

Go Teaching Programme for 1997

Matthew Macfadyen

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Further opportunities to expand the horizons of your Go by joining new developments in go teaching and instruction. A whole day intensive session with study material circulated beforehand and a detailed writeup produced afterwards. The January seminar on swindles was oversubscribed, and the repeat in February is booked up. Book early to avoid disappointment.

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Tesuji and the anatomy of good shape.
- 6 **Two Lovely Black Eyes** August 1997
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British Go Journal

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Front cover: Central section from Actors Playing Go, by Toyokuni (1786—1867).

Tournament Calendar

Coventry: 23 March. M. Lynn, 01675-442753.

British Go Congress: Egham, 18-20 April. Tony Atkins, 01189-268143.

Anglo-Japanese 'B': April.

Candidates': May. By invitation only.

Barlow: New— see column 3 for details

Bracknell: May.

Scottish Open: May.

Challenger's: June.

Pair Go: June.

British Small Board Championships: June.

Leicester: 14 June. E. Smithers, 01664-69023.

Anglo-Japanese: June. By invitation.

Barmouth: 28-29 June. Jo Hampton, 01341-281425.

Devon: 12 July?

Isle of Man: 17-22 August. Leo & David Phillips, 01624-612294.

Northern Go Congress: Manchester, September.

Milton Keynes: September.

Bank of China Cup: September.

Shrewsbury: 5 October.

International Teams Trophy: October. By invitation only.

Wessex: Marlborough, October.

Three Peaks: Thornton in Lonsdale, November.

Swindon: November.

West Surrey Teach-in: December.

West Surrey Handicap: December.

Anglo-Japanese: December. By invitation only.

London Open: December—January.

London Youth: January.

Furze Platt: January.

School Teams: 19 January.

Wanstead: February.

Oxford: February.

Trigantius: Cambridge, March.

International Teams: March.

Irish Open: March.

South London: March.

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

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Notices

New Event!

The Barlow Tournament

On the middle day of the Candidates' Tournament, on Sunday 4th May, and in the same place, Cambridge Club will run a competition of a novel type intended for kyu players. There will be five rounds with 35 minutes each, no overtime, and the bar will be set no higher than 2 kyu. Hence the name 'Barlow', which just happens to be one of the traditional Cambridge academic families along with the Darwins and the Keyneses.

Organiser: Tim Hunt, 63 Panton St, Cambridge, phone 01223-500769 (home), email tjh1000@damtp.cam.ac.uk

More notices on page 62

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K. Timmins

British Championship

Game 3

by Matthew Macfadyen

Black: Matthew Macfadyen
6 dan
White: Shutai Zhang, 7 dan
Played 24 November 1996
during Swindon Tournament

A big running fight starting straight from the corner. Typical of our games, but actually I was on the back foot right from the dubious play at 13. After this play White threatens to cut starting with a stone just above 5. I got into horrible shape just trying to keep connected. A better bet would have been to play 13 at 14, intending to make a double hane at 20. Black would then get a reasonable position in the centre and White would not have a clear attack on the corner position even if he cut.

38: Should just be at 39, which gains eyes for White and steals them from Black. I was glad to be able to make an eye in the corner.

The fight struggles its way to the upper side. White has built over 20 points of territory on the left while Black's profit lies only in potential attacks in the centre. However the Black centre group is also weak.

The crisis point of the game comes at 116. If this move is possible then Black's sequence from 103 is nonsense. Shutai spent about half an hour on this one play. Among the possibilities is Diagram 1, showing an alternative play for 117. Even if Black somehow contrives to win the capturing race in the centre, White may get a big enough area around the upper right corner to win.

I should just have played 103

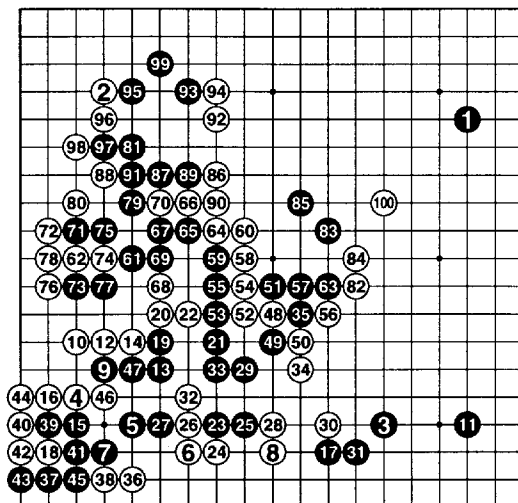


Figure 1 (1—100)

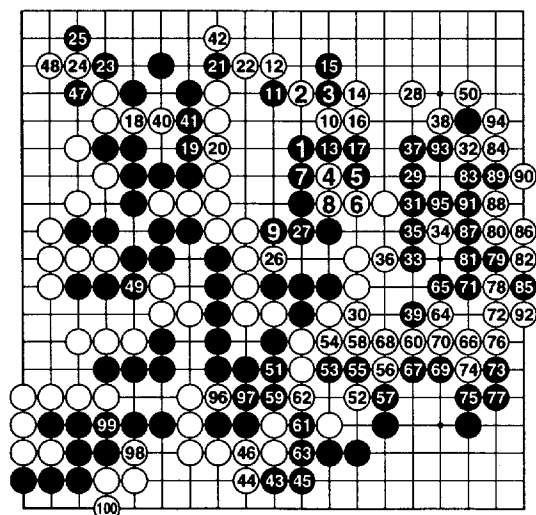


Figure 2 (101—200)

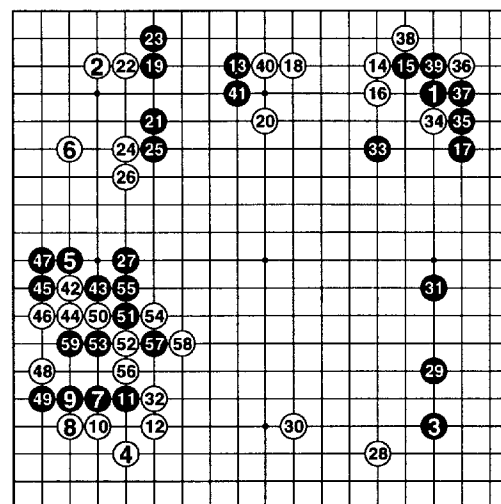


Figure 1 (1—59)

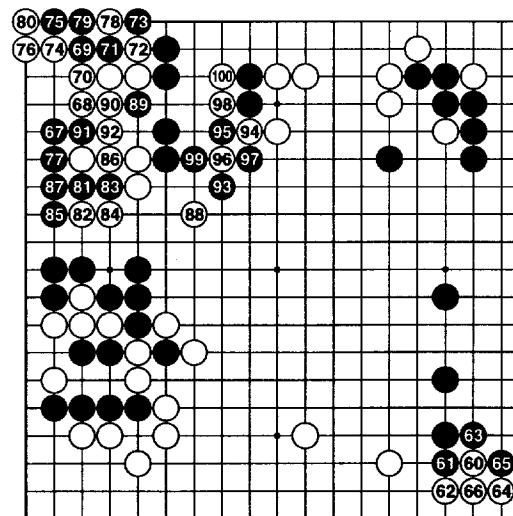


Figure 2 (60—100)

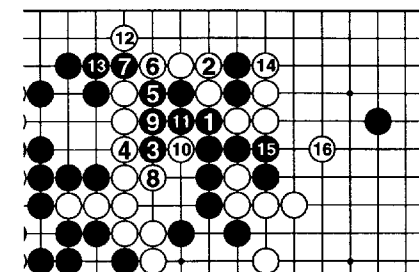


Diagram 1

at 117, waiting for a chance to do damage either at the top or at the bottom. When White took a big corner with 150 I was reduced to some implausible thrashing around. Shutai is very precise in refuting such things.

Game 4

Played during the West Surrey Teach-in at Guildford.

Black: Shutai Zhang
White: Matthew Macfadyen

This was something of a tale of two gross idiocies. Most of the game flowed fairly reasonably for both sides, but I took leave of my senses at two important stages.

The first one was at 42. It is quite inconceivable that this could be a reasonable place to play. The Black area here is only worth 15 points at most, and a successful invasion could therefore only do 15 points worth of damage, which is not worth as much as one move. In order to be a success, my invasion would have had either to cut the black group in half or attack it whole. Neither of these is remotely plausible. In the event Shutai got useful stones at 47 and 49, which reduced my prospects above and below, and also secured a larger territory than he could have achieved

without my help. In return I secured the lower side, but this could have been done almost as well by playing 42 at 57.

The invasion at 60 is big, but Shutai answered calmly, allowing me the corner so as to take sente for his own invasion.

67: Is extremely sharp. There seems to be no way to hang on to much of my corner, and I was hard put even to find a way of keeping it alive. Considering the possibility of capturing 82 and 84 later, and the territory Black gets on the side, and also the fact that I still do not have absolute eyeshape after capturing 4 stones in the corner, my area has been reduced to approximately zero. All this would have been impossible without the free thickness I gave away with 42.

The next piece of total idiocy was 96 - 100. I had spent some time trying to evaluate the exchange of Black's ponnuki in the centre for a nice solid capture of two stones, and taking into account that the black group was still not quite alive, and forgot to check that I really could capture two stones with 100. I can't, and the game was pretty well over after 101.

The invasion at 104 is a desperation measure. It ought to be impossible to invade this deeply with weaknesses in my other two groups at the top and with all my own territorial prospects invested in a slightly dodgy looking territory at the bottom. But you've got to try.

It may have been more effective to play 126 at 128, and try to build eyes immediately while getting shut in. Then Black would have a go at the top left group, starting a ko with 163. I would have to try to spin out my ko threats to live for longer than Shutai could find threats to kill my other groups or invade the bottom. Something like Diagram 1

This doesn't look much good either. The problem is that

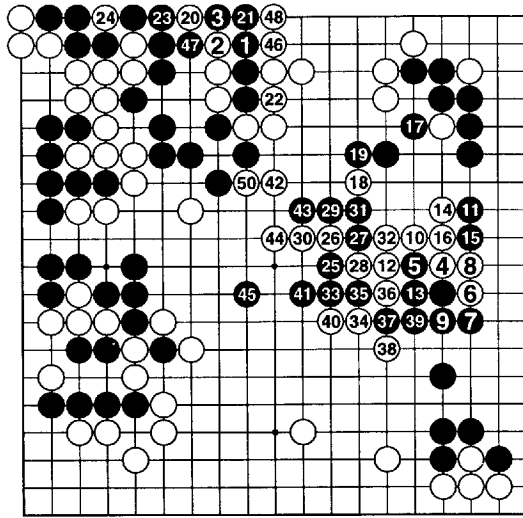


Figure 3 (101—150)
149 connects at 120

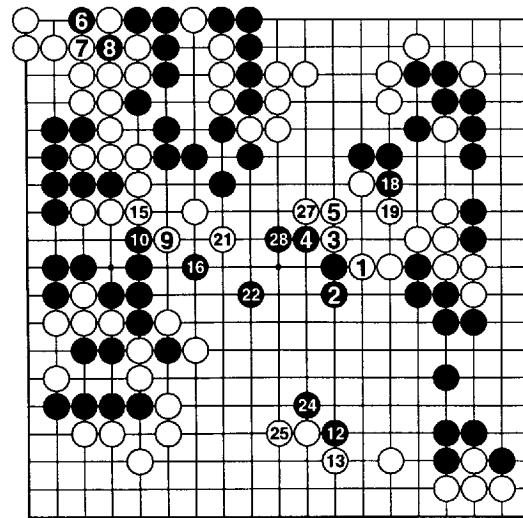


Diagram 1
11, 14, 17, 20, 23, 26 take ko

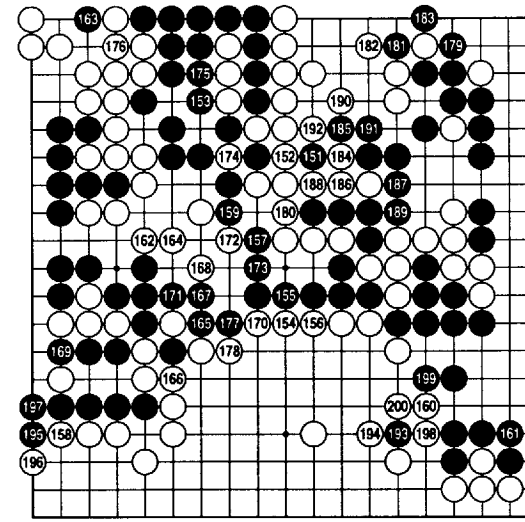


Figure 4 (151—200)

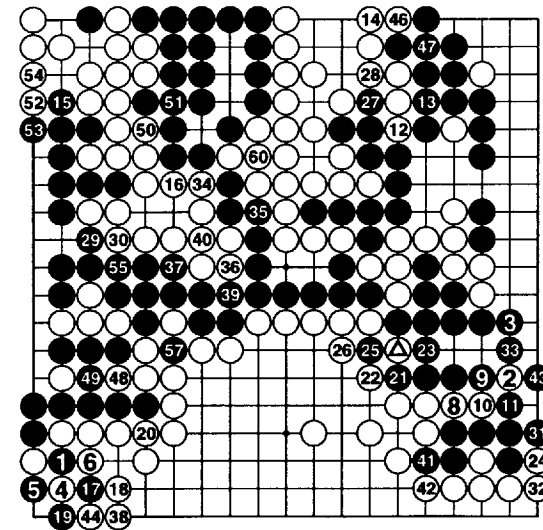


Figure 5 (201—260)
207 connects left of 201, 245 connects at 204, 256 takes ko at the triangled point, 258 connects at 225, 259 connects above 257

Black is not far behind even if I live, so he can just play normal moves as ko threats, and expect to get two of them in a row at some stage.

In the game I lost the group on the right, and never looked likely to find enough compensation. There were various opportunities for Shutai to fall asleep, but he doesn't do that much, at least not while playing go.

Having forgotten to resign when my group died, there seemed to be no convenient time to do so before the end. Black won by 14 points and a half.

Subscriptions

Members receive a bi-monthly newsletter and a quarterly journal, and have access to books and equipment at moderate prices. The fees are:

UK: full rate £9. Junior, O.A.P. and Unemployed, £4.50. Family rate £14.

Overseas: Europe £10, outside Europe £12.

All members will now receive direct mailing.

Keen, Mean and all the way from Zlin

by Paul Smith

I was amazed when Mark Wainwright phoned me to ask if I wanted to play Go for Britain. Surely there had to be some mistake—there must be at least fifty active Go players in the country stronger than me! Unless there were a special competition for people who have been playing for over a quarter of a century without even reaching 3-dan, I couldn't imagine why I'd be wanted to play on a national team.

Strangely, though, it was true. The event was the European Team Championship, which was going to take place in the Czech Republic. Mark had been trying to get together a team for some time, and was on the point of giving up hope of finding four players who would like to play. Apparently in a previous competition Britain had failed to field any team at all.

When I actually bothered to ask Mark for some more details of the trip, I found that things were not at all straightforward. The tournament was in fact in a place called Zlin. We were going to have to fly from Gatwick to Vienna, and then drive a hire car to Zlin. This would involve getting up at about 3am in order to get a bus to Gatwick Airport. And I was one of the 'volunteers' to do some of the driving at the far end. My apprehension level increased a little further, as I had never driven abroad before. When Mark added that we were going to fly by Lauda Air, an image formed in my mind of an aeroplane being piloted recklessly by a crazed racing driver, determined to break all records for



Opening Ceremony: A speech from the Daewoo Representative

the flight time to Vienna.

I noticed that Zlin did not actually feature in any of the atlases I have at home but apparently there was a rational explanation for that. It wasn't that Zlin was, as I had first suspected, a tiny hamlet lost in the wilds of the Czech countryside. Far from it; Zlin is in fact the centre of the Czech shoemaking industry, a sort of Northampton of Eastern Europe. The problem with finding it on maps was merely that it was often marked with its old name of Gottwaldov.

The competition was due to start in the evening of Friday 22nd November, and we flew earlier on the same day. The flight was actually really good; the food was very nice and it was served in real crockery instead of plastic!

I drove from Vienna to Zlin by a route which I believe may not have been the best. We went via Slovakia which was a bit of a problem because we should have had some special permit stuck on our windscreen if we wanted to do that, and we didn't.

By fluke we found our hotel in Zlin quite easily; then we

checked in and waited for the Opening Ceremony. There were lots of speeches - from the organiser of the Zlin Go Club (also a leading figure in the Czech Chess Association), from the main sponsors (Daewoo), from the mayor, and from a minister of the Czech government. Then, after a free dinner, we were actually expected to play some Go!

There were 12 teams present, and apart from Italy they all appeared to be considerably stronger than us. Our first game was against Yugoslavia. I assumed that we were certain to lose, but amazingly the result was a 2-2 draw - including a win by Paul Hankin against a 4-dan!

Even more strangely, we ended up drawing all our other four matches as well. Matthew Cocke (then 4-dan) did magnificently well on board one; he won all five games, including wins against two 6-dans and two 5-dans. Paul Hankin (1-dan, allegedly) was also very impressive as he won three games and beat two 4-dans. Mark Wainwright and I picked up one win each.

During the three days of the

tournament I never left the hotel once, so I missed my chance to visit the National Shoemaking Museum and the other sights of Zlin. The hotel itself was vast, like a miniature city in one building. It contained a bewildering number of shops, bars, offices and restaurants. There wasn't such a wide range of souvenirs on offer, but I did buy a small bottle of Becherovka, the local cinnamon liqueur, as a present for my wife. She seemed to be very pleased with it, particularly pleased that it was only a small bottle.

Paul Hankin drove us back to Vienna. Not long after we had set off, a strange incident occurred. We came to a village where a group of young men and women were dancing in the street in traditional costumes. They got us to stop the car, and offered us a drink of plum brandy, which tasted good but seemed pretty strong. They took some persuading that it might not be a good idea for the driver to have a drink!

Paul overcame the effects of some very dubious navigating to actually get us to the airport on time. Our flight was then delayed so there was nothing for it but to eat chocolate cake and apple strudel until it was time to go.

The descent into Gatwick was really bad on the way home. The weather was very blustery, and it felt as if we were being buffeted all over the place. I didn't dare look out of the window, but some of my fellow passengers confidently informed me that the plane wing had come within inches of touching the ground as we came in to land. So that's all right then.

In conclusion, I would advise all proper strong Go players to start pestering Mark Wainwright about the next European Team Tournament. Volunteer to be on the team right away, and you'll help to make sure that the

Union Jack is never again besmirched by my vulgar style of Go. Because I can assure you, if I'm invited back I will definitely go.

Be Honest with Yourself, if not with your Opponent

by Nick Wedd

This article is about an insight I had recently, which has helped me to think more clearly when choosing a move.

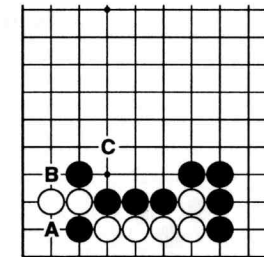


Figure 1

Study Figure 1 for a while. You may be able to establish that:

- a move at A by Black does not achieve anything. White can save all her stones, and kill the two black ones in the corner;
- a move at B forms some useful outside thickness, and threatens to kill two white stones;
- a move at C protects a cutting point, and (this is not so obvious) also threatens to kill the two white stones.

This analysis may be entirely obvious to you. If so, please keep reading - this is only an

illustrative example. On the other hand, if this analysis is not clear to you, please study it, put stones on a board if you like, until it becomes clear.

Now to come to the point. Suppose you have understood the above analysis, and you are choosing whether to play at B or at C. Both are sente against the corner, but there are two reasons for preferring C:

1. it protects the cutting point, and has more influence towards the centre, while being almost as effective along the edge;
2. your opponent might not notice that it is sente, so that you will later be able to capture the two white stones in the corner.

Maybe you are thinking, "Reason 2 is nonsense. None of my opponents is that stupid". Fine. Just imagine yourself a more complicated position with similar properties.

I would play at C for reason 1, while acknowledging to myself the possibility suggested by reason 2. But six months ago, I would have played at C, pretending to myself that I was primarily influenced by reason 1, but secretly hoping to catch the two white stones. By 'secretly' I don't mean that I would conceal my intention from my opponent; I mean that I would hypocritically conceal it from myself, being unwilling to admit to myself that I was primarily influenced by the hope of a swindle.

My insight was to recognise this hypocrisy in my thinking, and to remove it.

I do not necessarily mean that I have become honest towards my opponents. I may still be capable of planning and executing swindles - this is a different issue. But now, when I make what I think is a good move, I do it because I think it is a good move; and when I try to carry out a swindle, I acknowledge to myself that it is a swindle, and do it better as a result.

Kiwi Go

Commentary by
Graeme Parmenter

• Until recently the New Zealand Go Society produced an excellent magazine, *Kiwi Go*. During my visit to Dunedin in 1996 Graeme Parmenter kindly gave me some spare old copies. The game which I reproduce here comes from *Kiwi Go* for January 1991. I reproduce it here with Graeme's comments, with no further annotation.—*Francis Roads.*

It is of particular interest to me, as I played the two protagonists during my visit. Although Graeme's NZ grade is 4 dan and Kyle's is 5 dan, I fared better against the latter. How do you think these players compare with European players of the same grade on the evidence of this game?

White: Kyle Jones
Black: Graeme Parmenter
Go Kichi, 13th Challenge, Game 4.
Time 2 hours
Byo-yomi 60 seconds.

13: I don't like fixing the shape this early by attaching at 39.

24: We couldn't decide what was best here. This move makes room for eyes in the corner and puts pressure on the two black stones, but I was happy to play 25. Other suggestions were for White to play at 25 or even 26.

29: Kyle concluded that he should have played more aggressively here at A. He wouldn't play at 28 if he had captured the ko at 27, so he should force a resolution of the ko now. Playing at A is a very dynamic way of doing this.

32: Playing at 37 instead would have been huge. Letting me get this point tipped the

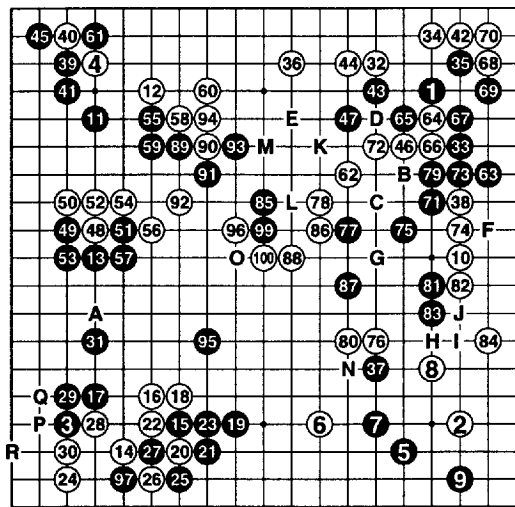


Figure 1 (1—100)
98, ko at 20

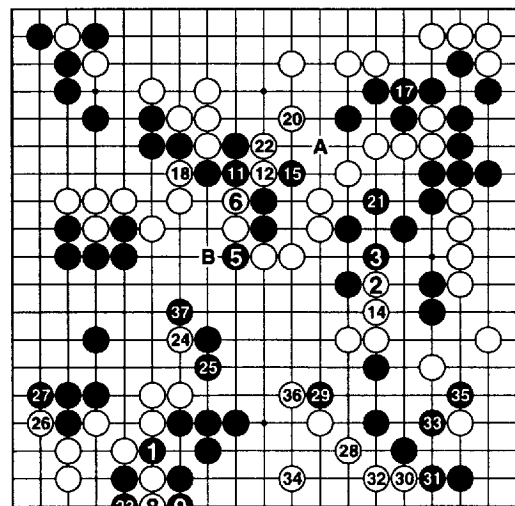


Figure 2 (101—137)
ko: 104, 107, 110, 113, 116, 119,

game a little in my favour.

39: Playing at 42 is huge, and is the 'proper' response to 38, but I felt my stones were flexible to look after themselves.

45: This is also huge, but carries the compulsion to ignore my opponent's moves to silly lengths. I should have been content to play at B, securing my group and making it difficult for Kyle to get enough territory to win.

46: A nice attack. There is no escape for the Black group at 79, as White will play C.

47: Awkward shape. I wanted to stop White surrounding territory here, but perhaps playing at D would be better.

48: Kyle is unsure of the best way to continue the attack on the right, whether at 62 or around E, so he plays these moves to see how I respond.

62: Now that he has thickness to the left, thanks to 60, Kyle is able to drive my group into it. Weaker players might be tempted to make territory here by playing E.

63: I decided there was little point in trying to run, so it was time to seek eyes on the edge.

64-68: Ouch! This group is left with only one eye. Time to run?

71: One last tesuji to stave off the humiliation of aimless flight.

73: I could play at F to make two eyes, but I didn't see this in the game, and now that I know about it, I still don't think I could bear to give White all the thickness he would get as a result.

75: Connecting at 79 would probably lead to the death of the Black group after Kyle plays G. I could see little alternative to playing chicken with 75. Would he cut or wouldn't he?

76: If Kyle cuts at 79, it is hard to see now how he could do badly. I can try a diversionary attack with Black H, White I, Black J, or I could try running

with Black K, White L, Black M, but neither option is very attractive.

79: When I connected here I felt I was ahead.

95: This aims at several things: capturing at 97 in sente, pushing at N, and playing O.

98: By fighting the ko, White risks losing the whole group if he loses the ko. He could live in gote with White P, Black Q, White R.

115: Because White 114 leaves this Black group with only one eye, I must find another. Making it this way keeps the pressure on White.

121: This looks submissive (and perhaps it is!), but playing at A instead could make things a little more exciting than necessary if White played at 121 to take the second eye of this group.

122: White decides that capturing these stones is important (it is!), but when I finish the ko, the white stones in the corner have only one eye, and must escape to the centre or make another eye there. This may not be an easy task considering Black's sente move at B.

128: White can't quite decide how to continue on the left, so he complicates the game even more with an attack on the right!

136: White probably needs to play here to avoid capture, but this is a luxury he cannot afford. When Black plays 137, the game is over. Moves after 137 omitted.

177: White resigns.

How Koreans Think

by T. Mark Hall

As most of you will know, I am actively involved in record-

ing professional games of go. A couple of the collections I can offer are from Korea for the years 1991 and 1992. Recently you may have seen that the Japanese professionals are having problems playing against both the top Korean and the top Chinese players. Usually when pros find opponents particularly difficult, they will study their games to find out how they played in a variety of games, and I thought this would be happening in Japan now. However, I was looking again at Go world number 87 and noticed an article on new moves and new josekis by Abe Yoshiteru 9-dan, who said that a particular 'new' move had first been played, to his knowledge, in a professional game on 20th January 1995. When I looked at the reference diagram, I became puzzled, because I was sure that the shape was familiar. In fact I was able to quickly find a number of professional games from Korea where this same joseki had been played in 1991, 1992, and 1993, with virtually identical results to the shapes analysed by Abe. It would appear that the Japanese pros are not yet really studying the current games from Korea, although some games are being published in Japanese magazines. Although Korean go has a smaller number of pros than Japan and only four who seem really able to challenge in the international arena, I think that the Japanese will continue to come a cropper unless they study how the Koreans play generally. They don't worry too much about the fuseki but save their energies and concentration for the fighting. A Korean will not really be considered worth while if he cannot display aggression and handle himself in a fight. Until the Japanese learn how the Koreans think, I think that they will continue to suffer against them, or at least the top Koreans.

Go Proverbs

by Francis Roads

Part 6

Proverb 51 Don't waste ko threats

Diagram 1 shows the well-known three line squeeze attack joseki from a star point stone. After White 12, Black should play the tight move at A or continue to press on a larger scale at B. But Black 13 is dreadful. It wastes a good ko-threat, and is in any case aji-keshi, as if Black later got a stone around C he could threaten to play at 14 himself. Proverb 51 is a particular case of Proverb 31, "Don't play aji-keshi."

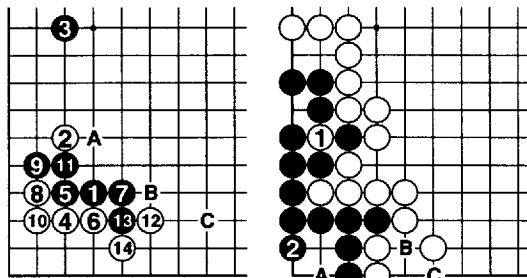


Diagram 1

Diagram 2

Proverb 52 Internal ko-threats are best

White captures in the ko at 1 in Diagram 2, threatening the entire black group. Black's best ko threat is any of the four points in the corner. Black 2 threatens to make two eyes at A, thus nullifying the effect of White's attack. So White is likely to answer at A, and Black has lost nothing by playing this ko threat.

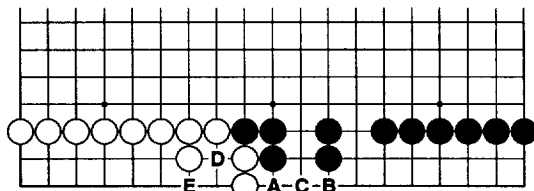


Diagram 3

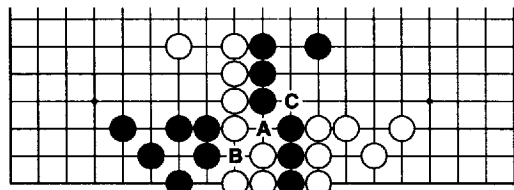


Diagram 4

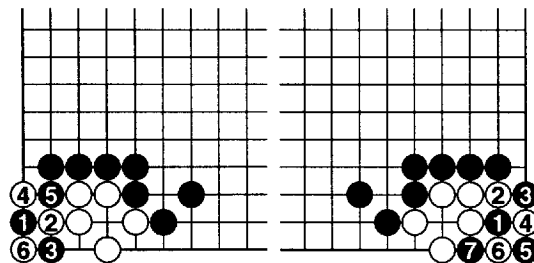


Diagram 5a

Diagram 5b

Proverb 53 A ko threat for both sides isn't one

If White uses A in Diagram 3 as a ko threat, it seems good,

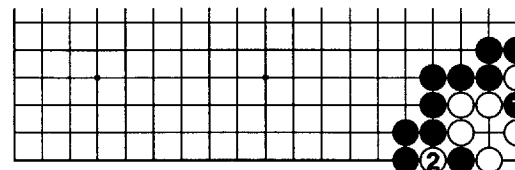


Diagram 6

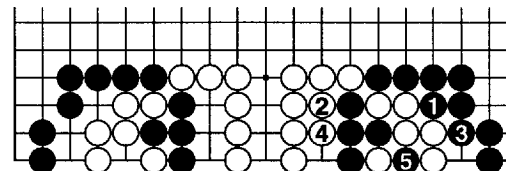


Diagram 7

threatening to take several points of territory away with a follow up move at B. But when Black answers at C, he now has a ko threat which he didn't have before, at D. Worse still, in this particular case there's a second one at E, similarly to Diagram 2. Black had no ko threat at all here until White gave up a liberty with his one. So White A should not be used as a ko threat unless White can afford to ignore Black's new threats at D and E.

Proverb 54 Play a double ko threat first

In Diagram 4, a Black play at A threatens to cut off three white stones at B. Likewise a White play at A threatens to capture at C. This kind of ko threat is available to whoever gets there first, so it has a high priority, provided that it is large enough.

Proverb 55 It matters who takes the ko first

It always pays to make your opponent use up one of his ko threats first. And it is vital if it

is the kind of ko for which no threat is going to be large enough.

In the formation in Diagrams 5a and 5b, Black has a choice of methods to force White to fight a ko for the life of his group. In Diagram 5a, after Black 1, the moves to 5 are all forced, and White takes the ko with 6, so that Black has to make the first threat.

In Diagram 5b, the throw-in plays with 4 and 6 are needed for White to make a ko, but this time Black takes the ko first with 7, and White has to find the first threat. So the sequence in Diagram 5b is better for Black by one ko threat. As it happens, it is also better in another way, as if Black wins this ko he takes most of the white stones off the board, so that the debris cannot be used as a source of further ko threats.

Proverb 56 You can't win two ko fights at once

Diagram 6 shows a very simple case of this proverb. When Black captures at 1, White captures at 2. Black may now make a ko threat if he wishes; it will almost certainly get an answer,

as when Black now recaptures 2, White simply recaptures 1. White is effectively using each ko as a source of threats for the other one, so it's all rather pointless from Black's point of view unless there is another ko on the board elsewhere. In that case Black may use these moves as an inexhaustible supply of ko threats.

The same principle applies when the two ko fights are not part of the same group. As soon as either player uses up a move ending one ko, the opponent can end the other one on the next move. I have seen quite strong kyu players play out the moves of a double ko, apparently oblivious to the waste of ko threats.

Proverb 57 If there is a ko inside a semeai, capture it last

In the semeai on the left hand side of Diagram 7, White seems well placed with four liberties to Black's three. But Black can win this semeai as long as he waits until the last moment before taking the ko, as shown on the right. Then he must be able to ignore whatever threat White plays.

If Black carelessly takes the ko earlier, White will be able to capture back in the ko when his own stones are placed in atari. Now it is Black who will need a very large ko threat, instead of White. This proverb is a particular case of Proverb 55.

Proverb 58 Count a third for a threat to make a ko

Diagram 8 shows a fairly common yose situation. White is keen to play at A, Black B, White C, if he thinks that Black will then need to answer at D. If D is not needed, White can do

almost as well by starting at C, threatening B.

To avoid any of this, Black, having read out the moves in Diagrams 5a and 5b, may play A himself, expecting it to be sente, as he is threatening to kill the corner in ko. Quite often White will surprise Black by playing elsewhere.

The reasoning is as follows: Black plays at A, then at E, and will finally need a third extra move to finish off the ko. So on three occasions White gets a move elsewhere. If the total value of these three moves is greater than the value of keeping the corner alive, Black's initial move will turn out to have been gote. This is the meaning of the proverb.

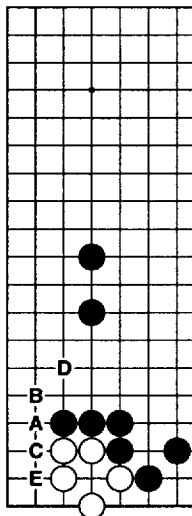


Diagram 8

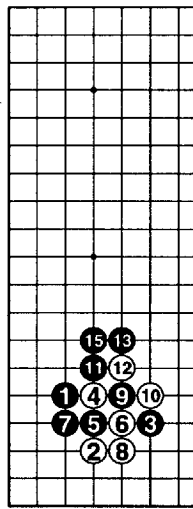


Diagram 9a
14 at 9

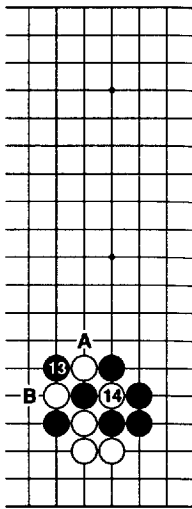


Diagram 9b

Proverb 59

There are no ko threats in the opening

Diagram 9a shows a well known joseki which avoids the harder lines of the taisha joseki—that's the one that starts with the first three moves shown. In Diagram 9b is shown a rather scary move that Black can play instead of 13 if he has large ko threats. If White gets to connect the ko after 14, he has a huge advantage in this corner, but if Black can end the ko by capturing at A or even B, his advantage will be as good as having a turtle shell (see Proverb 24) worth 50 points. So it is vital for Black to have at least one very large ko threat if he plays this line.

Now let us transfer this joseki position to a plausible full board position, as in Diagram 10. White has just taken the ko, so Black cannot play at A. Where's his ko threat? There is nothing on the board that he can do that will prevent White from connecting at A next move.

By the way, I strongly recom-

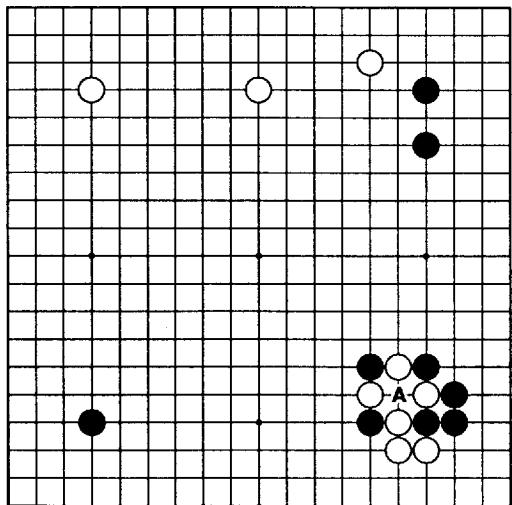


Diagram 10

mend weaker players to choose the various excellent lines that exist to avoid the complex taisha variations. Speaking from personal experience, by 'weaker' I am referring to players below around amateur 5-dan.

Proverb 60
The weak player fears ko fights; the strong player welcomes them

This proverb is advice for White players in handicap games, where it pays to bully

your opponent as much as possible. It is often worth creating ko fights even when it is not strictly the best line. Weaker players often opt out of ko fights altogether, or misjudge the value and number of the available ko threats.

Years Ago

by Tony Atkins

Thirty Years Ago

The first trial edition (issue zero) of the British Go Journal appeared under the editorship of J. Diamond of Trinity College Cambridge. The price was to be 6d a copy in addition to BGA membership of 2/6d. Six foolscap pages had articles on openings and two professional game records—all in algebraic notation.

In December 1966 Sakata won the fourth game of the Judan final to take the title off Takagawa. The 1967 Nihon Ki-in Championship (Tengen) was won by Ohira, this time beating Rin 3-2. Hashimoto Shoji won the 1967 NHK Cup by beating Fujisawa Hosai. Kitani Reiko was again the women's champion (Women's Honinbo) beating Ito Tomoe 2-1.

In Korea Kim In was dominating the titles, holding the Wangwi, Kuksoo and Chaigowi.

Twenty Years Ago

One hundred and seven players attended the London Open at the London Go Centre. Favourite to win was Nishiwa Michio on a stay from Japan. However he lost to Jon Diamond who went on to win with 6.5 out of 8. Second were Goddard, Macfadyen and Nishiwa. At the

prize giving Ron Moss (3 dan) was named as the 1976 BGA Knockout Champion; Ron was also second in the Reading Honinbo, losing that to Matthew Macfadyen.

The 1977 Trigantius was held at the Cambridge University Centre. It was won by visiting Professor of Greek K. Matsumoto (4 dan). The British Go Congress was held at Gilbert Murray Hall, Leicester University. The lightning was won by T. M. Hall. Nishiwa was placed first in the Open on second tie-break from Diamond. S. Shiu won the under 16 prize.

In Japan at the end of 1976 Otake defended his Meijin title against Ishida, but lost the Oza to Cho. The last ever edition of Go Review reported that Kobayashi Koichi (aged 24) beat Sugiuchi to win the Tengen, his first major title. The first Kisei was won 4-1 by Fujisawa Shuko against Hashimoto Utaro.

Ten Years Ago

The best of the 108 players at the 1986 Wessex was Terry Stacey. The Nottingham Tournament was won by J.Y. Lee just before he returned from Nottingham to Korea, still unbeaten. Harold Lee won the first and only Three Counties at Bagshot. Alistair Thompson won the fifth



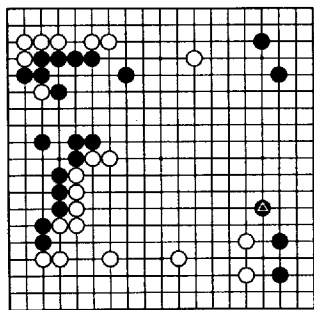
Charting a Course in the Middle Game

by Cho Chikun, Honinbo

Translated by Bob Terry
from *Kido*, October 1983

Part 4

Black has just played the marked stone in the Model Diagram. The situation seems to be favourable for White, but it often happens that one experiences a great deal of difficulty perfecting the development of a large territorial framework, and this game is one more case. White's territory on the lower side is a marvellous reservoir of points. How would the reader proceed in this game?



Model Diagram

Diagram 1 shows the actual course of the game. Worried about Black's territory on the right side becoming big, White played at 1. This is not a bad move, but it receives a small demerit. Black plays 2, and White, 3. For these two moves, other ways of playing could have been considered. The jumps following Black 4 were not bad.

Protecting with White 5 is the stable move. I think that White 9 was good. If possible, a diagonal move at A is better, but... Black 10 is a little questionable.

Viewed from a larger perspective, White's plan is somewhat tilted in the wrong direc-

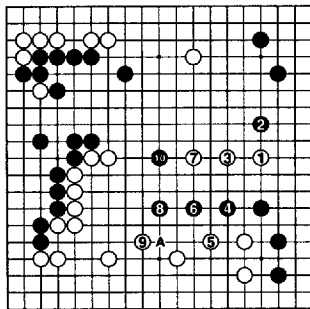


Diagram 1

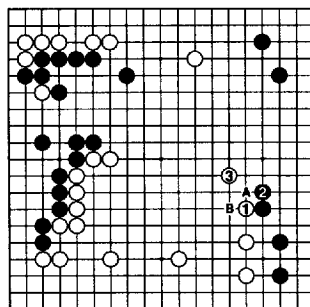


Diagram 3

tion, and it seems that his lead has been pared. It has changed from a clear lead for White to a small one. "White has gone to the trouble of constructing a moyo only to chase Black into it." The person who has this impression is someone very sensitive about moyos. One cannot indiscriminately declare that driving the opponent into one's moyo is bad. However, in this game it was clearly questionable.

Please note the point that White's lower side territory has been limited to the fourth line. "One doesn't want to chase the opponent into the moyo, rather, one wants to expand the moyo." This is the sort of thinking that occurs to one, and this way is more natural than invading the

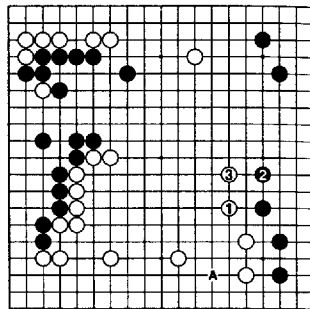


Diagram 2

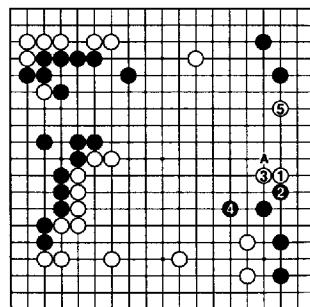


Diagram 4

right side.

What about White 1, etc., in Diagram 2? This is a straightforward move designed to enlarge the scope of the moyo to a hundred point scale. If 2, White also jumps, to 3, and seems to say, "Try to come in somewhere, if you dare!" It would be hopeless for Black if White were to completely perfect this moyo, so an erasing move or a move aiming to spoil this territory would be in order; anyway,

something would have to be tried. In that event, a fight would result and perhaps White didn't feel confident about such a fight or feared this way of playing.

However, there is no reason to think that White could not cope with an erasing move around the centre star point or a deep invasion at A, etc. It is too much to hope for an entire moyo becoming territory, so one must reason with oneself that allowing an edge of the moyo to be encroached upon will still be sufficient and be content with that.

The attachment at 1 in Diagram 3 is a fine technique for playing here. In answer to the extension of 2, playing 3 makes good shape. If 2 is played as a hane at A, extending at White B serves to solidify the position.

When enlarging the moyo, it does not matter whether Diagram 2 or 3 is played. Both are natural ways of playing in this position.

If one plays on the right side, the deep invasion of 1 in Diagram 4 is a strong move. A, as in the actual game, is not clear cut. If 2 and 4 are played, the moyo is reduced a little. However, by extending to 5, this group is settled. Settling the group quickly this way is undoubtedly good.

It is desirable to compare this to Diagrams 2 and 3, but if this is considered to be good for White then it can be said that the way in Diagram 4 is rather the simpler win. That is because one does not have to be bothered with the difficulties perfecting a moyo. So generally, Diagrams 2 and 3 are recommended, but Diagram 4 makes a powerful second choice.

Diagram 5 shows a variation for Black 2 in the actual game. simply jumping to 1 is better. This allows White no leeway for playing another variation. By jumping vaguely to 1, without attacking the marked white

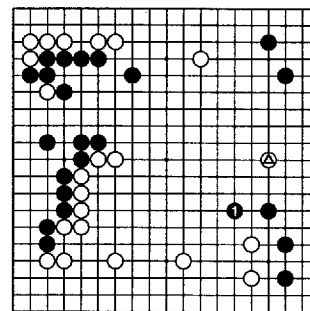


Diagram 5

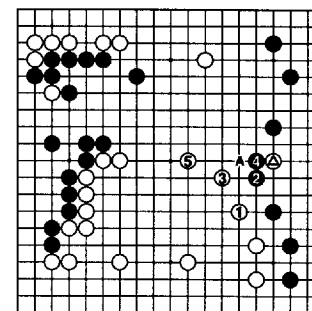


Diagram 6

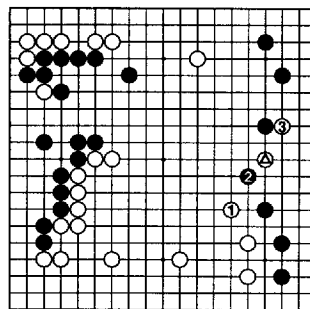


Diagram 7

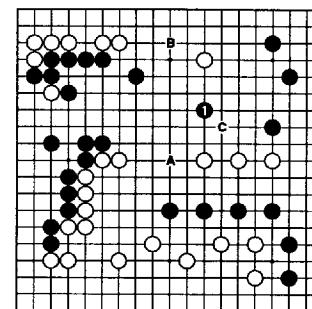


Diagram 8

stone directly, the opponent is not allowed to gain momentum. But what is this 'leeway in the variation'?

Instead of jumping to A in Diagram 6, White can play at 1. It goes without saying that the purpose is to expand the moyo. What happens if Black plays 2? White resolutely abandons the marked stone with 3 and surrounds the centre with 5. There is practically no erasing move or invasion point left in this moyo, and White's superiority is clear. It is a little distressing to have the invading white stone swallowed up, but... It ended being swallowed up, but White 1 and 3 became sente so it wasn't a meaningless death.

If one wishes to breathe some life into the marked white stone in Diagram 7, one can

dodge with the attachment of 3. On top of expanding on one side with 1, aiming to live with the white marked stone seems a little too greedy, but hanging tough like this is one way of playing.

One last note about the actual game: Black played at A in Diagram 8, but this would have been better played at 1. The point is that next Black aims at either the attack at A or B (miai). A Black move at A appears threatening, but if White answers at C, not much has been gained. If, in answer to 1, White plays at A, he is 'connecting with a worthless point', a fact that should not be overlooked.



Letters

Paul Smith writes:

I have been thinking for some time about the lack of Go sets in shops. It is very difficult for new players to start playing Go if there are no sets to be found even in shops with large toy and game departments. Where there are sets in shops, they tend to be quite expensive which must put off beginners; often the quality of rules in Go sets is also poor.

I think that the ideal would be if there were an affordable beginners' set available which had 9x9 and 13x13 boards, clear rules, and information about the BGA. Of course, it would be very nice to know how to bring such a thing about!

I believe that the BGA should start a special project to look at what can be done to get this sort of Go set into the shops if possible. I think that such a project should look at whether it is possible to work with an existing manufacturer (the ideal solution) or whether it would be necessary to get sets specially made (obviously less desirable, a solution of last resort); and it should look at possible methods of funding. I know that there are organisations set up to give advice to people who invent board games which would also be prepared to give some help to the BGA.

I think that if there was a project manager reporting to the BGA Council looking specifically at this issue, that would be the best way to investigate what could be done. I also think that it would be useful for the BGA to call a special meeting of anyone interested in this issue in order to pool ideas.

The conclusion might be that there is nothing constructive that the BGA can do, but I think that it is worth investigating the

possibilities thoroughly before deciding that that is the case.

Accordingly, I intend to put down a motion at the AGM proposing that the BGA start a project to look at the specific issue of getting go sets into the shops. I would be very pleased to hear from anyone who would like to support this idea (or anyone who has any other views).

Another matter that concerns me is the Ing Funds. I have noticed that many people do not know about the money given by the Ing Educational Foundation to the EGF to support projects relating to youth Go.

Cambridge has already received money from this source. All we did was come up with an idea, and write a short bid showing what money we would need and how we would spend it. There didn't seem to be a particular difficulty in getting money from the fund at that time, although obviously it partly depends on what the money is to be used for. As I understand it, there is still money which is available to be bid for now.

I would be happy to talk to anyone interested in this about how we went about putting in a bid. However, it would probably be a better idea to approach the BGA Council as they will know what the current position is.

mpaul@cix.compulink.co.uk

Nick Wedd writes:

A regular feature of the BGJ is professional games, with commentary translated from Japanese. I have often tried, and always failed, to make sense of these. I had assumed that I was failing because the games, and the points made in the commentary, were too difficult for me.

But I recently started to study *Invincible*, with commentary translated by John Power. I find that I can make sense of this. So I applied myself harder to the commented game on page 8 of BGJ 105.

I am now convinced that it is not my fault that I cannot understand the commentaries in the BGJ. For example, take the paragraph starting 'Actually', on page 8 column 2, and the following paragraph. I cannot tell what these paragraphs are trying to convey. They go on at length about the terrible dangers that White has been in; but it seems to me that the White groups have been in no danger.

My best guess is that the author has been trying to say 'When Black played at 1 instead of at A, White was let off lightly'. But if that is what was meant, why didn't the author say it, instead of rambling on for two paragraphs of vivid but incomprehensible metaphors? Of course, I may be quite wrong in my interpretation.

I do not know whether the fault lies with Cho Chikun, Cho Chikun's ghostwriter, or the translator. But I would like to ask the Editor to apply a bit more editorial discretion. If you, dear Editor, cannot understand something, it is likely that most of your readers cannot understand it either. So omit it; or find out what it means, and print that instead.

The Editor replies:

The proof reader is 7 kyu, and I am available for consultation at 2 kyu. Consequently we believe that anything that we can understand is likely to be comprehensible for a large majority of readers.

However, there are times when we are not quite sure what something means, and tend modestly to think, 'Oh well, the

readers will understand.' Often this is at a late stage in production when there is no question of consulting the original writer or translator.

As regards the fault, I should say that it lies with the ghostwriter. Each part of this series has clearly been planned to fill a precise space (which has made my job with layout easier!), and in this instance the text may have had to be expanded to meet *Kido's* requirements.

Given the lowly rankings of the proof reader and myself, we are most reluctant to change original commentary, especially when emanating from a professional. However, I think you have a valid point, Nick. Looking back at the passage you refer to, there was very good reason to cut it down, or even cut it out.

Bob Terry writes:

Jo Hampton offered such a caustic and mean-spirited critique of *Tesuji and Anti-Suji of Go* in BGJ 105 that a reply from the producer of the book seems to be in order. From the temper of the remarks, one might wonder not only why one should read the book, but why the author went to the trouble to write it!

Surely the old adage that states that if one has nothing good to say, one should say nothing at all could be said to apply here. If the book was so lacking in merit as Mr. Hampton suggests, does it seem likely that the great Sakata would have appended his name to it?

In addition, Mr. Hampton also impugns the work of the translator, casting aspersions upon the accuracy of that work. This would be a damaging accusation if concrete examples were offered. However, Mr. Hampton chooses to simply vilify and move on. (No concrete examples of the actual subject matter of the book that was criticised were offered either.) It is

hard to view Mr. Hampton's critique as anything other than a deliberate 'hatchet job' masquerading as a review. Especially insofar as on page 8 of *Tesuji and Anti-Suji of Go* one may find the statement: "We welcome comments by readers." If Mr. Hampton was truly interested in offering an honest critique of the book, surely he would first have contacted the translator or the publisher. He did not.

But the reader must come to an independent opinion. To that end, the translator of *Tesuji and Anti-Suji of Go* offers the following suggestion: rather than buy the book, why not peruse a free sample of the translator's work first? This is available on the internet at the following address:

http://www.andromeda.com/people/ddyer/go/bob/dan_players.html

Starting in March 1997, that web site will offer analysis of Game 3 of the 47th Honinbo Title Match. This is the same game that John Power included in his latest book, *Tournament Go 1992*, pages 83-90. The reader may compare the analysis from each source and decide whether Mr Hampton's harsh critique of this translator's work is valid or not. (Translations were made for private consumption only, as study material for this translator and a select group of friends. At this time they are being made available on the internet. However, it must be noted that no editing has been done on this work. Typos may be expected. Also note: this translator's work was made from *Kido* magazine long before *Tournament Go 1992* appeared, and came from a different article from Mr Power's. Therefore it differs considerably from Mr. Power's work, and is best seen as complimentary to Mr Power's rather than in competition with it.)

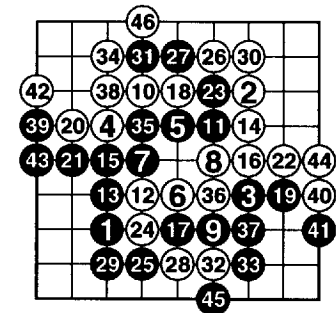
It is easy to criticise. It is hard to find clear-headed, unbi-

ased analysis. Surely it is better to encourage efforts at the latter than to vent one's bile in bitter invective as Mr Hampton has done.

Mirror, Mirror on the Go Ban

by Yerry Felix

Here's a little con I pulled off some time ago (seems Wanstead Club is rubbing off on me). I know permanent 12 kyu's don't get to write usually, but I think it makes a good beginners' problem.



Problem Diagram

Black: Hedgepig*, 5 kyu
White: OneEye, 11 kyu
Komi 5.5

This was a ladder game and so, as the higher ranked on the club ladder, I had to take White. Since I didn't want to be usurped I had to think of something way out of the ordinary, and lo and behold I got away with it. Can you see what I did? Why does it work? and how could Black have avoided falling into the trap?

Solution on page 57

* I am assured that such colourful pseudonyms are quite usual on the internet.—Editor

Fast Forward with Jiang

by Charles Matthews

Part 2

Here is a second discussion adapted from video tapes of Jiang 9 dan teaching.

Diagram 1: This position has Black to play, and was a classroom exercise tried out on a mixed bunch of kyu and dan players. The perception of some of the pupils seemed to be that White might make too much territory in front of the shimari in the top right; and that Black should play to prevent this. An argument against that plan is that White playing directly on the middle of the right side (Diagram 2) has been considered a mistake since Dosaku anyway, because of Black's pressing move (Diagram 3) which leaves White 1 looking silly; and it is Black's turn.

Thinking in those terms does at least draw attention to the point *B* of Diagram 1. If White occupied this position first, then an extension on the right would indeed become a good play.

Now, maybe, one gets an "Aha!" feeling about this position, at least if one has looked at enough stock problems about focal points of moyos. For *B* is a kind of focal point, and there is another one in the northwest of the board (*A* for Black, one point lower for White). Perhaps there is a way to get both of these points for Black—play one in sente, then the other.

Although this turns out to be misleading in detail, it puts the emphasis firmly on how to build up Black's framework on the left (rather than negating White's on the right), and as

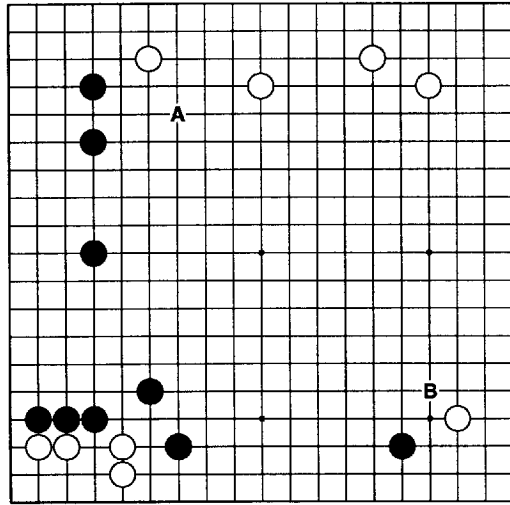


Diagram 1

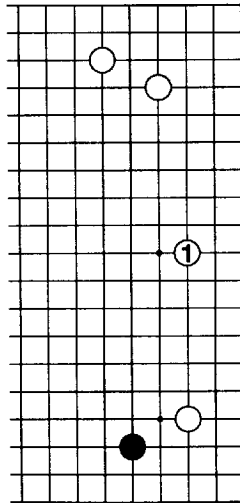


Diagram 2

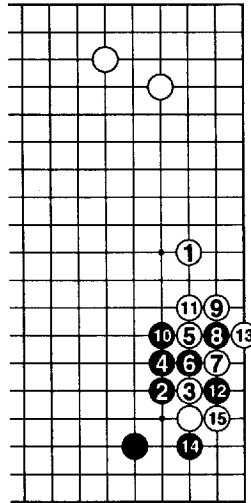


Diagram 3

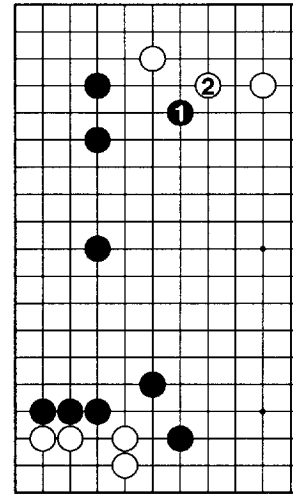


Diagram 4

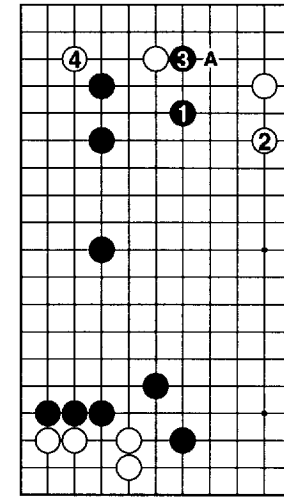


Diagram 5

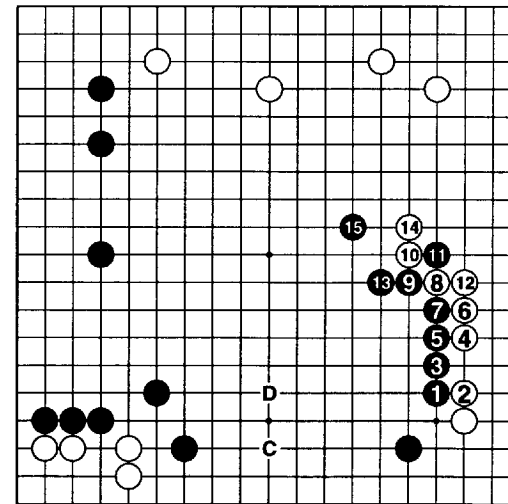


Diagram 6

such is a step in the proper direction. If Black could play at *A* in sente, then press at *B*, the Black moyo would become massive.

There seem to be otherwise sensible players who believe that Black at *A*, i.e. 1 of Diagram 4, is always sente, and White has always defend at 2.

In fact White may be justified in playing at 2 in Diagram 5, or even entirely elsewhere, on occasion. If Black continues at 3 (or *A*) White handles the situation by invading the corner. Remember that Black could have made a deep invasion of White's loose extension here anyway.

Therefore the answer is that Black must play at *B*, the more forceful way to take one of the focal points. Does Black then end in sente? The sequence given by Jiang, seen in Diagram 6, sweeps Black on.

There is room for variation after White 10, I suppose. But there is a basic point about the momentum of the situation. Neither player can back off; and suddenly the game takes on a very definite complexion. White has space to invade on the lower side at *C*—to which Jiang says Black here plays *D*, allowing White to connect to the left.

After 15 the top right area isn't finished, so that the question of who plays first in the top left is left unresolved.

If this answer is "just obvious" to a 9 dan, there must be at least two factors not to do with precise reading at work. One is the perception of how to use Black's influence all over the left in a very positive, constructive way. The other is the judgement that the territory White then gains on the right is not a worry in the face of Black's greater potential area.



Chess and Go

by Paul Smith

What is Cambridge Junior Chess & Go Club?

Well, the name says it all really. It's a club that meets every Saturday morning in Cambridge. The children who come to it are from quite a wide age range; the youngest is 6 and the oldest is 13. All of them play chess, and most of them play go too.

Why chess and go?

It seems to work very well. Most children who like one game seem to like the other one too. And they are the best two games in the world, aren't they?

How many children come along?

On a good day there are 20, usually there are a bit less than that. We run continuous go and



A game in progress at the Club Championship

chess ladder competitions, and at the moment there are about 30 children on the chess ladder and about 20 on the go ladder.

Are there other competitions and special events?

Every six months there is a club chess competition and a club go competition. Last term we also had a visit from Matthew Turner, an International Chess Master, who played a simultaneous display against nineteen children - and he beat all but one of them!

Who runs the club?

We aim to have four adult helpers there every week, so that it's possible for them to do a bit of teaching as well as just keep order. There is a rota of adult go players and adult chess players, so that the same people don't have to come every week.

How do children hear about the club?

We've found that the best way to advertise is to give out leaflets at local junior chess

competitions, and to send information to nearby school chess clubs. Apparently a good way to get new members is to visit primary schools and do a five minute spot in the school assembly, but we've never had the resources to do this yet.

Are any of the children strong players?

We've now got the national under-9s speed chess champion at the club, as well as the national under-10s go champion. Sadly, we'd have to attribute this to luck rather than to the standard of teaching we provide at the club!

Why hasn't anyone else started one of these clubs?

Well, Charles Matthews has just started a second one in Cambridge, which meets on Wednesday afternoons. But if anyone else wants to try it, we'd be really happy to give any help or advice that we can. Just get in touch with Paul Smith on 01223 563932.

Four Hundred Years of Japanese Go

by Andrew Grant

Part 22: The Honinbo Tournament

Shusai, it will be remembered, had bequeathed the title of Honinbo to the Nihon Kiin to be awarded in a tournament. When Shusai retired, preparations began for the first Honinbo Tournament, but there were a number of problems to be overcome first. The tournament was to be open to all Nihon Kiin players of 4 dan and up, but there was great resistance to the idea of players of different ranks playing even games - this had been unheard of in the past. As a compromise, a long series of preliminary tournaments were held in order to minimise the number of even games between differently ranked players - thus there was a 4 dan tournament, the winner of which played in a 5 dan tournament; the winner of this joined a complicated two-stage 6 dan tournament, from which four players emerged to join the four 7 dans in a final eliminator (there were no 8 dans at this time, and of course no 9 dan), to decide the two players who would play in the title match.

It was intended that the tournament would be played with komi, but there was resistance to this idea as well, headed by Kato Shin, 7 dan. Traditionally komi had only ever been used in non-serious contests such as rengo (team go), and although komi had been used in the tournament to select Shusai's opponent in his retirement game, this was widely felt to be a retrograde step. The Mainichi newspaper, which was sponsoring

the tournament, had to compromise in order to get Kato to play, so it was agreed that the final title match would be played without komi. They also had to publish an article by Kato explaining why, in his opinion, komi go was not real go.

The Mainichi also had problems with another 7 dan, Suzuki Tamejiro, over the question of time limits. Although Suzuki, as a member of the Hiseikai, had been instrumental in the introduction of time limits in the 1920's, he felt that the Honinbo tournament was too important for time limits to be used.

As a 7 dan, Suzuki was seeded into the final eliminator, where the intended time limits were 13 hours per player; the Mainichi had to compromise yet again, allowing Suzuki to play his games with 16 hours per player. It did him no good, as he came last.

The top two players from the final eliminator were widely expected to be Go Seigen and Kitani, but in the event Go came third and Kitani fifth; the top two were Sekiyama Riichi, 6 dan, and Kato Shin. They played a six-game match, with no komi as had been agreed, and Black won every game, resulting in a 3-3 tie. The rules of the tournament said that in the event of a tie the winner was to be the player who had done better in the elimination tournament, and this was Sekiyama, who thus became the first Honinbo under the modern system.

Since the Honinbo tournament was originally a biennial event, it was not until 1943 that the time came for Sekiyama to defend his title. The challenger was Hashimoto Uтарo, 6 dan, who won the first game of their title match. During the second game Sekiyama collapsed at the board with severe stomach

cramps, aggravated by an incurable spinal disease. He was unable to finish the game, or the match, and had to retire from competition on medical advice. Consequently the Nihon Kiin awarded the title to Hashimoto.

Two years later, during the final months of the Second World War, the third Honinbo tournament began. This was motivated more by the wish to keep organised go afloat than anything else; go columns had vanished from the newspapers because of paper shortages, and some of the younger players were being conscripted. The challenger this time was Iwamoto Kaoru, 7 dan, and since Tokyo was being heavily bombed the venue was switched to - of all places - Hiroshima. Iwamoto won the first game, held in the city centre, but for the second game the local police chief, worried about air raids, insisted they move to the outskirts for their own safety - a decision which saved their lives, since they were protected from the full effects of the atomic bomb, which was dropped during the game (according to Iwamoto, between White 106 and Black 107). The shock wave broke the windows of the playing room and scattered the stones across the floor, but being unaware of the true nature of what had happened, they simply set the position up again (a simple task for two professionals) and continued the game, which Hashimoto won by five points.

Under the circumstances, the match was suspended, and it was not resumed until November 1945, by which time the war was over. The remaining four games were all won by Black, resulting in a 3-3 tie. Although there was meant to be a seventh game (with komi) in the event of a tie, this never took place - both players agreed that there were now more pressing priorities for the go world. Hashimoto



Tom Eckersley-Waites wins the Club Go Championship

surrendered the title to the Nihon Kiin, and it was not until July 1946 that a special three-game playoff was arranged. Since Iwamoto won the first two games, he finally became the first Honinbo of the postwar era.

Figure 1 gives the sixth and final game of the first Honinbo title match, July 1941, in which Sekiyama, taking Black against Kato Shin, 7 dan, won by resignation. He tied the series at 3-3 and won the title on the grounds of his better showing in the elimination tournament.

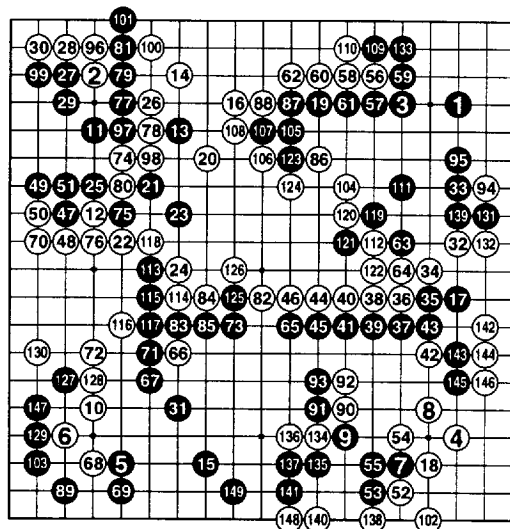


Figure 1 (1—149)

New Zealand Rules of Go

by Bill Taylor

taylor@math.canterbury.ac.nz

● On comparing all the versions of the rules of go that appear in *The Go Player's Almanac*, I was struck by the simplicity and logic of the New Zealand rules. I first experienced these in action when I visited the Auckland Go Club during my recent trip around New Zealand. Later I met the man who was instrumental in getting these rules adopted by the NZ Go Society. He has kindly emailed me his latest version, which follow unedited.

— Francis Roads.

People like me often say how simple Chinese-style rules can

be; but in practice written versions tend to be unnecessarily complicated still, and I thought I'd have my turn at presenting as simplified a set as possible. The best attempt yet was by John Tromp, whose simplified rules posted last August set a benchmark for clarity and elegance that will be hard to beat. I have freely stolen from his ideas, especially the key idea of 'seeing' a colour, which I have renamed 'reaching' a colour.

The only real changes to John's rules I've made have been to remove almost all aspects of the 2-or-4 passes and end-of-game and stone-removal to the 'comments and interpretations'. I think they belong there,

rather than in the logical rules, which should be kept as clear and concise as possible.

Some people may object that I've cheated by relegating many concepts to 'comments and interpretations', and have thus kept the core rules artificially concise. However I don't think so. The core rules are precisely those that e.g. a computer or game theoretician needs to know; which surely qualifies them as being the 'real' rules. The remaining 'comments and interpretations' are just about those matters that real live players have to worry about for reasons of convenience, impatience, and a desire (usually) to play with physical equipment.

It should be noted that (especially for tournaments) there would need to be a further layer of rules and proprieties concerning things like clocks and time, physical disturbances, ambiguous placements, getting unfair advice, and so on. I have completely ignored such matters.

So; to the rules.

Taylor's Concise Rules of Go

The Logical Rules

1. Go is played is on a 19x19 square grid of points, by two players called Black and White.

2. Each point on the grid may be coloured black, white or empty. A point *P* is said to reach a colour *C*, if there is a path of orthogonally adjacent points of *P*'s colour from *P* to a point of colour *C*.

3. Starting with an empty grid, the players have alternate turns, Black first.

4. A turn is either a pass; or a move that does not leave a grid pattern identical to one that that player has left previously.

5. A move is:- colouring an empty point one's own colour; then simultaneously emptying all the opponent-coloured points that don't reach empty; then simultaneously emptying all one's own-colour points that don't reach empty.

6. The game ends after two consecutive passes.

7. A player's score is the number of points of his colour, plus the number of empty points that reach one's own colour but not the opponent's.

8. The winner is the player with the greater score at the end of the game. Equal scores result in a draw.

Comments and Interpretations

[Numbering refers to Rules.]

1. The grid of points is usually marked by a set of 19x19 lines on a wooden board. Each player has an arbitrarily large set of stones of his own colour. By prior agreement a rectangle of different dimensions may be used.

3. For handicap games, by mutual agreement, the weaker player may be awarded a handicap of 'n stones'; which means he is Black and begins with n consecutive turns before White's first. Note that a 1-stone handicap is thus the standard game. This is a considerable advantage to Black, and to get a more even game between equals it is common (by agreement) to add some extra points to white's score at the end of the game. These extra points are called the 'komi'. It is usually about 7.

4. 'Has left previously' means by either a move or a pass.

5. Using boards, colouring an empty point means placing a stone of one's own colour on the point, (a line intersection of the board). Colouring a point

empty, i.e. emptying a point, means removing the stone from it.

6. A player who says "pass", must be interpreted as saying: "I hereby formally pass if you make another move; and also if you say pass and we can agree to remove the obvious dead stones still on the board before counting the scores; but if we disagree on these it is still your turn." Then if both players say "pass", but disagree on removal, the second speaker's concession of turn (being later) overrides the first, and the first speaker moves again. It should then be a matter of propriety that any subsequent saying of "pass" should be phrased "I formally pass," and be accepted as binding as in rules 6 and 7.

7. The scores can be conveniently counted (after removal as in interpretation 6 has occurred), by counting up each player's points on the board as it then stands. (Note: There is an alternative method involving putting removed stones back on the board and re-arranging all the stones; but this is not recommended for learners.)

Grateful acknowledgement to John Tromp for most of the ideas here, and for many helpful comments and conversations on these matters.

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Kyu Games Commented

by T. Mark Hall

Black: P Barnard, 1kyu
White: K Drake, 1kyu

8: This is a mistake; White should only pincer this close (or at all) when he has made an extension on the left side or when he is going to play an entirely different joseki from the one he follows.

10: Or maybe this is the mistake. Playing at 11 (1 in Diagram 1) is often seen in recent pro games but considering the position of 3 it probably wouldn't be good in this game.

Dia 2: With a Black stone on hoshi in the bottom right corner White might play this way to get X in as a combined extension and approach from the strength on the left.

13: I disagree with this move. I would prefer the variation as in Diagram 3. Black 1 would be considered sente forcing White 2 but then Black would be able to play 3 or A and White's wall is mostly wasted. Perhaps A is a little close to the wall.

16: Now White should play somewhere around 59. This makes sense of his wall and the rest of his moves to make a moyo. He may have to accept a nibble on the left side but he should be thinking big.

17: Premature, but White helps you out here. Move 3 in Diagram 3 is still the vital point.

18: White should play at 19 (1 in Diagram 4) to make sense of his wall. Now he will not think of 8 and 18 as important stones that he will need to save. White goes back to moyo making.

37: Only worth a couple of points on the edge, but most importantly it prompts White to secure his group and then Black

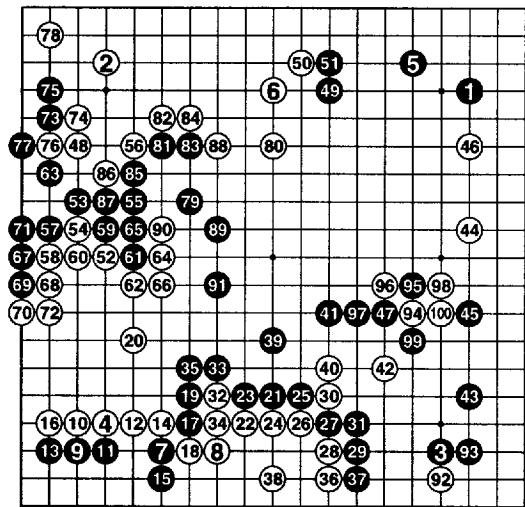


Figure 1 (1—100)

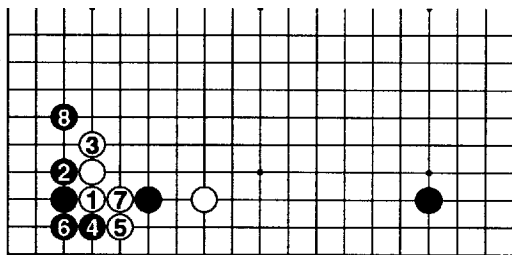


Diagram 1

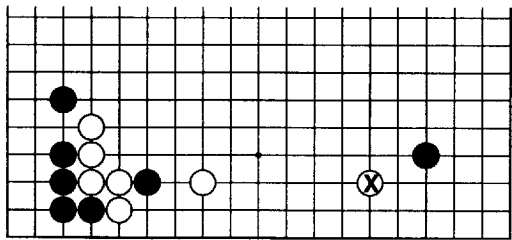


Diagram 2

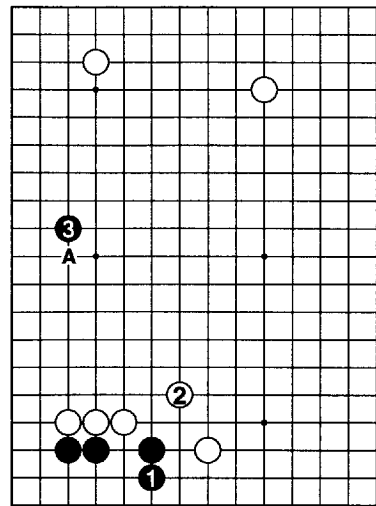


Diagram 3

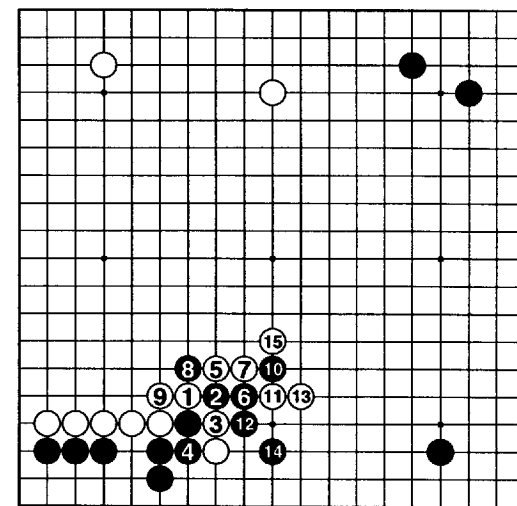


Diagram 4

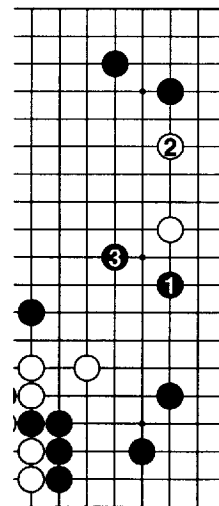


Diagram 5

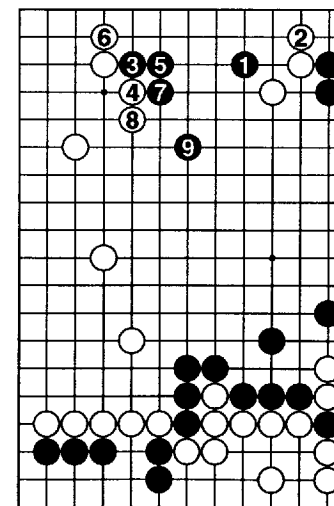


Diagram 6

feels that he needs an extra move in the centre. If Black plays at 40 then White is going to have to think about the group on the edge; if he secures it Black has sente. If not he has lots of lovely ko threats and might even get to kill it later.

40: Wasted; look at the relevant strengths of the surrounding Black groups. The problem here is the feeling that it is a cutting stone which must be saved under all circumstances. What he should be thinking about is invading the right side beneath 44 to threaten to pull the stone out later.

If White prompts Black to play a move in gote to capture the odd stone then it will have been worth while.

44: Now White does it after he has prompted two moves that help Black in the centre and corner.

45: Rather conservative; 1 in Diagram 5 could well be possible.

47: Can't complain even if it is slow. It settles the fate of the

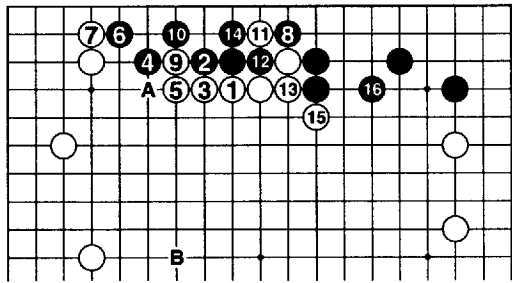


Diagram 7

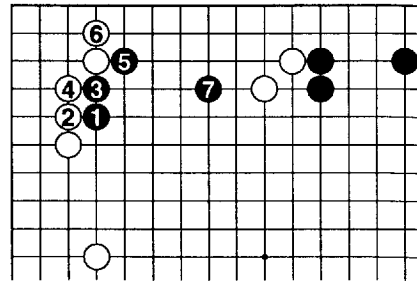


Diagram 8

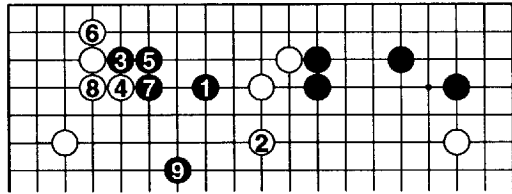


Diagram 9

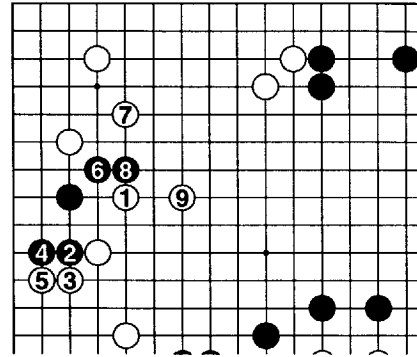


Diagram 10

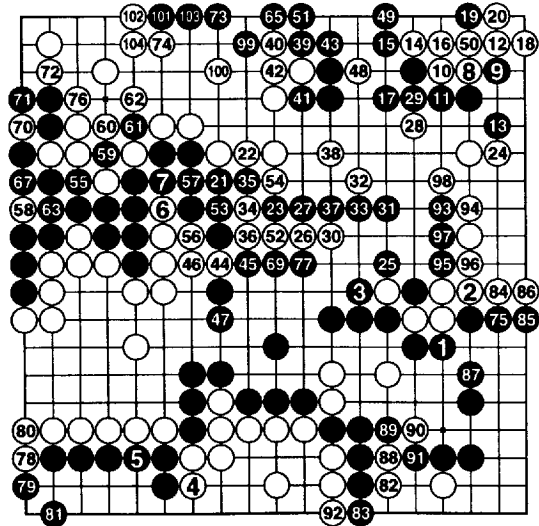


Figure 2 (101—204)
164 at 56, 166 at 86, 168 at 159

White stones and maintains quite a lot of power in the centre.

53: Here we go again! (Commentator sighs in anguish). White has two fairly secure groups right and bottom sides one weak area and one strong area. The weak area is the top and there are a number of ways of mucking it up. See Diagrams 6 to 9.

Diagram 7: White 1, an alternative for White 2 in Diagram 6, is opposing influences, but White must patch up around A allowing Black to play around B.

54: If White plays at 55 (1 in Diagram 10) he actually makes it difficult for Black to escape so easily. Since 48 is a low stone Black can't extend on that side so it ain't so easy to make eyes.

63: An escape at 64 is preferable. 204: White resigned.

Francis in Australasia

by Francis Roads

Part 1

Perth

The first thing that struck me on stepping out of Perth International Airport on September 13th, apart from the warm Australian sun, was the trees. They're all different. Not a plane, not a beech, not a poplar in sight. All eucalypts, of which there are alleged to be 600 species. The quantity, variety and sheer unfamiliarity of Australian flora is one of the most abiding impressions.

Charles and Mary Leedham-Green were there to meet me, and drove me the 45 minutes journey to their temporary home in the suburb of Nedlands, near the university, where Charles had a sabbatical appointment. Another friend was staying, and despite the 25 hour journey, I was given no time to be jetlagged. We were whisked off to a dinner party, where the main post-prandial activity was Pictionary - a word game where it evidently paid to know the questions in advance. Charles and I judged that we'd be pressing out luck to try to get the mixed company all playing go, so we contented ourselves with introducing them to Liar Dice.

So began my eight weeks in Australasia. Months beforehand, Charles had arrived at the go club one Thursday with the announcement that he was exchanging both homes and jobs for six months with an Australian mathematician from the University of Western Australia, and that any visitors from the British go playing community would be welcome to visit.

I think that he may have been somewhat surprised to have his invitation accepted.

I had at least four other go playing friends in various parts of Australia to visit, some not seen for fifteen years or so. My friend Paul Margetts, who grew up in New Zealand, persuaded me to include that country as well, and gave me some contacts. So the plan was to start and finish with a week in Perth, thereby minimising both journey time and time difference. In between were to be fitted Adelaide, Sydney, Canberra and Tuncurry (Where? I'll explain later) in Australia, and Auckland, Wellington, Christchurch and Dunedin in New Zealand. The purpose of the trip was to meet go players, both old and new friends, and play as much go as possible. Sightseeing etc. was to be fitted around the go, not the other way round. To this end, the trip was timed to coincide with the Australian National Go Championships in Sydney in early October.

The day after the dinner party was one of the fortnightly Saturdays on which the Perth Go Club meets, so, still no time to be jetlagged. The venue is actually the home of a Japanese player in Fremantle, the port which serves Perth, and a half hour bus ride away. There were three Japanese present, Charles and myself. Where were the Aussie players, I wondered. Later I was to find out. We gave quite a good account of ourselves. On the way back, I was struck by a roadside hoarding in large letters; "If you drink then drive you're a bloody idiot". Just like that! There's the Australian psyche for you.

On Sunday Charles led me on foot via the Botanic Gardens into the city centre. The gardens are unusual in including a large area of more or less untouched natural Australian bush. I was under strict instruc-

tions from my birdwatching friend Matthew Macfadyen to watch out for any birds that might be flying about. This was quite a good place to start, with some colourful parrots. Unfortunately it was a good place for insects too. We beat a scratchy retreat.

Central Perth is a gridplan city, with many a concrete-and-glass edifice, including a few skyscrapers. But there are enough old Victorian buildings left to give the place character. More charm is lent by the wide meandering Swan River, from which you never seem far. Substantial areas of greenery have been left undeveloped along the banks, so that you are always near to a pleasant place to sit and enjoy the sun.

We ended up at St. George's Cathedral, hoping for choral evensong. Instead we got Songs of Praise, favourite hymns voted for by the congregation. But the citizens of Perth had shown refreshingly good taste in their choice, and we did get to hear the choir giving a creditable rendition of Stanford's Te Deum. Afterwards there were drinks in the hall. I got talking to the Dean, and quizzed him about one of my other interests, West Gallery Church Music, and the possibility that any of it might have reached Western Australia. After overcoming his initial bemusement, he passed me on to the organist, who passed me on to... Anyway, I got a few leads to follow up.

On Monday Charles was back at work, doing the very hard sums that university mathematicians spend their time doing. Mary had business in Fremantle, and gave me a lift there, with instructions to view the replica of Captain Cook's Endeavour, moored in the harbour in preparation for its voyage to Britain. My admiration for the good captain increased all the more when I saw the cramped

conditions in which the various scientists had to work. By his time, they could navigate quite accurately, but the mathematical calculations to find their position took no less than four hours. By which time the ship might have moved on a bit... Modern imitators of the captain's crew have paid up to A\$50,000 for the trip to London.

There was plenty more to look at in Fremantle; number one attraction is the prison, which used to hold genuine transportees, and was in use until a few years ago. Then home by bus. I had been hoping to meet rather more go players in Western Australia than the handful that we had seen in Fremantle two days before. But the Australian go players were still in hiding, and I was not to root them out until much later. Meanwhile the evenings were mostly spent in games with my good friend Charles.

Tuesday and Wednesday were spent in exploring Perth. I am used to using the sun to orient myself when finding my way around. The sun was cooperative as far as showing itself was concerned, but had a disconcerting habit of being in the north at midday. The river was a constant source of delight, as were the areas of preserved bushland near at hand. What a lucky botanist Sir Joseph Banks was, to have all that to look at! And I began to collect birds - observations, that is.

My shiny new Australian bird book, which was to become well thumbed by the end of my trip, lists a daunting 756 species. I am very far from being an expert bird watcher, but I gradually learnt the technique of taking a mental snapshot of a bird which showed itself for perhaps a second, and looking it up at leisure. I learnt to distinguish the great black, small black and small pied cor-



Charles in action at the Australian Go Congress

morants, and felt very frustrated that by the end of my trip I never saw a great pied!

I also spent some time in various museums and libraries bemusing more Western Australians with my enquiries about West Gallery Church Music. Once they realised what I was after, they usually became rather helpful, and indeed intrigued that anyone from Britain should take an interest in their musical history. I spent a merry afternoon in a fruitless search through all their old church records. But I left behind several people who know what I am after, and where to send it should any turn up.

On Thursday I booked a trip on the Swan River. I don't know why I like boat trips so much. I always feel peaceful and relaxed on the water. The trip took in a winery and, wait for it folks, a stately home. I did my best to be impressed with both. The peace of the return trip was rather spoilt by two stewardesses, who were singers manquées. They both thought that the passengers would enjoy the return trip more if they sang into a karaoke machine. And as always on such occa-

sions, there was no escape - wherever you went on the boat the loudspeakers followed. There is something sinisterly reminiscent of Orwell's 1984 in the compulsory music which pollutes so many public places nowadays. Cigarette smoke has had its day - now for the muzak!

Oh dear, I seem to be forgetting something. One of the first things that the visiting Brit needs to know about both Australia and New Zealand is that both countries are perfect. If you make the politest of suggestions that anything might be susceptible of improvement, you're a Whingeing Pom. So, I'd better rephrase what I've said. Our journey back to Perth was enlivened by some enthusiastic singing from the stewardesses... did that sound convincing?

Still, I made some satisfying additions to my tally of birds. I thought it a great coup to see some sacred ibises. Somehow a bird described as sacred ought to be rare. When I got to Sydney I found them strolling about Hyde Park in flocks, cadging food from picnickers. Ah well. The pelicans may not have been rare, but they're very impressive.



Devon Bailey presents Charles Leedham-Green with an award for having come a long way. On the left: Neville Smythe (A.G.A. Secretary) and Jim Bates

On Friday Mary took me to York. Correction, Historic York. The Australians have a commendable perspicacity which enables them to see historicity which the Briton might miss. Historic York is a couple of hours' drive through the bush—real Australian wild bush. Actually it was the bush that impressed me more than Historic York, which looked to me like a frontier town belonging more in the USA than Australia.

You have to be a tiny bit careful in the bush. It's not only the poisonous spiders and snakes that you have to watch out for, though they're bad enough. The snakes are small and inconspicuous, and hide in the grass - later I was to see one. But there are also kangaroo ticks which don't actually kill you, but can get under your skin in a nasty way.

But it's a beautiful place. It isn't forest. The trees are spread out, with much lower vegetation in between. The colour of wild flowers is everywhere. More colourful still are the parrots and other birds. It's rather special. And I saw my first kanga-

roo. Sadly, it was a dead one by the roadside.

Kalgoorlie

Kalgoorlie hadn't been on my itinerary, but the Saturday the week after my arrival was time for me to leave Perth for Adelaide. I hadn't realised that the plane made an intermediate stop. There were impressive views from the aircraft of what I thought was the Western Australian desert. I could see tracks crisscrossing the land. I couldn't imagine who would need these, but apparently this inhospitable looking land is farmed. It is the renowned outback, and there's enough edible plant material for about a cow per 15 hectares, whatever one of those is. Hence the vast size of the stations, as they are called. The ranchers use the forbidding and remote looking tracks to control their stock.

By the way, be careful to say "train station" if that is where you want to go, or a serious misunderstanding could result. Another feature of the local dialect is that Australians don't

say "G'day", as we all think. They are much more likely to say, "How ya doin'?"

There had been even more impressive aerial views on my trip to Perth a week before. The 1½ hour trip in the dark from London to Bangkok had bordered on the tedious, but the ensuing six hour connection to Perth had amply compensated. There were fine views of the Malaysian coastline, and the mountains of Java, but the clear sky over Western Australia gave the most spectacular sights. We had struck the Australian coastline at the improbably named Exmouth peninsula. From there on we had seen not only the red desert with its striking pattern of dried up watercourses and salt pans, but a clear view of the contours below the sea, which had lent the water extraordinary gradations of colour.

After 45 minutes of similar scenery we landed at Kalgoorlie. Sorry, Historic Kalgoorlie. Yes really! It may look like a grid plan of tin huts from the air, but it's on the tourist trail, with all sorts of gold rush history on offer, as well as being a working centre for remote mining operations in the desert. After having been made to march through the electronic security yoke at Perth Airport, like an army vanquished by the Romans, at Kalgoorlie we were let off and onto the plane with no checks at all.

Kalgoorlie is surprisingly green, with trees and grass in abundance. It is not an oasis, but benefits rather from a brilliant and rather unsung work of engineering, an aqueduct which brings water the hundreds of kilometers from Perth. But 25 minutes there was enough. That half-full plane now filled with miners and their families taking regular and much needed furlough in Adelaide. More views of the Australian coastline, this time from the south, and on to Adelaide.