

The Go Correspondence Course

Matthew Macfadyen

The Course has now been available for over a year, and continues to attract new devotees from all over the world, taking advantage of a steadily growing body of new teaching material.

The Course comes in two phases.

First you fill in a detailed *questionnaire* about your Go, where you learned it, how your strength has improved, what you are best at, and what you want to be able to do with the game. Some *problems* to time yourself on give me an idea of your tactical strengths and approach. Together with a couple of game scores, this provides enough information for me to write a *detailed account* of your game, with *recommendations* for how to make the most of your strengths and how to correct or avoid your weaknesses.

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Game commentaries, and most of the technical material, are also available in various computer readable forms including html documents, and many subscribers find that Email is the most suitable means of communication.

The rates for 1998 are £25 for the first phase, and £75 for the second phase, which covers eight packages of material.

I am now able to accept cheques in most major currencies, rates available on request.

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Front cover: Yuki Shigeno in Dublin, at the Irish Fast Play Tournament (see *Tournament News*). Photograph by John Gibson.

Tournament Calendar

Barmouth: 27-28 June. Jo Hampton, 1 Glan-y-Don, High Street, Barmouth LL42 1DW. 01341-281336.

Youth Pairs: July.

Devon: July 5th. Tony Putman, 01803-555676, or tony@putwet.demon.co.uk; Tom Widdicombe, 01364-661407

Norwich: August 8. Tony Lyall 01603-613698.

Isle of Man: August 1999 (biennial).

Northern Go Congress: Manchester, 12-13 September.

Milton Keynes: 19 September.

Shrewsbury: 4 October. Brian Timmins, 01630-685292.

International Teams Trophy: October.

Wessex: Marlborough, October.

Three Peaks: Thornton in Lonsdale, November.

Swindon: November.

West Surrey Handicap: December.

Anglo-Japanese: December. By invitation only.

London Open: December/January.

Youth Go Championships: January.

Furze Platt: January.

School Teams: January.

Oxford: February

Trigantius: Cambridge, March.

Candidates': March.

International Teams: March.

Irish Open: March.

Coventry: March.

Women's Coaching: March.

Bournemouth: April.

British Go Congress: March/April.

Anglo-Japanese 'B': April.

Barlow: May, Cambridge. Kyu players only.

Bracknell: May.

Pair Go: May.

Scottish Open: May.

Challenger's: May. By qualification.

Leicester: June.

Anglo-Japanese: June. By invitation.

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

Notices

TOURNAMENT LEVIES

Tournament organisers please note that the BGA levy on tournaments will be increased with effect from 1 July 1998 to the following rates:-

Non-members	£2.50 per day
Members	£1.25 per day
Concessions	£0.75 per day

Levy forms sent to organisers after 1st July will include these rates.

*T. M. Hall,
Hon. Treasurer.*

Further Notices on page 42

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Cannes: The Games Festival

by Edward Blockley

followed by
a Game Commentary by
Matthew Macfadyen

The 3rd European Youth Go Tournament took place over seven rounds, in two divisions, during three days at the end of February 1998 at the 12th International Games Festival at Cannes in the South of France. The International Games Festival appears similar to the Mind Sports Olympiad held in London.

To qualify, competitors had to be under-18/u-12 on 1 August 1998. Ing rules were used, with 8 komi, 60 minutes each, and byoyomi 20 seconds per move. The system was roughly McMahon, but all games were played as even, whatever the McMahon rating difference.

Lodgings were arranged at the International College, a fifteen minute walk from the Tournament, with a subsidy for the youth players.

The Youth Go Tournament was held in an unfinished basement in the Palais des Festivals on the sea-front in Cannes. Sharing the basement were a Draughts Tournament, a Chess Tournament and a Scrabble Tournament (in order of increasing size) taking place in the decorated part of the basement. Many other games were being played, demonstrated and sold on three other floors of the building.

Thomas and I arrived at the tournament lodgings at 9:30pm on the Wednesday evening after a very long rail journey and went straight to bed.

Thursday: After a breakfast of cornflakes, bread and jam and fresh fruit (spoilt only by seeing a young go player with his cornflakes floating in hot chocolate) we recuperated by exploring the town, identifying likely places to eat and a supermarket.

The old port area contained an interesting selection of little shops, a fruit and flower market and lots of restaurants. The easterly part of Cannes appeared to be full of famous and expensive shops and hotels. There was an interesting selection of mostly leisure boats in the large harbour. I found my very poor French was very kindly handled by most of the French I met, only sometimes would they ask that I spoke in English!

Dinner was provided at the International College and contained many interesting unidentified items of varying edibility. For those children (like mine) who like to drain the last drops from their bowls by tipping them into their mouths, this is the place to come—drinks are served in bowls.

In the evening Thomas registered for the Youth Tournament along with a number of players in the Ing Tournament (taking place at a hotel in Cannes—no audience was permitted—the participants were next seen at the prize giving ceremony on Sunday).

Much to my surprise there was another British youth there: Paul Hyman, the u-18 British Youth Champion.

Friday: There were three games starting at 10am. Thomas played two Hungarians and a Romanian, winning one game.

The timetable and rules were not available until just before the first round and proved to be quite comfortable with game 2 at 2pm and the third at 4:30.

The Ing sets, rules and electronic clocks, were a little confusing to some at first, but were soon mastered. In the evenings at the International College there were opportunities to play floodlit volley-ball, pool and table-tennis as well as go.

Saturday: The morning was free and a number of the young players went on a free boat trip to the Iles de Lerins. Thomas chose to explore Cannes further and get postcards. Two games were played today, Thomas losing to a French 4 kyu and beating a Hungarian 8 kyu.

I was very impressed by the interest and dedication shown by the Hungarian children from the Budapest club. The rapidity of their game analysis was simply astonishing (to a 2 kyu more used to relatively sluggish adult analysis). Thomas was more impressed by the 4 dan, Diana Koszegi, wearing particularly bright red roller boots!

Sunday: Thomas played the Italian u-18 Champion (4 kyu) and lost. In the last round he beat a Russian 2 kyu who had the misfortune to lose all his games. There was a considerable variation in the results—one 2 kyu beat a 3 dan, and another lost to a 9 kyu.

Monday: Every morning had dawned bright, warm and sunny, including Monday for the trip home to a cold, wet Britain.

The final result for the young British players in their first foray into foreign fields was Thomas Blockley 3/7 (38th) and Paul Hyman 2/7 (44th) against the best young players in Europe. Will any young British players improve on this in later years?

We will just have to wait and see...

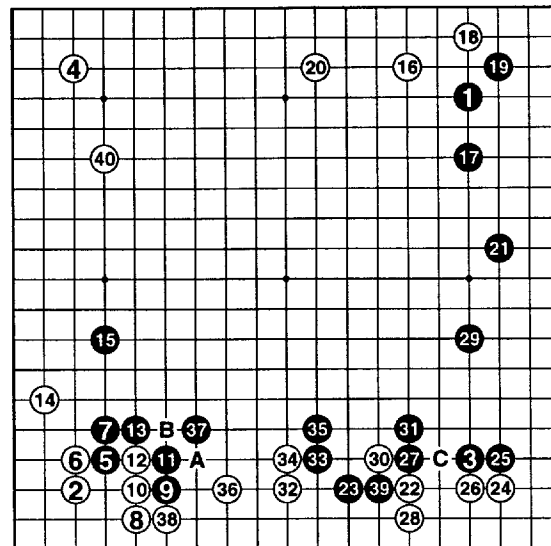


Figure 1 (1—40)

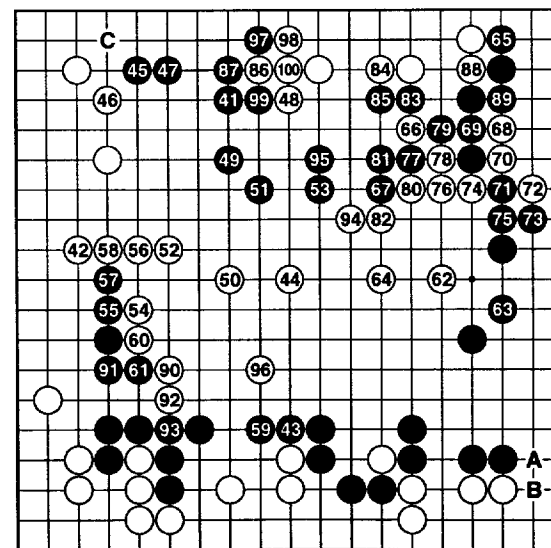


Figure 2 (41—100)

Cannes 1998, Final round

Commentary by
Matthew Macfadyen

Black: Tom Blockley, 4 kyu UK
White Pavel Demyanov, 2 kyu
Russia

Both players handle the opening very politely, White 14 could have started a fight by cutting at B (normally 9 is played at A to prevent this), and then White 16 takes a share of the black area on the right.

Black 27 should really be at C, following which white 28 is joseki, but White replies at 28 anyway. Next Tom decides to build up the right side. Black 29 is quite a good idea for this purpose, but the standard idea is to strengthen the outside of an area first, and only play inside afterwards. If 29 had been at 30 there would be no weaknesses left for White to aim at.

White's invasion of the lower side from 30-39 is a partial success. Black gets to protect the cutting point at B, and builds up his moyo on the right, but White adds some territory along the edge and still has a chance to cut off the whole Black group in the lower left corner.

Tom invades at 41, another very leisurely move but one with several directions to run in, and then finds time for the excellent move at 43.

This move is extremely important, adding to the right side while preventing a worrying attack which White could start on the left after separating the groups with 43.

White attacks the lonely stone at the top from a distance with 44, and then 45 is just right to make some space for eyes at the top. But once White has replied at 46 there is no particular need to protect 45 securely, and 47 is a very slow move which helps White to know what he is attacking.

White continues to play from a distance, though, and Tom gets time to escape with his weak group without getting attacked severely. He also manages to spot that all those white stones in the centre

raise the question of a cut around 59, and completes his defences by playing there himself.

The middlegame is almost over, and the next question is where the big endgame points are. Usually the answer is the same as in the opening: corners first, then sides then centre, but in the endgame you also need to worry about which moves need an answer.

In this case, Black 65 is a good shot; it is big, and threatens the eyeshape of the group at the top. But the biggest endgame point is around A and B; here whichever side gets to play first has a powerful follow-up, Black to kill the group, White to wreck the side. The next biggest area is C.

Just when it looks as if we are well into the endgame Tom starts trying to kill groups. The first try, with 103 and 105, does not quite work, but Pavel is worried by 107 and backs off. Then Tom has a go at the centre, and succeeds in capturing four stones in sente after 113. It is not completely clear what he intended to do if 112 had been at 113, but the combination with 109 effectively frightened his opponent.

The next try was 129, and this almost worked, since 130 backed off unnecessarily and the White corner was down to a

minimum of eyespace after 133.

My observation of go played at a kyu level is that almost every game features at least one chance to kill a group. Whether the chance is taken depends on how alert the opponent is at the crucial moment. Tom played unusually carefully and avoided giving any clear

chances, but he certainly had one, and 135 was it. Do you see how to kill the corner?

By the end of this figure it is becoming clear that the Black territory on the right is equal to everything White has put together, including the komi. The endgame continued peacefully and Tom won by 13 points (Ing rules with 8 komi).

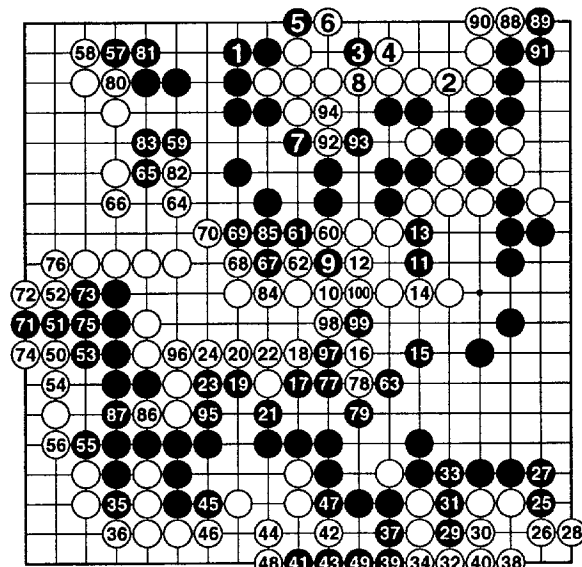


Figure 3 (101—200)

BGA Discussion Forum

by Nick Wedd

The BGA now has a Discussion Forum on the internet. To access it, use the page at:

<http://www.britgo.demon.co.uk/bbs/bbindex.html>

For technical reasons, the Forum itself is not part of the BGA web site. It is sponsored by The

Chinese Channel, a satellite television company broadcasting to Europe in Cantonese and Mandarin.

This Discussion Forum is intended for the public discussion of administrative and other issues that relate specifically to the BGA. For example, the structure

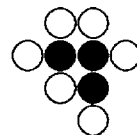
of the Candidates' and Challengers' tournaments is currently being debated there, and input from BGA members is welcome.

However topics which are of general interest to go players around the world should instead be posted to the public newsgroup rec.games.go.

Ladder-breakers

Some Questions

by Nick Wedd



In this article, 'ladder' always refers to a Black group being chased by White. 'Ladder-breaker' always refers to a black stone, which makes the chase a failure for White.

Question 1. How far apart can two ladder-breakers be, while allowing no ladder to pass between them?

Question 2. A ladder-breaker very near the edge of a board is less effective than one further from the edge. How close to the edge of the board can a ladder-breaker be, and still be fully effective?

Question 3. Arrange four ladder-breakers so that they enclose as large an area as possible, any ladder starting within that area being broken by one of them. Then reduce the board size as far as possible while still allowing this to work.

Question 4. As question 3, but with eight stones.

Question 5. Consider the answers to questions 3 and 4. Are these configurations familiar to you? Is this a coincidence?



Answers on page 14

Web Publicity

by Charles Matthews

After an interregnum, during which I had a chance to consult several of my predecessors in the post, I've taken on the Publicity Officer role for the BGA. I hope to be writing regularly for the Journal about it.

The Internet generally, and the BGA web site in particular, are growth areas for go playing and also for recruitment, as was made clear by retiring Membership Secretary Alison Jones at the Chester AGM. Perhaps 1997 will be seen as the milestone year in the gentrification of cyberspace. In any case the Net is no longer just the province of hobbyists. The BGA is effectively now in the business of selling its services through the web site, which offers a membership form to print down. It follows that getting the public to look at

www.britgo.demon.co.uk

is a central publicity objective. Webmaster Nick Wedd reports a large rise in accesses to the site over last year, meaning some real success here.

One aspect works through local club web pages. It is BGA policy that clubs should make use of the Web, by posting a basic web page and keeping it up to date. The initial offer from Colin Adams ("WWW" in BGJ 106) of web space on the BGA site still holds good; and there is also a template page, plus go kanji, to get you going, which I wrote last year (see for example the Manchester page, briskly edited by Chris Kirkham). Now Marcus Bennett is working on the next phase of the plan, a demonstration of how to get local links to your page, for example from local authority guides. That is in the context of Bournemouth and Poole, which must be more

typical of the country as a whole than my hi-tech home town Cambridge.

We have found that the point behind all this activity isn't always initially grasped. Club pages and the BGA Club List page on the web site are linked reciprocally. Players and others can find your club from the BGA site - but equally any link you generate to your club page helps feed interested parties to the BGA site, where they can join or order equipment and books. It is sometimes argued that a club web page has to be 'fun' to work. In the sense that useful pages can be informative as well as advertising copy, or connective tissue for the Web as well as short essays on a topic, I have to disagree.

Calling All Members

by Kathleen Timmins

Since we have gone on to individual mailing for everybody, most comments on the system have been favourable, especially from people who cannot attend a club regularly. However, there seems to be some confusion as to the role of Club Secretaries.

In the last analysis it is the responsibility of individuals to see that their membership is renewed.

Club Secretaries are nevertheless still of vital importance, since the Association relies on them to recruit new members and encourage players to join the BGA. If Secretaries and their club members choose to collect club subscriptions together and send them as a single cheque, this method of payment is just as welcome as it ever was.

Charting a Course in the Middle Game

by Cho Chikun, Honinbo

Translated by Bob Terry
from *Kido*, March 1984

Part 9

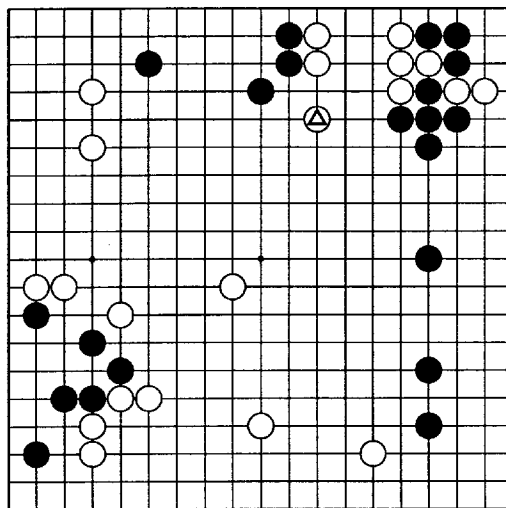
A middle game course is charted after carefully considering the whole board.

The Model Diagram shows a game between amateur 3 dan players, and White has just jumped out with the marked stone. First let's take a good look at this board situation. It is quite a wide open game and it seems to be replete with possible moves. There are situations where there is only one good move, and other situations where there is a whole array. In the latter case, one is free to choose amongst many good moves so one might feel overwhelmed rather than overjoyed. It is also all right to choose the move according to one's taste or inclinations. However, when one has decided upon one good move, the other good moves and good points should be kept in the forefront of one's mind.

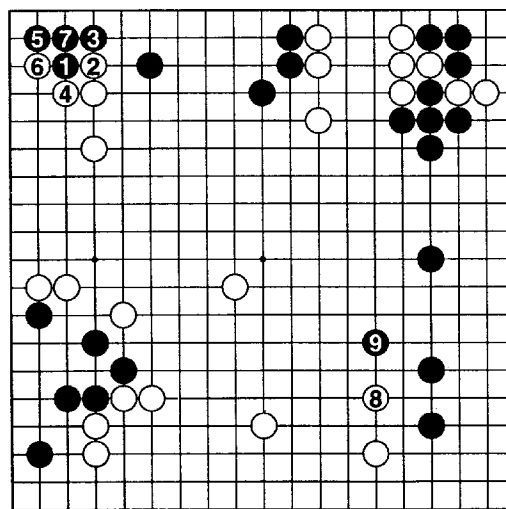
When deciding on a course to follow in the middle game, the following three things may be advantageously used as general standards:

1. Carefully determine the strengths and weaknesses of stones;
2. Carefully monitor signs of the appearance or dissipation of large territorial frameworks as well as their growth and reduction;
3. Make sure that your stones keep pace with the opponent's and that you hold your own in a fight.

Getting back to the Model Diagram, both sides are concerned about the other's moyo. In addition,



Model Diagram



Actual Game Sequence

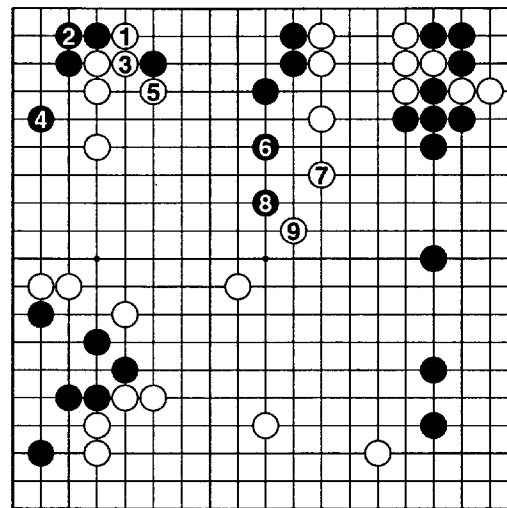


Diagram 1

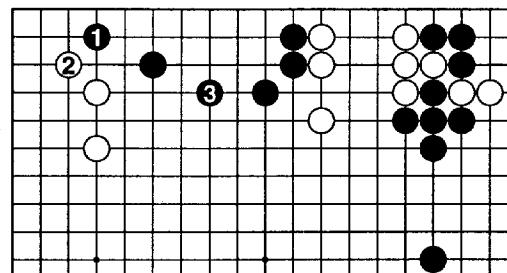


Diagram 2

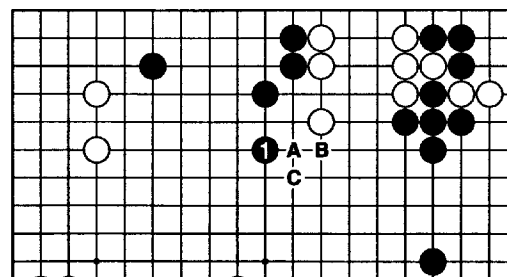


Diagram 3

neither White's nor Black's group on the upper side is sufficiently strong. It seems that the focus will indeed be on the upper side.

In the actual game sequence, Black entered the 3-3 point. White blocked from the direction of 4 and, taking sente, jumped to 8, but Black stopped his progress cold with 9. In the local context, the moves to Black 7 execute a fine joseki, and White 8 and Black 9 are good moves that one expects to be played. That is because both 8 and 9 are good points from the standpoint of moyos.

However, when 1—7 are played, Black should rejoice saying, "Well, thank you for this. I am picking up profit here."

Black has made great inroads into the corner while completely stabilising the group on the upper side. Entering the 3-3 point with Black 1 held some danger for him, so it cannot actually be expected that things will go all this well.

What would have happened if White had stopped Black from connecting with 1 in Diagram 1? White builds up influence with 3 and 5 and isn't Black in a little bit of difficulty? It is normal to experience a certain amount of difficulty after gutting the upper left corner to such a great extent, but it lets White set off in hot pursuit with 7 and 9. It seems that the initiative in the fight will end up in White's hands. Therefore, the invasion of the 3-3 point was not a good strategy at all.

If that is so, one wonders about sliding to Black 1 and playing 3 in Diagram 2. This is a splendid formation, isn't it? However, in this game White would probably not oblige by answering at 2.

I asked myself how I would play here. The first thing that comes to mind is the jump to Black 1 in Diagram 3. When opposing stones that are not so strong are lined up next to each other, a one-point jump into the centre is not a bad move. Jumping on this line into the centre aims at attacking White while at the same time it vaguely erases White's moyo. Instead of 1, playing Black

A, White B and Black C is the same idea. There is no need to worry too much over the choice between Black 1 and A.

After that, jumping in the direction of Black 1 in Diagram 4 comes to mind. This strengthens the same group of stones, but the circumstances in which the jump is made are different, so the follow-up play will change. After playing 1, Black will aim at the capping move of A. Black will not play at B, instigating White's jump to A.

A more forceful approach would perhaps start with capping at Black 1 in Diagram 5. The key is to play Black 3 when White plays at 2. Black will not play at A, instigating White's push at B. The reason a Black move at 1 is attractive is that White's access to the centre is, in general, blocked, while at the same time one realises that Black's moyo on the right side is expanded. It is a comparatively important question to worry about whether the jump in Diagram 3 is good or whether the jump in Diagram 4 is. Also, when Black jumps to 3, the fact that White can play at C and force Black D is an unpleasant prospect. Those who find the thought unbearable may want to slide to 1 in Diagram 6. In this game White will probably not oblige Black by answering at A. White will expand his moyo at 2 and jump to the good point at 4 on the lower side; White's policy will be to concentrate on developing his moyo, you see? This would be a reasonable game.

You know, the focus for the moment is on the upper side, but in this board position there are many places that perplex one. The one place that concerns me the most is the lower side.

This White moyo is still not complete, and in the fairly distant future, White 1 and 3 in Diagram 7 will become very large moves. They strengthen White's own group, attack Black and are large as endgame points. One wants to keep these three good points tucked away in a corner of one's mind.

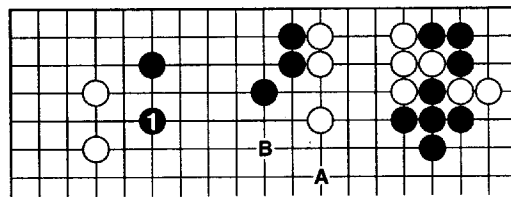


Diagram 4

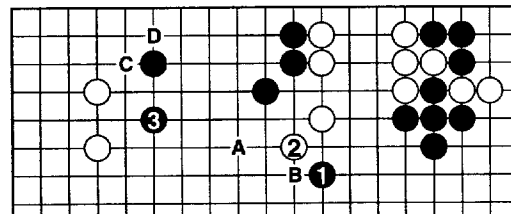


Diagram 5

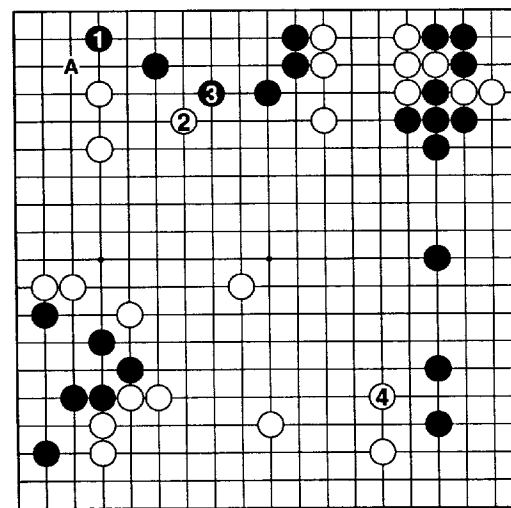


Diagram 6

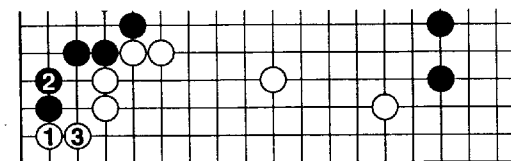


Diagram 7

Reviews

The Second Book of Go

reviewed by M. Macfadyen.

This is a new and thoroughly reworked edition of the 1987 book, which has benefited from thorough proofreading and from the inclusion of two extra chapters by Richard Hunter, based on the BGJ series on *Counting Liberties*.

There is a large gap in the go literature, between the beginners' books, aimed at players from complete beginners up to, say, 25 kyu, and the bulk of go books which aim between about 5 kyu and 5 dan. This book claims on its cover to fill that gap, but on my estimation the gap is around 20 grades, and this book is pitched near or above the top edge of it. There are too many places where 'ordinary' pieces of 10 kyu reading are assumed without explanation for the book to be an automatic recommendation to those who know only the rules.

It is, however, a good collection of bits and pieces of go wisdom, and the chapters on capturing races are more thorough than anything else in English.

Beauty and the Beast

reviewed by C. Matthews

This Yutopian book, subtitled *Exquisite Play and Go Theory*, and translated by Roy Schmidt from the Chinese of Shen Guosun, is out of the way of the usual go books. It has something in common with *Thirty-Six Stratagems*, but is less dense in variations. It struck me on first reading as having a freshness and interest reminiscent of *Strategic Concepts* on its appearance years ago.

There are brilliancies here. There are also sketches of many top Chinese pros, much less well known to us than their Japanese opposite numbers. There is journalism, explaining the 'needle' in the Sino-Japanese relationship over the years. And there is a framework of theory, re-iterated from *The Go Classic*. Still, most players will find the total scheme opaque.

My feeling, from repeated returns to the material, is that the organisation of the book is seriously done and meant. There is a thread running through the chapters. Call it 'grip'. For those who can play, fight, calculate, research the technique, there is still the question: "How to take a game of go by the scruff of the neck?" Or, when things are in danger of drifting, "How to apply the ratchet."

The paradoxical figure of Fujisawa Shuko appears frequently—brilliant blunderer, alcoholic saint of the game, deeply studied but profoundly original—as the respected Japanese counterweight and partisan of the thick style in a crowd of combative Chinese players. The problem with a collection of gem-like plays is that nothing stands out. That difficulty is overcome here by a collection of literary devices and changes of pace, forcing the reader to read. The uneven quality makes for a country ramble rather than a motorway jaunt; but just as with Shuko the human element shines through.

The other remark is on the handling of the 4-3 point. Much experimentation with the full range of enclosures, traditional and chinesified. Also the more distant approach moves to the 4-3 point are back with a vengeance, breaking down entrenched assumptions.

Kido Yearbook 1997

reviewed by C. Matthews

The reasonable player may regard the study of professional games in bulk as the go equivalent of a high fibre diet—advantages obvious, execution palls quickly. Not falling into

that category, I eagerly await my Kido Yearbooks as they arrive in the post. The latest one (1997) doesn't disappoint.

Matthew Cocke remarked to me that if you take your eyes off professionals, they are playing a bunch of different patterns when you next pay attention. Fashion itself is hardly the point for an amateur. Many in the UK still play the 'big in the 60's' 4-3 openings. We mostly recognise the heavyweight sanrensei and Chinese opening styles, and pass quickly over the rest; and since many good ways to play come up only 1% of the time, who's to say we're wrong?

Pros seem to study more deeply than we give them credit for, but generally to regard 'theory' as the enemy, a dead hand on their game. The Chinese styles have ebbed in popularity, having been all the rage two decades ago. Perhaps there is little more to 'say' in them. What provides much of the action is nirensei vs. nirensei—both players take the 4-4 points, in parallel rather than cross-formation. Nearly eighty games like that, excluding sanrensei. This is most definitely a slippery opening, could be dignified as 'protean'.

The other remark is on the handling of the 4-3 point. Much experimentation with the full range of enclosures, traditional and chinesified. Also the more distant approach moves to the 4-3 point are back with a vengeance, breaking down entrenched assumptions.

Oh yes, and Macfadyen gets in too. The game from BGJ 104 in which he beat Huang (Taiwan) in the 1996 WAGC appears; as does van Eeden's win there over Hirata. On a lighter note, a page of results from tournaments here in the West stretches to the Epson (sic) Downs Wedding event, which appears to have been won by a fellow name of Wall.

Nirensai

by Charles Matthews

Part 1

What goes around comes around. The sharp and subtle opening in which Black occupies two 4-4 points on a side (nirensai), but backs off from forming the sanrensei made with a third star point between them, has seen a tremendous recent revival. It was the weapon of choice of Go Seigen in his prime, before the days of komi, but dropped out of favour in the early fifties for two decades or more. Now it is unmistakably back in the arsenal of the top pros.

Diagram 1 shows an orthodox start to a game of this kind, with White taking 4-4 points too. The real problems start now. How does White continue in the bottom right corner?

The line shown in Diagram 2 has great merits in practical terms. White invades the corner and takes sente. Then White is free to take a big point somewhere. Each of A to F has been seen in professional play.

Any other choice is more troublesome. There are variants on the 3-3 invasion to consider. It is tempting for White to try the descent line (Diagram 3).

Since Black is trying to build up the lower side territory it seems natural for White to challenge that plan. Descending at 14 gives up the initiative. But White is left with a splendid endgame sequence (White A through to Black H), as well as chance to invade at J and fight fiercely within Black's position.

The trouble with all that is White 6. If White has in mind an aggressive plan against Black's framework, this play would be better at K. Otherwise the lower left may become a floating weak group. "You

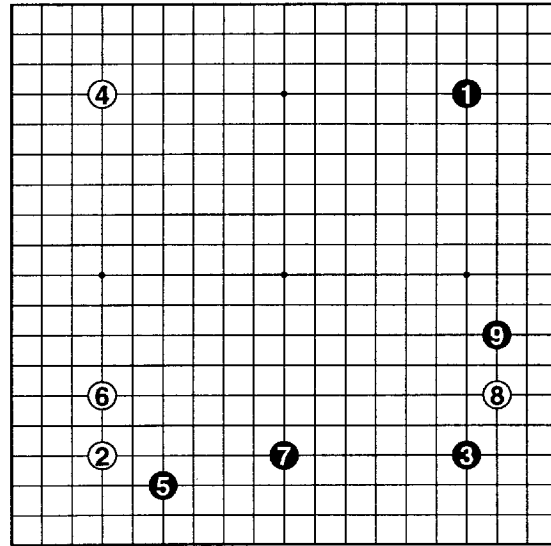


Diagram 1

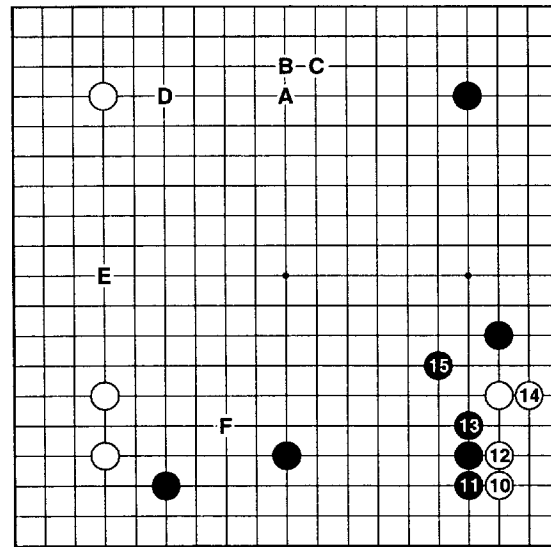


Diagram 2

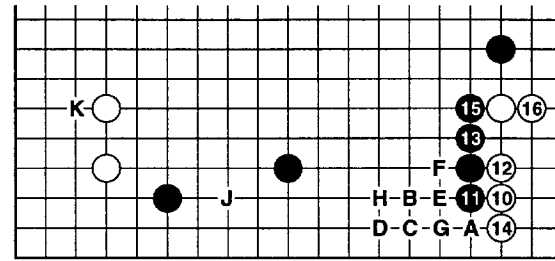


Diagram 3

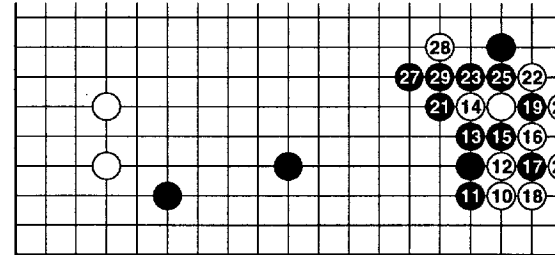


Diagram 4

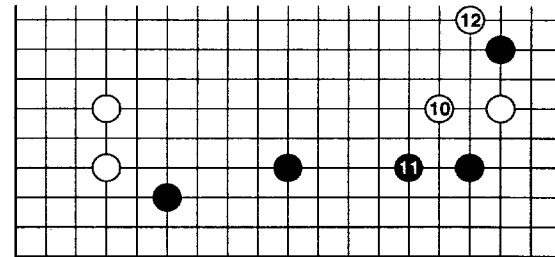


Diagram 5

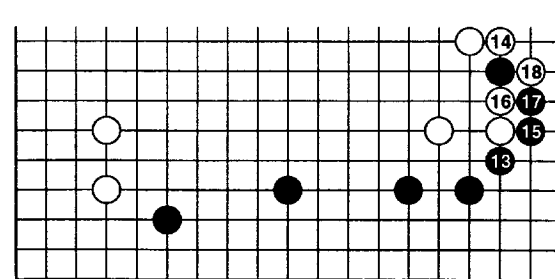


Diagram 6

should have thought of that before" may smack of classic unhelpful parental advice. But it is not out of place here, and, just with the interventions of one's family, may contain more than a grain of truth. To put 6 on the fourth line does anticipate a contest in the centre, rather than a gouging strategy.

The variation in Diagram 4 has been tried a couple of times by Yoda (26 connects at 19). White takes sente. However advantage to White from the point of view of shape isn't clear-cut. It would in any case depend on a later deep invasion of the lower side.

The most tricky lines to assess come when White plays for a group on the outside. Diagram 5 gives the idea.

The trouble here is that White may end up playing anti-theoretically. We shall see the great Kitani doing just that, in a minute; and he would hardly have needed tips from me. Still, it is worth making the Macfadyen-style points about this situation. Black has set out a framework on the lower side, so that here on the periphery of it we expect (a) that forming a weak group is poor for White, and (b) that making a settled White group, or White influence, is good for White.

With this in mind let's consider some main variations from pro play.

The diagonal attachment of 13 in Diagram 6 seems to make a big corner for Black in sente. However White has played in conformity with objective (b) just mentioned, by getting a stable group on the fringe of the framework. There is also a shape dividend (Diagram 7). If White peeps with 1 there Black will feel like blocking at 2. But then there is no good answer to White 3. The result of Diagram 6 is perhaps fair.

In pursuit of advantage Black has tried the way in Diagram 8. However, it seems that the onus

is on Black, to show that handing White outside influence is good in the overall position. Variations on this under Joseki 6 in "Get Strong at Joseki" vol.3.

Finally a living example. Diagram 9 replays for you moves up to 50 in Game 2 of the Kamakura Jubango from 1939, with Go Seigen (Black) taking on Kitani Minoru. Both players were ranked 7 dan at the time.

The move Kitani chose with 14 has to count as stubborn. The corner invasion from 22 onwards doesn't change the overall conformation, with Black set to take territory on the lower side and in the top right while attacking. Black's weak group on the right side separates White's two, a classic position of advantage. There is a big point in the middle of the left side, but White cannot count on having the time to play it. Black eventually won by resignation.

A word of warning. Professional go is full of ideas like this one that are given but a single outing. They could be called "nonce-moves", by analogy with the nonce-words for which the OED finds just one instance.

The games of Go Seigen seem particularly dense in them, but you can find them often in Cho Chikun and Lee Chang-ho too. They are no less characteristic of the play of the strongest players than the kind of homogenised and perhaps bland moves turned up by a general survey like this one.

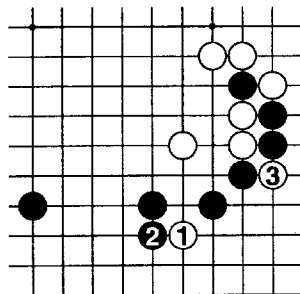


Diagram 7

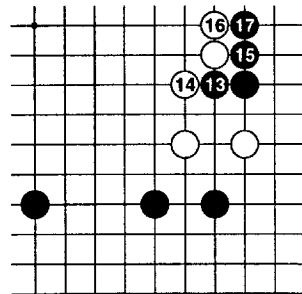


Diagram 8

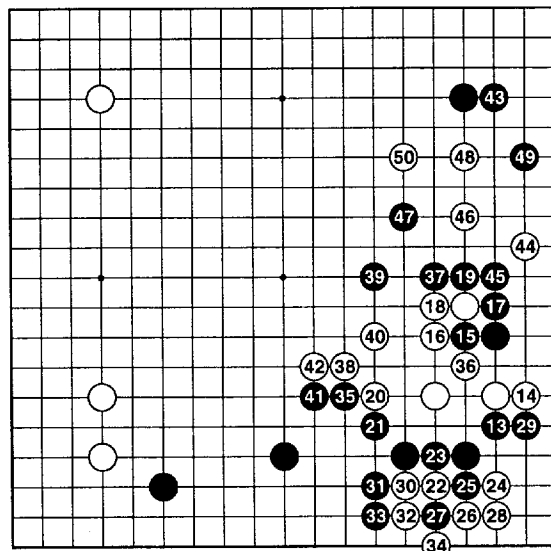


Diagram 9

Ladder-breakers

Answers

by Nick Wedd

Q1. A five-point jump apart. That is, the stones are on the same line, with five empty points between them.

Q2. On the fourth line.

Q3. On the 4-4 points of a 13x13 board.

Q4. On the 4-4 and 4-10 points of a 19x19 board.

Q5. These are the two commonest sizes of go board, with the ladder-breakers placed on the star points. As far as I know, this is a coincidence.

Letters

Andrew Grant writes:

I'd just like to correct a small error in T. Mark Hall's otherwise excellent article on how to play go on the Internet.

He says that the client program can be unzipped by double clicking on the file name in Windows Explorer. In fact this will only work if you have an unzip program installed on your computer (PKUnzip or WinZip will do).

Sometimes a new PC will come with these programs already installed by the manufacturer, but they are not part of DOS or Windows and you cannot assume they will be present on every PC.

A free version of WinZip can be downloaded from:
<http://www.winzip.com>

Francis Roads writes:

There has recently been a small but significant change in the Council's policy for selecting members of the Challengers League. The system which obtained for many years provided that, of the eight players eligible, four were retained from the top four places in the previous year's league, while four more qualified from the Candidates Tournament.

The Challengers League is not only used to select the challenger for the British Go Championship. Points are awarded according to ones placing in the league, even the eighth placed player receiving one point. These points, often referred to as "Japan points", are used to guide the Council in selecting our representative at the World Amateur Go Championship, which entails a free trip to the Far East.

The consequence of this system is that our representative is not necessarily the strongest player available, but from time to time a player whose performance is marked by consistent appearance in the League over a number of years. It is in accordance with the wishes of the Japanese sponsors of the event that the same faces should not appear each year.

Under the new system, which allows for a 24-player league, the top eight players still receive points. The significant difference is that for the first time players graded at five dan or stronger receive an invitation to participate, regardless of whether they have played in the Challengers, Candidates, or for that matter any other tournament, in the preceding year.

The old system was intended to provide a balance between rewarding strength and rewarding loyalty and persistence. The new system represents a small but significant shift away from loyalty and persistence.

It is difficult to develop my argument further without mentioning personalities, either by name or by implication. I therefore feel it necessary to emphasise that I am trying to establish a point of principle. The effect of the new system will be that strong players who may not have played a single tournament game in the preceding year will have the opportunity to gain Japan points, very likely at the expense of other players who while weaker, may have displayed more loyalty to the tournament scene.

The issue is not clear cut. It can be argued that the Challengers Tournament should be our premier tournament for publicity and other purposes, and should be so organised as to attract the strongest players available, regardless of other considerations.

But the British Go Associa-

tion is a democratic organisation, and my gut feeling is that the membership as a whole would wish the Council to be moving in quite the other direction. That is to say, that Japan points could be more effectively used to reward the three- or four-dan player who loyally supports tournaments throughout the length and breadth of the kingdom than the five- or six-dan player who deigns to descend from his ivory tower but once a year to play lesser mortals.

Am I wrong?

Nick Wedd writes:

In the previous issue of this Journal, Milton Bradley asked for feedback on his article about teaching go to children.

I am aware that he has devoted huge amounts of time and energy to promoting go among children, and I respect him for this. But I feel compelled to say that I disagree strongly with much of his article.

He suggests that children may draw a distinction between "Things of use in school" and "things of use in everyday living". I learned to make this distinction when at school, and I am sure most children still do. This is necessary because teachers such as Mr. Bradley insist on the rote learning of things which are incapable of intelligent application. In some cases the rote learning cannot be applied because the child does not know how; in more serious cases it cannot be applied because it is simply not true. Let us consider those general principles of go which are offered in the article.

'Corners first, sides next, centre last'.

Does Mr. Bradley really teach beginners on a 19x19 board? I much prefer to start them on a 9x9 board, so that they finish the game before they lose interest. But if you do use a 19x19

board, I can accept this principle.

'The fourth line is the line of influence'.

This is meaningless. A 25-kyu does not know what influence is, let alone how to use it.

'The third line is the line of territory'.

I can accept this one, though I cannot see how a beginner would apply it. If she decides to make territory simply by putting stones on the third line, the stones will be undermined, and may die.

'The second line is the line of defeat'. This is clearly false, unless it is taken to mean 'defeat for one's opponent'. In a game between two 25-kyus, the one who manages to put more stones on the second line is very likely to build secure groups and win the game.

I would much prefer not to use rote learning in go. Indeed I took up go myself because it was free of such things. But if we must use rote learning, here are two principles which are easy to understand and demonstrably effective:

'Connect your own stones'.

'Separate you opponent's stones'.

Mr. Bradley gives an account of two girls whom he taught. One "used her superior reasoning power to fathom the many gratuitous fights that occurred". The other "assiduously tried to understand and follow my advice". His sympathy is clearly with the second girl, despite his claimed respect for reasoning skills. Mine is not. I confess that I dislike creeps who do whatever teacher says however little they understand it. If he wants to teach uncomprehending obedience, I suggest that go is the wrong field for it.

I get the impression that Mr. Bradley wants his pupils to learn about go, but only in the way that he sees it. My own objective is the opposite of this. I

would like my pupils to learn about go in any way that they find effective. Ideally, my pupils discover things that I did not know myself, and I hope that one day, one of them will become stronger than me.

Pauline Bailey writes:

G.B.H. Not grievous bodily harm but grades, beginners and handicaps.

Playing at Marseilles raised questions in my mind about international grading and also the handicap system. I was not the only one to feel (and find) that many of the players from other countries were stronger for their grade than the G.B. player entering at the same level.

Is there any way of assessing the strengths of other countries grades or should many G.B. players enter international events a grade below the one they use in home tournaments?

With that clarified, the main tournament would be OK but many of the side events presented a different problem because of the handicap rules. In my innocence I supposed these events were provided to give more play and enjoyment to all

but, in fact, found them to be a bonanza for the benefit of Dan players only. It did not seem reasonable that I played a 3 kyu and a 7 dan (and all strengths in between) with exactly the same handicap. It is not particularly enjoyable or good for your game to be wiped off the board knowing you did not stand a chance before playing a stone. The other choice is not to enter side events but they should be for all and not just for strong players. I imagine the same system was in use at the Mind Sports Olympiad so the same difficulties would be there for weaker players.

I think organisers might like to give some consideration to these points and would suggest that handicaps relevant to the gap in ability should be given either by stones, komi or a mix of both and not restricted to a certain number of stones. If this is seen as impossible perhaps some of the events could be arranged in divisions of maybe dan, single figure kyu, 10-19 kyu and 20 kyu or weaker if a wide variant of grades are in competition with each other, the winner of each group going forward and ensuring a weaker player coming at least fourth.

TWO NEW BOOKS by Tony Hosking

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Kyu Games Commented

by T. Mark Hall

The agony of a promotion candidate losing to a weakie... Games are there to be won not presented on a plate. It's something that I have to be reminded of as well. This game was played at the London Open a couple of years ago.

Black: V. Slabjenikov, 2kyu (Russia)

White: Paul Barnard, 1k

12: Wrong direction; should be at 15.

14: Again wrong; still at 15.

17: Now he does have some idea about light play!

24: Good timing.

26: This is just weak; you should play something like 31 (see 1 in Diagram 1). This leaves a weakness behind to use the aji of the stone in the corner and build up strength in the centre.

36: I thought about playing to connect to my probe stone at the top and keep the black stones separated (see Diagram 2), but I thought I would come off worse in the resulting running fight because of the black stones 15, 11, 13, 17, 19, 23. (P.B.)

48: Perhaps I am not strong enough to try a splitting attack. Better to play at A, B, C, D, E or F? (P.B.)

Of your choices B would be best.

52: 119 may be better.

97: Ouch!

98: Aji keshi? (P.B.)

Yes, because you don't know whether you will want to play A and B for eye shape.

100: Better at 111? (P.B.) See Diagram 3.

140: Careless moves cost games! See Diagram 4.

165: Recording stopped here; White eventually got around to resigning.

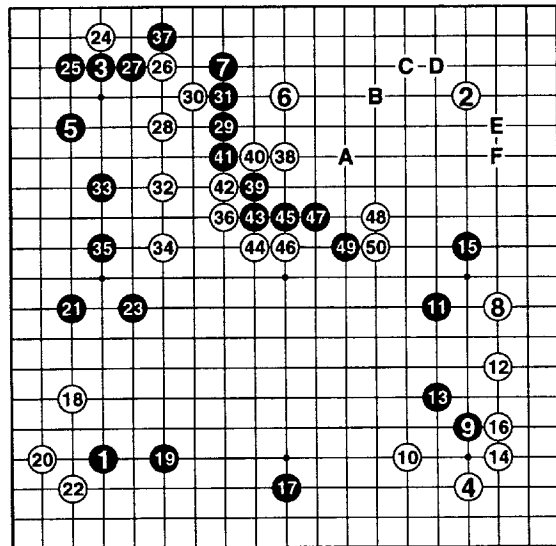


Figure 1 (1—50)

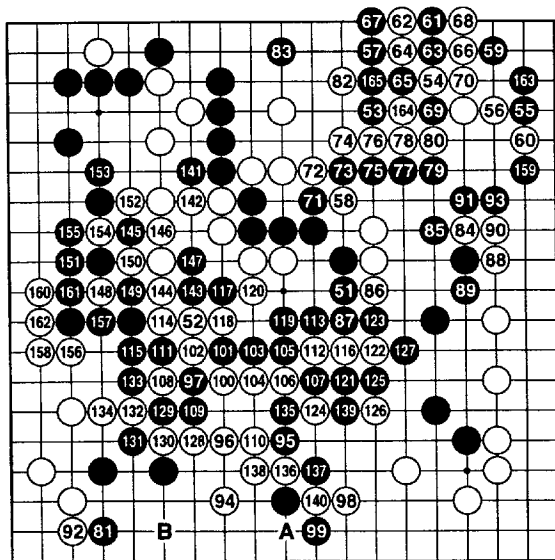


Figure 1 (51—165)

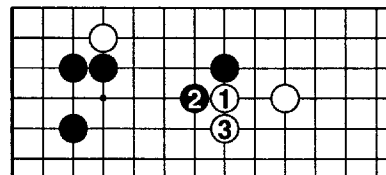


Diagram 1

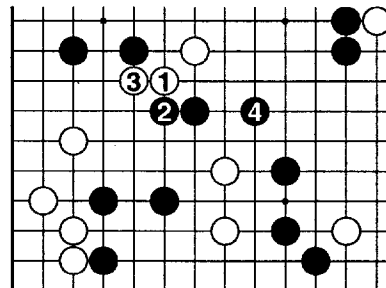


Diagram 3

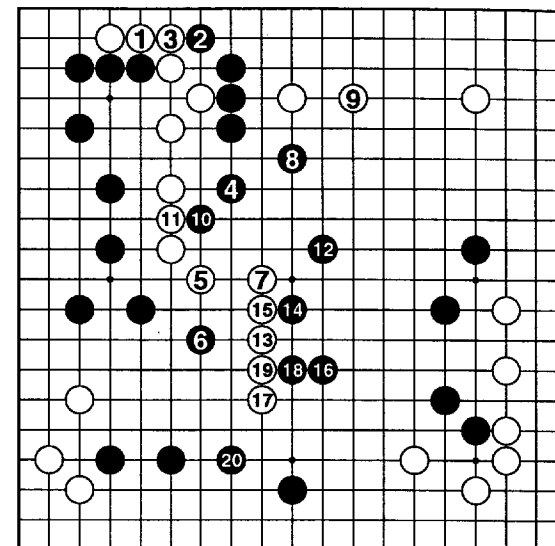


Diagram 2

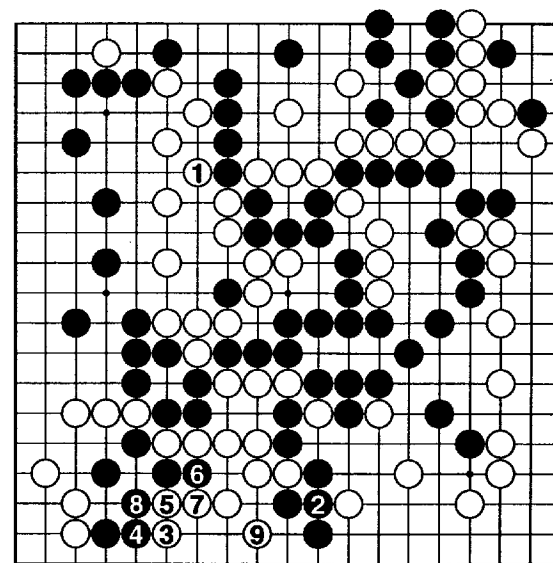


Diagram 4

Environmental Exhibition

by Charles Matthews

The endgame may evince the enthusiastic reaction from the average player that my son gives green vegetables. On the same scale theoretical studies perhaps rank with boiled cabbage. A recent high-level match in California set up by Professor Elwyn Berlekamp could change some attitudes.

The game in question was played on 21 April at the American Ing Goe Center between Jiang 9 dan and Rui 9 dan. The theoretical background isn't required to see its interest. Two outstanding professionals wrestled with a demanding variant on go, and came through with every reason to feel their judgement of position had stood up to a severe test on unfamiliar ground.

It was exciting, too! Comments based on those of Matthew Macfadyen. My personal view of the game-theoretic context follows. Those who saw the *Independent* article by William Hartston on this event on 25 April will find some corrections of fact here, supplied by Professor Berlekamp.

The game was played with an 'environment': a pack of 40 cards marked with numbers 20, 19.5, 19... 0.5. Each turn the players could play a conventional move on the board, or choose a card, the score on which would be added to their final score. This mode of play, sometimes also called 'token go', embraces elements of 'bidding for komi', and also allows us to see in quantitative terms the values top pros put on moves. To translate into more conventional endgame terms, note that the card marked 8.5 operates as a 17 point double gote play added to the game as an 'annexe', that either player may occupy at the cost of a turn.

The players: Jiang Zhujiu (9 dan), nickname 'Jujo', was born in China and came to fame in the mid-eighties in the Japan-China Super

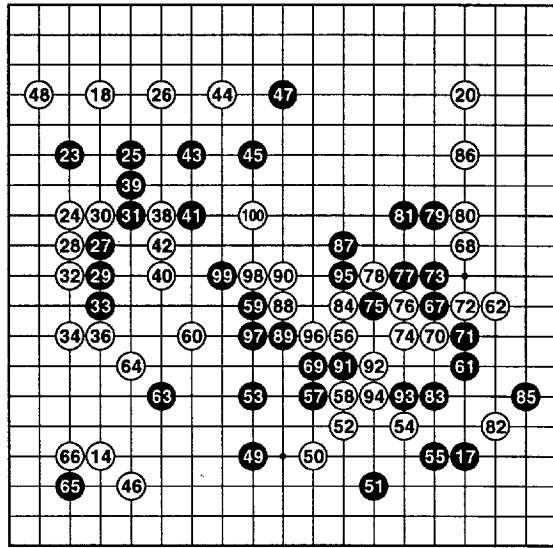


Figure 1 (1—100)
Cards taken: plays 1-13, 15, 16, 19, 21, 22, 35, 37

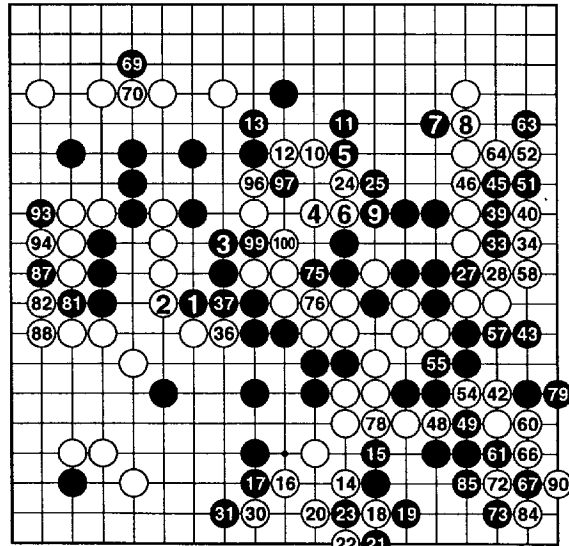


Figure 2 (101—200)
Ko: 26, 29, 32, 35, 38, 41, 44, 47, 50, 53, 56, 59, 62, 65, 68, 71, 74, 77, 80, 83, 86, 89, 91 at 72. Ko: 92, 95, 98
No cards taken

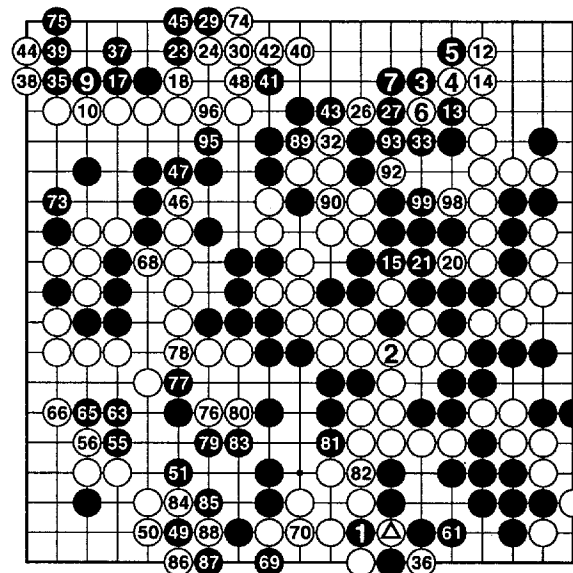


Figure 3 (201—300)
Ko (at triangle): 8, 11, 16, 19, 22, 25, 28, 31, 34. Ko (49/88): 91, 94, 97, 100. Cards taken at: 252, 253, 254, 257, 258, 259, 260, 262, 264, 267, 271, 272

Series, and then came fifth in the first Ing Cup in 1988. Rui Naiwei (9 dan), born in Shanghai, confirmed her dominance in the World Women's Championship this April, winning for the fourth time. She was the first ever 9 dan woman player (1988), and came third in the 1992 Ing Cup. Jiang and Rui are husband and wife, and now live in California.

Jiang was Black, Rui White. Time limits were 3 hours each, plus 1 minute byoyomi. Komi in the game was 9.5 awarded to White. This figure is included in all the net figures given after cards are taken.

Plays 1 to 13: Cards marked 20 down to 14 taken, leaving the net position 7.5 points komi to Black.

White 14: The first play on the board.

15,16: Black takes the 13.5 card, White the 13 card. Net po-

sition 8 points komi to Black. White 16 probably says something very interesting about the value of the first move. White would be one point better off if she had taken the 13.5 card, let Black have the 13, and then played a move. [It is known that Rui prefers Black, even with a large 8 point komi for White. CRM]

19: Black takes the 12.5 card. (Net 20.5 to Black.)

21,22: Black takes the 12 card, White takes the 11.5 card. (Net 21 to Black.)

[Black 23. It's now like a 2 stone handicap game, with colours reversed and 21 komi. CRM]

35: Black takes the 11 card. (Net 32 to Black.)

37: Black takes the 10.5 card. (Net 42.5 to Black.) The top card is 10 during the whole subsequent fight, up to 252.

Black 41. Really large-scale

thinking. White is trying to attack the eye shape of the whole Black group, Black is trying to live quickly. The fate of the three stones on the fourth line is a minor matter.

White 46, 48. Notice how White plays moves that actually complete their tasks in one shot.

White 82. White is not concerned about living in the centre, and is still prepared to look for extra bits and pieces in the corner. She invites Black to try attacking.

White 86. The central White group is weak, but not weak enough to die yet.

White plays solidly on the side. That means that Black will find it hard to make effective leaning moves to keep his attack going.

Black 107: Here we come to the point at which Black needs a leaning move to keep the attack alive.

White 122. If Black wins the ko here, White's entire group will be dead.

White has plenty of local ko threats, so the ko is not very worrying for her.

Black 203. White's ko threat to capture three is quite small in points.

Black is running out of attractive threats. Black 203 is quite big move, and White is constrained by the danger that Black might create new threats at the top.

White 208 makes the centre group completely alive: White wins the ko or captures the 3 stones in the centre.

Black 209 continues to fight the ko because the ko capture at the bottom is bigger than the 3 stones in the centre.

Black 215 makes the ko serious again.

Black 217 is dangerous for White because her wall has no definite eyes if Black lives in the corner.

Continued on page 24

* 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.

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 Prune Park Tavern, Thornton, Wed 7pm.

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 7.30pm.

Bristol: Antonio Moreno, 96 Beaulley Rd, Southville BS3 1QJ. 0117-9637155. Meets at Polish Ex-servicemen's Club, 50 St Paul's Road, Clifton, Bristol, Tues 7.30pm.

Cambridge Chess & Go Club: Paul Smith, 5 Bourne Road, Cambridge CB4 1UF. 01223 563932.

Meets Victoria Road Community Centre, Victoria Road, Fri 6.15 to 7:45pm. Caters for beginners and children.

Cambridge University & City: Charles Matthews, 60 Glisson Rd, Cambridge CB1 2HF. 01223-350096. Meets in The Erasmus Room, Queens' College, Tues 7.30pm (term); coffee lounge, 3rd floor, the University Centre, Mill Lane, Thurs 7.30pm; CB1 (café), 32 Mill Road, Fridays 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 Old Custom House, Watergate St, Chester, Wed 8pm.

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: Paul Callaghan, Dept of Computer Science, South Rd, Durham DH1 3LE.

Edinburgh: Stephen Tweedie, 10 Upper Grove Place, Edinburgh EH3 8AU. 0131-228-3170. Meets at Postgrad Students' Union, 22 Buccleugh Place, Wed 7pm.

Epsom Downs: Paul Margetts, 157 Ruden Way, Epsom Downs, Surrey KT17 3LW. 01737-362354. Meets Tuesdays 7.30.

Glasgow: John O'Donnell, Computing Science Dept, Glasgow University, Glasgow G12 8QQ. 0141-3305458. Meets term time at Research Club, Hetherington House, 13 University Gardens, Thurs 7pm.

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

Hazel Grove High School: John Kilmartin, Hazel Grove High School, Jackson's Lane, Hazel Grove, Stockport. SK6 8JR. 01663-762433(h)

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

HP (Bristol): Andy Seaborne, 17 Shipley Road, Westbury-on-Trym, Bristol BS9 3HR. 0117-9507390. Meets Wed & Fri noon. Please ring in advance for security clearance.

Huddersfield: Deric 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. Meets Sat 7.30pm.

Hursley: Mike Cobbett, 24 Hazel Close, Hiltngbury, 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 Mon 7.30pm

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 Tues 7.30pm at Richard Thompson's house. For details ring Eddie, or ring Richard on 0116-2761287.

LONDON

Central London: Stuart Barthropp, 3 Wintergreen Lodge, 11 Langley Lane, London SW8 1TJ. 0171-8200378 (h). Meets in Daiwa Foundation, Japan House, 13-14 Cornwall Tce, NW1, Sat 2pm.

Docklands: David Priddle. Meets Tuesdays, 6pm to 8.30 in Henry Addington's. For more details contact Alison Jones, 0181-504-6944.

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, London SW8 4RJ (0171-978-1764).

Wanstead & East London: Alistair Wall, Flat 5, 12 Selsdon Rd, Wanstead E11 2QF. 0181 989 5377. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

Maidenhead: Iain Attwell, Norhurst, Westmorland Rd, Maidenhead. SL6 4HB. 01628-676792. Meets various places, Fri 8pm.

Manchester: Chris Kirkham, 201 Kentmere Rd, Timperley, Altrincham WA15 7NT. 0161-903-9023. Meets at the Square Albert in Albert Square, 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.

Oxford City: Richard Helyer, The House by the Green, Rope Way, Southrop, Hook Norton, Oxon. 01608 737594. Meets at Freud's Café, Walton Sreet, Tues 6pm. If shut, at Philanderer and Firkin nearby.

Oxford University: Nicolas Fortescue, Trinity College. Meets in Besse I.1, St Edmund Hall (term only).

Penzance: John Culmer, Rose-in-Vale, Gweek, Cornwall TR12 7AD. 01326-573167. Ralph Freeman, 01736-798061.

Portsmouth: Neil Moffatt, 28 Lowcay Rd, Southsea, Portsmouth PO5 2QA. 01705-643843. Meets various places, Sun 1pm.

Reading: Jim Clare, 32-28 Granville Rd, Reading, RG30 3QE. 01189-507319 (h), 01344-472972 (w). Meets at The Brewery Tap, Castle St, Reading, Tues 6.30pm.

Royal Holloway: Dave Cohen, 01784-443692. Meets some Mons 7pm, Royal Ascot, Egham Hill.

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

South Cotswold: Michael Lock, 37 High St, Wickwar GL12 8NP. 01454-294461. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

St Albans: Alan Thornton, 63 Hillfield Rd, Hemel Hempstead, Herts. HP2 4AB. 01442-261945, or Richard Mullens 01707-352343. Meets at The Mermaid, Wed 8pm.

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, various places.

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, 01736-798061. Meets at 1 St Mary's Place, Penzance, Thurs 7.30pm.

West Wales: Jo Hampton, 1 Glan-y-Don, High Street, Barmouth LL42 1DW. 01341-281336. 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.

Go Clubs on the Web

The BGA club list is at:
<http://www.britgo.demon.co.uk/clublist/clubsmap.html>

Continued from page 21

White 236 finally lives (see note to 274). White 206, 226 and 232 were clever moves.

Black 243. Notice how cleverly White created the weakness here, so that her upper left group could live too.

Black 251 makes definite independent eye shape for the Black group in the lower centre. Now all the groups are settled and it is time for the endgame.

Plays 252, 253, 254: White takes the 10 card, Black the 9.5 card, White the 9 card. (Net 33 to Black.)

Plays 257 to 260: Black takes the 8.5 card, White the 8 card, Black the 7.5 card, White the 7 card. (Net 34 to Black.)

Play 262: White takes the 6.5 card. (Net 27.5 to Black.)

Play 264: White takes the 6 card. (Net 21.5 to Black.)

Play 267: Black takes the 5.5 card. (Net 27 to Black.)

White 268 looks like 11 points in gote, which agrees with the value of the 5.5 point card just taken.

Plays 271, 272: Black takes the 5 card, White the 4.5 card. (Net 27.5 to Black.)

White 274 is sente against the Black corner group, which is why White was alive at the top.

Black 323 stops White playing the same point, which would cut off and kill 15 stones.

Play 308: White takes the 4 card. (Net 23.5 to Black.)

Play 316: White takes the 3.5 card. (Net 20 to Black.)

Play 325: Black takes the 3 card. (Net 23 to Black.)

Play 331: Black takes the 2.5 card. (Net 25.5 to Black.)

Play 336: White takes the 2 card. (Net 23.5 to Black.)

Play 337: Black takes the 1.5 card. (Net 25 to Black.)

Play 351: Black takes the 1 card. (Net 26 to Black.)

Play 361: Black takes the 0.5 card. (Net 26.5 to Black.)

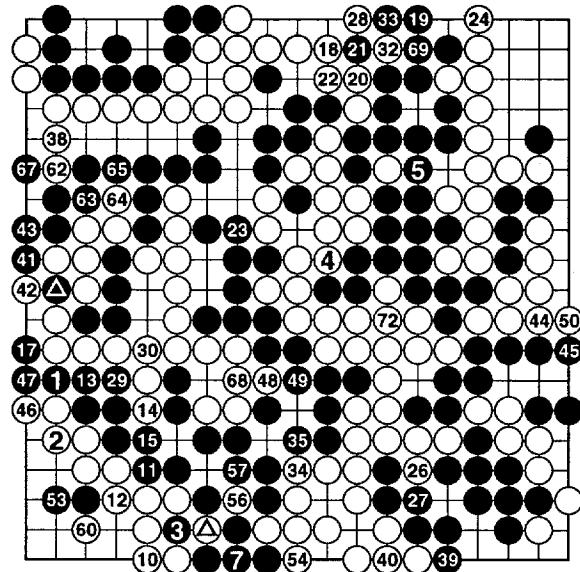


Figure 4 (301—373)

Ko (at triangled white stone): 6, 9, 52, 55, 58, (59 at 56, 66 at triangled black stone, 70 at 21), 71, 73 connects.

Cards: 308, 316, 325, 331, 336, 337, 351, 361

Result under the Ing rules in operation: White wins by 2.5. Black held 22 cards to White's 18 at the end, and played last on the board. That meant White had three more stones on the board, and the result under Japanese rules would have been a Black win by 0.5. It seems that the players weren't clear of the effect of the Ing (Taiwanese) rules in what amounted to a handicap game.

The myriad concrete analyses of endgame positions are traditionally based on slender fundamentals: counting, sente and gote, tesuji, semedori (the deliberate art of gaining points while losing a semeai). Principles are few: count 100% for sente follow-ups, 50% for gote, 33% where there is a direct ko; count double for reverse sente; analyse plays in packets of even size (miai) or odd (tedomari). And these are by no

means compatible. The situation in fact has resembled the bootstrap models of many a physical science, as seen through the jaded eyes of the mathematician.

Grafting on to go general concepts from Game Theory is an idea particularly championed by Elwyn Berlekamp of Berkeley. The reception hasn't been immediate. Where leading theorist Simon Norton says "games are for exhibiting algebraic structure, not for playing", the reader of this magazine is likely to retort "I couldn't agree less". Talk about 'infinitesimals' may sound like angelology. The theory would deny that double sente plays occur 'in nature', against experience. Difficult problems have been constructed, an activity certainly within go tradition. The solutions probably strike players as a curiously invertebrate style of

tesuji, not visibly based on a backbone of bad shape exploited. Examples can be seen in Go Worlds 12 (Davies on early work of Olof Hanner) and 71 (Berlekamp and Kim).

In fact communications should improve. The definition of Conway-style game as a tree-like data structure isn't likely to give the computer-minded too much pause: a node in it simply points to two lists, of available plays for the two players. The Conway ending condition (you lose just when you have no plays) adapts quickly to games where a score is counted. More advanced ideas such as taxing each move are within the grasp of anyone comfortable with the broad relation between Chinese (area) counting and Japanese (territory) counting. Fine points on rule sets, and some of the more exaggerated claims that the theory has already been shown to model go throughout the game, can safely be left aside at this juncture. The adaptation of the existing circle of ideas to ko fights promises to clarify a murky area of counting.

More material about the match and underlying theory on the BGA web site at

www.britgo.demon.co.uk/results/env/index.html

Berlekamp and his collaborators are intending to produce a detailed analysis of the endgame.

Serving Go

by Charles Matthews

The go server seems to be an idea whose hour has come. It means a computer, more or less anywhere, enabling humans at a distance to play go against each

other on computer screens. The major example remains the IGS, to which T. Mark Hall wrote a plain person's guide in BGJ 110.

However these useful services keep springing up. Two which have recently become available are BT's Wireplay Go, which is a commercial operation independent of the Internet, and Yahoo Go, a Java-based system which doesn't require special software, beyond a suitable browser. Nick Wedd maintains a comprehensive set of reviews on the BGA web site, with comments based mostly on those of users.

The BGA attitude to servers has had to be clarified in the face of these developments. What does the BGA do about MUSHROOM, a new server? If MUSHROOM's administrators approach us for help, we certainly will offer such advice as may be requested. We are not going to endorse any particular server. The past quarrel between supporters of the Telnet-based servers IGS and NNGS shows that to be fruitless. Players will end up using a server which suits them, anyway, with considerations of strength of available opponents, friendliness, cost and ease of use. Individuals who believe MUSHROOM is best will say so.

What the BGA can do is to call for volunteers to support MUSHROOM as tutors and organisers playing regularly on the service (what Wireplay terms a 'guardian'). The proper BGA role seems to be to co-ordinate the efforts of its members in this direction, most appropriately for those servers which attract beginners.

There are indeed other matters where we have received requests, for example from Microsoft concerning improved go web page content. But at present this is at a very early stage of discussion.

Ladies' Go and Social Weekend

by Matthew Macfadyen

This event came into being after a series of discussions on the subject of the women's qualifying tournament. The consensus was that the women's qualifier should be open to all women, and that there should also be a more social type of event.

The result of these discussions was the opening up of the women's qualifying tournament by incorporating it into the British and the weekend teaching event in March to get us all psyched up for it.

Leamington Go club generously agreed to sponsor us and so we could afford to ask Guo Juan to come and lead it. Guo is a wonderful go player, an excellent teacher and a very good communicator, and her presence really made the weekend special.

The weekend included a continuous self paired tournament, for which the trophy was awarded jointly to the Brakenhale contingent (Emma, Laura, Sam and Nicola) for playing twice as many games as anyone else.

Two organised talks by Guo Juan included discussion of how to win in tournaments, how to read sequences, how to get by with a minimum of joseki knowledge (and what that minimum is). The rest of the time was devoted to a lot of talking around and about go while not forgetting to eat and drink.

The event was considered a great success by all who attended, and plans for a repetition next year are under way.

Counting Liberties: Applications

by Richard Hunter
hunter@gol.com

Part 4: It's all relative

Before moving on to examples in professional games, I'd like to finish off the basic principles. Figure 1 shows a game between two amateurs. The focus is on the capturing race in the centre of the board between the long line of eyeless white stones and the one-eyed black group to its left. How many moves does White need to capture the black group? White 1 in Diagram 1 is atari, so Black must answer at 2 to capture the three white stones. That leaves Black with a three-point eye space and one other liberty. Next, White will play at the centre of Black's eye to stop Black making two eyes. Since Black answered White's first move of 1 with 2, we discount this exchange. It takes White four moves (A, B, C, and D) to capture the black group.

How many liberties does the white group have? At first glance, you might think the long line of white stones has seven liberties. However, White has to play at C in Diagram 1, which is one of her own liberties, so maybe White has six liberties. That would be plenty. Indeed, earlier in the game, White left the position in the centre to take profit in the top right corner. She also played elsewhere when Black later played the triangled stone in Figure 1. Eventually White ended in gote and now in Figure 1, it's Black to play. How many liberties does White's group really have? If Black captures the two white stones, as in Diagram 2, the capturing race vanishes, so White must answer

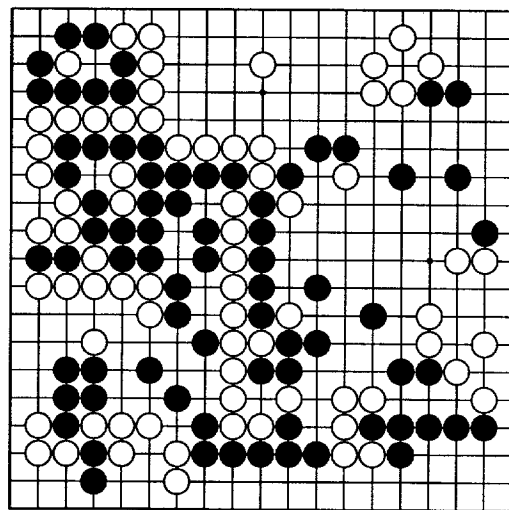


Figure 1

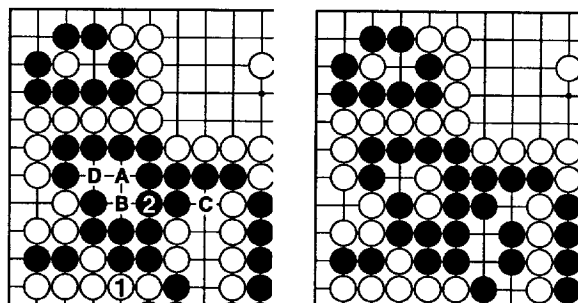


Diagram 1

Diagram 2

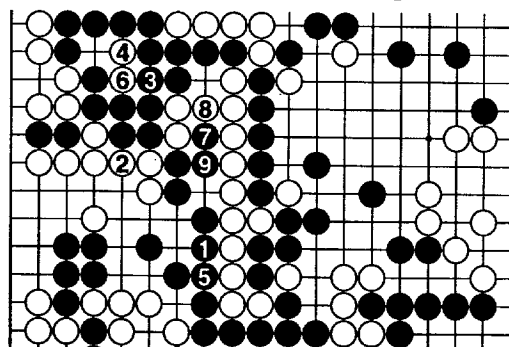


Diagram 3

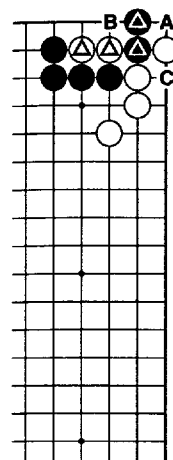


Diagram 4

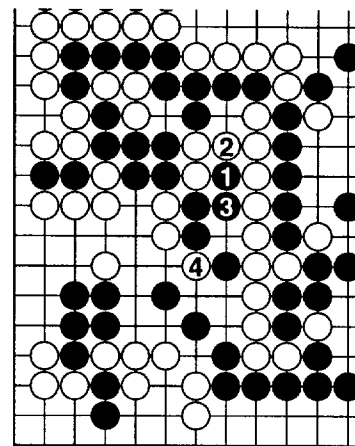


Diagram 5

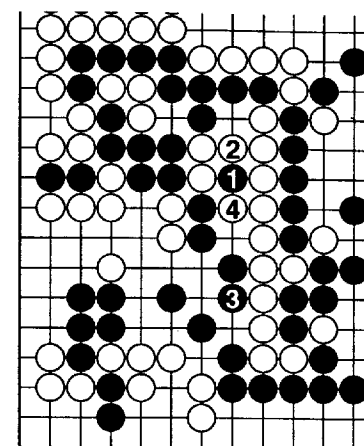


Diagram 6

an atari there. In fact, Black can win the capturing race, as Diagram 3 shows. This means that the position in Figure 1 is unsettled. Black and White both have four liberties. White can't count the liberties for moves 7 and 8 in Diagram 3 in exactly the same way that Black can't count the ones for moves 2 and 3. Look at Figure 1 again. Don't imagine that White has seven liberties or even six. It effectively takes Black only four moves to capture the white stones. Any other sequence, for example not connecting at 8 in Diagram 3, is worse for White.

Liberties redefined

The simple definition of liberties, given in introductory books such as *Go: A Complete Introduction to the Game* by Cho Chikun, is the vacant points on a group. This is fine to begin with, but here we extend it to make it more useful for counting in slightly more complicated positions.

The game in Figure 1 was commented on by a profes-

sional, Kojima Takaho 9-dan. To illustrate the proper method of counting liberties, he laid out the simple example shown in Diagram 4. Clearly the isolated white group has two liberties. How many liberties do the marked black stones have? Some people answer two and others three. Of course, the people who say two know that White must make an approach move. If White plays at either A or B, he puts himself in atari and Black will capture him. First, White must play at C. Does it make any difference whether you consider Black's liberty count to be two or three? Yes, it does. The aim here is to learn the correct fundamentals. Although it may not matter what number you think of in a simple position like this, where the result of the fight is easy to read, you need to have a clear grasp of the fundamentals in order to scale up to positions with larger liberty counts and read them quickly and accurately. Rather than say, "Black has two liberties, but White must make an approach move at C", let's simply redef-

ine the number of liberties as the number of moves it takes to capture the stones. When reading out the status of a fight we simply compare liberty counts. If they are equal, the fight is unsettled and whoever plays first stands to gain something. If they are not equal, the fight is settled. In Diagram 4, Black has three liberties to White's two, so the fight is settled. Even if White plays first, Black wins the fight. While this change in definition may not seem very significant so far, it makes things much easier later on.

Going back to the game in Figure 1, what actually happened was tragic, but nevertheless instructive. Black rushed to play atari on the two white stones with 1 in Diagram 5. This was one of the worst-possible moves in the local situation. After White 2 and Black 3, White 4 caught Black by surprise. That was the end of the game. Playing atari at 1 was too hasty. Even if Black goes back and protects at 3 in Diagram 6, White captures at 4, making an eye. Now the result is seki, because it's a type 6 fight (small

eye each) instead of a type 3 fight (one eye against no eyes).

Look at Figure 1 and repeat to yourself: "White has four liberties".

Next, let's imagine that Black did actually play 1 in Diagram 3, winning the capturing race by reducing White to three liberties against Black's four. Since the position is settled, White should play elsewhere next. The position in Diagram 7 is an artificial one that I constructed to illustrate the point of this article. When White plays atari at 1, Black connects at 2, confident that six liberties are sufficient against White's 'three' in the centre. But Black is misreading the situation. White does indeed have three liberties in the fight against the black group on the left, because White must play one inside liberty and connect when the two stones are put in atari (see Diagram 3). However, the liberty count of the white group is not an absolute number; it's relative to the fight in question. Against the black group on the right, White has six liberties. Black's connection at 2 in Diagram 7 is suicidal; White wins the capturing race as Diagram 8 shows. Note that when Black plays atari on the two stones with 4, White doesn't connect. Even though Black captures them with 6, these two stones are irrelevant to the fight on the right. Furthermore, Black, not White, has to play the liberty at X.

Let's look at another example. Diagram 9 shows a simple type 5 fight that you should be able to read out easily. Black has the bigger eye, so he counts the inside liberties. Black counts six liberties for his eye and two for the inside liberties; that's $6+2=8$. White counts four liberties for his eye, three for his outside liberties, and zero for the inside liberties. That's $4+3=7$. The position is settled: White is dead.

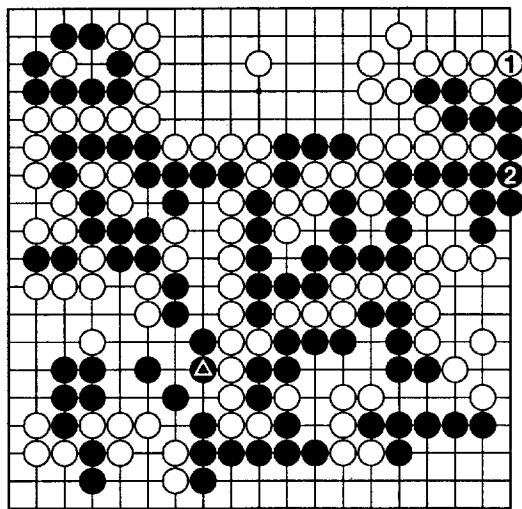


Diagram 7

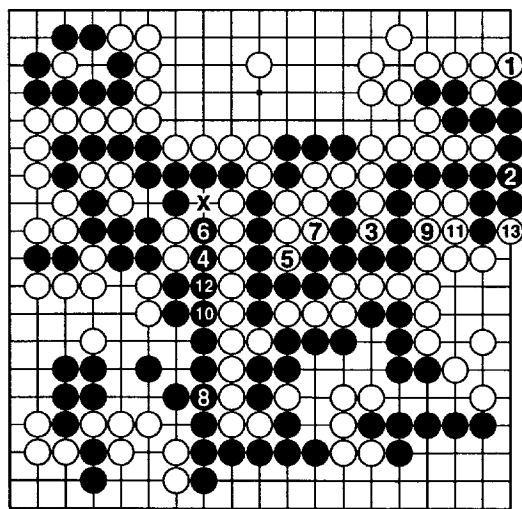


Diagram 8

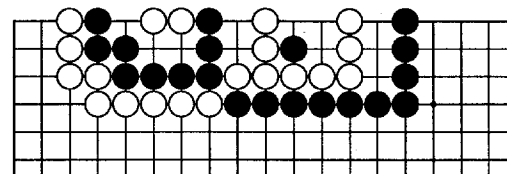


Diagram 9

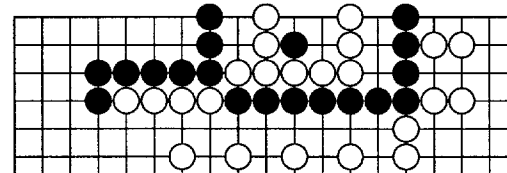


Diagram 10

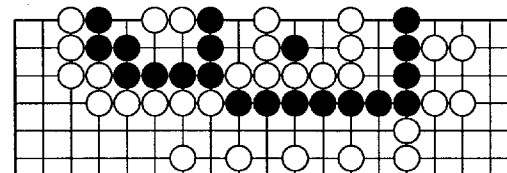


Diagram 11

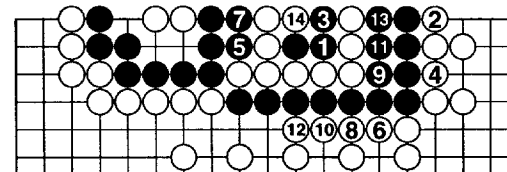


Diagram 12

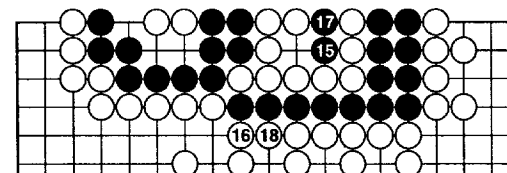


Diagram 13

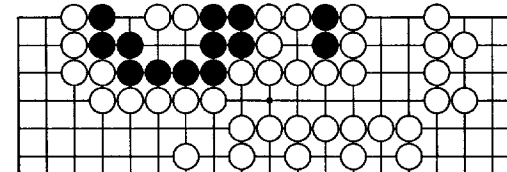


Diagram 14

Diagram 10 shows a simple type 3 fight that you should be able to read out easily. Black's liberty count is eight. White counts four liberties for his eye, two for his outside liberties, and three for the inside liberties; that's $4+2+3=9$. The position is settled: Black is dead. Comparing Diagrams 9 and 10, we see that the white group is identical in both cases, but its liberty count isn't. The liberty count is relative to the situation. Finally, look at Diagram 11, which is a combination of Diagrams 9 and 10. What is the status of the position?

As Diagrams 12 and 13 show, even if Black plays first, White captures the black stones on the right. Since that leaves the white stones alive, the black stones on the left are dead, as Diagram 14 shows. Note that in Diagram 12, Black has to play 5 and 7 if he wants to try and capture the white stones. Although in Diagram 9 these points are inside liberties relative to the fight on the left, in Diagram 10 these same two points are outside liberties relative to the fight on the right. The evaluation of Diagram 9 assumes that the black stones on the right are alive. When they get cut off and surrounded in Diagram 11, Black can no longer sit back and claim that his big eye entitles him to these inside liberties. He needs to actually remove the white stones from the board. The position in Diagram 11 is settled; all the black stones are dead.

A reader's question

It's nice to get feedback occasionally. I'd like to thank Steve Bailey for sending me (last November) the interesting position shown in Diagram 15 and asking how my rules for counting liberties apply to it. First let's have a look at his com-

ments.

"You could regard Diagram 15 as 'no eye versus no eye with lots of inside liberties', which is a type 2 fight. Black has four outside liberties and is the underdog. White has six outside liberties and is the favourite. There are four liberties between the two groups. White gets 6+1 = 7 liberties. Black gets 4+4 = 8 liberties. Therefore it is settled and Black will live in a seki. Except that this isn't true here, because one of the inside liberties is not shared; it's exclusive to White. So the seki doesn't come to pass. Diagram 16 shows one possible sequence when White plays first.

"Knowing this, what happens if Black starts first, as in Diagram 17? He still dies. Maybe Diagram 15 should be counted as: Black is the underdog and has four outside liberties; White is the favourite and has seven exclusive liberties (6 outside & one 'inside'). There are three liberties between the two groups. White gets 7+1 = 8 liberties; Black gets 4+3 = 7 liberties. It's settled; Black is dead."

My analysis of the situation is rather different. The rules I gave in the first six parts of Counting Liberties only apply to positions where the type of fight is already decided and there are no moves for gaining liberties or reducing your opponent's liberties. My approach to Diagram 15 is to consider a few moves ahead until the position becomes clear-cut and easy to read; i.e. one of the six fight types.

The first thing to notice is that White can threaten to make an eye. Since there are inside liberties, this is likely to be advantageous. Therefore, let's assume Black tries to prevent this. After the exchange of White 1 for Black 2 in Diagram 18, the position is clear-cut. It's a type 2 fight and White is ahead 7:6. Next, White can play elsewhere and still win. How about if

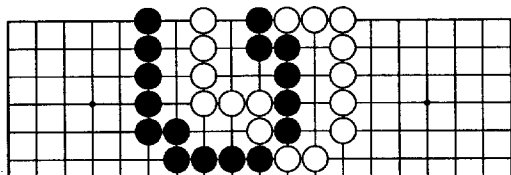


Diagram 15

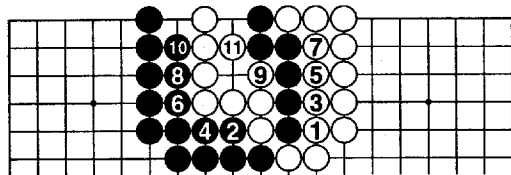


Diagram 16

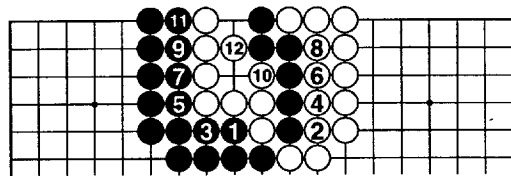


Diagram 17

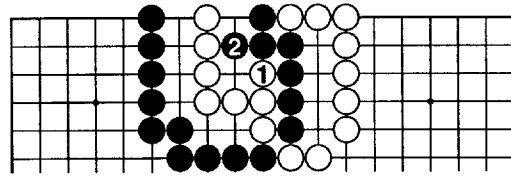


Diagram 18

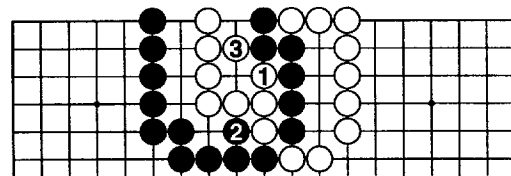


Diagram 19

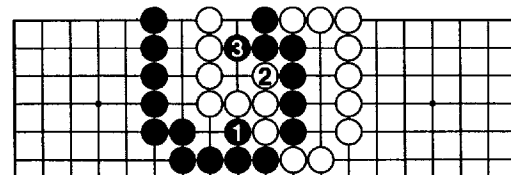


Diagram 20

Black plays on an outside liberty, in Diagram 19, instead? This is even worse; after White 3, White is ahead 7:4 (or 7:5 after Black's next move). Clearly, making an eye is worthwhile. Next, let's consider what happens if Black plays first. If Black plays on an outside liberty, White can just threaten to make an eye, exactly the same as before. Since he was a move ahead in Diagram 19, he still wins even when Black plays first, as Diagram 20 shows. After Black 3, it's 6:6, with White to play, so White wins the fight.

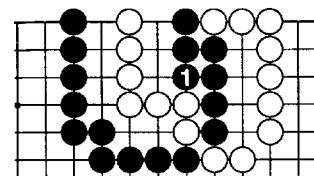


Diagram 21

Since Black cannot win by playing on the outside, how about if he removes the threat of White making an eye? After 1 in Diagram 21, the fight is easy to read. It's 7:7 with White to play, so White wins. In conclusion, even if Black plays first, he loses. Therefore, if it is White's turn, he can play elsewhere and still win. It's settled; Black is dead.

To analyze Diagram 15, read each variation for a few moves until the position becomes clear-cut. Then use my rules to count the liberties and determine the status of the fight.

Guidelines for winning a fight

The liberty count of a group is the number of moves required to capture it. This number is not absolute, but relative to the fight in question.

Francis in Australasia

by Francis Roads

Christchurch

You are never out of sight of land crossing the Cook Strait. Indeed, most of the journey seems to be getting out of Wellington Harbour and then cruising down Queen Charlotte's Sound. The latter was one of Captain Cook's favourite anchorages. It's a beautiful but desolate place now; the disused whaling station only emphasises the loneliness of the area.

After four hours we reach Picton, where ferry meets railway. The New Zealand railway system has recently been sold to an American corporation, who have improved its efficiency by closing down some of the services, and restricting most of the seven intercity lines to a single train each day. This saves any vacillation over which train to book. Going from Sydney to Canberra I had had a choice of three. All the track is narrow gauge; it has to be to negotiate the terrain, which necessitates sharp curves. And I noticed two strong diesel engines heading a train of only four carriages and a guard's van. So the carriages are only four seats across. But they're comfortable, and they treat you almost like airline passengers with cups of tea and safety instructions. And you have to check your luggage into the guard's van; there's no room in the carriages.

The first 25 minutes of the journey are the most scenic; after that it's still quite pleasant, with views of the sea, distant views of mountains, and eventually the renowned Canter-

bury Plains, where all the sheep live. As with the coaches, the journey is comfortable and relaxing, but far from fast. It is 7.00 pm when we arrive at Christchurch's brand new Addington Station. Brand new, because the old one in the centre of the city has been redeveloped as a leisure centre. To make it more efficient.

The Adorian motel, booked from Wellington, has sent a vehicle to collect me - this seems to be standard practice. It's what you get for your money. The motel is run by two bluff Lancastrians who emigrated many years ago. I have a few hours to wander the streets in the evening. I discover that the city got its name not from the town in Dorset, but from the Oxford College, whence many of the first settlers came. It was conceived as an Anglican settlement. As with Auckland, not many of the 19th century buildings remain, but the cathedral dominates the centre and lends the place some character.

It is an alarming experience to emerge from the shower and find that your trousers have been stolen. Before leaving for Perth, I had emailed Charles on the subject of what clothes to bring. He gave me some rather inaccurate information about the kind of weather that I could expect ("You won't need more than one sweater"), but he added darkly that I should bring a spare pair of trousers. This turned out to be excellent advice. The following morning I opened the door of my motel to pick up the paper kindly left by the proprietor, and then took my shower. Without relocking the door. A sneak thief took the opportunity to steal both trousers and belt purse, containing, money, credit cards and passport.

Donning the spare pair of trousers, I reported the theft to the proprietors. It was the first

one that they had ever had, but other motels had had thieves recently. Or rather, one particular thief, known to the Christchurch police, who arrived within five minutes, and left within another five, having taken my statement and issued me with the bit of paper that you need to show to the insurance people. This thief had been released from prison recently, and would be back there sharpish if caught with anyone else's property on him. So fortunately my property was soon found abandoned at the rear of the motel - minus the cash. Passport and credit cards intact. A nasty moment. The motel gave me some more dollars on my credit card, and got me to my nine o'clock train in good time.

South Island Tour

On Thursday began the tour planned for me by Sharon. The Tranz Alpine service - yes, it's considered good marketing to get the letters "NZ" into your trade name - crosses the mountains to Greymouth on the other side of the island. Some smart engineering has gone into that line, and there are spectacular views. At the summit an electric engine has to be added to the diesel one to haul you over the steepest gradient, through the Otira tunnel. There is even an observation carriage, where you can stand open to the elements to admire and take your photographs.

Snow capped mountains and river gorges are there a-plenty. It reminded me of the Oslo to Bergen line which I once travelled, in 1958. So don't miss it, if you're ever down there. It is a sobering thought that this magnificent railway remains open not because of the tourists, but to transport coal from the mines in the west to Lyttelton harbour, near Christchurch.

At Greymouth I caught the

coach to Franz Joseph Glacier, the name of a town about three miles from the glacier itself. On the way we have a tea break at Hokitika, a town which had seen more prosperous days, during the gold rush. But they have now diversified into jade, which seems to be the local export. I decided that Judith, aka Mrs Roads, deserved a jade brooch, for encouraging me to take an eight week go playing trip away from home, while she continued to earn money.

"But you're only here for one night," they said at my motel. "You won't see the glacier." "Why not?" "How will you get there?" There's that question that you keep getting in a car dependent society. I pointed to my legs, but they tried to persuade me to charter a local minibus. "It's an hour's walk just to the car park." I was not to be deterred. "You must be fit."

It took me 45 minutes to reach the car park, and I was glad I had walked, adding a bellbird and a South Island tomtit to my bird tally. It was still another 20 minutes to the iceface, picking your way across rocks, subglacial streams and other bits of geography. But my goodness, it was worth it. To see the iceface towering 20 metres above, with bits of ice forming fantastic shapes as they slowly broke away, was awesome. This one is advancing at a metre a day. At that rate they'll need a new car park in a year or so.

The next day, with a full complement of trousers, I caught the coach for Queenstown. Soon after leaving, the coach stops in the middle of nowhere to pick up passengers. This is not unusual.

New Zealand coach drivers, like most of their countrymen, are friendly, easy-going folk. They tend to give you an impromptu running commentary

on points of interest, and if there is an interesting sight, they'll pull up for a close look. There isn't this sense of "get there quick" which bedevils our transport system. Unfortunately for me, some of them express their friendly nature by sharing their musical tastes with us through the loudspeakers...

If you look at a map, you might be surprised that it is a full day's journey from Franz Josef. But the terrain is mountainous. We cross one pass that sometimes closes in winter through snow. The impression of height is deceptive, because we are used to European mountains that have been stripped of their trees. Here the trees grow up to the tree line, so you're often higher than you think. I begin to regard the New Zealand falcon as quite a common bird.

We see Mounts Tasman and Cook, New Zealand's highest peaks, and much more fine mountain and lake scenery, and a hydroelectric dam. This dam is famous for being the only one in the world built on a geological fault line, i.e. with maximum chance of an earthquake. The engineers and scientists said no, the politicians said yes. So it got built, and went three times over budget. God Defend New Zealand.

New Zealanders regard Queenstown as something of a tourist trap. "Not the place we used to know." But it is still a very scenic place. There is a bird sanctuary, with some rare birds in captivity. Here I see my only kiwi; indeed, it is the only place that I am likely to see one, as they are rare and nocturnal. They're bigger than you realise. And they really do have no wings at all. Then I take the vertiginous gondola, or cable car, and get my best view yet of the Southern Alpine scenery. It is an hour's walk down. I wish all European tourist traps were as beautiful as Queenstown.

For the Beginner

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

Cutting and Connecting

Part 4: Open Connections

So far we have looked at ponnuki connections, direct connections, bamboo joints and diagonal connections.

Playing at 1 in Diagram 1 makes an open connection. Note that it is also possible to play the direct connection at A. However playing at 1 not only connects, but also reduces White's area. If Black makes the direct connection at A White will happily play at 1 and claim an extra point of Area, B.

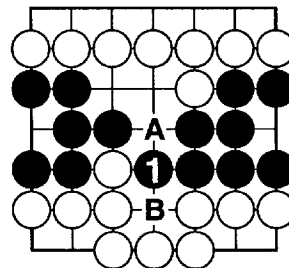


Diagram 1

Open connections work because if your opponent plays to cut, you can capture the cutting stone. You would play A in Diagram 2 to connect. This captures the marked cutting stone and results in a ponnuki connection.

Open connections only work if your opponent will be in atari when they try to cut. So if the board position is slightly different from Diagram 2, playing the

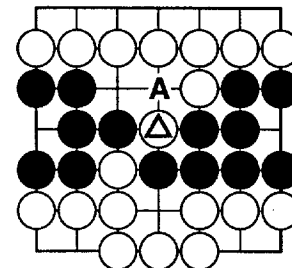


Diagram 2

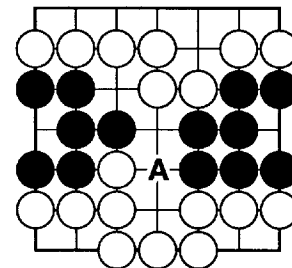


Diagram 3

same move (A in Diagram 3) will not give you a connection.

In Diagram 4 White cuts. You cannot capture the cutting stone because it is directly connected to a larger White group.

A situation where an open connection will not automatically work is if your opponent can make a ko of playing a cutting move (marked stone in Diagram 5). In this case you need to be certain that you can win the ko. Otherwise you need to look for an alternative way of connecting.

If you have made an open connection you need to watch out for both of the above situations occurring *after* you have made the connection. In Diagram 6 you have played 1 to make an open connection. Your opponent follows up with 2. You had better make your next move A, or else you will be cut in two!

The key thing is not to just

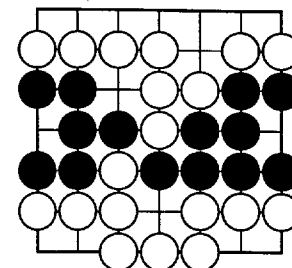


Diagram 4

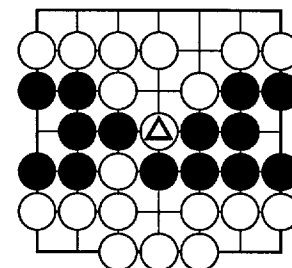


Diagram 5

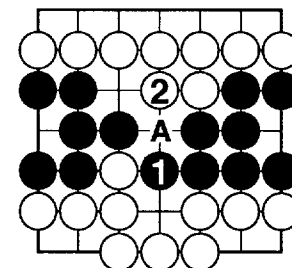


Diagram 6

look at the board position when you are making the connection; but to check how your connections are affected after *all* you opponent's moves.

Good Points

Open connections are very useful. They are my personal favourite. Why? Because I like the shapes they make. Open

connections are good for creating eyes. Often this is a good enough reason to use an open connection instead of an alternative. Sometimes there are even better reasons.

There are situations where open connections are the only answer available. Consider Diagram 7. Black is in a fix. There are cutting points at both A and B. Not only that, but if White plays either, the marked black stone will be in atari. Which of the two should Black defend? Should Black connect at A or B?

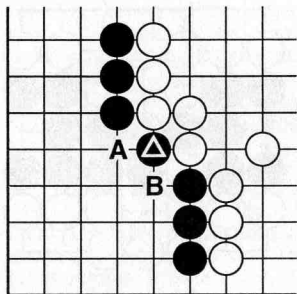


Diagram 7

Well why not both? Diagram 8 shows how. Black 1 makes A and B open connections. If White plays either, White will be in atari. Black can then capture White and be in even better shape than before White attacked!

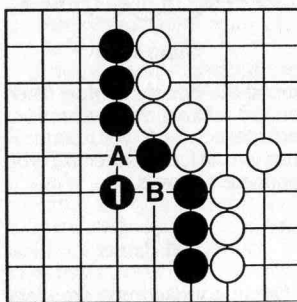


Diagram 8

Other Shapes

Open connections are not limited to the shape you have seen so far. In all the previous examples, if White tries to cut, only one of White's stones ends up in atari. Diagram 9 shows another open connection. Here Black had a diagonal connection formed by the two marked black stones. However White has played the marked white stone to create a cutting point at A.

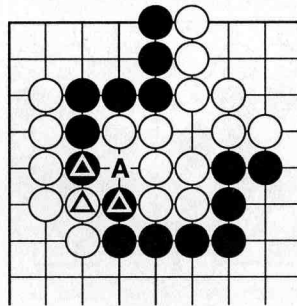


Diagram 9

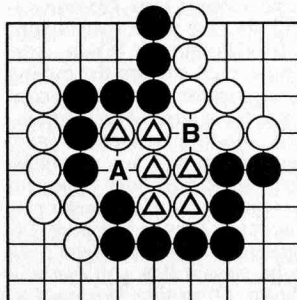


Diagram 10

In Diagram 10 we can see that it is a mistake for White to try to cut at A. Black can play B and capture not only the cutting stone, but all the marked stones too! This is an example of what is known as a shortage of liberties.

Black must be careful though. If White ever connects at B, Black must make the di-

rect connection at A. These situations must be watched extra closely. The stone that causes the danger, B, is some distance away from the cutting point at A. It is all too easy to get carried away with some scheme and not notice your opponent connecting at B.

Snapbacks

Even harder to spot than this is the snapback. Snapbacks are a little like going to get the cheese... and having a mouse-trap snap shut on your fingers. You think you are capturing your opponent's stones, but in-

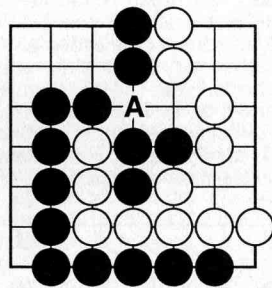


Diagram 11

stead you end up losing yours. Diagram 11 shows one such situation. Black thinks there is a safe open connection at A. Try to imagine what happens if White plays at A. Black will capture to keep the stones connected. How many liberties will those stones now have?

Diagram 12 tells the sorry tale. Black has captured a White cutting stone at A. In doing so Black scores an own goal. The marked stones are now in atari. White can play again at A and capture the marked stones.

Part of you may now be recalling that there is some rule that forbids this sort of thing. One person capturing then the other capturing back. The ko

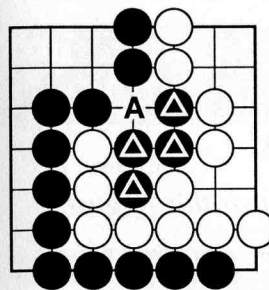


Diagram 12

rule, as it is called, does not disallow this. The rule is that no board position may be repeated. This is to stop Black capturing White, then White capturing Black back, then Black capturing White back and so on until the go board wears out. If you look at the situation in Diagrams 11 and 12, this eternal capturing and recapturing cannot take place. After White captures the black stones in Diagram 12, there is no way that Black can capture back. So there is no danger of the game going on forever.

Summary

There is quite a lot of material above, so here are the main points again. Open connections work by protecting the cutting point. If your opponent plays in the cutting point they will put themselves in atari and you can capture them.

On the plus side, open connections:

- ✓ make good shape;
- ✓ can make two connections at once.

On the minus side, open connections:

- * provide your opponent with ko threats;

* may allow your opponent to use a liberty stealing tesuji.

You need to watch out for:

- your opponent peeping (Diagram 6);
- your opponent turning the connection into a ko (Diagram 5);
- opportunities for open connections with several stones (Diagram 9);
- your opponent peeping at large open connections (Diagram 10);
- making a connection that is actually a snapback (Diagram 11);
- your opponent turning the connection into a snapback.

Kyu Games Wanted

There is generally a shortage of kyu-level games for the journal, which is a pity from the point of view of newcomers to the go, who would benefit by studying games closer to their own level.

If you are a kyu-level player, and have a recorded game that you think might be of interest to other players, why not send it in to the Editor?

He will arrange for a commentary by a dan-level player. The advice and comments are always constructive. You might benefit from this yourself!

The Editor's name and address can be found on page 2.

Ladies' Working Weekend



Alison Jones (left), out-going Membership Secretary, shows Kathleen Timmins (new Membership Secretary) some tricks of the trade.

A Go-Player's Chance To Visit South Korea!

Combine tourism with the Women's World Amateur this August.

The Hanwha Travel Service in Seoul has put together the following one week package tour of sights in Seoul and Kyongju, including a visit to the 2nd Korea Life Insurance Woman's Worldcup Amateur Baduk Championship, and to a go club.

Tour Programme (6 nights, 7 days):

Travel Departure and Return Dates: August 30 - September 5 1998.

Day 1: Arrive in Seoul. Met by local guide. Transfer to hotel.

Day 2: Half day tour of Seoul. Visit Kyongbok Palace (1394), set in 40 acres of garden and lotus pond, and on the same site the National Folk Museum. Visit the Hanil Baduk Club and its shop. Commemorative game.

Day 3: Hanil Baduk club. Women's Worldcup Amateur Evening, with Korean performing arts.

Day 4: To Kyongju (on the east coast) breaking the journey at the Korean Folk Village (traditional crafts). Half day tour of Kyongju: Anapchi Pond (a royal water garden), Tumulus Park (royal tombs), and the 7th century Chomsongdae Observatory.

Day 5: Full day tour of Kyongju. Sokkuram Grotto (Buddhist shrine, World Heritage site), Pulguksa Temple (founded in 535 on Mt Tohamsan), Folk Craft Village (market), National Museum (Shilla period artefacts)

Day 6: To Seoul, half day tour. Tongdaemun Market (huge variety of bargain goods), Insa-dong Alley (art, antiques, books), Tapgol Park (pagoda).

Day 7: Departure.

Price quoted US \$565, with reductions for parties. Please enquire about conditions, party discounts, and air fares.

Contact:

London: Harry Hwang, Korea National Tourism Organization, 20 St. George Street, London W1R 9RE.

Tel. 0171-409-2100/408-1591

Fax 0171-491-2302.

Seoul: Ms. Christina Song, Euro Department, 112-6 Sogong-Dong, Chung-Ku, Seoul.

Tel. 82 2 729 3237

Fax 82 2 729 5239.

Tournament News

by Tony Atkins

Heritage

Any memories of badly run Oxford Tournaments have been completely wiped away by the pleasant memories from the 1998 event.

The town released control back to gown and the event returned to St. Edmund Hall after a long break. A clash of planned dates saw Wanstead give up their early February tournament slot, but even that noble club would have been pleased with the replacement despite careful planning for their go-ski holiday week to avoid the date.

A very able group of students ran a very smooth tournament, unlike the memorable disaster at the same college some years ago. Oxford Heritage Games Shop, conveniently sited across the road from the college, helped by running a book stall and providing some of the prizes.

There was a slight worry that the playing areas were noisy, one being next to the television room showing rugby and the other being the college dining room, but this hardly bothered the 90 players taking part.

Winner this year was the British Champion Matthew Macfadyen (6 dan, Leamington). Others winning prizes for 3/3 were Simon Shiu (3 dan, Bristol), Bob Bagot (2 dan, Manchester), Ian Marsh (1 kyu, Bracknell), Martin Harvey (2 kyu, Manchester), Mathias Kegelman (2 kyu, Birmingham), Peter Shiu (2 kyu, Loughborough), Yvonne Margetts (12 kyu, Epsom Downs), David Pearce (20 kyu, Oxford), Claas Roever (20 kyu, Oxford) and

Oliver Edwards (26 kyu, High Wycombe). Malcolm Hagan (11 kyu, Portsmouth) also won a prize for 2.5/3.

Tournament Booklet

Sixty-nine players took part in this year's Trigantius held, as usual, in Cambridge's University Centre, on a pleasant sunny day. Top players were maybe attracted by the prize money supplied by Hitachi and going to the winner and best kyu player.

The tournament was won jointly by Matthew Cocke (5 dan), the defending champion, and by Des Cann (4 dan, Leamington Spa). They both beat local Korean players Seong-June Kim (6 dan) and Yongcheol Shin (4 dan). Matthew's third win was against Francis Roads (4 dan, Wanstead) and Des's was against Charles Matthews (3 dan, Cambridge).

There were two winners, as the organisers elected to have more than eight players above the bar. The best kyu player was Ian Marsh (1 kyu, Bracknell). The other prize winners (for 3/3) were Martin Harvey (2 kyu, Manchester), Jim Edwards (7 kyu, High Wycombe), Sarah Jackson (8 kyu, Hursley) and James Murray (18 kyu, Cambridge), despite Sarah later admitting the organisers had made a mistake and she had only won two.

The team prize was won yet again by a Cambridge team. The "Untouchables III" were Mark Dalgarno (5 kyu), Matthew Woodcraft (2 kyu), Mark Worthington (7 kyu) and Robert Salkeld (1 kyu). They finished on exactly 50% which was enough to beat the other 2 teams who bothered to enter.

The continuous 13x13 competition was won by the national under-12 champion William Brooks (14 kyu, Cam-

bridge). He had a massive 15 wins out of 18 and came close to winning a prize in the main tournament too.

In the 11-player Novices' 13x13 tournament, played in a side room alongside the BGA book shop, the winner was Cambridge Parkside's Simon Bray. Second was Cambridge club's Rudiger Kneissl. Junior prizes went to Luise Wolf, Alistair Brooks and Sam Wakeford.

After the event Charles Matthews put together a booklet covering news and analysis of games from the tournament, paid for like the previous year by Hitachi, making the event unique in the British go calendar.

Strong Reserve

The new format for the British Championship saw a four-round Candidates' held in mid March. The venue was the pleasant and centrally located Nippon Club in Piccadilly, London.

Possibly due to the earlier date only 20 players from 3 dan to 1 kyu entered. In order to get reserves in case of an odd number a small side event of 4 players was run, which included Francis Roads at 4 dan and stronger than any in the main section.

Unfortunately several of the strong players met early on which led to the odd position of Geoff Kaniuk (1 kyu) leading the field after the first day (maybe this was the reward for working the draw computer). Also winning the first two were David Keeble, Martin Smith, Phil Achard and Jim Clare, plus of course the strong reserve Francis Roads.

However the second day saw the other stronger players clawing back a bit of honour, so that the final top 9 were: on 4/4 Martin Smith (1 dan), Jim Clare (3

dan); on 3/4 Phil Achard (1 dan and just recovered from pneumonia), Tony Atkins (2 dan), Bill Brakes (3 dan) and Jay Rastall (2 dan); on 2/4 Simon Goss (2 dan), Geoff Kaniuk (1 kyu), and David Keeble (1 dan). The first six were sure to qualify to the next stage, but quite possibly most on 2/4 would too.

Your correspondent's shortest game record ever occurred at the start of round 4 when he opened on tengen against Jay Rastall, there was an objection and the draw was redone.

Guinness Genius

Twenty-two wise players played in this year's Irish Open in Dublin the weekend after St. Patrick's Day. The especially wise got there for the Wednesday evening go club at the Pembroke, as professional 2 dan Yuki Shigeno was in town for the week.

Yuki is based in Milan for a couple of years and is taking her knowledge, charm and enthusiasm around Europe thanks to the teaching program of the Nihon Kiin. She did this very ably in Dublin, playing simultaneous, analysing games and even taking part in the handicap tournaments.

In return Yuki was taught about Guinness, liar dice, joker go, pits and Mornington Crescent. In honour of Yuki's visit the Japanese Ambassador and his German wife threw a party on the Thursday evening at his luxury, but temporary, residence in the Dublin suburbs. Much sushi and tempura was passed around, and the Ambassador got to play Pol O'Gradaigh, one of the up and coming local players.

The keenest local ambassador is actually the Mexican, who missed the party, but donated the prize for the Friday night Fast Play Tournament. After

five rounds, despite the plus one handicap, it was Yuki and Christoph Gerlach (5 dan D) who were on four wins. Christoph won the play off to win the top prize. On 3/5 were Tony Atkins, Des Cann, Scott Hopkins, Mathias Kegelmann and Noel Mitchell.

In the Irish Open nobody could beat Matthew Macfadyen (6 dan) who became the first person to win the event twice. He added his 15 European Grand Prix points to the 12 won at Gothenburg (behind Thomas Heshe) and those scored in London.

Second on 4/5 was Christoph Gerlach and third was young Dutchman Emil Nijhuis (4 dan) on tie break from Des Cann (4 dan), neither of whom could beat the top two. Fifth was Tony Atkins (2 dan), sixth was Michael Marz (1 dan), seventh and eighth were top Irish players Noel Mitchell (2 dan) and Stephen Flinter (1 dan), ninth was Colin Adams (1 dan) and tenth was Scott Hopkins (1 kyu).

Prizes went to EGF vice-president Alan Held (3 kyu) for 4/5, to Mathias Kegelmann for the best 2/5 and to those on 3/5: Scott Hopkins, Bernard Palmer (1 kyu), Paul Brennan (7 kyu) and Fergus O'Connell (15 kyu). Colin Adams and Fred Holroyd were rewarded for constantly supporting the event, and Ernad Mulaomerovic (16 kyu) for best improvement despite only playing for a couple of weeks.

Of course Yuki deserves special mention for being around to give lots of helpful advice and analysis.

Monday's Handicap Tournament attracted 10 die-hards. First on 3/3 was the American living in Dublin, Scott Hopkins. Second was Des Cann, third was Colin Adams and fourth equal were pals from Birmingham Michael Marz and Mathias Kegelmann. Scott was

awarded the overall weekend prize.

Saturday evening saw relaxation over a meal (after the rugby supporters had left the restaurant) and some fun games back at the Teachers' Club venue, before the traditional late night zengo game in Bewley's Oriental Tea Rooms.

The Sunday night saw the Chinese restaurant trip and more Guinness drunk in a local pub, after which Yuki showed her prowess at backgammon. Monday night was go club night again, after which the last visitors left with happy memories of the ninth and best yet Irish Open.

Easy Win?

It is every second dan's dream to win a tournament. The obvious way to try is to go to many of the smaller regional tournaments and sooner or later you will find one without Macfadyen, Shiu or either of the Wanstead 4 dans. The 1998 Bournemouth looked like the ideal chance with six 2 dans and no more: not even Alistair Wall to defend his title.

The St. Albans car played the arriving late joseki to avoid playing other 2 dans in the first round, so the start of round 2 saw four unbeaten second dans. Tony Atkins beat Mike Charles and Alan Thornton beat Simon Goss, so that the final at West Parley Village Hall this year was Atkins against Thornton. Unfortunately for him the first of these was tired after two hard games, which gave the fresher Alan Thornton (St. Albans) his first ever tournament win. The others of the 38 going away with engraved drinking glasses were Alex Bell (4 kyu Portsmouth), Jim Edwards (6 kyu Wycombe) and D. Smeed (14 kyu Hursley) for 3/3, and Pete Fisher for entering first.

Team Tests

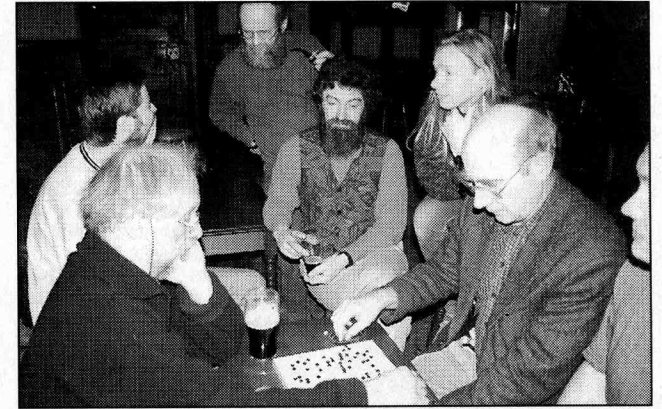
A Japanese tour party visited London in February on their way to the Spanish GP via Lisbon. On 17/02/98 a match between Japanese amateurs and London players was held at the Nippon Club in Piccadilly. This was won by the locals 10-5 despite the visitors ranging in grade from 1 kyu to 6 dan and being much experienced (age range 61 to 77).

The party was led by husband and wife professionals Okada Shinichiro (6 dan) and Okada Yumiko (4 dan). Always delighted to get such honoured guests, we were especially fortunate to have the Okadas visit as they played many local players three at a time for three hours, staying on long after the rest of the party left.

In March the London International Team event saw tests for five teams of 6. Reading and Wanstead did not field their strongest teams and could only manage an honourable equal fourth on 9 points. The hosts Nippon Club scored 11, but the top tussle was between title holders Cambridge and the Central London Go Club.

These two were tied after round three, which if repeated after round four would have made a tie-break win for CLGC. However the very last game to finish determined that Cambridge were to win again by 16 points to 15. Only player on 4/4 was S.J. Kim of Cambridge. Those on 3/4 were Alex Selby, Alan Thornton, Dan Micsa, Shutai Zhang, John Fairbairn, Gerhard Stettner and T. 'Aizen' Takahashi, but of course in true tradition everyone went home with a prize anyway.

The other team test was the Easter Monday TTTTTT (Tony's Tideless Thames'n' Tributaries Team Tournament) held again at Burpham. Ten teams of three took part. Hold-



Go in The Old Stand, Dublin
Alan Held v Fred Holroyd, watched by Matthew Macfadyen

ers Reading went down to Swindon Beehive in round 2, so it was to be a new winner as the other team unbeaten was High Wycombe who had managed a full team for the first time. In the third round they wiped out the Beehive to take the Broken Go Stone Trophy for the first time.

Second equal on board difference were Reading and the 'SSSSSSS' (two of the S's were 'Scratch Side').

There were Easter eggs for all, special eggs going to the Wycombe team of Paul Clarke, France Ellul and Jim Edwards; to those on 3/3: Simon Goss, Tony Atkins and Paul Barnard; to Shaun Hearn (32 kyu) for winning the 10x10 and runner up Aaron Dixon (26 kyu), both of Brakenhale.

Airbus News

For the 31st British Go Congress a break was made with tradition, abandoning schools and colleges and venturing into industry. British Aerospace, Chester, provided the venue allowing use of their

spacious work's dining hall.

A report of go appeared in the work's publication Airbus News, which raised quite a bit of interest to reward Dave Kelly and the others at Chester Go Club (the Harveys and the Pitchfords) for all their efforts.

The congress was also the first ever held in Wales (about two miles across the border) and also the first not to provide on site accommodation. Chester is a fine old city well provided with guest houses and hotels and so this latter aspect was not a problem.

The snow and rain of the previous weekend (Easter) had receded and so the Friday afternoon before the start provided an ideal chance to walk the ancient walls, the Rows and the Cathedral precincts.

Then the battle commenced with the British Lightning. This was subcontracted to Tony Atkins and his playing card draw system; exactly 32 players made this work especially well. All vied to get the Ace of Hearts and for the second year the player with this lucky card at the end of five rounds was Des Cann (4 dan Leamington).



The Japanese Ambassador at his Dublin residence. J.G.

Weekend. This had been held in March in Leamington Spa and featured training by Guo Juan, the former Chinese professional now in the Netherlands, as well as play and socialising.

In the British Open, Matthew Macfadyen (6 dan Leamington Spa) was looking like the man to beat as he won his first three. Two times winner Alex Rix (4 dan London) lost his first game to Quentin Mills (3 dan) and never quite recovered his form of recent years. The other player sharing the lead after day one was Francis Roads (4 dan Wanstead) who beat Des Cann (4 dan) in round 3.

Others with the cards for four wins were losing finalist Michael Marz (1 dan Birmingham), Michael Zhang (2 dan London), Paul Barnard (1 dan Swindon), T. Mark Hall (4 dan London) and Baron Allday (1 dan West Wales).

Seventy-four players took part in the British Open. This year the grade range was remarkably small, from 6 dan to 12 kyu only; for the first time in many years the Brakenhale School contingent were absent.

Nine of the players this year had an added interest as the top eight women would score points towards trips to the Women's World amateur. The separate qualifying tournament of previous years was replaced by the Ladies Go and Social

The Annual General Meeting of the British Go Association took place as usual on the Saturday evening. It was the usual sessions of reports, accounts and elections, with discussions on membership rates (up £1 for 1999), grading (is current policy correct?) and whether foreign residents can compete in the British Championship (still can after five years).

The meeting was broken part way through to partake in a buffet laid on in honour of the Korean National Tourism Organization. Joint sponsors of the British their representative Mr. Hwang came to Chester to advertise the delights of Korea that will be seen on the go and tourism holiday planned for September.

After the meeting there was still plenty of time for cards, dice and friendly games in the bar in true Congress tradition.

The Sunday morning saw the expected top clash, which saw Matthew Macfadyen clear to take the British Open title to go with his British one. Francis Roads won his last two against John Rickard and T.Mark Hall to hold second place.

Three players of the top group ended on four out of six. As the top four places received trophies from KNT0 a tie break had to be done. Third went to Chinese 3 dan from Scotland Xiaoning Shi who only lost to Roads and Macfadyen. Fourth was Des Cann and fifth was T.Mark Hall. All the players between 2 dan and 3 kyu found their correct levels and none won more than 4.

Patrice Vicente (4 kyu) won 4 with one draw to win a prize. Two players won a creditable five namely Ron Bell (9 kyu Reading) and Dave Skidmore (12 kyu Nottingham). The Nippon Club Team Cup went to Leamington Spa who narrowly squeezed out Reading into second. Runaway winner in the continuous 13x13 was Anna Griffiths (8 kyu Maidenhead) with 10/12; Jo Hampton (2 dan West Wales) was rewarded too for scoring 9.5/18 in a vain attempt to catch Anna.

The women's points were awarded from 8 to 1 to Alison Jones (2 dan), Kirsty Healey, Helen Harvey, Sue Paterson, Lena Morrish, Elinor Brooks, Anna Griffiths, and Andrea Smith; Jill Segerman tried very hard to take 8th place but failed to win any games at 12 kyu.

The Stacey Trophy goes to the players winning the most games in the top group (above the bar) during the year. A pattern in recent years is the winner of the Scottish takes it, which this time favoured Matthew Macfadyen.

However the dominant pattern was Francis Roads winning in alternate (Isle of Man) years. Sure enough his good result at the British saw him ending on 34 and 3 points clear of Matthew. Francis went home with the trophy, which was artistically modified at the request of Titus Stacey to mark the tenth anniversary of his father's death.

Third equal this year were John Rickard and Tony Atkins on 23 and fifth was T.Mark Hall one and a half points behind.

The other grand prix is the 'WKD' for second dans who lose the most games in a year. Also scoring 34 to take the title back from Simon Goss was Tony Atkins. Alan Thornton scored enough at the British to take second on 25, ahead of Bob Bagot and Simon Goss on 23 and Jo Hampton on 18.

Challenger's

This year the format of the Challenger's League was a 24 player tournament over six rounds on three days with 2 hour time limits. The worthy 24 were selected by their position last year, their five dan grade, their being our representative at the World Amateur or by their coming in the top half of the Candidates' Tournament. This meant no less than four 5 dans, down to three strong 1 kyus. A limited seeding was done in the first two rounds based on last year's results. This did not avoid a 5 dan verses 5 dan clash in round 1; Matthew Cocke beat Piers Shepperson. The only other noteworthy result in round 1 was the event's only jigo, between Phil Achard (1 dan) and Jim Clare (3 dan).

In round 2 Edmund Shaw and Matthew Cocke beat 4 dans and the main upset was Paul Clarke (1 kyu) beating Bill Brakes (3 dan). Tony Goddard (5 dan), Cocke, Shepperson and Shaw all won in round 3; Cocke's win

was against last year's Challenger, Charles Matthews (3 dan). The main upset was when Tony Atkins (2 dan) beat Des Cann (4 dan) on time. In round 4 Cocke beat Goddard and Shaw beat Alistair Wall (4 dan) to take the lead. The other two 5 dans were a point behind. By the start of round 5 on the Bank Holiday Monday the strain of the weekend was starting to tell with several of those at the Nippon Club in Piccadilly looking rather tired. Two more clashes between 5 dans occurred with Shaw beating Cocke and Goddard beating Shepperson. Matthews beat David Ward (3 dan) to reach a score of 4/5. In the last round Goddard had to play T.Mark Hall (4 dan), Shaw against Matthews, Cocke against Clare. The five dans triumphed here so this left Edmund Shaw from Reading one point clear and the Challenger for the fourth time. The final ordering after tie breaking was: Shaw (6/6); Cocke, Goddard (5/6); Matthews, Shepperson, Cann, Roads (4/6); Clare (3.5/6). The best on 3/6 were Hall, Martin Smith (soon to be 2 dan), Wall and Ward.

International

In December Alison Cross and John McLeod's reward for steady efforts in the qualifying tournament was to represent Britain in the World Amateur Pair Go competition in Japan. They lost, moving to the 187 pair side event. The Hungarian couple were the best Europeans this time, getting as far as the quarter finals.

On the International scene most events were being dominated by Danek, Bogdanov and Guo Juan; they were the top three in the Grand Prix table after Prague.

Shutai Zhang took his first big win since the Obayashi Cup

in September by winning the Eastertime Paris Tournament. He was the best on 4/5 on tie break from Lee Hyuk, Guo Juan and Christoph Gerlach. The other British who attended were mostly beaten up by under-graded French. Martin Smith (1 dan London) was the best of the group who went to the new Spanish Grand Prix in Barcelona in February with 4/5.

As February faded into March, Matthew Macfadyen represented Britain at the Ing Chang-ki Memorial Cup in Cannes.

The French Riviera was as sunny and unwinter-like as usual so it was a shame that a pleasant event was upset by a dispute over time-keeping at the start of the last round. Matthew finished seventh, losing to Guo Juan and Gilles van Eeden, but beating Michael Eijkhout, Leszek Soldan, Tibor Pocsai and Radek Nechanicky. The overall winner was Guo on 5/6 and tie-break from Lee Hyuk and Miyakawa Wataru.

At the same time in another part of town was the Ing Youth Tournament. Two Brits took part this year: Tom Blockley and Paul Hyman, who won 3/4 and 2/7, not bad results for a 5 kyu and 12 kyu respectively.

Results supplied by Edward Blockley:

U-18 winner, with 7/7, was Dmitriy Bogatsky (Ukraine) who was also last year's winner.

U-12 winner, with 6/7, was Andrej Silt (Czech). Tommy Hollmann (Holland) came 2nd with 5/7, but won his game against Andrej Silt. Third place went to Natalia Kovaleva (Russia), also with 5/7, but won her game against Tommy Hollmann.

Antoine Fenech (France), last year's u-12 Champion, did extremely well to finish in 11th place. The highest placed of 3 players from last year's u-12 tournament.

Glossary

Aji: latent possibilities left behind in a position.

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

Atari: the state of having only one liberty left.

Byo yomi: shortage of time.

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

Damezumari: shortage of liberties.

Furikawari: a trade of territory or groups.

Fuseki: the opening phase of the game.

Gote: losing the initiative.

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

Hasami: pincer attack.

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

Ikken-tobi: a one-space jump.

Jigo: a drawn game.

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

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

Keima: a knight's move jump.

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

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

Kosumi: a diagonal play.

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

Moyo: a potential territory.

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

Sagari: a descent towards the edge of the board.

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

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

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

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

Shicho: a ladder.

Shimari: a corner enclosure of two stones.

Shodan: one-dan level.

Tengen: centre point of board.

Tenuki: to abandon the local position and play elsewhere.

Tesuji: a skilful move in a local fight.

Tsuke: a contact play.

Yose: the endgame.

Notices

Membership Secretary

This post is now held by: Kathleen Timmins, The Hollies, Wollerton, Market Drayton, Shrops. TF9 3LY.
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Book & Equipment Update

Price Reductions!

Two reprints of old books which are of historic interest— The Game of Go by Smith (PG) and Theory and Practice by Korscheldt (PT)— are now reduced to £2.50. The Magic of Go (G41) now costs only £5.00.

Goods Direct

The BGA bookshop, with a wide range of books, equipment and other items, will certainly be at the Northern Go Congress, Manchester. A limited choice should be available at the Barmouth and Devon tournaments.

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38 Basic Joseki (G11 - £8.00)
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GO REVIEWS

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KIDO YEAR BOOK

I am taking orders for the for 1998 issue at £34.00.

Full price list available on request.
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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)