

GO GAMES AGAINST PRO'S (GO GAP)

Everyone would like to get strong in a hurry, but I constantly hear people say the following:

I am so busy, I don't have time to play.
I don't have money to take lessons from professionals.
I know the best way to get strong is to replay professional games (as preached by Cho Chikun), but it's so boring.

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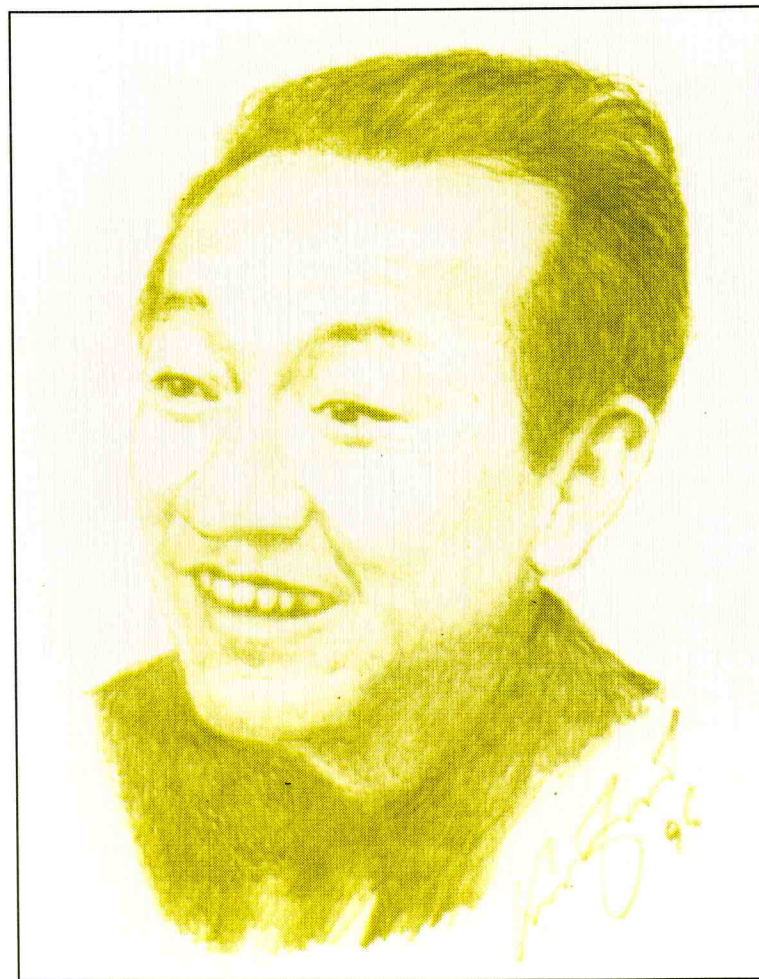
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BGA Officials

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

Secretary: Tony Atkins, 37 Courts Rd, Earley, Reading RG6 7DJ (0118-9268143).
A.J.Atkins@x400.icl.co.uk

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

Membership Secretary: Alison Jones, 29 Forest Way, Woodford Green, Essex IG8 0QF. (0181-504-6944). bga@acjamj.demon.co.uk

Journal Editor: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shrops. TF9 3LY (01630-685292). journal@britgo.demon.co.uk

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

Publicity Officer: Adam Atkinson, 22 Chatham Place, Brighton BN1 3TN (01273-297115).

Press Officer: Francis Roads, 61 Malmesbury Rd, London E18 2NL (Tel/fax 0181-505-4381).
francis@jfroards.demon.co.uk

Youth Coordinator: Jonathan Chetwynd, 29 Crimsworth Rd, London SW8 4RJ (0171-978-1764).

Computer Coordinator: Nick Wedd, 37 North Hinksey Village, Oxford OX2 0NA (Tel/fax 01865-247403) nick@maproom.demon.co.uk

Newsletter Editor: Eddie Smithers, 1 Tweed Drive, Melton Mowbray, Leics. LE13 0UZ (01664-857154).

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

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

Tournament Organiser: Charles Matthews, 60 Glisson Rd, Cambridge CB1 2HF. (01223-350096).

Andrew Jones, 29 Forest Way, Woodford Green, London IG8 0QF. (0181-504-6944).

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Front cover: Go Seigen (postcard) by kind permission of Jiri Keller. Available from the B.G.A. book distributor.

Tournament Calendar

Challenger's: 7-8 June, at the Nippon Club. By invitation. Charles Matthews, 01223-350096.

British Small Board Championships: June.

Leicester: 14 June. Eddie Smithers, 01664-857154.

Anglo-Japanese: 22 June. By invitation.

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

Youth Pairs: 6 July.

Devon: 12 July. Alan Reid, 01364-643343.

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

Mind Sports Olympiad: 18-24 August. (See page 12 for further information.)

Northern Go Congress: Manchester, 6-7 September. John Smith, 0161-445-5012.

Milton Keynes: 13 September. Andrew Grant, 01908-669883.

Bank of China Cup: 21 September. Alex Rix, 0181-553-0899.

Shrewsbury: 5 October. Brian Timmins, 01630-685292.

International Teams Trophy: 12 October. For selection, contact David Ward, 0171-3543285.

Wessex: Marlborough, 26 October. Terry Wright, 01275-842258.

Three Peaks: Thornton in Lonsdale, 8-9 November. Toby Manning, 01926-888739.

Swindon: 23 November.

West Surrey Handicap: 6-7 December. Pauline Bailey, 01483-561027.

Anglo-Japanese: 13 December. By invitation only. David Ward, 0171-3543285.

London Open: 29 December—1st January. Harold Lee, 0181-440 1001.

London Youth: January.

Furze Platt: January.

School Teams: January.

Wanstead: February.

Oxford: February.

Trigantius: Cambridge, March.

International Teams: March.

Irish Open: March.

South London: March.

Coventry: March.

British Go Congress: March/April.

Anglo-Japanese 'B': April.

Pair Go: April.

Candidates': May. By invitation only.

Bracknell: May.

Scottish Open: May.

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

Notices

journal@britgo.demon.co.uk

Yes, the Journal now has an e-mail address. This has already proved very useful in speeding up queries over manuscripts, and so on. However, if you use e-mail to send material, *please* do not be tempted to send it last minute! We just can't handle everything at once...

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.

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You may pay for more than one year in advance.

More notices on page 46

EDITORIAL TEAM

Technical adviser

I. C. Sharpe

Diagram producers

S. Bailey, P. Smith

Regular Contributors

T. Atkins, D. Cann,
A. Grant, T. M. Hall,
R. Hunter, C. Matthews,
M. Macfadyen, F. Roads

Proof reader

K. Timmins

Four Hundred Years of Japanese Go

by Andrew Grant

Part 23

The Post-war Recovery

The war years had been hard on Japanese go. The Nihon Kiin's headquarters had been destroyed in an air raid, the Oteai had been suspended, go columns and magazines had disappeared, and newspaper sponsorship had ceased. Iwamoto played a major role in the go world's postwar recovery; he allowed his house to be used as a temporary headquarters for the Nihon Kiin, and he, along with other top players, became Nihon Kiin directors. This was a significant change, as previously professional players had been barred from directorial posts within the Kiin; it had been felt that their personal rivalries would prevent them working well together as administrators. Be that as it may, the Nihon Kiin has been run by senior professionals ever since.

The Oteai resumed in 1946 (with only 40 participants) and newspaper go columns began to reappear the same year. However, some players were dissatisfied with the pace of recovery and in 1947 a group of eight players broke away from the Nihon Kiin to form their own group, Igo Shinsha (the New Go Society). The same year, the Nihon Kiin bought a new headquarters building in the Takanawa district of Tokyo, which was opened the following year.

Since the lack of a permanent playing venue had been one of the main causes of the Igo Shinsha's defection, they became

somewhat marginalised, with little reason for their continued existence. They made an attempt to establish themselves, with a three-game match between Sakata Eio of the Igo Shinsha and Go Seigen of the Nihon Kiin, but Go won all three games (and also won a separate game against another Igo Shinsha player, Kajiwara Takeo).

Eventually, in 1949, the Igo Shinsha was dissolved and its members returned to the Nihon Kiin.

The post-war revival of go is sometimes said to have started with the 4th Honinbo tournament in 1947. The challenger this time was Kitani, 8 dan. The title match was a best-of-five, and for the first time, komi was used. Kitani was the favourite, but it was Iwamoto who won the match by three games to two. In recognition of this

achievement Iwamoto was promoted to 8 dan in 1948.

There were now five 8 dans in Japan, but since Shusai's death there had been no 9 dan. In the past, only one player could be Meijin (9 dan) at a time, but in the aftermath of the war many old attitudes were being questioned, and it had been decided that promotion to 9 dan should be available to anybody who could gain sufficient wins in the Oteai, regardless of whether a 9 dan already existed. 9 dan therefore ceased to be equivalent to Meijin. The first 9 dan produced by the Oteai was Fujisawa Kuranosuke, who was promoted in May 1949. This policy has resulted in considerable inflation in the professional dan grades; most of the eighty-odd 9 dans in Japan today would probably never have got beyond 6 dan or 7 dan had they lived fifty years earlier.

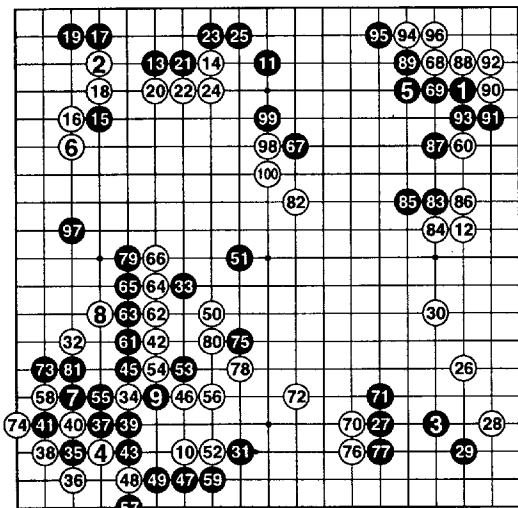


Figure 1 (1—100)
44 at 35

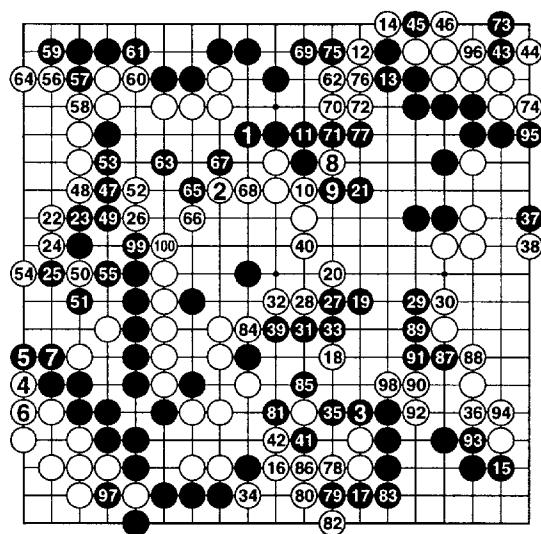


Figure 2 (101—200)

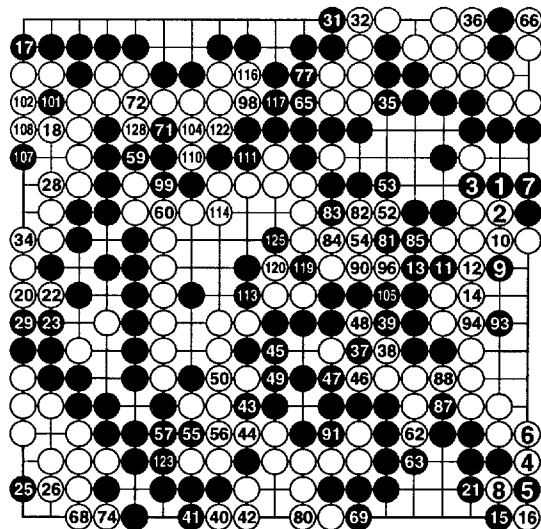


Figure 3 (201—328)

219 at 205, 224 at 150, 227 at 125, 230 at 150, 233 at 125, 251 at 237, 258 at 248, 261 at 237, 264 at 248, 267 at 237, 270 at 248, 273 at 237, 275 at 48, 276 at 248, 278 at 145, 279 at 237, 286 at 248, 289 at 237, 292 at 248, 295 at 237, 297 at 150, 300 at 248, 303 at 237, 306 at 248, 309 at 237, 312 at 248, 315 at 237, 318 at 248, 321 at 237, 324 at 248, 326 at 319, 327 at 237

In October 1949, another reform took place which was long overdue: for the first time, the Nihon Kiin published an official version of the rules of go. Incredibly, throughout all the previous centuries of go history, the rules had only ever existed as an uncodified tradition, and this had led to a number of rules disputes in the past, most recently in a game between Iwamoto and Go Seigen in 1948 when the referee could not decide whether Go's margin of victory was one point or two. Although the 1949 rules were not always logically consistent, they did at least enable disputes like this to be settled.

Go Seigen's position within the Japanese go world was an unfortunate one at this time. Although he was a naturalised Japanese citizen, after the war the Chinese contingent of the Occupation authorities forced his naturalisation to be revoked. Also, Go had become a convert to an obscure Buddhist sect, which was causing some embarrassment to the Nihon Kiin. Someone — it is not clear who — put pressure on the Nihon Kiin's directors, with the result that Go was forced to resign from the Kiin in 1947. This meant that he was excluded from all Nihon Kiin events, most significantly the Honinbo tournament and the Oteai. He would have had no opportunities to play top-level go at all had the Yomiuri newspaper not stepped in and arranged a series of jubangos with the other top players of the day. Go's performance in these matches was spectacular; he beat Hashimoto Uтарo 6-3 with one jigo, then beat Iwamoto Kaoru 7-2 with one jigo. (It was during the first game of this match that the rules dispute referred to above took place.) Since both his opponents were 8 dans, the Nihon Kiin promoted Go to 9 dan in February 1950, even though he was no longer a member of the

Kiin, and so for the first time ever there were two 9 dans at the same time.

The game given here is the first in a jubango (ten-game match) sponsored by the Yomiuri Shinbun. 328 moves. White wins by 1 or 2 points. (See commentary).

White: Go Seigen, 8 dan
Black: Iwamoto Kaoru,
Honinbo Kunwa, 8 dan
7th—9th July 1948

"Iwamoto maintained that he didn't need to add a stone at 248, because he had more ko threats than White. According to the Nihon Ki-in rules promulgated the following year, players had to eliminate possible kos at the end of the game, but at this time there was no official set of rules. The game was a win for Go Seigen anyway but since Segoe, the referee, could not resolve the dispute the Yomiuri published the result as 'White won by 1 or 2 points'. Several days later it transpired that a Nihon Ki-in committee setup in Shusai's time had drawn up a byelaw that agreed with Iwamoto's interpretation so the official result became a win by one point." —*The Go Player's Almanac*, Ishi Press 1992.

Canada Dry Run

by Charles Matthews

On Sunday 23 February the Cambridge club played an Internet match against Winnipeg. The time difference being six hours, it was played in the early evening for us, midday in Manitoba. That much we had pretty well figured out. The rest of the organisational side ran very much not to plan.

But to start nearer the beginning. Winnipeg is the home town of Dave Erbach, who was in Cambridge twenty years ago for long enough to write a Ph.D. and give the Triganthus Tournament a distinctive name. He issued a casual challenge on a brief sweep through last year—which I took up vaguely on a Christmas card, and then with enthusiasm when I realised that it gave an opening for a publicity stunt. At the end of the day we did get in the local paper, which made the whole effort worthwhile.

On the way the decision was taken to play from CB1, which as well as being half my postcode is a nearby cyber café already used by us for informal meetings. This was right in the sense that the press wouldn't necessarily have turned out to a university computing facility hijacked for the occasion, or people's bedrooms, as for a public place. It brought its own penalties, such as having the server turned off half an hour before we imagined, and a generally laid-back, in fact horizontal, approach to technical matters from the management.

We struggled also with a mix-up on times, delaying the installation of our client software. Finally we got one round of three games played. Netlag on the Internet Go Server seemed to be worse going east-

wards than westwards, and the two games Cambridge won were decided by the clock.

One feature of IGS games (this was my first experience) is the use of pseudonyms. These range from murky ('flotsam' on the Canadian side, 'philby' for us which was lent to our junior Ben Morris by Phil Beck) to intimidating ('griffon', which turned out to be Joanna Erbach, 13, more of an artist these days and persuaded into one comeback game). I was 'jrickard', which can't have fooled anyone for very long, and my opponent was the inspired 'winnipeg' who turned out to be Tu Xiang, an engineering undergraduate and IGS-rated '3d*' (for the ignorant, like me, forget about any connection with being 3 dan and just read 'jolly good'). Our third game was a four stone game between Dutch Windows wizard Frank Visser, a 9 kyu who learned and has played for a year in Cambridge, and Nathan Appalit, who has also been playing a year to reach 5 kyu. Mark Worthington of Queens' College, our Club President, played a small board game as time ran out.

In the end it wasn't a night for serious games. People who want such things probably should set them up in a handier way (and, if I may add a personal note, not get involved in discussions about who buys the Easter eggs as Triganthus prizes during a big fight on 25 stones in 10 minutes overtime). But the publicity worked a treat.

House of Commons Go Club

(First reported in Issue 10 of *Swingoclep*, February 1997)

George Haig (Swindon Go Club) has spread the game to a few people in the House of Commons library, where he works, enough to start a club.

Book Reviews

Get Strong at the Endgame

reviewed by Richard Hunter
hunter@gol.com

In his book survey, Matthew Macfadyen suggested that people who were inspired by a particular book should write about it. Well I thoroughly recommend this latest book in the popular Kiseido Get Strong series. The reason I can write about it while it is fresh off the printing press is that I spent many hours helping to check and proof-read it, after rereading the Japanese source material.

Get Strong at the Endgame by Richard Bozulich (printed in Japan) should appeal to a wide range of players from beginners up to dan players. Double-figure kyu players should glean some useful ideas from it and come back to it repeatedly as they get stronger. Strong players will find much of value and can look forward to gaining those few vital points that decide the result of a game. This book has a lot of depth to it and I suggest it as essential reading for everyone under five-dan.

It is more than twenty years since *The Endgame* by James Davies was published. If you found that tougher to read than the immensely popular *Tesuji and Life & Death*, then you might prefer the different approach and contents of *Get Strong at the Endgame*. The two books complement each other and there is only a small degree of overlap in the contents. Davies has more analysis and explanation. Bozulich pre-

sents 292 problems in a style similar to the other books in the Get Strong series. For Western players, there has been little coverage of the endgame over the years. Apart from Davies's book, the only other commonly available one has been the yose dictionary by Kano, 9-dan, in Japanese. I bought my copy at the London Go Centre and I'm sure quite a few other people in the UK have copies too.

Unlike *Get Strong at Joseki* vol. 3, there is no new cutting-edge material in *Get Strong at the Endgame*. It's all basic stuff, but fundamentals that most of us lack. If you dislike the endgame, think of this book as necessary medicine; if you enjoy the endgame, you'll really like this book.

There are 70 small-board problems (the 65 from Kano's yose dictionary and 5 from other books), 120 tesuji problems and 101 calculation problems gathered from various sources, and one full-board problem reprinted from an old *Go World*.

One of the small-board problems has a story behind it. Some time ago, Matthew Macfadyen told me he had found a better answer than the one given in the book. We spent some time discussing it and I wrote down the moves.

When I saw Bozulich had included this problem in his book, I showed him Matthew's line and he showed it to Kano, who does actually produce his own material. Kano was shocked to find there was a mistake in one of his problems; no one else had ever mentioned it to him before. He produced a corrected answer which appears in Bozulich's book. The problem is not nearly as straightforward as was intended.

With the proliferation of go books these days, even if you have enough money to buy

them, you may not have enough time to read them all. Some books are only of interest to a narrow range of readers. I think *Get Strong at the Endgame* will appeal to almost all British players and represents excellent value for money.

Pro-Pro Handicap Go

reviewed by
Matthew Macfadyen
matthew@jklmn.demon.co.uk

The latest offering from Yutopian is a collection of handicap games played by top professionals; most of the major actors in the recent Japanese go scene appear in the 11 games described. The games are all comfortable wins for Black, but there is plenty to be learned from the way in which it is done. These people use such ordinary looking moves to achieve what most of us find impossible.

The book is translated from the Japanese by Bob Terry, the original text is by a large number of authors. Each chapter seems to have been compiled by a different go writer from notes of a post game discussion by the players, but the book is easy to read; maybe the continuing procession of flimsy white positions being relentlessly crushed by solid but precise play from Black ties it together.

Altogether this seems to be one of Yutopian's best efforts so far, and it deserves a wide audience.



Go Proverbs

by Francis Roads
Francis@jfroards.demon.co.uk

Part 7

This article collects together some proverbs old and new about semeai fights. Those are the ones where two opposing groups are in contact in such a way that neither can make two eyes without capturing the other.

Sometimes the outcome is a seki, or local stalemate, but frequently one of the groups ends up captured. To a large extent these proverbs revise and summarise material in Richard Hunter's articles on counting liberties.

Proverb 61

Throw in to steal a liberty

In Diagram 1 the white group has five liberties, and the black one seems to have more than that. There is no common liberty, so there cannot be a seki. So Black confidently starts filling White's liberties with 1 in Diagram 2. Following the sacrifice at 2 he has to play 3 and then 5 to keep his stones connected, and is surprised to run out of liberties before White. It is rare to find a game in which the opportunity to reduce the opponent's liberties by sacrificing does not present itself, and players who refuse to sacrifice stones are about three grades weaker than they need be.

So Black tries 1 in Diagram 3 to make shape by connecting his stones with the well-known bamboo joint (more about this in the next article) before launching his attack on White. This doesn't work either; he still runs out of liberties before White does. So...

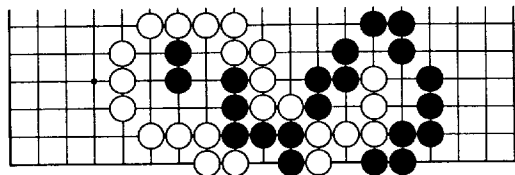


Diagram 1

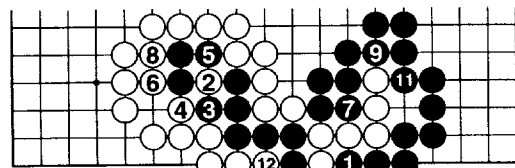


Diagram 2
10 at 2

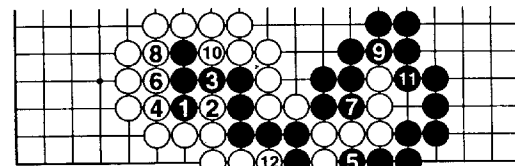


Diagram 3

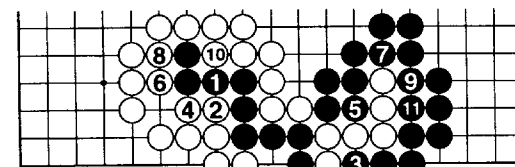


Diagram 4

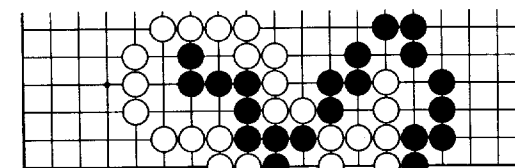


Diagram 5

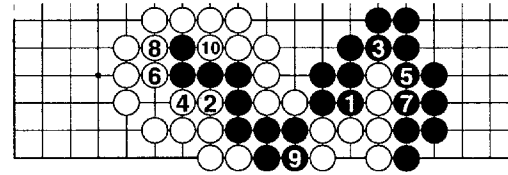


Diagram 6

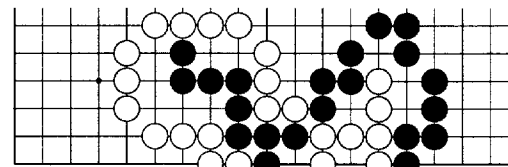


Diagram 7

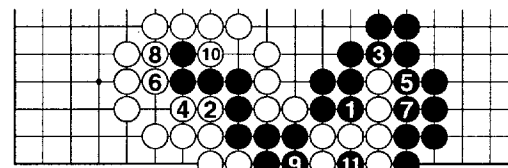


Diagram 8

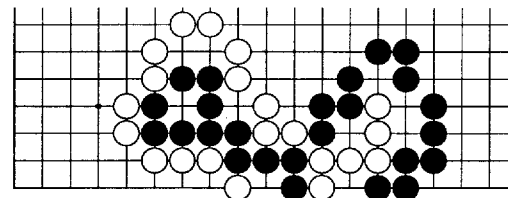


Diagram 9

Proverb 62
Connect solidly to save a liberty

Surprisingly, Black needs 1 in Diagram 4 to save his group, making two empty triangles with one move, in contravention of Proverb 4.

This gives him six liberties to White's five, and he wins the semeai.

This position is a good illustration how shapes which are bad in some situations can be good in others.

Proverb 63
Me-ari me-nashi is a fight over nothing

The literal translation of *me-ari me-nashi* is "eye exist, eye not exist", and refers to a semeai like that in Diagram 5, where the white group has an eye but the black one doesn't. Black has six liberties to White's six, but here he loses the semeai even if he plays first, as Diagram 6 shows. Black has to fill in the common liberty at 9 before he can fill the

eye, which is equivalent to filling one of his own liberties, so White captures at 10.

Proverb 64
Sometimes a fight over nothing means something

"Oh no, not another of these contradictory proverbs!" Yes, I'm afraid so. Indeed, if it were not so, go would be a game easy enough for computers to play, like chess.

In Diagram 7, Black has been given a spare liberty, compared with Diagram 5. Now when he attacks as in Diagram 8, he has two liberties left when he fills the common liberty at 9, and wins the semeai by capturing at 11.

Quite a good way of thinking about me-ari me-nashi situations is to regard any common liberties as belonging to the group with the eye, but not to the one without. So for every extra common liberty, the no-eye group needs an extra spare external liberty to win the semeai.

Proverb 65
Preparatory moves are extra liberties

In Diagram 9, Black has an eye and White doesn't. But here there are no common liberties, so the me-ari me-nashi principle does not apply. Both groups have five liberties, so White starts filling in liberties at 1 in Diagram 10, expecting to capture. But before White can fill the liberty at 9, a preparatory move at 7 is needed, so that Black wins with the capture at 10. In effect, 7 is an extra liberty for the black group. In a semeai, it is best to think of liberties not so much as actual points on the board, as the number of plays it will take the opponent to capture.

In Diagram 11 Black has apparently the same number of liberties as in Diagram 9, but no eye. This time White can capture. As long as he leaves filling the liberty at A until last, no preparatory move at B is needed.

In general preparatory moves like the one shown may be needed when the group has an eye, when there are common liberties, or when there are two or more such positions.

Proverb 66

Sacrifice the part to save the whole.

This principle is well known in warfare, business and medicine, and applies with equal force in go.

Diagram 12 looks like a familiar situation where liberties are equal at five, there are no eyes or common liberties, so whoever plays first will win the semeai. But after 2 in Diagram 13 Black plays the knee-jerk connection at 3. He then has three liberties to White's four, and the remaining moves shown are not really necessary; White can leave the situation as it is. Hanging on to the two stones has cost Black two liberties, and the entire group, and worse still, sente.

Diagram 14 shows what Black must do. The two stones on the left are not involved in the fight. White must be allowed to capture them if he wishes, to save the rest of the group.

Proverb 67

A big eye beats a small eye

Diagram 15 looks like a good old fashioned seki, like mother used to bake. Black's eye is bigger than White's, but two of the liberties are already filled, so with two internal and two com-

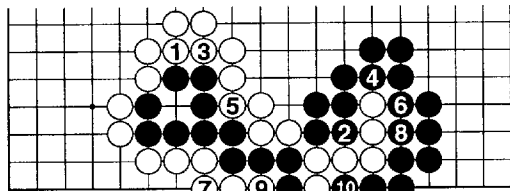


Diagram 10

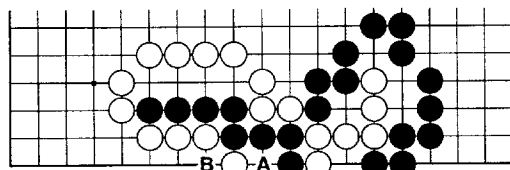


Diagram 11

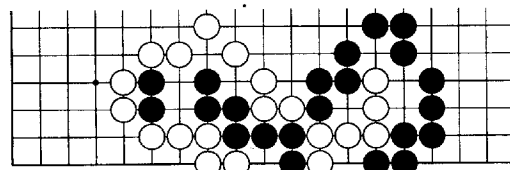


Diagram 12

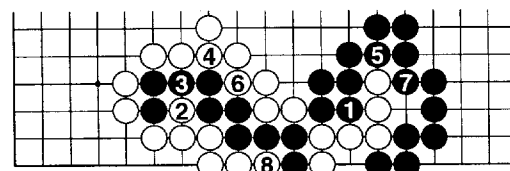


Diagram 13

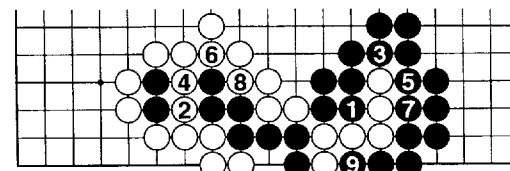


Diagram 14

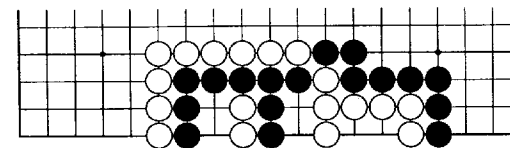


Diagram 15

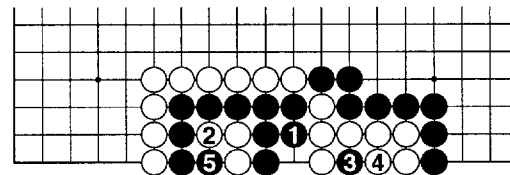


Diagram 16

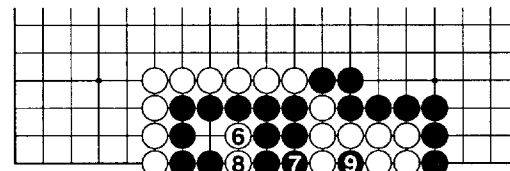


Diagram 17

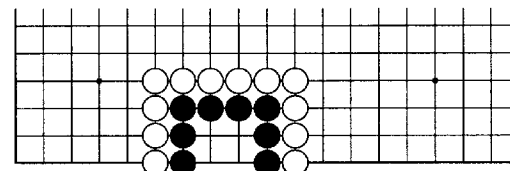


Diagram 18

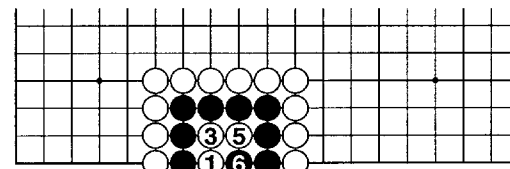


Diagram 19 (2 and 4 elsewhere)

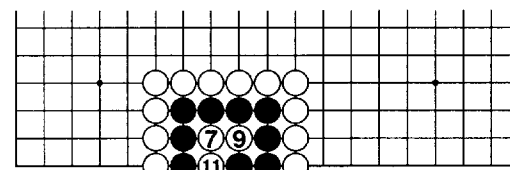


Diagram 20 (8, 10 and 12 elsewhere)

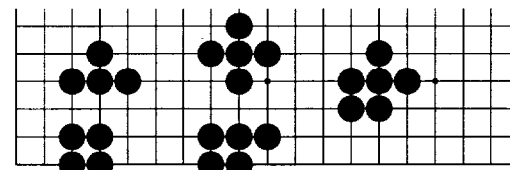


Diagram 21

mon liberties each, what could be more equal?

In fact the white stones are dead as they stand. If White demands that Black prove this at the end of the game, Diagram 16 shows what happens. After Black captures three stones at 5, White has to play back in at 6 in Diagram 17 to stop Black from making two eyes, and Black has time to win the semeai.

If White plays first, Black can still win as long as he remembers not to capture three white stones inside his group until White's main group is down to two liberties.

Proverb 68

*Moves in a capturing race:
3-3; 4-5, 5-8; 6-12*

This proverb calls for some explanation. The black group in Diagram 18 is dead, of course. But how many moves does it need to take it off the board? At a glance, the answer looks like four. But the sequence in Diagrams 19 and 20 show that in fact five moves are needed. White actually plays six stones, but one of them gets a reply at 6. So if you think of liberties in the way described under proverb 65, this group has five and not four liberties. So if you have a group with an eye this shape, that is the number of liberties to count.

Eyes with one, two, or three points have that number of liberties. Eyes with the two four-point shapes in Diagram 21 have five liberties, as explained. Other four-point shapes can make two eyes, and therefore do not come into consideration.

Eyes with the two five-point shapes in Diagram 21 are worth eight liberties, and those with the six-point shape shown, known variously as "flower six" or "rabbity six" (I prefer the former) are worth twelve liberties. I leave you to investigate why this is so.

And the quizzically minded may like to ponder the following. All seven-point eye shapes can be made into two eyes or seki, even if the opponent plays first. Nonetheless, it is possible to devise a position in which it can be useful to know that, on the above scale, a seven point eye is worth 17 liberties. Once again, over to you.

Proverb 69

Fill a semeai from the outside

There are several uses for this proverb. Firstly, it refers to the fact that if you're the player with the eye in a me-ari me-nashi position, you don't help your opponent by filling in the common liberties. Secondly, if you are trying to get a seki, once again, you need to preserve the common liberties. Thirdly, in a big eye versus little eye situation, it reminds you not to capture within the eye until the last moment. And fourthly, in a situation like that in Diagram 12, this is the most likely way to tempt your opponent into an indiscretion.

This proverb is a useful one to keep in mind when fighting a semeai in time trouble, where you may have misread the situation. At the very worst, it will make you fill in dame points in preference to adding stones to a dead group.

Proverb 70

Eyes win semeais

This proverb summarises proverbs 63, 65, 67 and 68. It is also a reminder that a good shape move is often one which makes it easy for a group to make an eye. (For example, the knight's move connection; see proverb 46). It is always useful for groups to have spare eyes, or even bits of spare eyes, even if you can see no immediate need for them. And one eye is a whole lot better than none.

The First Mind Sports Olympiad

by David Levy

I am one of the organisers of the first annual Mind Sports Olympiad, which will take place in London from 18th-24th August 1997. We will have more than 30 different tournaments, including four go tournaments.

(a) From August 18-22, from 10am to 2pm, a 19x19 tournament, with 90 minutes per player plus Canadian overtime.

(b) From August 18-22, from 4pm to -8pm, a 13x13 tournament, with 15 minutes per player plus overtime.

(c) On August 23 (both sessions) and August 24 (10am-2pm), a 19x19 tournament, with 45 minutes per player plus overtime.

(d) On August 24 (4pm-8pm), a 9x9 tournament, with 10 minutes per player for all the moves.

Gold, silver and bronze medals will be awarded to the best adults and the best juniors in all four tournaments.

There will also be cash and other prizes, to be announced later.

We are also planning a 'Virtual Mind Sports Olympiad', which will take place at the same time, in which players will compete via the Internet for gold, silver and bronze medals.

We aim to make the Mind Sports Olympiad an event which all games fans will enjoy enormously, and we plan to grow the Olympiad into something massive by the millennium. We have the venue, London's best concert hall, at our disposal for a week in August every year until 2000.

If you would like more information please look at our web site.

• David Levy, Mind Sports Olympiad Ltd., P.O. Box 13388, London NW3 2ZF.
Tel: 0171 485 9146
Fax: 0171 482 0672
e-mail: DavidL@intrsrch.demon.co.uk
web site: <http://www.mindsports.co.uk/>

Perils of Go on the Internet

by T. Mark Hall

I have only recently connected to the Internet and I have started to play some games on both the Internet Go Server and the No Name Go Server. I am still learning and my rating has dropped somewhat from when I first linked on; I am told that the rating system does not quite match our own, but I have tended to lose mostly because of 'netlag', the time it takes for my move to reach the server.

However, there is another problem and perhaps I can find out if anyone else has encountered it. I played a game against a 3 kyu from Canada on the NNGS, giving a handicap, and won. After a while I signed off and connected to the IGS where I was challenged by a 2 dan who was also from Canada. He believed that he had his chances but I beat him taking White. He then admitted that he was signed on to both NNGS and IGS under different names and grades and I had just played him on the NNGS. I often see comments that people will only play registered and rated players but even this it appears would not help against someone who registers twice with different grades!

Go Teaching Programme for 1997

Matthew Macfadyen

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Saturday 31 May 1997

Tesuji and the anatomy of good shape.

Firewalking (Repeat from 1996)

Sunday 1 June in Cambridge

Fighting in your opponent's sphere of influence.

Hare or Tortoise (Repeat from 1996)

Sunday 15 June in Cambridge

Slow and solid or fast and flighty—two strategic extremes and how they work.

Two Lovely Black Eyes

Saturday 9 August 1997

Life and Death, and how to do effective analysis during games.

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Matthew Macfadyen, 29 Milverton Crescent, Leamington Spa, Warwickshire, CV32 5NJ

Or Telephone 01926 337919, e-mail Matthew@jklmn.demon.co.uk

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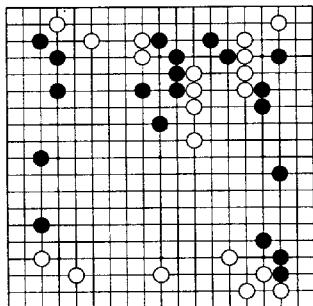
Charting a Course in the Middle Game

by Cho Chikun, Honinbo

Translated by Bob Terry
from *Kido*, November 1983

Part 5

The theme this time is how, within its simplicity, go contains such complexity, fascination, and diversity. If one cannot appreciate the fascination, the ecstasy of go, it is because of an inherently narrow, one-dimensional way of thinking.



Model Diagram

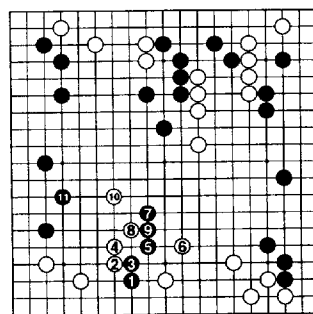


Diagram 1

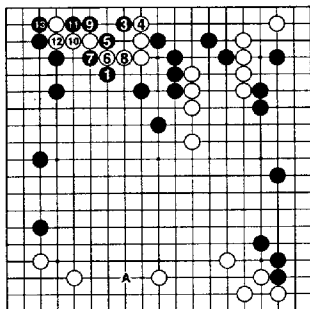


Diagram 2 (move 2 tenuki)

The Model Diagram is taken from a game between amateur 2 dan players. Here it is Black's turn to move.

Black invaded with 1 in Diagram 1. This move decidedly lacks a sense of ecstasy. It is completely at odds with the flow of the game. White 2 is a good move, but there is a better one. Black 3 and White 4 are both good moves. Black's group takes on a gnarled shape with 5. White 6 is a good move. There is no necessity for White to peep at 8. Through Black 11, White has, over all, achieved success. But let's examine this sequence move by move.

In the position in Diagram 2, an invasion at A is clearly at odds with the flow of the game. One should immediately turn one's attention to the upper side. In response to Black 1, White cannot play elsewhere because Black has a severe play at 3 and the following moves.

White must respond at 2 in Diagram 3. In that case, White's access to the centre is, in effect, blocked. At that point, Black expands the territorial framework with 3. As both sides consolidate their positions through Black 11, it is clear, to anyone's eye, that Black has the advantage. Generally speaking, White has no chance in this game. Since it is hopeless to try to compete by

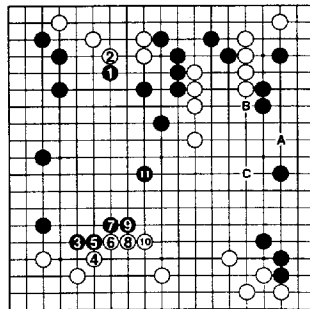


Diagram 3

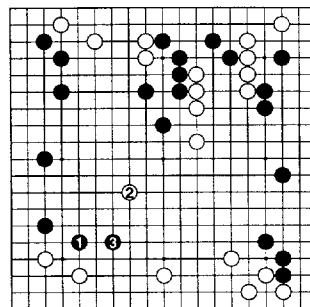


Diagram 4

surrounding territory along with Black...

White will probably answer Black 1 in Diagram 4 with a move around 2. At that point, Black will make a relaxed jump to 3, disrupting White's building of territory, while taking aim at White's stone at 2.

Diagram 3 shows the orthodox method, but there is another way of playing. Actually, on the right side, an invasion by White at A is severe. How severe will be shown later on. But as preventive measures to White A, defensive moves at Black B or C would work splendidly.

When searching for defects in one's position, one must take into consideration the whole board, an overwhelming task sometimes.

White could not dream for a better scenario than the one

with the invasion of the marked black stone in Diagram 5. Fencing Black in with White A as in the actual game is fine, but it is suggested that jumping to 1 is better. The sequence through White 7 may be imagined, leaving Black with few options to dodge the coming attack. Attacking in a roundabout way with this is often effective.

In the actual game, Black made the diagonal move at A in Diagram 6, but this lands wide of the mark. Let's try leaning on White and playing a dodging move (sabaki) with Black 1. With the moves through Black 5, a strong shape is built up, isn't it?

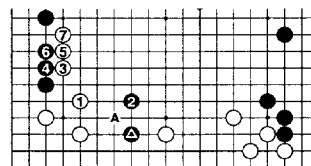


Diagram 5

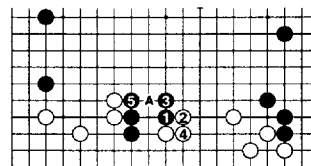


Diagram 6

Or else, how about pushing with Black 1 in Diagram 7? With White 2 and Black 3 and Black extending at 5 as in the previous diagram, the same solid formation is built up.

Without attaching and extending, the stylish hane at 5 in Diagram 8 is possible. Both ways are acceptable. With the hane of Black 5, the moves after White 6 follow a one-way street. Up to 11, Black makes good shape and does not have to be worried too much about being attacked.

Moving further along, White played at A in Diagram 9, which

is a good move. Jumping to 1 is, without argument, a good point, but since Black is aiming to fence White in with 2, allowing this to happen would make Black's position, over all, a comfortable one to play. Up to Black 6, White cannot look forward to an attack here.

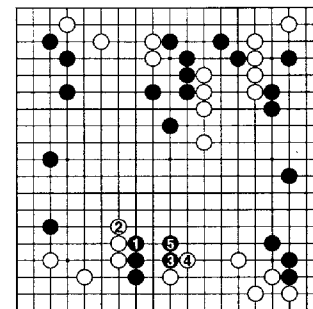


Diagram 7

In the actual game, White A, Black B and White C in Diagram 10 were played, but there is no necessity for the peep at A, which is overdoing it. If one plays here, the trick is to simply jump to D, taking aim at either an attack at E or an invasion at F (miai).

However, if one shifts one's attention to the right side, the invasion of White 1 is seen to be a severe move. Since a white stone has been played at the marked point on the lower side, there is no rationale for fencing-in move at White G. If White plays the fencing-in move at G, Black will defend at 8 and White has not profited in the least. So invading directly is called for, gutting Black's territory. Black has no terribly attractive move in order to resist strongly, other than 2, so is this not a splendidly severe invasion!

Black neglected to reinforce this weak (or thin) spot so this is what can happen. There was certainly little justification for

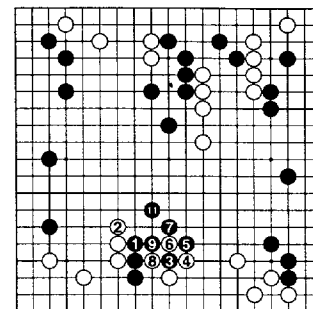


Diagram 8 (10 at 3)

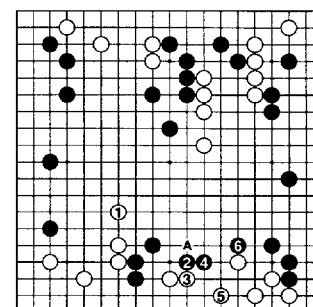


Diagram 9

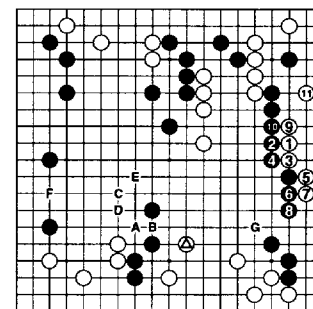


Diagram 10

undertaking an invasion of the unimportant lower side.



Letters

Hideo Miki writes:

I am a Japanese man, forty eight years old, with a wife and a daughter. I am a thinker or a philosopher. I have a lot of hobbies such as playing tennis and golf, travelling, and writing short poems peculiar to Japan, and so on. Of course, I can play go. I think I might be two or three dan.

I want to play postal go with people who have time to come to Japan to see me. Of course I have enough time to visit my prospective postal go friends, developing a friendship for each other is much more enjoyable than only exchanging postal go.

To contact me, write to:
Goshikiyama 7 chome 6-5,
Tatumiku,
Kobe,
655 Japan.

Daffyd Robinson writes:

The article, *How I started...*, on page 21 of The British Go Journal, Winter 1996, reminded me of when I learnt of the game of go and changed much of my thinking (sorry, way of life).

I had been taught games of cards, draughts, darts etc. from childhood due to the fact that we did not have TV till I was eleven years old. Back in 1974 I had a bedsit in Watford. Gavin Grant, who owned the house, was a very fine chess player as well as enjoying other games of strategy. There was another friend who had three years' worth of a magazine called *Games & Puzzles* which introduced us to many games that we looked at, made, played and moved on to the next game. Then came go.

I have always been interested in religious ideas and spent several years learning Aikido which led me to think about Japanese culture and ideas. The concepts and basic strategy from the articles in the magazines drew me into the 'game' very quickly as many of the ideas were so familiar. Sadly, practice and understanding are not the same.

To get started, the factory next to where I worked, had a skip full of quarter inch plastic sheet. I spent a happy hour over lunch stamping one inch circles, spraying half of them black. The board was drawn on the same plastic (a little over size, but no matter!)

Gavin was hooked and was soon entering competitions at the London Go Centre and reached Dan grade. I moved on and access and time prevented development. I did manage to play at the Birmingham club a few times through the winter of 1979 to 1980 gaining about 12 kyu.

The nearest club is Nottingham (two hours' drive) and according to BGA records I seem to be the only one out here in the Wolds. I can beat the computer go program that I have, so need to find another source of development. If anyone else lives out this way, how about a game, give me a bell.

Rev. Daffyd Robinson,
The Rectory,
Station Road,
Willoughby,
Lincolnshire LN13 9NA.
Tel/Fax: 01507 462045.

James Davies writes:

Thanks for BGJ 106. As if in answer to the article on page 11 by T. Mark Hall, the Nihon Kiin is publishing two books on new opening moves this month, both by Lee Changho.

Romania on the March

The 1997 Ing Cup

by Matthew Macfadyen

This year's Ing cup was not particularly impressive for the British contingent, though even on a bad weekend Zhang Shutai is too much for most of the native Europeans. He finished in a multiple tie for third place on 4/6, I only managed three wins.

Guo Juan won all her games, which is only to be expected when Zhang is playing below his best, but the surprise of the tournament was the excellent showing of Christian Pop from Romania. Until this year he had looked like just another Romanian 5 dan, good enough to compete at the top level in Europe but still a notch or two below the expanding band of Romanians with Eastern Professional training. But he arrived in Amstelveen having just won the Romanian championship and the Bucharest Grand Prix including four wins against ex inseis. He lost to Guo Juan but won all his other games, including a crushing victory over Shutai in the last round.

There is a suggestion to arrange a 10 board match between Romania and the Netherlands, but on present form the Dutch had better make sure it happens soon, otherwise there won't be a question of which is the strongest European Go nation. The top two boards would be played in Japan, where Catalin Taranu, who has recently become a full professional could try to revenge his Fujitsu cup loss to Rob van Zeijst, and Ronald Schlemper would have hard work emerging from semi retirement against the rapidly improving Ion Florescu.

For the Beginner

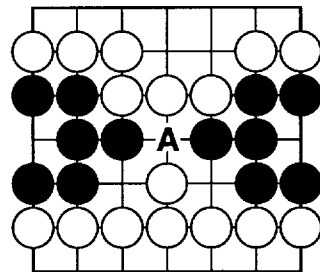
by Robert Finking

Cutting and Connecting

Part 1: Connecting Basics

This series is aimed at lower kyu players (I being only 8 kyu myself), so rather than have one diagram with lots of A's and B's I've usually expanded to several diagrams. I remember trying to get my head around such diagrams when I was weaker and finding them most frustrating!

In this part we will examine some basic methods of connecting groups.



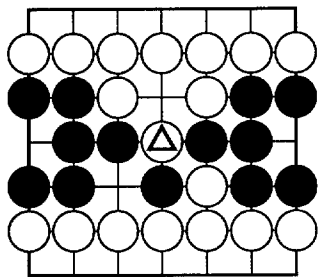
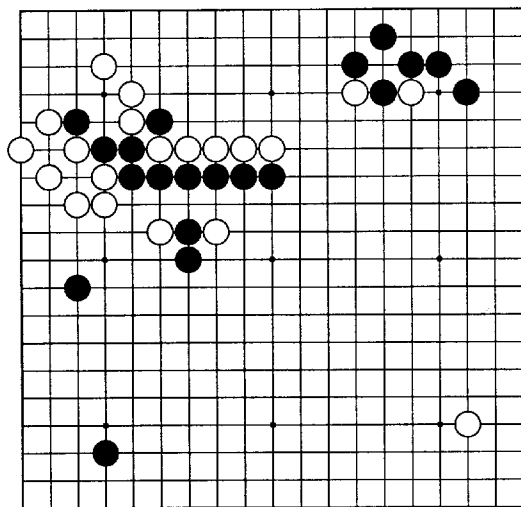


Diagram 5

Part 3: Another position from a video of Jiang, 9 dan, teaching. It may be taken as a quite hard problem. Solution on page 40.



White to play

How I Started...

by Costel Pintilie

(A Romanian member of the BGA)

About fifteen years ago (when my physical condition didn't permit me to walk out) I saw in a magazine a go problem. So I forced my brother to search old issues of that magazine and find the rules. Next I sent him to buy a go set (there was not any). I told him to buy twelve sets of backgammon stones... Next, there were no partners to play, and so on.

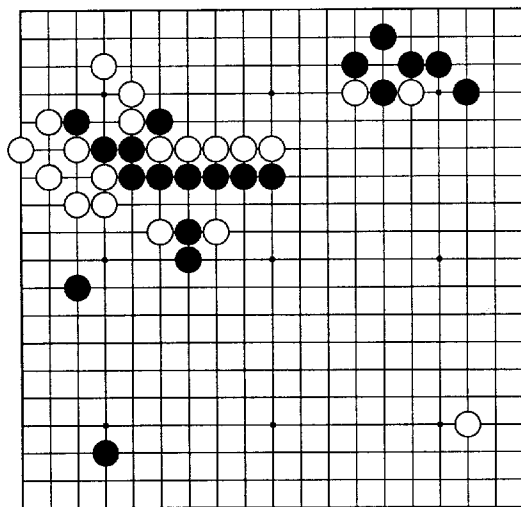
The story is a common one, but the strange part of it is why I was so eager to learn to play. There are a lot of games played with black and white stones. How could a simple diagram wake up my interest?

The answer is that a few years before I played go in a dream. When I woke up I did not remember too much. I could recall only the strange shapes of stones and a feeling of pleasure.

Fast Forward with Jiang

by Charles Matthews

Part 3: Another position from a video of Jiang, 9 dan, teaching. It may be taken as a quite hard problem. Solution on page 40.



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Letters from Japan: 4

by Graham Telfer

I have not managed to get to Kyoto so often in the last couple of months. Instead I've been going to the Nihon Kiin branch in Hirakata. The number of players you find varies from 6 or 7 on a midweek evening to over 200 on a Saturday afternoon when a league match is being played.

When you first go to the club you are given a rating. You note the results of your matches and your rating is adjusted after 20 games. (See Chart 1.)

Chart 1:
Rating Score

10	kyu	0
9	kyu	11
8	kyu	22
7	kyu	33
6	kyu	44
5	kyu	55
4	kyu	66
3	kyu	77
2	kyu	88
1	kyu	99
1	dan	110
2	dan	121
3	dan	132
4	dan	143
5	dan	154
6	dan	165

Chart 2: Handicaps and Komi

1	2	3	4	5	6	7	8	9	Komi	B	W
0	11	22	33	44	55	66	77	88	5		
1	12	23	34	45	56	67	78	89	4		
2	13	24	35	46	57	68	79	90	3		
3	14	25	36	47	58	69	80	91	2		
4	15	26	37	48	59	70	81	92	1		
5	16	27	38	49	60	71	82	93	0	0	0
6	17	28	39	50	61	72	83	94		1	
7	18	29	40	51	62	73	84	95		2	
8	19	30	41	52	63	74	85	96		3	
9	20	31	42	53	64	75	86	97		4	
10	21	32	43	54	65	76	87	98		5	

Using the rating scores in Chart 1, look up the difference in Chart 2. This will give you the number of handicap stones Black receives and the komi to be given. In Chart 2, a handicap of 1 stone means that Black gets the first move.

The komi is what the colour gives, not receives. If the difference between two opponents' scores is 23 then Black takes 3 stones [handicap] and gives 4 stones komi to White.

I hope the scheme will be of practical use back in the UK.



Join the AGA
through the
BGA!

As a member of the
American Go Association

Kyu Games Commented

by T. Mark Hall

● In this series, at least one of the players is at kyu level, and most of the advice is intended for the kyu player.

Game 1

This game was played in round 1 at Leicester Tournament, 1996.

Black: Austin Dilks, 1 kyu
White: Matthew Holton, 1 dan
Komi 6

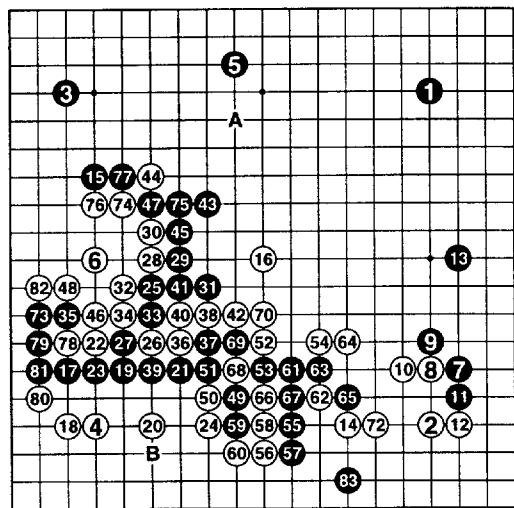


Figure 1 (1—83)
71 at 49

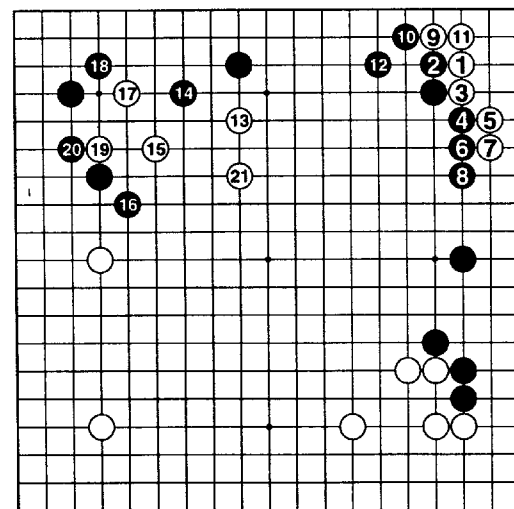


Diagram 1

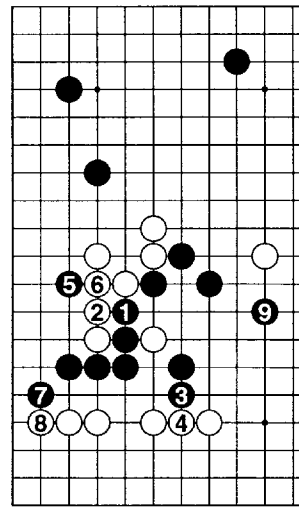


Diagram 2

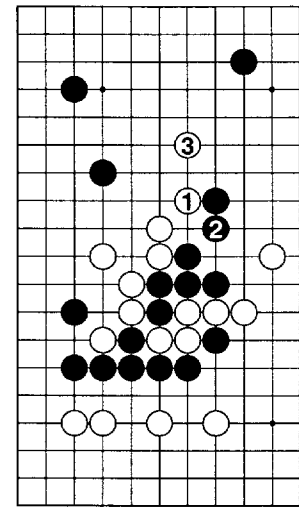


Diagram 3

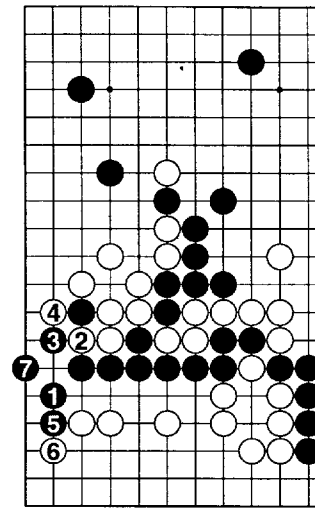


Diagram 4

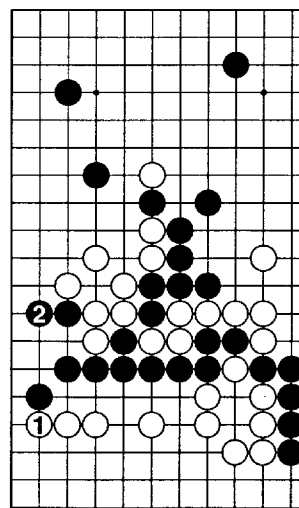


Diagram 5

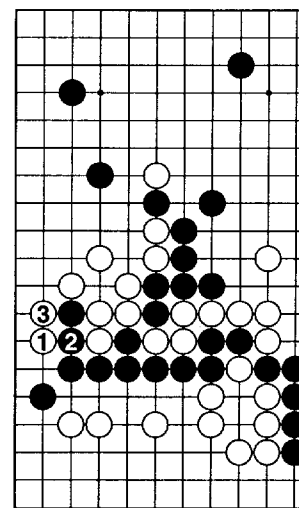


Diagram 6

33: Playing 1 in Diagram 2 is feasible.

44: White should play at 1 in Diagram 3.

73: Before Black does this he should probe at 1 in Diagram 4.

Diagram 5: Move 1 here is an alternative to 2 in Diagram 4. Either way gives Black a reserve eye on the edge.

Diagram 6: Move 1 is also an alternative to 2 in Diagram 4. This way depends on whether White is confident about the security of his own group and whether he doesn't mind the reduction of the corner.

83: Soon after White resigns.

Game 2 ⇨

Game 2

*Black: Paul Barnard, 1 kyu
White: Edward Blockley, 2k*

16: You both need to learn some joseki!

45: Wrong side! Should be at 1 in Diagram 1. White isn't going to make anything with the triangled black stones in the way, so he wants to make something around the triangled white stone, so Black should play on this side. If Black then plays 1 in Diagram 3 instead of 2 in Diagram 2 then a White move at 2 is almost absolute gote. If he answers as in Diagram 2, White's influence isn't so hot.

51: Wrong; all Black is doing is creating a no-eyed group vulnerable to attack.

54: But White lets Black off the hook. This play should be at 1 in Diagram 4. An alternative to 2 in Diagram 4 is 1 in Diagram 5.

63: Black doesn't want White to have anything, does he? Black has two unsettled groups and off he wanders again to another part of the board. At the moment Black would appear to have a reasonable position but if White gets to settle this invasion quickly Black would have difficulty when White plays around 80.

74: Much too tight; White should be attacking with moves like 1 in Diagram 6; this also will affect the group above.

94: This I don't really understand. White can live here so he should play at 96.

96: 97 may be better.
Diagram 7: But then again, maybe not!

213: White resigned.

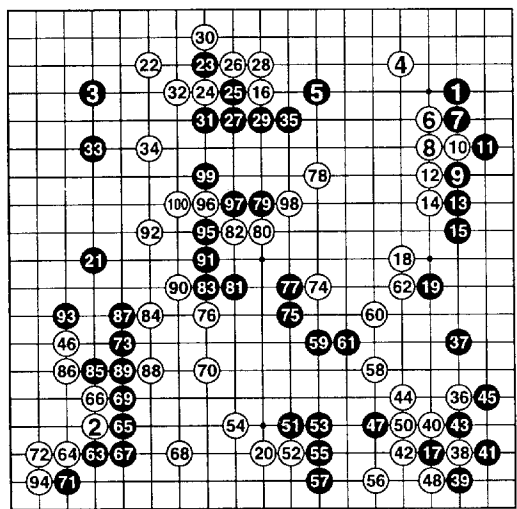


Figure 1 (1—100)
49 at 38

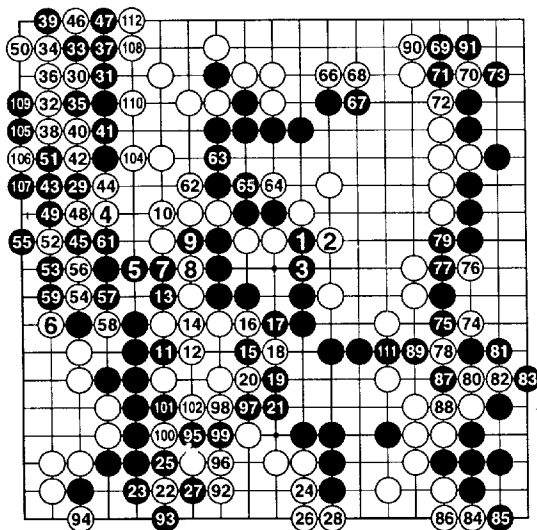


Figure 2 (101—213)
160 at 93, 203 at 200, 213 at 206

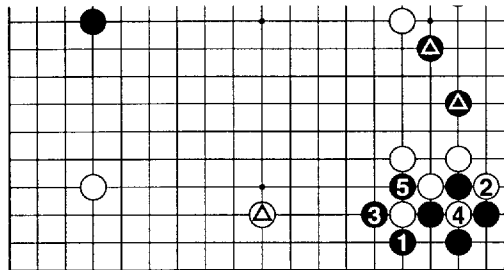


Diagram 1

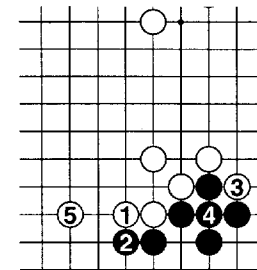


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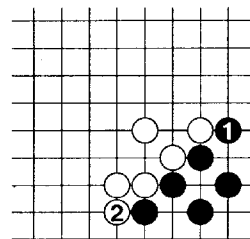


Diagram 3

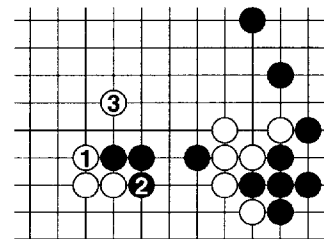


Diagram 4

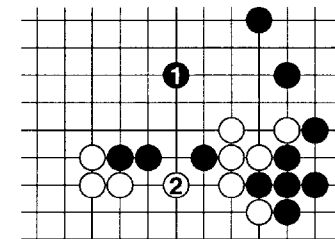


Diagram 5

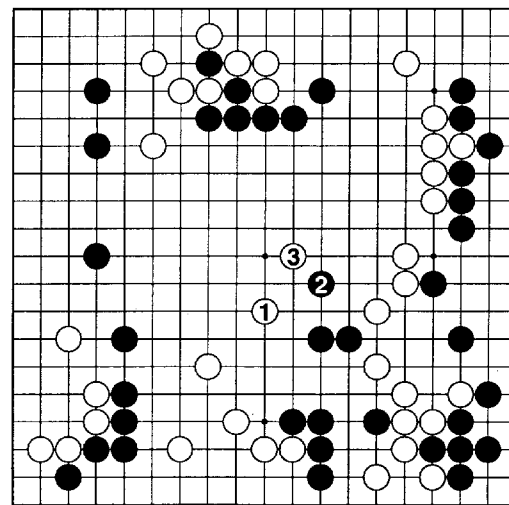


Diagram 6

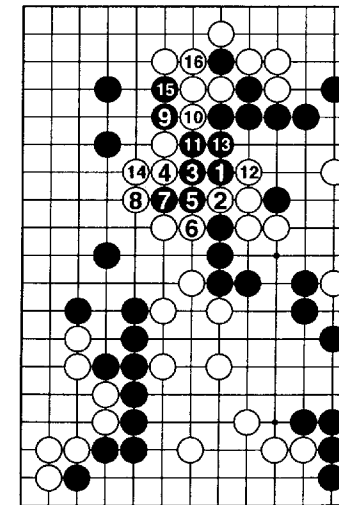


Diagram 7

* Indicates new information

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

Belfast: Contact member needed.

Birmingham: Kevin Roger, Flat 5, Nelson Court, 70 Trafalgar Rd, Moseley, Birmingham B13 8BU. 0121-4494181. Meets various places.

Bloxham School: Hugh Alexander, 6 Greenhills Park, Bloxham, Oxfordshire OX15 4TA. 01295-721043.

Bolton: Stephen Gratton, 525 Tottington Rd, Bury BL8 1UB. 01617613465. Meets Mon 7.30pm.

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

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

Bradford: Steve Wright, 16 Daisy Hill Grove, Bradford BD9 6DR. Meets at The Prune Park Inn, Prune Park Lane, Allerton, Wed 7.30pm.

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

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

Bristol: Antonio Moreno, 96 Beaulley Rd, Southville BS3 1QJ. 0117-9637155. Meets in Seishinkan (Japan Arts Centre), 23-27 Jacob's Well Rd, Hotwells, Bristol, Tues 7.30pm.

*** Cambridge University & City:** Charles Matthews, 60 Glisson Rd, Cambridge CB1 2HF. 01223-350096. Meets in Robert Gardner Room, A5 staircase, Emmanuel College, Tues 7.30pm (term); coffee lounge (cafeteria level), Univ Centre, Mill Ln, Thurs 8pm; CB1 (café) 32 Mill Road, Fri 7-9pm.

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

Chester: Dave Kelly, Mount View, Knowle Lane, Buckley, Clwyd CH7 3JA. 01244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

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

Devon: Tom Widdicombe, Woodlands, Haytor Vale, Newton Abbot, TQ13 9XR. 01364 661470. Meets Thurs 8pm.

Durham University: Chris Cooper, Dept of Computer Science, Science Site, South Rd, Durham.

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

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

*** Glasgow:** John O'Donnell, Computing Science Dept, Glasgow University, Glasgow G12 8QQ. 0141-3305458. Meets term time at Research Club, Hetherington House,

13 University Gardens, Thurs 7pm.

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

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

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

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

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

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

Hull: Mark Collinson, 12 Fitzroy St, Beverley Rd, Hull HU5 1LL. 01482-341179.

Hursley: Mike Cobbett, 24 Hazel Close, Hiltingbury, Chandlers Ford, Hants SO53 5RF. 01703-266710 (h), 01962-816770 (w). Meets various places, Wed.

Isle of Man: David Phillips, 4 Ivydene Ave, Onchan IM3 3HD. 01624-612294. Meets Thurs 8pm at 'Banbury', Farmhill Gdns, Bradan.

Lancaster: Adrian Abrahams, 1 Ainsdale Close, Lancaster LA1 2SF. 01524-34656. Meets Wed. Gregson Community Centre, 33 Moorgate.

Leamington: Matthew Macfadyen, 29 Milverton Crescent, Leamington CV32 5NJ. 01926-337919. Meets Thurs 7.30pm.

*** Leicester:** Eddie Smithers, 1 Tweed Dr, Melton Mowbray, LE13 0UZ. 01664-857154. Meets: Sixty-Six Club, Albion House, South Albion St, Leicester, Tues 7.30pm.

LONDON

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

Central London: Stuart Barthropp, 3 Wintergreen Lodge, 11 Langley Lane, London, SW8 1TL. 0171-8200378 (h), -2154143 (w). Meets Fri eve, Nippon Club, Bankside House, 6 St Albans St, SW1 (smart dress). Rosemary Branch Pub, Southgate R/Baring St, N1, Sun pm.

North London: David Morris, 1 Christchurch Hill, NW3 1JY. 0171-794-2044. Meets in the Gregory Room, back of Parish Church, Church Row, Hampstead (near Hampstead tube station) Tues 7pm.

North West London: Keith Rapley, Lisheen, Wynnswick Rd, Seer Green, Bucks HP9 2XW. 01494-675066 (h), 0181-562-6614 (w). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

South London: Jonathan Chetwynd, 29 Crimsworth Rd, SW8 4RJ. 0171-978-1764.

*** Wanstead & East London:** Alison Jones, 29 Forest Way, Woodford Green, Essex IG8 0QF. 0181-504-6944. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

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

*** Manchester:** Chris Kirkham, 201 Kentmere Rd, Timperley, Altrincham WA15 7NT. 0161-903-9023. Meets at Mr Thomas's Chop House (a pub), Cross Street, Thurs 7.30pm.

Monmouth: Jeff Cross, 'Lamorna', Machen Rd, Broadwell, Coleford, Glos. GL16 7BU. 01594-832221. Meets various places.

Newcastle: John Hall, 10 Avondale Court, Rectory Rd, Gosforth, Newcastle NE3 1XQ. 0191-285-6786. Meets various places, Wed.

Norwich & Norfolk: Tony Lyall, 01603-613698.

Nottingham: Alan Matthews, 96 Brookhill St, Stapleford, Notts. NG7 7GG. 01159-491535.

Open University & Milton Keynes: Fred Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes MK12 5DL. 01908-315342. Meets Mon 7.30pm, alternately in O.U. Common Room and at Wetherspoons, Midsummer Boulevard, Milton Keynes.

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

Oxford University: Nicolas Fortescue, Trinity College. Meets Wed 7.30pm, Danson Room, Trinity College.

*** Reading:** Jim Clare, 32-28 Granville Rd, Reading, RG30 3QE. 0118-9507319 (h), 01344-472972 (w). Meets at The Brewery Tap, Castle St, Reading, Tues 6.30pm.

*** Royal Holloway:** Justin Pearson, 01784-443912 (day), -459040 (eve). Computer Science Dept, Mon, but contact Justin first.

Shrewsbury: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shrops. 01630-685292.

South Cotswold: Michael Lock, 37 High Street, Wickwar GL12 8NP. 01454294461. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

*** Stevenage:** Alan Thornton, 63 Hillfield Rd, Hemel Hempstead HP2 4AB. 01442-61945. Meets at Royal Oak, Walkern Rd, Tues 8pm.

Swindon: David King, 21 Windsor Rd, Swindon. 01793-5216125. Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Wed 7.30pm.

Taunton: David Wickham, Trowell Farm, Chipstable, Taunton TA4 2PU. 01984-623519. Meets Tues, Ilminster.

Teesside: Gary Quinn, 26 King's Rd, Linthorpe, Middlesbrough TS5 5AL. 01642-823729. Meets various places, Wed.

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

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

West Surrey: Pauline Bailey, 27, Dagley Farm, Shalford, Guildford GU4 8DE. 01483-561027. Meets in Guildford on Mondays 7.30-10pm.

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

Counting Liberties

Part 6

by Richard Hunter
hunter@gol.com

This part completes the survey of types of fights and ends with an overall summary.

Diagram 1 compares two fights. The one on the left is a type 4 fight, which we looked at in part 4. Black and White each have one big eye and they are the same size. Black is the favourite and unconditionally alive; the inside liberties count for White. Can Black kill White? You should be able to read out that the position is settled; it's *seki*. Diagram 2a demonstrates: after 8, as we have seen before, it would be suicidal for either side to play inside his own eye and then play the inside liberty. The position on the right of Diagram 1 is similar. Black and White each have one eye and they are the same size, but this time, the eyes are both small. Black has more exclusive liberties (outside plus eye liberties), so he is the favourite. Can he kill White? As Diagram 2b shows, even if Black plays first, he cannot kill White. The result is *seki*. This is exactly the same result as on the left side of Diagram 1.

Diagram 3 compares two fights in which Black and White have different size eyes. The one on the left is a type 5 fight, which we looked at in part 5. Black has a big eye and White has a smaller eye, so Black is the favourite. The inside liberties all count for Black, so he is well ahead in the fight, 8:4. White is dead. Diagrams 4a and 5a demonstrate how there is nothing White can do to avoid being captured. In a real game, Black would not need to play

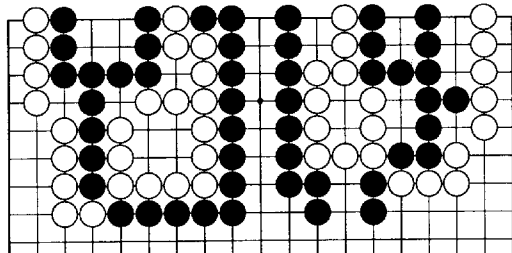


Diagram 1

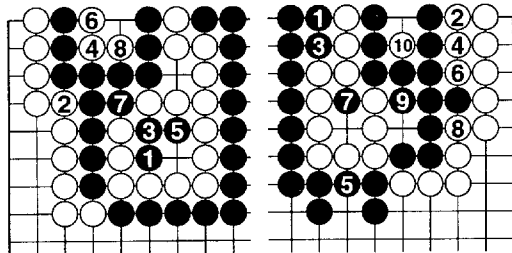


Diagram 2a

Diagram 2b

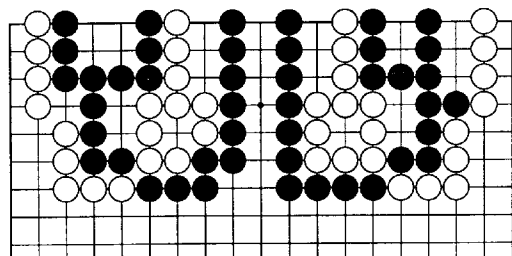


Diagram 3

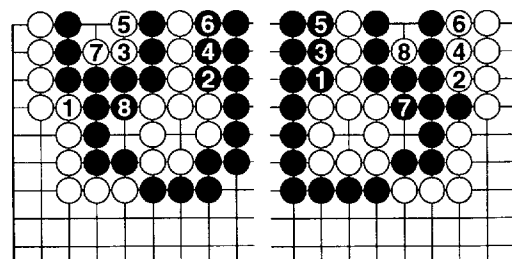


Diagram 4a

Diagram 4b

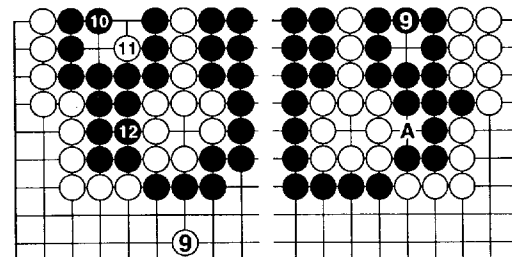


Diagram 5a
9 tenuki

Diagram 5b

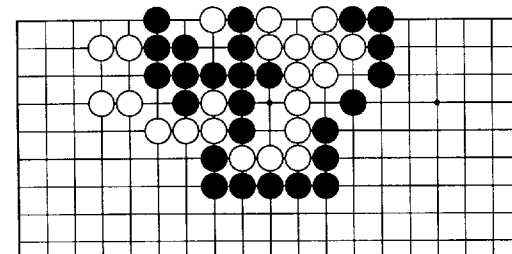


Diagram 6

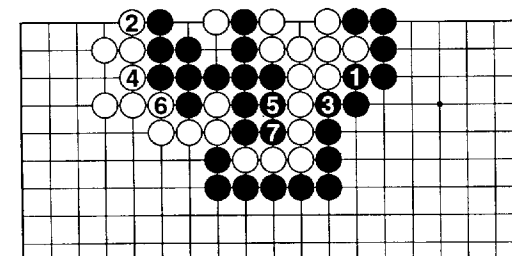


Diagram 7

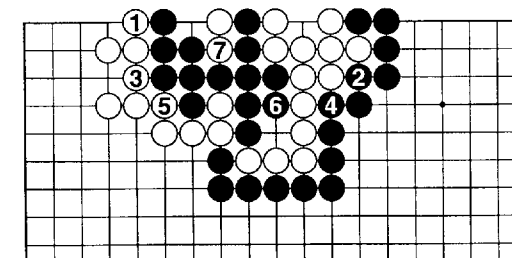


Diagram 8

out these moves. They are shown here just for proof.

In Diagram 3, unlike Diagram 1, the position on the right is different from the one on the left. If it were a case of a big eye versus a small eye, then we would expect Black to win, 7:4. But rather than make assumptions like that, let's investigate. In Diagram 4b Black starts filling White's outside liberties with 1 to 5 and White follows suit with 2 to 6. Now when Black plays the inside liberty with 7, White throws a stone in his eye with 8. Black is stuck. He doesn't have enough liberties to play the other inside liberty at A in Diagram 5b. It's a *seki*.

The difference between the two fights in Diagram 3 arises from the properties of a big eye. In Diagram 4a, Black can fill up all but one inside liberty and all but one of White's eye liberties. That is, White has two unapproachable liberties. However, the smallest big eye, a four-point eye, still has three liberties after Black captures with 10 in Diagram 5a. Thus Black has time to play the inside liberty with 12 and win. This is not the case in Diagram 5b. When Black captures with 9, he doesn't have enough liberties to play the inside liberty, so it's *seki*.

I choose to categorize diagrams 2b and 4b together as one type of fight, because I find it easier. If you prefer, however, you could extend type 4 to cover both big and small eyes of the same size and just consider Diagram 4b alone as type 6. As long as you get the right answer when you read out the fight, it makes no difference.

Type 6 fights: Small eye versus a small eye

Diagram 6 shows a type 6 fight with the greatest difference in eye sizes. Black has the

biggest possible small eye, a three-point eye, and White has the smallest possible eye, a one-point eye. Can you read out the status of the fight? If Black plays first (Diagram 7), he has just enough liberties to play the inside liberties and put White in atari. If White plays first (Diagram 8) he can make a seki. Returning to Diagram 6, let's count the liberties. Black is the favourite because he has more exclusive liberties (not because he has a bigger eye). He counts three outside liberties and two eye liberties, making five. White counts two outside liberties, one eye liberty, and two inside liberties, making five. The liberty counts are equal, so the position is unsettled. Black can kill and White can make a seki. In a type 6 fight, the inside liberties all count for the underdog. This is the same as a type 4 fight, in which each side has a big eye of the same size. It is quite different from a type 5 fight, in which one side has a big eye and the other side has a smaller eye.

In Diagram 9, the eyes are the same sizes as in Diagram 6, but the inside and outside liberty counts are different. If this were a case of a big eye versus a small eye, then Black could play elsewhere since he would be well ahead in the fight. But that isn't the case. In this position Black does count the inside liberties, not because he is the favourite in a type 5 fight, but because he is the underdog in a type 6 fight. White is the favourite and is unconditionally alive. Even if Black plays first (Diagram 10), he cannot kill White. It's a seki as Diagram 11 shows. If White plays first (Diagram 12), he cannot kill either. It's a seki. The status of Diagram 9 is that White is the favourite because he has more exclusive liberties (6:5), but he does not have enough liberties to kill Black. White has 6 liber-

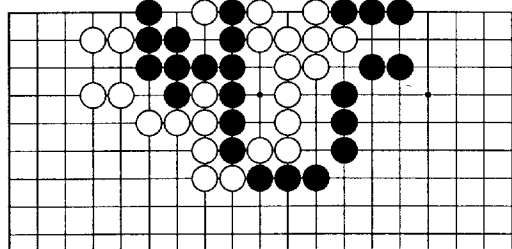


Diagram 9

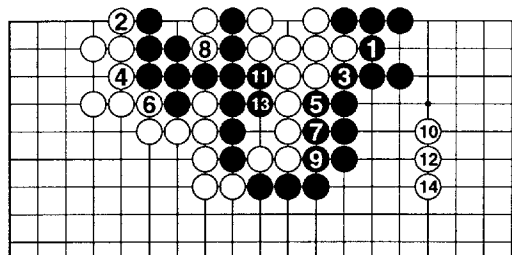


Diagram 10

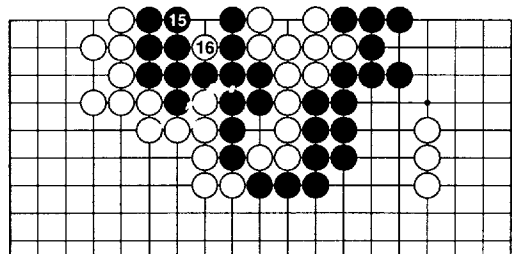


Diagram 11

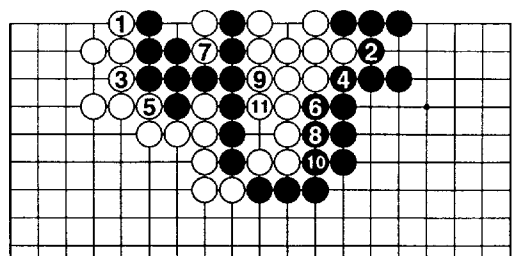
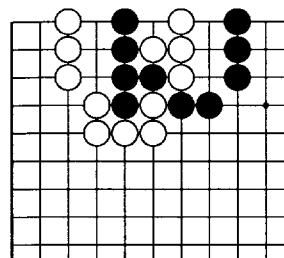
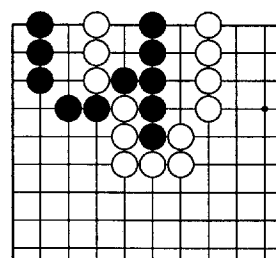


Diagram 12

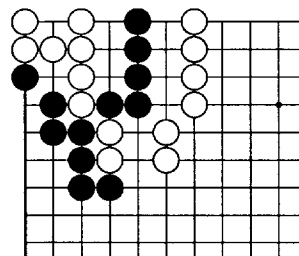
Summary



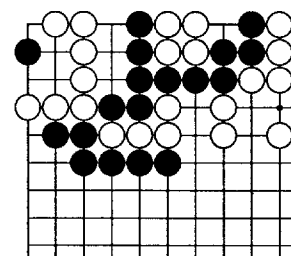
Type 1



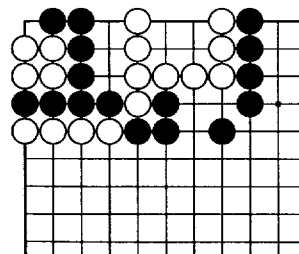
Type 2



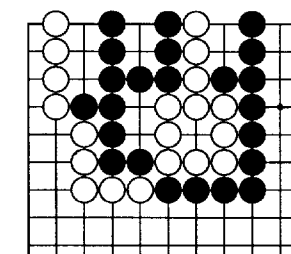
Type 3



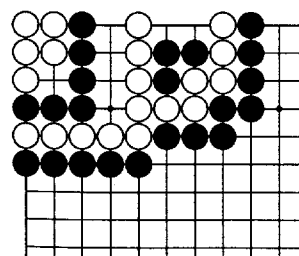
Type 4



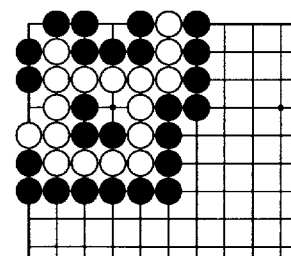
Type 5



Type 6



Fake eye



Type 5 seki

ties while Black has 8. The position is settled.

Overall summary of fights

Type 1: zero or one inside liberty

Each side counts his outside liberties and the inside liberty if there is one. If the numbers are equal, then the position is unsettled and whoever plays first wins. Seki is not possible.

Type 2: two or more inside liberties

The side with more outside liberties (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. The favourite can kill; the underdog can make a seki.

Type 3: one eye versus no eyes

The side with the eye (favourite) counts all the inside liberties. The side with no eye doesn't count any of the inside liberties. If the numbers are equal, then the position is unsettled and whoever plays first wins. The position can never become seki. Big eyes have more liberties than the number of points they surround.

Type 4: big eye versus same-size big eye

The side with more exclusive liberties is the favourite. All the inside liberties count for the underdog and none of them count for the favourite. If the numbers are equal, then the position is unsettled. The favourite can kill; the underdog can make a seki. One inside liberty is sufficient to make seki a possibility.

The Diamond

by Steve Bailey
SGBailey@compuserve.com

Part 3

What about Diagram 1?
The original problem was to find a White move that killed Black outright, kos and sekis being deemed a failure. At the end of part 2, the question / hint of Diagram 1 was posed. The answer is that White 1 is the move that kills Black. However before exploring this White 1 in more detail, we will have a brief look at a couple of the other possible, albeit unlikely, White attacks.

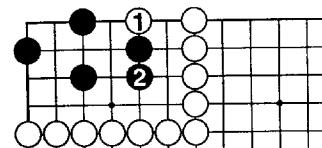


Diagram 1

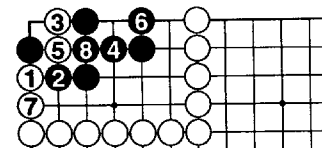


Diagram 2

Diagram 2: When White plays the 1-3 point.

Black 6 makes an eye at the top while the second eye comes from capturing White 3 & 5 which are caught in a snapback. Black lives with 6 points here, a terrible result for White.

When I first studied this variation, I expected Black to play 4 at 5 or to the right of 5. In either of those cases, White kills. I still feel that Black 4 here is not obvious.

Should White play 1 at 7 then the same plays as here follow, with White eventually playing 7 at 1.

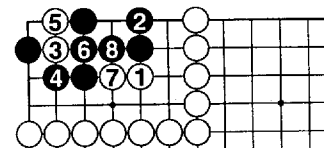


Diagram 3

Diagram 3: The 3-5 point attack doesn't seem promising.

And it doesn't work: each White move is readily answered by an obvious Black one.

At this point I must confess that I haven't actually studied the other White attacks in sufficient depth to write about them, but I am assured that they don't work. So, let us briskly move on to the one White attack that does kill, the 1-5 point.

Since it is claimed that White 1 at the 1-5 point kills black, we need to investigate all the possible Black replies. In fact I am only going to look at five responses, the last, to heighten the suspense, being the most involved.

In the unlikely event of this situation ever occurring in a game, despite the fifth response being Black's strongest, it still fails. Because of this, Black should actually tenuki and reserve moves in this corner of the board for ko threats.

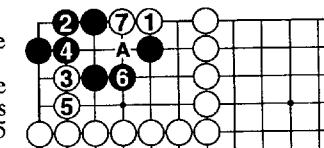


Diagram 4

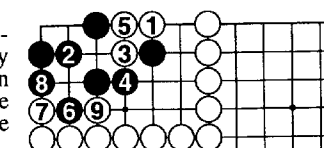


Diagram 5

Diagram 4: Black 2 at the 1-2 point.

This is reasonably straightforward. Move 3 forces 4 which forces 5. 6 & 7 are miai. White 3 at A also works.

Diagram 5: The 2-2 point. Again reasonably straightforward. 4 & 5 are miai, as are 8 & 9.

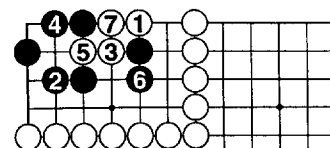


Diagram 6

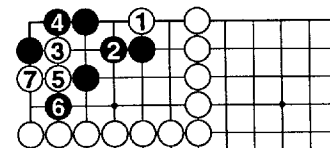


Diagram 7

Diagram 6: The 3-2 point. White 5 worms its way in, removing the chance of a second eye.

If Black 4 at 5 then White 5 at 4. If Black 6 at 7 then White 7 below 3.

Diagram 7: The 2-4 point. The White 3-5-7 worm again removes an eye.

If Black 4 at 5 then White 5 at 4, leaving White occupying the two mid points of a 4-space eye, so Black is dead.

The four Black 2's in Diagrams 4-7 are fairly readily answered. The fifth Black 2 may lead White astray and so the next few diagrams show various ways White 3 can incorrectly answer Black 2 at the 3-5 point.

Diagram 8: Black 2 at 3-5, White 3 at 1-2.

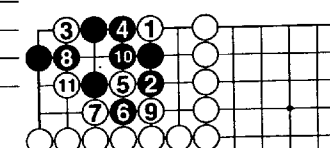


Diagram 8

Type	Favourite	Seki?	Inside liberties		Result
			Favourite	Underdog	
1	more exclusive liberties	not possible	all	all	kill/kill
2	more exclusive liberties	possible (2 inside liberties)	one	all	kill/seki
3	eye	not possible	all	none	kill/kill
4	more exclusive liberties	possible (1 inside liberty)	none	all	kill/seki
5	bigger eye	special case only	all	none	kill/kill (seki)
6	more exclusive liberties	possible (1 inside liberty)	none	all	kill/seki

Type 5: big eye versus a smaller eye

Similar to type 3. The side with the bigger eye (favourite) counts all the inside liberties. The side with the smaller eye doesn't count any of the inside liberties. If the numbers are equal, then the position is unsettled and whoever plays first wins. However, seki is possible if there are internal approach moves.

Type 6: small eye versus a small eye (can be different sizes)

Similar to type 4. The side with more exclusive liberties is the favourite. All the inside liberties count for the underdog and none of them count for the favourite. If the numbers are equal, then the position is unsettled. The favourite can kill and the underdog can make a seki. One inside liberty is sufficient to make seki a possibility.

Fake eye: fewer liberties than usual

When Black captures the white stones in his eye, White

can make an eye inside it, unless Black adds a move inside. In either case, Black has fewer liberties than usual. In this example, Black's eye is worth 4 liberties not 7 (12-5). (See Part 3)

Type 5 seki

Unlike type 3, it is possible to have a seki if there are approach moves on the inside liberties. (See Part 5)

In even fights (types 2, 4, and 6) seki is possible and the inside liberties protect the underdog. The favourite has to play on the inside liberties in order to kill the underdog.

In uneven fights (types 1, 3, and 5) the favourite gets the added advantage of counting the inside liberties.

That's all on counting liberties. I have carefully concentrated on simple positions where the goal was just to read out the status of the fight, without worrying about where to play. I shall build on these foundations next, when I move on to techniques for fighting. I shall try and avoid duplicating things that are well covered by

the English go literature and focus on filling in the gaps. For preparation and further reading, James Davies books *Tesuji* and *Life & Death* are required reading. I also recommend *Graded Go Problems* and Richard Bozulich's *Get Strong at Tesuji*.

Go Sets in Shops

At the AGM, it was decided to set up a BGA sub-committee to investigate getting go sets into shops. Please get in touch with me if you would like to be on the sub-committee, if you have any relevant ideas or contacts, or if you would like to help in any other way.

Paul Smith, 5 Bourne Road,
Cambridge, CB4 1UF
tel: 01223 563932
email: mpaul@cix.co.uk

The Black move at 4 is a careful response, aiming for a seki. However 5 is better than a seki for White, leading to a ko, but even the ko is a White failure.

The seki which could develop here is very similar to that in the next diagram.

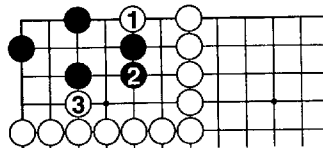


Diagram 12

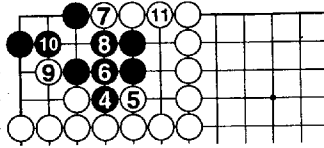


Diagram 16

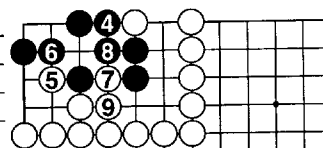


Diagram 13

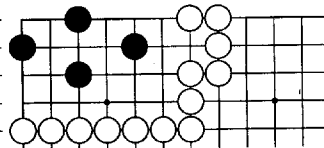


Diagram 17

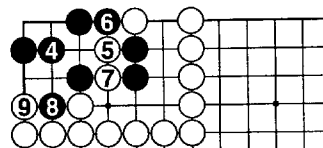


Diagram 14

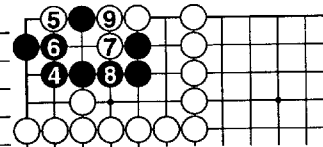


Diagram 15

After this, the situation is reasonably straightforward. Diagrams 13, 14 & 15: assorted Black 4's and their counters.

Diagram 16: The strongest Black 4.

White 7 reduces Black's eyespace and requires a reply at 8 to prevent it disappearing. Then despite the atari by 8 on the two white stones, 9 is sufficiently forcing (threatening to remove the eyespace from the other side that Black must respond at 10. And that gives White enough time to come back and rescue 1 & 7 applying the eye-stealing tesuji and leaving an unhappy one-eyed Black group.

Finding the sequence in Diagram 16 needed some time (and some help). I expected the correct White 5 to be at 9, 10 or

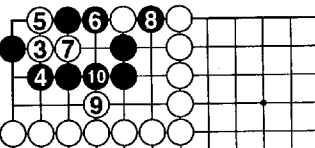


Diagram 9

Diagram 9: carrying on from 2 in Diagram 8, White 3 at 2-2 forces 4 which forces 5. Move 6 prepares for two Black eyes (with the next Black play at 7), but White 7 frustrates this, only for Black to capture with 8 and

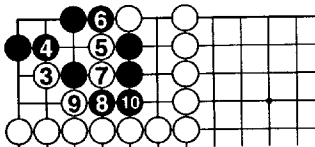


Diagram 10

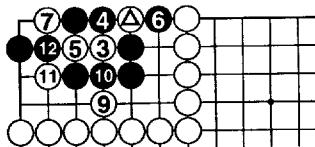


Diagram 11
8 at triangle

live in seki.

Diagram 10: The 3-2 point leads to 2 eyes.

That is one eye in the corner and the other where 5 & 7 will be captured (in a snapback if White persists).

Diagram 11: The 2-4 point fails as well. Again Black gets two eyes, so the correct White 3 is hard to find. It is an unexpected move on the outside.

Diagram 12: The right White 3.

above 10. However it turns out that the best that they achieve for White is a ko.

And that effectively concludes this article. We have looked at many diagrams and yet have only scratched the surface of the options available to Black, for each of which White has to produce the right reply - and frequently there is only one right reply. For those who are interested in pursuing this further, the annotated Ishi Press format file I created whilst studying this problem and writing these articles is available on internet on:

<http://ourworld.compuserve.com/homepages/SGBailey/diamond.htm>.

It was intended that this would be a three part series, however following in the style of the best science fiction trilogies there will now be part 4 of 3. Thomas Wolf, the author of the GoTools life and death analysis program will present this extra article on the theme of variations to the basic diamond shape. (Indeed several of the figures in this article were checked with GoTools and modified in the light of its findings.)

What happens if the White wall remains solid but bends to permit one extra point to be added within the problem area? Diagrams 17 and 18 illustrate two such possibilities.

Diagram 17 & 18: What happens in these two variations? White to play.

What does your intuition say about the relative effects of each of the possible points which could be added (there are 10 of them). Can you determine (guess?) which missing White stone gives Black the best result, which the second best result etc.?

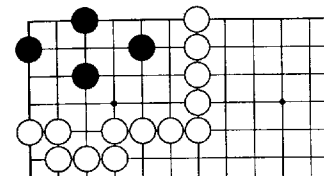


Diagram 18

In the next article, Thomas Wolf will present the ten answers, each being one of:

- White can (still) kill;
- White can kill with a ko;
- Black lives (maybe with points, maybe with a seki)...

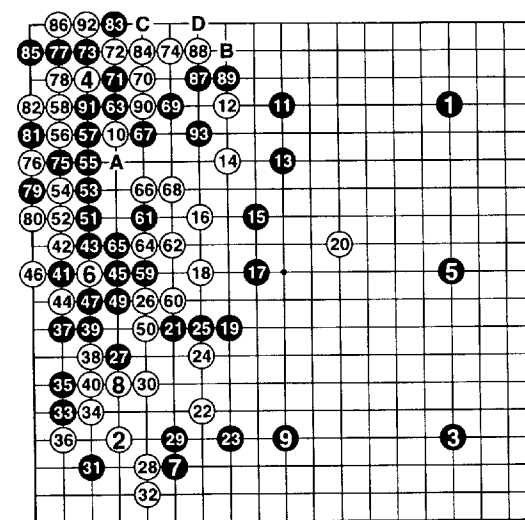
Sansan Worries

by Charles Matthews

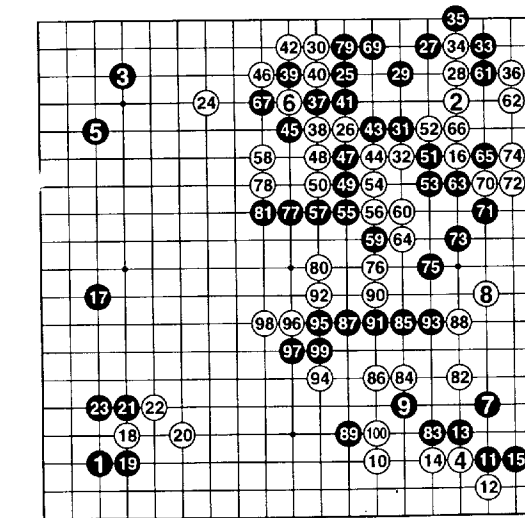
Part 5

This is likely to be the final part of this series. I hope some readers agree with me that the by-ways of the opening have their interest and appeal, as the highways do. A good way to round off what I have been trying to say seems to be to have a look at the ideas of Fujisawa Hosai, one of the century's go originals, who died in 1992 at the age of 73.

He deserves to be featured, if only for the fine disregard he showed for the textbook in us-



Game 1 (1-93)
48 at 41



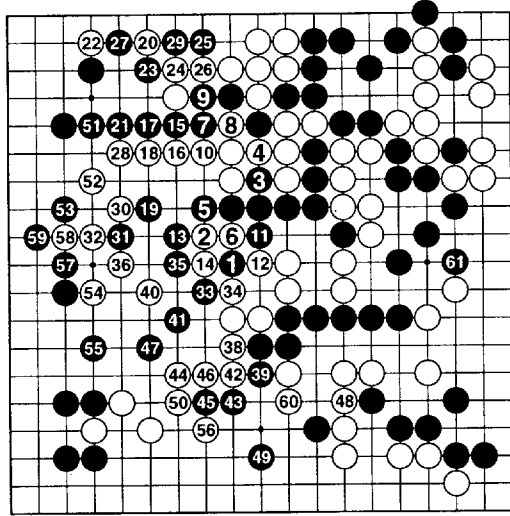
Game 2
Figure 1 (1-100)
68 at 39

ing the 3-3 point. You'll see what I mean in a moment. He rose from professional shodan in 1933 to 8 dan in 1946, and became the first 9 dan promoted from the ranks in 1949. Major matches against Go Seigen in 1942-4 (won 6-4 taking Black), 1951-2 (lost 4-0, then 7-2 with one jigo), 1952-3 (lost 5-1 on BBW) meant he missed the chance to be considered the top player of that era. He changed his personal name from Kuranosuke to Hosai (the *o* is long, the name has Buddhist overtones), and after a period of retreat took part in top level games for the rest of his life. His game against Ishida in the old and much-missed 1971 *Honinbo Tournament* book is superb. Another glimpse of him, certainly eccentric in his later years, is from a *Go Review*, calmly offering the official observer a banana in the middle of a huge fight. He was the nephew of the younger Fujisawa Shuko.

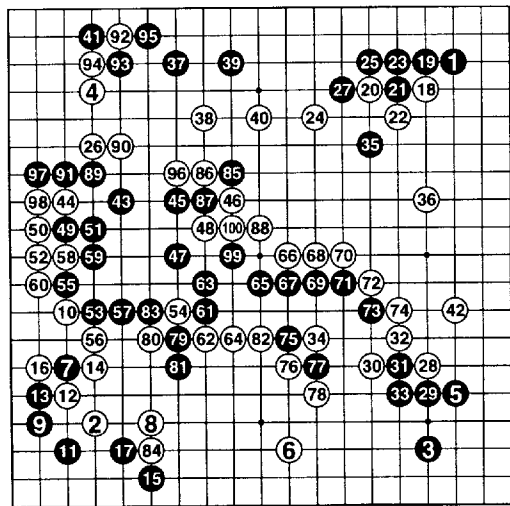
Game 1 here is from 1965, game 4 in the fourth Judan match, taking White as the title holder against Takagawa. White resigned after 93; if White *A* to cut, then Black *B*, White *C*, Black *D* and White runs out of liberties in the corner.

The interest of the game for this series is the way White played 6 (see part 3). Then 10, rather than at or near 11, is to avoid the shoulder hit reduction at 63. *Go Review* 66/9 comments that the opening is highly original, that 27 is a tesuji, and that 50 has to be 51. White tries but fails to kill. Normally as White Fujisawa played mirror go, but Black's sanrensei probably discouraged this since the 10-10 point would combine well with it.

With Black he pretty much had a patent on an opening of 3-3 point and shimari. Typically these were placed in the 'wrong' or flat position seen in the next game. *Modern Joseki*



Game 2
Figure 2 (101—161)
137 at 101



Game 3 (1—100)

and *Fuseki* is clear that this is too low (p.124 of vol.1). However Fujisawa wasn't too bothered (incidentally *Modern Joseki and Fuseki* was put together from booklets distributed with a Japanese magazine, going over Sakata games play by play, and certainly is not even close to being written by Sakata himself).

This next game shows him defeating the formidable young Kato (from the 1970 Honinbo League).

In Game 2, Figure 1, Fujisawa as Black sets up on the left. Just put the stones to 24 on the board—I feel sure you'll understand what is meant by 'low' referring to Black's position. The game becomes exciting as Black invades and White seems to be trying to kill him outright with 30.

Nearly fifty plays later Black lives with 79. Then Black is off again with 81, attacking in the centre. In the rest of the game (Figure 2) Black wins by killing the upper White group, and Kato resigned at 161.

To balance up the picture a little, here is the start of another game in which Fujisawa tried the same plan, this time against Kubouchi, who is an exciting influence-oriented 9 dan from the Kansai Kiin (game from the 1968 Meijin League). In Game 3 (whole game not shown), Black gets into difficulties in the centre, and duly died later. I'm not in a position to say if that was justice, but it is always on the cards to lose like this if you go first for secure territory.

These two games are respectively p.56 and p.37 in the 1971 and 1969 *Kido Yearbook*. Well, anyone out there still think the 3-3 point is dull?



Francis in Australasia

by Francis Roads

Part 2

Adelaide

A reception committee of Jim Bates and Andrew Pullin awaited me at Adelaide Airport. Jim I knew from playing go when the London Go Club used to meet at the Pontefract Castle in Wigmore Street, in the late '60's. He was a highly active British player until he left about fifteen years ago to globetrot. He has now settled with his sister in Adelaide, where he works as a civil servant. I had made friends with Andrew through email alone, but it was at his house that I was to stay, and thither he drove us.

I am completely sold on email. It took me a while to get used to it. But arranging my trip by email was so much easier than any other way. And it was email that kept me in touch with home while I was away. Almost all the friends that I visited had access to it. Mail is slow, phoning is expensive and awkward because of the time difference, and faxes and answerphones are not always ideal. But you can send more or less as many emails as you want anywhere in the world for the price of one local phone call. People can answer them whenever it is convenient, which in my experience is usually quite soon, as it is so easy to do, sitting at your computer. I do recommend it.

In the evening they took me to the Adelaide Go Club. This meets in a café. There was a healthy looking attendance, including a considerable number of oriental players. I was to find

that this was usual in Australia. I had an enjoyable evening and acquitted myself reasonably well.

Meeting in a café has its pros and cons. There is no rent, provided that people order things from time to time, and always the chance of interesting a bystander. On the other hand ... there is the compulsory background music. It is bad enough spoiling the peace of the Swan River, but trying to concentrate on go ...

It isn't often nowadays that one is asked on a Sunday whether one wants to go to church. Andrew and Jim are enthusiastic churchgoers, and so was Andrew's very lively girlfriend Michelle, to whom I was introduced. I opted for evensong at St. Peter's Cathedral, so we had the first part of the day for more go playing. The evensong turned out to be an enactment of the early settlement of New South Wales. Which doesn't pass for evensong in a British cathedral, I can tell you. We heard the choir a bit, but once again I was frustrated from hearing a good choral evensong sung by an Australian choir.

On Monday Andrew had taken the day off to look after me, which was very kind, though not untypical of the trouble which people went in order to welcome me throughout both countries. As a matter of fact he was in any case on sick leave from his job as an air traffic controller at Adelaide Airport with an attack of the bellyache. This was soon to take a more serious turn. Four hours after I left that afternoon for Sydney he was admitted to hospital with a ruptured appendix, and was still too seriously ill to attend the National Go Championships in Sydney the weekend after next.

But meanwhile he showed me around. The centre of Adelaide is surrounded by a rectangular

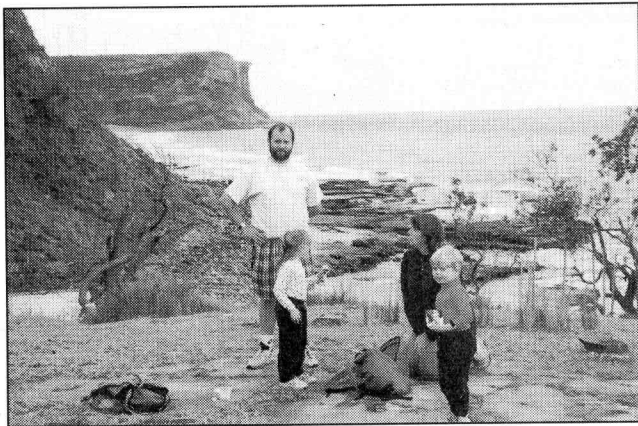
ring of parkland, which is inviolate from building, so as with Perth you are never far from greenery. We visited a very beautiful and peaceful Japanese garden, where I was intrigued to read a notice forbidding weddings. Apparently in Australia you can get married more or less where you like.

We also visited the Botanical Gardens, never hard to stock in Australia, where I added to my bird tally, and then to the airport. Like a well trained Briton, I was all for getting there an hour or so early. Andrew was quite convinced that 15 minutes would do. "I'll make them hold the flight up if necessary", he promised. I think he would have done, too.

Cronulla

Waiting at Sydney Airport was my old friend David Mitchell. David had been a pupil at my first school, a secondary school in Enfield which I was eventually heartily glad to leave. I had taught him go there, and he went on to become a better player than his teacher, and, during its lifetime in the '70's, the deputy manager of the London Go Centre in Belsize Park. Soon after its closure he left for Australia, where he now lives with his young family in Cronulla.

Cronulla is a suburb to the south of Sydney. It is on the coast, and at the end of a useful suburban railway line, about 45 minutes from the centre. He lives, as do most Australians and New Zealanders, in a detached bungalow building in a fair sized plot. Spreading themselves out like this has advantages and disadvantages. What you keep noticing about both countries is how much room there is for everything. It isn't surprising that everyone wants their own share of all this space.



David Mitchell with Kaiya, Farina and Isaac
(David was deputy manager of the London Go Centre)

The disadvantages I was to meet with more fully later in Auckland.

The Mitchell residence is home to not only David's wife Farina and two young children, but also a dog and two cats, so it is a lively place. On Monday evening I saw my first kookaburra, and an Australian barn owl. On the Tuesday they showed me round the district, and I was given the opportunity to swim in the Tasman Sea. I was reliably informed that it wasn't the time of year for sharks, and that in any case you could see them coming. So that was all right.

Forget all those images of Bondi beach, with scantily clad surfers, sunbathers and barbecuers. (Look folks, I can spell "barbecue".) Springtime in Sydney it may have been, but the Tasman Sea was perishing cold, I can tell you.

Each evening we played go, as you might expect. In the London Go Centre days David had some sort of psychological hold over me. He could beat me in more or less any game, almost regardless of any handicap. Here in Cronulla I had

hoped that the magic might have worn off. But it hadn't. He smashed me up every evening. Who cares? It's only a game.

From Wednesday to Friday I explored Sydney, and didn't run short of things to do. Sydney Harbour is hard to take in or describe - there are 27 square miles of it. The efficient suburban train and bus system is supplemented by a network of ferries, and my three-day travel card allowed me to take as many boat rides as I wanted. This got me into a slight problem on the Thursday. I boarded a boat for the intriguingly named Parramatta, expecting to be back at Circular Quay, the main ferry terminal, within half an hour. An hour later I was still on the boat, not daring to get off in case I never found my way back. Two and a half hours later I was back in Sydney, having seen a fine sunset, and telephoning apologies for being late for dinner. This error caused some mirth.

I also fitted in visits to Hyde Park, where you can feed the ibises, the Australian Museum, the Botanic Gardens, the National Camellia Garden (do we

have one of those?), various other monuments of Historic Sydney not worth listing, and a concert at the famous Opera House. This was at 2.30 pm on a Thursday afternoon. London is supposed to be the musical capital of the world, but could we fill one of our concert halls with a matinée performance of Dvorak, Mozart and a Vaughan Williams symphony? You got a pre-concert talk thrown in for your money. It wasn't cheap, but the Sydney Symphony Orchestra under Vernon Handley gave a good account of themselves.

On Friday evening David took me to the Sydney Go Club, which meets in a church hall in the centre of the city. There were a couple of dozen players, including many orientals, as at Adelaide. The driving force behind Sydney go is one Devon Bailey, a kyu player with plenty of organising ability. He was to run the Championships the following week. I won some; I lost some, but had a good evening. It looked like a thriving community of go players to me.

On Saturday the Mitchells took me out and about around the Cronulla area. We walked through some bushland which had been ravaged by fire a few years back - it was reported in our news. There are those extraordinary Banksia plants which actually need a roasting to give off their seeds. And we saw some nice parrots, and an echidna, the Australian hedgehog. Coming back along the coast we saw porpoises. It was good to have a day out of the city, after three unremitting days of sightseeing.

Unremitting. That was what I found most difficult about my whole visit. Partly because I didn't want to miss anything, not knowing if or when I would ever be back, and partly because everywhere I went people went to so much trouble to show me around, it was very hard to just

do nothing for a day or two. I got very tired during my eight weeks. Crossing time zones didn't help. I enjoyed it all thoroughly, make no mistake. But I certainly didn't play my best go, and I think I could have enjoyed it all even more if I could have disciplined myself better to take days off.

Sunday came, and time to catch the train to Canberra. I'd had enough of planes by now, and you see more on the surface. I had considered doing the famous trip from Perth across the Nullarbor plain by train. But when I had asked myself whether I honestly wanted to be cooped up in a train for three days, the answer hadn't been yes.

Sydney's main station is a fine old Victorian edifice, on the lines of some of our London termini. Most of the platforms are suburban, but I found the intercity area. For some reason there was a suburban train, with three short carriages, on the platform marked for the Canberra train. Time went on, as did people, until I realised what was going on. By Australian standards, the four-and-a-half hour journey to Canberra is suburban.

Later I saw why the carriages were so short. There are some sharpish bends on the single track line that leads to this mighty nation's capital city. The scenery was agricultural, and not especially impressive. Bits of it could have been Britain, but for the omnipresent eucalyptus trees, and the lack of mediaeval church towers standing proud of the trees.

The train stopped at every little country station that it could find, so the journey was not rapid, for those used to British 125's. But I was in no hurry. Eventually the train stopped at one of these country stations for rather longer than usual. This was Canberra. Neville

Smythe was there to greet me, and he whisked me off to a vegetable market.

Canberra

I met Neville in Japan in 1982 at the World Amateur Go Championship in Tokyo, and had not seen him since. He is the Secretary of the Australian Go Association, and another of its driving forces. After purchasing a suitable quantity of green groceries, he drove me to his well appointed home, fed me, and as I had hoped, challenged me to go. The boot was on the other foot now. Poor Neville could do nothing right. He should take lessons from David Mitchell.

On Monday I was shown the spanking new parliament building. The public buildings lie along an axis, with avenues leading radially away from the parliament. I couldn't help feeling that the plan leant a little heavily on that of Washington DC, but as that in turn is modelled on Paris, perhaps it's not such a bad idea. When Neville had to leave me to go to the National University, where, like Charles, he is paid to do very hard sums, he did so at the art gallery. I was very taken with the exhibits. Like many Britons, I had tended to regard the concept of Australian culture as something of an oxymoron. There I had to change my mind.

It was wet and windy on leaving the gallery, but I made my way towards and across the large man-made lake which lies in the middle Canberra. Standing in the middle of the bridge and looking around, it is hard to believe that you are in the centre of a major capital city. Water and trees are much in evidence; actual buildings are harder to pick out. The Australian concept of spaciousness has been brilliantly exploited here. □

Having Difficulty Focussing

by Charles Matthews

This article is based on one of my short talks, given in the Cambridge club, a couple of days after my return from the British Congress in Egham. I was not so much licking my wounds, as trying to extract some benefit from my three losses. Oh, alright then—I was sulking a little, and thought I could impose upon the patience of my audience for half an hour.

The 'focal point' idea is one of the major elements in the handling of frameworks (moyos). Where your expansionary ambitions come up against your opponent's, you expect to find a key area in which a play for either side is good both for building and for diminishing potential territory.

Often enough, though by no means always, these points are left over from an opening. For an example see Diagram 1.

The Black play at the marked point builds up the area below, consistently with the Chinese-style formation, and is both hard for White to ignore and not very easy to answer. On the other hand White playing this point would make it interesting for her to try to surround the isolated Black piece on the top side on a big scale. Keen readers of the Journal will have already spotted that this position is from the game Alison Jones (Black) vs. Alison Cross in BGJ 104, and that Alison J. played next at A instead. She is quite impervious to comments about her naughty ways, as we find, but the rest of you sit up and pay attention! There might be a case for Black playing the handicap point on the lower side instead,

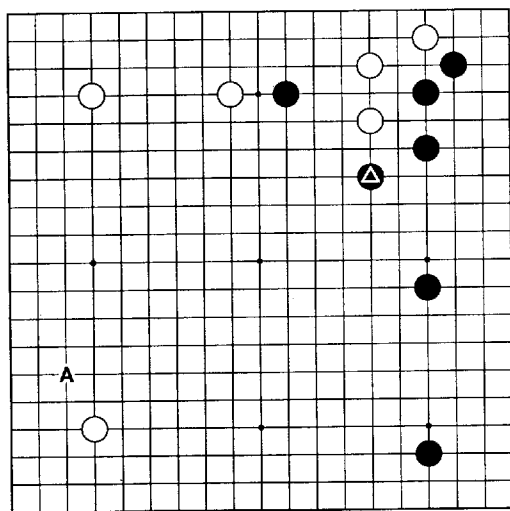


Diagram 1

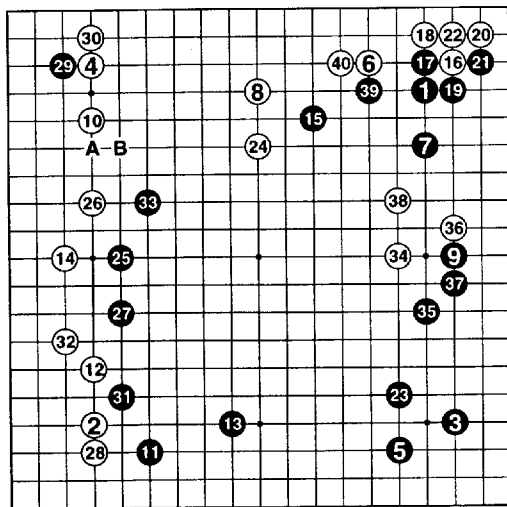


Diagram 2 (1—40)

but approaching at A has to be the wrong direction of play. Moyos are delicate—think of them as needing 'gardening'.

Now on to my games. On the first day at Egham Matthew Macfadyen was suffering a massive hangover, to Kirsty's amusement; but with my luck I met him in Round 6 rather than 1. More of this anon. In Round 3 I played Cambridge fellow-member John Rickard. Believe it or not, we had never met in a tournament before. Diagram 2 shows the start of the game.

I had Black. Afterwards I thought that 9 should have been high (one to the left); I could have remembered this idea from a chat with John Fairbairn about his 'poster session' an hour earlier. There are in this game plays in focal areas at 15, 24, 27, 31, 33. They are of variable merit, really, and my general point is to explain that overdosing on focal plays does have its drawbacks. I had four of these plums, John just one. But that one, White 24, I do think is the best of the lot. Taking them in order:

(a) 15 in the NE area says, "The SW isn't so important, since 13 was played tight, and this aims at 24 next";

(b) 24 says, "You've taken a play at 23 to prevent my reduction move there, so this is where I derive benefit from my different choice of enclosure top left";

(c) 27 and 31 say, "It's the grand scale for me";

(d) 33 isn't as harmless as might appear, aiming at A. However, later, when it happened, John answered consistently at B, casting doubt on the whole plan. With hindsight: 24 works well to build up the top left area, exploiting the fact that 10 was played on the fourth line so the big rectangular space is not easy for Black to enter; perhaps 25 should be in the centre of the board (which would look

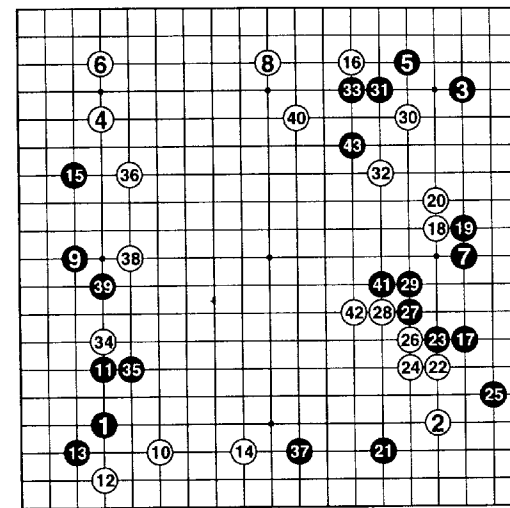


Diagram 3

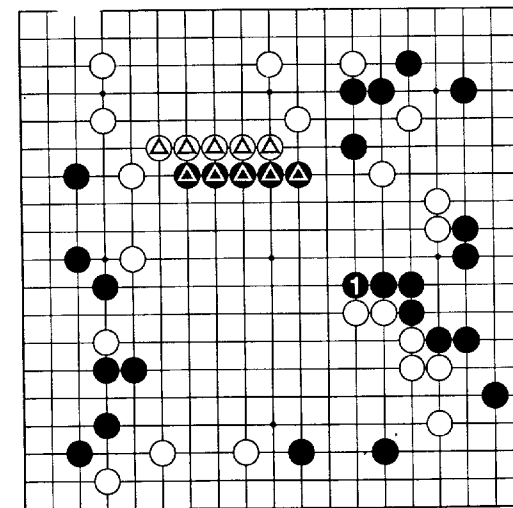


Diagram 4

much better with 9 on the fourth line); 29 could have been at 30 to create aji on the top edge.

As the game proceeded it became clear to me that John had shown better positional judgement in the early moves, avoiding deep invasions and keeping a weather eye on the balance of territory. I did later manage to kill the group created by 34 etc., but not to win.

My game with Matthew Macfadyen (Diagram 3, I had White) got off to a tight start. I wouldn't normally play 12. Black 15 is an excellent play, however plain it may seem. After it a typical focal point is left at 36. The simple 17 is calm for Matthew (as he remarked after the game, it is years since he

had played in such a sedate way). After 30 White begins to go off the rails—he must attack 21. White 32 was criticised as not getting out fast enough. Up to 40 White has a plan, but the exchange of 38 for 39 in particular was wasteful.

Something interesting happened around move 40 in this game. Subjectively, I stopped understanding Matthew's plays at 43. Now that is a phenomenon which I expect from time to time when playing a 5 dan or stronger. In this case it was not Matthew's famed reading ability at work, but Diagram 4 which he was working on and I hadn't got to yet.

What Black required to win the game was to visualise this

scenario, or something quite like it, count the position, and ask how Black can lose. Allowing White to wall off the top left barely gives White enough territory to compete, while he will have his hands full trying to save the dicky-looking groups on the right. Black will win. No need for Black to plunge in the top left area.

And that's what happened, more or less, the details not being memorable. Thanks for the instruction, Matthew. Conclusion: my fuseki in these two games contained comparable mistakes, over-valuing some focal points. I got half a chance against John and none against Matthew. Move 30 is certainly not too early to count the game.

Fast Forward with Jiang

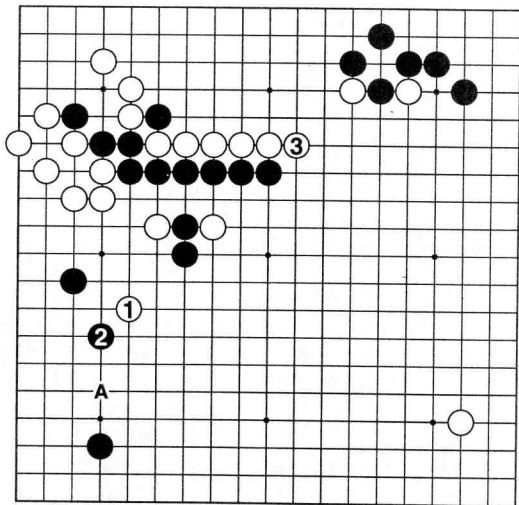
by Charles Matthews

Solution

The position is from a game of Jiang's against Ishida Akira in *Go World* 40 from an article about how he came to prominence in the 1985 China-Japan Super Go.

There has clearly been some early ko fight in this game, and the top half of the board has been solidified. Equally obviously there is an important region for both in the top right quarter of the board. But the answer is for White to play first to keep the central Black group separated from the left.

White would be quite happy to continue at A on the left if Black did not answer at 2, but with 1 in place White 3 becomes a better play. Now it looks as if Black might end up with weak stones instead of influence in



Solution

the centre. This will be worth Black decides to push through moves to White now or later. on the left it will still be well placed. White 1 is a light play, and if

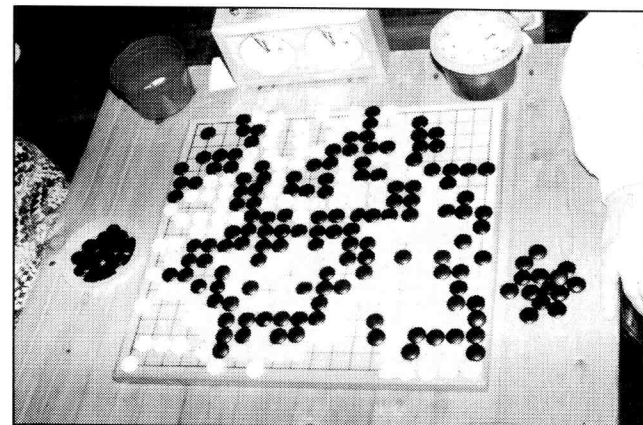
Tournament News

by Tony Atkins

Candlelight

The flickering candlelight was almost romantic as the players strained to see in the failing daylight. Outside the old church heavy rain, unusual during a drought, dampened the spirit of those who elected to explore Oxford's dreaming spires rather than play go. A hundred and six players were packed into Freud's Café and this year enjoyed a good buffet lunch, rather than last year's long wait for pizzas. The strongest players there were four dan and it was possible one of two holidaying visitors would win. Miyabi Tsuge, a student from Kyoto, started well by beating T. Mark Hall; Hennie Groot Lipman's friend Walther Warnaar, won his first game too. Miyabi lost to Des Cann in round two and so it was Des against Walther in the final. Aided by the light of a desk lamp it was the Dutchman who won the first prize.

Meanwhile on another table Francis Roads had a first in his long go career by creating a double headed dragon (a group that lives with only two 'false' eyes) against Wang. Strangely it was a good day for 2 dans with four winners of three games, namely Simon Goss (of Bracknell), Yang-Sheng Wang (Reading), David Ward (London) and Paul Smith (Cambridge). A 3 kyu and a 13 kyu also won three: Dave King (Swindon) and Jonathan Reece (Oxford). Steve Smith (17 kyu Hursley) and Graham Horsley (25 kyu West Surrey) completed the prize list.



Wang & Roads's double-headed dragon game

Three Contests

This year Cambridge played host to three events in one day: the Trigantius, the Cambridge Beginners' and the British Women's World Qualifier. Eleven local newcomers took part in the Beginners' run by Paul Smith and Matthew Macfadyen, the latter of whom also played simultaneous small board games and gave some tuition. Winner was Geoffrey Kirkness on 6/6, with David Firth on 5/5. Special prizes went to Margaret Donald and David Simmons, both 8 years old from the Junior Chess and Go Club. Seventy-four players were in the Trigantius, again sponsored by Hitachi's Cambridge Laboratories. Winner of the £50 first prize was Matthew Cocke (5 dan) who saw off strong local orientals Hayashi and Kim, before beating local Frenchman Jean Michel (5 dan) in the last round.

Others on three wins were David Ward (2 dan CLGC), Matthew Holton (1 dan Teesside), Howard Manning (3 kyu Cambridge), Richard Mullens (5 kyu Stevenage), David Smith (12 kyu Teesside), Paul

Hyman (15 kyu Brakenhale) and Graham Horsley (22 kyu West Surrey). Fielding 25 players in all it was almost inevitable that one of the Cambridge teams would win the team trophy; the Untouchables Mark II did (Mark Dalgarno, Mark Worthington, Matthew Woodcraft and Sean McPhail). The special prize for highest ranked kyu player was shared by Simon Bexfield (London) and Nick Wedd (Oxford), both 1 kyu. Nick Wedd also won the 13x13 continuous with 5/5.

At the end of the room past the dan players an area was reserved for the Women's games. The top British women were invited, but unfortunately Jackie Chai and Miriam Brod could not be there. Lena Morrish was able to come for the first time having now got a British passport. Anna Griffiths was invited as Youth Championship runner up and Elinor Brooks was able to fill the eighth place. Thanks to the seeding the only close first round battle was that between Sue Paterson and Helen Harvey, which was won by Helen despite her arm in a sling. In the other three games the weaker left-handed players all



Matthew Macfadyen and beginners at Cambridge

lost. After lunch Helen beat Alison Cross, winner of the last three events, and Alison Jones beat Kirsty Healey. Thus Helen had to play Alison Jones in the last round, avoiding the usual difficult Alison-Alison game. In the end strength triumphed for a change and Alison Jones finished the day earning herself maximum points. Kirsty Healey kept her lead on the points table though and will be attending the World Women's in Korea at the start of September.

Irish Open

Rather disappointingly, few players attended the St Patrick's Weekend Go Festival in Dublin this year. Only seven from the UK and six from Ireland came despite it being part of the European Grand Prix circuit. Friday night was a rapid play event, with Des Cann (4 dan Reading) coming victorious with 5/5 ahead of Alistair Wall (4 dan Wanstead) on 4/5. Equal third on 3/3 were Baron Allday (1 dan Barmouth), David Ward (2 dan CLGC) and Colin Adams (1 dan Lancaster). The Open was held on the Saturday and Sun-

day over five rounds to allow plenty of time for eating and drinking the local stout. David Ward beat Des Cann in round one, but found he could not beat Alistair Wall. Des could not beat Alistair either, and so it was the Wanstead player who found lost form to win the first prize and 15 Grand Prix points. David was placed second and Des third. The other GP places went in order to Noel Mitchell, Tony Atkins, Colin Adams, Stephen Flinter, Baron Allday, Fred Holroyd and Fergus O'Connell who got the 1 point despite it being his first ever tournament and only 15 kyu. Bernard Palmer (3 kyu) won 2/3 but took two mornings off. Despite the distraction of the St Patrick's Day parade outside the Teachers' Centre venue the Irish Handicap was held on the Monday, held over from November. Local player Noel Mitchell (2 dan) won ahead of organiser John Gibson (2 kyu) and Des Cann. John proved especially good at giving high handicaps against Fergus and against Pol O'Gradaigh. Side event winners were Stephen Flinter (pits), Tony Atkins (liar dice), Des Cann (bridge), Colin

Adams (bridge, shogi and Mornington Crescent (on tie-break of narrower gauge)).

Team Matches

There were two international matches in the London area in March. The first was a team match at the Nippon Club near Piccadilly attended by seven teams of six players each. Cambridge played for the first time, fielded some strong orientals and finished first on 15 points. Joint second and a point behind were Wanstead and the autumn winners Reading. Next were London Under 40 and Nippon B, London Over 40 and finally Nippon A. Only Mr Nishida won all four games, but the list of those on three read Marsh, Ayzen, J. Park, Sadler, D. Kim, Imamura, Barthropp, Rickard, S. Kim, Hall, Cann, Wall, Ward and Roads.

A week later the London Koreans took on a British team at the Toby Jug in Tolworth Surrey. Playing 18-a-side, after two rounds the score was 20-16, but in a brilliant third round Britain pulled it back to 27-27. In a hastily organised lightning play-off Britain won 3-0. It is hoped these matches will become a regular feature of the go calendar.

Not quite International, but also a team event, is the tournament held in the Thames Valley. This year on Easter Monday, again at Burpham, Reading held on to the Broken Stone Trophy, beating Furze Platt in the last round. Players on 3/3 were Christian Scarff, Paul Barnard, Pauline Bailey, Paul Margetts, Francis Weaver and Jonathan Chin. 10x10 winners were Tony Atkins (10/19), Jonathan Chin (9/10) and Paul Hazelden (6/11). Swindon held on to the Head to Head Trophy in a team match against Oxford in April, thanks mostly to Christian Scarff's three wins.

Go Ethics

Matthew Macfadyen talked on Go Ethics during the buffet lunch at Coventry Tournament this year and then went on to win as usual. Of the 79 other players the prize winners were Bob Bagot (2 dan Manchester), Ian Marsh (1 kyu Bracknell), Henry Segerman (3 kyu Manchester), Anna Griffiths (8 kyu Furze Platt), David Bennett (12 kyu Culcheth), Jonathan Reece (12 kyu Oxford) and Young Kim (18 kyu Brakenhale). David Bennett won the 13x13 and the Leamington Beards won the team prize on 75 percent.

Go Parley

The resurrected Bournemouth Tournament was held on the edge of town in West Parley village hall, noted for its heaters that warm your head from the inside. 38 players came to compete for the engraved glasses, which went to winner Alistair Wall (4 dan Wanstead), Martin Solity (3 kyu Wanstead) and Paul Betty (20 kyu Monmouth).

Patent Ointment

Tony Atkins and the players of the Thames Valley hosted the 30th British Go Congress at Royal Holloway and Bedford New College at Egham on the Surrey-Berkshire border. Accommodation was in the century-old Founder's Building, famous for its French chateau design, its chiming bell and its multi-million pound art collection. All this was paid for by the proceeds from Victorian Thomas Holloway's Patent Ointment. Conveniently opposite Founder's was the small lecture block where play took place, though inconvenient was the blockage of the ladies' lavatory.



Royal Holloway College

On the Friday evening 34 players turned up to play in the British Lightning. This number was not enough to play the advertised system of 64 players playing for a place in the final the following evening, and so a new draw method was used.

Each player was given a playing card and the aim was to end up with the Ace of Hearts. Each round was matched using the cards, the winner each time keeping the better card according to various rules. Prizes were awarded to those on four wins: Paul Hyman (youth prize), Jonathan Chin (Ace of Clubs), T.Mark Hall (Ace of Diamonds), Francis Roads (5 Hearts), Colin Southern (3 Hearts) and Simon Goss (2 Hearts). Holder of the coveted Ace of Hearts was Des Cann (4 dan Reading). Noteworthy was Francis who held on to his 5 all evening.

Eighty-four players took part in the Open. The first day ended with an upset when Matthew Macfadyen (6 dan Leamington) self destructed against Alex Rix (4 dan London). Round four saw Alex lose to Des Cann, who had already lost to Matthew, and so it was a

tie break situation when these three won all their other games to end on 5/6. The victor by 1 SOS point was the reigning title holder Alex Rix; he took the £50 and the Minds in Conflict Trophy again. Equal second were Macfadyen and Cann. Other prize winners on 5/6 were David King (1 kyu Brakenhale), Paul Clarke (2 kyu Wycombe), Mike Bending (8 kyu Hursley) and Paul Hyman (14 kyu Brakenhale). On 4/6 were Jay Rastall (2 dan London), Mike Harvey (1 dan Hursley), Jonathan Chin (1 kyu Reading), Simon Rosenblatt (2 kyu North London), Jackie Chai (2 kyu Bournemouth), Joe Beaton (5 kyu Furze Platt), Richard Thompson (6 kyu Leicester) and both the 17 kyus from Royal Holloway, David Cohen and Justin Pearson. The Hursley club scored 15/24 to win the Nippon Team Trophy ahead of Reading (16/26).

In the 10x10 continuous tournament the winner was Emma Marchant with 18.5/25, second was Jonathan Chin with 16/25 and third Jo Hampton with 12/24. Best percentage was Graham Brooks on 7/9. Best organiser was Tony Atkins. In a

spot the congress photo competition Anna Griffiths and Jo Beaton correctly identified 20 photographs of the last 10 congresses (including one taken at the Canterbury European). Elinor Brooks took third prize for the only other entry. Ian Marsh and Steve Bailey were the first to spot forenames of American presidents in a word link competition.

Grand Prix

The British Congress always forms the end of the various annual Grand Prix competitions. Winner of the Stacey Trophy for most wins above the McMahon bar was John Rickard (4 dan Cambridge). This kept up the tradition of the winner of the previous Scottish tournament taking the Grand Prix. John had 30.5 points ahead of T.Mark Hall (27), Matthew Macfadyen (24), Alistair Wall (22) and Tony Atkins (21). The second winner of the Weak Knee Dan trophy (for the 2 dan (ni dan) with the most losses) went to Simon Goss, ahead of Jo Hampton, Alan Thornton, Tony Atkins, Mike Charles and Bob Bagot. The Youth Grand Prix was not run so a special prize went to the would-be winner, Thomas Blockley from Worcester.

AGM

The Saturday evening of the Congress is always the time for the BGA's annual general meeting. These are usually kept short to avoid losing drinking time. This year was no different. The officers gave their annual reports and the accounts were accepted. Membership Secretary, Alison Jones, took a break from moving house to give her report. The same officers were returned in the elections and Charles Matthews was added to Council alongside Andrew



British Lightning: Simon Goss v Des Cann

Jones and Adam Atkinson. The subscription rates for 1998 were increased, monitoring of kyu grades using Geoff Kaniuk's program was agreed and an attempt will be made to get a packaged go set for sale in shops.

Lucky Mascots

The following weekend another British title was settled at the Pair Go Championships at the Crossroads Hotel in Weedon, Northants, again. This year there was a prize for the best mascot and surprisingly there was hardly any duplication as mascots ranged from a cuddly pineapple through to a ten-foot long anaconda. Winner with matching his and hers bunnies was Des Cann. Eight pairs battled the top group for the prize of a trip to Amsterdam for the European Pairs, and for Japan points. Winners after three tough games were Kirsty Healey and Matthew Macfadyen. Pairs on two were Sue Paterson/Des Cann, previous winners Alison Jones/Tony Atkins and losing finalists Jackie Chai/Francis Roads. Alison Cross/John McLeod

stayed ahead in the points table to earn a place to Japan for the World Pair Go later in the year.

In the handicap section Yvonne & Paul Margetts and Jennifer Healey & Toby Manning won 3/3. Consolation prizes went to Catherine & Jean-Paul Schille and Nicola Hurden & Alistair Brooks for 0/3. Only players in the novice section and hence forced to play in the 14 pair handicap section were Sue Pitchford and Martin Harvey. This year Yvonne and Paul judged the best dressed pairs to be Alison & Tony and Laura Coe & Paul Hyman, as referee Toby Manning thought Yvonne & Paul were clearly not trying to win with their casual look.

Barlow

For the second year running the Candidates' was held in the University Centre in Cambridge. On the Sunday kyu players were allowed to see what was going on, whilst playing in their own low-bar Barlow tournament. 33 players in the range 1 to 20 kyu took part. The winner on 5/5 was Jonathan Chin (1 kyu Reading). On 4.5

was Robert Jack (18 kyu Cambridge) and on 4 were Nick Wedd (1 kyu Oxford) and Emma Marchant (9 kyu Brakenhale). Cambridge players with 4 were Mark Worthington (8 kyu), Matthew Reid (12 kyu), David Frith (17 kyu) and Stephen Wells (15 kyu). Jean Michel (French 5 dan) analysed some of the Candidates games at lunch time and in the evening Charles Matthews very generously threw a Meet-the-Candidates party.

In the Candidates' itself 20 players of dan or first kyu strength played. After two days Alex Rix and Des Cann were on 4; Francis Roads, Simon Shiu, David Ward and Bob Bagot were on 3, the latter having beaten Edmund Shaw in round 3. On the third day Alex lost to Des and Edmund Shaw and Alistair Wall won two to catch up earlier lost ground. The final ranking was: 1 (6/6) Des Cann, 2 (5/6) Alex Rix, 3 (4/6) Simon Shiu, 4 Francis Roads, 5 David Ward, 6 Alistair Wall, 7 Edmund Shaw, 8 (3/6) Bob Bagot, 9 Matthew Holton, 10 Alex Selby and Alison Jones, 12 Alan Thornton, 13 (2/6) Ian Marsh, 14 David Woodnutt and Simon Goss. At least 13 of these will move on to the next stage, the four round Challenger's tournament, carrying seedings based on the above ordering. As it seems Shutai Zhang will not be defending his British Title, it will be the two players who win their first three games in the Challenger's who will play this year's title match, a best of five.

European Go Journal

Unfortunately after the end of the 1996 issues the European Go Journal stopped publication due to low circulation. A quarterly newsletter will be published instead. The BGJ's coverage of European news has fallen



British Go Congress: France Ellul and Jackie Chai decide to play their match out of doors.

a little behind. Last autumn Belgrade was won by Cristian Pop, who had also won his home GP in Bucharest. Guo Juan beat Miyakawa to win Brussels. Kharkov was won by Alexei Lazarev ahead of Ukrainians Arkadii and Dmitri Bogatsky. Gothenburg was the same weekend due to a date mix up, but our own Matthew Macfadyen took the 15 GP points ahead of the young Dutch Emil Nijhuis and Matti Siivola of Finland. Locarno was won by Vladimir Danek (Czech) who has been picking up points at many tournaments. After London came Prague won by Yatsenko (Ukraine) and a Japanese called Murakami won the new GP in Barcelona. After Vienna came the traditional Easter tournament in Paris, where this year the organisers wore funny hats. Five out of the 253 attending travelled from Britain. Guo Juan won ahead of Shutai Zhang and Frenchman André Moussa. Francis Roads was 13th. Vienna, Bled and Milan were all won by Lazarev which no doubt put him in the GP

lead, replacing Danek who led the early part of the year.

At the Fujitsu finals in December Hans Pietsch (now a professional) beat Dutch champion Guo Juan to face in the final Rob van Zeijst. Rob had beaten Catalin Taranu (also now professional) in his semifinal. Rob, the translator who lives in Tokyo, won the final game by 5.5 points and got to represent Europe against the pros in Japan again. In March, at the same time as the Ing Cup but in Bratislava, was the European Youth Championships. Under 12 champion was French 1 kyu Antoine Fenech and under 18 champion was Dmitri Bogatsky, the Ukrainian 5 dan.

Promotions

Matthew Cocke 5 dan,
Alex Selby 3 dan,
Hennie Groot Lipman 2 dan,
Martin Smith 1 dan

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.

Notices

World Wide Web

BGA pages are now at:
<http://www.britgo.demon.co.uk>

E-mail games

Tony Lyall (8 kyu), of Norwich, is interested in e-mail games at:
tony@ccn.ac.uk

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 adverts not for profit are free.

Contributions for next Journal by 4th 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 Reductions!

Fighting Ko (YO4) has been reduced to £5.00

Kage's Secret Chronicles of Handicap Go (G17) (one of my favourite books) goes down to £7.00.

Goods Direct

The BGA bookshop, with a wide range of books and equipment, will certainly be at the Leicester, Northern and Milton Keynes tournaments, and also at the Mind Sports Olympiad at the Royal Festival Hall, London. A limited range of books will probably be available at the Barmouth and Devon tournaments.

NOW AVAILABLE

Ingenious Life and Death Puzzles, Vol 2 (Y15 - £10.00) by Yilun Yang, is another praiseworthy book from Yutopian, and will doubtless be as popular as Vol 1.

Pro-Pro Handicap Go (Y13 - £12.00) has just arrived (at last), and looks very good. Note that the price is higher than I expected.

Get Strong at the Endgame (G58 - £8.00) should be in stock by the time this Journal is published. A new and very good-looking 32mm version of the **Gostelow Go Board** (GGBM - £41.00) is now available.

Magnetic Go Sets are becoming difficult to obtain due to supplier problems, but an exception to this is an attractively packaged pocket set "Pocketable Go" (MGP - £7.00).

Go World Issue 79 will be available very soon, so now is the time to subscribe to another year's issues of this attractive magazine (£18.00).

COMING SOON?

The Art of Connecting Stones (Y09 - £10.00) has now been promised for June. I am now taking orders for the **Kido Year Book** for 1997 at £36.00.

DAN GOSTELOW

I am expecting Dan to be at the Leicester tournament, to talk about his go boards and the problems involved in making them. There will also be a comprehensive display of his product range.

PRICES TO NON-MEMBERS

Instead of a separate Price List, customers who are not members of the British Go Association will in future pay 20% extra on the standard Price List for all items.

My apologies...

...to my Irish and other friends for my unplanned absence from the Dublin tournament.

Full price list available on request.

All prices quoted above included 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)