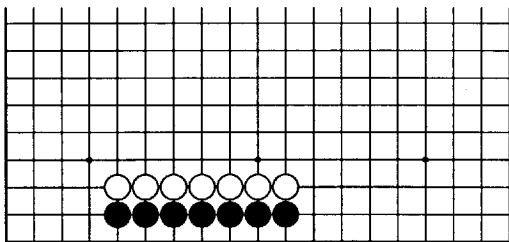


Diagram 11

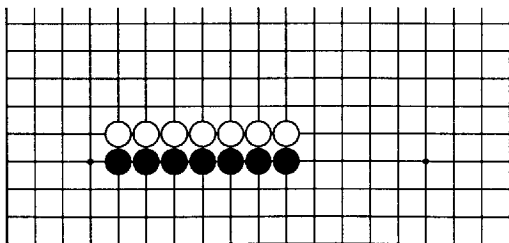


Diagram 12

**Proverb 13**  
*The second line is the line of defeat; the third is the line of territory; and the fourth is the line of influence.*

Diagram 10 shows a row of black stones on the third line confronting a row of white on the fourth. It is quite clear that the black stones are worth precisely two points of territory per stone. To a very very very approximate approximation, the value of the central influence of the white stones is about the same.

Influence is always hard to value, and depends profoundly on the position of stones elsewhere on the board. But on the whole, territory on the third line has about the same value as influence on the fourth. Neither player has a particular advantage.

Now look at Diagram 11. The value of the white influence is effectively the same, but that of

the black stones is only one point per stone. So making territory in this way is not on the whole profitable. The black position in Diagram 2 is only recommended from the point of view of making eyes; definitely not as an efficient way of making territory in the opening stages.

Diagram 12 shows a position

where Black has managed to exchange fourth line territory for white influence. In many positions, an exchange like this is to Black's advantage. How did the stones get into such positions, do you ask? It doesn't really matter in what order the stones appeared on the board; it's the resulting position that counts.

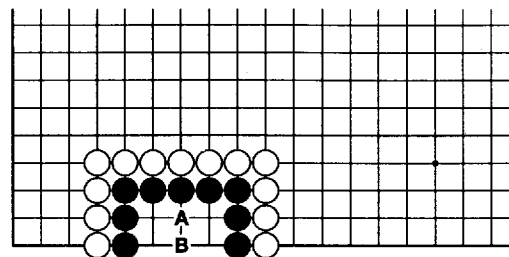


Diagram 13

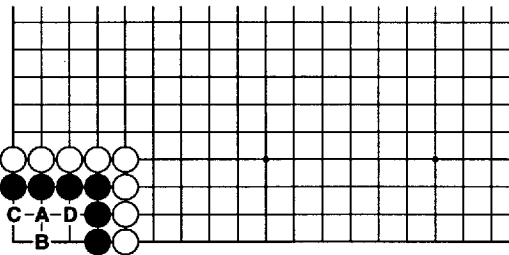


Diagram 14

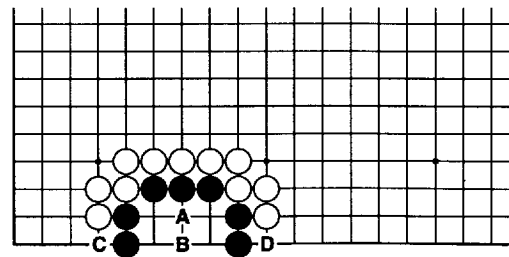


Diagram 15

**Proverb 14**  
*Rectangular six is alive.*

The black group in Diagram 13 is alive even if White plays first. The points A and B are a good example of miai, which means that if White plays one Black will always play the other and be able to make two eyes.

**Proverb 15**  
*For rectangular six in the corner, dame are needed.*

If White attacks at A in Diagram 14, the Black answer at B doesn't work this time. White continues at C, and if Black tries to make his two eyes with a play at D, he is embarrassed to discover that he has just played seven stones into atari.

If he had a liberty on the outside, it wouldn't be self-atari, and all would be well. But in that case White would have started the attack at B instead of A. If Black has just one outside liberty, the situation will become a ko fight, and if he has two or more he is alive regardless. I leave you to work out why. Of course, if he is short of liberties, he can live easily by playing at A or B himself - at the cost of sente.

**Proverb 16**  
*The comb formation is alive.*

It comes as something of a surprise that such a frail looking formation as Black's in Diagram 15 is alive without a further move. But once again, the points A and B are miai.

If by chance either of the liberties C or D should become filled, Black needs an extra defensive move at once, and when the second one is filled he requires a second internal move, leaving only four points of territory. But that's better than a dead group.

**Proverb 17**  
*The Carpenter's square becomes ko.*

If White attacks at A in Diagram 16 he can start a ko fight for the entire group, and, no, I am not going to show you how, because of ...

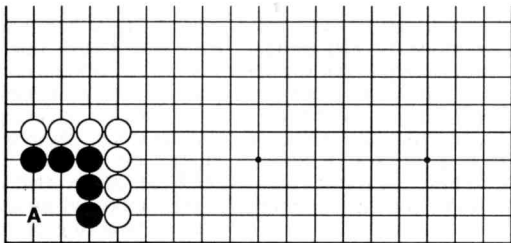


Diagram 16

**Proverb 18**  
*If you understand all the variations of the Carpenter's Square you are five dan.*

But don't despair. The variations are all gone into in great detail in both the Ishi Press books on Life and Death, by James Davies and Cho Chi Kun's ghost writer respectively. The point about proverbs like #17 is that even if you don't understand or can't remember how to cope with the Carpenter's Square, at least knowing what you are aiming at, what is possible, is a great help in arriving at a sensible line of play.

**Proverb 19**  
*Learn a joseki by heart and become a stone weaker.*

This proverb has been attributed to Kageyama, who is not noted for understating his case, but in general it is true that learning joseki by rote, without understanding why each move is correct, on the whole does more harm than good.

So if you are the sort of per-

son who wants to learn things off by heart to improve your play, forget joseki, and learn life-and-death positions, like the ones listed in some of these proverbs. They will be of far more practical use, honestly. And make up your own proverbs to help yourself remember. I've shown you one of mine already. For example, how many stones do you need on the second line in the corner to make two eyes?

## Go Teaching in 1996

by Matthew Macfadyen

Several initiatives in teaching go will be reaching BGA members this year. This article is a short summary of them.

A package of material on teaching beginners has been developed at the European Go Centre in Amstelveen. This includes instructions for teachers, the syllabus for a course designed to run for six evening sessions, a beginners' booklet and several sets of exercises to be used in such a course. The material is being translated into several languages, and the English version will be printed in February. The intention is that all BGA clubs should appoint a member, called the club trainer,

who is in charge of instructing beginners, who will be well equipped with materials and ideas to welcome beginners and convert them into committed go players.

A programme of visits to clubs by a panel of BGA volunteer trainers is being arranged. These visits will typically be at one of the club's regular meetings and will involve the presentation of one of a number of new packages of teaching material, each centred around one area of the game and aimed at as wide a range of strengths as possible. Two packages are already available; one on Yose and counting and one on how to decide if your group is in danger. Further titles will be produced during the year. The material is being coordinated and produced by me, and the programme of visits is being coordinated by Simon Goss. Club secretaries who are

interested in being visited should contact him at 4 Butler Road, Crowthorne, Berks, RG11 6QY. Tel: 01344 777963.

The volunteer teachers so far are Simon Goss, Tony Atkins, Jon Chetwynd, David Ward, Mark Wainwright, France Ellul and Francis Roads. Anyone keen to join this group should contact Simon Goss or Matthew Macfadyen.

For really keen players who want to get stronger faster, I am running a series of one day seminars in Leamington. These are mainly aimed at players of 10 kyu and stronger. Details of dates and titles will be sent to club secretaries, and to anyone else who asks for them.

I can be contacted at 29 Milverton Crescent, Leamington Spa, Warwicks CV32 5NJ, or by phone on 01926 337919 or email at: [matthew@jklmn.demon.co.uk](mailto:matthew@jklmn.demon.co.uk).

## A Giant Leap for Go

by Paul Margetts

Shortly after playing in the novice section of the British Pair Go Tournament, my girlfriend Yvonne Mao temporarily moved to Houston, home of the American Space Program. I needed to find a friendly go player to look after her while she was away, so I EMAILED the President of the Houston Go Club Mike Peng. We struck up an instant electronic friendship. Mike gave us helpful advice about the practicalities of life in Houston, and Yvonne took Mike a sheaf of go recording labels which he wanted for "a project for his go club". The project was to construct a compact, lightweight go set for Dan Barry, one of his club members, to take into orbit on the space shuttle Endeavour.

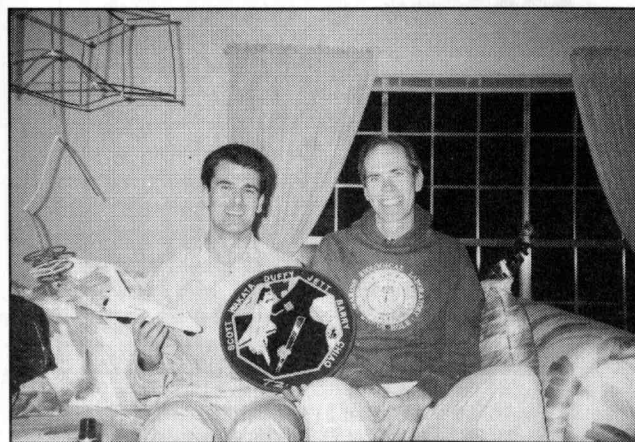
When I went to visit Yvonne for Christmas we naturally went to the Sunday afternoon meeting of the thriving Houston Go Club at the Chinese Cultural Centre. I always wanted to meet

a real spaceman, so afterwards Mike took us for dinner, then drove us to Dan's house near the Space Centre to have a chat.

It was just two weeks before Dan had to go into quarantine prior to launch, so I was very pleased that he made time to see us. He had been training for over a year with the three other mission specialists and two pilots which make up the six-man crew for this joint Japanese American mission, so he had come to know them quite well. The crew designed the logo, which I am holding in the photograph, and which appears on the publicity and space suits. The cargo bay in the logo has the initials of the crew's children incorporated in it, there is an illustration of the satellite they were to deploy, and the astronaut in the logo represents the two space walks to be performed on this, mission number 72. Dan had been teaching Wakata Koichi, one of the two Japanese members of the crew, to play go, and planned to make good use of the quarantine week to teach him some more. Even so, the astronauts only get four hours off during the nine day mission, so Dan didn't

think that there would be enough time for a proper game; hence the decision to replay the famous game which was the subject of the book *The Master Of Go*. The Houston Go Club had run a competition to find a space-worthy go set design, and in the meantime had constructed a backup set incorporating the BGA go stickers. When Dan came to pack the go set — everything is loaded six weeks prior to launch — he found that he could fit both the winning foam go set and the backup set into the space allowed. Dan packed some extra go stickers for numbering and tracking around 100 rolls of film the astronauts will shoot while orbiting the earth: I think this will be the most organised mission ever!

As well as playing go, Dan was scheduled for a six hour space walk to verify the feasibility of assembling components for the space station. If all goes well he will go up several more times to help put the space station together. On 17th January 1996 Dan Barry and fellow Astronaut Wakata Koichi replayed some of Shusai's 1938 retirement game against Kitani while orbiting the earth. They then went on to play their own game, but deliberately left it unfinished so that the first game of go in space didn't have a winner or loser. I didn't see anything about it on the British news, although it was covered by the Japanese media. The Nihon Kiin honoured the pair by awarding them a two dan and a shodan diploma, respectively. Watch out for the documentary "The Real Stuff" recorded by the British film crew who followed the mission right through the training, and was the first to follow a space shuttle crew so closely. Dan is coming over for the premiere in April, so maybe I will get the chance to play go with a spaceman!



Paul Margetts and Dan Barry



# Ten Best Games

by Bob Terry

## Game Ten

Black: Kato Masao, 9 dan  
White: Cho Chikun, Meijin  
Komi: 5.5

This game is generally considered one of the hardest fought games in the history of Meijin Title Matches. It is remarkable for the number of stones captured. From the very start neither side gave an inch or backed down from a challenge. Both players acquitted themselves with honour and the game is entertaining for one and all.

Perhaps Cho must be considered to have read more deeply during this game, but, in analysing it in Kido magazine with Sakata Eio and Abe Yoshiteru, he asked what the correct way to play the joseki in the lower left corner was.

"I don't know joseki at all!" he said. "Abe Sensei! You're the expert on joseki, tell me how this should be played."

(Abe merely commented that the way it was played in the game was the usual thing.)

Losing this game might have demoralised Kato, or maybe Cho was simply too powerful for him. (And everyone else: he was just two years away from realizing his amazing feat of winning all four of the top titles, Kisei, Meijin, Honinbo and Judan.) But Kato didn't manage to put up as good a fight in the rest of the games, and lost the match 0-4. White wins by 1.5 points.

● In the next issue a new series will be starting: Charting a Course in the Middle Game by Cho Chikun, translated from Kido magazine by Bob Terry.

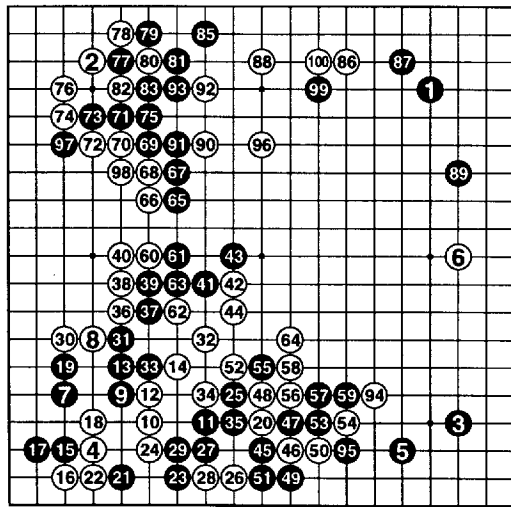


Figure 1 (1—100)  
84 at 77

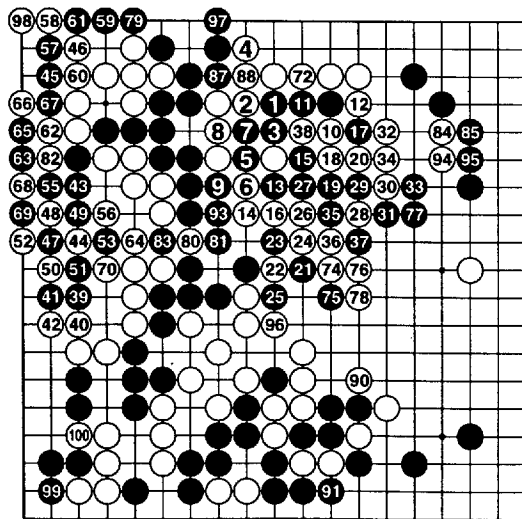


Figure 2 (101—200)  
154 at 147, 171 at 128, 173 at 96  
Ko (180/183): 186, 189, 192

# Letters

● The following is an extract from a letter photocopied and sent in by Donald Macleod, recently of Cambridge Go Club but now living in Dunbar, who spotted it in the Stormway Gazette. Many thanks to the Editor of the Gazette for giving the BGA permission to republish.

Sir—I write to express my pleasure at reading that the Convener of the local authority on your beautiful island is favourable in principle towards twinning with suitable areas abroad.

I am myself from another island, the Isle of Bouvet in the South Atlantic, which is

presently under Norwegian sovereignty. Bouvet is not, of course, part of Scandinavia, and is much smaller than Lewis. However at 56 sq. km. we are roughly half as big again as Point, and bigger than Bernera too, even if our population is much smaller.

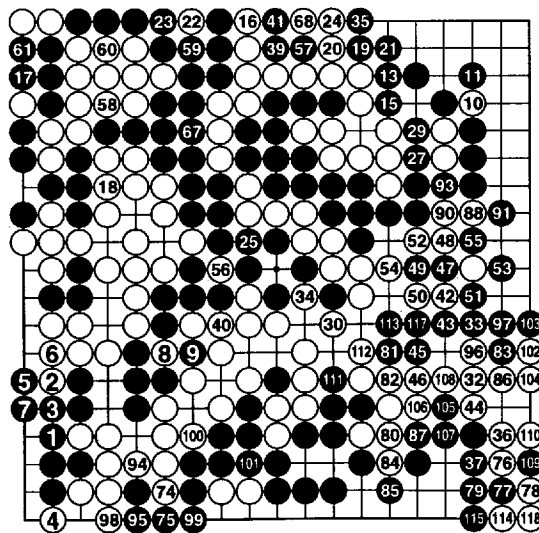
How many of your readers are aware of the discovery in the 1970s of the magnificent Bouvet 'Go' pieces? Although only a few of the people to whom I mentioned them in Uig knew about this strategic Chinese game of skill played on a 19 x 19 board, in 1991 the Norwegian government marked King Harald's accession by designating the 16th century set found in western Bouvet a National Treasure of Global Significance. Located in Oslo since 1973, although rarely shown, this set is still the sub-

ject of intense interest. At the present time its precise provenance remains a conundrum not only for Scandinavian and South African Sinologists but also for Chinese historians.

I think your readers will agree that there is just as strong a case for the Bouvet Go set returning permanently to Bouvet as there is for the Lewis chess pieces returning permanently to Lewis. I understand that in Lewis this would either be on loan from the British and Scottish Museums or as the property of the Lewis people as represented by your Council. In Bouvet, the fine legal details would have to depend on what happens with the independence movement, but already the pieces have proven a very great spur to local literary and artistic production.

Yours etc.,  
Jana Orleans-Amundsen,  
P.O. Box 63,  
Bouvetøya (Bouvet Island),  
South Atlantic Ocean.

## Ten Best Games — Figure 3 (201—318)



212 at 208, 214 at 209, 226 at 183, 228 at 168, 231 at 117, 238 at 122, 262 at 158, 263 at 198, 264 at 166, 265 at 165, 266 at 163, 269 at 239, 270 at 166, 271 at 257, 272 at 158, 273 at 241, 289 at 247, 292 at 157, 316 at 309

Stormway Gazette Editor's note: Bouvetøya (Bouvet Island) is in the middle of the far South Atlantic at about the same latitude as the Falkland Islands and South Georgia but is far more isolated, midway between South America and South Africa.

Francis Roads writes:

I am planning to compete in the Australian Go Championship on 5-7 October 1996 in Sydney. I plan to do other things as well while in Australia, and I may well go on to New Zealand. My contacts assure me that there are plenty of go players willing to offer visitors billets in the main Australian cities.

So, if anyone is interested in joining the party, be assured that the main expense will be the flight. I gather that Australasian go players are only too

pleased to meet players from Europe, as they have less opportunity to meet overseas players than we do. Please contact me on 0181 505 4381 if interested.

*Collin Southern writes:*

Regarding the article *Go in Print* by Wayne Walters in Journal issue 101, there is a most interesting reference to go in *Shibumi* by "Trevanian", whoever he is, author of *The Eiger Sanction* among other books. It is a readable thriller, published in 1979 and probably now out of print.

The book is divided into six sections, each using a go term as its title — Fuseki, Sabaki, Seki, Uttegae, and Tsuru no sugomori which he defines as "The confinement of cranes to their nest, a graceful manoeuvre in which enemy stones are captured."

Trevanian's reverence for the game comes through strongly. As a chartered accountant, I particularly appreciated his contempt both for accounts and chess (see below).

Here is an extract from the novel.

"How long have you been playing Go?" he [General Kishikawa] asked, speaking in French to relieve Nicholai of the task of alien expression.

"Oh, four or five years, I suppose, sir."

The General frowned. "Five years? But... how old are you?"

"Thirteen, sir. I know I look younger than I am. It's a family trait."

"I suppose you have not had any formal training?"

"No, sir. I have never had any instruction at all. I learned from reading books."...

"And has your reading given you to understand what qualities are necessary to be a fine player?"

Nicholai considered for a moment before answering. "Well, of course one must have concentration. Courage. Self-control... But more important than these, one ... must be both a mathematician and a poet. As though poetry were a science; or mathematics an art. One must have an affection for proportion to play Go at all well."...

The General frowned and glanced away from the boy. One might expect Nikko to realize the need for certain Western qualities to play Go well... but to recognize the need for the receptive, sensitive qualities he called poetry was outside that linear logic that is the Western mind's strength — and limitation.

...  
The General nodded. "I assume you have played Western chess?"

Nicholai shrugged. "A little. It doesn't interest me."

"How would you compare it with Go?"

Nicholai thought for a second. "Ah... what Go is to philosophers and warriors, chess is to accountants and merchants."

"Ah! The bigotry of youth. It would be more kind, Nikko, to say that Go appeals to the philosopher in any man, and chess to the merchant in him."

But Nicholai did not recant. "Yes, sir, that would be more kind. But less true."

So *that's* why the game is so difficult!

The author is clearly a player and lover of the game. Do any readers know who he is?

*T. Mark Hall writes:*

Harold Lee writes in defence of changing the komi at tournaments, stating that no one really knows what the true komi should be. He should know that

no amateur has any idea about the true value of komi, and we have seen that he has had three or four different levels of komi in tournaments he has organised over the last few years. He also states that the Ing Foundation in Taiwan has collected statistics in support of the idea of 8 komi in a modified Chinese counting system.

In a recent interview, Suh Bung-soo, who won the last Ing Cup using this modified komi, commented that the true komi was 5.5 points. This is the komi that is in present use in all Chinese, Japanese and Korean professional tournaments today and I have not heard of any pressure from professionals in those countries to change the komi. It would also be possible to produce the statistics from those countries to support this komi and, I would think, from a greater number of high-level professional games than can be produced from Taiwan. (It is also my view that statistics can be made to fit any case you would like to make, but this is another story.) I understand that the present win/loss record slightly favours Black in Japan but, as I say, not enough to cause professionals to want any change.

The position in amateur play is probably entirely different. Here, it hardly matters overall whether the komi is one or two points greater, although I did lose one game as Black by one point when the komi was 8 at a London Open some years ago. Amateurs are not sufficiently precise or consistent to worry about one or two points. In the *Dictionary of Basic Joseki*, Ishida comments that the unconditional loss of two points is unbearable. That is the professional viewpoint; amateurs frequently lose ten times as much, only to win by an opponent's later blunder.



## American Draws

*by Francis Roads*

I tried the American system for doing the draw for a lightning tournament for the first time in Britain at the London Open Congress. The usual system has been to have an entry list. After entries close, the names are divided up into groups of six, who then play an all-play-all round robin. One or two people from each group then qualify for a second phase of the tournament, most frequently a straight knockout.

Handicaps are usually used throughout. Strengths tend to be mixed within a group, so that the majority of the games are on handicaps of some size. Usually the director exercises some discretion, so that grade differences larger than nine stones do not occur in the groups, though they may well do so in the knockout phase.

This was the system used this summer at the European Congress in Poland. Entries were not closed until the time that the tournament was due to start, and the organisers then spent ninety minutes — I kid you not — that's one and a half hours, keeping us all standing around while they wrote names on pieces of paper.

An American draw takes about five minutes from the close of entries to the first stone being played, and does not require a computer. You previously prepare results grids for six-player round robins as usual, marked with table numbers, up to however many tables you think you will need. You also mark the tables with numbers very clearly.

There is no need to take names of entrants in advance. At the appointed time, you line everybody up physically, like a

school dinner queue, in order of grade from 7 dan to 50 kyu. You can hasten the process by previously putting up signs along a wall indicating where each person of each grade is to stand.

Then you count off the first six people in order of grade, hand the results sheet for Table 1 to whichever of the six looks the most reliable, and tell them to start playing. The reliable person then enters the names, they sit down, and play begins. You continue like this counting off sixes until you get towards the end. Of course you don't have a multiple of six people, so you have to introduce a few fivers. There exists a formula to tell you how many fives you need.

What you end up with is groups which, at the top end at any rate, are all within a stone or two in grade. It also follows that you get a spread of grades in the knockout phase; the dan players are prevented from monopolising it, as sometimes happens.

It's a matter of opinion whether all this is good or bad. Many people are attracted to tournaments because of the chance to play even games, after weeks and weeks of handicap games at the club. On the other hand, some players prefer the traditional system, with kyu players just having to take their chance of getting into the knockout phase.

There is certainly a huge advantage in the American system from the director's point of view. There is never, ever, a one-to-one correspondence between those who enter for a lightning tournament in advance, and those who turn up. Some don't show up; others want to enter late. So with the traditional system, your carefully prepared results grids don't work well, with a nine kyu standing in for a missing four dan, etc. With the Ameri-

can system, this cannot happen. Those who turn up play, and play almost at once. I like it.

If you run an American draw, there are one or two points to bear in mind. It pays to have an outline of the rules printed on the results sheets. You still get the usual silly questions, but it helps.

I didn't spread out the signs indicating grades far enough apart on the wall, and there was some confusion, but nothing serious. Another time I would hand each player a slip with their table number written on it; again we had some confusion, I suspect largely owing to language problems. This would also make it certain that there were precisely six players allocated to each table.

I rather hope that American draws will catch on in the same way that Canadian overtime and indeed the McMahon system itself have done. Time will show.

### The BGI Index has now been published!

You may not have all the issues, but this comprehensive index will help you to collate articles on particular topics, locate games you want to play through again, etc. (See page 34 for a full page review.)

Price £4 including p&p.

On applying please state whether you want the Index in booklet form or on disk.

Available from:

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# Four Stone Handicap

by Des Cann

Played in the first round of the Brian Osbourne Competition, this game took place in Bristol. It was submitted by Clive Martin-Ross, and comments in italics were supplied by him.

*Recording the game has its own pressures. Such was my haste in the beginning that the blindingly obvious cut for 8 was omitted. White tended to be slightly pressurised throughout, I felt, being recorded for posterity (!).*

Black: Clive Martin-Ross, 15 kyu

White: Richard Court, 11 Kyu

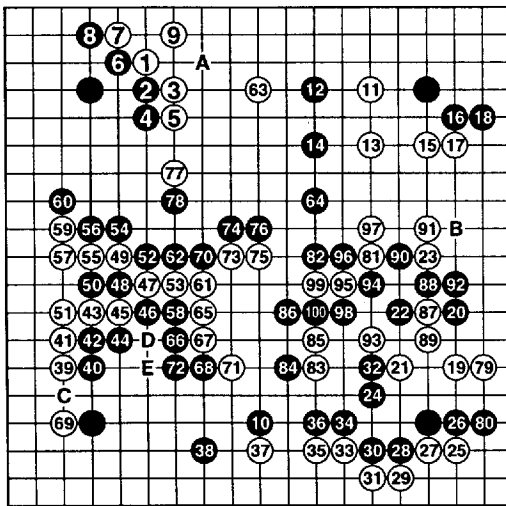


Figure 1 (1—100)

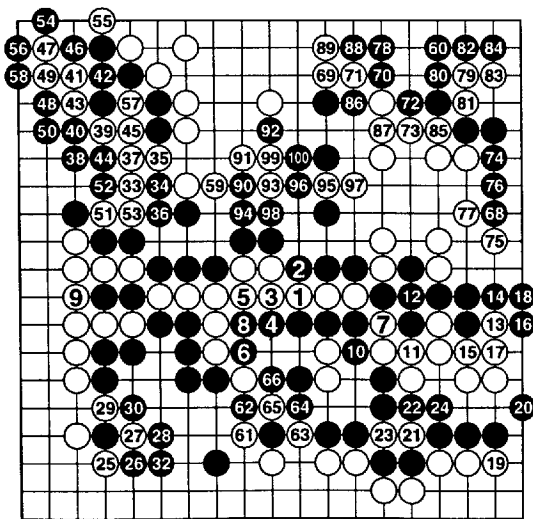


Figure 2 (101—200)  
131 connects, 167 at 10

6: Good; 4 & 6 can be regarded as miai so it feels good getting both.

8: Clive later felt he should have cut instead but the result in the game is still good for him.

10: At 135 would be proper as it is a hane at the head of two stones position for White, thus 2 and 4 become short of liberties. Stabilising this group would also make an attack starting with A more threatening.

12: At 15 would have been fine as White would have a position that is readily invadable but can only be defended at the cost of him becoming over concentrated at the top.

16: Clive asked if 173 is better. The answer is no, because White will play 187 and although Black can push through below 173 the fighting becomes difficult. In a four stone game the corner could easily die. The problem is with 12 and 14.

19 & 20: These are worth less than normal because White is open skirted at the top (he doesn't have a stone at 174). So

White 19 would be better at 135, 39 or 109 and Black 20 should be at 123.

22: Better at 123 leaving 22 and B as miai. It is not good to let your corner be surrounded as occurred at the top right.

23: Better at 24 or 123.

25: Must be at 32.

32: *I stopped playing the corner joseki here, despite our senior player's sudden intake of breath, to fence White in. I like to think this led to a long rambling fight which I won (with the match).*

32: 33 is bigger, hane at the head of two stones. If then White 32, Black plays 80 threatening 79 and the corner.

38: 262 would have been natural and good.

44: Bad shape; C is correct.

49: Ataris at D, 129 and 130 followed by 69 would be better.

52-56: This is aji keshi. It removes all of White's problems while leaving lots of cuts in the Black position. 48 & 50 are cutting stones that should be held on to.

57: Clive asked if 109 is better; possibly, but it's a tough choice: 57 leaves 59, 60, 220 as a strong sequence.

58, 60 & 62: These plays leave too many cutting points, 251 is better shape than 62 for example. Black is potentially short of liberties here, not White, so he should not play in contact. It is only correct to wrap around your opponent's stones like this if you are immediately surrounding him in a squeeze play. That is, in this case, if you can quickly force him to play 109 and then connect at 48.

64: Good.

66: Better would be E.

68: Black still has liberty problems so 72 would be better.

70: Answering 69 is urgent.

74: Too many cuts again. The shape point is 78.

77: 102 would be strong, preventing a hane at the head of two stones and would also

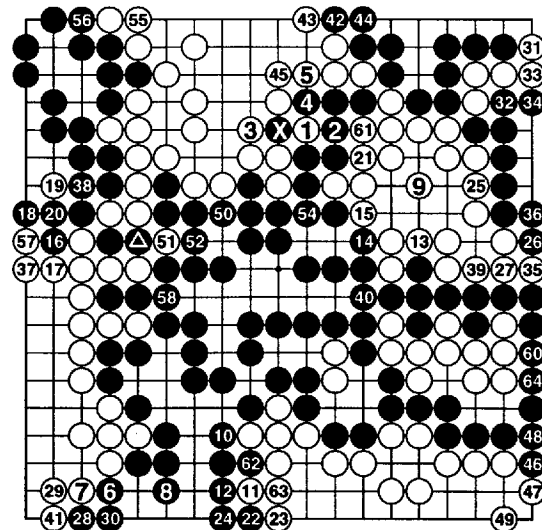


Figure 3 (201—264)  
253 at triangle, 259 at X

threaten the Black group jumping into the centre. Locally 78 would be more interesting but actually 220 is big and simple.

91: better at 92.

102: At 103 would capture.

108! *I played exceedingly cautiously after this.*

107, 109: One mistake immediately followed by another, which we are all guilty of. The game should be over as Black has gained thickness and territory in (should be) sente.

110: Not needed.

116: 122 would be big and safe.

117: This does nothing for White. He can't live anyway, but this is (should be) gote.

120: Not needed to kill White.

126: Actually a cross-cut would be embarrassing for White.

128: Should connect.

134: Encourages White to connect while giving the Black corner stones shortage of liberties. Better at 151 or 152.

137: 144 would separate Black.

148: better is 154, 149, 156 which gives ko.

151: Should be at the key point of 154.

159: Small.

160: Sensible, defends his only weak group which is all he needs to do to ensure victory.

Black wins by 39 points.

## Go Kiburi takes a Break

The store of GK manuscripts has at last run out, after the magnificent response last year by contributors.

Any ideas from GK cult followers? Stories should be very short (about half a column at most) and lead up to a devastatingly tortuous pun on a Japanese go term, preferably not one that has been used before.

# Four Hundred Years of Japanese Go

by Andrew Grant

## Part Eighteen: Honinbo versus Hoensha

By 1879 Japan's modernisation had gone far enough for the government to feel more secure in a world dominated by Western countries keen to add to their empires. The novelty value of Western culture was also beginning to wear off, and traditional activities such as go made a gradual comeback. A group of top players formed a national go association called the Hoensha in that year, and invited Shuho to come out of retirement and be its first president, which he did. Shuho's strength had not deteriorated during his decade of inactivity, and he soon established himself as the top player of the day.

The Hoensha published the first go magazine, *Igo Shimpo*, and generally did much to re-establish the popularity of go. However, it did not issue dan diplomas; this remained the prerogative of the go schools. Instead, it introduced a new grading system for its members consisting entirely of kyu grades: thus, Meijin became 1 kyu, 8 dan became 2 kyu, and so on down to 9 kyu (1 dan) and extending further down to 12 kyu.

Under Shuho, a man of working class origins himself, the Hoensha actively encouraged the "man in the street" to play go — it had previously been regarded as rather an upper-class game. Shuho was also the first player to attempt to teach go to Westerners, of whom the most well-known was O. Korschelt (the O stood for either Otto or Oskar, but nobody seems sure which), a German engineer who was the first Westerner to achieve more than the most rudimentary knowledge of go. Korschelt

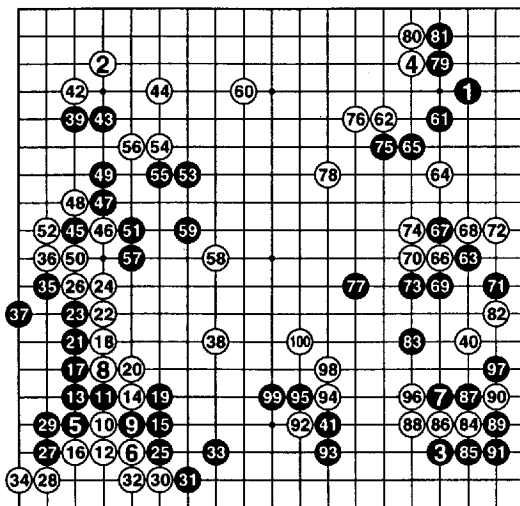


Figure 1 (1—100)

White: Honinbo Shuho  
Black: Tsuchiya Shuei

A "reconciliation game" played 6th August 1886 at the party to celebrate Shuho's accession as Honinbo. This was the only game Shuho played as Honinbo, since he died three months later. Moves after 173 not recorded. Black wins by 4 points.

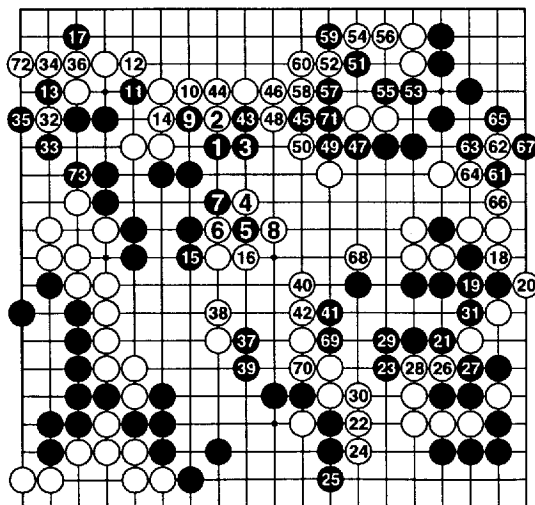


Figure 2 (101—173)

reached the amateur 1-dan level (though the amateur grading system had yet to be devised).

The Honinbo school revived with the increase in popular interest, and became the Hoensha's main rival. However, since the Honinbo school took no part in encouraging the spread of go among the general public and in any case its head, Shugen, was only 4 dan, it was eclipsed by the Hoensha as the main force in Japanese go, although its history still gave it the greater prestige.

The other three go schools were less successful in the new circumstances. In 1884 Honinbo Shugen nominated his brother Hayashi Shuei as the Honinbo heir. In the old days it would have been unthinkable for one go head to name another as his heir, but the Hayashi school was too weak to survive alone — most of its pupils had left to join the Hoensha — and it made sense for a merger to take place. Shugen resigned in favour of Shuei, and the Honinbo and Hayashi schools were united under the Honinbo name.

The last Yasui, San'ei, dissolved the Yasui school and joined the Hoensha. He died in 1903. In Osaka the Inoue school, insulated to some extent from the Hoensha's competition, struggled on for the time being, but its days were clearly numbered.

Shuei was unhappy as Honinbo. He was a man of high principles, and he felt that Shuho was the rightful Honinbo, being the strongest player as well as Shuho's original choice to succeed Shusaku. He also disliked the bad feeling that had developed between the Honinbo school and the Hoensha, so in 1886 he effected a reconciliation with Shuho. Shuho rejoined the Honinbo school (while remaining president of the Hoensha), whereupon Shuei promoted him to 8 dan, named him as heir, then

resigned in his favour. Shuho then returned the compliment by promoting Shuei to 7 dan.

As part of the deal the Hoensha was allowed to issue dan diplomas, subject to ratification by the Honinbo school, removing the need for their kyu-only grading system. It was also agreed that in future the Honinbo would always nominate the strongest player of the day as his heir — Shuho was still bitter at the way he had been passed over in 1862. Sadly, Shuho suffered a cerebral haemorrhage and died only three months after succeeding Shuei (he had only played one game as Honinbo, which he lost).

After Shuho's death, Nakagawa Kamesaburo, the third son of Honinbo Jowa, became the new president of the Hoensha. As for the Honinbo succession, the two strongest players were Shuei and Nakagawa, the only two 7 dans; Shuei challenged Nakagawa to a match to decide who should succeed Shuho as Honinbo, but Nakagawa declined, saying he did not want the title. Consequently Shuei became Honinbo for the second time.

During the 1890's Shuei dominated Japanese go, but the Hoensha continued to produce great players, of which the two greatest were Karigane Jun'ichi and Tamura Hoju. Tamura was the stronger of the two, and with Nakagawa out of the running he should have been nominated by Shuei as the Honinbo heir.

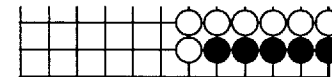
Unfortunately, Shuei disliked Tamura, and refused to name him as heir, favouring Karigane instead. This was destined to cause some trouble after Shuei's death.

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

# The Perils of Capture Go

by T. Mark Hall

One of the most recent ideas to be introduced here has been that of teaching a beginner to first capture a stone or stones, with the game immediately ending when a stone is captured, then move on later to the real game. This has its advantages, but one disadvantage appeared at the CLGC when this was tried out. I have reproduced the basic problem on the diagram. White is to play.



Any go player will immediately see that the Black group is dead; a play on the 2-1 point or the 5-1 followed by the 2-1 kills the group. However, in both cases this allows Black to take a stone before his own group is captured, thus winning the game under Capture Go rules! Even if the group is killable the opponent has to leave it alone on peril of losing the game. In the actual game, White also had an easier way to kill the group; unfortunately, this involved a throw-in which also lost a stone.

Possibly Capture Go has its uses, maybe one or two introductory games, then get the beginners on to a real game on a small board. Having only seen the results of such teaching in a limited way, I don't know if there has been any resolution of such problems suggested. I can also see that the continued emphasis on the fact that Capture Go is not the real thing can be off-putting. We should get people to try the real game as soon as possible after they have found us. That is when the true fascination of the game should work its magic.

\* 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:** club needed.

**Bolton:** Stephen Gratton, 525 Tottington Rd, Bury BL8 1UB. Tel: 01617613465. 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 Beaulay 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:** Charles Matthews, 60 Glisson Rd, Cambridge CB1 2HF. Tel: 01223-350096. Meets in Erasmus Room, Queens' College, Tues 7.30pm (term), and coffee lounge (cafeteria level), Univ Centre, Mill Ln, Thurs 8pm, the year round.

**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.

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**\* Isle of Man:** David Phillips, 4 Ivydene Ave, Onchan IM3 3HD. Tel: 01624-612294. Meets Thurs 8pm at "Banbury", Farmhill Gardens, Braddan.

**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.

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**Black Horse:** Colin Weeks, 67 Willow Way, Farnham, GU9 0NT. Tel 01252-716925 (h), 0171-232-3554 (w). Meets at the Anchor, Bankside (just off Park St), Southwark, SE1, Thurs 5.30-8.30pm.

**Central London:** Mike Nash, 6 Hazlemere Ct, 26 Palace Rd, London SW2 3NH. Tel: 0181-671-8644. Meets at IVC, 1-4 The Piazza, Covent Garden (entrance in Cubitt's Yard), Fri 6.30pm, Sat 3pm-7pm.

**North London:** David Morris, 1 Christchurch Hill, NW3 1JY. Tel: 0171-794-2044. Meets in the Gregory Room, 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.

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

**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.

**Maidenhead:** Iain Attwell, Norhurst, 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. 0191-285-6786. Meets various places, Wed.

**Nottingham:** Austin Dilks, 33 Wickerwood Dr, Kirkby-in-Ashfield, NG17 8ER. 01623-723136.

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

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

**Oxford University:** Christopher Joseph, Trinity College. Meets Thurs 7.30pm, Danson Room, Trinity College.

**Preston:** Colin Adams, 14 Colman Ct, Preston PR1 8DL. Tel: 01772-498247. Meets various places.

**\* Reading:** Jim Clare, 32-28 Granville Rd, Reading, RG30 3QE. 01734-507319 (h), 634637 (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.

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**West Wales:** Jo Hampton, 5 Handlith Tce, Barmouth, LL42 1RD. Tel: 01341281425. 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

by Richard Hunter

## Answers

**Problem 11:** Black's monkey jump at 1 in diagram 11 kills the corner. White takes one of the vital 2-1 points with 2, but Black takes the other with 3. White can capture Black 1, but he only gets a false eye. Finally, Black 9 undermines White's attempt to make a second eye. Blocking at 1 in diagram 11a fails because White is missing the vital stone on the third line.

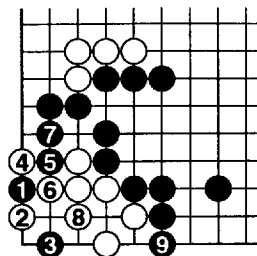


Diagram 11

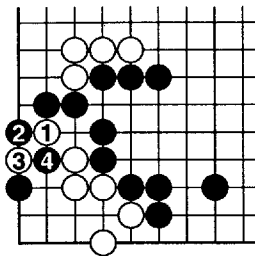


Diagram 11a

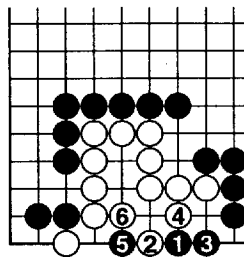


Diagram 12

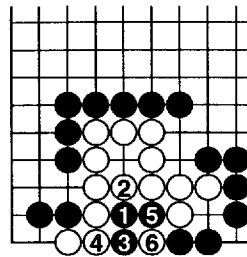


Diagram 12a

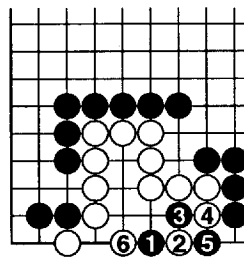


Diagram 13a

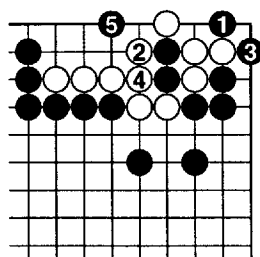


Diagram 13

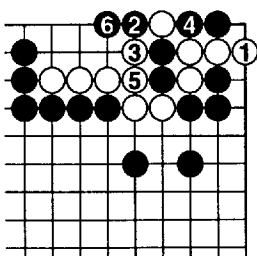


Diagram 13a

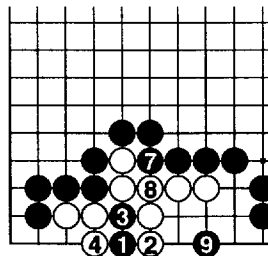


Diagram 14  
5 at 3, 6 at 1

**Problem 13:** Black 1 in diagram 13 strikes at the vital point. If White captures with 2 and 4, the monkey jump kills him. Descending at 1 in the corner in diagram 13a fails.

**Problem 14:** Black 1 in diagram 14 is the vital point. If White blocks at 2, Black sacrifices two stones and throws in with 5 at 3. Finally, the small knight's move at 9 steals White's second eye. Starting with the large knight's move at 1 in diagram 14a lets White live.

**Problem 15:** The large knight's move in diagram 15 is correct. When White squeezes with 2 to 6, Black cannot connect with 7 at 4, or White 7 will trap him in a liberty shortage. After Black 7, White cannot play atari from the left side because he has a

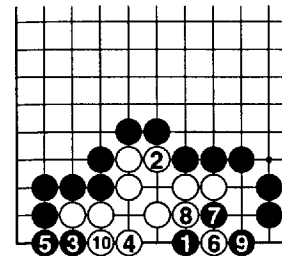


Diagram 14a

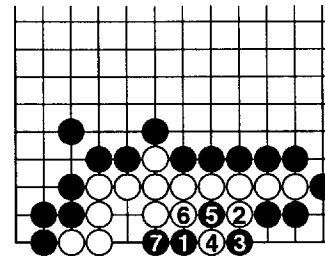


Diagram 15

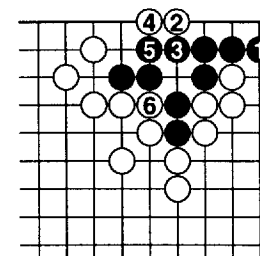


Diagram 16a

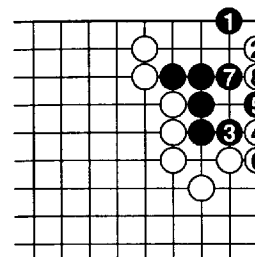


Diagram 17

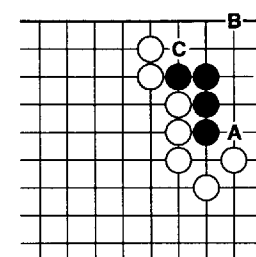


Diagram 17a

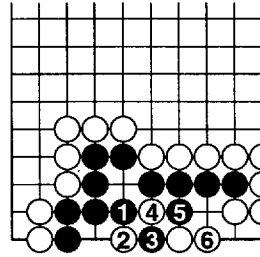


Diagram 18

shortage of liberties himself. The result is ko.

**Problem 16:** Black 1 in diagram 16 is the vital point. White 4 to 8 fails to work; Black lives with 9. Instead, descending in the corner in diagram 16a lets White take the vital point with the monkey jump at 2.

**Problem 17:** Black's best defence is the 2-1 point at 1 in diagram 17. White takes the other one and the result is ko. In diagram 17a, trying to block on either side fails; White has a fatal monkey jump on either side: If Black A, White B; if Black C, White D.

**Problem 18:** Black 1 in diagram 18 is the best defence. Black gets a ko.

forces White to try the monkey jump at 2. White can prevent Black from making two eyes, but he gets 1 and 3 in diagram 19a in sente, so he can connect out with 5.

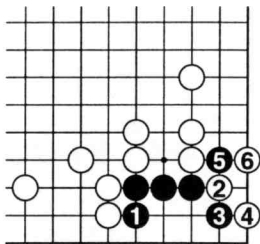


Diagram 20

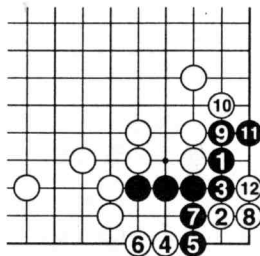


Diagram 20a

**Problem 20:** Here White's position is stronger so the sequence in diagram 19 would not work. Black's best move is to widen his eye-space at 1 in diagram 20. White can get a ko with the double hane at 4. Black 1 in diagram 20a doesn't work. White 2

hits the vital point and the small knight's move at 4 reduces the eye-space. After 12, Black will die unconditionally.

## Gotools 1.3 for PC by Thomas Wolf

### Computer software review

by M. Macfadyen.

Nick Wedd passed this program on to me for review since he had been involved too much in its production to be able to give an unbiased assessment.

The central tool of this program is a life and death problem solver, which is capable of getting the right answer to problems considerably more difficult than any other program I know of. It uses this capacity in several ways:

You feed in a problem and it solves it for you. Before starting to solve the problem, the program will add stones so that the surrounding wall is completely solid, and you get a chance to modify the way it has done this. There are various settings as to how thorough the program will be, but on its maximum setting it will explore everything. On my 60MHz Pentium the program works through about 100 variations per second, which is between 10! and 11! per hour, so if you set it a problem with more than 11 places to play it becomes an all night job. At its less severe settings

it will work more quickly, and will still find the sort of moves 1 kyus miss but 3 and 4 dans normally spot.

This facility probably has some value as a study aid for players up to around 3 dan who want to know what they should have done in games.

The other main thing the program does is to generate problems for you to study. It comes with 12000 problems already prepared for you, and divided according to difficulty, and will produce more if you want. These problems look a good deal less like actual game positions than the ones in most problem books, but are new and interesting precisely because they involve unfamiliar shapes.

The program runs under DOS, and feels rather home made. It is not wonderfully robust — the copy protection caused it to crash on my machine, and it twice crashed after a couple of hours working on tricky problems I set it — but the central tool is powerful and it provides a large collection of problems in an unfamiliar style.

It is available for £39 from Thomas Wolf, 142 Dowdeswell close, Putney, London SW15 5RL

**More information at:**

<http://www.eng.ox.ac.uk/~syshf/go/t.wolf.html>

## The 1995 International Pair Go Tournament

by Matthew Macfadyen  
and Kirsty Healey



Mr and Mrs Taki listening to a welcoming speech by Mr Hiroshi Hirabayashi of the Japanese Government

Only a few years ago, Pair Go was unknown by that name, and only played as an unplanned casual diversion. Now, largely thanks to the efforts of Mr. and Mrs. Taki, it is rapidly becoming a part of the mainstream of organised go on every scale including internationally.

The finalists of the 1995 international tournament did not include a Japanese team for the first time, but high powered opposition was necessary to achieve this: The female halves of the winning Korean team and the Taiwanese runners up had

finished 2nd and 3rd in the previous year's Women's World Amateur tournament. Both of these teams were described by Ishida Yoshio, the chief referee, as being of professional strength.

Meanwhile, a side tournament attracted several hundred

pairs, and just to ensure that both sexes had a say in everything Mrs Rin Kaiho was assisted by her partner in judging the best dressed pair competition.

Other side amusements included teaching the American non playing team captain Austrian Tarock while sampling the local beer, a fascinating tour of some of Tokyo's administrative centres, and some magnificent aerial views of Siberia freezing over for the winter.

The British challenge for the title started well, with the Leamington 5-5 point fuseki carrying us well into the middlegame with a comfortable position, but our opponents proved too accurate at the end and we joined the first round losers' side event for the second day. That went rather better and we collected second prize for winning 3/4.



Siberia looking large and cold

# Kyu Games Commented

by T. Mark Hall

Submitted for comment by JMR, 3 kyu, this game was played last May at Oxford Go Club.

The commentary this time is very detailed, which it is hoped will be of much use to kyu players, and is therefore to be concluded in the next issue.

White: Harry Fearnley, 2 dan  
Black: JMR, 3 kyu  
Handicap: 4 stones

2: No! This just gives White a comfortable position on the side. The only time you should play this contact is when you have a stone somewhere around 5 or can play there for your next move.

13: A slight over-extension. He should have played one line further back or been prepared to answer your move out into the centre.

16: Better at 1 in Diagram 1; then you get 5 regardless.

22: Too small. Black has invested too many stones here already to capture this small territory leaving plenty of bad aji. He should cap the three white stones above or continue to jump to the left keeping up the pressure on the White stones above and making those on the lower edge live small. An extra idea would be to play 1 in Diagram 2. This makes both the lower and centre group weak. 22 might also have been at 1 in Diagram 3.

Diagram 4: White now has two weakish groups; and A is now very big territorially.

30: Misread: Black cannot atari at 1 in Diagram 5 then connect to the right with a monkey jump and so to connect now is too small. White gets sente and the pressure on the three stones

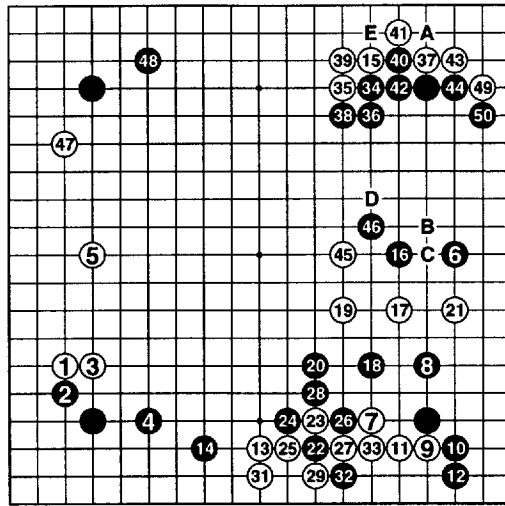


Figure 1 (1—50)

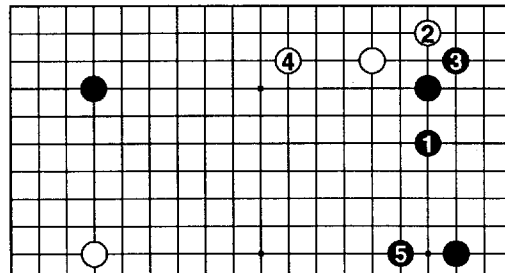


Diagram 1

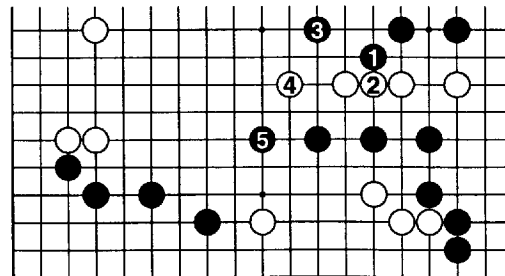


Diagram 2

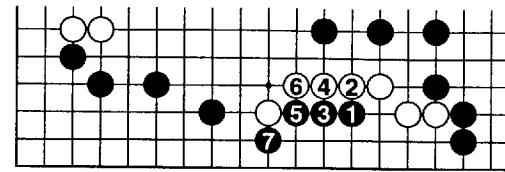


Diagram 3

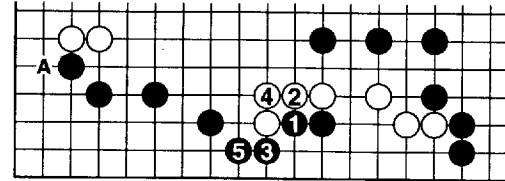


Diagram 4

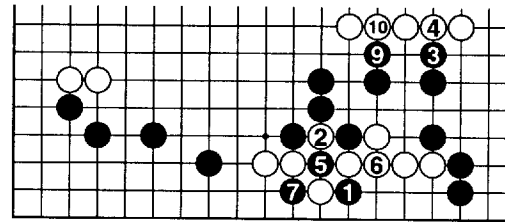


Diagram 5  
8 at 2, 11 at 5

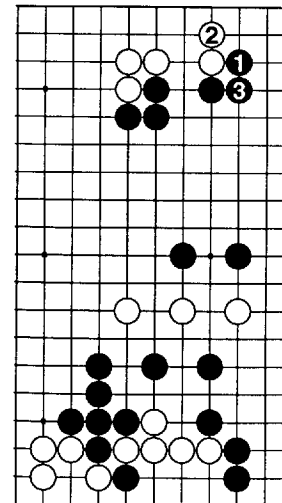


Diagram 6

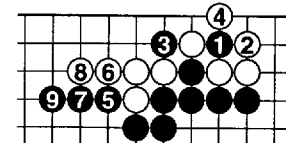


Diagram 7

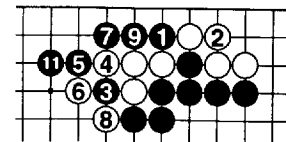


Diagram 8 (10 at 3)

is gone. Yes, if you were going to play this sequence you should have started the ko as in Diagram 5. And what does White have for a threat?

31: A nice move for White which protects against the atari at 32 and radiates power to the left.

40: Probably better at 1 in Diagram 6.

45: At the time I was concerned about 'tenuki, White B, Black C, White D. But now I think A (1 in Diagram 7) looks possible which either gives large sente end moves on the right or the variation (move 46).

46: Harry described this move as 'craven' although it seemed natural to me to try to keep up the pressure and make territory. The variation at 1 in Diagram 8 is better.

Diagram 7: This is 'craven'. You must play at A in Diagram 9. White must play at 1 in Diagram 9 instead of 4 in Diagram 8, and A becomes a useful squeeze point for Black to build up a wall.

Diagram 8: Now the status of the corner is undetermined.

52: Harry also criticised this move but would leave bad aji for later.

Diagram 10: Better to play 5 at 7 immediately as in Diagram 11. Move 9 is just a bad idea; shut him in with a play to the left of 6, as in Diagram 12.

54: Wrong direction; 1 in Di-

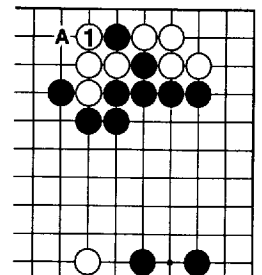


Diagram 9



agram 13 is better. This would cover the hole in the corner.

56: In the variation at 1 in Diagram 14 I can't see anything much better: Black seems to have to end in gote. — Not necessarily.

58: The other option would be better, i.e. 1 in Diagram 15. Move 6 would seem to be necessary in view of A surely being sente for Black. (See Diagram 16).

Diagram 16: The play at 4 is just a waste. Better to play at 1 in Diagram 17. This leaves less aji for White.

64: The move to the left is obviously better as it does not leave the big yose play to the left of 62 in Figure 2.

66: Presumably A or 71 would be better? — A certainly; I don't know what is meant by 71. B would be better to depress White on the left and extend Black's group.

68: I felt quite pleased with this move. A is gote anyway and I get either thickness for an invasion below if he hane'd to the right of 68, or if he drew back as in the game I get this big point and would make the corner more secure...

71: ... but I hadn't seen — no, didn't see — what a threat this move was. In view of the developing moyo perhaps I should have played here in response to 65 which would have given C, around B or 70 as possible answers to whatever White does? I can see that I am well behind without a successful dent in the White territory to the left.

72: What you want to do is chase the White group over to the left so that you walk into the moyo naturally. There is a proverb, "If you have a weak group, you don't have a moyo." Black 72 doesn't form a sufficient threat to the White group to unsettle it.

Diagram 18: This way you make the moves towards the left naturally while keeping the pressure on White.

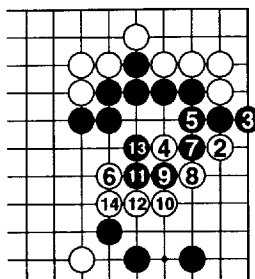


Diagram 10  
Black 1 tenuki

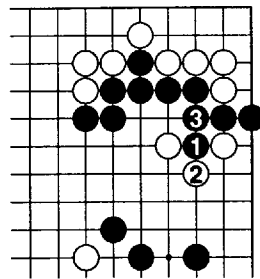


Diagram 11

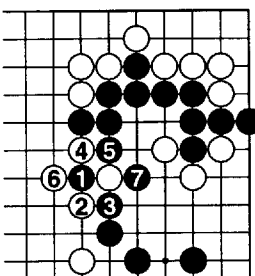


Diagram 12

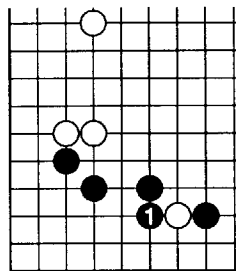


Diagram 13

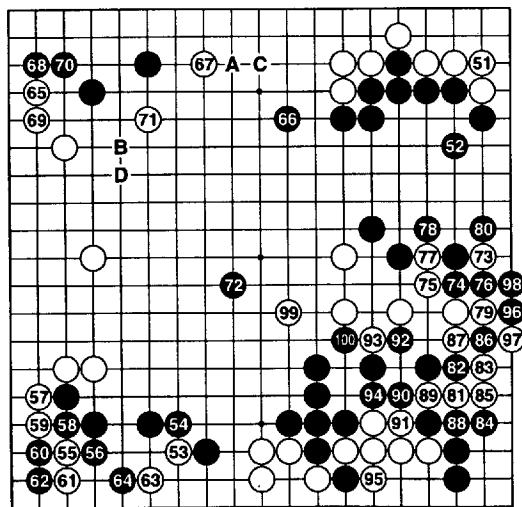


Figure 2 (51—100)

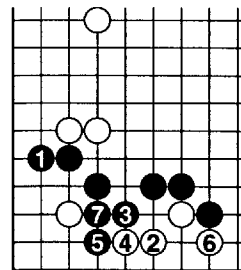


Diagram 14

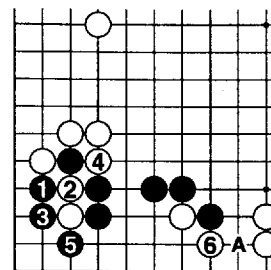


Diagram 15

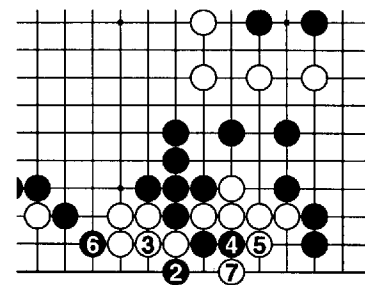


Diagram 16

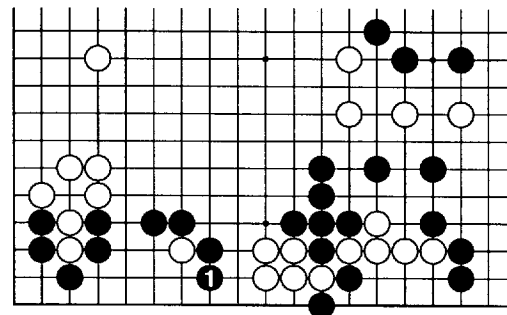


Diagram 17

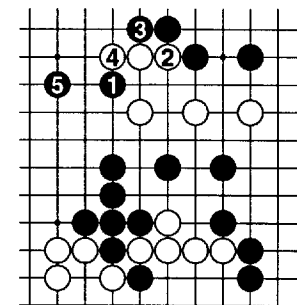


Diagram 18

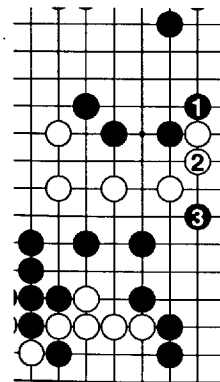


Diagram 19

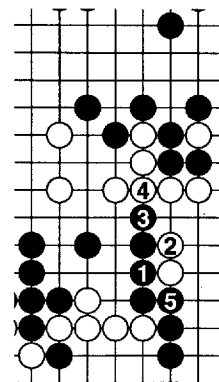


Diagram 20

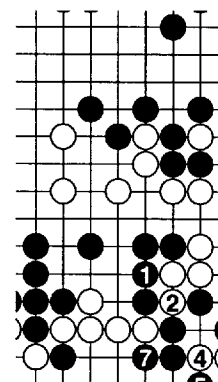


Diagram 21

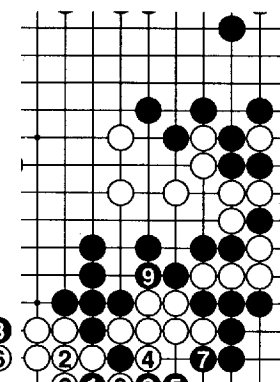


Diagram 22

74: Wrong; should be 1 in Diagram 19.

81: I had seen this coming and had considered playing above 81 instead of 72.

82: 1 in Diagram 20 is possible.

86: This is just bad. You can still connect at 1 in Diagram 21 and live in the corner.

88: Ditto for connecting at 89.

92: Trying to keep up pressure on the White group above

but aji-keshi: the 92-93 exchange stops the fattened sacrifice at 95 in Figure 2. 1 in Diagram 22 is also possible.

To be concluded

# BGJ Index

## Review

by Bob Bagot

I first met Jochen Fassbender at the European Go Congress in Canterbury. Most people got to know him, for he has a lively outgoing personality and he was clearly a go fanatic. Many afternoons he would be seen taking on the professionals in simultaneous displays. This sounds wrong! He was not playing lots of professionals but the other way round.

On one occasion I sat next to him as we played Mr Nagahara on 5 stones. My game was a nice quiet win by 4 points (for Mr Nagahara of course) but not so with Jochen's game. He set out to capture a monster professional group and the fight went all over the board. Mr Nagahara had to polish off everyone else quickly to concentrate on this game. I think it ended as a draw. I wonder if Jochen recorded the game. It would make an excellent entry in the BGJ and become part of volume 2 of the Index.

Which brings me to Jochen's other claim to fame — his monumental labour of love which is

the index of the British Go Journal from issue 0 (eccentrically) to issue 100. Everything is in there for easy reference to find any article published in the 2878 pages so far. It must have been painstaking work to list every article, catalogue them, cross reference them and eventually produce a booklet of some 68 pages. It is hand-somely produced in the style of recent journals with the glossy type cover that makes excellent fingerprints. A random sample of entries suggests to me it is 100% accurate and has already made me look back through old journals for articles that interest me. You might for example want to re-read Absolute Go by Matthew Macfadyen. Well, it is all there in issue 89, page 41; issue 91, page 42; issue 92, page 46. Or turn to issue 80, page 32 to find out about Go Vikings. Gradings are always interesting and there are twenty different entries to look at. Issue 42, page 23 will give you a list of the high kyu players of 1978 and you can see who is still around.

I would also like to be able to read Jon Diamond's eight part series on Even Game Joseki but I can't. They are scattered through issues 2—14, and I don't have them. Herein lies

one of the problems with the BGJ Index. Most people will have only a few of the issues indexed and I suspect that very few have all 101 issues. Its usefulness is severely reduced. But not its interest. You can read between the lines and see the history of British Go here. For example, Francis Roads has been writing articles from the earliest days of the journal and remains the BGJ's most prolific author. He is closely followed by Matthew Macfadyen and T. Mark Hall. Jon Diamond played his last published game in issue 39, and Piers Shepperson his first in issue 71. An early article on computer go was in issue 61 by Andrew Daly — a consistent author of the middle years — while Nick Wedd is making computers a consistent feature of later issues. Occasionally an author's output is disguised. Andrew Grant's sixteen part series (so far!) on Japanese Go History is reduced to one entry under his name.

Go players will inevitably look for their own name in the index, but you will not find it unless you have been a contributor. It is not an index of every reference, being based on titles and authorship of articles. The exception is a complete list of all the game records published in the BGJ. If people buy it to use, it will be to recall that hazy memory of... "I'm sure I've seen it before in the journal somewhere". But I hope people buy the index out of interest, to dip into and re-read the articles currently gathering dust on the shelves. I hope it starts a trade in secondhand journals — the book distributor has lots — especially as I might get my hands on some early issues.

But most of all I hope people will buy it as a tribute to a fantastic piece of work by Jochen Fassbender. He needs all the encouragement to start on Volume 2 for publication in twenty-five years time.

# The Grading Committee and what it does

by M. Macfadyen

There seems to be a call for more information on the Grading Committee's activities, so here goes.

The Grading Committee's job is to maintain a file of information on the tournament results of British players graded 1 kyu and above, and to make recommendations to the Council for promotions where appropriate.

The physical form of the file is a loose leaf folder maintained by Jim Clare. Each player has a page, and extra pages are added as these fill up. Each tournament game is listed, with the opponent's name, the result, and a number of 'promotion points'.

These points are awarded so that a correctly graded player will average a small negative number of points, while one who would be correctly graded if promoted by one stone will average a small positive number.

These promotion points give the committee a simple way to sort out those players worth considering for promotion. In practice at least half of the promotions made are on overwhelming cases in which the exact method of calculation will not matter. The main purpose of the promotion points system is to enable the committee to devote most of its attention to the marginal cases.

## Which tournaments count?

The file contains results of anything we can get with time limits above about 45 minutes each. It may seem unfair that a 50 minute game in the last

round at Wessex counts "the same" as a 3 hour game in the European Championship, but in practice most players record pretty similar results at all time limits, and if a player is doing consistently better (or worse) at shorter time limits this will show up easily enough by looking at the file (an advantage of a manual system over a computer based one). If a player is on the border line for promotion we certainly do give the more "serious" games more weight. Once a player has improved enough to reach the next grade the most likely problem is that they have not played enough tournament games to prove it, and including as many games as possible in the book helps to reduce this problem.

## How many points do I need?

More points for higher grades. Roughly, shodan promotion requires three good tournaments or two excellent ones (but a very good result in a long tournament, e.g. 6/8 in the New Year event might do). 2 Dan requires at least four good tournaments, and higher promotions require consistently good results over a year or more including some good wins against a range of players preferably including foreigners. But exact numbers of points are not so important; the system is highly subjective in border line cases.

## European Grades

There is a feeling at the moment that British grades are a bit lenient compared with the French, Dutch and Germans (look at the prize list for the London Tournament). There is supposed to be a new computer rating program which will provide statistics to investigate this with but it is operating slowly. In the meantime we have been quite strict especially about promotions to 4 dan and above,

good results against strong European players being essential for promotion at this level.

## The secret list

Over a long period, there will inevitably be players who do not play up to the level of their previous results. We do not demote people (except Francis Roads, but that's another story) and this situation is handled by keeping a list of players who are considered not to be up to their grade. Promotion points scored by beating these players are correspondingly reduced.

Occasionally a player may be on the secret list at a grade above their public one. For example the late Terry Stacey was on the secret list as 6 dan for a period - he had not clocked up the requisite wins in international tournaments for a public promotion, but his consistency at beating British 4 dans seemed to justify a reduction in the amount of damage they sustained by losing to him.

## General remark

If you find that it is quite hard work to pick up promotion points, and you have to include games from several years ago to justify your belief that you need promoting, then you would be a pretty weak player at the grade above. Better to concentrate your attention on becoming strong for the grade above, then the promotion points will flood in of their own accord.

## The points

For what they are worth, the points gained/lost by a 1 kyu against other grades are:

3 kyu +0/-35, 2 kyu +10/-35, 1 kyu +25/-35, 1 dan +35/-25, 2 dan +35/-10, 3 dan +35/-0.

For a shodan, just move all the grades up one, etc. A correctly graded player should get about -5 points per game. A minimum requirement for promotion is about 150 points collected over more than 10 games.



Jochen Fassbender (front left) plays Mr Nagahara



equivalent; it doesn't matter which order you play them in, as diagram 9 shows. It's only the number of liberties that is important. In a simple fight, if the number of liberties is equal, the position is unsettled: whoever plays first, wins.

Nothing difficult so far, and if you take it step by step, there is nothing difficult anywhere. Unfortunately, most people are impatient and skip several steps somewhere along the way. If you stick to this series, you'll be outfighting dan-players before long.

### Type 1a fights: One inside liberty

In diagram 10, both groups have four liberties. Black's liberties are A, B, B, and B. White's are A, C, C, and C. As diagram 11 shows, it takes Black four moves to capture the white stones. (And similarly, it takes White four moves to capture the black stones.) However, in diagram 10, note that A is a liberty for both the black and white groups. The points marked B belong exclusively to Black and the points marked C belong exclusively to White, but A is a mutual liberty. I shall call it an inside liberty hereafter because the term mutual, which is often used, is the source of some misunderstanding, as we shall see later. The exclusive liberties, I shall call outside liberties. In diagram 12, Black plays first and wins. Note that the order in which Black plays on White's liberties is important in this case. He must start with White's outside (exclusive) liberties first (all the outside liberties are equivalent and they can be played in any order) and only fill the inside (mutual) liberty last, since this also reduces his own liberties. Likewise, if White plays first, he wins as shown in diagram 13. What happens if White starts by play-

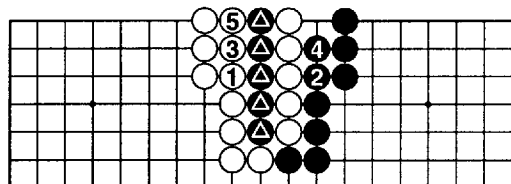


Diagram 7

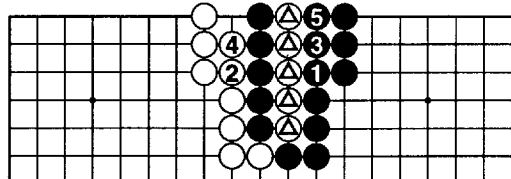


Diagram 8

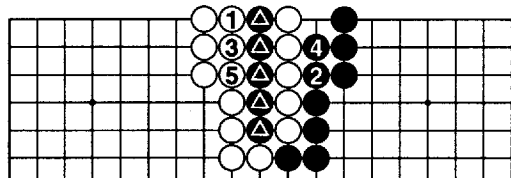


Diagram 9

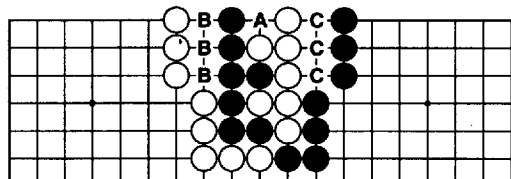


Diagram 10

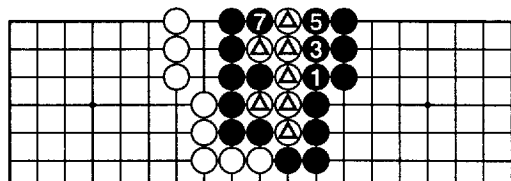


Diagram 11

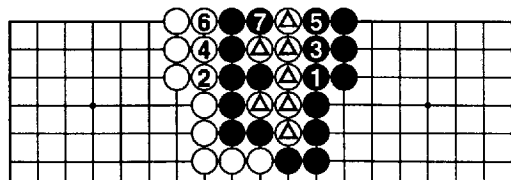


Diagram 12

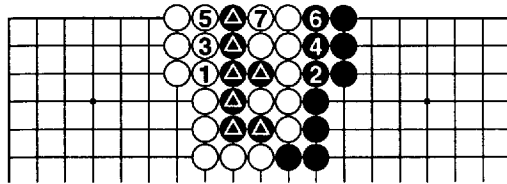


Diagram 13

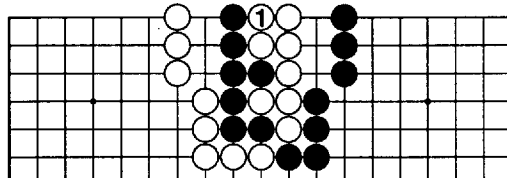


Diagram 14

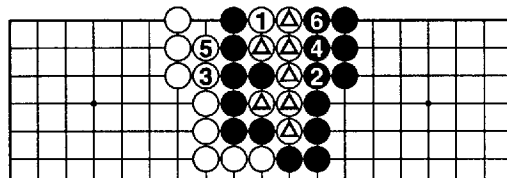


Diagram 15

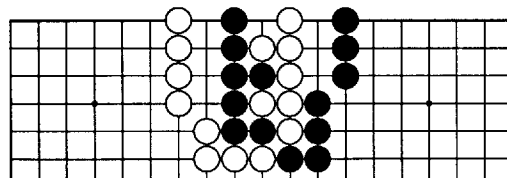


Diagram 16

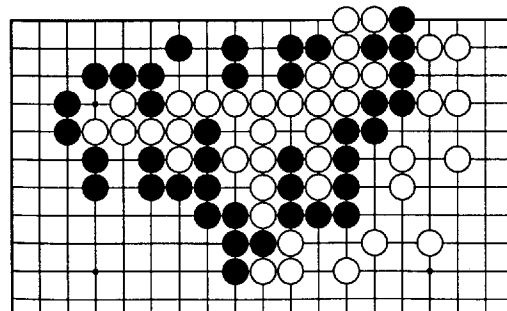


Diagram 17

ing on the inside liberty? As diagram 14 shows, after White 1, both sides have three liberties, but now it's Black's turn. Playing on the inside liberty reduces White's own liberty count as well as reducing Black's, so it is equivalent to giving Black an extra move. Even though White plays first, he loses, as is shown in diagram 15. You do have to play the mutual liberty to capture the stones, but you must play it last when it's too late to count against you.

In diagram 16, Black has an extra outside liberty. The count is: Black (4 outside + 1 inside) = 5; White (3 outside + 1 inside) = 4. Even if White plays first, Black can win. And if it is Black's turn, he can play elsewhere and still win. The position is settled: White is dead.

Diagram 17 shows a more complicated fight that might easily occur in a real game. This is no more difficult to count if you understand the principles. Some people like to count the sequence of moves: Black here, White there, Black here, White there.... I cannot recommend this method. It's too easy to skip a liberty or count the same liberty twice if you are switching backwards and forwards from one side of the board to the other. Instead, count the liberties around the edge of each group. In diagram 18 (see next page), count the points labelled W: 1, 2, 3...8. Add one for the inside liberty at A to make a total of 9. Count the B's: 1, 2...8 plus one at A equals 9. Aha: 9 to 9. The position is unsettled. Is that so hard?

### Summary of type 1 fights: Zero or one inside liberty

When there are no inside liberties, count the outside liberties for each side. If the numbers are equal, then the position is unsettled and whoever plays first, wins. If one side has more

liberties, then the position is settled: the side with more liberties is alive and can play elsewhere and still win; the side with fewer liberties is dead.

When there one inside liberty, count the outside liberties and the inside liberty for each side. If the numbers are equal, then the position is unsettled and whoever plays first, wins. If one side has more liberties, then the position is settled: the side with more liberties is alive and can play elsewhere and still win; the side with fewer liberties is dead. Play on the outside liberties first and the inside liberty last.

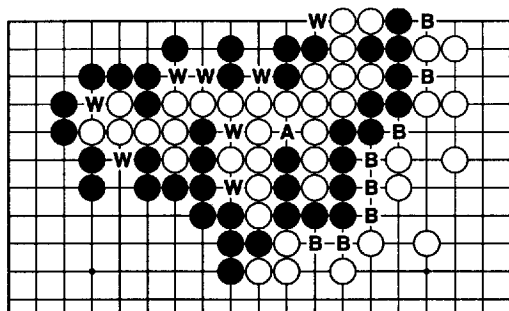


Diagram 18

In the next part we'll look at rather different and people often make reading mistakes (dan players pay attention). Here the situation is

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## Contact or Con-trick

### A New Joseki?

by Jonathan Chetwynd

These diagrams are taken from games in *Go Weekly* and the *Korean Yearbook 1995* played between professionals. Some players in the UK have recently appropriated these models and they are not in Ishida's *Dictionary of Basic Joseki*. The comments and errors are mine.

Diagram 1: Black plays 4 in order to gain outside influence. Usually there is an extension, therefore if you intend to play 3 at least learn Diagram 3, the simplest variation.

Diagram 2: A is simple, to live low in the corner, or outside, or if the ladder is favourable high on the outside. B and C are more complex and maybe White is looking for a fight. Black has two extra stones in the vicinity.

Diagram 3: This is easy to understand with few chances of variations.

Diagram 4: Black 6 is played as a ladder block in the bottom left. White 7 removes the aji of this ladder. Move 8 may continue the fight in the bottom left.

Diagram 5: Normally this ladder must favour White to be playable. Move 10 is played as a ladder block, and 11 captures either directly or as a close ladder block (one of the A's). In one game Black managed to take 4 out in the opening and win.

Diagram 6: There is lots of aji in the corner. This is only one of many sequences for the middle game. A does not kill this corner.

Diagram 7: Be prepared to sacrifice 1, 3 and 7.

Diagrams 8 and 9: I have only one example of each of these; in both, White lost by a small margin. Moves 14 and 17 in diagram 9 are tenuki.

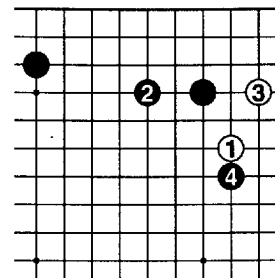


Diagram 1

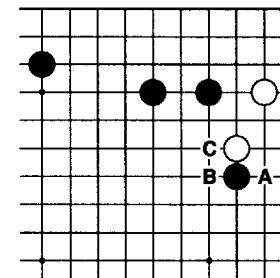


Diagram 2

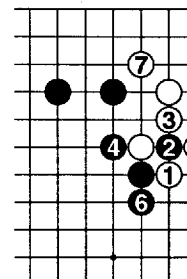


Diagram 3

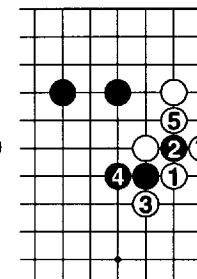


Diagram 4

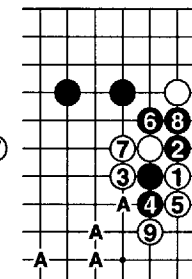


Diagram 5

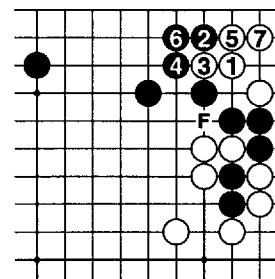


Diagram 6

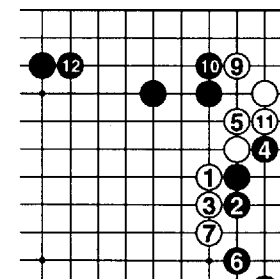


Diagram 7

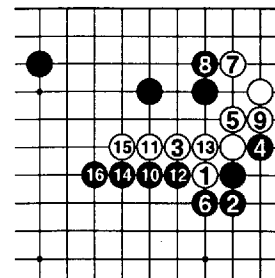


Diagram 8

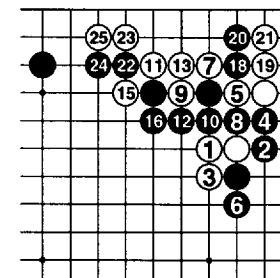


Diagram 9

# Tournament News

by Tony Atkins

## Third Venue

Sixty players entered the third Swindon Tournament, which was held at a third different venue, the Allied Dunbar Club next to a big Tesco store. The club proved quite a pleasant venue with a lunch time bar and buffet provided.

Upstairs, simultaneously, Matthew Macfadyen was challenging Shutai Zhang in the final game of the 1995 British Championship. A few players dropped in to watch, but it was a shame that more was not made of the opportunity to learn from some strong players. In an exciting climax to the game (so exciting that the game recorder did not see it become dark outside), Shutai hung on to retain his third title. Downstairs Francis Roads (4 dan Wanstead) was hanging on to be the tournament

winner. Harold Lee (4 dan London) also won three games, but since he arrived late he was drawn down in the first round. Others with three wins were Jay Rastall (2 dan London), qualifier Jonathan Chin (1 kyu Reading), Charles-Bockett Pugh (4 kyu West Surrey), George Haig (12 kyu Swindon), Pauline Bailey (16 kyu West Surrey), Jamie Harrod (25 kyu Brakenhale), Carl Bate (31 kyu Brakenhale) and Karen Graham (33 kyu Brakenhale). Unusually none of the Brakenhale group won in the 13x13, perhaps they were distracted by the skittle alley; 13x13 winner was Herman Marxer (1 kyu Oxford).

## Photo Competition

The West Surrey Weekend was this year held both days at Burpham Village Hall, on the outskirts of Guildford. The teaching day started with a bit of a panic as Matthew Macfadyen arrived late (beware, the A3 junction at Burpham only connects with London). As National Trainer Matthew was leading the day based around

material developed as part of the European Training Plan. Life and Death cards proved quite popular, as did an intriguing position where the choice was between saving a large group of stones or playing at tengen making a solid connection between two stones; it was not obvious which was best. T. Mark Hall went over some opening theory, Tony Atkins got out the traditional book of problems and Alison Jones taught the young children, earning herself a special jolly good chap prize the next day.

The next day was indeed the handicap tournament. As usual the top 16 players of the 51 battled knockout style for the title. The final was between Alison Jones (2 dan Wanstead) and Jay Rastall (2 dan London), the latter of whom was the winner. The two other players unbeaten were Gerard Farrimond (30 kyu Epsom Downs) and Elinor Brooks (9 kyu Swindon). Due to a disputed result Suryan Stettner (10 kyu London) and Francis Weaver (14 kyu Brakenhale) were both awarded prizes for 3.5. As well as Alison, the players on three wins picking up a small shield were: Tony Atkins (2 dan Wokingham), Clive Wright (1 dan Nottingham), France Ellul (3 kyu High Wycombe), Roger Daniel (4 kyu London), John Johnstone (8 kyu Bournemouth), Thomas Blockley (9 kyu Worcester), Steve Ashing (9 kyu West Surrey) and Claire Boxall (23 kyu Brakenhale).

Side events were the 13x13 event and the photo competition. Most-wins prizes went to Neil Ings and Tony Atkins, best percentage went to James Hamilton (83%) and for persistence to Daniel Dowling. Colin Williams was the best at recognising famous players when they were young. He spotted four of Francis Roads, Bob Bagot, T. Mark Hall, Alison Jones, John Johnstone, Tony

Atkins and Matthew Macfadyen. John Johnstone was second (he did manage to spot himself).

## New Rules

The Hitachi London Open was the 22nd congress and saw the tournament return to the GP circuit. It was again generously supported by Hitachi and some good prizes were on offer. Of the 140 players, 40 percent were from overseas, including some top names. Unfortunately a software error (now fixed) in the go draw program struck just as the draw was being printed and after the close of registration it was delayed half an hour for latecomers. Anyway the tournament finally got underway, and though some had to hurry their round two game, the rest of the event flowed smoothly.

The first evening (Friday) saw the first part of the lightning tournament, with a draw by Francis Roads on the American line up by grade method. The best players survived to a knockout stage on the Saturday. The top two were Miyakawa Wataru (6 dan Paris) and Zhang Shutai (6 dan London), the former taking the £100 first prize. Third was Markus Keinappel (7 kyu D) who beat Matthew Cocke (4 dan Norwich) in the play-off. Sunday was New Year's Eve and before the organised Chinese meal, those who weren't partying elsewhere had a chance to play rengo. Winners were the 4 dan strength team "A" of Kashevnik, Rupel, Rickard, Shepperson and Willems. A continuous small board tournament was won by Thomas Blockley (9 kyu) for 10/13 and Emil Nijhuis (4 dan) for 5/5.

In the Main Tournament the rules this year said that GP points would be awarded to the top ten places after six rounds, namely Guo, Zhang, Miyakawa,



EGCC: Van Zeijst v. Oeda (AJA)

Gerlach, Colmez, Macfadyen, Laatikainen, Danek, Shepperson and E. Nijhuis. The top four then played knockout to determine a unique winner. The semi-finals saw Miyakawa Wataru go out to Guo Juan and Christoph Gerlach go out to Zhang Shutai. So the final saw a repeat of the round five game, but in an exciting game watched by a small crowd of spectators Shutai won, a reverse of their first result. Thus the Chinese doctor from London captured the title back from his Dutch lady rival and won the £500 first prize. Unfortunately Gerlach had to play Miyakawa in the last round and was squeezed into sixth place behind Miyakawa, Laatikainen and Danek; he was awarded a special prize, though, for getting to the semis.

Only one player won all his games, namely young Jamie Harrod (22 kyu Brakenhale).

On 7 wins was S. Hurschka (16 kyu D). On 6/8 were C. Nijhuis (3 dan NL), S. Dilger (2 dan D), S. Duhr (1 dan F), G. Bertram (4 kyu D), K. Poggenklas (4 kyu D), S. Kohonen (4 kyu SF), Richard Mullens (7 kyu Stevenage) and T. Roth

(18 kyu D). Martin Solity (4 kyu London) won 5.5 games. All received Hitachi calendars, London Open pig-rat design sweatshirts, bottles or chocolates and £1000 of cash prizes for the top players.

The other lucky prize winner was Matthew Macfadyen who had his name drawn in the winners' prize draw to receive a Hitachi camcorder from Mr. Imamura of Hitachi. Thanks must go to Harold Lee and his team for all their hard work and the unique set of rules, such as the experimental one stone in five minutes first overtime period. We look forward to seeing what happens next year.

## Free Buffet

Eighty players attended the Furze Platt Tournament held again at the headquarters of Hitachi Europe in Maidenhead. Russell Jones was on hand to present the prizes and thanks must go to Hitachi for the free buffet lunch and prizes for all and to Anna Griffiths and the young team that run this event each year. Winner was Harold Lee (4 dan London) who beat



EGCC: Iwamoto plays simultaneous games (AJA)

Des Cann in the last round. Players winning all their games were Simon Goss (1 dan Bracknell), Steve Bailey (2 kyu West Surrey), Bill Streeten (3 kyu London), Ged Hoile (8 kyu High Wycombe), Tom Summerscales (12 kyu Culcheth), Ged Farrimond (15 kyu Epsom Downs), Tom Webber (23 kyu Culcheth), Sam Hughes (25 kyu Brakenhale) and Oliver Edwards (35 kyu High Wycombe). Furze Platt were the best team on home ground and 9x9 prize winners were David Knight (20 kyu Epsom Downs), David Bennett (12 kyu Culcheth), Sam Hughes and Ged Farrimond.

### No Skiing

This year the Wanstead Tournament did not clash with the go skiing trip and as the winter weather stayed away Alison Jones had to run the event rather than practise her downhill. And very well it went too. Matthew Macfadyen and Des Cann turned up late and had to play each other in round 1; this did not stop Matthew winning all four games and the title. Francis Weaver (13 kyu Brakenhale) and Andrea Smith (23 kyu Cambridge) also won all four games. Anyone on three wins who stayed to the prize ceremony, and was not from Wanstead, got rewarded. The list of those on three read: Alistair Wall (4 dan Wanstead), T. Mark Hall (4 dan London), Paul Smith (2 dan Cambridge), Simon Goss (1 dan Bracknell), Baron Allday (1 kyu West Wales), Helen Harvey (1 kyu Chester), qualifier Dave Artus (1 kyu London), Tony Warburton (1 kyu Cambridge), Steve Bailey (2 kyu West Surrey), France Ellul (3 kyu High Wycombe), Richard Mullens (6 kyu Stevenage), Thomas Wolff (8 kyu Wanstead), Emma Marchant (11 kyu Wanstead), J. P. Schille (15 kyu Chester),

Daniel Dowling (16 kyu Brakenhale) and Samantha Hughes (21 kyu Brakenhale). Two teams from Brakenhale shared the Team prize on 10/16. Sam Hughes won the 13x13. Sixty-six players took part.

### Youth Exams

At Wanstead the Youth Coordinator, Jonathan Chetwynd, set an exam at lunch time for the kids, taken from a Korean collection of 1600 problems. Best exam results were by Carl Bate, Sam Hughes and Francis Weaver.

Two weeks earlier, on the day after Furze Platt, a different sort of youth test occurred at Brakenhale School in Bracknell. Hosts France Ellul and Simon Goss ran a successful Youth and Schools event. The Schools was especially successful for France as Brakenhale took the Castledine Trophy again and also the Lightning prize, though unfortunately unchallenged.

Overall Youth Champion was France's current top prodigy, David King (1 kyu) who also took the Under-18 title uncontested. Furze Platt's Anna Griffiths took the Under-16 title and was runner up for the Championship. Second Under-16 was Tom Summerscales from Culcheth in Cheshire. Under-14, 12 and 10 category winners were the same as last summer: Emma Marchant, Thomas Blockley and Sophia Ellul. The runners up were James Harrod (under-14) and Samantha Hughes (Under-12). James did especially well for his 18 kyu grade, beating a 15 kyu who had already knocked out a 13.

In the handicap section, where Clive Wright and Elinor Brooks helped to make up the numbers, Francis Weaver and Neil Ings won 5/6 and Graham and Alistair Brooks won 4/6. In

the 13x13 David King and Daniel Dowling won 4/4 and David Bennett won 7/9.

### Fall in Europe

After Copenhagen the first GP event of the Autumn was in Bucharest. Two Dutchmen and about 100 Romanians attended. Sorin Gherman proved he was the best (having just returned from Insei training in Japan) by winning all six games. Second was Cristian Pop and third was Constantin Ghioc. The next big event in Romania will be the European Ing Cup, to be held in a mountain resort in March.

The second Slovakian GP was held in Bratislava as previously. Sixty-one players from seven countries fought over five rounds. Czech Vladimir Danek won as previously, ahead of fellow countryman Radek Nechanicky and a new name from Hungary, Csaba Mero.

Yugoslavia re-entered the GP Circuit with the Belgrade Tournament held in the Serbian part of that re-formed country. Favourite was the only non-Balkan player Viktor Bogdanov, who won with a clear six wins. Second was local player Nikolai Jevtic who only lost to Viktor. Best of the group on three wins was Zoran Simeunovic from Srpska (Bosnia).

After the Brussels GP, the first Ukrainian GP was held in Kharkov. Thirty-nine Ukrainians and six Russians attended and the winner was Ukraine 5 dan Dmitry Bogatskiy at the top of a group on 4-1. Next was Russian Andrei Cheburahkov (3 dan), Dmitry Jatsenko (5 dan) and Vasili Skotchko (3 dan) from Ukraine.

At Gothenburg Vladimir Danek finally proved he could win there, ending top of the 35 players. British Open Champion Ulf Olsson was second ahead of Finn Maati Siivola. The last GP of 1995 was Zurich.

The café held 54 players the top of which was Rob van Zeijst, ahead of Zhang Shutai and Viktor Bogdanov.

### Computers and Handicaps

The Ing Computer Championships in Seoul had the same result as the FOST Cup. First was Zhixing Chen's Handtalk (not by Ken Chen as stated last time) and second was Britain's Go4++ by Michael Reiss. Next came Ken Chen's Go Intellect and Dave Fotland's Many Faces of Go.

At the Irish Handicap in November, the visiting mainland British decided to give the local players a chance for a change. The prizes went to winner Tony Goddard (5 dan Belfast), second Paul Donnelly (1 dan Belfast) and third Stephen Flinter (1 kyu Dublin).

### Tulips from...

Two big events took place in Amsterdam and not a tulip was in sight. The first in December was the Fujitsu Finals. Sixteen top Europeans qualified by Grand Prix scores, tournament wins, previous results or by nomination. Britain's hope, Macfadyen, beat Andrei Gomenyuk and Frank Janssen, but went out to Guo Juan in the semi-final. Rob van Zeijst beat Alexei Lazarev in the other, but could not beat the Dutch ex-Chinese professional in the final. Guo thus earned the right to play in the professional tournament in Japan. Miyamoto Naoki was the visiting professional.

The other event in January was the playing of the first game of the Kisei title match sponsored by the Yomiuri Newspaper. The opening ceremony, at which Zhang Shutai and Tony Atkins were British representatives, was held at the Hotel Okura just south of the city centre. The title game was played at

the same location, but the best way to spectate was by video link at the European Go Centre in Amstelveen.

The game was between the current Kisei, Kobayashi Satoru, and the previous Kisei and current Honinbo, Cho Chikun. The game started at 9.00 and by 10.00 Cho was in the middle of a one hour think on move 8; through politeness Kobayashi also thought an hour on move 9. By lunch 23 moves had been played and move 29 took an hour too. The first day ended when move 42 was sealed at 16.30.

The second day saw just another 40 moves when Cho resigned just before entering overtime. He had not obviously got a lost position, but perhaps he was suffering jetlag worse than his opponent.

As well as the spectators at the go centre and the hotel,

there were many hundreds more watching the game live on the go server, as each move was entered as it occurred. Also advantage was taken of the professional dan count of 78 in town. Takemiya was doing the TV coverage and as well as the game officials four professionals were available for simultaneous play, commentary and analysis. They were Miss Kato Tomoko (4 dan), Yasuda Yasutoshi (8 dan), Oeda Yasuke (9 dan) and Iwamoto Kaoru (9 dan), the sprightly 93-year old founder of the European Go Centre. In the afternoons there was a Discussion Go Tournament where the entrants had to guess the next title game move and provide witty reasoning such as: "First strengthen your own kind before blowing the other's mind" and "If I knew what to do I wouldn't be a kyu".

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## Glossary

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

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

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

**Byo yomi:** shortage of time.

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

**Damezumari:** shortage of liberties.

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

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

**Gote:** losing the initiative.

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

**Hasami:** pincer attack.

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

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

**Jigo:** a drawn game.

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

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

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

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

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

**Kosumi:** a diagonal play.

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

**Moyo:** a potential territory.

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

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

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

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

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

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

**Shicho:** a ladder.

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

**Shodan:** one-dan level.

**Tengen:** centre point of board.

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

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

**Tsuke:** a contact play.

**Yose:** the endgame.

## Notices

### New Club

Martin Harris is trying to start a club at the University of East Anglia in Norwich. If you live within travelling distance your support would be very much appreciated.

### The next Journal...

It is planned that issue 103 should be available for distribution at the Leicester Tournament on **15th June**. For those who cannot attend, copies will be mailed very soon afterwards.

Contributions for next Journal by **14th May**, but please send earlier if possible. Text can be accepted on both 5.25" and 3.5" disks (plain ASCII, not right justified, and no tabulation) but should be accompanied by a print-out in case of difficulties. Diagram references: please use A,B etc., not K10, C3 style notation.

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## Book & Equipment Update

### Price Changes

GGB1 Gostelow Go Board (48mm)  
NOW £46.00

T371 Chestnut bowls (for stones to 8.5mm) NOW £48.00

T372 Chestnut bowls (for stones to 10mm) NOW £52.00

G37 "Beyond Forcing Moves" DOWN TO £10.00

PG "The Game of Go" DOWN TO £5.00

### Goods Direct

The BGA bookshop, with a wide range of books and equipment, will certainly be at the Cambridge, Coventry, Durham Congress, Bracknell, Scottish Open and Leicester tournaments. A limited range of books will also be available at the Irish Open in Dublin.

If in London, try "Village Games" in the lively Camden Lock development, where a full range of go books and equipment is stocked as well as a fascinating and extensive repertoire of other games and puzzles.

### NOW AVAILABLE

(G52 and G53 - £9.00) Both volumes 1 and 2 of "Get Strong at Joseki" are now available, at a slightly lower price than expected. This is an attractive series that bridges the gap between "38 Basic Joseki" and the "Dictionary of Joseki", and I think it will become an invaluable aid to the ambitious player.

(Y06 - £10.00) Two more new books from Yutopian have arrived from California. A successor to the popular "Killer of Go" and also by Sakata Eio, "Tesuji and Anti-Suji of Go" is an exhaustive manual that details how sparkling technique can bring the reader's game to life. On the flip side, crude moves or "Anti-Suji" are offered demonstrating how thoughtless play can throw away the chance of an advantage. This is a thoroughly enjoyable exploration into one of the most fascinating aspects of go.

Also (Y07 - £9.00) "Utilising Outward Influence" is a study for helping the reader to reach shodan strength by reviewing the tactics and strategies used by dan players. Over 50 problems are included covering such topics as how to create thickness and avoid thinness in building influence, how to create moyos and how to use influence to attack effectively.

(GMT2 - £8.00 (provisional)) "Learn To Play Go, Vol 2" is expected to arrive shortly. Its predecessor was very favourably reviewed in The Times on 16th December last, and has already become the second most popular book (after "Killer of Go") stocked by the BGA in recent years, appealing mainly to non-BGA members. I am sure the new volume will also be a great success.

I am now prepared to obtain the Kido Year Book 1995 (in Japanese) to special order. The price will be not more than £40.00, depending on carriage costs.

More Japanese problem books by Sanno, Tozawa and Fukui are now in stock at £5.00 each.

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

Note that credit card facilities are not available.

Orders, accompanied by cheques made payable to "British Go Association," should be sent to R. G. Mills, 10 Vine Acre, Monmouth, Gwent NP5 3HW. (Tel: 01600-712934)