

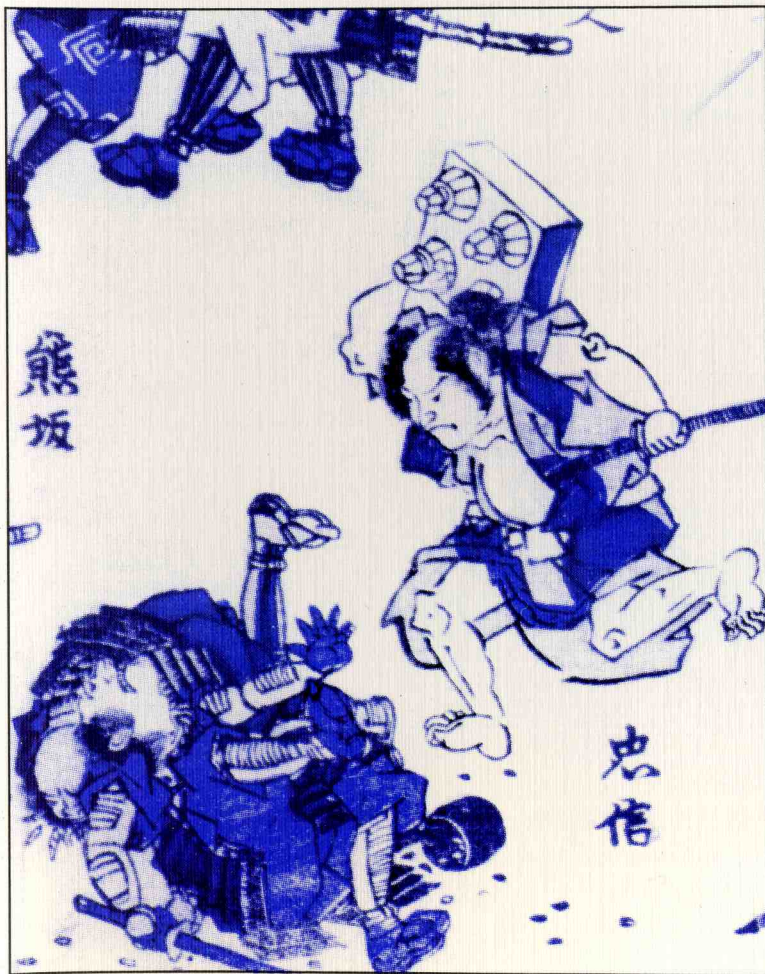
# British Go Journal

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## Tournament Calendar

**London Open:** 31 December—3 January. Geoff Kaniuk, 0208-8747362, [geoff@kaniuk.demon.co.uk](mailto:geoff@kaniuk.demon.co.uk) or register online via [www.britgo.demon.co.uk/future\\_tournaments](http://www.britgo.demon.co.uk/future_tournaments)

**Youth Championships:** 16th January.

**Furze Platt:** January.

**School Teams:** January.

**Oxford:** February.

**Trigantius:** Cambridge, 4th March. St. Paul's Church, Hills Road, Cambridge.

**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.

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

**Barmouth:** June.

**Portsmouth:** July.

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

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

**Milton Keynes:** September.

**Shrewsbury:** October.

**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.

*For the next three or four months details of tournaments are given, but only if confirmed.*

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**Front cover:** Photo of part of an original print by Hiroshige, circa 1840-1850.

# British Championship Game 4

Commentary by Liu Yajie, 2 dan professional

Black: Matthew Macfadyen  
White: Matthew Cocke

15: Overplay  
20: At 30 would be better. (See diagrams.)

39: Blocking at 40 is bigger than the ko.

48: A play at the point between 41 and 45 is very urgent.

49: A very big move; it takes out the eye shape of the white group.

60: Better at 61.

86: A play at 94 first, then at 86 would be better. If Black still plays at 87, White could double atari 83 and 85.

92: Should play 94.

93: Should play at 101.

111: Better at 112. The central black group is weaker than the white group, so 111 seems like an overplay.

162: Should play at A.

184: Playing at 187 is the last chance for White to win the game. After White plays at 187, Black has to connect at 281, then White at 185, and the whole group will be a ko. (Black 225, White 226, Black 224, White atari between 41 and 45, Black 272. If Black connects at 271, then White 253 and the whole group would be dead.)

Our students showed great interest in the game. They've never seen west-

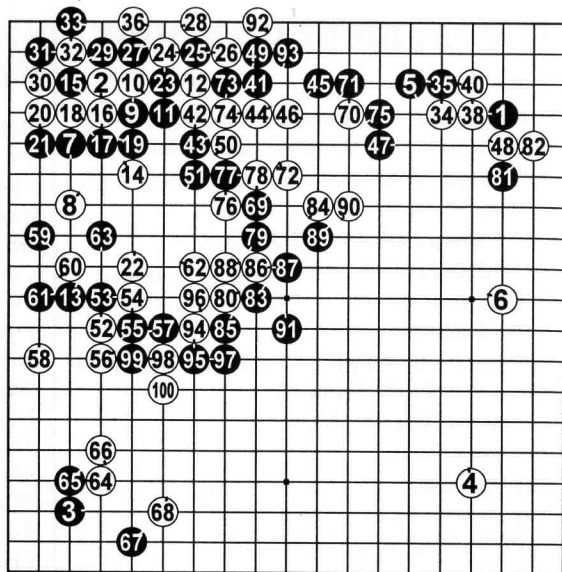


Figure 1 (1—100)  
37 at 15, 39 at 32

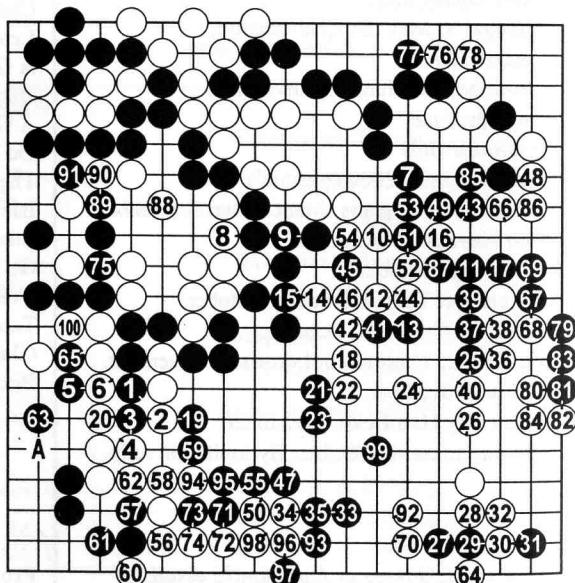


Figure 2 (101—200)

ern people playing go before. The suggestion for White 86 is a comment from an 11 year old boy, and I think it's a very interesting idea.

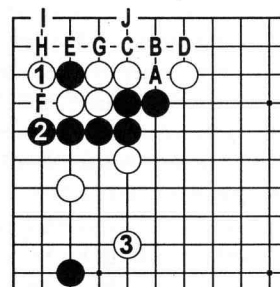


Diagram 1

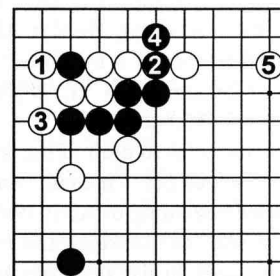


Diagram 2

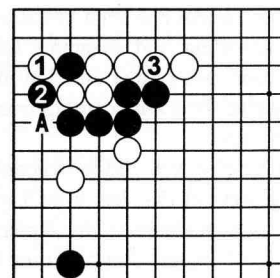


Diagram 3  
Black lost the possibility of playing A

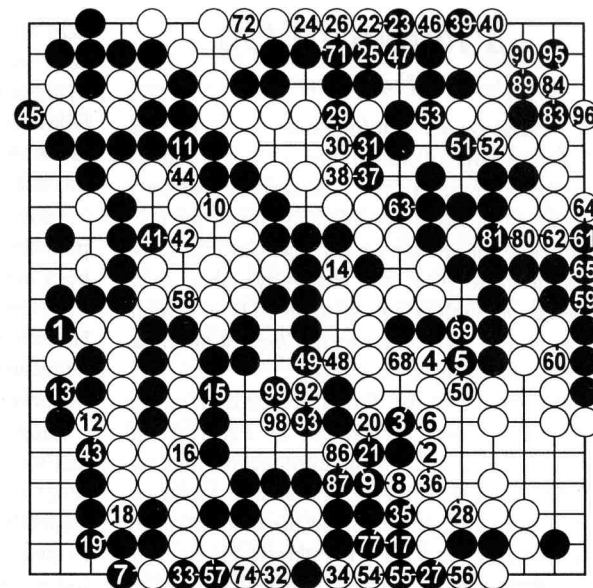
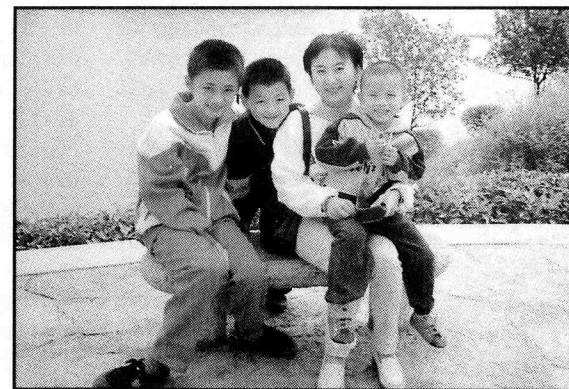


Figure 3 (201—300)  
266 at 25, 267 at 239, 270 at 246, 273 at 239, 275 at 160, 276 at 246, 278 at 197, 279 at 239, 282 at 246, 285 at 239; ko: 288, 291, 294, 297, 300; 301 pass; 302 connects



These three boys are staying with my husband and me to study go. The youngest one is only five years old. He is very lovely but sometimes he is very naughty. He gives Handtalk 12 stones and can win sometimes. The other two boys' ages are nine and twelve. I give them two stones.

# Pioneer of Go

by Franco Pratesi

Several pieces of information about the Chinese game of wei-chi had arrived in Europe by the beginning of the 17th Century, but for a detailed description people had to wait for Herbert A. Giles and his persistence. Unfortunately, his description is not easily available, even though he published it twice, in 1877 in *Temple Bar*, and in 1882 in *Historic China*, a miscellaneous collection of his studies.

Part can then be found reproduced in the book *The Game of Wei-Chi* by Pecorini and Shu, London 1929, with introduction and appendix by Giles himself. It was in a recent reprint of this book that I read the description by Giles, a few years ago. He interestingly states in the introduction, 'I am extremely interested to hear that a book on Wei-Ch'i is being published, as I was the pioneer, many years ago, in introducing this game to this country. To learn to play Wei-Ch'i as an amusement is an easy task: I taught my young children. To become a master is an affair of years.' Actually, taking the date into account, 'this game to this country' might be read as 'this game to the whole world except the Far East'.

In particular, Giles had two merits— he gave us the first description of wei-chi and at the same time he clearly explained why this had been so difficult to achieve (thus clarifying why tradesmen and sailors had not previously been capable of learning and explaining the game). This is worth repeating as a summary in my own words, as I published earlier in *Eteroscacco*, 1997, no. 78, p 27-28, as I was agreeably impressed by this description:

'Wei-chi is the game of mandarins, who cannot be expected to learn barbarian languages nor to deal with foreigners. A few Chinese servants actually can speak some pidgin English and play the go-between for any trade or ordi-

nary affair. However, this does not help in our case, since no Chinese servant will ever be able to understand wei-chi. Thus, only a man such as Giles, General Consul in China, then professor at Cambridge, could eventually be able to learn this extraordinary game from China.'

Later on, I could actually verify that the importance of Giles's contribution had already been outlined twenty years earlier by Theo van Ees (*Go tijdschrift*, 1978 vol 15, no. 5, p 32). He concluded that the difficult situation in communicating with the Chinese, 'fortunately did not prevent him from publishing his findings.'

Indeed, he could not publish everything he had written on the topic. I found that a manuscript on wei-chi is kept in the John G. White Collection of the Cleveland Public Library (which as far as I know is the richest chess collection in the world). It is recorded in the Library catalogue as follows: Giles, Herbert Allen, 1845-1935. - Game of go / by Giles. - [188] - Holdings: Cleveland/John G. White Coll. - Call Number: [q] 789.86M G392.

It could simply be the original draft of the article he published in *Temple Bar*— it could contain more detail. In the beginning of April 1999 I asked the Librarian and— due to works and repairs in the Library— only in the first days of September did I have a copy in my hands— five months awaiting but eventually a happy glance into this historical document has been possible! To see Giles's handwriting and diagrams has been for me the second and greater emotion induced by his account of the game, coming from more than a century ago.

Let us examine briefly this old instruction manual for playing wei-chi that has been kept so long forgotten as a manuscript. Its dimensions are 15x25 cm, 51 pages. The structure is based on diagrams, each on a whole page, drawn using a ruler for the board and compasses, with red and blue or red and black inks, for the stones; these diagrams are reproduced at

the end in a reduced form and without text, two within a page. On each diagram the whole 19x19 board is shown, even if usually several different groups of stones are drawn on it as separate examples. Every diagram is then followed by one or more pages of text, illustrating its different examples. I will now follow this pattern and outline the contents, after numbering the diagrams.

1. No less than ten ways of connection, including 'tiger's mouth' and double picket (our bamboo joint). Interesting for its name may also be the 'cow's tongue' that we may better know as the 'horse's head'.

2, 3, 4. Each with an opening, followed by a page of text.

5. Two further openings which however we might rather consider as simple examples of corner joseki.

6. Six examples of 'stealing'— ko positions for us— and the fundamentals of ko fighting are outlined in three following pages of text.

7. Three game positions - the first move is searched for either connecting or attacking the adversary. A special reason for connecting groups is here stated as deriving from (Chinese) counting rules, according to which 'the owner of the fewest number of garrisons [living groups, I suppose] scores one for each garrison the adversary has in excess of his own'.

8. Two examples of what we call semeai, with all black and white liberties indicated (here the object of attack).

9. Nine examples of 'making eyes', namely how to defend in life-and-death positions.

10. Eight examples of attack in simple life-and-death situations - 'filling up or putting out the eyes of the adversary'.

11. Eleven examples of life-and-death cases. In order to insert so many examples in a single board all the encircling black stones are not marked in the diagrams.

12. Five examples of life and death, the first be-

ing the 'turtle with its head drawn in'.

13. A-C show the progress of a ladder, called here 'twisting', D indicates the way of capturing we call 'in a net'.

14. Six examples of various kinds, often involving connections. A shows 'stabbing' (maybe peeping?), putting one stone adjacent to the tiger's mouth for entering it on the following move. All 'are given merely to familiarise the beginner with the correct moves under certain circumstances'.

15. Ten endgame positions.

A general comment may be useful. In no part of these descriptions has one grounds to expect something 'new' for our go didactics, more than a century later. The fact of writing elementary instructions for the game is already a great merit to be ascribed to our pioneer! The jargon he uses, directly taken from the Chinese, is maybe the 'newest' information for us to read.

In particular, the part on the openings appears more clearly outdated, since it is based on the initial placement of four stones on the corner star points (two black and two white crossed). We find here that a usual way to go on is first to 'complete the circle'. In addition to the four initial stones, the initial moves (about twenty) are all on the third line, with regular intervals between black and white. Only after that some contact play can reasonably begin.

The description left by Giles contains enough technical details, for playing the game. At most, we may feel the absence of a whole game reported. More details were then provided by Korschelt from Japan and, thereafter, Japan became the main source of go knowledge in Europe and America with rare exceptions. Now, the Japanese root of our go literature is evident— more difficult to trace is its Chinese root, and one of the reasons is that Giles's descriptions practically remained unknown, while the later book by Pecorini and Shu was too isolated to support an on-going Chinese connection.

# More Microscopy

## Part 1

by Charles Matthews

Autumn brings with it Cox apples in the supermarket (which can count as mellow fruit), the dependable Milton Keynes tournament, and with it games from Tim Hunt in my inbox (which will do for mistiness). Time to set out on another detailed analysis, this time of Tim's game against John Fairbairn (2 dan). Since his promotion to 1 dan Tim has shown little respect for his betters, as this record will show. In this game he held Black.

Once more the substantive discussion is based on commentary by Seong-June Kim. Some background on the opening plays is my own research.

The plays up to 8, as far as we'll get this time, make up a subtle opening. White 4 is definitely playable, though there is also an interesting argument for making such an approach a high one, on the fourth line. Black 5, forming nirensai (4-4 points in adjoining corners), is good.

If White 2 were in the top left corner then, in pro play, the high approach would normally be preferred at 4. For a reason, see Diagram 2, where Black has taken the lower left. There White 1 is always going to be a good play to counter Black's influence. There is no quite comparable move based on the 5-3 point there are of course pressing plays, but no perfect cover of this kind. Almost without analysis, White 1 can be seen to occupy a key point.

In the situation from the game, how should White play 6, if it is to be in the bottom right? Various things have been tried at professional level. Perhaps the

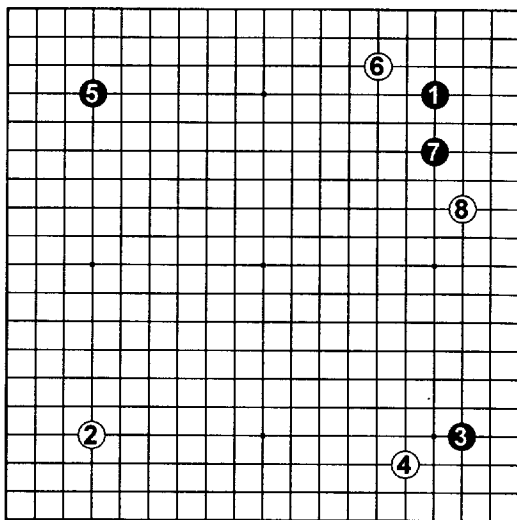


Diagram 1

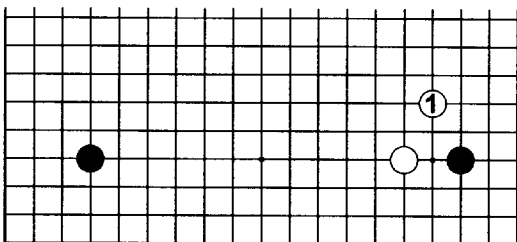


Diagram 2

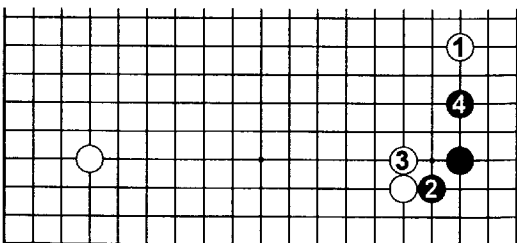


Diagram 3

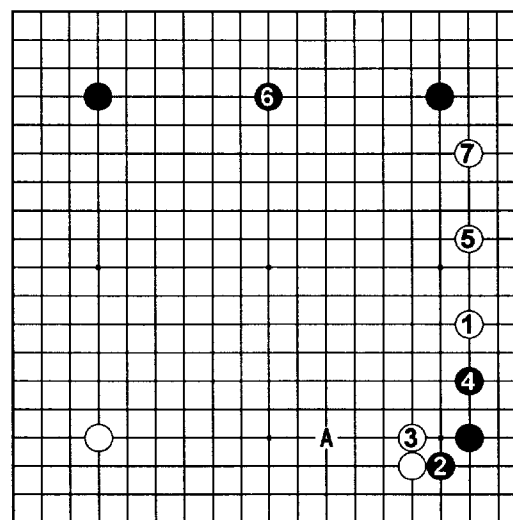


Diagram 4

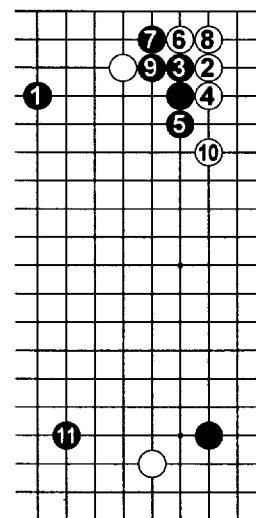


Diagram 5

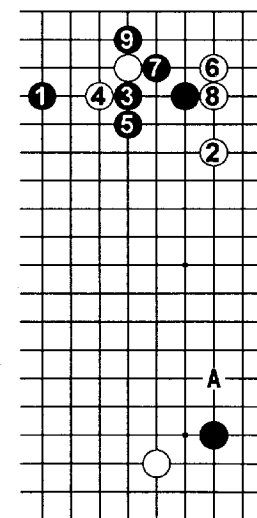


Diagram 6

most interesting idea comes from Cho Hun-hyun 9 dan of South Korea, recent visitor to London at the Mind Sports Olympiad. It is seen in Diagram 3. White 1 there, a three-point low pincer, is a most classical play. It doesn't prevent Black settling the corner as indicated. Therefore its justification must be as part of an overall plan.

What is shown in Diagram 4 is typical of Cho's thinking. White does well on the right side, and is prepared to fight if Black now attacks at A. The flavour of this way of playing is in line with the Korean concept of *haengma*, not so familiar here but occurring in Janice Kim's books. Just a horse has more than one gait, there are various kinds of movement on the go board, and *haengma* (literally, the way of the horse) is a sort of skilful choice between them. White in Diagram 4 displays a vigorous canter to contest Black's initiative.

By the way, this nirensai opening variant rarely occurs in the order with Black 3 and 5 switched about, because White would have every reason then to play the 5-3 point turned the other way round (see Nirensai part 6 in BGJ 116).

White's plan to 8 appears excessive in the number of groups White is trying to build, on the right-hand side of the board. But before that there is the question of Black 7. White 6 is a professional move, but in the game I've seen Black answered with a pincer.

There is no reason for Black to fear what happens in Diagram 5, where Black regains the initiative. Diagram 6, from a Chinese game, results from a standard double approach continuation after White 2. Subsequently White at A

would be a good play; but since White is low on the right side (White 2 is on the third line) it should not worry Black greatly.

To explain why Black 7 and White 8 from the game are queried, have a look at the final two diagrams. Diagram 7 shows that Black can make ideal shape on the right side with two more moves. There is a problem—in which order should they be played? The diagonal move, Black 4 of Diagram 8, is required before extending on the side, since otherwise White can press Black into a low position starting at the same point. However, if Black follows Diagram 8, White has a perfect wedge play with 5. Black wants to play 6, rather than from below otherwise, why play on the fourth line at all? But Black 8 and 10 don't look like good shape. There is a very real chance that White will soon play *A*, which cannot be answered without humiliation.

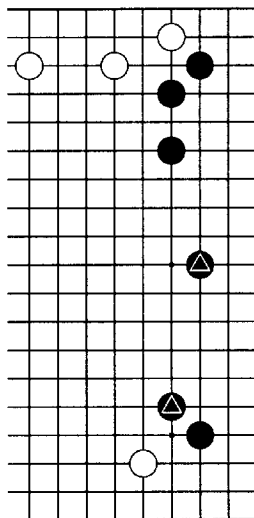


Diagram 7

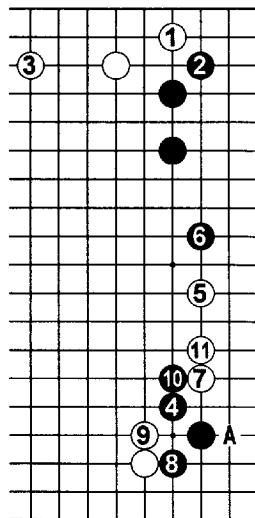


Diagram 8

White 8 from the game steps up the pace of fighting, but also smacks of handicap go. More about this next time.

## The Nippon Go Club

As you may know, Nippon Club sponsors two Anglo-Japanese matches and two International Team Trophy matches in London every year. We also support the London Open as a co-sponsor.

At the beginning of this year the Nippon Go Club (as distinct from the Nippon Club) became affiliated to the BGA in order to attract more non-Japanese go players to our weekly meetings.

So why not come along to the Nippon Go Club? It meets at Nippon Club Salon, 6 St Albans Street, London SW1 (nearest underground station, Piccadilly Circus, three minutes' walk) on Fridays from 6:30pm till 10:30pm (No entry to the building after 9pm).

The meeting room is non-smoking, but the adjacent lounge is available for desperate smokers. You are free to bring in food and drinks. Soft drinks and coffee can be bought in the lounge until 9 p.m. We currently charge a board fee of one pound per player, which may be going up to two pounds shortly due to anticipated reduction in the financial support from the Nippon Club for next year.

I hope many other go players can visit us in London in the near future. In the mean time, I wish you many enjoyable games of go.

*Kiyohiko Tanaka*

*Treasurer & Membership Secretary,  
Nippon Go Club*

## Go in New York

*by David Artus*

My job has taken me to New York City quite a few times over the last couple of years. I've explored many of the places to play documented at

<http://home.dti.net/open/bluebook.html> and I'd like to add a little colour to their on-line descriptions.

The obvious place for a European visitor to start is the Iwamoto Centre at 323 East 52nd street. This is a short walk from the 53rd Street/Lexington Avenue Subway (i.e. a nice part of town) and is probably the most comfortable place to play in NYC. It's also relatively cheap, \$5.00 a visit, and caters for all levels of ability. The Go Centre occupies several large rooms in a terraced house in a quiet (by New York standards) street and is open every day except Monday. There's a kitchen, facilities for teaching and showing videos and a collection of Japanese videos, books and other go material. There are beginners nights and teaching sessions and these are well run and friendly. Attendances seem to vary quite widely, from 2 or 3 to a dozen or more and playing strengths from beginner to strong amateur. Unfortunately, on some occasions I've had the same experience that Francis Roads reported in BGI 113: one can sit around waiting for games while other players don't play at all or repeatedly play each other. So I have been motivated to explore some other, rather different go parlours. I'm glad I did; I got a chance to see some more out of the way corners of the city and found some good places to play.

Also in Manhattan is the Manhattan Go Club (MGC), a club at which most of the players are Korean. It is handily placed at 32nd Street and

Broadway. The Macey's department store is at this intersection, and the streets bustle with shoppers and festive Santas at suitably festive times of year. It is also close by useful Subways and the terminus of the PATH train from New Jersey and 10 minutes walk from the major rail and bus termini. The club occupies a couple of rooms in an office building at 1270 Broadway, and is owned and run by Hyung-Woo Kim. Mr Kim is 6 dan by Korean rating standards and that means very strong by UK standards; He gives me (1 dan UK) 8 stones.

The club is open from 11:00 a.m. until late evening every day except Sunday. Usually there are 10 to 20 players playing in a smoky, friendly atmosphere. Tea and coffee are included in the \$10.00 per day board fee. Mr Kim makes sure that people who want to play are found opponents and suggests sensible handicaps when strangers (such as myself) want to play; I rarely had to wait at all for a game. Mr Kim is always ready to play and seems to get through an astonishing number of games every day.

I was one of the weakest players at the club, I think I had white only 4 or 5 times, never giving more than 2 stones, in the 60 or 70 games I have played there over the years. I'd recommend the club to any European dan-level player, but I don't think that folks weaker than European 3 or 4 kyu would always find appropriate opponents.

As the MGC is closed on Sundays I occasionally get the Subway out to Flushing (past Shea Stadium and Flushing Meadows) where there is a large Korean and Chinese community. It's about a 45 minute journey from mid-town Manhattan. There are 3 documented places to play in Flushing all three are within ten minutes walk of the Subway terminal in the heart of Flushing. The area around the station abounds with cafes and restaurants, mostly Chinese. The clubs are all a couple of blocks North, where

food is harder to locate, so you may prefer to stock up as you pass through.

The first of the three documented clubs I visited, the Chinese Cultural Association seems not to expect visitors. I was told that Wei-Chi was not played there but then given a few friendly games by a young Chinese chap who overheard my failures to gain entry. There were a few other games going on but I didn't feel too welcome.

The other two clubs, one Chinese, one Korean, are within a few doors of each other on Union Street. They each occupy a room above a parade of shops. The cascade of signs above the shops makes spotting the correct narrow stairs to climb tricky.

The Chinese club had only two go boards and a few Chinese Chess sets, and one very intimidating strong Chinese player who played me a couple of games off 7 stones (I won) and 6 stones (I lost). I didn't feel too welcome there, and so moved on to the Korean club.

The Korean Baduk Club is at 36-18 Union Street and is the run by Sammy Park, another '6 dan'. This club was similar in spirit to the MGC and I've enjoyed playing there several times. The club has a single room with perhaps a dozen go boards, a soft drink vending machine and a PC permanently connected to the Internet Go Server on which Sammy Park plays and observes games.

The club is well attended; it seems quite common for almost all the boards to be in use. Again I never had to wait long for a game. The playing standard was similar to that at the MGC and it didn't seem likely that players below 3 or 4 kyu (UK) would find even or low handicap games. The cost is \$7.00 per day, and that seems very good value.

I did visit yet another Korean go parlour out in Palisades Park in New Jersey. This can be reached by bus in about 45 minutes from NYC but if you're in NYC then the clubs I describe

above are probably just as good and easier to get to.

My one reservation about all the Korean clubs I visited was that the language barrier prevented much post-game analysis. In fact it did seem that even between themselves the Korean players rarely conducted post-mortems. From my perspective it would have been good to have seen detailed analysis of some games. None the less I greatly enjoyed playing go in these places and hope to be able to return some day.

So, to finish, a mention for the Brooklyn Go Club, a go club where it's possible to eat and chat and perhaps play the odd game if the fancy takes you. The core of the club seems to be a group of Americans who have been playing for years. The club meets in one or another persons house on Friday evenings and it's as likely to be in Manhattan as Brooklyn. The only difficulty is in finding out where it's going to meet next. Playing strengths range from dan to beginner and it's probably the most fun place to play go I've seen for a long time. I suggest that you contact the organisers of that club by e-mail if you intend to visit. The web-site above has contact details.

#### Correction

Unfortunately, the list of those who entertained Liu Yajie on her visit in the last journal is incomplete— please accept my apologies. She also stayed with Mike Goss in Maidenhead, Elizabeth Tompkins in Plymouth and Jim Cook in Edinburgh. Many thanks for the hospitality which made the trip possible.

*Alex Rix*

## The European Go Rating List

*by Nick Wedd*

The European Go Federation collects the results of go tournaments in which European players compete. These results are used to calculate players' ratings on a common scale for all European players, and to publish them on the world-wide web as the European Rating List. This article describes how the European Rating List works.

The present system is run by Ales Cieply in the Czech Republic, and has records going back to the beginning of 1996. It replaces an earlier system which ran in the Netherlands until 1998.

The Rating List shows about 3,600 European players, with their ratings calculated to one-hundredth of a grade. A total of 349 of these players are shown as from the UK. On the system used by the List, an average 6-dan has a rating of 2600, an average shodan a rating of 2100, an average 1-kyu a rating of 2000, an average 10-kyu a rating of 1100, and so on. There is a cut-off at 20-kyu: at the bottom of the list is a group of players all shown as 20-kyu with a rating of 100.

The way in which tournament results are used to calculate ratings is complicated, and is explained in detail on the EGF web site. It is based on the ELO system used for chess ratings. It seems to be a fair reflection of reality for UK players, and to respond to changes in players' strengths, now that almost all UK tournament results are reaching the compilers of this list. The Rating List is updated monthly.

For each country, the Rating List shows the average difference for that country between the ratings which it calculates, and the grades which are assigned by the national go federation or are self assigned. A positive number means that

players from that country are on average stronger than their grades indicate. These numbers for European countries with at least twenty players are shown in Table 1. 'No.' means number of players, and 'ARGD' means average rating/grade difference.

I found these figures surprising. My perception was that Dutch 1-kyus were strong, whereas Russian dan-players could be quite weak. However, these figures show that this is not now true. Dutch grades are now very similar (on average) to British ones, and it is the Russians and Ukrainians who are strongest relative to their stated grades.

Taking myself as an example: the List shows my rating as 2024. On its (arbitrary but consistent) terms, this means that I am a strong 1-kyu. But allowing for the 57-point disparity between the European Rating List and UK grades, it means that by UK standards I am a weak 1-dan. This accords with the opinion of the BGA's Grading Committee, which recently promoted me to 1 dan.

When the Czech-run version of the European Rating List was started, many tournament results never reached it. In its first year of operation, 1996, 149 sets of tournament results were recorded, only three of them from Britain. This was because most British results were still going only to the old Dutch list. Since then, the efficiency with which tournament results reach the list, particularly from Britain, has greatly improved. In the twelve months up to the time of writing this article, 288 sets of results have reached the List, 22 of them from Britain. The Rating List web page shows which tournament results have been included. Any which have not been included may still be sent for inclusion.

Not all tournament results are treated with equal weight in calculating ratings. There are three classes of tournament, *A*, *B* and *C*. In assigning the class of a tournament, three things are considered: 'basic time', 'adjusted time' and

**Table 1**

Country	Dan-players	No. ARGD	Kyu-players	No. ARGD	All players	No. ARGD
Finland	7	-61	51	-153	58	-142
Italy	16	-31	75	-93	91	-82
Yugoslavia	30	-115	26	-26	56	-74
Germany	257	-41	445	-91	702	-72
Austria	36	-57	22	-63	58	-59
Slovenia	28	-50	22	-70	50	-58
UK	111	-52	238	-60	349	-57
Sweden	15	-9	44	-74	59	-57
Netherlands	110	-5	174	-87	284	-55
Switzerland	18	-31	40	-64	58	-54
Spain	16	-4	41	-71	57	-52
Poland	30	-60	115	-48	145	-50
Belgium	13	-61	48	-32	61	-38
Czechia	46	-37	167	-31	213	-33
Denmark	16	-34	13	-31	29	-33
Slovakia	10	-21	55	-28	65	-27
Norway	10	-36	10	-13	20	-25
Hungary	18	-26	54	-23	72	-24
France	121	5	514	-26	635	-20
Romania	63	-30	156	-4	219	-12
Croatia	12	-31	27	4	39	-7
Russia	89	8	141	5	230	6
Ukraine	23	18	53	30	76	26
Europe total	1109	-30	2553	-49	3662	-43

number of rounds. Basic time is the time to which the clock is initially set. Adjusted time is basic time plus the time for the first 60 byo yomi or overtime moves. The minimum requirements are shown in Table 2. There are also requirements that class A tournaments must have

all games in the top part of the tournament played without handicaps, and must have 'good playing conditions and material', which leaves room for negotiation between the tournament organiser and the EGF. Game results from class B tournaments count for 50% more than those

from class C tournaments, and those from class A tournaments count for twice as much as those from class C tournaments. An earlier version of the system produced two separate rating lists, the second based only on A class tournaments.

**Table 2**

	Basic Time	Adjusted Time	Rounds
Class A	60 mins	75 mins	5
Class B	40 mins	50 mins	-
Class C	25 mins	30 mins	-

The web site with the European Rating List is at:

<http://egf.posluh.hr/rating/>

The BGA website has a list of forthcoming British tournaments, which gives their date, contact details, expected class, and a link to the tournament web page if this exists. It is at:

<http://www.britgo.demon.co.uk/tournaments/index.html>

## Friends of Go

*by Alison Jones*

**I**n the previous journal I promised to provide an explanation of our plans for the donations being received under the Friends of Go scheme.

Elsewhere in this journal Simon Goss and Tony Atkins describe the visit of Yuki Shigeno to the UK in October. Those of us that have met Yuki and experienced at first hand her teaching methods are very excited at the level of interest and enthusiasm in go that she creates in the children she meets. We are fortunate that Simon Goss is willing to continue what Yuki has started through the coming year.

I believe that it is vitally important to the development of go in the UK that we encourage more youth players. Yuki has shown us a method that works in engaging the attention and interest of children which we would like to develop on a wider scale. We therefore propose to use the Friends of Go donations to support this youth go promotional effort. The money received will assist in providing starter go sets for schools and in covering miscellaneous expenses incurred in arranging the school visits. We also hope to invite Yuki back in the future to assist with more introductory visits to schools. We are initially concentrating our efforts in selected areas but we hope, over time, to build up the resources (both financial and in human terms) to spread the programme further afield.

If you would like to know more about the methods used by Yuki, or to assist in the development of youth go in the UK, Simon Goss would like to hear from you.

Donations to Friends of Go to assist us in expanding this programme are very welcome. Cheques should be made payable to Friends of Go and sent to the BGA's Treasurer (or any Council member). Please state whether you wish to remain anonymous when making a donation.

We thank Francis Roads for becoming a gold level supporter of Friends of Go and also the other donors who have contributed to the scheme in the past months. Income available from Friends of Go to support our youth development work currently stands at £260.

### Subscriptions

UK: standard membership £12, family membership £17, concessionary £5.

Europe £14, rest of the world £17.

Multiple year membership up to 5 years is accepted. This has of course the advantage of protection against any rise in fees.



# Sample 4-4 Positions

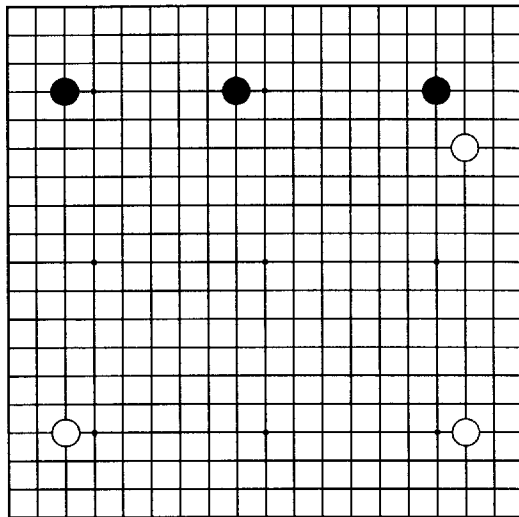
## Part 1

by Tim Hunt

Steve Bailey requested a follow-up to my *Bluffer's Guide to the 4-4 Point* (in BGJ 115 and 116). He suggested that I choose some positions from professional games and analyse them, showing what the correct move is and why. I am afraid that I do not feel up to this. Instead I have picked positions from my own tournament games. In each position you are invited to think about how you would answer an approach move to a stone on the 4-4 point. Then you can compare your answers with what actually happened in the game and what I now consider the right answer to be. You should concentrate on choosing the right plan. In most cases there is more than one "right" answer consistent with a choice of plan.

Remember that I listed four plans that might be appropriate when answering an approach to the 4-4 point:

1. Answer on the other side to the approach, say with the one-point jump, to leave the position flexible and await further developments. This is simple and you may get sente.
2. Play a pincer, intending to give up the corner territory in exchange for an outside wall.
3. Lean on the approach stone, in order to build up on the other side.
4. Play a move to take away the base of the approach stone whilst securing the corner territory.



Problem 1

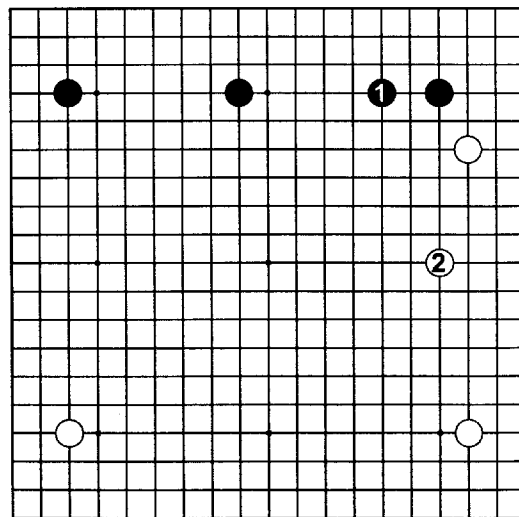
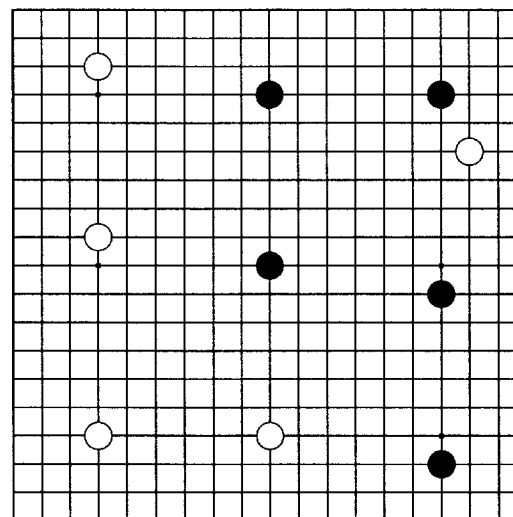


Diagram 1



Problem 2

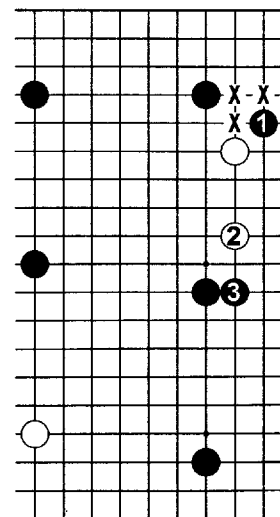


Diagram 2

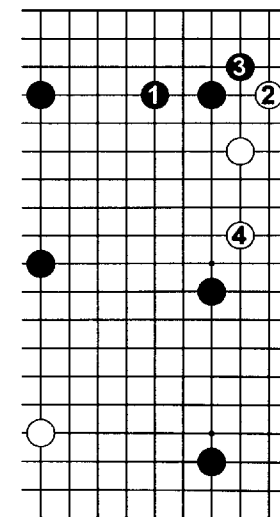


Diagram 3

## Problem 1

Black: Tim Hunt, White: Jan Hric, London Open 1998. White has just approached the top right corner. How should Black respond?

Diagram 1 is the game sequence. The moves are simple and good. Why look for anything more complicated? Black now has sente to approach one of White's 3-4 points. Of course a pincer would also be possible but why risk trying to be too clever and getting into a mess when the simple moves are enough?

## Problem 2

Black: Tim Hunt, White: Benoit Maison, London Open 1998. White has just approached the top right corner. How should Black respond?

Diagram 2 is the correct answer: Black is strong, so secure the corner territory, whilst attacking. There are various possible moves to achieve this Black could start with 1, or with any of the X points: it does not matter so much which. White then has to struggle to make a viable group in Black's sphere of influence. Black should be able to take territory whilst attacking, and seize overall control of the game.

Diagram 3 is the game sequence. White settled himself easily. This is not good enough for Black. You should make the most of your chances in areas where you are strong.

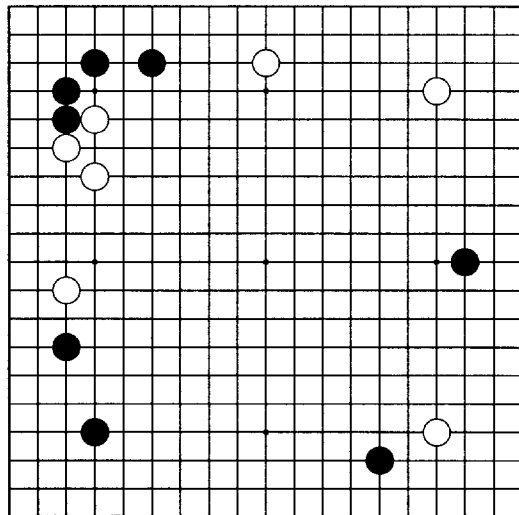
### Problem 3

Black: David Woodnutt, White: Tim Hunt, Milton Keynes 1998. How should White answer Black's approach in the bottom right corner?

When you have wedged on the side with a move like the marked Black stone, you have to be careful about approaching one of the neighbouring corners. Diagram 4 is a possible way for White to answer. In positions like this the steady approach (Plan 1) is good. When Black played the marked stone he made an assumption: if White approached on one side then he could extend in the other direction. However, after White 1, Black also needs to develop on the lower side, to 4 or thereabouts. So White will be able to attack, either on the right side or at the bottom. In fact a Black approach at 1 in Diagram 4 instead is the more reasonable direction of play.

Diagram 5 is the game sequence—also possible? I played the wide pincer, taking a view of the board as a whole. Black naturally invaded the corner. This allowed White to build a moyo across the bottom. However, by the end of this sequence Black has a lot of secure territory (15 points top left, plus 15 points bottom left, plus 20 points right side = 50 points). By comparison almost any part of White's area can be invaded later. I would rather be Black in this position. Since Black is solid everywhere, he need not fear counter-attacks.

Next time a less clear-cut position.



Problem 3

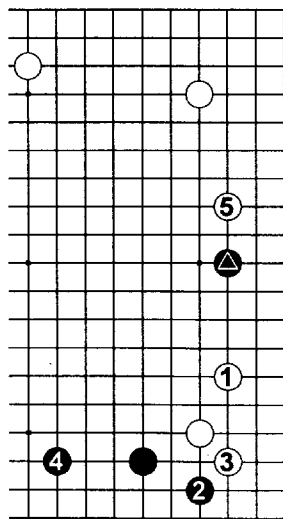


Diagram 4

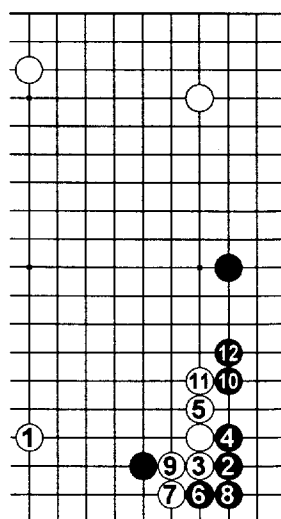


Diagram 5

## Four Strong Women (and One Man)

by Tony Atkins

**F**our *Strong Women* was the article BGI 113 about four pro-strength women who were to be at the London Open. Just after I sent it to the editor, Shigeno Yuki announced she would not be there; she needed a rest after a busy autumn schedule. However she promised to come instead for a proper visit, that is a children teaching tour, and she did so this autumn. Details of this trip are in *Yuki's Diary* [see page 54]. A year ago I implied that Yuki had been interested in teaching children for a long time, whereas she has only been so for the three or so years since she left her Nagoya life behind and became based in Europe. However you would not know this from the skill and enthusiasm she shows amongst kids. She admitted that she nearly followed her parents in a medical career and that would have been a loss to world go.

It was a busy autumn for pro visits as in September we were very privileged to have a visit by one of the most famous Japanese pros, Umezawa Yukari, famous not because of winning titles, but by being the Japanese equivalent of someone like Carol Vorderman. Her face is known to the man in the street as she has been the face of an insurance company on bill boards and in magazines, as well as appearing on go TV programmes such as *Let's Go*.

She is well regarded as being very pretty, but moreover has just made 3 dan and has a lovely personality: she was always smiling. Her best friend and travelling companion, Inori Yoko, is a grade stronger at go. Just before their trip Yoko lost to her teacher's daughter, Miss Kobayashi, in the game to decide who would challenge the Women's Honinbo. Yoko, though often over shadowed by the fame of her friend, is equally as nice and it was a great delight to

meet them both. Actually I had already seen Yukari at the Nihon Kiin in Tokyo and had met Yoko's elder sister, Mariko, the former insei who was playing Pair Go with Dr. Sonoyama of Hitachi. Both Yukari and Yoko were very good with the kids and were taken by the White twins at Milton Keynes. Yoko showed her prowess at paper dart making during the origami session there. Yukari was always keen to practice her degree level English by translating all the adverts on the Underground and by reading some of Roger Daniel's poems. Yukari is also keen to promote use of computers and is one of the few pros with a web site. Whilst in England, as well as Milton Keynes Tournament they were welcomed at the Wanstead and Nippon clubs, taken to art galleries by Ayzen, the Royal Standard by the BGA and, whilst Yukari visited a friend, Yoko was taken on a tour of Essex by Francis Roads taking in Waltham Abbey and Thaxted.

The fourth strong woman of the quartet was one of the original London Open four. Nam Chihyoung came over from Korea this time for the Mind Sports Olympiad. Her role was to provide translation support for the strong man, Cho Hun-Hyun 9 dan, and shopping support for his wife. Chihyoung was planning on writing a book about western go. But, in between teaching go to students and her other activities, this was deemed too hard. However the September *Baduk Magazine* carried an article by her on British go, followed by articles on other countries in later months. Whilst at the MSO Cho played a session of simulms and another session was a lecture. However what was most of interest to him were the other games being played, a lot of which he had not seen before. It was a great honour to have the top Korean player of the 1980s, who had held the three world titles at the same time, in Britain. Unfortunately the short notice of the visit and the timing of the MSO meant not so many could take advantage of his presence.

# The British Championship System

by Alison Jones

The Council has been debating the British Championship system for the past few months, taking account of the views of members who replied to the survey on this topic and also practical considerations. We have now agreed a new system for the year 2000 which is explained below.

## Championship objectives

In reforming the Championship we first agreed on the main objectives of the Championship as follows:

*Main objective:  
to determine a British Champion*

We believe the objective of the British Championship is to determine the British Champion for the year, who should be a strong, on form player who meets the qualifying requirements (British or living in the UK for 5 years). We have decided not to restrict entry solely to British nationals so as to permit strong foreigners who live in the UK for long periods to play, and hopefully thereby encourage improvement in the standard of British go.

*Secondary objectives:  
publicity and player development*

Our secondary objectives include:

- promoting the British Championship to be a high profile event to attract publicity; and
- encouraging players to improve by allowing long time limits, and even games between improving and established players.

We then looked at the existing system to identify any problems in achieving the above objectives.

## Some background for those unfamiliar with British Championship terminology

This section explains the past system for those readers unfamiliar with the Championship.

The British Championship has traditionally consisted of three stages. The last stage was a best of 5 game match between the existing Champion and a new Challenger. The Challenger was usually the winner of a Challengers tournament. This used to be an 8 player all play all event but has more recently been enlarged to 24 players over 6 Swiss rounds.

Half of the players in the Challengers tournament have retained their places each year with the rest qualifying through the Candidates tournament which last year was over 4 rounds. Players qualified for the candidates tournament mainly through achieving a certain grade or by good performance in a tournament during the year.

## Reasons for reforming the championship

There were a number of factors that led us to review the present system:

- Increased interest in the British Championship: The overall level of interest in the British Championship has risen over the last 20 years and we believe the Championship system needs to evolve to reflect this. A marked effect of this increased interest has been the increase in numbers in the candidates tournament in recent years to 40 in 1999. This number could have been much higher if all eligible players had wanted to compete. Four rounds is not sufficient to adequately rank a tournament of this size. Realistically, the chances of a one or two dan now winning the Championship are slim. We are therefore proposing to limit the numbers in the candidates and challengers events to provide our improving players with something challenging to aim for. However we believe that

our new system should still allow for the exceptional one kyu, who is improving faster than the grading committee can recognise, to qualify for the candidates stage.

- Pre-qualifying: In recent years the Challengers event has been increased to 24 players with the objective of ensuring that any existing 5 dans and above did not need to pre-qualify, to try to ensure that they would play.

This has caused problems with anticipating numbers for the Challengers event and also tends to weight participation in favour of past results rather than current form. We would like a system that rewards current form. We aim to make winning the Championship more prestigious in the future and believe that any player who wants to try for the title should be prepared to play in at least one qualifying event in the UK for the privilege.

- Lack of profile and publicity for the Championship events: Although we have achieved some publicity for some of the Championship matches this has not been as much as we would have liked. We would like to improve the recognition given to the winner of the Championship by providing some prize money.

We believe that we will be able to better promote the events and, hopefully, attract a sponsor if we have a system that is easily understandable and accessible to the press.

- Accessibility to other BGA members: We would like to attract more players to support Championship matches. This has not always been easy in the past because of the venues selected. We see the reform of the Championship as an opportunity to encourage wider participation through side tournaments and teaching events held alongside the various stages of the Championship. Stronger players would be on hand to comment on the Championship games and to provide analysis and teaching services to other BGA members.

## The new system

We propose to keep the three stages of the Championship but are changing their format and the qualifying conditions as follows:

- Title match: This remains a best of 5 match between Challenger and Champion. Time limits remain 180 minutes each with overtime of 20 plays in 20 minutes. (There was overwhelming support to keep the title match in its current form.)

- Challengers League: This will become an 8 player all play all event held over 4 consecutive days (usually including a bank holiday weekend). The afternoon of the last day is reserved for any playoffs as required to settle tie break situations (details of these are in the full set of rules). Time limits will be 105 minutes each with overtime of 15 moves in 5 minutes. Time limits for playoffs will be 90 minutes each with overtime of 20 plays in 5 minutes. Each year the defeated Champion / Challenger and the second and third placed players from the previous year's League will retain places, with the remaining five League places being filled from the Candidates tournament.

- Candidates tournament: This will be a 4 round weekend Swiss tournament over two days. Time limits will be 90 minutes each with overtime of 20 plays in 5 minutes. Qualification is based on good performance in tournaments in the calendar year preceding the event as follows:

Winning at least half one's games played in the qualifying tournament; and

Achieving the equivalent, or better, McMahon score in the qualifying tournament to that of a 3 dan winning a minimum of 50% of his/her games in that same tournament.

The system deliberately favours those competing in the longer tournaments allowing, for example, an exceptional one kyu winning 6/6 at

the British Congress or 7/8 at the London Open to qualify.

Qualifying tournaments include any BGA affiliated UK tournament that meets the class A or B requirements under the current European classification system, and where the bar is set at 1 dan as a minimum, with the exception of the candidates tournament itself. Players finishing on at least 3 out of 4 at the prior year's candidates tournament will automatically qualify for the following year's event, as will those who played in the prior year's Challengers League. The London Open counts as the last qualifying tournament of the year. The challengers tournament in 1999 will also count as a qualifying event as a transitional rule.

Tie breaks in the candidates will be split using the following criteria:

- 1) SOS;
- 2) nigiri.

We recognise that there will be an element of randomness in the tiebreak if numbers exceed 16 in the candidates. An alternative option of reverting back to a 6 round candidates was rejected because of the desire by many players to retain the longer time limits in this tournament and our unwillingness to use further bank holiday weekends to expand the candidates to 3 days. The criteria for qualification for the candidates will be kept under review should numbers rise again.

#### Full championship rules

The full championship rules, which also cover the British pair go championship and the British youth championships are available on the BGA web pages or on request from the BGA Secretary. These also explain the allocation of World Amateur Qualifying points to those competing in the Challengers League and title match.

#### The future

British go is developing and improving and the Championship must evolve to reflect that. Hopefully the new system addresses some of the concerns of the past. However, the Council welcomes feedback from members as to how the new Championship system works in practice, and whether it can be improved further. We always welcome offers of help in organising the various stages of the Championship.

#### The 2000 championship

##### • The candidates tournament:

The candidates tournament will be held on 18-19 March in the London area. Those already qualified, (subject to confirmation of residency status), from tournaments up to and including Wessex are shown below:

S Shiu; S Kim; S Zhang; T M Hall; F Roads; T Atkins; Y Kim; P Shepperson; C Matthews; D Ward; A Grant; P T Manning; J Clare; K Kashiwagi; P Yim; A Wall; A Rix; A M Jones; Q Mills; T Goddard; J Chetwynd; J Diamond; X Jiang; A McKendrick; C Adams; S Bexfield; A Thornton; J Fairbairn; H Fearnley; Z Zhao; H Segerman; D Gilder; C R Wright; K Drake; A C Jones; A Selby; T Putnam; R Salkeld; B Bagot; P Margetts; A Moreno; B Hitchens.

##### • The Challengers League:

This will be held on 26-29 May in the London area. The three confirmed places are for Matthew Cocke, Des Cann and John Rickard. Further places will be filled following the candidates tournament.

#### The title match

We plan to hold the complete title match series during the MSO in August this year (but not clashing with the main MSO go events). Prize money, as yet undetermined, will be awarded to Challenger and Champion.

## Mind Sports Game

by Roger Daniel

There were no other 4 kyu players at the Mind Sports Olympiad, and all my games except one were on handicaps. In this game, in round 5, I played Simon Shiu on 5 stones and lost by 28 points. Normally I would expect to play Simon with 7 stones, so I reckon I did not come out too badly.

Simon pointed out that if I had succeeded in saving my group 43, 99 etc. with a throw-in below 14 then I would have divided his territory and my game would have been manageable, so I concluded that I should have played 99 at 104. Also, I should have played 79 at 80.

See page 24 for Figure 3

#### 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.

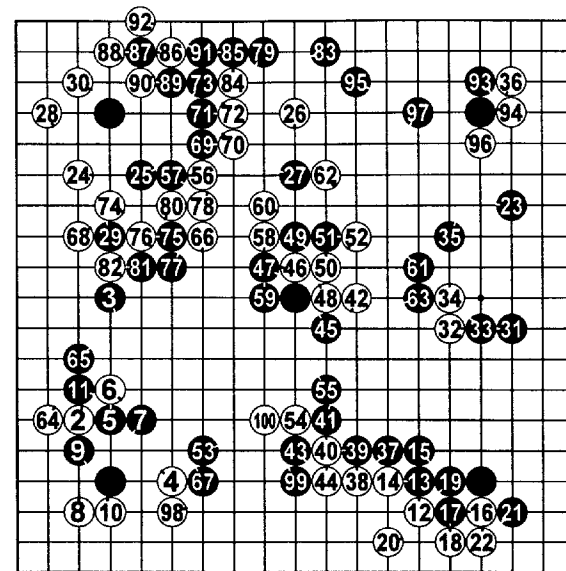


Figure 1 (1—100)

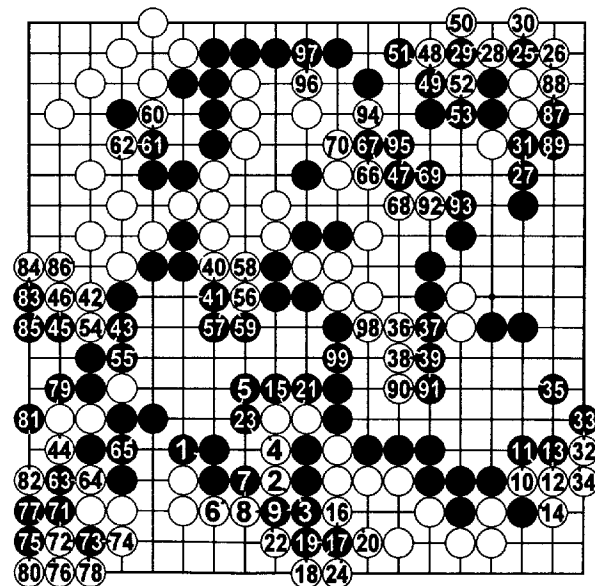


Figure 2 (101—200)  
200 at 129

# Why do we make Bad Moves?

by Denis Feldmann

translated by Brian Timmins  
(first published in *Revue Française de Go*)

## Part 4: Errors due to Character

If go is like life, then it is certainly because in it all human passions, or almost all, can run their course. From a Buddhist point of view, in particular Zen, one could say that the secret is to give up in order to play at one's best level; this is demonstrated by the progress achieved through adopting the detached attitude of the spectator.

Unfortunately, serenity is not achieved in a day, and here I propose only to show how the player's set character leads to systematic errors; thus warned, he may perhaps be able to control himself at the critical moment.

Questioned about this, F, our rash dan player, admitted that he was in fact conscious of certain personal weaknesses, but that, at the go ban, he lost all his lucidity, and only recovered his wits at the post mortem. Let's hope our readers can show evidence of more wisdom...

It is difficult to deal with this list of human weaknesses without seeming offensive, and if you recognise yourself in a style of play that I blame on an ignominious fault, there is a risk that my message will be ill received. Let's say then, with Maître Lim, who has taught so many French players to be self-critical, that to write is to overstate, and that I only speak here of archetypes, very much toned down.

Mind Sports Game (continued)

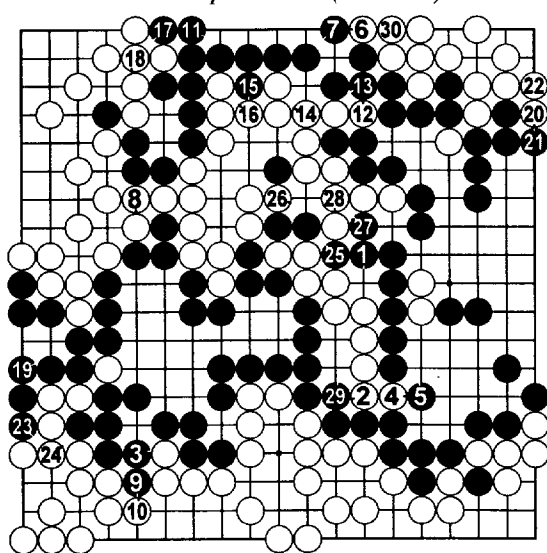


Figure 3 (201—230)

### Idleness

As everyone knows, this is the mother of all the vices. The idleness of the go player is displayed in two very distinct ways:

- On the go ban he declines certain peculiar activities like counting liberties, counting territories and reading out sequences, under the pretext that he would not be able to do it. This sort of player often plays very fast (too fast?), generally refuses to resign, and shows a certain scorn for winning or losing (especially losing) with speeches such as: "I had obviously won, but then I stopped thinking" (a variant of the favourite comment of F on his lost games, which we shall see later). Never quite knowing what he is doing, he is led, depending on

his temperament, to take excessive risks in positions easily won, or on the contrary to play timidly when he is behind; and most often to avoid fighting. As we shall see, the fearful player is often a lazy player.

- When he is not playing, this type of player refuses to study theory, whilst criticising it: he sums it up as interminable sequences of moves to learn by heart, a sheer waste of time as no one ever plays them against him. I shall not sing the praises of theory here, but content myself with pointing out that the essential interest of josekis, since we are talking of them, is in *studying* them, that is, the player analyses the reasoning behind moves, refutations that emerge, later consequences, etc., and studying whilst knowing that he is not thinking in vain, since the sequences recommended to him are optimal. It is the same with studying professional games; what matters is that you should manage to unravel them by yourself.

One remark, by the way, since this concerns one of my favourite topics: the study of life and death problems, seriously, without playing stones can also seem a tedious waste of time; the benefit to gain from it is an improvement in concentration, and a significant improvement in fighting.

### Pride

The vanity of the player set in his ways easily leads him into scorn for his opponent. Several varieties are possible, from absolute scorn for every player who is weaker than himself (or whom he judges to be weaker) leading to an 'abusive' style whose justification is not so much the games lost against stronger players, as the diminishing of judgment, going as far as the very personal version of F: "What! He calls himself four dan and he doesn't know this joseki? I shall have to punish him for being so

presumptuous: I'm going to attack all his stones." (Variant: "I'm going to play all my moves in less than five seconds.") An interesting observation about this: if your opponent calls himself 1 dan, and plays the fuseki like a 5 kyu, he may be 5 kyu, but it's possible that he really is 1 dan, so be on your guard against his fighting strength: there is the danger that he may reveal himself as 5 dan in the fighting!

Close to justifiable pride is vanity: "I always prefer the brilliant spectacular play to the mediocre looking defensive play: you have to consider the spectators" (F). He isn't wrong: how many games has he lost before 'his' public through having tried to carry out an extraordinary manoeuvre, or impress them with the profoundness of his combinations? He is no doubt the only French player who buttonholes you after a round in a tournament to show you the meandering ladder that he managed to set up! But, without going that far, the only player who tries at least to impress his opponent. And of course, if he seems to despise you too, you will find it hard to resist *Anger*, which I will talk about in the next part.

• *There is currently a severe shortage of kyu level games. If you have any game records from 15 to 1 kyu why not send one in? A dan level player will supply a commentary which should be of interest and help to other players as well as yourself. Please send game records to the Editor (address on page 2).*

## Editor Wanted

After over eleven years as editor of the British Go Journal I have decided that I really must retire, ideally after this winter issue, but at the latest after the summer issue (i.e. in June). For anybody who is interested in the post, I shall try to give a full and accurate job description.

You would need to be prepared to give up quite a lot of time at four points in the year, but, on the other hand, it is much easier to produce the journal now. For example, there used to be loads of typing, whereas now nearly all articles come in as computer text, usually by e-mail. As for diagrams, it is hard now to believe that at first they were produced by sticking numbered disks on paper to be handed in to the printers as a separate packet of art work!

Despite set deadlines, some flexibility is possible in organising production, which is useful when taking into account holidays for example. Sometimes I edit articles as they arrive. At other times I leave everything to accumulate then tackle the lot all at once in the course of about a fortnight.

The work falls into four sections:

1. Text editing.
2. Diagrams.
3. Lay-out and design.
4. Proof reading.
5. Distribution.

Ideally the editor would only be involved in sections 1 and 3.

1. Text editing is quite straightforward: removal of unwanted space (mostly at the end of lines), spelling checks (though most errors are highlighted by the DTP program), and setting different type sizes and styles.

2. Both the diagram producers, Steve Bailey and Paul Smith, have said that they will be

happy to continue with this work.

I have tended to produce most of the diagrams myself because they usually arrive too late to be posted around the country.

However, with the advent of electronic mail it should be quite feasible to scan diagrams and send them out by e-mail. (The return mail in journal format would be very economical on disk space, at most 15 kb per diagram.). Had I been continuing as editor I would have exploited this more.

3. Lay-out and design are the most interesting work, though fitting the whole lot together is also the hardest part, with a final product that is camera-ready except for photos.

4. Proof reading involves not just text but playing through every diagram. Here again e-mail should help, though whole journal files in the final stages run up to 1000 kb.

5. Distribution: This is simply boring! However, if the new editor decided to go on using our present printers (and in the main they have been very satisfactory and actually deliver each issue to our house) then we would be prepared to carry on with distribution, with the advantage that Kathleen, as membership secretary, produces the labels anyway.

Not knowing whether this is my last production, I shall take this opportunity to thank all those who have helped throughout the years: Ian Sharpe, who has overcome many a technical problem, Kathleen for patiently correcting so many issues, Steve Bailey, Paul Smith, and of course all the contributors who have ensured that there has never been any problem in filling the pages.

Brian Timmins

## Council House

by Tony Atkins

The BGA Council activities in the autumn were largely dominated by the debate over the change to the Championship System (see elsewhere) and by the professional visits. Together with the go at the Mind Sports Olympiad, these visits could have provided focus for publicity, but the BGA had neither Publicity nor Press Officers limiting what could be achieved by the already overburdened council members. Council lost two members when Marcus Bennett and Kevin Drake stepped down due to changes in personal circumstances and because of difficulty in physically getting out of Bournemouth. In fact go was featured on television three days in a row in October (though nothing to do with the BGA). On Blue Peter for the 4th (and the repeat on the 5th), go featured for 28 seconds in a piece on the history of board games. On the 6th Ally McBeal featured a brief scene where two characters were playing go, though judging from the position it was set up from fading childhood memories of the Chinese actress. Some recent converts to go came across it first in the film Pi (now on video) or from Mr Nice, the autobiography of drugs dealer Howard Marks.

Use of email and internet continues to increase. Nick Wedd does a great job maintaining the BGA's site and now all tournament results since 1988 are recorded there. All these results form input to the European rating system (see elsewhere) according to the ABC system agreed with the European Go Federation. A new youth go list has been set up for discussions and items to do with teaching and playing children. The existing UK go list had a long discussion about how to handle people who turn up on the day (TUOTD) at tournaments. Whereas it was agreed that organisers should be able to arrange

registration so as not to delay the start, providing equipment, tables, room and refreshments for an unknown quantity is a big problem. Late entry penalty options were discussed, but it was decided that new players should not be put off. However it is common decency to tell the organiser you are coming (or have entered and are not coming) as soon as your decision is made, even if subject to possible change. It was not so many years ago that an event was cancelled as hardly any had entered a week before, and it may be soon that a group of players TUOTD and find insufficient sets to be able to play.

Finally a reminder of what the BGA can offer clubs (mostly free of charge) to help their recruitment. A new BGA web page contains pictures and more details of the items. Items for schools and children should be obtained from the Youth Coordinator, otherwise contact the BGA Secretary.

Stock Leaflet: *Go The Most Challenging Game in the World*, 4th Edition. 20 Pages A5. Ideal as introduction to the background and rules of go.

Flier: Red single sheet folded third A4. Produced by EGCC. Ideal for 'what's that' inquiries. Limited stocks, will reprint if required.

Bookmark: Ideal for leaving in books, in libraries/shops. Card 5 cm x 20 cm Limited stocks, may reprint if required.

A5 poster: Black and white with space for short message, e.g. club details. Limited stocks, may reprint if required.

A3 poster/A2 poster: Go board edging with large space for message. Ideal for tournament/open day signage.

Asia: Colourful A4 children's booklet teaching oriental culture and atari go;

Plus Teacher's Guide for same.

Step by Step: A5 booklet with glossy cover produced by EGCC. Ideal for 6 lesson beginners' course. £1 to cover costs. Plus Teacher's Guide.

Kyu Diploma: White A4 with space to write grade. Ideal for a ceremony to mark a player reaching a landmark grade.

9x9 Go set: Card board with push out card stones. For schools' use only.

Problem Cards: Set of red problem cards for beginners produced by EGCC. Out of stock, can provide A4 white sheets to enable production of own cards.

Also miscellaneous sheets can be copied for use at open days etc.: Membership form (A5); Shops List/BGA Books Prices; Go and Computers; Club list (copied from BGJ); *Go for Chess players* by Charles Matthews

Also available for club and tournament organisers is the BGA *Organiser's Handbook*. The new edition of this will be produced electronically.

## Diamond Go: Pictures

by Nick Wedd

The previous issue of this Journal carried a review by Matthew Macfadyen of Henry Segerman's diamond-lattice go boards. We now have some pictures of these boards.

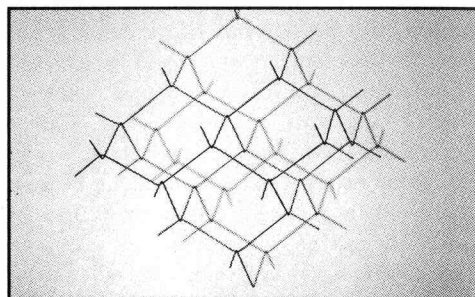
Picture A shows the 'extra small' 35-intersection board. Note that the camera is deliberately focused on the near part of the boards. The further wires are therefore blurred, which helps to make the three-dimensional structure clearer.

Picture B shows the same 35-intersection board from a different angle, with four stones on it.

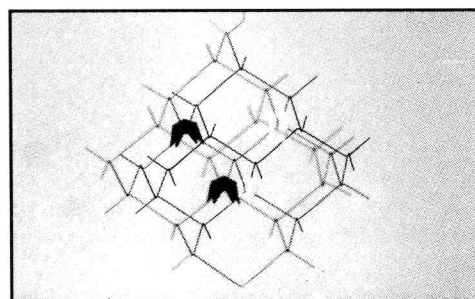
Picture C shows the 'small' 84-intersection board. This is the smallest one that you can buy, though you can use the components of any of these boards to make any smaller size board if you wish.

The small, 'medium' 165-intersection, and 'full' 286-intersection boards cost £25, £50 and £85 respectively, plus postage and packing, from:

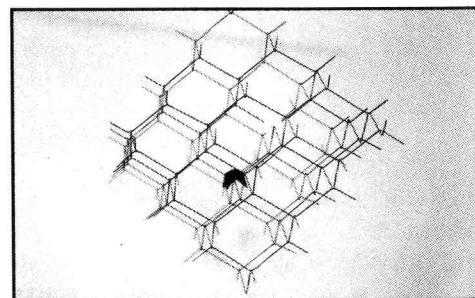
Henry Segerman,  
20 Ivygreen Road,  
Chorlton,  
Manchester, M21 9ET, UK.



Picture A



Picture B



Picture C

## US Go Congress in San Francisco

by Francis Roads

We live in a strange and wonderful world. Twice a year the Arctic Tern migrates 12,000 miles. The Tibetan language has four genders. The symmetry of the truncated icosahedron is shared by an allotrope of carbon and the modern football. Intelligent adults voluntarily refrain from playing go.

But stranger still is the absence of available beer on the campuses of US universities. At the congress from which I have just returned, edible food was also unavailable. To make matters worse, the accommodation was seriously overbooked. On one occasion I found a go player asleep in my allegedly single room; on another, we all had to decamp, go sets and all, to an off-campus hall for one round of the main tournament. The group with which we shared the accommodation was a Summer Shouting Course for teenagers. All in all, San Francisco State University provided the worst facilities I have ever experienced on either side of the Atlantic.

However, the organisation of the congress itself left little to be desired. The rounds started on time, there was plenty going on, and few hiccups that affected one's enjoyment. About 300 players attended, including about 50 children. The US players are much better than we are at involving young players in their congress. One reason why the organisation was good was that there were so many volunteers taking on various aspects of the organisation. I do wonder whether the European Congress is not now so large that it needs to be run jointly by two or three national go organisations, simply to produce a sufficiently large number of volunteers.

If you're wondering how to start on time, it's really very simple. If you haven't registered by

10.00 p.m the night before Day 1, you don't play in round 1. It's as simple as that. Everyone knows that this is the rule, and makes their travel arrangements accordingly. As for the evening side events, they all use the American draw, about which I have written before, so there is no frustrating delay there either. After waiting 90 minutes for the Lighting Tournament to start at the European Congress in 1995, this is a matter on which I have strong feelings.

Sensible time limits (2 hours for the top players, 90 minutes for the majority) left plenty of time for exploring San Francisco. And a pleasant city it is. The climate is not what you might have thought for California; it is comfortably temperate. I'll gladly settle for the regular misty days rather than bake at 100 degrees, as can happen elsewhere during the American summer.

San Francisco is set on a peninsula, between the bay and the Pacific Ocean. The university was only 40 minutes walk from a Pacific beach. There are parks and open spaces galore, good transport, including the 'streetcars', which turn out to be trams, and the cable cars, which really are needed to help negotiate the hills. There are plenty of boat trips available, although I didn't make Alcatraz, because you had to book days ahead for that.

There isn't much left from the days of Spanish occupation, because it all got shaken down in the 1906 earthquake. But it's a characterful place, reflecting the cultural mix you would expect on the Pacific Rim. I felt rather wistful when I discovered all the magnificent fresh seafood available at Fisherman's Wharf; and the university dining room had the cheek to serve us that pig swill...

The off-day excursion was to the Californian wine country. At our first vineyard (managed by a go player) we were thoughtfully told how to react if confronted by a rattlesnake; this was typical of the kind US solicitousness for our well-being. I did begin to wonder after the third

vineyard whether two might have been enough for one day. Fortunately the third vineyard was enough to make us too late for dinner, so we had to find a restaurant. What a relief!

Before arriving at SF, I had done a two week tour, taking in Manhattan, Portland (Oregon), and Seattle. In Manhattan I stayed with Roy and Mary Laird to get over jetlag and meet old friends. Last time I was there I rather beat up poor Roy at the go tables, so this time he carefully arranged evening commitments so that we wouldn't have time to play.

My trip to Portland was to meet a musical friend, but in Seattle I was in the hands of Chris Kirschner and Joe Mabel. Chris I knew from previous visits, and he gave up his time to meet me at the station and drive me to another musical event. You really are a second class citizen in the US without a car, but in the interests of public safety I had decided not to hire one. Later my help was solicited to load two vast logs left from a road-widening scheme on to Chris's pick-up truck for some garden project; it seemed a very American thing to be doing.

Joe is one of those busy go players who never has time for tournaments; but as his home was in bus distance of central Seattle, it was on him that I was billeted. Those buses have the interesting feature that on reaching downtown they cease diesel operation, turn into trolley buses, and run through a tunnel under the main street, stopping at stations remarkably similar to our London Underground. It works well, but I can't see the system catching on in Britain, as it's imaginative.

Like SF, Seattle is surrounded by water, and has a temperate climate. From the top of the tower, (all self-respecting cities have a tower nowadays,) the various views are pointed out. "Mount St. Helens is no longer visible in this direction", one was informed. In 1980 it became quarter of a mile shorter.

In the late afternoons and evenings one can

play go at the Seattle Go Centre, open six days, and one of Mr. Iwamoto's projects. (Did you know that he is still going strong at 99 years of age?) I certainly received a warmer welcome there than I had at the Manhattan Go Centre a year before, when the mainly Japanese players seemed to have no interest in playing a Caucasian. It is well appointed, and seems to be flourishing. But like the London Go Centre of 20 years ago, it seemed rather large for daily meetings; about 10 of us rather rattled in a room that could have seated 80 or so.

The 24-hour trip from Seattle to SF was by Amtrak train; a double-decker affair whose coaches reminded me of negative college staircases. They interconnect at the upper level only. From the central staircase branches off sleeping accommodation on the lower level. It is a hotel on wheels; not only is there a dining car, but a 24 hour café; a lounge, where you can watch the scenery go past from an armchair; a video room; a soft play area for children; and, most civilised of all, a small library. Passenger trains in the US have to give way to freight, unlike ours which at least in theory work the other way round. But I didn't mind arriving at SF two hours late as a result, because the experience of travelling was so enjoyable.

Haven't you forgotten to tell us how you actually got on at the go in SF, Francis? Well, Simon Butler, the other Brit who made the trip, came third equal in the shodan division. But what about you yourself, Francis? Well, you see, the trouble was that the director insisted on entering me at five-dan. I ended with 2/6. Three of my four losses were by a half point, so I suppose I had better brush up my small yose. But I did win the song competition.

There's a lot to be said for the US Congress. It lasts only a week, but it has a good atmosphere and good organisation. Next year it's at Denver. I'm tempted...

## Youth Go Clubs

youthgolist@dcs.rhbc.ac.uk

\*Indicates new information, including the current changes in telephone numbers

**Berkshire Youth:** Simon Goss, 01344-777963. simon@gosoft.demon.co.uk  
Meets at St Paul's Church Hall, Harmanswater, Mon 4pm to 7pm.

**Bloxham School (Oxfordshire):** Hugh Alexander, 01295 721043.

**Bootham School (York):** David Robinson, 01904-623261

**Brakenhale School:** Emma Marchant, 01344-481908

**Cambridge Juniors:** Paul Smith, 01223 563932 (h), 01908 844469 (w). paul@mpaul.cix.co.uk

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

**Eveline Lowe Primary School (SE1):** Charles O'Neill-McAleenan, 0207 2520945

**Fitzharry's School (Abingdon):** Nick Wedd, 01865 247403 (h)

**Hazel Grove High School (Stockport):** John Kilmartin, 01663 762433 (h)

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

**St Ninian's High School (Isle of Man):** Steve Watt, St Ninian's High School, Douglas, I.O.M.

**St Paul's School (Cambridge):** Charles Matthews, 01223 350096 (h). charles@sabaki.demon.co.uk

**Stowe School (Bucks):** Alex Eve, 01280 812 979; fax 0870 164 0668. alex@figleaf.demon.co.uk

**Whitehaven School:** Keith Hudson, 01946 810573, keith.jill@lineone.net

*Please send information if any of the above is incomplete or incorrect  
or if you know of other schools which have active go clubs*



**British Go Association**

\* Indicates new information, including the current changes in telephone numbers

School clubs are listed separately

**Bath:** Paul Christie, 01225-428995. P.Christie@bath.ac.uk Meets at The Rummer, near Pulteney Bridge, Wed 7.30pm.

**Billericay:** Guy Footring, 01277-623305. Guy@Footring.demon.co.uk Meets Mon.

**Birmingham:** Kevin Roger, 01214-494181. Kevin\_Roger@europe.notes.pw.com Meets various places.

**Bolton:** Stephen Gratton, 01617-613465. Meets Mon 7.30pm.

**Bournemouth:** Neil Cleverly, 01202-659653. cleverlyn@poole.siemens.co.uk Meets at 24 Cowper Rd, Moordown, Tues 8pm.

**Bracknell:** Clive Hendrie, 01344-475741. cah@fjcomp.com Meets at Duke's Head, Wokingham, Tues 8pm.

**Bradford:** Kunio Kashiwagi, 01422-846634. yaku@kashiwagi.free-online.co.uk Meets at Prune Park Tavern, Thornton, Wed 7pm.

**Brighton:** Steve Newport, 01903-237767. snewport@pavilion.co.uk Meets at The Queen's Head (opposite Brighton Station), Tues 8pm.

**Bristol:** Antonio Moreno, 01179-422276. Meets at Polish Ex-servicemen's Club, 50 St Paul's Road, Clifton, Bristol, Tues 7.30pm.

**Cambridge Chess & Go Club:** Paul Smith, 01223-563932. mpaul@cix.compulink.co.uk Meets Victoria Road Community Centre, Victoria Road, Fri 6.15 to 7.45pm. Caters for beginners and children.

**Cambridge University & City:** Charles Matthews, 01223-350096.

**Club List**

soc-cugos-contacts@lists.cam.ac.uk Meets at Alexandra Arms, Mon 9pm; 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;

**Cheltenham:** David Killen, 01242-576524 (h). Meets various places Wed 7.30pm.

**Chester:** Dave Kelly, 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. P.C. Callaghan@dur.ac.uk

**Edinburgh:** Phil Blamire, 01316-630678. donald.macleod@epsedin.co.uk Meets at Postgrad Students' Union, 22 Buccleugh Place, Wed 7.15pm.

\* **Epsom Downs:** Paul Margetts, 01372-723268. paul@yuhong.demon.co.uk Meets Tues 7.30.

**Glasgow:** John O'Donnell, 01413-305458. jtod@dcs.gla.ac.uk Meets term time at Research Club, Hetherington House, 13 University Gardens, Thurs 7pm.

**Harwell:** Charles Clement, 01235-772262 (h). charles.f.clement@btinternet.com Meets at AERE Social Club, Tuesday lunchtimes.

**High Wycombe:** Jim Edwards, 01494-866107. JamesE@sco.com Meets Wed.

**HP (Bristol):** Andy Seaborne, 01179-507390. afs@hplb.hpl.hp.com Meets Wed & Fri noon. Please ring in advance for security clearance.

**December 1999**

**Huddersfield:** Deric Giles, 01924-862726. d.r.giles@hud.ac.uk Meets at the Huddersfield Sports Centre, Tues, 7pm.

**Hull:** Mark Collinson, 01482-341179. Meets Sat 7.30pm.

**Ipswich:** Vince Suttle, 01473-625111. vince.suttle@bt.com Meets Thurs evenings in the Brewery Tap, Cliff Road.

**Isle of Man:** David Phillips, 01624-612294. ldphillips@advsys.co.uk Meets Mon 7.30pm

**Lancaster:** Adrian Abrahams, 01524-34656. adrian@adrianab.demon.co.uk Meets Wed. Gregson Community Centre, 33 Moorgate.

**Leamington:** Matthew Macfadyn, 01926-337919. Meets Thurs 7.30pm.

\* **Leicester:** Richard Thompson, 0116 2761287. jrt@cix.co.uk Meets Thursdays from 7:45pm at 5 Barbara Avenue, LE5 2AD.

**LONDON**

\* **Central London:** Geoff Kaniuk, 0208-8747362. Meets in Daiwa Foundation, Japan House, 13-14 Cornwall Tce, NW1, Sat 2pm. Please press doorbell marked 'Go' and wait 3 minutes.

\* **Nippon Go Club:** K. Tanaka, 0208-6937782. Meets at Nippon Club, in Samuel House, 6 St Albans St, SW1. (near Piccadilly Circus tube station) Fri 6pm-10.30pm. (No entry to the building after 9pm.) Non-Japanese players welcome.

\* **North London:** Martin Smith, 0208-9915039. martins@dcs.qmw.ac.uk Meets in the Gregory Room, back of Parish Church, Church Row, Hampstead (near Hampstead tube station) Tues 7.30pm.

**December 1999**

\* **North West London:** Keith Rappley, 01494-675066 (h), 0208-5626614 (w). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

\* **South Central London:** Mark Graves, 0207-6393665 (h), 0207-8881306 (w), mark.graves@csfb.com Meets Tuesdays at 7 Raul Road, Peckham SE15.

\* **South London:** Jonathan Chetwynd, 0207-9781764.

\* **Twickenham:** Neil Hankey, 0208-8941066 (h), 0208-9542311 (w). neil@hankeyco.demon.co.uk Meets Sunday evenings

\* **Wanstead & East London:** Jeremy Hawdon, 0208-5056547. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

**Maidenhead:** Iain Attwell, 01628-676792. Meets various places, Fri 8pm.

**Manchester:** Chris Kirkham, 01619-039023. chris@cs.man.ac.uk Meets at the Square Albert in Albert Square, Thurs 7.30pm.

**Monmouth:** Gerry Mills, 01600-712934. bgabooks@btinternet.com Meets alternate Sundays.

**Newcastle:** John Hall, 01912-856786. jhall@avondale.demon.co.uk Meets various places, Wed.

**Norwich:** Tony Lyall, 01603-613698. tony@ccn.ac.uk Meets last Wed of month.

**Open University & Milton Keynes:** Fred Holroyd, 01908-315342. f.c.holroyd@open.ac.uk Meets Mon 7.30pm, alternately in O.U. Common Room and at Wetherspoons, Midsummer Boulevard.

**Club List**

**Oxford City:** Richard Helyer, 01608-737594. Meets at Freud's Café, Walton Street, Tues 6pm. Check with Richard that Freud's is available.

**Oxford University:** Henry Segerman, henry.segerman@st-johns.oxford.ac.uk Meets in Besse 1.1, St Edmund Hall (term only) Wed 7.30-10pm.

**Plymouth:** Liz Tompkins, 01752-671741. Meets at the Caffeine Club, Tues from 8pm.

\* **Portsmouth:** Neil Moffatt, 02392-643843. kevjcole@yahoo.com Meets various places, Sun 1pm.

\* **Reading:** Jim Clare, 01189-507319 (h), 01344-472972 (w). jim@jaclare.demon.co.uk (h) Jim. Clare@icl.com (w) Meets at the Brewery Tap, Castle St, Mon 6.30 p.m.

**Shrewsbury:** Brian Timmins, 01630-685292. journal@britgo.demon.co.uk Meets by arrangement.

**South Cotswold:** Michael Lock, 01454-294461. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

**S. E. Wales:** Jeff Cross, 01594-832221. jeff.cross@target-systems.com Meets in Newport or Cardiff, Tues/Wed 7.30pm.

**St Albans:** Alan Thornton, 01442-261945, or Richard Mullens 01707-352343. Meets at The Mermaid, Wed 8pm.

**Swindon:** David King, 01793-521625. davidking@enterprise.net Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Wed 7.30pm.

**Taunton:** David Wickham, 01984-623519. Meets Tues, various places.

**British Go Association**

**Teesside:** Gary Quinn, 01642-384303 (w). g.quinn@tees.ac.uk Meets at University of Teesside, Wed, 4pm.

**West Cornwall:** John Culmer, 01326-573167. john\_culmer@talk21.com Meets Flat 4, 25 Lenoweth Rd, Penzance, Thurs 7.30pm.

**West Wales:** Jo Hampton, 01341-281336. jo@barmouthbay.freemove.co.uk Baron Allday, Llys Mynach, Llanaber Rd, Barmouth LL42 1RN. 01341-280066.

**West Surrey:** Pauline Bailey, 01483-561027. pab27@compuserve.com Meets in Guildford on Mon 7.30-10pm.

\* **Winchester:** Mike Cobbett, 02380-266710 (h), 01962-816770 (w). mcobbett@bigfoot.com Meets mostly at Black Boy, Wharf Hill, Bar End, Wed 7pm. Check with M. Cobbett.

**Worcester & Malvern:** Edward Blockley, 01905-420908. Wed 7.30pm.

In order to make space for e-mail addresses, which are being used more and more, postal addresses have been omitted. (This is in line with the practice in the United States and the French go journals, therefore probably some others too.)

Postal addresses are of course always available from the Membership Secretary if required.

# Counting Liberties: The L group

## Part 2

by Richard Hunter  
hunter@gol.com

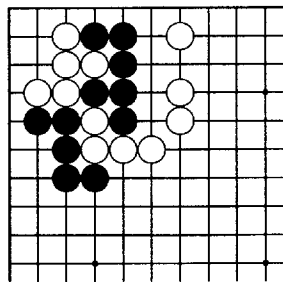


Figure 10

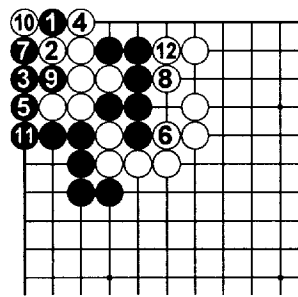


Diagram 10a

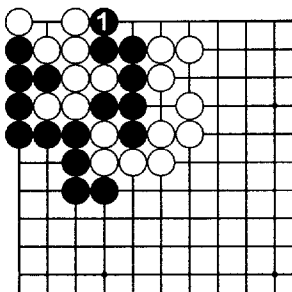


Diagram 10b

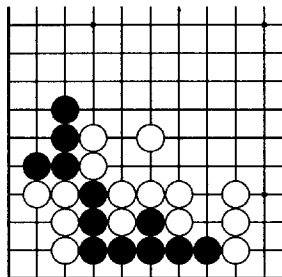


Figure 11

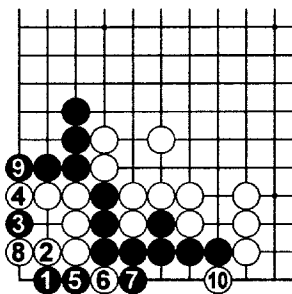


Diagram 11a

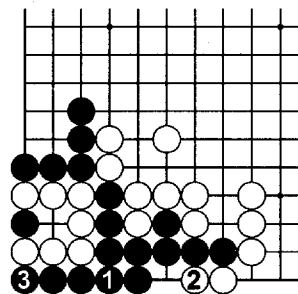


Diagram 11b

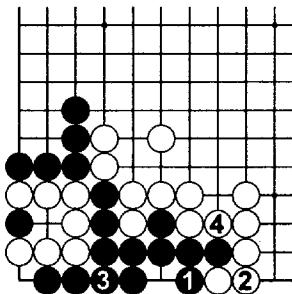


Diagram 11c

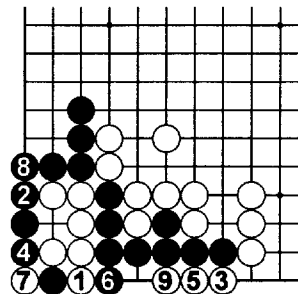


Diagram 11d

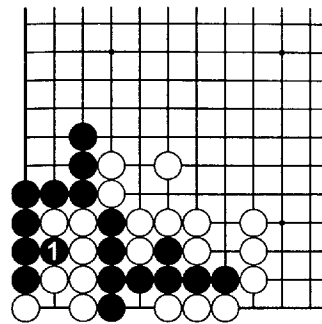


Diagram 11e

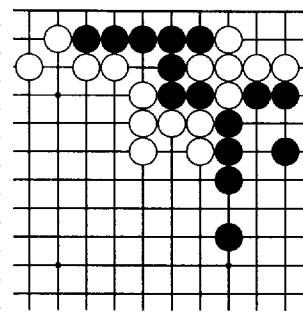


Figure 12

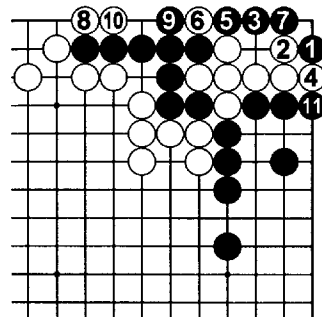


Diagram 12a

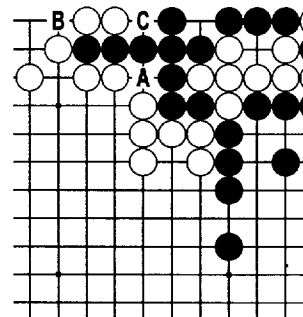


Diagram 12b

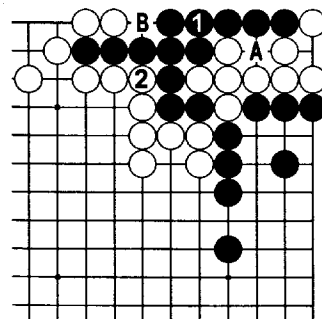


Diagram 12c

In this part, we continue looking at capturing races involving the L group when the surrounding stones are short of liberties. Last time, we saw that when Black has five liberties and plays first, the result is a close fight, usually ending in ko. Here, we consider situations where Black has six or four liberties. In the former case, Black is looking to win unconditionally, while White is out to get any kind of ko he can; in the latter case, Black is trying to avoid losing unconditionally, and we shall find that he does indeed often have some tricky resources for producing an indirect ko.

Figure 10: This is similar to Figure 3 in the last part, but Black has six physical liberties—one more than in Figure 3, which resulted in a direct ko. If White plays first, he wins easily by making a big eye, in the manner we saw in Diagram 2a. If Black plays first he wins unconditionally. The moves up to 12 in Diagram 10a are the same as before (Diagram 3d), but his extra liberty allows Black to play atari at 1 in Diagram 10b instead of having to fight the ko.

Figure 11: Black has six physical liberties, but most of them are stretched out along the first line. This

is one more liberty than in Figure 5, where Black got a seki or an approach-move ko. This extra liberty is enough to allow Black to win unconditionally. The moves up to 10 in Diagram

11a are similar to those in Diagram 5b. His extra liberty allows Black to connect and atari with 1 and 3 in Diagram 11b. Making an eye with 1 in Diagram 11c is a mistake—Black is unable to kill the corner and both sides live in seki. Blocking on the other side, with 1 in Diagram 11d (instead of 4 in 11a) is one more liberty than in Figure 1 in Diagram 11e.

Does this mean that six physical liberties is enough to allow win in every case? No, it doesn't, because physical liberties are not the same as the group's

liberty count. In previous articles in this series on counting liberties, I carefully avoided counting the number of vacant points on a group (physical liberties) and tried to work out the actual number of moves needed to capture it (liberty count). However, the L group positions are a bit tricky to count that way, so I'm using physical liberties as a guideline.

Figure 12: Black has six physical liberties, which is one more than in Figure 6, where the result was ko with White having to make an approach move. However, Black's extra liberty here does not enable him to capture this L group unconditionally. The best result is a ko with White having to make two approach moves. The moves up to 11 in Diagram 12a are the same as those in Diagram 6a.

When White takes the ko with 1 in Diagram 12b, we can see that White needs to play at A and B in order to make it a direct ko, which he can resolve by playing atari at C. Black cannot avoid this ko by connecting at 1 in both sides live in seki. Blocking on the other side, with 1 in Diagram 12c. After White 2, if Black plays atari at A, he puts himself in atari, allowing White to capture at B. The difference between Figures 11 and 12 is the orientation of the L group with respect to Black's isolated group.

Figure 13: Black has six physical liberties, which is one more than in Figure 9, where

the result was ko with Black having to make an approach move. However, Black's extra liberty here does not enable him to capture the corner unconditionally. First, let's consider Diagram 13a, where White blocks at 1 after the standard marked moves have been played. Choosing to make an eye with White 5 requires accurate reading. It avoids any possibility of ko and aims to win unconditionally (c.f. Diagram 7a), but here Black's extra liberty means that White loses unconditionally. Instead, White should block at 1 in Diagram 13b. This move was inferior in Figure 9 because White could do better, but here Black's extra liberty means this is White's best option. The result is an approach-move ko in which White has to add two moves (at A and B in Diagram 13c).

Figure 14: This time Black has four physical liberties, which is one fewer than in Figure 3, where the result was a direct ko. Is the corner unconditionally alive now or can Black still get some kind of ko? Diagram 14a is the answer given on page 129 of the Ko Dictionary (in Japanese) by Murashima Yoshinori 8-dan, a book which many British go players bought at the London Go Centre. Surprisingly, the book claims that Black can kill the corner unconditionally and only offers a ko as resulting from poor play by Black. I don't see how this can be correct. Since White's block at 1 in Diagram 14a does indeed fail, he should block on the other side, at 1 in Diagram 14b. This

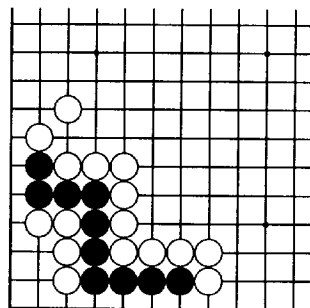


Figure 13

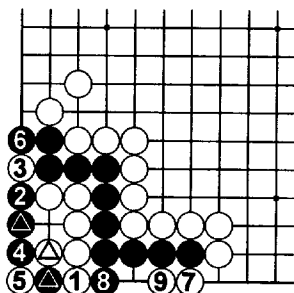


Diagram 13b

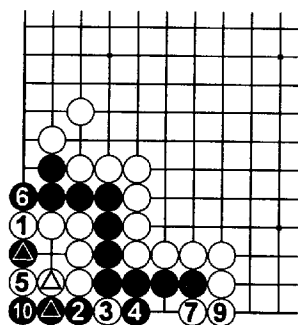


Diagram 13a (8 at 3)

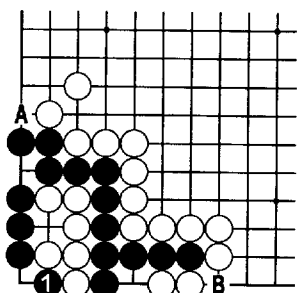


Diagram 13c

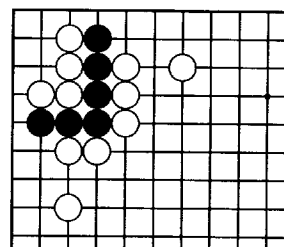


Figure 14

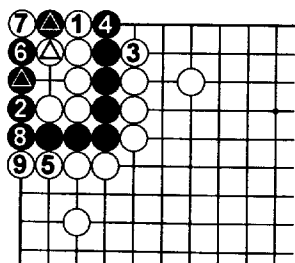


Diagram 14b

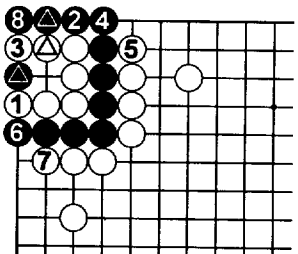


Diagram 14a

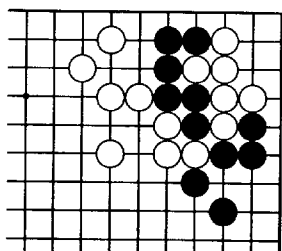


Figure 15

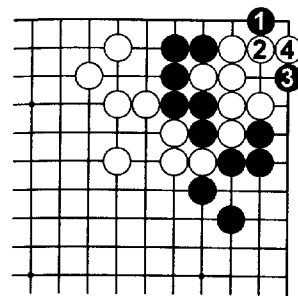


Diagram 15a

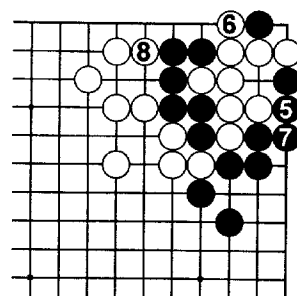


Diagram 15b

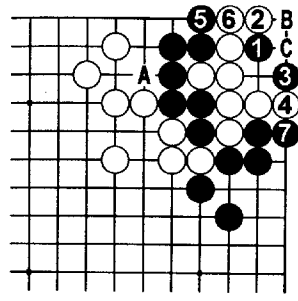


Diagram 15c

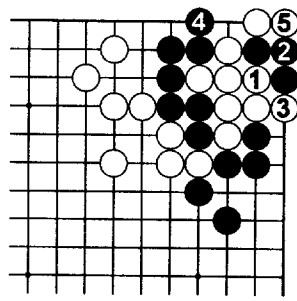


Diagram 15d

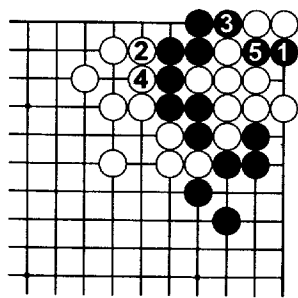


Diagram 15e

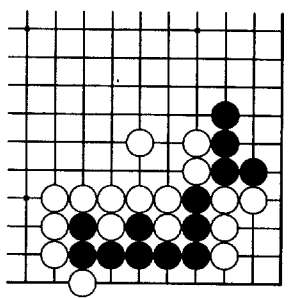


Figure 16

move is not mentioned in the Ko Dictionary. After Black connects at 8, he cannot squeeze White and win unconditionally. Instead, he has to fight a ko; White has to add one move before he can win it. Besides this line, the closeness of the white stones on the outside seems

to offer some opportunity for White to hane on the first line in sente. I leave further analysis to you.

Figure 15: This position is similar to Figure 3, except I've reduced Black's liberties by one, to leave him four physical liberties. This analysis is mine, so it may

be flawed. Black's attack at the 2-1 point fails in this position, because Black is short of liberties. After the usual sequence up to 3, White can play 4 to prevent Black getting an approach-move ko in the manner we saw in Diagram 7b. White 4 effectively forces the line back to one resembling Diagram 7a, and White wins unconditionally however Black continues. (Since this move eliminates the possibility of ko, accurate reading is essential to ensure that you unconditionally win rather than unconditionally lose. Do you see why this move fails in Diagram 7b if White plays 1 at 2?) If Black plays 5 in Diagram 15b to stop White from making an eye on this side, White makes one on the other side with 6. After 8, it should be clear that White wins.

Consequently, Black has to resort to the 2-2 attack in Diagram 15c, which we met in Diagram 7c. This leads to a tricky sort of ko that neither player wants to start. It's rather like a thousand-year ko, except there's no seki. If White fills a liberty at A, then Black must start the ko immediately by throwing in at B. Then White captures at C, so Black has to make the first ko threat. However, White needn't rush to play A, since if Black plays first in this position, his only move is the throw-in at B, which lets White capture. Regardless of who wins the ko, a stone at A becomes virtually a wasted move; if White wins, it's a lost point of territory and if Black wins, it's a tiny end-game move. In fact, White would prefer to play elsewhere and let

Black start the ko. Clearly, Black cannot play C, since White's big eye has too many liberties. And White doesn't want to play C, since that just lets Black capture at B. The position is likely to be left to fester until late in the game when the value of each move has become smaller. White cannot avoid the ko by playing 1 in Diagram 15d. When Black captures the stones in the corner with 1 to 5 in Diagram 15e, he gets an extra liberty, which is enough to win.

Figure 16: This is similar to Figure 5, but Black has only four physical liberties. As in Figure 15, the 2-1 attack fails, so Black's best move is 1 in Diagram 16a. White cannot avoid the ko by playing 1 in Diagram 16b, as the continuation in Diagram 16c shows.

Figure 17: This is similar to Figure 6, but Black has only four physical liberties. Again, the 2-1 attack fails, so Black's best move is 1 in Diagram 17a. If White blocks at 4, we get the familiar old ko. This time, however, White can play 1 in Diagram 17b. The continuation in Diagram 17c is very similar to the lines we saw before, but when Black captures at 5, the extra liberty he creates is on his outside stones, rather than on the ones involved in the fight. Consequently White plays atari at 6 and wins. All Black gets is a bit of endgame profit in the

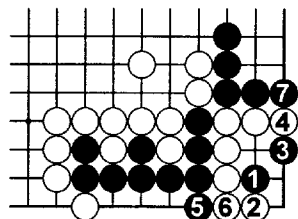


Diagram 16a

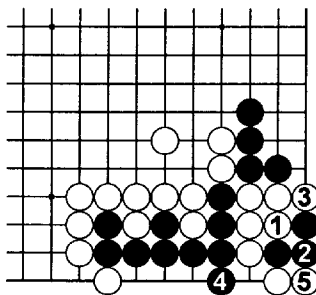


Diagram 16b

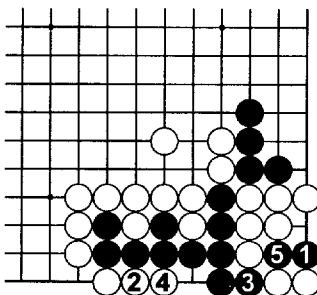


Diagram 16c

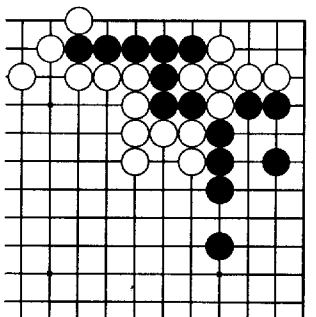


Figure 17

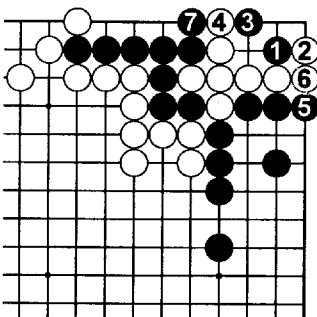


Diagram 17a

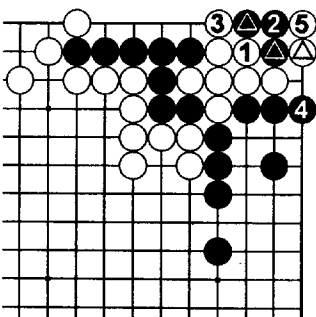


Diagram 17b

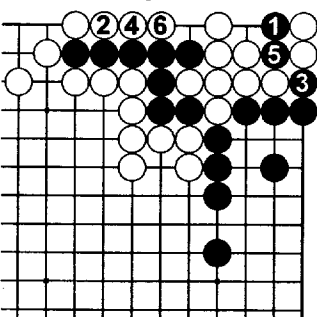
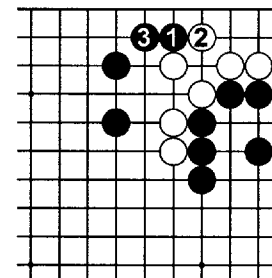


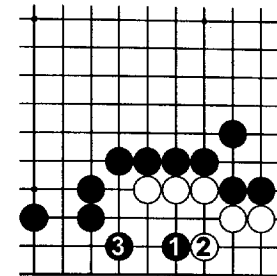
Diagram 17c

corner. For that reason, White should not block at 4 in Diagram 17a, which risks his whole group in ko for only a small gain.

L groups often arise in games. The four examples below show fairly open positions that can turn into L-group shapes. Study these shapes and remember them. Some additional discussion is given on page 49.



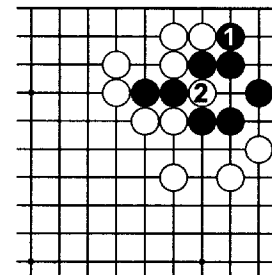
Example 1



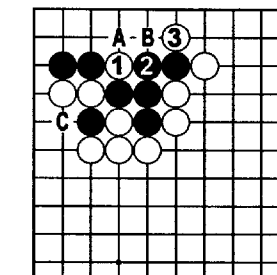
Example 2

### Example 1

Black 1 is a tesuji that leaves the corner unable to make two eyes, so White will have to run away into the centre. Playing 1 at 2 might seem like the vital point, but White will block at 1 and capture it.



Example 3



Example 4

### Example 2

Black 1 kills the corner. White 2 is pretty feeble, since it only makes a dead shape in the corner. White has a stronger move, but it doesn't work if Black plays correctly. Can you read it out?

Black 1, there is a tesuji that enables Black to live. Can you find it?

### Example 3

Black 1 is no good. After White steals the eye in the middle with 2, Black has a dead shape in the corner. Instead of

### Example 4

When White cuts at 1, Black 2 is no good. Black might expect White to play 3 at A, enabling him to capture the two white stones on the left. However, White 3 is a tesuji that leaves Black helpless. Next,

*In the next part, we'll look at some examples from professional games and some more book positions that might occur in your own games.*

## Letters

*Jonathan Chetwynd writes:*

After many years working in the background trying to further the enjoyment of go amongst children, I find that my family commitments mean that I can no longer devote the time that this position demands.

We are indeed lucky that so many adults enjoy go in the UK today. On the other hand we must ensure that children get their full say.

Most of us are aware of the changes that have occurred to communications since our own childhood. Colour media and animation have grown in an astonishing manner. Colour printing, and comics are no longer the rarity they once were. The European Go Federation has produced an excellent introduction to go *Asia and the Game of Go* for children in full colour, and we are lucky that the late and much missed Teruko translated a cartoon introduction to go, which the Nihon Ki-in has been kind enough to authorise us to reproduce in translation.

Our own Youth Newsletter under the superb editorship of Paul Smith has shown the way, and we must encourage it to reach its full potential.

To appeal to the youth of today, one has to study current fashions, and where game playing is concerned we are lucky that we have colleagues from all around the world developing software that enables children to play go, even on the internet.

More immediately and locally we should all ask ourselves if our club could operate in a way that includes children. Is it too stuffy? Go can be perceived as esoteric. This is not helpful; go is to be enjoyed. The Kansai Ki-in generously provided many excellent attractive boards for use by young children, a few are still available.

Are we all ready to respond to a national campaign promoting children playing go or even pair go? Not yet, but I sincerely hope soon.

I am thrilled to have seen so many projects come to light, and can only hope someone else will shortly step forward to take up this mantle.

*Charles Matthews writes:*

The current British Championship system has been running for a couple of years now. It does two things well: it is inclusive, and produces a strong, in-form challenger for the title. For all but a couple of months it has been the subject of a muttering campaign, which has finally borne fruit in proposals now before the BGA Council. Apparently there was discussion at the AGM, left unminuted; and the Council minutes are said to be partial, at best. Concrete details aren't available; is the proposed change to take effect in 2000? I'm told the Challenger's is to become a small all-play-all, the Candidates' will be smaller and by tournament play qualification only, and there is to be a training element. The last of these I'd welcome, the rest seems to me retrograde.

I'd like to see the BGA distance itself from a number of propositions I've heard:

(a) that the Challenger's has to be made, against nature, the premier event of the UK go year (the London Open is that, surely, and the Challenger's has currently to fight for second place with the Mind Sports Olympiad);

(b) that what is wrong with our top chaps is lack of competition, and against each other (Internet go servers operate 24 hours a day);

(c) that the established top stratum need to compete, while the improving dan players get trained (exactly wrong, isn't this?);

(d) that time limits have to be very long (nonsense that the survey circulated postulated a choice between 120 and 105 minutes each,

when it is known that the majority of 5 dans in the country would prefer 90 minutes);

(e) that we are so different from countries such as France and the Netherlands, which run big Swisses, as to require a system based on quite other principles;

(e) and generally speaking that more of the pre-1995 same is what the doctor ordered.

Apparently everyone has been consulted and no decision has yet been made, words that would comfort me more if I'd never watched *Yes, Minister*. Before the proposed change is stitched up on behalf of a small special interest group, to which I by now might be supposed to belong, I'd like completely to dissociate myself from the thinking being put forward. It seems to me to be not so much back to the same old rut, but a permanent narrowing of the wheelbase of serious go in this country. A sweetener in the form of some training event, which we could have anyway, doesn't help me at all.

*Jim Clare writes:*

Richard Court claimed in the last journal that the BGA only considers 1 kyus for promotion to dan status. Indeed, it used to be the case that promotion points were only calculated for 1 kyus and above, and this has resulted in at least one person being promoted significantly later than he might.

Since then, however, I have always looked out for very good results by 2 kyus (e.g. 3 wins out of 3), and treated them provisionally as 1 kyus, at least while they still have promotion points to shodan.

### Essay: Flow Options in the Fuseki

*by Roger Daniel*

For beginners and kyu players

Price £3, obtainable from:

Roger Daniel, Flat 13, Monkridge, 81 Crouch End Hill, London N8 8DE.

## A Go Screen-saver

*by Nick Wedd*

The Windows operating system allows you to replace its screen-saver with one that you provide. For this I particularly recommend Arnoud van der Loeff's go screen-saver. You can download it from

<http://www.turbogo.com/>

which is also the homepage for his go-playing program, TurboGo. It requires a 32-bit version of Windows—that is Windows 95, 98, or NT. It is very easy to install.

When your computer is switched on but not in use, this screen-saver plays through professional games on the screen. You can configure the rate at which the games are played: I have mine set to five seconds per move, so I have some chance of trying to guess where the next move will be as I watch it. If you get bored with the games provided with it, you can configure it to choose its games from ones that you provide. You can get it to play through your own games, but it is embarrassing to see your mistakes repeated over and over again on your screen, and I recommend using professional games.

I find that its main benefit is in interesting non-players in go. I once found a friend who normally refuses to play go sitting in my office watching a Takemiya game. I think it could be even more effective in an office, where your colleagues could get to see what go is without any need for you to explain it.

### Late News

Mick Reiss's program Go4++ won the World Go Championship in Shanghai, then went on to lose to a child, even when given a nine stone handicap.—*Jonathan Chetwynd*

# Diagonal Openings

## Part 1

by Charles Matthews

In a shock late announcement, the Nihon Ki-in is recalling all 19x19 boards as not millennium-compliant. From January 2000 all professional games will be played on 21x21 boards.

Just kidding. But which parts of go would be most affected by such a change? Certainly opening theory, and in particular understanding about the way to relate the play in adjacent corners.

In launching a fresh series of articles on opening theory, in which Black is seen to play 1 and 3 in diagonally opposite corners, I hope to break a little new ground, and show some of these interactive ideas in concrete form. Everyone knows that White can stymie Black, by an initial diagonal reply I'll return another time to reasons why White nonetheless may prefer to play 2 in a corner adjacent to Black 1.

The overall character of the diagonal openings seems to be like this: the unoccupied areas of the board form a neutral background, and this is more noticeable than in the parallel openings where each player takes the two corners on one side. Frameworks are harder to build, thickness may give early control of the game, and joseki leading to running fights are often seen since each side of the board is already disputed. Summing this up as saying the game is already broken up into small areas is a kyu players' view, perhaps, and a little negative in tone: in professional games the struggle for early initiative is more obvious.

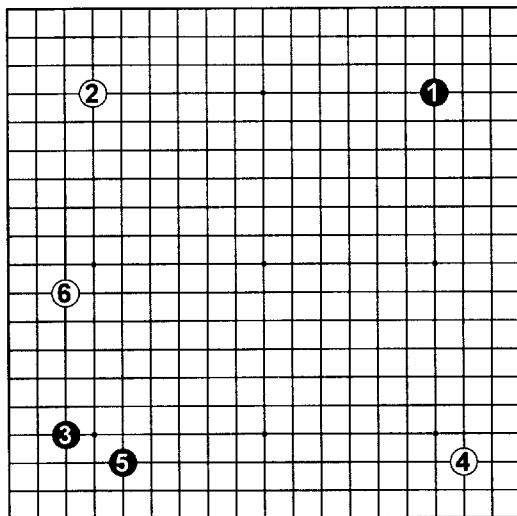


Diagram 1

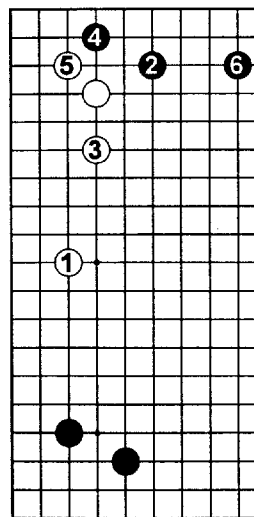


Diagram 2

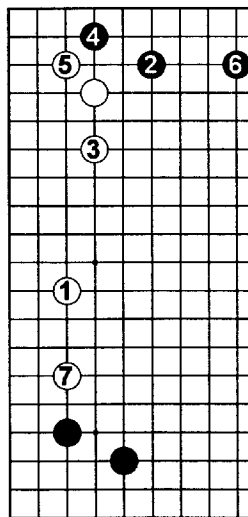


Diagram 3

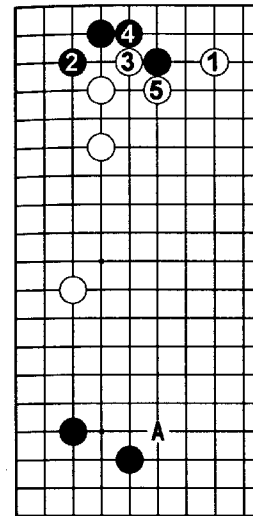


Diagram 4

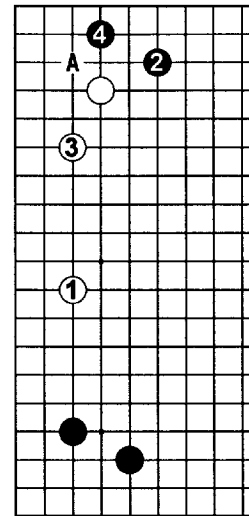


Diagram 5

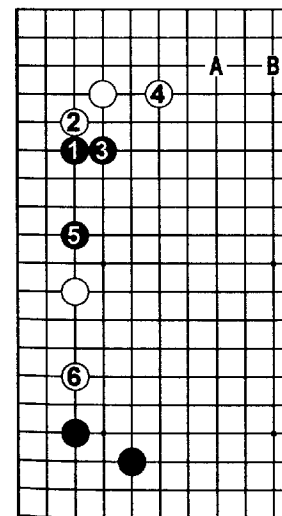


Diagram 6

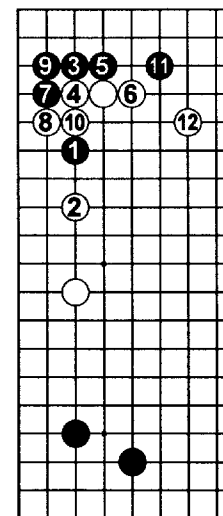


Diagram 7

Diagram 1 is representative of a diagonal pattern with just one 4-3 point played, by Black. Besides enclosing the corner with 5, Black can also consider how to develop the lower side with some post-Chinese plan (approach the lower right corner and extend back to the middle of the side). Black 5 as played is very sound. In a diagonal opening corner enclosures show their worth as a definite base in an uncertain world.

Then the left side has become the biggest area. The idea of an extension all the way to White 6 may have originated in China in the early 1980s; Sakata played it shortly after.

What is wrong with White playing 6 one point higher, as in Diagram 2? Nothing really: this is also a professional move. Continuing as shown there, both sides make good shape, but it is Black's position across the top side that is on the larger scale. If you compare with Diagram 3, White has the chance there to play 7 soon, giving White excellent development too.

Diagram 4 is suited to the player who covets central influence. After 5 there White has consistently built on a large scale, and can contemplate next a play at A to construct further. In contrast Diagram 5 is in line with recent territorial trends. After Black 4 White will play away, to contest the top right corner. The play at A remains. However the presence of White 1 on the side means this is just a big point, rather than a base play for White.

The other idea available to Black on the left is to come in to break up White's extension, as in Diagram 6. This is a set pattern, as both sides secure a base. At the end of Diagram 6 there is a big point left for White at B. If Black decides to contest it by immediately playing A, the game may dissolve into many small groups. I believe there are

fewer amateur players who are good at that kind of go, than think they are.

Playing a pincer instead of the diagonal attachment has also been tried (Diagram 7). Adding White 12 is Otake's idea. It is very thick, but illustrates why his style is considered personal; White has played all but one stone to

build this single group.

It was Yuki Shigeno, on her recent visit, who diverted me from my original plan for this series, to the topic of the Black 1 and 3 opening from the game. I'd like to thank her for the advice. Next time I'll move on to more classical patterns in which White also fields a 4-3 point.

## A Guide to Go for Kyu Players.

by Des Cann

• This piece is based on an original by Mary Schmich of the *Chicago Tribune* in one of her columns which you can find on the World Wide Web at:

<http://chicagotribune.com/news/columnists/schmich/0,1122,SAV-9706010178,00.html>

Remember the L-group is dead. If I could offer you only one tip for the future, remembering the status of the L-group would be it. The status of the L-group has been verified by professionals whereas the rest of my advice has no basis more reliable than my own meandering experience. I will dispense this advice now.

Enjoy the power and conviction of your youth. Oh, never mind. You will not understand the power and conviction of your youth until they've been destroyed by playing stronger players. But trust me, in twenty years, you'll look back at games you played and recall in a way you can't grasp now how much possibility lay before you and how fabulous your ability to play fast and confidently really looked. You are not as weak as you imagine.

Don't read too far ahead. Or read ahead, but know that reading more than five moves ahead is about as effective as picking up good shape by learning Japanese. The real blunders in your game are apt to be things that never crossed your furrowed brow, the kind your opponent springs on you in the yose when you're in overtime having idled through the middle game.

Play one move every game that scares you.

Smile.

Don't be dismissive of other people's wins.

Don't put up with people who are dismissive of yours.

Count.

Don't waste your time on jealousy of your opponent's territory. Sometimes you're ahead, sometimes you're behind. The race is long and, in the end, it's only with yourself.

Remember the good moves you find. Forget the blunders. If you succeed in doing this, tell me how.

Keep your old trophies. Throw away your old game records.

Learn some kanji.

Don't feel guilty if you don't know what you want to do in the opening. The most interesting players I know don't know what to do until a fight starts. Some of the most interesting fighters I know still don't know what's happened until the fight's over.

Learn plenty of tesuji.

Play good shape. You'll appreciate it when you're attacked.

Maybe you'll make shodan, maybe you won't. Maybe you'll win tournaments, maybe you won't. Maybe you'll be a double figure kyu player at 40, maybe you'll get promoted to seven dan on the 75th anniversary of learning the game. Whatever you do, don't congratulate yourself too much, or berate yourself either. Your choices are half chance. So are everybody else's.

Enjoy playing. Play every day you can. Don't be afraid of having your own style or of what other people think of it. It's the greatest game you'll ever play.

Play through professional games, even if you have nowhere to do it but on a plastic go mat.

Ask for advice, even if you don't follow it.

Do not read debates on the rules. They will only make you feel stupid.

Get to know your local strong players. You never know when they'll be gone for good. Be nice to your fellow learners. They're your best link to your past and the people most likely to stick with you in the future.

Understand that opponents come and go, but a precious few you should regard as permanent

rivals. Work hard to bridge the gaps in aptitude and style, because the older you get, the more you need the people who knew you when you were really weak.

Play on the net, but not so much it makes you hard. Play friendly handicap games, but not so much it makes you soft.

Enter tournaments.

Accept certain inalienable truths. Joseki get more complicated. Older players will rip you off. You, too, will get old. And when you do, you'll fantasise that when you were young there were only 38 joseki, kyu players were patient, dan players were noble and all players respected their betters.

Respect your betters.

Don't expect anyone else to run a local club. Maybe you have an enthusiastic friend. Maybe you have a local pro. But you never know when either one might move on.

Don't mess too much in a won game or by the time you've reached the end it will be a lost one.

Be careful which books you buy, but be patient with those who supply them. Books are a form of nostalgia. Writing them is a way for authors to fish the past from the rubbish bin, wipe it off, paint over the ugly parts and recycle it for more than it's worth.

But trust me on the L-group.



● *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

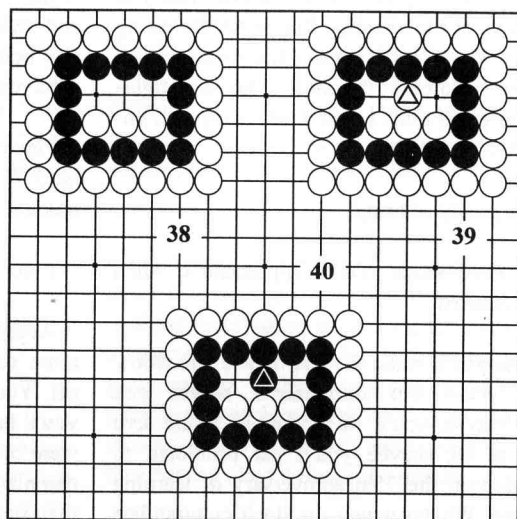
### Live and Dead Shapes

#### *Seki*

What is the status of the black stones in Diagram 38? First look at White's play here, then Black's.

White has the chance to play on one of the vacant points inside, as in Diagram 39. Then Black is dead. To demonstrate that White can complete the capture, note first that any move here by Black puts the group into atari. White will have the chance to fill another vacant point to put Black into atari. Next Black can capture five White pieces. But what is left is Shape 5 of the previous section, which White then kills by a play back onto the key point. None of these further moves will actually be played unless the outside White stones get into trouble themselves.

Now what happens if Black takes the middle point (Diagram 40)? If White plays inside and



Diagrams 38—40

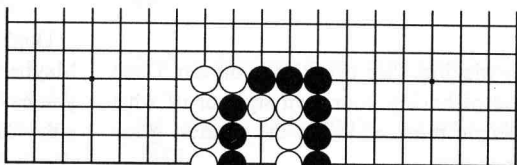


Diagram 41

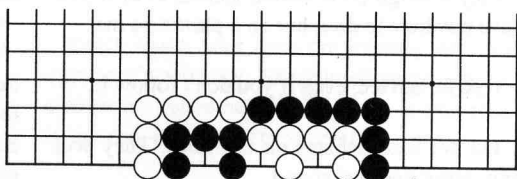


Diagram 42

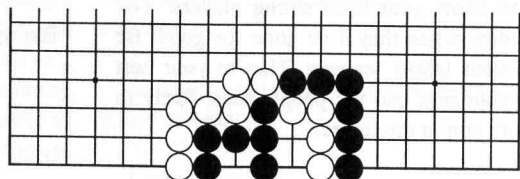


Diagram 43

Black captures the space is like Shape 2 of the last section. That means Black lives. There is no percentage in this for White (except as a wasteful ko threat). Black has no way to capture White inside, and also has to leave matters as they are.

The Japanese word for such a situation is *seki*. The groups involved are alive, and no points are counted for territory in the area. You leave the position in that part of the board undisturbed for counting, filling in the empty points as neutral if you want.

Two further examples of *seki* are in Diagrams 41 and 42. Assume in Diagram 41 the outer groups have no problem living. The inner groups are alive in *seki* with two liberties each, neither player having any interest in filling the penultimate one. Diagram 42 is different in detail, with one shared liberty and an eye each, but the same in principle.

You may well ask about two shared liberties but a one-eyed group in conflict with a group without an eye (Diagrams 43 and 44)... Whatever happens, this will not yield a *seki* (unless in a moment of madness the possessor of the eye fills it in). In Diagram 43 Black can go ahead and capture the White stones by virtue of the extra liberty represented by the eye. White needs the three extra external liberties in Diagram 44

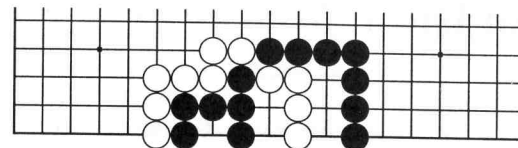


Diagram 44

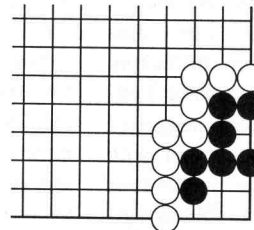


Diagram 45

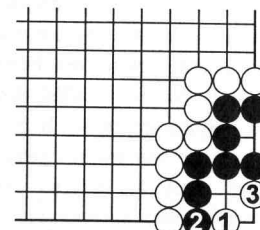


Diagram 46

to have time to win the fight (if it is Black to play in Diagram 44, White will not make it).

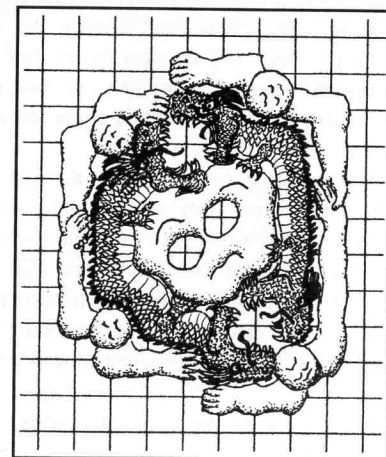
Finally, here is an example of a *seki* in the corner. In Diagram 45 White is to play. If White simply pushes into the corner as an endgame play Black will have four points there. If White is prepared to

give up the initiative the better play of Diagram 46 is available. White 1 and 3 there make a *seki* of unusual type. Black will now count no points here, and could have defended a total of five points with a play at 2. White would therefore time the play 1 with care in the endgame (see Ch. 5).

### *The Secret Lives of Go Stones*

by Henry Segerman

#### The Double-headed Dragon





# Go Isle of Man 1999

by Francis Roads

The results of this tournament, held at the Cherry Orchard Hotel, Port Erin, are reported elsewhere, but I cannot resist the temptation once again to sing the praises of this wonderful event. From San Francisco to Tokyo, from Helsinki to Dunedin; nowhere have I enjoyed playing go more. It had been suggested that because the event clashed this year with practice week for the motorbike races, there might have been accommodation problems. Apparently we just about filled up Port Erin, which is a smallish place. Many more go players, and there would have had to have been a daily commute from Port St. Mary, all of 20 minutes' walk away. Of course, there would have been no problem at all if everyone had booked early, but go players seem rather bad at doing that...

In accordance with Manx logic, the rest day is taken first, on the Sunday, which I suppose will have pleased any Sabbatarians. I turned up late, having missed the excursions, but in time for the supper and quiz night at a hotel in nearby Castletown. Three of us Brits decided to invite the three visiting Japanese players to join our team, and we called ourselves Nichi-Ei, the significance of which will be clear to any students of Japanese. Though it wasn't to our quiz master, Steve Jones, who eventually gave up the attempt to pronounce it.

The Japanese took virtually no part in the quiz, perhaps not fully understanding the questions, until we were asked the cube root of 729, when one of the two ladies had the answer quicker than I could have keyed it into my computer. Later I discovered that the Japanese were delighted to have been invited to join a team at all.

And so on to the main tournament, which takes place over the five weekday mornings,

with 90 minute time limits. As last year, there were 50+ participants, including a good international entry, and an excellent admixture of young and less experienced players. We played in a comfortable spacious carpeted banqueting room, in a relaxed atmosphere conducive to, well, I was going to say good, but more honestly, enjoyable go.

You finished around 1.00 p.m., so plenty of time for a picnic lunch on the promenade before the afternoon tournament at 2.30 p.m.. That's a quite separate event, from which those who preferred to go sightseeing could easily opt out. Quite a few did prefer the sightseeing, especially the many who had brought partners, families and other hangers on. I have now visited the Isle of Man nine times, and there are still many attractive walks I have yet to do, and places of interest yet to see.

But like the go junkie that I am, I played in the three-round afternoon tournament. Because of my advanced age, I am in the habit of taking an after-lunch nap. Trying to squeeze this in before the afternoon game may not have been a good idea, owing to waking up difficulties. I lost all my p.m. games, and on one day turned up 20 minutes late, having overslept. I strongly advise you all not to become middle-aged.

There is the usual assortment of evening events, but not all involve go playing. On Tuesday there is a musical evening, where talents are exchanged. Go songs are not sung; those are kept for Friday. Michael Marz of Germany impressed us all by showing that it is quite possible for beginners to play the crumhorn in tune. Even more impressive was the contribution of France Ellul, not only as harpist, but also as story-teller.

Thursday and Friday afternoons are given over to a Handicap Tournament, in which your correspondent chose not to take part. One of the main reasons was the use of Manx handicaps. It is well known that in handicap tournament play,

especially at the larger handicaps, White seems still to have something of an advantage. The Manx solution is simply to increase all handicaps by one, a somewhat blunt instrument, some of us feel. I think that the system used at the West Surrey Handicap Tournament works better. Friday evening is dinner, prize giving and song night. The singing went on until midnight, with some new material from Takechi Harumi, Michael Marz, Ian Marsh, Tony Atkins and your humble correspondent. Then to make up

for the day I missed at the beginning, I stayed on an extra day. I saw three Cornish coughts on my walk around Bradda Head; apparently they're getting rare. In the evening I just sat and watched the sun set over the Irish Sea; magic!

Because the European Go Congress in 2001 is to be in Dublin, The IOM event won't occur again until 2002. By then I shall be exhibiting withdrawal symptoms, and I am sure to be back on the island before then.

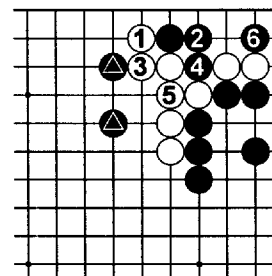
## Liberties: Further Discussion

by Richard Hunter

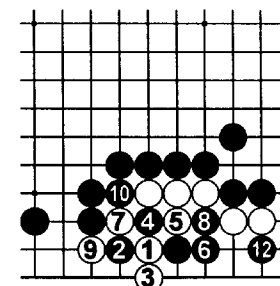
**Example 1a:** Depending on the surrounding positions, White might prefer to block on the other side. This lets Black capture the corner, which is a big territorial loss and means that White doesn't even get one eye, but it weakens the two black stones (marked) on the left. It's important to be able to read out sequences like this in order to plan a strategy.

**Example 2a:** Separating Black with White 1 here is a stronger move, but Black 6 settles the situation. White 7 is necessary, so Black can cut at 8 and capture the corner. After 12, White cannot live.

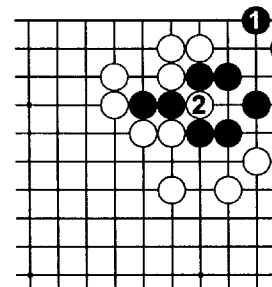
**Example 3a:** Dropping back to the 2-1 point is a tesuji we



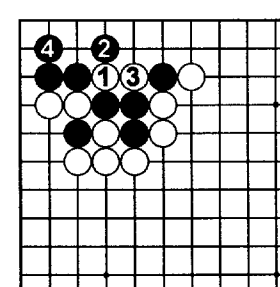
Example 1a



Example 2a (11 at 4)



Example 3a



Example 4a

have seen before (in the Monkey Jump Workshop). It leaves 2 and 3 as miai. Whichever one White plays, Black takes the other one and lives. Knowing that the L group is dead enables you to look for a better alternative.

**Example 4a:** If Black spots the danger in time, he can humbly give way and grovel to make a tiny life in the corner, letting White capture the two stones.



# Go With Yuki

by Simon Goss

In the middle of October, Yuki Shigeno, professional 2-dan, visited England to teach go and to help British go players develop their teaching skills. Her diary is included elsewhere in this Journal. This article will concentrate on her teaching, which was something of an eye-opener, at least for me.

The first indications of her style came at the Wanstead tournament. It was a warm day and the windows were open in the upstairs room where the main tournament was going on. Clearly audible from the little courtyard outside were the sounds of children shouting and screaming. It was the children who had come to the Youth 13x13 Championship, and they were studying go by Yuki's method.

More precisely, they were playing a game of team go on a magnetic display board. This involved a lot of pushing and shoving to get a view, shouting of advice, and cheering when the move played was one that the others wanted to see. Just about every move got a cheer, either from the team playing it or from their opponents, and occasionally both.

Great entertainment, you say, but how can we possibly call it "studying go"? You'll see.

The penny began to drop at the teach-the-teachers day in Alison Jones's house the next day. It began with Yuki describing the method devised by Yasuda 9-dan for teaching go to children. Technically, it's to get them playing capture go and let them go on doing so until they want more. But there's much more to it than the technical side.

The real key to it is to get everyone active as quickly as you can. As far as possible, you don't instruct. You may feel that the pupil doesn't understand something that they ought to understand, but instruction is so often counter-

productive (where did that "ought" come from, anyway?). To get anywhere at all, you need to make it enjoyable. Children want to be doing, and if they enjoy doing it, they will learn.

However, it's more than just that old theory that children will become Einsteins all by themselves if you just leave the little darlings to have fun. Behind that theory there is a well-rehearsed method of operation. Certain situations come up time and again. You can discover what they are and be prepared with ways to handle them. Let's see how Yuki does it.

Our first visit was to the Wycombe Grange Pupil Referral Unit. It isn't an ordinary school. Pupils are referred there for short periods to help them with various kinds of problem. France Ellul teaches there part-time. I was slightly nervous about taking Yuki there, but felt that the value could be so high if it worked that it was worth a try. It was.

We were taken into a very nice room with a boardroom table in it and Yuki set up her equipment. Around the sides of the room were various displays about Japan and origami models that the pupils had made. It was lovely, but when the dozen or so pupils filed in, I had kittens. One boy sat down and stared at his shoes, sulking. Another wouldn't remove his ski jacket. And so on.

Yuki wasn't bothered at all. She introduced herself and then went over to a map of Japan on the wall and pointed out her birthplace on the map. Then she invited questions about Japan, and we dealt with the really pressing issues, such as which is the best Japanese football team. Then she showed a little about the Japanese writing system and we tried to guess the meaning of a few simple kanji. It was perhaps half an hour before we got down to the go. It was the same everywhere. Getting-to-know-you is given plenty of time.

Yuki laid out the large magnetic 9x9 board that she carries around with her. She then gave

the first of only two instructions that she gave in the whole week: you play on the intersections. (The other one, which comes a little later, is that Black plays first). After testing the understanding of this ("Is this a proper move?", "And this?"), she placed a black stone on the centre point and asked if anyone would like to capture it by surrounding it. Note this: there is no instruction here per se; she offers a challenge, with the necessary information embedded in it.

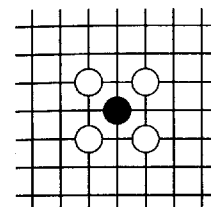


Diagram 1

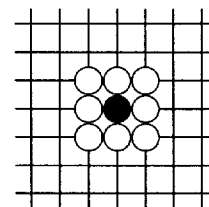


Diagram 2

When children haven't seen go before, the first answer most often given is diagram 1. "OK, that's good", says Yuki with enthusiasm, and she asks the class whether it is really captured, or can it see its way out. This elicits diagram 2. "Wonderful", says Yuki. "It has nowhere to go. Now you can take it off the board". She asks how many stones we needed to capture it, and then wonders whether we can do it with only four. Sometimes this gets the right answer. Other times, it gets diagram 1 again and we embark on a similarly interactive process designed to adjust it to the right answer by shifting the stones. Even then, it never seems to take more than five minutes.

That's enough; we're ready to play. The next thing is to have the class divide into two and play team capture go— first to capture one stone wins. The children are allowed to discuss what they are doing and advise each other. This is important, I think. One reason is that the children teach each other by sharing their ideas in terms that they can understand. The ideas themselves may not exactly be new developments in

the Taisha joseki, but be patient and bear with it. Don't worry that they may be reinforcing each other's "wrong ideas". Aren't we amateur dan players also reinforcing each other's wrong ideas? The ideas that the children share with each other are ones that they can understand and are their own. And, as you watch this happen, you'll hear some quite surprising insights coming out.

Another reason why the team game works well is that everyone is involved and the weaker or less confident ones are not left behind and discouraged. Those who are catching on and know where they want to play may play there. Those who are less confident can listen to the advice, follow it, and be under less pressure from fear of letting the team down.

Teachers and parents will have spotted a couple of other issues that will arise in the team game. At Wycombe Grange, among teenagers, it was quite a sedate affair. The discussion was orderly and many of the ideas were of a high calibre. Our other visits were to the top year of primary schools, and 10-year-olds can get very, very excited.

Yuki does not intervene in this. In fact, I think she rather enjoys it. I never saw her smile so much as during the team game at Broadmoor Primary School in Crowthorne, which was conducted at 3-figure decibel levels. The teachers at Broadmoor seemed quite happy about it too. But at the schools we went to in London on the Wednesday, the teachers controlled the more lively ones so that the noise level was more conventional. Yuki doesn't try to influence that either. The teachers at the school make this decision.

The other issue is that, while most of the children get very excited, a few remain quiet. Yuki mentioned this to me very specifically, saying not to worry about the quiet ones. They are not necessarily bored or troubled. It is equally likely that they have spotted that there's more to this

than meets the eye and they may just be trying to figure it out. It is often the quiet ones who play the best moves when it's their turn—we saw this several times during the week. Or maybe they won't take a turn. The boy who stared at his shoes at Wycombe Grange didn't want to take part in the team game and wasn't made to. But he forgot his shoes and began to smile, all the same.

After the first team game, we just play some more, gradually evolving the conditions. How about the winner having to capture three stones instead of just one? Would you like to play as a team against a team of the teachers? Would you like to play as a team against Yuki? To make it fair, because Yuki is a professional, you can have an advantage if you like. Would you like a conventional 5-stone handicap, or would you like Yuki to have to capture 10 stones but you win if you capture one, or would you like to have two moves in a row each time it's your turn? Yuki lets the pupils set the terms, as far as possible.

When Yuki plays against the class team, she has to deal with the issue that she wants the team to have a chance to win, but she cannot be silly. She explained to me that, being a professional, she cannot bring disrespect on to her profession by just overlooking an atari or something like that. I think strong amateurs should take the same view. We may be asked back to help with higher things later, and we should not undermine our ability to do that by losing credibility in silly ways.

So, if the class doesn't want a handicap, Yuki has a duty to win. With the handicap, she has a chance to make it interesting. How she does so is food for thought. The handicap most often chosen is the 10-to-1 rule. Against beginners, this game is rather easy to win. Yuki could do it blindfold. But the objective is to make it exciting, not to overwhelm. An ideal result is that the team captures a stone and wins, but the

teacher captures 6 or 7 and maintains credibility. This is quite hard, as I discovered when I first tried it: as Black stones got captured, the White groups couldn't help becoming thick! Yuki's way is to do lots of attacking while never making thickness, or if she became thick somewhere, she managed to leave an opportunity dangling somewhere else. For example, in one game she began with a cross-cut in the centre, and followed up with all the available ataris. That made it pretty certain that the team would be able to capture a stone eventually, and indeed they did.

The proof of the pudding ... After watching four of these sessions, I was getting fairly good at second-guessing what Yuki was going to do next, and itching to see whether I could make a go of it too. The chance came at the fourth school we visited. We stayed after school for their board games club. Many from the top year stayed on and played go, with Yuki helping them. Some younger ones came along and it fell to me to start them off. There were nine children, aged maybe 6 to 10, and one teacher.

I've taught go to quite a lot of children before this and must admit that I've always found it difficult, even though the youngest age was 10. Attention span seems to be so short, and it always seemed to run out before I'd explained half of what I felt obliged to explain. How would I manage with 6-year-olds? Well, I just followed Yuki's routine, leaving out the bit about being born on an island off the West coast of Japan. It seemed to work. Everyone was still there playing go an hour later and seemed to be happy.

A couple of technical details about Yuki's technique:

A) Even if a ko arises, she is not in a hurry to explain it. If two children are taking and retaking a ko, she may ask "Are you enjoying that?" Apparently, the answer is often yes, in which case she lets them get on with it. There is no

problem. They are soon going to discover that one of them is going to complete the required number of captures and win, so the other needs to do something else. Of course, if a ruling is asked for she will explain it.

B) Yuki doesn't even explain suicide. A stone can be taken off when it has no liberties. It doesn't matter whether it has just run out of liberties or whether it has had none for the last ten moves. Pupils will realise that suicide is undesirable long before they need to know a rule about it.

So far, we've only talked about teaching beginners, and only about children, because that was Yuki's main activity this week. She said that the method is suitable in the age range 6-15. (Adults generally want to know more and can be inhibited about playing at all until they have some notion of good and bad moves.) But I saw a little of how she deals with people who already know go, both children and adults.

Yuki came to the Berkshire Youth Go Club in Bracknell one evening. We didn't plan any specific activities in advance, just bought a supply of prizes and waited to see what she would do. Well, she played go with them and got to know them. Simple! But she also had a cache of resources and ideas which she brought out when needed. Our youngest member is eight, wears a headband with rabbit's ears and is nicknamed Bunny-Ears. Aha! Yuki digs out a notebook and sets up a ladder problem which ends up in the shape of a rabbit, which leads to an appetite for these ladder problems, so we look at a few more. Later, deep in her capacious bag she finds some origami paper and shows a lad who hasn't got a game at the moment how to make a butterfly. This has caught on. Tony Atkins and Ian Marsh have made donations of origami books and paper and we're doing a bit of that every week in between the go games. I hear that in Cambridge somebody wanted to play chess with Yuki. She played, of course!

When we talked about teaching adults at the teach-the-teachers day, it was mainly Brits who spoke rather than Yuki. We can discuss those issues in other articles, if we want. But I did gain one insight during the week. I have been studying joseki a lot recently, and it hasn't come easy, so I asked Yuki for her advice about that. She was extremely reticent in answering that question. She is not a reticent person, and later in the week, after we played a 9x9 game, she spent a lot of time analysing the fight with me afterwards.

Why the reticence about the joseki compared to the willingness to analyse a fight in detail? I think, maybe, it was because she knew that I was fascinated by the fight (I had said as much during the game), but couldn't guess what I wanted from joseki study. That would be consistent with her approach with children, where it is clear that she is happy to teach what gives enjoyment, but that she does not have any agenda about what we "ought" to do.

Yuki visited us with the support of the Nihon Kiin, as part of their programme for promoting go. We are always very lucky to receive these professional visits, but I think this one was exceptional. She made herself one of us, and she gave us real, practical know-how.

Now it's time to put it to use, and I want to make an offer. If any school or other educational establishment would like to receive a similar introduction to go, I will do it. If you are close enough to Berkshire that I can get to you and back on the same day by train or car, avoiding rush hours, then I will find funding for the journey from somewhere and you won't have to pay anything. You will receive the *Go and Asia* booklet from the European Go Federation and some starter go sets that you can keep for your club to use. If you are interested in this, please call me on 01344-777963, or email me at [simon@gosoft.demon.co.uk](mailto:simon@gosoft.demon.co.uk).

Come back soon, Yuki!

# Yuki's Diary

sent in by Tony Atkins

## Friday 15th October:

Flew from Milan to London Airport called Stansted. Easy train to Liverpool Street but Metro was very busy. Stayed with Alison Jones in her big house. Simon Bexfield cooked dinner. He is very good cook. Two of his friends and Tony Atkins were there also. I liked playing Alison's piano, but not her strange Chinese violin and her saxophone is very heavy.

**Saturday:** Alison was running tournament called Wanstead. Tony and I ran Youth Small Board. We had 10 kids there. Most beat me. There was not too much fighting and crying. It was sunny so we played team games outside. It was



Love of Ladders at Berkshire Youth Go Club (see diagram)

long day for kids. We ended with Liar Dice. After packing up we had dinner at Alison's with Iain Meiklejohn and Alastair Wall there too. Tony and Simon tried blindfold go with my blind go board from Japan.

**Sunday:** The BGA had a Teach the Teachers day. I talked about Yasuda Method

for children. After lunch they talked about national training plan with Matthew Macfadyen. Not so interesting for me. Matthew picked strange fungi in the woods - would he survive eating them? Learnt about English traffic jams on the way to Reading.

**Monday:** Simon Goss took me to see France Ellul. He now teaches difficult children in High Wycombe. They did not seem very interested at first. But soon they were loving go. After that we went near Simon's house. We had school dinner and then went to junior school called Broadmoor. They liked go too; some knew a little already. At 4 o'clock Berkshire Youth Go Club in Bracknell. Not so many kids as expected. But they are very keen and liked my ladder problems. After that Simon, Tony and Clive

Hendrie went for a meal. I had to bark like dog for first time ever at Liar Dice!

**Tuesday:** Simon Goss took me by train to London, and by taxi to the BBC. We were a little late meeting Alison for lunch. After that we went to blind shop to see their games. I showed them blind go set. Nice long walk in Regent's Park. Cooked pasta for Tony and Simon before Bracknell Go Club. Played 13x13 pair go.

**Wednesday:** More English traffic jams. Arrived late at first school in London. How nice, they drew pictures for me about some haiku poems. Also they liked go too. Then a second London school where Simon tried teaching Yasuda way at after school club. Avoided highway on way back, but saw many rugby fans near stadium. Again I cooked pasta and then went to theatre.

France was the director. Not sure I understood the plays or all the words.

**Thursday:** Wet. No more sunshine. Left Tony's apartment with Simon. We visited Beaconsfield, but Royal Standard was shut because of fire. Simon dropped me in Cambridge. Charles Matthews told be about the books he writes. Then to University Go Club for evening.

**Friday:** Went punting. Seong-June Kim is very good. Very nice old city Cambridge. Did not see Chinese President and the protesters. In the afternoon went to school of Charles' daughter. Now she thinks go is not so boring. In evening went to Junior Chess and Go Club. Paul Smith's wife had not had baby yet, so he was there. I won my first game of chess - beat a 9-year old boy. Stayed with nice family - that of



Playing the piano at Alison Jones's house

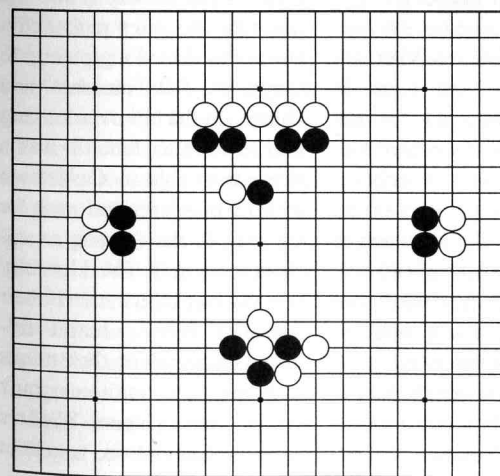
young William Brooks.

**Saturday:** Took train with Seong-June to London. Played some games at go club. People made donation for youth go to play me. Matthew Macfadyen, he won the title match and then left. The fungi must have been okay. Commented on the game for Matthew Cocke and the others. Back to Alison's for another Simon Bexfield meal and more piano playing: I even got Tony helping me with the black notes.

**Sunday 24th October:** Everyone very tired. Got up slowly. Alison and Tony took me to Airport and so back to Milan. What a good week. Very important, Simon Goss can now carry on in schools using Yasuda method and that's great!



Professional and amateur pair go at Bracknell Club



The heart-shaped ladder

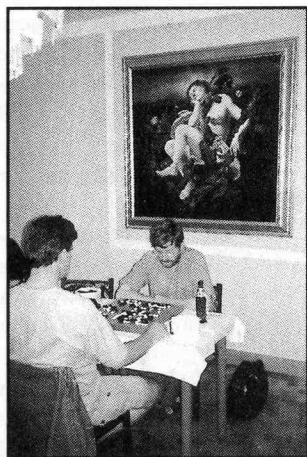
# Tournament News

by Tony Atkins

## Slovakia

A report on the European Go Congress and its activities appeared in the last journal. Ten players from the UK attended (including Germans, Japanese and Geoff Kaniuk who missed out on a mention last time), but won no prizes.

The new European Champion was Alexander Dinerstein, the 6 dan Russian who has been studying go in Korea. Second was Ion Florescu (6 dan Romania), third Dmitrij Surin (5 dan Russia), fourth Lee Hyuk (7 dan Russia) and fifth Leszek Soldan (6 dan Po-



Piers Shepperson in Slovakia

land). Many of the top players like Guo were missing this year, but winning all 10 including a win over Lee Hyuk must show the strength of Dinerstein, the new name in European Go. At the weekend first was Lee Hyuk, second Dinerstein and third Florescu. There were a good number of pros present including firm favorites Yuki Shigeno and Saijo Masataki, and newer names such as Nishida and Taranu. Taranu got to the final of the Pair Go playing with 15 year-old Renee Frehe from the Netherlands but lost it to Marta Notech and Marcin Wolak from Poland. As the women's tournament allowed anything in a skirt to enter a strange new pro called Mrs Kim entered claiming to be the sister of Kim Byung-Min (pro 6 dan). The UK Pair was 35th.

## Strip Tease

The fifth Isle of Man Go Week was the last week in August and was held as last time at the Cherry Orchard Hotel in Port Erin. Now only 10 including the organisers David and Leo Philips could claim to have been to every one. To illustrate this Tony Atkins, one of the 10, did a strip tease of Isle of Man shirts at the prize giving and even then he had to borrow one. The congress attracted a good number of par-

## Poprad, Slovakia

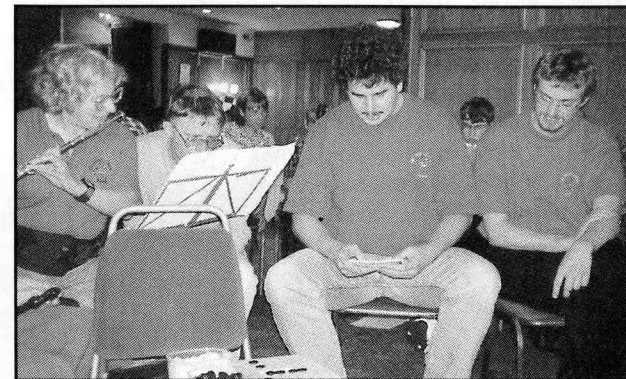
ticipants, though the number of locals was a bit disappointing. 54 players took part in the main event and two more played in the afternoon only. In addition there were non-go playing family members to swell the throng, some of whom were occasionally persuaded to take part; Alison Jones' father took part in the pair go and had a good time.

As usual the week was full of varied and interesting activities, and the weather stayed fair for all but one day, when the attendance at the afternoon tournament suddenly increased. The Sunday is now the free day and after registration David Philips led a group up to Cregneish folk museum and village, on the hill over looking Port Erin. After lunch it was a steam train ride to Castletown with its museums and park for the kids. In the evening an upstairs room in the local hostelry saw the go players stretch their stomachs with a buffet followed by stretching their minds with the now traditional quiz set by Steve Jones. Winners were the Conga Eels, who kept

very quiet and avoided the wrath of another teams joker, with the Usual Suspects the runners up. Hamlet were last as there were not enough questions on Germany and Colin Adams got a special prize.

Winner of the main event which was held each weekday morning was Francis Roads (4 dan Wanstead) ahead of Des Cann (4 dan Leamington). Neil Moffatt (8 kyu Portsmouth) and Shawn Hearn (14 kyu Brakenhale) won all 5. On 4/5 were Eric Hall (3 kyu Swindon), Emma Marchant (8 kyu Brakenhale), Gernot Belger (13 kyu Germany), Ian McAnally (17 kyu Manchester) and Garry White (26 kyu Wildridings). The afternoon event held on three days was won by Shigehiko Uno (5 dan London). On 3/3 were Ian McAnally and Emma Fairbrother (20 kyu). On 2 and a jigo were Eric Hall (3 kyu Swindon) and France Ellul (3 kyu High Wycombe). Prizes for two and a bye went to Graham Brooks (12 kyu Swindon) and Gustav Röber (17 kyu I.O.M.). On the other two afternoons was a handicap tournament; the best of the 35 players on 6/6 was Chris White (29 kyu Wildridings), whilst on 5/6 were Michael Marz (2 dan Germany), Laura Coe (12 kyu Brakenhale) and Gernot Belger.

Each evening there was a different event. One evening



## Isle of Man Music Evening

was a music evening, one the Pairs, won by Michael Marz and Gernot Belger who beat Simon Goss and Chris White in the final. After a play-off the team winners were the Fish, Spoon and Tea Set (Shawn Hearn, Theo Elliott, Lucie Elliott, Shelley Greenwood), ahead of the Derby Leamings. 13x13 winner was Francis Roads (he beat France Ellul in the last round). The final night was the banquet and prize giving followed by a song party. France Ellul told a story with lots of audience participation and there was a repeat of the kanji test won by the McAnallys. In other side events Brian Timmins won the prize for solving Ian Marsh's crossword and Shawn Hearn beat William Brooks in the final to win the Continuous Lightning. Tom Blockley (3 kyu Worcester) was Junior champion. William Brooks won the under 15

despite being 10, Ian McAnally won the under 12 prize and Paul Blockley the under 9. Other prizes went to Graham Brooks undefeated in 4 games, Garry White for 5/6, Shawn Hearn for 4/6, Philip Marshall for 3 wins and a jigo, Alistair Brooks and Emma Fairbrother for 3/6. The whole week was much fun for all the family and yes, for those readers who were sent the postcard of a sunset at Port Erin, it really is that beautiful. Everyone should be there in 2002.

## Living Statues

This year the Mind Sports Olympiad lasted for nine days and was held in the Olympia Conference Centre in Kensington, London. There was an ancient Greek feel to the decor with pillars and swathed curtains dotted about and two bronzed statues who came to

life to scare the unwary. To start with, go was upstairs in a large meeting room with other games like shogi and Chinese chess alongside, which had the problem of rounds starting and finishing at different times being distracting. By the final Sunday, go had moved down a floor to a large open area where sales stands and lectures took place. The BGA sales and teaching stand was again gallantly manned by Adam Atkinson who survived all nine days with a rota of helpers. The tournament director was, like the first MSO, Andrew Grant, but as there were three days without a go competition this was a slightly less tiring role than Andrew's first time. However it was still stressful as it was hard to know who was playing at the start of each event and there was more than one complaint to be handled.

The first event was the 13x13. It was won by Shutai Zhang (7 dan China), second Matthew Macfadyen (6 dan England) and third Vladimir Danek (6 dan Czech). The second day had two 9x9 events, the main one was won by Seong-June Kim (6 dan Korea), second Shutai Zhang (7 dan, China) and third Gert Schneider (5 dan Austria). After a talk by Paul Smith, a beginners 9x9 was won by F. Prager (Germany), second T. Niccoli (England) and third Natasha



Adam Atkinson works for go at the Matsuri Festival

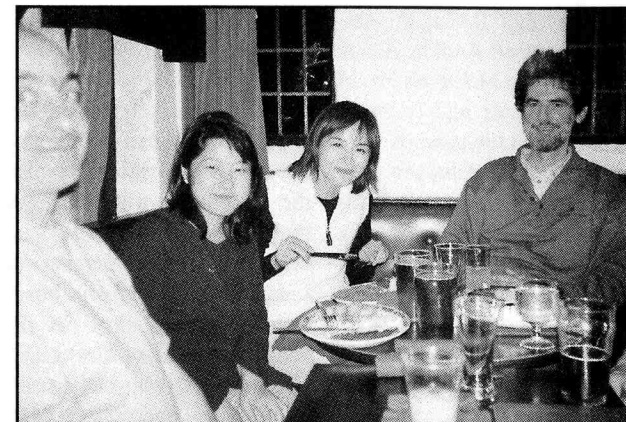
Regan (England). There was then a three day go gap to allow entrants to play other games, before the six round main event played over three days. This was won by Shutai Zhang (7 dan China) on tie-break from Si Young Jang (5 dan Korea) and Guo Juan (7 dan Netherlands). 26 players took part in the main, mostly dans but also down to an 8 kyu who won 5/6, Cristophe Dreyepondt from France. Also worthy of note was Robert Salkeld (1 kyu) scoring 4, as did Hiroyuki Tatsutomi (1 dan Japan), Seong-June Kim (6 dan Korea) and fourth placed Sa Ryun Yoon (5 dan Korea). On the last Sunday the fast play event was attended by 35 players, some of whom had just got back from the Isle of Man. Clear winner on 6/6 was Si Young Jang (5 dan Korea), second Guo Juan (7 dan Neth-

erlands) and equal third were Shutai Zhang (7 dan China) and Sa Ryun Yoon (5 dan Korea). Sue Paterson (2 kyu) did very well to win 5/6 and Roger Daniel (4 kyu), Neil Hankey (13 kyu) and Matthew Cocke (5 dan) won 4. The reason there were a lot of Korean competitors this time was that there are plans to hold the MSO in Korea in 2001 and already Mind Sport events have been held there. Part of the link up with Korea was the flying in of one of the world's greatest go players, Cho Hun Hyun (pro 9 dan). Arranged at short notice he was able to lecture, play simultaneous and take an interest in the many strange and wonderful games taking place at the MSO. Go players recorded medals in other events too. Harold Lee got a bronze in Continuo. Piers Shepperson won gold at 7 Card

Stud Poker. Larry Kaufman of the USA won gold at shogi and Austria's Gert Schneider won a silver at Twixt. John McLeod took gold at Skat, silver in Scrabble and bronze at Countdown. Paul Smith won gold at Decamentathlon, silver at Pentamind and bronze in Intelligence. Demis Hassabis, who always mentions go in his interviews, won many medals in many events to show that he is still the most multi-talented games player in the U.K. Next year the events will be bigger and better, again with prize money as well as medals, and will feature the finals of the British Championship.

### Alarming

In a previous year it was Brian Timmins who set Allen Hall's fire alarm off with his pipe, but Brian was nowhere near when the alarm went off at 3 a.m. on Saturday morning. The players for the Northern were a bit bleary eyed at breakfast, as at midnight the alarm on the toast rack building opposite had gone off too. Another disaster, that of the bar being closed, was averted by organiser John Smith bringing in some cans, though the trainee clergy at the other conference were not tempted to part in the Northern. Three top players all scored 5/6 and were



France Ellul, Yoko Inori, Yukari Umezawa, Francis Roads

broken by tie-break: first Francis Roads (4 dan Wanstead), second T. Mark Hall (4 dan London), third Shigehiko Uno (5 dan London). Two Manchester 7 kyus won 5/6: Ken Primrose and Richard Moulds. Best player below 10 kyu was young Ian McAnally (15 kyu Manchester). It's a shame more do not come to residential tournaments like the Northern as the food's good and the company pleasant. However be wary of early morning trips on to the moors, as on both mornings parties misjudged the time and were late for the rounds.

### Origami

Sixty-six players took part in this year's tournament at the Open University. As an extra bonus this time was the visit of two young lady professionals from Japan, Umezawa Yukari

(pro 3 dan) and Inori Yoko (pro 4 dan). They played some teaching games with the children and others, especially popular was the pro-am pair go. This had already been tried with success at Wanstead two nights earlier, whereas the previous night they had been beating up the locals 11-4 in simultaneous games at the Nippon Club. Their stay in England was part of a go promotion tour to the Netherlands, England, France, Croatia and Slovakia sponsored by the Japanese Motorcycle Racing Organisation. Whilst at the Open University they were not tempted to try the mulberries but did make origami with the children and Yoko was seen flying paper aeroplanes with the White twins. They spent an hour helping Matthew Macfadyen and Matthew Cocke analyse game 2 of the British

Championship. During this session organiser Andrew Grant was busily scribbling on bits of paper on hands and knees as the switch on the computer doing the draw had broken. The winner of the tournament was Young Kim (5 dan CLGC), who beat Brakes, Wall and Hall, avoiding Uno who dropped a game against Wall. On 3/3 were Alison Jones (2 dan Wanstead), Steve Bailey (2 kyu West Surrey), Matthew Reid (3 kyu Cambridge), Peter Fisher (4 kyu Leicester), Jimmy Mao (6 kyu Bristol), Richard Thompson (6 kyu Leicester) and Garry White (22 kyu Berks. Youth). Matthew Selby and Stephen Streater were playing in their first event and had been entered with a group of new players at 30 kyu, but were clearly better than that as they both won three games; they and their friends were expected to win many games until they found their correct level (Matthew is Alex's brother). Ian McAnally (15 kyu Manchester) won 2.5.

### Art Display

The first Sunday in October is the traditional day for Shrewsbury organised by Brian and Kathleen Timmins. Unfortunately it was quite wet this year and so the river side setting could not be enjoyed so much. However there was the

chance to see a display of art, both on and off the board, at the Gateway Centre. 56 players attended. Six entered on the day which replaced the six who did not arrive, which included the Blockleys who damaged their car in an accident. It is traditional for a member of Leamington Club to win (apart from the year they let Jo Hampton) and so it was Des Cann (4 dan) who had to win to keep the tradition as Matthew Macfadyen was not there. He won by beating Uno, Roads and Wall, whilst avoiding Seong-June Kim (6 dan). On 3/3 were Tony Atkins (2 dan), Henry Segerman (1 dan), Richard Moulds (5 kyu), Jill Segerman (11 kyu), Matthew Selby (18 kyu), Stephen Streater (22 kyu) and Natasha Regan (25 kyu). All these won engraved glass tankards and also Manchester won the team prize.

### Friends Meeting

Last year Wanstead Club found their February spot on the tournament calendar was being squeezed by other events and decided to rest for a while. They decided to resurrect the four round tournament this year and selected a mid-October date, so as not to clash with the ski trip but also to be whilst Yuki Shigeno, Japanese pro 2 dan, was in the country. In honour of Yuki's love of

meeting children a new event, the British Youth Small Board was instigated alongside the main tournament. The new venue was the Friends' Meeting House in Walthamstow, not a bad venue being handy for shops and the station, but not so good for parking. 46 adults took part in the Tournament, in the upstairs room, hopefully not disturbed too much by the youth event down stairs. Winner on 4/4 was the Korean from Cambridge Seong-June Kim (6 dan); he beat Uno, Y. Kim, Q. Mills and Wall. Des Cann (4 dan Leamington) was second with 3/4, helped by not having to play the two Kims. Also on 3/4 were Andrew Grant (2 dan Open University), Tim Hunt (1 dan Cambridge), Dave Artus (1 dan London), Konrad Scheffler (2 kyu Cambridge), Mike Cockburn (2 kyu St Albans), Roger Daniel (4 kyu Hampstead) and Christian Nentwich (6 kyu CLGC). Winning all four games were Thomas Wolf (8 kyu Putney) and Matthew Selby (15 kyu Epsom). Meanwhile Tony Atkins and Yuki did a good job of keeping the kids amused. Any blood you saw was not through fighting (honest) but due to Garry White shedding a milk tooth and all the tears were through losing too many games. Luckily Yuki had brought some Italian sunshine with her and so one session

saw some team games outside on the demo board. All the kids got to play Yuki and when eliminated from their age group played handicap games until eventually everybody had played almost everybody else. At that point the go sets were put aside and Liar Dice was played until prize giving. British Youth Small Board winner and under-18 champion was Philip Tedder (6 kyu Epsom). Runner-up was Nicola Hurden (13 kyu Berks. Youth). Winner in the under 14 section was Shawn Hearn (12 kyu Berks. Youth) and Under 10 winner was Luise Wolf (30 kyu Putney). Winner of the Handicap prize was Garry White (20 kyu Berks. Youth). The prize giving also featured Wanstead organiser Alison Jones being awarded her prize from Milton Keynes as they had run out of prizes at the time.

### Thirty Years

The last Sunday in October was the day the clocks went back and of course the Wessex Tournament. This was the thirtieth edition of the event held in the picturesque market town of Marlborough. Nowadays, since the advent of motorways, it is a bit of an anomaly that Bristol Go Club should run an event so far from Bristol, but now it is a tradition that would be badly missed. There were

no special cakes to mark this anniversary though, but founder of the event Alan Smith made an appearance. Disappointingly the attendance at 88 was the lowest since 1984, but a good time was had nevertheless. Fred Guyatt, a member of the team that produces the food for the tournament, presented his FG Cup for 13x13 go as usual; this year he gave it to Shawn Hearn (12 kyu Berks. Youth). The winner of the 30th Wessex was Young Kim (5 dan CLGC). Placed second was Bristol's Antonio Moreno (4 dan). The division winners were: Div. 2 Dan Micsa (2 dan Reading); Div. 3 Bob Hitchens (1 dan Bristol); Div. 4 Steve Bailey (1 kyu West Surrey); Div. 5 Ian Sharpe (2 kyu Bath); Div. 6 Tom Blockley (3 kyu Worcester); Div. 7 Philip Tedder (6 kyu Epsom Downs); Div. 8 Toby Anderson (10 kyu Bournemouth); Div. 9 Natasha Regan (18 kyu Epsom Downs); Div. 10 Paul Blockley (28 kyu Worcester). Of these Kim, Hitchens, Anderson and Regan won 4/4. The most under-graded club was judged to be Epsom Downs as they won the team prize.

### No Grand Prix

Since the end of the Fujitsu Grand Prix system the top European tournaments are best described as the Majors. The

Obayashi Cup was never a Grand Prix event because of its unusual format, but is certainly a major event of the European calendar, held each year at the EGCC in Amsterdam early in September. This year there were 196 players and it was won by Guo Juan. She beat Katsura Atsushi, the pro 2 dan now living in Germany in the semi-final and Franz-Joseph Dickhut (6 dan Germany) in the final. The other losing semi-finalist was Geert Groenen (Netherlands), who had beaten the leader after the first stage Pei Zhao.

Only 21 players were at Copenhagen the following weekend. Local Janick Rasmussen won on tie-break from Farid Ben Malek (France). Of the 80 players at Bucharest in October Romanian Lucretiu Carlota was the best. The following weekend saw Vladimir Danek being the best of the 46 at Bratislava. Brussels was the last weekend in October and was won by Guo Juan ahead of Pierre Colmez (France) and Geert Groenen; there were 68 players including three Brits. Winner of the Ing Youth Goe championships in August was Peng of China. Western players were fourth Jonathan Wang (USA), fifth Andrei Kulvok (Russia) and sixth Diane Koszegi (Hungary). Under 12, first was Hsiao of Taiwan and 4th Eric Lui of USA.

## Glossary

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

**Kosumi:** a diagonal play.

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

**Moyo:** a potential territory.

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

**Sabaki:** a sequence which produces a light shape

**Sagari:** a descent towards the edge of the board.

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

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

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

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

**Shicho:** a ladder.

**Shimari:** a corner enclosure of two stones.

**Shodan:** one-dan level.

**Tengen:** centre point of board.

**Tenuki:** to abandon the local position and play elsewhere.

**Tesuji:** a skilful move in a local fight.

**Tsuke:** a contact play.

**Yose:** the endgame.

**Aji:** latent possibilities left behind in a position.

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

**Atari:** the state of having only one liberty left.

**Byo yomi:** shortage of time.

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

**Damezumari:** shortage of liberties.

**Furikawari:** a trade of territory or groups.

**Fuseki:** the opening phase of the game.

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

**Gote:** losing the initiative.

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

**Hasami:** pincer attack.

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

**Ikken-tobi:** a one-space jump.

**Jigo:** a drawn game.

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

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

**Keima:** a knight's move jump.

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

## Notices

### Post Vacant

The position of Publicity Officer is vacant. If you are interested in helping the Association in this field then please contact Tony Atkins,

Tel: 0118-9268143  
E-mail: [ajaxgo@yahoo.co.uk](mailto:ajaxgo@yahoo.co.uk)

### Advertisements

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

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

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## Books & Equipment Update

### GO WORLD

Issue 86 of "Go World" is now in stock, and subscriptions are invited for the next four issues at the unchanged rate of £16.00 post paid (within the British and Channel Isles). Many back issues are also in stock— for details please call.

### GOODS DIRECT

The BGA bookshop, with a wide range of books, equipment and other items, will certainly be at Central London, Furze Platt, Cambridge and Coventry tournaments. Due to the Millennium I shall only attend the Central London tournament on the first and last days, but it is intended that the bookshop will be manned at least before start of play and during the lunch interval each day. Volunteers please!

### NOW AVAILABLE

**Cho Hunhyun: Life and Master Games** (G46 £12.00, G46+CD £20.00) is largely a collection of games, regrettably with little about the history of go in Korea. I like the layout of the book, which is clear and attractive. On whether the CD option (giving a further 200 games) is worthwhile I am unable to give an opinion. The commentaries are good but somewhat terse, and so more suitable for strong players, so I rate the book as Advanced Level.

**Pair Go** (PAIR - £5.00) is published by the Japan Pair Go Association, and describes the growth of this type of go, rules and etiquette, and some elements of strategy. Personally I welcome the book as I would like to see more women playing go, and this could be a good way of encouraging the more social sex to take up the game.

**The Art of Capturing Stones** (Y25 - £10.00) is the second in this series and, in the style of the first volume, it contains a collection of problems illustrating various ways of capturing stones. In general the book is Intermediate Level, though some of the problems are more suitable for stronger players.

**The Ranka Year Book** for 1999 and the **Go Player's Almanac** are both sold out, and further stocks will not be purchased in the near future.

Full price list available on request.

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

Note that credit card facilities are not available.

Orders, accompanied by cheques made payable to 'British Go Association', should be sent to:

R. G. Mills, 10 Vine Acre, Monmouth, Gwent NP25 3HW.

Tel: 01600-712934 E-mail: [bgabooks@btinternet.com](mailto:bgabooks@btinternet.com)