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Contents

Charting a Course in the Middle Game.....	4
Four Hundred Years of Japanese Go.....	6
Encyclopaedia of Life and Death: Review.....	7
Letters.....	9
Perils of Promotion.....	9
Go Kiburi.....	9
Three Games from Leicester 1995.....	10
Games of Go on Disk (Advert).....	13
Sansan Worries.....	14
On Being a Go Widow.....	16
How to Control a Handicap Game.....	17
BGA Computer Go Library.....	18
The Game of Wei Chi: Review.....	19
Kyu Games Commented.....	20
Club List.....	24
Counting Liberties.....	26
In Defence of the Capturing Game.....	32
BGJ Index (Advert).....	32
Go Proverbs.....	33
Gifts of Gifts (Advert).....	38
Cover Photograph.....	38
Territorial Strategy.....	39
Tournament News.....	41
Glossary & Notices.....	46
Books & Equipment Update.....	47

On Being a Go Widow is reprinted by kind permission of Swindon Go Club magazine.

Front cover: Part of a picture in an old black lacquered wooden frame, from China, circa 1940? Supplied by Tom Widdicombe. For the whole picture, and further details, see page 38.

Tournament Calendar

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

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

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

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

Bank of China Cup: 22 September. Alex Rix, 0181-533-0899. More information under *Notices*, on this page.

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.

British Go Congress: April. In Berkshire?

Anglo-Japanese 'B': April.

Candidates': May. By invitation only.

Bracknell: May.

Scottish Open: May.

Challenger's: June.

Pair Go: June.

British Small Board Championships: June.

Leicester: June.

Anglo-Japanese: June. By invitation.

Barmouth: June.

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

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

Notices

Bank of China Cup

This new tournament will be held on 22nd September at the Bank of China Building, 90 Cannon Street, London EC4 (near London Bridge). This is being sponsored by the Bank, and it is hoped that it will become an annual event.

Lunch will be provided but, due to space restrictions, entry is limited to 100 players. For entry or further information contact: Alex Rix, 6 Meynell Crescent, Hackney, London E9 7AS (0181-533-0899).

BGA on WWW

There is now a BGA page on World Wide Web. The BGA home page address is:
<http://www.eng.ox.ac.uk/people/Harry.Fearnley/go/Bga.html>

More notices on page 46

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Charting a Course in the Middle Game

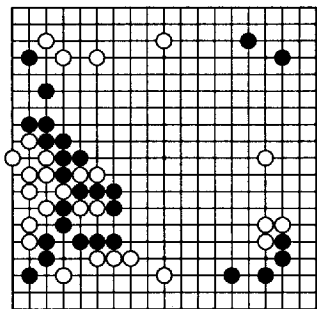
by Cho Chikun, Honinbo

Translated by Bob Terry from Kido, July 1983

Part 1

Starting with this article, I will provide a series of tutorials covering the middle game in go. For subject matter, I think it best to examine simple positions. Using the games of professionals like myself as study material will unavoidably become difficult and complex, so I will take easily understood, typical board situations from amateur games as models.

Here we have the first example.



Model Diagram

The Model Diagram shows a game between two kyu level players. At the outset of the game a turbulent fight developed on the left side, resulting in the position in the diagram. At this point it is White's move.

Diagram 1 shows the actual course of the game. The two stones began to move out with 1. Black attacked with the attachment of 2, play proceeded up to 7 and then Black played at 8.

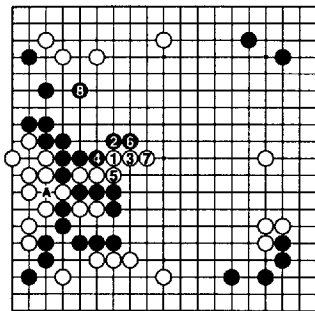


Diagram 1

Considering these eight moves, if one were to speak without reserve, they must almost all be condemned as bad. Only the two moves of 6 and 7 avoid this charge; the other moves are all questionable.

The psychological framework at the time that White played at 1 is something like the following:

1. Fighting had proceeded uninterrupted on the left side from the start, so the inclination was to continue to want to play in this area. (The realisation didn't dawn that a lull had already come in the fight here.)

2. It was thought that running out with the two stones was a big move. (In reality these are practically valueless throwaway stones.)

3. It was thought that if the two stones moved out, White could look forward to attacking the Black positions above and below. (In reality, both Black groups are almost perfectly alive. Actually, considering the ko at A, the upper and lower groups are practically connected.)

If one strained oneself to find why White played at 1, the preceding points are what would result. However, Black, in the same frame of mind, closely dogged White's tracks. Up to 8, Black has clearly been frightened by shadows. There is no necessity for this play. "Watch

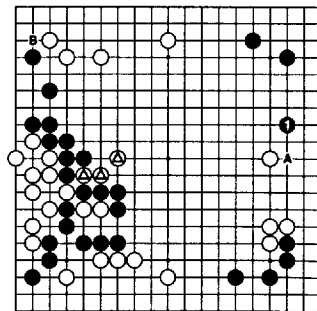


Diagram 2

out for my attack!" White threatened, and the position that resulted shows that this illogical bullying prevailed.

But it cannot be said that White has been successful. A painfully weak group of stones has been deliberately created in the centre of the board, the forlorn consequence of rescuing the two throwaway stones.

Let's examine some principal variations from this play in the actual game.

Diagram 2. There was a tremendously big point on the board. Leaving White's marked stones alone, Black should turn to the checking extension of 1. Even if White has played the extension on the third line at A, 1 is a big point. When it is high on the fourth line, the value of 1 becomes even greater.

The three marked white stones that have moved out do not have eyes. This matter will be a continuing liability. If the worst comes to the worst, Black can secure his group with a move at B.

Next, White answered the marked stone in Diagram 3 by pulling out heavily in the actual game, but one would like to hane with 1 here. Cutting with Black 2 is, in general, tesuji. This is vital. White ataris at 3 and draws back to 5 and this, in the local context, is good play. Thickness is created in the centre and White can get a ladder

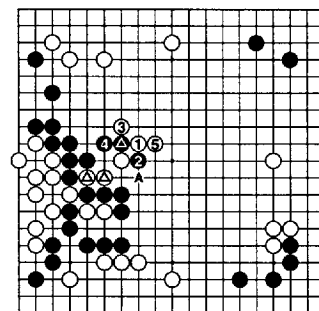


Diagram 3

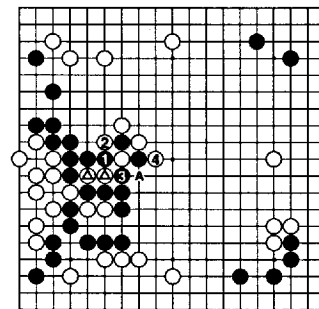


Diagram 4

with A. The two marked White stones are of little consequence.

Diagram 4 shows a variation for Black 4 in the previous diagram. The atari of Black 1 is tesuji, enabling White's two stones to be captured. However, I am sure that you realise by now that White's two marked stones are absolutely worthless. When the marked white stones are important ones, Black 1 is an effective tesuji. White captures at 2 and ataris at 4. White develops power in the centre and it is unbearable for Black to have to back down from the ko by connecting at A.

Both the atari of the marked black stone and the connection of the marked white stone in Diagram 5 are meaningless moves (Black 4 and White 5 in Diagram 1). Both should turn elsewhere and hurry to take a good point on the board. On top of

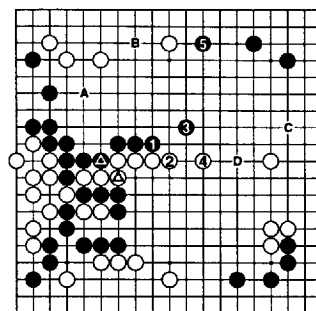


Diagram 5

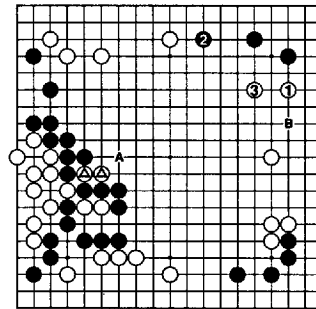


Diagram 6

that, Black's final move at A only serves to increase his territory by a handful of points. Let's try to play on a larger scale, stretching our reach. After pushing at 1, go out into the centre with 3. Move 5 occupies a big point and aims at the invasion at B. At 5, the checking extension of C is also big, looking forward to separating the big stones in the centre with D.

Returning to the beginning, White should not care if Black captures the two marked stones in Diagram 6 by playing at A. Rather than this, a far bigger point exists. Have you realised this yet? It is the checking extension of White 1. When the difference between the checking extension of Black B and that of White 1 is compared, one can hardly hold oneself back. If Black answers at 2, White expands territorially

with 3 and a fine moyo is developing. This territorial framework is still not completely defined, but with the jump to 3 added here, it becomes difficult for Black to invade at B.

At that point, Black will perhaps make the invasion of 2 in Diagram 7 promptly.

If White finds that invasion distasteful, the more restrained extension of 1 in Diagram 8 is good. This is, in itself, a fine extension, so one does not have to be too concerned about the one line difference.

Throwaway stones can, by and large, be recognized for what they are at a glance. When one tries to rescue such stones or to capture them, it is often because one gets caught up in the momentum of the situation. When the group of stones becomes larger, one feels compelled to view throwaway stones as being more important. And in the case where throwaway stones become just a little larger in number, the question of whether to rescue them or abandon them becomes difficult to answer.

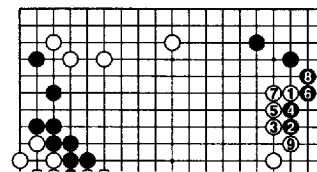


Diagram 7

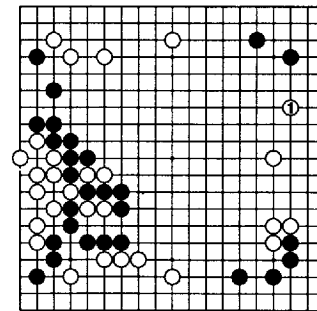


Diagram 8

Four Hundred Years of Japanese Go

by Andrew Grant

Part 19: Shusai

In 1906 Shuei became Meijin, but was immediately challenged by Iwasaki Kenzo, the president of the Hoensha, who had succeeded Nakagawa in 1899. Kenzo was 8 dan, and the one player in Japan who might have been Shuei's equal, although they had only ever played one, unfinished, game ten years previously. Kenzo had had the better position in that game, and cited this as his objection. Shuei refused to play Kenzo, pleading illness, but proposed that Tamura play in his place. However, nothing came of it since Kenzo refused to play Tamura, telling everyone that the Meijin was scared of an old man (Kenzo was 64).

In 1907 Shuei died after only a year as Meijin, and bequeathed the Honinbo title to Karigane in his will. Tamura promptly lodged an objection on the grounds that he was stronger than Karigane, and the Honinbo succession was meant to go to the strongest player. Since neither Karigane nor Tamura would back down, the former Honinbo Shugen became Honinbo again in a caretaker capacity, despite being weaker than either. Shugen was now 6 dan in strength, but still called himself 4 dan, being surprisingly uninterested in climbing the dan ladder. When it was suggested to him that the honour of the Honinbo school required its head to be graded higher than 4 dan, Shugen responded by promoting himself to 6 dan for the day of the accession ceremony, then returning

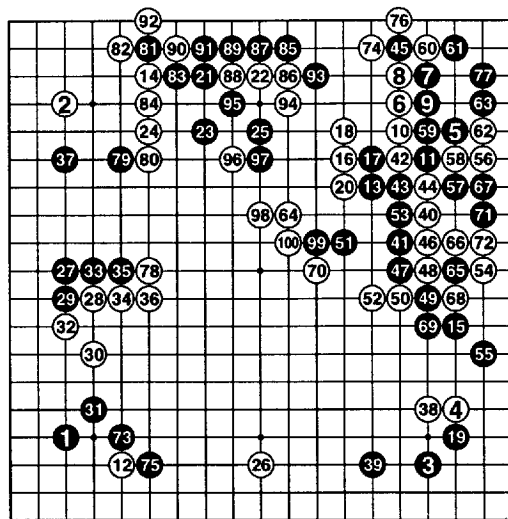


Figure 1 (1—100)

Honinbo Shusai (White) v. Karigane Jun'ichi, 1920. The protracted game, played over nineteen instalments, which more than anything else led to the call for time limits to be introduced. White wins by resignation.

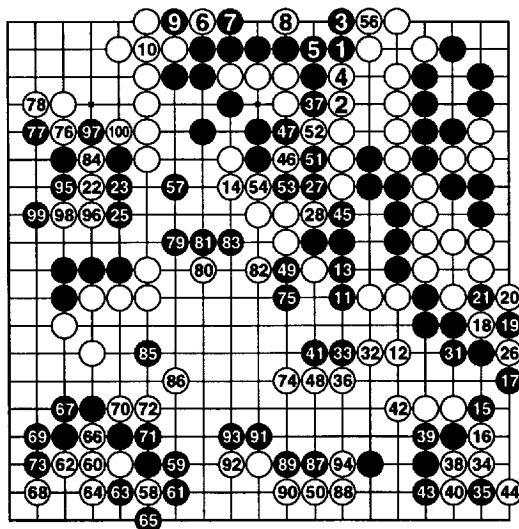


Figure 2 (101—200)

124 at 118, 129 at 119, 130 at 121, 155 at 146

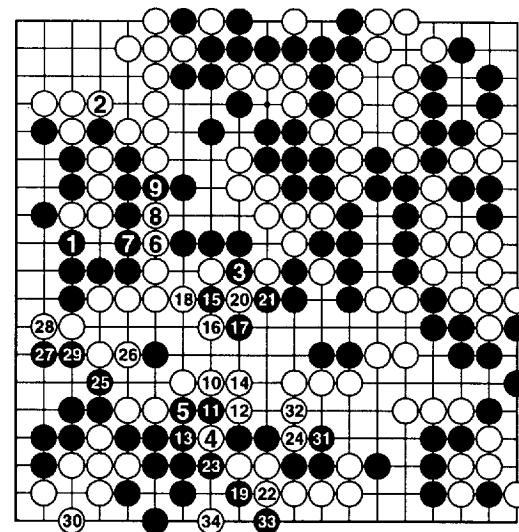


Figure 3 (201—234)

to 4 dan the next day.

In 1908 Shugen retired for the second time, and very properly bequeathed the Honinbo headship to Tamura as the strongest player. Tamura took the name Shusai, and became one of the greatest players of the 20th century, gaining promotion to Meijin in 1914. As Meijin, Shusai wielded immense influence in the go world, to the extent that he put the Hoensha into the shade - whereas in the past, aspiring young players had joined the Hoensha, now they flocked to become disciples of Shusai. Needless to say, the Hoensha was far from pleased with this state of affairs - indeed, there were some grumblings even within the Honinbo school as Shusai's authority grew more absolute.

It was a Honinbo pupil, one Nozawa Chikucho, who in 1914 was the first to challenge Shusai's authority, when he wrote an article for a go magazine criticising a game commentary by Shusai. It was intended as the first of a series of similar arti-

cles, but Shusai put pressure on the magazine editor and no further articles were accepted for publication. Nothing daunted, in 1918 Nozawa found a braver editor and continued his series until 1923, despite Shusai expelling him from the Honinbo school.

It had become customary for the newspapers to sponsor matches between the top players, in the same way as they now sponsor tournaments, but by the 1920's these matches were getting seriously out of hand. A single game between Shusai and his old rival Karigane took six months, lasting from May to November 1920 with 20 adjournments. The average speed of play was one hour per move; the slowest move took nine hours. This sort of thing was clearly unacceptable, and so in 1922 Karigane and three other players formed a breakaway organisation, separate from both the Honinbo school and the Hoensha (and generally opposed to both) called the Hiseikai. This was

essentially a pressure group, set up to lobby for the introduction of time limits (a maximum of 16 hours per player), as well as some other reforms they felt to be necessary. The Honinbo school and the Hoensha were sufficiently alarmed by this development to join forces, creating a single association called the Chuo Kiin (Central Go Institute) in January 1923. However, differences between its two component parts split it up almost immediately.

All four Hiseikai members resented Shusai's authority, and they announced that they would hold a tournament amongst themselves, the winner of which was to be considered the top player in Japan. If Shusai did not like it he should challenge the Hiseikai's champion to a match. Karigane won the tournament, but the match with Shusai never took place since the Great Kanto Earthquake hit Tokyo soon afterwards.

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

Encyclopaedia of Life and Death Review

by David Sutton

Computers continue to be frustratingly inept as actual opponents for Go players - when the heroic Gary Kasparov finally succumbs to Deep Throat or whatever the beast is called, he can always start playing a real game secure in the knowledge that a couple of months' study on his part is likely to take him well clear of the strongest program around - but their utility in other areas of

Go is increasing dramatically: we have excellent game recording and viewing tools, we have joseki encyclopaedias, and now we are moving into the area of problem software, where the latest offering is Kiseido's *An Encyclopaedia of Life and Death*, for IBM-PC and compatibles.

There is some overlap here with Thomas Wolf's *Gotools* reviewed in BGJ102, but it should be made clear that the Kiseido offering is purely a problem presentation tool: there is no facility for inputting problems and getting the computer to solve them for you. Nor can it generate problems: it comes with 3000 or so preset and that's it. But that said, it remains an excellent, thoroughly professional piece of software with full tutorial features which I think likely to be a source of great utility and pleasure for players of all strengths.

Problems

The problems are divided into four groups: 200 for Beginners, then 900 or so each of Elementary, Intermediate and Advanced; just for good measure a set of 28 'Strange and Interesting Positions' is thrown in. This is, believe me, a lot of problems: if you work through 50 a day that's a couple of months' study, and when you've done that you can solve them all again but faster. It also needs to be emphasised that the 'Elementary' problems are still well worth a stronger player's attention.

Modes

There are four modes of presentation to choose from.

The first, and probably the one you'll use most, is 'trial-study' mode, where you can simply work through the prob-

lems without time pressure. The problem comes up; you play a move; the computer either tells you 'Correct' and allows you to play the next move in the sequence, if any, or tells you wrong and shows you the move that refutes yours. (If your move is completely beneath contempt it will tell you 'Not a candidate'.) There are facilities to step back a pair of moves at a time, or to return to the start of the problem; you can also choose to experiment on your own account without the computer interfering. Then you can go on to the next problem in sequence. The problems are grouped by theme, so you get a good work-out on, say, bent four in the corner, or throw-ins, before moving on to something else. Next session you can start where you left off.

The second mode, and the most fun for those of a masochistic bent, is 'test mode'. You choose from Elementary, Intermediate or Advanced and the computer throws 10 random problems at you and scores your answers. You can set a time limit per problem (default 60 seconds), and a progress meter at the top shows you the time elapsed and beeps when this expires. You lose 100 points for a wrong answer, but you also lose something like one point a second for taking more than n seconds where n is possibly five - the software doesn't actually explain the scoring, but all I know is you've got to be pretty damn quick to get a perfect score of 1000, and I have to admit to my chagrin that I haven't managed to do this even in Elementary mode, where my best stands at 998. My top scores in the Intermediate and Advanced categories are at present too embarrassing to reveal.

It needs to be pointed out that in test mode all you have to do to be scored correct is to get

the first move right, and in this mode, unlike in trial study mode, the computer can't distinguish between a wild guess and a completely read out sequence on your part. That's why it's important to be honest with yourself and review the problems afterwards, and it's an excellent feature that the software is geared to doing just this: after you complete a set, you are shown it again with indications of how you fared on each problem, and can pick out problems to revisit. This links in to the other two modes: manual solution mode, where you can step through the right and wrong solutions one move at a time, or automatic solution mode, where you can just get the computer to play the right and wrong lines out for you at a speed under your control. The user interface here is particularly ingenious. These modes can also be used in their own right, as well as following on from test mode.

Summary

An Encyclopaedia of Life and Death is a DOS program, but runs very happily under Windows and seems totally robust; performance is unlikely to be an issue here: at least in test mode, you just wish the wretched thing would slow down. It all comes on one floppy.

All in all, a very addictive piece of software on which Kiseido are to be congratulated, and one hopes that it will be followed by many more such.

An Encyclopaedia of Life and Death does not at present appear to have a distributor in this country, but can be obtained from Kiseido in Tokyo or San Rafael, California (see *Go World* 74) for a credit charge of around £51 including airmail.



Letters

Jochen Fassbender writes:

I would like to make the following comments or suggestions regarding Bob Bagot's review of the BGJ Index:

1) Bob and I didn't play Mr Nagahara but Mr Nakayama, as is clearly seen on the photo.

2) Concerning old BGJ issues the BGA archive might have a more active role by providing photocopies of articles readers are asking for.

3) Bob's statement that I only indexed individuals as contributors or players of games published in the BGJ is not quite correct, since I also included names in context of a biography, interview, election, etc. In principle, the index is an open one. I indexed every topic as long as it was important enough to be included.

4) It is probably appropriate as well as sufficient to make an update of the index on disk every one or two years.

5) As for the situation in about 25 years I refer to BGJ 79, pages 10-13.

I enclose a record of my game* against Mr Nakayama.

*This game appears on page 17

Perils of Promotion

by T. Mark Hall

One of the perils of promotion is that I now have to play even more handicap games than before. This I do not mind, since the only way I got stronger was by having players stronger than me give me games on handicap. However, I have noticed that some players will always play all out to win even in the most casual handicap games.

I don't knock the desire to win; I probably wouldn't still be playing if I didn't have the desire to win the occasional game. But I see many dan and kyu players trying every trick and overplay in an effort to crush any weaker player they meet. Perhaps this is part of Francis Roads's famous dictum that "Weakies need toughening up". [Newcomers to go, please note that this was meant ironically!] The overall effect is less pleasant: it does not encourage new players to think of the game as a social evening out but a kill or be killed activity.

I often play casual games with the idea of trying out different ways of playing, and as a test, especially in handicap games, of my opponent. Can he see that my last move is a threat or not? Can he read out the sequence that captures some of my stones and saves his? Can he defend his moyo against standard reduction moves or keep his groups connected? He may go away happy that he has, at last, beaten a 4-dan. Maybe he will also have learned something.

With such a small go playing community, dan players have to do more than just win all their games and show 'weakies' how little they know.

Go Kiburi is Widowed

by Pauline Bailey

Ponnuki was a young and beautiful Red Indian go player with whom Go Kiburi fell deeply in love. He persuaded her to return to Japan with him in due course and settle down there with him. They played go regularly with their friends, Joe and Ami.

One day Ponnuki did not feel well.

"Hoshi, hoshi!" she sneezed while her temperature rose.

"Go to the doctor, Ponnuki!" Go Kiburi pleaded, but she preferred the remedies suggested by her friend.

"Has Ami got the right idea?" asked a worried Go, but 'Hoshi, hoshi' was the only reply.

Going against the wishes of both Ponnuki and Ami, Go Kiburi sent for the doctor himself.

"Ha, ne, nothing I can do," said the doctor sadly in his foreign accent, "I am afraid the climate has brought this tragedy about."

So poor Ponnuki was sent to an early grave while Go Kiburi grieved.

"Shi married me and it was life or death for her," he mourned, but in the end he found consolation in the go board and the concentration he had to give to the games he played with his friend Joe Seki.

Overheard...

Two kyu, on losing two huge groups simultaneously: "That must be the worst game I've ever played."

Three dan spectator: "Don't flatter yourself. There was that game you played against me."

Much gnashing of teeth...

Three Games from Leicester 1995

by Mark Collinson

● Additional comments by Des Cann, 4 dan, are in italics.

Congenial atmosphere, tolerably pleasant venue, nice young ladies with free refreshments, handy by car, and a controller who delays the start so as not to embarrass latecomers from Hull: what could be better? Well, there was a nicely set quiz to ruminate over, between games...

Komi in the tournament was 6 points.

Game 1

Black: M. Collinson, 2 kyu
White: M. Holton, 1 Kyu

10: Oh yeah?

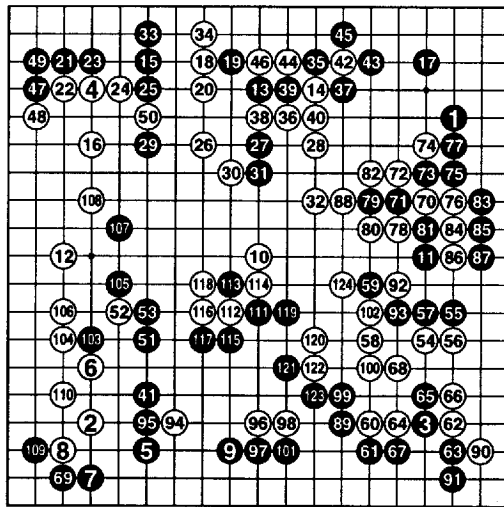
11: When the extension to 12 is omitted, the joseki response is at 106, as explained in Ishida's Dictionary of Basic Joseki. I keep a copy of this fine work in my bathroom and browse through it several times each week. However, I had forgotten all about the checking extension and played 11 out of ignorance. Probably just as well.

12: *This does not take account of 10; probably the fourth line is better and maybe further up the side.*

17: He has manfully resisted my invitation to play here.

18: There are standard responses to this invasion. I have borrowed and perused the relevant volume in the Ishi series and, as may be seen from my next move, forgotten the contents.

19: The idea was that after the corner invasion, Black 33 or 34 is sente. When I gave this ex-



Game 1 (1—124)

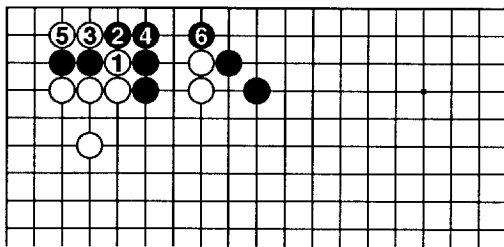


Diagram 1

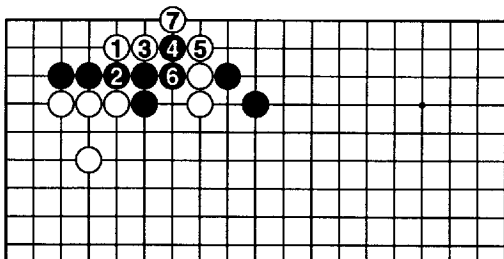


Diagram 2

cuse to my friend Stuart Brown, he said "You think about that sort of thing much more than I do, I just play where it looks good." No prizes for guessing which of us is stronger.

22: As I later discovered during a bathroom browse, the joseki play is at 23.

26: Presumably unfamiliar with the proverb 'what a difference a de [a push between enemy stones] makes'.

The push could be continued as in diagram 1, but following diagram 2 would be stronger as Black can then only live in the corner at the cost of giving White a connection along the top — exercise for the reader.

32: 10 is making its presence felt. Time to give something up.

35: *Black should be patient and continue to move out with his group, starting maybe with a kosumi from 31.*

36: I had anticipated 42 and intended to crosscut.

41: My stones look even sicker than I expected. Tenuki time.

This is played from a low group. The reducing moves here are 103 or a cap of 12; the building moves are 43 or 60.

44: I thought he would descend to 45. Naturally I hadn't read it out. Analysing Go positions is too hard a task to be undertaken lightly. In fact, at my level of strategic comprehension, it is too hard to be undertaken at all, if possible, as the effort is usually misdirected in any case.

46: Gote, and leaves me the sente endgame play above 44. However, now that any aji from my stones is gone, I didn't feel confident about the status of my corner.

47-49: *Not necessary but reasonably large. The game feels good for Black largely due to 44 and 46.*

51: Good.

54: *Better would be 61: the right side is closer to the White thickness and therefore invad-*

able after a further block move.

55-59: Giving 11 some friends is all very well but 60 is too good to allow, as I decided whilst trying to work out a response.

65: This push is pushing it; I only played here to stop him doing so. He should reply at 67 on principle. —Yes.

69: To save you several minutes fruitless searching, it's in the bottom left. My opponent gasped audibly when I played this. I was hoping to bully his thin looking left side, but never did work out how to do it.

Bigger are 89 or jumping from 53.

88: *White has outplayed Black locally but taken gote.*

89: I had been treating 89 & 90 as miai. This is supposed to mean that when you take one of the two points, your opponent will take the other, so you can postpone a decision until it's clear which you prefer. Actually, you postpone a decision for as long as you dare in the hope of getting both. Then you realise your opponent threatens to do so, and panic. 89 is big.

94-98: Nice kikashi to reduce my moyo.

Black could have counter-attacked. Possibilities were 95 above 94 (making use of 69) or 101 at 121 or 122, making a splitting attack.

100: I suspect he only played here to make me peep from both sides at a bamboo joint.

103: 110 is the place. Or 106. Or maybe left of 105. There is some aji in the top left. Maybe an attachment on 16, or a clamp on 48.... goodness, is that the time? Don't want to stir things up too much, rich men shouldn't pick fights, quick, do something insipid...

103-111: This is a strong sequence. Mark's doubts were not showing in his play.

124: Game record ends. I never record my yose, it is too painful to watch. Black wins by six points.

Game 2

Black: G. Quinn, 2 kyu
White: M. Collinson, 2 kyu

9: Hey, what about the rest of the joseki?

Modern pro style: if White 26 then Black plays 10, treating the corner stones lightly.

11: An interesting improvisation, I thought.

This should be played just left of 27. White will then need an extension on the right, and 10 would be too close to a thick Black group.

12: 26 is now very big. Locally 15 or 20 may have been better; don't play contact plays to attack.

22: I'm not entirely happy with this result; 10 is not connected yet, and my wall needs an extension, but I've already played two extra stones hereabouts. Furthermore, his group is a lot more alive than it has a right to be considering it consists entirely of cutting points.

White has a fine, thick position.

30: Hasty. Nowadays I'd probably play B.

33: *Big, but it can't be right letting White extend to 34.*

35: Nice timing.
Not effective; White responds correctly.

46: I suspect this move's bark is worse than its bite, but it turned out O.K.

A good kikashi, but Black could possibly have counter-attacked due to the timing: atari at 48, then extending?

51-54: *Painful for Black. White is in control.*

55: At this point there were some decisions to make. First of all, thanks to Kato's book "Attack and Kill", I decided White was winning. Then I decided I wanted to play the cut at C. ("cut if you can"). However, after looking at this for a while, I decided I couldn't. Next candidate was the peep at 57, which is fine if he connects, but he

might resist with 56, C, D, E, 67, 115, 114, followed by 70. Then I decided that I had been wasting my time, because the correct plan must be either a splitting attack, or to firm up my moyo, or (preferably) both. I also decided I was getting a headache. Finally, I decided that trying to eat a large fish & chips in the 6 minutes preceding this game might have been a mistake.

58: Better at 62. The thickness would ensure the fight stayed one-sided.

60: Better at 73? It's ugly, but creates the eye stealing tesuji at A.

Or a solid extension so that 73 is not kikashi.

66: Just as well Kato himself couldn't see this. He might be tempted to Attack and Kill me.

78: Does not affect the Black group; better to the left of 59.

82: Letting both groups live is all very well but to take gote is abominable.

83: Black is now ahead.

88: White catches up. Move 84 should be answered at 87, and 86 at 88.

90-101: White lost track here; 92 at 97 should get ko.

103: Submissive. White has already keshi'd his aji; getting two moves in a row in the centre, brings White back into the game again.

108: If I had remembered the komi I'd have played from the outside.

109: A surprise. I'd expected 111.

110: Lunch must have been heavier than I thought. 111 renders the group monocular.

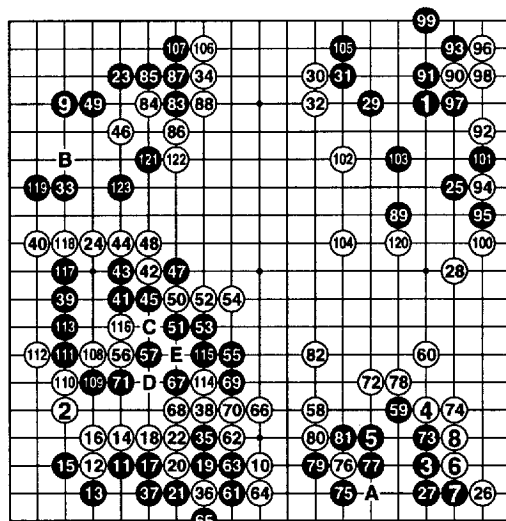
114, 116: Addled.

123: Game record ends. Black wins by 6 pts.

Game 3

Black: K. Healey, 1 kyu
White: M. Collinson, 2 kyu

19: After the game I ex-



Game 2 (1-123)

pressed admiration for my butch wall; my opponent was happy with a nice big corner.

Compare this position with a premature invasion under a hoshi stone, similar except for Black 7 which is wasted.

26: I'm surprised I didn't extend to 27.

29: Leaves a weakness when White captures 23.

46: What's this? A joseki?! Surely not!!

48: You'd think the white stones would want to stay together in a neighbourhood like this.

55-57: Not good.

58: Nervous about a cut at A. However, Black's influence is starting to take on Konishiki-like proportions. (i.e. those of a 35 stone sumo wrestler).

59: An aberration. Now is the time to capture 42, and let the black stones wave happily off each other across the empty moyo.

62: Not the sort of move you

want your mates to see you with.

66: Oh dear. Even your dear old mum would think this a bit timid.

77: Should follow up 73 by playing below 60 and coming through. Having White patch up the weaknesses in sente with 78-79 is too painful.

78-79: is too painful.

86: Better at 88.
88: Better extending along the fourth line. White has become thick in an uninteresting area.

95: The black formations on the right have a temptingly clumsy look. My inept attempts to take advantage get what they deserve.

104: Spineless. Absolutely necessary!

113: At 114 would be natural, making 113 and 117 miai.

116: Must be at 119, Black 117, White 132 (or similar). The top left centre is the large undecided area.

117-119: Black is back in the

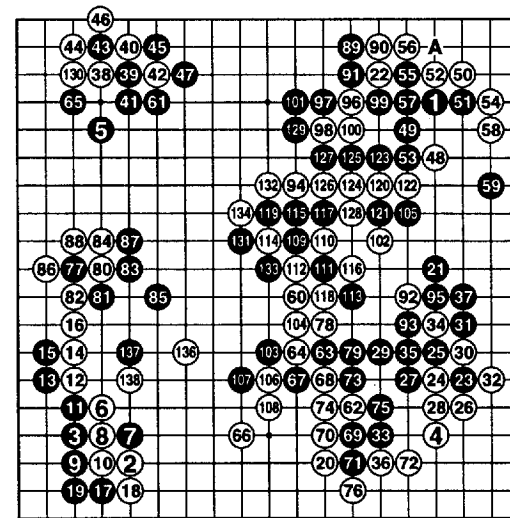
game.

121: Fighting talk.

131: Must be at 132. After 132 White has a comfortable lead.

138: Game record ends. There followed a big fight over small points between 84 & 5. I got thrashed. The komi spared my blushes; White wins by 6 pts. What, again?

If you would like a game or games published with commentary by a dan player, please send to the Editor



Game 3 (1-138)

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Sansan Worries

by Charles Matthews

Part 1

For a while now I have been fretting about not having much understanding of the 3-3 point. In time it came to me that, as with everything else, some clear thinking and study might help. This series of articles has resulted.

Worry number one about sansan is that it is a dull, territorial play, certainly it cannot lead into spectacular joseki, if that is what is counted most interesting. But such leading exponents of 3-3 openings as Sakata and Cho Chikun play difficult go which is sharp enough for anyone's taste.

Enlightenment began to dawn when I acquired *Modern Joseki and Fuseki*, the old Ishi Press warhorse which can be recommended to anyone who doubts that it is easier to improve these days.

Diagram 1 is taken from Chapter 4. What is going on here? In the book there is a thorough discussion of the joseki choice problem for the top left corner. The conclusion is that White correctly plays 20 when Black plays away—the other move at 21 doesn't work so well because Black has already pressed White down with 15 to 19.

Is there anything about why White played 16 rather than A? There is not. Alarm bells should start ringing at this point for anyone who has the gut feeling that the 3-3 point is tricky. Choosing which way to push with 16 after Black has played the shoulder hit 15 is a fundamental kind of fuseki choice question. You have to look at the whole board, which here includes Black's later chance to

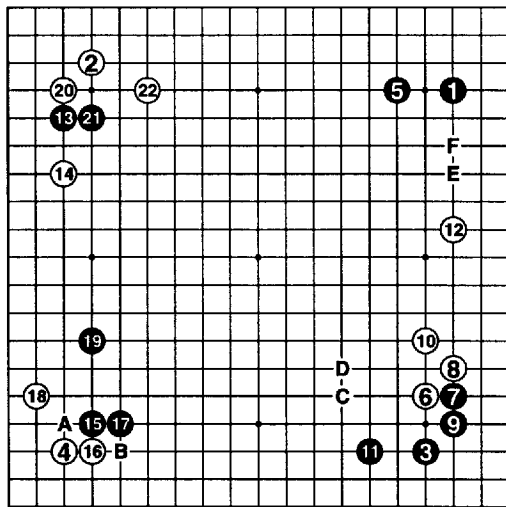


Diagram 1

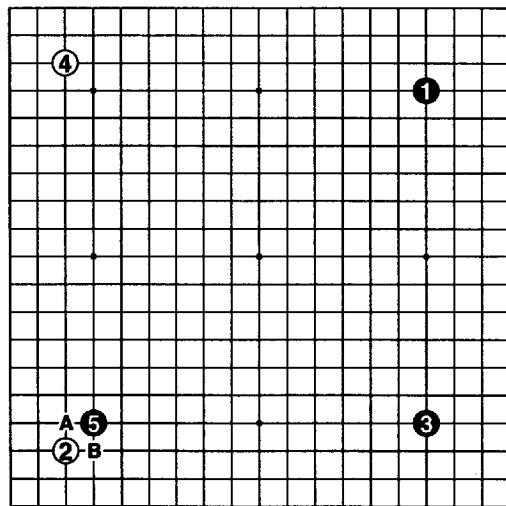


Diagram 2

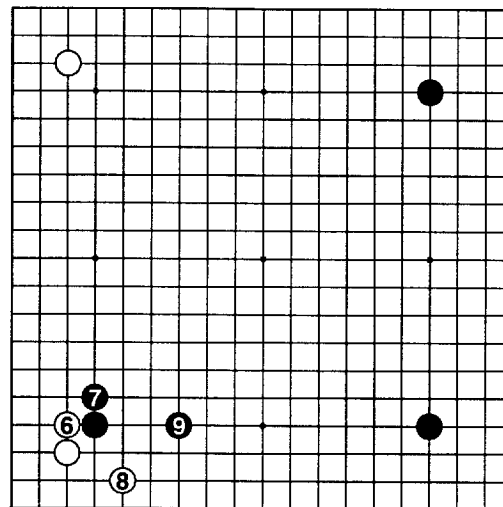


Diagram 3

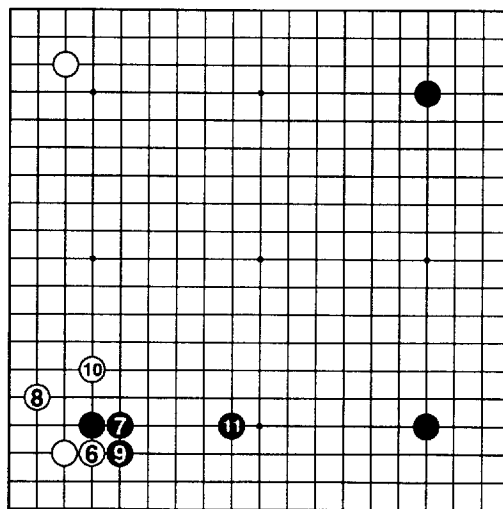


Diagram 4

play at B (good in relation to the lower right), the focal area which would then become urgent (Black at D versus White at C), the top left and even the important points in front of the shimari in the top right (Black at E aiming for an invasion, White at F).

To illustrate, Diagram 2 shows the problem which I claim is the simplest strategic question which has a definite answer: is White 6 better at A or B?

The answer is A. The game should go as in Diagram 3. Here the lower side is not very exciting for Black in terms of future territory because of 8. If White pushes the other way, as in Diagram 4, that is no longer true.

Now back to the original position. Isn't the choice made at White 16 the wrong one, then? It certainly resembles the play just criticised.

Since White was Sakata there must be more to it. At last the thought dawns: White had already worked out what he was going to do with 20, when he played 16, and the positioning of 18 is to help in the coming fight on the left hand side!

Now this may be demanding, but dull it isn't.

The game was Go Seigen (Black) versus Sakata, in the third Saikyo Sen in 1961, and is 578 in the collected Go Seigen games.

Front Covers

Pictures, photographs, designs or ideas are always welcome for the front cover of the Journal.

If you have any (or all!) of these, please contact the Editor.

On Being A Go Widow

by Irene McKendry

We were a happily married couple. The kinds of problems we had, would, I am sure, be recognized by your women readers — partner a lazy so and so; me as the ideas person, who grappled with the complexities of getting him to do those endless 'little jobs around the house and garden', as well as having a paid job outside of the home. Yes, all in all, a sound relationship. Little did we know that our lives were about to change!

It all started quite innocently about two and a half years ago. Our multi talented neighbour asked us if we wanted to play a game, a board game, called go. Well, that was it. He loved it, I couldn't understand it. I was immune to its siren call, but he was hooked. Three in the marriage? So tell me about it, Di!

Soon, he was being introduced to others who were also in the game. With weekly club exposure and tournaments too, he developed full blown SWINGOP Syndrome— Swindon Increasing to National Go Playing Syndrome— which manifested itself in excessive reading and tendencies to mutter to himself about komi and joseki.

Slowly but surely, my partner's efforts paid off. Down his kyu went until now he's within reach of SFQ. He's as pleased as punch, and me, I'm happy for him. But, I must confess, I am still no nearer to understanding this fascination with the game.

"There are a lot of nice people in Swindon Go Club, so I can understand the social side of playing, but what is it about go that motivates you?" I asked in my best (contorted) counselling style.

"Patterns," he responded.

"Beautiful patterns which we develop while we are playing go. In each game, different patterns are produced." Then he leaned towards me, took a deep breath, and continued. "It's the game itself. The purpose of playing is to uncover the most perfect game. When we compete, that's what we are trying to do. Competing is about playing the game of go, not about beating the other person."

For him, this game is competitive while being cooperative. One is competing with others and with oneself, to play the best one can. This is heaven to my partner who is essentially not competitive against others. Reading is encouraged through the regular BGA journal. Cooperation is built into the system, with expert players acting as mentors. Learning is actively encouraged, and our dining room table is the site of many matches, where strategies are considered and previous games reviewed over a glass of wine.

What I've learned over these past two and a half years is that the full blown SWINGOP Syndrome is now part of our relationship. Sometimes it feels difficult. He has an increasing commitment to the game, and so wants to take opportunities for participating in as many tournaments as possible. There are times he spends playing when I want his company. There is also the expense involved in attending and entering tournaments. I find all of these can be hard to live with.

I have gone through a number of phases in this threesome relationship. Initially, I was all for it. Women readers may understand the phenomenon of 'getting him out of the house' and 'having a hobby'. The next phase for me was a (silent) feeling of panic and increasing resentment as the Syndrome emerged. I remember dates lovingly marked on the calendar by him, while I was worrying

about all those little jobs needing to be done.

I struggled in silence for a while, but, not being the martyr type, I soon got fed up with that and moved into my third phase, that of verbalising my resentment. Essentially, what annoyed me was his comprehension of how hard this was for me and for our relationship, but also his uncompromising attitude. If he wanted to play go, he would. Grrh!

In this fourth, current phase, it feels as though we are in a different 'place'. This began when I realised that I needed to 'do my own thing', and use the time when he is not here, for me and the sorts of things I enjoy, that is what I now do. I have started a course, and use the time when he is not there for studying and, for example, writing this article. When he comes home from a tournament, I am happy to hear about what he has been doing and vice versa.

And the jobs? Well, we work on them together during the game's closed season. I want to get the plumbing sorted out, so I have given us a year's notice, planning time and saving time. This is an approach which suits us.

On reflection, go playing has influenced our relationship. We are each more independent, and as the amount of time we spend separately increases, so our time together is more precious. I think we are probably less spontaneous, as nice events are planned well in advance. In 1996, for example, we would like a trip through the Chunnel, which will be arranged so that it does not clash with our existing go and course commitments.

Our lives are by no means perfect, I sometimes still get lonely and bored. But every decision made opens up some options and closes other down.

And finally, yes! I still do not play go. I continue to be immune to that particular virus.

How to Control a Handicap Game

by Jochen Fassbender

• Referred to in a letter published on page 9.

This game was played at Canterbury in 1992, and published soon afterwards in the Bremen go magazine *Windmühleki*. Mr Nakayama's comments are in italics.

Black: Jochen Fassbender, 2 dan

White: Noriyuki Nakayama, professional 6 dan.

Handicap: 5 stones

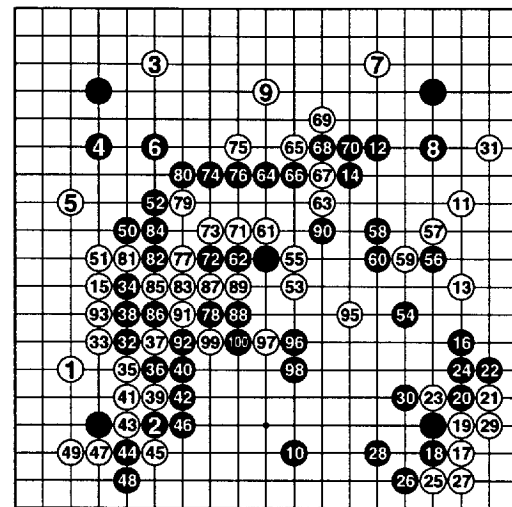


Figure 1 (1—100)
94 at 37

53: After having taken a lot of the sides, White makes a deep invasion into Black's central moyo. Black tries to encircle the invader on a grand scale.

88: *Oh! He wants to kill me...*

90: Black has to be careful. A move at 103 would be gone.

95: *Very difficult for White. I need a little magic!*

However, with 96 etc. Black resolutely fights against Nakayama's magic. After Black 136 White could only escape with a few stones.

138: *Bad result for White! I don't like it.*

139: *OK, I have to try some other magic, ha ha ha!*

141-157: Black has virtually played only dead stones in the top right. Black 150 at 151 doesn't work: White 150, Black 153, White 162, Black A, White 163, Black B, White C, and White gets a deadly squeeze.

177, 179: This tesuji combination enables White to link up to White 3.

This game shows how a professional can control a handicap game. Once he makes it close, he doesn't have to worry. Black is very grateful for the 'gentlemen's agreement', jigo!

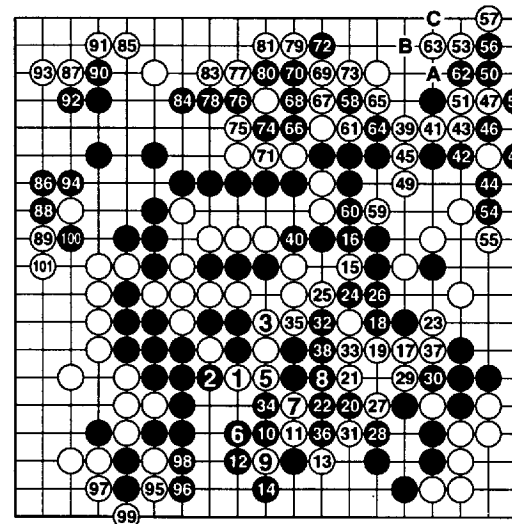


Figure 2 (101—201)
104 at 99, 182 at 9

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 includes text files and game records which may be of interest to those with other computers. BGA members can obtain material from the library by sending £2 per disk, for standard high-density 3.5" disks filled with whatever is requested (I can choose for you if you like). The cost is £5 per disk for non-BGA members.*

The collection of commented games by kyu players, announced in BGJ 102, has attracted favourable comments. Unfortunately the spread of grades is rather narrow, most of the players are around 1 or 2kyu. But if you want to study the faults and weaknesses of players such as myself, this collection is highly recommended. These game records are all in Ishi format.

There are four new volumes in the library:

1. **Yago.** A program for viewing game records, reviewed below by Hermann Marxer.

2. **SGView.** Another program for viewing game records, also reviewed below by Hermann Marxer.

3. **IGS Games.** A collection of 199 games played on the International Go Server, all with comments. These games are all in SGF format. The grades of the players and of the commentators are stated, and range from 5-dan to 30-kyu; but beware, grades on the IGS bear little resemblance to those in the out-

side world.

4. **Ten commented professional games.** Played in China in 1739, these games are available in either Ishi or SGF format. They are interesting for the style, which is very different from a modern Japanese style. The players are not interested in moyos, but make many small groups which are barely alive. They also make many empty triangles and other supposedly bad shapes. Superficially they look like games between rather poor players, until you realise that all the messy fights have been read out from the beginning.

Yago

Yet Another GO viewer

The program is to view and print game records in SGF or Ishi format under MS Windows. It was version 0.7 beta which I had available for review. The author, Denis Lambert from Belgium, promises to include edit functions at a later date, but for now, the software is exactly what its name indicates: yet another go viewer. In particular that means you cannot record any games or edit comments and variations at this stage. For information on the progress of the code, you could try his email:
lde@info.ucl.ac.be.

The main idea is to use Yago to promote go in Belgium and it surely is valuable for that purpose.

Basically the program works very much like the FileManager in Windows. That there is no setup or help file doesn't matter much, as everything is straightforward. You have a main window in which you can have a board window, a game tree window and a comment window. In theory, you should be able to see the game tree and the comments together with the

board in a straightforward black and white design. A click on a node in the game tree gets you conveniently to the corresponding board position and variations can easily be followed with the help of the game tree as well. The problem I had with this theory was that the game board did not scale with the window and so my 14" screen was not large enough to display the windows simultaneously. Either I could see no comments or only part of the board. This was a problem because I needed the game tree window to follow variations instead of the more convenient click on a marked board intersection. The main advantage of this software was the possibility to print diagrams and the page layout can be checked with a previewer. Ko's and the like are clearly noted at the bottom of the diagrams. The only caveat is that again I found no way to scale the diagrams. Another minor irritant is that the windows keep the old game and name when you load another game file. You have to close the old windows and open new ones. It would be nicer if they would get updated automatically. The advantage is that you can view more games simultaneously, but on a smaller screen this is rather confusing.

Overall, Yago is a useful tool to print diagrams and for its promotional purpose, but for the more enthusiastic go student there are more powerful programs on the market.

SGView

This is a full screen DOS viewer and editor for the SmartGo (SGF) format (but not Ishi format) game records by Torsten Hartling from Germany. I had a look at version 1.12 dated 1993. If we compare Yago to the FileManager, we have to compare SGView to the Norton Com-

mander. In its functionality SGView is complementary to Yago. While Yago can print but not edit, SGView edits but can't print. The setup is easy, as SGView sorts out the graphics card itself. Being a German product, the documentation and the dialogue boxes are in German, but an English translation of the documentation for the various key strokes is available and with that anyone should manage.

For a DOS program the graphics are rather nice and all the colours (stones, markers, labels etc.) can be set with the help of environment variables. The board comes up full screen with a commentary field to the side. In view mode you can simply click forward/backward through the game with the cursor anywhere on the board using the left/right mouse button instead of the corresponding keystrokes. Commentaries pop up automatically next to the board. If you want to edit or record a game, you can toggle to an edit mode. Here you can add variations and mark positions with characters or triangles. Most of the editing commands (add/remove stone or triangle etc.) are bound to the function keys but branching is bound to character keys. Alt-character keys allow you to edit the event details such as names, ranks or place of the game played.

A very nice feature of this software is the possibility of studying joseki, problems or hamete. The program allows you to guess the next move by placing the cursor on an intersection and pressing ENTER. The next move is shown only if your guess was correct. A useful feature if memorizing joseki is your thing. Of course, you can also use it to memorise a pro game which is one of the more rewarding measures if you want to become shodan by Christmas.

In summary, SGView is a useful editing and teaching tool if you have one of the older graphics cards and you are bound to use a DOS style keystroke driven program. The only disadvantage is that you can't print the efforts of your editing work.

The Game of Wei-Chi

Review

by Harry Fearnley

This book by Daniele Pecorini and Tong Shuwas was originally published in 1929 and was re-issued in 1991. At first sight it might seem to be of historical interest only, but I found more. *The Game of Wei-Chi* was the fourth book in English on the subject of Go, and was the first such from a Chinese viewpoint. Apart from Smith's 1908 *The Game of Go*, which can still be found, it is now the earliest book in English that is in print.

It has 155 pages, 28 full page figures, and no index. It contains a 5-page abstract (by Giles himself) of Horace Giles's 13-page 1877 article (the first in English on Go). It contains three full game (17th-19th Centuries) records, two of which are commented in detail, using modern style diagrams with numbered stones. It also has a handful of classical problems, and some special positions, including triple ko, and a double-headed dragon, but not chosei (eternal life).

The description of the rules and tactics is often opaque, but this is made up for by 20 pages of general information, including some delightful historical anecdotes. Some of the termi-

nology, being Chinese, may be unfamiliar, e.g. knot=ko; flying=keima or knight's move; mouth=kaketsugi or hanging connection.

For me there was one real gem! The rules that it describes are *old-style* Chinese rules: you get a point for every stone that you can safely leave in place on the board. Some people, of a mathematical bent, now call these Conway Go Rules. They have been criticised by Ing in articles (in *Go World*, and elsewhere) about his own 'Goe' Rules, as imposing a 2-point 'tax' on a live group. Personally I wish that we could go back to using this simpler, and more elegant, rule set.

For those who know Smith's *The Game of Go* (republished by Tuttle & Co.), most will probably prefer the explanations and game commentaries there. This is not surprising when one realises how much they owe to Korschelt's excellent 1880 work, which was translated, and republished (by Tuttle & Co.), as *The Theory and Practice of Go*.

Availability

The price is £6.99; ISBN 9971-49-259-8; Publisher: Graham Brash, Singapore. UK Distributor: Gazelle Books, Tel +44 1524 68765.

Harry is happy to have people contact him. His Email address is:
Harry.Fearnley@eng.ox.ac.uk

Kyu Games Commented

by T. Mark Hall

Fearnley v. JMR (continued)

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

Submitted for commentary by JMR, of Oxford Go Club, the game continues here from move 101.

102: There isn't really any effective attack left on the White group and this doesn't connect effectively with either 72 (above 104) or join the Black groups. Perhaps at 109 in Figure 1?

108: A nothing move; 1 in Diagram 1 would be better.

118: If I'm going to succeed with something here perhaps 1 in Diagram 2 is better? (JMR)

Diagram 2: Instead of 2, White can play 1 as in diagram 3, but Black 2 in Diagram 3 is heavy; it might be better to play instead at 1 in Diagram 4. Continuing as in Diagram 3, if White plays 9 at 10 he robs you of eye shape (see Diagram 5). Finishing with 12 is one idea.

Going back to move 2 in Diagram 2, White could play as in Diagram 6. Black 6 here is an idea, but White will just take the money.

Again, in Diagram 2 Black can play 3 at 5, in which case Diagram 7 results. Or real desperation calls for a ko by playing 9 at 11. See Diagram 8.

Move 13 in Diagram 2 is an idea. However, how would you cope with the continuation? Black can be surrounded on a large scale.

128: Presumably I should have played 1 in Diagram 9 first. (JMR)

140: I cannot understand now why I went here rather than at 1 in Diagram 10 nor why Harry

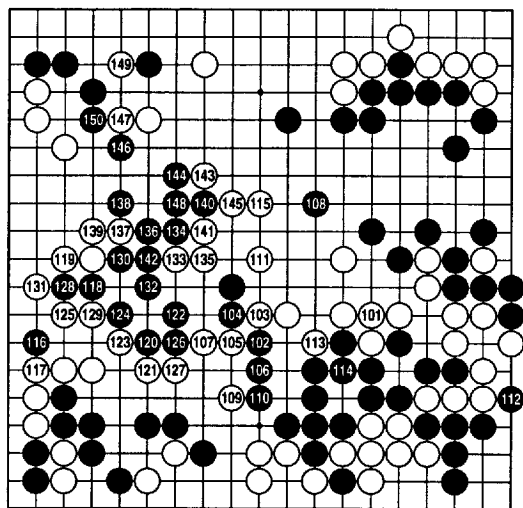


Figure 1 (101—150)

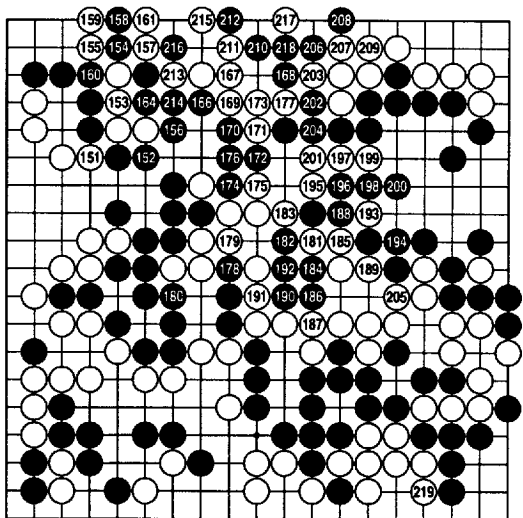


Figure 2 (151—219)
162 at 154, 163 at 158, 165 at 154

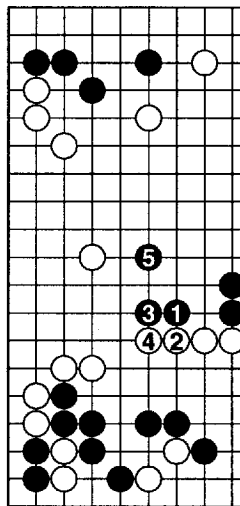


Diagram 1

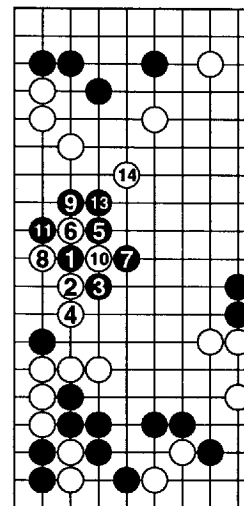


Diagram 2
12 at 1

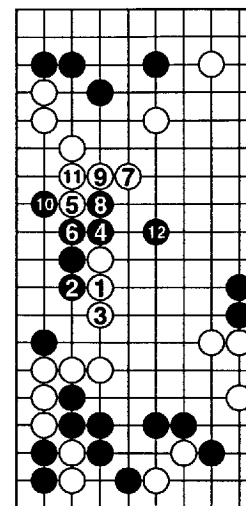


Diagram 3

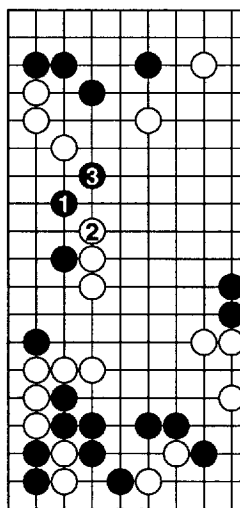


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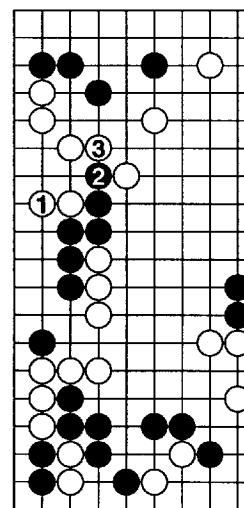


Diagram 5

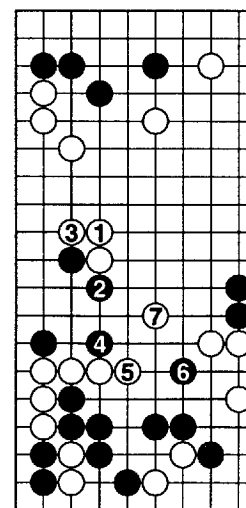


Diagram 6

didn't atari at 2 in Diagram 10. (JMR)

172: I had been hoping to play at 1 in Diagram 11, but decided to go for the central White group. Check my variation. (JMR)

Diagram 11: This analysis is a bit off; White just plays at 8 instead of 6, i.e. 1 in Diagram 12. You can't connect, so White gets

sente to patch his weakness with 3 and 5.

182: A gentler push at 1 in Diagram 13 might well work. Diagram 13 might well work. White should connect by playing at A, which is sente for eyes, then at B. If instead of 4 White plays 1 as in Diagram 16 he can try to keep some connection by playing A at any time.

White may answer as in Dia-

gram 14, though it is sente for him to play at 1 in Diagram 15 rather than 9 in Diagram 14. By 12 in Diagram 14 this line looks as if it could work for Black.

195: Why doesn't White play 1 in Diagram 17?

201: I forgot to record this move. I think this is right. (JMR)

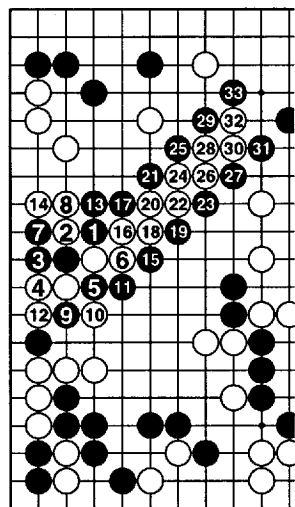


Diagram 7

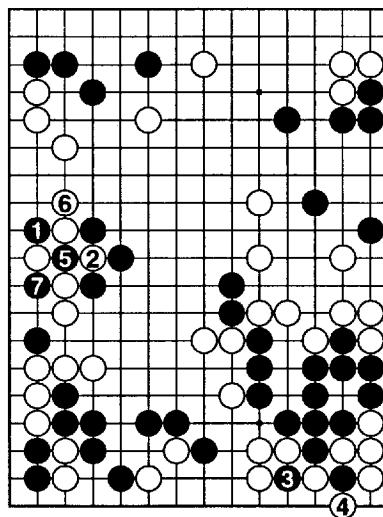


Diagram 8

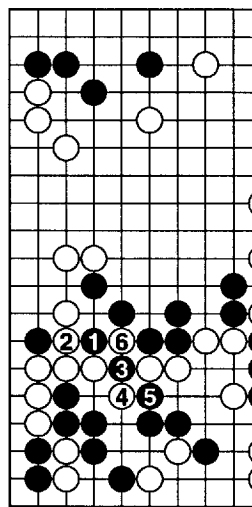


Diagram 9

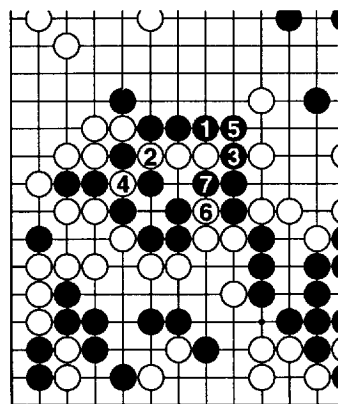


Diagram 10

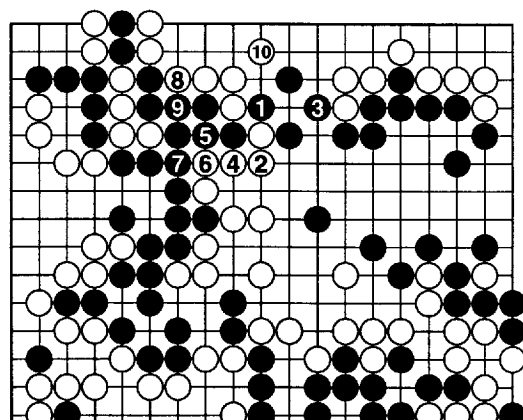


Diagram 11

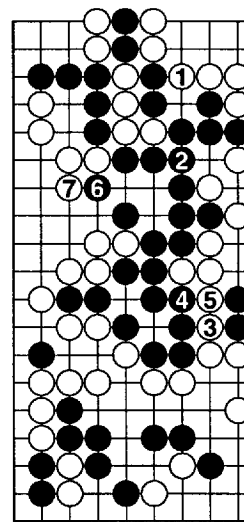


Diagram 12

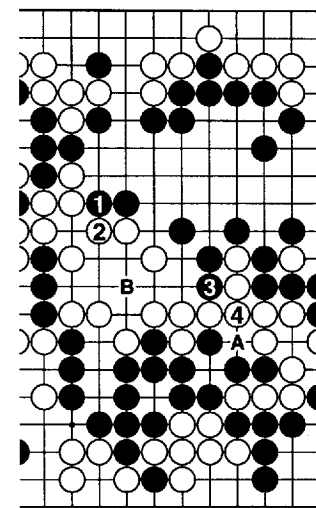


Diagram 13

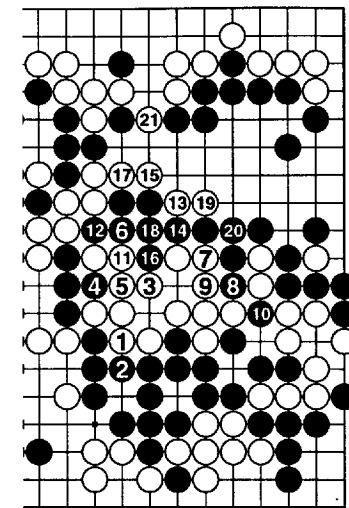


Diagram 14

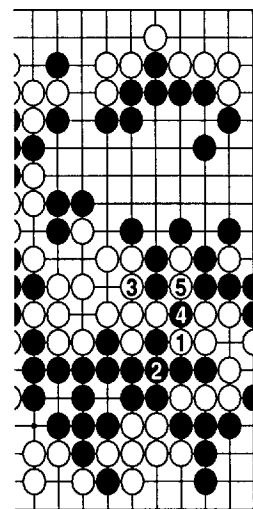


Diagram 15

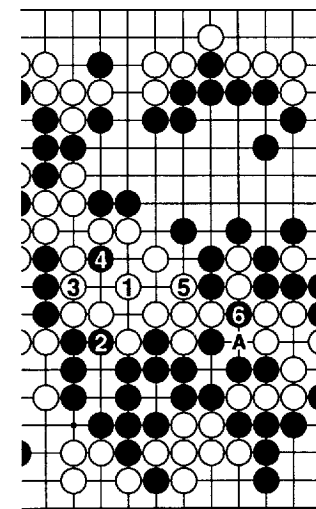


Diagram 16

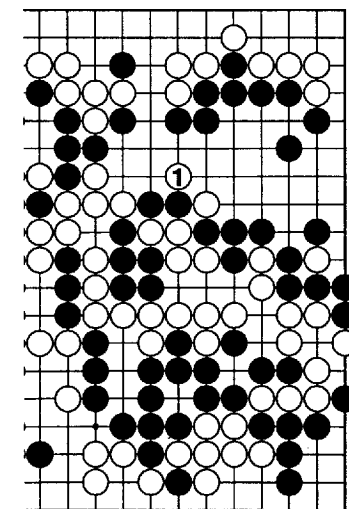


Diagram 17

* Indicates new information

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BUSU: Liguang Chen, Dept of Applied Computing & Electronics,

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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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West Cornwall: Paul Hunt, c/o The Acorn, Parade St, Penzance. Tel: Ralph Freeman, 01736798061. Meets at 1 St Mary's Place, Penzance, Thurs 7.30pm..

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

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Counting Liberties

Part 2

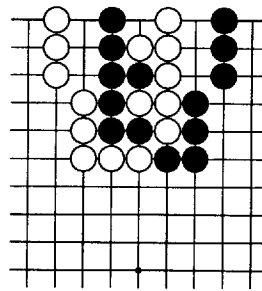
by Richard Hunter
(email: hunter@gol.com)

In the last part, we looked at fights with zero or one inside liberty. The reference diagram shows an unsettled position. Black and White each have four liberties. Whoever plays first wins.

When you consider groups with various numbers of inside liberties, the sequence: 0, 1, 2, 3, 4, ... is not a smooth progression. There is a yawning chasm between 1 and 2. On one side are 0 and 1, while on the other side are 2, 3, and above. It's like ice warming up degree by degree towards its melting point. The smooth progress is suddenly interrupted by a phase change as the ice turns into water, which has completely different properties from ice. A fight where there are two or more inside liberties is completely different from one with one or zero. Let's look at some examples.

Type 2 fights: two or more inside liberties.

In diagram 1, Black and White each have three outside liberties, and there are two inside liberties. As diagram 2 shows, Black could capture the White stones in five moves. But that's not going to happen in a real game. White will resist. When Black plays 1-3-5 in diagram 3, White plays 2-4-6. The result is a standoff, called *seki*. If Black next plays 1 in diagram 4 to put White in atari and White captures him. *Seki* is a position where neither side wants to con-



Reference Diagram

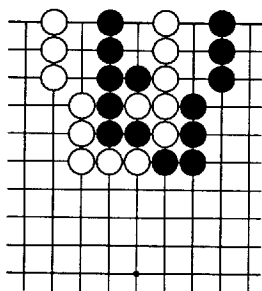


Diagram 1

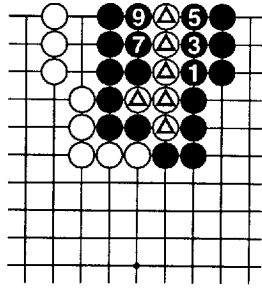


Diagram 2

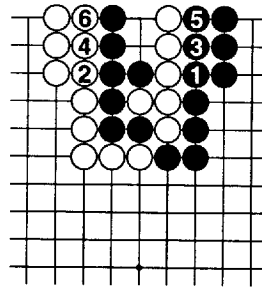


Diagram 3

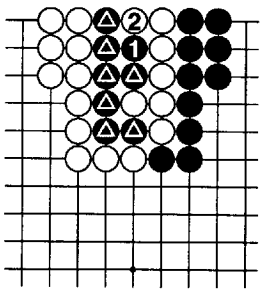


Diagram 4

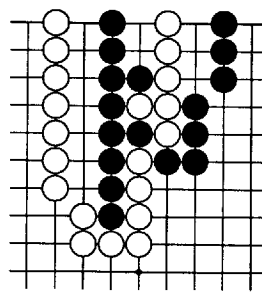


Diagram 5

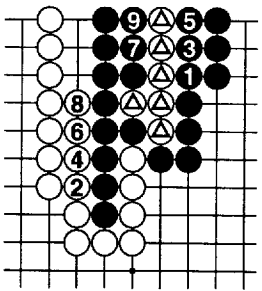


Diagram 6

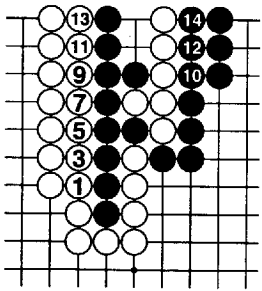


Diagram 7
Tenuki: 2,4,6,8

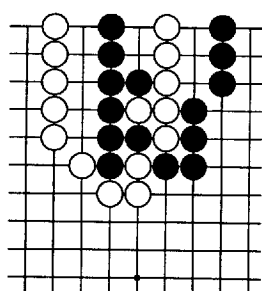


Diagram 8

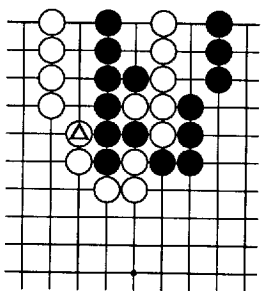


Diagram 10

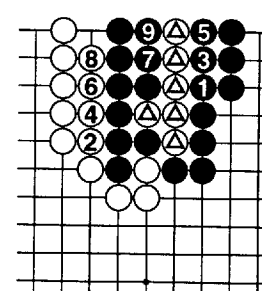


Diagram 9

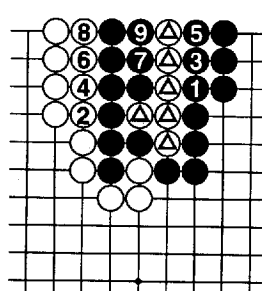


Diagram 11

tinue playing because it would be suicidal. In type one fights, the outcome can never be *seki*. One side or the other must die. Type two fights are completely different.

If Black and White have the same number of outside liberties and there are two or more inside liberties, the result is *seki*. In diagram 5, however, Black has seven outside liberties. In this case, Black can play on all five of White's liberties, including the inside ones, before White can catch up, as diagram 6 shows. On the other hand, if White plays first, as in diagram 7, there is no way he can capture Black. Not only can Black win by playing as in diagram 6, where he was three moves ahead, but Black can also ignore White and play elsewhere again and again and again, and still live in *seki*. Of course, Black has to be careful not to ignore White too many

times, otherwise he really will look foolish.

Now we can formulate some guidelines for reading out type two fights. The side with more outside liberties is unconditionally alive. In this type of fight and in all the later types, I shall use the term *favourite* to describe the side that clearly has an advantage. The other side is the underdog. He is at a disadvantage, but he might be lucky, if he has a large number of outside liberties. The criterion for judging who is the favourite depends on the type of fight. Here, the favourite is the side with more outside liberties. In later fights, which involve eyes, things are different.

Diagram 8: Black is the favourite; he is alive. Does Black have enough liberties to kill White or is White alive in *seki*? To kill White, Black must play on all White's outside liberties and on the inside liber-

ties. Diagram 9 shows that when Black plays first, he can capture White. To determine whether the position is settled or unsettled, we simply compare the number of liberties on each side. If the numbers are equal, the position is unsettled and whoever plays first, gains. The problem is deciding which points are liberties. In diagram 8, White has five liberties, because that's how many moves it takes Black to capture him. But Black effectively has an infinite number of liberties, since White cannot capture Black. What we want is to find a useful number that indicates whether Black can capture White. Saying that Black has seven liberties is effectively meaningless and certainly confusing. The obvious number to choose might seem to be the number of outside liberties that Black has. However, ...

In diagram 10, Black has one fewer outside liberty than in diagram 8. Black is still the favourite (four outside liberties to three). Black has four outside liberties against White's total of five outside and inside liberties. So White should be safe, with the position being settled as a *seki*, right? Wrong. Diagram 11 may come as a rude shock to people who make assumptions like that. When Black plays first, White dies. To get the threshold for an unsettled position, we must count one inside liberty for the favourite. Note that this is not the case in later types of fights which involve eyes, so it may explain some of the mistakes that people make.

Reading type 2 fights

Returning to diagram 10, here is the correct way to read the fight. Black is the favourite (four outside liberties to three). Black has five liberties (four outside liberties plus one inside liberty). White has five liberties

(three outside liberties and all two of the inside liberties). The number of liberties is equal, so the position is unsettled. The favourite (Black) is unconditionally alive. If he plays first, he can kill. If the underdog (White) plays first, he can live in seki.

Some people (especially Japanese) are quite happy to learn a rule like "count one inside liberty for the favourite in type 2 fights", but westerners generally prefer to understand the physical meaning behind it, so let's investigate it a little more. A useful way of analyzing the position is to cancel out equivalent liberties, as shown in diagram 12. Here, we reduce the position to exactly two inside liberties (the minimum type 2 fight) by adding an equal number of moves for each side. Now it should be easy to see that when Black plays first, as in diagram 13, he wins. Black 1 fills an inside liberty, which belongs to White. White 2 fills Black's last outside liberty, but Black has one remaining liberty on his group: the final inside liberty. This is the one that Black, as favourite, counts for himself. By mentally cancelling out liberties on both sides until there are only two inside liberties left, one can easily determine the status of the fight. As diagram 14 shows, if Black is left with no outside liberties, the result is seki (settled). If there is one outside liberty, Black can win if he plays first (unsettled). And if there are two or more outside liberties, he can play elsewhere and still win (settled). Note the word "mentally" here. Don't play these moves in a real game in order to see what happens. Read the fight out in your head and only play it out if it works. Once the stones have been taken off the board there is no aji left and no ko threats.

Another approach, shown in diagram 15, is to cancel the lib-

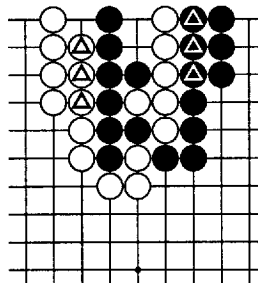


Diagram 12

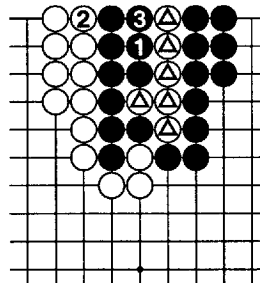


Diagram 13

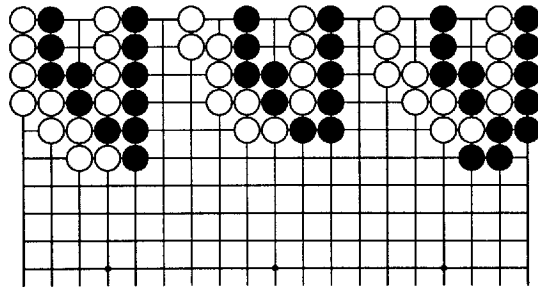


Diagram 14

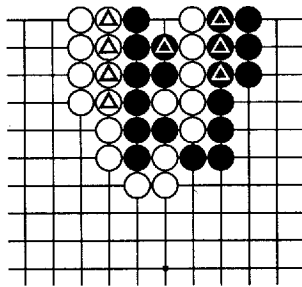


Diagram 15

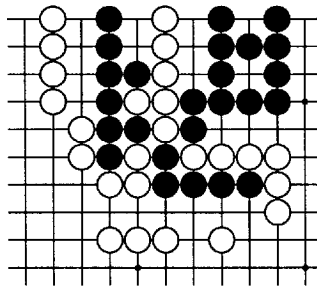


Diagram 16

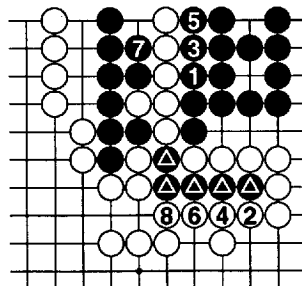


Diagram 17

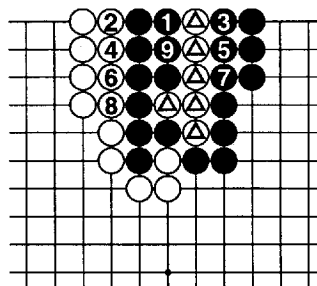


Diagram 18

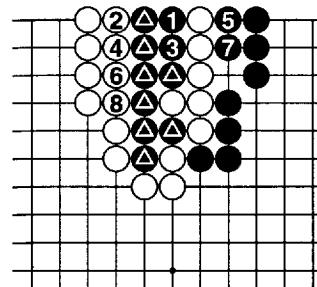


Diagram 19

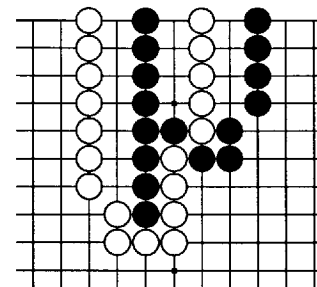


Diagram 20

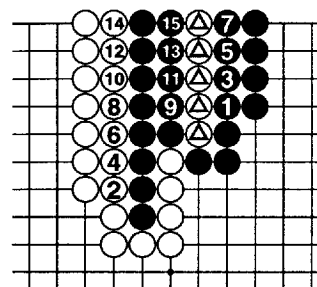


Diagram 21

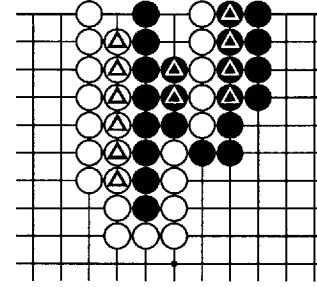


Diagram 22

erties all the way down to where Black puts White in atari. Here again it should be easy to see that if Black plays first he can capture White. Feel free to use whichever approach you prefer. It's the result that is important, not the method. Some books suggest subtracting one liberty from the underdog instead of adding one to the favourite, but that's not a good idea. Firstly, in type 1 fights, if there is one inside liberty, the favourite counts one inside liberty, which is just the same. In fights that don't involve any eyes, the favourite always counts exactly one inside liberty (unless there are none at all); the underdog counts all the inside liberties. The underdog's number of liberties is physically meaningful and should not be distorted. The favourite's number of liberties is an arbitrary number chosen for our convenience. In diagram 16,

Black needs to capture the White stones at the top before his cutting stones in the middle get captured. The white stones at the top do actually have five liberties not four. Therefore, as diagram 17 shows, Black loses by one move even if he plays first.

In diagram 18, Black 1 is playing with fire; it's dangerous and should be avoided. You should always play on the outside liberties first and the inside liberties last. Actually, Black 1 is not fatal in this case; Black still wins the fight. But it's a very bad habit to get into. Reducing the number of inside liberties from two to one changes the type of fight. No longer is Black safely alive in seki. It's now a fight to the death. This is like in the movies when the hero throws down his gun to make a fair fight against his unarmed opponent. There's

no need to do this in go; use every advantage you have. In diagram 19, Black 1 is bad but not fatal; Black 3, however, is suicidal. The reason is that in a type 2 fight (where there are two or more inside liberties), although all the inside liberties count for the underdog (White here), one inside liberty also counts for the favourite. Therefore, when Black plays 3, he is playing on one of his own liberties.

Diagram 20: Reading practice. You should be able to read out this fight within 30 seconds. If you can't, check out the following explanation and then go back and try again. All you have to do is identify the type of fight and count the liberties on each side. Simple.

The procedure goes like this. There are no eyes anywhere and there are at least two inside liberties, so it's a type 2 fight. Black clearly has more outside liberties, so he is the favourite and unconditionally alive. Is White alive in seki or can Black kill him? Count Black's liberties: seven outside liberties and one inside liberty making a total of eight. (Don't forget to count one inside liberty for the favourite.) White has four outside liberties and four inside liberties making a total of eight. Eight against eight. The two numbers are equal, so the position is unsettled. Black is alive and he can kill White if he plays first (diagram 21). Alternatively, you can mentally cancel out an equal number of liberties on each side until there are only two inside liberties left (diagram 22); since Black has one outside liberty, he has time to kill White (the position is unsettled). If White plays first, he can make a seki (diagram 23). Does that analysis take long? The only difficult bit is knowing to count one inside liberty for the favourite. After that it's just a matter of counting liberties ac-

curately, without missing any or counting any twice.

Diagram 24 shows one more example for practice. This time the answer is not given here. First read it out quickly; then take your time to check your answer. Practice until you are confident you will get it right every time in an actual game, even under time pressure.

Approach moves

Look at diagram 25. Can you read out the result? If Black plays A, White will capture at B. However, in this simple situation, Black can play on all the other liberties first and finally capture with 5, as shown in diagram 26. In diagram 27, on the other hand, there are two inside liberties. Black can't save two different places until last. In diagram 28, Black has to connect at 5 before he can play 7, so the result is seki. If he plays 5 and 7 on the inside liberties in diagram 29, he is playing on one of his own liberties, so he kills himself.

Diagram 30: White has no outside liberties, so Black is clearly the favourite. White has to play four approach moves: He has to play A before B, C before D, E before F, and G before H. Black also has two other outside liberties marked X. Plus, as favourite Black counts one inside liberty. That makes eight plus two plus one equals eleven. White also has eleven liberties, so the position is unsettled.

Summary of type 2 fights: two or more inside liberties

■ When there are two or more inside liberties, the side with more outside liberties is the favourite. The favourite is unconditionally alive; the underdog either dies or lives in

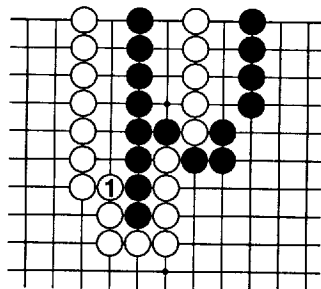


Diagram 23

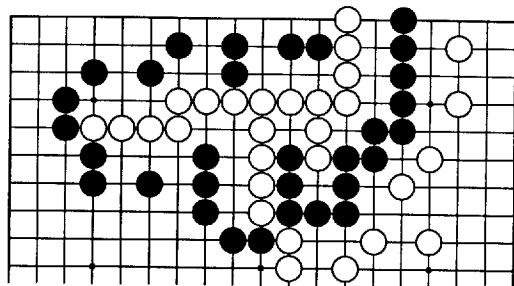


Diagram 24

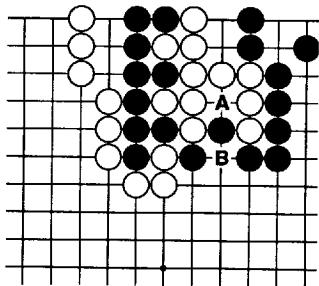


Diagram 25

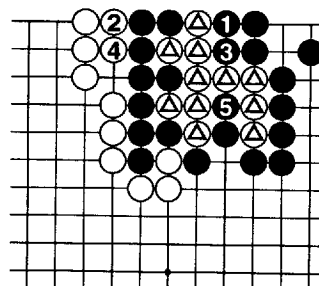


Diagram 26

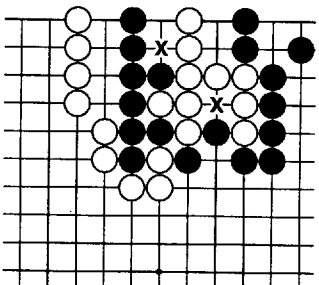


Diagram 27

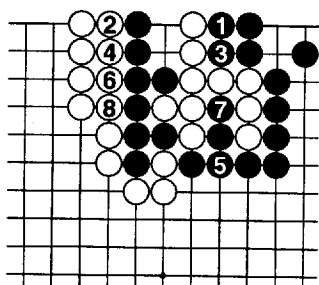


Diagram 28

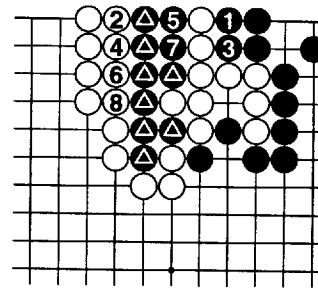


Diagram 29

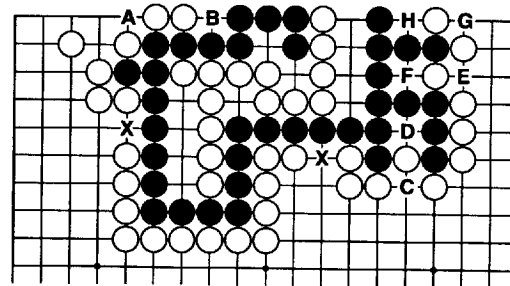


Diagram 30

seki. Count the liberties on each side. The favourite counts all his outside liberties and one inside liberty. The underdog counts all his outside liberties and all the inside liberties. If the numbers are equal, the position is unsettled.

■ Don't forget to count one inside liberty for the favourite in a type 2 fight.

General principles for all types of fights

■ If the number of liberties is equal, the position is unsettled. One problem is knowing who gets the inside liberties.

■ If the position is one that can become seki, the inside liberties protect the underdog. The favourite needs a lot of outside liberties to overcome the seki and kill.

■ Play on the outside liberties first and the inside liberties last.

A cautionary tale...

Having carefully read out the fight, eight liberties each and my turn, I played my move with complete confidence. The game was in the bag. My opponent, Francis Roads, seemed to agree. "Hm!" he snorted a few minutes later. "Well, I've still got fifteen minutes left on my clock to find an alternative." He thought for a while and decided his best chance was to try and exploit a microscopic defect he had spotted in my wall. However, it soon came to nothing. "Why didn't Black just start filling liberties?" asked Matthew Macfadyen, who had been watching the end of this game at Leicester last year. "Well, he's a move behind in the fight." "No he isn't; he wins. Look." Stones flew on and off

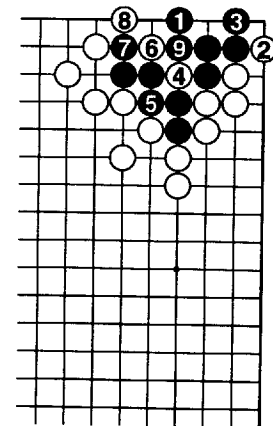
the board as Matthew demonstrated. I was so stunned by this revelation that I couldn't quite follow what was happening. Could two of Britain's four-dans have misread a simple fight? Weaker players might think that impossible. After all, dan players are so much stronger than them. But the truth is that four-dans have a lot to learn and make all kinds of mistakes.

In the next part we'll start looking at fights that involve eyes.

● Thanks to Matthew Macfadyen for reading a draft of this part and suggesting several improvements.

Apologies...

...to Richard Hunter for the omission of Diagram 16 from Monkey Jump Answers in the last Journal. It is given below.



The missing diagram

Kathleen Timmins, who does all the proof reading, was not available throughout production of issue 102. It is hoped that there were no other significant errors or omissions.

In Defence of the Capturing Game

by William Cobb

In the Spring 1996 issue of the British Go Journal, T. Mark Hall suggests that the capturing game has very limited usefulness as a way of leading beginners into the game of go (The Perils of Capture Go, page 23). He points to a serious limitation of the basic version where the first player to capture a stone wins the game, namely, a throw-in is a losing play. The problem here is that Hall fails to take into account the fluid nature of the capturing game. The practice in which the first player to capture a stone wins the game is indeed of limited appeal and should only be used for the first game or two. As soon as it is clear that players understand how to play on the intersections and know when a capture has occurred, the game should become one in which the winner must capture five or ten stones, which greatly reduces the chances of running into Hall's problem. This is actually a fairly interesting game—until the players learn how to make live groups, that is. Hence, it also is only to be used for one or two games. Thereafter, the one who captures the most stones wins. This requires the players to figure out when a game is finished.

By this time the players should not only have discovered the ko, and had it explained, but also have discovered how to live, i.e., how to make it impossible for their stones to be captured. They have also learned the importance of connecting and the power of the hane, as well as probably discovered ladders. Now they are ready for go.

The teacher accomplishes the transition to go by showing them how to count the game they have finished on the basis of territory. They should probably play at least a couple of games on the 9x9 board so they can learn some of the basic living shapes before things get too complicated. Then they are ready for the 13x13 board, which they should play on for quite some time, so as to avoid undue complications before they have the experience needed to enjoy them rather than find them frustrating or intimidating.

The point of the capturing game is to introduce people to go in a way that is quick, easy, and fun, without any initial complications that can be discouraging. One can start playing in two minutes, since all you need to know is that one plays on the intersections and that when all the lines coming out from a stone, or group of stones, are covered, the stone is captured and removed. Everything else is discussed when it becomes relevant in a natural way in play.

It is important that experienced go players not play the capturing game with beginners. Beginners must play each other. This is in fact an advan-

tage, since it means one can avoid the most tedious kind of handicap games and a single teacher can deal with a group of beginners easily. Also, beginners do not have to deal immediately with being effortlessly defeated by experienced players. By the time they get to go from the capturing game, they should be able to play well enough to have a reasonable chance of winning against an appropriately high handicap. They will realize, for example, that just connecting can be an effective technique.

I have used this approach with college students and find it very effective. By the end of a couple of hours or so they are playing go, and the process is quite painless. Before I learned about the capturing game from the Nihon Kiin training programme for teachers, which I completed in early March this year, I taught beginners all the rules before they started playing, including ko and basic living shapes. This made the process difficult for many students, and I think had the effect of discouraging some. The fluid, interesting capturing game develops easily and naturally into go. I recommend it as a way of teaching beginners, especially children.

BGJ Index

You don't need to have all *that* many journals in order to find the Index up to Journal 100 very useful, e.g. for tracing articles by the same author, articles on the same theme, etc.

The Index can be obtained for £4, either in booklet form or on disk, from Tony Atkins, 37 Courts Road, Earley, Reading RG6 7DJ. (Tel: 01734-268143.)

Go Proverbs

by Francis Roads

Part 3

Proverb 20

My opponent's key point is my own key point.

You probably already know how this applies in local situations. Diagram 1 is the well known 'bulky five' shape. The one and only way for Black to make two eyes is to play at A, and this is also the one and only White move which kills him.

But the proverb also applies on a large scale. In Diagram 2 Black's ideal extension from his shimari (two stone corner enclosure) is to A. So a White move there, preventing the extension, is also very good.

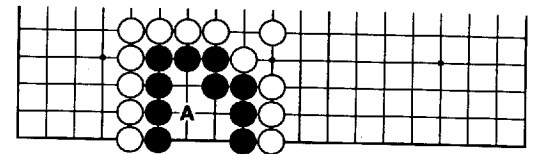


Diagram 1

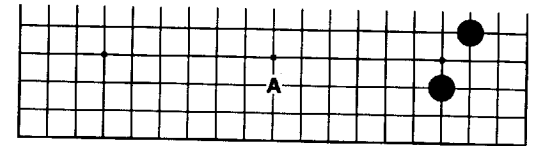


Diagram 2

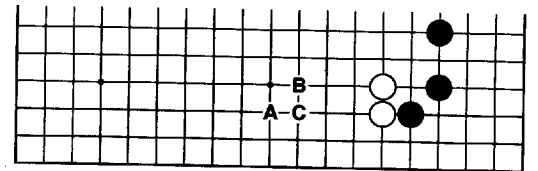


Diagram 3

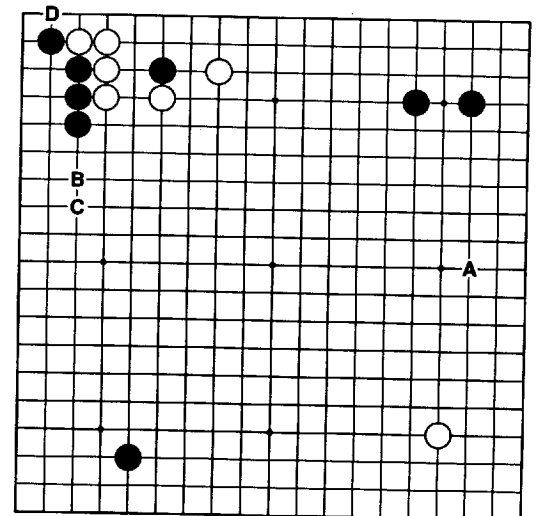


Diagram 4

Proverb 20a

My opponent's key point is near my own key point.

This is another Francis special. In some positions, Proverb 20 gives you just a general guide where to play, and not an exact point. In Diagram 3, if it were White's turn, he would make the good shape extension to A. If it is Black to play, A is also a good move for Black to attack the white stones, but in many positions a closer attack at B or C is appropriate.

Proverb 21

Play an urgent point before a big point.

This is a baffling one! Surely any big point, that is, a point which gains a lot of territory, must be urgent anyway. So what does the proverb tell us?

As with several proverbs, there is a translation difficulty. 'Big point' is easy enough, but an 'urgent point' refers specifi-

cally to a point which affects the ability of a group to make eyes. Diagram 4 shows how to apply the proverb. Where would you play as White?

Many players would bang a stone down at or near A without much thought. This makes a good extension from the white star point stone in the lower

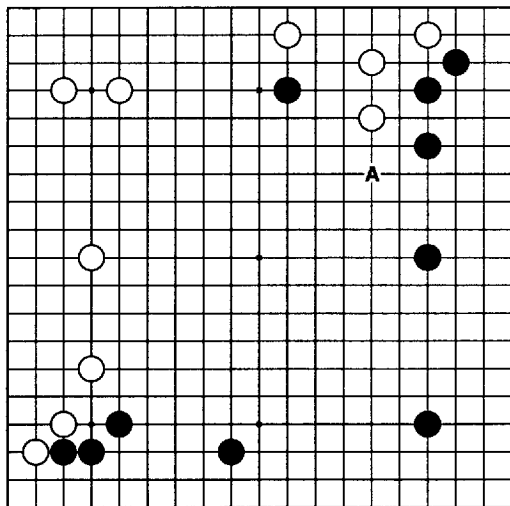


Diagram 5

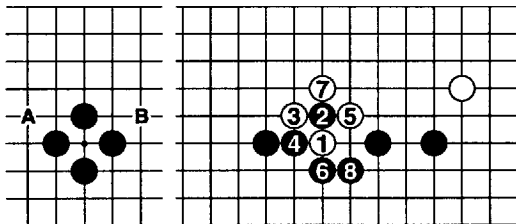


Diagram 6

Diagram 7

right corner, and denies Black a good extension from his shimari above. It is a very big point indeed, and applies Proverb 20.

But White can actually do better with an attack at *B*, applying Proverb 20a, because Black has forgotten to finish off the joseki there with a move at *C*. Now Black must either live ignominiously with *D* or allow his eyeless group to be chased out into the middle. The proverb tells us that there is often more profit to be made by attacking or defending a weak group than by making a simple territorial move. The moves in Diagram 3 are all 'urgent' points.

A moyo is a large territorial framework. Usually it isn't all secure territory, but it threatens to become a very large territory if the opponent doesn't do something about it.

Diagram 5 is a position from a game I watched recently. Black is building a moyo spreading out from the lower right corner, while White has a countervailing one based on the top left. Black now played in the lower right corner, but I thought he should have played at *A*. This move is the point

which develops his own moyo and limits the development of White's, applying Proverb 20 once again.

Black having missed *A*, now White should have played it, but I am sorry to report that he answered Black's move in the lower right corner. *A* is just the sort of move that a strong player spots in three seconds, and a computer would probably miss given three years.

Proverb 23

Ponnuki is worth thirty points.

Ponnuki is the Japanese name for the shape shown in Diagram 6, where four stones have captured a single enemy stone. This shape is considered to be very powerful in terms of influence, and to be worth very much more than the small territory than it contains. The reason why it is so strong is that it has many diagonal moves like *A* and *B* available, which threaten to make eyes. It is a difficult shape to kill.

Diagram 7 shows a sequence beloved of weaker players in handicap games. Instead of using the handicap stones to attack White's invasion strongly at 3 or 5, they make the weak contact play at 2. After the sequence to 8 they will cheerfully say, "Well, so what, I've got nearly thirty points in the corner," conveniently forgetting that they end up having invested two more stones in this area than White. Playing like this is equivalent to giving up one handicap stone.

Proverb 24

The turtle shell is worth fifty points.

The turtle shell shape is that left by the capture of two connected stones. Black makes such a capture with 12 in Diagram 8. The loss of the corner

with 13 is a small price to pay for such a powerful formation in the centre.

'Fifty points' in this and similar contexts is always a figure of speech. The exact number of points such shapes are worth is impossible to know, and always varies according to the position over the board as a whole. But the general message is that formations with shapes than can make eyes easily, often because of having captured one or more enemy stones, are very powerful, and worth giving up a lot of territory for.

Proverb 25

One point in the centre is worth ten in the corner.

Now here's another baffling one. How can a point of territory be worth more in one part of the board than another? As I expect you've guessed, this is another translation difficulty. The proverb refers to the power of ponnukis, turtle shells, or similar shapes, and not to territory.

Diagram 9 shows one of the variations of the joseki where White invades at the 3-3 point under Black's star point stone. In this variation Black hangs on to the corner territory at the costs of giving White a ponnuki on the outside. This line is playable for Black because much of the ponnuki's influence is absorbed by the edge of the board; it is nowhere near thirty points in value here.

Diagram 10 shows another well known joseki. The white ponnuki here has now little more value than its actual territory, because it has no way of influencing the rest of the board. White's compensation in this joseki is that he will later have a chance to play a ladder breaking move.

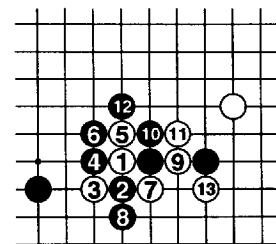


Diagram 8

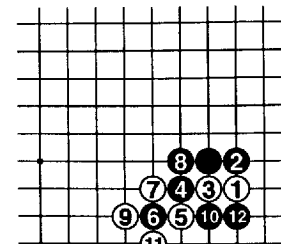


Diagram 9

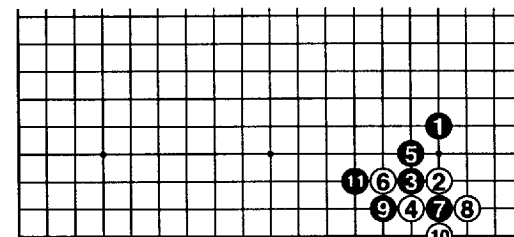


Diagram 10

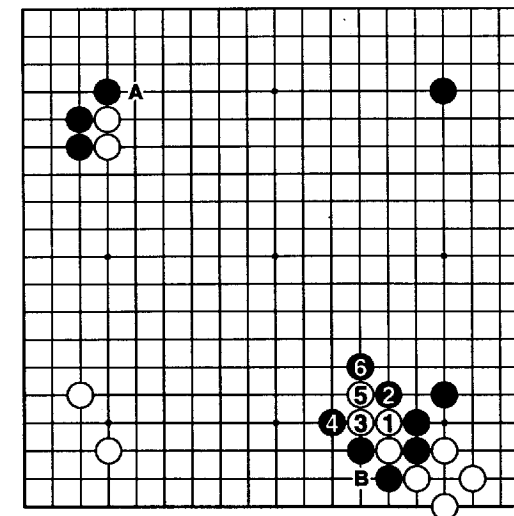


Diagram 11

Proverb 26

If you don't know the ladders, don't play go.

If I had taken this proverb too seriously, I would have

given up the game long ago. Diagram 11 shows a ladder attack beginning. White has broken off from playing the joseki in the upper left corner, because he thinks that the two white stones

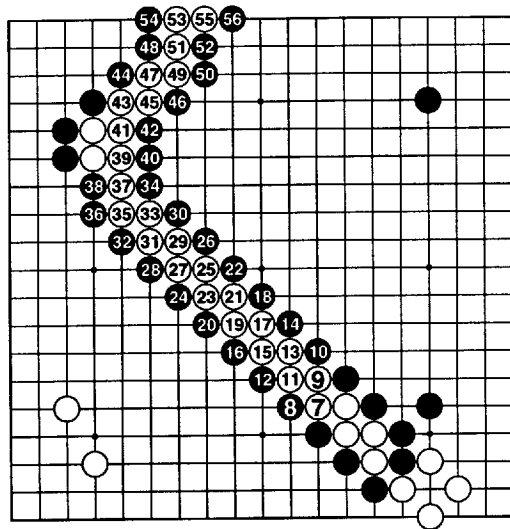


Diagram 12

played there break the ladder. The next move in that corner for White would normally have been at A.

One or other of the players is making a terrible mistake here. If Black is able to capture just the four white stones that are in atari, he will have a position far more valuable than any turtle shell or ponnuki. So if White keeps pulling the stones out of atari, he'd better have read out the ladder correctly. If Black can't eventually effect a capture, then all his stones will be subject to double atari plays such as B. So one or other of the players is about to suffer a huge, and almost certainly game losing, loss. Diagram 12 shows who it is.

It is well known that tracing out a ladder on the board with a finger is considered bad manners. When I am trying to read a ladder, I imagine six parallel diagonal lines flowing out from the ladder position. Four are the diagonals on which the stones sit, and the other two are the adjacent ones. I know that if

there is a stone on any of the six diagonals of the colour of the attacked stones, it breaks the ladder. A stone of the same colour as the attacking stones on the central four diagonals ends the ladder at that point with a capture.

For anything more complicated, I just try to move the ladder formation mentally along the diagonals and read it out. Diagram 12 looks fearsome, but actually ladders are not as hard as many other positions to read out, because there are usually no alternative lines to consider. Either the ladder works, or it doesn't. If it doesn't, don't play it.

Proverb 27

Don't approach thickness.

'Thickness' refers to the kind of strength mentioned in several of the foregoing proverbs: a ponnuki is said to be 'thick'. A thick position will often have a built in ability to make an eye or two, and will probably not be subject to being cut in a way

that could start a running fight.

Diagram 13 shows one position that could have resulted from Diagram 11 if White had completed the joseki in the upper left corner. Both the White and Black positions in that corner have become very thick. Black also now has thickness in the lower right corner.

The proverb tells us that it is now very bad for White to play moves such as A or B, presumably intending to attack Black or at least reduce his territory. Black would counterattack with moves such as C or D respectively, and because Black doesn't have to worry about making eyes for the group that White has approached, it is White that will be under severe attack.

But the proverb also warns White not to play anywhere like E, close to his own thickness, presumably with the idea of defending his group, or making some extra territory. The group is already so strong that it doesn't need defending. And as for territory, Black is not about to play here, so neither should White. To do so is gross over-concentration of strength in one area. White should play away both from the opponent's thickness and his own. F, G and H are all worth considering. You can regard this situation as a negative form of Proverb 20: 'My opponent's bad play is my own bad play'.

Proverb 28

Walls have ears but not eyes

This is a Western go proverb, although we are told that the expression 'walls have ears' does have a counterpart in Japanese. A wall of stones, like the white one in Diagram 14, does not on its own constitute thickness. If White fails to make good shape by extending to A or B, Black will apply proverb 20 or 20a and attack the wall. As White

has conceded territory in the corner to make this wall, the last thing he wants is for it to become a target for attack.

By the way, A is the usual shape for an extension from a three stone wall. But in this position, many players prefer to limit the extension to B to avoid the need to play another defensive move if Black next plays at C.

Proverb 29

Don't use thickness to make territory.

This has similar import to Proverb 27. Since we are all brought up at our grandmothers' knees to make extensions from walls, even when, as in Diagram 15, the wall has a crack, and isn't standing up quite straight, some players think that any position facing outwards requires an extension of some sort. You should play as far away as you can from a thick position, but a wall doesn't become thick until it has its extension, as here. Thick positions are used to support attacks and invasions, not to sketch out territory.

Proverb 30

Play lightly in your opponent's sphere of influence.

This proverb is also closely related to proverb 27. The whole subject of light and heavy plays is vast, but the general principles to observe are keeping away from thickness, not going in too deep, not expecting to achieve too much, and being prepared to sacrifice stones.

Diagram 16 repeats part of 13. If Black wants to reduce the White sphere of influence, there are various ways, but 1 is as good as any, playing as far away from the thickness as possible without playing a weakening contact play. If the sequence

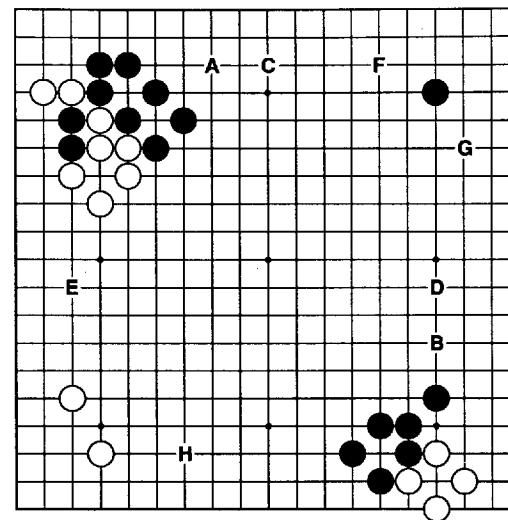


Diagram 13

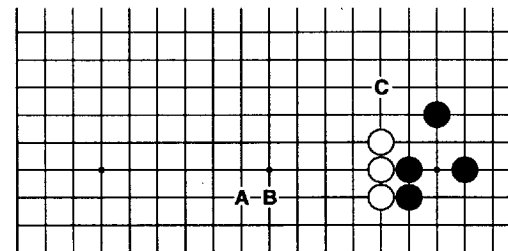


Diagram 14

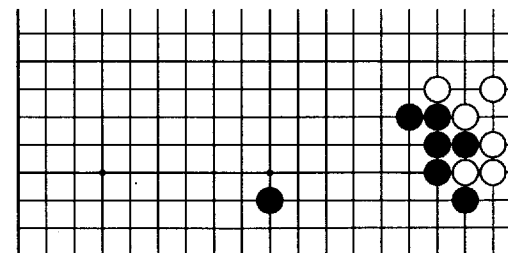


Diagram 15

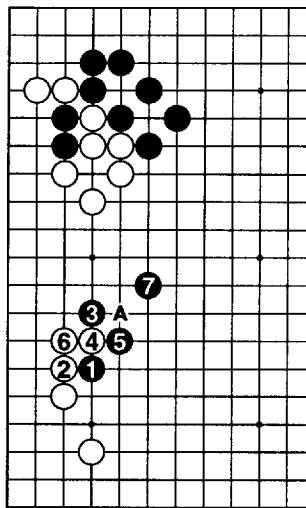


Diagram 16

continues up to 7, Black is prepared to sacrifice one or more of the first three stones he played if White cuts at A. He has made a position which has limited White's expansion, and which White can't easily counter-attack. Black can't reasonably expect to make any bigger reduction than this in White's prospects.

Front Cover Photograph

This old picture was recently purchased from a stallholder in Totnes market in Devon. He found it at a car boot sale and bought it for £1. It is in an old black lacquered wooden frame and it has been suggested that it is a souvenir from China, circa 1940, but there is some doubt about this.

The photograph was supplied by Tom Widdicombe, (telephone number 01364-661470), who would be grateful for any clues as to the picture's history.



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Territorial Strategy

by T. Mark Hall

Sometimes I deliberately play solely for territory, ignoring as much as possible my opponent's moyo and not worrying too much about attacking groups. Go is after all a territorial game.

This game was one where I follow such a plan. It was played on 6 May 1996 at the University Centre Cambridge. Event: Candidates Tournament, round 5. Time limits: 1 hour 30 minutes each then 20 stones in 5 minutes. Komi was 6 points.

*White: Bill Brakes, 3 dan
Black: T. Mark Hall 4 dan*

14: White could exchange White A for Black B in Figure 1 before playing 14.

16: If White tries to defend the upper side..

Diagram 1: I will push in from both sides taking territory and making the capture as small as possible.

17: Bill was quite happy to get 16 on the board to link up his stones in the centre but 17 although there are possibly bigger moves elsewhere makes my position rock solid.

21: This is meant to reduce White's potential here but it should be noted that Black will not be worried if White captures it as long as Black gets compensation.

25: I thought a long time (for me) about Black 25. I have noticed in many of the Go Seigen games that he almost invariably played this joseki. The thing to note is that Black 19 has scope to extend in either direction so it will not come under too much pressure when White completes a wall facing it. Also Black gets another rock-solid group in the corner.

34: White also could play at 1 in Diagram 2 and this is often recommended by professionals rather than get the cramped shape he gets in the game.

36: White could also play 36 at C to try to undermine the Black stones on the lower edge. Both C and 36 are sente against the corner.

37: I must play this to live.

38: If I tenuki after White 38 to extend on the lower edge White 40 is sente so I must follow through with the sequence up to 47.

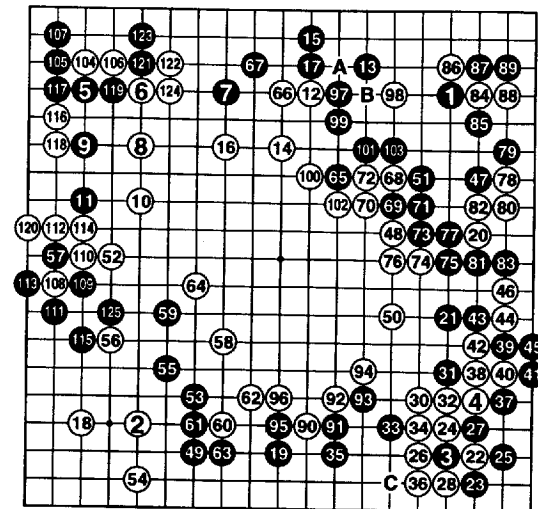


Figure 1 (1—125)
29 at 22

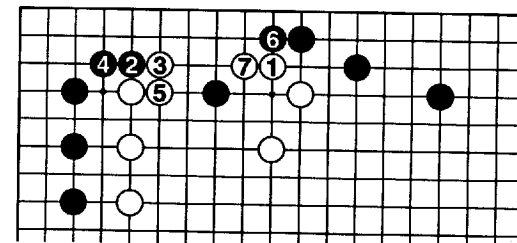


Diagram 1

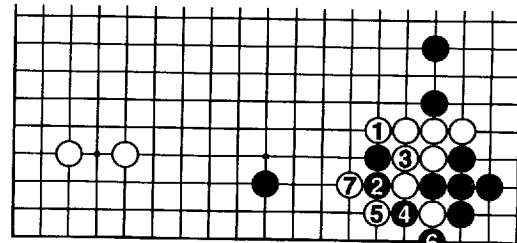


Diagram 2

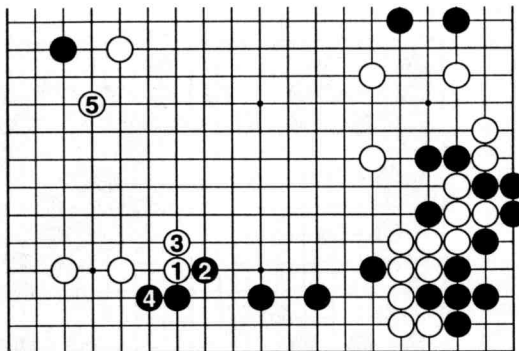


Diagram 3

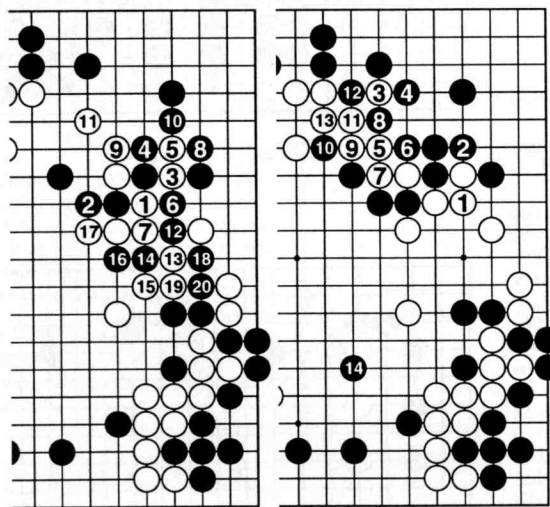


Diagram 4

Diagram 5

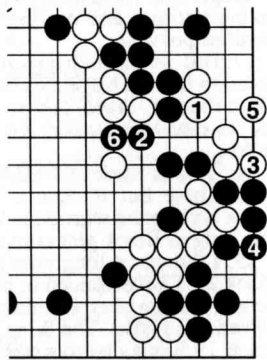


Diagram 6

Diagram 5: Still OK for Black, White playing 1 in Diagram 5 instead of 5 in Diagram 4.

78: White can live with 78 at 1 in Diagram 6, but he tries to avoid that sequence.

Diagram 6: White lives to 5 but then Black can play 6.

90: Bill couldn't see any good way of using the aji in the upper corner so he decided to seal off the centre with 90.

95: I also thought for a bit about this move. It is tempting to start an attack on the big group to the right but do I need to? I decided that I would be well ahead in territory even when White secures the moyo so I would play securely myself.

98: White tries to raise some aji with White 98 but I just threaten to exchange the loss of some territory here for an excursion into the centre.

47: Black 47 is what I mean by compensation for the possible loss of the reducing stones. I am still making territory.

51: Black 51 is a painful point for White; there is now little he can usefully do in the corner without reviving the aji of the three stones below. Black has now three corners while White has little secure territory.

52: Bill said after the game that 52 should have been at 1 in Diagram 3. This would give

him better prospects on the left side and in the centre.

57: Black 57 reduces while taking territory. I am making no rash invasions.

65: Black 65 offers White the chance to cut it off but I am also after the chance to raise the aji of the three surrounded Black stones if he does.

70: If White 70 is at 1 in Diagram 4, Black will sacrifice again to take secure territory on the right (about 50 points).

103: After Black 103 the aji in the corner doesn't matter because there is no threat of the group escaping.

116: White's last fling to try to capture something.

125: Black wins by resignation. White still has his moyo, about 40 or 45 points, but Black has about 70 secure points. There is no way that White can gain enough. All you need to do to win is take more territory!

Tournament News

by Tony Atkins

Freudian Slip

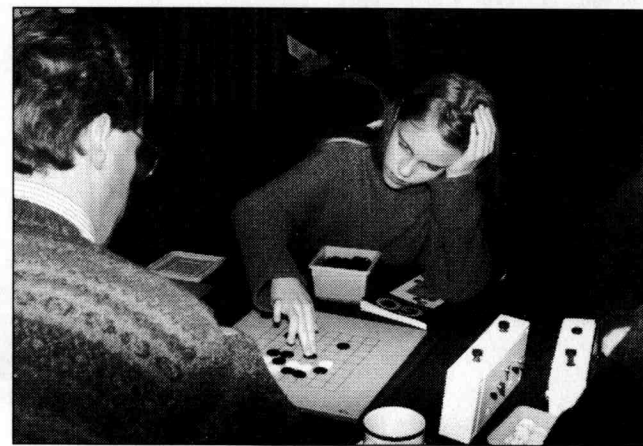
Following a lessening of popularity of go among the Gown, it was left to the Town to bravely step in and run Oxford's tournament this year. The switch from Saturday to Sunday was kind of appropriate as the venue was formerly St. Paul's Church, built in the Victorian Classical style. Now Freud's continental-style cafe, one could ponder one's moves whilst listening to the rattle of crockery, smelling the freshly cooked garlic bread and studying the saints immortalised in stained glass. Five pounds of food and drink vouchers were included in the fee, but the staff could not cook the food fast enough and you had to go out for English beer. A recent record of 98 attended, plus Handtalk program (to avoid byes) and Matthew Macfadyen and Kirsty Healey playing as a pair.

It was expected that one of the Thames Valley 5 dans would win but, possibly due to the fading light in the sanctuary, Edmund Shaw and Piers Shepperson got a last round jigo. Organiser Nick Wedd decided this was not good enough to win the event, and so the first prize went to the best player on 3 wins, namely Andrew Jones (3 dan Wanstead), who had started below the bar and not played either five dan. Nick later apologised and sent the five dans an extra prize. Prizes for 3 wins went to Alan Thornton (2 dan Stevenage), Hennie Groot Lipman (1 dan Reading), qualifier Baron Allday (1 kyu West Wales), Nick Allday (4 kyu Ox-

ford), Paul Rogers (8 kyu CLGC), Francis Weaver (11 kyu Brakenhale), Simon Brooks (12 kyu Swindon), Andrea Smith (20 kyu Cambridge), Richard Trefler (15 kyu Oxford), Henry Braun (25 kyu Oxford) and to Richard Mullens (6 kyu Stevenage) for 2.5. Paul Margetts and James Harrod picked up the accolades in the 13x13 continuous. Also booby prizes were awarded, but as the names were read out by a German called Herman, most players named failed to collect.

Trigantius

Sixty-six players played in the tournament, in Cambridge's University Centre, that always sounds as if it should be three times as large. In addition 16 players took part in the first Cambridge Beginners' tournament. Matthew Macfadyen kept the new players interested with lectures and analysis, and some serious battle was done on small boards. Unfortunately the adults did too well and were banned from winning Easter egg prizes. David Vandy won all six games, Patrick Ribband and Kirsty Healey playing as a pair.



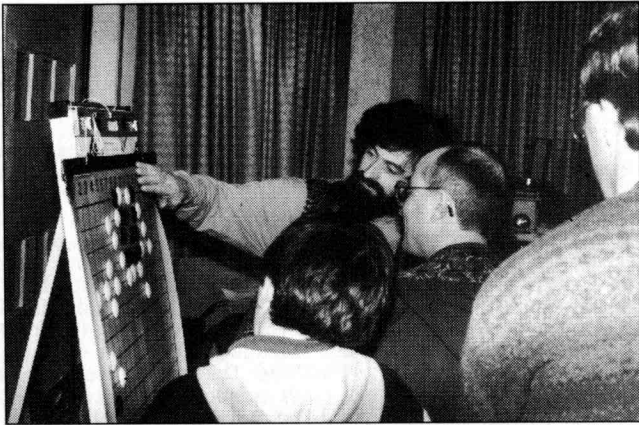
Beginners' Tournament (Cambridge)

and David Good lost two each. The eggs went to Jonathan Artus, Louise Good, Aubrey de Grey, Adam and Tom Eckersley-Waites and Carl Bate.

In the main event the home players won nearly all the prizes; no doubt they were trying to impress the local Hitachi sponsor by filling the tournament book with many good Cambridge results. Ralph Beckett (20 kyu), Sean McPhail (20 kyu), Andrea Smith (18 kyu), Matthew Woodcraft (10 kyu), Mark Dalgano (7 kyu) and the Winner John Rickard (4 dan) all got 3 wins; the Cambridge Untouchables were the best team. Others who were graciously allowed on the prize list were Richard Mullens (5 kyu Stevenage), Alan Williamson (4 kyu Burgess Hill), Simon Goss (1 dan Bracknell) and best kyu player Gary Quinn (1 kyu Teesside). Nick Wedd of Oxford won the 13x13.

Pair Go Tips

The most memorable feature of this year's Coventry Tournament was a lunch time talk by Matthew Macfadyen on how to



Matthew Macfadyen teaching at Cambridge

succeed at Pair Go. Quite a good proportion of the players at Tile Hill sports centre ate the buffet lunch and were not disappointed by what they could hear from Matthew. Nor was Matthew disappointed by the result of the event, taking first prize himself.

Back at three rounds again this year, those who won all were Alan Thornton (2 dan Stevenage), Jo Hampton (2 dan West Wales), Clive Wright (1 dan Nottingham), Tony Warburton (1 kyu Cambridge), Robin Upton (1 kyu Leamington Spa), Harry Segerman (11 kyu Manchester), James Harrod (15 kyu Brakenhale), Ged Farrimond (15 kyu Epsom Downs), Dave Grimster (17 kyu Brakenhale). The best teams were the Three Amigos of Brakenhale and Leamington Spa A. The 13x13 winners were two 12 kyu players: Culcheth's David Bennett and Oxford's Richard Helyer.

TTTTT

Two years ago the Thames Valley Go League turned into a one day event to get it over with quickly. To keep the entry to

roughly the same area the geographic limitation is the non-tidal Thames. The tournament was dubbed the TTTTT by Steve Bailey (Tideless Thames and Tributaries Team Tournament) and someone else added an extra T (for Tony's) after yours truly, the event organiser. This year the hosts were West Surrey at Burpham Village Hall and 9 teams turned up. Reading were favourites as it was rumoured Royal Standard could not attend. On the day



Sue Pitchford (left): non-playing organiser of the year?

they managed to send a B team along who failed to beat Reading in the final round, thus returning the Broken Go Stone Trophy to its normal Berkshire home. Second were West Surrey and Brakenhale A. Those winning prizes for being unbeaten were Paul Hyman, Steve Brooker, Tony Atkins and as usual Jim Clare. As the nearby park distracted the young, the prizes in the continuous 10x10 went to Alistair Wall, Jeremy Hawdon and winner Tony Atkins with 11.5/14.

Japanese Chess

Simon Shiu once said Teesside club likes to run a different kind of event each year, so this year he was host to the 29th British Go Congress. Van Mildert Hall was the venue, a modern part of Durham University, situated just out of the city centre and picturesquely set with its own lake and a conference block for the go to take place in. Immediately opposite was the Oriental Museum, well worth a browse - six objects relevant to oriental board games I counted (including the statement that go is Japanese chess)

- and not so far away was the Botanic Gardens, to sit in and reflect on the previous game. It was only a fairly short walk into the centre for a post-tournament Chinese, a reunion with old college mates or to wonder at the jewel of the north-east, Durham Cathedral.

Seventy-eight players, plus some keen local beginners, attended. Those who arrived early enough were able to play in Friday's British Lightning and, despite the speed of the Inter-City225, it was quite late when those who had to work in London that day arrived. One of Francis Roads' famous American Draws was used to split the players into groups of six. The best of the groups went on to the knockout stage, but the ni dan group was so equal three players went through. At the end of the evening just T.Mark Hall and Jo Beaton were left.

As usual the format for the rest of the weekend was three rounds each day, and a not too long AGM on the Saturday evening. The only deviation from this was waiting for T.Mark to win the lightning before the AGM could start. At that meeting the officers' reports were given so well that they were all elected for another term. Despite Adam Atkinson joining council and taking on the role of publicity officer, council for next year will be a member short. Adam has vast experience of go publicity from his time in Italy. The membership gave overwhelming support to an increase in subscriptions at a rate to be decided, and then it was quickly off to the bar before anyone thought of anything else to discuss.

Eventually Sunday evening arrived and the prize giving started fairly early to convenience those having to travel. Winner this year was Alex Rix from London who proved to be the best of the 4 dans present. He finished a point clear of

T.Mark Hall also 4 dan. Paul Smith, the Cambridge 2 dan, claimed to have had a lucky draw to finish third. Other prize winners were Laura Coe (15 kyu Brakenhale) and Adam Atkinson (10 kyu Hove) with 5/6, and Barry Chandler (2 kyu Reading) with 4.5. Nobody played enough in the 13x13 due to an error in the handicapping, so no prizes were awarded. For the second time in under a week Reading proved to be the best team, going home with the Nippon Club Cup.

Finally the prizes were given for the various Grand Prix. The Terry Stacey Trophy goes to the player with the most wins above the McMahon bar. This year Francis Roads had an unstoppable lead at the start of the British and so was first (score 45.5) ahead of T.Mark Hall (34), Andrew Jones (29.5), John Rickard (29) and Matthew Macfadyen (26). Fast improving young Brakenhale player James Harrod won the Youth Grand Prix for the best results, attendance and improvement. Second was his school mate Emma Marchant and third Worcester's Thomas Blockley. In a new competition to find

the two dan who can lose the most games in a year the result all depended on the last round; luckily Alison Jones won her game to avoid a complicated tie-break and allowing Tony Atkins with 42 losses to be the first name on the Weak Ni Dan's Trophy (if we ever find one appropriate); Bob Bagot was a long way behind in third.

Teachers' Day

Two events were held at the home of Matthew Macfadyen and Kirsty Healey in Leamington recently. Firstly over Easter there was an open house in honour of Richard Hunter and Louise Bremner over from Japan. Much go was played, including some by Richard's brother Derek (not seen on the go scene for some time). Unfortunately the weather was not quite good enough for outdoor pursuits.

The second event was the Teachers' Day when Frank Janssen came over from Amsterdam to promote the new teaching course material from the European Go and Cultural Centre. Now available to anyone in the BGA planning a be-



Frank Janssen at Teachers' Day

ginner's course is a teacher's guide and course book together with a set of problem cards. After his introduction Frank analysed a professional game illustrating fighting spirit as a way of showing how to teach in this way. After a pizza lunch he introduced the 15 players there to various forms of discussion go competitions. It was hoped many would take up the new material and use the teaching ideas, possibly repeating the day later in the year with more notice. Frank was impressed by the knowledge of British players, getting unexpected correct answers both at the Teachers' Day and at Matthew's seminar on the day before.



Shutai Zhang versus Ulf Olsson, Dublin

Candidates'

To make a change this year the Candidates' Tournament was held at the University Centre in Cambridge. It overcame the objections about noisy and crowded Covent Garden by providing a comfortable, quiet venue, with punting available in the sunshine between rounds. The tightening of qualification rules and the move to Cambridge saw a lowering in numbers to 26, though a last minute Council decision meant all shodans could play if they wanted.

Looking at the results it almost appears a random ordering with many four dans lower down than expected. T. Mark Hall kept up his tradition of being the only player to win all six games. Three players won five and under the old system would have been the other three qualifiers. They were Bill Brakes (3 dan), Alan Thornton (2 dan who strangely only lost to Colin Adams) and Alistair Wall (4 dan). Under the new system the next eight players as well continue to the next stage. On four wins were Andrew Jones (3 dan), Charles Matthews (3 dan),

Alex Selby (2 dan), Matthew Holton (still only 1 dan) and John Rickard (4 dan); on three wins next came Francis Roads (4 dan), Alison Jones (2 dan) and David Woodnutt (1 dan). First reserve for the Challenger's, which is being held in June at the Nippon Club, is Colin Adams (1 kyu). Alex Rix (4 dan) is second reserve thanks to a tough draw and will be able to act as referee for that event. Nobody ended on zero (though Paul Barnard had a good try). Thanks must go to host Mark Wainwright and outgoing referee Andrew Jones for organising the event.

Not The Candidates'

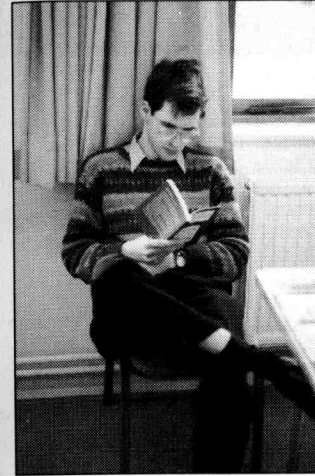
To commemorate the closure of the IVC later in May the CLGC held a two day tournament in Covent Garden over the same bank holiday period as the Candidates. Thirty-three different people played over the two days with 13 boards on one day and 12 the next. Unfortunately nobody did well enough on the first day to win a prize and at the end of the second nobody had won more than four, but also nobody had

done so badly as to lose all six. So prizes went to: Vic Morrish, Geoff Kaniuk, Jiri Keller, Richard Mullens and Lena Morrish for four wins; Gerhard Stetner, Phil Achard, Roger Daniel, J-P. Schille and Laura Coe for three wins.

Royal Dublin

Thirty-one players attended this year's European Grand Prix event in Dublin. On the Friday evening an International match was won easily by the visitors, despite Shutai Zhang playing for Ireland. The next day the Irish Open proper started in a very pleasant airy room on the ground floor of the Royal Dublin Hotel.

Shutai was of course favourite to win on this his first visit as previous two winners Tony Goddard and Matthew Macfadyen were not there, and the next strongest players were a mere four dan. Indeed to keep up a tradition of presenting high dan diplomas at the Irish, Shutai was awarded the first ever British seven dan diploma. Sure enough Shutai did win all five games to take the £100 first prize. Stefan Budig from Ham-



Mark Wainwright: a good advert for BGA Books?

burg lost to Shutai and to Liu Si-Feng (pronounced "su-fong") from Galway, but was second. Equal third on tie-break were Si-Feng and Des Cann from Coventry. The next places went to Tony Atkins (2 dan Reading), Noel Mitchell (2 dan Dublin), Paul Donnelly (2 dan Belfast), Dave Phillips (2 dan Isle of Man), David Ward (2 dan London) and Hennie Groot Lipman (1 dan Reading). Finishing equal ninth was very good for Hennie starting below the bar of ten players, but he was helped by Ulf Olsson's planned drop out after the first day. All those with three or more wins got prizes; especially noteworthy were the four wins by Gianni Della Giavani (4 kyu Brussels).

Saturday and Sunday also had their fun events - renko (in which Flinter, Donnelly and Adams beat Mitchell, Gibson and Liu), followed by zengo in the late night Bewley's Cafe and kriegspiel renko on the Sunday (though there was no singing this year). This year St. Patrick's day fell on the Sunday and there was a chance to see the parade

going past outside at lunch time. Thus the bank holiday Monday gave a chance to pick up another title; this time Colin Adams (1 kyu Preston) won five Fast Play games ahead of Noel Mitchell on four. As usual the Irish gave a warm welcome to all who came and of course there were plenty of chances for the visitor to drink stout, explore the city or to visit the countryside of our green neighbour.

Euro '96

Frieberg in Germany held a big tournament in January as part of a Japanese cultural festival. Harold Lee joined Shutai Zhang, one lured by the 2700DM first prize and the other by the chance to play some go for a change. They joined 229 other players and old friend Mastaki Saijo, the Japanese professional, and sure enough Shutai took the prize, including a win against Guo Juan.

The first GP of 1996 was in Prague. Competition was intense for the new cup (Matthew Macfadyen keeps the old one for winning it three times). On a tie break amongst the top five the winner was Andrei Gome-niuk ahead of Nechanicky, Danek, Gerlach and Bogatskii.

Andrew and Alison Jones attended Italy's GP in Milan. Andrew surprised himself by coming third on three wins behind Radek Nechanicky on 4 wins and Viktor Bogdanov on five.

In Vienna 67 players from 14 countries played in the Susan Memorial. Young Dimitri Bogatskii from the Ukraine won his first GP, ahead of Bogdanov and Gome-niuk, the best on four.

After Dublin the lead in the GP points was held by Vladimir Danek and Radek Nechanicky (both from the Czech Republic). Shutai Zhang's 15

Irish points sneaked him into third place ahead of Viktor Bogdanov.

Paris was attended by 213 players. Local Japanese Miyakawa Wataru beat all opposition to win. Second was a young Chinese 6 dan called Dai Junfu, who even managed to beat Shutai.

Ing Cup

In order to prove the Romanians could organise a big event, this year the Ing Cup was held in the mountain spa town of Baile Felix. As the snow fell 24 top players from 11 countries came to fight over six rounds. As expected the 7 dans dominated. Winner was Guo Juan, who dropped one game to Shutai Zhang who was second, who in turn lost to Rob van Zeijst who was third. Rob lost to Ivan Detkov who finished fourth having also beaten Matthew Macfadyen.

Matthew was fifth (also losing to Shutai). Matthew Cocke came 18th with two reasonable wins. At the same time 28 under 12 and 91 under 18 year old players (mostly Romanians) played in the European Youth Championships. Winner in the first section was Antoine Fenech (1 kyu Strasbourg) ahead of Cosmin Mutu (5 kyu Romania). Under 18 winner was Csaba Mero (4 dan Hungary), ahead of Svetlana Chikchina (3 dan Russia), Alex Dinnerstein (4 dan Russia), Emil Nijhuis (4 dan Netherlands) and Dmitri Bogatskii (5 dan Ukraine).



Glossary

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

Kosumi: a diagonal play.

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

Moyo: a potential territory.

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.

Aji: latent possibilities left behind in a position.

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

Atari: the state of having only one liberty left.

Byo yomi: shortage of time.

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

Damezumari: shortage of liberties.

Furikawari: a trade of territory or groups.

Fuseki: the opening phase of the game.

Gote: losing the initiative.

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

Hasami: pincer attack.

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

Ikken-tobi: a one-space jump.

Jigo: a drawn game.

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

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

Keima: a knight's move jump.

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

Notices

Nottingham

Alan Matthews is keen to revitalise Nottingham Go Club. Please contact him if you live within travelling distance and want to give support. (Details under Nottingham in the Club List.)

A New Club?

If you are interested in starting a go club, the Membership Secretary (see page 2) can supply you with a list of players in your area. All you need is a venue, perhaps a pub, or your own home initially.

Advertisements

These are charged at £50 a full page and pro rata. For part page adverts, the space allotted may exceed what has been paid for where it is convenient for layout. Small ads not for profit are free.

Contributions for next Journal by 5th August, 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 £48.00

GGB2 Gostelow Go Board (18mm)
NOW £25.00

Goods Direct

The BGA bookshop, with a wide range of books and equipment, will certainly be at the Leicester, Northern, Milton Keynes, Shrewsbury and Wessex tournaments. A limited range of books will probably be available at the Devon and Barmouth tournaments.

NOW AVAILABLE

Get Strong at the Opening (G51 - £8.00) and Volume 3 of *Get Strong at Joseki* (G54 - £9.00) are now available. This series is half way to completion, and should be required reading for all aspiring players.

The Thirty-six Stratagems applied to Go (Y08 - £10.00). This new book from Yutopian may be the best yet. It differs from the usual go book in that it examines the application of ancient military maxims to the game. The Chinese way of thinking about go is also interesting.

Can the success of Japanese business strategy be explained by the game of go? According to the author of *An Asian Paradigm for Business Strategy* (H1 - £12.00) it definitely can. In go, you co-exist with your opponent and try to control the greater amount of territory - strive for increased market share - rather than destroy your competitor, as in chess. This was always my approach in business, too.

The Index to the British Go Journals is available from me at £4.00. I also offer a back number service, and recently BGJ issues 0 to 8 have been copied in response to demand from several members. Also if you have duplicates of old issues I will consider exchange deals.

Orders are now being taken for Kido Year Books for 1995 and 1996 (in Japanese). The price will be £36.00, and delivery will be about eight weeks.

Why not subscribe to *Go World* and the *European Go Journal* through the BGA? Prompt and reliable delivery and back number services are offered. Please telephone me if you are interested.

The latest: a new book, *Dramatic Moments on the Go Board* (Y10 - £9) should be available by mid June.

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)