

Go Teaching Programme for Autumn 1997

Matthew Macfadyen

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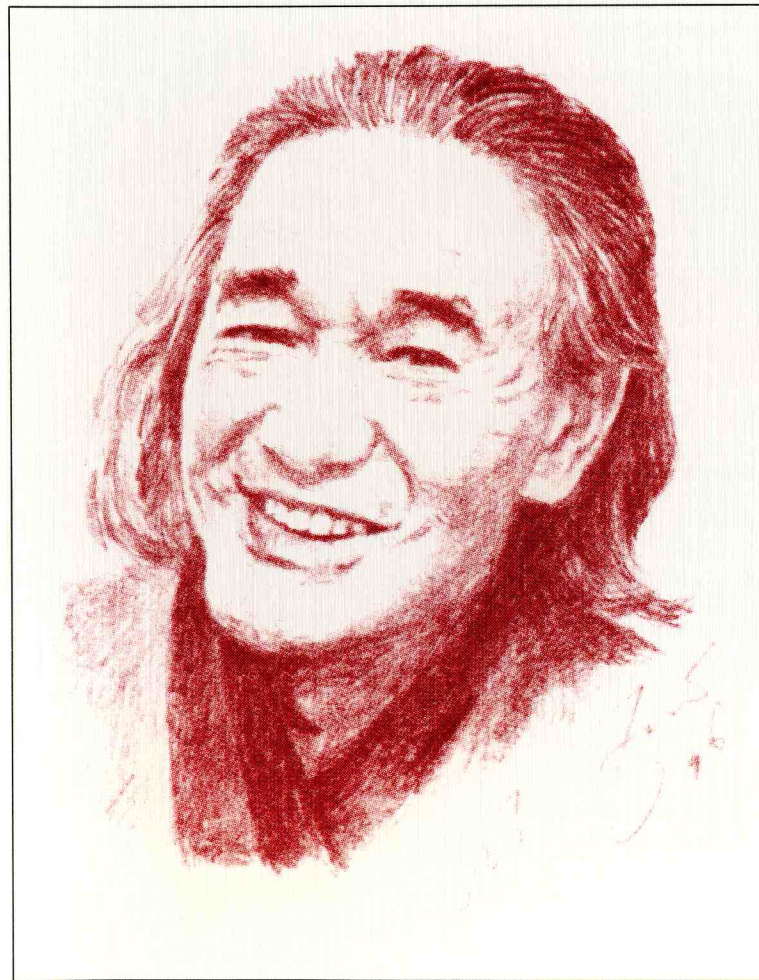
British Go Journal

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Front cover: Sakata Eio (postcard) by kind permission of Jiri Keller. Available from the BGA book distributor.

Tournament Calendar

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: 1-4 January. Harold Lee, 0181-440.1001.

London Youth: January.

Furze Platt: January.

School Teams: January.

Wanstead: February.

Oxford: February.

Trigantius: Cambridge, 1st March 1998. Tim Hunt.

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.

Challenger's: June. By invitation.

British Small Board Championships: June.

Leicester: June.

Anglo-Japanese: June. By invitation.

Barmouth: June.

Youth Pairs: July.

Devon: July.

Isle of Man: August 1999 (biennial).

Northern Go Congress: Manchester, September.

Milton Keynes: September.

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

Korean Go School

British players have an invitation to visit a Korean go school, the Kwon Gap-Young Baduk Dojang, in Seoul, for periods of two weeks or a month. More details with Charles Matthews (for address etc., see page 2).

Subscriptions

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

The fees are:

UK: full rate £9; junior, O.A.P. and unemployed, £4.50; family rate £14.

Overseas: Europe £10, outside Europe £12.

You may pay for more than one year in advance.

More notices on page 54

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British Championship

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

Game 1

Black: Matthew Macfadyen, 6 dan
White: Charles Matthews, 3 dan
Time Limit 3 hours, plus 5 stones in 5 minutes overtime
Komi 5.5

The first game was played at the Daiwa Foundation, Regent's Park on 12 July 1997. In both games the comments are by Matthew Macfadyen with reference to a commentary from Kim Seong June

Kim didn't like my opening with the two 5-4 points at all, and felt that the game was definitely good for White for a long time. I still disagree. After Charles' patient plays with 10-14 my prospects of developing a large framework on the right are poor, but the territory is nearly equal. If Black can compete on territory it is not necessary to have a moyo as well.

At 16 there is an interesting puzzle for Black. White's play at 16 has deprived the loose stone on the left side of eyespace, but left the corner slightly thin. I was reluctant simply to attack White's loose stone on the lower side with a capping play at 61 since this would not make secure territory on the lower side, and adding a further stone to complete the capture of the stone would be a bit slow.

My answer to this problem was to start a fight in the corner, hoping either to get some extra stones in so that white 8 could be attacked effectively, or to settle the left side so that 7 could not be attacked, or to take the corner territory. I was quite

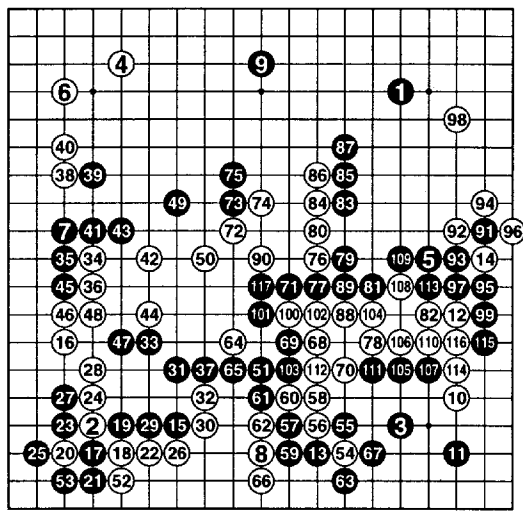


Figure 1 (1—117)

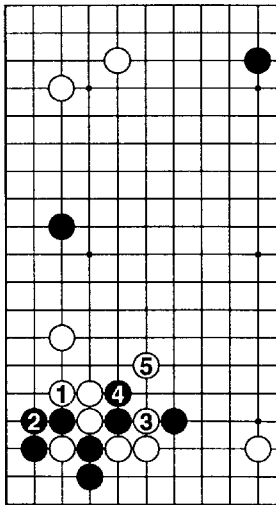


Diagram 1

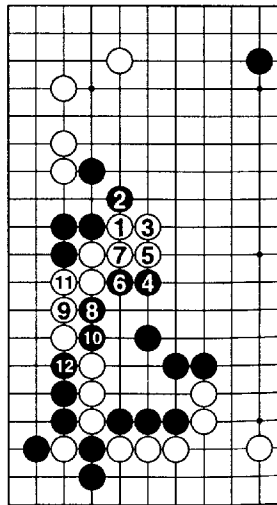


Diagram 2

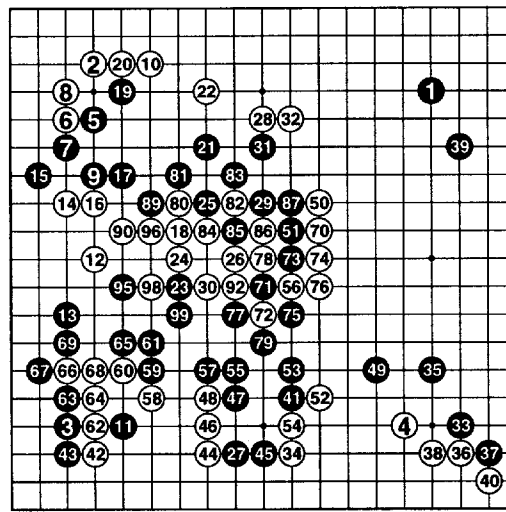


Figure 1 (1—100)

88 ko at 82, 91 ko at 85, 93 at 82, 94 ko at 72, 97 ko at 71, 100 ko at 72

happy with the game result, in which I took the corner leaving Charles with a lot of territory to catch up in a centre attack, which looked difficult to press home. Kim felt that it would be much better for Black to give up the corner for an outside position by playing 23 at 29.

Both sides overlooked a good move which would have made a bit of a mess of my position. White can capture the cutting stone 19 by playing 26 as in diagram 1.

White 38 is a good attacking point, and builds a bit of territory as well, but Kim wanted to play 40 at 41 so as to prevent Black from making shape. When I got to play 41 and 43 the group on the side was already close to having enough space for two eyes, but there is a problem with Kim's suggestion of 42 at 1 in Diagram 2: Black can continue after 5 there with the vulgar sequence from 6 to 12, capturing some important cutting stones. It may not be ap-

propriate to do this immediately but the possibility makes it very hard for White to keep the momentum of his attack going.

Once Black escapes comfortably with both groups at 49 and 51 the game is looking very difficult for White who will need to find time to reduce the upper right area as well as settling his centre group.

The method Charles chose, with 54, involved letting the lower right black position become completely solid. Apart from the difficulty that this made Black's territorial lead clearer, this had the problem of allowing me to threaten the white group on the right.

The sequence from 92 to 98 is the sort of thing that Zhang Shutai can get away with, but normal players end up getting their groups killed. Probably Charles should have played 98 at 99, and 100 at 105 affords better prospects of making eyes. White resigned after 117.

The referee, John Fairbairn, noted the times taken for individual moves. Those which took 5 minutes or more were:

White 4, 6, 32, 44, 48, 50, 64, 70, 82, 106, 108.

Black 17, 35, 55, 105, 109.

Black 105 was the slowest move of the game at 10 minutes. I felt that it was not necessary to kill the white group, but if possible it was the best. Playing 105 and not killing the group could be disastrous.

Game 2

Played in Freud's Café, Oxford, 28 July 1997.

Black: Charles Matthews
White: Matthew Macfadyen

Charles played well in this game, and had a good position for a long time. Eventually it came down more to a matter of stamina than technique.

11: is a good idea, of course White will invade but both sides get weak groups, Black can expect to expand the lower corner and White the upper side during the inevitable running fight.

27: was disapproved of by Kim. Certainly it deserts the running fight in the centre where 30 was an important point for both. But Charles is adopting a deliberate strategy of leaving his upper group weak while developing other areas, and this proved effective in the game.

39: was not a good idea. The problem is that White 40, apart from taking a lot of territory, makes White absolutely solid in the corner, so that White is free to fight in the centre and in Black's lower left area. Also there is a danger that a future invasion on the right by White might develop into an attack on the black stones including 33 and 35.

41: aims to invade an area which is now uninteresting.

Kim disapproved of 42 and 44 as being unnecessary when White is ahead, but he is much more sure of his assessment of the state of the game than I am. I felt that the corner deserved to be invaded, and if Black has no better reply than 43-47 this does not seem to be very risky.

But after black 49 I played a series of ridiculous moves which Charles punished very effectively:

White 50 and 56 make no sense unless the black group in the upper left can be vigorously attacked, which it can't.

Building territory with 52 and 54 is small. As mentioned before this area is uninteresting due to the white corner being so secure.

Letting my lower group get shut in with 57-69 was awful, especially since Black connects across the centre with 69.

Continuing to pretend to attack Black with 70-78 allowed him to shut me in on the left side. By the time Black gets the important shape point at 95 it is clear that White is in desperate trouble.

I had no choice but to continue fighting the ko, but Charles did. He had two good ways to handle the situation.

One was to connect the ko in response to one of my smaller threats (136 or 142 for example). This would allow the main white group to survive, but give Black first move to develop the right side with prospects of an attack on the 5 stones in the centre.

Even better would be to leave the ko as White's problem, keeping the chunky ko threats against the lower left White group for later and playing, for example, 132 on the star point on the right. This way White might well end up requiring three stones, one to take the ko, one to connect the ko and a further one to make eyes for the whole group, while Black took three big points.

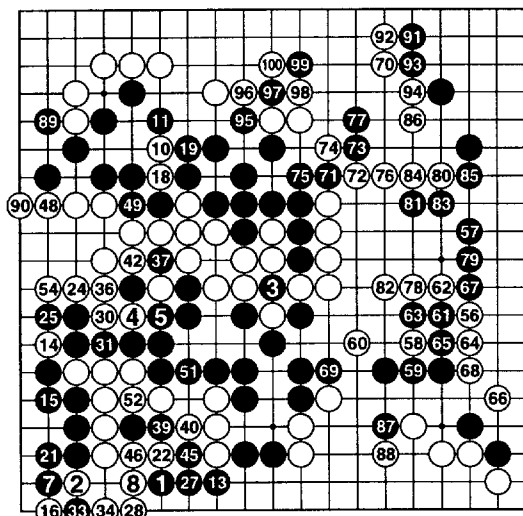


Figure 2 (101—200)

Ko at 3: 6, 9, 12, 17, 20, 23, 26, 29, 32, 35, 38, 41.
43 connects above 5. Ko: 44, 47, 50, 53.
55 connects ko.

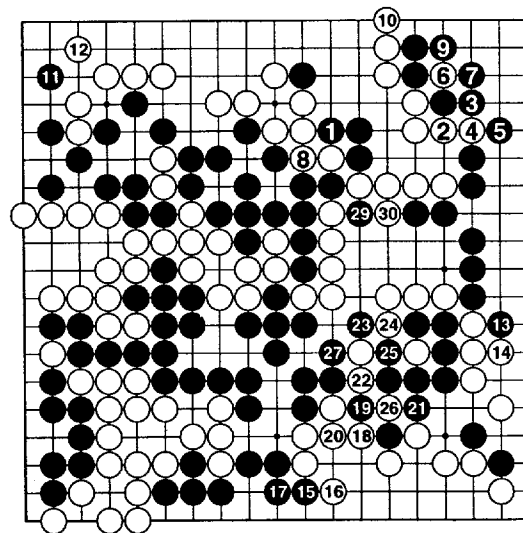


Figure 3 (201—230)

28 at 19

In the game Charles made a disastrous reading error at 149, and did not realise what had happened until I played 156. The group on the left doesn't die due to the possible connection at 8 in Diagram 1.

After 156 the game reached a state familiar from the last few years' British Championship matches in which one of the players' brain turns to porridge at the end of 6 hours' hard thinking. I know only too well what this feels like from the other side of the board; Charles ran out of energy after 156, and resigned at 230.

Seong-June had a number of queries and quibbles with the details of the ko threats and their replies, but his general comment, "Like a game of chess... no strategy!" sums up what may be a typical Eastern attitude to the spectacle of European players concentrating their attention on attempting to do things which work.

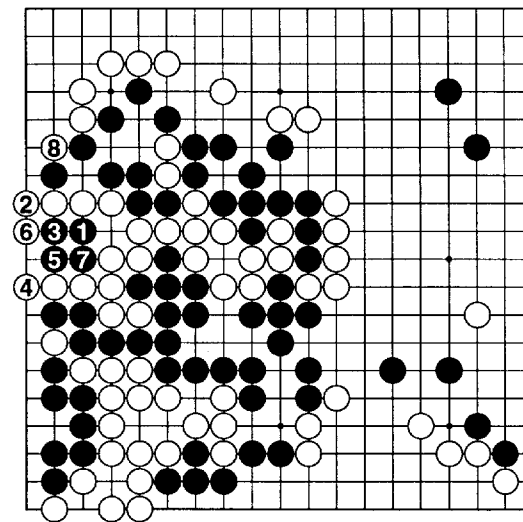


Diagram 1

Prizes at Go Tournaments

by Toby Manning

Traditionally, the main prize at a Go Tournament has been given to the "winner", as defined by the MacMahon system, generally the player out of the strongest group who wins most games. It is not necessarily clear why this should be; the prize (with a few exceptions) is not particularly valuable, and the prize rarely influences whether or not people turn up to a tournament. Should we rethink the matter?

My musings on this matter have been prompted by Graham Telfer (ex Bradford Go Club, now living in Japan) who has generously donated a trophy for the Three Peaks Go Tourna-

ment, held regularly in Ingleton in North Yorkshire. Many of you will remember the tournament as one started by Tim Hazelden, who died tragically nearly 2 years ago, and Graham has donated the trophy in his memory.

I quote from Graham's letter:-

"I don't want the trophy to be awarded to just the top ranked players, but instead give everyone an opportunity. I leave the exact basis of how to award it to you." (Thanks, Graham.)

So I am looking for ideas. Two ideas that spring to mind are:-

put all the players with (say) 4/5 wins into a hat, and draw a winner at random (this method was used successfully at the Tournament in London sponsored by the Asahi Shimbun to celebrate holding the first match of the 1990? Meijin-Sen Tournament in London; in that

case the prize was a return flight to Tokyo, but of course that was a one-off event.

identify the 'most meritorious player' from the tournament (presumably to be awarded at the discretion of the Organiser or the Organising Committee); have 2 winners inscribed on the trophy: the tournament winner, and the 'most meritorious player'.

I have spoken to Alex Rix, President of the Association, who recommended that I canvass opinion via the Journal. I shall probably need to make a decision before the next issue of the Journal (the Tournament is scheduled for early November) and so I would be grateful if you could write or telephone with any comments, thoughts or observations to me at 7 Oak Tree Close, Leamington Spa, CV32 5YT, telephone 01926 888739. I will provide a summary of your responses to the Editor for the next issue of the BGJ.

Ingenious Puzzles & Connecting Stones

reviewed by
Matthew Macfadyen

The avalanche of new material from Yutopian continues unabated, and this time contains two of their best. Volume 2 of Yang Yilun's *Ingenious Life and Death Puzzles* will be a must for all those who have solved the problems in volume 1. I am still unconvinced that the text adds much to the problems, but these are interesting if somewhat too hard for most BGC readers.

Those who prefer a really serious challenge will want to look at the Hatsu Yoron, well known as the most difficult collection of go problems ever produced. These problems were originally composed as a private collection in the 16th century, providing a fund of secret weapons for training aimed at the castle games. They were not published until this century, and the source documents contain no solutions to the problems, so the editors have a lot of work to do. An additional difficulty is that the original diagrams sometimes have key stones deliberately omitted as a form of copy-righting.

There have been several editions of these problems, and Yutopian have chosen a recent Chinese one to translate from. I have only looked briefly at a copy, and was disappointed to find that the solutions are given on the same page as the problems. But if you intend to use the book as a scrapbook of incredible sequences, rather than

a collection of problems to attempt to solve, this may not matter.

The other Yutopian offering is much more widely accessible. The Art of Go Series, Volume 1, *Connecting Stones* is a collection of 186 problems, all of which involve tesujis to cut or connect stones. This book is suitable for a much wider range of strengths than the previously mentioned two. Players down to 10 kyu should find plenty that they can handle, and there are positions that require a bit of staring at up to at least 6 dan.

There is also new material from Kiseido, though there are rumours of a takeover by Yutopian. *Get Strong at Invading* continues in the format of the previous titles in this series, with a collection of fairly briefly annotated problems around a theme. This seems to be one of the better ones, presenting a set of positions which occur very frequently in games and are often mishandled by players in the 5 kyu to 2 dan range. I find this series to be worthy but a little uninspired, though probably the best available source for the standard material every go player should aim to know.

GoGap

reviewed by Nick Wedd

GoGap is Windows software for playing through professional games, and counting how good you are at predicting the next move. It is published by Boyixun in Beijing. The review copy was the 'Fujisawa Hideyuki' special.

Installation was very easy. However when I tried to run it on two PCs running Windows NT, it did not load, but produced ten 'ding' sounds. Presumably this is an error mes-

sage, stating that it does not like NT, or high-resolution graphics, or something. But the manual is minimal, and gives no explanation of this.

I succeeded in running it on a Windows95 PC. It offers a choice of 100 professional games: the user chooses one of these games, and decides whether to try to predict the Black or the White moves. It then puts the first few stones on to the board, and asks you to predict the next move by clicking. If you guess right, it displays one of three gaudy and supposedly attractive female figures. If you guess wrong, it displays one of three ugly male figures. Either way, it then makes your opponent's next move for you, and asks you to guess your next move again. If you have the patience to persist to the end of the game, it tells you how well you have scored on the opening, middle game and endgame.

I did not find this process at all instructive. Normally I cannot guess where 'Fujisawa Hideyuk' (this is what the program calls him) is going to play; and as the games have no commentary, I was no wiser after finding out. Sometimes I did guess correctly: if a professional has eight vital cutting stones in atari, it is likely that he will save them. But being given a 'reward' for deducing this is fatuous.

By comparison with other game-record playing software it is poor. It does not even allow you to step back through a game to an earlier position. There are at least six free and shareware Go-game-record playing programs which I would prefer to use.

You might be tempted to buy it for the sake of the game records. I do not know if these particular game records are available elsewhere. Unfortunately they are in a proprietary

non-ascii format, which cannot be understood by other programs. I believe that there are already too many different formats in use, and the decision to invent yet another is deplorable, and renders worthless the only potentially useful part of GoGap.

Conclusions: tasteless, sexist and unnecessary.

There are about twenty volumes of GoGap, each with 100 games, and each costing 30 guilders. They can be ordered from:

Schaak en Gowinkel het Paard,
Haarlemmerdijk 147
1013 KH Amsterdam,
The Netherlands.

Years Ago

by Tony Atkins

Thirty Years Ago

In April 1967 45 players travelled to a go session at Trinity College Oxford. It was so popular it was suggested that this should be repeated in 1968 becoming the British Go Congress. Jon Diamond (3 dan) was second to Mr. Akimoto at the Nippon Club Tournament.

The 11th European Go Congress was held in Staufen, near Freiberg in West German wine country. Zoran Mutabzija (aged 22) of Yugoslavia was European Champion. Diamond made 7th place. Tony Goddard of Cambridge won the second division. Mr. Schilp of Holland was replaced by Mr. Paech of West Germany as EGF President. In Japan Rin (aged 25) beat Sakata 4-1 to win the Meijin. Earlier Rin lost to Sakata in the Honinbo. In an exhibition game the Honinbo beat the Women's Honinbo, Reiko Kitani. Fujisawa Shuko won the Oza against Hashimoto Shoji.

Twenty Years Ago

In 1977 the Jubilee Challenge Trophy (a go ban) was launched; South Cotswold beat Bristol in the first match, losing to Southampton in the second. In March at the London Go Centre David Mitchell set a record with 46 hours non-stop go playing. The British Championship was again a Prescott-Diamond match. Mr. Ito won the LGC Championship and Matthew Macfadyen won the Northern.

The European was held in an idyllic suburb of the Hague. In the open section Stuart Dowsey was second to Jerome Hubert. In the top group Wolfgang Isele of Germany was the Champion ahead of Hasibeder, Schlemper and Macfadyen (4 dan).

In Japan the 1977 Honinbo was won by Kato, defeating Takemiya 4-1. Rin defeated Otake 4-0 in the Meijin. In the Oza, Cho went down to lesser known Kudo Norio.

Ten Years Ago

The European Go Congress in Grenoble had 322 entrants of whom 25 were British. Matthew Macfadyen scraped into the final stage with 6/8. He then beat Donzet and then beat Alexei Lazarev in the final televised to a room of spectators. The other semifinalist was van Zeijst who won the Weekend. Other Brits doing well were Francis Roads on 7/9, Christian Scarff (15 kyu) 8/9; Alex Rix 5/5, Jim Clare 4/5 did well in the weekend. Micro Go 2 by Alan Scarff was first equal in the 9x9 computer go and second to Star of Poland in the 19x19. After the congress Japanese professionals Mine-matsu and Nobuta toured south-east England.

In the Challenger's Piers

Shepperson won the right to play Terry Stacey for the Championship. Matthew Macfadyen had been at the World Amateur in Beijing where he was sixth. Leicester was won by T. Mark Hall, Bracknell by Jim Clare, the Youth Championships by Matthew Cocke and the Northern by Matthew Macfadyen. In Bournemouth the South Coast champion was Mark Cumper (2 dan) and the handicap champion was Tony Atkins (1 kyu).

In Japan Takemiya regained some face by winning the Honinbo, crushing Yamashiro 4-0. Kato, aged 40, won the Meijin and the Oza against Rin and Cho respectively. Nie Weiping cleaned up for China in the second Super Go match against Japan.

UK Go Mailing List

Those who have email will want to know of the UK go mailing list run by Harry Fearnley. This is a forum for British go, to complement information posted elsewhere on the Internet, not intended for routine announcements nor for Euro-level messages. More from Harry at

harry.fearnley@eng.ox.ac.uk.

There is no BGA list as such. The BGA would be glad to hear from anyone able to run a list for those who wish to be kept informed in detail about BGA activities and to receive routine notifications of events.

The BGA would also be happy to find someone prepared to administer a list of email go opponents, keeping it current. Contact Charles Matthews in either case.

Go Proverbs

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

Part 8

A miscellany this time, but loosely grouped around the idea of shape. As promised last time, I start with three bamboo joint proverbs.

Proverb 71

Take the fourth point of the bamboo joint

The best shape for White in Diagram 1 is A, making the well known bamboo joint. B and C look tempting, but both leave behind nasty forcing moves which can leave white in bad shape. After A, there is no immediate way to spoil White's shape.

Proverb 72

Don't play on both sides of the bamboo joint

The sequence in Diagram 2a is often seen. White won't play it unless there is good reason for particularly wanting a white stone at 1, or a black one at 2, or it may be gross aji-keshi. But it would be hard to imagine any reasonable sequence on White's part which could lead to Diagram 2b. And yet this is very nearly equivalent to that in 2c, where white has played on both sides of the uncuttable bamboo joint. The positions in 2b and 2c are equally inefficient.

Diagram 3 shows a well known joseki. After Black makes the bamboo joint at 6, White often plays at A. But if White judges that the position over the whole board is suitable for pulling out 1, White 7 is the right move, not B, which is the bad shape mentioned in the proverb.

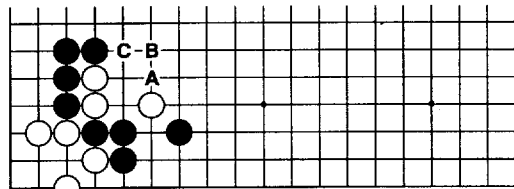


Diagram 1

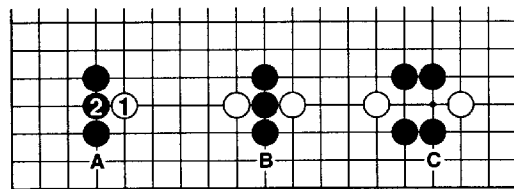


Diagram 2

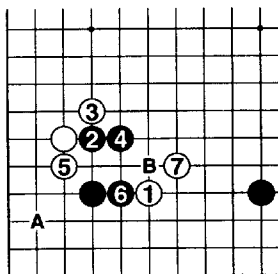


Diagram 3

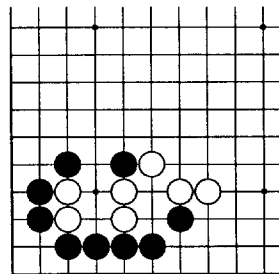


Diagram 4

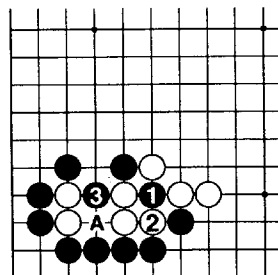


Diagram 5

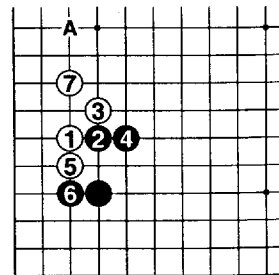


Diagram 6

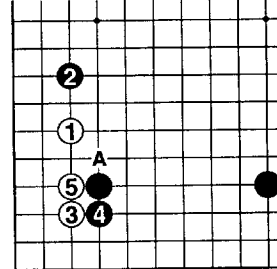


Diagram 7

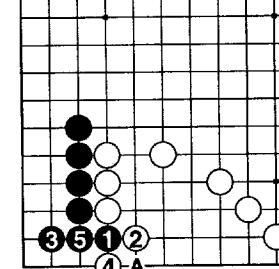


Diagram 8

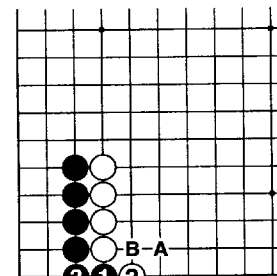


Diagram 9

Proverb 73

There is dame zumari at the bamboo joint

Dame zumari means shortage of liberties. White looks to be connected up nicely in Diagram 4, but it is not so. Diagram 5 shows how Black can sacrifice a stone to reduce White's liberties (Proverb 61) and then with 3 he captures two stones. If White connects at A he loses six stones instead of two. This is easy enough to see in a diagram like this, but when the bamboo joint is distant from the rest of the group, and there is perhaps a number of sacrifice and other liberty-reducing moves to be played, quite strong players have been known to get this wrong.

Proverb 74

Don't allow the bulge

Middle-aged go players should take plenty of exercise and be careful with their diet, but this proverb has nothing to do with such matters. It refers to the shape shown in Diagram 6, where in playing the well known *tsukenobi* joseki White has preferred the tight move at 7 to the alternative wider extension at A. Both moves are considered to be joseki, but the move shown makes the "bulge", or *fukurami* if you're into Japanese terms.

Here Black can't prevent it, but in Diagram 7, which shows another well known joseki, after White 5 some Black players have been known to stop and think. Instead of thinking they should play at A, to prevent the bulge. Almost any other move by Black will allow White to play here and make the good shape. Preventing your opponent's good shape is as important as making your own.

Proverb 75

The hanging connection is not always right

This proverb is related to the above, and also to Proverb 46

("Shoulder connections, hanging connections and knight's move connections"). Black 1 in Diagram 8 is a good big end-game play, but some players think it's smart to protect with the hanging connection at 3. White then plays atari at 4, forcing them to play at 5, where 3 should have been, and Black has lost the further end-game play at A.

Diagram 9 is similar. If Black plays this sequence early on in the game, White will make the hanging connection, knowing that it is good shape, making it easier to make eyes should they be needed. But if Black plays this in the end-game, when White has securely surrounded all the territory to the right, the solid connection at B is better, because it leaves no ko threat. This is an example of...

Proverb 76

There is no shape in the end game.

All the good shape that you play so assiduously during the opening and middle game is intended to maximise liberties and eye-formation, and keep your position flexible. And of course have the opposite effect upon your opponent. But in the end game, all the groups have sorted out their life-and-death status, and no longer need to maximise liberties and eyespace. If this is not the case, it isn't the end-game yet! Likewise flexibility is no longer a priority; the endgame is a time for closing options, not for keeping them open.

So in the end-game bamboo joints, hanging connections, eye-stealing tesujis and all the other ways of making good shape earlier on go by the board in favour of secure connections and maximum territory. If that involves empty triangles and other shapes that are avoided earlier in the game, so be it.

Proverb 77

Learn the double hane

Diagram 10 shows the first few moves of a well known sequence, where White has judged the time and position to be right for invading the corner under the star point, rather than the more usual approach from the outside. Black 6 is the double hane, and should always be at least considered in this and similar positions, as well as the more defensive move at A.

Diagram 11 shows one of the ways in which this joseki can proceed. White cuts off and captures a stone on the second line, and often continues at A. Black surrounds a corner, in which there remains a little bad *aji* at B.

The double hane often entails the sacrifice of a stone, and this makes some players think it a dangerous manoeuvre. The opposite is the case of course; strong players are always looking out for useful sacrifice plays. That's a proverb in itself, but I haven't got to that one yet.

Proverb 78

Capture the cutting stone on the second line

You've just seen one example of this process, with 9 and 11 in Diagram 11. Diagram 12 shows another example, yet again from joseki. After White 5 Black may play at 6 or 8. If he chooses 6, White must cut off and make a *ponnuki* capture of this stone to make a worthwhile position. This *ponnuki* near the edge may not be worth 30 points (Proverb 23), but it is better than playing 7 at 8 and having to make a live group in the corner, while Black builds up his outside strength by capturing 5 in a ladder.

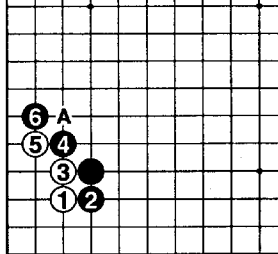


Diagram 10

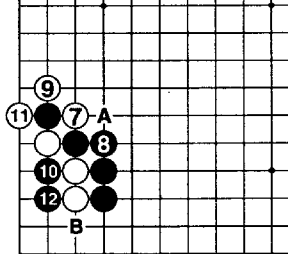


Diagram 11

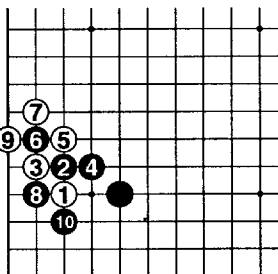


Diagram 12

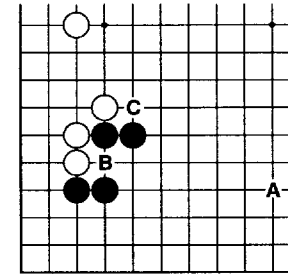


Diagram 13

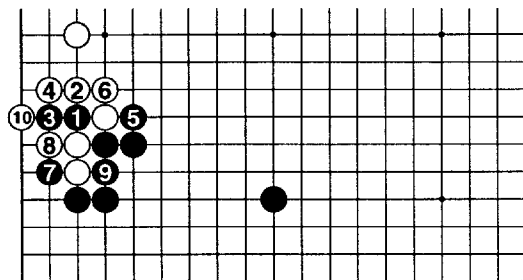


Diagram 14

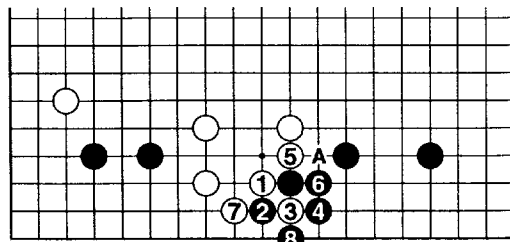


Diagram 15

Proverb 79

Sacrifice two on the edge

Diagram 13 shows the position where White has preferred the wider but looser extension to the bulge in Diagram 6. If Black gets a stone around A, where there may be one already in a handicap game, blocking the hole at B and pushing at C both look like worthwhile ways of building up his area.

Diagram 14 shows how to do this while keeping sente, or the initiative. After White captures at 10, Black has achieved both his objectives, has a useful stone at 7, and has made White overconcentrate his strength. But if Black is too mean to sac-

rifice the second stone at 3, he can only play one of the two moves 5 and 9 while keeping sente. It's well worth losing one more stone to get them both in.

Proverb 80

Connection may be better than capture

Diagram 15 shows a position quite often reached in handicap games. The sequence beginning with White 1 is designed to improve the shape of the White stones while keeping sente. The cost is to give Black secure territory on the edge.

White 3 is a sacrifice, which Black correctly deals with in

accordance with Proverb 78. Black could answer the atari at 5 by capturing at once at 8. But then White would play at 6, giving Black the awkward choice of connecting very submissively at 3, or cutting at A and allowing White to start an interesting ko.

So Black prefers to connect at 6, even though this allows White to improve his shape still further with the atari at 7.

By the way, the least of White's worries in this position is a Black cut one point above 1. White would answer, not by connecting 1, but with a counter-atari one point above that. But that, too, is another proverb, for another issue.

How I Started...

by Robert Finking

I have played quite a lot of different role playing games over the years. I have played under several different systems of rules. Perhaps my favourite system out of all the games I played, was a system called Call of Cthulhu (Spelling?).

Gothic horror was the flavour of the game. The world in which it was set was based around the novels of HP Lovecraft.

The basic plot of most games was: save the earth before some mad cult performs some dastardly deed and we all become zombies! Invariably the characters in the game end up snooping around places for clues to try and uncover details of the bad-dies' nefarious activities.

So it was in one game; my character (a professor of anthropology) found himself searching the captain's cabin on a large river boat. A go board and stones were present in the room. My character knew what these

were, but I didn't. The game master explained. I was intrigued. However, the game moved on and I thought nothing more of go. This was a duff find; there was far more important information to be gleaned. (You may be interested to know that yes, we did save the world. Phew!)

A couple of years later I was on a summer vacation placement at Roke Manor Research (a Siemens company). One lunchtime, I came back from my lunch to find two of my computer vision group colleagues whacking minstrels and mints down on a grid. I stood and watched for about twenty minutes then the game finished and I returned to work. The next couple of days saw a repeat performance. Finally on the third day, when I was pretty sure I'd got the rules almost sorted out, I started asking questions.

"Wait until tomorrow and we'll tell you all about it," came the reply.

It was only on that morrow that I made the connection (no pun intended). This was the game that my anthropological character had stumbled across,

clue searching, back at the turn of the century. It seems that this 'duff find' wasn't so duff after all!

● If you came across go in an amusing or unusual way, why not send in an article to let other readers know about it?

The Smallest Tournament?

by Steve Bailey

Three people entered the Cro-predy Go Tournament, a one-round contest held near Banbury.

The winner was Chris Dawson, second was Anna Griffiths, whilst Steve Bailey came third. Anna beat Chris in a nine stone game, and Chris beat Steve, but Chris was declared over all winner on account of the sum of opponents' scores. The contest was watched by Dave Artus.

A secondary event in the area was a music festival, and the go tournament was held in a tent before the music began.

Charting a Course in the Middle Game

by Cho Chikun, Honinbo

Translated by Bob Terry
from Kido, December 1983

Part 6

The game this time is between two amateur 3 dan players and we will examine the first forty or so moves in the opening, with a view to charting a course in the middle game. It is suggested that the reader compare thoughts about each move as the game unfolds.

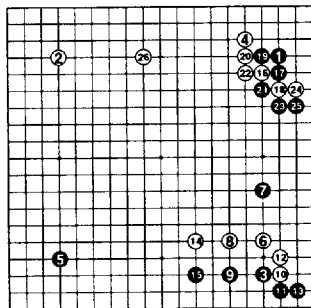


Figure 1

A Shusaku style opening is played in Figure 1, and there is nothing in particular to comment on regarding the joseki in the lower right corner. Whether the moves White 10 and 12, attaching and drawing back, are played before 14 or held in reserve for a while, either way is fine. When they will be played is a delicate question, but one does not have to worry too much about it.

White fences Black in with 16. This is a wonderful way of playing. Other than this, there is Diagram 1, and this would be

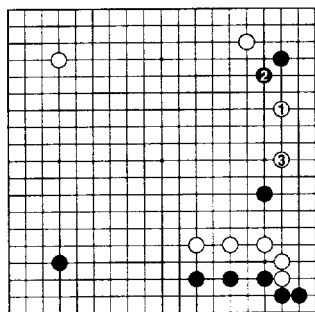


Diagram 1

the normal thing probably. The idea is to utilise White's stones jumping out from the lower right as thickness. Simply playing at 3, without fixing the shape with the exchange of 1 and 2, is also possible.

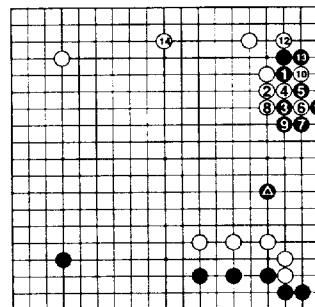


Diagram 2

The reason why White 16 is a powerful way of playing is the joseki in Diagram 2, with black defending with 1 and 3, and White forcing with 4 and all the rest. Then White extends to 14. In the local context, White's play is a little lax. However, turning one's attention to the lower right, one notes that it is impossible to say when Black's marked pincer stone will perform an attacking function. In that case, when the area in the upper right is fixed with the sequence in the dia-

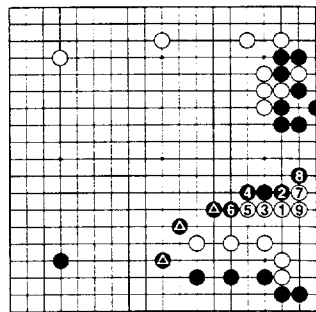


Diagram 3

gram, the marked stone loses all threat as an attacking stone. This is a bit difficult to grasp, but the reason is as follows.

Suppose that we add the three marked black stones in Diagram 3, and have the white group encircled. Being encircled is not good, but with White 1 and the following, living is simple. In this situation, Black's territorial framework has been delimited by the sequence in the upper right, and does not assume very big proportions.

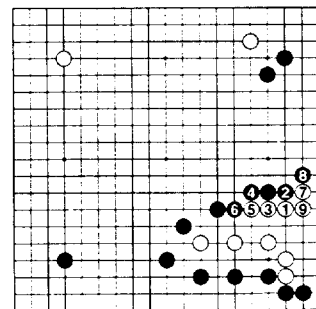


Diagram 4

Consider Diagram 4: Black's territory seems as if it will grow to a large size. Please compare the difference between Diagrams 3 and 4. From the standpoint of restraining the development of Black's territory, White 16 was a good move.

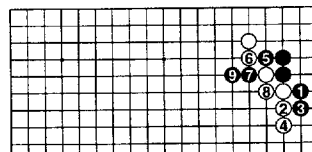


Diagram 5

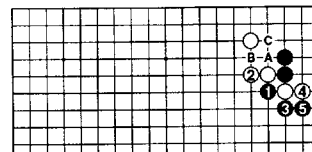


Diagram 6

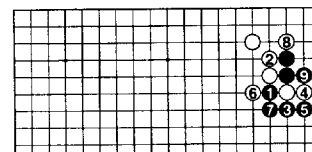


Diagram 7

However, in the answer to Black 17, blocking at White 18 is surprising. It appears that White has a great deal of confidence in his fighting ability, doesn't it? But then, although it is an interesting move, it cannot be called a very good one.

Cutting with Black 21 is good, but the previous move, pushing out with Black 19, is overdoing it.

Diagram 5 is not very good. Black should simply cut with 1 in Diagram 6, and proceed

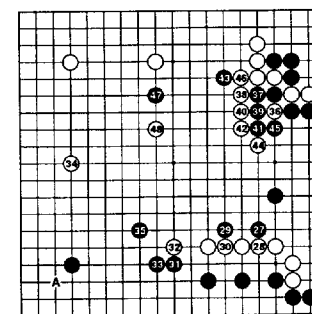


Figure 2

with the same order of moves as in the actual game. Exchanging Black A for White B is bad; if A and B are not played, Black has scope to play a diagonal attachment at C.

If 1 and 2 in Diagram 7, Black captures in the usual manner with 3 and 5.

White 26 is a very good point.

In the fighting in the upper right in Figure 2 White played a reckless move, but Black's moves also received censure, so White did not end up badly off. Black intended to attack with 27 and 29 in figure 2, but this group cannot be attacked very severely. However, connecting with White 28 was a little too straightforward.

Defending as in Diagram 8 would have been more efficient.

In answer to Black 31, the attachment of White 32 seems to strengthen the opponent, but this is good. That is because the 3-3 point in the lower left corner is open at A. White 34 is a good point. With 35, Black tries to build a territorial framework while at the same time attacking, but this white group has plenty of possibilities for eyes at its disposal. Therefore, White showed a lot of insight in not playing here. On the other hand, where should Black have played 35 instead?

One would like to connect at 1 in Diagram 9. At first sight this might be dismissed as a trivial move, but this is actually quite important. All possible forcing moves of White's are eliminated. However, later on White has the endgame play at 2. Playing 5 at 6, to be followed by White 5 and the Black cut at A would just set up a squeezing sequence and would be unreasonable. If the endgame play at 2 is disagreeable...

One would like to play once at the point of 1 in Diagram 10. If 2 is played in response, Black plays at 3 and this would

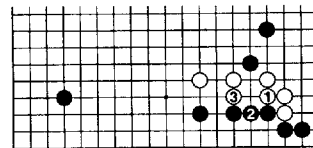


Diagram 9

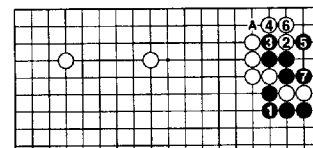


Diagram 10

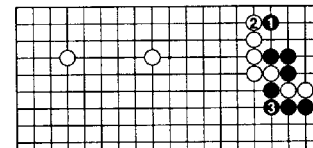


Diagram 11

be, generally speaking, an ideal sequence for Black.

With 36 and the following White ataris and presses vigorously in the centre, making it thick.

For 43, Black had no choice but to extend to 1 and 3 in Diagram 11. White 4 reinforces the position and the game is advantageous for him, but...

We will finish up with Black 47 and White 48, but after this White mounted a severe attack and firmly established an advantage. What has been obvious

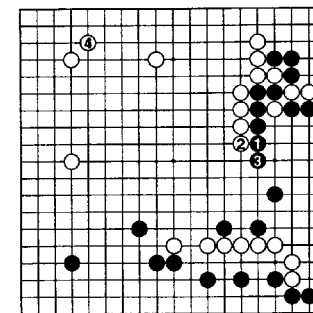


Diagram 12

up to this point is the large number of questionable moves by Black and remarkably few by White.

Turning one's attention to the right side, the vital point of 1 in Diagram 12, at the corner of the position, fixes the shape. Since it would be terrible to allow White next to undermine the shape with a move at A, Black will push through with 2 and the rest, but White's position on the outside is naturally strengthened. Black did not defend against this as in Diagram 11, so

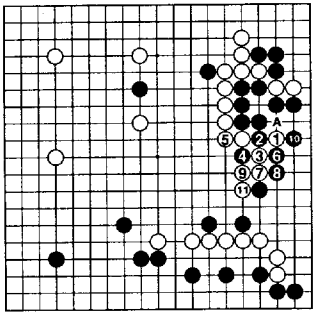


Diagram 12

this kind of capitulation is unavoidable. An attack against White's group in the lower right is completely out of the question.

Promotions

David Ward: 3 dan
Paul Hankin: 2 dan
Jim Sadler: 1 dan

Attitude to Ko Fights

by Nick Wedd

This article is addressed to players in the range 15-kyu to 3-kyu. Many such players have a poor mental attitude to kos. When a ko starts, they assume that they are going to lose it, and do not fight it as vigorously as they might. I have even seen players who assume that they have lost the ko as soon as it starts, and immediately make a defensive move, so that their opponent in effect wins the ko for free.

My intention is to show that this attitude is inconsistent with other attitudes held by many such players.

If you discuss a joseki with a good player, you may be told something like,

"It depends whether you want secure territory in the corner, or outside influence."

If you have any fighting spirit, you will have been thinking,

"I want territory in the corner and outside influence."

Of course, if you are playing a much stronger opponent, this wish is unreasonable. But if you are playing against someone of your own strength, it is entirely reasonable to look out for such a

possibility. There is indeed a 'joseki' which, played between two 3-kyus, can give one of them a dead group in the corner and the other massive influence in both directions.

The same applies to splitting attacks. Someone points out,

"If you play here, you will split his group into two, and you should be able to kill one of the pieces."

A normal healthy reaction to this is,

"Why just one? I will do my best to kill both pieces."

But many kyu-players who feel this healthy optimism in other circumstances do not apply it to kos. There is no reason why it should not be applied to them. Next time you find you are in a ko fight, say to yourself,

"This is an opportunity for me. I intend to end up connecting the ko and carrying out more ko threats that he does."

If your opponent is no better than 3-kyu, this is quite feasible. And if he notices your enthusiasm for the ko, he may chicken out of fighting it at all.



For the Beginner

by Robert Finking
Robert.Finking@roke.co.uk

Cutting and Connecting

Part 2: Two Simple Connections

Welcome to part two of this series on cutting and connecting. In this part we will look at two simple forms of connection. Firstly we will look at the bamboo joint, and then at the diagonal connection. There are also a few problems for you to solve. These should help you put this part and the previous part into practice.

Let's quickly recap on part one. In part one we saw that any connection we make must guarantee the ability to connect the stones involved directly. If a direct connection (i.e. the joining of the stones into one group) can not be guaranteed then there is not a real connection between the stones.

Bamboo Joint Connection

Diagram 1 shows a bamboo joint connection. It is based on miai. If your opponent plays at A you can play at B to make a direct connection. If they play B you can play A. You must always keep a watch over those

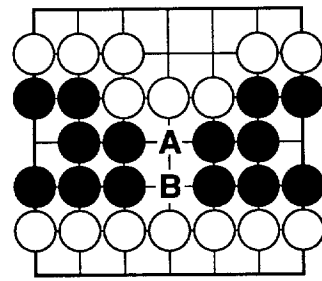


Diagram 1

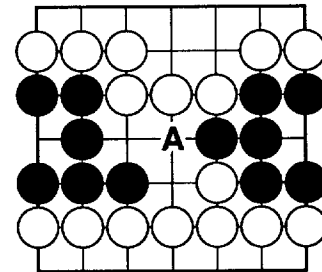


Diagram 2

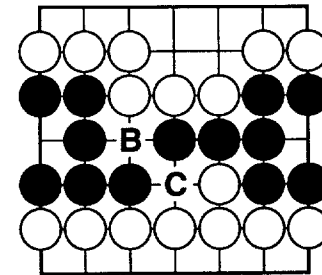


Diagram 3

points so that as soon as your opponent plays one you can play the other. Otherwise your groups will be cut into two.

Diagonal Connection

In Diagram 2, playing at A makes a diagonal connection between the two Black groups.

The reason this connection works is the same as with bamboo joint connections: miai. In Diagram 3 it can be seen that B and C are miai.

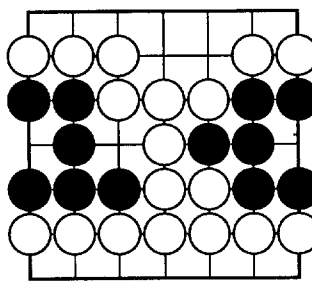
If White plays one Black can make a solid connection by playing the other. It is always important to keep a watch on diagonal connections; if your opponent plays on one side you must play on the other or else be cut.

Problems

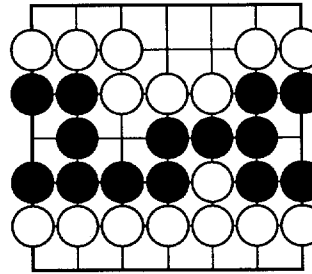
All the problems presented in this series will be of the same type. The objective will always be for White to cut Black, and for Black to connect. Your goal is to determine whether White has cut, Black has connected or whether it depends on who's move it is next. This is based on the system James Davies uses in his book *Life and Death*.

You may not have come across problems like this before. To give you an idea of what you need to do, here are some examples.

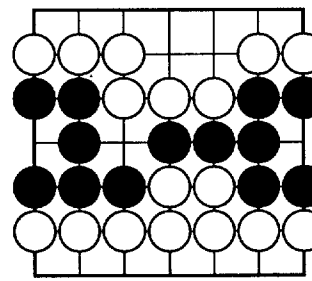
Each problem is shown as a diagram. You must work out if Black's stones are already connected. It does not matter about whether White's stones are connected or not. If Black's stones are not connected, you must work out if Black's stones have already been cut by White. If Black has not already connected or been cut you have an additional puzzle to solve. You must work out how White should play if it is White's go



Problem 1



Problem 2



Problem 3

next, and how Black should play if it is Black's go next.

Solutions on page 53.

Kyu Games Commented

by T. Mark Hall

Black: P. Barnard, 1 kyu
White: C. Scarff, 1 kyu
komi 6

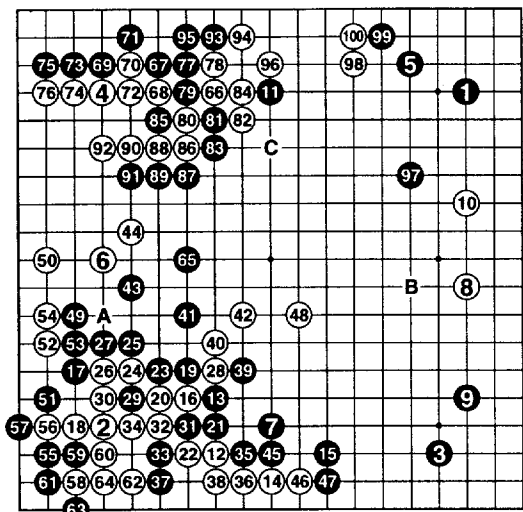


Figure 1 (1—100)

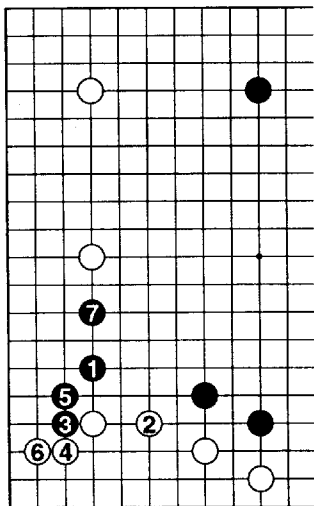


Diagram 1

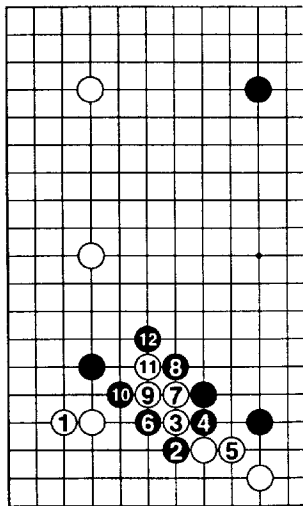


Diagram 2

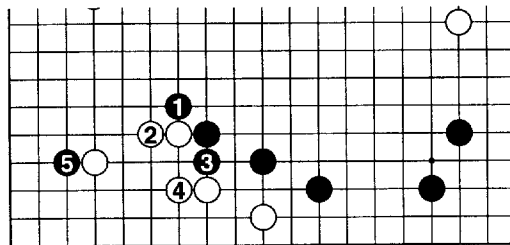


Diagram 3

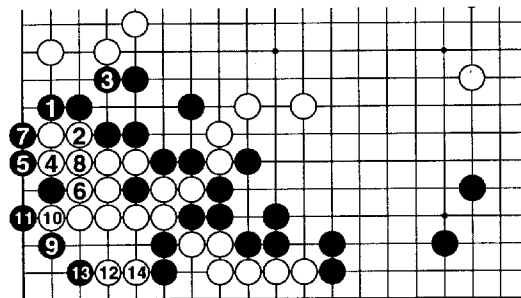


Diagram 4

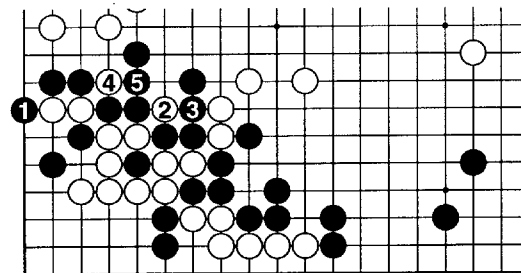


Diagram 5

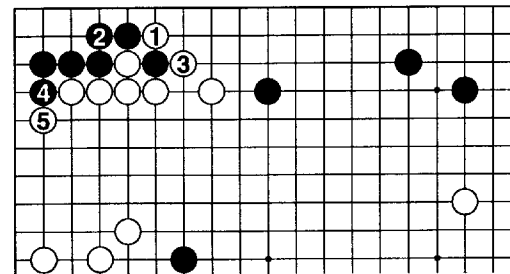


Diagram 6

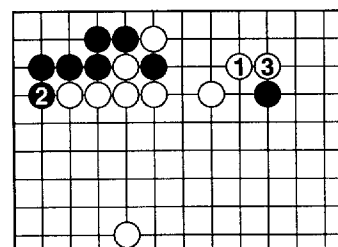


Diagram 7

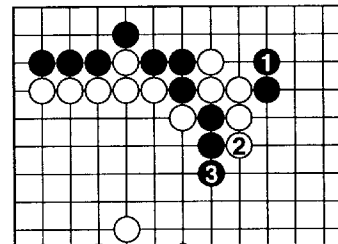


Diagram 8

agram 5 is an alternative to 3 in Diagram 4.)

65: I felt that the reduction of the corner had been a success. What mattered now was who was attacking who in the center. This move seemed to make me nearly alive. (P.B.)

67: Distraction from the main event; you can still invade a san-san so you should just secure territory with 96.

76: Since you will live whatever he does he should play at in Diagram 6 for the ponnuki. (Move 1 in Diagram 7 is an alternative for 3 in Diagram 6.)

85: See a cut, play it! Lose all the aji in a position again. Better to play as in Diagram 8.

96: Well those last few stones weren't very good for me were they? (P.B.) Wasting aji again. (T.M.H.)

97: Seems loose and aimless now. At the time it seemed a key point for influence. It also broke the ladder, meaning that the white group including 84 was not completely secure. (P.B.)

13: I also considered 14 and 67. (P.B.)

15: Allowing him the next move on the left as well as this burrowing operation is a mistake. It's probably better to break up the left side now and worry about moves like 15 for later. (See Diagrams 1 and 2. Move 1 in Diagram 2 is an alternative for 2 in Diagram 1.)

17: This is now a move late.

Diagram 3: Perhaps this line would have been better?

23: Heavy! You should treat 19 as kikashi and move out lightly at A.

28: I felt like playing atari on this but I didn't know which way. I was not happy; I'd forced him to make lots of territory and now I was getting cut up. (P.B.)

29: This sequence is better left as aji (or as ko threats). Playing at 41 is better.

31: Loses a liberty.

38: This exchange was supposed to give him something to worry about and give me a bit of aji in the corner. Perhaps I could threaten to make the black stones live in the corner and get enough liberties to kill the white stones, including 38 if he was careless. (P.B.)

However you are the careless one since you have played out your hand and now he knows where the attack will come. If you get a stone around 49, then 55 may become an aji point if you haven't committed the shape beforehand.

53: What's wrong with eyes at 1 in Diagram 4? (Move 1 in Di-

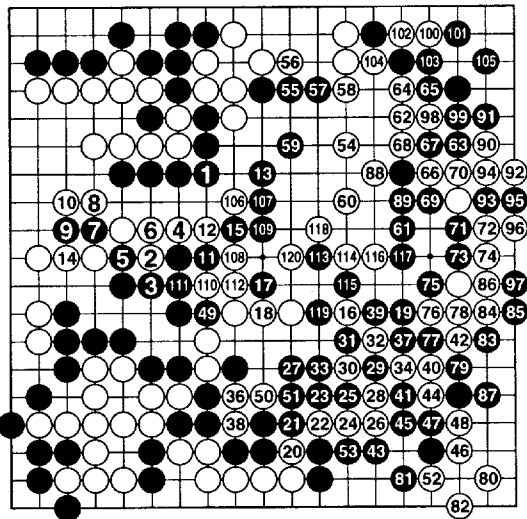


Figure 2 (101—220)
135 at 130

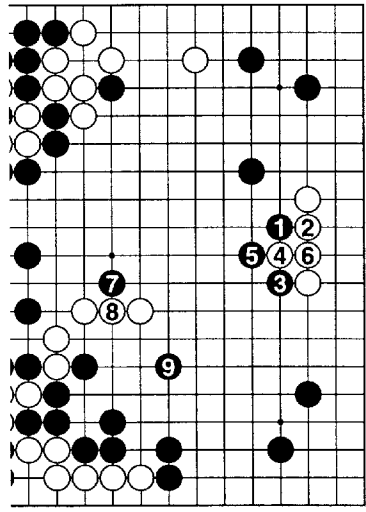


Diagram 9

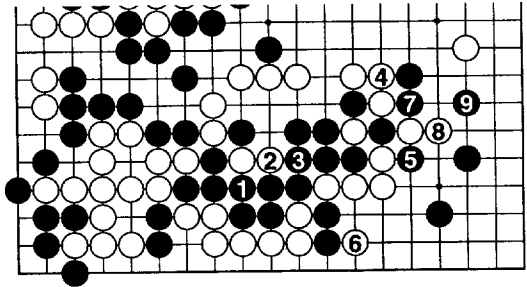


Diagram 13

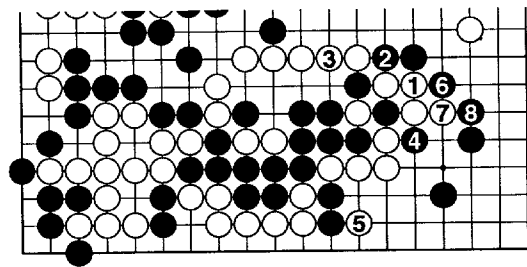


Diagram 14

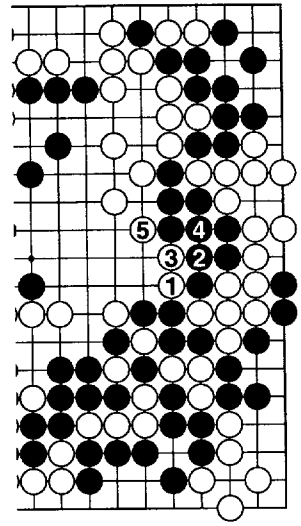


Diagram 15

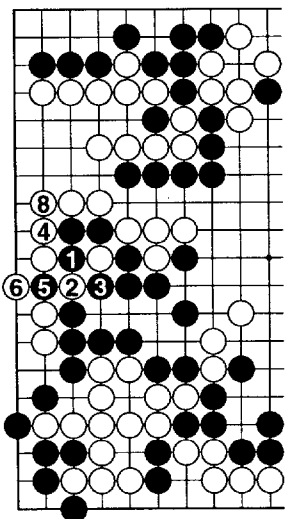


Diagram 10
7 at 2

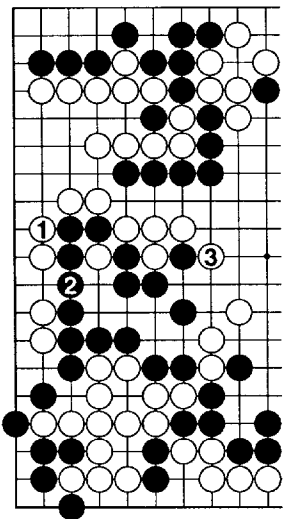


Diagram 11

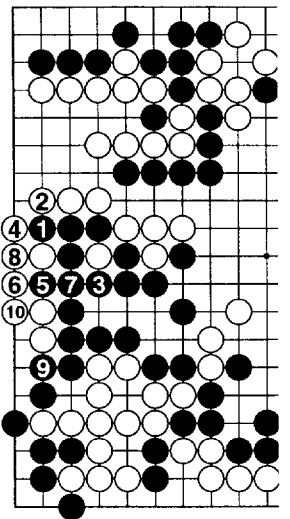


Diagram 12

Since a stone at C threatens to capture on both sides you're not going to make much of a ladder here in any case. Better at B.

99: Chicken feed! Since you have played 97, try and make some sense of it with Diagram 9.

101: Too slow.

111: However there are alternatives for White in the variation.

Diagram 10: I had had in mind capturing one stone like this but abandoned the idea because of a squeeze. However it seems I didn't see the second atari. (P.B.)

Diagram 11: If White plays this way your six stones are still in a bit of trouble.

Diagram 12: This variation seems better still. (Move 1 in Diagram 12 is an alternative to 3 in Diagram 10.)

119: I thought I was in command here; this looked like a

classic splitting attack to my naive mind. I was a little worried about my bottom group but only a little. (P.B.)

Diagram 13: It seems I could have got away with this. At the time I thought that if I didn't cut now it didn't work. (Move 1 in Diagram 14 is an alternative to 4 in Diagram 13.)

138: Well that was the end of that attack. Now I had a rescue job... (P.B.)

151: How to lose sente at a critical point, in one easy lesson. I could write a book on it.

171: This is all horrible shape.

206: Yes, I'd been afraid of that for some time now. (P.B.)

Diagram 15: I was also afraid of this. (P.B.)

220: Black resigned.



Go Tutor

Charles Matthews is editing most of the material from Go Tutor, a series of BGA instructional leaflets, into booklet form.

The original authors will receive early proof copies; anyone else who would like to have one should make themselves known to Charles.

(Address etc. see page 2)

The Master of French Go

by Brian Timmins

When I asked Maître Lim if he would give an interview for the British Go Journal he was perhaps rather defensive, and definitely taken by surprise. It was half way through the morning, he was half way through a beer, and we were waiting for the draw to be announced for the next round of go at Luminy, near Marseille.

However, when Maître Lim discovered that, like himself, I had been a teacher of French and English and that, like himself, I had a love of red wine (especially French) he was much more forthcoming. After all, we had one important thing in common.

He learned to play go at school, but did not take it seriously, and only played irregularly over the next few years. He was involved in two wars, the Second World War and the Korean War. It was in 1966 that he left Korea, spending six months in Malaysia before coming to France, and in 1967 settled in Paris.

"Why did you choose France?" I asked. "You have been here a long time."

"I hesitated between the United States and France, but France is a romantic country, and the land of claret."

A year later he discovered go players in a games shop near the Jardin du Luxembourg. It was not even a club, just a few enthusiasts who met from time to time.

"They barely knew how to play. I should say they were all at the level of about 30 kyu." He smiled. "And I became Pépé le Moko."

Maître Lim likes a joke. Pépé le Moko was a comic character in an old film by Jean Gabin.



Maître Lim in light-hearted mood

Pépé? Why not? But le Moko? Well, le Moko, he explained, le mot-go...

It is not an exaggeration to call Eugène Lim the Father of French Go. The strongest go player when he came to France, he has been around for a long time to help players improve, including such leading lights as André Moussa. He now goes regularly to the Café Lescot, in Paris, where he is available for games or teaching.

"What I really want to talk about," he said, "is the philosophy of go. The five most important things in life are wine, song, literature, go, and sex. In that order."

I was disappointed that he did not put go first, but from a

dedicated player at least that was different.

"Go has affinities with the teachings of Confucius, with Lao-Tsu, and I Ching, the change of the world. And Go is like Canton cookery. You eat everything but the go ban..."

He proceeded to explain his style of play, in which the enemy is devoured in what he called the Philosophy of Chop-Shop.

Then he posed for a photograph, but not too seriously. Despite his age (he was born, he said, in the same month of the same year as George Bush) and his venerable Oriental beard, he does not like to be too serious. That made a refreshing change from what I had expected.

Join the AGA through the BGA!

As a member of the American Go Association you will receive the American Go Journal (full of lively articles, game commentaries up to professional level, and news), and Newsletter. Among many other activities the AGA maintains a computerised numerical rating system and a web site (<http://www.usgo.org>).

No need to mail money abroad—just send a cheque for £20, made out to the British Go Association, to:
BGA Membership Secretary, Alison Jones, 29 Forest Way, Woodford Green, Essex IG8 0QF.

Wanstead Wanderings

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

Helsinki

Vesa Laatikainen, he of the broad smile, turned up at the airport to greet me on the Friday before the Helsinki GP tournament (28/29 June).

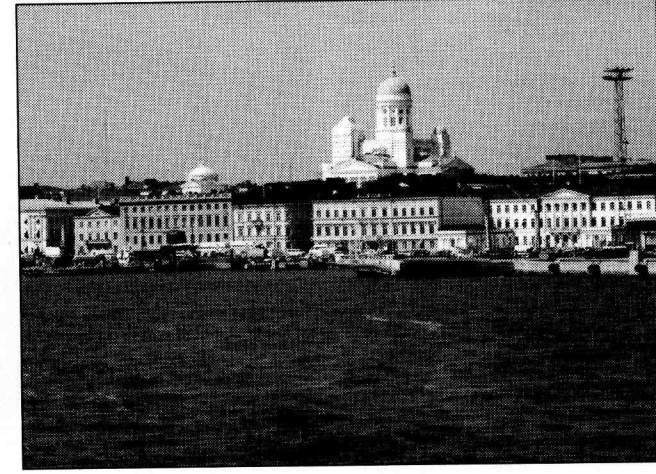
This was the week when Wimbledon and the Test Match were being washed out, so I had rainwear and sweaters a-plenty. Factor 16 and a sunhat would have been more appropriate; we sweltered throughout the weekend.

Vesa parks his car in a rather intriguing underground cavern. Helsinki is built on granite. You see great lumps of the stuff sticking out of the ground. The Finns have become adept at burrowing down into it. I notice that the doors to the car park are of steel, and a foot thick; stronger, you might think, than is necessary to keep out car thieves.

They are in fact blast doors; the car parks double up as underground nuclear shelters. Virtually all Helsinkians can be accommodated in them, in contrast to our green and pleasant land, which has shelters only for the ruling élite. Which country has the more realistic attitude? I wonder.

In the evening to Matti Sivivola's flat for a party, where I had my first lesson on the kantele, a Finnish folk instrument with five strings and as many notes. Then late to the airport again to meet Alison and Andrew Jones, completing the Wanstead Go Club's assault squad.

Saturday to a school in the suburbs, where the tournament



Helsinki waterfront and Russian church

is to be played. There are 28 of us, which is regarded as a reasonable turnout for a Nordic event. (Take note those British tournament organisers who whinge if they get fewer than 50.) Rather more than half are Finnish; there's a goodly Russian contingent, including a resident Chinese, an Italian, and us three Brits.

It's quite tough going; some of these Finnish shodans and nidans take a bit of beating. In the evening to a restaurant, where reindeer and horse are amongst the Finnish delicacies. (On a market stall later I even saw bear on offer.) We learn that Finnish Liar Dice has slightly different rules; instead of a dog's life there is a lemming's life. I leave the consequences of this rule to your imagination.

By the end of the five rounds on Sunday the results are predictable, with the two Russian 6 dans at the top, and then the three strong Finnish players. At Wanstead, we regard ourselves as a team, paying little attention to individual results. Suffice it therefore to say that on this oc-

casional our performance was a modest 6/15 games.

Sunday evening is earmarked for a sauna party. This was my first experience of a sauna. Saunas in Britain have a mixed reputation, but there is nothing mixed about Finnish ones; gentlemen to the left, ladies to the right. You strip off to your nothingness and enter a small room with a bench with room for about eight friendly people. It is very hot. Then someone ladles water onto a crate of hot stones, and the heat hits you in the face. You wonder how many minutes you can last, but no-one wants to cry chicken. I last about five minutes.

There being no snow in which to roll naked, I settle for a (costumed) swim in the lake. Then back to the sauna for another couple of sessions, and barbecue time. Here my impression that Finland is not a vegetarian-in-reinforced country is reinforced; I feast on barbecued tomatoes and courgettes.

On Monday Olli Lounela has kindly taken a day off work to show Enzo Pedrini, the Italian

and us Brits around Helsinki. You're never far from water in Finland. We walk around a lake, see the old churches etc., and in the afternoon take a boat trip to a local island fortress.

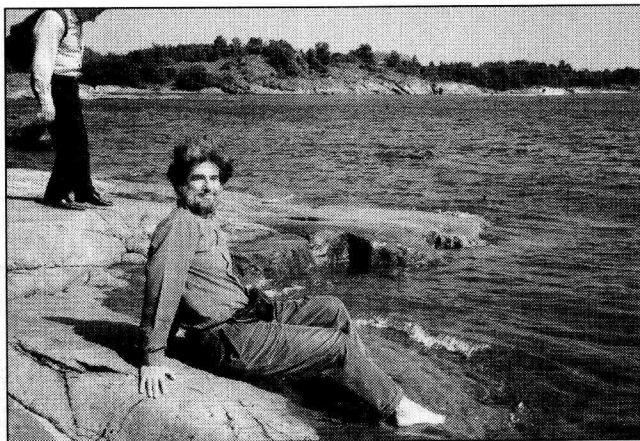
Finland has a remarkable coastline. As your plane nears Helsinki, you notice that the islands are becoming more numerous and closer together. As you land, you are looking at equally close and numerous lakes. But the point at which islands give way to lakes is hard to spot.

In the evening we play go at Vesa's well appointed flat, where we have been staying. The Finnish summer nights are disorienting, or to be more precise, they don't exist, as you can no more distinguish dusk from dawn than you could the lakes from the islands. Playing go by natural light at 11.45 pm on Vesa's balcony was a strange experience.

On Tuesday the Jones's are up early to catch the flight that will enable them to reach London in time to do a day's accounting. I have a nice lazy morning looking round Helsinki again.

Has it ever stuck you what a transparent, straightforward, user-friendly language Swedish is? No, I don't suppose it had, but a few days in Finland will change your mind. Like Wales and Belgium, Finland is a bilingual country, with all notices in Swedish as well as Finnish. Finnish is just about the most impenetrable European language that I have yet come across. Even Japanese has more recognisable words than Finnish. The humble integer '78' requires no less than *seitsemänkymmentakahdeksan* to find expression in Finnish. You turn with relief to the Swedish, where every other word is vaguely guessable.

In the afternoon I catch the train to Tampere, Finland's second city. I have been kindly invited there as guest of the Tam-



Francis about to paddle in Finnish foam?

pere Go Club. I am greeted by a reception committee of no fewer than four go players. I am shown the sights, and we end up in the garden of a restaurant playing go and Tippi, a Lapp card game which occupies the same place in Finnish go culture that Pits does in ours.

Tampere is an industrial city built on an isthmus of land between two large lakes. These differ in height by 19 meters. A 19th century Scottish engineer spotted the hydroelectric potential, and Tampere became the first Nordic city with electric light. To this day the by now thoroughly Finnish firm Finlayson remains a large employer in the area.

Tampere Go Club is celebrating the fact that it boasts the first Finnish dan player outside the capital city. As when I was in Australasia, I am struck by how easy things are for us, by comparison with such a thinly populated country. I don't think that they get many visits even from their own dan players; hence my right royal welcome.

Wednesday arrives, and time for me to go home. A coach connects Tampere with

Helsinki airport, so once again I get two hours worth of Finnish countryside. This is probably something of an acquired taste. If you like non-stop forests and lakes, you'll love it.

But don't get the wrong idea. I loved Finland and the Finns. I expect I'll be back.

Late News: I.O.M. 1997 by Francis Roads

Finland, France, Germany, Japan and the Netherlands were all represented at this year's IOM congress. But more remarkable still was another statistic. Out of the 52 players that competed in at least one of the events, over a third (19) were female. And the unfortunate accidental clash with the Mind Sports Olympiad does not seem to affected overall attendance. The future of this event seems secure.

This year we moved to Port Erin, a small seaside resort at the southern tip of the island. Of all British go events, this is the one which I would be sorriest to miss.

Full report in next issue

Attach-Extend Mysteries

by Charles Matthews

Part 1

The attach-extend pattern is a fundamental shape, which may be used in any part of the board (see Diagram 1). Its attraction is that it builds strength efficiently while leaving the opponent with a cutting point.

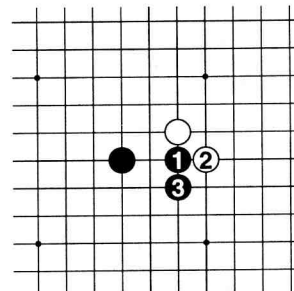


Diagram 1

It is also a major ingredient in corner openings. Many people meet it first as a recommendation for Black in nine-stone games (Diagram 2).

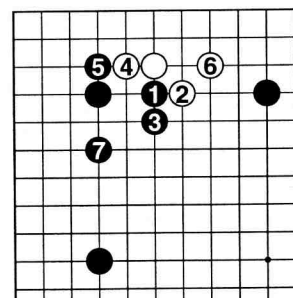


Diagram 2

Now I personally would prefer Black to be trying the diagonal attachment (Diagram 3). If

you compare the two patterns shown, the major differences are that the latter leaves the corner less secure for Black, but White has not so much eye shape. I play more nine-stone games with White than I care to think about; and I do like to settle my groups early if I can. Think about it this way: at the start of a high-handicap game White has a large choice of invasions, and the extra one left behind at the 3-3 point in Diagram 3 isn't going to tip the balance strategically, until after move 100 or so.

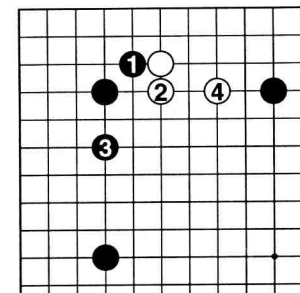


Diagram 3

Where the plain attach-extend pattern may score in handicap go is at four or five stones. Diagram 4 shows it used properly, with a long extension up the side. White has next the chance to come in at A,

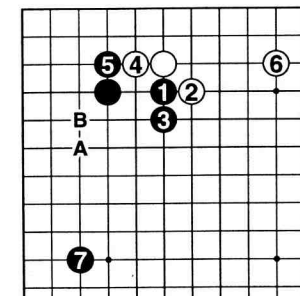


Diagram 4

when Black plays B and fights. In the (large and rambling family of 4-4 openings with double approach moves, the attach-extend manoeuvre comes into its own. The slogan here is always "Don't get your groups shut in!". The idea can be seen in Diagram 5, a jewel among joseki. The pattern ends with Black 15 (or A when one understands what this play is doing, it becomes evident that in case Black plays A, White shouldn't answer at B).

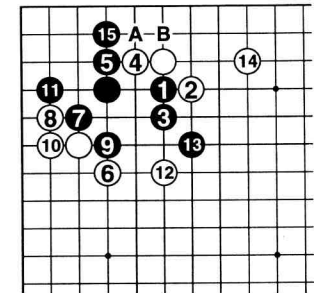


Diagram 5

The scenario for Diagram 5 is clear and uncluttered. Black has allowed a second approach move against a 4-4 point, having played some good-looking move elsewhere. White has made two low approaches, meaning that Black will find it hard to make points in the corner. There are no complicating handicap or pincer stones backing up the Black piece.

Under those circumstances two of the other options seem poor for Black. In Diagram 6 the diagonal play into the center prevents White shutting the corner in, but the immediate 3-invasion gives trouble. The White corner is big and Black hasn't had good value for money. The other diagonal play back into the corner (Diagram 7), invites a fight. Without other local Black stones this is a rash choice. Returning to the se-

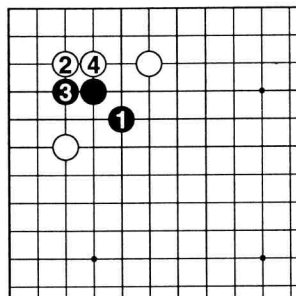


Diagram 6

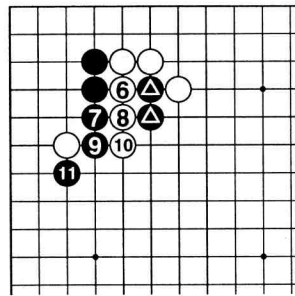


Diagram 8

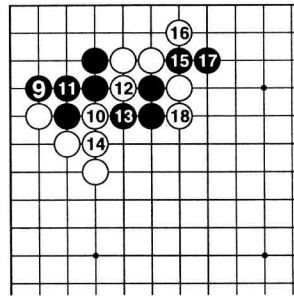


Diagram 9

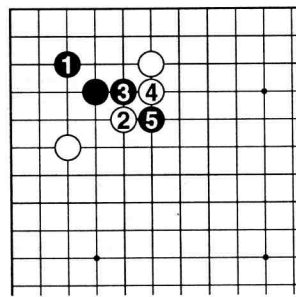
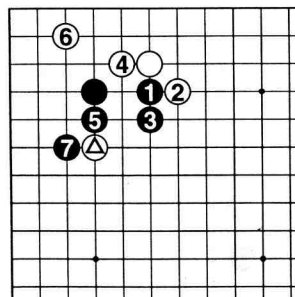


Diagram 7

stones in the centre have a major strategic meaning, this will be a loss for White. Note however that if White makes the second approach a high one, as in the Reference Diagram, Black cannot duck a fight in the same way, and ought to make the bamboo joint shown with 5. (Black 7 there is a small-scale move, by no means always correct.)

Next, (b). Watch it! In Diagram 9 Black gets cut after all. White survives the cut at 15 and sets the game ablaze with 18. "Anything can happen in the next half-hour," as they used to say on *Stingray*.

(c) The problem with the atari thou shalt not play in this joseki is a subtle one. For example it may be easy to lapse into playing Diagram 10.



Reference Diagram

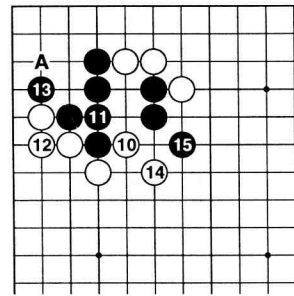


Diagram 10

If you don't know that White has a secret aim in this formation, of lurking around and then playing the clamp at A to gouge out the corner, you may not see what's wrong here. You might spot that White 10, with the earlier 4, had ended up in the 'peeping both sides of a bamboo joint' taboo formation. You might write that off, as fustpotting. You would be wrong of course. I seem to have explained this point three times to one Cambridge player, so perhaps it isn't superficial.

In fact points (c) and (e) are the same one. In the formation of Diagram 11 look at the clamp 1. Add the marked stones to get Diagram 12, and Black has the tesuji at 4. White fails. Therefore back in Diagram 5 Black adds 15, or A; and if White answers A with B Black has patched in sente.

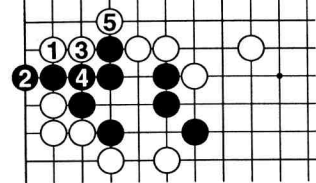


Diagram 11

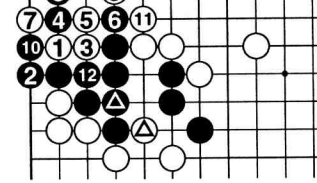


Diagram 12

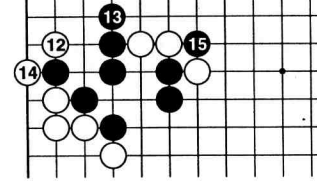


Diagram 13

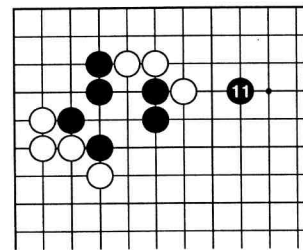


Diagram 14

Final point (d) in this outburst of didacticism: Black 13 is a nice (in all senses) and widely applicable shape idea. You can check that it threatens to cut White above.

So much for the joseki. In professional games the players

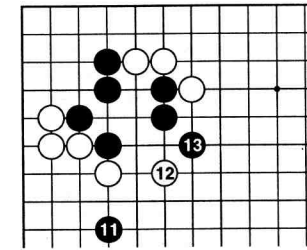


Diagram 15

are still working at it. Some examples.

In a game from 1976, Fujisawa Shuko played the clamp at 12 against Nie Weiping (see Diagram 13). White avoided a weak group on the left by making the stones at the top a sacri-

fice.

For Black to postpone playing in the problematic corner and attack directly at 11 in Diagram 14 is another idea, in a game Fujisawa Shuko-Han (Oza match 1991, Kido Yearbook 1992 p.163). I saw Alex Selby play this once; that was in fact the start of these articles, as my theories that it was wrong went down in instructive flames. It is also known for Black to attack on the other side (Diagram 15), as in a game Rin Cho Hunhyun (KY 1981 p.306).

Needless to say, these fighting lines cannot be judged out of context. However, that's enough diagrams for one time.

Pair Go

by Matthew Macfadyen

The British team reached the final of the European Pair Go Championship in Amstelveen, but then lost to the German pair. The standard was remarkably uniform; the Germans seemed to be a stone or so ahead of the rest, but there were perhaps 12 teams within a stone of each other in strength.

There were 16 teams from 15 different countries. The event was run in two stages. We did badly in the preliminary rounds, held in a crowded shopping precinct, with beginners' teaching as a sideshow, and so were seeded 11th. But on the second day, a 4 round knockout with seeding determined from the previous rounds, we survived to the final of the knockout, beating Belgium, Hungary and Norway, and then lost the final to Germany.



Kirsty and Matthew playing the Hungarians in Round 2

* 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 Beaulay Rd, Southville BS3 1QJ. 0117-9637155. Meets at Polish Ex-servicemen's Club, 50 St Paul's Road, Clifton, 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.

* **Dundee:** meets weekly. Contact Rich Philp, 01382-202283, or Bruce Primrose, 01382-669564.

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 Uni-

versity, 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.

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HP (Bristol): Andy Seaborn, 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, Hilingbury, 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, SW8 1TL. 0171-8200378 (h), -2154143 (w). Meets Fri eve, Nippon Club, Samuel House, 6 St Albans St, SW1 (smart dress). Rosemary Branch Pub, Southgate R/Baring St, N1, Sun pm.

* **North London:** Martin Smith, 84 Rydal Cres, Perivale, Middlesex, UB6 8EG. 0181-991-5039. Meets in the Gregory Room, back of Parish Church, Church Row, Hampstead (near Hampstead tube station) Tues 7.30pm.

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, Cross St, 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 Wetherpoons, 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.

* **Portsmouth:** Neil Moffat, 28 Lowcay Rd, Southsea, Portsmouth PO5 2QA. 01705-643843. Meets various places, Sun 2pm.

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.

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:** Club not meeting.

* **Stirling University:** Contact Duk-Hyun Yoon, Inst of Aquaculture, University of Stirling. Phone & fax 01786-470058.

* **Swindon:** David King, 21 Windsor Rd, Swindon. 01793-521625. 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. 01642-384303 (w). Meets at University of Teesside, Wed, 4pm.

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: Applications

by Richard Hunter
hunter@gol.com

Part 1: The Throw-in

In the six-part series *Counting Liberties*, we studied the basic types of fights and read out the status of the fight to see who was winning. You didn't have to find any clever moves, as you do in tesuji or life-and-death problems. From now on, I'll build on the reading skills you've learned in order to consider where to play when 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's books *Tesuji* and *Life & Death* are required reading. I also recommend *Graded Go Problems* and Richard Bozulich's *Get Strong at Tesuji* and *Get Strong at Life and Death*.

Many book problems and also real-life positions are difficult because it's hard to evaluate the eventual result and see that it's good. Therefore, instead of presenting problems in the 'Black to play' style, I shall present various possible end results first, so you can work out for yourself which ones are desirable. Then it's easier to find the path towards the target.

Figure 1 shows a very simple fight that I hope you can all read out instantly. Weak players often find themselves in a position like this and then stop to read out the result. That's useful, but at this stage, if you find the result is bad for you, you don't have any options. Strong players read out the results of alternatives in advance, before com-

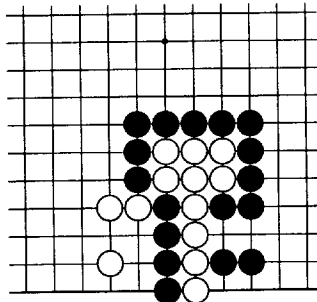
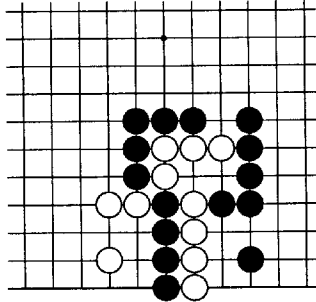


Figure 1



Position 1

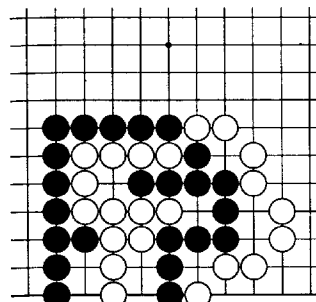
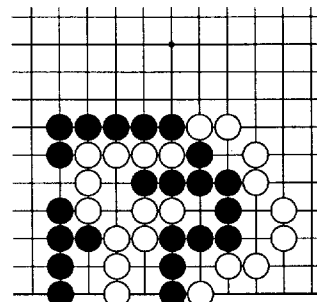


Figure 2b



Position 2

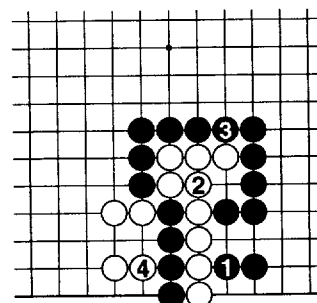


Diagram 1a

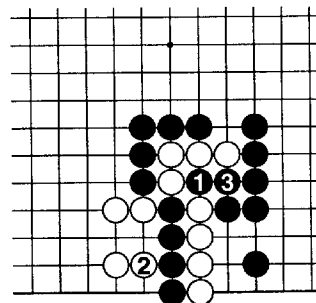


Diagram 1b

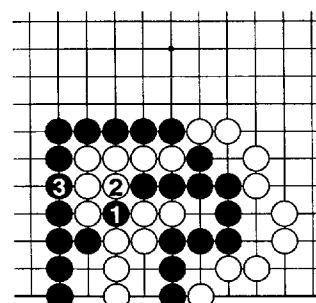


Diagram 2a
4 at 1

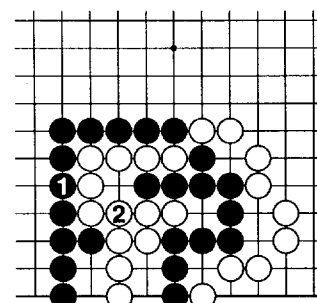


Diagram 2b

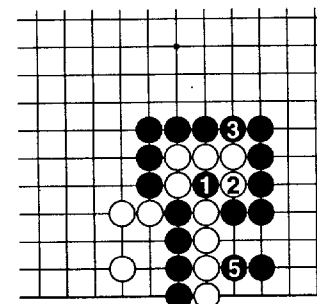


Diagram 1c
4 at 1

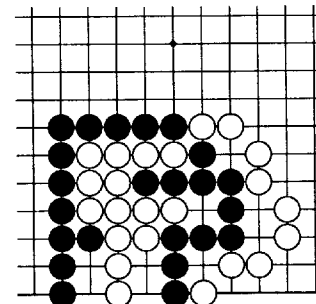


Figure 2a

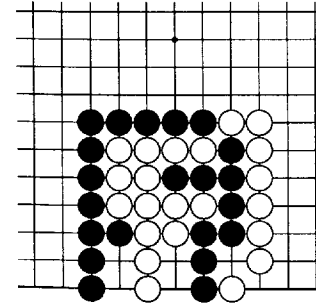


Figure 3a

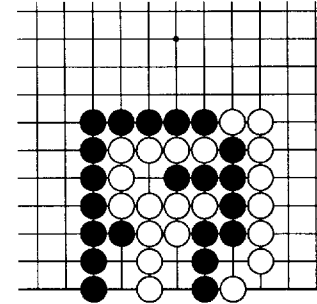


Figure 3b

mitting themselves irrevocably to a course of action. We'll slowly work backwards towards this goal.

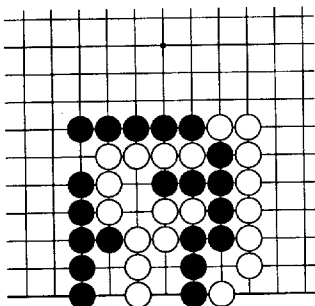
Position 1 shows the fight a few moves earlier. Black wants to play on the White liberties, but which one should he play first? If Black plays 1 in Diagram 1a, White will play 2. Then, after Black 3 and White 4, the result is easy to read. Black is a move behind. The throw-in at 1 in Diagram 1b is a powerful tesuji that most players learn fairly early on. Francis Roads introduced the concept of it in proverb 61 in the last journal, and you'll find examples of this technique in many books, such as *Tesuji* and *Graded Go Problems*. However, most of these books fail to explain that there are positions where the throw-in is a bad move. This is something that even dan-players get wrong. We'll look at some examples later. After Black 1 in Diagram 1b, if White fills in one of Black's outside liberties, Black connects at 3 and the result is easy to read. Black is a move ahead. If White captures with 2 in Diagram 1c, then Black ataris at 3, forcing White to connect. Now after Black 5, we get the result in Figure 1, which you've already read out. Black wins.

Figures 2a and 2b show two possible results of a fight. What is the status in each figure? They are both type 2 fights, where there are two or more inside liberties. Black has more outside liberties, so he is the favourite. In Figure 2a, the fight is unsettled: if Black plays first he can kill White, and if White plays first he can live in seki. In Figure 2b, there is one more inside liberty. This belongs to the underdog, which is White. This fight is settled. Even if Black plays first, he cannot kill White, who is alive in seki. Of these two figures, clearly Figure 2a is preferable for Black. Position 2

shows the same fight a few moves earlier. Black to play.

Once again, the throw-in, at 1 in Diagram 2a, is the tesuji. Black 3 is atari, forcing White to connect at 4. Now the fight is the same as Figure 2a. It's Black's turn to play, so if he fills one of White's outside liberties he can kill him. Playing Black 1 in Diagram 2b lets White take the vital point and connect at 2. This is the result shown in Figure 2b. Even though it's Black's turn next, he can't kill White. The fight is settled; it's seki.

So far, it's been pretty easy. Now we get to the tricky bit, so slow down and pay attention. First, read out the status of Figures 3a and 3b. Next, look at position 3, where it's Black to play. The throw-in of Black 1 in Diagram 3a is the instinctive response of many players, even supposedly strong ones. After all, the throw-in is tesuji, right? Well, it is in the appropriate position, but not here. I can't recall ever seeing a book problem like this position, where the throw-in is the wrong answer. After the throw-in and atari, White connects with 4 at 1 and the result is the same as Figure 3a. Black needs to add another move at 5 in Diagram 3a in order to live in seki; otherwise, White can kill him. Many players would be happy with that result, thinking that living counts as a success. However, Diagram 3a is really a failure for Black. Instead of throwing in, he should simply fill an outside liberty with 1 in Diagram 3b, forcing White to connect at 2. This result is the same as Figure 3b. The situation is settled. Black is already alive in seki in Diagram 3b, and can take sente to play elsewhere. The important point to understand about the throw-in tesuji is that, while it efficiently reduces liberties, it's essential to know whose liberties you are reducing. In position 3, Black is the underdog



Position 3

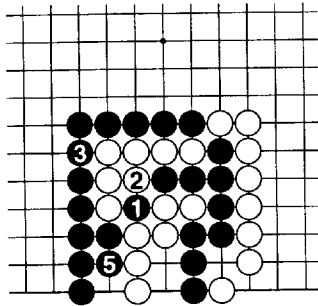


Diagram 3a
4 at 1

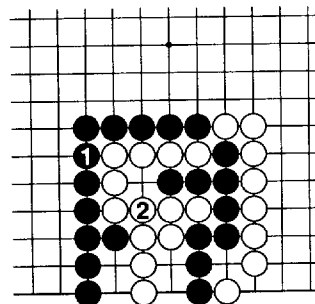


Diagram 3b

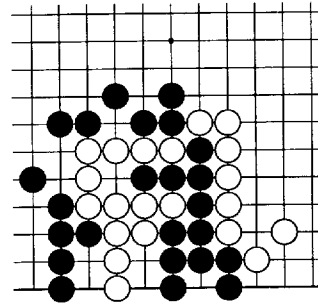


Figure 4a

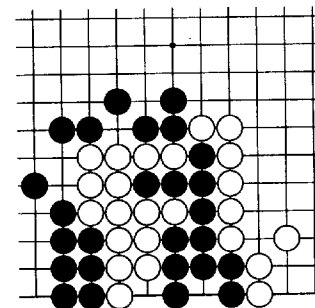
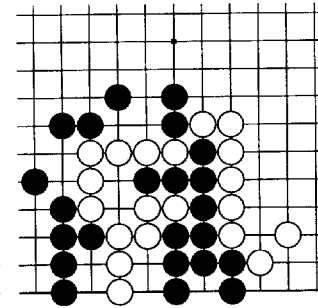


Figure 4b



Position 4

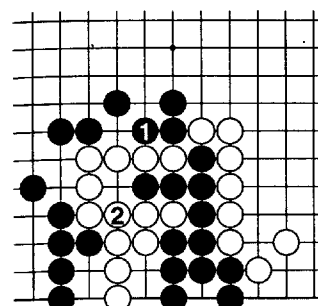


Diagram 4a

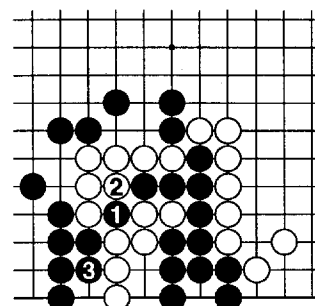


Diagram 4b

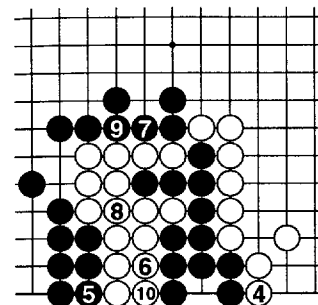


Diagram 4c

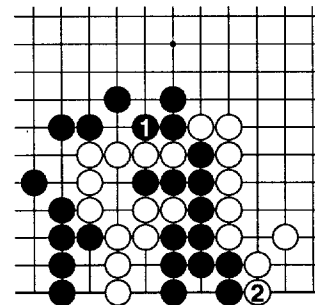


Diagram 4d

because he has fewer outside liberties. Therefore, the inside liberties belong to Black. If he throws in at 1 in Diagram 3a, he reduces his own liberties. This is a sharp contrast to the first two positions.

Figures 4a and 4b show two possible results of a type 3 fight, where Black has an eye and White doesn't. Figure 4a is clearly a more desirable result for Black because he counts the inside liberties; the status is unsettled.

In Figure 4b, on the other hand, Black is dead. Position 4 shows the fight a few moves earlier, where it's Black to play. Think about the answer before reading on. If Black fills an outside liberty with 1 in Diagram 4a and White connects at 2, the result is easy to read out. The

position is unsettled and Black will win because it's his turn next. The throw-in at 1 in Diagram 4b is a mistake because in a type 3 fight, the inside liberties belong to the side with the eye. So here Black is reducing his own liberties. This may seem obvious if you think about it or if it is presented as a problem in a book, but it's not unusual for even dan-players to misplay this kind of position in a game. Diagram 4c shows the continuation, which becomes the same as Figure 4b after White connects at 8. White 10 puts Black in atari and it's all over.

White 2 in Diagram 4a simplifies the situation. Instead, White 2 in Diagram 4d offers Black more opportunity to make a mistake. Black must not

try and take advantage of White's failure to connect by making a throw-in. It's essential for Black to refrain from making the throw-in right up until the end. White has no hope of winning a type 3 fight unless he plays all the inside liberties, so Black must not make a throw-in on an inside liberty.

Guidelines for winning a fight

Reduce your opponent's liberties, not your own. A throw-in is a tesuji for reducing liberties, but make sure they're not your own liberties.

Contact Information

Contact information is held for the BGA by Simon Goss (schools), Kirsty Healey (women), Charles Matthews (students, "Where are they now?" for disappeared dan and other players). Please pass on to them any names which can help us keep fuller lists.

Less formal but important liaisons: friendship events are or have been organised by Paul Margetts of Epsom Downs (Anglo-Korean), David Ward of CLGC (Anglo-Japanese, with the Nippon Club), Harold Lee of CLGC (Anglo-Chinese). We apparently don't have a Manchester area Anglo-Chinese liaison (and should).

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Charles at 01223-350096 and charles@sabaki.demon.co.uk

Paul is at 01737-362354 and paul@yuhong.demon.co.uk

Harold at 0181-440-1001, fax 0181-449-9949, and David at 0171-354-3285.

The Diamond

Part 4

by Thomas Wolf
T.Wolf@qmw.ac.uk

How could one have spotted this solution?

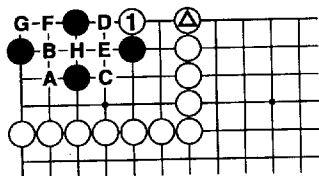


Diagram 1

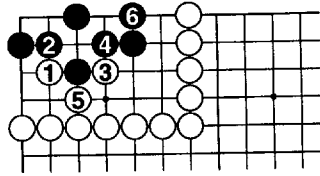


Diagram 2

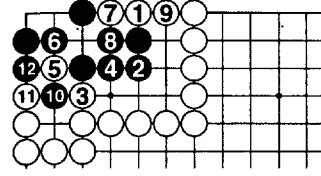


Diagram 7

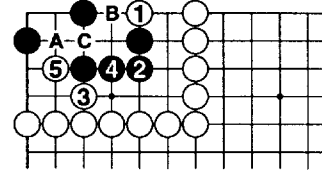


Diagram 8

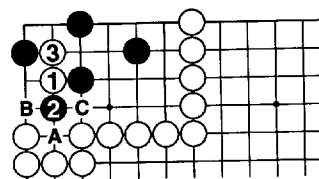


Diagram 3

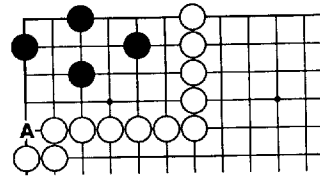


Diagram 4
White to play

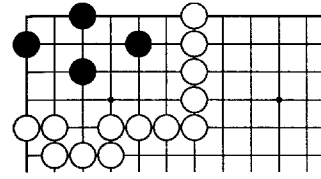


Diagram 9
White to play

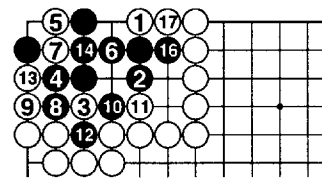


Diagram 10

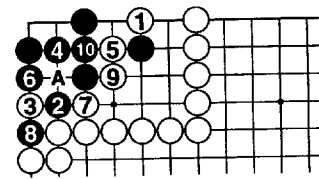


Diagram 5

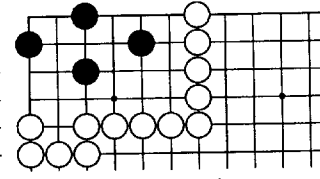


Diagram 6
White to play

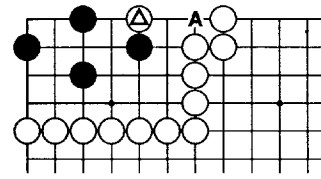


Diagram 11
Black to play

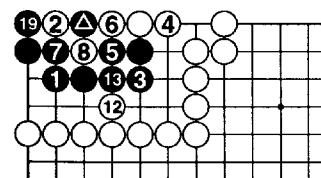


Diagram 12
9, 10 ko threat and answer;
11 at triangled stone;
14 at 8; 15, 16 ko threat and answer;
17, ko; 18 ko threat

simple as possible' static explanation which, for example, could easily be programmed.

The effect of White 1 is to destroy *D* as a possible eye point and it is safely linked to the triangled stone. The point *D* is of high value to Black for two reasons. It has only two liberties and is therefore closer to being fully enclosed than, for example, *B* or *E*, which have three empty liberties. The point *F* is equally shielded with the difference that a White move on the neighbouring point *B* would not be safely linked to the outside.

Go problems with only one winning move are well suited for contemplating how one could have guessed the move. In these cases it is not a matter of preference or style which move to choose, unlike moves in the opening or middle game. It is 'intuition that has to be adjusted if the only winning move is low on the priority list of moves being considered.

So why is White 1 the best move? What is the damage that this move does which is larger than the damage done by other White moves?

We are interested in an 'as

The second reason is that *D* is on one end of the chain of potential eye points *G*, *F*, *B*, *H*, *E*, *D*. The other end point *G* is not accessible to White. So White 1 not only takes away a well shielded point but also spoils the eye shape. In contrast, White at *A* does no harm

to the eye shape and even provokes Black to split the potential eye space in two with *B*.

Extending the boundary

In order to solve a life/death problem where the area involved is large, as is the case with this diamond problem, many variations have to be considered, especially if one side wins only marginally and wins only if it has thoroughly investigated the single correct move. Minor variations to such problems can have large consequences. So how does the status of the diamond shape vary if the boundary is moved by only one single point?

Before we look at the favourite move of White 1 in Diagram 1 we will check the very first variation shown in Part 1 (Diagram 2) which leads

enforce a favourable ko, but is there still a better move? Removing one white stone from the wall can only strengthen Black's position. As White 1 in Diagram 1 was the only move for White to do better than the ko in Diagram 2 before moving the wall, it is the only move that has a chance to kill unconditionally after moving the wall and it is the only move we will consider in the following cases.

In the first case (Diagram 4) the white stone at *A* on the edge of the board is missing. This has an effect on the safety of links. In Diagram 5, White 1 now gives the same result as in Diagram 2. White 5 prevents a second eye on the right, Black 6 aims at a black eye at *A*. Due to the internal threat of White 9, Black needs one external threat to live.

To a ko where Black has to find an extra threat.

The line of play for White to begin with 1 (or equally 3) is still a possibility if the boundary is moved by one point anywhere. For example, in Diagram 3 a White stone is missing at *A*. Nevertheless, the attempt to catch White 1 with 2 fails as *B* and *C* are miai.

White therefore can always

the eye at *C*. But in Diagram 7 Black can capture White 5, connect at White 5 and live.

All other attempts to answer Black 2 in Diagram 7 also end with life. The best White can do is therefore to rely on the sequence in Diagram 2.

In the case of the Diagrams 9 and 10 Black is not quite as successful in answering White 1. Still, he manages to reach a better ko than in Diagram 2. White needs one external threat to win the ko.

With a white stone missing at *A* in Diagram 11, the triangled white stone is much weaker. Indeed, in Diagram 12, Black 3 gives a ko where Black has to find two extra external threats. Interestingly, Black 3 failed in the original problem as an answer to White 2 on any of the points White 2, White 8, Black 5 and White 6 in Diagram 12. Black 3 works even better in Diagram 12 which guarantees life.

The best move for White in that case is therefore also the version of Diagram 2.

Removing any other stone of the wall would not change the result that Black is dead with White 1 in Diagram 1.

What is the essence of our minimal extensions of the problem?

To me, it was interesting to see how just one more potential liberty for Black in the lower left corner of the problem (eye space remains unchanged) affects the status of the problem for which the best White move is otherwise located in the opposite upper right corner. Obviously the shape of the eye space in the original problem favours the two lines of play— those in Diagrams 2 and 7. The one in Diagram 2 is not as efficient in the original problem as the one in Diagram 7. On the other hand it turns out to be more robust. It is not affected by removing any

single white boundary stone. White's double attack in Diagram 7 is different. This depends essentially on White 1 and 5 being safely linked to the outside. If that is not the case (Diagrams 6 and 11) then this line of play fails completely and Black lives (Diagrams 7 and 13). If the link is weakened (Diagrams 4 and 9) then Black at least gets a ko (Diagrams 5 and 10).

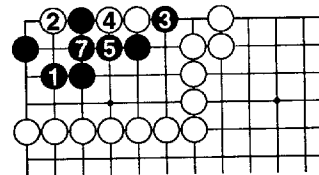


Diagram 13

The sequences shown are not necessarily the most interesting ones. The best way to experience the richness of possible variations is to play the problem against the computer, trying out whatever seems to be an interesting move. For more details about the program see the web page:

<http://www.qmw.ac.uk/~uga/h006/gotools>

or contact me at:
142 Dowdeswell Close, Putney,
London SW15 5RL. (The price
has been reduced to £25 within
the UK.)

In the page:

<http://www.qmw.ac.uk/~ugah0/06/tsumego>

one finds two computer generated life/death problems every day.

Finally, I want to thank Matthew Macfadyen, Steve Bailey and Charles Leedham-Green for comments on earlier versions of this article.

Letters

Paul Brennan writes:

Just a quick note to mention what great work Gerry Mills at BGA Books is doing. The speed and efficiency of the service is second to none. I have never experienced a mail order company that manages to operate as well as BGA Books appears to. Just by way of an example, following checking a list of books available by way of the BGA Books web page <http://www.britgo.demon.co.uk/bgaprices.html>

on Monday, I sent of an order and a cheque for the books. I received the books by Thursday. This is much quicker than it would have been if I had waited until I had the time and energy to visit a games shop. Furthermore BGA Books are cheaper!!!

As I say I thought it was worth mentioning and congratulating all concerned.

Francis Roads writes:

I have written before on the subject of poor attendance at tournament prizegiving ceremonies. That was in the context of my view that for amateur players overtime or byo-yomi on the whole does more harm than good. I seem to have lost that argument, but the prizegiving problem remains.

Perhaps the most important happening at any tournament is the vote of thanks to the organisers. If for that reason alone, I consider it discourteous for people to leave before the scheduled end of the tournament. The haste with which some people leave when they have disappointing scorelines could lead an uncharitable person to accuse them of being bad losers.

"Stones are captured when out of liberties", "There may be a lot of traffic", "I've got a busy day tomorrow"—sorry folks, I don't buy it. If the organisers are on the ball with their prizegiving policy, and they are using Geoff Kaniuk's draw program, there are seconds, yes, seconds, between the end of the final game and the beginning of the prizegiving. The point is that if the people slipping away early had been involved in that final game, would they then "have had to get away now"? Would they have resigned the game before the end in case "there might be a lot of traffic"? Would they have forgone their right to overtime because of that "busy day tomorrow"? I think that courtesy to both organisers and those who have done well demands a full attendance at prize-givings.

The ever-resourceful Harold Lee hit on the idea of holding a draw, for which only those attending the prizegiving at the London Open Congress would be eligible. I would go further than that, and suggest that to claim a prize one should be physically present at the ceremony, and not be allowed to delegate the function.

All participants would then be encouraged to make their travel arrangements with the possibility of being a prizewinner in mind.

Can anyone think of any other positive ways to encourage people to stay?

James Davies writes:

BGJ No. 107 arrived today with its as usual interesting load of articles.

Readers inspired by Richard Hunter's review to buy *Get Strong at the Endgame* should take a particularly close look at the answers to 267 (White to play), 271, (Black to play) and 273 (White to play).

Mr Ing

One of the most extraordinary people in the go world passed away yesterday, August 27, 1997, due to complications resulting from intestinal cancers. At the age of 84, Mr Ing Chang-Ki is survived by his wife of more than 60 years, one son, and one daughter.

An inventor, entrepreneur, and go philanthropist, Mr Ing was born in Ningbo, China. He made his fortunes in textiles, chemicals, and food products. Mr Ing founded the Ing Chang-Ki Weiichi Educational Foundation in 1973 with the bulk of his wealth and has since become a major promoter of go, helping to spread go activities in the whole world.

I am sure there are many others who are much more qualified than I am to document Mr Ing's remarkable career; here I only offer my limited scope and share with readers glimpses of this career.

I first met Mr Ing in 1980 and was surprised at how accessible and friendly he was to a young and unknown such as myself. At the time the new Weiichi Rules had already been published. Mr Ing cheerfully explained to me why the new rules were necessary. He said he had been very much troubled by the complexity of the Japanese Rules that contained so many special rulings. (For the unfamiliar readers, the Japanese Rules include 15 special case-rulings for determining life-and-death alone! See Chapter III, Section 7 of the Nihon Ki-in Igo Rules). Mr Ing believed that such cases should be solved by playing out on the board, based on a simple set of rules, without having to resort to case-rulings.

The new rules at the time contained only four items:

"Stones are captured when out of liberties", "Capture to prove life and death", "Space and stones are both territories", "Whole-board pattern repetition is prohibited". A very elegant set of rules that made all of the "case rulings" unnecessary.

How the new rules will now evolve remains to be seen. But one thing is certain, the new counting method (Rules 2 and 3 above) is clearly considered by most to be superior to the Japanese Igo Rules. Whether the "fill-in" method of counting is used is irrelevant, because the traditional "stone-counting" used in China can easily be used when the play sets are incomplete. Another alternative, the AGA Go Rules, is based on the same principles.

A side benefit of this is the removal of the silly "half point" komi, or worse, the "1/4 stone" komi. After all, the board contains 361 point, an odd number, so win or loss should be easily determined without the need of fractional points (except, of course, the very infrequent sekis that involve odd numbers of shared liberties).

From that first meeting, Mr Ing always took time to chat with me whenever I visited Taiwan. He shared his vision, his life philosophy, his values, with this awe-struck audience. His last project, a large-scaled self-financed go school located in Shanghai, was launched in 1996. During my most recent visit, in January this year, Mr Ing's eyes still brightened when he mentioned this project, even though at the time he had just recovered from two weeks of unconsciousness following a cancer-related surgery.

Cancer, Mr Ing's health... another story that is legendary. For over 20 years now Mr Ing has suffered from diabetes, hypertension, heart problems, then cancer. Yet you would never know it when you meet

him. He is always joyous, energetic; walks fast, talks fast. "Too busy", he always says, "wish I have time to play go more".

He did not play more, but he made certain the rest of us do. One needs go no further than to look at the recently concluded US Go Congress to appreciate Mr Ing's impact. The Congress was equipped with nice, uniform go sets donated and shipped by the Ing Foundation. (Remember the old days when we were asked to bring our own sets and clocks to the Congress?) The Ing Invitational Tournament at the Congress (started with the Rochester Congress in 1991) is perhaps the single most important factor that brought out the participation of many of the strongest players. Then there are the youth tournaments that have been so inspirational to the young players that we now see sixty-plus in the number of the under-twenty crowd. And, of course, the North American Professional Go Association is partly funded by Ing.

The world of go has lost a great friend. We have all been better off because of his contributions. Let us take a moment to remember and give thanks to this effervescent gentleman, Mr Ing Chang-Ki.

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Francis in Australasia

by Francis Roads

Part 3

Canberra (continued)

Downtown Canberra was actually quite hard to find. The Canberrans live in suburbs spread out radially beyond the centre, and do most of their shopping in local malls. So banks and travel agents were there a-plenty, but Selfridges and Marks and Spencer were there not. I used my initiative to find the bus home.

My friend Charles is an exceptionally peripatetic mathematician. By now he was ensconced at Canberra, giving them a helping hand with their computational group theory. (Were you paying attention at the back there? There's a test on all this later.) Neville invited him to dinner, which was jolly.

The next day Neville made time to take me to the local nature reserve, with a tetrasyllabic name which I can neither remember nor pronounce. We saw red and grey kangaroos; a koala; and multifarious birds, including emus and a splendid flock of sulphur crested cockatoos. But it was the little bird with the brilliant blue head that caught my fancy the most, the aptly named superb wren.

After that it was back for more go. This fellow is a go junkie; a man after my own heart. The Canberra Go Club is going through a sticky phase at present; how well we British go players understand the predicament! Neville deserves more support, and I hope he gets it soon.

Early on Wednesday we set off in Neville's car for Leura, and the go camp. I had not studied my map well enough, and failed to realise that the journey took us most of the way back towards Sydney. On the way, we passed a remarkable lake, with a fence across the middle. It is so shallow, that when it dries, the fence is required to prevent sheep from wandering where they shouldn't.

Leura

At Leura I was reunited with my dear friend Dr. Geoffrey Gray. Geoffrey, like Jim in Adelaide, goes back to Pontefract Castle days. After the untimely death of John Barrs in 1971 he served as chairman of the London Go Club; he also served as President of the European Go Federation for a year; and provided a venue for the BGA committee at his home and surgery in Chelsea for many years. But in 1977 he returned to his native Australia, to the dismay of his many friends in Britain and Europe. At 71 years of age, he is as dedicated to our beloved game as ever.

I had never attended a go camp before, and was rather hoping that it didn't involve canvas. It didn't. We were accommodated in a well appointed hotel. There were no formal tournaments; you just played as many friendly games as possible, and took advantage of the visiting professional player, Mr. Izumitani. He was young, and his English was limited, but he entered into the spirit of amateur go very well.

On the Thursday afternoon Neville took us out sightseeing. The area is known as the Blue Mountains, and is a resort for Sydneysiders, being but an

hour's drive away. The mountains didn't seem all that blue to me, but there was plenty of impressive scenery. It was a delightful change from non-stop go. We took a trip on a cable railway with a 52 degree slope, which was an experience. And there were plenty of parrots to keep me peering through my binoculars.

What seemed to be missing at Leura was the kind of après go activity which we take for granted in Europe. I managed to get a few folks playing Liar Dice around the dinner table. Australians have a reputation for a friendly openness, and so I found them. I don't think they'll ever be good at Liar Dice. They lack the mendacity, duplicity and selfishness that make it a game at which we British have always excelled.

But there were no opportunities to sing go songs, and go in for all the other social activities which seem so appropriate to us after a hard day's go playing. Oops, there I go again. Sorry. Try once more.

The Australians are such dedicated go players, that they have little time for the kind of après go activities which we waste our time on in Europe ...

Sydney

Neville drove us the hour or so to Sydney, and Geoffrey led us to his pad in the fairly central area of Woolahra, where we were to stay. In the evening there was a social event for go players, the only one I experienced in Australia. Hank Sato, a Japanese resident in Sydney, and who is president of the AGA, runs a pleasure boat on the harbour. We all embarked; at the last minute Charles turned up breathlessly having found his way from Canberra unaided. We were promised a smorgas-

bord by way of supper, and a pleasant evening cruise on the harbour.

The trouble was that there were only 18 of us, and a good half of the party were Japanese. Whether from shyness or what I do not know, but on such occasions Japanese people do tend to congregate and speak Japanese to each other. So the rest of us rather rattled on this boat. I tried to get some singing going, but the captain of the boat took the usual view that recorded music is much better than live, and we were defeated by the dreaded loudspeakers.

Still, the cruise was pleasant enough. I discovered that Australians use "smorgasbord" to mean what we would call a buffet, so the Scandinavian delicacies that I had been looking forward to were not forthcoming. We use a French word; they use a Swedish one. Fair enough. I think that there might have been more takers for the cruise if they had not timed it for the Friday evening. Distances are huge in Australia, and many go players must still have been on their way.

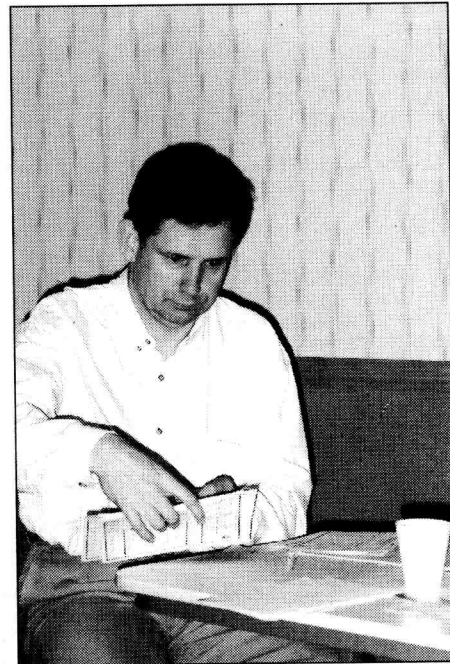
Saturday, and the tournament starts. The organisers have been let down by a party of Japanese who would considerably have swelled the numbers. As a result, the Championships have had to be moved to a suburb, instead of the central hotel originally planned. There are about 50 participants, including some strong looking orientals. I am disappointed to find no New Zealanders or Western Australians present. The Western Australians would have had the longer journey. Devon Bailey and Jim Bates are in control of the draw. That suits Jim; he loves that sort of thing as much as ever.

To my amazement I find out that the draw is some sort of banded Swiss. The top kyu players never get a chance to

play against dan players. We abandoned this type of draw in 1970 in favour of the McMahon system, whereby everyone is in the same tournament. All of Europe, North America, and indeed New Zealand followed suit. I find it heartwarming that these ancient traditions survive in far-flung corners of the Empire, long after they have died out in the Mother Country.

The go is pretty relentless. We have three games per day on 90 minute time limits with byo-yomi, if you please, so that works out at at least nine hours mental concentration. By the way, there's another ancient tradition. I had completely forgotten what it felt like to be in byo yomi, with someone else sitting by the board counting off seconds. Rather disconcerting. Everyone else uses Canadian overtime nowadays. To be honest, they did consider adopting the Canadian system at their Annual General Meeting.

I did not do well at this tournament, ending with 2/7. I had been entered at 5-dan, because of a belief by Australians that their grades are a stone weaker than European ones. As a result, in this Swiss draw I had some very tough oriental opponents in the early rounds, and got into a losing frame of mind. Still, Charles and I were presented with awards for having



Jim Bates doing the draw
(Jim played go in London during the 60's and 70's.)

travelled the longest distance (10,000 miles) to take part in the tournament.

My impression of Australian grades is that the situation is not quite as simple as that they are just a stone weaker than ours. That might be true for non-oriental Australians; but they were in a minority, at least at the top end of the draw. Many Chinese and Koreans involve themselves with the Australian go community, and their grades tend to be uncertain, to say the least. Koreans in particular tend to undergrade themselves on the Japanese system. So it is not only the fact that Australian go players from different clubs meet each other so seldom, because of the great distances, which makes all their grades

rather difficult to control and assess. Jim Bates would probably disagree - he belongs to the school of thought that says that any draw or grading problem can be solved if only you bring enough mathematics and logic to bear upon the situation. Unfortunately, human beings are not always logical.

At any rate, Neville got his own back on me good and proper. After losing almost every game in Canberra, in the Championship he beat me well and truly in the dame stage, would you believe. No, it wasn't a rip-off; it was entirely my fault. A Korean won the tournament; cups were presented and goodbyes said at lunchtime on Monday. I had made many new friends, and been invited to visit Melbourne and South Africa. Not this time, I had to say reluctantly. In the evening we saw Charles off back to Perth.

Tuncurry

Geoffrey's real home is four hours' drive north of Sydney, in a small coastal town. The journey actually lasts all day, because the car starts to behave strangely, and needs frequent rests. Who cares, we've got a go set! It feels as if we are travelling half way to Queensland, but when you look on the map, you can hardly get your finger between Tuncurry and Sydney. Australia is huge.

The journey takes us largely through forested land, with some lakes. Eventually we reach Tuncurry, and I meet Geoffrey's friend June, with whom he lodges in an outhouse full of books and computers and go sets. She is cock-a-hoop through just having won some local art competition. It is a peaceful place, which is what I need. Even in the heady days of the old British Challengers

League, we were not called upon to play three three-hour games on two days in succession. They're tough, these Aussies! We are five minutes walk from the sea, where I am intrigued by all the memorials attached to the breakwater. It appears that surfing is quite a dangerous activity.

On the Wednesday I am taken out to dinner with local friends, and on Thursday there is a trip to nearby Taree for car maintenance, but apart from that I manage to resist attempts to take me out and about. There are plenty of birds to look at, emails to catch up on, photographs to sort out, and dare I say books to be read. And of course all odd hours when Geoffrey has no other commitments are spent at the go board. For the first time I get a really good chance to look at the Southern hemisphere night sky, free from all the extraneous light of the cities. The Southern Cross isn't all that easy to pick out.

Sydney again

Once again, our return journey takes all day, because the car plays up again. It does so rather embarrassingly in downtown Sydney, on a busy intersection. Now what do you think of this? A passing motorcycle patrolman from the Australian equivalent of the AA stops unbidden to ask us our problem. He promises to return in half an hour; in fact it is less than that. He sorts us out, and can't be bothered to look at Geoffrey's membership details. That's Australian helpfulness for you. They're like that.

It's Friday, so on to the go club that I visited a fortnight previously. David is there, and he returns the shirt which I absentmindedly left at his home.

I claim that it was an easy mistake to make, because it was the sort of shirt that you wear with a tie, and you never seem to need them in Australia. More games; results so-so, and I take my leave of my many new Sydney friends.

Every now and then in Australia you come across something that is the biggest/ best/ mostest in the Southern Hemisphere. Study a globe, and you'll see that the competition isn't all that frightening. Geoffrey alleges that the collection of go books which fill one side of the living room of his flat is the largest in the S.H. More than likely.

On Saturday we visit the Aquarium, which also is the biggest, best, something or other in the S.H. Here you walk through a tube underwater, surrounded by sharks, turtles, rays and all manner of aquatic life. I begin to wonder if I would enjoy scuba diving. Probably not.

David had told me about a Korean go club, or ki won, which meets every day, but warned me off it because of the cigarette smoke. I have been to such unpleasantly smoky places before, but anyway, Geoffrey takes me there in the evening, and it is not so bad after all. There are only half a dozen players there, but I get a few good games, and end up wishing that I had tried it earlier. How about that; Sydney has a go club that opens every day. And London doesn't.

On Sunday Geoffrey drives me to the airport, and we say goodbye. I have tried to persuade him to visit Britain, so that it is not another 18 years before we meet again. Let us keep our fingers crossed.



A Go Database

by Wayne Walters

If I remember correctly, when Nigel Short played for the world chess championship his advisers had 2 million games of chess on a computer— a database of moves since time would not allow studying each game.

With more and more go games being recorded for a computer while the numbers are still manageable in terms of playing back it occurred to me that this was the start of a go database.

I have written a simple Basic program which analyses a directory of recorded games searching each game for a sequence of moves. These moves are defined in a 'Position' file and must allow for symmetry.

Here is a copy of the Basic program and, below, the contents of the file specifying the low Chinese opening.

The low Chinese opening consists of 8 possible orientations:

```
d16d3c9; d4d17c11; d4r4i3;
q4c4k3; d16r16l17; q16c16k16;
q4q17r11; q16q3r9
```

I have also created a file specifying San Ren Sei.

The output, which can be printed, lists all games with the required sequence of moves. The Ishi go Scribe and GoGod formats are acceptable but I guess the program could be modified for any game recording format.

These are basically trivial searches on openings and anything more complicated may require a more sophisticated program and larger 'position' file.

Has anyone else written anything similar or are there other ways in which a go database could be used?

```
REM GOANAL.BAS - SEARCH DIRECTORY LISTING AND FIND
SPECIFIC OPENING
```

```
CLS
REM Directory file name created by DIR > "filename"
INPUT "Input Directory File Name: ", INF$
OPEN INF$ FOR INPUT AS #1
REM Position File Contains Sequence Of Moves
INPUT "Input Position File Name: ", INP$
OPEN INP$ FOR INPUT AS #2
DO
  INPUT "Output to Screen (S) or Printer (P) ", SP$
  LOOP WHILE SP$ <> "S" AND SP$ <> "s" AND SP$ <> "p" AND
  SP$ <> "P"
  SELECT CASE SP$
    CASE "P"
      OPEN "LPT1:" FOR OUTPUT AS #3
    CASE "S"
      OPEN "SCRN:" FOR OUTPUT AS #3
    CASE "p"
      OPEN "LPT1:" FOR OUTPUT AS #3
      SP$ = "P"
    CASE "s"
      OPEN "SCRN:" FOR OUTPUT AS #3
  END SELECT
  DIM c$(20)
  PRINT #3, "Input Directory File: ", INF$
  PRINT #3, "Position file: ", INP$
  N% = 1
  DO WHILE NOT EOF(2)
    INPUT #2, c$(N%)
    N% = N% + 1
  LOOP
  CLOSE #2
  DO WHILE NOT EOF(1)
    LINE INPUT #1, R$
    RR$ = RTRIM$(LEFT$(R$, 8)) + "." + MID$(R$, 10, 2)
    OPEN RR$ FOR INPUT AS #2
    B1$ = ""
    DO WHILE B1$ <> "B 1"
      INPUT #2, R$
      B1$ = LEFT$(R$, 3)
    LOOP
    B1$ = MID$(R$, 5, 3)
    INPUT #2, R$
    INPUT #2, R$
    B2$ = MID$(R$, 5, 3)
    INPUT #2, R$
    INPUT #2, R$
    B3$ = MID$(R$, 5, 3)
    B$ = RTRIM$(B1$) + RTRIM$(B2$) + RTRIM$(B3$)
    FOR j% = 1 TO N%
      IF B$ = c$(j%) THEN
        PRINT #3, RR$
        j% = N%
      END IF
    NEXT j%
  CLOSE #2
  LOOP
  PRINT #3, "*** End of List ***"
  IF SP$ = "P" THEN
    PRINT #3, CHR$(12)
  END IF
  CLOSE #1
  CLOSE #3
```

Two Games from the BGC

by Des Cann

Both these games from the British Go Congress feature Jonathan Chin who is an up and coming first kyu. Like many players around this grade he is strong and confident in some aspects of go and a little at sea in others. A little bit of knowledge in his weakest areas should go a long way.

Round 5

Black: Jonathan Chin, 1 kyu
White: Alan Thornton, 2 dan

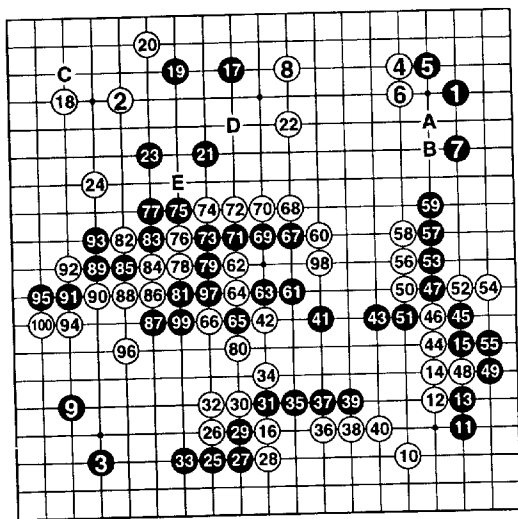


Figure 1 (1—100)

Alan has been around in British tournaments for as long as I can remember. Like all of us who have played a long time he probably needs to unlearn some bad habits to progress.

5-8: A small loss for Black. A or B or tenuki are the simplest options here.

11-15: It is a mistake to let yourself have two low positions facing each other the way 15 is facing 7. It would be OK to play immediately at 28. A White shimari at 11 is worth less than usual because 7 is strong.

17: Too early. I see the big moves at the moment as C, 89 and 25.

18: Better is 19, Black D, 18. 19-22: Natural; the Black group now has resilient shape and White has been forced on both sides.

23: No! Everything has been settled in this area for the time being. There are no White weaknesses and the Black group is stable.

29-42: This is not natural as White is strong here. There is nothing wrong with playing 29 at 131.

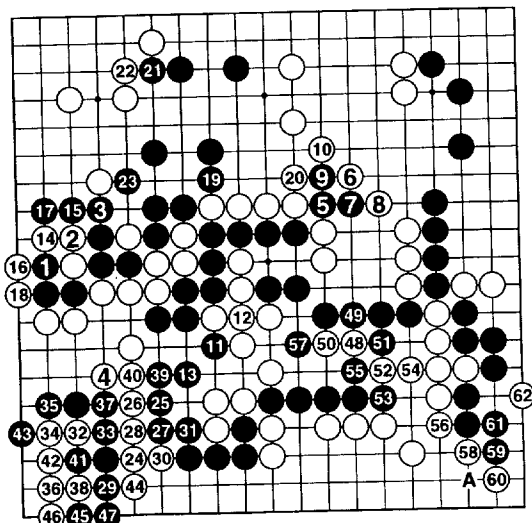


Figure 2 (101—162)
112 at 65

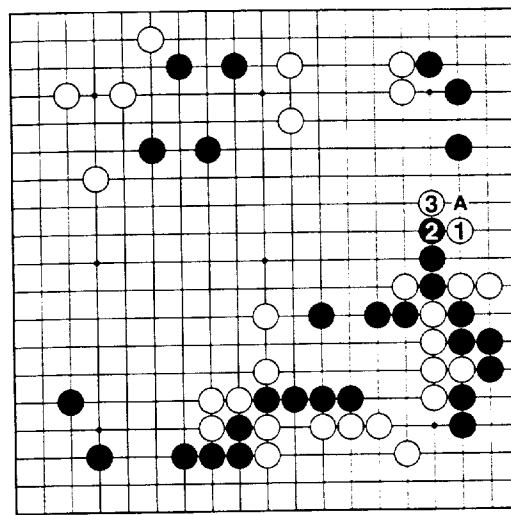


Diagram 1

43: Too solid and just encourages White to play in the area where he wants play.

44: Too solid! White already has a live group below so does not need to stay connected at all costs. The shape move here is 51, leaning on a strong stone while looking at the weaknesses to the right. It would also be possible to play 46 immediately.

56-58: This is very simple tactically but very dangerous strategically. It is putting all your eggs in one basket. Black has been given the entire right side as territory in exchange for a fierce attack on the group in the centre. I would advise you only to play like this if you can see a clear kill. Better is 1-3 in diagram 1. This is difficult, you will not be able to predict in a game what will happen if Black cuts at A (exercise for the reader!). It just feels playable. The lesson to learn is that it is

better to play a tactical sequence where you are not clear who is going to gain than one in which you are doing something you know is wrong, such as pushing your opponent along the fourth line.

68-73: Too direct again, it is rarely correct to force your opponent to come out between your stones like this. Playing 68 at 105 is natural and Black has no move to directly connect his groups.

74-75: Black 75 feels like a good point which makes me doubt 74. Perhaps 74 at E would be better, this is similar to the situation at 44.

83-89: Dangerous. Just playing 88, White 85, Black 97 looks good. The White group below has more problems than the Black group in the top left after this.

91-97: Overplays. Black has money in the bank in terms of territory on the right hand side

so he has no need to strain so hard. If he just settles his centre group all the problems are White's.

100-103: Should all be at 113 which will kill one group or the other.

104: Playing this at 115 is double sente locally, if its answered then... 113 still.

106-110: Good and not obvious.

111-112: Should not be played or answered.

114: Should still be at 115. White has now given away territory, lost his attack, lost a group, now lost sente and all the Black groups are safe. The game should be over.

119-127: These are the worst moves Black has played. He has stopped reading because he "knows" he has won the game. He has lost a large proportion of his lead in this sequence. The Black group at the top has two eyes without 119 and 123. Instead 119 could be at 137, White 126, Black 127. Note that if White cuts through with his dead group it reduces it to only four liberties.

151: Bad shape, better at 152. 154: If at 155 Black doesn't have a move.

162: If Black had simply connected here he would still have been safely ahead. Instead he cut at A and lost this group in the resultant ko fight.

White won by 4 plus komi. White needs to learn more subtlety. Black needs to learn that you still need to play good moves to finish won games.

Round 6

Black: Mike Harvey 1 dan
White: Jonathan Chin, 1 kyu

15: This is not natural with a stone at 5. A one point jump would be OK or 67 or a pincer.
20-22: This doesn't let 18 work effectively. Given the po-

sion of 16 the natural way is to answer 19 at 28. Black 21. White 24.

34-36: This weakens 14 and 16, better to tenuki. If Black 182 then A.

38: At 51 would give a better balance with 2.

42: Don't tenuki from contact plays without good reason. White should grow the moyo above naturally by giving 39 a hard time. Once Black gets two moves in a row with 41 and 43 this group is strong which makes 40-42 look thin. This will make it easy to reduce the moyo.

44: This is a single purpose move and therefore too slow. It expands the White moyo on the right but the top side is uninteresting and it is too far away from the Black moyo on the left to have much effect. An alternative would be 166 which still expands the moyo but also strengthens the connection to 40 and has an eye on cutting off Black 7.

49-51: This could become aji-keshi. I would prefer 49 at 58. White B. Black 190. If this group becomes safe then Black can play much more aggressively on the right hand side.

53-56: This also feels premature. Black is playing heavily.

58: No, answer the contact play.

60-61: Not kikashi at this time. Black should play 61 at 62 and if White gets to play 61 then attack at C.

68: There is an all important contest in the centre of the board at the moment as to who is strong there and who weak. The outcome will make a big difference to who makes most territory. This move goes a long way to turning the centre black.

78: Bad timing, this would have been sente if played earlier. However as White has already played 58, 64 and 66 it has become almost yose. At this point in the game moreover

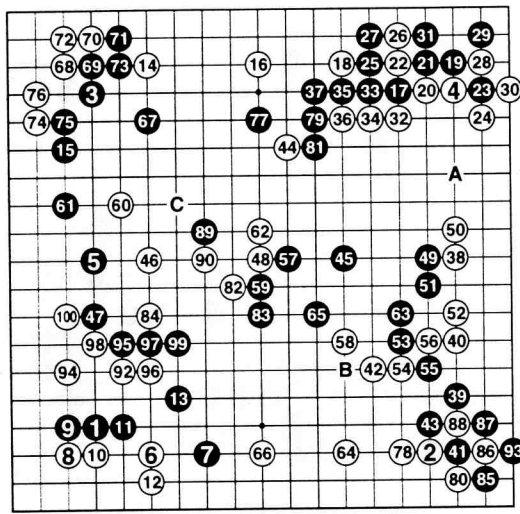


Figure 1 (1—100)
91: ko at 88/41

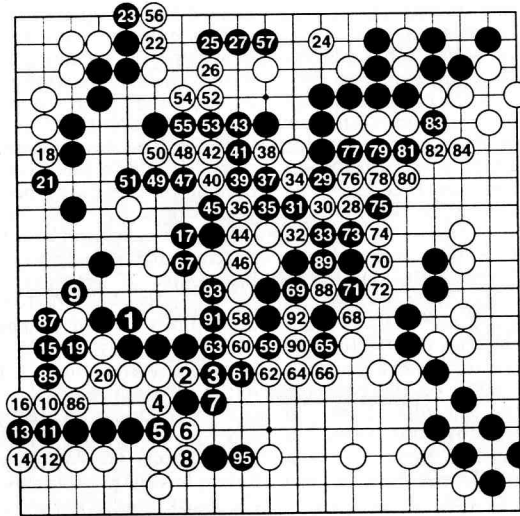


Figure 2 (101—195)
194 at 188

Black is threatening to swallow 14 and 16 whole and also has plausible attacks on the White stones floating in the centre.

80: Too eager. There is a ko here but it is something to look forward to later; 79 deserves an answer.

86: At this time White has a weak group floating in a Black moyo that he cannot afford to lose whereas White will be hard pressed to find meaningful threats.

114: Better to make an eye with 187, the black stones are not going anywhere.

117: This White group has been killed (for the time being) thanks largely to the squeeze resulting from White following up his ko threat.

118-121: Yose; imagine

Black 121 at 130 for example. White can hardly follow up 118 as it would strengthen the Black position even further.

119-120: Black has done well in this corner. What's the status of this fight now?

White now needs something imaginative to save some of his stones in the centre or at the top middle.

124: How about 124 at 136, Black 147, White 141. This creates complications and has 130 in reserve.

125-127: Good.

129: Ends up on the wrong spot but this is tricky. I think 130, White 133, Black 131 works well.

134: Could be at 136 threatening 134 and the two stones to the left.

144: Better at 145 which seems to still give some chances.

194: An aberration, but Black has a comfortable win anyway.

I would say White lost this game by tenukiing too often from contact plays (42, 58, 80). Black won by playing calmly and keeping focused on what was big.

Looking back I see that I have commented on a lot more White moves than Black ones. I think it is because White has been trying to play moves that are 110% moves while Black has just tried to play correct moves. The result is that Black rarely went totally wrong but White has. Maybe White needs to learn more balance.

European Go Congress at Marseille

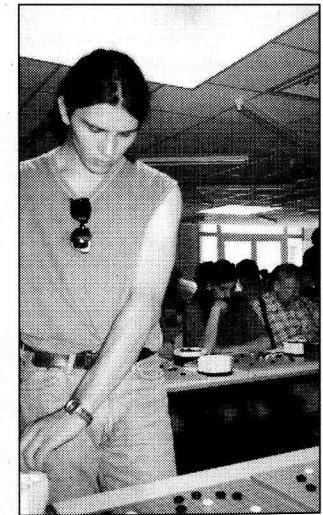
by Francis Roads

Clouds of wood smoke billowed over us as we sat on the bar terrace at Luminy University on the first Saturday afternoon. At first we thought that an organiser was having trouble with a barbecue. It became apparent that it would have had to have been a rather substantial one to produce so much smoke. Then we saw the planes. First small spotter planes circling, together with a helicopter. And then the famous water bombers. They skim over the sea, filling their fuselages with water. Then they dive in low over the forest fire, and drop the lot at one go. Only four passes were needed to control it sufficiently for the firefighters to go in and finish the job. Legend has it that a dead snorkeller was once found amid the charred remains of such a fire.

Saijo sensei was caught the

wrong side of the fire, and missed the opening ceremony. The fire risk is so great in the summer that many of the tempting looking footpaths that lead over the surrounding limestone hills are closed off by the police. But the main one which led to the beach was open, and there was a daily stream of go players making the forty minute trip to the beach to swim, or just enjoy the beautiful scenery. I went five times.

Over 800 people attended the congress at various times. They weren't all there together, though there were getting on for 600 over the weekend, when there is a separate five round tournament. Considering the numbers, the organisation by the French Go Federation was not bad. There were late draws, as always; there were various complaints about this and that, as al-

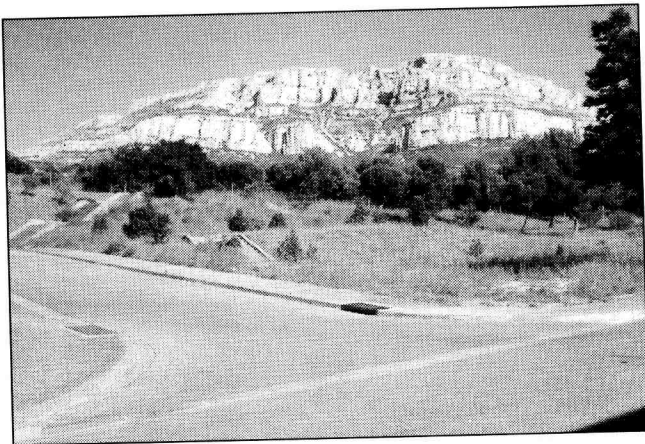


Catalin Taranu playing simultaneous games

ways. But considering that the management of these events is entirely amateur, I think that they go amazingly well. I do wonder how much bigger they can become before professional management will be needed.

There were two aspects of the organisation that did rather grate. It was very hard to find a tournament organiser when you needed one most; when wondering whether it was appropriate to start your absent opponent's clock. And the other was my perennial grumble about compulsory music. I know that some people find loud rock or jazz music in the main socialising area an aid to the concentration when playing casual games of go, pits, liar dice, etc., or engaging in quiet conversation.

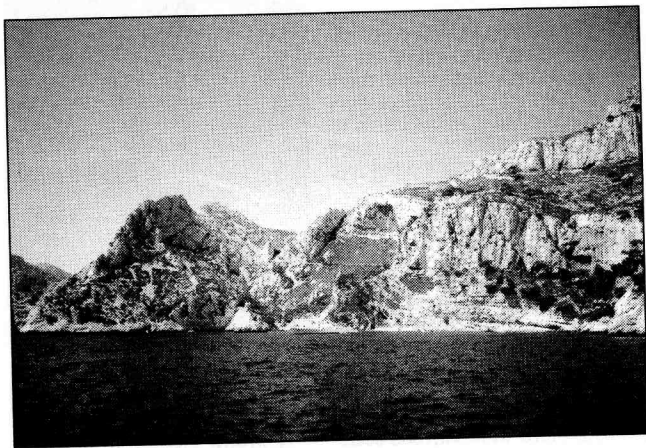
But there should also be some provision for that minority of us who find silence quite a good background for these most essential go congress activities. Thirty-eight Brits attended at various times, though once again, not all together. The practice of visiting the congress for a week, or a long weekend, seems to be growing, which is perhaps just as well in view of the numbers. (Results can be



View from the go playing centre BT

seen in *Tournament News*.) Ours was the fifth largest party, after France, Germany, The Netherlands and Romania.

Yes, Romania, that up-and-coming go country, which has produced professional player Taranu Catalin, hoards of strong young players, and who have taken on the responsibility for next year's congress at Constanta on the Black Sea. As with all East European con-



Luminy University's Calanque SB

gresses, the living expenses will be cheap, and there should be plenty of East Europeans to swell the numbers. Seven hundred? Eight hundred? Nine hundred? I wish them joy.

There was the usual party of professionals from the Far East as well as the two already mentioned, and Hans Pietsch, the German player who also has professional status. There have been professional players of US origin for some time now, and it is good to see Europe able to hold its head high in this department.

Unfortunately your correspondent had little time for learning from the professionals, nor indeed for any of the usual side events, 9x9, 13x13, lightning, pair go, etc. During the first week I was being groomed to take over the presidency of the European Go Federation. This entails meetings. Lots of meetings. Meetings with people who are bidding for future congresses; meetings with the people from the EGCC in Amsterdam; meeting with people with suggestions or complaints; you name it. On the first Friday evening we had the delegates'

meeting. I was duly elected, and took over the remainder of the agenda. We managed to finish by midnight; I was quite pleased about that. The other members of the executive, now expanded to five, are Alan Held, Vice-president, Oleg Gavrilov, Vice-president, Martin Finke, Secretary, and Thomas Pfaff, Treasurer.

You won't want a blow-by-blow account of the 14 agenda items, but Bratislava was confirmed as the venue for the 1999 congress and Berlin for 2000. Several countries including Finland, Russia, Yugoslavia and Croatia have their eye on 2001; watch this space. During the second week, now in office, I spent a good deal of time being polite. A constant stream of visiting dignitaries was supplied for me to be polite to, ending with the Japanese Ambassador. I was also given opportunities to be polite to various people with complaints.

I didn't find it easy to combine my official duties with competing in the tournament. Several times my games were interrupted for various reasons,



The Party— Wayne Walters (centre) juggling SB



German Go Car FR

and even when they weren't, I have yet to develop the technique of forgetting the business to concentrate on the go. I suppose I shall get used to it. And anyway, who cares; as I sang at the traditional song party on the final Friday to Sullivan's 'Judge's Song', "...he's never going to be much good at go, so we'll make him El Presidente." Heigh ho.

But being polite has its rewards, as you get invited out to dinner a lot, and France is a very good place in which to be invited out to dinner. Bouillabaisse is the local delicacy. The waiters bring a tray full of crabs, prawns and other fish with various untranslatable names for you to inspect, rather like showing you the label of a wine bottle. Then they take it all away and make it into soup. It's good stuff.

The beaches and scenery around Marseille are magnificent, but I can't say that the city itself struck me as one of Europe's more attractive ones. There are ancient churches and cathedrals, and similar sights for the rubber-necker. But I chose to spend the off-day tak-

ing a boat trip to the Château d'If. The Count of Monte Cristo is supposed to have been incarcerated there. Then you can go on to some more islands. But it's funny how quickly one develops the French habit of regarding the day's activities as rather annoying interruptions between mealtimes. We sat about quite a bit.

It is hard for me to take a dispassionate view of this congress, as I was so bound up in go politics. I think that for the average go player it was as good as most. The setting was beautiful, the organisation adequate if not brilliant, and most people seemed to be enjoying themselves most of the time. It was especially gratifying to see such a good British turn-out, as it has been disappointing at some recent Europeans.

See you in Constanta next year? Better brush up your Romanian!



So Long, Seong-June!

by Charles Matthews

Part 1

Cambridge's outstanding go visitor of recent times, Seong-June Kim, returned to South Korea this summer. With Jean Michel also in town and coming tenth in the Sapporo World Amateur, 1997 has been a bumper year for us.

Quite a number of Seong-June's analyses seem to be worth preserving. When I looked at what I had on my hands, a theme emerged. I may have learnt most about the handling of some of the very common 4-4 opening patterns. There is not much about these in Honda's *The Great Joseki Debates*, and the material differs somewhat from *Get Strong at Joseki 3*, so this series of pieces may be of interest, at least until the Yang-Straus *Whole Board Thinking in Joseki* project gets there.

This first one comes from a perfectly normal opening, in a casual game in which I took Black against him (see Diagram 1).

The option I chose here as Black didn't turn out so well. A couple of days after the game we went over the various choices, looking at them in relation to the rest of the board. I first brought up the diagonal jump of Diagram 2.

Seong-June thought this was one of the best ways to play. Black is going to do well in the corner. However, the stones White has played on the outside make it hard for Black to play the right side of the board as a moyo strategy.

We looked also at Black playing the second approach move of Diagram 3. That joseki is

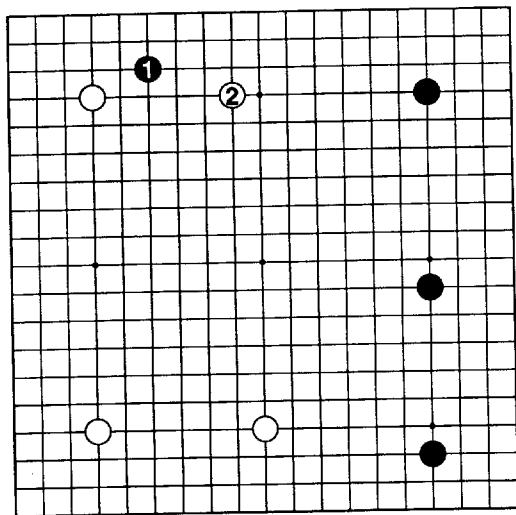


Diagram 1

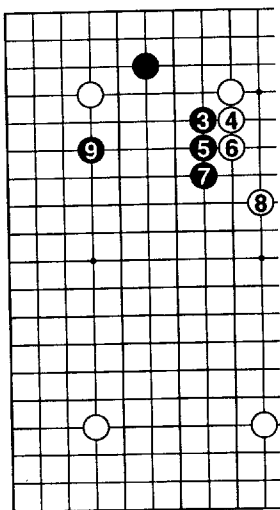


Diagram 2

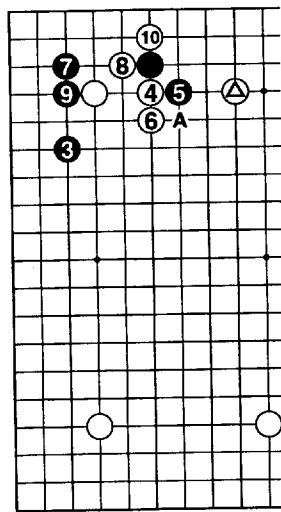


Diagram 3

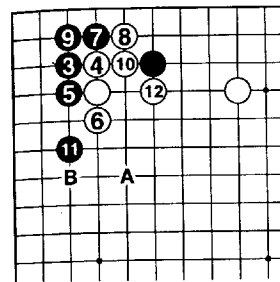


Diagram 4

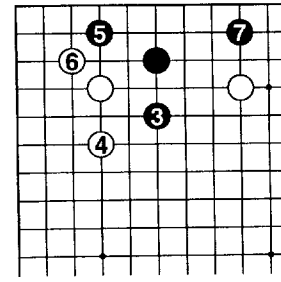


Diagram 5

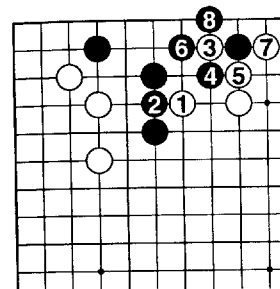


Diagram 6

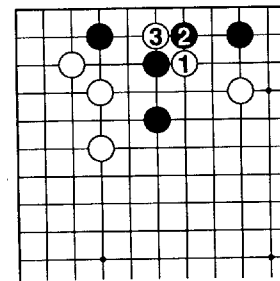


Diagram 7

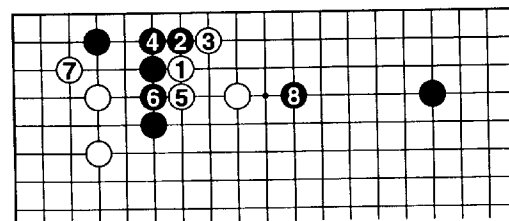


Diagram 8

common in professional play. Incidentally it gives the lie to the dictum that you don't attach to the weaker, pincered stone. That advice seems only to be sound when the pincer is on the third line, if at all. The result establishes a strong White position on the top side, again not what Black wants given his ambitions on the right. There is a variant with 10 at A, but in any case the point is that the marked

White pincer stone ends up on a key point for shape.

Another possibility, perhaps the normal place to begin this kind of analysis, is the 3-3 invasion in Diagram 4.

In this case White is going to block at 4, rather than 5. Blocking at 5 can only be expected to work well if White already has a stone in place on the left hand side. Black will end in sente, unless White omits 12 as a

challenge to fight. Normally White would indeed play 12, once more building strength to negate Black's potential on the right from a distance. This is very much the approved fashion amongst strong players, and bears a moment's thought. White has already occupied the big point on the lower side—facing a strong position also on the top side, Black's expansionary plans have been curbed. The feature of the Chinese style is that the moyo has two holes: White approach moves from the inside at the top and bottom. No way is Black going to cover both in one play, so White can take gote on the top side.

This is a place to put in the comment that White at A instead of 12, expecting Black to answer at B to avoid being forced down, and then waltzing away elsewhere, is not recommended. See Kageyama's *Lessons in the Fundamentals* Ch. 9 on this common failing.

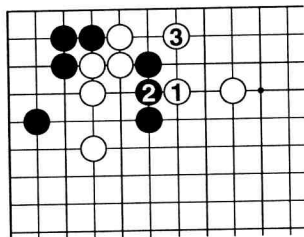
Remaining to consider is Diagram 5. The one point jump out will make it harder for White to build on the top side. The line shown there is the most usual one (Ishida *Dictionary of Basic Joseki* vol.3 p.149).

Seong-June's conclusion was that this was the best way to play. Now I had a definite, if over-clever, reason for not going down this particular alley. Because of the residual tactics White would have round there (Diagrams 6 and 7, to be found also in Ishida), the Black formation counts as rather thin. It seems it is played less often at the top level than it used to be. However it could still be correct here.

When I brought up this point with him, Seong-June showed me an idea not in my books (see Diagram 8). After a little discussion he reckoned that Black can play that simple way to his advantage, since 8 is a very good approach move combining attack with building on the right.

The line of Diagram 9 is also easy to rule out, as good for Black on the top side and not really secure in the corner for White. So how did I play? See Diagram 10.

I jumped and then invaded the corner. White 10 is a classic piece of Seong-June's 'lo-tech' style. Deceptively simple, if you like; with hindsight it seems as if he had already decided to take the lower left on a big scale. I had expected the Reference Diagram.



Reference Diagram

Explanation about Black 19: the sequence of Diagram 11 is what I had in mind—it comes from a handicap game problem, and is a way of making good shape in sente.

However I went wrong in not playing 27 at 41. Building up the mini-moyo makes no sense while it is open on the side, and closing it off with this 'foot-sweep' is the price to pay for taking profit at the top.

The fight I got into trying to set my two stones at the top in motion didn't go well, and Seong-June duly set up his vast lower left corner. So that was another fine mess I got myself into. (I didn't win!)

Final word from the teacher: he said playing the pincer one line further away, on the top side handicap point, would have been the ordinary move. Naturally if Black doesn't want to be pincer and is happier with a big moyo then that is where he goes, too.

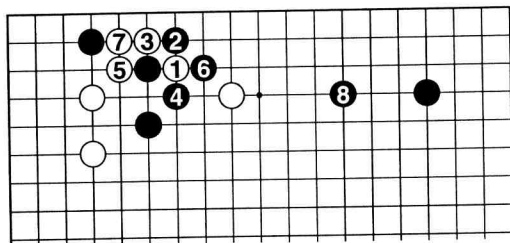


Diagram 9

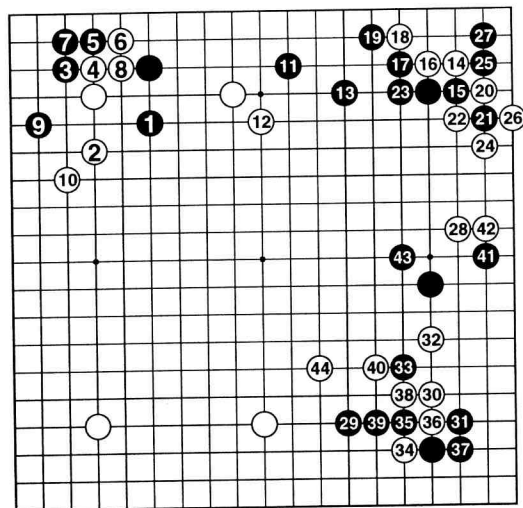


Diagram 10 (1-44)

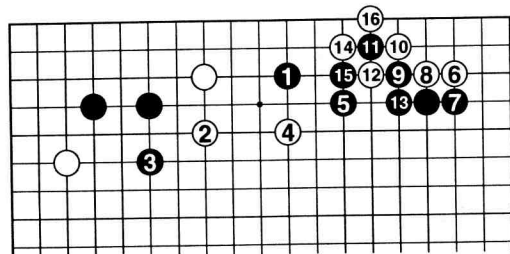


Diagram 11

Tournament News

by Tony Atkins

Village Hall

Saturday May 17th was an unusual day for summer 1997 as it was very hot and sunny. Bracknell had chosen to move their tournament out of town to the Brownlow Memorial Hall in Warfield Road. This meant, strangely, a less pleasant place to sit out, but a cool pint, drunk to the sound of ball upon willow, at the adjacent Plough and Harrow was tempting to many at lunch time. Seventy-nine players attended. Bristol's Antonio Moreno (3 dan) won, keeping to the tradition of not letting the four dans win. Romanian 1 kyu Nick Mandache won 3/3 as did two 2 kyus, Edward Blockley of Worcester and local Ross Ingliss, and London 3 kyu Mike Nash. Mark Graves (10 kyu Reading), Dave Cohen (15 kyu Royal Holloway), Yvonne Margetts (16 kyu Epsom Downs) and Carl Bate (22 kyu Brakenhale) completed the prize list. Carl also won the continuous 13x13.

Glasgow Green

This year the Scottish Open moved to a new home at Glasgow University.

For those who believed Glasgow could not be as nice as Edinburgh, they were wrong. The university moved some years back to the opulent west end of the city and is surrounded by large villas, a green and pleasant park, the river Kelvin and some very interesting museums. There are many hotels in the area, good transport links by bus or clockwork orange under-



Welsh Treasure at Barmouth

ground and plenty of easy parking (but avoid the tree the squirrel lives in). John O'Donnell and the other local players made visitors welcome by opening up their go club in the evenings and sharing in trips to the local Indian and Chinese restaurants.

The venue was the large panelled dining room of the University Union, a building that had the advantages of a bar and many pinball machines for any addicts. For the first time there was no clash with the Challenger' so Matthew Macfadyen (6 dan Leamington) came and was top of the 33 players with 6/6. He will now have to go on and win the Stacey Grand Prix as has been the tradition of recent years. Second was Andrew Jones (3 dan Wanstead) who only lost to Matthew. Third and fourth on 4/6 were shodans Paul Margetts (Epsom Downs) and Colin Adams (Lancaster). Jun-Young Kwon (3 kyu) from the new Stirling club won the mid-kyu prize and Phil Cash (10 kyu Dundee) won the low kyu prize. Others on 4/6 were Nick Bethell (9 kyu Dundee) and Gordon Reid (10 kyu Dunfermline).

Championship

The second stage of the British Championship, the Challenger's, was held at the Nippon Club in Piccadilly the first weekend in June. As T. Mark Hall was sick, Matthew Cocke was in Japan, Alex Rix was at a wedding and Edmund Shaw was unavailable, the field was lacking its normal strength. Best of the 16 players, winning all 4, was Matthew Macfadyen, as expected. However because of the seeding of the Swiss system it was Charles Matthews, the strong 3 dan from Cambridge, who took second place rather than one of the other winners of three games; they were Des Cann (4 dan), Simon Shiu (3 dan) and Alan Thornton (2 dan). Taking places 6 to 8 were the best on 2/4: John Rickard (4 dan), Francis Roads (4 dan) and Matthew Holton (1 dan). On 12th July at the Daiwa Centre by Regent's Park, Matthew Macfadyen won the first game in the best of five title match against Charles Matthews. Fifteen days later saw the same result at Freud's Café in Oxford. The crucial third game is sched-



Devon Prize Winners

uled alongside the Milton Keynes Tournament in September.

Eddie's Last

A week after the Challenger's saw Eddie Smithers organising his last Leicester Tournament. His club mates will continue the event, but it might mean the end of the quiz set by Eddie's wife. In order to give other teams a better chance the last two winners combined to form a Swindon Plus team; they still won with 29/40 beating Brakenhale and Simon by 4 points. Sections this year were true and false, homes, horse racing and 1996. Matthew Macfadyen was the best of the 46 players and won the paper imitation of the cup, as Des Cann got his own back by failing to return the real one. The new organisers both won 3/3 at 6 kyu, namely Pete Fisher and Richard Thompson. The other prize winner was Dave Skidmore (14 kyu Nottingham).

Unusual Categories

Forty-eight players made it to Barmouth for the last week end

in June. The Welsh Open title went as usual to Matthew Macfadyen, and as usual Baron All-day welcomed players to his café and Jo Hampton welcomed players to the back room of the Tal-y-don Hotel for games and evening drinks. It was slightly unusual to see the sun early on the Sunday morning, but as usual prizes were awarded in unusual categories. Francis Roads was not contesting the being Francis Roads prize, so this went to Yvonne Margetts, but Alistair Brooks won the being Alistair Brooks prize. David Phillips of the Isle of Man got the came-a-long-way prize and Brian Timmins, as usual, got the first entry prize.

Helen Harvey scored in the new best accident category, having slipped on a wet floor and damaged her ankle. In the go playing Geoff Kaniuk (2 kyu London) and Ron Bell (11 kyu Reading) were rewarded for 4/5 and Mike Bending (6 kyu Hursley) for scoring a half point less. Klaus Blumberg (1 dan Germany) won the continuous lightning and Leamington the team prize. The Oh-Us team had a special award of some

tiny dragons for a spectacularly bad 25 per cent.

Glorious Devon

The Moorland Hotel on the edge of Dartmoor was again the venue for the Devon Tournament. However the day was switched from Saturday to Sunday because of a wedding at the hotel. Unfortunately only 19 attended to enjoy the go, the buffet lunch and the views of the glorious Devon countryside. By juggling the draw no one got a bye (though Gerry Mills got four games). Winner of the wooden go stone trophy was last year's runner up, Antonio Moreno (3 dan Bristol). Players getting smaller wooden stones for 3/3 were Paul Hunt (3 kyu West Surrey) and Richard Helyer (9 kyu Oxford), and the best on 2/3 namely visiting Japanese 4 dan Nobuyoshi Takagi and West Cornwall 14 kyu Sax Impey and Tim Varley.

Go World

The 19th World Amateur was in Sapporo on the north Japanese island, Hokkaido. Unfortunately T. Mark Hall could not be our representative as he was suffering from sciatica and so Matthew Cocke, the Liverpool postgraduate, was sent instead. He won 4/8 to come 26th among 46 countries. He beat Indonesia, Switzerland, Denmark and Belgium, but lost to Australia, France, Spain and the Ukraine. Paul Donnelly, playing for Ireland, was 36th with 3 wins. At the top it was the usual oriental battle; the top three all ended on 7/8. Jun Lin of China was put first on tie-break, ahead of Hideyuki Sakai (Japan) and Yong Sam Mun (DPR Korea). Chin Han Lin of Taipei was fourth ahead of two Europeans, Cristian Pop (Romania) and

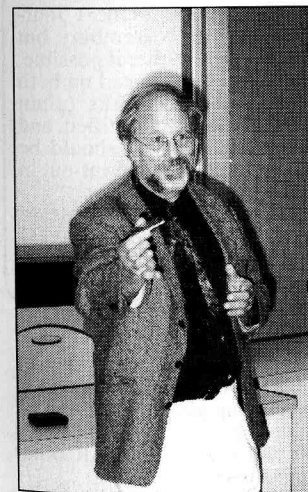
Alexei Lazarev (the Russian Champion). Korea and Canada took seventh and eighth.

Grand Prix

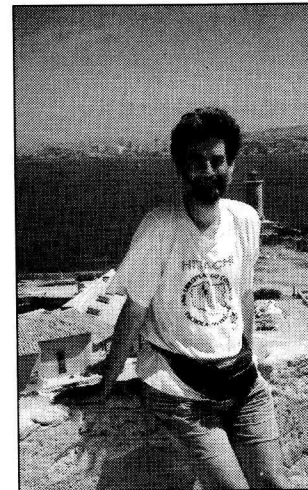
On the European GP circuit, Alexei Lazarev won Vienna and Budapest to take a lead on the points table. Amsterdam was won by Guo Juan ahead of Korean Park Sang-Nam and Frenchman Farid Ben Malek. At Hamburg, Park was the winner following the discounting of his loss against Vladimir Danek after a byoyomi dispute. Pei Zhao was second ahead of Danek. Viktor Bogdanov won Warsaw and was second at Helsinki behind Lazarev. Francis Roads was placed sixth and Alison Jones ninth. Moscow-based Lee Hyuk won the Russian at Petrosavodsk, ahead of Saiffulin and Lazarev.

European

The 41st European Go Congress was held at the Uni-



Alan Held
Outgoing EGF President



Francis Roads
Incoming EGF President

versity of Luminy on the eastern edge of the great southern French seaport of Marseille. Nearly 500 took part in the main tournament and 373 at the weekend, winner of which was Guo Juan ahead of Lee Hyuk. Highest placed Brit was Jim Clare (3 dan) at 44th. Christian Scarff (1 kyu Swindon) won 4/5. At the end of the first week Lee Hyuk was leading in the main, with Guo leading the group on 4/5. Lee hung on to the end, but Miyakawa Wataru overtook Guo, forcing the perennial European Champion into third place. The top ten read: 1 Lee, 2 Miyakawa, 3 Guo, 4 Pei Zhao, 5 Kai, 6 Fujita, 7 Danek, 8 Gherman, 9 Soldan, 10 van Eeden.

The top five Brits were Shepperson (23rd), Hall (34th), Clare (37th), Cann (54th) and the new EGF president Francis Roads (90th). A total of 590 names appeared on the list of players.

This meant that in the GP Guo caught up a little but could not catch Alexei Lazarev.

Danek and Bogdanov were the other two in the top four.

The Pair Go at the European this year was not the official championship as a separate European Pair Go Championships had been held in Amsterdam in June. On the Saturday the seeding rounds were held in an Amsterdam shopping centre, but the serious part was held at the EGCC on the Sunday. British Pair Matthew Macfadyen and Kirsty Healey beat Hungary and Norway, but lost the final to Germany's Christoph Gerlach and Britta Trepczik.

Solutions

to Problems for Beginners

Problem 1

White has cut. There is no way for Black to connect his or her stones.

Problem 2

Black has connected. There is no way for White to cut Black.

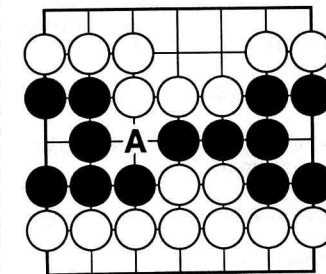


Diagram 1

Problem 3

It depends on whose move it is next. If it is Black to play next, Black can connect, if it is White to play next White can cut. A is the key point in Diagram 1 for both sides.

Glossary

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

Kosumi: a diagonal play.

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

Moyo: a potential territory.

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

Sagari: a descent towards the edge of the board.

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

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

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

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

Shicho: a ladder.

Shimari: a corner enclosure of two stones.

Shodan: one-dan level.

Tengen: centre point of board.

Tenuki: to abandon the local position and play elsewhere.

Tesuji: a skilful move in a local fight.

Tsuke: a contact play.

Yose: the endgame.

Aji: latent possibilities left behind in a position.

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

Atari: the state of having only one liberty left.

Byo yomi: shortage of time.

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

Damezumari: shortage of liberties.

Furikawari: a trade of territory or groups.

Fuseki: the opening phase of the game.

Gote: losing the initiative.

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

Hasami: pincer attack.

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

Ikken-tobi: a one-space jump.

Jigo: a drawn game.

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

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

Keima: a knight's move jump.

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

Notices

Error

BGJ107, *Kyu Games Commented*, page 21: 'White resigns.' Matthew Holton writes in: "In fact as White I won the game, as the large black group at the bottom died and Austin resigned."

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

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Book & Equipment Update

Prices to non-members

Instead of a separate price list, customers who are not members of the BGA normally pay 20% extra on the standard price list for all items. However, attendance at official BGA tournaments enables non-members who have paid the non-member tournament fee to buy at standard prices.

Goods Direct

The BGA bookshop, with a wide range of books and equipment and other items, will certainly be at the Shrewsbury, Wexsex and Swindon tournaments. A limited range of books may be available at the Three Peaks and West Surrey tournaments.

NOW AVAILABLE

Igo Hatsuyo-ron, Vol. 1 (Y16, £10) was originally written in 1713, and is a part of a set of Classical Life and Death Problems originally kept as a treasured secret by the Inoue go school in Japan. There have previously been four Japanese editions, the most recent in 1982 edited by Shuko, but this is the first edition published in English. Eventually there will be three volumes containing a total of 183 problems.

Kido Year Book 1997 (KI97, £36): a small number of copies are now in stock, and I am taking orders for earlier years (if available).

Plastic go stones (SSP, £8) have again become available mainly due to demand from schools, who are reluctant to use glass stones because of the occasional chips and resulting sharp edges. They also weigh less, which is quite an advantage if a dozen or so sets have to be transported. Containers are not supplied—the stones are in plastic bags—but suitable plastic boxes are easy to buy in the shops.

Magnetic go sets (MGM, £17 provisionally): supplies have become easier again, and the middle-size set should be in stock by the time this journal is published. The small set (MGS) continues to be available at £12.

COMING SOON

Beauty and the Beast (Y17, £10 provisionally) has been announced by Yutopian to be published in September, but no details are available at the time of writing.

COMPUTER SOFTWARE

Handtalk (HT, £35) is now supplied by the BGA Bookshop rather than by Nick Wedd. At present the support I give is not as good as I would like, but I will do my best to deal with queries.

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)