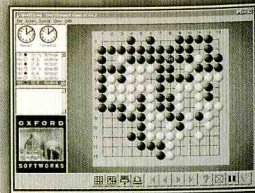
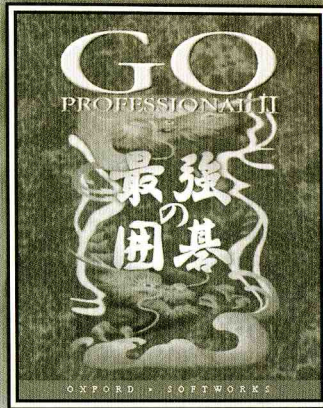
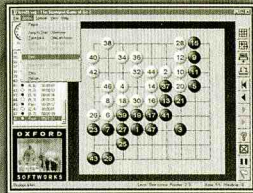


# OXFORD SOFTWARES- GO PROFESSIONAL II

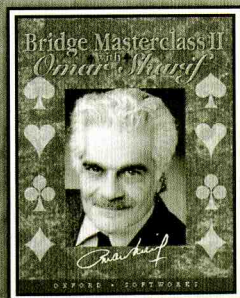
Tel: UK+(1993) 823 463

www.oxford-softworks.com

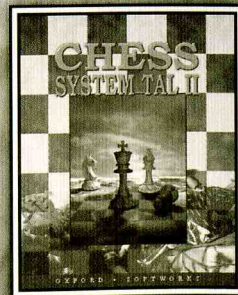


In Japan, Go Professional II has held the number one position in the Go market for over two years now. It was recently voted literally the strongest game of Go available in Japan.

- most powerful yet simple-to-use Go playing program
- Internet play option
- sophisticated user interface which allows a high degree of customisation
  - suitable for beginners and experts alike
  - play against human or computer
  - selection of board and backdrop graphics
  - hint option
  - selection of background music
- take back / forwards to any point in the game
  - a range of board sizes available
- various different skill and handicap levels
  - load, save and print games



ALSO AVAILABLE



BRIDGE  
MASTERCLASS II

CHESS  
SYSTEM TAL II

# British Go Journal

碁

Number 115

Summer 1999

Price £2.50



## BGA Officials

**President:** Alison Jones, 29 Forest Way, Woodford Green, Essex IG8 0QF. (0181-504-6944),

**Secretary:** Tony Atkins, 37 Courts Rd, Earley, Reading RG6 7DJ (0118-9268143).

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

**Membership Secretary:** Kathleen Timmins, The Hollies, Wollerton, Market Drayton, Shrops. TF9 3LY (01630-685292).

**Journal Editor:** Brian Timmins, address etc. as for Membership Secretary.

**Book Distributor:** Gerry Mills, 10 Vine Acre, Monmouth, Gwent NP25 3HW (01600-712934).

**Youth Coordinator:** Paul Smith 2 Townsend Close, Milton, Cambridge CB4 6DN (01223-563932).

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

**Webmaster:** Nick Wedd, 37 North Hinksey Village, Oxford OX2 0NA (Tel/fax 01865-247403).

**Publicity Officer:** post vacant

**Newsletter Editor:** Eddie Smithers, 1 Tweed Drive, Melton Mowbray, Leics. LE13 0UZ (01664-569023).

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

**Archivist:** Marcus Bennett, 24 Cowper Rd, Moor-down, Bournemouth BH9 2UJ. (01202-512655).

**Grading Committee Chairman:** Jim Clare, 32-28 Granville Rd, Reading RG30 3QE (01189-507319).

**Council Members:** Steve Bailey, 49 Stocton Road, Guildford, Surrey GU1 1HD. (01483-533748).

Kevin Drake, 66C Southcote Road, Lansdown, Bournemouth, BH1 3SS. (01202-318589)

Alex Rix, 6 Meynell Cres, Hackney, London E9 7AS (0181-533-0899).

Bill Streeten, 3 Wellington Court, Wellington Road, London E11 2AT. (0181-9266923).

E-Mail Addresses: see page 57

## Contents

London Open: Final Game .....	4
Messages from Presidents.....	6
Write Now!.....	7
Mulled Problems .....	8
Ranking System.....	12
Third Mind Sports Olympiad .....	15
Rich Men do not pick Quarrels.....	16
Letter from Liu Yajie.....	17
Why do we make Bad Moves?.....	18
Two More Games from London.....	20
Youth Grand Prix 1999 .....	24
AGM Report.....	24
A Bluffer's Guide to the 4-4 Point .....	26
<b>Friends of Go</b> .....	29
British Championship System .....	30
Letters.....	31
Youth Go Clubs List.....	31
Counting Liberties: Problems.....	32
Club List.....	34
Counting Liberties: Answers.....	36
Council House .....	40
Brakenhale Go Party.....	41
Nirensei.....	42
Advice for Go Players?— <i>The Quitter</i> .....	45
Go Tutor .....	46
Visit of Liu Yajie.....	47
Reviews .....	48
Norwich Go Club .....	50
The Secret Lives of Go Stones .....	51
Miniature under the Microscope.....	52
Breakthrough to 10 kyu.....	54
Go at Chequers .....	57
E-Mail Addresses .....	57
Tournament News.....	58
Mind Sports: Proposed Time-table.....	65
Bad Moves: Solutions / The Front Cover .....	65
Glossary / Notices.....	66
Books & Equipment .....	67
<b>Go Professional II</b> .....	68

Front cover: see page 65

## Tournament Calendar

**Anglo-Japanese:** June. By invitation.

**Barmouth:** 26-27 June. Jo Hampton, 01341-281336. jo@barmouthbay.freemove.co.uk

**Youth Pairs:** July.

**Portsmouth:** 4th July. Neil Moffatt, 01705-643843. NMoffatt@aol.com

**Norwich:** August 2000 (biennial).

**Isle of Man:** 22-27 August. Leo & David Phillips, 01624-612294.

**Northern Go Congress:** Manchester, September.

**Milton Keynes:** September.

**Shrewsbury:** 3 October. Brian Timmins, 01630-685292. journal@britgo.demon.co.uk

**International Teams Trophy:** October.

**Wessex:** Marlborough, October.

**Three Peaks:** Thornton in Lonsdale, November.

**Swindon:** November.

**West Surrey Handicap:** December.

**Anglo-Japanese:** December. By invitation only.

**London Open:** December.

**Youth Championships:** January.

**Furze Platt:** January.

**School Teams:** January.

**Oxford:** February.

**Trigantius:** Cambridge, March.

**International Teams:** March.

**Irish Open:** March.

**Coventry:** March.

**Bournemouth:** April.

**British Go Congress:** March/April.

**Barlow:** Cambridge, May.

**Bracknell:** May.

**Pair Go:** May.

**Scottish Open:** May.

**Challenger's:** May. By qualification.

**Leicester:** June.

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

## Notices

### Publicity Officer

This post is currently vacant. If you are interested in helping the Association in this field then please contact Tony Atkins on 0118-9268143, or at: A.J.Atkins@x400.icl.co.uk

### Note for Newcomers

On whole game figures each numbered stone has a tiny pointer on the edge to indicate where to find the next move.

*More Notices on page 66*

### Editorial Team

#### Editor

B. C. Timmins

#### Technical adviser

I. C. Sharpe

#### Diagram Producers

S. Bailey, P. Smith

#### Regular Contributors

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

#### Proof reader

K. Timmins

# London Open: Final Game

by Alex Rix

Liu Yajie kept everyone amused in the period between the end of the final game of the London Open Go Congress and the prizes with a commentary on the final game. In their first encounter, Lee had beaten Guo (see last BGJ) so Guo was out for revenge and the prize money. After she returned to China, Liu showed the game to Wang Hongjun, 7 dan, and their commentary is given below. I have added some extra comments, indicated by (A), based on my recollection of her original comments and my own analysis of the final corner (which is not guaranteed free of error!). Many thanks are also due to the game recorder Paul Brennan.

Liu has kindly agreed to comment on other important European games in future and has access to very strong players (she is also a very good friend of one of the strongest woman players, Feng Yun, 9 dan). This is an exciting development.

Black: Guo Juan, 7 dan

White: Lee Hyuk, 6 dan

The game illustrates Guo's preference for making thick, strong positions and playing safely to achieve a win.

If White 12 is played at 25 this is probably better than the game. Attacking Black 5 is more urgent in this situation.

26: is the wrong joseki—a play at 161 is better. The joseki continues B130, White diagonal move between

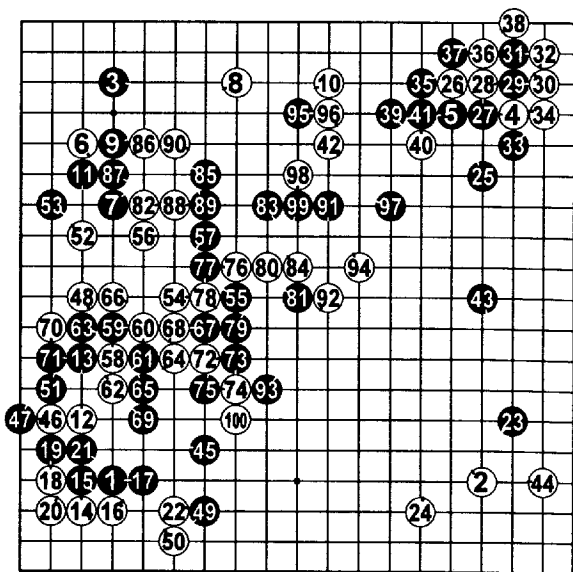


Figure 1 (1—100)

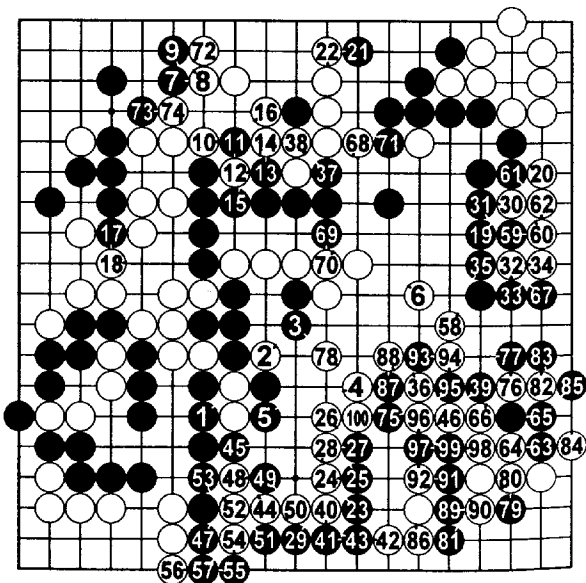


Figure 2 (101—200)

27 and 25, Black blocks outside, W162, B131, W160, B29, W30, B27, W33, B32, W31, B28, W34. The strategy is for White to build strength on the side and leave the two stones White 8 and 10 in a very good position to negate Black's thickness on both sides.

42: too slow. White should play a two space pincer on the 4th line to attack Black 23.

The exchange of White 46 for Black 47 was questionable. After 51, White has lost points and made Black very thick.

Playing 48 at 59 is simpler, erasing Black's area from above. White 48, however, is playable.

56: wrong direction; should be at 77. After 57 it is difficult for White to come out on top in the game.

In the London commentary, Liu suggested cutting White in two by playing above 60, then 207. 69 is good aji. (A)

Black 75 at 93 is better than the game because a play at 93 can help Black's outside group, and there is no point worrying about White coming out there as all moves played will help Black build a thick outside wall.

100: Probably playing at 104 directly is better because all the exchanges 100, 102 do not really help the White group.

Black 101 seems not necessary. Playing directly at 103 is more urgent.

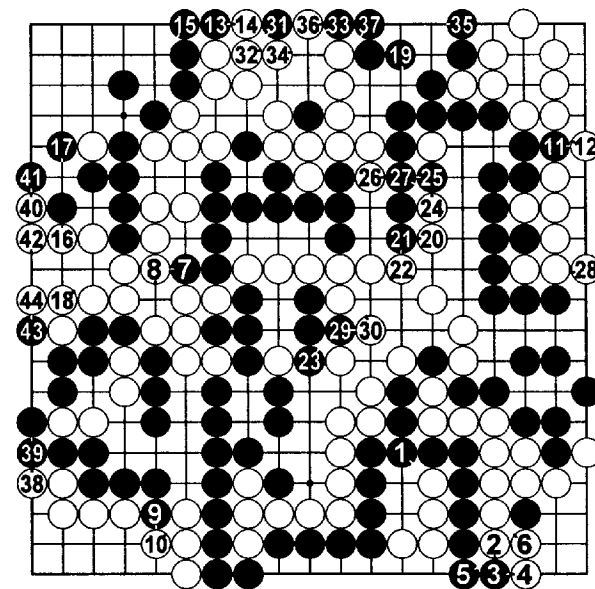


Figure 3 (201—244)

104: one line above was suggested by Liu as being safer. White has to play again at 106 and loses the possibility of invading. (A)

After the exchange of 137 for 138, White's big group is alive in ko. Black 207 is sente so there is no eye in the centre. There is an eye in ko on the left side of the White group. On the top, White has only one eye (White 237 hane is sente).

Black can play the small knight's move at 214, W231, B234, W213, B236, W232, B231. In the sequence, Black can't play at 213 after White 231 because White can play at 232 to make life. But even without this ko, the game is good for Black.

175: aims at both the group above and the invasion below.

190: if at 191, Black can play to the right of 179. White cannot prevent a connection underneath or letting Black live whilst the weakness at 192 remains. The game move allows Black to cut off 4 white stones but White was already losing and in byo yomi. (A)

244: Recording stops as Paul finds the endgame pace too much. Black is well ahead and goes on to win the game and the tournament.

White's losing moves in this game were on the left side: the exchange of 46 and 47 followed by the invasion of 48 was the wrong strategy and White 56 was wrong direction.

## Message from the Retiring President

Just to let everyone know who wasn't at the AGM, I have decided to stand down after 11 years on the Council, the past 7½ of which were spent as President. Quite apart from the fact that this is probably more than enough of me for most of you and perhaps the BGA deserves a fresh look, my job has become more demanding now so that I was spending too much time administering and too little time playing go. However, I happily report that Alison Jones is now our first woman President. Alison has been involved in the organisation of go for many years, most recently as Membership Secretary but also on Council and, notably, as a very capable organiser of the Canterbury European. You will also no doubt be pleased to hear that she is also an accountant.

I very much enjoyed the work and am sure I will miss it! I believe that the BGA is very well placed to expand given its strong financial position, excellent organisation and committed volunteers. My only regret is that the membership has not increased more in recent years but we are at least now on an upward trend and the potential recognition of go as a sport can only help the development of the game.

I should thank everyone who has spent their time voluntarily over the years in helping to develop British go and particularly those who served on Council. I think Tony Atkins, Mark Hall, Gerry Mills, Eddie Smithers, Brian Timmins, Kathleen Timmins and Nick Wedd deserve special thanks for providing a formidable and highly professional engine room, making my life easy and being a pleasure to work with.

*Alex Rix*

## Message from the New President

After seven and a half years as president, Alex Rix decided not to stand again in order to spend more time with his family. I wish him well and, on behalf of the BGA, thank him for his contribution.

### **A stable base from which to move forward...**

We are fortunate that Alex has left the Association in good shape. Our finances are sound. We have an excellent journal editor, newsletter editor and membership secretary providing services to members on a timely and reliable basis. And of course the Association remains indebted to T. Mark Hall and Tony Atkins for their continuing invaluable services as treasurer and secretary respectively.

This provides us with a stable base from which to move forwards into the next century and the resources to consider new projects and initiatives.

### **The year ahead...**

I have three key aims for the year ahead:

#### **1) Better communication with members.**

This has been a common theme at recent AGMs of the Association. The BGA's web site, maintained by Nick Wedd, already provides an excellent source of information on what is happening in British go. However I intend to further develop the content of this to inform members about current Council activities. We will also be including such information in a regular page in the journal.

I am keen to hear members' views as to the areas in which the Association should be focusing its energy and resources. Please contact myself or any member of Council in this respect or alternatively write to the journal to share your views with other members.

### **2) Implementing the BGA development plan.**

Paul Smith invested considerable time last year in putting together a development plan for British go. The aims include the promotion of go playing in the UK and to increase our membership numbers. Some of the ideas can be implemented in the short term but others require longer term action.

It is a good time to progress these ideas, not least because of the current political climate. We expect that Parliament will be considering a bill later this year that would provide chess and hopefully other 'mind sports' with 'sport' status. This is important because it opens more funding opportunities (for example lottery money) to such activities and increases our chances of gaining sponsorship for events. The local liberal democrat MP, Dr Evan Harris, visited the British Open at Abingdon this year to present the prizes and we hope to have his support in including go within the bill when it is presented to Parliament. I hope that in the year ahead we can take Paul's plan forwards.

### **3) Revision of the championship system.**

The championship format has been under review for a number of years and we are not sure we have got it right yet. Alex has issued a survey to collate views from members as to how we should reform the system. I encourage you all to think about this issue carefully and reply to Alex with your views. For my part, I hope we will emerge with a system that is simple and understandable, complements the British Open, is geared towards currently active players and also has potential to generate media interest.

### **Can you help?**

The British Go Association remains dependent on the goodwill and voluntary efforts of a wide range of people. The Council welcomes approaches from members who would like to help, whether on an on-going basis or more informally with ad hoc projects. Please contact

myself or any Council member if you are interested in getting involved, whether now or at some time in the future.

*Alison Jones, April 1999*

## Write Now!

*by Alex Rix*

You will have seen that Tony Banks announced on 15 March that the law will be amended to permit chess and other mind games to be funded by the UK Sports Council. This follows many years of lobbying by the chess community, which succeeded in recruiting several MPs and prominent chess players to support their cause.

The BGA has already written to Tony Banks (Minister for Sport) and Chris Smith (Secretary of State) to bring go to their attention so that it may, we hope, be included as a game qualifying for government funding. This is one area where all members can help by writing directly to their MPs and to Tony Banks/Chris Smith. On objective grounds go should clearly qualify for support but the level of activity in the UK is likely to be a consideration.

We do not want to provide a standard text as individual letters carry more weight. However, the following may be useful background: On 15 March Tony Banks said that the Secretary of State had proposed, as part of a new Cultural Framework Bill, to broaden the scope of the 1937 Physical Training and Recreation Act in order to allow chess and other mind games to be funded by the UK Sports Council. If this new definition is agreed, then it could be possible for mind games to receive funding through the lottery sports fund without further legislation to amend the 1993 National Lottery Act.

To help the cause, *please write now* in support of these changes, in particular as applied to go!

# Mulled Problems

by Steve Bailey  
SGBailey@iee.org

When organising the British Go Congress at Abingdon earlier this year, it occurred to me that one of the things I enjoy about European Go Congresses is the journals that get published throughout their fortnights. The British is too short an event to indulge in such publications, however it was possible to produce a booklet beforehand to give to each entrant.

After some deliberation, the booklet took shape including a set of rules for each of the major events, a timetable, a map of the school, a set of problems based around a 2x4 space in the corner— along with their answers, and several go recording blanks. Having produced all this, there was a blank space on the back cover crying out to have something put there. It was eventually filled by a set of six problems, with no answers given, entitled *Some Problems To Mull*.

In this article, therefore, I am doing this mulling.

## A: Black to play and kill

Diagram 1: First, some obvious thoughts about this posi-

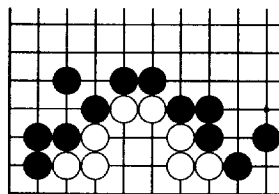


Diagram 1

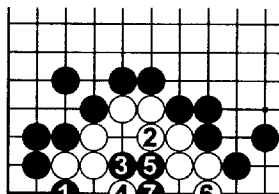


Diagram 3

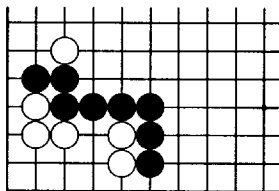


Diagram 5

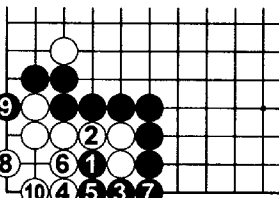


Diagram 7

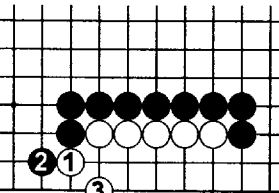


Diagram 9

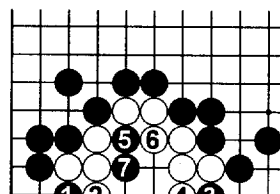


Diagram 2

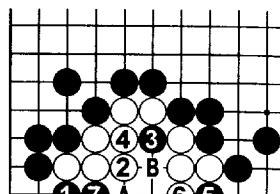


Diagram 4

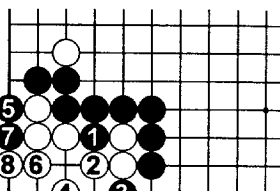


Diagram 6

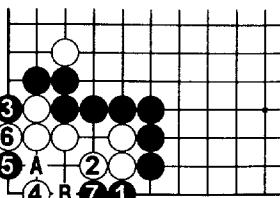


Diagram 8

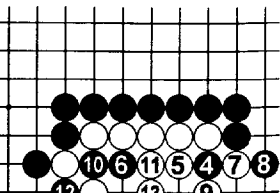


Diagram 10

tion: White is contained and can't escape; Black has an atari available on the two fourth line stones; White appears to have a reasonably sized eyespace— it is likely to need reducing.

Diagram 2: The obvious Black start is to try the hane ("There is death in the hane"). If White obligingly answers the hane directly, we reach Diagram 2 where White clearly dies. This looks promising, so now we need to work out what happens if White tries some trickier responses.

Diagram 3: If White solidly connects his two stones, he leaves an eyespace which can be nearly filled\* with the 5 point 'gun' shape. Playing at the key point of the gun with 3 in Diagram 3 leaves White dead even after he has expanded his eyespace with 6 since he would need\*\* to connect the stones on the left to those on the right at the point above 3. That leaves his space too small to live.

Note that Black 5 at 7 turns out to be a more efficient way of killing White, I didn't use it as it is a change of tactic from the big-eye 'gun' under consideration here. If a capturing race

\* 'nearly filled' means filled except for exactly one extra liberty.  
\*\* Many articles and books use 'will' in this sort of circumstance. As this paragraph demonstrates, if White does play this move, he dies— therefore a wise White will do something else.

was occurring then that variation would need reading out.

Diagram 4: Another possibility for White 2 is Diagram 4. After Black 7 White needs both A and B to make 2 eyes, so they become miai.

A quick run through some of the other possible White 2's concludes that the hane of Black 1 is good enough, so esoteric placements do not need to be considered.

## B: Black to play and kill

Initial mulling in Diagram 5: White cannot escape; the Black wall is solid. White can't connect under to the White 3-6 stone; his eyespace is small but helped by being in the corner; White's wall is not solid.

A helpful point here is to know that a Black play at the 4-2 or 4-3 points actually helps White to live. Diagrams 6 and 7 show two variations of this.

Diagram 6: If Black 5 at 6, White 6 at 8 leaves 5 and the other 2-1 point as miai.

Diagram 7, Diagram 8: So starting from basics again, we investigate the hane. If White obliges by directly blocking Black, he dies— Black's hane stones themselves may get caught, but White's resulting corner eye space is one of the bulkiest dead eye shapes. The strongest White reply is to pull back on the second line as in

Diagram 8, where after the second hane at 3 White is left needing both A and B to live. Nothing else works for White either.

## C: In Diagram 9 White 3 is wrong

So how does Black kill and where is the correct White 3?

A situation almost identical to Diagram 9 cropped up in my game at Abingdon against Edward Blockley. I, as White, resigned shortly after getting it wrong!

Initial thoughts: White may be able to get out at one side if Black isn't careful; Black has a hane at the right; the point north east of 3 looks vital.

Diagram 10: As usual start by considering the hane. Unfortunately this doesn't seem to work. If Black plays 6 at 7, then 7 at 6 makes two White eyes. And if 6 is played here at our vital point, White's eyespace enlargement with 7 and 9 is sufficient. We need something else.

Diagram 11: So we consider the placement at 4. If White plays 5 to prevent Black cutting White 1 off then Black 6 reduces White's eyespace sufficiently.

Diagram 12: Should White attempt to expand with 5 instead, he fails because Black has not lost the tempo as he did

in Diagram 10, there being no captured Black stone at 7. The answer to this problem therefore is the placement at 4. Where should White 3 have been?

Diagram 13: White 3 should descend to the edge. Black attempts at reducing the eyespace only encourage White to produce what is effectively the *comb* formation. This shape is known to be alive\*.

#### D: What can Black do?

Diagram 14: Ah! It's a problem which doesn't say "Black to kill", so Black probably will have to make do with a ko to kill or with chopping half the group off for large profit or just possibly a *seki*. In this problem, the group is too small for anything to be a likely answer other than 'ko to kill'. Anyway, enough of analysing the 'phrasing' rather than the 'go'...

The obvious move is the hane at the 2-1 point. This encourages White to descend to the other 2-1 point making the *comb*, this is not the answer! We need to stop the *comb*, and often a 2-1 point is key, so let's try it.

\* When Black starts taking the outside liberties away, White must reply inside the *comb* to stay alive.

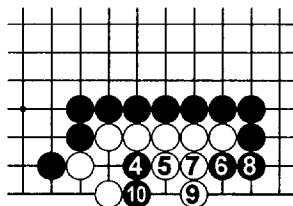


Diagram 11

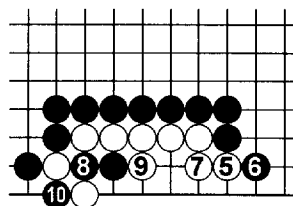


Diagram 12

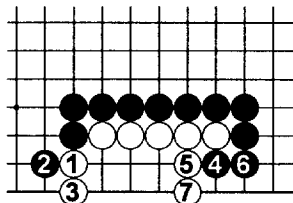


Diagram 13

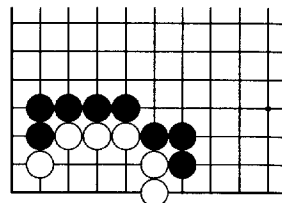


Diagram 14

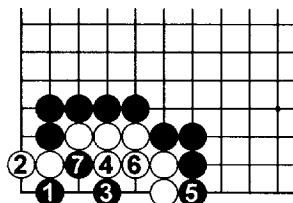


Diagram 15

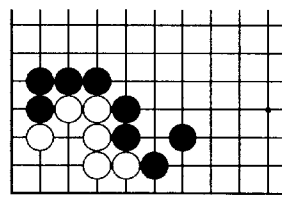


Diagram 16

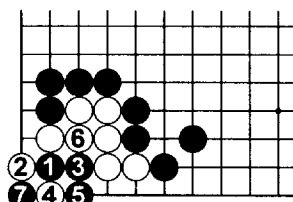


Diagram 17

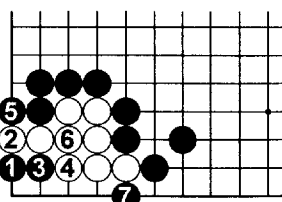


Diagram 18

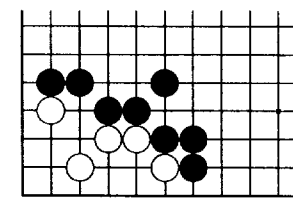


Diagram 19

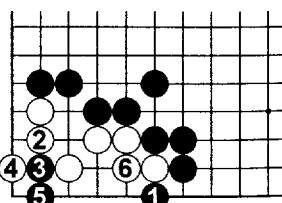


Diagram 20

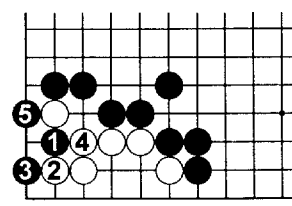


Diagram 21

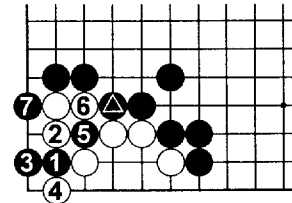


Diagram 22

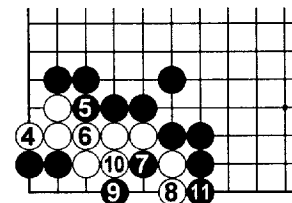


Diagram 23

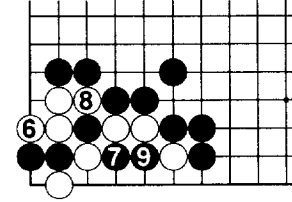


Diagram 24

#### Note for Newcomers

On long game figures each numbered stone has a tiny pointer on the edge to indicate where to find the next move.

Diagram 15: There aren't really any alternatives to White 2 or Black 3 and then the sequence flows naturally into the ko at 7.

#### E: Black to play and kill

Diagram 16: White is contained in the corner, but there are lots of interesting points: the hanes; the 2-1 points; the clamp at the 2-2 point; the peep at the 2-3 point. So many choices make the problem harder!

Either hane can be refuted by a White play at the 2-2 point which then easily makes two eyes. The same result occurs with the peep. So maybe the 2-2 point is 'vital'.

Diagram 17: Unfortunately the 2-2 point clamp turns into a ko.

That really only leaves the left hand 2-1 point as a likely candidate. If this fails we either have to try really weird moves or give up.

Diagram 18: 1 forces 2, 3 forces 4, 5 forces 6, and with 7 the eyespace is too small and White is dead.

#### F: Black to play and kill

Diagram 19: This problem is much harder than the previous five, and I made use of Thomas Wolf's GoTools Life & Death

program to choose some of the variations shown.

White has manoeuvring room, and he can make one eye on the bottom easily. Hanes aren't going to work here—White ignores the bottom edge hane to make better shape on the left.

Diagram 20: In this example, White gets one eye by capturing 3 and 5 and a second to the left of 6.

Diagram 21: If Black attacks with the clamp at 1, the result is a ko. White has local ko threats.

Diagram 22: The correct answer turns out to be the placement at the 2-2 point. A clue to help find this move is the eye-stealing relationship of 1 and the marked stone. The throw-in at 5 makes a shortage of liberties, so Black can connect out along the first line.

Diagram 23: Playing 4 here does not help White.

Diagram 24: And neither does 6 here.

If you have read this through, why not see if you have understood it all by trying to regurgitate each problem in a few days' time? If you can get all six right then, then you are doing well.



# Ranking System

by Geoff Kaniuk

## 1 Ranking in Go

The handicap system in go provides a natural constraint on the way you set about arranging players in order of strength. There are two properties of go which any rating system appropriate to the game needs to recognise:

### first property

In a group of players with equal strength, any player has probability  $\frac{1}{2}$  of winning an even game against any of the other players in the group. Of course this is not so much a surprising fact as merely a definition of equally rated players.

### second property

The definition of equally rated players, together with the handicapping system leads inevitably to the well known Kyu/Dan grading system.

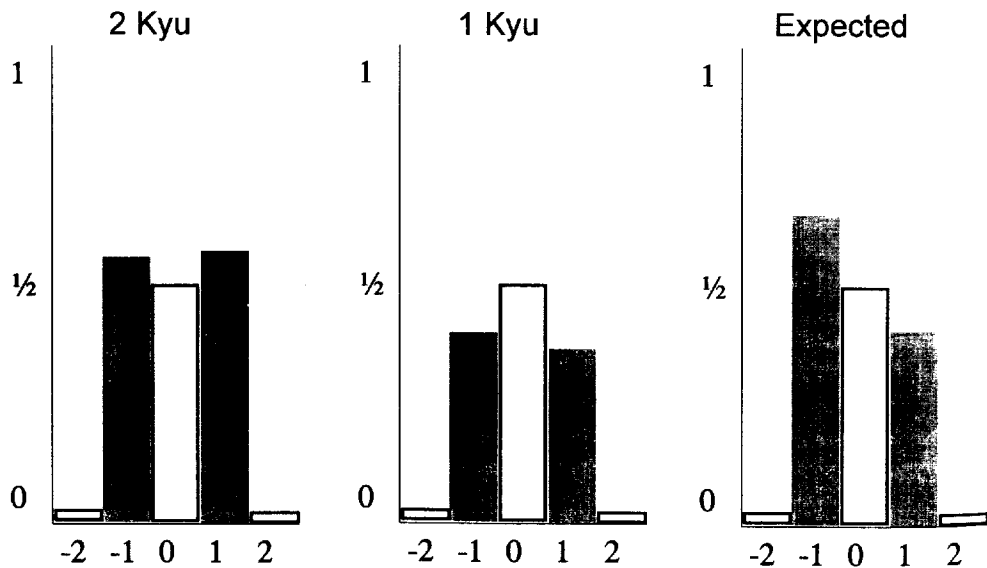
This is based on the number of handicap stones required to produce a 50% chance of a win. We know that in practice this does not work out quite as well as intended, but nevertheless it is a guide with a very ancient tradition.

So assuming the above definition of a players grade, we can certainly state as a fact that if two players have a grade difference of 9 stones, then in an even game, the stronger graded player will certainly win. Or in other words the weaker player's probability of a win is 0.

As the grade difference decreases the weaker player's probability of a win in an even game increases from 0 to  $\frac{1}{2}$ . We do not know, however, exactly how the probability changes, and so it will need to be measured.

## 2 The McMahon Tournament

The McMahon tournament is designed to match players of equal strength. Your strength is a dynamic quantity which starts at your grade and increases by 1 for each win. The expected



result for any correctly graded player is therefore a win for half the games played. Players meet a mix of opponents of differing actual grades, so by examining results over a number of tournaments we can begin to get a feel for how the probability of a win varies with grade difference.

The diagrams on page 12 show how 2 kyu and 1 kyu players performed in 1997.

The horizontal scale in each diagram is the grade difference. The vertical scale gives the probability of a win in an even game. Each shaded bar counts the proportion of even games won against players with grades differing by  $\pm 1$ . The bars at  $\pm 2$  are shown unshaded because the data here is very sparse. The diagram marked Expected shows what should be happening if the players were correctly graded.

For reference, the 2 kyu results are spread over 156 games; the 1 kyu results over 139 games from: Bournemouth, Bracknell, Furzeplat, Milton Keynes, Oxford, Swindon, Wanstead, and Wessex.

These results clearly show that both the 2 kyu grades and the 1 kyu grades are anomalous, or in other words players in these grades are incorrectly graded.

Grade Difference	Loss	Win
-3	-35	0
-2	-35	0
-1	-35	10
0	-35	25
+1	-25	35
+2	-10	35
+3	0	35

## 3 The Need for a Rating System

Imagine a world where every game played has to be even. Such a thought is too horrible to contemplate and is banished without any further consideration. One of the beauties of go is its handicapping system, allowing people of widely differing skills to have a meaningful and enjoyable game. This can only work however, if players have a means of realistically judging their playing strength.

Most players play most of their games in their local club. This is usually an isolated population, playing in a relaxed atmosphere, with a good knowledge of their opponents weaknesses. Grades assigned on the basis of club games clearly do not stand up to the more testing and competitive conditions of a tournament.

All our tournaments are McMahon tournaments. Such a tournament can be regarded as fair if players achieve on average a 50% win. A number of people are now playing on the Internet, and there their playing strengths are very different from their normal club grades. So it has become quite accepted for a player to have a club grade and an IGS (International Go Server) grade for example. Therefore there is no concep-

Grade Promotion	Points Required	Games Required
1K → 1D	150	15
1D → 2D	200?	20?
2D → 3D	250?	25?
3D → 4D	300?	30?
4D → 5D	350?	35?
5D → 6D	400?	40?

tual difficulty in assigning both a club grade and a (possibly different) tournament grade to any individual player. We call the tournament grade a player's rating.

#### 4 The Current BGA Grading System

The BGA already implements a rating system for Dan players. This assigns a dan grade on the basis of promotion points scored for each game as in the first table on page 13.

So for example if you beat someone your own strength, you gain 25 points; however if you lose this game, you lose 35 promotion points. The promotion points are accumulated after every tournament and if the total goes negative you start the next tournament at zero.

The basic promotion rules are centred around achieving and holding a defined limit for a specified number of games as in the second table on page 13.

This table is used by the BGA as a guide when considering someone for promotion, and other factors like the quality of one's opponents are also taken into account. The method could equally well be applied to kyu players. However it is not known at present what would constitute a realistic level of points or games required.

Dan grading is a *service* that the BGA provides for the go membership. The work of maintaining the promotion point totals is carried out by the BGA as is the decision when the promotion actually happens. This document advances the idea of a separate but complementary service tailored for kyu players.

#### 5 The Kyu Grading System

The kyu grading system will provide the basic information whereby players can realistically assign a rating for tournament purposes. After each tournament, ratings will be reviewed and published on the BGA web site. Twice yearly the ratings for ALL players will be published in the British Go Journal.

The ratings will be published as a decimal Kyu or Dan tournament rating and a Kyu rated player should enter the tournament at a grade equal to the tournament rating rounded down. In theory the system applies equally well to Dan players who can then be used to calibrate the system.

The published ratings are based on all tournaments presenting results in godraw format (and this is nearly all tournaments nowadays). It will include the following information outlined in the table below.

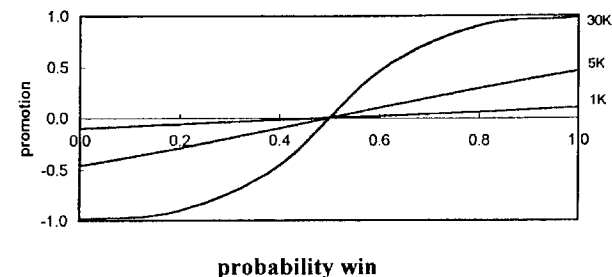
The statistics used for calculating the ratings cover a rolling window of about the last 30 games. This is enough to smooth out the fluctuations in performance and at the same time reflect genuine improvement in any individual. A rapidly improving player will keep getting a rating above their entry grade and will have a healthy promotion points account.

#### 6 Calculation of a Player's Rating

A player with a win probability of  $\frac{1}{2}$  is correctly rated and so is neither promoted or de-

moted. The question is: how to scale the win probability to provide a sensible promotion value. We follow the general idea of the promotion points system i.e. rapid changes near  $\frac{1}{2}$ , with more gradual changes at the extremes. It is generally accepted that this kind of scaling varies with grade: a deep kyu player winning all games should be promoted much more rapidly than a kyu player bordering on shodan.

We control inflation in the system by allowing the rate of promotion to decrease to zero



At the other end of the scale we inhibit demotion below 35.0K. The diagram above shows how the promotion scaling varies with grade. A rating system capable of providing the above information for British kyu players is now being designed along the lines discussed above. UK ratings will take into account the ratings produced by the EGF and now currently being posted on the BGA web site.

## Third Mind Sports Olympiad

*Olympia, London, August 21-29 1999*

### Preliminary Announcement

We are delighted to announce that the venue for the 3rd Mind Sports Olympiad will be the Conference Centre at Olympia, one of London's premier exhibition and conference sites.

The dates, as announced at the end of last year's event, are August 21st-29th. By extending the event to nine days we have made it possible to accommodate more players and to organize more tournaments.

We plan to have events for most games throughout the Olympiad. Typically, for each game, there will be some tournaments on the first weekend, then some 5-day events on the middle Monday-Friday (August 23-27) and finally some more tournaments on the final weekend. But every game will have its own requirements and at this stage we are still flexible in

our tournament planning. For example, we are organizing a very strong chess tournament with 9 rounds, extending throughout the Olympiad, in which players will be able to obtain norms towards international titles. This tournament is in addition to the quickplay and 5-minute chess tournaments which we have held in the past.

This year there will be a substantial prize fund. We will be dramatically upgrading our web site over the next few months. We are also opening a full time central London office on May 14th.

Further details will follow during May. In the meantime will all organisers please contact me with suggestions as to how they would like to see the tournaments for their particular game(s) to be scheduled.

*David Levy*

Player identification:	name and club.
Grade:	the grade at which the player enters the tournament.
Games played:	total number of games used to calculate the rating.
Wins:	total wins (including jigos) out of the games played.
Promotion points:	calculated as in the table (page 11, col. 2) using opponent rating.
Rating:	calculated from wins against stronger and weaker rated players.
Recommendation:	promotion or demotion based on rating and promotion points.



# Rich Men do not pick Quarrels

by T. Mark Hall

Playing on 7 March 1999 in round 2 at Cambridge, we had time limits of 1 hour each then 25 stones in 5 minutes. Komi was 6 points.

White: T. Mark Hall, 4-dan  
Black: Piers Shepperson, 5-dan

23: Although tenuki leaves White with a big move at the bottom Black does not want to push along the second line which might weaken the two Black stones to the right.

35: I was quite happy with the situation up to here; Black has no further development in the corner and the White group can be considered as thickness facing the centre.

38: I played this move because I did not feel that I had much to gain by replying to 37. I would rather see what Black would do in this area.

39: Too easy-going, allowing White to secure his side territory easily.

58: I played here thinking that Black had played atari on the first line; I only noticed that 57 was on the second line after placing my move. This could have been a fatal loss of sente...

59: but this lets me off the hook a little.

60: I can patch up the shape with this move and get sente back.

62: About as far as White can go here but it also tries to threaten the

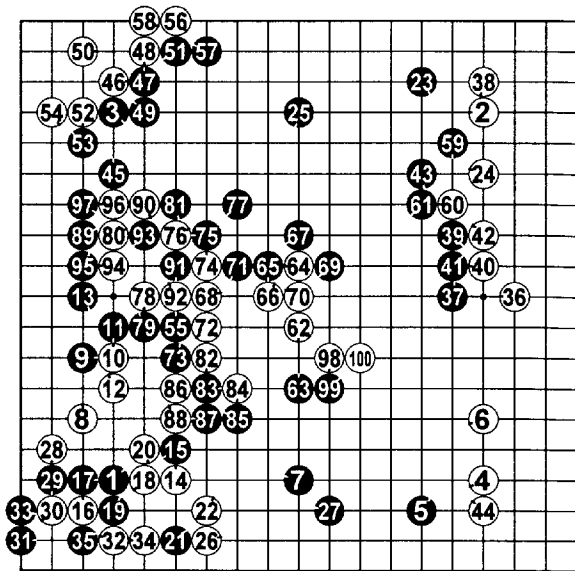


Figure 1 (1—100)

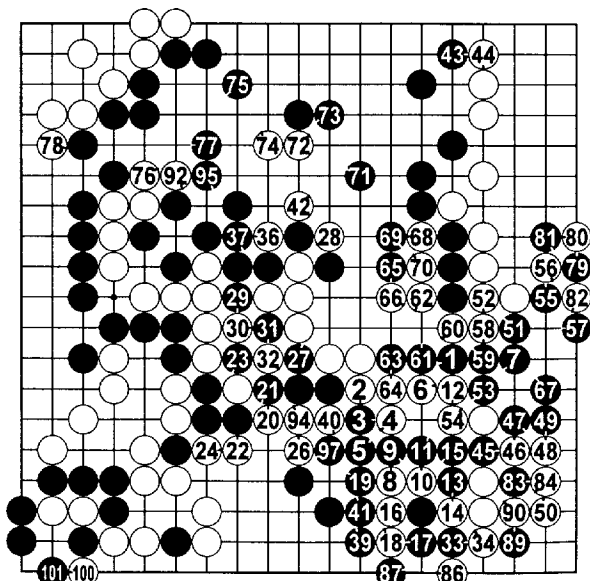


Figure 2 (101—202)

125 at 84, 135 at 131, 138 at 132, 185 at 179,  
188 at 182, 191 at 179, 193 at 131, 196 at 182,  
198 at 132, 199 at 179, 202 at 182

Black group at the bottom.

65: Definitely a Spanish Inquisition move!

115: When Black connects he is almost certainly trying to kill the central group but he has overreached himself.

119: Should be first at 121.

127: The ko looming up is obvious after 127 and I needed

a local ko threat and a way of protecting the cut.

140: It may seem perverse to answer the first threat here and ignore the second but the corner is alive and the capture of a stone in the centre is a good exchange for me.

180: There is a Japanese proverb that "Rich men do not

pick quarrels," and I think I am well ahead without fighting this ko. However, fighting spirit would not let me do anything else.

193: Black forgets which side has made the last ko threat!

202: White wins by resignation.

## Letter from Liu Yajie

Thanks to the BGA's invitation, I started my visit in Britain on November 8th 1998. The memorable visiting lasted three months, ended on February 7th 1999.

Before I came here, I got some information from people and magazines about go in Britain. So, I didn't expect to see go in this country was as popular as in China. But there were three things of British go really surprised me.

First is go tournaments. I had been to five tournaments, each of them had more than 80 people attending (except Youth Tournament), that's not a small number even in Chinese local go tournaments, and I was even more surprised when I knew that there was a tournament every week around the country. It seems go has a quite busy schedule here.

Second is all the players have reasonable grades. From 7 Dan to 20 Kyu or even 30 Kyu, you can get your own grade. I played about 170 games, seldom saw players' strength were much stronger or weaker than their grades which they told me (compared with other players). It's not easy to gave all the players reasonable grades, especially for kyu players, but BGA managed it. Last but touched me most was some people have been doing a lot of work for go for many years but never get paid. I was told that they do so only because they really like go, they hope

more people know this game and have opportunity to play, to enjoy go, and they are happy to do some work for this! No matter these people are strong player or not, for me, they have real professional spirit.

During the stay, according to the schedule which made by the president of BGA Mr Alex Rix, I did a series of visit to go clubs around the country. I stayed with 16 families of go players in different places. Because of my poor English and cultural difference, a lot of funny, interesting things happened. That's a very enjoyable experience for me. Lastly, I want to thank Alex and his wife Kay for their time and effort of arranging my visit and travel schedule, and for the four weeks wonderful time with their family.

And thanks to all the families and the people who entertained me, including David King (Swindon), David Woodnutt (Buckingham), Nick Wedd (Oxford), Steve Bailey (West Surrey), Paul Smith (Cambridge Youth), Paul Brennan (London), Bob Hitchens (Bath), Iain Atwell (Brakenhale), Michael Davis (Plymouth), Ralph Freeman (St Ives), Dave Ward (Cambridge Students), and Donald Macleod (Edinburgh).

Thanks also to Simon Bexfield for helping to keep me entertained in London.

Yajie

# Why do we make Bad Moves?

by Denis Feldmann

translated by Brian Timmins

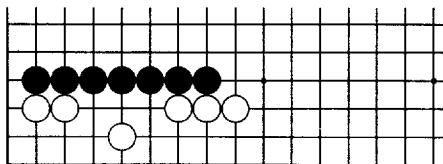
(first published in *Revue Française de Go*)

## Part 2: Bad Shape and Contact Plays

### Bad Shape

From a technical point of view there is plenty that could be said about bad shape: see for example the series in *Go World* issues 30 to 34. However, from a psychological point of view you should note:

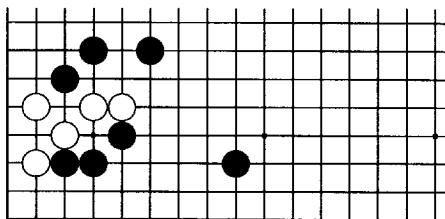
1) *The fear of being cut*, and its corollary, heavy shape. Oddly enough, the corresponding problem, that is, the player who cuts everything that is not a nobi (adding a stone along a line), is not met in the same person: we shall see that one of the general problems is the difficulty of judging the positions of the two camps impartially.



**Diagram 2**  
How can Black cut?

A more subtle outcome of this fault is the very frequent appearance of a blind spot; in Diagram 2 the tesuji (tsuke koshi, attaching at the waist of a knight's move) will only occur to you if you realise that the right move is beyond the obvious frontier. (*Solutions to diagrams on page 65.*) Examples at a higher level certainly show that this mental block persists, at least subconsciously:

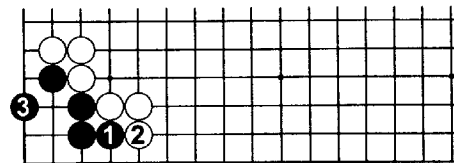
"I have never 'understood' this tesuji (Diagram 3). It surprises me just as much each time I am shown it." (Remark by F, our rash dan player.)



**Diagram 3**  
How can White move out efficiently?

2) *Scorn for lack of liberties* ("No problem, I've still got some left"— F). Everyone (or nearly everyone— see below) counts his liberties (and those of his opponent), but in general only to avoid immediate capture or, at a higher level, to see who will win a semeai. Aroutcheff\* observes that to count up to two without ever making a mistake is already quite an achievement, beyond which comes 'several'. The fact remains that it is never a matter of indifference to lose liberties, my favourite example being Diagram 4. Often the punishment is hard to

\* Pierre Aroutcheff is one of the historically important teachers of go in France, and the author of a wonderful general book, *Perfectionnement au jeu de Go: le travail des pierres*, which is the best book of its kind in a European language, surpassing even, in my opinion, Kageyama's *Lessons in the Fundamentals of Go*.



**Diagram 4**  
The exchange of 1 for 2 leads to damezumari. White to kill the corner.

find, and the player who gets away with it learns bad habits:

"It's mostly in the yose (probably through tiredness) that I begin to look for unusual combinations beginning with contact plays, and I realise too late that the liberty I have just taken off myself gives my opponent, not me, the chance to play one of those manoeuvres (a sacrifice, or cutting through a bamboo joint) that I am so fond of."

### Contact Plays

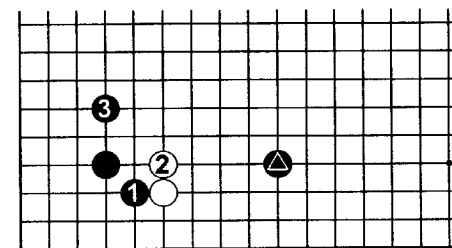
If nobody explained it, it's a fair bet that all players would assume that a contact play is an attacking move. It's a natural reflex (originating from physical combat?), it deprives one's opponent of one of his precious liberties (how many beginners notice that it also deprives the attacker of a liberty?) and it is the sort of play which sinks rapidly into confusion (and beginners easily mistake confused fighting for an attack).

In fact, if the two players make 'normal' moves then contact plays generally provoke consolidation of the two positions and consequently make the opponent's position more secure (so this is not an attack) and one's own more secure too (so this is often a technique for defence).

At this point the reader (and, alas, the majority of average players) will undoubtedly raise

two indignant objections: what about the kosumi-tsuke (diagonal attachment— see Diagram 5)? And what about pincers? In fact, the latter help to define an essential point: the contact play can be used to prepare an attack on *something else*. But the kosumi-tsuke...

One has to accept that reinforcement and making a group heavy are two concepts which are difficult to distinguish from one another. However, at the elementary level, the rule is simple: apart from the kosumi-tsuke, and only under 'classic' conditions, for example where there is a pincer stone, *never* play a contact move against something you want to attack. If the temptation is irresistible then first look at all the non-contact plays to see if there is one that is more suitable.



**Diagram 5**  
The kosumi-tsuke: the stone at  $\Delta$  is necessary

Even in defence, the contact play is awkward to use. There, the most common problem is the naivety of the average player: he only thinks about the direction of local play, whereas it is in the nature of the contact play to 'turn', to such an extent that one proverb says: "Play the contact move in the opposite direction from the one in which you want to go."

But in reality this highlights a problem with technique: lack of flexibility in defence, deriving from a further type of psychological error, fixations and inconsequential moves, which we will discuss in the next part.

# Two More Games from London

by Des Cann

Games provided for analysis  
by Fred Holroyd

London Open, Round 6  
Black: C. Malavisi, 3 kyu  
White: F. Holroyd, 2 kyu  
Komi: 6½

Black adopts an unconventional opening. I would recommend this to anyone who wants to become more flexible in their strategic thinking. Such openings are more difficult to play well but the player instigating such an opening will have prepared and so have a better idea of what is happening. It also immediately takes the game out of the joseki books which many might consider an advantage.

In the opening that Black uses what he most wants is a White group to attack, and failing that he should build on a large scale. White should counter by trying to build large corners and reducing the Black centre from the corners as and when he can, trying to avoid the need to invade.

12-19: A weakness is left at *A* so perhaps 19 should be at *B*. Alternatively instead of 17 Black can play 18, White 17, Black *C*, White *D* then 19. The sacrificed stone would still have some aji.

20: It is difficult to say what move is correct but this side already has a stable White group. I would play 92 or *E*.

24: Correct shape here is *F*.

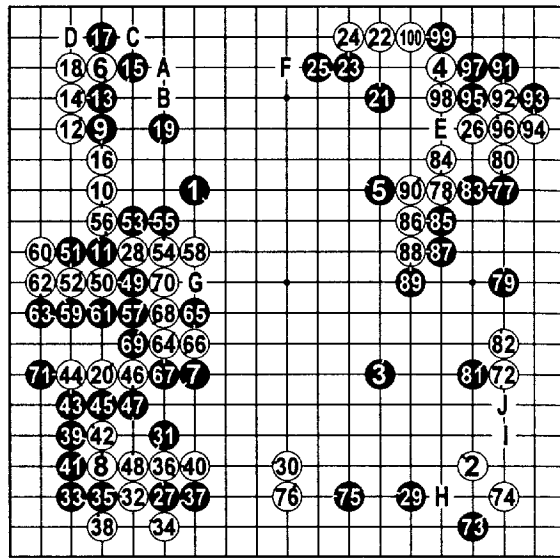


Figure 1 (1—100)

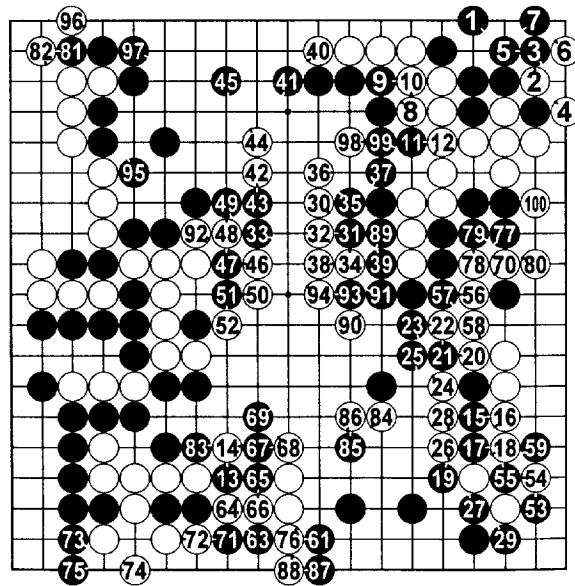


Figure 2 (101—200)  
160 at 74, 162 at 155

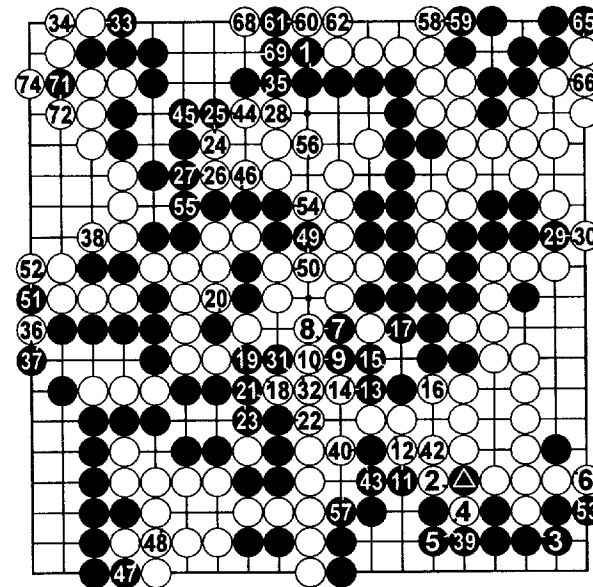


Figure 3 (201—275)  
241 at Δ, 263 at 236,  
Ko (Δ): 264, 267, 270, 273; 275 fills

29: Don't tenuki contact plays. If 30 is played at 49 the left side becomes a big problem for Black and White has a springboard to get into the centre.

30: Dangerous, this is just what Black needs, 3 and 7 can work to maximum advantage now.

33: Entering the corner is premature and compromises Black's entire strategy. It should be at 34. White will now get thickness negating the effect of the high black stones.

34: Natural and good.

44: Simply playing at 45 would be thick.

45: Now White is thin here.

46: Given 47 is sente this would be better as a kosumi at 69.

51-55: This is too slow for Black. Better is 53 immediately then connect at 56 leaving the White group below cut off without two eyes yet and the centre stones in wait. If White allows a ponnuki instead that is also OK.

56: Simple and good would be 70 leaving White thick and the Black group below does not yet have two eyes. Note this sequence varies from the one

in the last comment both because White has an extra move at 52 and Black has not yet cut at 58. The difference is the two slow moves at 51 and 55.

58: White could hold on to everything by playing 61 but Black would become thick by sacrificing 49 and 57. However 58 would help the fight more at *G* or 68.

60: Must push at 61 to spoil Black's shape.

62: Better to capture; the extra liberty for the centre stones may prevent a squeeze later.

63: This captures the white stones below. Despite that White has the advantage in the game because he now has centre thickness and sente.

72: Now that 30 is strong it would be natural to make 29 heavy by playing at *H*.

73-75: Natural but Black could also consider entering at the 3-3 point which is very common against this White formation.

78: At 96 would be sufficient.

81-82: This exchange solidifies the White group which had a potential weakness at *I* and also weakens the Black group on the right side.

85-90: Hurts 5 badly; Black should just stabilise his group by jumping from 79 or by sacrificing two stones starting with *J*. The last of the centre stones has now been negated and this is the lowest point of the game for Black. He is maybe 30 points behind.

91-108: White gets outplayed here. Given he does not want to fight a ko he should answer 93 at 97. Nevertheless White is still more than fifteen points ahead.

40-41: Wrong direction. Should cut in sente at 89, peep at 98 then attack from above, maybe at *A* in Figure 1.

52: White has nothing to worry about after this.

53: Big.

62: The dust settles from the ko with White still fifteen plus points ahead.

81: Thin...

87-89: If White plays 89 at 98 he captures the group but with a safe win there is no need.

96: Thank you move; 97 resolves the bad aji. The rest of the game is uneventful. White wins by 23½ points.

### Round 7

Black: F. Holroyd, 2 kyu

White: D. Nola, 3 kyu

Komi: 6½

8: It would be natural to play at 47.

9: Similarly it would be natural to play 45 expecting a one point jump reply before playing 9.

11-13: Good; the white stones are separated.

14: Must now play 47 to stabilise one group. This 14 encourages Black to separate the groups with *A* and 6 & 14 will be too close to strength.

15: *A* is the urgent point.

16-21: This allows the Black group to become stable too easily leaves 8 in a poor spot and the White thickness is negated by 9. *B* may be best but locally playing 16 at *C* would have allowed 20 to be at *D*. This would leave the Black group undercut and the *C* stone would be strong negating the effectiveness of 9.

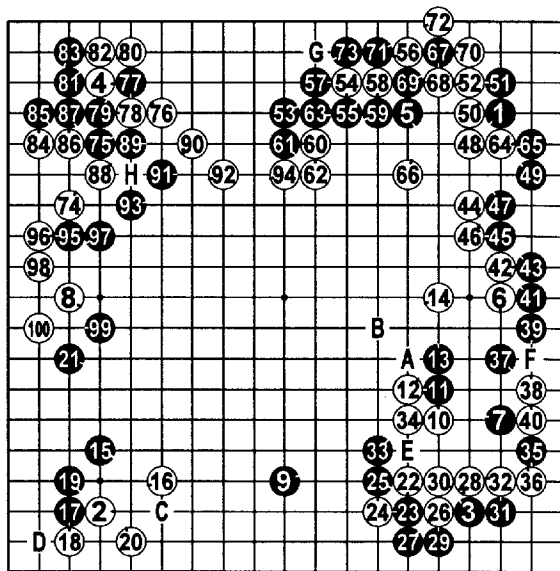


Figure 1 (1—100)

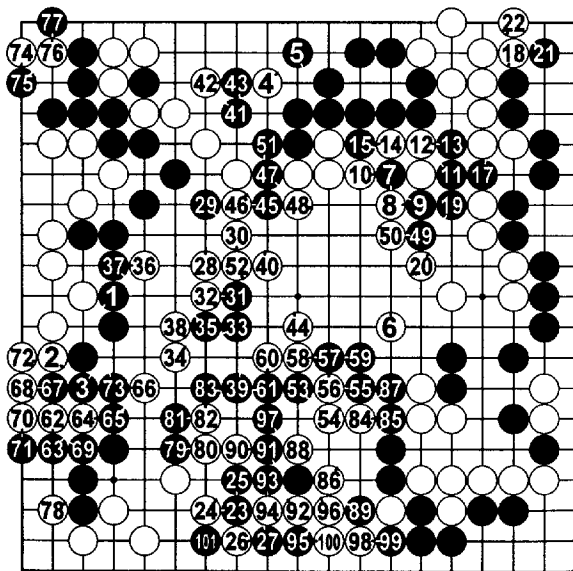


Figure 2 (101—201)  
116 at 107

22: The left side has become urgent but this is the right idea if we just consider 10 & 12...

23: Don't play contact plays to attack. 28 instead would be solid, leaving little aji for White to work with.

28: Standing up at *E* would threaten both the ladder and 29.

32: Too slow and solid. I suggest Diagram 1. If Black then plays *A* taking gote that is sufficient for White. If Black plays 2 at *B* then White 5 at *C* will exploit the shortage of liberties.

35-36: An exchange like this is nearly always wrong as it loses territory. Here the loss is particularly large because of the aji of 24. It also loses the aji of threatening to connect with 40 instead.

38 Overplay, should just play in the centre and have Black live small. Should be at *F* taking a liberty, White 38 can then only connect under 35 and at the cost of giving Black many kika-shi.

40: Captures 35 giving eye shape. There is now some pressure on the Black group.

42: Correct shape is 45.

44: Correct shape is 47.

47: The Black group now has eyes, White has been too soft.

49: Should be at 50. Once a group has eyes it is no longer urgent to connect. It would also be dangerous for White to separate in gote. The whole White group could come under attack. If Black does want to connect, the move would be 64.

50: Big; White is right back in the game.

54-58: Too submissive. White should probably use his new found

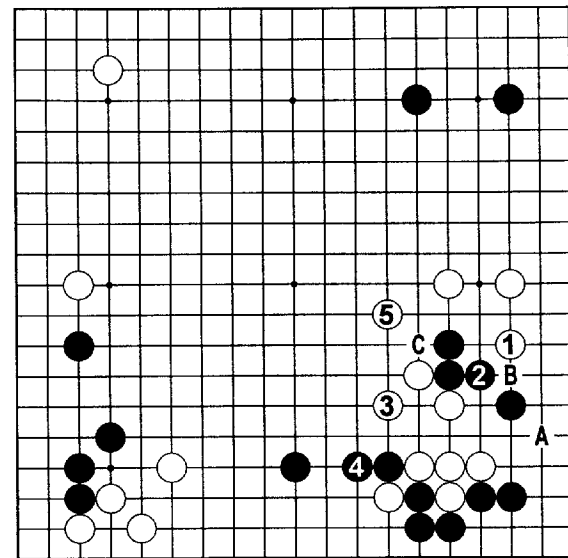


Diagram 1

strength to play 54 at 55.

62: Heavy; *G* would be a better answer to 61.

67-73: Leaves Black over concentrated, both 68 & 69 should probably be at 70.

80: Must be at 81.

83: Better to make shape with 85.

88-90: Lets Black off the hook, Black has only one eye in the corner. 88 at *H* would kill.

94: Too slow, allows Black the chance to stabilise his weak group.

99: Good.

100: Slow again, must push at least once at 101 to create a defect.

101: Black is now ahead in territory and thickness.

31-35: Somewhat heavy. However for forty moves or so Black plays strongly increasing the lead until...

80: If at 81 I do not see how the large Black group will live. With hindsight Black should have played 63 at 66.

83: Black connects everything.

84-101: In a professional game this would be described as setting the scene for resignation but...

102: White loses on time.



# Youth Grand Prix 1999

by Paul Smith

The Youth Grand Prix is a competition which runs throughout the year. All go players aged under-18 can score points in it by entering tournaments and winning games. Each go tournament has a points value, and usually you score 40% of the points just for entering the tournament. How much of the other 60% you score depends on how many games you win.

In addition to ordinary weekend tournaments, each school or junior go club is allowed to run one internal competition which counts towards the Grand Prix.

The table below shows the top Grand Prix scores as at the beginning of April, just before the British Open. Brakenhale players are in 10 of the top 14 places, with Shawn Hearn 40 points clear at the top. Among those from other parts of the country the top scorers so far are Ian McAnally in second place and Tom Blockley who is fourth.

1. Shawn Hearn Brakenhale	492
2. Ian McAnally Manchester	452
3. Nicola Hurden Brakenhale	448
4. Tom Blockley Worcester	390
5. Francis Weaver Brakenhale	376
6. Lucie Elliott Brakenhale	356
7. Daniel Calvello Brakenhale	332
8=. Nicholas Calvello Brakenhale	316
Theo Elliott Brakenhale	316
10. Luise Wolf London	282
11=. William Brooks Cambridge	256
Elizabeth Wayte Brakenhale	256
13. Aaron Dixson Brakenhale	252
14. Darren Fairbrother Brakenhale	236
15. Ben Morris Cambridge	232
16=. Paul Blockley Worcester	228
Alistair Brooks Swindon	228

18. Samantha Hughes Brakenhale 212
19. Emma-Jayne Fairbrother B'hale 208
20. Philip Tedder Epsom Downs 188

● *Correction to British Youth Championships, BGJ 114, page 51: the photographs were not taken by Paul Smith but by Andrea Smith.*

## AGM Report

*based on the minutes of the meeting held at Abingdon School, 10/04/99*

Toby Manning asked for and got clarification about the BGA to BGA Books Ltd agreement. Harry Fearnley asked about the proxy voting proposal which it had been decided would not be carried forward.

Alex Rix, President, reported that membership appeared to be growing. He mentioned Kath Timmins's efforts, the web pages, the enquiry line and the BGA booklet as reasons. Finances were still good despite purchasing new computers and more book stock, such as *Teach Yourself Go* by Charles Matthews. Proposed Life Membership and Friends of Go Schemes would improve these further.

He thanked Paul Smith for his work on the BGA Development Plan and also with schools. He mentioned the new Government proposals to make Chess a sport, encouraging members to write to their MPs on this subject.

He extended thanks to Brian Timmins for the Go Journal, Eddie Smithers for the Newsletter, Matthew Macfadyen for his courses, Kirsty Healey for Pair Go and women's initiatives, Nick Wedd for the web site, Charles Matthews for Publicity (especially at the Computer Go), to the council and other officers.

He talked about the relations with Hitachi, said that Publicity help was now required, and

that Charles's book created opportunities in shops and libraries. He encouraged those present to complete a questionnaire on the Championship Rules.

Highlight of the year was the visit of Liu Yajie, who returned to China tired but happy after seeing a third of the BGA members and travelling as far as Plymouth and Edinburgh. She has offered to arrange exchange visits to Guillin.

Events to look forward to in 2001 were the European in Dublin and the Japan 2001 festival. After seven and a half years Alex announced he was standing down as President. He said he had got a lot out of that period and thanked all who had worked with him over that time to leave the BGA financially strong and well positioned.

Tony Atkins, Secretary, explained that Council met six times, as usual, with an attendance record of 38/48.

Kathleen Timmins, Membership Secretary, circulated her report that showed growth in the April figures. Most new enquiries were coming via the internet. The meeting asked if there was a membership target, such as getting back to the mid-70's level of over 1000. Also more information on starting clubs was requested. Kathleen stated that the formation of clubs seemed to be a random process and not based on the number of players in an area.

T. Mark Hall's Treasurer's Report and accounts were circulated. He commented that he was now circulating monthly balances and statements around Council by e-mail. Harry Fearnley requested that the accounts be available for inspection before the Congress.

Toby Manning as auditor reported that the BGA broke even and was well funded. However there was a discrepancy in the accounting of memberships received, probably caused by incorrect recording or year-end effects. Also it was spotted there were some errors in the printed accounts. The meeting voted to accept the accounts, provided the errors and discrepan-

cies were corrected and accepted by the auditor. Harry Fearnley asked about cash balances and reserves. In reply it was stated larger reserves were needed to consider taking on more ambitious projects in the future.

Gerry Mills commented on behalf of BGA Books that he tries to attend as many events as possible as it is important for members to actually see the books on offer. Bob Bagot asked about the future of the role as Gerry said he did about 400 hours a year and would be hard to replace.

None of the positions was contested. Simon Goss joined the Council and Alison Jones was welcomed as new President.

It was proposed to raise subscriptions to: UK £12, Europe £14, World and Family £17. Concessions £5 (no change).

It was proposed to allow life membership based on 20 times the annual rate. There was no agreement on this. The interest would not cover the loss of income and this placed large obligations on the BGA for the future. The motion was rejected.

The view of the meeting was that travel bursaries should not be an automatic right. Francis Roads suggested the Friends of Go scheme could provide the grants, however it was not clear if the scheme should be run on a single fund basis or whether money should be collected for specific purposes.

Geoff Kaniuk circulated a report (see *Ranking System*, page 12) with graphs to illustrate the problem at 1 kyu and 2 kyu. He stated more analysis should be done, but he will produce a program to provide tournament grades to be used along side a player's club grade.

A vote of thanks was raised by Toby Manning for Steve Bailey for running the congress, and Alex Rix for his time as President.



# A Bluffer's Guide to the 4-4 Point

by Tim Hunt

## Part 1

This article was inspired by Odin Maxwell asking a question on the newsgroup rec.games.go about how to follow up a play on the 4-4 point. In response I wrote the first draft of this article which failed to answer his specific question but instead turned into quite a useful description of what can happen after a play on the 4-4 point. People were kind enough to say that they liked it and so I decided to preserve it.

It is not intended to be in any way definitive or complete. My aim is to present a representative survey of the options available. I have tried to explain what the various moves are good for. I have made no attempt to discuss the options which involve tricky tactical fighting, I merely warn you of some of the places where these tricky variations can arise.

I suppose that this article is aimed at players from about 20 to 10 kyu. This is a rather vague indication. Perhaps it is better to say that I hope that less experienced players will find this a useful introduction to some of the options available. I also hope that slightly stronger players will find this article a useful reminder of the range of the options available.

### Why play on the 4-4 point?

In a normal game of go the first move in an empty corner will almost always be played on one of the points marked in Diagram 1.

This article is about what happens when the first move is played at *A* in this diagram,

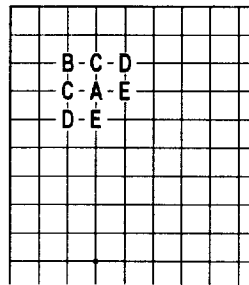


Diagram 1

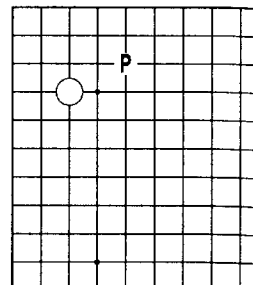


Diagram 2

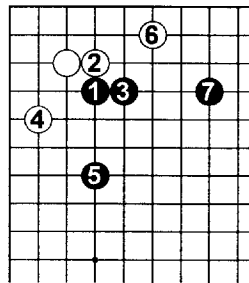


Diagram 3

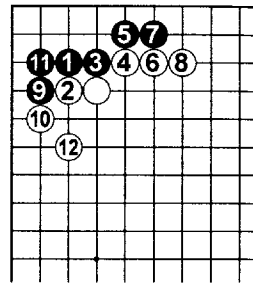


Diagram 4

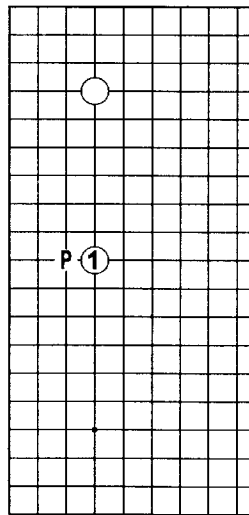


Diagram 5

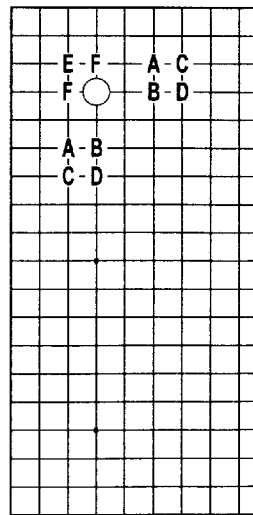


Diagram 6

the 4-4 or star point. Before considering what happens next it is probably a good idea to discuss what the ideas behind this move are, and how it compares with the other possible plays shown.

The first distinction we can make between corner plays is whether they are symmetrical or not. Moves on the 4-4 point (*A*) and the 3-3 point (*B*) are symmetrical. The others are not. It is generally the case that following a symmetrical move, playing again in the corner is not a very big move. On the other hand following a non-symmetrical move, a move by the other player to get a share of the corner, or another move by the same player to fully secure the corner, are excellent moves that you should be in a hurry to play.

For example, *P* in Diagram 2 is an excellent move for both players. I do not claim that a follow-up move is or is not important because the move is not or is symmetrical. It is possibly just coincidence, but the rule is true in general anyway.

It may seem to be inefficient to have to play two moves to secure one corner, or to play one move in a corner that does not fully secure that corner. This is emphatically not true. However it is often said that the symmetrical moves lead to a quick development. You can play them and leave them

alone, moving on to big points on the edge or approaching your opponent's positions after only a few moves.

The other important characteristic about the corner moves is their distance from the corner. If you play on the 3-3 point then you are almost certain to end up with the corner territory. However it is quite difficult to expand on a large scale because the opponent can hit you on the head as in Diagram 3.

The 3-4 point is just a little bit looser. The opponent has ways of taking away half the corner, but with a few more moves you can start to expand on a grand scale. However a more likely outcome is that the opponent will approach your corner, then you pincer and a fight breaks out.

The big difference comes when you move out to the 4-4 point. Now you are no longer staking such a strong claim on the corner. Instead you are declaring your intention to go after large frameworks and influence. You are (possibly) giving up short term territorial gains for strength and flexibility. Grubbing around for profit can wait for the middle and end games.

This territorial weakness of the 4-4 point is most forcibly demonstrated by the 3-3 invasion in Diagram 4. White has not only 'lost' the corner terri-

tory, but Black has gained almost 10 points. Moreover Black has done this in sente. On the other hand White was originally more interested in influence than in territory so this might be just what White wanted. There is no efficient way for White to prevent this invasion. Instead White should develop the 4-4 point stone on a large scale with a move like 1 or *P* in Diagram 5 (which of these is better depends on the situation on the rest of the board).

If Black invades now, and the invasion proceeds as in the last diagram, then this white stone will turn out to be an excellent extension from White's wall. This is an important idea in go. If you cannot stop your opponent from doing something then you may at least be able to change the position so that when you opponent does it you can get a good result.

The remaining moves, at *E* in Diagram 1, are even further from the corner. The 3-3 invasion is also possible against them, as are other moves, but I don't want to go into that now.

*If my opponent plays on the 4-4 point, what should I do next?*

With a stone on the star point there are basically six ways to approach it (see Diagram 6).

Other things being equal *A* is the best. Even if other things

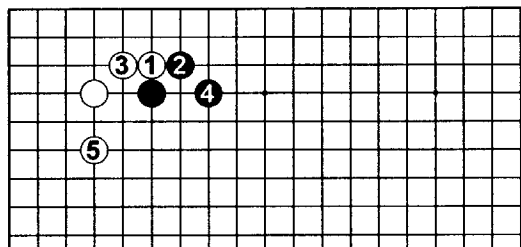


Diagram 7

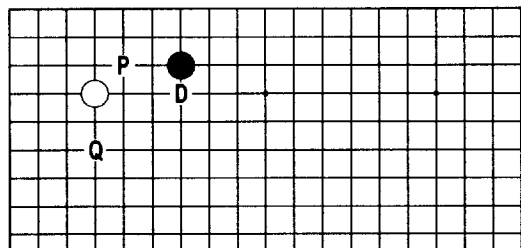


Diagram 8

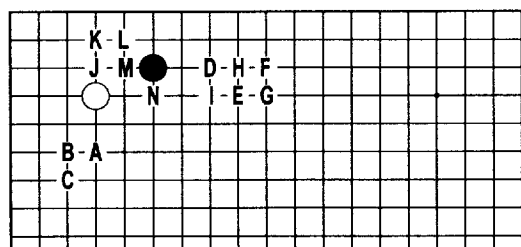


Diagram 9

aren't equal *A* is still probably the best. *B*, *C* and *D* are like *A* but should be reserved for special occasions. *E* and *F* are invasions which you use when you are more interested in the corner than the outside. We saw *E* in the last section. *F* is more complicated. Indeed even

professionals have failed to choose the right follow-ups. *B* should be used on occasions when the centre is definitely more important than the edge. The big disadvantage is that the opponent can take a big corner, as shown in Diagram 7.

So you had better know what you are doing.

The moves *C* and *D* in Diagram 6 do not have a great effect on the corner. After *C*, the diagonal move at *P* and the one point jump to *Q* in Diagram 8 are good answers. White can also tenuki. After White *Q* Black will probably tenuki. These moves are mostly played when they are part of a Black extension along the side, and to play any closer to the corner would be inviting trouble.

*When my opponent approaches with the knight's move, what should I do next?*

This is where the story really starts. Once Black has played the knight's move approach there are plenty of reasonable replies, as Diagram 9 indicates. But don't worry, if in doubt play *A*. In fact it is almost true to say it would never be a serious mistake to play *A*.

Perhaps I should clarify what I mean by that last sentence. If you think that the one point jump to *A* is boring and you always insist on trying to find something better then you are deluded. Such moves don't exist and you will just get into bad positions. On the other hand if you always just blindly play *A* then you will be missing opportunities where you could have gained that little extra bit of advantage.



## Friends of Go

by Alex Rix

In recent years we have sought to raise the membership fee to cover our basic expenses and to support some promotional activity. In discussion with the Council and the general membership, Paul Smith has proposed a development plan that has been adopted by the Council but many of the ideas require money as well as volunteers.

We recognise that there is a balance between providing good value for money and being ambitious in promoting Go and therefore we are introducing a *Friends of Go* scheme to encourage those who feel able to contribute more each year to the BGA to support greater promotion of go. The patrons, unless they wish to remain anonymous, will be acknowledged in each issue of the journal. The various levels of support are set initially as follows:

- Gold supporter £75 or more p.a.
- Silver supporter £40 to £75 p.a.
- Bronze supporter £20 to £40 p.a.

The levels of support are linked to the basic membership fee and will be increased as the membership fee increases. This is all very American, and is indeed shamelessly copied from the AGA, and may cause amusement but if it results in the BGA having more resources to carry out worthwhile projects then I think it deserves your support. Described below are some projects that would benefit from funding. We intend to report at intervals on progress and on new ideas to show how money is being applied.

The BGA has already supported with some private help the development of Charles Matthews' book "Teach Yourself Go". One idea is to subsidise the placing of this book in public libraries. Another is to develop go material for children by translating and publishing existing Chinese, Korean or Japanese books.

Starter sets for juniors are always useful to have in plentiful numbers and now that we have a suitable set (9 by 9 at least) we wish to make them freely available. Schools sometimes ask for our help in starting clubs e.g. in buying robust 19 by 19 boards and stones. We currently have a youth budget of £200 administered by Paul Smith but ideally we could devote a lot more to this area.

The visit by Liu Yajie has been very interesting for many members and also for her teaching methods. We would like to encourage those who wish to teach children to play go e.g. by subsidising or even paying all their costs. We would also like to be able to support more professional visits like that by Yajie. There is an open invitation for BGA members to stay at Guilin (Yajie's home town and a very picturesque part of China) for free as long as we reciprocate, which is likely to be expensive but would be very good for British go at the time of a strong tournament or if linked to publicity.

The women go players already organise training sessions with Europe's strongest player, Guo Juan, on a regular basis. A similar session for strong players is being organised. The BGA already supports such events but would like to help more to promote the playing ability of our top players and our juniors, something which has been effective in developing chess, for example.

We would like to develop our promotional material e.g. posters, displays and leaflets and to encourage all members to make free use of them to develop go. Creating a professional image with the press can itself incur some expenditure but is worthwhile as shown by the interest in the Ing computer go event where Charles Matthews developed a professional press pack.

Finally, there is the longer term idea of resurrecting a permanent go centre in this country like the old London go centre or the current European go cultural centre. Most members be-

lieve that this is wishful thinking but finance (as well as who would run it) is one of the major issues here. I am convinced that if we work towards this goal positively then something will happen.

I read with interest that MPs are pressing Tony Banks to recognise chess as a sport so it can receive more funding. Chess has already failed to win lottery money. Promoting the image of go in a similar manner is clearly beyond our capability at the moment but having more money should broaden our horizons. For example, we could subsidise the development of go software and try to get software included in the free handouts for children in the Sunday papers, which has previously been rejected on financial grounds. We could also make available electronic versions of professional game records on CD ROM.

If members have ideas as to how to promote go or wish to help in this area please feel free to make yourself and/or your ideas known.

## British Championship System

by Alex Rix

The BGA Council is currently trying to tune the British Championship system to produce as fair a system as is realistically possible. This tuning has been under way for a couple of years now. Previous changes have been the abolition of automatic qualification places at British tournaments, the replacement of the all-play-all system for the second stage into a larger tournament and the automatic qualification for the second stage for players of 5-dan and above. Last year the length of the stages was reversed to give a two day first stage and a three day second stage. A description of this year's system follows.

The 1999 Candidates' Tournament will be held at the Daiwa Foundation in London on

13th and 14th March. Entry is by invitation to dan players and selected kyu players, provided the player holds or is eligible for a British passport, or has lived in Britain for five years (without six months away). Occasionally players may be included or excluded incorrectly under the five year rule, so please contact the BGA if you think an error might occur. Under the new rules, posted in full on the BGA web site, the top four players will be entitled to go forward from this stage to the second, the Challenger's League. This year, for the first time, five will be selected from the British Open and two more will be chosen based on Stacey points (points awarded for wins above the McMahon Bar in a year's tournaments). All players five-dan and above and the top 12 League places from last year automatically qualify for the second stage. Any further places or reserves will be taken from the Candidates' Tournament. The system is intended to produce the strongest possible Challenger's League of 24 players. This tournament is being held this year in the Nippon Club in London during the May Day Holiday weekend. The winner of it will be selected to challenge Matthew Macfadyen for this year's British Championship, in a best of five match as usual.

The size of the Challenger's League is such that the final ordering cannot be as precise as that which is obtained from a smaller all-play-all League but it does ensure that the strongest players are represented and gives everyone a chance to play them. We recognise that many members have opinions on the Championship system and therefore a questionnaire will be circulated amongst players attending tournaments this spring and published in the journal. The results will be taken into account in any future fine tuning of the system. If you miss the questionnaire and wish to contribute to the debate, then please contact Alex Rix (written comments would be appreciated).

## Letters

Pauline Bailey writes:

Listening to much that has been said about improving your grade, and watching what regularly happens at tournaments— many friendly games are played with animated discussions about almost every move, but these are all between the stronger players and though the weaker grades play friendlies their discussions are less meaningful and instructive— I wonder if a system of tuition could be set up helpful to weaker players lacking the opportunity to play many games outside tournaments. It would need a list of stronger players willing to spend half an hour or so with one weaker player to offer a game discussing the moves— to teach rather than win.

From my own experience I have received help from stronger players but only by asking for it, and it seems an imposition to ask regularly.

Adopt a weaker player and take pleasure from seeing them improve.

Peter Zandveld writes:

In the Netherlands go is recognized as a sport. This means considerable government and other support. We get for example NLG 500 for the support of each club, a few top players get about NLG 2000 for participating in the European championship, and we even get support for the secretary of the EGF. Total support exceeds membership fees, I think.

Next step is getting go recognized as an Olympic sport. This means there have to be at least 60 national organisations. At that point our top players could get a kind of government grant. This means that it is clearly in the Dutch Go Association's interest that go in all countries of the world should get a higher official status.

## Youth Go Clubs

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

**Brakenhale School (Bracknell):** France Ellul, 35 Sunny Croft, Downley, High Wycombe, HP13 5UQ. 01494 452047

**Cambridge Juniors:** Paul Smith, 2 Townsend Close, Milton, Cambridge, CB4 6DN. 01223 563932 (h), 01908 844469 (w). paul@mpaul.cix.co.uk

**The Dragon School:** Jonathan Reece, The Dragon School, Woodstock, Oxford. 01869 331515 (h), jon.reece@zetnet.co.uk

**Eveline Lowe Primary School (SE1):** Charles O'Neill-McAleenan, Flat 23, Walker House, Odessa St, Rotherhithe, London, SE16 1HD. 0171 2520945

**Fitzharry's School (Abingdon):** Nick Wedd, 37 North Hinksey Village, Oxford, OX2 0NA. 01865 247403 (h)

**Hazel Grove High School:** John Kilmartin, Hazel Grove High School, Jackson's Lane, Hazel Grove, Stockport, SK6 8JR; tel 01663 762433 (home)

**St Ives School:** Ms Alex Maund, St Ives School, Higher Treganna, St Ives, Cornwall, TR26 2BB. 01736 788914 (h). alex@st-ives.cornwall.sch.uk

**St Ninian's High School:** Steve Watt, St Ninian's High School, Douglas, Isle of Man

**St Paul's School (Cambridge):** Charles Matthews, 60 Glisson Road, Cambridge, CB1 2HF. 01223 350096 (h). charles@sabaki.demon.co.uk

**Stowe School:** Alex Eve, Chackmore Lodge, Main St, Chackmore, Buckingham, MK18 5JF. 01280 812 979; fax 0870 164 0668. alex@figleaf.demon.co.uk

**Whitehaven School:** Cleator Moor Road, Hensingham, Whitehaven, Cumbria. Keith Hudson. 01946 810573, keith.jill@lineone.net

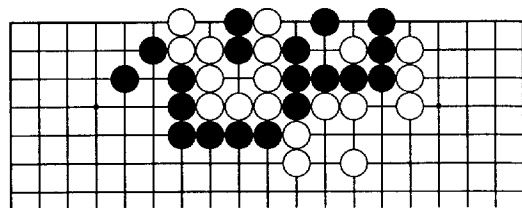


# Counting Liberties: Problems

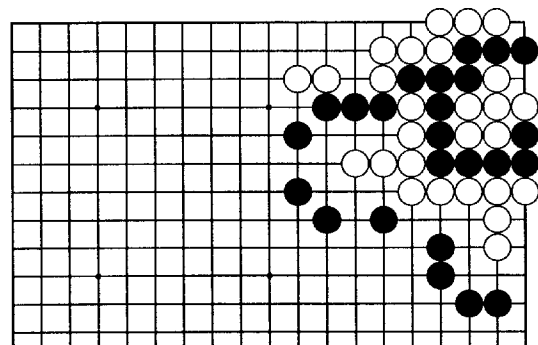
by Richard Hunter  
hunter@gol.com

Here are some problems to test your understanding of capturing races. They focus on the concepts presented in previous parts of this series to see if you have understood the principles related to the different types of fights and techniques for capturing groups. I have avoided repeating problems that are given in popular English go books. A truly methodical coverage of the subject would work through various tesuji for increasing your own liberties and decreasing your opponent's liberties. However, these are well covered in books that should be on every go-player's bookshelf. I particularly recommend the four volumes of *Graded Go Problems*. Even dan-players should not spurn volume one. Buy it and solve all the problems. Then try and do each one in under ten seconds, then under five seconds. Unless the nature of such problems is instantly apparent to you, you won't be able to read deeper sequences. Finally, pass the book on to your club or a beginner that you have taught. Other essential reads are James Davies's *Tesuji* and *Life & Death* as well as the *Get Strong* books on the same topics.

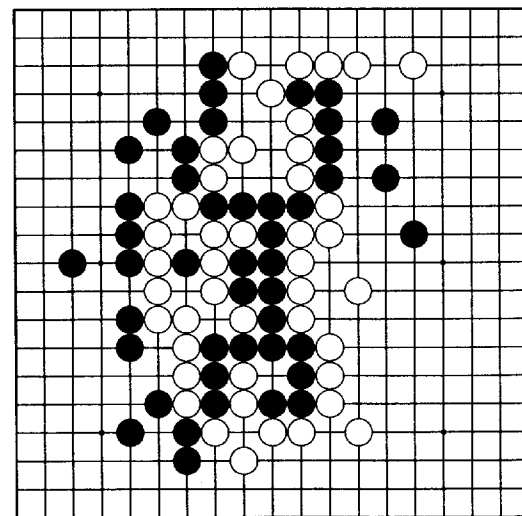
**Problems 1-8:** All are Black to play, but you should also consider the status of the fight and where White should play if it is his turn. The idea is to read a few moves ahead until you reach a straightforward position where the type of fight is fixed and it's easy to count the liberties. Answers on page 36.



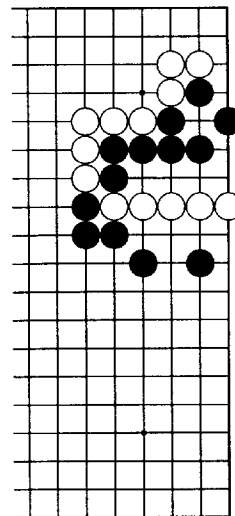
Problem 1



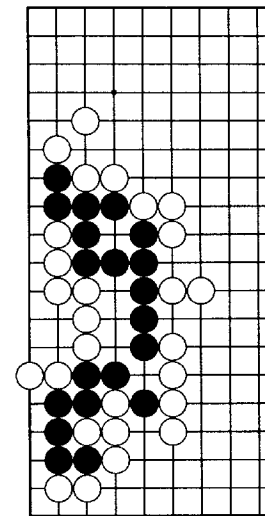
Problem 2



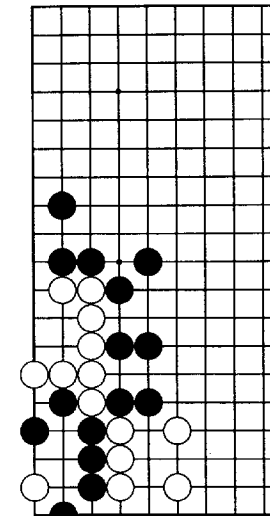
Problem 3



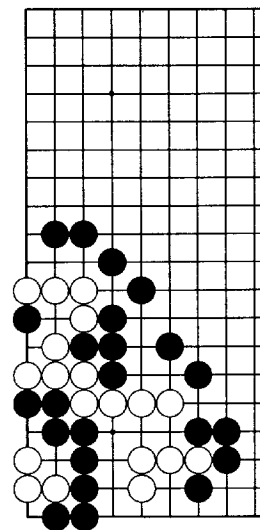
Problem 4



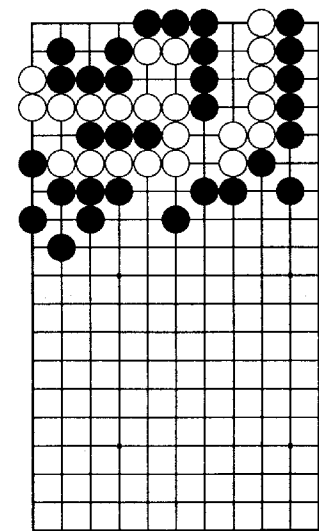
Problem 5



Problem 6



Problem 7



Problem 8

Answers on page 36

**British Go Association**

\* Indicates new information

School clubs are listed separately

**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 Ct, 70 Trafalgar Rd, Moseley, Birmingham B13 8BU. 0121-4494181. Meets various places.

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

**Bournemouth:** Neil Cleverly, 6 Swift Close, Creekmoor, Poole, Dorset, BH17 7UZ. 01202-659653. Meets at 24 Cowper Rd, Moordown, Tues 8pm.

\* **Bracknell:** Clive Hendrie, ICL, Lovelace Rd, Bracknell RG12 4SN 01344475741. Meets at Duke's Head, Wokingham, Tues 8pm.

**Bradford:** Kunio Kashiwagi, Danehurst, Hurst Road, Hebden Bridge, W. Yorks HX7 8HU. Meets at Prune Park Tavern, Thornton, Wed 7pm.

**Brighton:** Steve Newport, 70 Northcourt Rd, Worthing BN14 7DT. 01903-237767. Meets at The Queen's Head (opposite Brighton Station), Tues 8pm.

**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.

**Cambridge Chess & Go Club:** Paul Smith, 2 Townsend Close, Milton, Cambridge CB4 6DN. 01223 563932. Meets Victoria Road Community Centre, Victoria

**Club List**

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 7-8.30pm; Alexandra Arms, Mon 7.30pm.

**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.

**Dundee:** Bruce Primrose, 01382-669564. Meets weekly.

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

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

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

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

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

**June 1999**

**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.

**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 Thurs from 7.45pm at Richard Thompson's house. For details ring Eddie, or ring Richard on 0116-2761287.

**LONDON**

**Central London:** Geoff Kaniuk, 35 Clonmore St, London, SW18 5EU. 0181-8747362. Meets in Daiwa Foundation, Japan House, 13-14 Cornwall Tce, NW1, Sat 2pm. Please press doorbell marked 'Go' and wait 3 minutes.

**Docklands:** Mark Graves, 0171-888-1306 (work).

**June 1999**

**Nippon Club:** K. Tanaka, 8 Dovercourt Rd, SE22 8UW. 0181-6937782. Meets in Samuel House, 6 St Albans St, SW1. (near Piccadilly Circus tube station) Fri 6pm-10.30pm.

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

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

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

**Wanstead & East London:** Jeremy Hawdon, 22 West Grove, Woodford Green, Essex IG8 7NS. 0181-5056547. 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.

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

**Club List**

**Norwich:** Meets last Wednesday of each month. Tony Lyall, 01603-613698.

**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:** Henry Segerman, St John's College. Meets in Besse 1.1, St Edmund Hall (term only) Wed 7.30-10pm.

**Plymouth:** Michael Davis, 3 Chedworth Street, North Hill, Plymouth, PL4 8NT. 01752-217431. Meets at the Caffeine Club, Tues from 8pm and most Sats pm.

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

\* **Reading:** Jim Clare, 32-28 Granville Rd, Reading RG30 3QE. 01189-507319 (h), 01344-472972 (w). Meets at 37 Helmsdale Close, Reading, Thurs 18.30.

**Shrewsbury:** Brian Timmins, The Hollies, Wollerton, Market Drayton, Shrops TF9 3LY. 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**

**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.

**Twickenham:** Neil Hankey, 432 Staines Road, Twickenham TW2 5JD. 0181 894 1066 (home), 0181 954 2311 (work). Meets Sunday evenings

**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>

## Counting Liberties:

### Answers to Problems

**Problem 1:** Black should tenuki. This doesn't really need an answer diagram. If you read the earlier parts of this series, this problem should be easy. White is the favourite because he has a big eye (four-point eye) while Black has a small eye (three-point eye). So White counts the inside liberty while Black doesn't. White has one outside liberty, three liberties in his eye (5-2), and one inside liberty, making a total of five. Black has two outside liberties and two liberties in his eye (3-1), making a total of four. Since White is ahead 5:4, the position is settled. Black is unconditionally dead. Both sides should play elsewhere. Even if Black plays first, White wins.

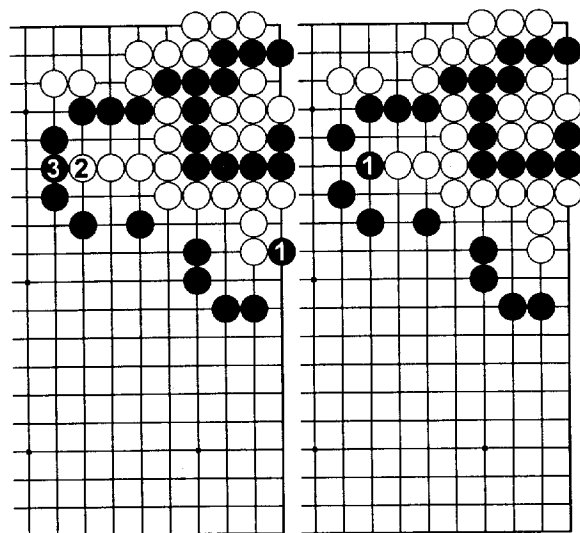


Diagram 2a

Diagram 2b

**Problem 2:** White has 12 liberties. Black's seven-point eye is worth 11 liberties (17-6). Black also has one outside liberty, so Black has a total of 12 liberties. The liberty counts are equal, so as you would expect the position is unsettled and whoever plays first can win; seki is not possible. However, be careful. Black 1 in Diagram 2a might look like a good liberty to fill first, since it stops White from making an eye there. Making an eye though is completely worthless for White since there are no inside liberties, and even if there were any, they would all belong to Black because he has a big eye. If we count the liberties again after Black 3 in Diagram 2a, we find it's 12:12 with White to play, so

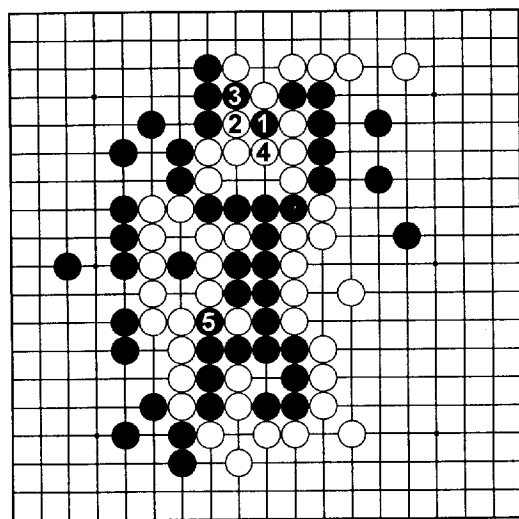


Diagram 3a

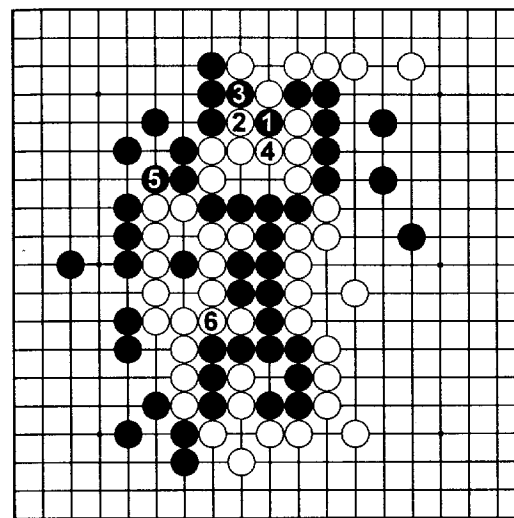


Diagram 3b

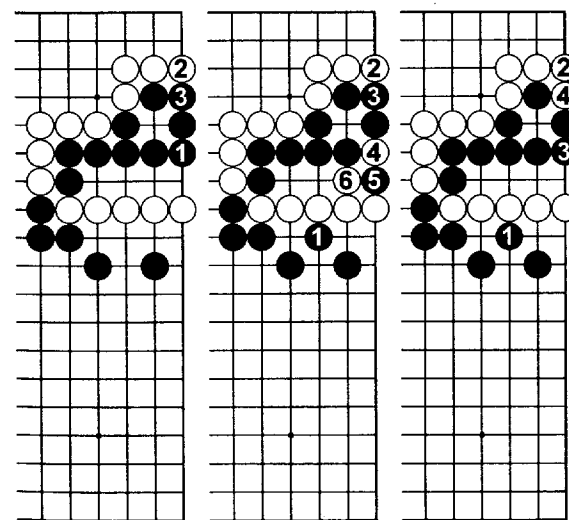


Diagram 4a

Diagram 4b

Diagram 4c

White is ahead. White 2 increased White's liberty count by two, which is better than playing on a black liberty to decrease Black's liberty count by one. When presenting the basic principles in the earlier parts of this series, I carefully treated simple positions where the liberty count could not be increased, in order to study how to count the liberties in various types of fights. But in real games, you have to watch out for moves that change the liberty count by more than one. Black 1 in Diagram 2b is the only move that enables Black to win.

**Problem 3:** Black 1 and 3 in Diagram 3a force White to make two approach moves here after Black makes an eye with 5. This puts Black one move ahead in the fight. If Black plays 5 on an outside liberty instead (Diagram 3b), then White 6 prevents Black from making an eye and nullifies the effect of Black's throw-ins. White will need two moves to fill the liberties at the bottom of Black's group, but then he can put Black straight into atari with a move at the top. Black has four liberties while White has five. If Black starts off by making the eye at 5 in Diagram 3a, then White connects at the vital point of 1, saving one move at the top. The position is now easy to read.

**Problem 4:** Black 1 in Diagram 4a is a rock-solid move that unconditionally wins the fight. After 3, the position is easy to read. Black might think that he can win easily by playing on one of White's outside liberties, such as 1 in Diagram 4b, but he will be in for a shock when White throws in at 4. The result will be ko. Black does have the option of making a seki by connecting

at 3 in Diagram 4c, but obviously that's not as good as killing White cleanly.

**Problem 5:** Black can of course live in gote with Black 1 in Diagram 5a. However, he should only consider doing something so passive after reading out the capturing race and concluding that he would lose if he tried to kill White. In fact, Black can kill White. Black 1 in Diagram 5b strikes at the vital point of White's group. Next, Black 3 reduces the size of White's eye. After Black 9, the position is easy to read. Black has one liberty in his eye and six outside liberties, since White must make two approach moves. White has four liberties (5-1) in his eye and two inside liberties. That's 7:6 with White to play, so Black is one move ahead.

**Problem 6:** Black 1 in Diagram 6a is the key move; this maximises the size of Black's eye. White 2 has a similar purpose, but the result is that Black has a bigger eye than White, so the inside liberty belongs to Black. After 5, the position is easy to read. Black is ahead 8:7. If Black plays 1 in Diagram 6b to reduce the size of White's eye, then he ends in gote locally because White 2 threatens to make two eyes. After Black 3, White can throw in at the vital point of 4, which reduces the size of Black's eye. If Black connects at 11, which

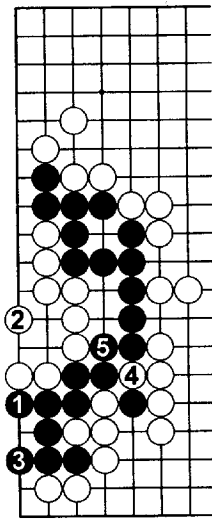


Diagram 5a

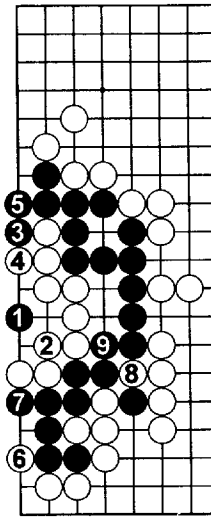


Diagram 5b

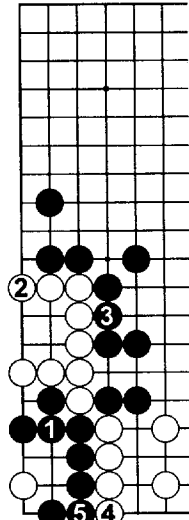


Diagram 6a

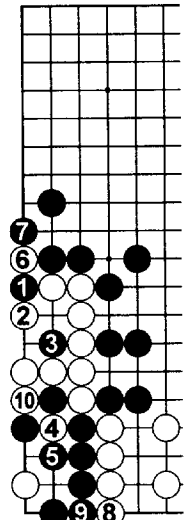


Diagram 6b  
11 at 4

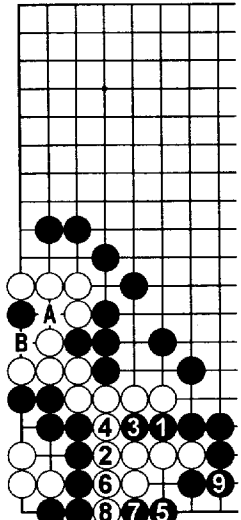


Diagram 7a

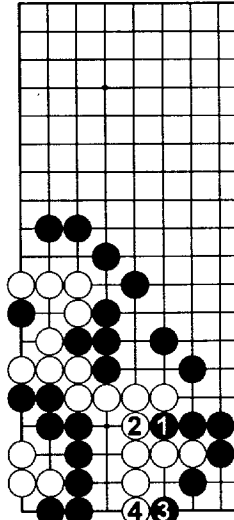


Diagram 7b

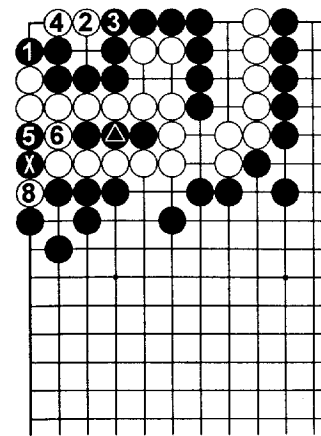


Diagram 8a  
7 at Δ, 9 at X

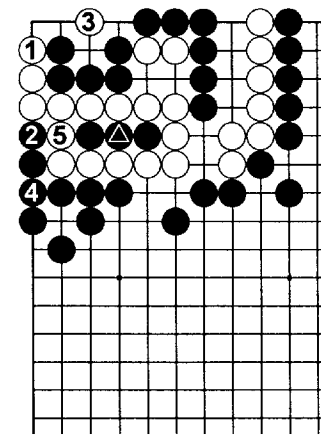


Diagram 8b  
6 at Δ

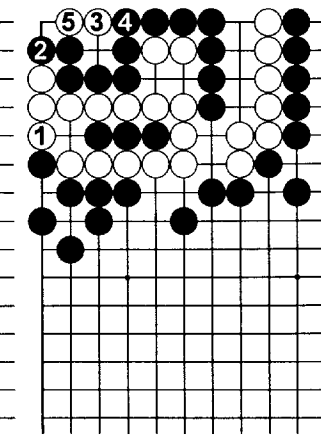


Diagram 8c

seems to be his best available move, the position is easy to read. Black has four liberties in his eye (5-1) and that's all. White has five liberties and it's his turn.

**Problem 7:** Black is dead. This might seem rather counter-intuitive and could be a big surprise to people who blindly trust in proverbs without actually reading out the position. Even though Black has a big eye and thus counts all the inside liberties, it takes him a long time to fill all of White's liberties. Black's best chance is 1 in Diagram 7a. The correct response is White 2. After 9, the position is countable. The only tricky bit is deciding how many liberties there are in White's eye. We can assume that after Black has filled the outside liberties on the bottom half of White's group, he can

throw in at A, forcing White to capture two stones with B; then Black can throw in again at A, forcing White to capture one stone. The result is that White has a one-point eye worth only one liberty.

Thus, after 9, Black has 9 (12-3) liberties and White has 9 liberties. The liberty counts are equal, but unfortunately for Black it's not his turn, so he loses. The answer to Problem 7 is that Black cannot win even if he plays first. Nevertheless, it's worth playing Black 1 as a probe to see how White answers. White might answer with 2 in Diagram 7b, believing that he is maximising his territory, but that would show a total misunderstanding of the position. After 4, Black is clearly three liberties ahead. If White answers Black's probe correctly (as in Diagram 7a),

Black should play elsewhere and save the rest of the moves in the capturing race as ko threats. Stronger readers might like to consider whether Black needs to play 3 in Diagram 7b or whether he can play elsewhere and still win unconditionally.

**Problem 8:** Black 1 in Diagram 8a widens Black's eye-space and threatens to make two eyes. White has to play 2 to stop this. Next, Black connects at 3, forcing White 4. Now Black has a four-point eye space.

Black 5 limits White to a three-point eye-space. White 6 forces Black to play inside White's eye with 7 at the marked point, letting White capture two stones with 8. However, Black recaptures with 9, preventing White from making a second eye. Now the

liberties are easy to count. Since Black has a bigger eye, all the inside liberties belong to him, so he wins easily.

If White gets to play first in this position, he should play 1 in Diagram 8b, the vital point

for both sides. Black has no answer to this. If Black 2, White 3 destroys Black's eye, so White has an eye and Black doesn't. If Black plays 2 at 3, then White 2 makes a big eye while Black only has a small

eye. Either way, White gets all the inside liberties, so he wins easily. If White starts by playing 1 in Diagram 8c, making a four-point eye, Black 2 also makes a four-point eye, so the result is *seki*.

## Council House

by Tony Atkins

As mentioned in the President's letter here is the first of the new pages to keep the membership better informed of Council news and activities. Why 'Council House'? Well, Council Chambers sounds rather grand and we do meet six times a year in someone's house. The intention is to finish business in two and a half hours, but in the last year there were some very long marathons. One of the reasons for this was that the setting up of a BGA Development Plan took extra effort. Normally a lot of discussion takes place by e-mail before the meetings using a special Council email list, set up in a similar way to the members' *ukgolist* and *bgagolist*. We invite you to join the members' lists; the first is for discussion and the second for announcements.

Recent activity on Council has centred on the recent AGM and the change in presidency. A report of the AGM can be found elsewhere. As usual help is needed with some of the projects and activities Council are planning. Some of these are long term, some short. In the first category is Publicity. We have a vacancy as Publicity Officer and for members of the publicity committee. In the second category we need help manning the go stand at the Mind Sports Olympiad (see page 13). Go events are planned for six of the 9 days and help is needed with running the tournaments as well.

We are also looking at the support we give to clubs and tournament organisers. We propose a new version of the BGA Organisers' Handbook and would like to hear from you what sections it should contain. Experience and advice from seasoned tournament organisers would be appreciated, as would feed back of problems encountered when running an event for the first time.

Two areas where every member can help out are in contacting libraries and MPs. The new book from Hodder, *Teach Yourself Go* by Charles Matthews, is ideal for libraries to stock. Rather than giving unwanted gifts to a library members should encourage their local library to stock it by ordering it from them or asking them to consider its purchase. Secondly we will soon be wanting members to write to their local MP to try and get the proposed legislation to class chess as a sport passed, and passed in such a way that does not exclude go and other serious mind sports.

Of course we assume every member is spreading go through their friends, colleagues and neighbours. To help in this the BGA can supply copies of our booklet explaining the background to and rules of the game. In addition, especially for schools, we have the Go and Asia booklet which is available to get schools playing capture go with or without an established go player teaching it. This and schools' 9x9 sets and other material is available through the youth coordinator. All other matters described above should be followed up through the BGA secretary (for details see inside front cover).

## Brakenhale Go Party

by Steve Bailey

It was the end of the Spring term—spirits were high with the fun of the holidays approaching—and the go club was having its Easter party. About thirty pupils from Brakenhale school and from neighbouring Wildridings school had got together to indulge in go, crisps, cola, go, sandwiches, sausage rolls, chocolate biscuits and go.

It was a noisy afternoon with the kids having fun, yet the raised little finger works wonders at quietening a rowdy group down to permit a few announcements, the first of which had Simon Goss explaining that there were to be three quizzes, easy, medium and hard, the medium quiz being for a team of two, one from each school.

I then offered to play White on 5 by 5 end-game puzzles from recent *Go Worlds*, with a Mars bar on offer for anyone who could get a win on two out of three puzzles. I was swamped with challengers—all convinced that they knew the answers and surprised when the obvious moves only achieved a jigo. Despite this I had to give a few Mars bars away.

Meanwhile Simon was organising the 13 by 13 tournament, with food and drink being the reward for handing in the results of round 1. Pauline Bailey was busy helping some of the weaker players, and we both were frequently challenged to play on the giant 9 by 9 board (painted CDs for stones) on the library carpet.

By the end of the third round I realised that I no longer have the stamina I had when I was a teenager—but the kids (7 to 17) all seemed to be going strong. I took the opportunity to ask France Ellul about Wildridings, which he explained was a Brakenhale feeder school and he did visits there to help smooth the pupils' transi-

tion to the Brakenhale. As is his wont, he had taken the opportunity to start another go club there and it shows much promise.

Then we had the results, with prizes given to Gary White (promoted to 33 kyu) of Wildridings for 2/3 and to other Wildridings pupils:

Daniel Cowling, Matthew Dixon, Rebecca Wise, eight year old Kirri Thompson and to Charmaine Bancroft. From Brakenhale prizes were received by Claire May 28 kyu, Daniel Calvello 26 kyu, Tobias Zimmer 28 kyu, James Purdy 31 kyu and Michael Zimmer 30 kyu for 3/3 and also by Shawn Hearn 16 kyu, Lucy Elliott 19 kyu and Shelley Greenwood 27 kyu. The youngest player was Melissa-Jayne Hearn, aged seven, who won 1/2.

The quizzes results were:

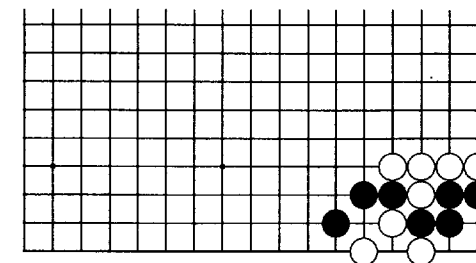
*Quiz A:* Daniel Cowling, Matthew Dixon & Charmaine Bancroft with 7/9.

*Quiz B:* Rebecca Wise & Claire May and Daniel Cowling & Michael Zimmer, both pairs with 3/8.

*Quiz C:* Claire May & Lizzie Wayte with 4/8.

I think it is fair to say that a good time was had by all—and thanks to France for organising it and to the parents for the grub.

I end this report with one of the quiz problems.



*Quiz C7:* Black to win the fight in the corner without a ko.

# Nirensai

by Charles Matthews

## Part 5

This penultimate part of my survey of the nirensai (parallel 4-4 point) opening will cover the White response with parallel 4-3 points. This is a famous opening. It seems at one point it was dubbed 'the Showa fuseki', representative of the first decades of the Showa era (1926-1988). It was also the test bed of many variations of the nadare (avalanche) joseki which is currently not a fashion item, through no great fault of its own.

The development shown in Diagram 1 is perhaps not so hard to understand. The symmetrical outcome on the left side isn't inevitable White can challenge Black's transparent plan at 10 or later. But both should be happy enough. Black 17 sets up a harmonious framework, while White can invest the initiative in the wedge play at 18. When the position after 18 occurred in a 1992 British Championship game Shaw-Macfadyen (BGJ 90), Matthew commented that the combined effect of White's plays so far made Black's task of developing the nirensai quite hard.

In one of those shifts of emphasis that marks the passing of a generation, Black is now expected to make the full extension to 19 and White to respond by extending three spaces to 20. It is perfectly possible to vary these moves; games from thirty years back show in particular White extending the more conservative two spaces. What now happens if Black invades?

When I sorted games in a pile of Chinese yearbooks that arrived not long ago from Amsterdam, I found I had half a dozen ex-

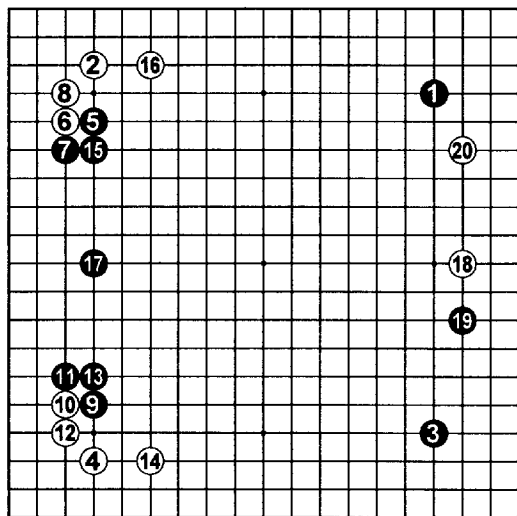


Diagram 1

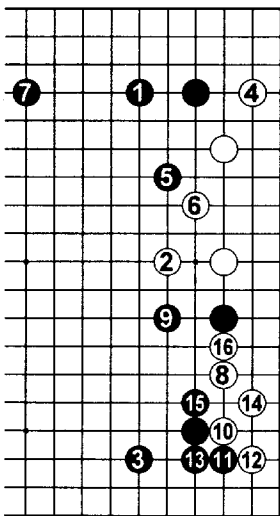


Diagram 2

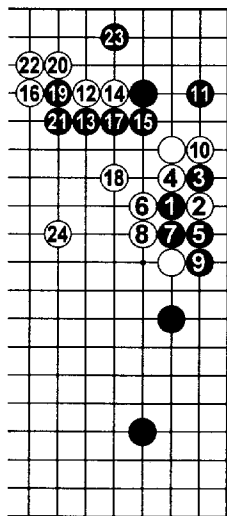


Diagram 3

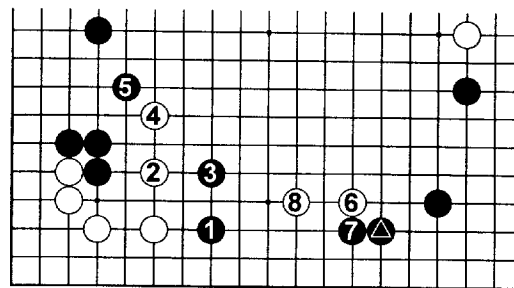


Diagram 4

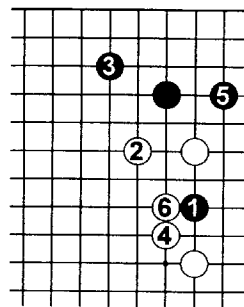


Diagram 5

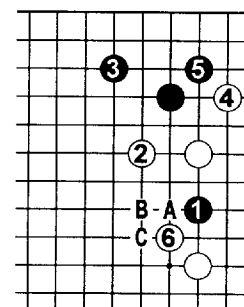


Diagram 6

amples for this position certainly not too tenuous a foundation for one of these articles. I would point out that this is the most defensible and legitimate form of opening study: go to the real games and watch the same fight being run through a number of times. It is also quite labour-intensive and frustrating. At times one longs for the facile conclusions of a reference book, just as roasting a whole ox may alert one to the advantages of microwave TV dinners.

First an example from 1990, with Yu Bin (currently the number three Chinese player

after Chang Hao and Ma Xiaochun) taking Black against Sakata. Yu in Diagram 2 holds back from the invasion. Further, after the plays shown, he didn't prevent White connecting under from 16, but extended along the lower side. This alerts us to one strategic feature. Black is interested in extending along the upper and lower sides, and will do so with much more confidence, given the solidity of White's corners on the left, if he can build supporting strength.

Another example (Diagram 3) shows the Black invasion at 1 and the traditional answer:

White 2 as a contact play on the second line. Now this results in a fight, and White, to my eyes anyway, emerges a little heavy. That is, the White stones on the top edge become a target for Black after White jumps out in the centre with 24. (This game from 1995, the players Chinese 9 dans.)

To deal first with these points. Under what circumstances could Black hope usefully to play a full-value extension on the lower side such as Black 1 of Diagram 4? Perhaps the support of the marked knight's move enclosure of the lower right wouldn't be enough. The hypothetical fight shown there isn't anything special for Black. It is easy to believe, though, that after Diagram 2 White couldn't be so cavalier and Black did extend at once to the point 1 shown.

The other matter is the post-invasion joseki in the top right. Now this is well covered in 'Get Strong at Joseki' vol.3. Two relevant variations are in Diagrams 5 and 6.

In Diagram 5 we see a thick way of playing for White. This is all to the good if White plans next to invade the lower right (i.e. suppress the invasion next to invade the lower right (i.e. suppress the invasion in further adventures). Diagram 6 on the other hand is the sort of position in which White feels like economising on reinforcement. Black in this joseki has the

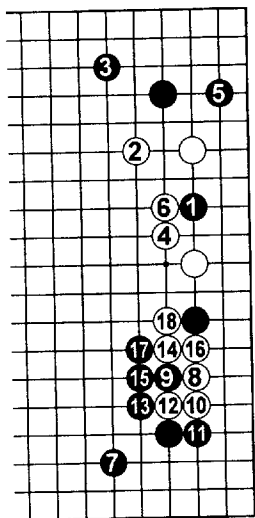


Diagram 7

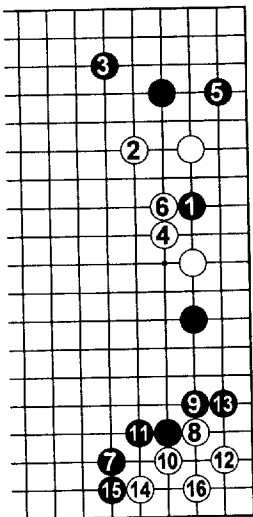


Diagram 8

choice of using 1 as a temporary sacrifice, which has the resource Black A, White B, Black C to spring on White in an off-guard moment. Now the whole question of how this aji relates to the action in the corner is one that I wouldn't claim to have fathomed. What we shall see in the further game examples is how Black accepts the variation of Diagram 5, but resists White 4 of Diagram 6 when it comes down to it.

The games in which Diagrams 7 and 8 are to be found were both contests South Korea v. China, the first a women's title from 1995, the second from Seo 9 dan's Jinro Cup run in 1997. How do the results compare? Recalling that Black will turn next to the extension 1 of Diagram 4, you would give Diagram 8 higher marks for tact— more of Black's influence ends up facing north than west.

The two final examples show differing styles when Black decides not to submit to White's slide. Black 5 jumps out, and White has to handle the situation of the original wedge stone lightly. Diagram 9 is a game Takemiya-Kobayashi Satoru from 1985. Black resolutely cuts White after 12. The result is a fair demonstration of the players' respective styles: Takemiya of the broad acres has bags of influence but little enough solid territory, Kobayashi the purist has good shape almost to excess, and sente. In Diagram 10, a game from 1995 featuring two Chinese 9 dans, White has uprooted the Black corner at the top, which will prove profitable on the top side. But Black has sente, and all the influence he could possibly want for a maximum extension on the lower side.

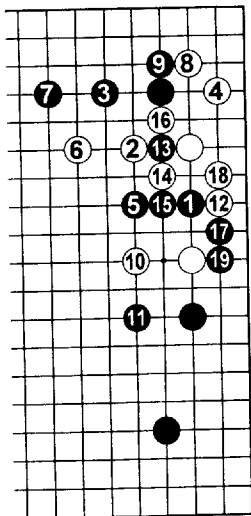


Diagram 9

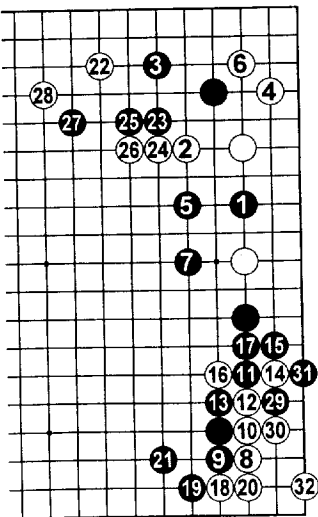


Diagram 10

## Advice for Go Players?

*It struck me that this was a most suitable poem for go players, though I hope it won't be taken as an excuse for not resigning a thoroughly lost game!— Simon Bexfield*

### The Quitter

*by Robert Service*

(Reproduced here by kind permission of HWM Krasilovsky & Co.)

When you're lost in the Wild, and you're scared as a child,  
And Death looks you bang in the eye,  
And you're sore as a boil, it's according to Hoyle  
To cock your revolver and... die.  
But the Code of a Man says: "Fight all you can,"  
And self-dissolution is barred.  
In hunger and woe, oh, it's easy to blow...  
It's the hell-served-for-breakfast that's hard.

"You're sick of the game!" Well, now, that's a shame.  
You're young and you're brave and you're bright.  
"You've had a raw deal!" I know—but don't squeal,  
Buck up, do your damndest, and fight.  
It's the plugging away that will win you the day,  
So don't be a piker, old pard!  
Just draw on your grit; it's so easy to quit:  
It's the keeping-your-chin-up that's hard.

It's easy to cry that you're beaten—and die;  
It's easy to crawfish and crawl:  
But to fight and to fight when hope's out of sight—  
Why, that's the best game of them all!  
And though you come out of each gruelling bout,  
All broken and beaten and scarred,  
Just have one more try—it's dead easy to die,  
It's the keeping-on-living that's hard.

● *Go Tutor* was a BGA publication in 12 parts, designed to help the novice player. In its present form, Chapter 1 is based on articles by Nick Webber, Toby Manning and David Jones, and edited by Charles Matthews.

## Chapter 1 The Life & Death of Stones

### Live and Dead Shapes Examples

The rest of this section is more systematic in covering shapes, and also shows examples of snags caused by defects in the enclosing wall. These include eyes that are 'false', and shortages of liberties.

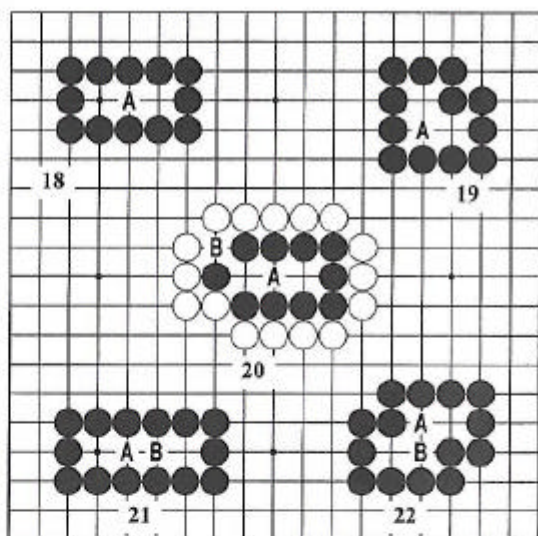
**Shape 1** (Diagrams 18 and 19): Two cases with three points. Black lives by playing at *A*, while if White plays *A* Black dies.

**Example 1** (Diagram 20): Black occupies the point *A* but cannot live after White takes the point *B* required to complete the left hand eye, which becomes false.

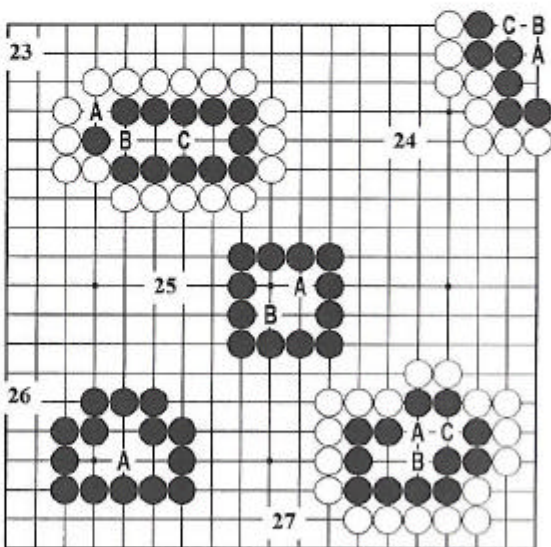
**Shape 2** (Diagrams 21 and 22): Two cases with four points. These are alive unconditionally. If White plays *A* then Black plays *B*. There are also L-shaped cases.

**Example 2** (Diagram 23): Black should play at *A* at once to live. If White goes there and Black answers at *B* then White kills Black with *C*. (Black starting at *C* lives also but with less territory.)

**Example 3** (Diagram 24): This L-shape in the corner isn't fully alive.



Diagrams 18—22



Diagrams 23—27

Black should play *A* to live. If White plays *A* then Black *B*, White *C* is a ko fight. (Black at *B* lives too but leaves a ko threat for White at *A*.)

**Shape 3** (Diagram 25): The 2x2 square is a dead shape. Black requires both *A* and *B* to form two eyes; White can prevent this.

**Shape 4** (Diagram 26): An unsettled shape with four points. Black to play lives with *A*,

White to play kills Black by playing there.

**Example 4** (Diagram 27): Unsettled too, unlike Shape 2, because of cutting points. White can kill Black by White *A*, Black *B*, White *C*. Black prevents this playing at *A* (or *B*, leaving a ko threat).

● *Next issue: more examples*

## Visit of Liu Yajie

by Alex Rix

Last year, Feng Yun, the pro 9 dan who first visited this country at Canterbury but has since returned for two visits, contacted me to see if her friend, Liu Yajie, 2 dan professional, would be able to visit the U.K. for a while. It transpired that Yajie lives in Guilin, a very picturesque town in southern China on a river with impressive rock formations. She had shown early promise as a go player and been encouraged to pursue this as a career, so she entered the Chinese national team and is a contemporary of Feng Yun. However, she is unusual (for a go player!) in that she sees go as her profession and not as her life. Indeed, she wanted to come to this country primarily to improve her English and because she is interested in English literature. She decided several years ago to teach go to children, something that she enjoys and is good at and that pays well in China. She is married to another professional player who is a 6 dan.

Yajie expressed an interest in moving round the country and therefore I arranged visits lasting around a week with many clubs. She ended up staying with us for around a month and travelling for about two months. During this period she must have seen about one-third or more of the total membership, played hundreds of simultaneous games and attended several tournaments. Everyone who looked after her enjoyed

the experience. Her method of teaching children was interesting and she thinks that it would be easy to get many more involved in go - you just need the time and some patience. She had fun in London seeing the sights and was particularly interested in museums and in reading all the political magazines that are not available back at base.

There were several amusing moments, for example mishearing the name 'Peggy' as 'Piggy'. She came as an alleged teetotaler but soon she was enjoying gin and tonics though an appreciation of beer awaits a further visit. Her baggage was overweight going back to China, but we managed to lose 11 kilos by packing her heavy books in her handluggage and by sacrificing the alcohol that she wanted to take back with her! At least we know what to bring when we visit.

The Guilin Sports Commission would welcome a visit by British go players to Guilin on a cultural visit. Ideally, accommodation would be paid for by them in exchange for a reciprocal payment by the visitors to support the visit of Chinese go players to this country. A visit of around one week is envisaged. Yajie has also told me that Guilin is trying to organise an international go event. If anyone is interested in a trip to China and would be able to help financially support such an arrangement, please contact me.

Many thanks to all who helped to look after her during her visit and let's hope we have another Chinese visitor soon!





## Teach Yourself Go

reviewed by Bob Bagot

I was a bit doubtful about writing a review of this book written by Charles Matthews. How could a 'weak knee dan'\* hope to comment on or criticise a book written by a stronger player and intended for much weaker ones? The answer was to assume a different persona and in fact I have tried to look at the book from three different perspectives.

a) How would the ordinary 'person in the street' who is browsing in a bookshop perceive it? Will he or she pick it up and better still buy it?

b) Many people hear about go from the publicity 'machine' of the BGA or via the Internet. They want to learn how to play go. Is this the book for them?

c) When a beginner arrives at a go club there is usually someone willing to teach the rudiments. The problem is whether they know how to teach. Does the book give a systematic treatment that can be adopted for use by the budding go teachers?

To start with the conclusion, I believe the book succeeds on all three counts.

I have tried the book on non-go playing friends— they found it 'interesting'. Beginners have read sections and found it easy to follow and 'useful'. I have compared it with some of my own notes from when I was teaching go at school and realise many of the mistakes I made.

My usual mistake, and probably the same for many others, was to make too large a jump in strategic or tactical perception at various points. *Teach Yourself Go* avoids this and takes a measured step by step approach through the facets of the game.

For the browser, the presentation and the blurb are most important. The Teach Yourself books have certainly been brightened up when compared with my old Chess and Spanish books in the series. A colour picture of a real game on the front and a blurb on the back that makes the game seem possible, even easy, will surely encourage people to look further. It is a crucial aspect in widening the appeal of go and why I believe this book is so important. The browser will be tempted to look further and the first chapter— *Five Lessons*— is as good an introduction to the game as I have seen. Instead of a sterile listing of the rules, Charles Matthews takes the reader through what actually happens in a game of go. It all seems so easy. I have seen various attempts to write, or codify, or simplify the rules and they are nearly all incomprehensible. They certainly do not help a reader to play the game. In *Teach Yourself go* there is no actual list of the rules but, as Charles says by page 15, "The concepts and rules given so far are more than enough for you to play your first games of go."

The beginner will also find this the book for him or her. Chapters 3, 4, and 5 deal with Capture, Cutting and Connecting, and Eyes in that order. The chapters are sub-divided, headings in bold with lots of sub-headings— all key features of good text books in any subject. There are hundreds of diagrams and I particularly liked the final position diagrams and even occasional

recap diagrams. This is a book that is really trying to see things from the point of view of the beginner. One or two examples and problems seemed quite complex, however. This may not be a bad idea to show that there is more to the game than simply reading to page 15. But one or two problems seem well beyond understanding even with the solutions and should perhaps have had some sort of 'health warning'. Still there is nothing to compare with an instance at our club when a beginner turned up and was told about aji-keshi in his first ever game.

This leads nicely on to the principles of good teaching. You need to know the students and their capabilities. You need a systematic treatment of the subject. You need to recap. You also need to challenge the student. Once again *Teach Yourself Go* delivers the goods. Following from Chapter 5 on Eyes there are further sections on Ko, Seki and the Endgame. Basic strategy on Corners and Sides; Middle game and Finishing off a game are also covered. It all seems so logical. Every club should have a copy and use it at their meetings. When Joe Bloggs comes over from the bar and asks "What's this game? Is it like Othello?" then use the blurb and selected bits of page 1.

The final chapter is entitled More about Go. It contains the practical information needed to get started such as how to find a go club or go equipment. There is a brief summary of computer go which is also important in attracting people to the game. It also gives a feeling for the importance of go, especially in the Far East. 'Cho Chikun has won enough prize money to make him a yen billionaire' suggests go is a bit more than 'just like Othello'.

Page 137 is entitled Cutting Point Disasters. It gives just two examples of mistakes that beginners make. It is so true. This book gets right into the mind of a person learning go. Have I been a bit over the top in my praise for this book? I don't think so. It's brilliant.

## Proverbs

reviewed by Andrew Lipson

Yutopian are churning them out these days. They have just published yet another new book, *Proverbs*. It is truly excellent.

The book is divided into about 150 short sections (divided into 10 different subject areas - "Good Shape and Bad", "Fighting Ko", "A Guide to Fighting", etc.), ranging from a paragraph to a couple of pages in length. Each of these addresses a single 'proverb', although the term is interpreted fairly loosely. As well as all your old favourites ("Don't play go if you can't read a ladder", "Play hane at the head of two stones", etc) there are the standard manoeuvres all beginners have to learn (the 3-3 invasion under the 4-4 point, the various big eyes and how they die...) and some rather higher-level stuff ("Play forcing moves when you have to, then abandon them", "If you know the Carpenter's Square, you must be six dan", "Don't make only one huge territory" - why didn't anyone tell me that when I was 20 kyu?)

I enjoyed and (I think) profited from reading this book at my present level of 5 kyu, but I think it would probably be useful to almost anyone who has passed beyond the total beginner stage. Lots of useful information - some of it new and some of it reminding you of stuff you 'really' know— and predigested into nice bite-size chunks for bedtime reading. It has everything. Some joseki, some middle game tactics, some life-and-death, some strategic advice... What more can you ask?

I do have a few quibbles. I realise it is difficult laying out such a book, but far too often the text referred to a diagram that could not be seen without turning a page, which is always distracting. While most of the sections illustrate their points with sample sequences, some do

\* Note for newcomers to go: this is a time-honoured pun on the Japanese word 'nidan' which means 2 dan.

not. These latter are in my view the least useful in the book.

The worst is "The kosumi is never bad". The highly condensed three sentences under this heading tell you that a kosumi is a diagonal move, that it is slow but rarely bad, that it is fully connected and quite strong, and that it is sometimes the perfect move. In the absence of examples, I cannot imagine this being useful information to anyone who does not already possess it. And many of the proverbs could be (and in other places in the literature have been) rendered in slightly pithier English ("Cross-cut? Extend!"). However, I would not like to leave a

negative impression. My complaints are minor.

This is a great book. It is unusual in that I expect both to read it repeatedly myself and to lend it to beginners. You should buy a copy (unless you are of about my own rank and attend the same local club as I do. In that case I would rather you did not read it...).

This is billed as volume 1 of the Nihon Ki-in's Handbook Series. Expected future volumes are *Fuseki* (which should address a gaping hole in the English language go literature), *Joseki, part 1*, *Joseki, part 2* and *Handicap Go*. If they're all as good as *Proverbs* we're in for a treat.

## Norwich Go Club

by Paul Smith

A new Go club has started in Norwich! The first meeting was on 28th April at Keith Osborne's house, and the plan is to meet monthly at first—probably on the last Wednesday in each month.

There were eight people at the first meeting, including promising junior players James Heppell, Charles Heppell and Tom Robinson. All these three are strong chess players. Tom is only eight years old and he first heard about Go at the Mind Sports Olympiad. He came to the Cambridge Junior Chess & Go Club congress last year where he won the under-10 chess section with a perfect score of 6 out of 6.

The first meeting of the club was very enjoyable. Lots of games were played, both full size and small board. The photo shows the players assembled in the kitchen!

For more information about the club, contact club secretary Tony Lyall on 01603-613698.



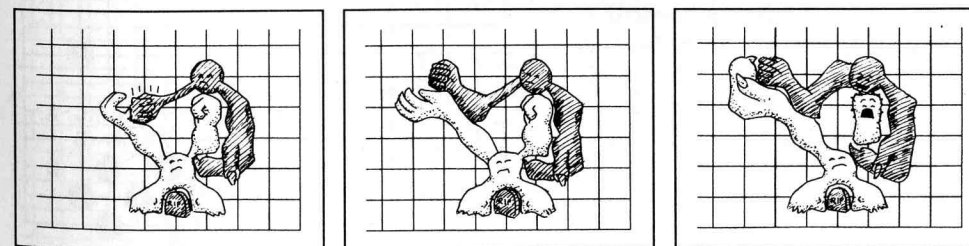
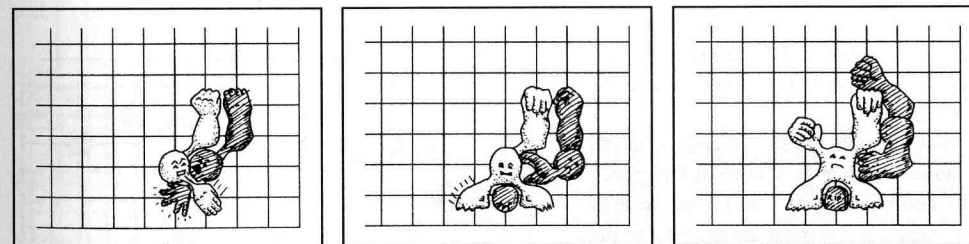
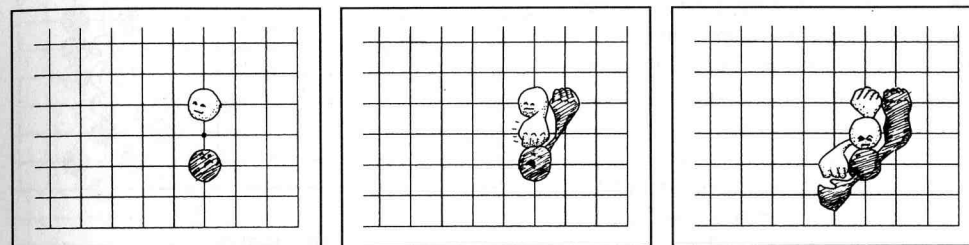
Norwich Go Club

## The Secret Lives of Go Stones

...the side of them that we don't see in real life, though we keep *talking* about it

by Henry Segerman

### Episode 3: The Avalanche Joseki



# Miniature under the Microscope

by Charles Matthews

## Part 3

This is the third part of a close analysis of a tournament game Paul Barnard (B, 1 dan) versus Tim Hunt (1 kyu), based on comments by Seong-June Kim. To be fair to the players, so far the points picked up have been about choices made between various options in the opening, and the reasoning has been on quite a high level. The further plays in Diagram 1, taking us up to move 27 in the game, start to see decisions being made about the future overall shape of the game.

The first point of interest is the combination of 17 and 19. It trades the ladder aji on the outside for some secure profit. This underplays Black's hand 17 is only a 50% move.

Black should relish the chance to play a ladder-breaker as shown in Diagram 2. The combination of 1 and 3 in the upper left corner is the most severe way to play a double kakari. White continues with a play at the 3-3 point, or comes out into the centre, but Black will have the local advantage. To compensate somewhat, White can play at A later, giving Black an unpleasant choice of moves to live: Black at B will get a reply at C, but damages the upper framework more, while Black at D is passive.

The focus of the game now moves to the right side area. After both players occupy big points with 20 and 21, how should White cope?

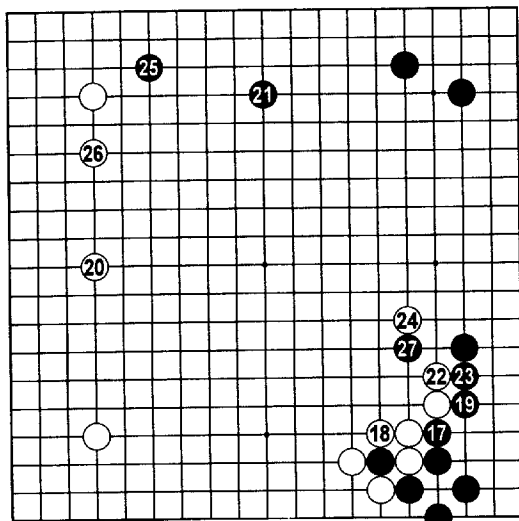


Diagram 1

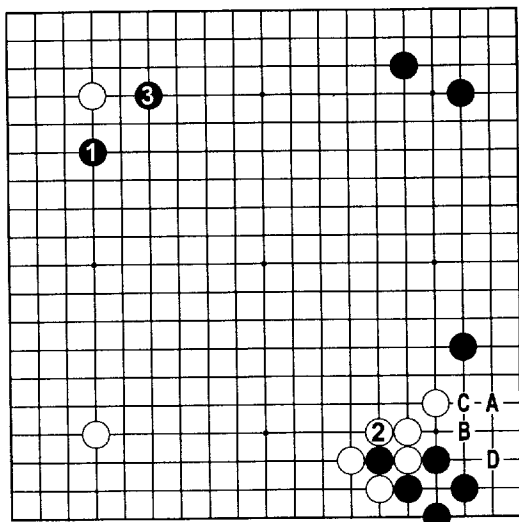


Diagram 2

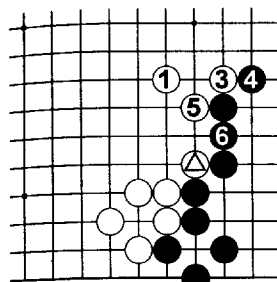


Diagram 3

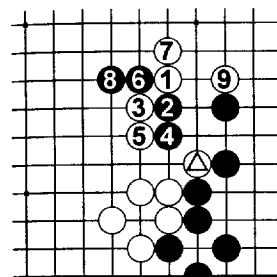


Diagram 4

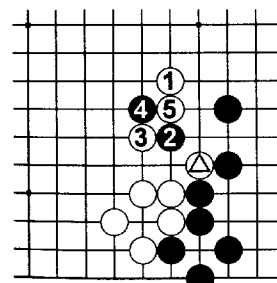
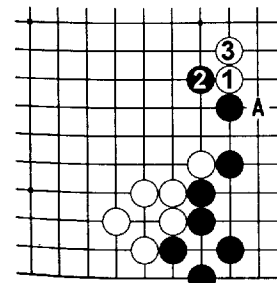


Diagram 5



Reference Diagram

The way Tim took has a good reason behind it as far as direction is concerned 22 and 24 mark out and improve in his favour the boundary between Black's framework and White's. However they are a failure as far as making correct shape goes. Black 27 strikes at the waist of the knight's move, and will give White a continuing headache based on shortage of liberties.

Looking at plays available locally, it seems that it would have been better to have omitted 22, jumping out lightly to 24. For example in Diagram 3 we suppose that Black ignores White 1. Then White has a good follow-up at 3. The marked White stone plays its part.

Instead Black may choose to cut and fight as in Diagram 4 or 5. The point to notice about these variations is the way White's marked stone is treated lightly. It has a definite effect on the fighting, but White doesn't compromise his shape by clinging to it.

The proposal for the right side is in fact another plan entirely. In Diagram 6 White is seen at work building a group there with contact plays. Black would prefer to be playing the sturdy moves at 2 and 6 to anything more adventurous. The Black play 2 of the Reference Diagram shows a 'more haste less speed' attack. White at A

there will require an answer sooner or later, but it seems likely to catch Black on the hop, with no satisfactory play.

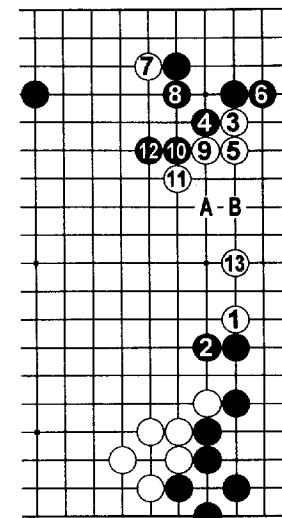


Diagram 6

However White in Diagram 6 finishes up with a reputable formation (Black at A will get the 'no worries' answer at B). The exchange of 7 for 8 is professional-like timing, to leave something for later on the top side. This kind of consolidation of possibilities is actually an advanced technique, one step beyond the idea that games are inevitably busy affairs full of half-chances.



# Breakthrough to 10 Kyu

by Paul Smith

Are you stuck at a grade somewhere between 10 and 15 kyu? Do you feel that your games start off OK, but then your groups have a tendency to die during the close fighting in the middle game? Well if so, you might find this game of interest. It is from the 1999 Youth Championships. Since it is a 9 stone handicap game the first move is White 2.

White: Tom Blockley, 4-kyu  
Black: Adam Eckersley-Waites, 13-kyu

Tom is the current British Youth Champion. Adam was runner-up in the under-12 section. Tom's play is a good example of how to beat a weaker player in a 9-stone game and in the end he won by over 60 points. But in the commentary I am going to look at the game from Adam's point of view, and see where he might have missed some chances. What is interesting is that in general he makes a lot of good moves, but he runs into trouble in situations where there are weak groups of both colours. There are four main parts of the game where this happens. If Black could spot what to do in these

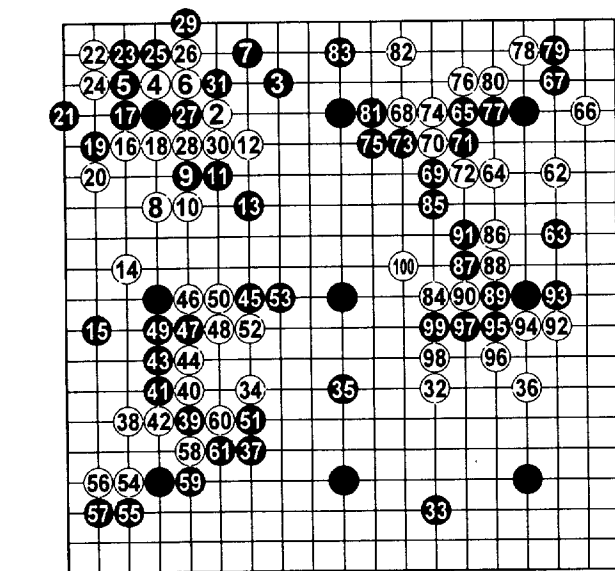


Figure 1 (2—100)

situations, then his playing strength would go up a few grades.

## The First Big Fight (2—31)

After White 6, the two black stones in the top left corner are weak, and the three white stones 2, 4 and 6 are also weak. All the other black stones are strong as they are not in immediate danger of attack. In this sort of position the important thing is the power struggle between the two weak groups. You must make sure that your weak group is stronger than the other person's. So Black should play at 1 in Diagram 1 instead

of the move 7 in the game. Move 7 in the game is wrong because it helps stones that are already strong instead of helping the weak black stones.

The idea of playing 9, 11 and 13 to separate the two white groups is a good one. Unfortunately, these moves are not close enough together and so leave weaknesses where White can cut. When you are

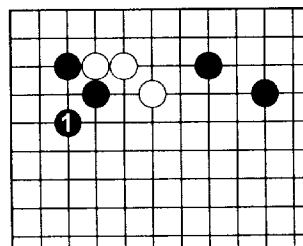


Diagram 1

in a close fighting situation with weak groups on both sides, it is important to play more solidly and make sure that your stones can keep connected.

In the game, Black got cut in two by 28 and 30. It looked as if Black's position in this part of the board might collapse completely, but then Black played skilfully and didn't get such a bad result here.

## The Second Big Fight (38—61)

White 38 makes it possible that the two black stones on the left side will become a weak group. If Black wanted to prevent this he could have played 37 in the region of 38 instead.

Up to 43, White gets cut into two weak groups. This is good for Black. Black has just one weak group in this area, on the left side. Black's stones on the bottom side are strong. So Black just needs to make sure that one of the white groups is kept weaker than the weak black group. As White has two weak groups to defend, Black should do well here.

Black 45 is trying to weaken the white stones 34, 40 and 44. This is a good idea, but again this is a close fighting situation and Black needs to play closer together to avoid getting cut. Playing as in Diagram 2 would be better. In the game, White's

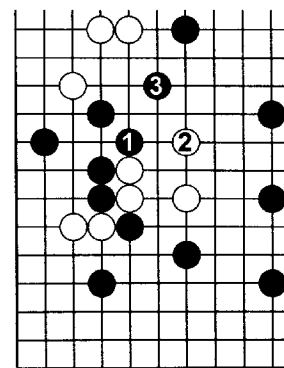


Diagram 2

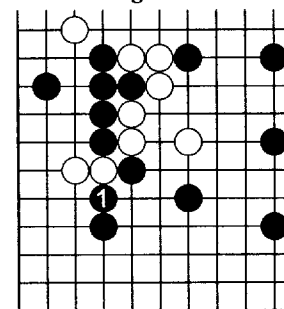


Diagram 3

moves 46-50 are clever. After these, one of White's weak groups is much stronger, and Black's weak group is shut in. This means that Black has just one weak group to aim at, so he must do so at once with 51 in Diagram 3. In the game, White gets to play first in this area with 54. Black 59 needs to be at 60 to stop White connecting the two weak groups. After White 60, the two weak groups have become one strong one, so Black's weak group on the side is doomed.

## The Third Big Fight (62—105, 109—112)

Black 69 is in the right direction, as it keeps two white weak groups apart. However, again he should play closer together during close fighting to avoid getting cut—so 69 at 70 would be better. After 75, again there are several weak groups; and again White has more so Black should do OK. The White group 68, 70 and 74 is shut in and so is the black corner group, so these are the two key groups.

Black 77 would be better as in Diagram 4. Then Black's group would have a bit more eye space and White's would have less.

In the sequence 87 to 99, Black plays very well. Diagram 5 shows Black's group poking

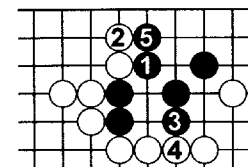


Diagram 4

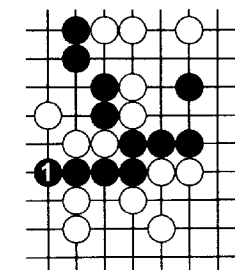


Diagram 5

out between two weak white groups. But Black needs to play 101 at 1 in this diagram to keep White separated. Then the stones 84, 90 and 100 will soon die. At 103 Black misses his last chance to keep White separated by playing at 164.

At this stage there is still a weak white group to attack, and Black has a go with 109. I think it would be better to try 1 in Diagram 6. After this, White

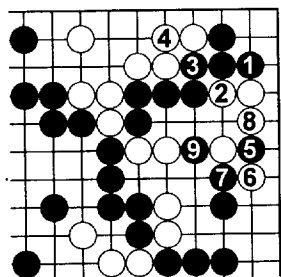


Diagram 6

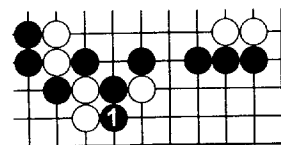


Diagram 7

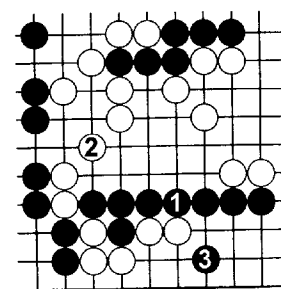


Diagram 8

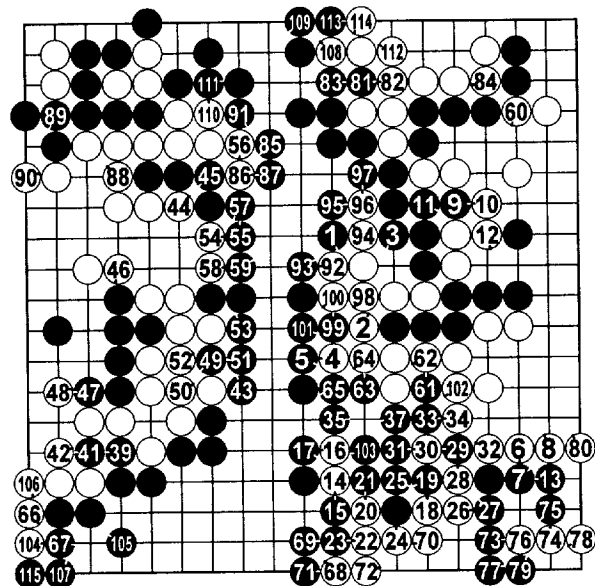


Figure 2 (101—215)  
136 at 130, 138 at 129, 140 at 39.

might find it hard to kill the black corner group. Diagram 6 shows what might happen if he tries too hard to kill it.

### The Fourth Big Fight (113—138, 173—180)

Black's moves 113 to 121 are good. At this stage the black stones in the corner have been cut off, but they should easily overpower the white stones 120 and 122. The right move 123 to do this is 1 in Diagram 7. This helps Black's weak corner group while reducing the liberties of the weak white stones. Black 123 in the game is wrong because it is on

the wrong side—it strengthens black stones which are already strong and doesn't help the weak ones in the corner.

Black 127 is wrong because Black gets all cut up again. Again this is close fighting, so Black needs to keep connected by playing 1 in Diagram 8. This threatens to capture 114 and 116, so White has to play 2 and then Black can play 3.

After 138, the lower right black corner was left unsettled. Both players should have rushed to play here as it should have made a difference to whether Black lived or died. Black played here first with 173, which was good. However, this created a difficult

shape where it was hard to find the right moves. After 180, both players assumed that Black was dead, but Black could make a seki as in Diagram 9. If White plays first, a clear way to kill is to make an eye as in Diagram 10.

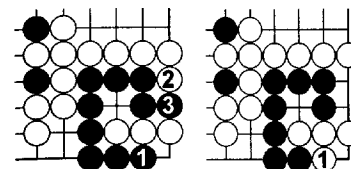


Diagram 9

Diagram 10

### Key Ideas

- Look out for situations where both players have got weak groups. This usually happens after a cutting move has been played.
- When this happens, look for moves that help your weak group and at the same time cramp the enemy weak group. Don't waste moves making strong stones stronger.
- In this sort of close fighting, make sure that you aren't going to get cut apart even more—play your stones closer together if necessary.
- Try to stop enemy weak groups connecting to stronger ones. Keep them separated!
- Try to grab eye space in the corner or side and steal it from your opponent.

## Go at Chequers

by Tim Hunt

The 1999 Go Varsity Match took place on Saturday 8th May 1999 in Chequers (a pub) in Oxford. The Cambridge team car, driven by Rob Jack, got to Oxford in time for lunch. Then after a brief wrangle over grades, during which several of the Oxford players seemed to get two grades stronger, we settled down to the go playing.

We started round one sitting outside in the sun, but had to hastily move under umbrellas when the heavens opened. The round ended up tied two-all. Good sense then prevailed and we went into the warmth and dry of the pub for the second round. This time Cambridge won all four games and so the final score was 6-2 to Cambridge.

## E-Mail Addresses

### for BGA Officials listed on page 2

Tony Atkins  
Steve Bailey  
Marcus Bennett  
Jonathan Chetwynd  
Jim Clare  
Kevin Drake  
T. Mark Hall  
Alison Jones  
Gerry Mills  
Alex Rix  
Paul Smith  
Eddie Smithers  
Kathleen Timmins  
Brian Timmins  
Nick Wedd

A.J.Atkins@x400.icl.co.uk  
sgbailey@iee.org  
zima@easynet.co.uk  
jay@peepo.com  
j.a.clare@x400.icl.co.uk  
kevdr@free4all.co.uk  
tmark@gogod.demon.co.uk  
alison@acjamj.demon.co.uk  
bgabooks@btinternet.com  
Alex@dubbo.demon.co.uk  
mpaul@cix.compulink.co.uk  
e.smithers@slowsilver.co.uk  
mem@britgo.demon.co.uk  
journal@britgo.demon.co.uk  
nick@maproom.demon.co.uk

Other addresses can be supplied to BGA Members  
by the Membership Secretary

# Tournament News

by Tony Atkins

(Photographs by Tony Atkins, Steve Bailey and Paul Smith)

On the 13th February the BGA sets turned up on time at 08:45 and shortly afterwards new organiser, Henry Segerman, arrived at St Edmund Hall to take charge of the 1999 Oxford Tournament. However when it was rumoured the guy with the draw computer was still in bed, those in the know sloped off to the local café. Sure enough the event ran late and those playing in the dining hall had to put up with the smells of college lunch if they had a long game.

Keeping up the Oxford student tradition, the time limits were cut for the last round. This did not unduly effect the result or spoil the day for the 98 competitors; the prize giving was more or less on time. Prizes were partly sponsored by Oxford Heritage, the nearby games shop, who had a sales stand present. Winner for the second time running was Matthew Macfadyen (6 dan Leamington). Those also on 3/3 were Nicolae Mandache (2 dan Bristol), Matthew Woodcraft (1 kyu Cambridge), Barry

Chandler (2 kyu Reading), Bill Rivers (2 kyu Oxford), Malcolm Hagan (7 kyu Portsmouth), Neil Moffatt (10 kyu Portsmouth), Keith Osborne (11 kyu Norwich), Jimmy Mao (14 kyu Bristol), Nicola Hurden (15 kyu Brakenhale), Shawn Hearn (20 kyu Brakenhale), Lucie Elliott (24 kyu Brakenhale) and Ian McAnally (26 kyu Manchester). Finally the organiser was thanked with the presentation of his dan diploma, to embarrass him further.

## Welcome Seong-June

The farewell of Mr Kim Seong-June, as in the title of the recent journal series, has still not taken place. Hence he was favourite to win the 23rd Triganthus at Cambridge on 7th March. HITACHI Europe Ltd. were again able to sponsor, thus allowing extra prizes and the production of another booklet of the tournament. In this, go author Charles Matthews was able to catch some more of Seong-June's wise words, presenting analysis of various games from the tournament. 95 players entered the main event and enjoyed again the comfortable environment of the University Centre. This number must have pleased organiser Matthew Woodcraft and his other helpers. In the



**Abingdon:  
The Compact Disk Game**

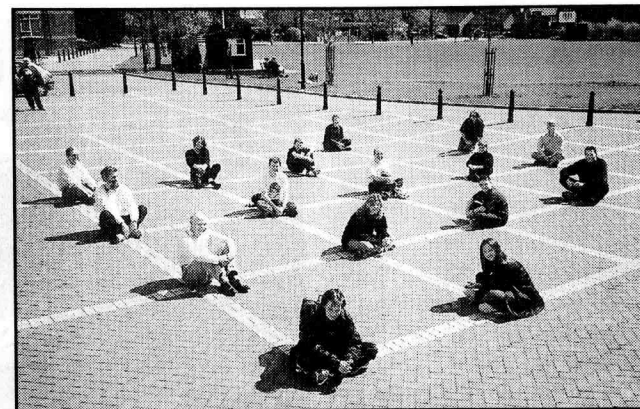
tournament sure enough Kim Seong-June (6 dan Cambridge) won all three games to take first place ahead of Mr. Y. Kim (5 dan London) and Piers Shepperson (5 dan London). Those also winning all three were Daniel Calvelo (29 kyu Brakenhale), Shawn Hearn (18 kyu Brakenhale), Mike Thomas (9 kyu Cambridge), Mark Dalgarno (5 kyu Cambridge), Frank Visser (4 kyu Cambridge) and Edward Blockley (2 kyu Worcester). Also on three and sharing the best kyu prize were Nick Wedd (1 kyu Oxford) and Jonathan Chin (1 kyu Cambridge). Brakenhale B won the team prize scoring 80 percent. In the now traditional afternoon novices 13x13 event, 12 players aged 5 to adult (including two who dropped

from the main) were organised in battle by Paul Smith. Winner was 11 year old Sam Wakeford (Cambridge), ahead of 13 year old Ross Chapman (St. Albans).

## 100 Not Out

Crowds thronged to the Baker Street area of London on 13th and 14th March, not for the go, but to celebrate the centenary of Marylebone Station. However 34 players did gather opposite Regent's Park for the 1999 Candidate's, the first stage of the British Championship. The lecture room of the Daiwa Foundation building was used (Central London Go Club's venue) and only tables had to be hired to complete the rather opulent venue. It is hoped to use the venue again despite the room getting a bit muggy on a hot afternoon and a spectator dropping a cup of coffee onto the pale carpet.

Four rounds is not really enough to sort out the strong from the weak, yet it was Toby Manning (3 dan Leamington) and John Rickard (4 dan Cambridge) who finished unbeaten. Those on three in order of tie-break were Simon Bexfield (1 dan London), Harry Fearnley (2 dan Oxford), Alison Jones (2 dan Wanstead), Andrew Grant (2 dan Open University), Robert Salkeld (1 dan), John



**Abingdon: Living Go**

Fairbairn (2 dan London), Bob Bagot (2 dan Manchester), Paul Margetts (1 dan Epsom Downs) and Alex Rix (4 dan London). The top four were sure to qualify for the next stage, as would most of the rest taking up reserve places. Playing well and unlucky to take last place (behind his father) was Youth Champion Tom Blockley (3 kyu).

## Plastic Spoons

The weekend after St Patrick's Day was of course the time of the 10th Irish Open. Those who arrived in Dublin (venue for the 2001 European) in time for the parade enjoyed the warmest and sunniest for over 25 years. The first official event of the weekend as usual was the Irish Rapid on the Fri-

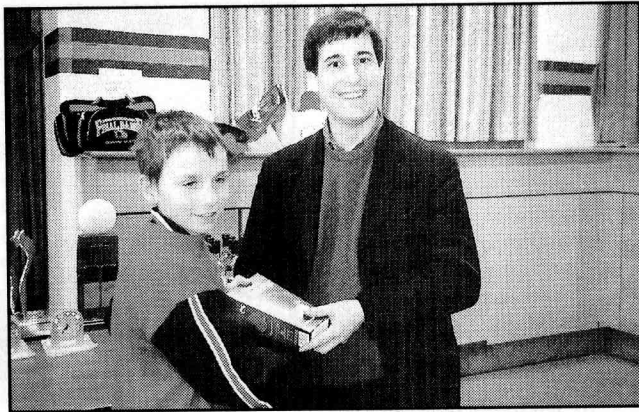
day evening. 22 players contested for prizes donated by keen local go player, Daniel Dulzin, Mexican Ambassador. If you won it was hard to choose between the tequila and the book. After five rounds there was a four way tie, so after play-offs Tony Atkins (2 dan) and Peter Nuebel (5 kyu) were third, Ralph Tiefenthalia (1 dan) was second and Ruud Stoelman (1 dan) was first.

The first plastic spoon of the weekend went to Brian Gallagher (1 kyu). A record 32 players from 14 countries took place in the Open. There were more who unfortunately did not turn up, including Gerry Mills with the BGA Book Shop who missed his plane. Early rounds were dominated by the two 6 dans, last time winner Matthew Macfadyen and from Argentina Eduardo

Herrero, but also by two 1 dans: Ruud Stoelman from the Netherlands and Germany's Ralph Tiefenthalia. The latter two helped ensure that Tony Atkins (2 dan) would not take fifth for the fourth year in a row. The crunch game came in round 3 with the British Champion victorious over the Argentinian from Tokyo.

Matthew remained unbeaten to win and take the maximum 15 European Grand Prix points. Eduardo lost to David Ward (3 dan) but held on to second place. Third was Andrew Grant (2 dan) who beat David Ward back into fourth. Fifth was Michael Marz (2 dan), sixth Francis Roads (4 dan), then Paul Smith (2 dan), Tony, Ruud and Ralph. Unfortunately no Irish players took Grand Prix points or top prizes this year - Noel Mitchell had to settle on a consolation prize for being the weakest two dan present. Best lady, scoring 4/5, was Paula Maneggia (13 kyu Italy), the same score as Peter Nuebel (5 kyu Germany). All ten players on 3/5 got small prizes and Cecile Robin got that event's plastic spoon.

Next it was off to the Old Stand for a drink and a trip to the Japanese restaurant, before playing some more casual games. Those 12 who survived to the Monday played in the Irish Handicap. Grades ranged from 6 dan to 16 kyu. Placed



**Ian McAnally is presented with a prize by Dr Evan Harris, MP**

third on tie-break was Colin Adams (1 dan), behind Andrew Grant in second and Ruud who took his second Irish title. Tony Atkins collected the really useful last place prize. In the side events Matthew Macfadyen won the Liar Dice, but nobody dared compete for the backgammon title held by Shigeno Yuki. Special prizes went to Baron Allday and Ron Bell (good day/bad day), Colin (playing in all four Irish provinces) and Tony (sleeping in many beds).

#### Rare Species

It was rather too sunny on 28th March to be inside the Sports Centre at the Coventry Tournament. The trick some of the 54 players used was to resign early and pop off to look

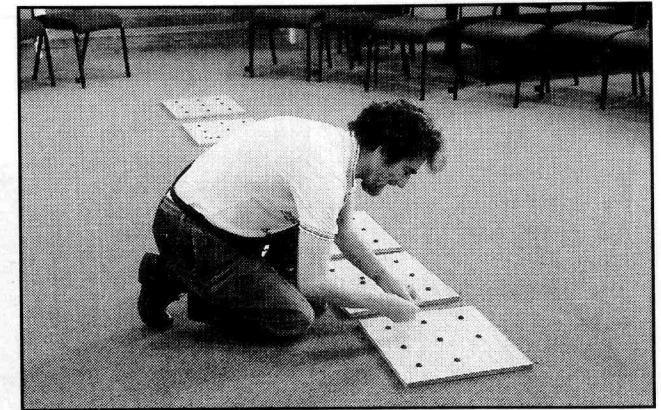
at the cathedrals or nearby Kenilworth Castle. If you did, you had to hurry back for Matthew Macfadyen's entertaining lunch talk on the rarity of the species known as the British six dan. As usual Matthew also won the event (he only ever once failed to win when Pier Shepperson did so in 1989). Those on 3/3 were: John Lowe (3 kyu Leamington), Thomas Erker (5kyu Germany), Malcolm Walker (10kyu Worcester), Nicola Hurden (14 kyu Brakenhale), and Ian McAnally (25 kyu Manchester). Brakenhale school mates Dan Calvelo and Shawn Hearn won the 13x13 prizes. As Brakenhale tied with Leamington for the team prize, Matthew and Nicola played a lightning play off; despite Matthew winning, the youngsters still got their prize.

#### Team Time

The first of a triplet of team events was the European Team Championships. This was held in Belgrade the weekend before NATO bombing started. Italy was the only western team of the eight who made it, another problem being a clash with the Ing Memorial. First was Russia, Second was Romania and third Czech Republic. The following weekend in London was an International match at the Nippon Club. A joint Chinese/Korean team won with 15, ahead of Japan on 9, Reading 8 and Central London's 4. Six teams made it to Great Missenden for the traditional Easter Monday Thames Valley Team Tournament. Reading regained lost form (helped maybe by the handicapping scheme) despite having to field a reserve and Jim Clare (3 dan) losing to Christian Scarff (1 dan). Second was the Jet Lagged team, followed by West Surrey. Players won Easter egg prizes, with Christian Scarff and Nick Fortescue getting special mention. In the 10x10 continuous Tony Atkins won 8 and Nicola Hurden 7 to gain yet more chocolate.

#### Countdown

Steve Bailey tried very hard to make this year's British Go



**Francis Roads— what is he up to?**

Congress very pleasant and enjoyable. Firstly as an old boy of the school, he selected Abingdon School as providing good facilities in an attractive location, with the historic Thames-side town centre a short walk away. Secondly he provided lots of non-go side events— word games, quizzes and games - to distract the curious or occupy the bored. 37 players arrived to play the British Lightning on the Friday, but had to stand for five minutes in the evening sun thanks to a fire practice, though at least two players refused to leave their boards. Tournament policeman, Tony Atkins, took the top 32 players and ran the playing card draw system, as in the last two years. He himself joined the lowest graded five in a round-robin special group. In the fourth round the winner of

the last two years, Des Cann, lost to Piers Shepperson and Simon Shiu lost to Kim Seong-June. Kim held on to the Ace of Hearts at the end of the last round to win, beating Piers into second. The others holding good cards at the end were T. Mark Hall, Des Cann, Simon Goss and Chris Dawson. In the lower division, first was Ian McAnally (23 kyu) with 5/5, ahead of Daniel Calvelo (25 kyu).

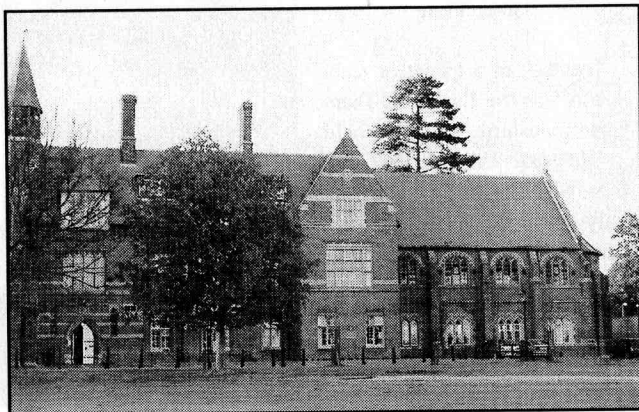
As usual the main tournament, the British Open, is split into three rounds on each of two days. Play took place in a pleasantly refurbished hall, which Steve assured us used to be the gymnasium. 80 players took part and only a few had to abandon their games to watch the Grand National in the rest room. At the end of the first day it was the two 6 dans who

were unbeaten, Kim and Macfadyen. After Saturday dinner the traditional slot of the AGM was taken up by a two-hour long meeting and it was just about possible to survive before nipping off for a drink or two at the Horse & Jockey.

The next morning saw the top game clash. The result of such a game can often be predicted by knowing who put their head down early, submarine style, the day before and who was likely to be suffering that day after yesterday feeling.

In fact it was the Korean from Cambridge who proved to be in the better form and he went on to win his last two, against Mr Kim Young and T. Mark Hall, to show he was totally bombproof.

Steve Bailey survived the weekend and did not find the event too stressful. He started the Prize Giving by explaining that he had invited the local MP, Dr Evan Harris along, as he was a promoter of the chess as a sport campaign in parliament. Just before an avalanche of comments came from the crowd saying how of course he would not come, Steve introduced the MP. Dr Harris told the audience about the chess campaign and that he was hopeful that go could be included in legislation changes. He was so intrigued by the problems in the go leaflet that



**Abingdon School**

he had nearly missed his stop on the train. He presented all the prizes, including the Open, Lightning, the Grand Prix and the side events.

The prizes in the Open went to: 1. S-J. Kim (6 dan Cambridge) for 6/6, 2. M. Macfadyen (6 dan Cambridge) for 5/6, 3. T.Mark Hall (4 dan London), 4. Y. Kim (5 dan CLGC) for 4/6, and those on 5/6 Tim Hunt (1 kyu Cambridge), Edward Blockley (2 kyu Worcester), Philip Beck (3 kyu Cambridge), Konrad Scheffler (4 kyu Cambridge), Theo Elliott (16 kyu Brakenhale) and Roger Peck (20 kyu unattached). The Nippon Club Cup for the best BGA club team went to Cambridge for their 63 percent. Winners in the continuous 13x13 were Nicola Hurden (13 kyu Brakenhale) and Daniel Calvelo (25 kyu Brakenhale).

The 1998-1999 Stacey Grand Prix (for the most top tournament games won) went for the first time ever to Matthew Macfadyen (39 points), ahead of Francis Roads (33 points) and S-J. Kim (28). The WKD Grand Prix (for the two dan with the most losses) went to worthy winner Alan Thornton (31 points), ahead of Alison Jones (25) and Simon Goss (23). Alison Jones was highest placed woman in the Open and so scored the most qualifying points towards trips to the Women's World Amateur, ahead of Kirsty Healey, Lena Morrish and Sue Paterson. In addition for the first time, Challenger's places were awarded to S. Shiu, A. Rix, T. Hunt, T. Atkins and M. Charles from the Open, and A. Thornton and B. Bagot from the Stacey.

Finally the side event prizes were awarded to Eddie Smithers for the African country quiz and also spotting the link (English royal spouses), to Pauline Bailey for the Sprouts and Shawn Hearn for Phutball. John Rickard was the Countdown champion (ahead of Tony Atkins) correctly solving the words, numbers and anagrams (the 8 answers to which—except for eponymous!—are included in this report).

#### **Pilgrim Fathers**

The fifth Devon Tournament moved west to the ancient sea port of Plymouth. The venue was a pub, the Three Crowns, on the Barbican just around the corner from where the Pilgrim Fathers set off and down the hill from the Hoe where Drake played his bowls. The weather stayed sunny, between the showers, and those who went west for the weekend had the chance to explore the beautiful South Devon scenery, paddle in the sea or play at Plymouth Go Club's venue, the Caffeine Club, on the Saturday with host Mike Davis. The pub was an attractive venue, but the lunch was late arriving and a DJ started playing music Mr Roads would not approve of. Not put off by the noise (having once played go under a



**Devon winners: Tony Atkins, Tony Putman, Corrina Finnis, Richard Helyer**

Gary Glitter concert) was winner Tony Atkins (2 dan Reading) taking his first even game title. Unfortunately Antonio Moreno (4 dan) could not compete for his third win, due to a child's illness, and so it was only 2 and 1 dans in contention. In fact by round 3 it was guaranteed a Tony winner as losing finalist was Tony Putman (1 dan Swindon). The best of the bottom half of the 16 were Corrina Finnis (12 kyu West Cornwall) and Richard Helyer (7 kyu Oxford) who beat Corrina in the last round. Richard now has five Devon go stones, but still has a long way to go for a set.

#### **Same as Last Year**

The Barlow tournament was held on Sunday May 2nd at the usual venue of the Cambridge

University Centre. The fine weather brought many people to the streets and rivers of Cambridge, but strangely the number of players was the same as the last three years at 32 plus the organiser. Also the winner was one of those who shared the title last year. Cambridge's 1 kyu Jonathan Chin won all five games against his fellow kyu players to end in first place. Another previous winner Nick Wedd lost to Cambridge's Frank Visser and Phil Beck to lose his chances of a repeat. Indeed it was Phil Beck who ended second as a 3 kyu by winning 4/5; obviously he likes the short 35 minute time limits as he finished his last game in just five. Two other prize winners were Brakenhale's Briony Stanes (27 kyu) and Emma-Jayne Fairbrother (22 kyu). The last prize

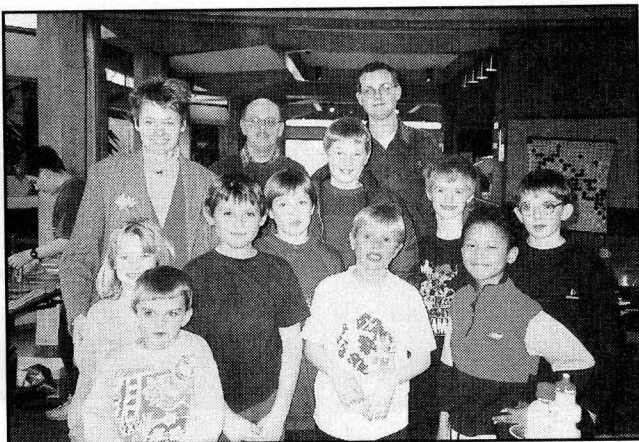


went to organiser Matthew Woodcraft for his score of 1/1 and for producing three colour results sheets showing the computer derived draw.

### Three-way Tie

The Challenger's League was again a 24 player tournament, held as last year at the Nippon Club in Piccadilly. 12 players from last year, anyone 5 dan or stronger and those qualified from the Candidates' Tournament, the British Open or the Stacey could take part.

Making a welcome reappearance this year was the British Champion from the sixties and seventies, Jon Diamond. It was going to be interesting to see whether any of his magic had faded. The first round went to form, thanks a little to the seeding, but in round 2 Mr Kim Young (5 dan) beat Diamond and John Rickard (4 dan) beat Matthew Cocke (5 dan). In round three the important wins were Piers Shepperson beating Kim and Charles Matthews beating Rickard. Matthews went on to beat Shepperson in round 4 and Des Cann put paid to Diamond's chances. Matthews went down to Cann in round five, David Ward beat T. Mark Hall, Cocke beat Shepperson and John Fairbairn beat Kim. Thus the last round was entered on the sunny Bank Holiday after-



Trigantius novices

noon, with five players on 4/5: Cocke, Ward, Cann, Matthews and Rickard. Cocke beat Matthews, and Rickard beat Diamond. In the very last game to finish, Ward made a final blunder in a lost position to lose to Cann. Thus Cann, Cocke and Rickard all ended on five.

The rules say that ties will not be broken by SOS and that the BGA Council may impose a play-off. Until that happens the next challenger for the British Champion title, held by Matthew Macfadyen, is not known. Those on 4/6 taking places 5 to 8 were: Matthews, Hall, Shepperson, Ward and Jim Clare.

### Overseas

The top four places at the Prague Grand Prix Tournament

were: 1. Radek Nechanicky (6 dan Czech), 2. Adrian Passau (4 dan Germany), 3. Leszec Soldan (6 dan Poland) and 4. Christoph Gerlach (5 dan Germany). The Spanish GP in Barcelona was dominated by professional players: 1. Kong Xi-gangming (8 dan), 2. Zhang Zhujui (9 dan), 3. Yoshioka Kaoru (7 dan), 4. Rui Naiwei (9 dan), 5. Kim (1 dan Korea) and 7. Yoshida Mika (6 dan). Pierre Colmez played the top two so had a good SOS to be highest amateur in sixth place.

The Ing Youth was held in Cannes in February. Under 18 places were 1. Andrei Kulkov (2 dan Russia), 2. Diana Korzegi (5 dan Hungary), 3. Melijn Kuin (3 dan Netherlands) and 26. Tom Blockley (4 kyu UK) on 4/6. In the under 12 the winner was Natalia

Kovaleva (3 kyu Russia). There were 69 youngsters in the first group; 21 children in the second. The European Pairs was also in Cannes the same weekend. First was Germany (Britta Trepzik/Christoph Gerlach), 2. UK (Kirsty Healey/Matthew Macfadyen), 3. France (Marie-Claude Chaine/Farid Ben Malek). 15 countries took part.

At the Ing Memorial held in the European Go Centre in March it was the Romanian professional Catalin Taranu who won. Second was Korean Lee Hyuk who only lost to Taranu. Third was Guo Juan and the British representative Matthew Cocke (5 dan) was equal 23rd (of 24) beating Germany's Felix von Arnim (5 dan). In the parallel side event Filip Vanderstappen (5 dan Netherlands) was the winner.

The Austrian GP was in Velden this year. First was Victor Bogdanov (6 dan Russia) ahead of Gabor Szabac (5 dan Hungary). 210 attended Paris at Easter. Guo Juan (7 dan Netherlands) was first on tie-break (she lost to Farid Ben Malek). Second was Gerlach, third Colmez and fourth Malek who lost to Danek. Top Brit was Piers Shepperson in 12th place with 3/6. Milan was won by Christoph Gerlach (6 dan Germany), ahead

of Victor Bogdanov and Tonny Claasen (5 dan Netherlands). At this point Bogdanov was ahead in the GP points with 47.5, then Danek (38), Gerlach (37), Florescu (36) and Guo (35).

### Mind Sports Olympiad Proposed Go Timetable

Sat1: am & pm: 13x13 (10 rounds, 20 mins each)

Sun1: am: 9x9 (8 rounds, 12 mins each), lunchtime lecture by Paul Smith; pm: 9x9 beginners (8 rounds, 12 mins each)

Mon-Wed: no events

Thu-Sat2: am & pm: Main event (6 rounds, 90mins each)

Sun2: am & pm: Rapid Play (6 rounds, 30 mins each, handicapped)

Contacts: Alison Jones:  
alison@acjamj.demon.co.uk  
Tony Atkins:  
A.J.Atkins@x400.icl.co.uk  
Paul Smith:  
paul@mpaul.cix.co.uk

### 'Bad Moves' Solutions

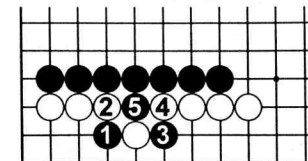


Diagram 2a  
One possible result

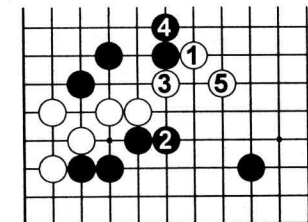


Diagram 3a  
No Black resistance is possible after the strange tesuji of 1!

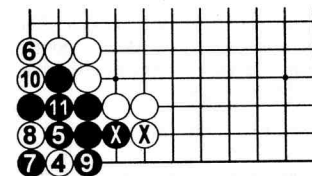


Diagram 4a  
Because of 1 and 2 in Diagram 4, 11 is impossible and Black cannot destroy the ko

### The Front Cover

The front cover shows a printout of a most useful map of UK go clubs that appears on the BGA pages on the internet. There, each club is colour coded to indicate the day on which it meets. This is the work of Nick Wedd, who explained,

"My idea for it came after a week's holiday in the Netherlands, in which I tried to spend each night in a town where I could visit the local go club in the evening. Planning this holiday would have been easier with such a map. So I decided to construct one for Britain."

