

Leamington Go Seminars

Matthew Macfadyen

A new series of seminars for Autumn 1998 features three new titles specifically aimed at players around 5—10 kyu.

The seminars run from 10a.m. to 6p.m. and the price of £45 includes preliminary notes to study beforehand, a detailed writeup of the proceedings afterwards and lunch on the day.

The titles are:

Sunday 27 Sep **Take The Money** (5 kyu and stronger)
The value of one move and how to make yours worth it

Saturday 10 Oct **No Robbery** (5-10 kyu)
How to fight kos profitably

Sunday 18 Oct **Dry Bones** (5 kyu and stronger)
When is the centre of the board vital and when is it small

Sunday 1 Nov **Community Policing** (5-10 kyu)
How to punish unreasonable moves without having to fight

Saturday 28 Nov **Plate Boundaries** (5 kyu and stronger)
Spheres of influence and how they become territory

Sunday 29 Nov **Bouncing Back** (5-10 kyu)
Crisis management and how to turn imminent collapse into an asset

Correspondence Course

The course is available by post or email to anywhere in the world. It works in two phases:

Phase 1: A detailed questionnaire and some recent game scores give me the information to write a detailed account of your game with recommendations for how to make the most of your strengths and how to correct or circumvent your weaknesses.

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Each package includes commentary on one of your recent games, description of a new strategic objective for you to aim at, a professional game to study and a technical paper on some aspect of joseki, tesuji or theory, with a problem sheet to revise it from.

Rates for 1998 are £25 for phase 1, and £75 for phase 2.

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

For more information write to:

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British Go Journal

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Number 112

Autumn 1998

Price £2.50



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Front cover: Constanta (Romania): Mosque and Minaret. Photograph by Steve Bailey.

Tournament Calendar

Milton Keynes: 19 September. Andrew Grant*, 01908-669883. Fred Holroyd*, 01908-315342.

Shrewsbury: 4 October. Brian Timmins, 01630-685292. journal@britgo.demon.co.uk

International Teams Trophy: October.

Wessex: Marlborough, 25 October. Terry Wright, 01275-842258. (Not after 10pm.)

Three Peaks: Thornton in Lonsdale, 7-8 November. Toby Manning, 01926-888739.

Swindon: 22 November.

West Surrey Handicap: 5-6 December. Steve Bailey, 01483-533748.

Anglo-Japanese: December. By invitation only.

London Open: 31 December—3 January.

Youth Go Championships: January.

Furze Platt: January.

School Teams: January.

Oxford: February

Trigantius: Cambridge, March 7.

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.

Barmouth: 26-27 June 1999.

Youth Pairs: July.

Devon: July.

Norwich: August.

Isle of Man: August 1999 (biennial).

Northern Go Congress: Manchester, September.

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

* For e-mail addresses see pp 60—61

Editorial

After ten years on time, with this issue the Journal is appearing late. The blame can be placed squarely on our DTP system which, in a recent upgrade to Microsoft Publisher 98 and Windows 95, lost the ability to handle the PostScript graphics files produced by our diagram software.

This resulted in an inability to print cropped diagrams, among other things. It is not a case of amateur bungling by the user; the problem is confirmed by Microsoft to lie in the combination of Publisher and Windows 95.

Back to the old computer...

Ian Sharpe has now rewritten the diagram program to produce files compatible with the new DTP system. So not only should the next issue appear on time, but you will find the improved format of diagrams much easier to follow.

Notices on page 62

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British Championship

Game 1

by Matthew Macfadyen

Game One of the Championship series was played on 14th June at the Daiwa Foundation in London.

Black: Matthew Macfadyen
White: Edmund Shaw

The opening to 8, with both sides building two shimaris, is described in some books as leading to a simple game, but I have not observed that. Having large areas of the board which are 90% secure territory for one side normally seems to produce desperate invasions with tense life and death struggles.

The game really gets started at 32. Depending on what happens, this could become an embarrassing weak group or a powerful attack. Getting this sort of thing right is far more important than any of the subtle arguments about the exact positioning of moves like 16.

The result to 60 is good for White. Edmund has converted a weakish group into a solid territory. The upper side has become secure but not very big, and White's gain is rather more than the one move he has spent on this area. (White played first in the area, then there was an exchange of moves all locally, then White played last, so effectively he has spent one move.)

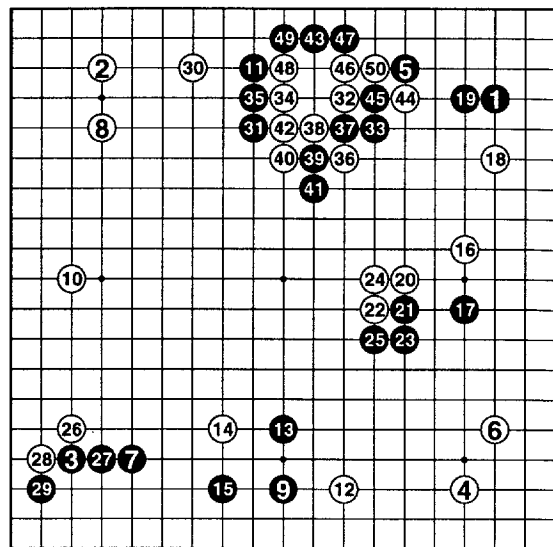


Figure 1 (1—50)

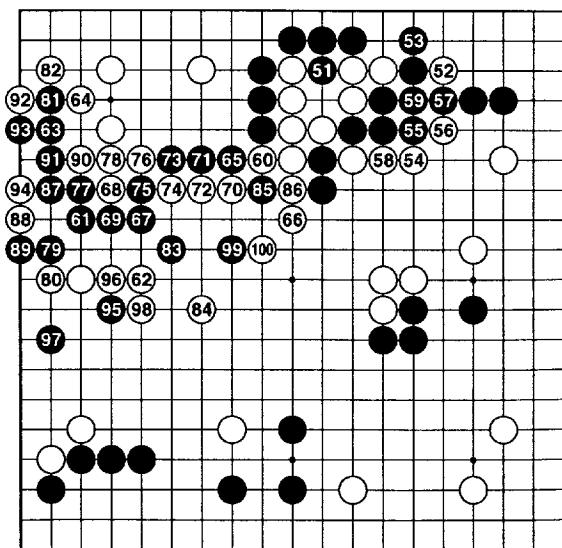


Figure 2 (51—100)

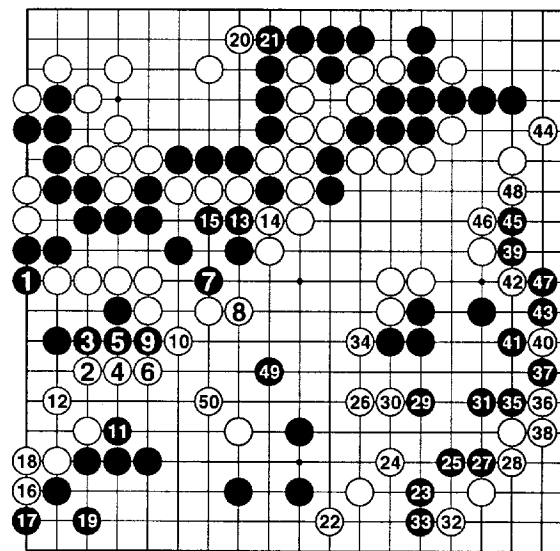


Figure 3 (101—150)

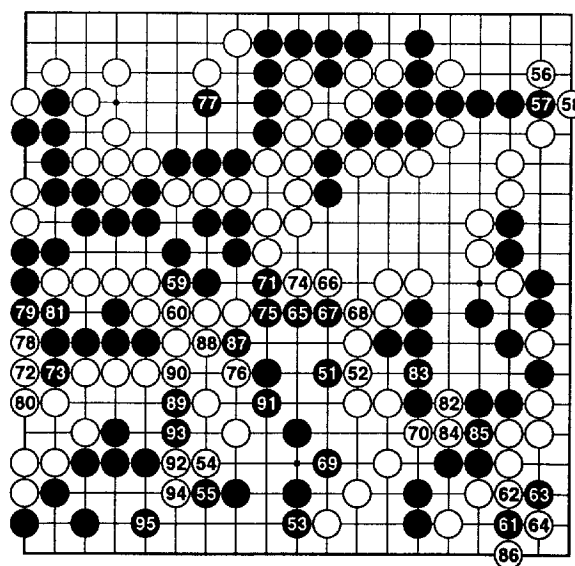


Figure 4 (151—195)

I should only play 33 if the intention is to fight. Continuing with 47 in the centre, or 51 at 55, would be ways to do this.

In the game I spent too many stones connecting along the top edge, but at least this leaves me secure at the top so that the deep invasion at 61 makes sense.

Black 79 is careless. This does not make eyes, and the possibility of playing 80 instead is lost. But stealing the eyes immediately with 88—94 is an overplay. These moves lose points and should only be played if Black is going to die.

Edmund soon finds himself backing off at 98 and the Black group has plenty of resources, but I got the timing wrong at 107. This should be 109 directly, then White has to defend in the centre and Black can live with territory by playing 110.

Edmund went into overtime at 161, and did not look after his centre group carefully enough. White 174 protects the central territory from a small incursion, but 176 does not work. I failed to spot this, and took a large point at 177, giving a second chance.

If Edmund had played 178 at 192, which completes the eye in the centre, he should have won by something like the komi. Instead he tidied up the lower right corner, where nothing actually works for White.

Black 187 is decisive. There is no way to make an eye after this, and White collapses.

Reviews

by Matthew Macfadyen

There is a wide gap in the existing go literature between the real beginners' books and a mass of books aimed at players a little below shodan. The flood of material from Yutopian Enterprises has recently aimed into this gap with two new titles, both labelled as 'volume 1', one from China and one from Korea.

Power Builder Volume 1 is based on a series of lectures broadcast on television in China. Each lecture discusses a position in the early middle game and discusses the options as a dialogue between a teacher and some pupils. Pupils are not normally encouraged to argue with their teachers in the Far East, and some Western players may find the discussions rather incomplete, but on the whole this seems to be a successful collection of discussions aimed at a level around 5 to 10 kyu.

The other new title, Cho Hun-Hyeon's *Lectures on Go Techniques* Volume 1 is a beginners' book on shape. Each of the chapters describes a common joseki situation, and gives examples of good and bad moves available. The selection of which poor moves to discuss implies a book aimed at around 10 kyu level, but several of the "good for White" positions at the end of the diagrams will leave most kyu players unconvinced. The book has no preface, and it is unclear whether it is written by Cho, based on lectures by him or just compiled in his name.

Korea has been widely touted as the biggest source of new energy in go over the last few years, and a new book from the top Korean player should have western players rushing to see some of that energy in action. This book will be a bit disappointing compared with those expectations, but it does provide some of the basic wisdom at an accessible level.

Posters

by Charles Matthews

Recent and incipient club activity in parts of the country as diverse as Stockport, Eastbourne and King's Lynn has revealed a demand for Go posters. Now, the BGA has handy A2 and A3 size posters suitable on an exhibition stall, on which you can write your own message. For these apply to Tony Atkins. But currently we lack something that the PC era makes quite possible. It is within range of many of us to start with a file for standard PC software, modify it by a few minutes text editing, and print out according to need and on whatever colour of paper suits an A4 or A5 poster with wording 'Wanstead Premier Go Club in the Universe', or some other understated message the general public is gasping for. If one's printer is of reasonable quality it is then possible (if so desired) to enlarge to an acceptable A3 by photocopier, for a few pennies.

So much for the principle. What I want you chaps out there with a talent for design is to come up with the goods, in black and white, EITHER in the form of something on paper OR as a file in some format I'm likely to be able to open with industry-standard editors. Why don't I do it myself? Well, I certainly have done this in the past for the Cambridge club, producing A5 posters on daylo paper which get blutaked to undergraduate doors. BUT I know my limitations, in that everything comes out a bit four-square, which is what you get for inheriting a mathematical gene from your granny. AND having a range of different designs is an obvious help. SO, and to prove that it's worth reading to the end of my articles. I'll award a PRIZE worth having (a spare copy of Segoe's *Go Proverbs Illustrated* I found on a jumble stall recently for 10p), to the best usable effort by the end 1998.

EGF AGM

A Few Notes

by Steve Bailey

Next year, discussion will occur on what to do with approximately \$3000 investment income which will be spendable.

It was suggested that future EGCs submit budgets and report/audit the accounts as the EGF doles out 'grants' to the EGCs but that seems to have no impact upon prizes or costs.

President: Eric Puyt was elected as President. Vice Present Alan Held plans to quit the executive next year once Eric Puyt is trained.

Zoran Mutabzija was elected to succeed Alan Held on a second vote.

The Grand Prix Committee spoke of sponsorship problems; of leaving Fujitsu to just sponsor the finals and doing something else for the Grand Prix tournaments; and of generally livening the Grand Prix up.

European Go Congresses

Slovakia '99:- no longer in Bratislava, now in High Tatra in a 4 star hotel with 400 beds. Some unhappiness with the distance of other accommodation from the playing centre and the frequency and duration of shuttles between them.

Berlin 2000: - one hour east of Berlin by frequent train (every 40 minutes). Accommodation costs neither too high nor too low.

A motion to delay a decision on 2001 was "decide now" 11, "postpone for a few months" 6.

2001 - Ireland 13; Croatia 1; Yugoslavia 7.

Ireland accommodation is very expensive.

A motion was passed permitting long term planning for certain years. Therefore Italy will bring a proposal next year for 2006.

My Personal Thoughts on the EGF AGM

All material ought to be required to be distributed for

reading say one month beforehand.

There needs to be a way of appealing the AGM's agenda.

The Agenda needs to be clearer on what items are for discussion and what is for voting upon.

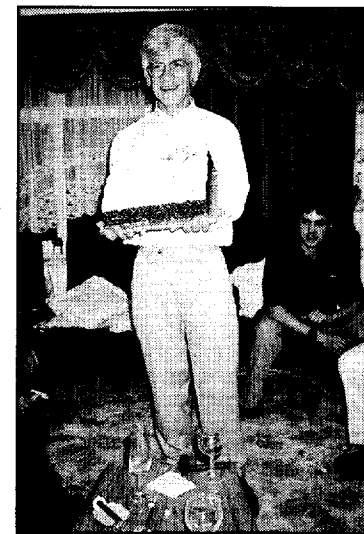
The constitution should be altered in order to clarify executive election procedure. Should have a written application by candidate stating that he wants to stand for a particular post. Constitution should permit changes in the makeup of the executive, but having changed its makeup, the changes should only come into effect the next year to permit people to stand for the post.

Simon Goss Retires

Simon Goss was given a retirement party on August 1st in Camberley.

Special thanks go to Uncle Clive, Annie Hall (catering manager and traiteur) and David Hall (sommelier).

Thanks to everybody who came along to make it a real special event.



Simon Goss

Charting a Course in the Middle Game

by Cho Chikun, Honinbo

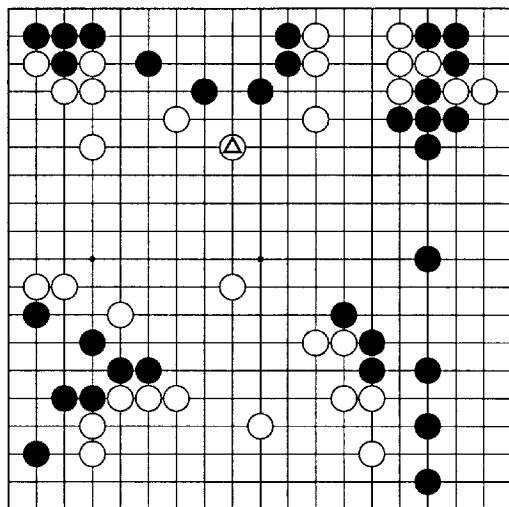
Translated by Bob Terry from *Kido*, April 1984

Part 10

Selection and Judgment among many Possible Points in a Complex Middle Game.

The Model Diagram continues the game from the previous article. Here White has just played the marked stone. The position can still go either way, no doubt, but it strikes one that White's large territorial framework (moyo) in the centre has become greatly expanded. This is an important and difficult point in the middle game. Where does one's eye aim in order to formulate a plan? How does play proceed? Where is the correct move? The situation is so complex that even I find it hard to give an answer.

Diagram 1 shows the actual moves of the amateur three-dan players. Their play really shows some panache here. First, erasing with Black 1 here is good. One should go in as deeply as this here. Then White counterattacks with 2 and 4. At that point, Black entered from the direction of 5. In fact, the combination of 1, 3 and 5 is a good



Model Diagram

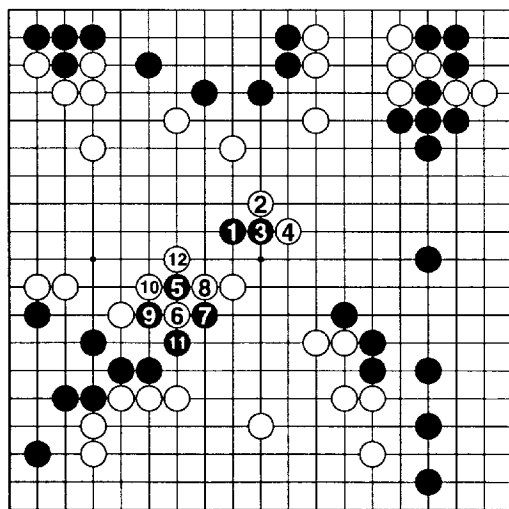


Diagram 1

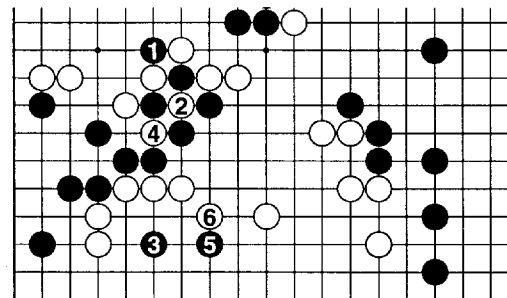


Diagram 2

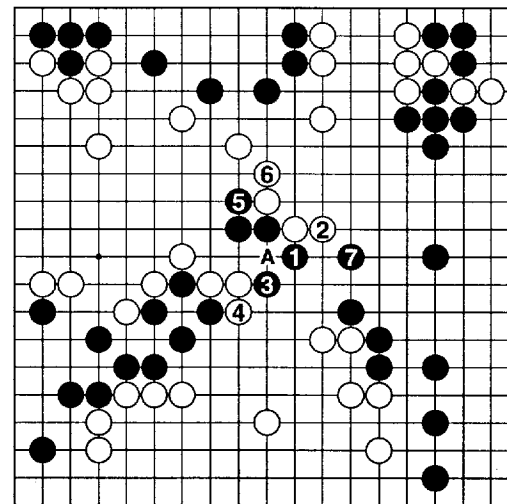


Diagram 3

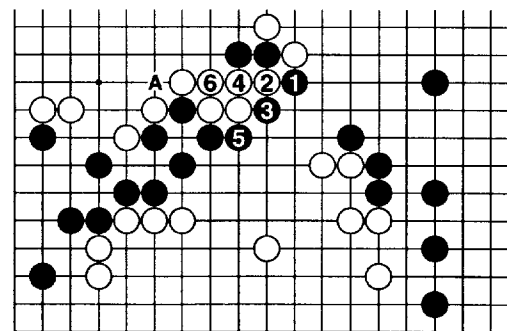


Diagram 4

one. White 6 through 12 fabricate a well-wrought shape. However, at the point of White 12, Black, who had apparently produced a skilful combination, found himself at a loss for what to do.

"What weird thing have I played? I carried things too far."

These are the kinds of words one imagined Black mumbling to himself as he halted, unable to find the next move. Although he had truly played well, he convinced himself that his own moves were bad. This kind of thing happens often.

When he got tired of thinking about it, Black cut at 1 in Diagram 2, and started the ko. What follows is the actual game. White made the ponnuki captures with 2 and 4, and although Black made consecutive moves on the lower side, he had to struggle to get life there. White's centre territory ended up becoming greatly enlarged. Black would have been fine if he had done nothing about the ko. If Black had simply run away with the important two stones in the centre, without trying anything, it would have been fine. But what is the right way to escape?

Making an empty triangle with Black A in Diagram 3 is not good. Please hane strongly at 1. If White draws back at 2, Black forces with 3 and 5 and connects neatly to the right side with 7. don't you agree that with this result erasing White's moyo has been a success?

“What’s that? If that’s how it will end, of course I’ll play that way!”

These are useless words. Before being shown a result like this, one must think of it oneself... This diagram has few variations.

There is the question of what will happen if, in answer to the hane of Black 1 in Diagram 4, White cuts at 2. However, in that case Black ataris with 3 and 5. Can you imagine how wonderful one would feel while playing this? After this, a cut at A would produce a monstrously huge ko. If, somewhere on the board, Black has a supply of dependable ko material, it could even be started at once.

Well then, let’s return to the beginning. White’s central moyo is worrisome, but is it necessary, after all, to erase it deeply? This is a question that calls for positional judgment, but it is probably playable to let White surround the territory. Black 1 and the following in Diagram 5 is one example. It is not necessarily required that 1 be exchanged for White 2; simply playing 3 to 7 is all right. White’s territory looks large, but in reality it has only got bigger with the addition of the points around A, while Black’s territory has increased with the points around B. Therefore this mutual surrounding of territory can be considered even.

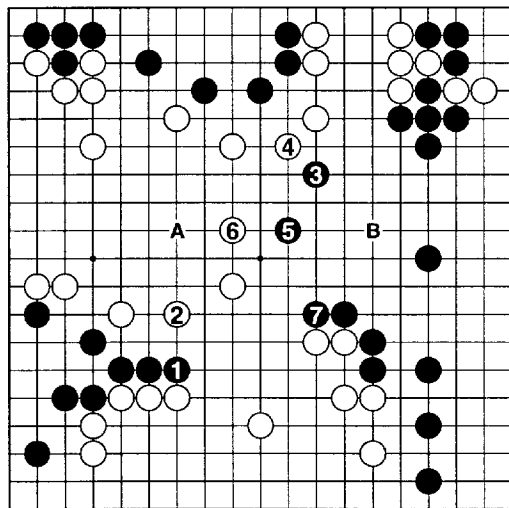


Diagram 5

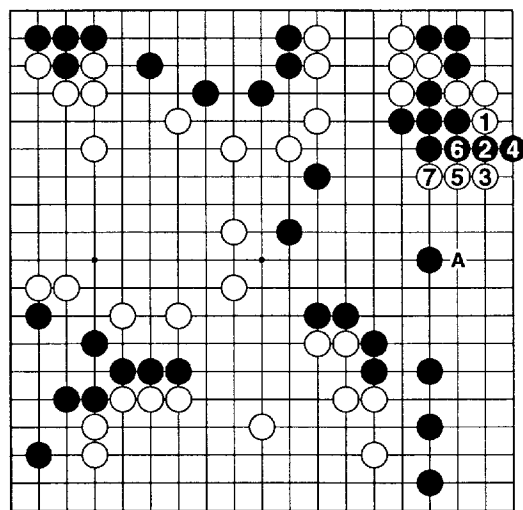


Diagram 6

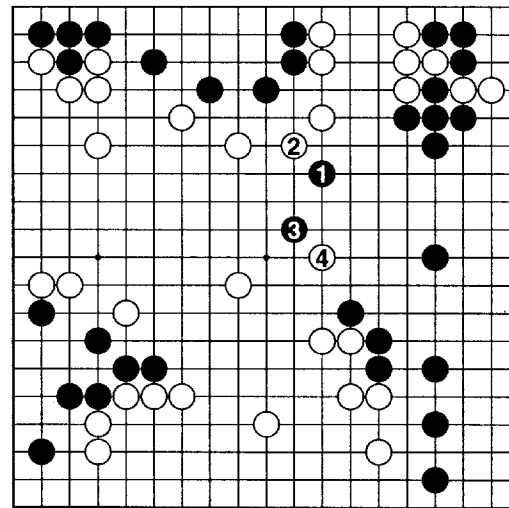


Diagram 7

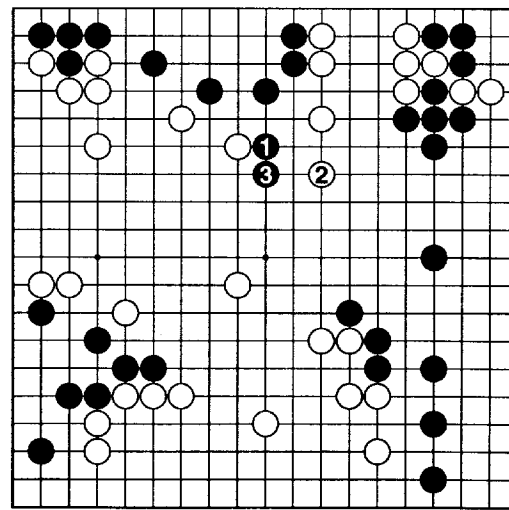


Diagram 8

There is one thing to worry about this mutual surrounding of territory. That is whether it is possible for white to successfully engineer a wild melee with the forcing moves of 1, 3 and 5 in Diagram 6, aiming at White A, etc. If one ends up having one’s territory taken away right after giving the opponent territory in order to surround it, one would feel like crying.

Diagram 7 shows a variation of Diagram 5. When Black plays 1 and 3, White can come in at 4, aiming at destruction of territory that will end up being mutual. Since the extent to which the territory is mutually destroyed will be roughly equivalent, this can also be considered even. If one feels uneasy about mutually surrounding territory, considering the possibility of Diagram 6, another way can be sought.

Black attaches at 1 in Diagram 8, aiming to attack the group in the upper right. White will probably jump to 2, so Black can extend into the centre, erasing White’s moyo. This is a variation of the mutual erasure of territory. Even if Black’s territory is erased from above, if the territory ends up being consolidated at the fourth line it will be rather more stable. The conclusion here is that choosing the variation that is a good one depends on the taste and go style of the individual playing.

Liberties: Error

Unfortunately, Figure 1 of Counting Liberties: Applications, Part 4 in the last journal was wrong. The blame can be squarely placed upon the Editor, who took insufficient note of the views of the proof reader.

The correct figure is shown here. The marked Black move was sente since it left the position unsettled, but White ignored it. Now, with first move, Black can win the capturing race. White needs four moves to capture the black group on the left, but the long line of white stones only has four liberties, not seven or even six.

In Diagram 7, Black has added the marked stone to settle the position on the left by reducing White to three liberties. However, this white group has six liberties in the fight against the black group on the right.

Therefore, when White ataris at 1, Black's connection at 2 is suicidal. The theme of the article in the last journal was that a group's liberty count depends on the type of fight. The white group in the middle is involved in two different types of fights against the black groups on the left and right, so it has different liberty counts for each fight.

The error was quickly spotted by Richard Hunter and described on the GoUK list and a correct diagram posted on the Web.

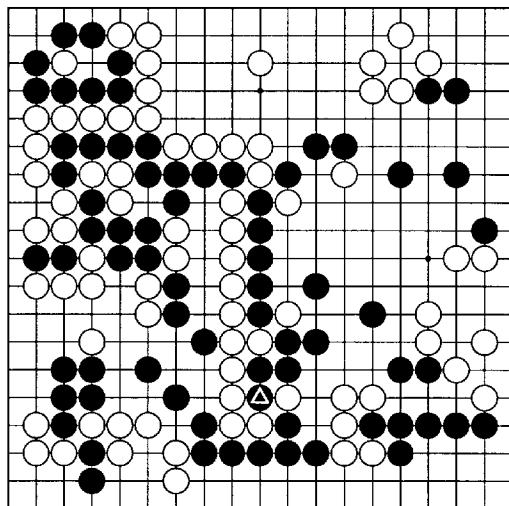


Figure 1

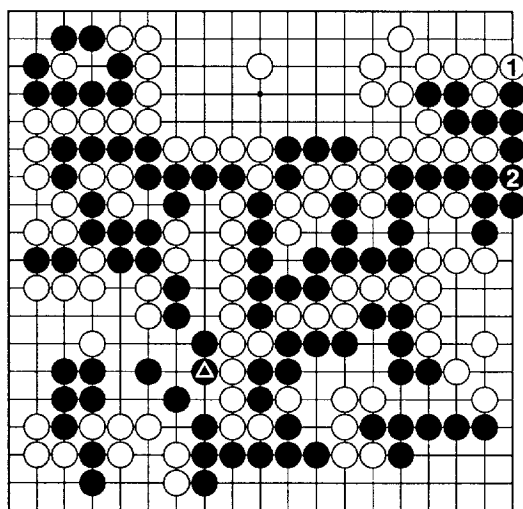


Diagram 7

Years Ago

by Tony Atkins

Ten Years Ago

Matthew Macfadyen won the 1988 Warwick, the first Shrewsbury and the Challenger's. The last of these gave him the right to challenge the British Champion and Leicester winner, Piers Shepperson. Edmund Shaw took Bracknell and the Northern. Furze Platt won the Thames Valley Go League; Michael Carr and Sam Beaton further honoured the Maidenhead school by winning the under-18 and under-14 championships. Under-16 was won by Anand Tanna from host school, Stowe.

The 32nd European Go Congress was attended by 370 people and was in Hamburg. After several years of a single tournament the top Europeans were separated off into a top group. This favoured Tibor Pocsai as he beat Ronald Schlemper in the final. Our own Matthew Macfadyen had to be content with winning one of the lightning tournaments. Visiting professionals included Feng Yun and Otake Hideo.

Otake was recovering from a very tough Honinbo final. This started in Paris, saw a new slowest move record (307 minutes) in game five and Takemiya Masaki becoming the champion after the full seven games. Takemiya went on to become the first Fujitsu World Champion when he beat Rin Kaiho in that final. In China Rui Naiwei became the first ever woman 9 dan.

Twenty Years Ago

On May 13th 1978 the 'dan count' [a number obtained by multiplying the number of dan players by their dan rating at each level then adding the results] passing 100 was celebrated by a dinner with Mrs Barrs as guest of honour. Matthew

Macfadyen won the Challenger's with 6/7, but Brian Castledine had to win a play-off with Adam Pirani in order to reach the match for the vacant British title. At the London Go Centre Jim Bates won the June Tournament and Kim In, 8 dan, brought a party of Korean players. Iwamoto, 9 dan, visited for two weeks in August, probably the highlight of the Centre's existence, as the Centre closed for good in the autumn.

At the European in Paris, European Champion was Helmut Hasibeder ahead of Rebattu and Macfadyen. The open tournament was won by Ron Snyder from America; Stuart Dowsey was fifth. Terry Stacey won the 1 dan section and Chris Stevenson the 1 kyu. Chris went on to have a good Northern beating Macfadyen, but ending up in second place behind him.

In Japan Kato defended the Honinbo against Ishida and Otake got his revenge on Rin in the Meijin. However Ishida did win the Oza defeating Kudo. Kobayashi Chizu won the Women's Honinbo for the third time. In China Nei Weiping was dominating the titles, whilst in Korea Cho Hunhyun was doing the same.

Thirty Years Ago

Cambridge beat a UEA team from Norwich by three boards in a handicap match in June. In September a Nippon Club Tournament was won by Mr Sugimoto (1 dan) from D. Hunter (4 kyu), F. Roads (5 kyu) and Mr Seiki (3 dan).

The 12th European Go Congress was held in West Berlin. 12 of the 55 players were from England. Diamond and Goddard managed eighth and seventh in the top group. Winner was Jurgen Mattern ahead of Zoran Mutabzija and Jurgen Dueball. Derek Hunter did win the Handicap event.

In Japan Rin Kaiho finally stopped Sakata's 7 year run in the Honinbo, but lost the Meijin to Takagawa. Sakata could take some solace in that his book *Modern Joseki and Fuseki* was the first Ishi Press book available from the BGA, for £2.

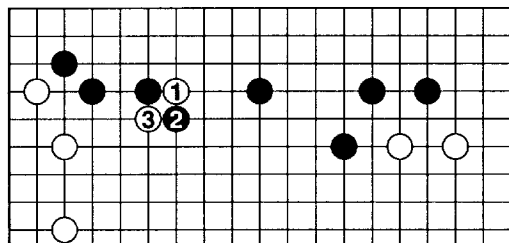
Cross-cut Workshop

by Richard Hunter
hunter@gol.com

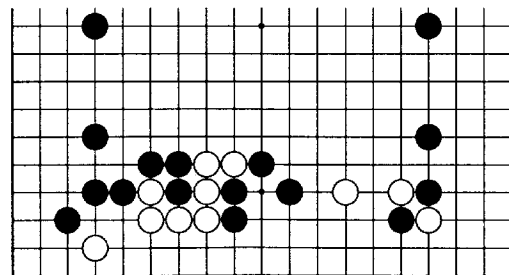
Part 6: More Problems

Here are a few more cross-cut problems to keep you all on your toes. If you find them difficult, you should review the earlier parts, which appeared in journals 92-97. I was prompted to write another part by some positive feedback I received. A couple of people I met mentioned enjoying the series and finding it useful, and the French go journal editor asked permission to translate and publish it. I might produce a few more parts in the future, but probably on an irregular schedule.

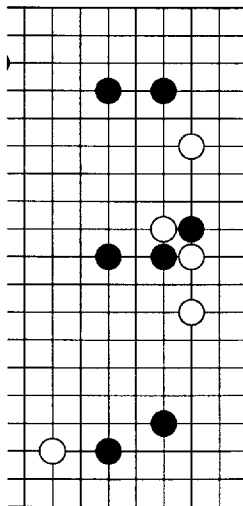
All the problems are Black to play. Answers are on page 16. The key to solving cross-cut problems is to consider the surrounding positions. Where are the nearby stones and is Black strong or weak? Is Black trying to attack or defend?



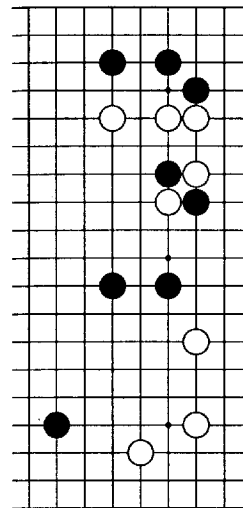
Problem 1



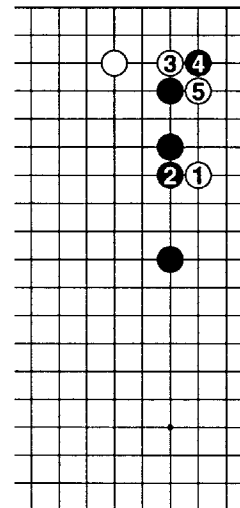
Problem 3



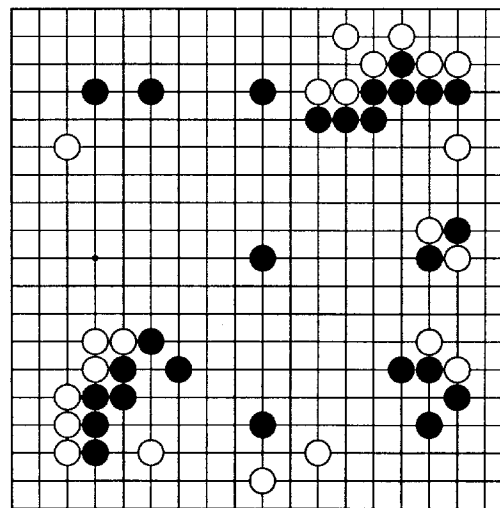
Problem 2



Problem 5



Problem 4



Problem 6

CAMBRIDGE DOUBLE FIGURE KYU GO LEAGUE

by Paul Smith

This competition took place for the first time this year. The matches were played between teams of three players or more, using 13x13 boards. All dan players and single-figure-kyus were strictly excluded!

There were 4 teams. One was from the University. The second team represented the go evening classes which have been running at the Cambridge Parkside College. The other two teams were made up of juniors— one from the Junior Chess & Go Club which meets at Victoria Road, and the other from Charles Matthews' junior club which is held at St Paul's School.

The results were:

Parkside 5½ Chess & Go 3½

University 7½ Parkside 3½

St Pauls 7 Chess & Go 2

Parkside 5 St Pauls 4

University 10 Chess & Go 7

The highest scoring players have been Simon Bray 18k (6/6 for Parkside), William Brooks 13k (5/6 for St Pauls), Stephen Wells (now 8k, so no longer eligible to play; he scored 4/4 for the University), and James Donald 20k (3/3 for the Chess & Go club). The final table, after we managed to get 5 of the 6 possible matches played, looked like this:

Posn	Played	Team	Av.	Pts
1st	3	Parkside	49%	6
2nd	2	University	63%	6
3rd	2	St Paul's	61%	4
4th	3	Chess & Go	34%	3

So Parkside are the champions!

Answers to Cross-cut Problems

Problem 1

Black has a strong position at the top which White has invaded, so Black should attack. He should atari at 1 and connect at 3 in Diagram 1a. If White plays 4 to save his stones from being captured, Black gets a good result with 5. Moves such as White 1 (or 3) in Diagram 1b don't look promising. White just ends up with a heavy group that makes Black's marked stone well-positioned. In the position in the Problem, the hane at Black 2 is a good move, provided Black knows how to handle the cross-cut. Extending at 3, instead, is not very interesting when White has a settled group on the left side.

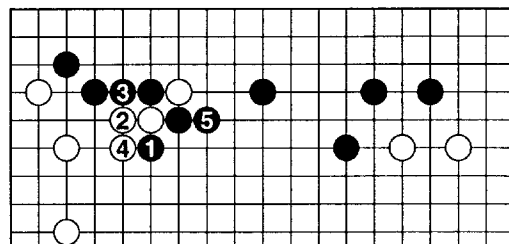


Diagram 1a

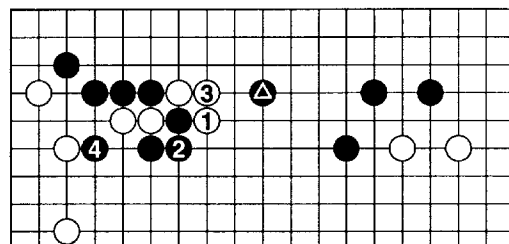


Diagram 1b

Problem 2

This common position in handicap games is similar to Problem 1. Locally, Black is outnumbered, but he has stones in both corners. Black needs to defend himself and settle for one side or the other. He should atari at 1 and connect at 3. If White cuts at 4, Black 5 leaves a choice of A or B, giving Black a good position. If you thought the answer was the crude atari at 1 in Diagram 2b, you have a lot of room for improvement.

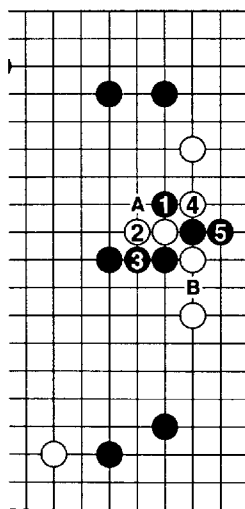


Diagram 2a

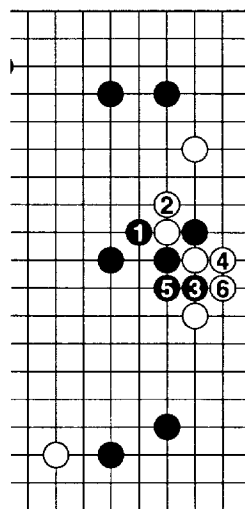


Diagram 2b

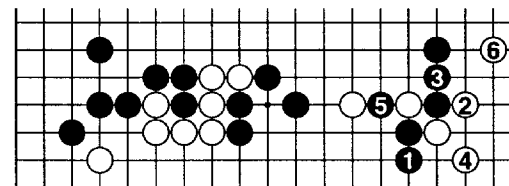


Diagram 3a

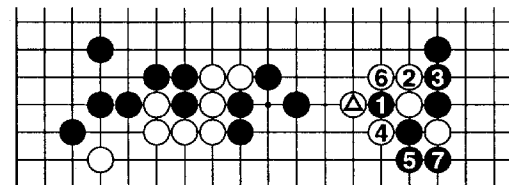


Diagram 3b

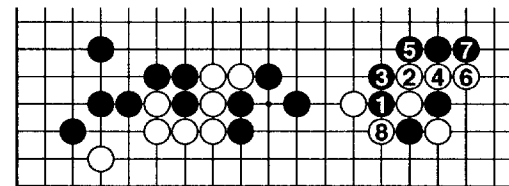


Diagram 3c

Problem 3

Black needs to consider his four stones in the middle of the bottom side. His best move is the descent towards the edge of the board at 1 in Diagram 3a. White can live in the corner up to 6, but Black gets good outside thickness which supports his four stones to the left. The atari and connection in Diagram 3b are not good in this position when the marked White stone is so close. While Black takes territory in the corner, White becomes thick on the outside, so the four black stones to the left will come under attack. In the actual game, Black pushed up at 3 in Diagram 3c (pattern 8) and got a terrible result.

Problem 4

White's moves in the Problem position are trick plays. If Black is not careful, he can go seriously wrong. Diagram 4a shows the best way to handle the cross-cut. Black 5 is a sacrifice to obtain the connection at 7 in sente. When White captures at 8, Black captures at 9, getting a good result. Instead of 3, blocking the other side in Diagram 4b falls into a trap; this result is bad for Black. Diagram 4c is reasonable and might be appropriate in some situations depending on the nearby stones. There is a huge difference between Diagrams 4b and 4c. Diagram 4d (pattern 9) is inappropriate here;

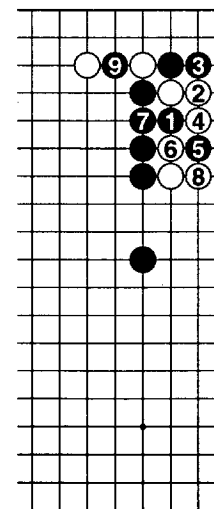


Diagram 4a

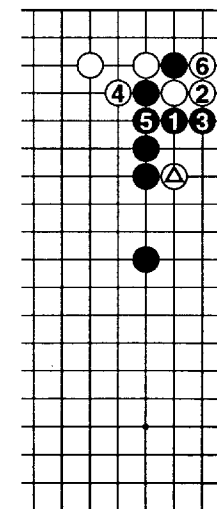


Diagram 4b

White's trickery has been an enormous success. The result after 10 looks similar to Diagram 4a, but there is a crucial difference: Black has shot himself in the foot; he would now like his atari at 3 to be at 4 instead.

Problem 5

In this position, pattern 9 works beautifully in conjunction with the surrounding stones. In Diagram 5a, Black plays atari at 1 and 3 and then pulls back at 5. White 6 might seem to break out into the centre, but Black blocks at 7, despite the double atari at 8. After his connection at 9, Black has a thick position while White does not have certain eye-shape.

This result is too good for Black, so White will have to play 2 in Diagram 5b, allowing Black to capture a stone. Black gets a strong position and can look forward to putting further pressure on White's group later.

Playing atari the other way, at 1 in Diagram 5c (pattern 4) lets White off the hook. This way, White gets an eye by capturing the marked black stone. The extension at 1 in Diagram 5d leaves the White stones virtually immune to attack. Extending at 1 in Diagram 5e enables Black to save both the stones in the cross-cut, which would usually be good. However, here White settles himself and has several good follow-up moves at A, B, or C.

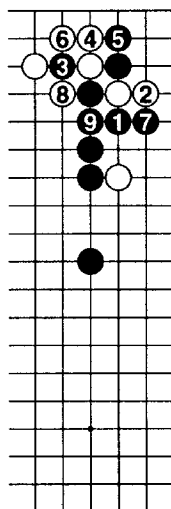


Diagram 4c

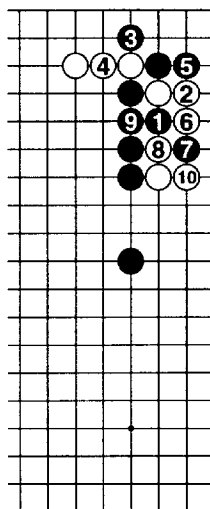


Diagram 4d

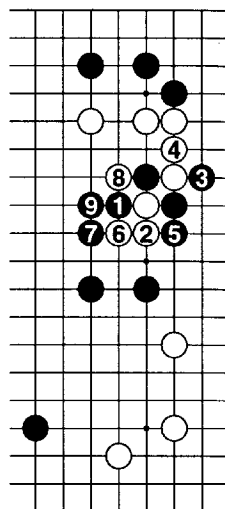


Diagram 5a

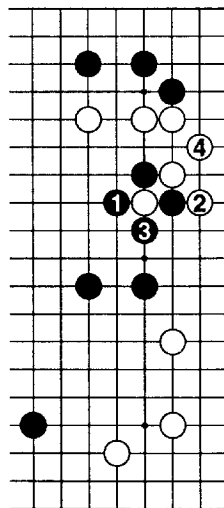


Diagram 5b

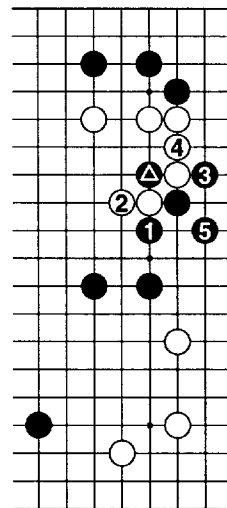


Diagram 5c

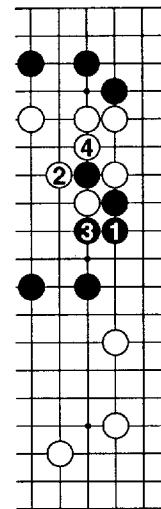


Diagram 5d

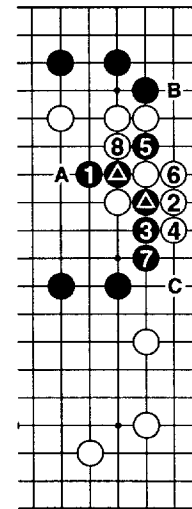


Diagram 5e

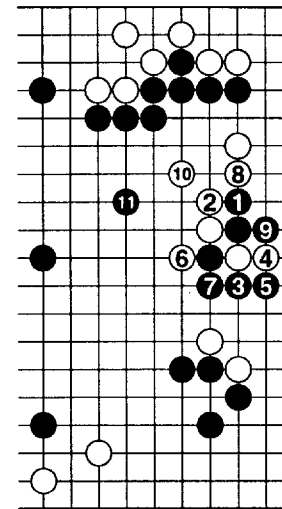


Diagram 6a

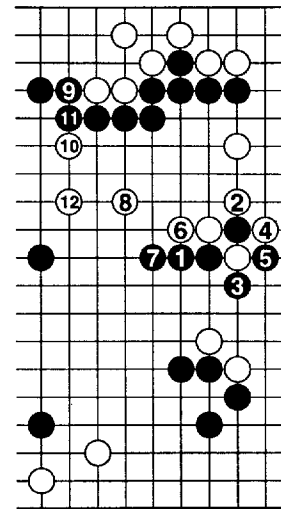


Diagram 6b

Problem 6

The extension at 1 in Diagram 6a seems rather counter-intuitive since it runs straight towards White's stone on the side, which was a bad idea in Diagram 23 of part 1. However, the surrounding stones are different here and that's what's important. Black 1 threatens to capture White's fourth-line stone in a ladder, so he has to defend it somehow. If White plays at 2, Black 3 captures the third-line stone. Try other defences instead of 2, but you'll find none of them work. After White 10, Black 11 applies pressure to the White group while building up thickness in the centre. Black should have an easy game. The extension at 1 in Diagram 6b allows White to establish a position for himself and even threaten Black in return. Black has lost a chance to settle the game and could be heading into trouble.

TWO NEW BOOKS by Tony Hosking

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Letters

Alex Rix writes:

Liu Yajie, pro lady 2 dan from China and friend of Feng Yun, wants to come to the UK for three months and I have officially invited her. We need people willing to look after and entertain her. If you are prepared to put up Liu Yajie, or can help in any other way, please contact me on 0181-533-0899.

Paul Smith writes:

Last year I had a meeting with a games manufacturer who was looking into the possibility of producing a beginners' go set. One thing they felt would be necessary was a really simple set of go rules, which could be read quite quickly and understood by people who had no idea of how the game works. They felt that the BGA booklet, while ideal as a handout at events like the Mind Sports Olympiad, was much too long for this purpose.

Unfortunately, it didn't work out. The manufacturer decided on another two-player strategy game instead, and they won't be producing a go set in the near future.

However, I want to make sure that if this sort of opportunity comes round again, we have a suitable set of rules available. I have written a draft version, but it needs testing.

What I need now is for some people who have not played go before to test it out. The only way to do this effectively is for two people who know nothing about go to sit down with the rules and see if they can successfully start playing with no outside help.

If you have any friends, colleagues, relatives etc. who might agree to be guinea pigs, please could you get in touch with me. I have several copies of the rules which I can send out, plus a short questionnaire for the people trying out the

rules to fill in. I really need the rules to be tested as much as possible— preferably by both adults and children— so I'd be extremely grateful for all offers of help!

You can contact me on 01223-563932, or by e-mail at paul@mpaul.cix.co.uk

Pauline Bailey writes:

When we go to tournaments in other countries it might be better if we decided what we called ourselves. In Romania some of us had put UK as country of origin and others had put GB. This resulted in those putting UK receiving a name tag showing them to hail from the Ukraine and, in a list showing number of players from countries represented, we had three from GB and, lower down on the list and quite separate, four from UK. As we only totalled 7 in all this was unfortunate.

Maybe we should always say GB as it seems to give less confusion to others.

The Editor replies:

I usually describe myself as from UK, when necessary, in e-mail. The abbreviation is probably easily recognized by people in Commonwealth countries, but a couple of people from the Far East have asked me, where is UK?

Time to change? After all, GB is what we put on the back of our cars.

Teruko Taguchi of the Central London Go Club died suddenly on 1st June. Everyone who knew her was shocked and saddened by her death.

We would like to offer our sympathy and support to her partner, Simon Bexfield, family and friends.

Alex Rix

Nirensai

by Charles Matthews

Part 2

To judge by the preponderance (20%) of nirensai [two 4-4 points played in adjacent corners] games in the 1998 *Kido Yearbook*, we may be here for a while. Perhaps until England next win the World Cup. The current *Go World* 82 has a long article by Michael Redmond 8 dan, exploring quite a different alley.

The way to play in Diagram 1 has a distinctive flavour, compared to the line in Part 1. In fact this is very much a Korean strategy. Ideas seem even in this day and age to pass much more slowly eastwards than westwards across the hundred-mile strait separating Honshu from the Asian mainland.

The variation ends, as good and interesting ones should, at a crux. With 22 is White going to develop the left side, or play a pincer to do something about a Black framework on the right that is on a larger scale than White can match?

Returning to the beginning, White plays 6 as a knight's move, rather than the one point jump examined last time. In the short term this economises by one move on finishing White's formation, and gives up for the time being on a centrally oriented strategy. This play has

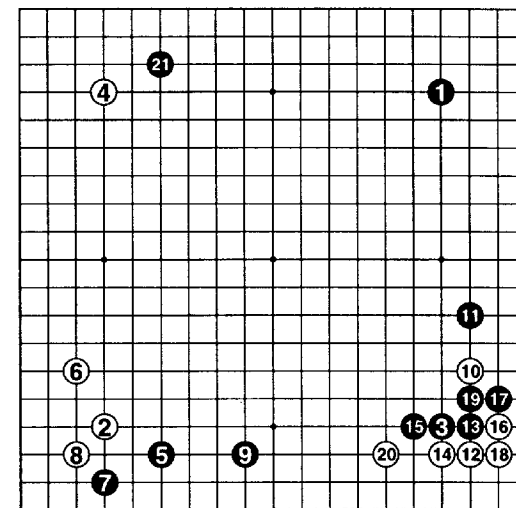


Diagram 1

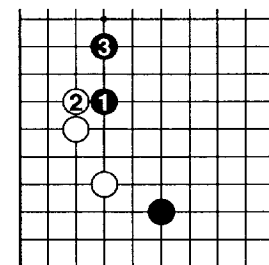


Diagram 2

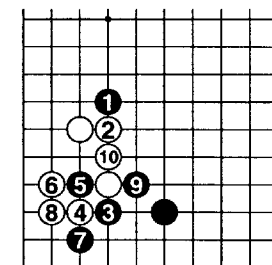


Diagram 3

been adopted particularly by top pros who are naturally territorial in their inclinations, but who play the 4-4 point for a quick development.

White 6 also signals that White is battenning down the hatches for a fight on the lower side if Black constructs a framework there— this point was raised in Part 1. Therefore it is natural enough for Black to change tack too. Sliding with 7 looks to build a solid group, proof against early invasion. In fact since 6 is a tight territorial play, there is every temptation for Black to treat the corner as an opportunity to make White overconcentrated. Many ideas turn up, with that in mind. Diagram 2 isn't the most obvious joseki, but should set you thinking. If White 2 pushed the other way? I don't read hamete (trick play) books. All right, I

admit I buy them, but they stay firmly closed. Those who are less scrupulous can tell me if Diagram 3 features. The principle of a hamete based on the 4-4 point may (I am reliably informed) be that the opponent is induced to grasp at a few points of territory, and to end up as here with poor shape. This one isn't going to be seen in professional play. However Diagram 4 has cropped up

This is another Korean innovation. At first sight plain wrong, it means that Black can now leave the scene, and come back later to A, or possibly B. Without the exchange of 3 for 4, Black can answer White A at C, or B with D for a ko. Still, I haven't seen this in a top level game, and it falls into the "don't try this at home" category of Batman climbing the side of buildings on TV. Black's loss is quite serious.

A further and even more jaw-dropping idea, this time from China, is in Diagram 5. Brought to my attention in the new and more internationalist Japanese edition of the Ishida joseki dictionary, here's a bright idea of Ma Xiaochun. Play Black 1 and leave matters after White 2—anticipate the later Black A, White B, Black C and White D for Black to make defensive shape. Yes, but this is what looks like a bad move to most of us. Please, not in front of the children.

Behind these amusements lies

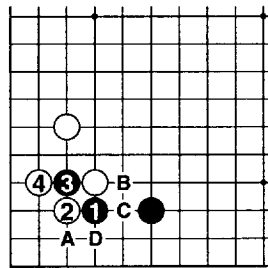


Diagram 4

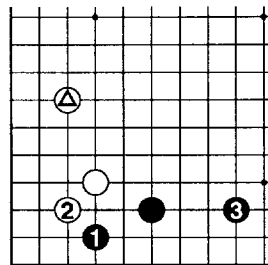


Diagram 6

Diagram 6. If White plays the large knight's move instead, the triangle stone is one line further away, and White gets efficient shape. Black has nothing to be proud of—this is a non-joseki.

Summing up, the slide at Black 7 in Diagram 1, although a much milder play than those we've seen, is consonant with a way of thinking about White 6, as solid but scarcely ambitious. White may in fact omit the answer 8 at the 3-3 point, to play elsewhere. But that, as they say, is another story.

Moving on the happening in the lower right, the codger's comment is that things were better in the old days, when this wasn't considered joseki. Since

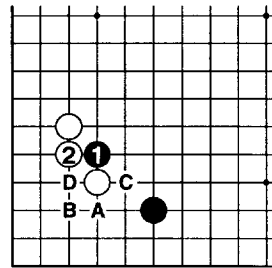


Diagram 5

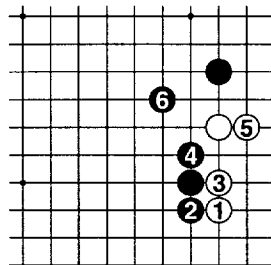


Diagram 7

one of the good reasons that its evaluation has changed recently is the wish to play the one low pincer in positions such as this, it is worth slowing down and taking it gently.

For many years it was considered that there was no option about which side to block. The direction of Diagram 7, and related lines seen in Part 1, was indicated. And that constrained the use of the one low pincer in fuseki strategy. Playing as in Diagram 7 is a mistake, in the absence of a Black stone at the 10-4 or 10-3 point on the lower side. White will take sente. If then White wedges to break up the side, as in Diagram 8, Black's plan is in tatters.

Maybe Diagram 8 doesn't look so bad for Black to you, but 8 is one line too close to the wall. Black really wanted to play 8 at A, but then White extending to B is safe enough, and Black can do little to attack. The wall has become an object of mockery. Note that White has a choice of wedge points on this side. The one shown seems to be what should be played in an even game. Moving it one or even two to the right, on the theory that Black has erred and so should have no chance to make any territory, is handicap game thinking. The ancients said "stay away from thickness", and by golly they had a point. A Black play at C in this diagram threatens to jump into the corner. For that reason White is happier building a group no closer than B.

In Diagram 1 we see Black's stone 9 one to the left of the ideal location in this discussion. Does that matter? Well, yes. Something about this was in an earlier article of mine (BGJ 110 p.42). Taking proper note of what's already on the board is the way to do it. Plays 6 to 10 of a game are much harder than 1 to 5.

Therefore Black feels that blocking the other way has to be right. Diagram 9 isolates this joseki.

A classic split between White's corner territory and Black's influence, perhaps. There is a prima facie case that

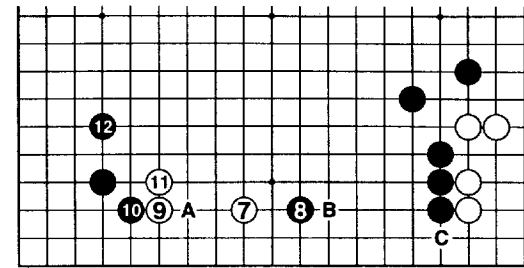


Diagram 8

the Black pincer stone is too close to the wall. If Black adds another piece round here that will only make matters worse. So, first point, Black is going to take sente. That leaves us considering follow-up plays round here. Black isn't actually likely to get into trouble. If the White piece on the outside is put into motion, Black has a forcing move at D. Say White B, Black D, White to the left of 9, Black C, and White hasn't achieved anything. White can start by playing at C. Since Black hasn't made many points of territory here yet, it isn't in fact obligatory to prevent the connection under. Black ought to be more worried about White at A. Think for a moment about how you would answer that. Then go back and compare with Diagrams 2 and 3.

Returning to the main Diagram 1, maybe you can now discern the difference it makes, to evaluate the result of Diagram 9 as fair enough for Black. In comparison with the strategy from Part 1, in which

the lower side became a Black framework, Black has turned that area into a region played out for the time being. The future Black framework is the right side.

There is something fluid about go, properly played. White 6 is a light touch on the brakes, Black responds by taking up position on the third line. But then Black pivots elegantly in the lower right corner, and emerges with the initiative in a wide open game, with the upper two thirds of the board all to play for.

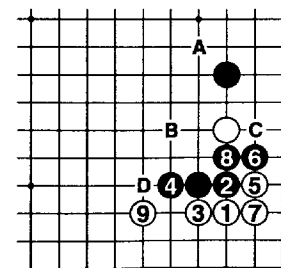


Diagram 9

Kyu Games Commented

by T. Mark Hall

This is a game from the London Open 1995. The comments are by Paul Barnard and myself.

Black N Ghani 1k
White P Barnard 1k

12: Bad shape; should be at 39.

13: I wasn't at all happy with this. OK I tenukied once but I was having trouble working out what to do with my stones—far from being a base for attack like all good 4-4 stones should be they seemed to be under attack.

14: Well you should secure the base first. Nothing wrong with the san-san or with 1 in Diagram 1.

26: I couldn't believe I was doing this. Awful. Now it looks even worse.

32: Just adding a stone to make the sacrifice more effective!!

38: Move 1 in Diagram 2 may be better because it ensures an eye in the corner.

60: The trouble with this sequence is that you voluntarily give up liberties. Better to play at 1 in Diagram 3.

67: I was just trying to convince him that he was under attack rather than me! No really it seemed a useful set of forcing moves to strengthen my white

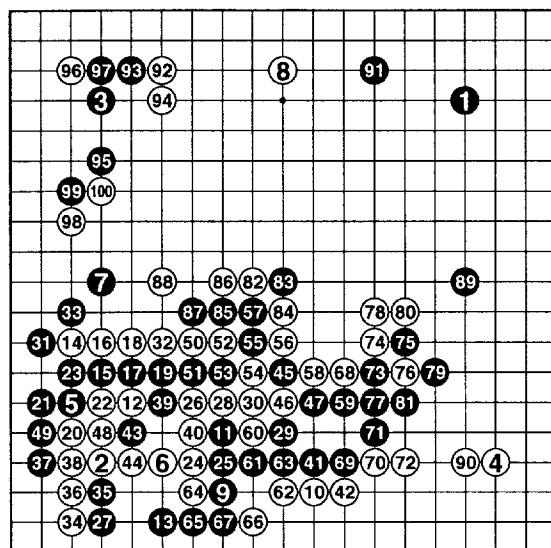


Figure 1 (1—100)

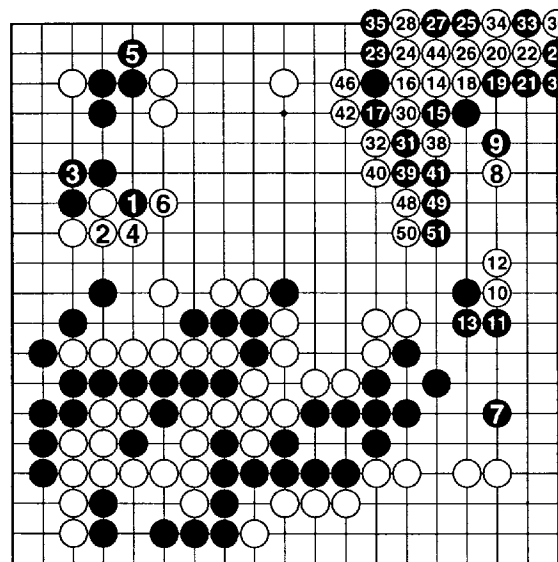


Figure 2 (101—151)
143 at 133, 145 at 136, 147 at 125

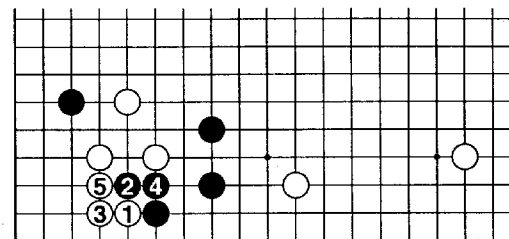


Diagram 1

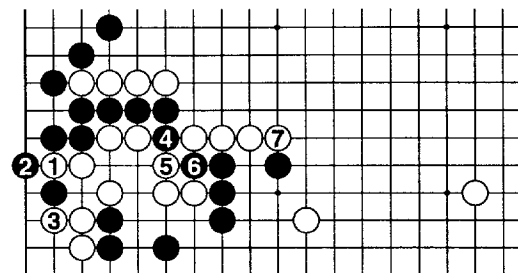


Diagram 2

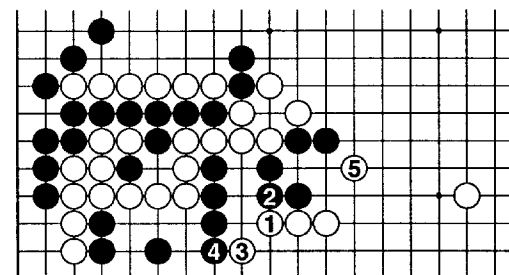


Diagram 3

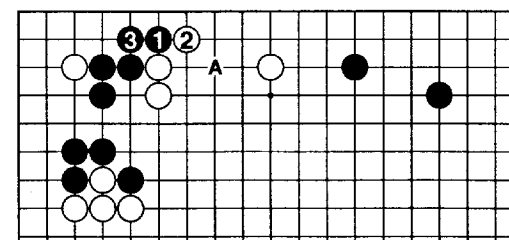


Diagram 4

stones at the bottom.

83: I couldn't believe my luck! Maybe I could win the game yet!

90: Seemed slow but I felt a lot better for it. I thought it gave me perhaps 35 points of territory before counting the komi. He didn't have much actual territory yet and after his blunder in the middle I had more central influence as well. Good solid move.

92: An over-extension. It should be one point to the right.

93: He helps you to improve your shape.

97: If I'd known how to live in the corner I would have done so but I didn't so I left it as aji. The book says living straight away is bad for me so it would seem I got it right.

99: Bad; he should be able to capture 98 without trouble especially as a move right of 7 is sente for him.

105: Should be at 1 in Diagram 4. This leaves a weakness at A and Black may take sente if you defend against it.

106: Seemed a good result to me.

107: Very small; should be at 109.

114: I was trying to see how many invasions I could manage in one game.

119: Perhaps I should have played 118 at 119? No your next but one move is wrong.

122: Should be at 1 in Diagram 5. You can then aim at the weakness of A.

124: See Diagram 6. You can live this way. It doesn't work if

Black has taken the liberty of A but he can't kill it.

127: I had had in mind the variation in Diagram 7 and completely missed this move. Perhaps 126 at 127? —Yes.

132: Well what else could I do?

140: Over 1 hour went into this move and the previous seven! What about Diagram 8, or Diagram 9 with 1 as an alternative to 2 in Diagram 8?

151: Recording stopped here. I took the ponnuki at 101 shortly afterwards (or possibly immediately) and kept the bulk of the centre territory. White won on time but was about 15 to 20 points ahead.

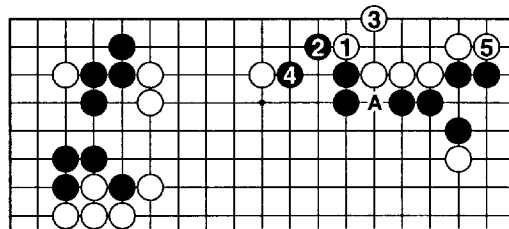


Diagram 5

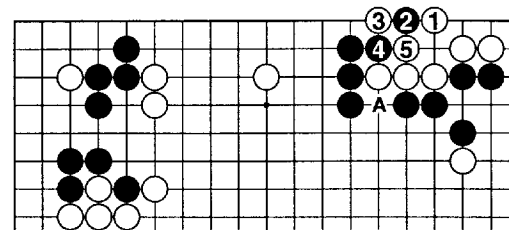


Diagram 6

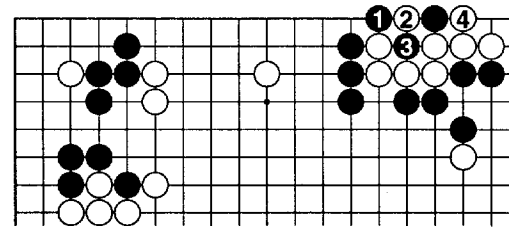


Diagram 7

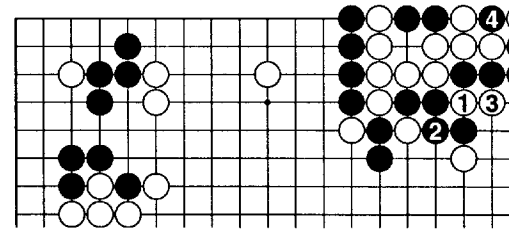


Diagram 8

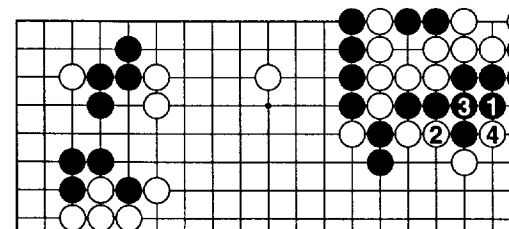


Diagram 9

Go Software...

...and game collections on disk, including HandTalk, the strongest computer program, and GoScorer™, GoGoD™ and over 5000 professional games from Japan, China and Korea.

Contact:
T Mark Hall,
Games of Go on Disk,
47 Cedars Road,
Clapham,
LONDON SW4 0PN

email:
tmark@gogod.demon.co.uk

Visit to Japan

17 May to 6 June 1998

by T. Mark Hall

The last time I flew to Japan, I commented that the BA flight showed three films, none of which I could remember. The JAL flight only showed two, one of which was in Japanese. At least the other was the latest James Bond, so there was some mindless violence to distract my attention for an hour or so. However, since the flight took 1½ hours this did not help for all the time, especially as the ticket only allows for travel by cattle class. As I never sleep on planes, I suffer during long flights. One advantage of the JAL flight was that I arrived in Japan mid-afternoon which meant that I only had a couple of hours before going to bed to try and recover from the jetlag.

The first thing to remember is to make sure that your hotel or accommodation has been booked for your arrival. Although I had written to get a room booked beforehand, when I arrived I found that no booking had been made and I spent the first week shuttling between two hotels, as one was fully booked for a couple of nights. Since the weather was not that brilliant I postponed my intended sightseeing and stuck closely to Tokyo. Monday had quite torrential rain, so I was quite happy to head off to the Takadanobaba Go Club. When I got there, I was shocked to find that it had moved. Fortunately, it was only from the fourth to the seventh floor of the same building. My record card from 1992 was still there and one of the club organisers said that he had a photo of me playing Cho Chikun on my last visit.

Tokyo has 13 different tube lines, plus various suburban railways. This makes any journey across town a complicated affair when you have a choice of stations to start from and finish at and two or three choices of connections along the way. Newer tube trains have electronic displays stating which direction the train is going and which is the next station in both Japanese and

English, plus the announcements over the PA system. Older ones only have the PA announcements in Japanese. This still doesn't stop someone like me getting on the wrong train or missing a stop. You should try to avoid travelling during the rush hour, though; you will only want to try it once! Many stations have markings on the platforms to show where the doors should be when the train stops and quite often it does there. On the streets, a surprising thing is how quiet traffic is, with very few horns sounding and drivers politely waiting for pedestrians to cross. Having lived in or visited many cities, it is a refreshing change to return to one where the rules of the road are observed.

I don't only play go!

On the Tuesday I moved from one hotel to another and did some boring things like writing and posting some cards. The weather was still dull so I thought to go to the go club again. This being a small world, even if Tokyo is a big city, I bumped into Rob van Zeijst on a pedestrian crossing and we went to the club and played a couple of games. Using the handicap system in the club, I had to take 4 stones. I was also impressed to see that Richard Hunter also had to take 4 against Rob, when I saw them at the Nihon Ki-in later in the week.

On the Wednesday, just to show that I don't only play go, I headed for the main Tokyo station and caught a train to Kamakura. Kamakura has an important place in go history since it was where the famous jubango between Go Seigen and Kitani Minoru took place more than 50 years ago. It also has a number of temples and shrines and the Daibutsu, an enormous bronze statue of the Buddha. This was cast in 1252AD and was originally housed in a temple, but it was swept away by a tidal wave in 1498. The town was a centre of government and religion for several centuries and there was far too much for me to see in just one day. If you are willing to do some

walking and willing to get sun-burnt, there is still a lot to see. However, it still didn't stop me from going to the go club in the evening when I got back to Tokyo.

Thursday I went looking for Go equipment and was rather surprised to find a go and shogi shop within half an hour. Amazingly enough, I was also able to order a made to measure wooden cover for my go board to be ready within a week. The only problem is whether it will fit in my suitcase for the return flight. I then went to the Nihon Ki-in and bumped into a Romanian insei who was taking a lunch break from recording a game Otake was playing. I played go most of the afternoon and met another Romanian insei and a Russian insei and watched as they discussed the Honinbo title first game between Cho and O, which Cho won. Later Richard Hunter, Richard Bozulich, John Power and Jon Wood all turned up for what appears to be their regular meetings and I had a game as well.

Doves and ravens...

On the Friday I had to move hotels again so that blew another morning and I decided to take it easy and play go and went to Takadanobaba again, where I played even worse than usual and decided to have an early night.

On Saturday it was rather cloudy so, after a walk around the Yasukuni shrine, I headed for the Nihon Ki-in. The Yasukuni honours the dead in all Japan's wars and is sometimes the focus of right-wing demonstrations. However, it was rather quiet with only the occasional dove and raven flying around and some Japanese looking at a display of bonsai. In the Nihon Ki-in there were several club events going on so I studied some pro games until someone came along to play. When I got playing, I couldn't be bothered to go out for lunch, so I played through to the evening. One man believed that he should give two stones to a 4-dan and by the time I left I could have claimed that he take 2 from me.

Sunday the forecast was cloudy with showers; more about the 'showers' later. Again, not a good day for sightseeing and photography so I decided to do a trip to my old haunts to see if my favourite watering-holes when I lived here were still in existence. This was in the area called Roppongi, which had a lot of restaurants, bars and nightclubs then, and I found that it still has. Unfortunately, it was not a direct trip and I spent some time trying to work out the best way there. Finally, I picked a route which only had one change, at Hayabacho, rather than one with two or more changes. There was only one problem with this; the station was actually Kayabacho and I went past it and then got on the train going in the wrong direction when I got back to it, so my simple one-change journey turned out to have three changes after all. When I finally did get to Roppongi I found that one of the bars had long since disappeared but the other still seemed to be in business. Now I was faced with the temptation of going back one evening to see if any of my friends still went there and if the owner from twenty-five years ago was still running it. I had lunch in the area and then travelled on to Ebisu, where Iwamoto Sensei used to have his club but I didn't stop and I pushed on to Takadanobaba to play go all afternoon, where I was very lucky to win 6 games out of 8. When I left to get some food and return to the hotel, the 'showers' turned out to be torrential rain and I got fairly wet in the short distance from Kudanshita station to the hotel.

On Monday I set off to go around Shibuya and Shinjuku, two large shopping areas in the west of Tokyo. One of the subways from Kudanshita went direct to Shibuya, so it was an easy journey. However, I felt rather ill on the way and felt as though I had pulled a muscle in my shoulder and could not turn my head to the left. I found that the pain was getting worse when I walked so I ended up in the Takadanobaba club again, but left after a couple of games and went back to the hotel. Unfortunately, the early summer Sumo

tournament finished on Sunday night, being won by Wakanohana 12-3, so there was no sumo to watch. However, there was a choice of Japanese or American baseball. The Japanese news was full of the fact that Wakanohana had been promoted to Yokozuna from Ozeki, joining his brother, Takanohana, the only pair of brothers ever to be grand champions. Yokozuna is the 9-dan of Sumo, but I am sure that you will already have seen this fully reported in the British press.

Fortunately, I felt reasonable on Tuesday. Tuesday's forecast was for clouds and rain so it seemed like a good day to do nothing in particular. I wandered up to the Nihon Ki-in to buy the Kido Yearbook 1998 and called in to see the Secretary of the International Go Federation. I needed to pay some cash from the BGA, so this was a good excuse to meet and make contacts. I chatted for about an hour with Mr Kawamoto then went out for lunch. It was raining again and still at it when I left in the evening. Someone told me that this was the best time of year to visit Japan, but it's not proving too good. I played with a Japanese gentleman who asked about playing go in London and Brighton, which he expected to visit sometime next month (June). He had already obtained the addresses and phone numbers of Alex Rix and Tony Atkins and, although I was able to tell him about the Nippon Club in London, I expect he will be contacting them sometime.

Wednesday I went to the Meiji Jingu shrine, which commemorates the Emperor who opened Japan to the West in the last century. Unfortunately, the weather was still dull and no good for photography, so I spent a couple of hours wandering around before heading off for lunch. In the afternoon, I was off to Takadanobaba again where I found an opponent even more prone to rip-offs than I am but, what was more important, he was a sucker for punishment so I ended up beating him 5 games to 1, before I headed off for dinner. One thing that stands out is that the Japanese seem to have taken to portable phones

more than the British. They are using them everywhere and I saw one guy in a restaurant with a plug-in ear piece and microphone!

Thursday I walked to Yotsuya to collect the go-ban cover I had ordered. It was waiting, wrapped in bubble-foam. The assistant tied some string around it and attached a plastic handle so I could carry it away. When I got back to the hotel I immediately checked to see if it would fit inside the suitcase; the case was deep enough but unfortunately the cover was too wide for it. This will give me some problems when travelling back to London because the cover could easily be damaged by careless baggage handling ('Fragile: throw underarm'). Later, I went to have lunch at the Nihon Ki-in and afterwards met with the Danish representative, who appeared to be a little jet-lagged, and Rob van Zeijst and Norman Chadwick. Alan Held turned up later and we saw Richard Bozulich discussing a book with Nagahara Sensei while we had some discussion on EGF business. I then played a couple of games with Richard Hunter and John Power at their little club meeting. Later, John Power, Jon Wood and I went to eat in a German restaurant nearby; I had hoped to go out for a meal with Alan, but he had disappeared to have some beers with some Japanese friends...

Fragile: thrown underarm

Friday was dull and cloudy and I stayed in the hotel in the morning editing this wonderful work of prose before heading off to the Nihon Ki-in to see who else was turning up. The Indonesian and French representatives were there and Alan Held and the Dane turned up later. In the evening, one of the inseis took us to a Chinese restaurant very near to the Nihon Ki-in. It is one used by Rin Kaiho after he plays a game and the food was very good. Alan ordered a bowl of soup that, when it arrived, was enough for two or three people. The menu actually had large portion prices for those times when you are really hungry.

Saturday was check-in time at the tournament hotel and meet up with all the contestants. Registration was from 1500 to 2100 so after checking in and unpacking I went with the Dane to the Ki-in and had lunch there and played some games. Then back to the hotel, registration and meet up with a group of a dozen to go for a meal. After following Alan Held for some time we ended in a yakitori (chicken on a stick) restaurant. When I had lived in Japan I had eaten yakitori in various places but it was obviously served in a different style or prepared in a different way in this place, and I was not impressed.

Sunday was devoted to the 'Orientation' meeting which also included the draw for the first round. We were told the arrangements for the Monday, which include the IGF general meeting, friendship match and opening ceremony. In the draw, I will play Branco, the Portuguese 1-kyu in the first round, which should be an easy game.

The Statue of Liberty

Monday, we have to take a bus at eight o'clock to a different hotel to take part in various meetings and receptions. The hotel was built on reclaimed land in Tokyo Bay and we had to cross the Rainbow Bridge to get to it. We had a group photo taken with a large copy of the Statue of Liberty in the background. We then had the General Meeting of the International Go Federation, which sounds just as exciting as it was. The hotel provided us with a boxed *bento* lunch and we then had the Friendship Match between the contestants and guests and invited Japanese, who are usually also paying for the privilege. There were 53 players on each side and the foreigners won (again) by 35 to 18. The Japanese guests are generally selected because they are high profile businessmen, politicians and writers rather than for their playing skills. At the same time the final rounds of a 'previous winners' tournament was being played next door and last year's Chinese WAGC winner won the final against Imamura

Fumiaki. There was then a press conference, which I am glad to say did not involve me, and, in the evening, a reception where each of the contestants and officials were introduced to the assembled guests and photos were taken. Sakata Eio was the Chief Referee and he made his sole appearance at the opening ceremony. He looked very frail when he got on the stage. Then there was the bus back into Tokyo to play some go in a room provided in the hotel.

Tuesday and the tournament proper starts. Before each game we nigiri to see who gets Black and I get Black against Branco but White in the second game. Each game, we have to wait until everybody is in their place before the professional gives the signal to start the game. I play very gently in the first game, ensuring that I have enough territory and punishing minor mistakes in joseki and win by more than 15 points. Bagriel had complained about being drawn, as a 1-kyu against a 4-dan in the first round. Then I saw that in the second he was drawn against Jostein Flood, 5-dan from Norway. However my second game was against Chou, the player from Taiwan (shown as Chinese Taipei in the program). I had the honesty to resign in the middle game when I had not made enough territory. The game recorder pointed out that I had not made enough use of the influence I had made. My record for the first day was therefore 1 win, 1 loss. Back to the hotel for more go.

Wednesday I overslept and was only woken by a telephone call telling me the bus was about to go. I missed breakfast and was still sleepy when I was supposed to be playing serious go. I was drawn against the Mexican and played a very bad game and lost. However, in the next round I met Jostein Flood. He was having a rather bad tournament and I was rather lucky to win. After a quick trip, in the rain, back to the hotel to drop off some stuff and have a shower, I shot back to the Ki-in because a group of us had been invited out to a meal by Otake. There were also three lady professionals and some Japanese members

of Otake's club and about twenty foreign go players. There was plenty of food and drink and Otake showed a 4-stone game he had played against Kitani Minoru. Part of the way through he asked what the next move should be and gave prizes for the correct prediction or guess. He then got everybody to play in a rengo and commented on the moves. Since I was warned about this kind of party beforehand I gave a little gift to Otake to thank him for all that he does. Later in the week, he signed one of his books and gave it to me as a gift. Everyone was talking about Thomas Hsiang's win against Zhao Wen Dong ("USA beats China!") and what effect this would have on the final result. Back to the hotel where Miyazawa Goro, 9-dan is playing simultaneous and teaching games against anyone who turns up.

Thursday I lost to Ong, 5-dan from Singapore (he finished 10th), but managed to kill a large group in the game against Watanabe of Brazil, and he became the second 5-dan I beat. I got a 4-stone game against Abe Yoshiteru, 9-dan, and made the best fight I could but lost too many stones and resigned. The hotel had provided a room between 6 and midnight where casual games and analysis could be played. I found that I had made a mistake in recording the Flood game from memory, so went there to re-record it and found Rob van Zeijst taking care of his young son. He asked me to play it through while I was recording and he gave a commentary on it. I then found out from Magnus Kylemark and Jostein Flood that the Scandinavians had been through the game earlier and the comments I put in the Journal are taken from the conversation then. [See Journal 113 —Editor.] I then played some more games until late in the evening.

Friday, the last day of the tournament and I had been told the previous night that I would be playing Zoran Mutabzija 5-dan from Croatia. I had never beaten him before and I really thought that I would not beat him this time, but he surprised me by playing a strange fuseki which allowed me to get settled territory and I figured that I was

ahead by the komi until he made a mistake in the late middle game and I reduced his centre and I won by a wider margin. The final round and I have a chance of winning 5 games. Unfortunately, the fifth 5-dan, Csaba Mero of Hungary didn't prove too cooperative and I lost. Then we had a long wait until the prize giving, especially since some of the games took a long time to finish. I found that I had finished 24th, which put me in the top half of the results sheet and one place higher than Matthew Cocke last year. Then it's back to the hotel, where more food and drink is provided and I play Leon Matoh of Slovenia, Cesar Sanchez Munoz from Spain and Quintaro from Mexico, to whom I had lost in the third round. The pros, including Otake, turn up again and play simultaneous games. I arrange to meet Michael Staub and Magnus Kylemark at eight the next morning to share a taxi to Shinjuku station to catch a bus to the airport.

Prizes for predictions

Saturday morning. Michael has bought a go-ban, which goes well with my cover. He is worried about the weight while I am worried about fragility. We make the bus with about a minute to spare and have an easy ride out to Narita, about an hour from Tokyo, but probably three hours during rush hour. Japan Air Lines are very kind to all concerned when we check in. Michael is not charged excess baggage on his 40 kilos of luggage and I am allowed to carry the cover as hand luggage. Then it's another 1½ hour flight back to London, where I arrive at about five in the evening. I will draw a veil over the state of my flat and finances.



British Go Association

* 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.

* **Billericay:** Guy Footring, 01277-623305. Meets Mon.

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, Moor-down, 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, Thorn-ton, 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, 21 Sefton Park Rd, St Andrew's, Bristol BS7 9AN. 0117-9422276. Meets at Polish Ex-servicemen's Club, 50 St Paul's Road, Clifton, Bristol, Tues 7.30pm.

Club List

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 Olde 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-

September 1998

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:** see Winchester

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.

September 1998**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, Lishen, 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, Northurst, 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.

Club List

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:** No longer meets. Contact needed.

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 1.1, St Edmund Hall (term only).

Portsmouth: Neil Moffatt, 28 Lowca 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.

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.

British Go Association

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:** John Culmer, Rose-in-Vale, Gweek, Cornwall TR12 7AD. 01326-573167. Meets Flat 4, 25 Lenoweth Rd, Penzance, Thurs 7.30pm.

West Wales: Jo Hampton, 1 Glangy-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.

* **Winchester:** Mike Cobbett, 24 Hazel Close, Hiltlingbury, Hants SO53 5RF. 01703-266710 (h), 01962-816770 (w). Meets mostly at Black Boy, Wharf Hill, Bar End, Wed 7pm. Check with M. Cobbett.

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>

Romania on Sea

by Steve Bailey

After much thought, my mother and I decided to go to the European Go Congress in Mamaia, the planning and booking being arranged by email with a very helpful Romanian. As we had never been to Romania before—and are unlikely to have reason to visit again—we decided to travel out two days early to see the sights of Bucharest. It also appeared that very few Brits intended to go—we were only aware of one other entrant from Britain. I was therefore volunteered to be the British delegate to the EGF AGM—more of that later.

The journey to Bucharest was simple and smooth: a lift with a driving instructor to Guildford station; a train to Gatwick airport; the shuttle to the North terminal; a 3.5 hour flight to Otopeni airport; and the airport bus to the city centre—we had no problems unlike Des Cann whose luggage arrived at a different airport 24 hours later). Our initial impressions: green, not yellow, grass; hot and humid; clean and modern and thriving (many modern 'normal' cars).

The hotel we had chosen was the less expen-

sive type, but they knew we were coming and the room was fine if you ignored a couple of dubious electrical fittings and the Eastern European standard of no bath plug.

By now we could speak fluent Romanian—Da, Nu, Multumesc (yes, no, thank you) plus gestures—so we went exploring downtown Bucharest. Shops, street stalls, bars, cinemas and theatres galore. Also in abundance were police and army—they told us not to sit on a wall when we were trying to read our map; it turned out to be an embassy.

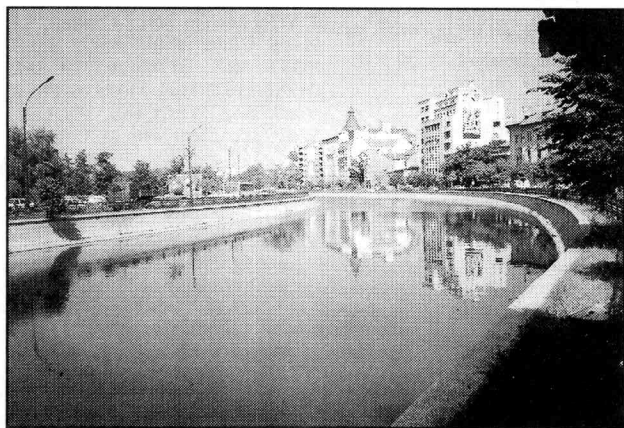
Da—nu—multumesc

We ordered a meal at a restaurant with the help of a friendly couple at the next table: a pork cutlet with a salad. Whilst waiting for it, we convinced ourselves that the expected pork chop was in fact going to be a ham salad, but no, a lovely pork chop turned up.

The night's sleep was accompanied by the cities roaming dogs performing a barking chorus.

Friday was cultural and fashionable. The culture was a museum of houses from various parts of Romania placed in a park to the north of the city centre. It took several hours to get round but was fascinating and well worth the 50p entry fee.

In the evening we joined a street crowd outside a shop covered in sheets for some event at 8pm. VIPs and media took seats in the square by the shop. A man abseiled half way down the building, put on a suit and bowler hat before flourishing bolt cutters to release the sheets. Klaus Steilmann of Germany was opening his Bucharest branch. Speeches (meaningless), Romanian music from a guitar duo and then a fashion parade provided an interesting and free evening's entertainment.



The river in Bucharest

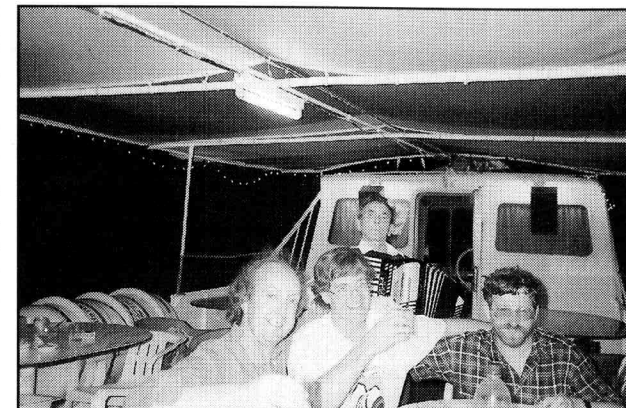
The night's sleep was accompanied by the water board using pneumatic drills to dig the road up.

On Saturday we visited the Museum of the Romanian Peasant—again fascinating. The museum had won an award in 1996 from an English organisation for some 'best museum' category. Entry was 50p for me and 20p for my pensioner mother. Then back to the airport for the EGC bus to Mamaia. You'll notice that I've written 'my mother and I' several times in this report. I had done the same in the emails to the Romanian organisers and the bus had seats reserved for 'Steve Bailey' and 'Mama'—oh well!

The bus trip took longer than the flight from England but provided an insight into rural life en route. Agriculturally horse and cart were much in evidence, we saw field after field after field of sunflowers and of maize, most villages had many people selling produce on the roadside, tomatoes and water melons being common. Then we arrived at Mamaia—high rise hotels along the sea front interspersed with single storey bars, grass areas and ponds, sandy beaches, thousands of bronzed holiday makers, junk shops, discos, fast food places, restaurants and street kiosks.

White whales

Following in the best of traditions, round 1 started 3 hours late in playing rooms that would make a sauna seem cool. After the game, a 50metre walk set you up on the sandy beach and the water was very warm making swimming a pleasure. On the first afternoon we were among several 'white whales' who were all, of course, Northern European go players, standing out like



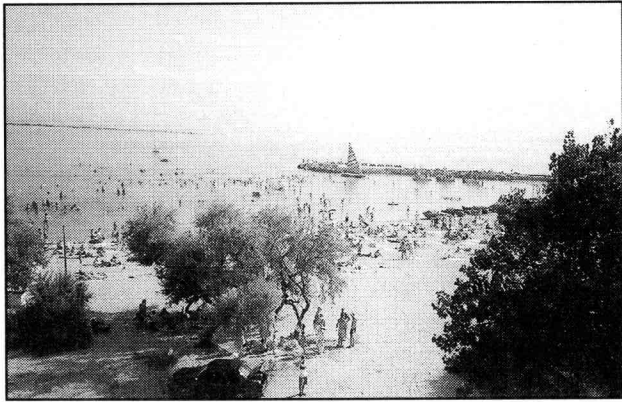
Des Cann, Steve Bailey and Piers Shepperson being entertained by accordionist in boat restaurant

white stones in a black bowl. But with fourteen days to get a tan, all was not lost.

As expected, much go was played. The main and weekend tournaments, the side events on small boards, the lightning and team games, simultaneous games against pros, game commentaries and friendly games in the bar all occurred in abundance. There were also many playing bridge, pits or one of several unusual board games that turn up at these congresses. One go item of interest was a survey of Japanese terms by Harald Kroll: 137 people were asked their understanding of 160 words. 'Atari' was the most well known.

As BGA delegate, I was accosted by energetic people from other countries discussing plans and thrusting information into my hands. This all came to a head on the first Friday evening with the 6 hour EGF AGM. After a prolonged election, Eric Puyt was elected President. Also Ireland (Dublin) was selected for the 2001 congress. The meeting closed at 1am!

Travel to Constanta, about 4km away, was easy by trolley bus (10p) or by one of about a million taxis. Driving was erratic and alarming with much sudden braking and honking of horns.



View from bedroom in Hotel Parc

Despite this, amazingly, I saw no accidents. In Constanta we found shops, the giant industrial harbour, the tourist port, the old town and, wonderfully, a sea-front restaurant without piped pop music. My mother and I felt that the Danube Delta was too far for a day trip, though a bus load of go players went. We did all our site seeing in Constanta itself: the murals of the Orthodox

Brits from the Ukraine

Cathedral; the Archaeological Museum; the Roman Mosaic (London and Constanta are nearly equidistant from Rome by the way); the Art Museum; the Mosque and the view from its Minaret and we generally absorbed Romanian life now and in the past.

For the second week, some more Brits arrived bringing the total to seven, some of whom were badged as coming from the Ukraine! On the Monday evening we had a British boat trip in a floating restaurant that cruised round the giant lake just inland of Mamaia. The breeze was lovely and the food enjoyable.

On another evening several of us went to the funfair. Horse racing (bowl a ball accurately to

advance your horse)— Pauline Bailey was champion here coming first in a field of ten horses twice. A small roller coaster— Christian Scarff: “If I’d known what it was going to be like I’d just have watched.” A miniature train ride round the lesser of the two big lakes. Others went to the Czech animal circus, the Chinese acrobatic circus or the trip to a local vineyard. There was lots to do and enjoy for a fortnight.

In the end there were 362 entrants and the main tournament was won by Lee Hyuk of Korea with Robert Mateescu of Romania coming second to be European Champion. The Brits were Des Cann 47th, Piers Shepperson 111th, David Keeble 156th, Christian Scarff 174th, Steve Bailey 211th, Wayne Walters 265th and Pauline Bailey 310th. Over the ten rounds, the best British result was 5 wins.

Lastly a word about the Romanian organisers who put a lot of effort into a very satisfactory tournament. There were very few problems and most of those were minor. The worst thing was the spate of thefts of bags and money from bags left lying around and by break-ins to a couple of bedrooms.

Next year the congress is in the Slovakian mountains.



The BGA and the Regions

by Charles Matthews

The BGA has had a regional structure in place for several years. I have taken over responsibility for it from Tony Atkins, who set it up in 1995. Up to now it has been publicised only on the web site. For the record, this is how it works.

The country is divided into 10 regions, in each of which a Regional Representative is appointed. Their initial remit was to help set up new clubs. The Membership Secretary supplies them with a list of unattached members, and is also able to direct enquiries from prospective members their way. From time to time we send them further ideas.

The personnel is:

John O'Donnell (Scotland)
 Robin Hobbes (NW England)
 Matthew Holton (NE England)
 Brian Timmins (W Midlands and N Wales)
 Gerry Mills (SW England and S Wales)
 Eddie Smithers (E Midlands)
 Paul Smith (E Anglia)
 Tony Atkins (S England)
 Paul Margetts (SE England).

Northern Ireland is covered by co-operation with the Irish Go Association. If you would like to get in touch, but lack the Internet access required to get details from the web site, you can contact me.

Other regional efforts are supposed to be icing on this cake. A recent example is the use of the title ‘Scottish Go Association’ for promotional and sponsorship ends in Scotland. London is very much a special case, perhaps worth its own layer of marzipan, but presently is part of the South East region.

My First Tournament

by Daffyd Robinson

Leicester was my first tournament so I had a lot of learning to do like protocol and who’s who. There were other practical aspects such as clocks; I’d never played with a clock ticking. What happens when time runs out? There was another very practical problem. I normally play against the computer using Handtalk which is fine. When you are interrupted you save the game and come back to it later. Time normally only permits one game a session. Now at the tournament there is no saving the game and there will be three games at least to play against people in the flesh. I won the first, just lost the second, the third a disaster, I resigned. Stamina became an issue; not having had the pleasure of club playing I have not developed the mental stamina to be constantly thinking go.

It was nice to be able to watch higher and lower grades playing and notice the differences in style. What I did notice was that although the books say keep the game light most games appeared to be long threads of heavy ‘armies’ with groups running for connections.

One question of protocol I would like the answer to is, why do top grades start at table 1, the tables being graded down with the weakest players at the highest numbered tables? Is it tradition or for practical reasons?

I found the atmosphere friendly and welcoming, which will encourage me to attempt to find another tournament that is within travelling distance and work commitments. Until then it’s back to Handtalk.

Thanks to the organisers for a great day.

A Game from Romania

supplied by Steve Bailey

with kind permission of the producers of the EGC Newsletter

Svetlana Chikchina was interviewed for the EGC Newsletter at Mamaia. The following information is taken from that interview.

Svetlana Chikchina is an 18 year old fair-haired 5 dan from Kazan in Russia, now living in Korea and on her way to becoming a go professional. Her father has taught six Russian champions already and she grew up surrounded by go games. At the age of ten she asked her father to teach her and two years later was promoted to shodan. Go was never imposed on her, she has always studied because of her love of the game. In 1996 a delegation of Korean professionals visited Russia and invited Svetlana to study go in Korea. She took this offer up in March 1997. She came eighth overall at Mamaia.

Catalin Taranu, a young Romanian man with a delightful smile, is one of Europe's two professional go players—currently 2 dan at the Nihon Ki-in in Nagoya. Being in his home country, he was much in demand at Mamaia where he played simultaneous games against the great throng and also gave game commentaries in the afternoons.

In between rounds of the Rengo Tournament, on 5th August he played a demonstration game against Svetlana Chikchina. The game, originally published in the Mamaia congress newsletter, is reported here.

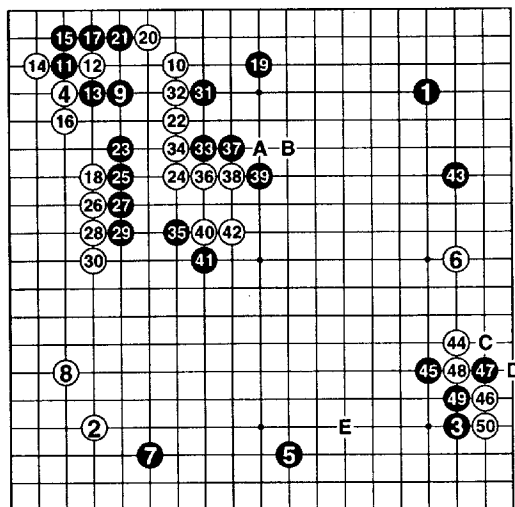


Figure 1 (1—50)

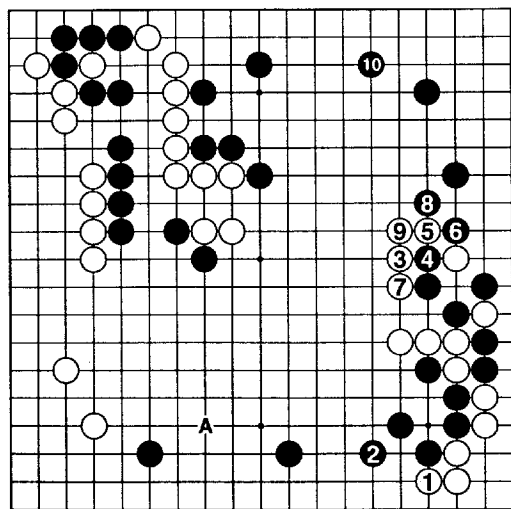


Diagram 1

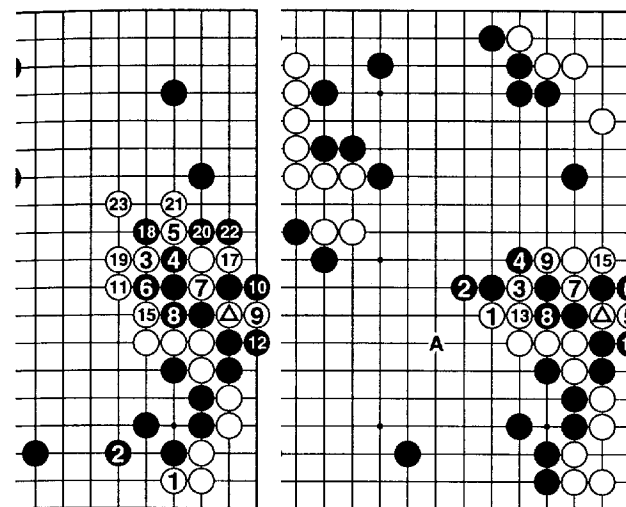


Diagram 2
13 @ triangle; 14 @ 9;
Diagram 3
11 @ triangle; 12@5; 14 @triangle

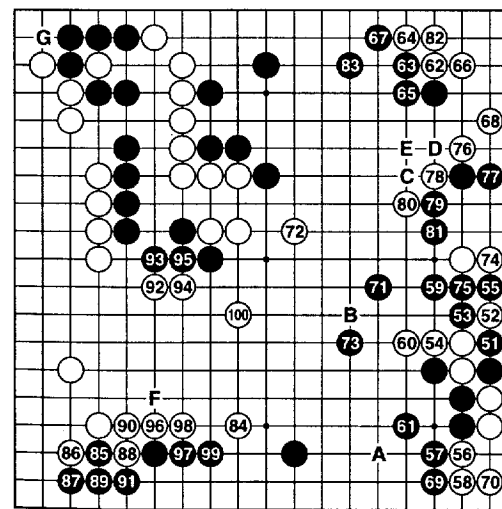


Figure 2 (51—100)

Demonstration game
Komi: 5.5

Black: Svetlana Chikchina, 5d
(Russia)

White: Catalin Taranu, 2 dan
professional (Romania)

Comments by Chun Poong-Jho,
7 dan professional

17: Better at 20. Here White can immediately initiate an attack on Black with 20.

36: At 37 is better style.

37: Is heavy. It is better to attack with a move at 39.

39: Not good either. Now Black is left with a cut at A, which will make it easier for White to make eyes with his group. The jump to B is better in this case.

45: This move has recently become very popular in Korean professional go.

50: Not good; the standard play here is: White C, Black 50, White D and Black E.

62: Now is the moment to exchange 69 for A, because Black 69 is sente for Black too. Diagram 1 will probably follow in which White gets some influence on the outside. Black A instead of Black 10 also seems possible. If Black plays 6 as diagram 2, the result up to 23 is good for White.

72: Misses the tesuji with 1 in Diagram 3. If Black nobis out with 2, the sequence to 15 will follow. That's why Black has to

defend with 3 or 4 after 1 and White can easily jump out with A.

73: Because of this, Black 73 should be at B.

74: Instead of easily going out with 1 in diagram 3, White destroys this possibility with 74.

77: Should have been as in Diagram 4 where White connects his stones with almost no territory and Black gets a lot of thickness on the outside.

83: Again, making thickness on the outside with Black C, White D and Black E is better.

85: Just a simple jump to F is better.

93: Must be at 96. If White takes Black's second eye away with G, then Black can always play at 93. Now White is able to make a lot of points in the centre.

101: Is too slow. Black should play kosumi at A. White cannot nobi out with B because of Black 46, White 45 and Black 48. Therefore White has to play 46 after A.

Also 101 is not the right move to be played in the corner. It should be atari at 102. If White connects with 101, Black is happy and can play elsewhere. If White doesn't answer this atari, Black is left with a very big move at 104.

107: This is too slow again. Black 107 and White 122 are miai. Kosumi with A is still the right move.

109: Again slow. At A still is better.

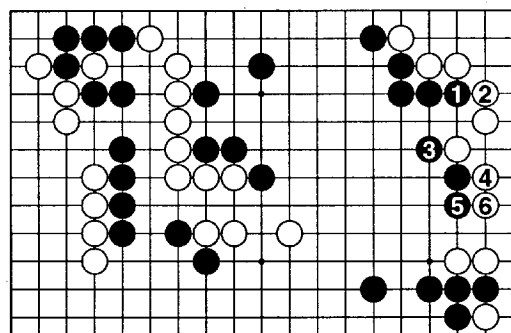


Diagram 4

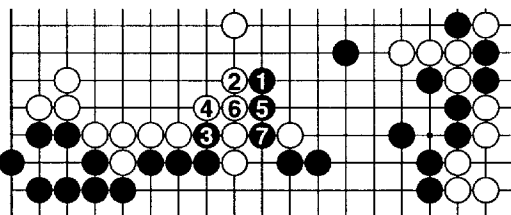


Diagram 5

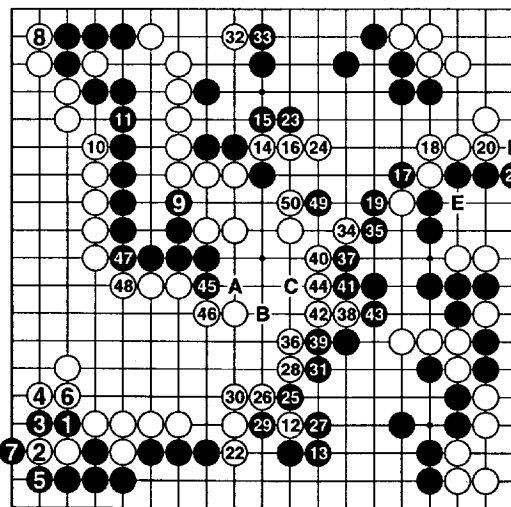


Figure 3 (101-150)

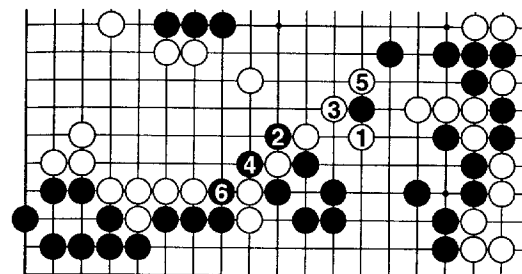


Diagram 6

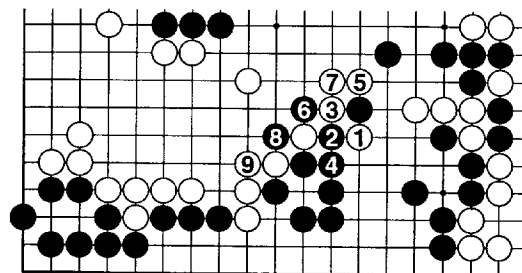


Diagram 7

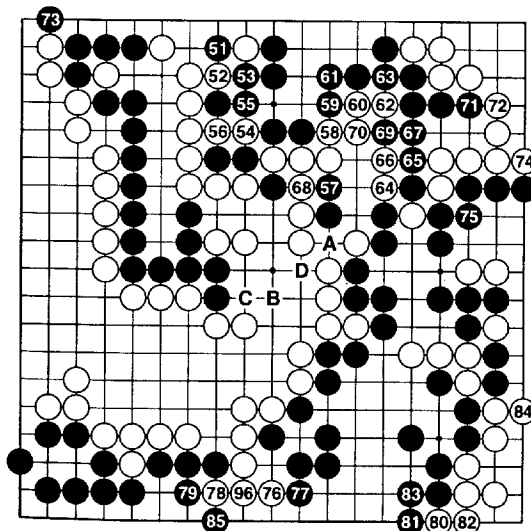


Figure 4 (151-186)

110: White shouldn't have got this move, Black could have played here at any time.

121: This costs some points. Later D is sente for White, which helps him with the bad aji in the corner. Black should have answered at E.

125: Better at 1 in Diagram 5 which gives Black more points than in the game.

130: This is too friendly. White still could escape with his stones. After Black 6 in Diagram 6, Black takes many points at the bottom, but as White escapes with his stones he gets the better result.

Trying to cut with 2 in Diagram 7 is even worse than Diagram 6.

After this, Catalin was not sure any more about the order of moves, which made more comments a little bit difficult. Mr. Chun had one last remark about Black 157. This should have been at A, which is sente, because Black can play B, White C and Black D.

Eventually White had 2 more points on the board. The reverse komi meant that Svetlana won by 3.5 points.



101 USES OF A DEAD GO STONE

by Paul Smith

The side competition at this year's Pair Go Championships was to suggest 100 uses for a dead go stone. Several long lists of ideas, ranging from the practical to the surreal, were submitted.

As all the entrants had written out their ideas in advance before travelling to the tournament, there was no chance of any cross-fertilisation of ideas. So it was fascinating to see some non-obvious suggestions (e.g. "door stop for a doll's house") turn up exactly word-for-word the same in two or more lists.

Here's a selection of the uses suggested.

- 1 As an assassination tool— just slip it into your opponent's mint imperials to make them choke.
- 2 Wedge it under a wobbly table leg so the live ones stay still.
- 3 An emergency replacement for your glass eye.
- 4 Part of a decorative flower arrangement— put in the water and watch it sparkle.
- 5 An unusual patio surface.
- 6 A new form of computer storage— the ishi drive.
- 7 A spare wheel for your nephew's toy car.
- 8 Placed strategically on your score pad so your opponent can't see you've forgotten how to spell their name.
- 9 Door stop in a doll's house.
- 10 To measure the depth of a wishing well.
- 11 Ammunition for catapult.
- 12 Gritting roads.
- 13 To heighten— stick on the bottom of your shoes.
- 14 Modern art.
- 15 Bribing your opponent.

- 16 Eyes/buttons on a snowman.
- 17 Getting rid of trick-or-treaters at Hallowe'en: give away as sweets.
- 18 Weightlifting equipment for ants.
- 19 Ballast on a hot air balloon.
- 20 Hopscotch stone.

- 21 Substitute draughts pieces.
- 22 Melt down and reshape into something useful.
- 23 Bury them and then get lots of archaeologists to dig them up and study them for months
- 24 Replacement head for youth go trophy.
- 25 Play conkers with it.
- 26 Finding a go stone in a haystack (less dangerous than a needle).
- 27 Tiddlywinks.
- 28 Stepping stones in a miniature garden.
- 29 Pretend that it's alive.
- 30 Beads on a necklace.

- 31 Spots on a dalmatian.
- 32 Your travelling companion is asleep when you arrive to pick them up— throw stone at window to wake them.
- 33 Put in your shoe to make you limp (or pocket as a contraceptive).
- 34 To rub together with a penny if you don't have two.
- 35 When playing go outdoors on a hot day and troubled by wasps, spread with jam and place at a distance.
- 36 Draw noughts & crosses in sand.
- 37 Place in collecting tin when broke and too embarrassed to refuse.
- 38 Break in half when loved one goes to war as a broken token for identification or safe return.
- 39 Put on chain and use to hypnotise opponent.
- 40 Keep in fridge in case of nose bleeds.

- 41 Squash creepy crawlies without getting finger squishy.
- 42 Win skipping stones against opponent who has picked last pebble off beach.
- 43 Keep toes apart while applying nail varnish.

- 44 A paperweight to stop a stamp blowing away.
- 45 As a gift to the go player who's "one go stone short of a full bowl".
- 46 Substitute ice hockey puck.
- 47 Put under your girlfriend's feather mattress to see if she's a princess.
- 48 Sticking to the end of Nelson's telescope ("I see no ships!").
- 49 Dropping into the conversation.
- 50 To jam the treadmill wheel of your opponent's hamster-powered computer.

- 51 Uncovering the numbers on a scratchcard.
- 52 A free gift in a cereal packet ("Collect the set!").
- 53 A plectrum for accompanying go songs.
- 54 Put in the hole in the dyke when it's the little Dutch boy's bedtime.
- 55 Attach to the end of index finger as a tobacco tamper for pipe smokers.
- 56 Weight on arm of record player when playing uneven records.
- 57 Stick to toe of shoe for syncopated tap dancing.
- 58 Safety device on milk bottle top to prevent blue tits getting the cream.
- 59 Prop open cat's mouth when administering medication.
- 60 Put on elastic and use as an eye patch for fancy dress pirates.

- 61 In a Coke can behind the wedding car.
- 62 Paint it red for Red Nose Day.
- 63 Fashion earrings.
- 64 Discus for small animal.
- 65 Put in toilet cistern to reduce water usage.
- 66 Hang from hat instead of corks.
- 67 Put in shoes to help keep them in shape.
- 68 Block bagpipe drones.
- 69 Make uncomfortable bean bags.
- 70 Bases for Subbuteo players.

- 71 Make fake video of flying saucer.
- 72 Paint brown and use as lentil decoy.

- 73 Carry in pocket to remind you of something.
- 74 Put over eyes to block light when snoozing.
- 75 Worry beads.
- 76 Use to test pockets for holes.
- 77 Count number of balls in an over.
- 78 Scatter over flowerbeds to keep weeds down.
- 79 Use as bait in go-player trap.
- 80 Hold black piece in front of sun to simulate eclipse.

- 81 Hide in Christmas pudding if you can't afford sixpence.
- 82 Experiment to see if dropped black and white pieces fall at same speed.
- 83 Chopsticks practice object.
- 84 Make yin-yang symbol by partially melting two together.
- 85 Hollow out and use to smuggle cocaine.
- 86 Keep hanky on head from blowing away in windy resort.
- 87 Use as spots on sculpture of fly agaric.
- 88 Pass off as rare flat pearl.
- 89 Carry white stone to be seen in dark.
- 90 Use as full stop on advertising billboard.

- 91 Pearly King costume.
- 92 Make message in sand when marooned on desert island.
- 93 Have implanted under scalp to pass height requirement for job.
- 94 Sew onto jumper to make designer garment.
- 95 Put in hat in case you need to nut someone.
- 96 Tape over heart to deflect bullets.
- 97 Knock baby coconuts off stands.
- 98 Carry in handbag in case of emergency.
- 99 Mark place where seeds were planted.
- 100 Make Newton's cradle.
- 101 Tie into exotic hairstyle.



The Centre Cannot Hold

by Charles Matthews

The most important record on the Japanese scene has just been broken. Cho Chikun has won the Honinbo title by 4-2 in a match with O Rissei. That means that Takagawa's reign of nine years as Honinbo Shukaku from 1952 to 1960 has been surpassed by Cho, who has made it ten years in a row. He holds the Kisei and Meijin titles too, to dominate the go world in Japan, though he has not made such a mark on the international competitions.

Cho is Korean by birth, and came to the Kitani dojo in Japan at the tender age of six. His feats are followed by Koreans everywhere (even though it's said his spoken Korean isn't all it might be). I was monitoring the games with Seong-June Kim as they were posted on Jan van der Steen's web site, sometimes within hours. Fortunately for us all the match wasn't one-sided. With an eye perhaps on history, Cho played unusual openings, and had his opponent's collaboration. Game 6 was an example of mirror go, long thought extinct. Here is game 5, which the Taiwanese 9 dan O won, seemingly by better vision. He was White.

6: This stone is allowed to become weak.

12: But this White group is strong. One of the themes in the game is the way Black fails to mount an attack on White 6 on a large scale.

23: This exchange for 24 has a big effect on the later strategy. Since it seems that the forcing moves in the Reference Diagram would ultimately have worked better, one can see that it isn't the sort of

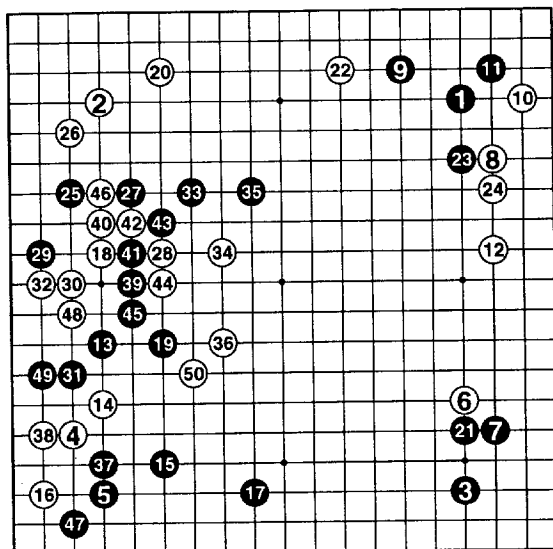


Figure 1 (1—50)

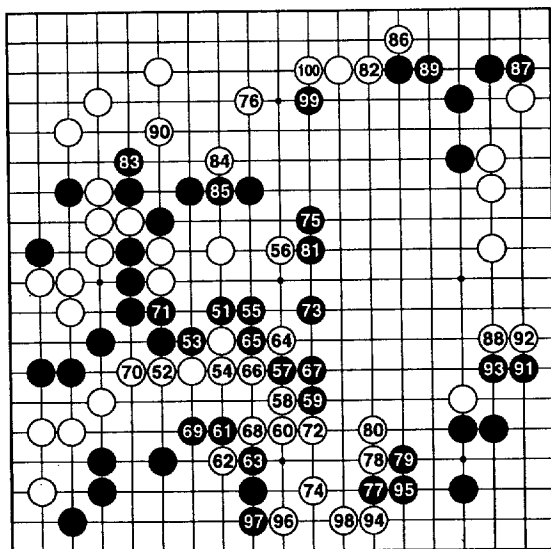


Figure 2 (51—100)

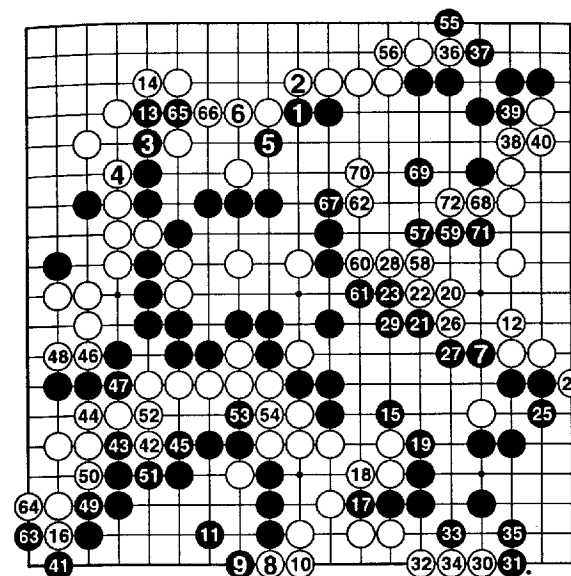
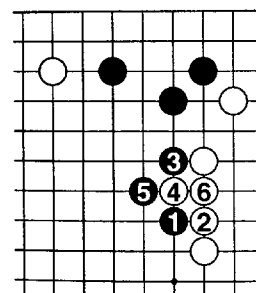


Figure 3 (101—172)



Reference Diagram

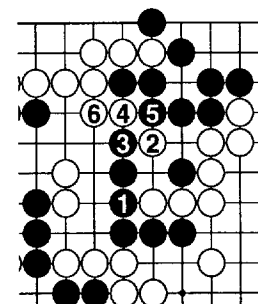


Diagram 1

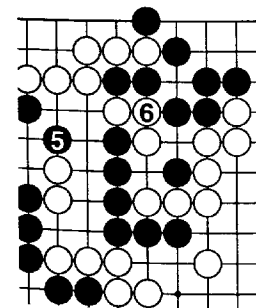


Diagram 2

play to be undertaken lightly.

39: Invites an exchange. This is where the game hots up.

46: White has spurned the passive connection to take points on the edge. Kim says normally you'd expect White's loss of control in the centre to compensate Black quite adequately.

48: Empty triangle! This is simply to take eyes from Black's floating group. Justified by the way the fighting now develops.

74: White has been chased from pillar to post to settle the lower left corner, while Black is making central territory and influence.

76: But it may be that White has taken the lead now. If so, that is down to good fuseki and confident judgement by O. White's travails have not been in vain, and the lower left group proceeds shortly to contribute in the overall position. Black simply doesn't garner as many points in the centre as a casual observer might expect.

80: Pleasant shape for White, and guarantees a third entrance to the central area, to add to the north-west passage at the top and the chance to push in from the right side group. At this stage and increasingly the difference between the game and the Reference Diagram can be felt. It has to be said though that there is

very little in it, for those afflicted with amateur counting.

107: Round about now Black could do with a play in the centre enclosing points and stopping the top right corner from becoming too weak. Cho has cashed his forcing moves 99 and so on. The rule in the endgame is to play for definite effect, but Black still seems a bit thin.

157: Not hard to count the game now, except for this area of the board. With 5.5 points komi White is perhaps just ahead.

171: Leads to disaster, but could be deliberate...

173: Black resigns. The diagrams show two variations. In the first Black takes care of the corner, but is neatly snipped on the outside. In Diagram 2 the Black corner is dead. Yes, look again, it's the notorious L-group.

How to be BGA Press Officer

Until Francis Roads took over the reins at the EGF, he had been performing a valuable role by assisting the organisers of BGA tournaments to publicise them. Getting newspaper coverage of go helps to promote the game and is increasingly important as we seek sponsorship for more events.

Please see below the description provided by Francis of the role. It is a description, not a prescription, of what he did in the years 1994-7.

If anyone feels inspired, please let me know and you can be the proud owner of the BGA fax machine to help you in your efforts.

Alex Rix, 0181-533-0899

Before an event, such as a tournament, I enquire from the organiser whether they are intending to seek local publicity. The task is always best done locally if possible but usually they want it done for them. As well as tournaments etc. it is worth reporting successes by local individuals or teams. Usually media will only want to know about coming first; being runner-up isn't very newsworthy.

Addresses of local news media may easily be looked up in the British volume of *Benn's*

Media, to be found in reference libraries. You need as a minimum a fax and/or email address, and the telephone number in case the former have changed. Numbers change surprisingly quickly. You can't rely on last year's list. In practice I visited the library about three or four times a year to write down the numbers I would need for forthcoming events.

It is not worth attempting blanket coverage of all possible media. You get a feel for what is worthwhile. Generally papers are better than local radio, which is better than TV; small local papers are better than those serving a wider area; paid-up papers are better than give-aways; the smaller the population centre the better the chance. If you make contact by phone, write down the name of your reporter, and ask for that person the next year; they have usually left by then, but it's a useful gambit. National media are a dead loss unless you have a personal contact (but it's worth it for larger events like the London Open or the Mind Sports Olympiad for example). You do better if there is specific local interest; sadly, one of my best efforts was the tournament after Tim Hazelden's death.

Some papers will send a photographer if contacted in advance. The address needs to be clearly defined, and the times at

which a person will be available to welcome them. Broadcast media always need contacting in advance. About four days ahead is the best for advance notification.

Press releases after the event should be sent by fax or email as soon as possible. Many local papers appear on a Thursday; for them Monday is ideal, to give a chance for them to contact and ask further questions. Hours may count; Monday morning is better than Monday afternoon.

A press release (example below) obeys the brevity law; the more you write, the less chance it has of being read. It should contain a general heading (e.g. British Go Association Press Release), a header (see below), an eye-catching headline and three paragraphs, with a maximum of two sentences in each. The first paragraph states baldly what has occurred. The second amplifies, and contains a *brief* reference to what the game of go is. The third gives contact telephone numbers etc. for further information, including if possible a local daytime telephone number.

It is usual to have a header reading "For immediate release", with the date. We are unlikely to have any press releases which are embargoed, though it gives a professional appearance. Likewise, type "/ends" in the bottom right hand corner; if that isn't the end, it's too long.

As much material as possible should be written in a form which the reporter can lift bodily and use as copy without alteration. Nonetheless, if possible it should be written in a way which will make it necessary to make contact for some further information, leaving a few unanswered questions. An 'angle' is useful; some particular, preferably local, reason why the happening will be of interest

to readers. The 'computers can't play go' line is useful if all else fails.

Presentation counts; this shouldn't be too much of a problem with a modern DTP package. On the other hand, if using email, send material which appears on the screen at once, rather than needing to be decompressed; they may not bother.

Because of the Korean Economic problems the Women's World Cup planned for September is off. I have spoken to Colin Wilson at KNT0 (Mr Hwang has returned to Korea) and it has been decided that the tour cannot take place in 1998. Sorry for raising everybody's expectations, but hopefully conditions will be favourable in 1999. Tony Atkins

[Example Press Release]

BRITISH GO ASSOCIATION

Press release

Royal Holloway College, Egham, has been chosen as the venue for the 30th British Go Congress on Saturday and Sunday 19th and 20th April. Upwards of 100 competitors are expected from all over Britain and abroad to compete for the British Open Go Championship.

Go is the 3000 year old board game of skill for two players which is spreading rapidly from its home in Japan and China throughout the western world. It is the one remaining game of skill which utterly defeats computers.

Press and photographers are welcome at the college throughout the weekend. For more information contact:

Tony Atkins, Tournament Director (01189-268143/
Email<a.j.atkins@wsr105.wins.icl.co.uk>

Willing volunteer, BGA Press Officer (phone, Email)

[For immediate release]

/ends

Counting Liberties: Game Examples

by Richard Hunter
hunter@gol.com

Part 1 Komatsu vs. Nakazawa

Building on my series *Counting Liberties and Applications*, I'd like to look at some examples from professional games.

In games between beginners, one often sees capturing races that result in a large group of stones dying. This seldom happens in professional games. Why not? Because beginners play moves just to see what will happen. Professionals are very good at counting liberties and reading out capturing races. They know what the result will be, so they don't play sequences that end in failure.

In professional games records, there are very few capturing races. But that doesn't mean capturing races are unimportant. On the contrary, they are crucial to almost every game, but they lurk unseen in the unplayed variations. A game record is like the tip of an iceberg; the players consider far more sequences than actually appear on the board. The source of instructive material about capturing races in professional games is the commentary.

Most of my examples will be taken from TV game commentaries given by professionals.

Having said that, the first example is an exception in that most of the game consists of one huge fight which comes to a decisive conclusion. I like it be-

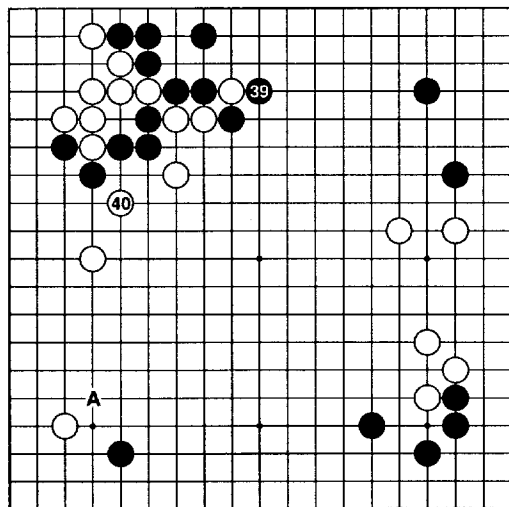


Figure 1 (39—40)

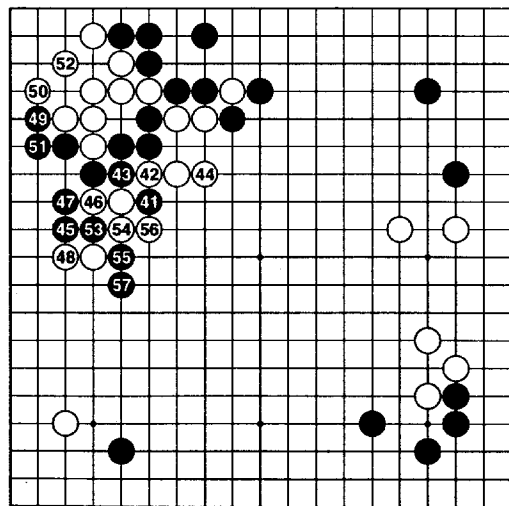


Figure 2 (41—57)

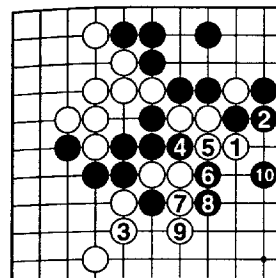


Diagram 1

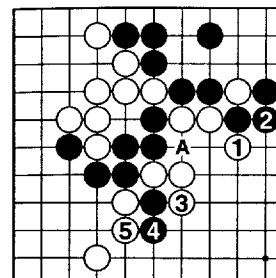


Diagram 2

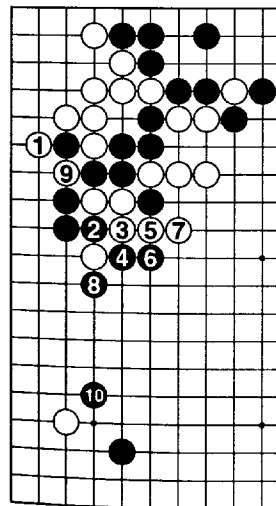


Diagram 3

cause I think amateurs like us can relate to it. It's a lightning game and the professionals don't have time to read everything out perfectly. So some of their play is intuitive and they do make mistakes.

This game is from the 40th (1992/3) NHK cup between Komatsu Hideki then 8-dan (Black) and Nakazawa Ayako then Women's Honinbo (White). It's the round after the game given in BGJ 89, in which Nakazawa beat Chin Ka-ei 8-dan. The commentary was by Ishikura Noboru 8-dan with assistance from Ogawa Tomoko 5-dan. This was Ishikura's first NHK tournament commentary, although he was the NHK lecturer not long before, and he did a fine job of explaining what was going on. Since the game finished quite early, there was an extensive post-game analysis in which the players (mostly Komatsu actually) added their comments. This article is based on the lecture I gave at last summer's Isle of Man tournament.

Skipping over the opening, the action starts at move 39 in Figure 1. At this point Black would like to play in two places: on the left (for example, around 54 in Figure 2), to save his weak stones, and also at the top. When he chooses to defend the top, White naturally attacks on the left with 40. Next, a peaceful strategy would be for Black to abandon his stones on the left and sacrifice them on a small

scale by pressing in the bottom left corner at A. However, Black stubbornly sets his stones in motion with 41 in Figure 2. This is the correct move locally, as readers of Francis Roads's go proverbs will know; it creates cutting points and potential.

White 44 was described as the proper move. White would of course like to shut Black in and capture him by playing at 3 in Diagram 1, after first exchanging 1 for 2, but unfortunately it doesn't work. Although Black can't make two eyes on the side, he has at least three liberties, while White has a cutting point in the centre. In fact White is quickly caught in a geta.

This is where reading skills are essential; most reading covers variations that are not played out on the board. Diagram 2 shows another line, exchanging 3 for 4 before playing 5. No definite conclusion was reached on its outcome, but all the professionals felt uncomfortable with White's position if Black pushes out at A.

White 48: Playing 1 in Diagram 3 is very bad. Expecting Black to connect is too optimistic. Black pushes through and cuts, delighted to be able to sacrifice a few of his heavy stones in exchange for playing 8 and 10.

Black 49 invites White to atari at 51, because Black is happy to atari below and start a ko; he has lots of local ko

threats.

White 52 is necessary. Even if Black were only to get a ko in the corner, that would be unbearable for White. But in fact the post-game analysis concluded that Black can kill the corner unconditionally if White omits 52.

I leave that as an exercise for stronger readers.

Black 57 is probably an overplay. It's not hard for Black to live at this stage, as Diagram 4 shows, and he will still have several cutting points in White's position to aim at. But Black has been patient long enough and thinks it's time to counterattack.

White 58: Both Komatsu and Ishikura expected the descent at 1 in Diagram 5, which Komatsu planned to answer with A. Ishikura looked at what happens if Black answers by pulling out the stone in the middle. First of all, White 3 is a bad move. There is no ladder with White 5 at 6, so Black can press with 4 and 6 in sente and then capture the white stones in a geta. The proper move is the diagonal one at 3 in Diagram 6. The sequence to 14 seems unsuccessful for Black, but a stone around A would make all the difference.

Black might contrive to play such a move in sente while threatening the three white stones on the left. However, there is too much uncertainty at the moment, so Black presses on the left first with 59 to build up strength. The aji in the centre remains lurking below the surface

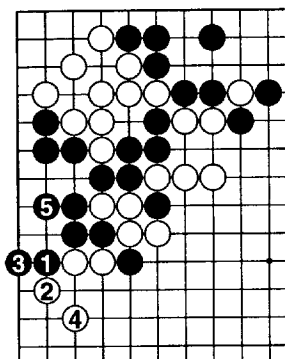


Diagram 4

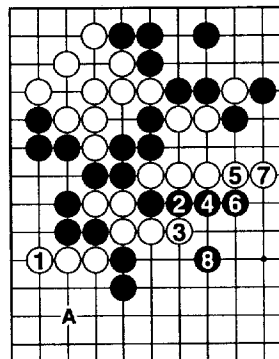


Diagram 5

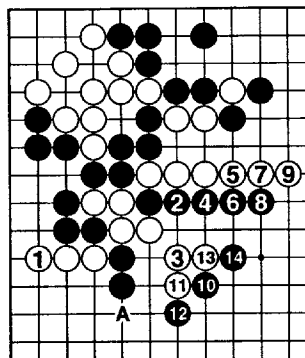


Diagram 6

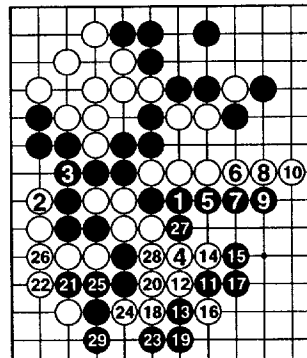


Diagram 7

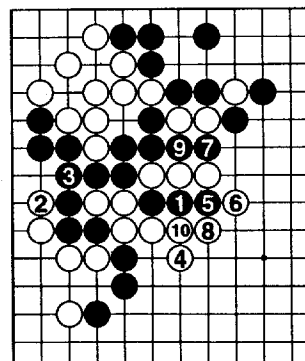


Diagram 8

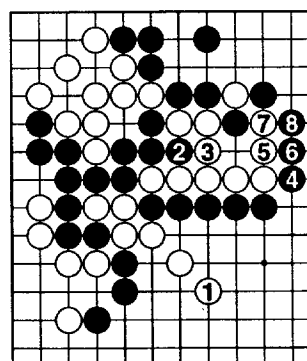


Diagram 9

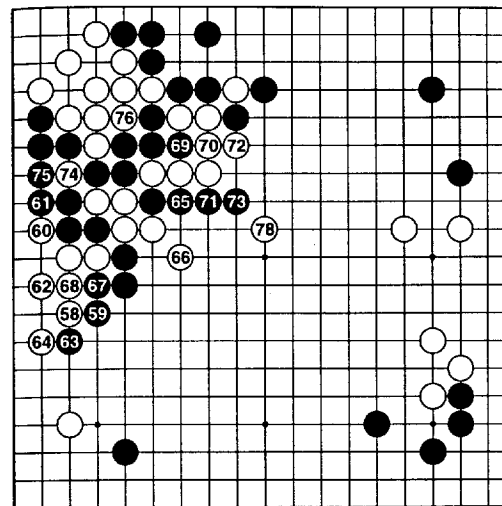


Figure 3 (58—78)
77 at 74

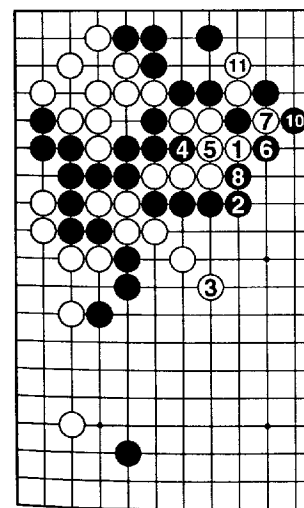


Diagram 10
9 connects

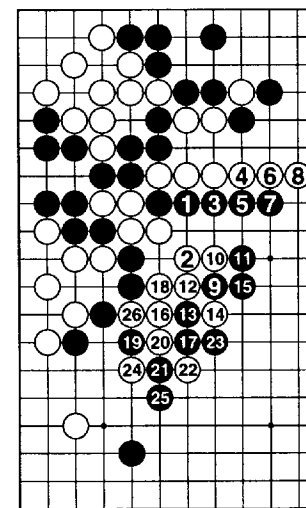


Diagram 11

for the next several moves.

White 60: This is a good move that took Komatsu by surprise. He was expecting the usual good-shape move of 62. The 60-61 exchange reduces Black's liberties by one. While Black was thinking, Ishikura took another look at pulling the centre stone out at 1 in Diagram 7 in response. What effect does Black's extra move at 59 have? White 2 reduces Black to only five liberties in sente, but does White have enough liberties in the centre? The sequence to 15 is similar to Diagram 6, but in response to White 20, Black can wedge in at 21 and connect at 25 in sente. With 29, White is finally trapped. Presumably, therefore, White will resist in some way. For example, she might hane at 6 in Diagram 8. Although this allows Black to capture the two cutting stones and escape, White captures three stones in return, so all is not lost. At this stage, though, rather than merely trying to live, Black is out to kill White on a large scale. Going back to Diagram 7, White 10 is essential. If White defends her stones at the bottom with 1 in Diagram 9, she gets caught in a snapback at the top.

White could consider playing 6 in Diagram 7 at 1 in Diagram 10, before defending the bottom stones with 3. However, it's necessary to read out the continuation, which doesn't look good, as we'll see later on in a more detailed analysis of a similar posi-

tion.

Black 63 continues to lean on the left in order to gain leverage against the centre. While Black was thinking about move 65, Ishikura had yet another look at the precarious position in the centre. If Black answers White 64 by pulling the stone out, what happens this time? White's stone at 62 neatly prevents Black's wedge at 21 in Diagram 7. However, Black can play 19 in Diagram 11. White's atari at 26 might seem to put Black on the spot; if he connects at 1 in Diagram 12, White can cut and capture two black stones.

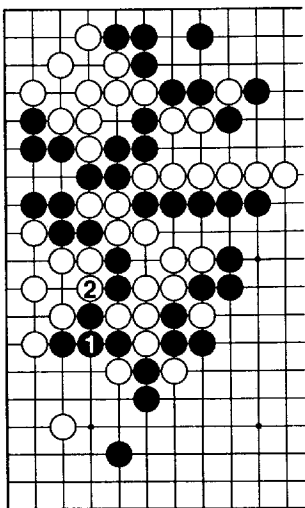


Diagram 12

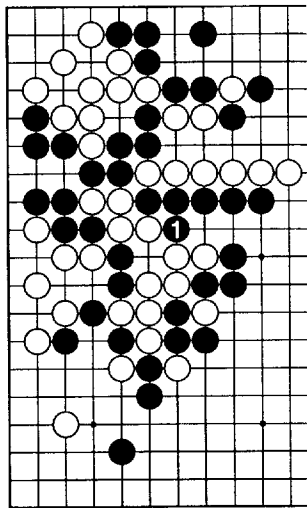


Diagram 13

However, Black doesn't connect. Instead he plays atari from the back at 1 in Diagram 13. The result is a nice example of 'connect and die'.

Since Diagram 11 works for Black, White would probably have to give way, as in Diagram 14 if Black played the triangled stone. There was some question about whether White could hane at 6 in Diagram 15. This would save the situation below, as 2-11 shows, but the cut at A, instead of Black 7, looks nasty.

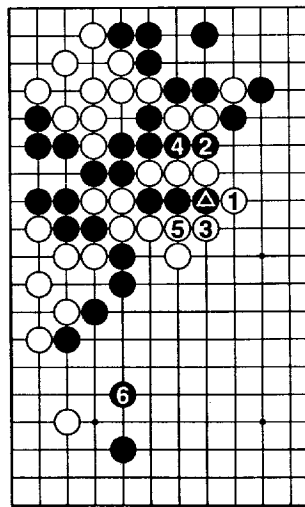


Diagram 14

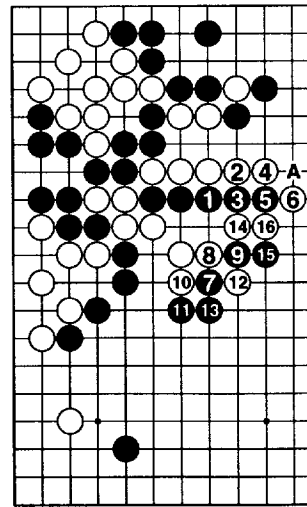


Diagram 15

Back in the game, Black does indeed pull his stone out with 65. Having now used up almost all of his thinking time, he quickly forces at 67 and then exchanges 69 for 70.

"Ah, the confident way he's putting his stones down suggests he's read it all out" says Ishikura. Black 69 clearly aims to prevent White from sacrificing on a

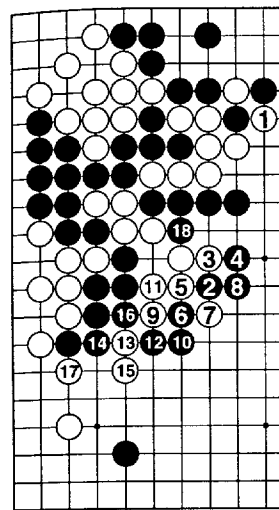


Diagram 16

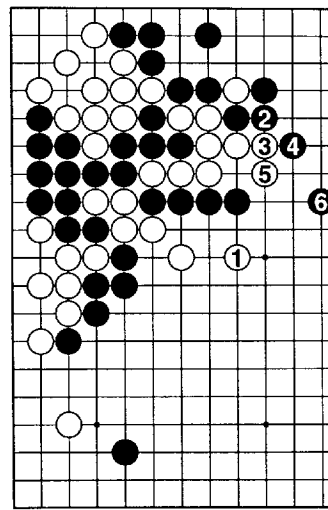


Diagram 17

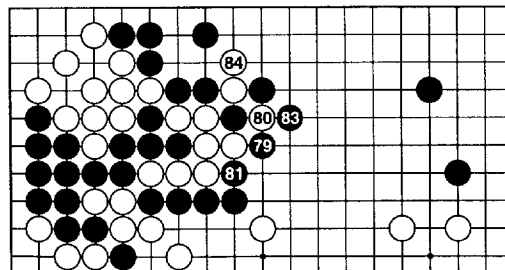


Figure 4 (79—84)
82 connects

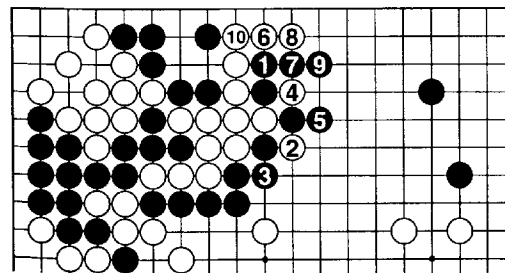


Diagram 18

small scale, such as in Diagram 14, but it's very dangerous since it reduces Black's own liberties.

White 74 and 76 appear to be time-kikashi to give her more time to read out the fight in the centre. Komatsu answers instantly so she can't think in his time. Eventually, she comes up with 78. This is either a brilliant tesuji or the game-losing move. What do you think? The idea is to save both white groups with one move. If White defends at the top, by capturing at 1 in Diagram 16, her stones at the bottom get captured. The sequence is almost the same as the one we saw before. On the other hand, if White defends at the bottom, with 1 in Diagram 17, her stones at the top are captured in a geta.

Black 79 chooses a different path and White seems to be in trouble.

Where should Black play in response to 84? Black 1 in Diagram 18 is bad. Although it takes away a white liberty, it allows White to play a string of ataris and eventually gain more liberties. Instead, Black should calmly fall back to 85, which protects the cutting point while still keeping ahead in the capturing race. There is no need to try and win a capturing race by two moves; one is enough. Cutting on the other side, at 1 in Diagram 19, doesn't work either. White quickly runs out of liberties at the top.

White struggles on for a while, but the position looks hopeless.

When Black correctly answers White 92 at 93, White resigns. If Black were to carelessly play 93 on the first line above 89, White would be able to cut and hack her way out into the centre. In my lecture at the Isle of Man, I told the audience that soon after move 92 one side resigned. Despite having been given the position several days earlier as one of six homework problems, the audience was fairly evenly split as to which side they thought would resign.

For the benefit of viewers, Ishikura played out one continuation (Diagram 20) after Black 93. White is a move behind and nothing else seems likely to work any better.

Once the game was over, Komatsu pointed out how White could have won. The chance came at move 78. White was so focused on her own weak groups in the centre that she completely overlooked the weaker black group on the side. Playing 1 in Diagram 21 kills Black just in time. Nakazawa was quite shocked when this was pointed out to her. See how naughty it was for Black to exchange the marked stones? Black 8 doesn't work this time because shifting move 78 to 1 in Diagram 21 reduces Black's liberties by one, making it three liberties each. And while Black can shut in the white stones in the centre in Diagram 22, he can't kill them quickly enough.

Komatsu thought he was still

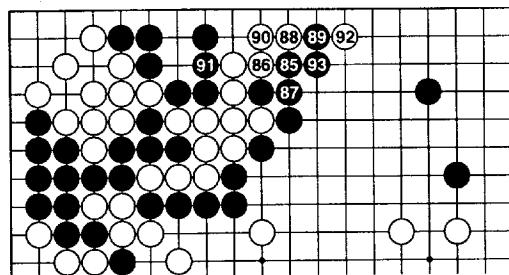


Figure 5 (85—93)

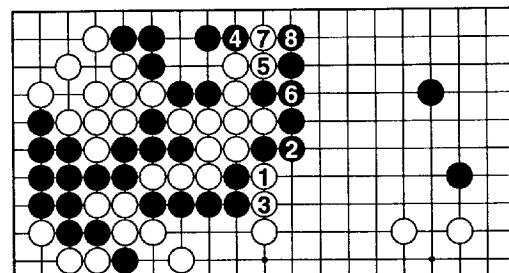


Diagram 19

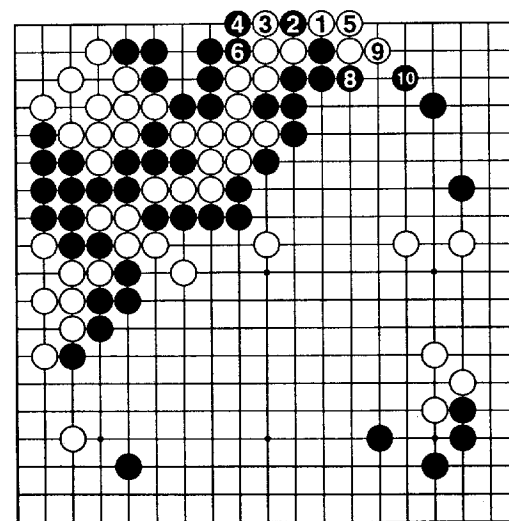


Diagram 20
7 at 2

winning the fight after the 69-70 exchange, but shortly afterwards he realised that he wasn't. However, he didn't let his manner betray him and White failed to spot his predicament.

This game demonstrates several important principles of fighting, especially ones related to reading out capturing races. It also shows how exciting go can be, for both spectators and players.

- Count the liberties before you commit yourself.
- If you want to play on the right, first lean on the left.
- A one-liberty difference is enough.
- Reducing your opponent's liberties is as good as increasing your own.
- Don't believe your opponent; he might be bluffing or have misread the position.

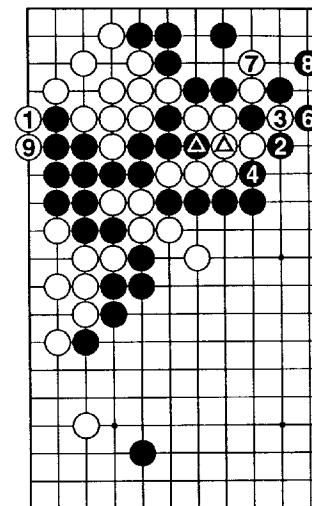


Diagram 21
5 connects

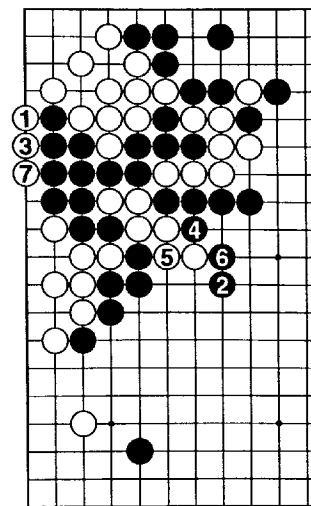


Diagram 22

Nick Wedd has uploaded a record of the Nakazawa Komatsu game, with Richard's comments, to:

<http://www.britgo.demon.co.uk/bgj/112kn.sgf>
and to:
<http://www.britgo.demon.co.uk/bgj/112kn.go>

Subscriptions

October is the traditional time in British go for people to start thinking about renewing their membership for the next year—or even doing it!

As most subscriptions fall due on 1st January, there is a lot of pressure on the Membership Secretary at Christmas and the New Year, of all times. Better than not at all, but why not send in that cheque early, and spread the load for the Secretary? And remember that you can hedge against rising prices, as well as avoiding the nuisance of settling annually, by paying for up to five years at a time.

Between now and the end of the year is a period when Club Secretaries have an important

role, not only in recruiting new members but in coaxing the keen yet tight-fisted player to part with a subscription. (There are also the players who would rather hand over a tenner than write a cheque for the same amount.) Club Secretaries, if each of you could increase your paid-up members by just one, then the membership of the BGA would rise by 10%!

The rates for subscription are unchanged for 1999, that is:

Standard	£10
Family	£15
Overseas(Europe)	£12
Overseas (rest of world)	£15

Concessions (under-18 & full-time students, unemployed and pensioners): uk £4.50, Overseas half-price.

Tournament News

by Tony Atkins

Players' Vote

On the first Sunday in May, whilst the top British players were contesting the Challengers' League in London, 32 kyu players made their way to Cambridge. The second Barlow is either named after a Cambridge family or after the way the McMahon bar is set lower than in normal events open to dan players.

An innovation this year was voting at the level at which the bar would be set. The organisers found they could reasonably put the bar at 3 kyu or 5 kyu and so the 4 and 5 kyus were asked to vote. They voted without exception to put themselves above the bar and justified it by playing well in level games against 1 kyus. The five fast rounds meant lots of play, but the chance of a draw at the top as no tie-break was to be applied. A tie did happen between Oxford's Nick Wedd and Cambridge's Robert Salkeld, Pengfei He and Jonathan Chin (last year's winner). The other player on 4 wins was Newcastle's Robert Beigler (10 kyu).

The lower graded players on three wins got prizes too—Wanstead's Bill Streeten (4 kyu) and Cambridge's Richard Mullens (4 kyu), Pierre Chartier (4 kyu), Matthew Reid (5 kyu), Robert Jack (8 kyu) and young William Brooks (14 kyu). Dundee's Bruce Primrose (2 kyu), London's Sue Paterson (2 kyu) and Michael Vetter (1 kyu) also won 3.

Mapped Out

It was advisable to bring the entry form's map with you to May's Bracknell Tournament, either to cope with the new-town road system or to show to puzzled taxi drivers who did not know

where to find the Brownlow Hall. This is just north of the town, near to two pubs and the start of the countryside and so not a bad place to be on a fine day. Sixty-two players did find the hall, but the book shop did not (actually due to a date mix up). Winner was London's Michael Zhang, who has settled on 3 dan as his British grade.

His closest competition was from T. Mark Hall (4 dan). Prize winners for 3/3 were Eric Hall (3 kyu Swindon), Bill Streeten (4 kyu Wanstead), Graham Lamont (7 kyu Portsmouth), Nick Gonzalez (15 kyu Reading) and James Taylor (20 kyu Epsom Downs). The continuous 13x13 had its prize awarded by a points system which decided that David Grimster (16 kyu Bracknell) was the winner.

One Hundred Uses

This year the ever popular Pair Go Championships repeated the location and format of the previous two years. The top eight British pairs out of the 17 pairs present played together to determine the Champions and to help select our representatives to the World Amateur Pair Go Championships which are held annually in Japan. As can be seen from the table over the page it was the 1997 champions who were going to win again. Kirsty Healey and Matthew Macfadyen, the 1 kyu and 6 dan couple from Leamington Spa, won through without too much difficulty, though the weaker pairings did work well together. Especially worthy of note was Alison Ewers who played very well with David Woodnutt, despite only being graded at 12 kyu and only normally playing handicap games against her partner. Former Pair Go Champions Alison Jones and Tony Atkins lost their second round game against Sue Paterson and Des Cann and were placed third. Sue and Des had already beaten the other pair who were third (Jackie Chai and Francis Roads) and only lost to Kirsty and Matthew in the final game. This put three pairs

equal top of the points table to determine who would go to Japan, but as Sue and Des had beaten the other two tied pairs the recommendation was that Sue and Des would represent Britain in the 1998 Championships.

Mother and son pair from Surrey, Pauline and Steve Bailey, were declared winners of the handicap section. They won three games out of three despite being late arriving thanks to a faulty petrol tank on Steve's car. Young Hayley Williams of Brakenhale and Alistair Brooks of Swindon were awarded a prize for special effort in the handicap section. It was also good to see some new faces at the event as Natasha Boddy and Ben Morris of the Cambridge Junior Chess and Go Club came to play with Paul and Andrea Smith.

Simon Goss deserves special mention as even though his partner Emma Marchant had gone sick, he still came to act as driver for others of the youngsters from Brakenhale School. To make his day more worth while he was appointed judge in the Best Dressed Pair Competition. Because of the hot weather there were a lot a feet visible that lost most pairs points and so he had to enlist the help of Laura Coe and Graham Brooks. Some were impressed by David Woodnutt keeping his tie and jacket on all day. Simon suggested Alison Jones and Tony Atkins could have won apart from Tony's bright socks, and so the winners despite helping the judge were in fact Laura and Graham.

This year the side competition was to suggest 'One hundred things to do with a dead go stone'. Some took this liberally and came up with uses for more than one stone, but others concentrated on just one. Paul and Andrea Smith received a prize for their exhaustive list of 101 ideas. Elinor Brooks received another prize for the quality of the ideas on her slightly shorter list. Anna Griffiths still submitted her and Chris Dawson's entry despite not playing due to exam commitment and the other list was from Matthew and Kirsty. Here are the four top suggestions:

Hide in a haystack as it is easier to find than a needle (AG)

Hide amongst mint imperials to assassinate the eater (MM)

To give to a fellow player who is one short of a full bowl (EB)

To keep your toes apart whilst painting your toe nails (AS)

Pizza in the Park

Only 23 players went to a sunny west end of Glasgow to play the Scottish Open during the second May Bank Holiday weekend. Those who did not come missed pizza in the park and the Chinese restaurant trip and next year the Open is expected to move city again. Anyway the venue this time was the same as last being the Union Building of Glasgow University. Winner was British Champion Matthew Macfadyen (6 dan Leamington). Second was Shi Xiaming (4 dan Edinburgh) on 4/6 who fought an epic battle against Macfadyen. Tom Joldersma (4 kyu Lancaster) was the only other prize winner for 5/6. Worthy of special mention were the two local 2 kyus who despite being the organisers won 4/5, namely John O'Donnell and David King. David has since moved south to Milton Keynes and is playing at the same 1 kyu strength as the other two David Kings, so watch out!

No Questions Asked

A change of main organiser at June's Leicester Tournament saw the end of the popular quiz. Anyway the event was well run just the same and Eddie Smithers got to play for the first time in many years. Fifty-four players from 29 kyu to 6 dan took part. Winner was Matthew Macfadyen (6 dan Leamington) who remembered to return the cup this time. Second was Simon Shiu (4 dan Bristol) and third was Andrew Grant (2 dan Open

University) who won 3/3. Fourth was Cao Xinjin from China. Helen Harvey (1 kyu Manchester) and Michael Marz (1 dan Birmingham) won 3/3; Leamington won the team prize with a 70 per cent record.

The following day Matthew won again, as he played Edmund Shaw in the first game of the British Championship at the Daiwa Foundation over looking Regent's Park in London.

Missing the Boat

The area around Barmouth, West Wales, is great for family holidays and great for walking. Hills, coastline and river estuary are available for exploring. The weather during the last weekend in June was unusual for 1998 being the best for many years and fine for those who like the beach, but woe-betide the intrepid go player who wandered off only to find a lack of ferry delayed his return.

The Welsh Open lasts for two days, but the evening go sessions in the Tal-Y-Don last at least a day more either side. Only 38 players attended; it was a pity that more lower graded players were not there. The aim this year was to win Hell's Angels statuettes, described by one winner as tasteless, while another complained they were all male. Winner as usual was Matthew Macfadyen (6 dan Leamington), making sure he continues to hold the Grand Slam of Open titles he has held since the British. Second was Francis Roads (4 dan Wanstead) on 4/5. The others on 4/5 were Ruud Stoelman (1 dan NL), Steve Jones (1 kyu Isle of Man), Kirsty Healey (1 kyu Leamington) and Bill Streeten (4 kyu Wanstead). The continuous lightning was won by Alison Jones (2 dan Wanstead) ahead of Bill Streeten. As usual nowadays, Leamington won the team prize. Tony Pitchford won the first entry prize and Sue Pitchford was rewarded with a bottle for helping the organiser. Alistair Brooks won the Being Alistair Brooks prize, but the Being Francis Roads prize



**Mamaia (Romania):
Hotel Parc with flags and go sign S.G.B.**

was not awarded this year. Colin Adams had a special prize for not being too much of a pain.

Under the Stones

Under the stones of Hay Tor on the edge of Dartmoor is the Woodlands Hotel. For a third time this provided the venue of the Devon Tournament. However only 22 players, mostly from the South-West of England, came for the pleasant Devonshire air, the views of rolling hills and the go. Several came down early and stayed at the hotel or in Tom Widdicombe's field and of course played some go until late in the evening. There were eight dan players in the top group and it looked clear from the start that Bristol's Anto-

nio Moreno (now 4 dan) would win the large polished wooden go stone trophy for second year. Sure enough he did win after Tony Atkins (2 dan Reading) failed to beat him in the last, settling for second place and a smaller wooden go stone. Winning three out of three were John Culmer (1 kyu West Cornwall) and Richard Helyer (8 kyu Oxford). Also winning a polished wood go stone was youngest player David Collins (30 kyu South Cotswold).

Rain Festival

On 11th July some BGA members sat in a field in Acton, London, and taught go. Luckily they were in a tent, as the Japanese Summer Festival (Matsuri) turned into a festival of rain. This was good for go as everybody else wanted to be in the tent too, but not so good for the outdoor activities such as the sumo wrestling and taiko drumming. In late July a new initiative saw Matthew Mac-

fadyen (National Trainer) running a beginners' go course as part of Marlborough's summer school programme.

Grand Prix

Just before the European Championships in Romania the Fujitsu European Grand Prix was being dominated by four players. All was still open as the European gives double points to the top ten players. Leader on 86 points was Viktor Bogdanov from Russia, five points clear of Vladimir Danek from the Czech Republic. Guo Juan came next; she had scored 76. Fourth was a long way a head of fifth and was a new name in Csaba Meroe (5 dan Hungary). Britain's Matthew Macfadyen was in 10th and Shutai Zhang was 13th. Below is a summary of all the results since the start of 1998. Especially noteworthy is John Rickard's joint third in Milan.

Country	1st	2nd	3rd
Czech Republic	L. Soldan	R. Nechanicky	R. Jasiek
Spain	Xianming Kong	K.Yoshioka	Guo Juan
Ireland	M. Macfadyen	C. Gerlach	E. Nijhuis
Austria	V. Danek	C. Meroe	R. Nechanicky
Slovenia	C. Meroe	L. Soldan	R. Nechanicky
Italy	V. Bogdanov	M. Rupel	J. Rickard & V. Danek
Hungary	Y.Bogatskiy	V. Danek	C. Meroe
Netherlands	Guo Juan	C. Gerlach	F-J.Dickhut
Germany	Guo Juan	Zhao Pei	F-J.Dickhut & E. Nijhuis
Croatia	L. Matoh	V. Danek	M. Zakotnik
Poland	V. Danek	C. Meroe	L. Soldan
Finland	V. Bogdanov	V. Laatikainen	S. Ouspenski
Russia	Lee Hyuk	A. Lazarev	V. Bogdanov

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For the Beginner

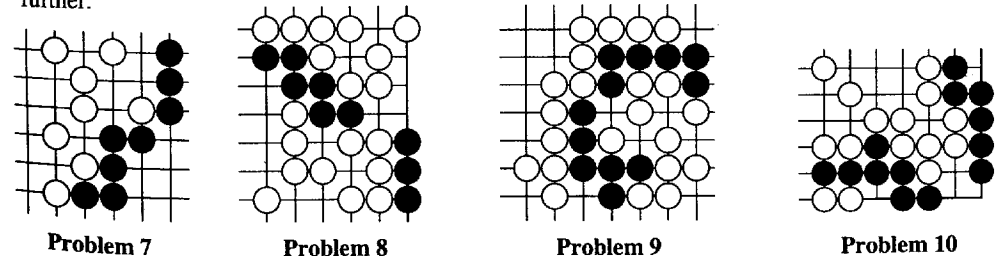
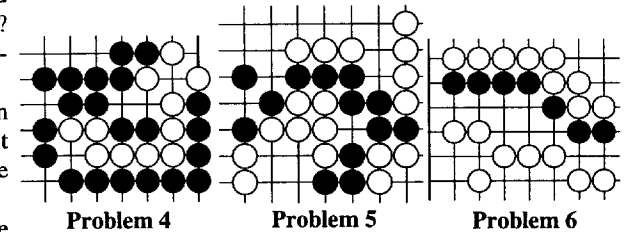
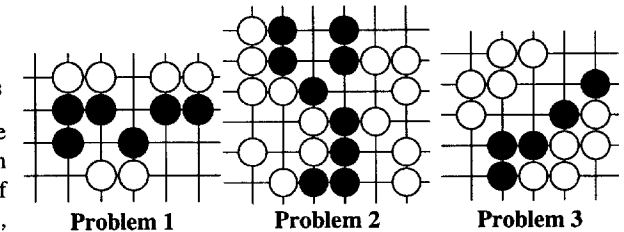
by Robert Finking

Part 5: Open Connection Problems

A few example problems were given in Part 2. Here, in each problem you need to work out the status of Black's stones. Are they connected, cut, or is the position undecided? If the position is undecided, where should Black play to connect and where should White play to cut? Don't forget that the answer could involve a ko!

Of these ten problems most are in the middle of the board. Watch out though! Three are on the edge of the board.

Any groups which touch the edge of a diagram where it is not the edge of the board can be assumed to extend further.



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.

Geta: (or 'net'), a technique that captures stone(s) locally, leaving them with two or more liberties but unable to escape.

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

Promotion

The Council has approved the promotion of Michael Marz to 2 dan.

Photographs

Photographs are always welcome, but please make sure that your name is on the back so that they can be returned without difficulty.

Advertisements

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

Contributions for next Journal by 4th November, but please send earlier if possible. Text on disk or by email is especially welcome, (plain ASCII, not right justified, and no tabulation), but should be accompanied by a print-out in case of difficulties. Diagram references: please use A,B etc., not K10, C3 style notation.

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Book & Equipment Update

Price Reductions!

Beyond Forcing Moves (G37) is not in print, and so I have purchased a large stock which I am now offering at only £8.00.

Dramatic Moments on the Go Board (Y10) is a book I enjoyed reading, and to encourage other players to share my experience I am reducing its price to £8.00.

Goods Direct

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

NOW AVAILABLE

4 Great Games (4GG - £10.00) by Tony Hosking is the first book I have stocked which is not exclusively about go, and is also unusual in that it is printed in England. It introduces chess, shogi, shiang chi and go, compares strategy and tactics in the four games, and concludes with 16 annotated games by the world's top players.

Lessons on Go Techniques, Vol 1 (Y20 - £10.00) by Cho Hun-hyeon is a new Yutopian book, aimed at the player developing from the beginner stage. In it the author teaches the basics and fundamentals of go technique, which has helped him to become one of the strongest players in the world. I grade the book at Elementary level.

Winning a Won Game (Y21 - £10.00) by Go Seigen is another new Yutopian book, covering a subject we all need to understand clearly. I quote: "Yesterday, a won game was lost; today, a clear lead was wasted. Is there any secret recipe to keep the lead to the end of the game? Actually, maintaining a lead is easy, if one can keep a cool head and make every play according to positional judgment. On the other hand, trying to claim a quick victory is not easy."

This is definitely going to be a popular book with medium strength players.

GO WORLD

Subscriptions for the next four issues (83 to 86) are now due at the reduced rate of £16. While much of Go World will continue to be on reporting the major title games in Japan and Korea, more space is now being given to instructional articles with the aim of raising the playing strength of all readers to shodan. As a result I think the magazine should now appeal to a wider public, so why not try reading the latest issue?

Full price list available on request.

All prices quoted above include the cost of postage and packing.

Note that credit card facilities are not available.

Orders, accompanied by cheques made payable to 'British Go Association', should be sent to R.G.Mills, 10 Vine Acre, Monmouth, Gwent NP5 3HW. (Tel: 01600-712934)

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