

British Go Journal

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Tournament Calendar

Coventry: 26 March. Mike Lynn, 01675 442753.

Irish Open: 31 March – 3 April. John Gibson, +353-1-4908779 (home), +353-1-2843486 (work), john@mhg.ie

Bournemouth: April.

British Go Congress: Ipswich, 29-30 April

Barlow: Cambridge, May.

Bracknell: Woose Hill, community hall, 13 May.

Clive Hendrie, 01344-475741.

Pair Go: 21 May.

Scottish Open: May.

Challenger's: 26-29 May. By qualification.

Leicester: 10 June.

Anglo-Japanese: June. By invitation.

Barmouth: 24-25 June.

Portsmouth: July.

Norwich: August.

Northern Go Congress: Manchester, September.

Milton Keynes: September.

Shrewsbury: 1st 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.

London Open: December

Youth Championships: January.

Furze Platt: January.

School Teams: January.

Oxford: February.

Trigantius: Cambridge, March

International Teams: March.

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Front cover: Postcard portrait of the late Iwamoto Kaoru (see page 53) by kind permission of the artist, Jiri Keller. First used on the front of Issue 109. (This postcard and others of famous players are available from the BGA bookseller.)

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

Editorial

After eleven and a half years I have decided to relinquish the job of editor, and anyway it is probably time that somebody else took over with new ideas. It is hard to believe now that when I started, with Issue 72, we were still sticking numbered disks on squared paper to hand in to the printers! Technology has moved apace, has made the work easier and at the same time made it possible to produce more.

However, the quality of the journal obviously rests upon the quality of its articles, and I should like to thank all those contributors, both occasional and regular, who have sent in an abundance of good material over the years.

Many thanks also to Ian Sharpe, without whom I should have been lost in the spate of software improvements.

Thanks are also due to my wife Kathleen for patiently reading every word and playing through every move, marking out countless errors; and to the two diagram producers, Steve Bailey and Paul Smith, who would have done far more than I asked of them.

Finally, best wishes for the future to the new editor, David Woodnutt; I am he sure will receive as much willing support as I did.

Tenth International Amateur Pair Go Championships

by Tony Atkins

In November, Japan was honoured by the visit of two distinguished presidents. Not presidents of countries mind you, but the BGA and the CLGC Presidents, though one of them did once claim to be President of the United Kingdom. Accompanying them was the BGA secretary and the purpose of the visit was to take part in the 10th anniversary of the International Amateur Pair Go Championships. Alison Jones was partnering Tony Atkins, both making return visits to Japan, and Simon Bexfield joined the party for his first trip to the land of sake and go.

Skilfully arriving early to recover from jet lag there was some time before, and between the go playing, to see of the delights of Tokyo. Museums, shops, parks and the Nihon Kiin could be easily visited using the efficient train system (though one day there was a train running 5 minutes late). Best trip however involved getting up early to visit the fish market where men with sharp knives and speeding trolleys carved and moved huge tuna and the like.

From there it was a short walk to a park complete with tea house in the middle of a lake and from where a water bus can be caught for a ride up the Sumida River to Asakusa and its temples and market.

The Pair Go's 10th anniversary was celebrated by a change in format and a special friendship match. Gone was the special handicap group that countries played in if they lost in round 1 and in was a five round Swiss system that was welcomed by the participants. The special guests who formerly played in the special group either played in the main Araki Cup event or took part in the friendship match. The format of the match was a surprise on the day. Partners and opponents were drawn at random. Tony played with a go reporter in a very beautiful pink kimono against the girl from Thailand and a former Amateur Honinbo, for instance. This drawing gave interesting games to many, as among the special guests were several professionals such as Kobayashi Chizu, Inori Yoko, Kobayashi Satoru and Ryu Shikun. Flown in specially were top

Chinese player Chang Hao and top Korean player Lee Chang-ho, though it was not clear whether the latter was really enjoying the event like the rest of the players. The downside of splitting up the teams was that there was no chance to appreciate the National Dress the overseas players had been asked to wear, apart from as individuals. The Czech pair, Lenka Snepova and Karel Dach, made the most impression in their typical East European costume, as they were selected to make the promise at the opening ceremony, still wearing their costumes. The man from Chile, Juan Carlos Carrillo, with a great hat and the Russian girl, Dina Burdakova, in her pretty red dress also looked very good. The British Pair had struggled to find out what the British national dress was and eventually decided on pinstripes, FT, broly and briefcase, with some Union Jacks to wave for effect; unfortunately the splitting of the Pairs meant this was all a bit of a waste. After the game there was a chance to chat to the other players and the pros at the welcome party.

The following day saw round 1 of the tournament proper. Twenty-one overseas teams joined 11 Japanese teams this time. Chile, Malaysia, Israel, Belgium and Yugoslavia were there for the first

time, together with a selection of the other go-playing countries. Gone was the need for a good draw in round one because of the system change, however drawing a Japanese side always meant you got off to a bad start. The UK nearly beat Taiwan, a pair of teenagers where the girl was not so good. However the position in Diagram 1 came up whilst ahead. Tony nearly cut at A but played the marked stone instead as a big point and making the cut worse. The Taiwanese man immediately played at 1, leaving the position with White to play and blunder. After the blunder the

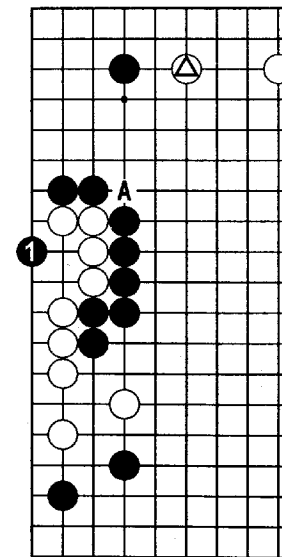


Diagram 1
White to play and blunder!
Solution on page 7

cut at A had gone and the stones had a harder time to live than before, leading to the British losing by a small amount. The Russians with young Dina Burdakova and Alexei Lazarev, and also the USA team of youngsters James Chien and Louisa Chan, got off to a good start winning their games.

The Sunday was the main day for the event and the day when 432 players turned up to play in the prestigious Araki Cup. As well as the three normal sections there was an extra section for beginners playing on 13x13 boards. As the event grows every year it has had to leave its traditional venue of the Edmont Hotel in Iidabashi and this time moved further out of town to the larger Hotel Metropolitan in Ikebukuro district. From the restaurant on the 25th floor a panoramic view of Tokyo and distant mountains could be seen and there were good facilities including the large ballroom where most play took part. Four rounds of Pair Go is very hard work if you are normally used to three and the Araki Cup time limits were slightly shorter meaning the room got very busy towards the end of the rounds. Also you had to be very careful about how you placed your stones as you never knew whether the person standing behind you was a

pro or was a man holding a very large television camera! The game to decide the championship was played in a separate room and a lecture hall was packed to hear the public commentary. The winners were from Osaka: Goto Naoko (wife of the professional) and Taga Bungo. They beat the Japanese pair from Kyushu, Tanaka Yumiko and Komori Shoji. Korea were allowed third and China sixth but otherwise the top 10 were all Japanese. Taiwan was 11, USA 12 and top Europeans were Monika Reimpell and Franz-Josef Dickhut from Germany at 13. 14 was North Korea, 15 New Zealand (Yucong Phense and Stanley Wang), 16 Astrid Gaultier and Gilles Zemor from France and 17 Russia. The other European teams were 22 Poland, 23 Czech, 24 UK, 25 Romania, 26 Belgium, 28 Yugoslavia. The



Tony and Alison: UK national dress!

UK beat last placed Malaysia in round 2, got wiped out by a girl and man of 50 years go experience from North Korea in round 3, and beat Claude Burvenich and Alain Wettach of Belgium in round 4. This game was rapidly reconstructed for a journalist from *Go Weekly* and sure enough appeared on the Pair Go centre page spread, to-

gether with a photo of Tony and Alison, and Tony's interview. The interest in the UK focused on the fact that it was the Secretary and President playing together. The game up to move 49 is shown in Figure 1, though the last few moves are a bit unsure. We won by severing the group at the bottom and killing it. Unfortunately we lost to France in the last round, when Astrid, who is only a kyu player, spotted the clever move that cut off our eyeless group, giving us two wins and three losses.

The other hotly contested competition is of course that for the best dressed pair. Yugoslavia's Slavica Stankovic and Dragan Mitic took a prize here, though it was not obvious why. Alison and Tony's chances were handicapped by the fact that the wrong photo was placed on the finals board and



Chilean hat worn by Juan Carlos Carrillo

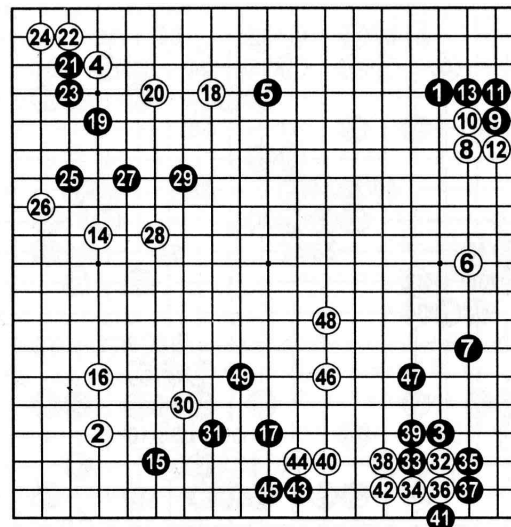


Figure 1 (1—49)

by not acquiring a buttonhole flower until after Mrs Taki and Ms Ogawa had done their judging (though we are sure top marks were obtained from Umezawa Yukari). After the long prize giving ceremony, including a speech by the Israeli Ambassador, there was a minor banquet and then the infamous raffle, bringing an end to a tiring but very enjoyable day.

The final events for the overseas players was an introduction to IGS on Panda Net, which is run by the Pair Go organisation, and a lunch where Mrs Taki was able to hear the latest pair go news, such as the announcement of the first International Open Pair Go

Championships to be held at the Mind Sports Olympiad in London in August: an event worth attending no doubt. Then there was a chance to play some more go at the Nihon Kiin. Tony met with Mr Horiuchi, who some will remember from Portsmouth Tournament, for some games and a trip to a yakitori restaurant. Other friends of British and European go met during the week were Mrs Takechi, Kawamura and Monna, the pros Yoko, Yukari and Yuki, and of course Richard Hunter, Louise Bremner and John Power. The UK does not have Pair Go places in 2000, so it will be 2001 when the next fortunate pair get to enjoy the pair go experience.

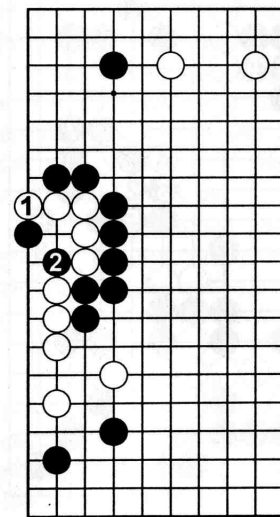


Diagram 2

There is currently a severe shortage of kyu level games. If you have any game records from 15 to 1 kyu why not send some in? A dan level player will then supply a constructive commentary which should be of interest and help to other players as well as yourself. Please send game records to the new Editor, David Woodnutt (address etc. on page 39).

A Boating Game

by T. Mark Hall

This game was played on 27 November on a pleasure boat sailing up the Li river in China between Yangshuo and Guilin. It was the third round of the International Team Wei Qi Competition and, because I was playing on board 1, there was a game recorder. My opponent was from Los Angeles but he was playing for the Kaohsiung City team, from Taiwan.

White: Peter Chen, 6 dan
Black: T. Mark Hall, 4 dan

I think that White 6 is a little easy-going, since it allows me to make Takemiya's yon-ren-sei formation with 7 and puts a stone in front of his shimari..

In the joseki up to Black 21, I have achieved a settled group on the bottom edge, while White has some central influence. In a discussion after the game about thickness and influence, the interesting point was made that the White group has influence but is not thick. It later comes under pressure. It is possible to see here how difficult it is to handle influence.

With the sequence to 34, White sets out a moyo in the centre. Since I had been caught in the first round with such a moyo, I began to feel a little concerned. However, I had good prospects of entering from the right, so I felt that the game wasn't too bad.

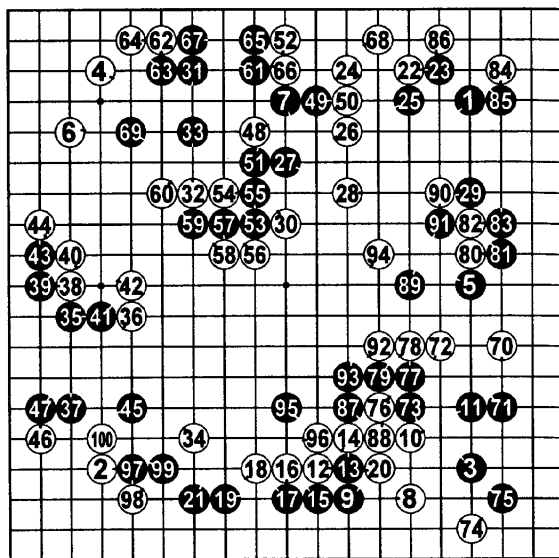


Figure 1 (1—100)

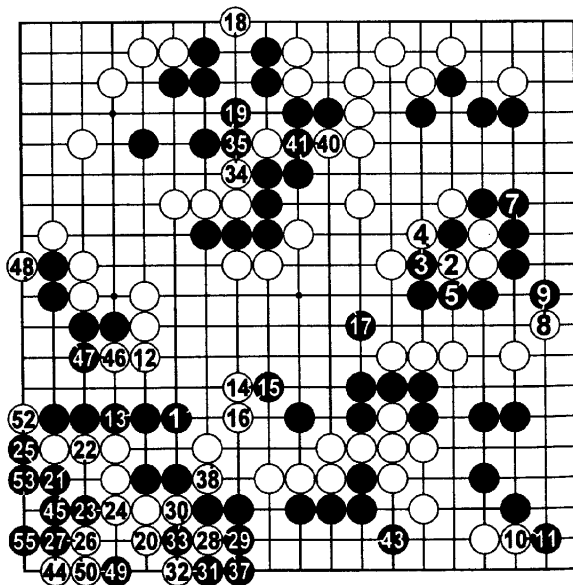


Figure 2 (101—155)

106 at 91, 136 at 128, 139 at 133, 142 at 128, 151 at 133,
154 at 128

Black 35 allows me to extend above or below and run away into the centre. White cannot dictate all my responses but perhaps he should think of putting pressure on my upper group to see if he can build some more strength.

White 36 puts all his eggs in the one basket of his central moyo. White 40 should perhaps have cut below 39 to try and make my shape heavy here.

With Black 45, I felt that I was making shape, threatening his corner and to push into the centre.

From White 48 onwards, I felt that he was thrashing around, because he did not have the confidence in his moyo to win and he felt that he had to kill something.

White 70 is the normal invasion point but, with the thinness of his lower group, I felt that I could split his groups apart and attack.

I was happy to see him playing 84 and 86, even though I lose the corner, because it gives me sente in the centre.

After the game, Mr Chen said that he had not seen 117 coming. If he saves these stones, he will most likely lose one of the other groups in the process.

White resigns after 155.

British Championship Findings from the Survey

by Alex Rix

Further to Alison's write-up of revisions to the Championship System in the last journal, I thought it would be interesting to publish the results of the survey we did in advance. The Council were heavily influenced by the findings in their discussions. Thank you to everyone who communicated their views and alternative systems to me. The debate was long and vigorous. It is next to impossible to design a system that appeals to everyone but I hope the changes will be seen as a positive attempt to improve the system.

All BGA members were invited to fill in the survey (*see table of survey results overleaf*) seeking their views on the previous system and what they would prefer. The views of those in the Candidates' and Challenger's were sought specifically.

Regarding the structure of the Challenger's, I weighted results as in the finishing order of a motor racing Grand Prix i.e. first choice 10, second 6, third 4, fourth 3, fifth 2, sixth 1. My thinking was that people were normally most keen on the first one or two options chosen. Many only supported one option.

Amongst all strength bands, there was most support either for the old 8-player all-play-all or for a 12-player 6 round Challenger's tournament. The final choice was influenced by the fact that we have many years of experience with the old system. To my knowledge at least, entrants at the time were generally happy with it.

Existing time limits of 105 minutes were preferred for the Challenger's. Around 80% supported the Candidates' as the method of qualification to the Challenger's. A similar proportion were in favour of the WAGC representative retaining a place in the Challenger's.

Around half the sample supported the British Open as a means of qualification. There was little support for the Stacey points and very little for automatic qualification for 5 dans and above, especially among strong players.

Of respondents, 75% supported the existing Championship system.

Many thanks to everyone who submitted ideas and proposals regarding the Championship System. These all helped in the debate which led to the revised system that Alison outlined in the previous journal.

British Championship Survey

Option	5-6	4	2-3	Dan	Total	%
6 rounds, 24 players	7	17	22	60	70	15.6
6 rounds, 16 players	7	19	24	63	67	15.0
6 rounds, 12 players	18	26	36	89	102	22.8
8 rounds, all-play-all	20	28	37	97	99	22.1
8 rounds, 24 players*	8	20	5	40	40	8.9
6 rounds, 16 players*	2	18	10	41	42	9.4
British Open*	0	0	0	12	28	6.3
* without Candidates'						
Time limits						
105 minutes	2	1	4	10	11	64.7
120 minutes	0	3	1	4	6	35.3
Qualification						
Candidates	3	4	7	15	18	81.8
British Open	1	3	2	7	11	50.0
Stacey	0	2	2	5	5	22.7
Automatic for 5 Dan+	0	1	2	4	7	31.8
Automatic for WAGC	2	5	6	13	15	68.2
Existing match						
Yes	2	4	7	15	20	87.0
No	1	1	0	3	3	13.0

Join the AGA through the BGA!

As a member of the American Go Association you will receive the American Go Journal and a substantial Newsletter. Among other activities the AGA maintains a computerised numerical rating system, and a web site: [Http://www.usgo.org](http://www.usgo.org)

There is no need to incur charges by mailing money abroad. Just send a cheque for £22, made out to the British Go Association, to the BGA Membership Secretary:

Kathleen Timmins, The Hollies, Wollerton, Market Drayton, Shrops. TF9 3LY

Sponsorship

by Alison Jones

One of the BGA's objectives for the year 2000 is to seek sponsorship for future British tournaments, focusing on the British Congress, the British Championship and the London Open.

Seeking sponsorship can be a thankless task, with often little to show for a lot of effort. But success, when it happens, is all the more satisfying as a result. At the local level some of the UK tournaments are already successful in attracting sponsorship. We need to learn from those tournaments which have been successful and also ensure that their sponsors receive appropriate recognition.

Sponsorship is a two way process

Unless one is very lucky the sponsor will be looking for some benefit from the relationship. I believe it is important to carefully package ideas for a potential sponsor to demonstrate what they will gain.

When considering press releases or reporting on the tournaments we should mention sponsors and thank them for their contribution. Sponsors, themselves, can often provide assistance with publicity.

Form of sponsorship

Sponsorship is not just a question of money. For example the use of a pleasant venue in which to hold a tournament can be equally important. The Hitachi Maidenhead tournament is a case in point and is one reason why it is so popular.

Sponsorship can also be substantial, as in past sponsorship of the European Congress, or small scale as in providing free printing facilities for entry forms for example. We do need to be careful, however, of any potential conflicts between sponsors of the same event.

Obtaining sponsorship

Initial contacts and introductions are key. These are far more effective than writing cold to an organisation. Your contact does not need to be a key budget holder in the organisation either. More importantly a contact is classed as anyone who can provide an insight into what drives the entity and suggest an appropriate name that could be approached.

Your help is needed

I am trying to collate a database of potential contacts for sponsorship of go activities in the UK. I would also like to be able to include details of past sponsors of go events in this database, together with their BGA contact.

I would therefore like to hear from any member who has been successful in obtaining sponsorship, (not necessarily relating to go), or who has a contact that we can follow up.

Secondly, I am developing a potential sponsor 'information pack' which can be tailored for different contacts. This will include summaries of a number of projects / tournaments of varying size for which we are seeking sponsorship.

If you have a potential contact that you think might prove useful, please let the BGA Council know. We are happy to either provide you with assistance and material as appropriate, or to follow up on the contact ourselves.



More Microscopy

Part 2

by Charles Matthews

We carry on with the detailed analysis of a game Hunt (1 dan, Black) against Fairbairn (2 dan). Comments are sourced from Seong-June Kim.

Diagram 1 shows a fight unfolding on the right side of the board. Up to 19, which limits our ambitions in this episode, it is by no means clear that Black will take much territory there. In fact if the balance of secure territory were the only factor, White might be considered to have done well enough. However, one cannot so easily discount the fighting element in go. In the top right Black's group develops into the centre with 19. This play ensures that it will not be shut in, and leaves the White group below looking distinctly weak. Black has taken one big point on the lower edge with 15, and may yet play on the top side with an attack too. Overall he is well placed.

Black 9 looks like the best play here. Certainly it's where White would like to play. It seems inevitable that White will press with 10; the theory behind this move has been around for centuries, going back at least to Dosaku. The territory Black takes on the third line should on general principles be worth less than White's outside influence. However he can hope to take some profit later on using the attacking position of 9.

Sharp fighting might have broken out at this point in the game. The push through and cut of Black 1 in Diagram 2 is seldom played, because Black has a weak group on the outside and a somewhat rocky corner to handle. However here the marked Black stone lies in wait. White cannot afford to play all out as shown, and be fenced in with

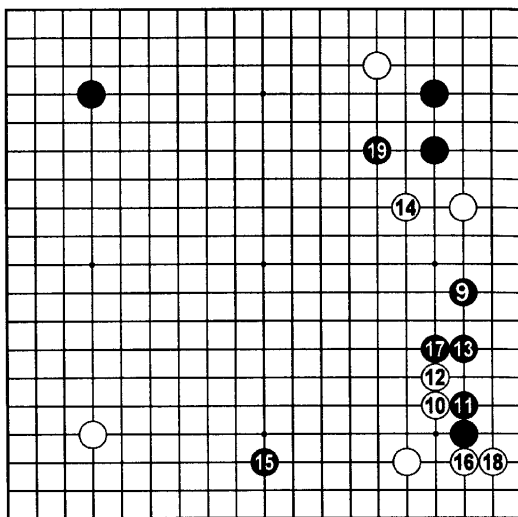


Diagram 1

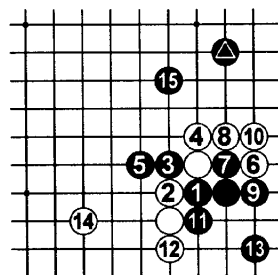


Diagram 2

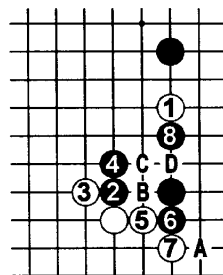


Diagram 3

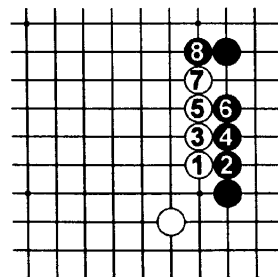


Diagram 4

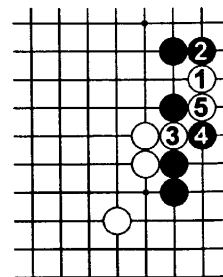


Diagram 5

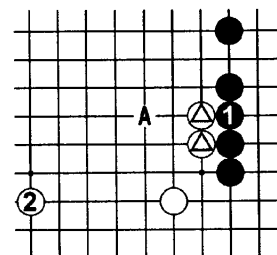


Diagram 6

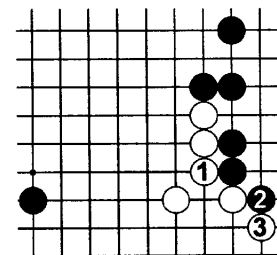


Diagram 7

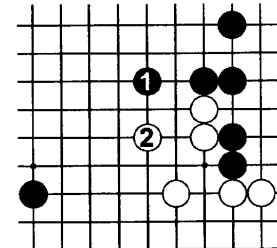


Diagram 8

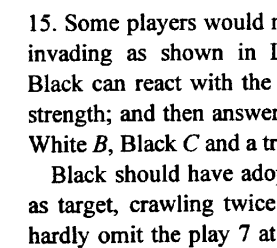


Diagram 9

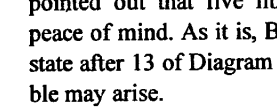


Diagram 10

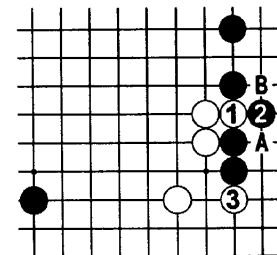


Diagram 11

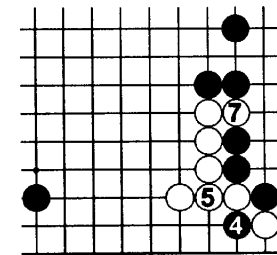


Diagram 12

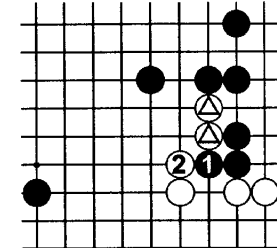


Diagram 13

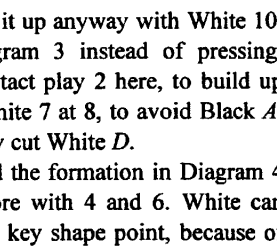


Diagram 14

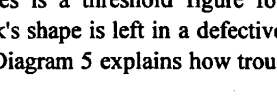


Diagram 15

The commentator felt strongly that the plays 15 to 18 missed the key points. Firstly Black 15 should simply connect solidly (Diagram 6). Then the correct direction of play is for White to extend, for example to 2. The problem for White is the poor shape of the two marked stones. White really needs a play at A to secure their shape. However there is a weak group above to tend, and it is unlikely that a good moment will arise. Black has landed White with a need to go back and patch up, proverbially just what one doesn't require.

Then again White should fix Black's shape defect by pushing in with 1 in Diagram 7, before paying attention to the corner. There the sinister effect of the twin cutting points A and B should be clear enough.

When it comes to White's choice of 18, White 1 in Diagram 8 is recommended. In this case White plays double hane with 3, but not with a ko in mind as would often be the intention. Diagram 9 shows Black with a problem. He can hardly go through with Black 6 as shown and suffer 7, so in fact White will settle easily in the corner. The reason White 1 in Diagram 8 is preferred to 18 from the game can be seen in the final pair of diagrams. When later Black plays 1 in Diagram 10 White has little choice but to react with a passive defensive move at 2. If he doesn't react, Black 1 in Diagram 11 will mangle White's shape. The two marked White stones are hanging by a thread, making one wonder why they were ever played, and White has to be careful about a cut on the lower edge also.

Unmasking an Italian Chameleon

Franco Pratesi

The name of Z. Volpicelli is known among historians of board games thanks to two pioneering English articles that he published in the *Journal of the North China Branch of the Royal Asiatic Society*, printed in Shanghai. The first, of 1888, deals with Chinese chess; the second, of 1892, contains one of the first descriptions of wei-chi in an European language. Let us examine in some detail the latter article, of no less than twenty-eight pages.

His interest in the subject is motivated by the high esteem of this game among the Chinese literary class, as is explicitly stated at the beginning. "About three years ago I wrote a short sketch on Chinese chess. While gathering materials and making enquires on that subject, my attention was drawn to the other great game of China, which she invented and which she considers far superior to chess. This alone would be sufficient to awaken curiosity. We are so accustomed to consider chess as unquestionably the royal game, that the simple statement that a country possesses chess and another game, and considers the latter superior, is startling".

Clear and interesting observations follow, as soon as he examines the game. "We find a game totally different from those we have been accustomed to. The difference is not in detail, but in the essence of the game. It belongs to quite a different order from chess and draughts. Moreover, though a game of extreme difficulty, it is of the greatest simplicity." "The object of the game of wei-ch'i may be stated very simply, though it will be found sufficiently difficult to carry it out in practice. It is to occupy as much space as possible on the board and to prevent the adversary from doing the same". "The interest of the

game is not concentrated in one spot as at chess, around the king, but it is diffused all over the board, as every single spot is equally important in affecting the result of the game and counts in the grand total which represents the position of each side at the end of the struggle."

For notation, he uses the traditional Chinese division of the board into four quadrants, and then the two Cartesian co-ordinates so that each point requires three figures for identification. For simplicity, he then uses in each quadrant letters for the vertical axis and numbers for the horizontal. He then provides a lot of examples of eyes, life-and-death positions, ending his description with an example of the counting method (adding own stones and intersections, as the Chinese traditionally do).

Of course, this work has a remarkable historical value. It appears to have been compiled from Chinese sources, independent of the previous description of 1877 by Herbert Giles. Even more independent it evidently is from the fundamental German articles published in 1880-1881 in Yokohama by O.Korschelt, based on his direct experience of Japanese go.

Even if this contribution was compiled in English, the name of Volpicelli sounds Italian and might directly be inserted in my present study of the contributions of Italian missionaries and travellers to the early history of European go. However, in various reference catalogues I could find nothing written by him in Italian.

On the contrary, I could find other works listed under his name, most of them again being written in English. Some are devoted to linguistic subjects and in particular to the phonology of the ancient Chinese (on the same topic a publication by him is recorded in French). In addition, we find several short monographs on various historical matters of the Far East, such as *The Silver Question in China* or *The Early Portuguese Commerce*.

The catalogues of the largest libraries, to begin with the Library of Congress, record under his name also two whole books, which actually had been printed under the pseudonym of Vladimir. The same library catalogues provide us with some additional information on Volpicelli, his Christian name, Zenone, and his year of birth, 1856. However, finding further biographical data on this author is not an easy task.

I first leafed through his works in the hope of finding some information. The linguistic papers appear to be written at a high academic level - Volpicelli was certainly a scholar of Oriental languages. On the other hand, he appears to have been a well documented historian from the two Vladimir books, *The China-Japan War* (450 pp - it was later reprinted in Kansas City in 1905) and *Russia on the Pacific and the Siberian Railway*, 373 pp. Both books were published in London, in 1896 and 1899 respectively, by Sampson Low, Marston and Co. (Publishers to the India Office) and were identically bound in red cloth with gold titles impressed.

Obviously, any search within books published under a pseudonym can hardly provide much useful detail about their author! In particular, as indication I could only find on the title page, under Vladimir's name, "Lately of the **** Diplomatic Mission to Corea". Korea had been opened to foreign trade even later than Japan, and only in the Nineties official diplomatic relationships with the various European countries were commonly established. In the second book, he is simply indicated as, Author of *China-Japan War*.

Moreover, I could find a challenging statement in the second book, in which the author not only appears to be wholly satisfied with publishing under a pseudonym, but is also glad to be undetectable as a foreign observer of the facts he is describing and analysing. "I have studied the [Russian] language carefully, and I

spent four months in travelling across the Empire, from Vladivostok to the frontier of Galicia." "The critics of my former work paid me the flattering compliment of supposing I was a Japanese, and I wish, though I can hardly hope, that my assiduous study of a little-known subject may lead them to suppose now that I am a Russian."

I was thus more and more puzzled about this chameleonic countryman of the world, possibly belonging to several nationalities. Among other attempts, I tried searching for information about him in official yearbooks of the civil servants of the Ministry of Foreign Affairs of the Italian Kingdom. After checking several issues, when I was ready to abandon my search (because I found nobody under the name of Volpicelli), I could eventually dig him out of the records - at least, I am fully convinced that this skilful chameleon has been unmasked.

Our author was not actually named Zenone Volpicelli, but Eugenio Zanoni Volpicelli, with Eugenio, his Christian name, followed by a double surname and thus listed under Z instead of V.

As usually occurs, other puzzling questions arise as soon as we answer the previous ones—in this case we just encounter the first problem at his birth. The year indicated in the catalogues of the libraries, 1856, is here confirmed, and we also might obtain the very day of his birth as the 12 April, if someone should find it useful. Nevertheless, his birthplace remains puzzling. It is recorded in the 1902 yearbook as Tersey, which I could find nowhere on the Earth, and this could indeed represent the most suitable birthplace for a Vladimir believed with some good reasons to be an Italian, English, Japanese and/or Russian expert. But this name simply appears to be a typo - the 1909 yearbook correctly indicates instead the hardly more Italian town of Jersey, which I suppose to correspond to the island in the Channel, directly facing St Malo.

Thus, an Italian writer who published nothing in Italian and who was born in Jersey may not be the most authentic among the Italian writers on go, whom I am studying nowadays.

However, in the official yearbooks it is explicitly recorded that Eugenio Zanoni Volpicelli studied in Italy and took his degree in the renowned Istituto Orientale of Naples, in no less than Arab, Chinese and Persian languages. This occurred in 1881. In the following years he apparently travelled in many countries and stayed in the Far East where he could practice and increase his knowledge of the local languages and literatures.

Apart from writing the works mentioned above, he began in 1898 his career as an Italian civil servant. In the 1902 yearbook we find him occupying the fourth of the five places of the seniority list of Interpreti di prima classe. He was first sent to Peking then to Hong-Kong, where he also covered the duties of Italian consul. Starting from 1st May 1902, he became the titular Italian consul for Hong-Kong and Canton. In the yearbook of 1909, he is still located in Hong-Kong, the only difference with respect to the previous personal description being a couple of further honours, such as Knight of the Saints Maurice and Lazarus and Commendatore of the Italian Crown.

I have not yet been able to find information about his subsequent activity, nor date and place of his death, but this may be less relevant for us, considering that our interest is focussed on his article on wei-chi, already published in 1892. In the case of this chameleonic author it is enough for me that I could attach a real personage to his bare surname, which before my search was the only thing known, together possibly with the year of his birth, and his—mistakenly suggested!—Christian name.



Tournament Timetable

by Tim Hunt

The BGA have asked me to take over the job of tournament co-ordinator. There is a sense in which this job is not necessary. The same tournaments come round at the same sort of time each year. And there don't seem to be any overlaps. Most tournaments having their own private slot. For example The London Open is always at New Year; Trigantius (Cambridge) is the first weekend of March; the British Congress the weekend after Easter; and the Challengers' the first May bank holiday.

Now we see the kind of problem that can arise. This year the first May bank holiday is the same as the weekend after Easter. So The Challengers moved to the second May bank holiday, which interfered with the Scottish... and so on.

So perhaps we can say that the job of tournament co-ordinator is redundant as long as everything is working well. The co-ordinator's job is to spot these potential problems well in advance so they can be sorted out with minimal hassle.

To this end I would be very grateful if organisers could let me know what they think their traditional spot on the calendar is. I can probably deduce this by looking at previous tournament calendars, but it would be reassuring and more reliable to hear it from your own lips.

Please rest assured that I do not intend to change anything. I just think that it would be helpful to get all these built in assumptions about the system written down. Then when someone new comes along and wants to start a new tournament they can be sure that they are not treading on anybody's toes.

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Years Ago

by Tony Atkins

Ten years ago

Furze Platt won the Schools Championship at Stowe at the end of 1989, for the sixth time, but Brakenhale were second. The third Farnham Teaching was followed by the Handicap Tournament won by Harold Lee. 133 players attended the London Open, the first held at Highbury Roundhouse and also the first where Russians were present. Winner was Dr. Zhang, second Hans Pietsch, third Janssen and Macfadyen fourth. Pietsch won the Lightning with Bogdanov second. A record 116 players were at Wanstead in January 1990; Edmund Shaw won, and won again at Oxford. Macfadyen won at Cambridge and Coventry. The 1990 British Go Congress at Salford University was won by Shaw and Simon Shiu won the Lightning. Harold Lee was first winner of the Terry Stacey Memorial Trophy.

In Japan Kato beat Hane 3-1 to win the Oza and Rin beat Cho Chikun 3-2 in the Tengen. Early in 1990 Kobayashi Koichi defended the Kisei against Otake. Takemiya was the Judan. In Korea Cho Hun-Hyun won the first Kisung title, though 14 year old Lee Chang-Ho was starting to challenge him. Japan issued two postage

stamps showing go scenes from the Tale of Genji.

Twenty Years Ago

Matthew Macfadyen won the 1979 British Championship 3-1. 4 dan professional Yoshida Yoichi was in England and was able to comment on the first two games which Terry Stacey lost. Matthew also won Division 1 of the National Knockout Tournament. Best of the 124 players at the London Open was Robert Rehm, 4 dan, from Holland, with two more wins than his nearest rivals Macfadyen (5 dan), David Mitchell (4 dan) and Cas Muller (4 dan Holland). Adam Pirani won the Lightning. The first British Schools Championship was held at Kingsthorpe Upper School, Northampton. Best of the 12 teams was Leeds Grammar School. Top youth player Quentin Mills, 1 kyu, was not there as he was still starting a school club. At the British in Birmingham he gave the Trigantius winner Terry Stacey a hard time, losing to him in the last round by only 4 points. Terry also won the first British Small Board Championships.

In March 1980 the second World Amateur was held in Tokyo. Best European was 19 year old Ronald Schlemper of the Netherlands who reached the quarter finals. Britain's Macfadyen lost to China in

round 2. The 1980 Kisei was Fujisawa Shuko for the fourth time, this time beating Rin 4-1. Otake won 3-2 to take the Judan from Kato and 3-1 to win the Gosei from Cho Chikun.

Thirty years ago

The 1970 British Go Congress was held at St Johns College in Cambridge. Jon Diamond was declared British Champion after the event was tied with Akiyama and Hokari. Most of the prize winners were local or from Edinburgh. President John Barrs chaired the AGM; subscriptions were increased to 4 shillings for club members. In club matches early in 1970: Enfield beat Imperial College 5-1 and later 5-0; UEA beat Bristol 16-9; Newcastle lost to Edinburgh 4-3-1. The first advance copy of *Modern Joseki and Fuseki* volume 2 by Sakata had arrived; the price was 37/6d. The Ariel Go Set was in shops at 47/6d.

The 1969 Judan (10 dan) was Otake who also won the 1970 All Japan First Place title, the 3rd in a 7 year stretch. He defeated Sakata in one and Fujisawa Shuko in the other. In Korea Kim In was dominating the titles. Honda Sachiko beat Kitani Reiko in the Japanese Ladies' Honinbo. An automated go board was demonstrated by Fujitsu. It was 5 dan at tsume go, but the computer was unable to play a full game.

Sample 4-4 Positions

Part 2

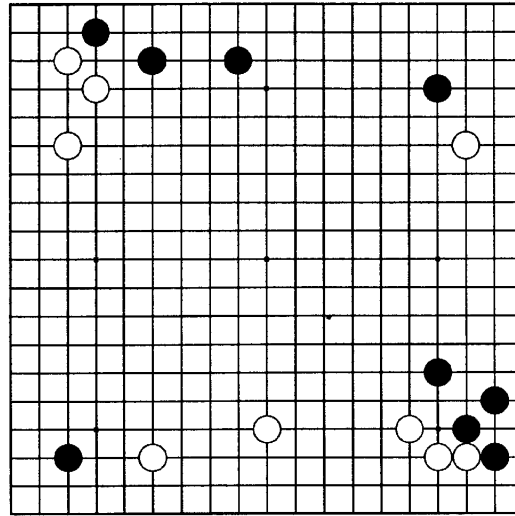
by Tim Hunt

Here are three more 4-4 point positions for you to think about. In each case you are invited to ponder the sample position and decide how to answer White's approach to the Black 4-4 point stone in the top right corner.

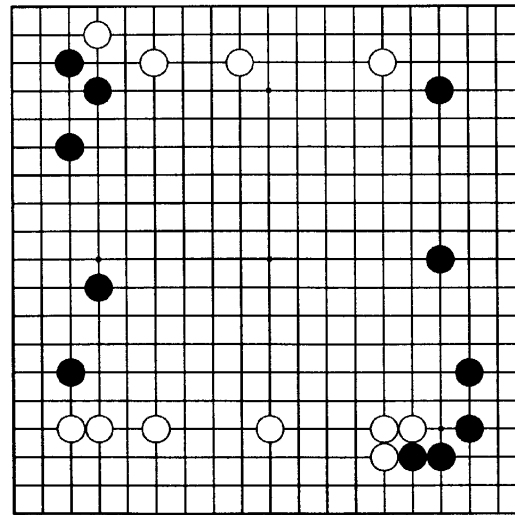
Remember that to choose which move to play in one corner it is important to think about the surrounding positions in the adjacent corners. As you look at the surrounding positions ask yourself questions like, is it black/white? is it weak/strong? is it high/low?

Once you have thought about the position a bit you can then try to come up with a plan. When you have a plan you will then know which sort of move to play. Of course in some positions nothing special is going on. In that case it is hardly ever a mistake to answer the approach move with a one-point jump. In other positions however, there may be a better way of playing.

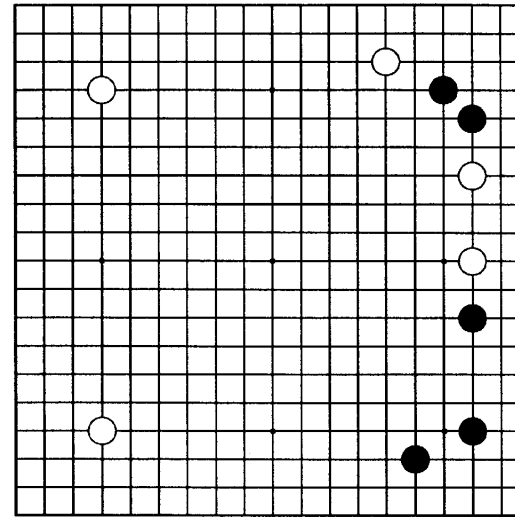
To study these positions on your own stop reading now. Discussion of the positions starts with the next paragraph.



Sample Position 1



Sample Position 2



Sample Position 3

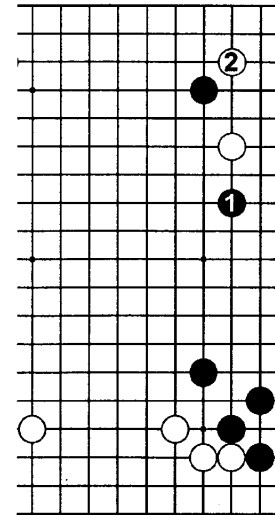


Diagram 1

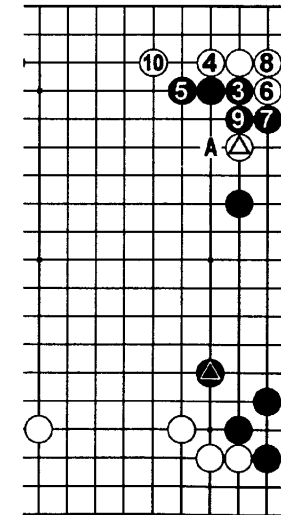


Diagram 2

Sample position 1: In this position Black has strong groups on both sides. We might say that White is playing in Black's sphere of influence. This suggests that Black should play aggressively. Attacking White's approach move with a pincer is a way to prevent the approach stone from settling easily. Black is very solid in the bottom right corner and the proverb says "don't play too close to thickness". Black 1 in Diagram 1 looks like a good choice of pincer.

After the Black pincer it is normal for White to invade the corner at 2. This generates the second important question: "Which side should Black block on". In fact Black should have already worked out the answer to this question before choosing which pincer to play.

In this position Black's formation at the top is low (his stones are all on the second or third line) whereas on the right his position is high (the marked stone is on the fourth line). Black at 3 in Diagram 2 is correct. Black would prefer to build a moyo on the right edge. The joseki continues up to White 10.

We now see one advantage of the close pincer. It is possible for Black to take sente, and play elsewhere. If Black's original pincer stone had been further away it would be prudent to finish the joseki in the top right corner with Black 11 at A, to immobilise the isolated white stone. In this position there are good things to do with sente along the bottom of the board so being able to omit A is an advantage.

If Black blocks on the other side as in Diagram 3 then he ends up with a much less sound formation. The moyo at the top is easy for White to reduce, say with the shoulder-hit at *B*, and Black's area on the right side is also easy to invade since White *C* threatens to link up with White 6. Furthermore White has sente to play one of the interesting moves at the bottom.

Sample position 2: This position is again from one of my games. At the time I played the joseki from 1 to 7 in Diagram 4. After the game it was suggested to me that it might have been better just to play the one-point jump as in Diagram 5.

In Diagram 4 Black ends up playing the one-point jump to 7 anyway, but makes the exchange of 1 to 6 first. One way to think about this position is to ask "who benefits most from the exchange of 1 to 6?" If Black leaves these moves unplayed as in Diagram 5 then White has the possibility of invading the corner at *A* or sliding in at *B*. Perhaps White will never have the time to play them. In which case Black has the option of invading the top edge. Alternatively Black might be able to defend the corner by descending to *B*. This might even be sente since it makes the threat of an invasion at the top much more severe.

In the game all of these interesting options no longer exist. Black has taken a biggish corner; White has some strength in the middle which helps the invasion at 8. (Invading the left side was the correct idea in this game, but 8 may not have been the optimal invasion point.) But which is better, Diagram 4 or Diagram 5? I'm afraid I don't know, but if I had to play the game again I would choose Diagram 5.

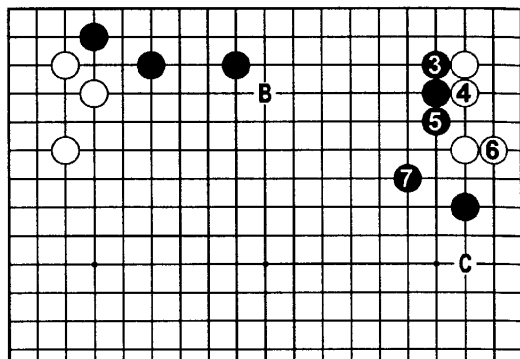


Diagram 3

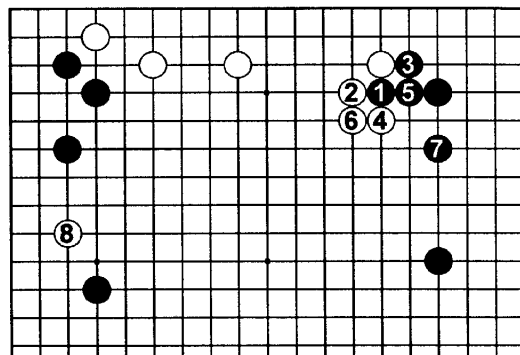


Diagram 4

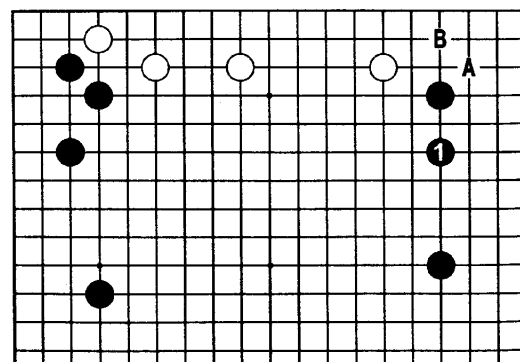


Diagram 5

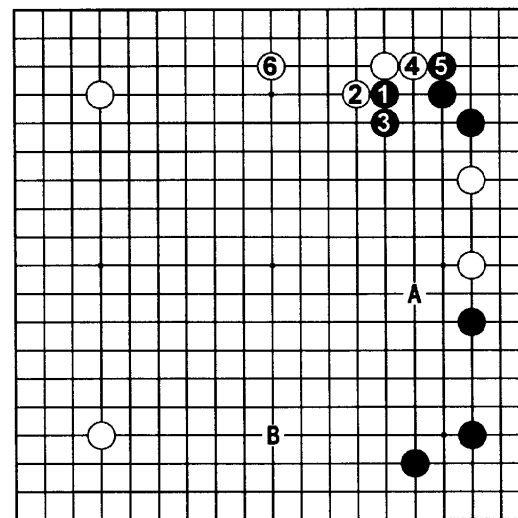


Diagram 6

Sample position 3: The most notable feature of this position is the White group on the right edge. This isn't a really weak group, but it isn't exactly a strong group either. So Black would like to keep this group isolated and to build some strength nearby. Also, the black stones in the corner are a bit isolated, so Black would like to hold on to the corner territory so that his group does not have to worry about eyes. In general attaching at 1 and extending at 3 in Diagram 6 is the right way to start when you want to build thickness facing down the right side. Then Black 5 takes the corner territory. After this Black can probably play *A* in sente because White has to worry about his two stones close to the thickness above. With that in mind Black has a good move at *B* next, or it may be time to play on the left side.

A Trip to China

by T. Mark Hall

This is my personal memory of a visit to Guilin in China to take part in a team competition, although I hope that John Fairbairn will remind me of anything I have missed.

Saturday, 20 November: I don't have the best start to the trip. I get into Knightsbridge Station on the Piccadilly Line just as they have some fire or bomb scare and they evacuate the station. So I get stuck outside not knowing when the line will reopen, so I have to get a

taxi to the airport. John tells me when he arrives that the station only reopened when he passed through, which must have been about an hour later. The flight was ok, but very full. The plane has seat-back videos so we can choose which film or TV program to watch, although after about 10 hours I end up watching the information screen, willing the little picture of the plane to get a move on. We actually fly over Guilin, although Cathay Pacific show it on the information screen as Kweilin, and we can see the Li river from 35000 feet.

Sunday: We land at the new Hong Kong airport, change

some money and catch the new train service into Hong Kong Central Station, where there is a free bus to the hotel. It is about 25 degrees in Hong Kong and for us extremely warm after cold London. Since it is latish afternoon in Hong Kong, we decide to go down to the Go Club (252 Hennessey Road, 1st Floor) and get something to eat along the way. It is best to stay up until it is dark and go to sleep then, to try to get over the jet lag, even if feeling very dozy. We find a noodle shop and eat and then go to the club, where there were about a dozen players. John plays a couple of games and I play a 5-dan, who misses a tesuji which kills one of his

groups. When we leave, we find a bookshop near the club and John goes looking for Go books. Amazingly, he finds all but one of the books he is looking for in China and we even see a Chinese edition of the games of Go Seigen. This is, unfortunately, far too big for us to carry. I save my book buying until we get to Guilin.

Monday: We go into the British Consulate for an intensive but useful (for John) working visit and then go for lunch and wander to the MTR station to cross to Kowloon to find a bookshop that has been recommended to us, but no more luck for John. We catch another Metro to see if I can find a laptop computer. I think that there are some good bargains but I decide to wait to see if there are any at the airport, which turns out to be a mistake. In the evening we go to the Wanchai area for a Shanghai Chinese meal, which I found a little disappointing. The guidebook says that Shanghai food is delicate and subtle but to me that means that they have taken great care to remove all taste. We travel by bus for many of the trips around Hong Kong, where the fare on most buses is the exact change placed in a little box by the driver. Unfortunately, John and I don't have any small change and several times we

give more than we need. The air-conditioned buses have higher fares than those without air-conditioning. We then go to the Go club, where there are fewer people than on the Sunday but we both get some games. We also pass a vegetarian restaurant called "Healthy Mess". We notice a Chinese habit of looking up appropriate words in the English dictionary and missing the alternative meanings. We later found a place where they had a "Fallow Tea-room". Trying to get back to the hotel, we get off the bus at the wrong stop some way below it. On the Hong Kong side, a lot of the buildings are built on the side of the hill and the roads follow the contours. However we find that there are moving staircases, like those in our tube stations, going up the hill, so we are able to get up to the hotel without too much effort. One thing that we may have in the West are Chinese laundries but we have taken our revenge in Hong Kong; we spot a "British Dry Cleaners".

Tuesday: John still wants to see the bookshops and has been given an address in Kowloon for another shop so we go down to the Star Ferry terminal and cross the harbour to Kowloon. We then walk up the Nathan Road for about an hour in the heat, initially missing the shop and when we do find it

they are just opening up but they don't have anything much of interest. We catch the bus back to the ferry and go back to yet another bookshop on the Hong Kong side, with still no luck. I ask the assistant about Wei Qi, and he instantly finds the autobiography of Nie Wieping. I get some small kudos by knowing his name immediately. We then take the free bus from the Star Ferry Terminal to the Peak Tram and have lunch at a restaurant overlooking Hong Kong and the harbour. By chance we find a coffee shop with Internet access and John checks his e-mails and the BBC site for the latest news from the UK (Jeffrey Archer's withdrawal and disgrace!). Then back to the hotel and out to the Go club where there is only one player (were we scaring them off?). We both have a couple of games and I lose the first game while I'm in Hong Kong.

Wednesday: We arrange with the hotel to have a late checkout from one room and move the luggage from John's room to mine. John posts some books back to the UK to save carrying them and we walk down to the park and the zoo to waste time before our departure. I get confused over buses and think John is talking about normal public transport when he is referring to the free hotel

bus. We catch the train out to the airport and our plane (China Southern) to Guilin. It actually leaves early and we get to Guilin airport in about 50 minutes. After a slight confusion about filling in landing cards, we get through immigration and are met by Liu Yajie and a colleague who drive us to Guilin. Traffic in the city mostly consists of bicycles and we notice that there is normally not much notice taken of what we would call the rules of the road. We had eaten at HK airport so we find our way around the hotel, which has 4 stars, where I bump into Clive Hunt from South Africa, who I had previously met in Tokyo for the World Amateur in 1998.

Thursday: Guilin is, by Chinese standards, rather a small town of only about 500,000 people with about 4 million in the local county. Apparently, when visitors come from Beijing or Shanghai they refer to Guilin as a village, because there are so many people in the bigger cities. However, I think that visiting Guilin was a good introduction to China since we were able to get around the centre of town easily and it was not as overpowering as big cities can be. There are a number of lakes in the centre of the city and the hotel is sited on the banks of one of them, Banyan Lake and



The Boating Game

by a peak called Old Man Hill. There are also many osmanthus trees and bushes (Guilin means osmanthus trees or woods) and a local wine is made from the fruit of the trees. We were told that the trees had recently still been in blossom and that we were unfortunate in not being there for the best season, when the city was full of the scent. Clive and Leander Gaum, who are the Johannesburg team, take us to a large, new, department store called Niko Niko do Plaza, where, would you believe it, there is another bookstore and John buys yet more books and I buy postcards. When we look at Go sets and stones we find a publicity flyer for Yunnan stones which has a photo of the Queen and Prince Philip being presented with a set during the state visit. John and I pinch a copy each, so that we can see if the Palace still

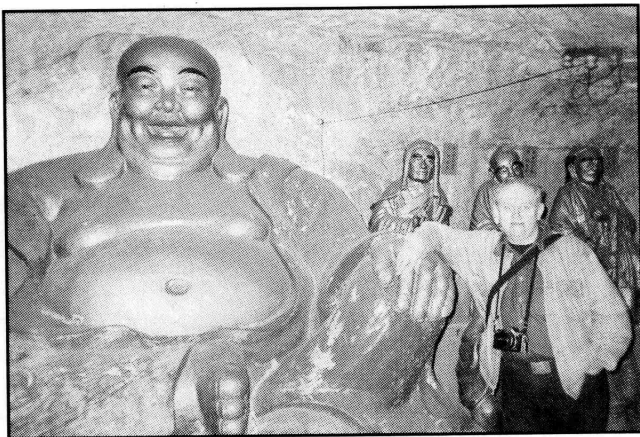
have the set and a better copy of the photo. We walk back through a crowded Chinese market, where there seems to be no lack of food. There is also no lack of Chinese saying hello and wanting to strike up a conversation. We go for lunch at the Go club, which is based in a restaurant/night club, and they serve us with about ten courses of beautiful food. What seems unusual to us is that they do not serve rice, unless we ask for it, since they seem to think that rice is for peasants and special meals should not include rice; there are plenty of other vegetables, though. Leander shows every sign of being acclimatised to Chinese traffic rules, walking straight across the road and expecting the cyclists and motorbikes to move around him. However, traffic moves at a very sedate pace, especially considering the state

of the roads and the Chinese seem very tolerant of such behaviour. In the evening there is a Chinese banquet and speeches to open the competition. Yajie has gone to meet Alex and Kay at the airport and they turn up half way through the meal, so at last our team is complete.

Friday: We are drawn to play the Guilin number 1 team in the morning and they prove to be too tough for us. The time limits are one and a half-hours each, no overtime or byoyomi. There is then another meal in the Club and we have a bus tour of the city, seeing the Reed Flute Cave, Elephant Trunk Hill, Fubo Hill, where we climbed to the top, and the University Art shop, where I don't think anyone bought anything.

I buy a stone-carved chop showing the characters for Wei Qi, which is made for me during the time we are in the Cave. Later, at the hotel, I get another chop made with my name in Chinese characters. John gets several made for himself and family. There is then another round in the Hotel, where we are drawn against the South Africans and we win 2-0.

Saturday, 27 November: We get a bus down to Yangshuo, 60 kilometres from



Buddha and T. Mark Hall

Guilin, where we board a boat for the trip up the river Li back to Guilin. All along the road from Guilin are people selling fruit and vegetables, among them a curious large yellow thing that John and I have not seen before. We ask the guide, who asked to be called Alex by the Westerners, what it was and he said "Pomelo", (*noun* the grapefruit-like fruit of a tropical tree grown in Eastern countries; the tree that bears it; a grapefruit (North American); a similar pear-shaped fruit or the tree that bears it, also called shaddock:). Our main concern when we asked was not to have the guide stop the bus and insist that some local sell us a couple; fortunately he realised we were just interested. About a mile away on either side of the road, sometimes closer, there were the hills and moun-

tains for which the area is famous. The bus trip takes about an hour and a half. The boat trip takes about 7 hours and we play one round on the boat, have another Chinese banquet and take a lot of photographs of the mountains, boats, bamboo rafts, water buffalo, duck, cormorants and more mountains. We are drawn against Kaohsiung, but their number one player is in Shanghai and his replacement is a player from Los Angeles. I am lucky to beat him and take the opportunity to get a game record for the Journal. The game record shows that I used 10 minutes to my opponent's 1 hour 20 minutes. Alex isn't so lucky, so we only get 1 point but it actually proves useful later in getting a place among the prizes. Then it is back to Guilin in the dark for another large meal.

Sunday: The final day of the tournament and we are drawn to play Taipei. Each of the smaller rooms in the club is named after famous Chinese players. There is one for Go Seigen (Qingyuan), but the room we play in is named after Wang the Firewood Collector. Unfortunately, the Taipei team are better at cutting than we are and we lose that match 2-0. The South Africans pick up their first points against the Singapore team and we then manage to beat Singapore in the final round to end with 5 points. The organisers then find that they have a tie for 5th and 6th places and ask John, as team leader, to nigiri to break the tie. He guesses correctly, and we are placed 5th ahead of Hong Kong. John had played a 5-year-old boy who had only been playing for 10 months and already had reached shodan amateur. The professionals in Guilin had great hopes that he may be the next Chinese prodigy, since he spent about 7 hours a day studying and would not have school distractions for another two years. After the prize giving, attended by Chen Zude, 9-dan professional, there is a real Chinese banquet, this time with about 20 courses, although I passed on the bees and centipedes! I spot an interesting dish and I am told it is melon and ham. There are small pieces of

melon wrapped around even smaller pieces of ham, served hot. I find this interesting because in Italy one of my favourite dishes during summer was prosciutto e melone, or thin slices of Parma ham on slices of watermelon, served cold. I wonder which nation first thought of combining the two? The Taipei team give out presents for all competitors, and we give various presents for Yajie and the organisers.

The final placings were:-

- 1 Guilin number 1
- 2 Taipei
- 3 Tokyo
- 4 Macau
- 5 London
- 6 Hong Kong
- 7 Kaohsiung
- 8 Guilin number 2 (ladies team)
- 9 Johannesburg
- 10 Singapore

Monday: We now have some idle time, since Yajie had taken Alex and Kay to spend a day in Yangshuo, so it seemed a good time to hunt down some more bookshops. I found a couple of books I liked and we went looking for a shop marked on the maps near one of the lakes in the centre of town. Unfortunately, most of Guilin seemed to be being rebuilt and it was difficult to find. We struck lucky, after John asked a policeman, and found a large bookshop where

John bought some more books and I bought a selection of games of Otake. One book there, on life and death, seemed to be reserved for someone, so I thought I couldn't get it. We later bumped into Leander in a coffee shop and mentioned this shop and took him back, and he bought some more books; an idle enquiry to the assistant about the life and death book ended with me buying it and escaping as quickly as possible before the real purchaser turned up. We then walked back to the hotel where Leander and Clive left for the airport. The Chinese meals were so rich that we had decided to snack in the hotel, but it seems that we could have continued to eat in the club. John had developed a rash on his head and it was beginning to blister and he was worried in case it would become serious. He thought that it was an allergic reaction to a new shampoo he had used in Hong Kong.

Tuesday: Time to see if we could pack our bags. I actually managed to pack everything but the books and my camera into my cases, making them weigh on the hotel scales 10 kilos each (our weight allowance was 20 kilos). I even managed to put the Chinese tea set given to us by the organisers, into the suitcase. This left the problem of the 18-inch high

vase which we had received for 5th place prize. Fortunately, the airlines were understanding and I was able to carry it home as hand luggage. We then went to see the Ming princely mansion and the thousand Buddha cave in the grounds of the university, where I bought a T-shirt and John bought some presents for his family. Alex and Kay returned from Yangshuo and went to catch a train to Xi'an for a 30 hour journey. They were also going to travel on to Beijing by train. Yajie then asked us if we would like to see a Buddhist temple the next day and have a Buddhist vegetarian meal before we left for the airport. We said that we would be delighted.

Wednesday, 1 December: John's face was beginning to puff up so we tried to see if we could switch our flights around (I was booked to fly on Thursday morning from Hong Kong and John on Friday) but Cathay said that it wasn't possible. In the meantime, we found that the hotel had a doctor on the premises and instantly she looked at him she said, guomin (I think) which meant allergic reaction, but she said that there was also a viral infection. She gave him some tablets to take and said that he should be well enough to travel back on Friday. We then met Yajie who took us to the temple, which had been turned into a factory during the Cultural Revolution and then back into a temple. There was also a small shrine to the local land god and his wife in one corner of the grounds. We took some photos, but none of the statues of Buddha and also saw a smaller temple to Kannon, the goddess of mercy. After making friends with one of the local cats, we then went for the vegetarian meal (John asked, if it was a Buddhist temple cat, was it also vegetarian?). Then it was back to the hotel to get our lift to the airport and catch the plane, which left 10 minutes early this time. Back in Hong Kong, John went back to the hotel and I waited for my flight, buying the usual consignment of whisky and tobacco. Fourteen hours later, I landed in London.

Letters

Alex Rix writes:

When I arrived on Council back in 1988 the journal had been a slight problem area with several editors in fairly quick succession. Brian Timmins took over and, for several years, also acted as Membership Secretary. Brian applied a quiet and sustained effort to produce a high quality journal for us all as regular as clockwork over 11 years, which spanned my time as President. Technology has constantly improved and Brian has put in many hours to keep abreast of developments to our benefit. He was also a conscientious and persuasive Membership Secretary, helping to arrest and reverse a decline in membership. Kathleen has been a valuable member of the production team, latterly volunteering to take over as Membership Secretary.

Brian has always had the best interests of the BGA at heart and has distinguished himself far beyond the reasonable call of duty. He was a pleasure to work with and will of course be sorely missed. It is impossible to do justice to his contribution in a short letter so I will confine myself to a big thank you. Brian's legacy is a long line of thick journals that everyone has enjoyed reading from cover to cover.

Colin Adams writes:

Disgusted of Leamington Spa (*Letters*, BGG 116) is not in a strong position to talk of perverting the minds of our younger go players. I don't recall seeing her own children playing in a go tournament for many a long year.

My advice to her and others, is to take a look at: <http://www.colina.demon.co.uk/chu.html> for the greater education of minds young and old everywhere.

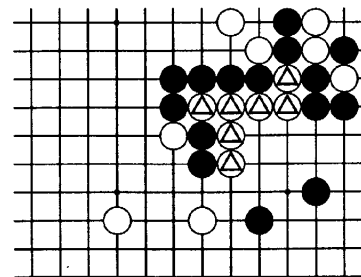
Tesuji Problems

by Tim Hunt

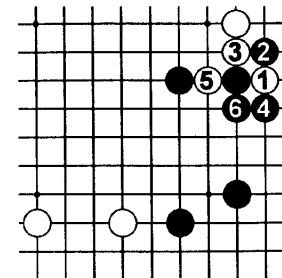
These problems come from a game I played at the London Open against Simon Bexfield. As you will be able to deduce from the sequence of problems we failed to solve any of them during the game. Not really good enough for a couple of 1 dans is it? After the game we analysed it with the help of Victor Chow (6 dan, South Africa) who we would both like to thank. He it was who pointed out how silly we had been.

I think that this illustrates the difference between go problems and really playing go. In a problem book you are told, "Go away and find a clever move that captures these stones." During a game it may never even occur to you that such a clever move exists.

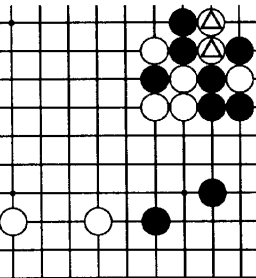
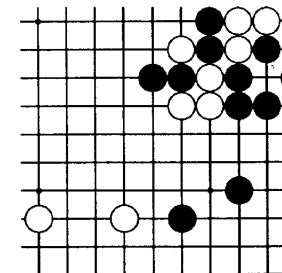
Answers on page 54



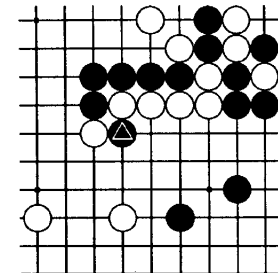
Problem 5
Can Black capture the marked white stones? If so, how?



Problem 1
What should White's next move be?

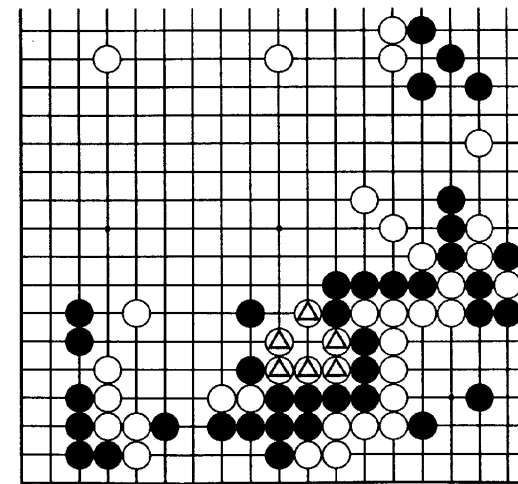


Problem 2
How does Black capture the two white stones?



Problem 3
How does White capture some black stones?

Problem 4
White to capture the marked black stone



Problem 6
Black to capture the marked white stones.

Diagonal Openings

Part 2

by Charles Matthews

The Matthews steam database compares not too unfavourably with the competition. I was able to find about 100 games to support the topic of Diagram 1.

Black 3 is an interesting play, creating tension on the left side. One of the most classical pieces of go theory in the Japanese tradition concerns Diagram 2.

The symmetric approach play White 2 in Diagram 2 is still, as far as I can see, considered to be a mistake. Black 3 is perfectly placed, as a pincer on White's approach stone and also an extension from Black 1. This way of handling the side isn't to be seen in professional go. Instead Diagram 3 is common. Black can still pincer at 3, and has the useful pressing play at A to hold back or put into effect (this matter was used as a theme in a Macfadyen seminar I attended). The resulting fight seems to interest pros and amateurs alike.

I'm going to postpone looking at the details until next time. A friend recently found me a copy of the big Nihon Ki-in *Fuseki Dictionary* (not a book to rush out and buy, for a number of reasons). To the extent that this massive volume represents a corporate view, emphasised by the way games appear without attribution, I'm going to try in this article to dissect examples it gives for clues on the Nihon Ki-in's stance. It is more accurate to talk about a Nihon Ki-in house style, than to generalise about Japanese go. Fortunately this turns out to be independently interesting, and provides some light

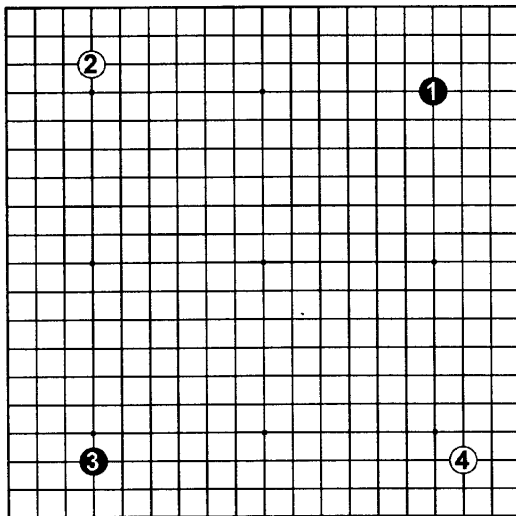


Diagram 1

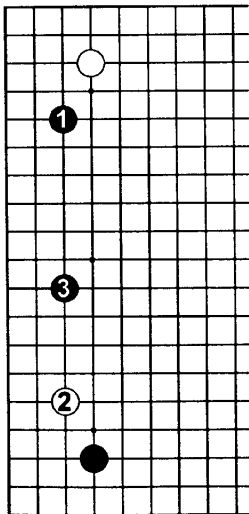


Diagram 2

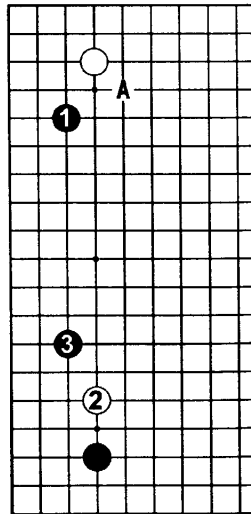


Diagram 3

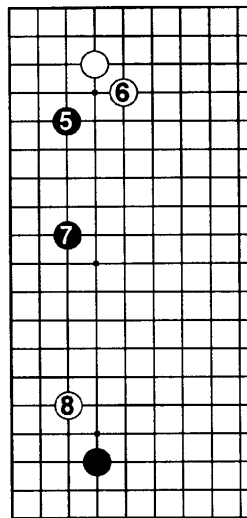


Diagram 4

and shade in contrast to the power-based go of Diagram 3.

First matter is the choice of White 4, at the 3-3 point. Now the 3-3 point has a history, and also a flavour of its own. Perhaps the flavour is easier to convey, as "menthol": intrusive coolth. A play at 3-3 mixes two things: pace, in the way of dealing with the corner in a single play, and fridity, by making subsequent plays in that part of the board less valuable. When the 3-3 point was played by free spirits like Go Seigen, and the late Hashimoto Uтарo of the Kansai Ki-in, the keynote was probably pace. For contrast, the 4-4 point has pace, but the lingering chance of a 3-3 invasion gives a glow

of attractiveness to further plays in that corner.

It is misleading to say, as is often done, that the 3-3 point's history in the 1930s an early game of Shusai shows it was known before, if only as a special-purpose play for quick security. It did arrive suddenly on the scene, though, while the 4-4 point had been insinuating itself gradually (in even games). Currently the position is that 3-3 is out of favour with the Korean players. The Chinese had a good look at it two decades ago, when their go was coming up to world standards, and Ma Xiaochun remains a fan. In Japan the 3-3 point became embedded in the Nihon Ki-in tradition. It is worth pointing out that this was not just in one way.

One can in fact distinguish its use by some of the grand champions. For Sakata and Cho Chikun it is played both with Black and White, and its low position is compatible with a style of go based on making weak groups safe. With Ishida, who is blessed with a managerial talent for slow-paced games, it is played with White, and the lack of central influence it implies is accepted in return for a chance to make komi tell. A general deceleration of the game will make it more endgame-like, with a premium on being able to sift through big points on a

rational basis, while acceleration makes for a more intuitive prioritisation of urgent points as the key skill.

White 4 in Diagram 1 is fairly clearly played in order to take the sting out of the fighting on the left-hand side. Comparing this to other plays, it cools things down, so that if White loses the initiative in the combat zone, the next big point Black takes on the right will be that much less worrying.

Diagram 4 shows White adopting a further slow-paced play. The diagonal move White 6 is often considered too leisurely for komi go. However it is consistent in intention with White 4. The question would have to be whether that's too much of a good thing.

On to two of the opening patterns from the Dictionary, starting as in Diagram 4. I've tracked them down to their sources (not mentioned at all in the book, curiously enough; the smaller Rin Fuseki Dictionary does point you to the games). One of them is a title game (Otake-Cho, from the 1980 Gosei match).

It continued as in Diagram 5. Black 9 there is the most forceful pincer, in the sense of being hardest to ignore. However Black is using it as a sort of inducing play. After Black 11 it is hard for White to play

away here. Black's reaction to White 12 is relaxed: occupation of the vast point on the top side.

In the later game giving rise to Diagram 6 (Cho-Hane from the 1989 Honinbo League) Black 9 is the other pincer to try. Pincers on the X points would be too close to the marked Black stone to take full advantage of its presence. White decided that Diagram 6 had achieved enough on the left side, and played away to settle the top right corner. Reference to Diagrams 2 and 3 shows that White has thrown two spanners in the works: Black's stones on the left are full of gaps, and White has occupied the key point A. White isn't rushing things. On the contrary the emphasis is on high-level blocking of Black's way to good shape.

When White later returned to this part of the board, as seen in Diagram 7, White 1 was one way to start a local fight-back. The invasion at A would have been another, since Black at 2 then becomes urgent. There is some give and take in the sequence up to Black 10, compared to the standard idea that White answers Black 2 at 10. However the final result is life in sente for White, and a chance to play at 11 in what has become a key area. Needless to say White had put stones in place on the top side,

making this a focal point of two frameworks.

Is that all? Of course not. In the same line of country White at move 6 of Diagram 4 can try other ideas to keep the game slow-paced: a distant pincer, or an even more distant wedge on the left-hand side. Black at move 7 can simply enclose the lower left corner. It was remarked in Part 1 that enclosures are big, in diagonal openings; Black might feel that making the only one on the board puts the ball in White's court as far as opening advantage is concerned. What I've wanted to do is suggest some undercurrents beneath a placid opening. And that no book is likely to have the last word.

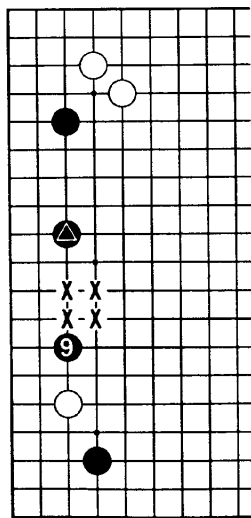


Diagram 6

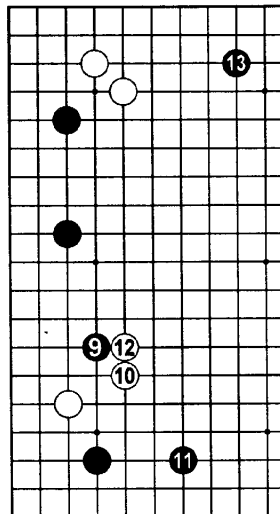


Diagram 5

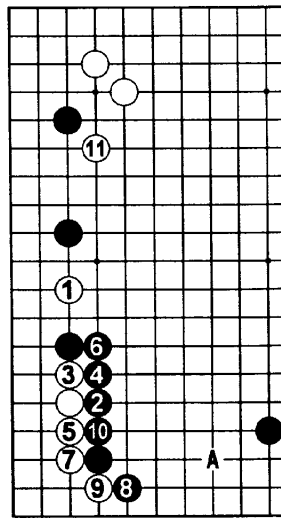


Diagram 7

Youth Go Clubs

youthgolist@dcs.rhnc.ac.uk

*Indicates new information

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.

Brakenhale School: Emma Marchant, 01344-481908

Cambridge Juniors: Paul Smith, 01223 563932 (h), 01908 844469 (w).
andreapaul@andrea-paul.freemove.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 721592, 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

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@uk.pwcglobal.com. Meets at Eike Ritter's house: 7 Goss Croft, Selly Oak, Birmingham, B29 6NN, Mon 8pm.

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. andreapaul@andrea-paul.freemove.co.uk. Meets Victoria Road Community Centre, Victoria Road, Fri 6.15 to 7:45pm. Caters for beginners and children.

Club List

Cambridge University & City: Charles Matthews, 01223-350096. 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, 0191 3747034. P.C.Callaghan@durham.ac.uk

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

* **Epsom:** Paul Margetts, 01372-723268. paul@yuhong.demon.co.uk Web site: <http://www.yuhong.demon.co.uk/edgc.html>. Meets Tues 7.30-9pm.

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.

March 2000

com Meets Wed & Fri noon. Please ring in advance for security clearance.

* **Huddersfield:** Alan Starkey, 01484-852420. Alan.Starkey@compuserve.com Meets at the Huddersfield Sports Centre, Tues, 7pm.

* **Hull:** Mark Collinson, 01482-341179. mark@collinson.karoo.co.uk 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 Macfadyen, 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.

March 2000

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

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, 0207-6393965 (h), 0207-8881306 (w), mark.graves@csfb.com Meets at 7 Raul Road, Peckham SE15, Wed 8pm.

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.

Club List

* **Open University & Milton Keynes:** Fred Holroyd, 01908-315342. f.c.holroyd@open.ac.uk Meets Mon 7.30pm, 1st of month in O.U. Theatre bar, others at Wetherspoons, Midsummer Boulevard, Central Milton Keynes.

Oxford City: Richard Helyer, 01608-737594. Meets at Freud's Café, Walton Sreet, 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. plymgo@yahoo.co.uk Meets at the Caffeine Club, Tues from 8pm.

Portsmouth: Neil Moffatt, 02392-643843. kevjcole@yahoo.com Meets various places.

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. mem@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

British Go Association

Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Wed 7.30pm.

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

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.

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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.

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Counting Liberties: The L group

Part 3

by Richard Hunter
hunter@gol.com

The L group is a basic shape that can appear in actual games or lurk in unplayed variations. In this part, we look at two examples in professional games. The first was a TV game with a professional commentary. The second has no commentary, but it illustrates a new twist to an already complicated story.

Figure 1a shows the game between Kobayashi Koichi Judan and Kato Masao 9-dan in the 32nd Hayago tournament. The commentary was by Sugiuchi Masao 9-dan with assistance from Yashiro Kumiko 2-dan. Kobayashi and Kato are both experienced lightning go players and long-term rivals. They have played 103 official games with the score standing at 55-48 to Kato. Kobayashi is playing in this tournament for the 27th time, and has won it four times. Kato is playing in it for the 30th time. He has won it twice and was the losing finalist last year.

White 8, an alternative to the push at 18, is a favourite move of Kato's. Black 9 is not given in Ishida's joseki dictionary, which is getting a little dated now. It's a

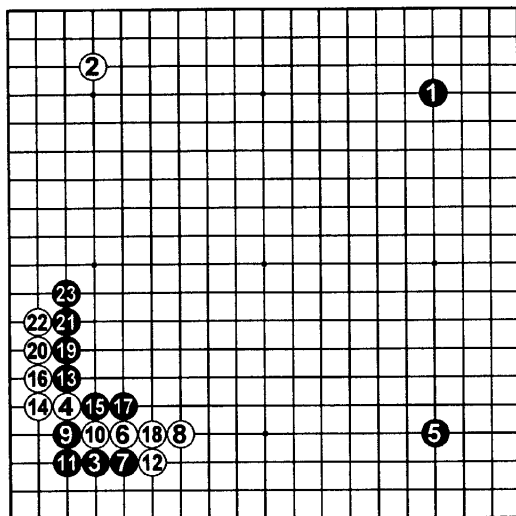


Figure 1a

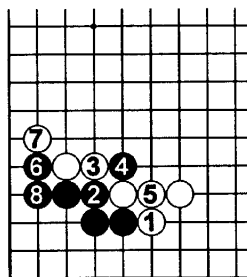


Diagram 1

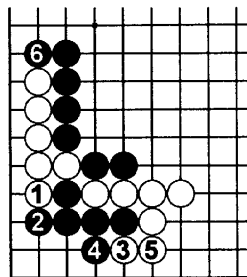


Diagram 2

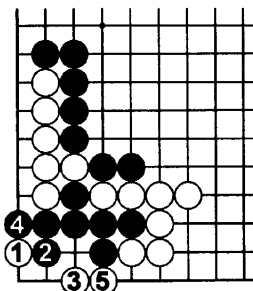


Diagram 3

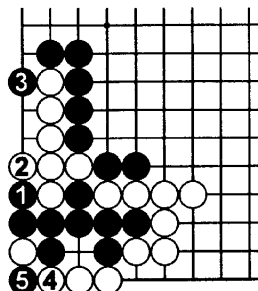


Diagram 4

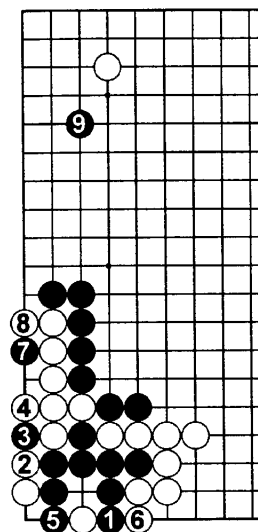


Diagram 5

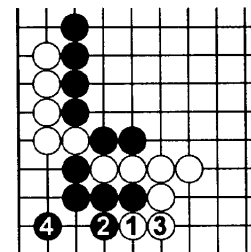


Diagram 6

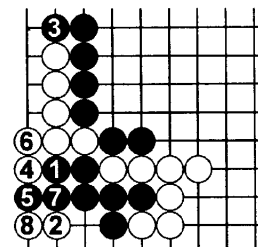


Diagram 7

typical Kobayashi territorial move. Kato plays 10 without a moment's thought. Sugiuchi recalls that these two played the same opening pattern the week before last, although the moves were in a slightly different order. In that game, Kobayashi played 3 at 5 and then when Kato played 4 (on the 3-5 point), he invaded at 3. The moves in the corner followed Diagram 1 (after 6 to 9 in Figure 1a), which turned out good for Black. Clearly Kato has been studying and come up with something he considers better. This is joseki in evolution.

Black 13: Sugiuchi calls this a fine move if it works. If

Black simply hanes at 14 instead, White will be happy to extend at 13. If White answers 13 at 15, then Black plays 14 and has got a better result. White resolutely pushes through with 14 and the fight is on. The moves up to 23 are pretty much forced and they are played quickly. Next, White thinks about 24, giving Sugiuchi time to look at a few possibilities.

The obvious move to consider first, although it's not necessarily good, is White 1 in Diagram 2. This quickly leads to an L group in the corner surrounded by a group having five physical liberties—a position we have already studied (in Figure

5 of part one of this series), and one that the players surely know inside out. Sugiuchi suggests the block at 4 in Diagram 3. Yashiro places the next move on the demonstration board at 3 in Diagram 4 (see Diagram 5c in part one), but Sugiuchi reckons it's better to play from the inside at 1. I don't understand why myself, and you are welcome to investigate. I saw the same move in a book of tsumego problems (by Kataoka) and thought it was strange, but maybe there's something to it. Diagram 4 ends in ko, with White having to make the first ko threat. Since there aren't any ko threats at this stage of the game, Sugiuchi reckons this is a bad line for White. He doesn't mention the other block at 1 in Diagram 5, which is the same as Diagram 5b in part one. That would seem to lead to a seki in the corner with Black ending in sente.

Diagram 6: Another possibility is simply to hane and connect with 1 and 3. Next, Black 4 on the 2-2 point is a good move.

If Black blocks at 1 in Diagram 7 instead, White 2 hits the vital point. After Black 3, White's hane at 4 leaves Black in bad shape with very few liberties. Letting White get both 2 and 8 is disastrous for Black. This is the classic L-group squeeze that must be avoided.

Figure 1b: White finally plays on the 2-2 point with 24. Sugiuchi immediately recognises this as a good move. He correctly predicts Black 25. If Black plays 1 in Diagram 8 instead, White hanes at 2 and the position reverts to Diagram 7. White 26 takes the vital 2-1 point and seems to Sugiuchi to capture the black stones. Playing 26 at 28 also seems to work. For White 30, Sugiuchi considers a move at 32, which seems to work. White 30 is greedier; does it work too? Sugiuchi's first impression is that it doesn't. After Black 31, Kato is heard to grumble before playing 32. "Ah, it does work," decides Sugiuchi. Black's strategy with 13 has been effectively refuted. Black does get sente (hardly surprising; only an amateur would die in gote) to play 33, but his outside thickness is not sufficient compensation for his loss in the corner.

During the game, the corner is played out almost to the end, mainly as time-gaining moves and ko threats. For reference, the local moves are given in Diagram 9. White is one move ahead and wins unconditionally.

Figure 2a: (moves 1-25) Kobayashi Satoru 9-dan (Black) v. Cho Hun-hyun (White) in game 2 of the 1997 Tong-Yang cup. We join the game at move 85 (Black 1). Black is attacking the weak white stones in the centre.

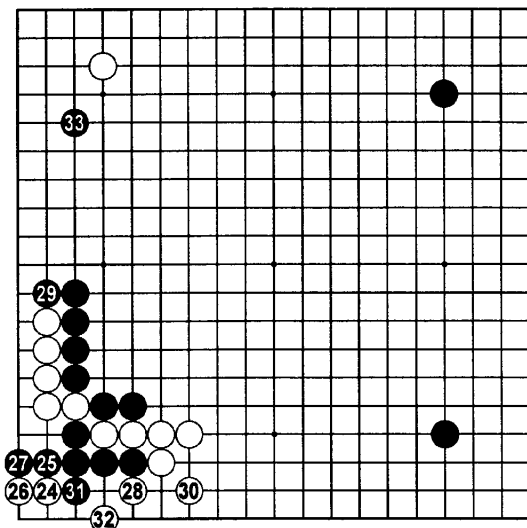


Figure 1b

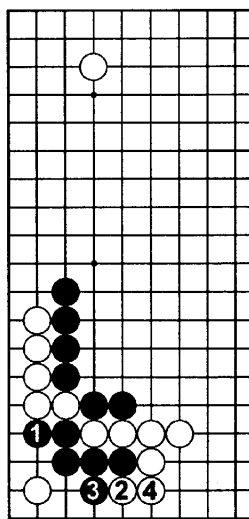


Diagram 8

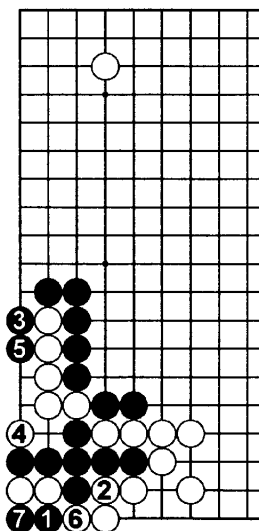


Diagram 9

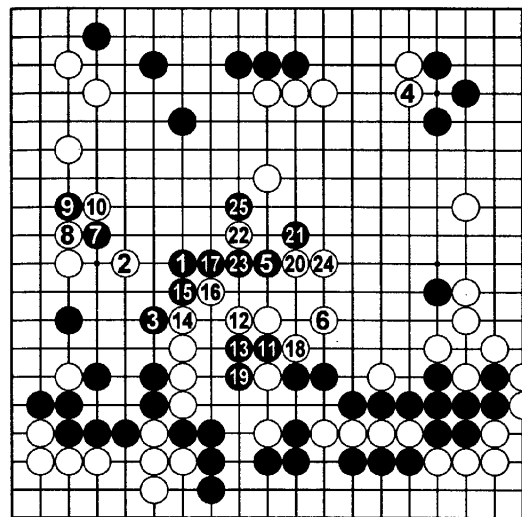


Figure 2a (1-25)

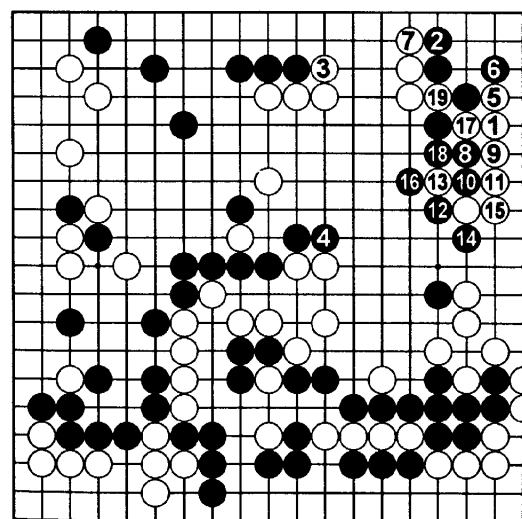


Figure 2b (1-19)

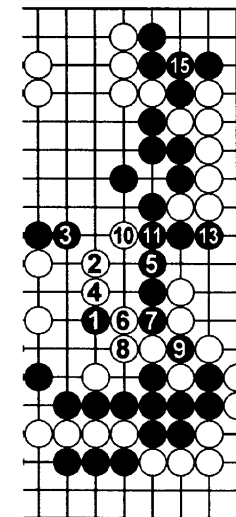


Figure 2c
12 ko, 14 connects

Figure 2b: (moves 1-19) Black sacrifices the top-right corner to gain thickness for attacking the centre stones.

Figure 2c: (moves 1-15) Black half cuts them off, but White has a ko to connect out. Black plays 13 as a ko threat and White promptly ignores it and connects the ko with 14. Black's follow-up is to connect at 15, making an L group in the corner. The white stones on the outside have five physical liberties, just like in Diagram 2 above. However, there's a crucial difference.

Figure 2d: (moves 1-39) White 1 is quite a surprise. This would seem to give Black a big eye in the corner. Doesn't this put White behind in the liberty race? White 1 at 26 should lead to a ko. The next two dozen moves are played on the left side of

the board, and the players return to the top-right corner with 26. White 31 makes everything clear. This is sente, since it threatens to connect out. Thus, White gets to play 39.

If Black answers in the corner at 1 in Diagram 10, making his big eye, White plays 2 to make two eyes, so there is no liberty race. On the other hand, if Black plays 1 in Diagram 11, White 2 destroys Black's eye-shape and wins the liberty race by "one eye versus no eyes". Could it be that Kobayashi failed to see this line when he played his ko threat? The L group is a tricky position.

• The moves up to 8 in Figure 1a were played in game 2 of this year's Kisei title match. Black was Cho Chikun and White was O Rissei. The live commentary on Japanese TV was by O Meien 9-dan. The referee for the game was Kato, and when he was invited to say a few words while Cho was thinking about move 9, he showed the sequence in Figures 1a and 1b up to move 28. He concluded that Black was captured so this was not a good line for Black. He said 9 at 18 was the move almost everyone would play, meaning perhaps that only Koichi would play 9 in Figure 1a. O Meien predicted 9 at 18 too and Cho did indeed play there and followed the line in Ishida's joseki dictionary.

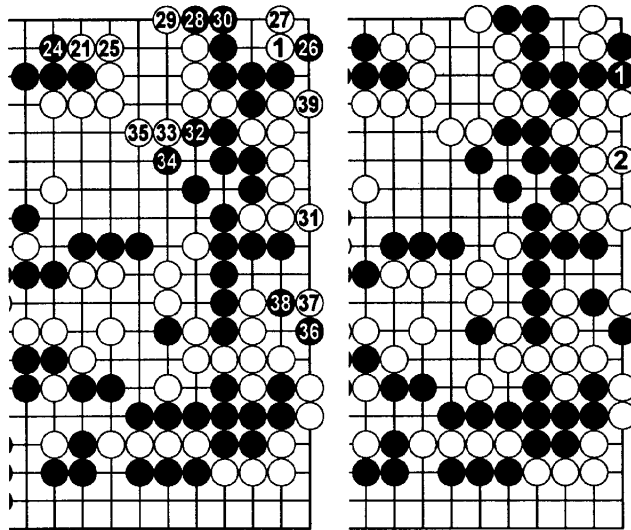


Figure 2d
(1, 21, 24—39)

Diagram 10

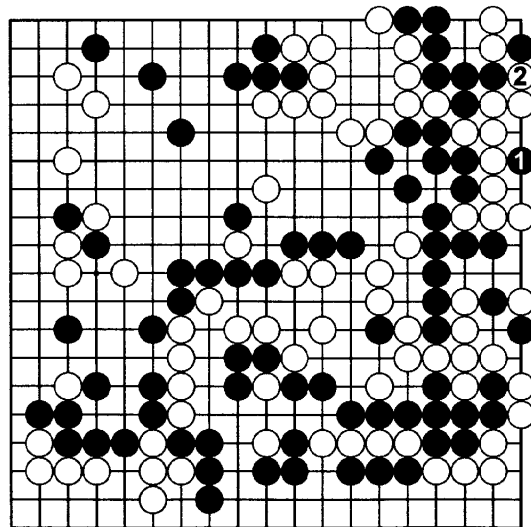
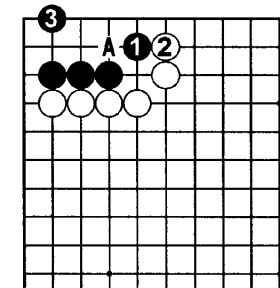


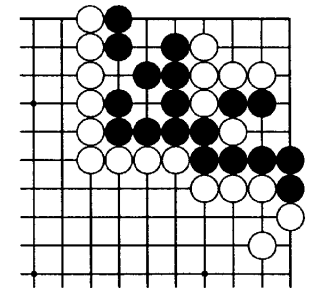
Diagram 11

Finally, here are some more examples of L-group positions.

Example 1: The diagonal move of Black 1 makes the corner alive. Black 1 at A would make an L group, which is dead. If Black plays 1 at 2 instead, White cuts him off with 1 and the corner will become an L group.

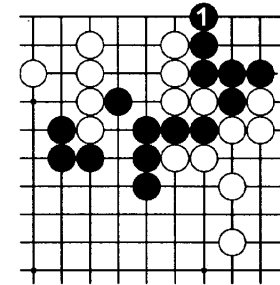


Example 1

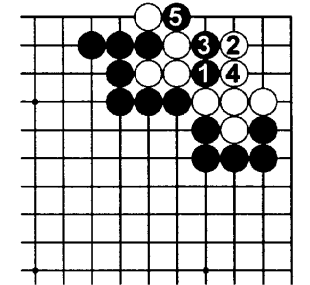


Example 2

Example 2: Beware of end-game rip-offs. When all of Black's outside liberties are filled, does he have to add a move or not?



Example 3



Example 4

Example 3: If Black adds either descent (1 or A), then he can make the corner live provided he has the next move. Is Black 1 sente?

Example 4: Black 1 kills the White corner. White 2 is clearly no good since it makes

an L group in the corner. White 2 at 4 gives the same result. White's best move is 2 at 3, but it doesn't work if Black plays

correctly. Can you see Black's killing sequence?

Answers on page 43.

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• Please send contributions much earlier than May 4th where possible. David does not have all his time spare like the out-going Editor!— Brian Timmins

Guilin

by Alex Rix

Last year we received an invitation from Liu Yajie to a team go tournament in Guilin in November. Mark Hall, John Fairbairn and I went as the London team, with John being our non-playing "leader" as required in Chinese circles. The chance to go to China and to meet Liu and Feng Yun again was too good to miss so Kay and I went for 3 weeks, fitting around the tournament. Mark and John undertook a shorter trip incorporating Hong Kong.

We first visited Shanghai, an amazing and exciting city, and then the more peaceful and picturesque Suzhou, a place of beautiful gardens and temples. In the Humble Administrator's Garden there was a pavilion with a go board (any future visitors should take the beginning of a good professional game since the existing position is not a plausible one). The pavilion was the "Listening to the Sound of Rain Pavilion," with the following text:

"Listen, rain is falling on the autumn bamboo. Let the men go on playing at wei-qi," goes a line of verse by Li Zhong Yon, a poet of the Southern Tang period.

The Song poet Yang Wang Lee said in his poem, "There are half yellow musa basjoo [Japanese banana tree] and dark green lotus leaves. The sighing of the autumn rain can be heard by both families. The sound of rain beating against bamboo, musa basjoo and lotuses will give great pleasure to all those who have noble sentiments."

We then flew to Guilin to join the go players. 10 teams took part in the competition, with 2 teams from Guilin due to the late withdrawal of the Koreans (at least we're not the only ones to suffer from this!). The go club doubles as a bar and karaoke haunt at night which means that it is lively and makes money. Everything was very well appointed and we were very well looked after during our stay. Guilin is set in extraordinary scenery with the very beautiful river Li running through jagged karst formations.

The tournament consisted of 5 games, one of which was played during a very pleasant sight-seeing day trip on the river. The strength of the teams varied from some much stronger than us to some a bit weaker. London acquitted itself generally according to form, losing to Guilin (first place) and Taiwan (second place), beating South Africa (9th) and Singapore (10th). In

the third round we played another team from China. Their first board couldn't make it so the Taiwanese team leader stepped in but lost to Mark. I had my only fairly even game but lost. This extra point proved crucial since at the end there were 3 teams on 5 points. For reasons which were not clear to me, it was decided that London and Hong Kong were the top two of these three and John proved his strength at nigiri to secure the fifth spot! This meant that Mark and I collected a vase each for our efforts whilst everyone got a tea set. [For results see Mark's article, *A Trip to China*, on page 21.— Editor]

The event was preceded and concluded by very grand banquets. The concluding affair was particularly splendid (fancy bees, maggots and the mysterious and probably poisonous "men's things"?). Chen Zude, the head of the Chinese Go Association, had come down to Guilin together with a 3 dan woman professional, Xu Ying, to comment and to play the local dignitaries. Everyone was happy that Guilin won (despite fielding their strongest player on board two since he was from the same province but not from Guilin) and that the event attracted approval from Beijing. In between times, I managed to play the vice-major of Guilin, Wang

Hongjun, 7 dan, the husband of Liu, and the tour guide.

After the event we spent some time with Liu in Yangshuo, a tourist favourite since it serves luxuries such as bread and coffee and is a good place to see the amazing scenery. That evening we ate some wonderful spicy food. Food in China is so varied and so good— what we get here appears to be mainly Cantonese and pales by comparison.

After Guilin we went by a marathon train ride to Xi'an, famous for the terracotta army which lived up to all expectations. We were looked after by Li Xing, professional 6 dan and a friend of Wang Hongjun. It was bad timing since we missed by a few days a go tournament of all the top Chinese players. However, we spent an afternoon in the go school. This was freezing since the heating had failed so all the children were well swaddled. Two of them promptly beat me (8 year olds) before I managed to salvage some dignity. Kay also played a few of the younger ones, with everyone looking on and enthusiastically taking sides. The children were studying life and death problems (no placing stones, just reading) and going through the professionals. They start young and do it very seriously though within limits they are allowed



Alex Rix versus an eight-year old

to behave like kids, i.e. much pushing, shoving and laughter. Liu currently has four children studying full-time with her and her husband, the youngest of whom is 5 and already 2 dan (probably much stronger by now!).

Our last stop was Beijing where we met up with Feng Yun and her husband, Su Hong. There was a professional tournament going on so she showed us in to see top players such as Chang Ho and Nie Wei Ping. We joined as some games were finishing and I was surprised by the informality, chatter and general noise level. That evening we ate at a restaurant which served Chairman Mao's favourite dishes and discussed politics with Su Hong!

In Beijing we found some go

equipment in the Forbidden City, in particular a very beautiful blue stone board in the quarters of the concubines.

I am pleased to report that go is once more held in high esteem in China, particularly since the advent of the Super Go with Japan and Korea. As a place to go China is fascinating, accessible and has a very positive energy. It is very cheap once you get there but steer clear of any guided tours unless you're content to be whisked through the beautiful sights at breakneck speed. I very much hope we can go back soon!



● *Go Tutor* was a BGA publication in 12 parts, designed to help the novice player. In its present form, Chapter 2 is based on articles by Toby Manning, David Jones, David Mitchell and T. Mark Hall, and edited by Charles Matthews.

Chapter 2 :The Opening

Opening Principles

The opening in a game of go has different aspects: occupation of the corners, corner openings (joseki), corner enclosures, extensions along the sides, the building of frameworks.

Let's look first at the basic principles at work in two games between professionals (Diagrams 1 and 2). The winner in a game of go is the player with the most territory (net of captives) at the end of the game. Therefore it is most reasonable to begin by playing near the places that promise most territory for the fewest stones. In this respect, the corners of the board are best, since a corner territory has two 'natural' boundaries (the edges of the board), and so requires fewer stones to enclose it than an equal territory in the centre of the board, which has no natural boundary.

The sides, offering one natural boundary, are second best, leaving the centre of the board as the least promising place in which to map out territory early in the game.

The first few moves of a game are usually played on the third or fourth lines, counting from the edge of the board. Clearly when you are mapping out a potential territory, the larger it is the more promising it is for you. Considering territory formed as the area between stones and the edge, it would seem better to play as far from the edge as possible. On the other hand the farther you

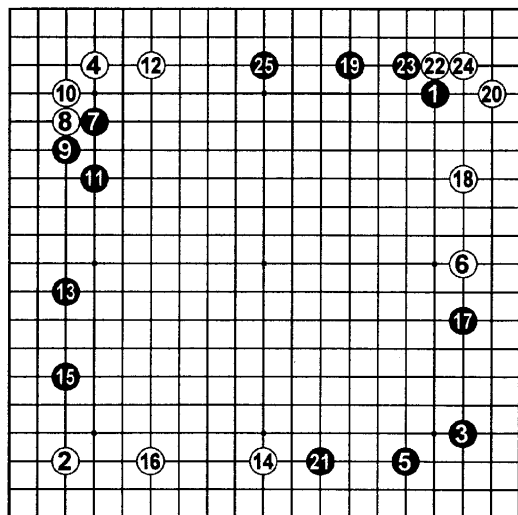


Diagram 1

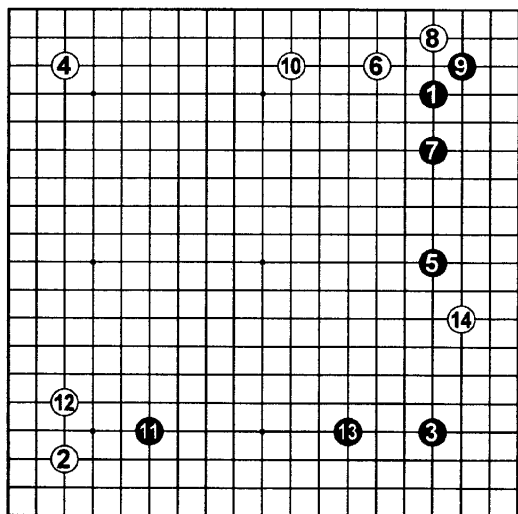


Diagram 2

play from the edge, the easier it will be for you opponent to invade your potential territory and take it from you. The third and fourth lines thus represent a compromise. The third line is the line of territory, and the fourth line is the line of influence. In other

words, it may be inadvisable to invade a third line territory early in the game. The invasion of a fourth line territory is in general easier, and may be expected to result in a fair exchange of territory for influence.

In the two games, notice how the first four moves are played in the four corners. The subsequent moves are along the sides. Neither player attempts to map out territory in the centre at this stage of the game. After the first 25 moves of the game in Diagram 1 the players have simply and naturally shared the corner and side territory between them, with most of the stones being played on the third line. In particular note White 6 and Black 25. If Black were allowed to occupy the point of 6, that would build an ideal framework on the right hand side of the board. And if Black had defended more directly the cutting point one point below 23 with the play 25, the stones on the top edge

would be inefficient and over-concentrated.

In contrast the game of Diagram 2 shows a division between influence (for Black) and territory (for White). After thirteen moves White has territory in three places, but Black has only a few points of actual territory in the top right corner. However, the Black potential territory is enormous, and so White promptly invades it at 14 in an effort to reduce it.

Territory and Influence: One can and should keep track of the balance of secure territory during the course of a game (see Chapter 5 on counting). But the score at the end is what matters. Stones placed so as to affect future developments may be as important as those taking definite points now. Such formations are generally known as 'influence'. The term 'thickness' applies to influential positions without weaknesses. The contrast of territory and influence will recur often.

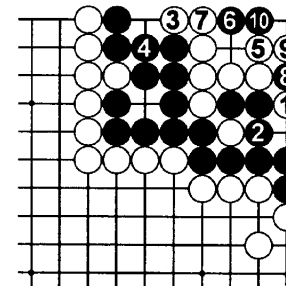
Liberties: Answers

Example 2a: Black doesn't have to add a move. White is dead. Although White can hane in sente at both 1 and 3, these moves do not help make life.

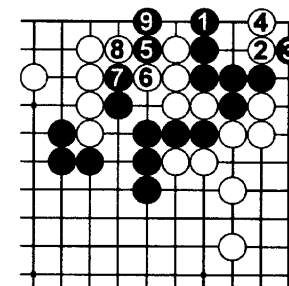
Example 3a: Black's descent at 1 is sente against the white stones on the left. If White plays in the corner, Black 5 captures the cutting stones.

Example 3b: If White answers on the outside, Black can live in the corner. Remember that either descent threatens to live, but even having both hanes is insufficient.

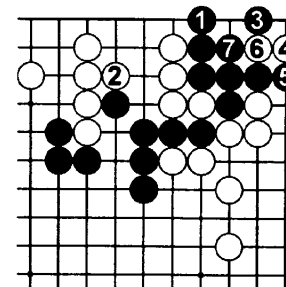
Example 4a: Black 3 and 5 are the key moves. White loses the capturing race.



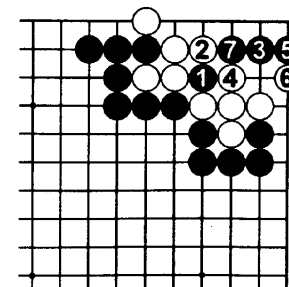
Example 2a



Example 3a



Example 3b



Example 4a

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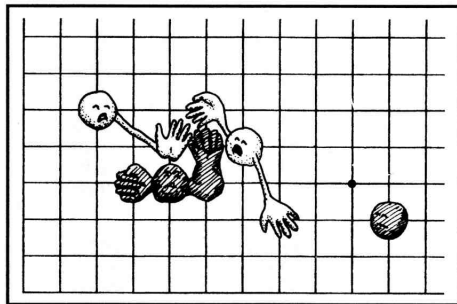
The Secret Lives of Go Stones

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

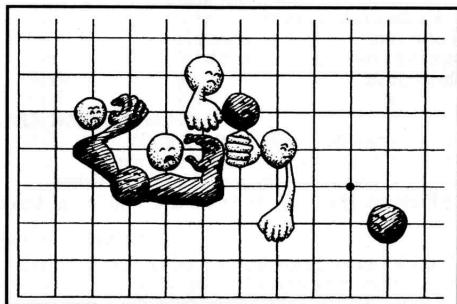
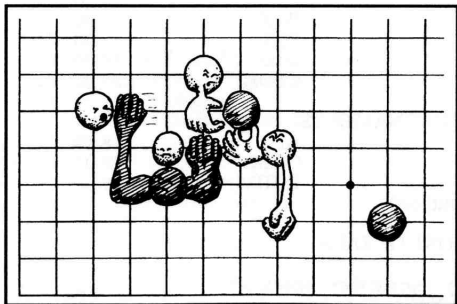
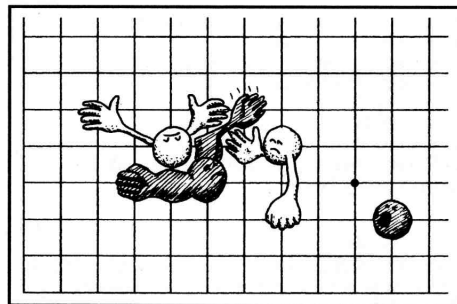
by Henry Segerman

Episode 5: Trick Sequence: A Solution

(see BGJ Issue 116 page 15 for the Problem)



(Black plays first)



For more details see *Dictionary of Basic Joseki, Volume 3, page 81*

Why do we make Bad Moves?

by Denis Feldmann

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

Part 5: Anger

The third Deadly Sin of the go player, anger, does not spare even the best of us, for basically it is the passion symbolised by open defiance: if we are to believe Kawabata*, for example, the Master (Shusai) became angry on finding out what was Kitani's sealed move (a kikashi that he had taken for a bad move with no justification) and promptly spoiled his last game.

Other examples can be found in the confrontations between Fujisawa and Sakata; at a more modest level; who has never lost his sang-froid when facing a play that is clearly inappropriate? "If he plays like that, I'm not interested in the game any more," is a generally understood reaction, and it should be acknowledged that the convivial side of the game does not stand up well to a player who seems to insinuate that you just can't destroy his shape, that he is going to catch up the sixty points he is behind in the smaller yose, or that your safe territory is only a vague moyo.

However, experience shows that one needs all one's calm to punish this efficiently (or simply resist to the last dame point), and that you will inevitably meet examples of this exasperating behaviour (some of them have a reputation on a European scale); therefore it seems important to become aware of one's emotion in order to learn to control it.

* Yasunari Kawabata, author of the novel, *The Master of Go*, a romanticised but in the main accurate account of this historic game.

Beyond anger, which may be justified, one meets 'vicious' players, who seem to play only to punish their opponents for some secret wrong. These are the people who play 'teaching' games in which they capture all the stones of some unfortunate 25 kyu, or else their greatest satisfaction seems to be in stealing something while filling in the dame. To say any more would, alas, be denouncement; let's content ourselves with observing that the species seems to be on the decline (it used to be a Yugoslav speciality, but there are still a few French specimens); in fact their behaviour generally precludes any serious theoretical progress, and so they finish up by lacking opponents.

"Of course, but sometimes I have attacked a player (you promise to keep this anonymous?) whose opinions I did not like, with the firm intention of ridiculing him on the go board (and in the presence of witnesses); all of us have outbursts of ill-nature!"

Let's leave the responsibility for these remarks to F, our rash dan player, and content ourselves with remarking that a player who is over-exposed to this sort of opponent runs the risk of becoming timid, or of seeking his revenge.

• Correction: near the end of Part 4 in the last issue, 'the only player who tries to impress his opponent' should read 'almost every player will try to impress his opponent'.

British Youth Championship Final

Commentary by Des Cann

The youth tournament was held on 16th January at Milton near Cambridge. The game was the decider for the overall youth championship between the winner of the under-18, Philip and winner of the under 16, Thomas. Edward Blockley, Thomas's father, says he recorded the game because although Thomas is 3 kyu, Philip has improved very rapidly since the Isle of Man tournament in August 1999, making it probable that it would be an interesting match, and because the journal is short of kyu-level games.

Black: Thomas Blockley, 3 kyu
 White: Philip Marshall, 4 kyu
 Time: 25 minutes each,
 sudden death
 Komi: 5.5 points.

14: Mistake, If Black simply answers at 16 then 12 becomes badly positioned. Better is to play *A* and enter with 14 soon after.

15: Wrong side, should block at 16 to form a wall facing the pincer stone.

18: There is a major weakness left behind at 69, it may be sufficient to defend at 70 which leaves the Black stones weak.

22-26: This sequence helps Black more than White. Instead White

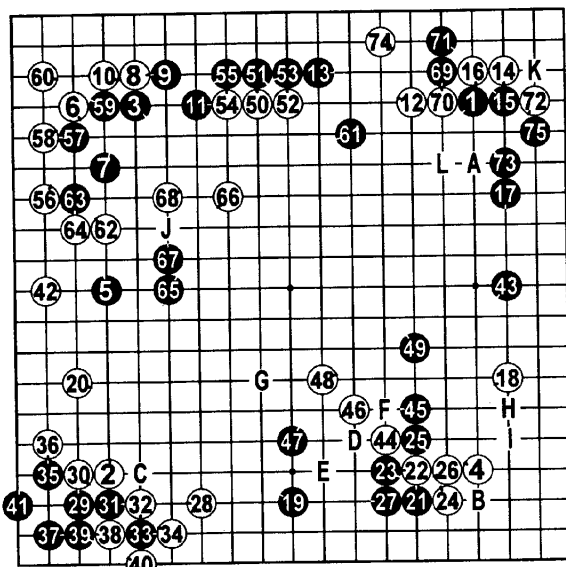


Figure 1 (1—75)

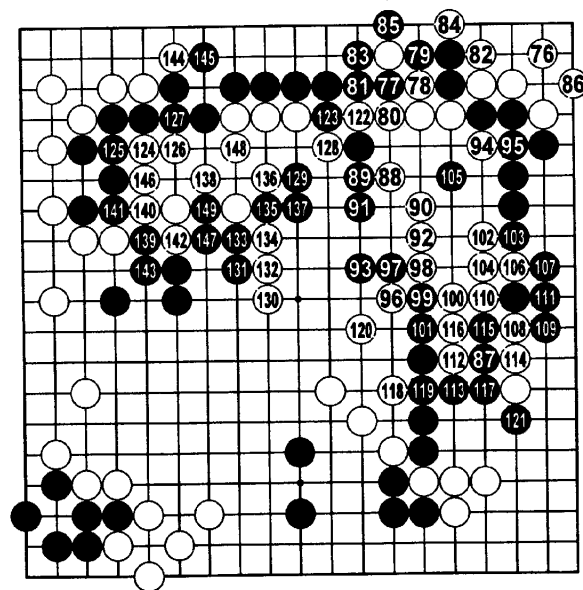


Figure 2 (76—149)

should just play *B*. That defends almost as much territory but leaves Black weak.

28: This has little effect on the Black group and the shape made by 20, 2 and 28 can still be invaded. For that reason I would prefer 32.

37: Should atari first at *C*, creating some aji.

42: This second line move feels slow. The White position below is quite strong (which means for example that Black *C* would be gote. The Black side position above is not very large, even treating Black 58 as sente. A Black centre moyo is more of a threat, partly due to the weakness at 69. I would play White 43. This would secure the bottom right corner more firmly and put pressure on the Black group above which would indirectly reduce the threat of 69 and the potential of a Black moyo.

44: The problem with this cut is that Black has just reinforced one of his groups with 43 and the group at the bottom can become secure quite quickly. That may mean White ends in gote without having achieved much.

46: Wrong shape; it is quite rare for this to be the right way of pulling out a cutting stone. Here I would prefer *D* (expecting a reply at *E*) or *F*.

50: Unreasonable strategically, It is not a good idea to form a cutting group and then

abandon it, jumping to *G* would be prudent. It is also a mistake tactically...

52-54: These stones have just made the Black position strong and are themselves a heavy group with few liberties. White's local moves instead of 50 are capping *C* or invading at 55. White may not realise it but he has a crisis on his hands. The weakness at 69 still exists, the bottom right corner has almost been surrounded (making Black *H* or *I* future threats), the cutting stones at 44 need rescuing and the potential for a Black moyo looks greater than ever.

56: In a dan level game I would expect this move at this time to be game losing. It is a second line move almost connecting White's two strongest groups together. It has no effect on Black and makes very little territory (the 6-56-42 position is thin so it can be broken up easily). I would play White 61, primarily to reduce the Black moyo (note 50-54 can be sacrificed) but also having some effect on the weakness at 69 and reaching out towards 44-48.

61: Good move.

62: Doesn't work. Perhaps tengen is the move now, moving the weak group right into the Black moyo in a do or die attempt to save the game.

63: No. Should be at 64 (strike at the waist of the

knights move), then sacrificed, preventing White from coming out into the centre.

65: This is too slow because 62 is now strong and 5 is not a cutting stone. I would favour Black *G*.

66: Again, 50-54 are not cutting stones so there is no profit to be made extending slowly from them. It just gives the opponent a larger target. White *I* would be calm and good.

67: Again too slow and heavy. Black should play *J* himself. The last three slow Black moves have brought White right back into the game.

69: At last but *G* is now very big for either side because it would effect the 5-67 group as well as the 44-48 group.

73: May be better immediately at 75, if White answers at *K* then Black can play on the top side, later happily sacrificing 75 if White cuts.

74: Slow, White should take a liberty away from the 69 group.

75: Too slow, it doesn't make use of 73. A simple answer would be to immediately strike at 77, if White 75 then Black *L* (Black should be happy with such an exchange as *L* is good in the centre and the White corner group would still be unsettled).

80: This is the game losing move. White could have extended at 83 instead and captured 69-79. This wouldn't

have worked before the 75-76 exchange because Black could have cut at *K* and squeezed to get an extra liberty. Instead Black has now become strong on both sides. Once more White has formed a group with nothing to attack. Simply one more target for Black.

86: As the adjacent Black groups are strong and White already had a ko for life this move is large but not urgent.

87: A good point.

88-90: All groups affected by this one have become very strong and the stones 12-80 oc-

cupy a small area (i.e. Black is not capturing them on a large scale). In such a situation the group is unimportant. Better to play a move such as *G* attacking 5-67 on a large scale.

92-122: White is single minded trying to make this group live with simple direct moves. When your opponents groups are strong and you are handling a weak group your only hope is to play flexibly and confuse the situation e.g. 92 at 102 or 100.

89-123: Black plays simply and accurately.

124-130: White tries to continue fighting trying to make the cut at 128 work but Black stays calm.

149: White resigns.

The most important lesson to learn from a game like this is the way White made the game easy for Black. Often Black could get good positions by playing the obvious answers to White's moves, for example 23-27, 45-49, 51-55, 89-95. This is because White was playing too directly, playing heavy moves close to Black positions.

Notes and Notices

Annual General Meeting

The AGM of the British Go Association will be held on Saturday April 29th 2000 at 19:30 at the Novotel, Ipswich.

Promotions

Congratulations to Andrew Grant, now 3 dan, and Ruud Stoelman, now 2 dan.

No Club in your Area?

To start a club all you need is, say, a couple of other players, and a regular meeting time. If you meet at each other's houses then a regular venue can be decided upon later.

Just think of a name for the club, decide who is to be the contact member, inform the Membership Secretary, and your club will have free publicity in the centre pages of the journal and

on the internet! And that of course may well bring in more members for your club. Well worth a try!

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.

Front Cover

There is at present a shortage of material for the front cover. If you have any go photos of special interest, pictures or designs, please contact the editor. (In the case of a cover you have not produced yourself it would be helpful first to check up on any copyright restrictions.)

And in case you didn't read it...

On page 39 there are details for contacting the new editor, David Woodnutt, to whom all material should be sent from now on.

Council House

by Tony Atkins

In the last Journal you will have read a summary of the new system for the British Go Championship. It promised the new rules would be posted on the BGA's web site by the time the article appeared. However the task of turning the new system into an unambiguous set of rules with all the T's dotted and I's crossed, or whatever the expression is, turned out to be harder than expected and the BGA President and myself must apologise for the delay in these appearing. With that task finally completed attention immediately turned to producing the annual reports for the BGA. You should find draft copies of these reports enclosed with this Journal, draft because some of them refer to a council year and not the calendar year and also the final audit of the accounts may not have been completed in time. The circulation of these to members in advance of the Annual General Meeting is part of the new policy of making BGA internal affairs more open to the membership, and also to allow more time on the evening of the AGM for more important things such as drinking and playing Liar Dice.

BGA Council has also created a strategy document for year 2000, the first new year under Alison Jones' term as President. This strategy is split into the five categories under which business is conducted at Council meetings: Administration, Tournaments, Player Development, Membership Services and Outreach. Under Player Development there is a training plan that tries to include events for as many different levels and type of player as possible. Events so far on this plan are Matthew Macfadyen's Masterclass to be held on May 29th in Walthamstow alongside the last day of the Challenger's League, the Women's Weekend to be held on June 17th and 18th, and the West Surrey Teach-

ing Day on December 2nd. An event that spans three of the categories is the Mind Sports Olympiad. This is being held in the delightful setting of Alexandra Palace in North London, between August 19th and 28th. There are eight different go tournaments this year with large cash prizes and medals for the top players, but also divisional prizes so that all can take part with a chance of winning something. The British Championship Title Match and a Computer Go event will also be held. There will be several beginners' sessions and a continuously manned sales and teaching stand. We are expecting professionals from China, Korea and Japan. We want as many of you as possible to come along and take part, even if in just one event, so that we can show that go has a serious following in this country and help make what might be the last MSO in the UK for a while be a really big event.

We will of course be looking for volunteers help with the teaching events at the MSO and as usual are always looking for extra help in various roles in helping run the BGA. The last appeal brought forward several new offers of help. Most noteworthy of course is David Woodnutt taking on the Editorship of the Journal with the help of some other new volunteers. Tim Hunt has also offered to take on the resurrected role of Tournament Coordinator, to try and even out the spread of go events during the year. Those who volunteered but have not been found appropriate jobs yet are still on our list for when something comes up.

Council has also been dealing with several issues on an international level. Next year the London Open is down to become a major event within the new Toyota European Go Tour. This will bring extra status and limited sponsorship to the event. Top players can earn Grand Prix points culminating at the finals in Paris at Easter. Looking further ahead we are in discussion with the Irish about how we can best help

them run the European in Dublin in 2001. The main area will be in providing bodies to run various events and activities, so that the locals can run the local matters and not be over stretched.

For Mind Sports Olympiad details (including topical news on various games including go) see their web site:<http://www.msoworld.com>

or for go events see:

<http://www.britgo.demon.co.uk/tournaments/mso00.html>

British Title Match: 19, 20, 21, 22, 28 August

Lightning: 20 August (am),

Youth: 20 August (pm)

Main event: 23, 24, 25 August (6 rounds)

Rapid Play: 26 August (6 rounds)

Pair Go: 27 August

13x13: 28 August (8 rounds)

Novice 13x13: 28 August (am)

Club de Go de Paris looks forward to welcoming you to the

PARIS 2000 TOURNAMENT

The MILLENNIUM Tournament, the largest European Tournament

22, 23, and 24 April 2000 (Easter week-end)

Conditions

Open to members of the French Go

Association and to non residents

McMahon without handicap

6 rounds, komi 5½ points

1 hour per player, byo yomi 15 stones in 5 minutes

Participation

Pre-registration : 150 Francs

Registration on-site : 230 francs

Beginners (10 kyu and lower) : 100 francs

Under 18 : 50 francs

Registration will close on 22 April at 1.00PM

Participants who arrive after 1pm will join the tournament as of Round 2

First Round: 22 April at 2pm

Prize-giving: 24 April at 5pm – Close: 24 April at 6pm

Lightning Tournament

Game Commentaries by Chizu Kobayashi, 5-Dan Pro

Prize for winner: 1,000 Euros – Prizes for all players with 6 or 5 wins

The Tournament of the Millennium, the Tournament that starts on time!

The Paris Go Club will reimburse every player one franc per minute should the first round suffer any delay!

Contact, Info, Registration: www.go-paris.org, gerard@go-paris.org
Gérard Gabella, 115 Bd St Germain, 75006 Paris, Tel: 33 6 85 22 96 51

Iwamoto Kaoru

Mr Iwamoto was a remarkable man. Though small in stature, his warm generous personality made him stand out. He gave off an aura of gentility with hints of Japan's past. My overwhelming memory is of his twinkling smile. He was rightfully held in respect and affection by go players throughout the world.

My go career began in Japan and from the start I was privileged to know Iwamoto sensei and spent countless hours of enjoyment at the Salon Kunwa. As my involvement in go grew, I dreamed of one day returning to England to set up a Go Centre in London to popularise the game. Mr Iwamoto knew of my dream and gave me immediate and unstinting support. He also gave me advice, his time and influence.

When, in 1973, my plans began to reach fruition, he set up a Founding Committee in Japan to raise the necessary funds. It was then I got an insight into the unique position he occupied. He gathered together a group of powerful people drawn from the highest levels of Japanese society: indus-

trialists, financiers, publishers, politicians. We had three prime ministers— one past, one present and one future. When we asked Mr Wataru Tajitsu, the Chairman of the Mitsubishi Group, to be the chairman of the Founding Committee, he granted us an audience on the very same day he had turned down a request for an interview with Italian State television.

Mr Iwamoto attended the Opening of the London Go Centre in person and visited many times after that at his own expense to teach and instruct bringing other professional players with him. Even though the Go Centre eventually folded, he never lost his vision of international go and went on to found more centres throughout the world. He will be sorely missed. I, for one, have lost the man who had the greatest influence on my life in go. I have lost the man I called my 'Japanese father'.

Stuart Dowsey

Tesuji Answers

by Tim Hunt

Problem 1: Before doing anything else White must exchange 7 for 8 in diagram 1. This is the logical conclusion to the sequence. White has no other way to utilise the marked stone and so should force now whilst Black is guaranteed to answer at 8. Black really must answer at 8. Merely as an end-game move this is worth 12 or 14 points, but that is not important. The real difference between Black 8 and White A is the amount of eye-shape for the White group on the side.

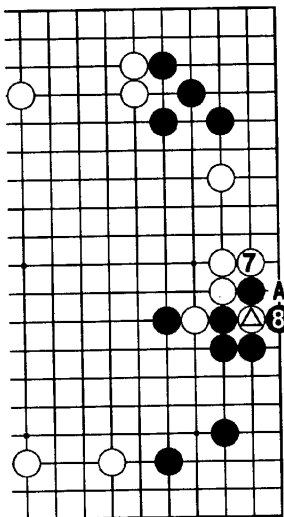


Diagram 1

Problem 2: As long as Black is awake and is prepared to sacrifice one stone as in diagram 2 it is easy. Black 5 can also be at A.

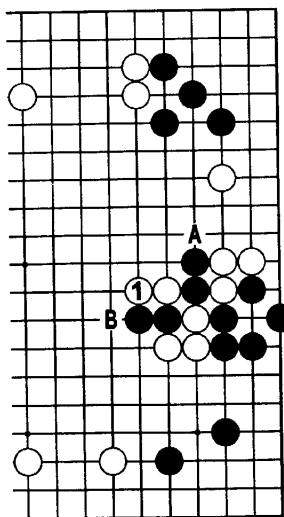


Diagram 3

Problem 4: As shown in diagram 5, this is just a net. How

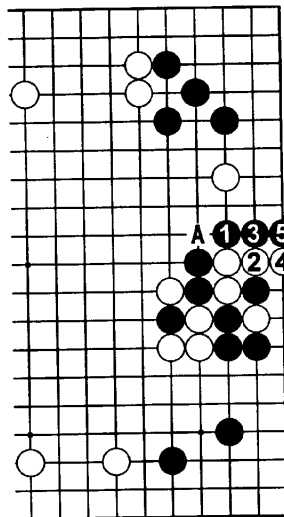


Diagram 2

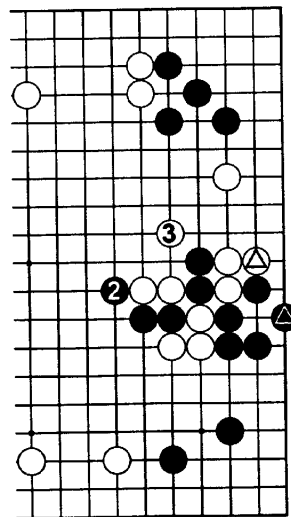


Diagram 4

did we miss this one? Diagram 6 shows that Black's struggles to escape with a sequence of ataris is futile.

Problem 5: The hane at 1 in diagram 7 works. After this the White stones have 3 liberties and no hope of gaining more. White can try to contain the two Black cutting stones, but after the forced sequence to 13 Black is sure of at least 3 liberties.

Problem 6: Another easy net (diagram 8). Of course I wasted my time working out that the stone in the top left corner broke all the ladders. Doh!...

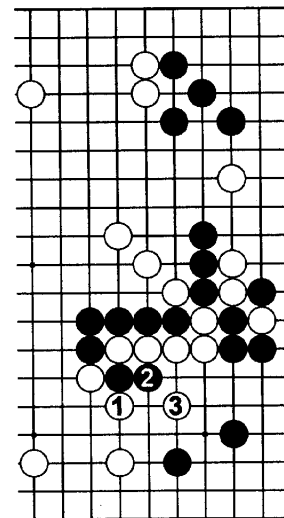


Diagram 5

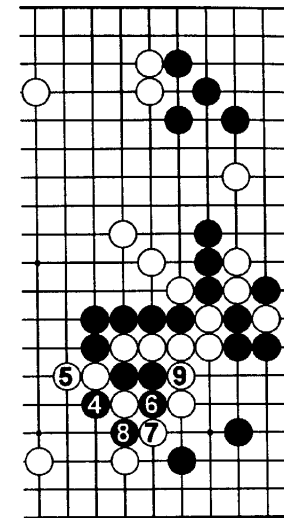


Diagram 6

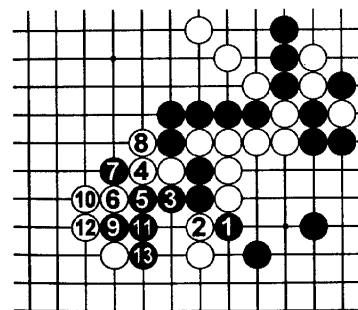


Diagram 7

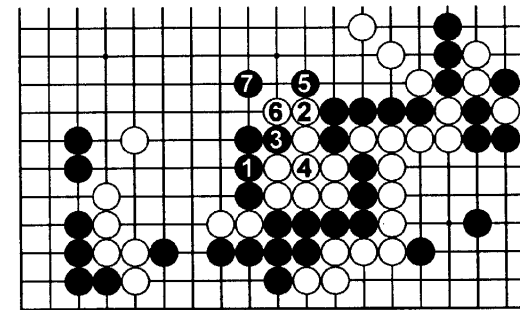


Diagram 8

Other People's Subscriptions

It is highly probable that anyone reading this journal is a paid-up member of the BGA, but do you have go-playing friends or know club players who are not? Why not encourage them to support a worthwhile cause?

Rates are as follows: UK standard membership £12, family membership £17, concessionary £5. For Europe the rate is £14, for the rest of the world £17.

Cheques should be made payable to the British Go Association, and sent to the membership secretary: Kathleen Timmins, The Hollies, Wollerton, Market Drayton, Shropshire. TF9 3LY.

Tournament News

Skippy

The Three Peaks Tournament is still held every year in memory of Tim Hazelden and continues to raise money for the local ambulance brigade. The Marton Arms, as well as its fine collection of real ales and malts, now allows a taste of Skippy with kangaroo steaks on the menu. Held over the second weekend in November, the Saturday morning is traditionally the time to explore the beautiful North Yorkshire countryside.

This year Toby Manning took a group to see the limestone scenery of Ingleborough, but you could do your own thing such as lose a shoe in a bog or go into the show caves instead. Winner of the seventh tournament was John Rickard (4 dan Cambridge) with a clean five wins.

The list of players on 4/5 shows how far people are willing to travel for this event: Andrew Grant (2 dan Open University), Dave Artus (1 dan London), Philip Marshall (6 kyu Isle of Man), David Morton (8 kyu Edinburgh) and Gary Beman (10 kyu Leamington). On three and a half were Robert Salkeld (1 kyu Essex)



Three Peaks: The walkers assemble (P. Maneggia)

and Mark Dalgarno (4 kyu Cambridge). 52 took part, a new record.

Chess

The following Sunday in the Community Centre at Milton, just north of Cambridge, was the annual Chess Tournament. Designed mostly for juniors there were 67 children in different categories and 18 children and adults in a top group. This latter group included some figures from the go world: Tom and Adam Eckersley-Waites and Keith Osborne. As well as this there was a disappointingly few go players (12) battling for the British Small Board Championship. Only four areas were represented: St. Albans, Berkshire,

Putney and Cambridge. Maybe it was the early start, difficulty of finding ones way off the M11 or the distance from the centre of Cambridge itself that put people off going, but it can't be the board size as the players had just as much fun and challenge as on the full board. Moreover there was a chance to meet new Cambridge addition Roella Smith, though she was asleep most of the time, and one could always fill in time between rounds playing chess. Winner was Dan Micsa (2 dan Reading) with 4/6. Simon Jones (28 kyu Berkshire Youth) won 5/6; William Brooks (10 kyu Cambridge C&G) and Garry White (19 kyu Berkshire Youth) also won 4/6. Paul Smith ran a beginners tournament for the young chess players, with Hereward Mills

being unbeaten and Antony Fey doing well.

Epson

The following Sunday, 75 players attended the 7th Swindon, back at its usual venue of the Allied Dunbar Social Club. Buffet lunch was available without leaving the premises but it was easy to wander next door to Tesco if you fancied something different or a doughnut to fill a space later on. This year none of the 6 dans who entered actually turned up, so it left three four dans to battle it out. They all ended on two out of three so the winner on tie-break was Des Cann (4 dan Leamington) from Francis Roads and Alistair Wall (both 4 dan Wanstead). On 3/3 were Alan Thornton (2 dan St Albans), Roger Daniel (4 kyu Hampstead), Ian McAnally (13 kyu Manchester) and Garry White (18 kyu Berkshire Youth). Epson, not Epsom as it said on the results sheet, won the team prize helped by the following all on 3/3: Brian Brunswick (3 kyu), Philip Tedder (5 kyu), Matthew Selby (11 kyu), Natasha Regan (14 kyu) and Andrew Slough (25 kyu). Nicola Hurden (13 kyu Berkshire Youth) won the 13x13 Tournament to keep the very very tall trophy at Brakenhale for a third year.



Open-air go in November? (P. Maneggia)

Anagrams

Keeping the tradition started by Richard Granville nearly 20 years ago in Malvern, the day before the West Surrey Handicap Tournament is a teaching day. This year 31 students were taught by five dan-level teachers: Alison Jones, Des Cann, Paul Clarke, Simon Goss and Tony Atkins. Subjects such as joseki, shape, jargon, life and death were explained with a variety of teaching methods, mostly interactive and enjoyable. The only regret of the day was that the group around 8 kyu was very big and an extra teacher was really needed. Of course next year the group will be at a much higher level, but it is hoped growth will see a sixth group needed anyway. Winner of the Handicap Tournament, held like last year at Burpham

Village Hall on the first Sunday in December, was Chris Dawson (1 dan Maidenhead). Best of the other 53 players were Natasha Regan (11 kyu Epsom), Ian McAnally (12 kyu Manchester) and Simon Jones (25 kyu Berks Youth) on 4/4. On 3/4 were losing finalist Des Cann (4 dan Leamington) and Alison Jones (2 dan Wanstead), last winner Tony Atkins (2 dan Reading), Henry Segerman (1 dan Oxford Uni), Geoff Kaniuk (1 kyu London), Helen Harvey (1 kyu Manchester), Brian Brunswick (3 kyu Epsom), Bill Streeten (4 kyu Wanstead), Jim Edwards (6 kyu High Wycombe), David Denholm (7 kyu High Wycombe), Roland Halliwell (12 kyu Twickenham) and Andrew McAnally (30 kyu Manchester). As usual Steve Bailey had organised various side compe-

titions. Winners in the continuous 13x13 were Ian McAnally (most wins), Tony Atkins (percentage) and Nicola Hurden (persistence). Tim Hunt won the spot the words competition, correctly spotting Henry Segerman's email signature, Ron Bell the Pits card game and Simon Goss won the anagram competition. This latter event featured 35 mixed up go players names, British and International, set by Tony Atkins as a punishment for him winning too many such competitions in the past.



**Small-board Go Tournament—
Tony Atkins caught playing chess (A. J. Atkins)**

Millennium

Thousands flocked to London over the New Year. Unfortunately they were not going to the London Open, but to see the fireworks, the opening of the Dome and other celebrations that marked the start of the millennial year. However 99 players did take part in the 26th London Open and some helped celebrate the passing of the rabbit year into the dragon by enjoying a meal at an Indian restaurant, not worried by having to play go next morning. As usual other go players wandered in between their other activities and not everyone played every day, but most did. However there were no Dutch players this year, but thirteen overseas countries were repre-

sented by 33 players including for the first time Armenians. Also not present was Bill Streeten's daughter Nikki, but a substitute was found and a well trained Sophie James sold drinks, sandwiches, breakfasts and wonderful soup all weekend. This year the event had lost some status as the Fujitsu Grand Prix had ended and the Toyota Tour not yet started; a place in the Fujitsu Cup still went to the best European after the sixth round (before the knockout stage). The four players to make the knockout stage were Victor Chow (6 dan South Africa), Zhongyong Zhang (5 dan China), Valentin Urziceanu (4 dan Romania) and Yoshiyuki Uemura (4 dan France). Zhang reversed their earlier result to beat Chow and

Urziceanu beat Uemura. Due to an organiser's error the final took place on board two; Zhang beat the Romanian for the second time to win the tournament. Time was found before prize giving for Victor Chow to review the game. Second place went to the losing finalist Urziceanu and third was Victor Chow, despite him finishing on two more wins than second place. The next placed players were Uemura, Cocke, Macfadyen and Seong-June Kim all on 5/8. On an amazing 7/8 were Konrad Scheffler (2 kyu UK) and Gustav Rober (15 kyu UK). On 6 wins were Philip Marshall (6 kyu Isle Of Man), Natasha Regan (9 kyu UK), Matthew Selby (10 kyu UK), Steffen Wolff (10 kyu Germany),

Mathias Bahr (1 dan Germany) and everybody's favourite, 10 year old Kei Shinada (4 kyu Belgium) who was trained by Kobayashi Izumi. Winners received a wooden go stone as at the Devon Tournament.

All on 5/8 were presented with a certificate, including Quentin Mills (3 dan UK), Alex Selby (3 dan UK), Pål Sannes (3 dan Norway), Dan Micsa (2 dan UK), Mike Charles (2 dan UK), Reinhard Spode (1 dan Germany), Christian Scarff (1 dan UK), Phil Beck (2 kyu UK), Alex Eve (3 kyu UK), Kai Poggenklas (3 kyu Germany), Gang Wang (6 kyu France), Frank Kwasniok (11 kyu Germany) and Per Erik Martin (1 kyu Sweden) who had a special prize for best kyu player not winning another prize.

Forty players took part in the Lightning Tournament held on the Sunday evening. The winner was Victor Chow who beat Zhongyong Zhang into second. Zhang's semi-final against Shawn Hearn (12 kyu UK) was judged most entertaining game of the weekend, but Shawn lost on 17 stones and also lost the play-off for third on 13 stones, letting Mathias Bahr take third place.

The Continuous 9x9 was also a popular feature. Its winners were Francis Roads (4 dan UK), Des Cann (4 dan UK) and Nicola Hurden (13 kyu UK).



Pair go: Richard Hunter and John Power watch the Belgian team analyse their loss against the UK. (A. J. Atkins)

Hitachi

Eighty-two players made their way to HITACHI Europe's headquarters at Maidenhead on the middle Saturday of January for the Maidenhead Tournament.

Thanks to the sponsors very comfortable surroundings were supplemented by free drinks, a free buffet lunch and many prizes.

Only four players won all three games: winner Seong-June Kim (6 dan Cambridge) (who beat Cann, Hall and Roads), Paul Margetts (1 dan Epsom), David King (1 Kyu Swindon), Shawn Hearn (12 kyu Berkshire Youth). Best team was Loads of Berks (from the Youth Go Club) winning a giant cookie and the continuous 9x9 winner was Nicola

Hurden (13 kyu Berks Youth). All on 2 wins won a bottle of wine: T. Mark Hall (4 dan London), Francis Roads (4 dan Wanstead), Alistair Wall (4 dan Wanstead), Jim Clare (3 dan Reading), David Ward (3 dan Cambridge), Michael Charles (2 dan St. Albans), John Fairbairn (2 dan London), Alan Thornton (2 dan St. Albans), Tony Atkins (2 dan Reading), Baron Allday (1 dan West Wales), Simon Butler (1 dan Horsham), Christian Scarff (1 dan Swindon), Mike Nash (1 kyu London), Kevin Drake (1 kyu Bournemouth), Geoff Kaniuk (1 kyu London), Christian Nentwich (2 kyu London), Damir Nola (2 kyu London), Fred Holroyd (2 kyu Open University), Bill Streeten (3 kyu Wanstead), Mike Cobbett (3 kyu Winchester), Peter

Fisher (3 kyu Leicester), France Ellul (3 kyu High Wycombe), Martin Solity (3 kyu Wanstead), Iain Attwell (4 kyu Maidenhead), Tom Blockley (4 kyu Worcester), Jimmy Mao (5 kyu Bristol), Ron Bell (6 kyu Reading). Elinor Brooks (6 kyu Swindon), Neil Moffatt (7 kyu Portsmouth), Roger Murby (9 kyu Cambridge), Roland Halliwell (11 kyu Twickenham), Nicola Hurden (13 kyu Berks Youth), Darren Fairbrother (18 kyu Weston-super-Mare), Emma-Jayne Fairbrother (19 kyu Weston-super-Mare), Simon Jones (22 kyu Berks Youth), Si Chan (22 kyu Maidenhead) and Paul Blockley (26 kyu Worcester).

After the tournament there was the traditional trip by some players to the Royal Standard near Beaconsfield, but the closure of Cookham Bridge led to a non-traditional route which included passing another Royal Standard and some very dark lanes.

Swings

The day after Maidenhead was the British Youth Championships at Milton near Cambridge. The Community Centre proves a good venue for this event as there are football pitches and swings to entertain the 26 youngsters between games. In addition there was an

18 problem go puzzle sheet to distract them further, though the questions were hard as shown by the failure rate of the various dan player adults present. Nevertheless Philip Tedder was rewarded with a prize for getting 17 right and Ian McAnally was rewarded for 13 right.

This year the top group was a group of four players between 3 and 5 kyu. Tom Blockley (3 kyu Worcester) was over all Youth Champion and U16 Champion, with wins over Jimmy Mao and Philip Marshall. Overall runner up and U18 Champion was Philip Marshall (4 kyu Isle of Man) who beat Jimmy Mao (5 kyu Bristol) the U16 runner up. U18 runner up was Philip Tedder (4 kyu Epsom) who lost to Philip Marshall and Jimmy. Also in the Under 18 section Emma Marchant was the best girl, at 8 kyu, despite losing to Ben Morris (11 kyu Cambridge).

The U14 group was between four players between 11 and 13 kyu. Winner was Adam Eckersley-Waites (12 kyu Cambridge) who beat runner up Shawn Hearn (12 kyu Brakenhale) and Theo Elliott (13 kyu Brakenhale). Adam didn't have to play his twin Tom this year as Tom lost to both Shawn and Theo.

U12 winner was Ian McAnally (11 kyu Manchester) who

beat the higher graded William Brooks (10 kyu Cambridge). U10 winner was Paul Blockley (26 kyu Worcester) and runner up was Luise Wolf (30 kyu London). U8 winner was Ben Parker (Cambridge) who was also the youngest player. Prizes for all games played (including handicap ones), winning 5/6 was Hereward Mills (25 kyu Bedford) and Tom Blockley, for 4/6 Adam Eckersley-Waites, Andrew Gale (25 kyu Berks Youth), Simon Jones (20 kyu Berks Youth), Ben Morris (11 kyu Cambridge) and James Heppell (30 kyu Norwich). Winning 3/6 in the beginners' group were Charles Heppell (Norwich) and Oscar John (Cambridge).

At the prize giving as well as sweets and the Championship Trophies, the Youth Grand Prix Trophies were awarded to first Ian McAnally (1633 points), second Shawn Hearn (1536) and third Nicola Hurden (1240). Next places were taken by Theo Elliott (986), Lucie Elliott (894) and Tom Blockley (887). Points are awarded for both tournament attendance and wins.

Pairs

Thirty-two teams from 22 countries took part in the 10th annual World Amateur Pair Go Championships. Winners were

Goto Naoko and Taga Bungo from Osaka. Japan were also second, Korea third, China 6, USA 12, Germany 13, New Zealand 15 and France 16. UK's Alison Jones and Tony Atkins were 24th beating Malaysia and Belgium, but losing to North Korea, Taipei and France.

In the RICOH Cup, which is the professionals' competition in Japan, winners of the final were Yoshida Mika and Toono Hiroaki of the Kansai Kiin; they beat Hosaka Mayu and Yamada Kimio by resignation early in the new year. Umezawa Yukari and Kataoka Satoshi (lost by 2.5 points) and Chinen Kaori and Rin Kaiho (lost by 4.5) were the losing semi-finalists.

Teams

In the autumn in London, there was an International Teams match at the Nippon Club. The Central London Go Club won 13 to win ahead of the Nippon Club's 12, London Go Friends' 10 and Wanstead's 7. In November the International Cities Wei Qi Competition in Guilin, China, had teams from Guilin (two), Hong Kong, Johannesburg, Kaohsiung, Macau, Singapore, Taipei and Tokyo. The London team of John Fairbairn (Team Leader), T Mark Hall and Alex



Pair go: Hamarikyū Garden, Tokyo. (A. J. Atkins)

Rix were fifth. The top places were: 1. Guilin no 1, 2. Taipei, 3. Tokyo, 4. Macau.

Europe

Brussels at the end of October was attended by 68 players including some from the UK. First was Guo Juan (7 dan Netherlands) and second was Pierre Colmez (5 dan France). Gothenburg in November had only 32 players. First was Harry Taari (3 dan) on tie-break from Magnus Kylemark and Kasper Hornbaek. Prague switched to November from February and attracted 96 players. First was Radek Nechanicky (6 dan) on tie-break from Leszek Soldan (Poland); third was Vladimir Danek. Simon Butler won 3/5. The Fujitsu

Cup is a knockout event held over two days in December at the European Go Centre in Amstelveen. 16 European players between 5 dan amateur and 4 dan pro took part earning attendance in various ways. First this year was Rob Van Zeijst, the Dutch 7 dan from Tokyo. Second was Russian 6 dan Viktor Bogdanov, third was Guo Juan and Catalin Taranu the Romanian professional. Bogdanov had a specially good run as he beat European Champion Dinerstein, professional player Pietsch and ex-pro Guo. Van Zeijst only had to beat Radek Nechanicky, Franz-Josef Dickhut and Taranu to reach the final.



