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The cover shows the emblem designed by Neil Moffatt for the 2001 British Go Congress is to be held in Cardiff in April;.

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UK TOURNAMENT RESULTS

Tony Atkins ajaxgo@yahoo.co.uk

Peak Practice

52 players met at the Marton Arms Hotel, Thornton-in-Lonsdale, for the Three Peaks Tournament on 11th and 12th November. As usual Toby Manning organised one of his walks around some of the beautiful Yorkshire countryside on the Saturday morning. Then it was inside the pub for the Go and probably a few of the fine malts or real ales to warm the spirits. The winner of the tournament with a perfect 5 was John Rickard (4 dan Cambridge). The runner up on 4/5 was German Lutz Mattner (4 dan) who was living for a while in Leeds. A prize for all 5 went to Jil Segerman (9 kyu Manchester). Prizes for 4 wins went to Matthias Kegelmann (1 kyu Birmingham and Darmstadt), Richard Moulds (3 kyu Manchester) and Jason Fisher (8 kyu Birmingham). Proceeds from the tournament go to the Tim Hazelden memorial fund, in memory of the 2 dan and Marton Arms landlord who was killed in a road accident in 1995. The fund has been supporting the local ambulance service in Ingleton, but they say now they are now so well-equipped that the money would be better put to another use. Colin Elsdon of the Marton Arms has suggested it could contribute to the repair fund for the church just across the road, where Tim is buried, and so help preserve a beautiful country village.

Smiley's People

There were 28 players, including nine aged under 15, at the British Small Board Championships in Cambridge on 19th November. The tournament was held as part of the annual Chess and Go event run by the Junior Chess and Go Club at Milton Community Centre; almost 120 competitors were there in total. The tournament was played in a mixed format and the time limits were cut to 15 minutes sudden death to fit in

9 games. The higher ranked players started off in an even game tournament for the championship; once they were eliminated by losing two games, they joined the other players in the handicap section. Pleasingly everyone won at least two games. Seong-June Kim (6 dan) was the favourite to win, but lost to Mike Charles (2 dan) in round 2. Then Mike lost to Matthew Reid (2 kyu) which lead to round 5 semi-finals of Seong-June against Matthew and Mike against Natasha Regan (1 kyu).

The final came in round 6 when Mike could not repeat his form of round 2 and let Seong-June Kim (6 dan Cambridge) win the event to be British Small Board Champion with 8/9. Runner-up was Mike Charles (2 dan St. Albans) on 6/9. On 7/9 was Michael Lowe (6 kyu Norwich) and on 6/9 was Sheila Parker (18 kyu Cambridge). Age group winners, all on 6/9, were: Under-15 Shawn Hearn (9 kyu Berkshire Youth), Under-13 James Heppell (20 kyu Norwich), Under-11 Lasse Jakobsen (30 kyu Epsom), Under-9 Ben Parker (35 kyu Cambridge). Thanks are due to Ben Morris who helped organiser Paul Smith with the draw, to Phil Beck who got some good coverage in the local press, and to Lindsay House and Sophie Smiley who ran an excellent refreshment stall all day.

Magic Roundabout

84 players took part in the Swindon Tournament on 26th November. The venue was the now traditional location of the Dunbar Club, next to Tesco and accessible without going near Swindon's notorious 'magic' roundabout. The winner of the National Power S&SC Trophy was Simon Shiu (4 dan Bristol) who beat Andrew Grant, Toby Manning and Young Kim to win. Top players on 2/3 were Francis Roads, Alistair Wall and Young Kim. Small trophies for 3/3 went to Wembo Mao (1 kyu Bristol), Eric Hall (3 kyu Swindon), Matthew Selby (4 kyu Epsom Downs), Shawn Hearn (9 kyu

Berks Youth), Mogens Jakobsen (16 kyu Epsom Downs), Lene Jakobsen (25 kyu Epsom Downs) and for 2.5/3 to Tony Atkins (2 dan Bracknell). Team winners were Epsom Downs with 80 percent. The very tall 13x13 trophy was won by Garry White (13 kyu Berks Youth), who won 10/14 to keep ahead of Tony Atkins on 8/10.

Top of the Form

The West Surrey Teach-in on 2nd December was attended by some two dozen students from novice to 1 kyu. The tutors for the day were Tim Hunt, Henry Segerman, Des Cann, Simon Goss, Paul Clarke and Tony Atkins. The teaching was organised in small groups of similar strength. The groups of pupils got a session with five of the teachers, each tutor covering a different topic. Problems were solved, professional games were analysed, the end game was studied and much helpful advice was given out.

The following day 54 players took part in the West Surrey Handicap Tournament. This was played using the West Surrey handicap rules which give komi and time advantages to Black as well as handicap stones. Winner of the cup was Des Cann (4 dan Leamington) who beat David Ward in the last round. Also on 4/4 were: Edward Blockley (2 kyu Worcester) and Nicola Hurden (11 kyu Berkshire Youth). Trophies for 3/4 went to: Seong-June Kim (6 dan Cambridge), David Ward (3 dan Cambridge), Mike Charles (2 dan St. Albans), Gerry Mills (1 dan Monmouth), Henry Segerman (1 dan Oxford), Baron Allday (1 dan Barmouth), Barry Chandler (1 kyu Reading), Geoff Kaniuk (1 kyu London), Niall Cardin (2 kyu Oxford), Bill Streeten (4 kyu Wanstead), Tom Cooper (10 kyu West Surrey), Howard Sykes (12 kyu Kent), Pauline Bailey (14 kyu

West Surrey), Will Segerman (15 kyu Manchester) and Mogens Jakobsen (16 kyu Epsom).

The Continuous 13x13 tournament was won by Tim Hunt on 6.5 wins, best percentage was Pauline Bailey on 67 and most persistent Shawn Hearn on 45 points. There were various quizzes to see who was top of the form. The person who could decipher the most Go players' names passed through a spell checker was Jim Clare with 26 points, a special prize for effort going to Pauline Bailey. The person finding the most common foreign words and phrases from English literal translations was also Jim Clare, narrowly beating Matthew Selby. Saturday's Pits card game session was won by Jil Segerman.

London's Burning

The 27th London Open was held from 29th December until 1st of January, thus spanning the New Year as usual. Of course the New Year was also the start of the new century, but cancellation of Ken Livingstone's London party meant that the city was not burning with excitement as during the 2000 new year. However the Wanstead Christmas Party was back on and a good number joined the official tournament celebration at the Indian restaurant. This year the event was



Photo: Tony Atkins

France Ellul struggles to regain control of a Club Special at the Streeten Diner in Highbury Roundhouse

run as a 7-round MacMahon, with only one game with a midday start on January 1st. 103 players took part, almost the same number as previous (99), representing 14 countries including the USA and for the first time Thailand. For the first time the event was part of the Toyota European Go Tour, which meant prize money was available for the top five players, though not as much as when Hitachi were sponsors and not enough to attract the 7 dans to come. The Highbury Roundhouse has proved an adequate venue for ten years and it was warm inside despite the seasonal snow lying at the start of the weekend. However next year it looks like there will be a move to a new more central and upmarket venue, if the additional cost can be born. Anyway the event started on time. Thanks to modern technology and the purchase of a mobile phone (since sold to the BGA) it was even possible to register from the airport. The usual catering was available organised by Bill Streeten. Two friends of his daughter, Nicole Cuschieri and Hannah Wregglesworth charmed all there with their sandwiches, soups, breakfasts and smiles. Kyu players were encouraged to record their games and get analysis. Just before the closing ceremony Seong-June Kim gave an interesting commentary on his last round game.

Photo: Tony Atkins



A bemused Simon Bexfield peruses the prizes at the London Open

The Lightning was held on the Saturday evening using a straight knock-out format. First was Seong-June Kim (6 dan UK) and second was Malcolm Schonfield (1 dan France). Andrej Kralj (3 dan Slovenia) won the play-off for third against Tobias Klaus (9 kyu Germany). Also 45 of the players found time to play at least one game in the 9x9 event, though no prizes were awarded in the unpopular continuous handicap event. First at small board Go was Jim Sadler (1 dan UK), second Natasha Regan (1 kyu UK) and third Arnaud Knippel (1 dan France).

In the main tournament the top five places were taken by: fifth Xiangdong Wang (4 dan UK), fourth Matti Siivola (5 dan Finland), third Matthew Macfadyen (6 dan UK on 5/7), second Masanori Tanaka (5 dan Switzerland on 6/7) and winner Seong-June Kim (6 dan UK) who was unbeaten. The only other player unbeaten was American 3 kyu Clay Smith, who entered as a European 4 kyu and ended up beating three 1 kyu players, winning best kyu award. Prizes of Devon-style large wooden Go stones were given out to those on 6 and 7 wins and to especially deserving 5/7s. Best Junior was Lasse Jakobsen (25 kyu UK) and best improver was Bettina Rehburg (9 kyu Germany). The stone-getting 5/7s were Joakim Strom (4 kyu Sweden), Martin Gomilshak (4 kyu Austria), Albert Fenech (2 kyu France) and his son Antoine Fenech (2 dan France) on 5/6. Others on 5/7 were Jim Sadler (1 dan UK), Malcolm Schonfield (1 dan France) and Matthias Bahr (2 dan Germany). Parkpoom Lekhavat (12 kyu), from Thailand and a student in Essex, was the best novice.

Tales of the River Bank

80 players took part in the first Furze Platt Tournament of the new century at Hitachi Europe's headquarters in Maidenhead, situated just along from the Thames riverbank promenade, on 20th January.

The sponsors provided a free supply of coffee, a buffet lunch and a free venue as usual, and even provided a clock to tell you the time in Singapore. Chris Dawson and his team of not so young anymore helpers did their usual good job, even carefully checking entrants had renewed their BGA memberships. The only downside was one of the rooms was stuffy and reminded you of some of the sweatier European Go Congresses.

Seong-June Kim (6 dan) was the winner for the second year, but was batting for Oxford for the first time. On 3/3 were Tim Hunt (2 dan Milton Keynes), Kevin Drake (1 kyu Bournemouth), David Denholm (6 kyu Maidenhead), Dave Arun (10 kyu), Phil Clark (12 kyu Reading) and Mogens Jakobsen (15 kyu Epsom Downs). On 2.5 were Malcolm Hagan (5 kyu Winchester) and Paul Kersey (5 kyu Essex). Thanks to the sponsor all (34) players on 2/3 won a bottle of wine: T. Mark Hall (4 dan Bristol), Des Cann (4 dan Leamington), Young Kim (5 dan London), Andrew Grant (3 dan Milton Keynes), David Ward (3 dan Cambridge), Michael Zhang (3 dan London), David Woodnutt (2 dan Milton Keynes), Alan Thornton (2 dan St. Albans), Dan Micsa (2 dan Reading), Paul Clarke (1 dan High Wycombe), Clive Wright (1 dan Nottinghamshire), Gerry Mills (1 dan Monmouth), Christian Scarff (1 dan Swindon), Charles Leedham-Green (1 dan Wanstead), Jim Sadler (1 dan Brighton), Mike Cockburn (1 kyu St. Albans), Geoff Kaniuk (1 kyu London), Mike Vidler (1 kyu Birmingham), Brian Brunswick (1 kyu Epsom), Helen Harvey (1 kyu Manchester), Mike Nash (1 kyu London), Martin Harvey (2 kyu Manchester), Sue Paterson (2 kyu Brighton), Robert Jack (3 kyu North London), Roger Daniel (3 kyu London), Roger Peck (4 kyu Shropshire), Paola Maneggia (7 kyu Birmingham), Neil Moffatt



Photo: Tony Atkins

Simon Goss teaching Go at the Mathemagical Funfair in Islington

(7 kyu South-East Wales), Emma Marchant (7 kyu Bracknell), Shawn Hearn (9 kyu Berks Youth), Nicola Hurden (11 kyu Berks Youth), Parkpoom Lekhavat (12 kyu Essex), Matt Piatkus (12 kyu Oxford), Lasse Jakobsen (23 kyu Epsom). The Mighty Milton Keynes won the team prize with 77.7 percent and Nicola Hurden won the continuous 9x9 tournament.

The same day in Islington in London, Simon Goss and Tony Atkins were at the Mathemagical Funfair (a day of Mathematics related games and activities for children). More than six hours were spent teaching Go to children and their teachers, though to not as many as had been hoped. Firstly Go was at the end of a long corridor full of other interesting things, and secondly there were big draws such as Mr. Numbervator and Hattie the Mathematical Clown to attract the youngsters. Importantly several useful contacts were made that may lead to more children's and schools' work.

Blue Peter

Twenty two children accompanied by parents, teachers and helpers battled through snow and ice and then drizzle on the 21st January to attend the British Youth Go Championships. These were held at Fitzharry's School, Abingdon, and luckily the overnight vandals, who had used the school

javelins to break many windows, had left the main hall alone. There was time for six rounds ably organised by Youth Coordinator Simon Goss, and his referee Tony Atkins. The prize giving was delayed a little waiting for Dr. Evan Harris MP and mind sports supporter, but he failed to show, later sending an apology for an office file mix up. Almost all the schools and clubs present won at least one prize, Cambridge winning more than most. Bloxham School supplied a team of three, so the Brakenhale domination of the Castledine Trophy was ended after so many years, without a single stone being played in anger. The local school might be the only one feeling a little blue, Peter Fisher being the only player and runners up do not get prizes. Things will be different for the championships next year at Bloxham, as Nick Wedd has been running introductory classes at Fitzharry's since the tournament. The overall Youth Champion and under-16 winner was Jimmy Mao (1 kyu) from Bristol. All the other age group winners were from Cambridge: Under-18 Ben Morris

(10 kyu), Under-14 Tom Eckersley-Waites (11 kyu), Under-12 William Brooks (8 kyu), Under-10 Oscar John, Under-8 Ben Parker. Overall runner up was Tom Eckersley-Waites, Under-18 Peter Fisher (20 kyu Fitzharry's), Under-16 Shawn Hearn and



Photo: Hugh Alexander

Castledine Trophy winners: the team from Bloxham School. Charles Vereker, Will Couch, Hugh Alexander (driver) and Magnus Hanson-Heine



Photo: Tony Atkins

Under-8 Youth Go Champion Ben Parker playing with a Longwell girl at Abingdon

Under-14 Garry White (both Berks Youth), under-12 Lasse Jakobsen (Croydon) and under-10 Luise Wolf (Putney). In the continuous 13x13, most wins were by William and best percentage by Garry. A prize for 5 wins went to Oscar John, and for 4 wins to Lasse, Garry, Jimmy, Tom, Ian McAnally (11 kyu Manchester), Simon Parker (35 kyu Cambridge) and Paul Blockley (23 kyu Worcester). Prizes for 3/5 went to Ben Hill-Tout and Matthew Burstein of Cambridge. In the puzzle contest set by Paul Smith, Alice White of Longwell scored 9/18 to win, being still below 30 kyu. She even got the very hard question 1 - spot the stone with one liberty - that most dan players could not do on sight. More experienced children got the ishi-no-shita problem, but not the very hard ko-in-the-corner problem. The year 2000 Youth Grand Prix trophies were also awarded to:

1. Shawn Hearn (1387 points),
2. Nicola Hurden (1155 points),
3. Paul Blockley (952 points and closely ahead of Ian McAnally).

Crime Monthly

Fourteen players from 6 dan to 20 kyu participated in the first Nippon Club Monthly Tournament of 2001 on 26th January. This year the events are being opened up to other players living in the south-east, not just Nippon Club Go Section members. Games were 30 minutes even games, but with komi to the weaker player and a double knockout system. The higher-ranking players prevailed despite the komi. Mr Uno lost his first game to Seong-June Kim, but won his next 6 to reach the final against David Ward, who only played 5 games but won all of them. A crime was committed when Seong-June lost his easy



Youth Champion Jimmy Mao playing in the British Youth Go Championship at Abingdon

Photo: Tony Atkins

second game against ever-friendly Nippon Club Go host Mr Tanaka, due to the accidental death of a corner group near the endgame. Jiri Keller was very successful ending up in third place, although he was ranked the third from the bottom. So the final results were first David Ward (3 dan 5/5), 2nd Uno Shigehiko (5 dan 6/8), 3rd Jiri Keller (3 kyu 3/5), 4th Tanaka Kiyohiko (4 dan 3/5).

The Car's the Star

The 4th Cheshire Tournament was held in Crewe on 10th February. Yes it really was 1986 when the 3rd such event was held, organised before Brian Timmins moved his annual venue to Shrewsbury. The new venue was the staff restaurant of the company currently known as Rolls-Royce and Bentley Motors. As you came in you could see some newly refurbished, shiny black machines parked nearby. The venue has been the traditional home of the Crewe Chess Congress for many years now, but it was a new idea to share the free venue with another mind sport. The idea came about when Tony Atkins asked his colleague and friend Roger Edwards if there were any good venues in the North-West. Anyway 166 chess players kept Roger as main organiser busy. Many of

them came over to see what Go was about, and one, Tom Rose 4 kyu, was sad that he had entered the Chess, not knowing of the Go event. Best of the Chess players was Keith Arkell, an International Master, who won with five straight wins. Roger's wife and friends ran the snack bar very well, but had to apologise that the non-cheese vegetable pies had cheese in them due to a mistake in the pie factory.

Unusually the Go event was split into two sections. The top eight players, who all happened to be 1 or 2 dan, played a three round tournament with one hour times for the newly made Open Trophy. The rest played 6 games of 30 minutes handicap games for the Handicap Cup. The idea of this system was to attract beginners and kyu players, as part of the current BGA policy,

but only 25 players from 23 kyu upwards attended. Winner of the Open was not one of the 2 dans, but Kunio Kashiwagi (1 dan Bradford). Second was Eddie Smithers (1 dan Leicester). Handicap winner by 1.5 SOS points was Richard Moulds (2 kyu Manchester) with five wins. Second and Youth prize winner was Ian McAnally (11 kyu Manchester) also with five wins. Young Paul Blockley (23 kyu Worcester) played 15 games in the continuous 10x10 tournament, tired himself out but won 12 of them to take the most wins prize.

Unfortunately Jil Segerman's 5/8 was a good percentage, but it was not over the prize-winning minimum. The prize winners went away with Go books to the value of £25 or £10 as appropriate, and the good news is we have been invited back next year.

IN THE DARK?

EGCC

The European Go and Cultural Centre was founded in 1992 by Mr. Iwamoto (9 dan) as part of his desire to see a Go centre on every continent. It is partly a branch of the Nihon Ki-in and was paid for by Japanese sponsors, including the Obayashi building company after whom the annual tournament is named.

The centre is situated in the Amstelveen district of Amsterdam, where there is a large Japanese population. It is self financing through letting the building for other uses and has used some of its surplus income to run a Go promotion project throughout Europe.

Tony Atkins

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COUNCIL HOUSE

Alison Bexfield ~ BGA President

alison@bexfield.com

A Welcome

I am pleased to welcome Phil Beck as our new Publicity Officer. Please contact him with details about any newsworthy Go events in your area. He would also like to receive copies of any resulting newspaper articles to add to our collection.

No excuse for going AWOL

The London Open this year demonstrated the advantages of having a dedicated mobile phone number on which latecomers or absentees could contact the organiser or leave a message, thus reducing the number of players without an opponent. The BGA has acquired this mobile phone from the organisers and will be offering it to tournament organisers of BGA affiliated events as part of the equipment service covered by the tournament levy system. It is a 'pay as you go' phone and organisers will be expected to contribute to costs if they wish to use it for outgoing calls.

A new venue

On the subject of the London Open, the UK's biggest international Go tournament, a provisional booking has already been made by the Central London club to move this to a new venue. The new venue promises to be an improvement on the previous one, being centrally located within ten minutes walk of Oxford Circus underground station and offering very cheap accommodation in the immediate vicinity of the tournament venue, either in single, double or multiple bedded rooms. In order to assist his planning for the new venue, Geoff Kaniuk would welcome early expressions of interest from players expecting to attend.

Sponsorship

Tony Atkins has been busy under his Pair Go promotion hat. He returned from Japan at the

end of last year with additional sponsorship for UK Pair Go activities from the International Pair Go Committee. So we hope to see a big turnout and welcome new faces at the 2001 Pair Go tournament later this year.

Future strategy

As the BGA year approaches its end, we have been planning activities for 2001. I will not be seeking re-election as President due to my new family commitments and the fact that I am now living abroad in Luxembourg. It will therefore be up to the incoming President to influence the future strategy of the BGA, but in the short term Council will be focusing efforts in 2001 on the various Matsuri events being held around the UK this year. If you know of a Matsuri event planned near you, please contact any member of Council about this as soon as possible. We have a budget available for advertising and demonstrating Go at such events.

IN THE DARK?

Insei

An *insei* is a trainee professional in Japan. Usually of secondary school age they often live with a high dan professional, who facilitates their learning rather than actually teaching. They compete in a 60-player league and also the annual professional qualification tournament together with some strong amateurs. Usually about 7 new professionals are appointed each year at the Nihon Ki-in, with some places reserved especially for women (though some like Inori Yoko got in through the open places).

Tony Atkins

GO TUTOR ~ ENCLOSING A CORNER

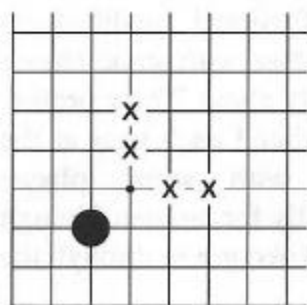
Edited by Charles Matthews

charles@sabaki.demon.co.uk

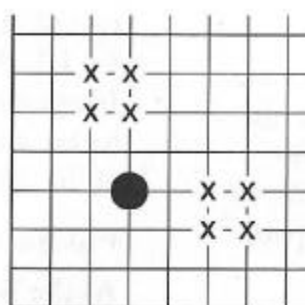
During the opening, a two move enclosure of a corner (*shimari* in Japanese) is made in order to secure all or most of the corner area, and to make the immediate vicinity fertile ground where more territory can be made.

If a stone is placed on the 3-3 point in the corner, its aim is solely to take territory (the third line is the line of territory). If a stone is placed on the 4-4 point in the corner, its aim is solely to exert influence (the fourth line is the line of influence). In either case the stone is fully effective on its own, and a follow-up move is usually not urgent.

It is normal in these cases to await an approach move before playing in this area again. However when the opportunity to make a further move does arise, the points commonly chosen are those marked in Diagrams 1 and 2.



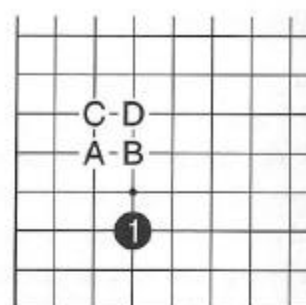
□ 1



□ 2

Two things are worth noting here. Firstly the weakness of a stone on the 3-3 point is its low position, and so the follow-up move should be on the fourth line. That will provide a balance between territory and influence. Secondly the weakness of a stone on the 4-4 point is its high position. Even after you add a stone at any of the marked points, the corner cannot be regarded as secure territory because an invasion at the 3-3 point is still possible.

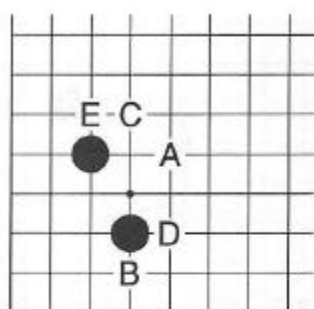
By contrast a stone played on the 4-3 point attempts both to take territory and to exert influence, and needs a second stone to become fully effective at either of these things. It is an urgent play to add a follow-up move here, or, as the opponent, make an approach move. In Diagram 3 the most common enclosures or approaches are at A and B. (Moves at C or D are also fairly common, but are not discussed further here).



□ 3

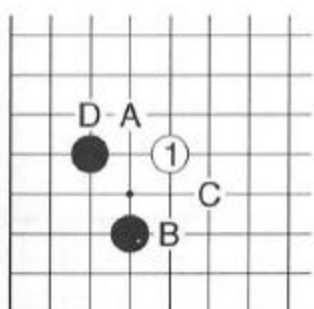
To explain the different effects of adding a Black stone at A or B in Diagram 3, we must consider its location, that is, its distance from the edge of the board. Since A is on the third line, a shimari consisting of 1 and A emphasises making territory. On the other hand a shimari consisting of 1 with B, which is on the fourth line, emphasises influence.

In order to decide which corner enclosure to make, given the chance, you should be aware of the weaknesses of each one. Firstly, let's assume you have constructed a shimari with A of Diagram 3. There are several weak points around this shimari, caused mainly by its aim of making territory. Diagram 4 shows some of the popular points at which White can attack. Here only A of Diagram 4 will be discussed. You might also like to try the other points B to E in some of your games.



□ 4

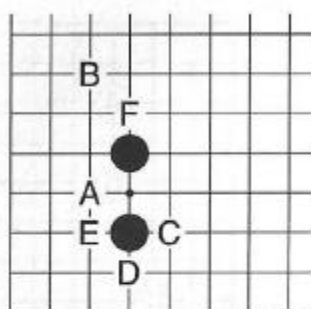
Looking then at White 1 of Diagram 5, it is simply an 'erasing' move. It does not kill, hack or maim, but just limits the expansion of the shimari by taking advantage of the low position of the Black stones.



□ 5

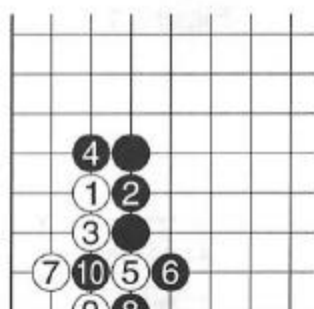
If in Diagram 5 Black plays A in reply to White 1, White will play B; and if Black plays C White will play D. If you make an enclosure at B in Diagram 3, the problems you face are as numerous, but for different reasons. The weaknesses of this shimari are caused by its aim of exerting influence. Diagram 6 shows the attacking points for White.

Again we look at just one move, A. The rest are sound; each is effective in



□ 6

its own way. When White attacks at 1 in Diagram 7, Black normally protects the weak point by playing 2. The sequence to 10 is one of many ways to play, and the result is a ko for life inside the corner.



□ 7

Shimaris are not 100% secure. They cannot be counted as territory as soon as they are made. They possess no magic quality that denies the opponent successful attacks.

To improve your understanding: look out for plays preparatory for such attacks, and take countermeasures; experiment yourself with starting at the various points in Diagrams 4 and 6 and the fights which arise; when you have some familiarity with the two shimaris in

question, try to find the corresponding strengths and weaknesses in those formed by plays C and D of Diagram 3.

Shimaris are most useful as the foundation of large territorial frameworks. If you have a shimari, try to use it to the full by making suitable extensions. Here are two examples from professional games.

In Figure 1 (overleaf) Black chooses to make a shimari with 5 rather than approach White 4 with a move at or near 6. Plays in the other two corners are not urgent. White also chooses to form a shimari with 6. At Black 7 is the correct direction in which to extend from the bottom right, rather than along the lower side. This play also works nicely with the stone in the top right corner. White could have played to prevent this extension, with 6 at 7. In that case Black would have approached the top left corner stone, preventing a White shimari.

Next White plays 8 and 10 to form a territorial framework on the top side in front of the shimari. After Black splits the left side with 11, 13 and 15, the largest remaining point on the board is at White 22, the junction of the two large frameworks. A play here by either side would expand one territory at the expense

of the other. Before taking this point, however, White plays 16 to see how Black will defend. When Black plays 17, White forces with 18 and 20 which lightly reduce Black's territory; and then takes the key point at 22.

In the second game (Figure 2) Black and White again form shimaris, with 5 and 6. Black 7 is strictly speaking the 'wrong' direction for an extension from the shimari, with the extension to 8 considered 'ideal'. But in this case it serves as a dual-purpose play, stopping White's corresponding extension. White promptly returns the compliment with 8. After the first 18 moves both sides have substantial territorial frameworks at the top of the board. Black uses 19 to start the middlegame, playing to see how White will defend. When White responds at 20 Black forces with 21 to leave some potential in this area for future use, then plays 23 to reduce White's area and expand the top right.

Go Tutor is based on articles written by Toby Manning, David Jones, David Mitchell and T Mark Hall.

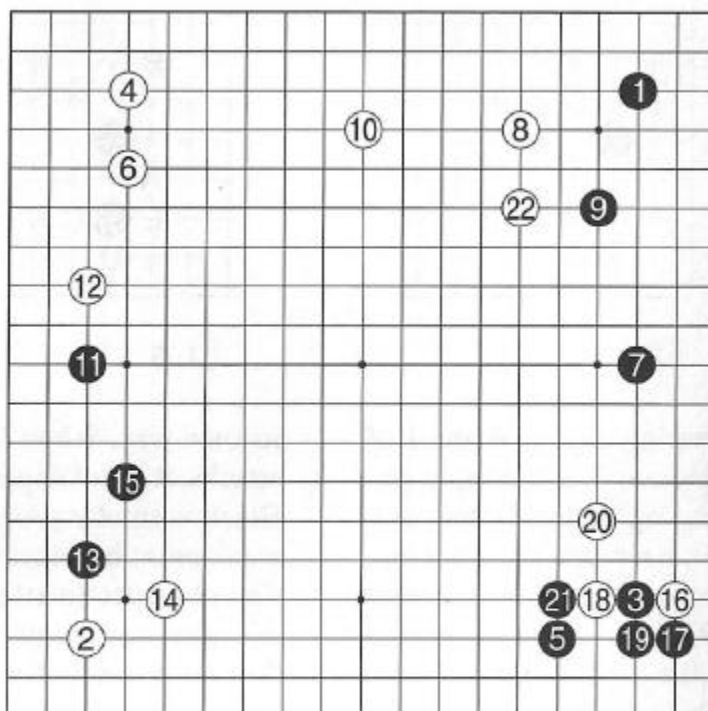


Figure 1

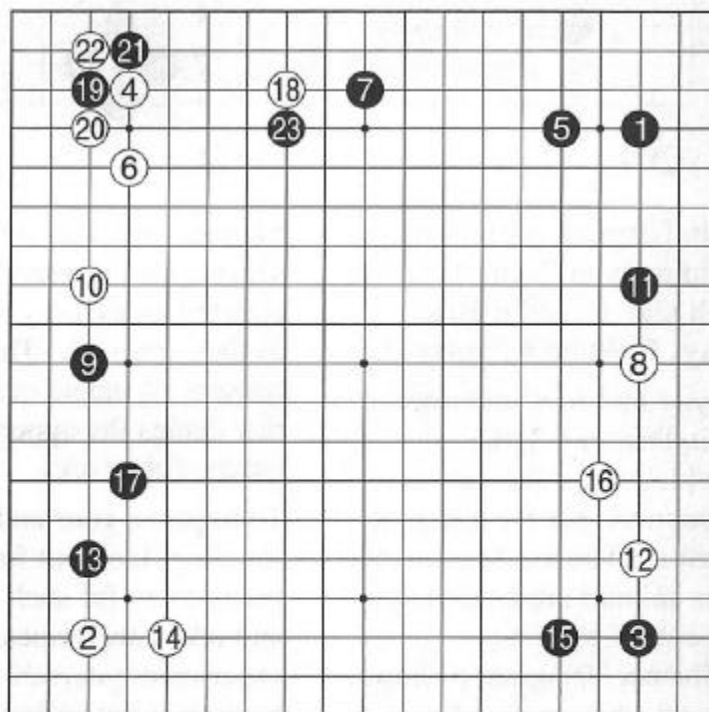


Figure 2

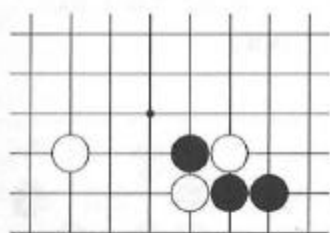
CURING THE ATARI DISEASE

Andrew Grant

ajg@honinbo.freemove.co.uk

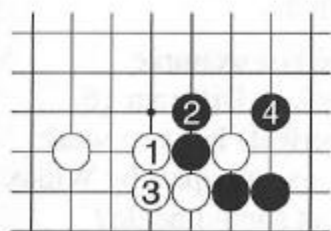
Atari is the first technical concept that a new Go player learns, and some people never seem to lose their fascination with it. However, to advance as a Go player it is essential to realise that often an atari loses you more than it gains. There is a proverb 'Don't play unnecessary ataris', which expresses the same idea.

It applies in many sorts of position, Diagram 1 for example. Here White wants to secure some territory along the edge.



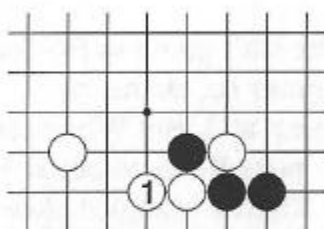
□ 1

White 1 and 3 in Diagram 2 look straightforward enough. If this looks OK to you, you need to study this article. White 1 is wrong. The problem is that having exchanged 1 for 2, White still needs to defend the



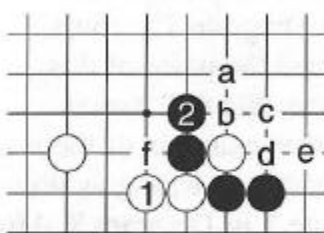
□ 2

edge with 3 and this gives Black sente to catch White's cutting stone with 4.



□ 3

What does the 1-2 exchange in Diagram 2 achieve? The atari doesn't defend the edge - if it did, you wouldn't have to follow it up. White 3 is the move that does the work so just play it by itself (White 1 in Diagram 3). Remember: don't play 1-2-3; just play 3. It's quite possible that Black will answer at 2 just the same, but now White has

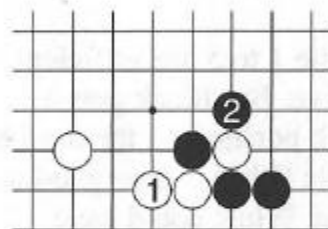


□ 4

sente and can escape with the cutting stone using any of the moves a to e in Diagram 4 (see my article in BGJ 119).

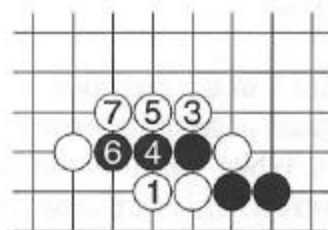
Compare this with Diagram 2, and you'll see the point; White has allowed Black

the excellent move at c in exchange for the small move at f.



□ 5

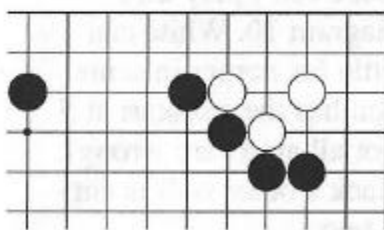
If the ladder works, Black might play 2 here. But now White can play a ladder breaker, which could come in very handy.



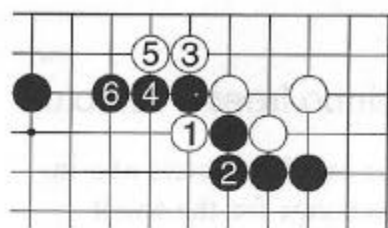
□ 6 2 elsewhere

It's even possible that Black will play elsewhere, but then White can pick up the black stone in a short ladder any time he wishes.

Diagram 7 shows a position from a joseki. White has to fix up his position in the corner.

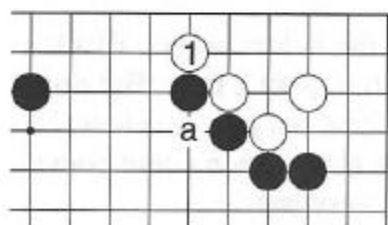


□ 7



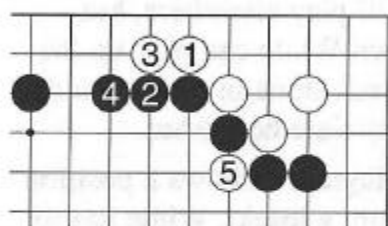
□ 8

White 1 to 5 are sufficient to live. But Black gets a thick position on the outside while White 1 is as good as dead. White could have done much better.



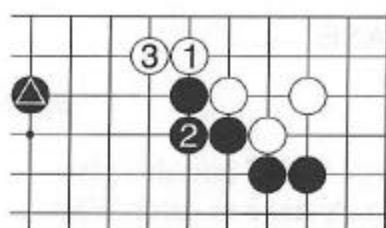
□ 9

White 1 in the previous diagram is an unnecessary atari. White 1 in Diagram 9 is correct. This threatens the double atari at a, which Black has no option but to defend against.



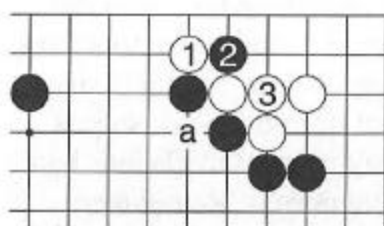
□ 10

Black can't play 2 in Diagram 10. White can settle his corner in sente then has the cut-atari at 5 (not all ataris are wrong). Black's outer wall is cut in two.



□ 11

Black isn't going to fall for Diagram 10. He has to connect at 2. But White can now poke his head out at 3 and Black's triangled stone ends up looking rather silly. By way of compensation, Black has sente, and this is the correct sequence for both sides.



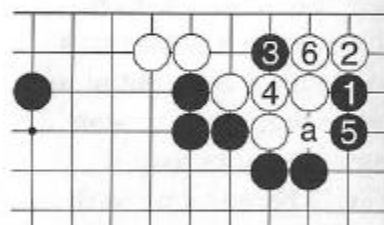
□ 12

Incidentally, if you are worried that Black might answer 1 by playing atari at 2 in Diagram 12, you've missed the point of this article. Black 2 here is another example of the atari disease - as wrong as was White 1 in Diagram 8. After White connects at 3, he's still threatening the double atari at a.



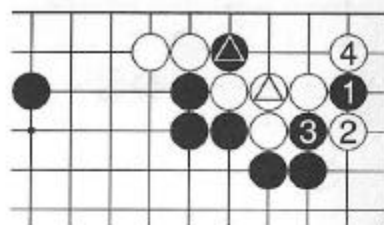
□ 13

So Black still has to connect and we end up with a position which looks very similar to Diagram 11. But in fact this is inferior for Black. To see why, look at Diagram 14.



□ 14

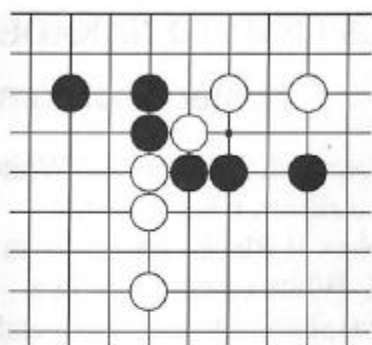
1 is a large sente follow-up for Black. White can't block with 2 at 5 as a is atari, so he has to fall back to 2 instead. Black can then continue with the moves to 6 then extend down the right side.



□ 15

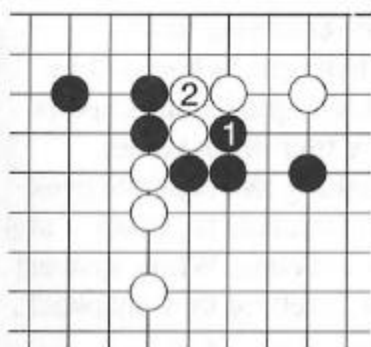
But in Diagram 15, Black has played the triangled exchange, and White can now intercept at 2. Black 3 is no longer atari, so White can catch the black stone with 4.

One last example. Black in Diagram 16 (overleaf) has two weak groups cut apart by White. What should he do?

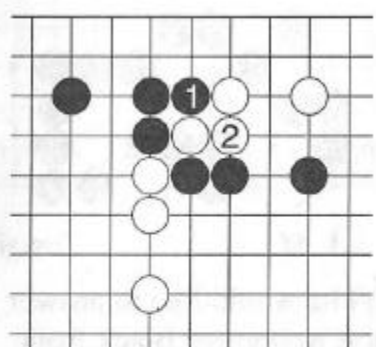


16

We can eliminate the ataris in Diagrams 17 and 18 straight away.

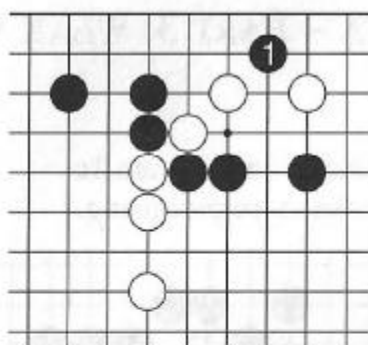


17



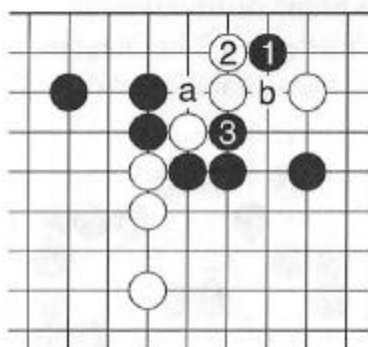
18

Neither of these moves seem to achieve much. From whichever side Black plays 1, White 2 takes away a liberty on the other side. Once you get away from the idea that the best move must be an atari, you may spot Black 1 in Diagram 19.

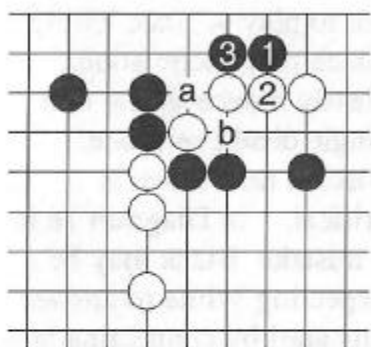


19

If White blocks at 2 in Diagram 20, Black plays atari at 3 and White can't connect at a because Black b would kill him.



20



21

So White has to play at 2 here, which lets Black play 3, and suddenly it's White who seems to have a weak group. Should Black exchange a for b before playing 3?

By now you should be suspicious of this sort of atari. Black a isn't necessary to connect Black's stones on the edge, and White b fills a liberty of the black centre group. Of course, the a-b exchange reduces White's liberties as well, which means the issue isn't quite as clear-cut. Depending on the position, it may become necessary to play the atari but the point is that you shouldn't do it automatically.

IN THE DARK?

International Go Federation

The International Go Federation (IGF) is an organisation representing the Go playing counties of the world. It is organised by the Overseas Department of the Nihon Ki-in and directors are appointed from the Ki-in and from Korea, China, Europe, America and so on. Its main purpose is to run the World Amateur Go Championships each year and to publish the Ranka Yearbook.

Tony Atkins

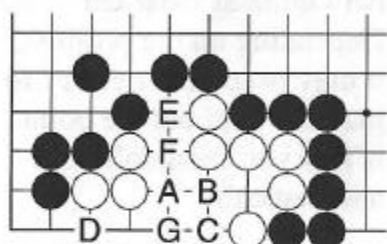
NAKADE & ISHI-NO-SHITA ~ PART 3: WEAK WALLS LEAD TO NAKADE

Richard Hunter

hunter@gol.com

Problem 1 in BGJ 121

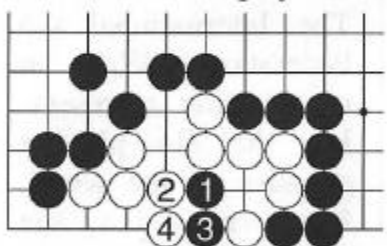
There are many moves that Black might consider, but I'm not going to discuss all of them. C or G will end in ko if White answers at B.



1 BGJ 121 Problem 1

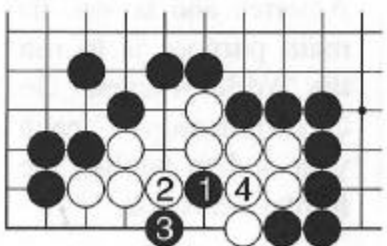
The most promising-looking moves for killing the group unconditionally are A and B.

Black 1 in Diagram 1a looks like a vital point of White's eye-shape, but White answers at 2 and Black doesn't have a good followup. For example, Black 3 lets White play 4 and



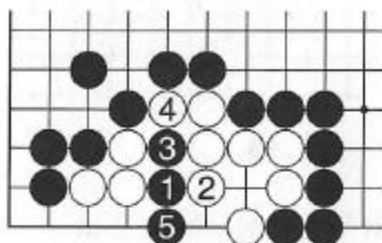
1a Not the vital point

set up a snapback, while Black 3 in Diagram 1b is simply answered by 4.



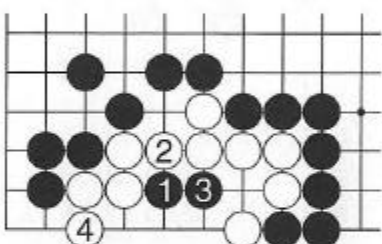
1b

Black 1 in Diagram 1c looks more promising.



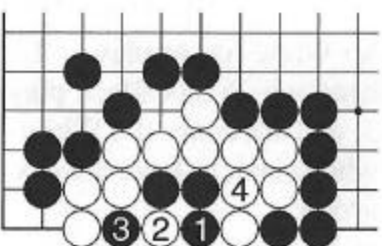
1c Liberty Shortage

If White takes the eye-making point of 2, then 3 and 5 leave White stuck in a shortage of liberties. If White plays 2 in Diagram 1d, then Black extends to 3.



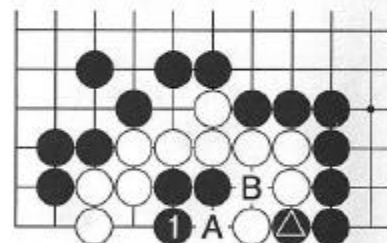
1d What next?

Now White has no choice but to play 4, since letting Black play there would clearly reduce White to a single dead eye-space. Black's next move is critical. 1 in Diagram 1e is a mistake. Black may be expecting White to answer this atari by connecting at 4, letting Black make a square



1e

four with 2, but instead White sacrifices a stone with 2. Now if Black captures with 4, White catches him in a snapback. On the other hand, if Black captures with 3 in Diagram 1e, White connects at 4, which is also atari on Black. Next, if Black could connect at 2 he would make a bulky five, but that is illegal, since he would have no remaining liberties. Therefore, White will be able to play 2 and capture the four black stones, making two separate eyes. In Diagram 1e, Black 1 at 4 is hopeless; White answers at 2, setting up a snapback. The correct followup move is 1 in Diagram 1f.



1f Tesuji

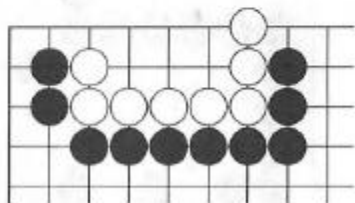
White would like to answer at A to prevent Black from making a square four, but the presence of the marked black stone means that White would be playing himself into atari.

This time there's no snapback. If the marked black stone were a white stone instead, then White A would produce a seki. But as the position stands, there

is nothing White can do to stop Black from playing A and making a killing shape. Black 1 in Diagram 1f is a beautiful tesuji.

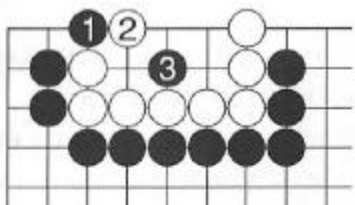
Death in the Hane

In this part, we going to investigate positions with weak walls. In Diagram 2, White is missing a stone on the first line. As a result, Black can kill him.



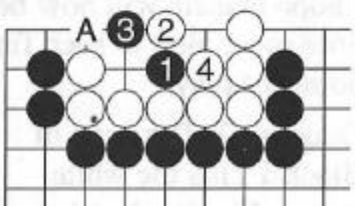
□ 2

First he plays hane at 1 in Diagram 2a and then, if White blocks at 2, Black 3 is the vital point of White's eye-space.



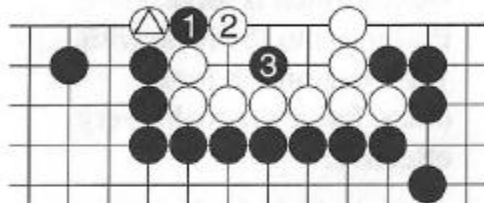
□ 2a

Playing 2 at 3 fails; Black extends to 2. If Black plays inside immediately with 1 in Diagram 2b, White 2 produces a ko for life. Note that 2 at A fails as Black 2 makes a nakade shape.



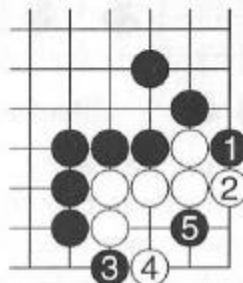
□ 2b

The same technique works even if White has a hane, as in Diagram 3.



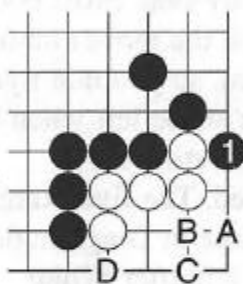
□ 3 White dies

A common position that often occurs in games is the L + 1 group. The hane of 1 in Diagram 4 kills it by reducing it to an L group.



□ 4 Nakade

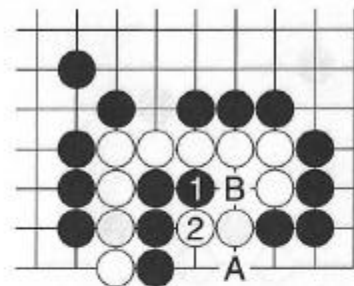
If White blocks at 2, then Black plays a second hane and then nakade at 5. This sequence is the one given most often in books but you should also be able to refute other White replies, such as A - D in Diagram 4a.



□ 4a

Problem 2 in BGJ 121

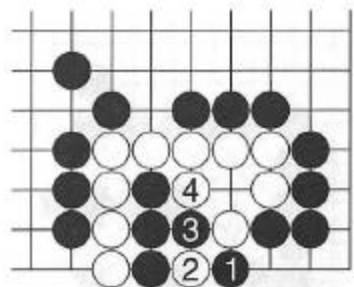
Black 1 in Diagram 5 looks like the vital point but White lives with 2. If Black



□ 5 BGJ 121 Problem 2

next plays A, White can't block to the left, but he can atari from the rear with B. This ensures that White gets a bent four, which is alive.

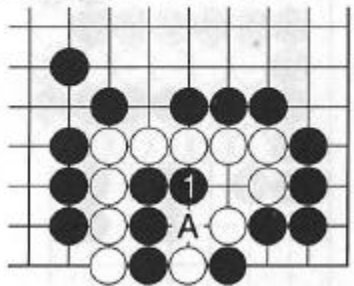
The hane at 1 in Diagram 5a is correct. White 2 is the only move that prevents Black connecting out.



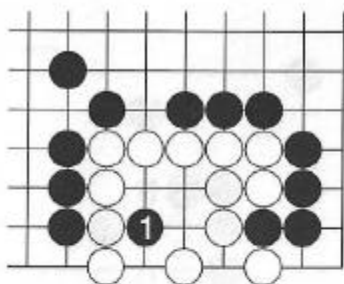
□ 5a Failure

Next, capturing at 3 is a mistake. Although this is atari, White can answer at 4 and fight a ko. Black 1 in Diagram 5b may be a hard move to spot, but we've seen several similar examples before.

White's shortage of liberties prevents him from taking the vital point of A, so



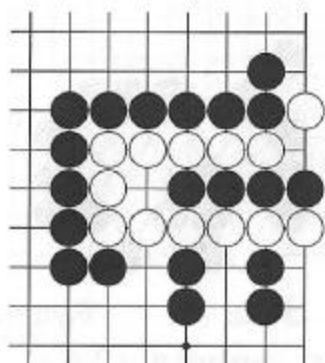
□ 5b Correct



□ 5c

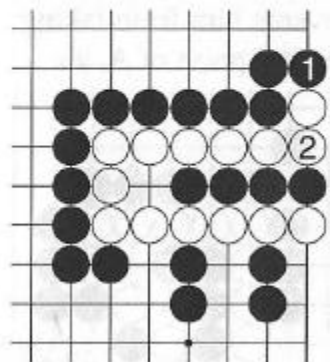
Black will be able to play there, making a bulky five. Capturing the black hane on the first line does not help White at all. The position will eventually end up as Diagram 5c, where Black 1 is a five-point nakade.

Push into the Hane



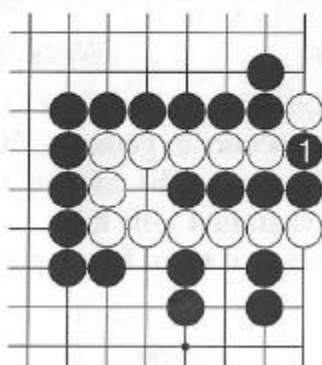
□ 6 Black to play

Black 1 in Diagram 6a might seem to be the only option, but when White connects at 2, he lives. When all the outside liberties are filled and White



□ 6a

is in atari, he will capture the four black stones making a straight four eye-space, which is alive. Pushing into the hane with 1 in Diagram 6b looks crazy, but it's actually very effective.

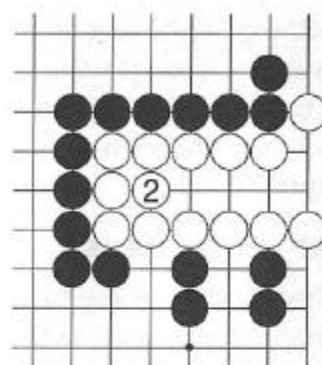


□ 6b Effective

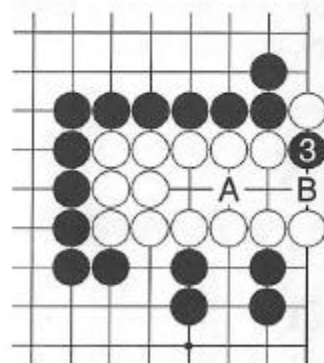
White must answer by playing inside to capture the five stones, since otherwise Black will capture the single white stone on the first line and escape. Even though White captures more stones than in Diagram 6a, the defect in his wall is fatal.

Seeing the shape under the stones is quite difficult, especially the first time you encounter it, so let's look at it step by step. Most books cram all the moves onto one diagram, so you don't get to see the shape left when the captured stones are removed. The five-point eye-space in Diagram 6c that is left after White captures with 2 can be killed because of the weakness in the hane.

Next, Black throws a stone into the weakness of White's hane with 3 in



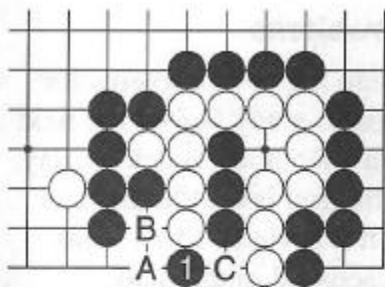
□ 6c



□ 6d

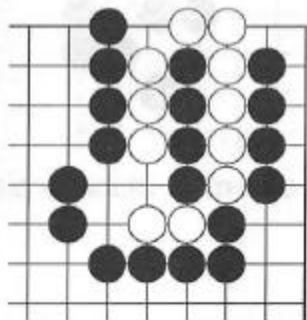
Diagram 6d. This makes miai of A and B. If White captures with B, Black plays nakade at A; on the other hand, if White secures one eye with A, Black destroys the other one by extending to B. Note that Black 3 is the proper move. Playing 3 at A would also kill the white group, but that would allow White to connect at 3 in sente, forcing Black to add a second stone inside the straight four-point eye-space. After Simon Goss' article in the last journal, I hope readers will now be a little more alert to such fine points of play.

Diagram 7: The hane of Black 1 kills the white stones. Playing 1 at A would



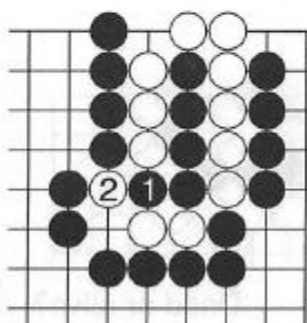
□ 7

let White take the vital point of 1, which makes him alive in seki. After Black 1, White 2 at C obviously fails. If 2 at B, Black A and White C lead to the same result. White's best move is 2 at A, but Black cuts at B, so White still has to play C. Black 1 is a sacrifice that reduces the size of White's eye-space and leads to a three-point nakade.



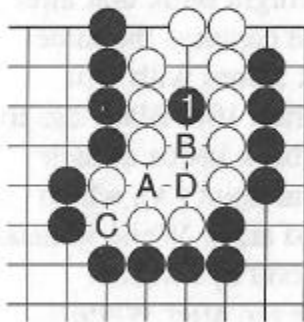
□ 8 Black to play

Diagram 8: Black to play. Pushing into the hole in White's wall with 1 in Diagram 8a is correct.



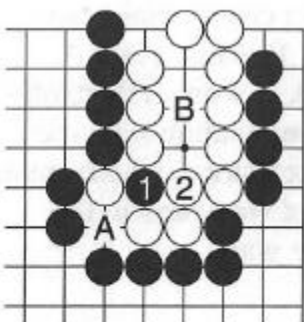
□ 8a Correct

Can you visualise the shape left after 2 when the stones are removed? Diagram 8b shows the resulting eye-space. This time, Black should play inside with 1, leaving A and B as miai.



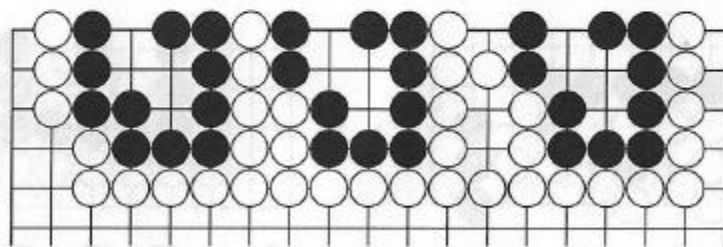
□ 8b Key move

Do you see why White 2 at C fails? Black plays atari at D, White connects at A, then Black connects at B. Black 1 in Diagram 8c is a mistake. White captures with 2 and Black A then White B leaves a ko.



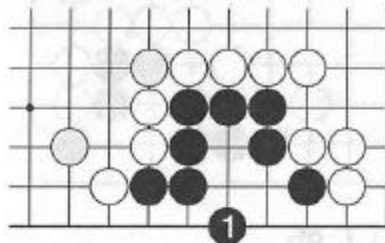
□ 8c Ko

Note the difference between this position and Diagram 6d.



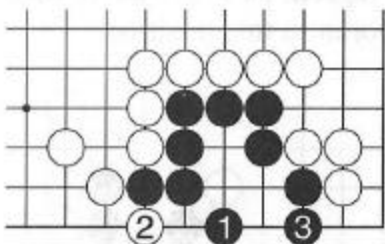
Status Reading Practice I Are these groups dead, alive or unsettled? Answers on on page 50

Case by Case



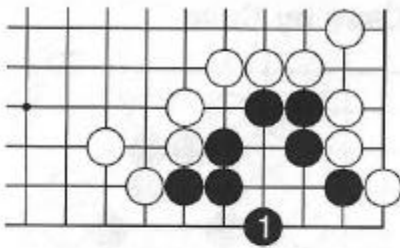
□ 9 Vital point

Diagram 9: Black 1 is the vital point for living in this position. If White plays 2 in Diagram 9a, then Black lives with 3, making a dogleg four. Although Black has a weakness in his wall, the open liberty to the right of 3 means that a white move inside is not atari.



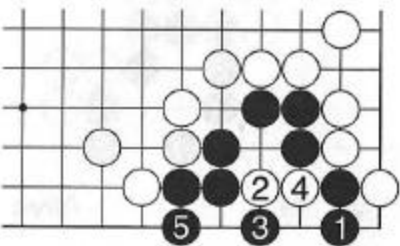
□ 9a Alive

On the other hand, if White plays atari at 3 instead of 2, Black does not connect, but makes a second eye with 2. Black 1 makes miai of 2 and 3. In Diagram 9b, the similar-looking black group lacks a stone on the fourth line, but the group is nearer the corner. It's no good



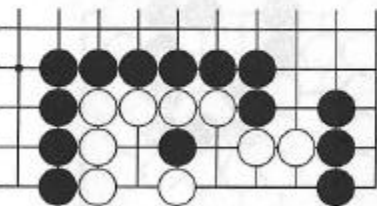
9b

assuming that the diagonal move is some magic tesuji that always works. Here, White will cut on the second line and then wedge in the defect on the fourth line, which is atari on the three stones. Instead, Black must take a different approach to living. The descent of Black 1 in Diagram 9c is the move that works in this position.

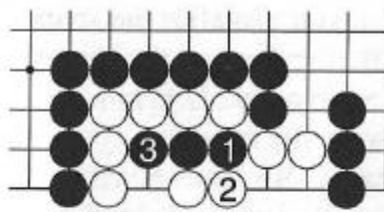


9c Correct

After 2 and 4, Black has time to make a second eye with 5 because White can't play atari to the right of 1. Diagram 10: Black to play. Black 1 and 3 in Diagram 10a kill the white stones, but can you see why?

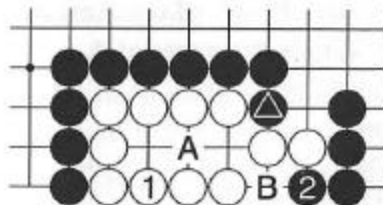


10 Black to play



10a Correct

You might think that after White captures the three black stones with 1 in Diagram 10b, Black has to play back inside at their central point (A), which would allow White to make a second eye with 2. However, after White 1, Black can push in at 2. This makes miai of A and B.

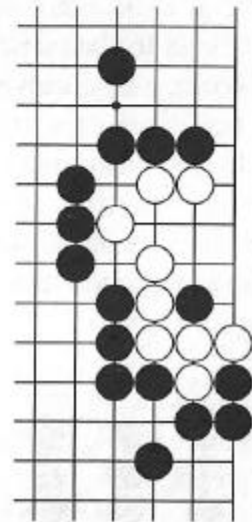


10b Miai

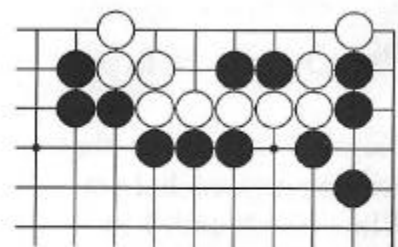
White cannot make two eyes. If White plays A, Black B works effectively in combination with the marked stone, which creates a fatal weakness in the white wall.

Problems

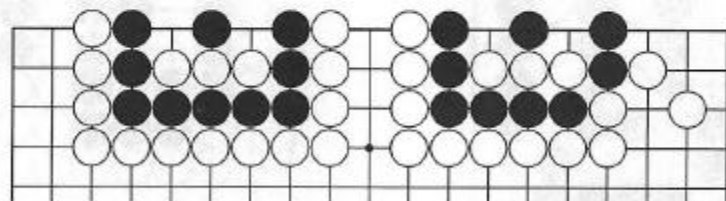
Here are two problems for you to study before the next part. Both are Black to play. The first is a little difficult, but it reviews some ideas discussed in this part. Be sure to find White's strongest defense. The second problem leads into the topic of the next part.



Problem 1 Black to play



Problem 2 Black to play



Status Reading Practice II Dead or alive?

The answers are given on page 50

SOFTWARE REVIEW ~ MANY FACES OF GO PALM OS EDITION

William Connolley

wmc@bas.ac.uk

In my last game at the last London Open, both my opponent and I recorded our games on a Palm using – quick plug – PilotGOne:

www.skarpsey.demon.co.uk/pilotgone.html

they seem to be becoming quite common. Now Smart Games has produced the *Many Faces of Go Joseki Dictionary* for the palmpilot, so I can see just where I went wrong in my first corner against Jim Clare.

For those unfamiliar with Palms, they are small personal data assistant (PDA) devices with limited computing and storage abilities, but very portable. I find mine invaluable and it will be even more useful now I have MFoG. Space is limited but the program plus a dictionary of a claimed 50,000 moves takes up only 79KB, which is tolerable.

If you haven't got one, this article will be of little interest (I wouldn't buy one just to run MFoG) but if you have, then read on...

To get the trial version, go to:

www.smart-games.com

and download the zip file in the normal way. Also as per normal, the free version is disabled and needs a key (which will cost you \$20 from your credit card) to restore it to its full splendour. The disabling is rather severe: only 5–5 point joseki are usable. I think that's unwise of them: it would be better to allow a few more, so that folks can see how useful it is in looking over their own games, and get hooked.

What you get shown is a full board with available moves marked, including all the symmetric ones in all corners, for those who find it hard to turn diagrams round in their heads. Touch a move and you begin: just that corner is then displayed, with the known continuations from that move, and so on.

Joseki moves are displayed with a J; bad moves with an X (discouragingly, the 5–5

point is so marked), trick with a T and follow-up with an F. What you don't get, due to lack of space, is any other comment about the moves. One could argue that this is good, because you are forced to think for yourself, but it would make it a dangerous way to learn joseki: J/X/T/F simply doesn't capture the subtlety needed. Moves that are joseki in one whole-board position would be quite wrong in another.

It is useful, though, for analysing your games. When it's clear that you got a poor position out of a corner, you may now get to see where you went wrong.

How complete is the dictionary? I poked around a bit, played around with taisha variants, and found it good. But some variants in Ishida are absent. Just for example, from vol 3, the small knight response to the capping move answer to the small-knight approach to the star-point, (p199, Diagram 1, response 'b') is not there.

More interestingly, several variants that I 'knew' should be in were absent, but on careful study of Ishida these turned out to be rather poor moves that I should not have had in my mental dictionary at all.

There are some oddities: for example, in one of the taisha variants (*Ishida* vol 1, p74, Diagram 47) move 4 is shown as joseki, J, by MFoG. The book has: *may look possible but this is a trap prepared by White*.

Some joseki depend on the state of ladders (dia. 46 from the same page is an example) but the program has no way to show a symbol for 'J-but-only-if-ladder-works'!

In conclusion: a nice piece of software, and worth the money (and more importantly, the Palm space) to any moderately keen player. Its limitation, the lack of a commentary, is inevitable from the space it has to be compressed into.

GO IN CUBA

Michael Cockburn

michael.cockburn@db.com

Havana Tournament

The IV Torneo Internacional de Go 'San Cristobal de La Habana' was held in Havana from 4th to the 7th January 2001. There were 29 players including 14 foreign entrants from the UK, Argentina, Brazil, Chile and Venezuela. The grading of players caused much consternation, with 3 4 dan players, but none of the players believing they were 4 dan. There were 2 2 dan Cuban players and they probably would fare reasonably well on a UK basis.

However, it was soon realised that grading didn't matter as the draw was random, with a 14 kyu playing a 2 dan in the first round. The 8 round tournament was won by Andre Cymbalista (Brazil 2 dan), followed by Enrique Burzyn (Argentina 4 dan) and John Harriman (US 2 dan). There were 2 UK entrants: Mike Cockburn who finished 6th (who was entered at 1 dan - please note promotion committee !) had 5/8 wins. This was after beating Sangit Chatterjee (US 4 dan) who is known as the author of several Go books (Cosmic Go and Galactic Go) who remarkably was appearing in his first tournament. Mike White (1 kyu), who is based in Havana working for the British Council, finished 11th with 4/8 wins and was appearing in his first tournament since 1985.

Also at the tournament was a 2 dan professional known to European players: Yuki Shigano who is based in Milan. She assisted with game analysis and teach-ins throughout the tournament. After the tournament she travelled to Santiago and Guantanamo.

The tournament size is deceptive as two barriers restricted the number of Cuban entrants; the cost and distance to travel to



Photo: Michael Cockburn

Cuban Tournament winners get voluptuous prizes. Ander Cymbalista, John Harriman and Enrique Burzyn

Havana and a qualification tournament which limited the Havana contestants. The average salary is only \$20 a month whereas the bus fare from Guantanamo is \$50. The next tournament is due to take place early in January 2002.

Go in Cuba

The Havana tournament was organised by Rafael Torres Miranda. It was in 1992 while Rafael was working for a Japanese bus company that a Japanese colleague introduced him to Go and gave him his first board. The Japanese Embassy had already presented the University of Havana with some elementary Go books some years earlier in 1985 so when the students of the Maths and Computing faculty started taking an interest the same year progress started to be made. The Nihon Ki-in donated 50 full size boards and 1000 9 x 9 teaching boards. However, there is still a great shortage of full size boards.

The Go association was established in early 1993 and the first tournament was held that April. In 1994 the professional Tokimoto

visited for a week. In 1996 the first international tournament was held with around 25 participants including those from Chile, Germany and Venezuela. Nagahara (4 dan professional) attended this tournament and the subsequent two.

Today there are Go academies in each of the 14 Cuban provinces and 2 in Havana. There is tremendous junior participation. Havana has around 150 players. In Pinar del Rio there are over 100 children playing. Santa Clara and Guantanamo each have 40 children playing. Each province has a full time professional teacher paid for by the government and Havana has two. There are also a few dozen paid assistant teachers based on a provincial basis.

In 1996 Rafael was the first Cuban to play in the World Amateur Championship in Japan. Roiland de la Torre (1 dan) is the current Cuban champion and played in last year's World Amateur beating a Columbian 3 dan, a Peruvian 3 dan and a Venezuelan 1 kyu.



Photo: Michael Cockburn

Sangit Chatterjee, co-author of Cosmic Go, playing Enrique Burzyn in the Cuban Tournament

If you're going to Cuba on holiday and would like to meet some Cuban Go players then please contact Mike White at mw.britcoun@ip.etecsa.cu. Naturally, donations of books, boards and stones would be welcome.

A full list of the Havana tournament results is available via fax. Photos are available in print and jpeg version. Please contact the author for details (01727 834 035).

NAKEYAMA'S NEW YEAR

Figure 1 continues a tradition of New Year ladder problems and is from Nakayama Noriuki's New Year card. The solution is given on page 51

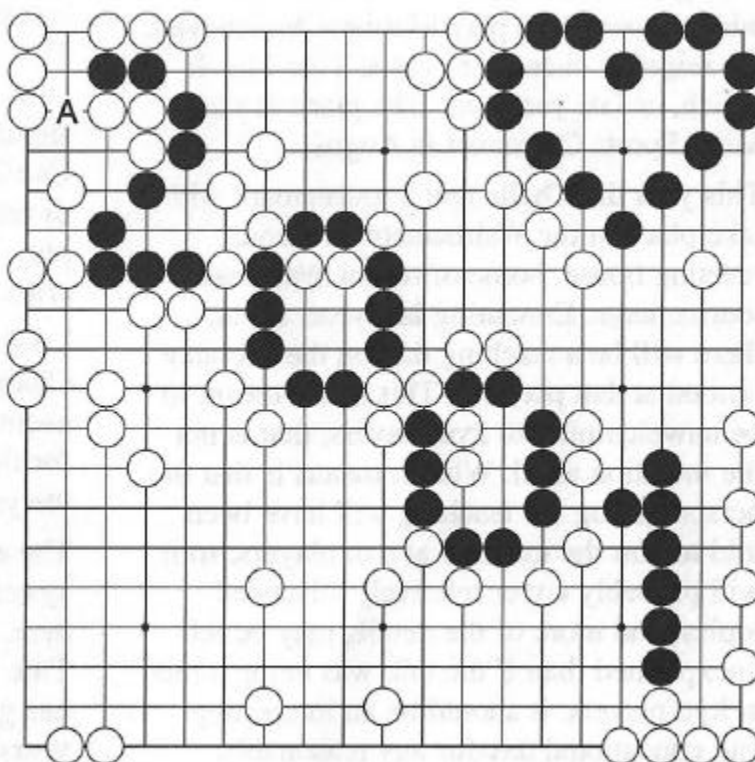


Figure 1

Is there a ladder starting with A?

THE BRITISH GO CHAMPIONSHIP

Tim Hunt

timhunt@timhunt.freemove.co.uk

This year's British Go Championship

...starts with the Candidates' tournament on 17th and 18th March. So far about 17 players have confirmed that they are attending, and I expect that number to rise to about 20 by the time all the replies are back.

The Candidates' is a four round Swiss style tournament with 90-minute time limits. The top five players will qualify for the Challenger's tournament in May. The Candidates' is taking place in the Daiwa Foundation just off Regents Park in London. This is where the Central London Go Club meets each Saturday. If you want to visit to spectate and to play a bit of Go you would probably be most welcome but it would be polite to contact CLGC Secretary Geoff Kaniuk first (see the club listing for details).

The Challenger's tournament takes place on 4th-7th May. This is an eight player all-play-all event, the five qualifiers joining the three top placed players from last year (Des Cann, Young Kim and Matthew Cocke). The winner goes on to play Matthew Macfadyen, the reigning champion, in the Title Match which, as last year, will take place at the Mind Sports Olympiad in August.

This year the Challenger's tournament will take place in the Walthamstow Friends meeting house, home of recent Wanstead tournaments. Emulating last year, again, there will be a teaching day on the Monday 'aimed at dan players'. This is not meant to be unwelcoming to kyu players, that is not the intention at all. What it means is that the person giving the teaching will have been told to aim the material at dan players, so it will probably cover relatively advanced topics, and more of the details may be left unexplained than if the talk was being aimed at kyu players. It should be an interesting and educational day for any reasonably strong player.

Finally, players qualify for the 2002 Championship from tournaments played this year. To date 14 have qualified. Last year 36 people qualified in total but only 30 could be contacted with invitations. If you want to be invited to the Championship you need to be a BGA member.

You can follow the progress of the Championship on the BGA web site at

<http://www.britgo.org/bchamp/>

Championship system review

Last year was the first time that the current version of the rules of the Championship had been used, so the BGA council asked me to monitor what people thought of the system and whether it met the objectives. These objectives were set out in my article in BGJ 120.

The main objective of the Championship is to determine who should be awarded the title of British Champion each year. The current system does this, but then any vaguely sensible system would achieve this aim. There is one place where there is a danger that luck of the draw could end up being a significant factor, and that is in the Candidates'. A four round Swiss tournament to get the numbers down from about twenty players to about five is pushing the boundaries of what works.

Looking at secondary objectives: the British Championship should be a high profile event, and should be one of the best chances for the BGA to get media attention during the year.

The exact details of the championship system don't seem to make much difference here, but it should be pointed out that the Title Match is one of the few Go events that has got into the national press in recent years, second only to Liao Xingwen's visit to the MSO last summer.

The British Championship should be a tournament that people actively want to take part in. To win the championship takes about 10 days (2 days Candidates', 4 days Challenger's, including taking a Friday off work, 3-5 days Title match). This is quite a significant investment of time. It would be unfortunate if people were dissuaded from taking part for this sort of reason. No one actually said that this was a problem last year, but then most of the people who expressed an opinion were the people who had chosen to take part.

Finally, the British Championship brings together some of the strongest players in the country. This should be an opportunity for them to play some serious games of Go against each other, and therefore to get a bit stronger. A related point is that there is more to the Championship than just the person who wins it. Only a 5 dan or stronger has a realistic chance of that, but that does not mean that only 5 dans or above should take part. The Championship should provide something for all strong players to have aspirations about.

Looking at the way that the current system works, it seems that 5/6 dans can aspire to win, 4/5 dans can aspire to get into the title match, 3/4 dans can aspire to get into the Challenger's, and 2/3 dans can aspire to get into the Candidates' (That sounds just a little bit too neat to be true). It is close to impossible for a 1 dan to qualify under the current system. Now under the old system 1 dans and 1 kyus did get to take part in the Candidates' Tournament. The major complaint about the new system comes from people about this grade who feel that their one main chance during the year to get games against stronger players, and hence improve, has gone. We are aware of this but there is no easy way to solve it at the moment.

As well as trying to discover what people think about the new Championship system, I was also asked to point out places where a small change in the rules could be made for the better. The changes that are being considered are:

- Last year the games in the title match were on three consecutive days. The players found this very tough. Where possible there should be rest days between games.
- In the Challenger's, not enough time was left between rounds. With overtime of 15 plays in 5 minutes it is quite feasible to play out most of the endgame in overtime. This can be more than six overtime periods in total. So we need to allow $105 + 105 + 30$ minutes = 4 hours for each round and a proper lunch break.
- As an experiment, to see whether it reduces the 'luck of the draw' element, the Candidates' tournament in 2002 will be seeded. Practically, the seeding order will be according to the European Go ratings, and the exact seeding method will be borrowed from the International Chess Federation handbook. As I say this is an experiment. Until we have seen exactly how a seeded Swiss system works from the inside, as it were, I don't think we can judge whether it is appropriate.
- The rules specify that the Challenger's shall use a particular eight player round robin draw. However the draw it specifies is not very good. A good draw has the player alternating black and white as much as possible, and moving round the 4 boards. If the rules are going to specify the draw, they should at least specify a good one.
- Finally, I will continue to monitor how well the Championship works. If you have any views then you are welcome to discuss them with me.

THE GO RANKING SYSTEM OF ALES CIEPLY

Franco Pratesi

pratesi@dmti.unifi.it

Several federations of sports and games have adopted the Elo system for rating and ranking their players. Such being the case, we might appreciate that this system provides quantitative comparisons among various games and players. To this aim, we should keep its standard parameters unaltered and, in particular, the criterion of 76% winning probability between adjacent ranks. For Go however, the traditional handicap stones still represent the common basis for ranking, also after officially adopting Elo ratings. A direct proportionality between stone and point ranks has been assumed (with a 100-point rating difference corresponding to the interval between stone ranks), which seemingly has been confirmed by results of many games.

Let us examine some basic features of the particular Elo system, adapted to Go by Ales Cieply, which is now the basis of the European Official Ratings (EOR).

First, a discussion is needed on the limits of strength acknowledged in the EOR because it is not obvious how to fix them. Some uncertainty of this kind is typical of every application of the Elo system due to its 'open-ended floating scale'.

The bottom limit of the EOR has been fixed at 20 kyu. (Actually the system starts at 20k with 100 rating, so that ratings can be extended one step by assigning 0 to 21k, which may thus become the true starting point.) The choice is mainly justified by the fact that in collecting and processing results from Go tournaments this is the lowest rank to be acknowledged everywhere in Europe. In any case, if one extends the scale to lower limits, down to 30 or even 35k, the problem of players with strength lower than the last rank accepted would still exist.

The top limit of the EOR scale has been set at 7d, a reasonable choice for European Go

players. Higher ranks may be needed for Asian pros, with their nine ranks separated by one third of a stone; such ranks have been provisionally set in the system at 30 point intervals, up to the highest value of 2940 for 9p.

However, in setting the top limit of the system, we may run into the philosophical problem of ranking the strength of God or, probably better defined, of the perfect player. This player of the 'first' rank is expected from game theory actually to exist for any two-player, zero-sum game with full information. With the standard Elo procedure, which assigns players to a lower rank when losing 76 percent of the games, fixing the 'second' strongest rank would not be easy either: by definition, a perfect player would win all the games against any weaker player!

Elo ranks seem thus hard to assign for both weakest and strongest Go players but in these ranges, stone-handicap ranks also have problems of their own. We can thus better limit our analysis to intermediate strengths, typical of ordinary players. An interesting question arises here about the correlation between handicap-stone and Elo ranks; at first sight it may seem to follow the linear dependence initially assumed, but matters become more complex if carefully examined.

Different from other cases, the Cieply system has implemented parameters that correct the winning expectation according to player strength. It is stated that 'strong players play more consistently than the weaker ones' and thus the system lets the winning probability decrease - against a 100 point stronger opponent - from about 0.40 at 20k to about 0.20 at 6d. This modified winning expectation is shown as **Theory** curve in Figure 1.

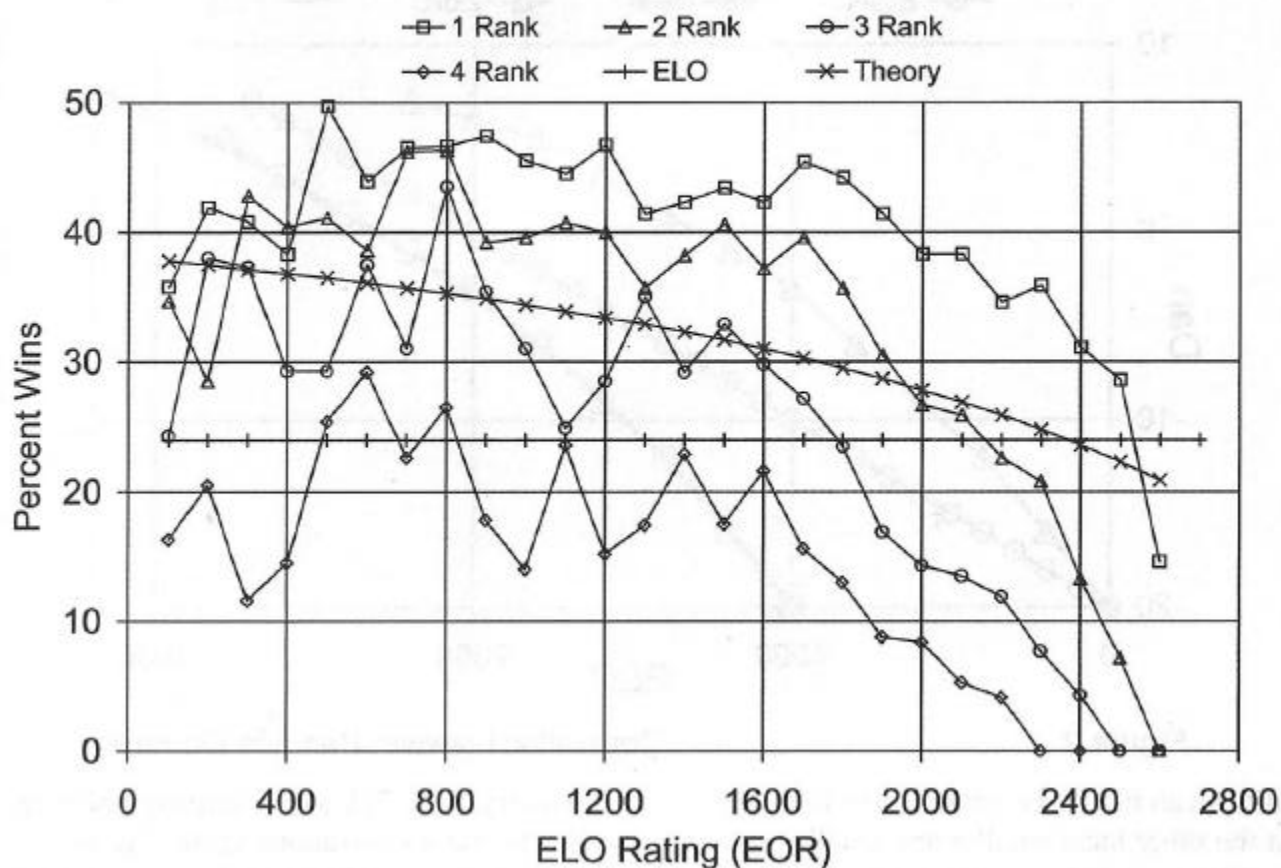


Figure 1 Winning expectation and statistics from actual games (from EGF)

Now, thanks again to Ales Cieply, we have a way to check the basic assumptions of the system by using statistics of game results. As a matter of fact, a table of 'Statistics on winning probabilities in even games' (between players separated in ranking by one to four handicap stones) has been published in the web pages of the EGF at:

<http://www.european-go.org>

(go to News, European Official Ratings).

These statistics are very interesting and useful; however, the agreement is found to be unsatisfactory, as shown by the four curves in Figure 1, corresponding to one to four rank difference, as mentioned above.

The **Theory** curve, preliminarily fixed for a 100 point difference, is found better to agree with a 200 or 300 point difference.

The impression is that some mix-up may exist between 100 and 200 point ranks, the latter holding the 'original' meaning of 0.76

winning probability. We can then try and associate the **Theory** curve (for 100 point difference) with that experimentally observed for 200 point intervals (meaning here a two stone rank difference) but the agreement is still unsatisfactory.

The difference in slope observed with respect to the straight **Elo** line at 0.24, which would be found for 'original' Elo ranks, is much greater in the experimental than in the **Theory** curve. The need of a theoretical correction (with respect to a winning expectation independent of player strength measured in stone ranks) is confirmed, but its amount should actually be greater.

In particular, a much sharper decrease is observed at high strengths, where (with the approach to perfect play) even a single stone difference may be critical for winning expectations. We are apparently reaching a physical limit, where on the one hand the usual 'open-ended floating' scale of Elo

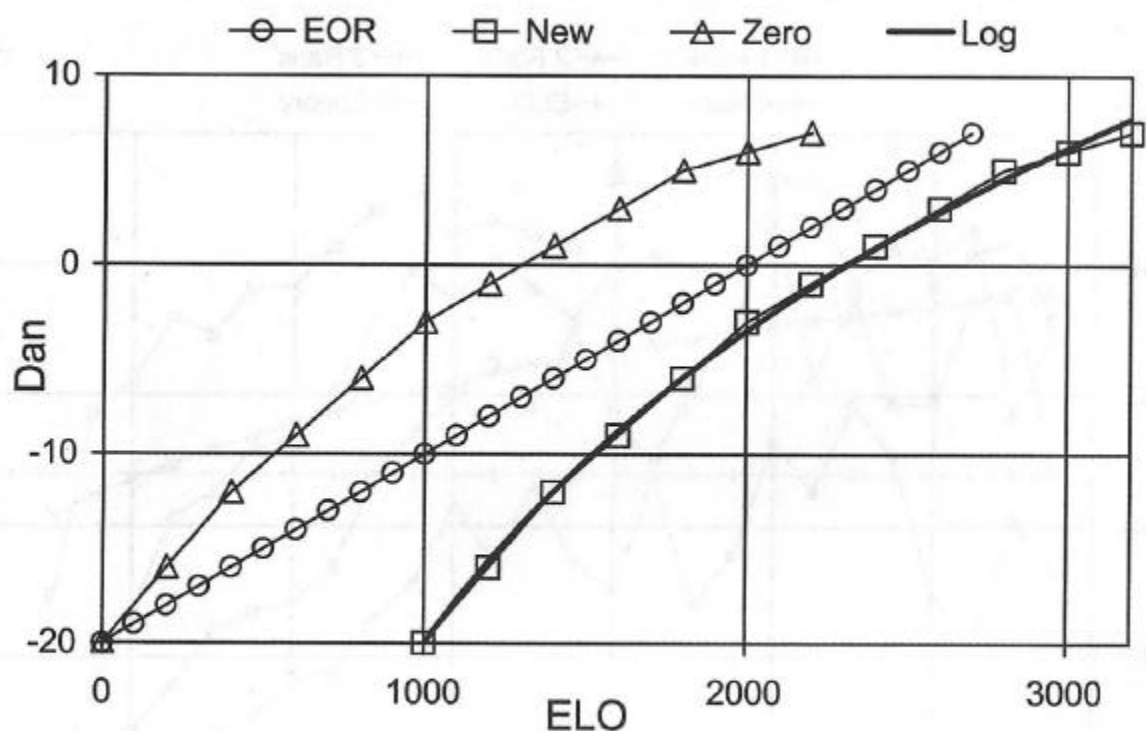


Figure 2

Correlation between Dan and Elo ranks

ratings can hardly be extended or float and on the other hand smaller and smaller stone fractions would be needed for handicaps.

In the four experimental curves of Figure 1 some decrease is also unexpectedly observed in the range of the weakest players, but this should be confirmed by further data because here we find less games and overlapping with results from players weaker than 20k. Moreover, in this range some crossing is observed among the four curves, indicating that they are not fully reliable. These curves should at most reach (without any crossing, because a greater handicap does not plausibly lead to a better winning expectation) the 50% value, when players are so weak that the given stone handicap has no influence on the game result.

From the four curves, it is possible to transform the traditional stone or dan ranks into 'original' Elo (o-Elo) ranks, really corresponding to 0.76 winning probability. The single intervals between dan ranks are usually too small, except for the strongest players, and suitable o-Elo intervals correspond to multiple intervals of dan ranks, increasingly with decreasing player strength.

Let us try, with 21k as the starting point. In order to use a continuous scale, I have simply changed all kyu ranks into negative dan ones, after setting 1k at 0; thus 2k corresponds here to -1d, 3k to -2d, and so on, until 21k at -20d.

In order to keep the analogy with ratings encountered for Chess and Football, we may agree not to start here at 0, but already at 1000, leaving lower ratings, and ranks, for weaker players. Then suitable intervals of dan ranks can be derived so that our o-Elo ranks are both separated by 200 point intervals and correspond to 0.76 winning probability. In Figure 2, where the two kinds of ranks are compared (including the linear dependence assumed in the EOR-Elo system), we thus obtain curve **New**, with, for example, 21k = 1000, 10k = 1600, 1d = 2400, 6d = 3000. The number of subsequent ranks required is still greater than for Chess, but now the difference between the two major board games becomes less remarkable.

It would be possible to start from 21k set at 0, as for EOR, and a curve similar to **Zero** of Figure 2 would be obtained. Whichever the particular choice, it seems clear that the

correspondence between dan and o-Elo ranks cannot obey a linear dependence over the whole range. A logarithmic function is more suitable to fit the points, as shown by the **Log** curve of the same Figure. For people loving analytic expressions (fortunately, they do exist), I can provide the following for the **Log** curve:

$$D = 23.882 \ln E - 185$$

with D for dan and E for o-Elo ranks. Now, I have reflected a long time before reaching it but, please, do not take this numerical approximation too seriously.

Of course, I would like to find out the correlation in a rigorous way, but for me this is a hard task. Among other problems, Elo ranks can either increase or decrease for any player in the course of time, whereas dan ranks tend to increase up to fixed values, because subsequent adjustments to lower ranks seldom occur. This may represent a further plus – in addition to the ability to compare different games directly – for using o-Elo instead of dan ranks.

We have studied systems used for ranking the players, but we could not avoid encoun-

tering some properties originating from the fundamental rules of the game. In my opinion, today there are two possible ways available for improvement, leading to different, even diverging, directions.

A uniform application of Elo ratings to various games can provide an immediate comparison among player strengths and game complexities. If this is the aim, fewer adjustments specific to the game should be inserted in the rating systems than actually are. I only have made a rough attempt above, so that Go could directly be compared with other games that use Elo ratings (Chess and Football in particular). This way, however, appears to be difficult because it would require a solid agreement among the experts of many federations - I guess I will have little to add here.

The other way is based on recognising that each game has its own properties to take into account, as much as possible. If this is the aim, Go has several characteristics that might be used, to begin with explicitly considering game scores, as we will possibly do in the next issue.

IN THE DARK?

The Nihon Ki-in

The Japanese Go Association was founded in 1924 after the great Kanto earthquake of 1st September 1923 left the former Go 'Houses' in disarray. This is the main association that professionals must belong to in Japan (the other is the Kansai Ki-in). The head office is in Tokyo, but it has branch offices in Osaka and Nagoya. Amateur players do not join the Ki-in as members, but most Go clubs are affiliated to it. About 350 active professionals are members.

The Kansai Ki-in

Post war discrimination between players in the Kansai district of Japan, in and around Osaka, and the main group in Tokyo caused the break away Kansai Ki-in to be formed in 1950. There are about 100 professionals in the Kansai Ki-in. Hashimoto Utaro was their first great player; he was Honinbo at the time of the split.

Tony Atkins

RICH MEN DON'T PICK QUARRELS

T Mark Hall

tmark@gogod.demon.co.uk

This game was played in the second round of the London Open in December. I offer it here as an example of how to make territory while attacking.

Black: T Mark Hall, 4 dan
White: Francis Roads, 4 dan
Komi: 6.5

I am only going to focus on the fight in the centre beginning from move 69. I was fairly happy to get this in since a White move here would have settled both the corner and the weak stones in the centre. Both Black and White have what I term influence but not thickness; I don't know of a one word description of it. Both black and white groups face across the centre but neither is yet secure from attack; Black could perhaps make eye-shape with a hanging connection and White has a potential attack on the upper side, but both have to be careful.

I am not too sure that White 70 is particularly good, since I immediately split it off from the central group and, in the subsequent fight, Black takes the upper side with no bad aji.

However, the great temptation for White is the cut above 45 – should he play it or threaten it? As you can see from White 76, Francis thought that he could attack it directly. White 78 was to guard against a possible ladder, but it made more territory for me on the upper side.

Now is the chance to follow the proverb: 'Make territory while attacking'. Since I was able to play the squeeze, White was struggling for eyes and had to make some fairly bad shape moves to do it.

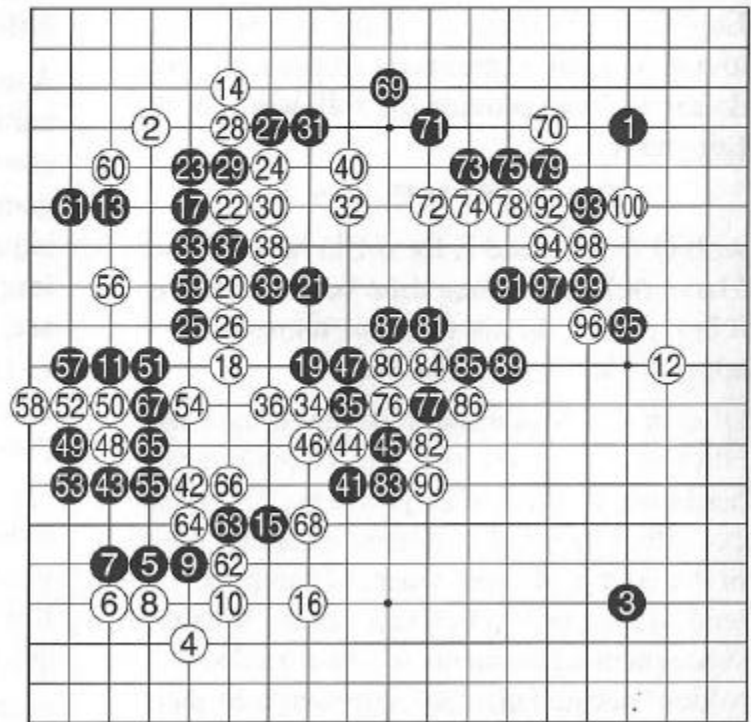


Figure 1 1 – 100

88 at 77

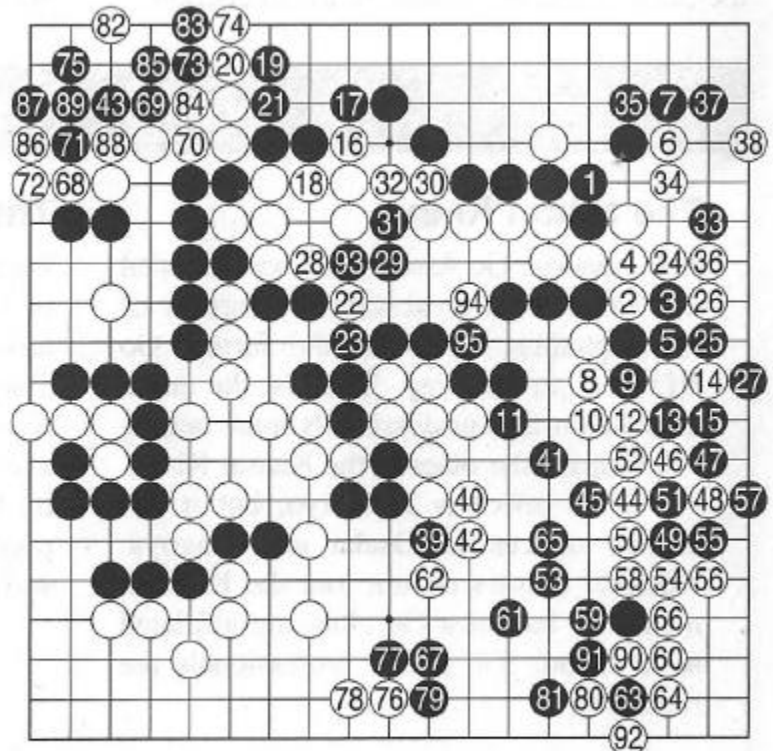
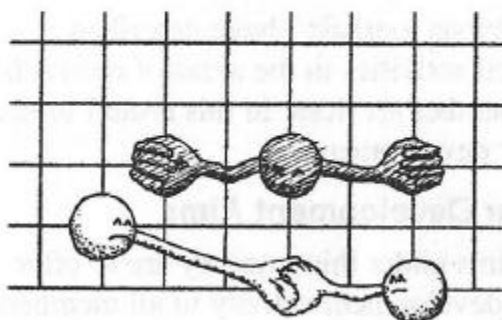


Figure 2 1 – 95 (101 – 195)

After White 134, I had to think carefully whether I could afford to capture the single stone, but I decided to secure my positions, since I felt I could always get the upper left corner. Once I took this, I was happy to give up small yose – rich men do not pick quarrels – to ensure that any of my groups on the rest of the board did not become weak. A final proverb, quoted by Takemiya: 'First secure your groups, then you can attack'.

LINKING UNDER Henry Segerman



THE LIES THAT STRONG PLAYERS TELL YOU

Nick Wedd

nick@maproom.co.uk

When I was a kyu player, I noticed that the advice given by stronger players was sometimes, shall we say, suspect. I hoped that when I reached 1 dan, there would be an initiation ceremony, in which they would admit to having fooled me in the past, and start revealing the truth to me.

But this has not happened. Therefore, I feel no compunction in publishing the truth about some of the advice that is fed to weaker players. In this issue, I deal with:

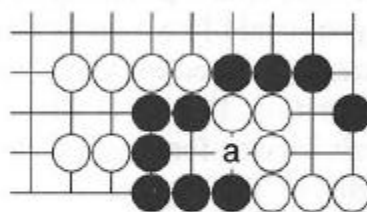
One eye beats no eyes

This is a proverb that is supposed to apply to semeais. In the words of *The Go Player's Almanac*,

In a capturing race, the group that has an eye has the advantage over the group that doesn't.

Most readers of this Journal are familiar with this proverb, or with its Japanese equivalent: *me ari me nashi*; and believe that, in a semeai between a group with an eye and a group with no eye, the group with the eye will win by magic.

Readers who trust in this proverb will play at a in Diagram 1. They will then lose the



1 Black to play

semeai. Those who have never heard this proverb are likely to fill in one of the other liberties of the white group. They will win the semeai. Playing at a makes an eye, but does nothing whatever towards winning the semeai. Black would have done better to play elsewhere, or even to pass, rather than to trust in this proverb.

In fact, there is nothing magic about the possession of the only eye in a semeai. What it does is cause all the mutual liberties in the semeai to count as belonging to the group with the eye, and not to the group with no eye. In diagram 1, once the eye has been made, there are no mutual liberties, so the eye provides no benefit.

I can see the attraction of giving bad advice. As white in a position like this, it is most gratifying to have one's opponent mutter smugly 'me ari me nashi' as he plays the only losing move.

BGA PLAYER DEVELOPMENT

Alison Bexfield ~ BGA President

alison@bexfield.com

In previous journals I have described Council activities in the areas of outreach and member services. In this issue I look at player development.

Player Development Aims

Our aims under this category are to offer some development activity to all members regardless of grade. Whatever your level of play, or the time you have available for Go, we like to think that improving your play can be fun.

Teaching Materials

The Journal provides a variety of excellent teaching material aimed primarily at kyu players. If you would like a particular topic covered please let the editor know. For more individual attention, Des Cann also runs the BGA analysis service for players who would like comments on their games.

Activities

The number and variety of other activities on offer in any one year depends on the enthusiasm of our members to assist in running events. I strongly believe that attending specific training events can be beneficial in providing pointers for improvement and for motivating players to aim higher in their games. The BGA will consider providing assistance in the form of advice, resources or subsidy for events where these meet the aims of our player development strategy and where they offer something new to that already on offer in other events – whether through content or through geographical location.

The West Surrey teach-in is now firmly established and provides a day of instruction to beginners and kyu players in small groups of similar strength. The women's training weekend developed several years ago when we abolished the women only tournament as

being sexist but felt there was a need still to encourage women players - (and we found it fun). Whilst the number of female players remains a low percentage we intend to continue with this event. But to provide balance, we introduced a masterclass in 1999 open to stronger players of either sex and presented by Guo Juan, one of the strongest players in Europe. Feedback suggests there is demand for another such event but first we require a volunteer to assist in organising it (please contact me if you are interested).

As with other areas of BGA activity, it is up to you, the members, to provide us with feedback on development activities so that we can tailor future events to demand. I wish you all success with your games in the coming year and hope that you will keep the grading committee busy.



IN THE DARK?

Western Professionals

The late Manfred Wimmer was the first European professional in Japan in 1978, but he went home to Austria after making 2 dan. American James Kerwin has been professional 1 dan since 1978 also and lives, teaching Go, in the US. Janice Kim is a Korean 1 dan; she is half Korean and half American. Michael Redmond, the half-English American who went to Japan as a child star, made pro in 1981 and just made it to 9 dan in 2000; he is the first Westerner to get that far. European professionals Hans Pietsch from Germany and Catalin Taranu (Romania) are currently both 4 dan.

Tony Atkins

A NEW SYSTEM OF GO NOTATION

Tristan Jones

tristan_d_jones@hotmail.com

Have you ever been frustrated by the difficulties of accurately recording a game? I certainly have. The traditional method, algebraic notation, can be very hard work because one has mentally to work through two thirds of the alphabet and 19 numbers to find each co-ordinate. On the other hand, although writing the moves onto printed diagrams of the board is a bit easier, it can be problematic when it comes to indicating ko captures, snapbacks and plays 'under the stones'. Furthermore, not everybody is willing to buy diagrammatic scorepads, nor do most people have the time or inclination to make them for themselves. As for those scorepads with stick-on stones: they're too fussy for words!

I would like to propose a simple method of recording games quickly and with the minimum of effort. First, take Tengen (the centre of the board) as the reference point. Now, record each move using two numbers. The first number indicates how the move relates vertically with Tengen, whilst the second number shows its horizontal position. Plays above or to the right of Tengen would receive a positive value, whilst those beneath or left of it would be assigned a negative value. Zero would show that the play is level with Tengen. Therefore, the move 3, 3 would be 3 lines above Tengen and 3 to the right of it, whilst 0, -6 would be the star point to the left of Tengen.

With practice, it should prove very straightforward to record moves in this fashion because one would never have to count beyond nine spaces (in contrast to algebraic notation). One would learn very quickly, for example, that a low approach to a star stone would always be a species of 7, 4 or

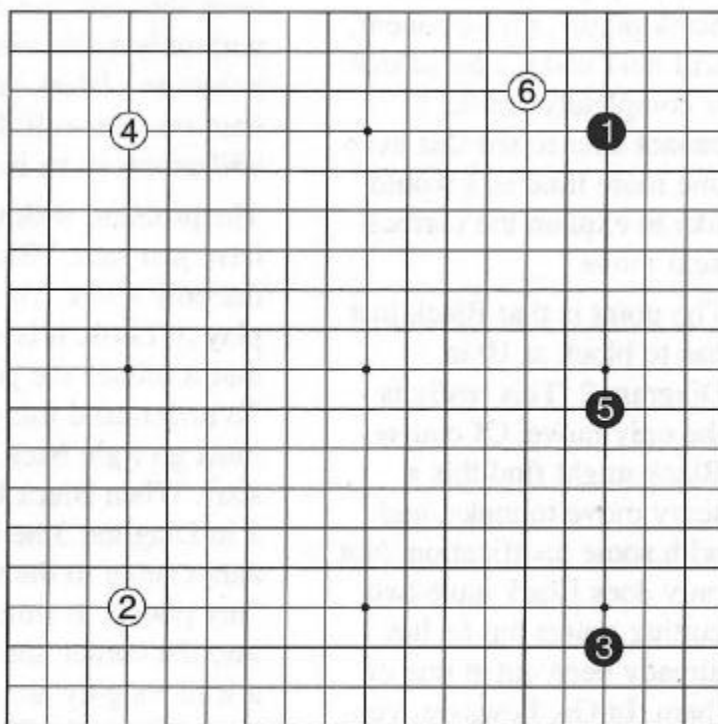
4, 7 play. To avoid trouble if one move is accidentally omitted, simply write each colour's plays in a separate column. Thus, a game might begin as follows:

Move Nos.	Black	White
1-2	6, 6	-6, -6
3-4	-7, 6	6, -6
5-6	-1, 6	7, 4

This represents the position in Figure 1.

If both players use the Tengen System, they will produce exactly the same record, but with inverted positive and negative numbers. It should be clear that this will not present a problem in reading back the score.

I do hope somebody finds this idea of benefit. I would be glad to hear of any suggestions for improving the method.



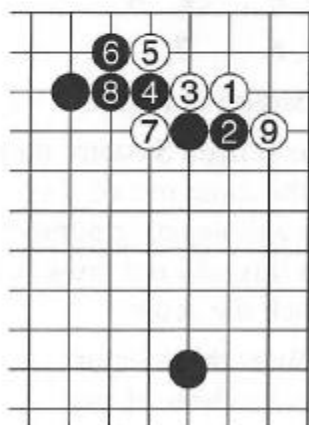
□ 1

DON'T BE SO FEEBLE

Tim Hunt

timhunt@timhunt.freemove.co.uk

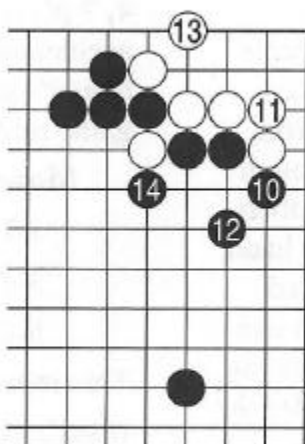
I would like to discuss the joseki in Diagram 1. Of course, the sequence in Diagram 1 is not complete. The focus of this article is Black's next move.



□ 1

From time to time this joseki will come up in handicap games and the black player, my opponent, will next make a move that is completely feeble. I cannot bear to see this even one more time so I would like to explain the correct next move.

The point is that Black just has to block at 10 in Diagram 2. This really is the only move. Of course Black might find this a scary move to make, and with some justification. Not only does Black have two cutting points but he has already been cut at one of them. In Go, however, you can never get a fair picture by looking at only one

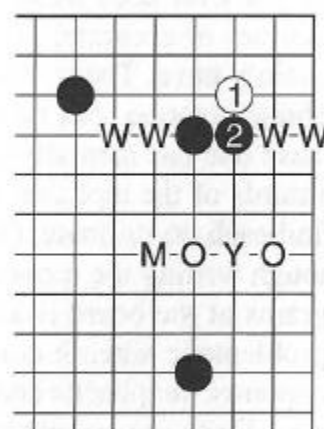


□ 2

side's position. White also has two cutting points and none of his stones has very many liberties. In fact it takes White two moves, 11 and 13, to live in the corner. Meanwhile Black gets to defend his cutting points with 12 and 14. Looking at the final result White has been shut into the corner with only a few miserable points and Black has a rock hard outside wall. Black will probably be happy.

The problem with what I have just said: "Black 10 is the only move. You must play it. Look, it is safe," is that it misses the point.

To understand this point we must go right back to the start. When Black blocks at 2 in Diagram 3 he is announcing to the world: "my plan is to shut White into the corner and to build a wall roughly along the line of the 'w's. Then I will have a nice moyo on the right side." This is



□ 3

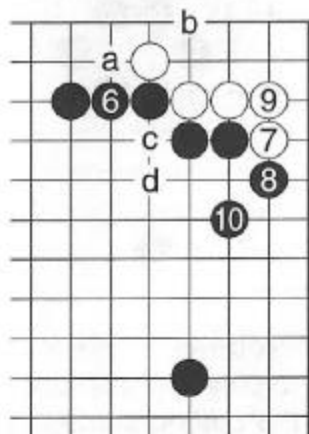
absolutely the right thing for Black to be doing here. It is impossible to over-stress the importance of having the right plan when playing Go. The hard part is putting that plan into effect.

Now, hold this plan in your head and look back at Diagram 1. You are trying to build a wall and make a moyo. The only move that does that is Black 10 in Diagram 2. Anything else (I refuse to show any other Black 10s, it would be too horrible) lets White play at the point 10 and after that Black's moyo is completely undermined.

Of course it could be that the block at 10 just plain does not work and that after this the black position falls apart. Even if that were the case, Black 10 would not be the mistake. The mistake would be in one of Black's earlier moves. If you look at Diagram 3 and keeping the

plan in mind you should be able to see that whatever happens in the following sequence, if White ever plays a hane like 9 in Diagram 1, then Black is going to have to answer with the block at 10 in Diagram 2. You are committed to this, so the time to worry about whether it works is when choosing your earlier moves¹.

Probably the time to worry is at move 6 in Diagram 1. Is it safe to double hane? First notice that at this moment there is a slightly more respectable opportunity to wimp out as shown in Diagram 4.

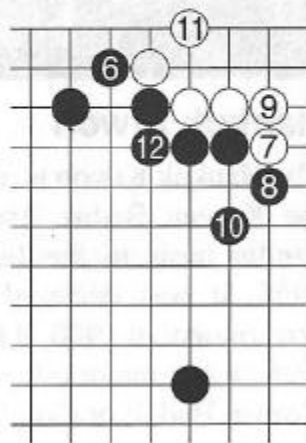


□ 4

If Black extends solidly to 6 then the sequence will probably continue as shown. The final result is really quite similar to the result shown in Diagram 2. The difference is that both of the exchanges Black 'a', White 'b' and White 'c', Black 'd' are missing. The first exchange is good for Black. Since Black 'a' threatens to kill the corner, however,

Black will probably be able to play it as a forcing move later on, but only when the value of sente is less than the value of killing the corner. Playing according to the joseki and ensuring that the exchange gets made now is a more efficient way for Black to play.

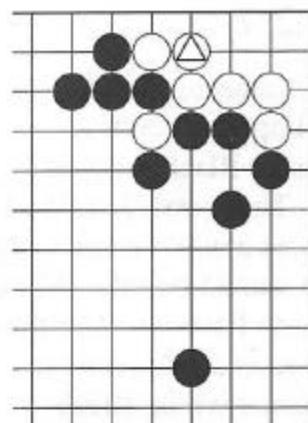
It seems that White could also force the exchange of 'c' for 'd' at any time he likes, however this does not look like a very good thing to do. So why does White play the atari at 'c' in the joseki? (7 in Diagram 1.) Well on general principles it looks like a safe forcing move to play. It is the only forcing move for White around here so there is no question of waiting and keeping options open. Also, Black is being forced to make an empty triangle, and that is likely to be good for White. But specifically in this position we can say that the forcing atari at 7 is good because if it is omitted then the sequence will go as in Diagram 5.



□ 5

When Black plays 12 his outside wall has no defects. Compare this with Diagram 2 where White has some forcing moves that threaten to rescue the white cutting stone.

Another small point is that I have been showing White living with the diagonal move (11 in Diagram 5, say). White can also live with the solid connection as shown in Diagram 6. Both moves work. There is a difference but it is very, very tiny. Pedants might enjoy working out what it is but I won't go into it here.

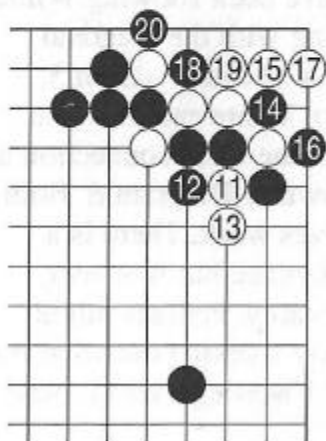


□ 6

¹ You cannot always afford to be this inflexible in Go. The way that your opponent plays may cause you to change your plan as new opportunities appear. I don't think that invalidates what I am trying to say in this article. Just be aware that I am only telling you part of the story. Go is hard.

I feel that I should spend a few diagrams appeasing your fears about the dangers of the Black block at 10 in Diagram 2.

Diagram 7 shows White attempting to cause confusion with the cut of 11.

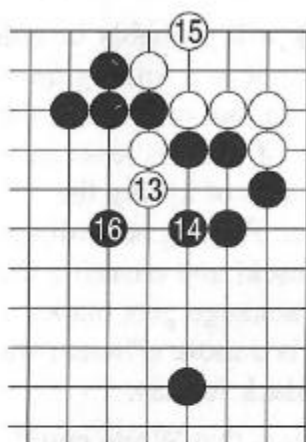


□ 7

This is atari against two very important cutting stones so Black must defend at 12. Then provided Black captures a white stone with 14 he should be safe. White seems to have no more than one eye and 5 liberties in the corner whilst Black seems to have more than this. White has collapsed.

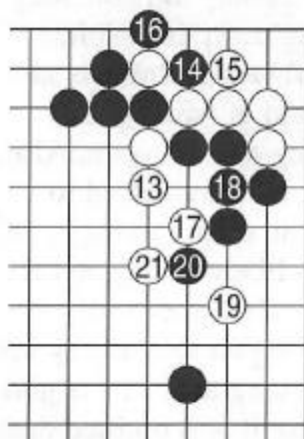
Slightly more worrying is what if White tries to run away in the middle with 13 in Diagram 8.

Black 14 is the correct shape to make on the right. Now Black really is threatening to kill the corner so White will have to defend at 15. Black 16 just about nets the white cutting stones, but Black's wall in the middle is weaker than before. White has got away with it a bit.



□ 8

So if Black is feeling brave it might be possible to give White a nasty surprise by killing the corner. You can do this by capturing a stone with 14 in Diagram 9. This may not be possible; it is a difficult fight to read out.

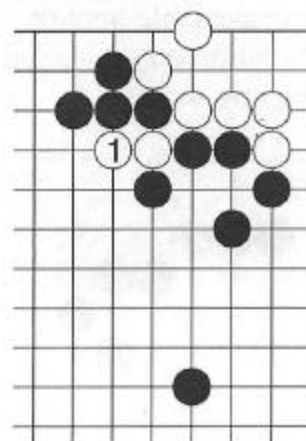


□ 9

White gets to counterattack against the stones on the right and it ends up as a semeai. It is a very difficult semeai so it may be prudent to stick to Diagram 8. Note that White has some elegant moves available at 17 and 19 and answering 20 with 21 is good style. You can explore this on your own.

Problem

Finally, I cannot leave this position without presenting Problem 1. It is one of those things that every Go player should know.



Problem 1 Black to play and capture the cutting stones

IN THE DARK?

Hankuk Kiwon

The Hankuk Kiwon is one spelling of the Korean name for the Korean Baduk Association (KBA). It is run on a similar basis to the Japanese Nihon Ki-in. Founded in 1956, it was declared a cultural asset by the Korean government in 1980. It has about 170 professionals and 30 branches in major cities, supporting the 4 million or more Korean Baduk or Go players.

Tony Atkins

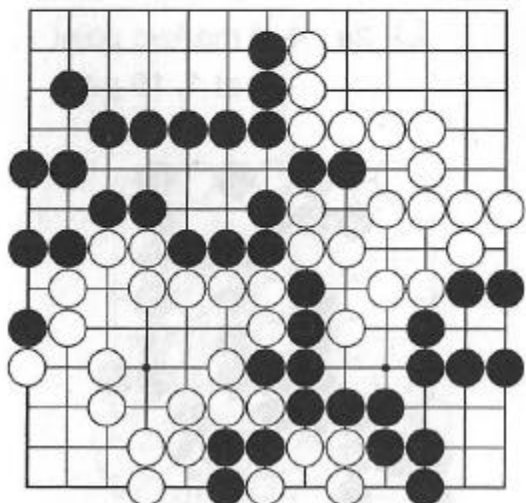
WHAT THE BOOKS DON'T TELL YOU ~ PART 2

Simon Goss

simon@gosoft.demon.co.uk

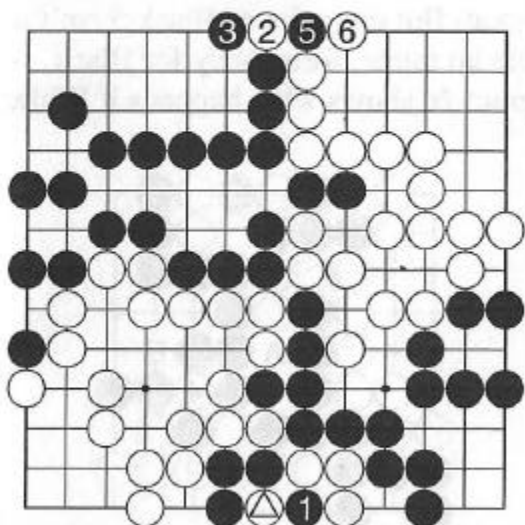
DOUBLE AND LONG KO THREATS

Problem 1: Black to play. No prisoners have been taken and there is no komi. How should both sides proceed?



Problem 1 Black to play

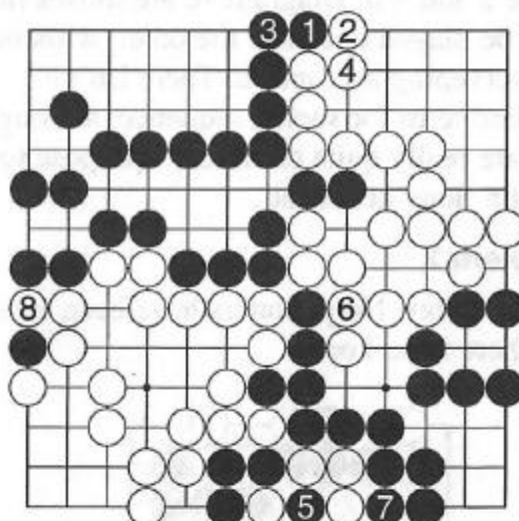
Diagram 1a is something I once saw in a game. Black started by taking the ko, which was fought using the upper side for ko threats. I don't remember what happened after White 6. Considered as a sub-problem of Problem 1, how many mistakes can you find in this sequence?



1a 4 at marked point

The ko on the lower side is quite large. Either Black gets 8 points of territory here or White gets 7 - a difference of 15 points. We'll look at how to decide whether the moves on the upper side are big enough to serve as ko threats for this ko in a later article. For now, let's just assume that they are.

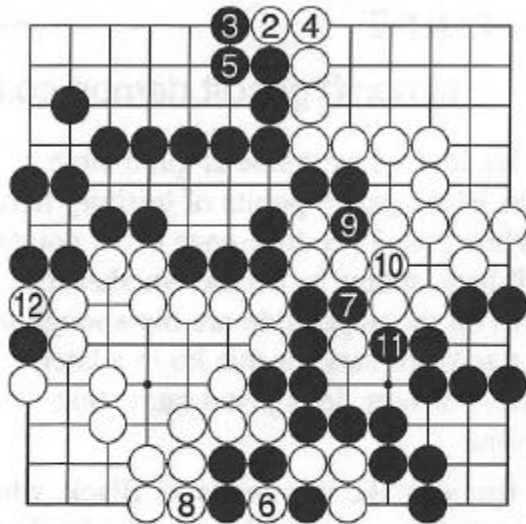
The first mistake was made by Black, who forgot that the upper side provides ko threats for both sides. This is called a double ko threat, and the principle is that you should play it out before taking the ko. The correct answer to Problem 1 is Diagram 1b.



1b

Black plays out the double threat before taking the ko with 5. Now White has no adequate ko threat. He gets the last two endgame points with 6 and 8, but Black wins by 6 points.

White 2 and Black 3 in Diagram 1a were correct, but White wasted his opportunity when he recaptured the ko with White 4. Diagram 1c shows what he should have done. The point of 4 is a double ko threat, so White plays it straight away, making sure that Black can't get any more threats here. After White 6 recaptures the ko, Black



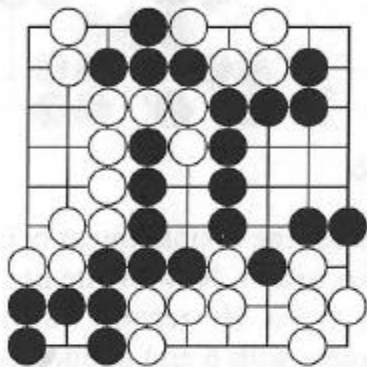
□ 1c

pretends that 7 is a threat, but if White is smart enough to ignore it and finish the ko, he wins by 11 points as shown.

White 2 and 4 in Diagram 1c are moves that must be played one after the other, without an intervening ko capture. There isn't a standard term for such a sequence, although they are really quite common. I propose to call it a 'long ko threat'.

Problem 2

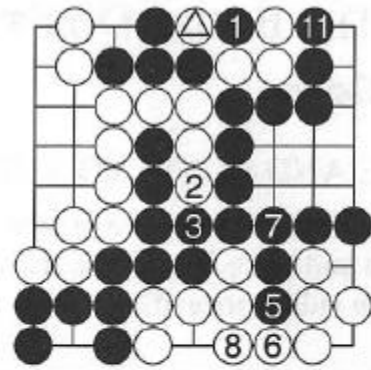
Black to play. No prisoners have been taken and there is no komi.



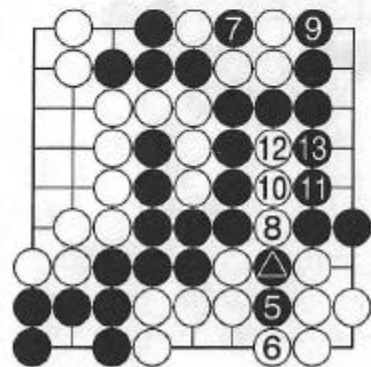
Problem 2 Black to play

Diagram 2a is the correct answer. White has a ko threat at 2 but then Black plays a long ko threat with 5 and 5 before recapturing the ko and White has no more ko threats. Black wins by 7 points.

After White 6 in Diagram 2a, if Black fails to complete the long ko threat and retakes



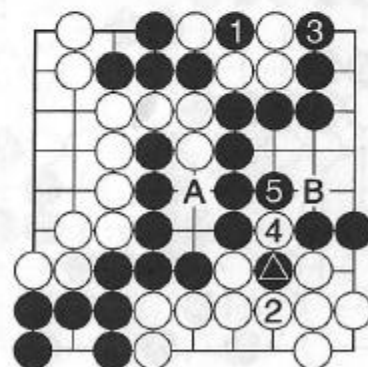
□ 2a 4 at marked point
9 at 1, 10 pass



□ 2b 14 at marked point

the ko immediately with 7 in Diagram 2b, then White can recapture at 8. Having no more ko threats, Black must complete the ko immediately with 9, but after White pushes in and then connects at the marked point, White wins by 1 point.

The point of Black 7 in Diagram 2a is a double ko threat, which is why this is a long ko threat. But the point of Black 5 isn't a double ko threat, fortunately for Black. Diagram 2c shows what happens if White



□ 2c

plays that point himself with White 2, hoping that Black will believe that the atari is a ko threat.

If Black does answer this atari, White will recapture the ko and then win it, since Black has no more ko threats. But if Black just completes the ko with 3 in Diagram 2c, then he can block at 5 next. White plays A in sente before connecting at the marked point, and Black will have to connect at B at the end, but Black wins by 2 points.

Problem 3

Assume that White has territory to the left and Black to the right. The endgame properties of this shape are fairly simple, but what is the ko threat situation? Are there any double or long ones?

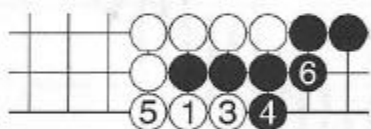


Problem 3 Black to play

Diagram 3a shows the normal endgame sequence. If White gets to play here first, he can play at 1 in Diagram 3b, but it isn't sente. Later White will be able to play 3-6 in sente.



3a



3b 2 tenuki

Viewed as an endgame problem, Problem 3 is Black's one-sided sente and White 1 in Diagram 3b is 5 points in reverse sente.

The ko threat situation is rather curious. Because White 1 in diagram 3b is gote, the problem isn't a double ko threat. Black can

play 1 in diagram 3a and then retake a ko. But he cannot play Black 3 in Diagram 3a as a ko threat. If he does, White will answer, but then White finds himself with new ko threats at A and then B himself, undoing all Black's good work. So the answer to Problem 3 is that Black has a single one-sided ko threat, and it's not long.

Well, almost. In Diagram 3a we assumed that White would block at 2, but of course he might try the throw-in at 3 instead. That doesn't change the ordinary endgame situation very much, but what about the ko threat situation? All I can say is, if you manage to find a clear answer, please tell me!

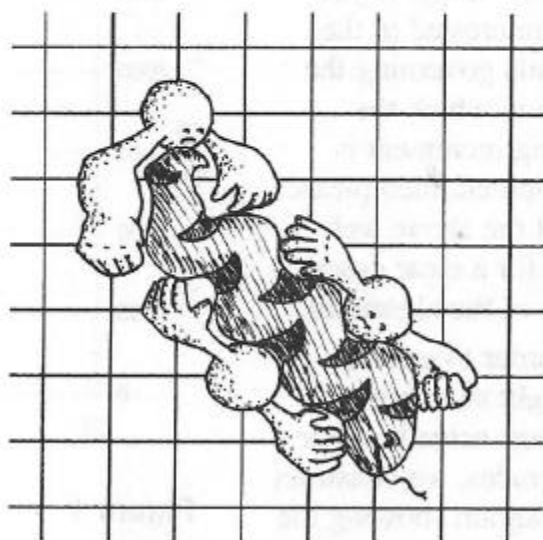
Summary:

- Play out any big enough double ko threats before making a ko capture. If your opponent forgets to do this and takes a ko, play them all out before recapturing and be grateful.
- A long ko threat is one where the opponent's reply is itself a threat. Play such threats all in one go. (But don't waste a good sequence of ko threats by playing them all in one go when the opponent's replies aren't sente enough).



SNAKES & LADDERS

Henry Segerman



EUROPEAN RATINGS AND UK GRADES

Geoff Kaniuk

geoff@kaniuk.demon.co.uk

Logistics

Since 1997 we have been sending results of tournaments to Ales Cieply, who manages the European Rating System in Prague on behalf of the European Go Federation. Each player's results are processed to produce a new rating, and the ratings are published monthly on the web at:

<http://gemma.ujf.cas.cz/~cieply/GO/gor.html>

I have also for some years (see BGJ 115) been investigating the performance of kyu players in particular, and in general terms come to conclusions similar to the European rating list.

What the ratings mean

A player's rating is a measure of tournament playing strength. It is a number from 100 to about 2800, with shodan set at 2100, and each grade covering a range of 100 rating points. New players enter the system with a rating calculated from their grade; thereafter your tournament results are used to define a rating increment at each event. The basic idea controlling the system is that players on similar ratings will win 50% of their games against each other, but

a lower percentage against players of higher rating. If you are interested in the details governing the way in which the rating increment is computed, then please visit the above web site for a clear description of the algorithm.

In order to gain an insight as to how the ratings actually relate to grades, we construct a diagram showing the

rating (as at January 2001) plotted against grade for each of the 3907 players in Europe.

One might be forgiven for a feeling of shock on first seeing Figure 1, for it shows a rather huge variation in individual ratings at each grade, and not just in the deep kyu end but well up into the dan grades. Note that here and in the subsequent discussion, grades are expressed in 'zero shodan units' meaning that shodan is represented by 0, and kyu players lie on the negative axis.

It must be remembered that all countries have very different methods of grading their players, so it is not really surprising that there is a large degree of scatter. In spite of this, the desired trend showing ratings increasing with grade is discernible

Ratings vary linearly with grade

The correlation coefficient for ratings varying with grade turns out to be 0.990, which does indeed suggest a strong linear relation. In order to expose this linearity more convincingly, we can follow Simon Goss's idea of looking at the average rating

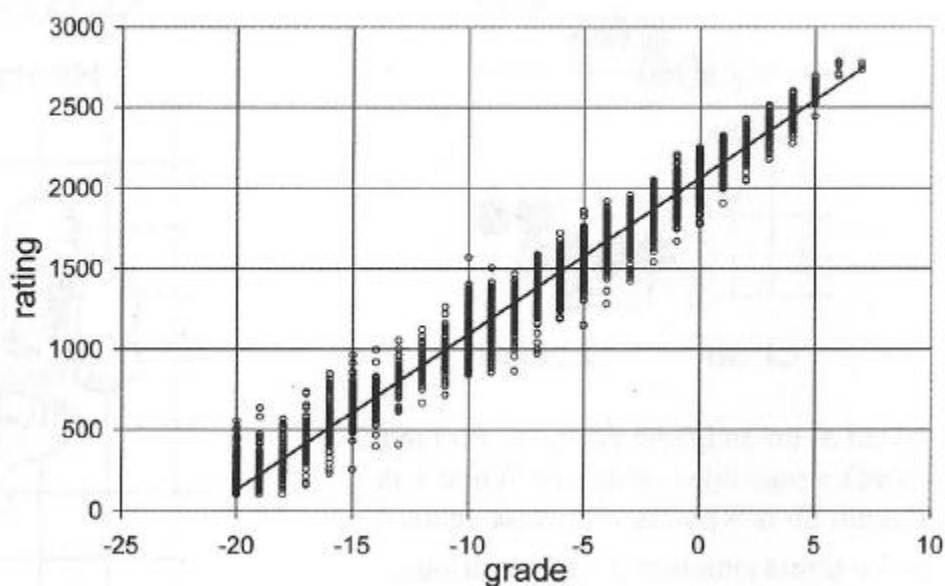


Figure 1

European Ratings

for each grade. Figure 2 does just that; plotting the mean rating against grades.

This shows a rather magnificent linear trend with hardly any hint of a wiggle, and moreover the correlation coefficient is 0.999. We can now consider establishing what the linear relation between ratings and grade actually is, and one is tempted to fit a straight line to the mean ratings.

But hang on just a second! By taking the average rating we have lost information about the population of players at each grade and this does vary hugely (48 players at 19 kyu and 349 at shodan). A linear regression of average rating vs. grade would give the same weight to a 19 kyu as to a shodan, and since the populations are so different, this is clearly going to distort the fit.

It is more accurate therefore to proceed with the linear regression of individual ratings vs. grade shown in Figure 1. This produces the relationship:

$$R = 96.72g + 2061.3 \quad (1)$$

and this is the line that has been boldly drawn through the European ratings in Figure 1.

Calibration of the rating system

The game of Go is unique in many ways, and one of its special characteristics is that it comes with a built in rating scale implied by the handicapping system. There is certainly room for argument as to whether the number of stones used in handicaps is correct, but on the whole the handicapping system does provide a natural way of ranking players in order of strength. After all, most of us have got to the grade we are by working our way

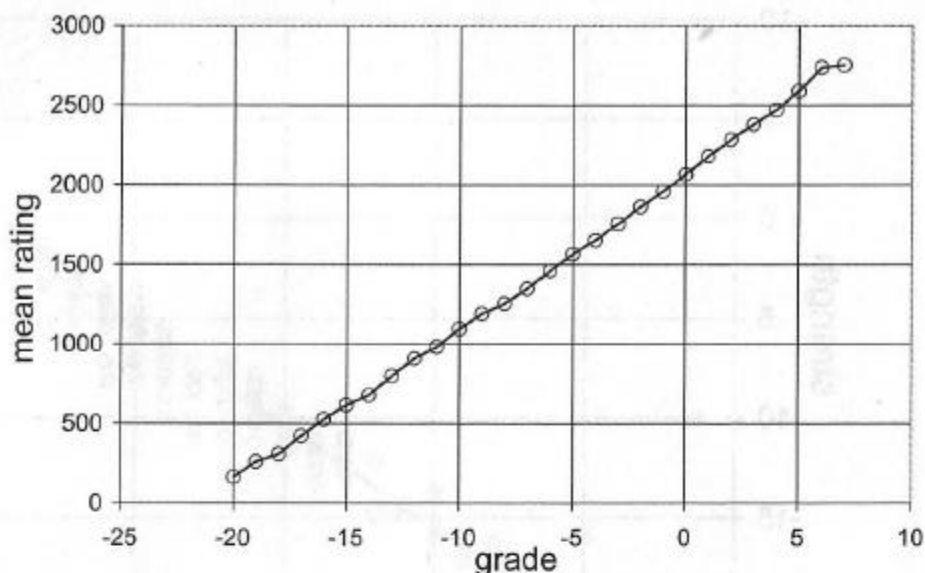


Figure 2

Mean European Ratings

(via handicap games) up the local club ladder and then testing the position in tournaments.

The nominal settings of the European rating system can be expressed by the rating – grade relation:

$$R = 100g + 2100$$

The scale in any rating system is arbitrary, and the fact that this is so close to the relation actually obtained in practise, is testimony to the careful work carried out by Ales and his co-author Libor Dvorak. The scale is nevertheless far enough away from the measured results so that calibration is required. This is readily obtained by solving equation (1) to give g in terms of R :

$$g = (R - 2061.3) / 96.72 \quad (2)$$

Thus given a player with rating R , we use this equation to calculate an effective 'strength' g . It then follows that players with similar strength should achieve a score of 50% when playing each other, because they have similar ratings.

UK strengths

The above calibration has been applied to players in the UK and Figure 3 shows the graph of individual strength plotted against grade.

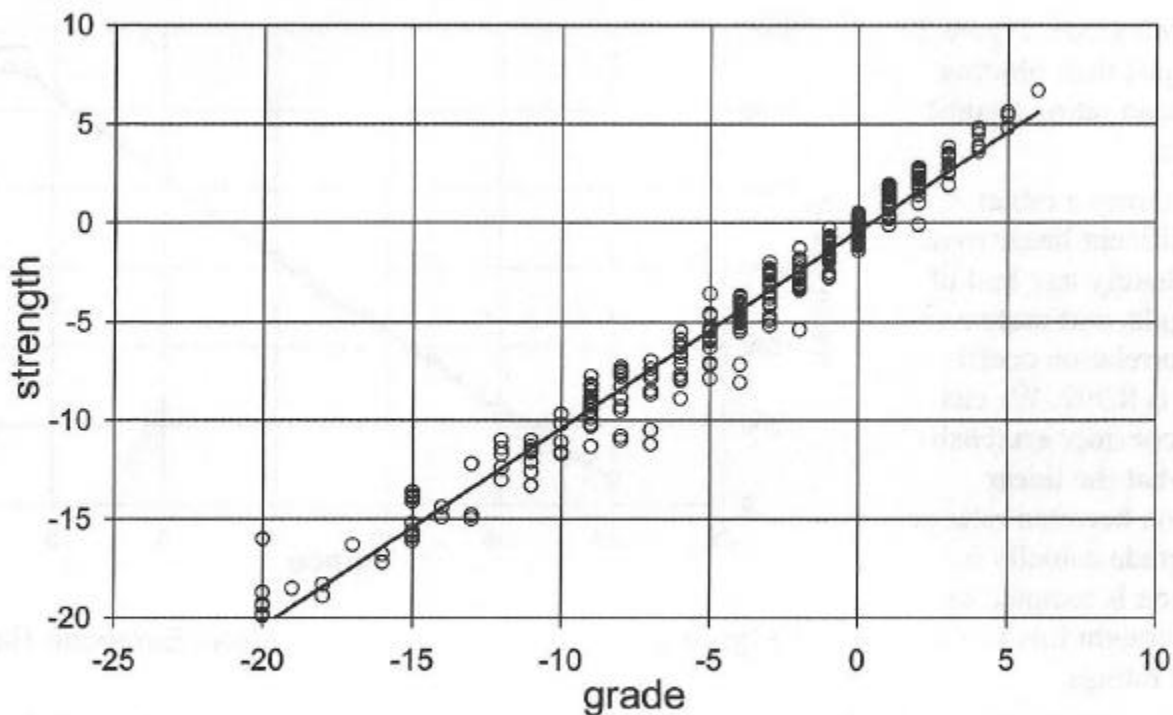


Figure 3

UK Strength

Again we see the broadly linear trend but with more scatter, and a number of obviously isolated points both above and below the line of best fit to the data. The correlation coefficient at 0.984 is again high, and the linear regression line has equation:

$$S = 1.002g - 0.40$$

Here g denotes grade, and S denotes strength with both measured in zero shodan units. The offset of -0.4 says that we are about half a stone weaker than the average European. Ideally the strength interval per grade should be 1, and the value of 1.002 is as good as you're ever going to get in a statistical analysis of this nature. It says that on average we set our grade differences right.

There is more work to be done

So far so good: we are only a bit weaker on average than the rest of Europe, and we set our grade differences almost perfectly so can we not now just carry on as we are? Looking again at the European ratings in Figure 1, we are reminded of the large scatter, and indeed it seems that apart from some outliers, the UK scatter might be lower. The best way of comparing the scatter in the two data sets is

to look at the standard deviation in strength plotted for each grade (Figure 4).

Below 12 kyu, the UK standard deviation shows violent wobbles. This is to be expected given the low population (45 out of a total of 322) in these grades, and there is nothing to be alarmed about. The European standard deviation is based on a much larger data set and so is much better behaved. It shows the expected increasing trend moving from dan grades to kyu grades. Above 12 kyu our standard deviations broadly follow the Europeans (apart from the hiccup at 7 kyu).

Now what should we realistically expect the standard deviation to be? Clearly our grading system should reflect our actual playing strengths, so equally graded players should have similar strengths. In fact your grade should be obtained by rounding your strength. In this way every player's grade differs from their strength by no more than $\pm 1/2$. If the strengths of players were uniformly distributed over the range $\pm 1/2$, then the standard deviation in each grade would be exactly $1/2\sqrt{3}$, which is about 0.3. This tight consistency is

achieved only by 6 and 7 dan players. By the time we get down to shodan the standard deviation has more than doubled. A practical value for the maximum standard deviation is perhaps twice the ideal i.e. 0.6. The conclusion then is that the standard deviation in strength for kyu players is far too high both in the UK and indeed in the whole of Europe.

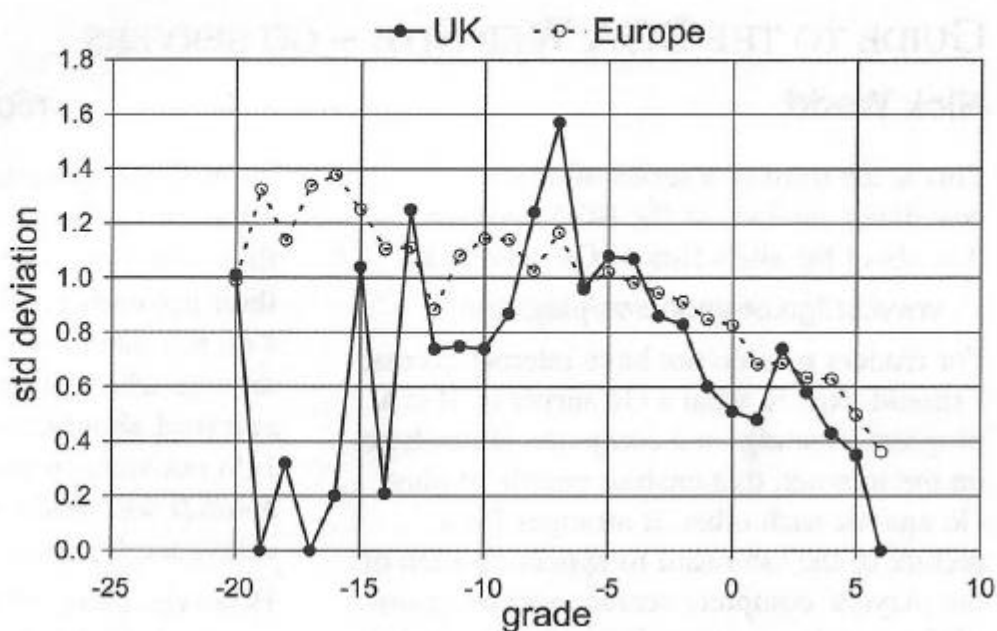


Figure 4 Comparison of standard deviation in strength

Strength matters

Nearly all Go tournaments in Europe are played following the MacMahon system, which is a very elegant way of matching people with broadly the same playing strength. The initial MacMahon score is set by your grade and if this deviates by much from your playing strength, then it can take a few rounds for you to start meeting equal opponents. As many of our tournaments are only 3 rounds, this means that just as things are beginning to settle down, the tournament is over!

If your strength is stable, on average you should win 50% of your tournament games. Dan players do not have to worry much about their grades because there is a whole BGA committee dedicated to the task of allocating dan grades. Kyu players have to worry more; there is no easy way to decide your tournament strength.

It certainly helps to have a club ladder, for then stable dan players in the club will set a scale for the ladder. Most club games are informal and do not meet the exacting standards of tournament play. It is wiser to base your tournament grade not on your club performance but on tournament games.

One easy method that can be employed is to continually monitor your last three tournaments. If your total score lies between 40% and 60% then consider yourself stable. If your score is more than 70% or less than 30%, then consider making an appropriate adjustment to your grade. The problem with this is that it is only a rough guide and it does not take into account the strength of your opponents. The only way to do this scientifically is to use the rating list.

The next step

What follows next dear kyu reader, is largely up to you. In the next BGA newsletter you will find a questionnaire with many sections including a section on ratings. You can use this to make your opinions known to the BGA. Please also feel free to e-mail the author of this article with your comments, or indeed write a Letter to the Editor for publication!

If there is sufficient demand then the BGA might be encouraged to respond by producing a tailored ratings list for your information on the BGA web site.

GUIDE TO THE BGA WEB SITE ~ GO SERVERS

Nick Wedd

nick@maproom.co.uk

This is the third of a series of articles describing sections of the BGA web site. It is about the site's lists of Go servers at:

www.britgo.org/gopcres/play.html

For readers who do not have internet access, I should explain what a Go server is. It is a program, running on a computer somewhere on the internet, that enables people to play Go against each other. It arranges for a picture of the Go board to appear on each of the players' computer screens and when one of them makes a move, it transmits it to the other. Many Go servers do more than this: they allow you to send messages to others who are connected to the server, they allow you to watch other peoples' games, they score the game for you once you have both passed (few can do this competently), they do the time-keeping for games.

Increasingly, people are learning about Go through Go servers. Some servers support many other games, and people who originally visit them to play Chess, Twixt, Backgammon, Blobs or whatever, have a look at Go and decide they like it. I visit such servers from time to time, to encourage people who are playing Go there, and suggest that they try out the specialised Go servers, which generally offer better facilities. A few such beginners become keen Go players, even though they may play Go only on servers. I know of one BGA member who has never seen a physical Go stone, but has beaten me in even games.

The web site aims to list all Go servers that exist. I think it succeeds fairly well for servers that support English and Japanese. I am less confident about its coverage of Korean servers. It is likely that it omits some Chinese servers, as I have found it difficult to get information about these. I will be grateful for any information about servers that the web site does not list fully.

At the time of writing, the site lists over 40 working Go servers. These all have their differences, in the way they work, in their popularity, and in their atmosphere. I do not intend to describe them here - anyone who is able to use these servers can read about them on the web site, and I do not want to bore other readers of this Journal with material that can be of little relevance for them.

However, there are two rather different Go servers, which I shall describe here, as they may be useful to people who have only limited internet access. These may include WebTV customers, people who use the internet from behind their employer's firewall, or people who are only able to use the internet for periods too short to complete a game. These servers are ItsYourTurn and Richard's PBEM (play by e-mail) server.

ItsYourTurn

ItsYourTurn is not a real-time server, like most others. It is a web site,

www.itsyourturn.com

which keeps a record of the board position. When you use a browser to visit this site, you can see the position in any of the games you are playing, and make a move if it is your turn. When you move, it sends an e-mail to your opponent, saying that you have moved and inviting them to look at the position and make their own move. The effect is rather like play-by-e-mail, except that you can play from anywhere with internet access and you can't lose the e-mails.

The site avoids the use of Flash, Java, or any other kind of download, and so should work with almost any browser. The first time you visit it, you will have to register, using a name and password that you will need to remember for later visits.

ItsYourTurn supports Go on 19x19, 13x13 and 9x9 boards. It also supports a dozen other games, and many variations of them. Perhaps because of the slow pace of playing, many of the Go games played are on small boards. Many of the players are beginners.

To start a game, select 'Start new game'. 19x19 Go is near the top of the list, 9x9 and 13x13 Go are right at the bottom of the list. If you want to play second in the game, you start it by passing, even though you are black. When you have started a game, it sits in the 'waiting room' and waits for an opponent to join it.

To join a game which someone else has started, select 'Waiting Room' and see if you can find a game there that you want to join.

It is possible, but not particularly easy, to observe the current state of any game being played on ItsYourTurn.

Richard's Play-By-eMail Server

This also is not a real-time server. It works as an enhanced mailing list. To start you visit the web site:

www.gamerz.net/pbmserv

read the instructions there, and register your name and password. Then you sign up to their broadcast list, so that you will receive messages from other people who are looking for games, organising tournaments, etc. If you like, you can broadcast a message to this list, saying that you are looking for a game of Go; or you can just wait for someone else to post such a message, and then start a game with them. You can choose 19x19, 13x13 or 9x9 Go, as well as about a hundred other games. Once you have got a few games started, it is probably sensible to sign off from the broadcast list, otherwise you will continue to receive several messages a day from it, most of them about games other than Go.

When you have started a game, the server sends you an e-mail each time your opponent moves, including a complete diagram of the position. You then make your move it by sending an e-mail back to the server, with a title like 'Go Board 430 maproom fish A14'. This means that player 'maproom' with password 'fish' wants to play at A14 in Go game number 430.

Sending this message then causes your opponent to be sent an e-mail containing a full diagram of the board position. Thus neither of you actually needs to keep any record of the game.

Note that the message title contains your password. Therefore, when you register, you should not choose your favourite secret password, but one that you do not care much about. The contents of the message are normally empty; however any text that you type there will get copied to your opponent. I am currently playing two games with a young Polish boy who knows no English, while chatting to his elder sister in the bodies of the messages.

Conclusions

If you want to play Go using the internet, but can't use normal Go servers, either of these servers may suit you. The standard of play seems to be generally higher at Richard's Play-by-eMail Server, but there are beginners using both.

If you are able use normal Go servers, you will probably prefer to do so. Even if you prefer the pace of play-by-email, there is a regular real-time Go server, KGS, which also supports games that are played intermittently. It needs both opponents to be present at the same time to get the game started, thereafter either can move in the absence of the other.

HIGHBURY HANGOVER

Alex Rix

alex@dubbo.demon.co.uk

This is a game from the final round of the London Open. I think both players were suffering the effects of New Year's Eve. We did not have time to analyse the game fully so the comments below are mainly mine.

Black: Alex Rix, 4 dan

White: Seong-June Kim, 6 dan

Komi: 6.5

Figure 1 1 – 100

- 1 Perhaps better to extend to A to cramp the white group
- 13 A large knight's move would be better
- 19 A diagonal move at 48 is normal
- 25 Better at 28
- 27 Should play 28. White now has a big advantage
- 39 This gave Black something to do rather than just defend
- 71 Necessary. The black group above is very weak but it has some resources.
- 87 Should play at B to cut off the white stones
- 89 Still better at B
- 91 Now it is too late to play this forcing move
- 96 If at C then the black group below can live after black plays 100

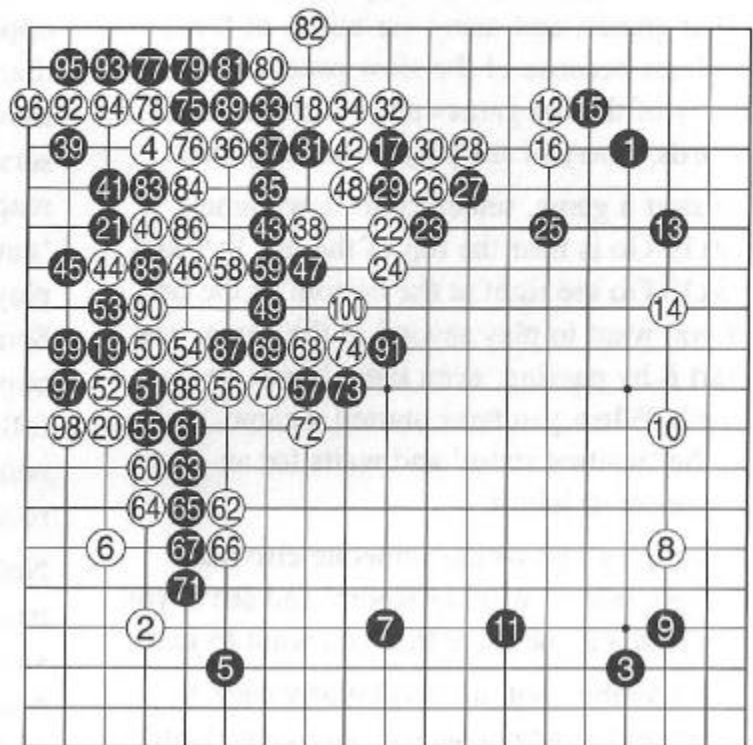


Figure 1 1 – 100

Figure 2 101 – 200

- 102 I thought White should strengthen the centre group
- 108 Too loose. This gives Black a chance to get back into the game
- 126 Better at 130
- 134 A hanging connection is better

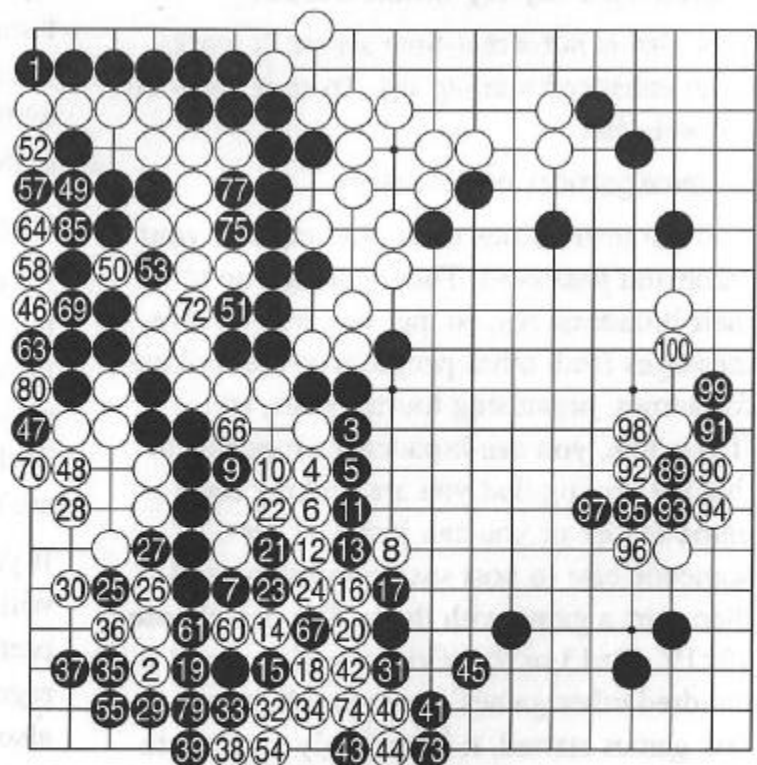


Figure 2 101 – 200

56, 62, 68, 78, 84 at 50
 (1 – 100) 59, 65, 71, 81, 87 at 53
 76 at 14, 82 at 47, 83 at 60, 86 at 58, 88 at 64

145 Not necessary to kill but it gives good aji and I had not seen the ko which follows

151 Black can choose to play at 164 (for example) to live and then fight a flower-viewing ko. Black will get 2 moves somewhere which should give an easy and safe win.

164 This gives Black a big eye and should lose the fight. White should play below 4 instead

175 114 would win the fight (in ko, but White doesn't have any threats)

177 Black should connect at 44 to win the fight

177 and again!

183 and again!!

188 The position is now seki. Black has a better position but I have run out of time and mentally was very disappointed in misplaying the fight. This is when you need to remain calm, forget about mistakes, play sensible moves and try to eliminate ways to lose the game – easier to say than to do.

193 Better to play atari at D, but the result in the game is OK

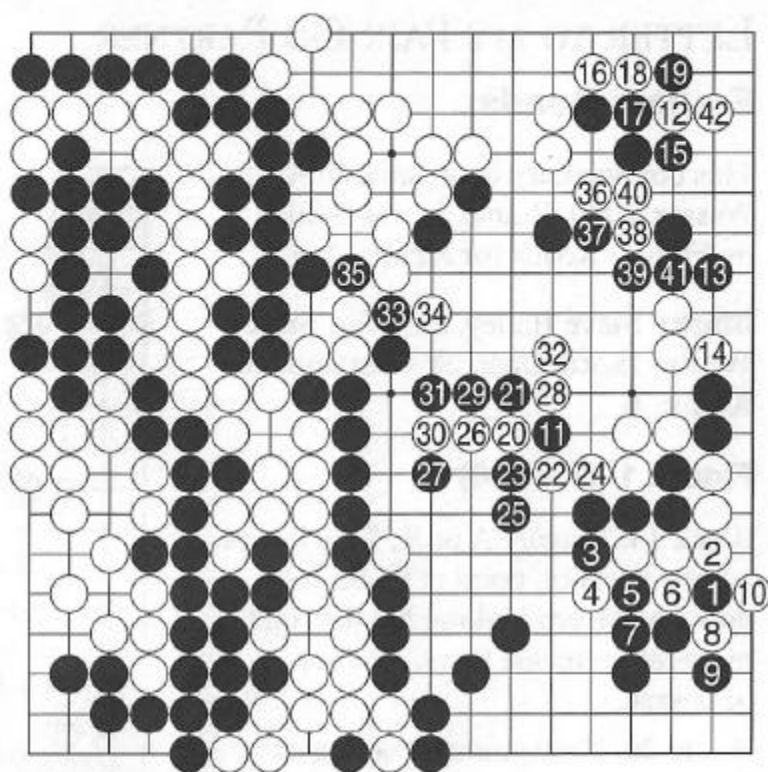


Figure 3 201 – 242 (1 – 42)

221 A stupid move. Should be at 222

233 236 would be safe and solid

237 This is another blunder. I should play 239. Black can also attach to the right of 234 to reduce this area.

242 Oh dear, Black resigns. Well done to Seong-June Kim for winning all his games and the tournament.

IN THE DARK?

Oteai

The Oteai is the Japanese professional promotion tournament. Other countries have similar systems. Game fees for newspaper tournaments are based on rank, 5 dan usually being the watershed between low and high pay. The tournament lasts all year, with about 12 games per player; limited game fees and small prizes are awarded.

Promotion is gained using a complicated points system, with the players having to claim promotion over a series of usually 12 games. Promotions can also be made by special decree. Some idiosyncracies currently exist in that Ryu Shikun is still 7 dan and Chinen Kaori is still 2 dan, despite both being title holders.

Tony Atkins

LETTER TO MY PAIR GO PARTNER

Francis Roads

francis@jfroards.demon.co.uk

This commentary on a game from Wessex 2000, Round 1, was written by Francis Roads for Jackie Chai.

Black: Steve Bailey, 2k, West Surrey
White: Jackie Chai, 2k Bournemouth
Komi: 6

Figure 1 (1 – 100)

Black 13: Usually A or B; This leaves a tasty invasion point at C. So from now on, we are looking for the right moment to invade there. Not yet, of course.

White 20: Now you are leaving an invasion point for later, at D. I'd play this at E or F, as the top left corner is strong; 'Play away from thickness'.

Black 23: Loose again; now we add G to our list of invasion points.

White 24: Very creative. Many people would play a kakari against 3 here. It's not actually bad but of course you expect to strengthen Black on one side or the other.

Black 27: Black is trying to defend both sides at once.

Black 31: Leaves bad aji at H.

White 38: Excellent! Head of three stones. I hope you spent about half a second thinking about this move.

White 44: The general strategy here was right, using the white wall as a background for invading the corner. But White hasn't time for this, as Black gets a splitting attack going with 47. Play at 47 now.

White 52: Once again, no time for this. Play 53. Up to 61, White got into the classic situation of fighting on two fronts. You can't defend top and bottom with one move. Because of the dead white stones in the corner, 61 is a very strong stone.

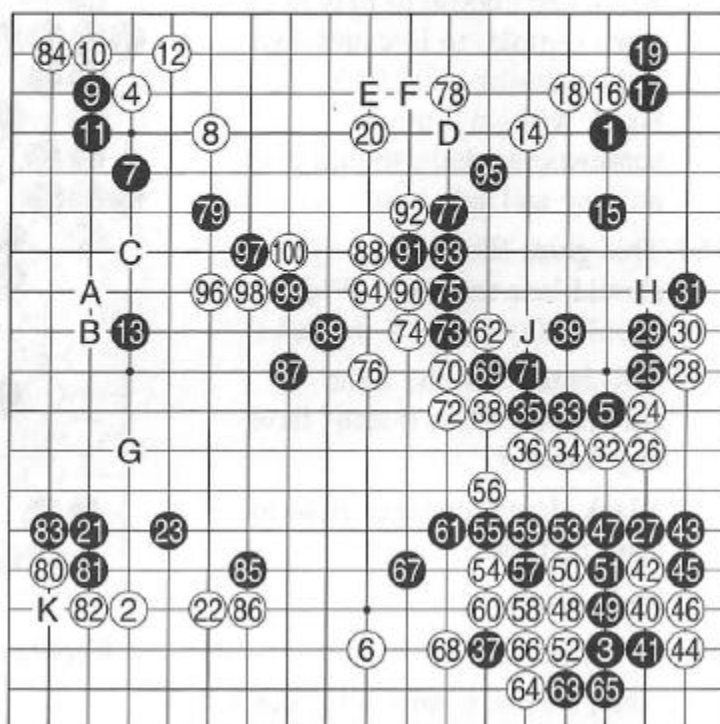


Figure 1 (1 – 100)

White 62: OK, but have a look at J. It makes good use of the aji at H.

63–68: This sequence is a bit aji-keshi for Black: there's no special hurry to play these moves. You answer 67 at 68. Quite right too. So why not play 66 at 68, and make better shape? Then if Black plays 67, you can ignore it and take sente. You lose a bit of yose on the edge, but so what?

69–77: White handles this attack well. The improvement in White's shape is worth more than Black's gain in territory.

White 78: Might as well be at D making good shape, supporting a later push into the newly formed Black area. This move makes little difference to the yose in the top right corner.

White 84: Big yose. Quite right not to be bullied into playing K.

White 88: Pure defence; you haven't time for this as the Black left side is getting too

large. You have to reduce or invade, and yes, it will weaken your right side group. But allowing Black to consolidate the left side is equivalent to resigning, so you have to take the risk. These sudden, impulsive defensive moves have lost you many a game. You play moves like this when you have counted and know that you are ahead.

Black 95: Black defends the wrong area, and you seize your chance with 96. Good.

Figure 2 101 – 200 (1 – 100)

White 4: Once again, White is creating two weak groups. Have a look at 32, threatening all sorts of things.

5-21: White plays with commendable lightness; of course you must be ready to sacrifice stones when manoeuvring in Black territory...

White 22: ...But then White falters with 22; just make shape with 52.

22-56: I'm not going to go into all the ramifications of this sequence, save to point out that White was a bit lucky with 53...

Black 53: ...if Black plays 53 at 54 the white group dies and the position is resignable. But this is what you have to do when you are behind; just overplay slightly and hope for a blunder. Unfortunately this one isn't enough to catch up what was lost in the lower right corner.

White 58: The contact play is rarely the best move in this position. here you could try a dainty probe at A.

White 80: Too late, I think. Up to 89 might work if you were giving six stones at the Bournemouth club, but here...

White 90: By far the biggest move but it's too late now to hope for a miracle.

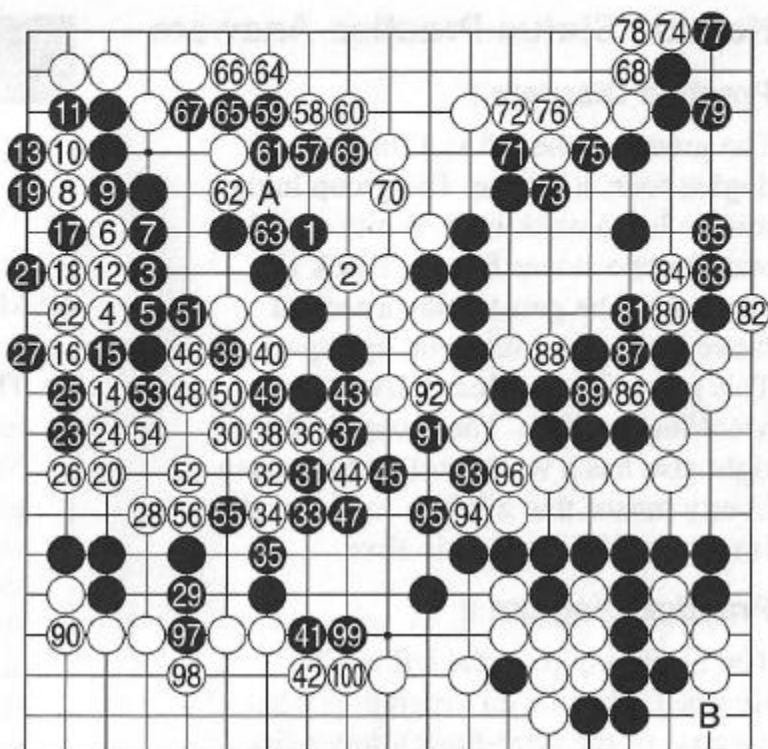


Figure 2 101 – 200 (1 – 100)

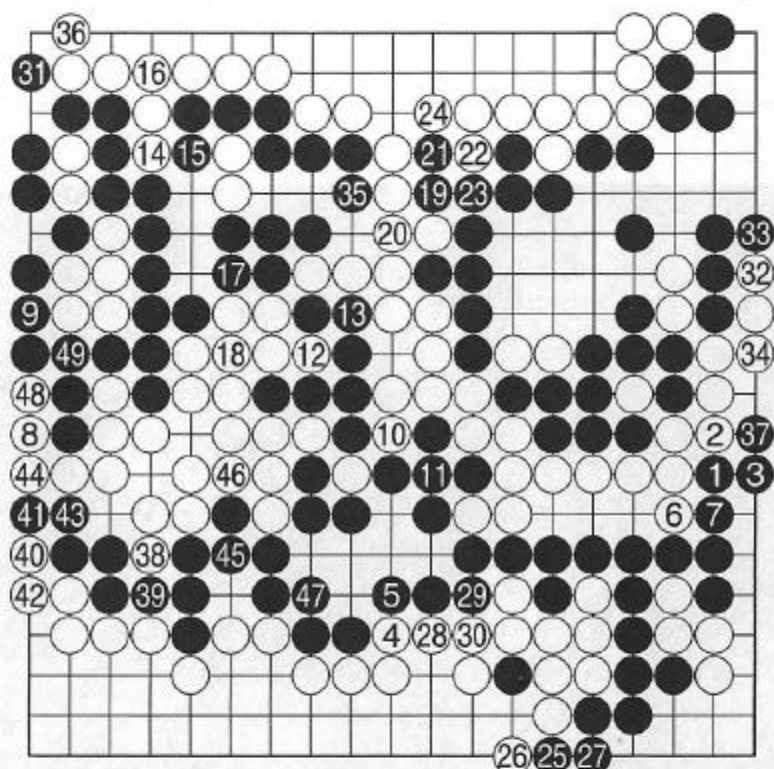


Figure 3 201 – 249 (1 – 49)

44 was where White started to go wrong. I suppose she expected Black to answer at B, but he applied the proverb: 'Think first of playing elsewhere'. Black wins by 20.

Nakade Status Practice Answers

Practice Diagram I

The group on the left is a flawless dogleg four; it's alive. The group in the middle has a weak wall. White can play atari on two stones forcing Black to connect, so he gets to play a second move inside the four-point eye-space. This group is unsettled; it lives or dies according to sente. The group on the right also has a weak wall, but the open liberty means that a White move inside is not atari. This group is alive.

Practice Diagram II

The black group on the left is alive (in seki). The one on the right is dead, because of the third-line cutting point in the black wall.

IN THE DARK?

Women's Professional Tournaments

In Japan, the Women's Honinbo and Meijin are smaller versions of the equivalent Big Seven Tournament. They have less prize money (£30,000 for example) and fewer games (best of 3 or 5 in the final). Women's events are growing in popularity in Japan as women's standards continue to increase, but men still dominate the Big Seven. In China and Korea there are also women-only events, however Rui Naiwei (Chinese 9 dan) has actually won open tournaments in Korea.

Tony Atkins



Photo: Tony Atkins

Youth Champions: the Cambridge team, prizewinners at the British Youth Championships

TEN YEARS AGO

Tony Atkins

ajaxgo@yahoo.co.uk

The 166-player London Open at the start of 1991 was the first European Grand Prix event to use Canadian Overtime and the first to use flexible (auction) komi. The latter feature was probably used to manipulate a jigo in the last round between two top players Lazarev and Detkov, to ensure they came first and second. After lengthy deliberation, the European Go Federation decided to nullify the result of this game. Thus Germany's Michael Katscher won the event, also winning the Eva Wilson Cup. Second was Zhang Shutai and third Laurent Heiser. Andrew Grant was the best shodan. Another innovation was a fast play tournament the day before the main event. Many prizes were awarded thanks to sponsors JAL and Asahi Shimbun.

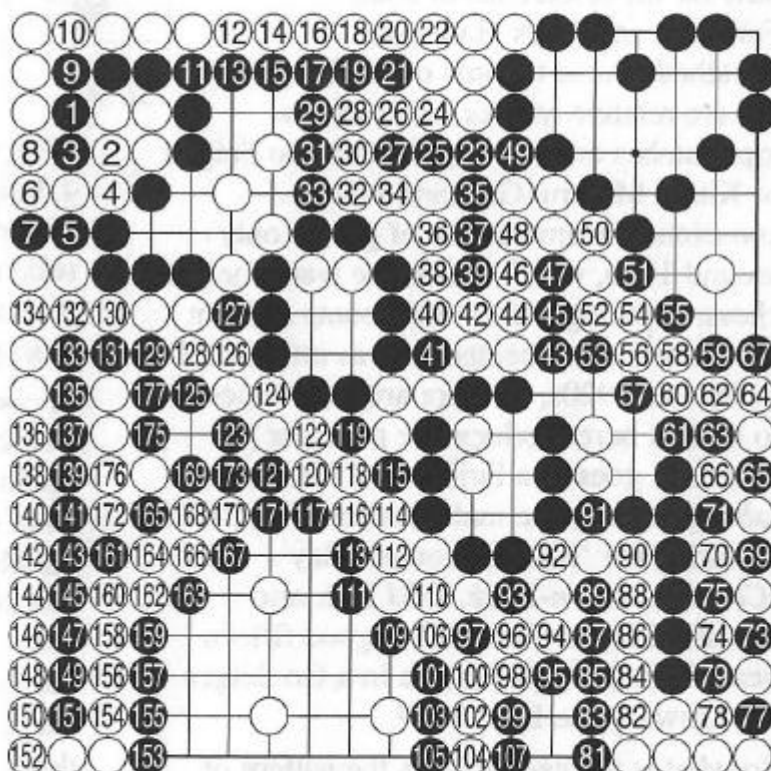
Following the previous year's collapsing banister incident, the Wanstead Tournament moved from Wanstead House to a church hall at Higham's Park. Unfortunately there

was another incident as the table of four shodans collapsed wiping out their games. Edmund Shaw won the event.

Unusually Cambridge happened before Oxford, both in new venues. The Trigantius at Shelford was won by Des Cann, and the Oxford at the New Rooms in University College was won by Edmund Shaw. The Coventry Tournament, at Warwick University, was won by local player Matthew Macfadyen.

The 24th British Go Congress was held as a dry run for the 1992 European, being held at the University of Kent in Canterbury. T.Mark Hall won the lightning, beating Tony Atkins in the final. Matthew Macfadyen won the British Open and Harold Lee, Mark Munro and Jackie Chai all won 5 out of 6. Harold also collected the Nippon Club Cup for the Melior Club team and also the Stacey Trophy for the most above-bar wins of the previous 12 months.

NAKAYAMA'S NEW YEAR LADDER The Solution



Solution to Nakayama's New Year ladder problem

DIAGONAL OPENINGS ~ PART 5

Charles Matthews

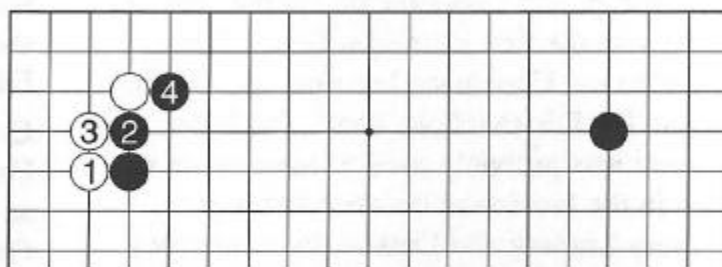
charles@sabaki.demon.co.uk

Back on the diagonal track for this helping of the series; but with the twist that this is also a software review. I was sent a copy of the latest in the Gogod series of game collections on floppy disk (see end of article for ordering information), dealing with the nadare opening. By great good fortune, though not necessarily for me as you'll see, I'm able to walk you through a piece of actual study this collection enabled me to carry out.

The Nadare Collection

The Nadare Collection weighs in at 802 games featuring the nadare (avalanche), one of the Big Three corner openings of modern Go, the others being the taisha and the magic sword. The games are SGF files and I installed them without ado. What now? They are classified by date, and for a collector like me the first step is to see how far the researches of John Fairbairn and Mark Hall have stretched. Game records over 40 years old are relative rarities, unless in the top matches or involving Shusai, Go Seigen or Kitani Minoru. Go started the self-conscious documentation of games only around 1960, which is also the watershed for chess; anything before that counts as from the 78 rpm era. The nadare was introduced in the late 1920s, so there are early records to look at here. Perhaps the prize for obscurity goes to a Fujisawa – Watanabe *jubango* (ten-game match) record from 1943, featuring the 'Korean' contact play (*Contact or Con-Trick*, BGJ 102, also discussed in *Go World* 87) a good fifteen years before its appearance in a Go Seigen – Takagawa game from 1959.

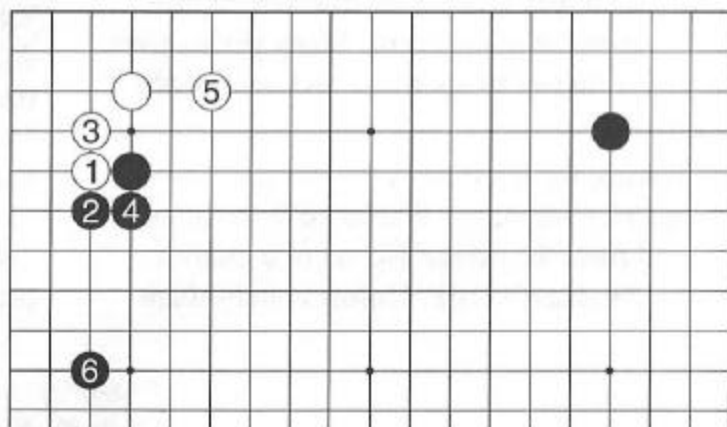
So what is the nadare? It is the pattern of Diagram 1.



□ 1

The Nadare Joseki

Black's answer 2 to the contact play White 1 is the major alternative to just about the most common of all corner openings, that shown in Diagram 2.



□ 2

Well, there are a few variations after Black 4, but once Black plays 2 in Diagram 2, White will take the corner and can play the solid short extension 5, one of those unspectacular but low-maintenance plays most professionals swear by.

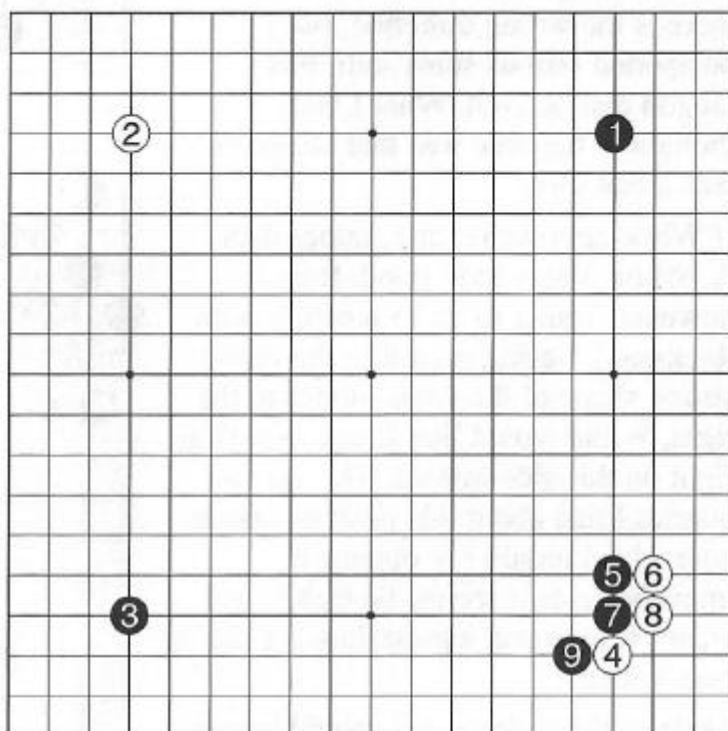
In contrast the nadare of Diagram 1 has Black 2 and 4 sliding like snow off a mountain (hence the name, apparently dating from the 1930s). A couple of questions from the alert reader, here. Isn't the nadare play 2 bad shape? Yes, abstractly considered, Black ends with two stones played into a hane-at-the-head-of-two shape, which every book on shape condemns. Well, the shape mavens don't always have the final say. The history of the nadare is marked by occasions when

the contrarian views of pioneers have prevailed, the most celebrated of these coups in the corner being the Go Seigen turn-inside line from February 1957 (of course here), but there was another two decades ago, and one currently being debated.

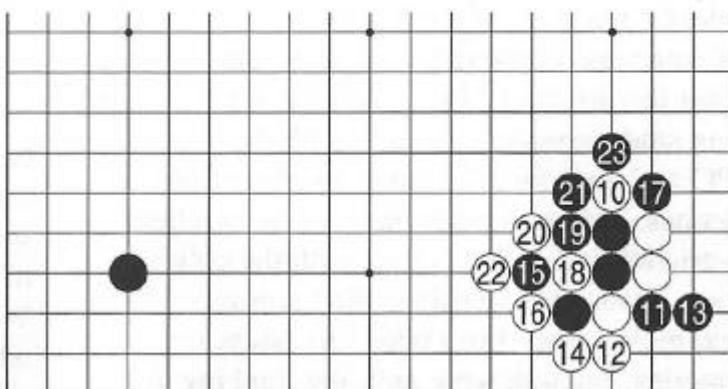
Then again, what is the strategic meaning of the nadare? Playing blindly into complications is for amateurs, and amateurs with a mildly neurotic worry that otherwise their games won't be interesting, at that. There certainly is a story, about influence across the top side in the diagrams. The black stone at 4-4 in the top right is a common sight when the nadare is played. Once I might naively have thought that the nadare was a wall-building exercise (a wall without rather better shape may not be a great help in framework building). It now seems clearer to me that in Diagram 2 White's group is well placed to cramp the style of Black's 4-4 stone. Nothing much more is required as explanation for playing the nadare, than Black's wish to be kinder to the top right corner.

To revert to my diagonal opening theme, this collection to my surprise also features my worst game from Sendai (Diagram 3). Through the wonders of the Internet, you can all view the wheels falling off my position in the seventh round game against Leon Match, strong Slovenian 5 dan, and my most fidgety opponent since Adam Pirani at Wessex 1976. I was following the strategy for White discussed in Part 4 of this series, Match played diagonal 4-4 points, and continued into a nadare. What I played was a well-known variation of the small avalanche (Diagram 4).

There are several decisions hidden here. White 10 at 17 gives the large avalanche variations; if you choose the small avalanche



□ 3 Matthews v Match – World Amateur



□ 4

at this point you must be aware of a certain ladder (arising if Black 15 is played at 16). The ladder was fine for me in this game. White 16 is another branch; at this point White could also start a running fight with 16 at 21, but I judged that Black's 4-4 points in the adjacent corners would then be ideally positioned. These variations are to be found in *38 Basic Joseki*.

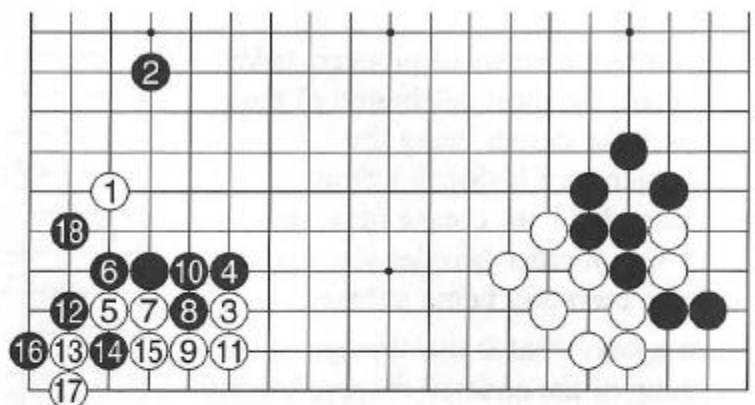
It may seem that White has done less well in the right corner, but he does emerge with sente. The question is how to use it. The game followed Diagram 5, with White again taking sente. My opponent after the game

was bursting to tell me that White 1 there is the wrong direction, but I postponed serious study until this Gogod disk arrived. What I had thought at the time was that Diagram 6 was a bad idea.

If White approaches at 1, rather than A, White 3 may look good. It is however 'trying to make territory with thickness'; having regard to the very strong shape of the white stones to the right, White would like Black to pick a fight on this side instead. The various queries I had about this position stayed unresolved (could my opponent, improbable as it seems, be right?) as I went off to regain equilibrium for the final round.

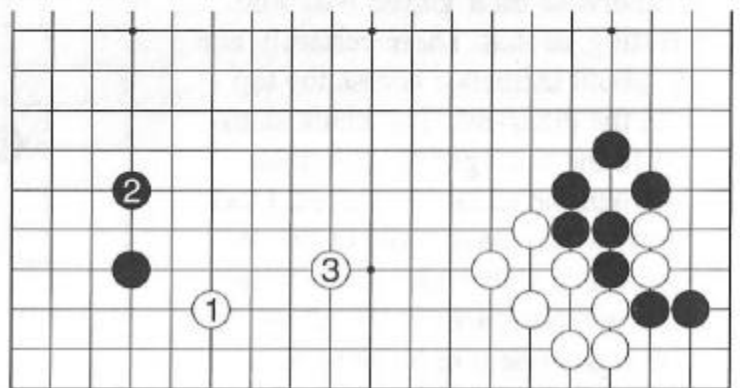
Little of the collection, I should hasten to add, falls into the mechanically recovered meat class of this effort; it is mostly made up of top Japanese, Korean and Chinese games from the past few decades. So it was a satisfying study session to huddle with the PC and look for relevant examples of pro games. This was made easy by an excellent variation index that comes with the collection. I was able swiftly to find a dozen example games from which to assess my queries. Enough were with the flanking 4-4 point, for me to reach some conclusions. Firstly, either approach 1 or 3 in Diagram 5 may be played. Secondly, Diagram 6 doesn't occur – White simply leaves White 1 to fend for itself once played, so my reasoning was 50% correct there. Thirdly, White could leave the lower side alone for the moment.

By the extra investment, as is my way, of a few mindless hours classifying the fuseki types in the collection, I was also able to get a range of examples with diagonal 4-4 points. It seems that both small and large avalanche variations get played in this context; and there was a case of the running fight to look at.



□ 5

Wrong direction?



□ 6

Overconcentrated

Naturally, none of this compensates for the mess I got into on the top side by misreading something (now there's a reason for the rest of you to rush out and buy the collection). We are, however, getting nearer the point at which the armchair generals of Go will be able to refight their battles, and those of others, with the help of an adequate and domesticated database of top game records drawn from worldwide sources.

The Gogod Nadare Collection of 801 games costs £25 in the UK and can be obtained from T Mark Hall (details under BGA Officers). Also available from Het Paard in Amsterdam, and Yutopian in the USA.

WORLD GO NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

Ing Computer Goe Championship

Year 2000 was reported to be the last for the Ing Computer Goe Championships, as 2000 was the year when the original challenge ran out. The event was held in Guiyang in China in the autumn. Fourteen programs competed, some by amateurs but the top finishers by full time programmers. Many games between the top programs were decided by life and death reading errors, so it looks like that will be an area focused on in the programming year to come. Some programs rather cheekily played on after filling the dame points and conned their opponent into a deathly error. The winning program was Wulu, by Lei Xiuyu of China. Second place was taken by Goemate by Chen Zhixing also of China. Our own Michael Reiss was third with Go4++.

Gothenburg Toyota Tour

Thirty one players took part in the Swedish Toyota Tour Tournament during the first weekend of November. Britain's own Matthew Macfadyen (6 dan) won first place yet again with a perfect 5. Second was Vladimir Danek (6 dan Czechia) with 4/5 and Li Xiangdong (3 dan Sweden) topped the group on 3/5 in third place.

International Amateur Pair Go Championships

The 11th International Amateur Pair Go Championships was held as last year at the Hotel Metropolitan in the Ikebukuro district of Tokyo on 18th and 19th November. As usual 32 teams from 22 countries took part. Croatia, Bosnia, Cuba and Columbia were there for the first time. This year the UK did not have a place because of the rotation



International Pair Go contestants from Germany, Hungary and the Netherlands in national costume

Photo: Tony Atkins

system, but the BGA Secretary was there unofficially in his European Vice-President's role, during a private holiday.

On the Friday evening a friendship match was held with local guests, including a few professionals. The overseas players were expected to wear national costume.

Highlights were: Rob Kok's too short Dutch trousers and lack of clogs (they are not made big enough), Cuba and Columbia's cigars and hats, East Europe's pretty skirts and hats, and Germany's 18th century Rococo costumes.

Round 1 of the main competition took place on Saturday night. Some all-Western matches meant some Western teams would be unbeaten at the start of the Sunday.

France (Marie-Claire Chaine and Farid Ben Malek) beat Germany (Ursula Harbrecht and Jens Vygens), Bosnia (Visnjica and Dragan Barisic) beat Cuba and USA (Gina Shi and Joey Hung - the youngest pairing) beat Thailand. Austria (Sieglinde Gruber and Helmut Wiltschek - the longest playing pairing at 76 years) beat Canada (Yimei Cao and Zhiqi Yu). China (Xi and Yang), despite a game involving several move order errors,

beat Hungary (Diana Koszegi and Gabor Szabics), who were expected to do well. The Russians (13-year old Natalia Kovaleva playing with her school-teacher Evgueni Panioukov) narrowly lost to a Japanese pair. Last year's winners from Japan, Taka Bungo and Goto Naoko, lost a very tense game against another Japanese pair, the Hiraokas.

Sunday's round 2 saw France and Bosnia lose to Japanese, Austria to Koreans and USA to Chinese. The Germans, in their 18th Century dress after making the pledge, beat a Japanese pair. Netherlands (Renee Frehe and Rob Kok) beat Russia by 3.5. Round 3 saw the Latin American clash when Columbia (Giovanna Puerta and Jorge Sanz) beat Cuba (Ivonne Diaz and Rafael Torres). France beat Austria, Poland (Aleksandra and her father Jan Lubos) beat Germany, Croatia (Jasmina and her father Zoran Mutabzija) beat Canada, the Netherlands lost to Chinese Taipei (Chen and Yu) in a controversial game and China lost to Japan Hokkaido, Sato Momoko and Shimohashi Koichi.

Round 4 saw Austria beat Germany and Poland beat Croatia. The semi-final games saw Bae and Lim of Korea beat Sato and Shimohashi, and Kwon and Rim of DPR Korea beat the Hiraokas. The final round was round 5. France did to Netherlands what they did to UK last year and beat them to score 3/5. Germany beat Thailand to score a second win only and Croatia failed to get third win losing to a Japan pair by 3.5. Poland lost to the Hiraokas to end on 3/5 and Hungary ended on 3/5 beating the Kanais from Japan. The final game was played in a closed room, with a public commentary in Japanese in another. The game was won by DPR Korea. Kwon Mi-Hyon and Rim Hyon-Chol, both students, took the title to the north of Korea for the first time.



Photo: Tony Atkins

Cuban and Columbian dress sense at the International Pair Go event in Japan

So first was DPR Korea, then five teams on 4/5: 2nd the Hiraokas (Japan), 3rd Sato/Shimohashi (Japan), fourth Korea, fifth Chinese Taipei and sixth Goto/Taga (Japan), sorted by SOS. Top European teams were France 13th, Poland 14th and Hungary 16th.

224 Japanese pairs took part in the A, B and handicap C groups of the Araki Cup. This was played alongside the IAPGC on the Sunday. Also 12 pairs in the beginners group, mostly in their 20s and 30s from a local club, played on 13x13. The crowds were further swelled by spectators (from as far away as the UK), reporters and cameramen, officials and some famous professionals. Ishida, Ogawa, Umezawa, Rin, Takemiya and Redmond were all present. With such a large number of people it was no surprise the food soon ran out at the closing party. For the overseas players, however, the last event was the next-day lunch meeting with Mrs Taki, where news and views on Pair Go around the world were exchanged. Finally some souvenir presents were handed out, thanks to the sponsors and organisers, and the players went away with happy memories of one of the top events of the international Go calendar.

RICOH Cup

The professionals had their own turn at Pair Go in December with the RICOH Cup. The top 9 dans are paired up with the top women players to ensure some strong teams. The first day saw two rounds Swiss-style, with those on two wins and the oldest pairs on one win moving on to the next weekend. After the third round the semi-finals saw Osawa Narumi (2 dan) playing with Rin Kaiho beating Ogawa Tomoko (6 dan) and Ishida Yoshi, and Kusunoki Teruko (7 dan) and Yoda Norimoto beating Yashiro Kumiko (3 dan) and Kobayashi Koichi. The final was held in Taiwan on 14th January. This was a big event for Taiwan following on from the first game of the Kisei that was played there the week before. Osawa and Rin won the final by 5.5 points.

Women's Honinbo

Normally the individual professional title matches are not reported in the BGJ as you may know the names, but not the people. However with the Women's Honinbo in 2000, you may know one of the players. The challenger was Inori Yoko (5 dan), one of the two young ladies who visited London and Milton Keynes in September 1999 (the other was Umezawa Yukari). The first game was held in reigning champion Chinen Kaori's home town in Okinawa in October, but was won by Yoko. The match went back and forth between the two players, however the fifth and deciding game in Tokyo in November was won by Yoko, knocking Kaori off her champion's throne. Yoko had declined to join the Pair Go party to build up her strength for the last game, which seemed to have worked very well.

European Fujitsu Cup

24 top European players took part in the annual European Fujitsu Cup, held as usual at the European Go and Cultural Centre in Amsterdam during the second weekend of December. Britain's Matthew Macfadyen

qualified to take part in the seeded knockout tournament and beat Emil Nijhuis, Alex Dinerstein and Geert Groenen, but lost to Ion Florescu in the semi-final. Florescu had already beaten professional and fellow Romanian Catalin Taranu to get that far. The other semi-final was between Guo Juan, who had beaten Romanian Christian Pop, and Robert Mateescu, yet another Romanian; he had beaten Rob van Zeijst. Guo, the former Chinese professional, won the final as expected to earn the right to represent Europe in the World Fujitsu Cup against current professionals.

Italian MSO

The first Italian Mind Sports Olympiad (MSO) was held the same weekend as the Fujitsu Cup. It was held in the grandiose Palazzo Stelline in Milan. As well as traditional games, such as Go and Shogi, there were games such as Teenage Manga Mutanti RPG, Blood Bowl and Quoridor. The Italian Open was the main Go event and it was won easily by local 2 dan professional Yuki Shigeno. She said it gave her an interesting insight into the amateur tournament experience as it was the first time she had played in an even game event in Europe. Second was Paolo Montrasio (1 kyu) with 5/7 and third was Tanaka Masanori (5 dan) from Japan. A play-off for the Italian Title was won 3-1 by Enzo Burlini against Paolo. There were three handicap events: 9x9 was won by Hung Fiorumonti, 13x13 by Tatsutomi Hiroyuki and Blitz by Tanaka.

SMALL ADS

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NEW CLUB IN LINCOLN

Tristan Jones is setting up a new Go club in Lincoln. This will meet at 7.30pm on Thursday evenings. For further details, please contact Tristan on:

07752 681 042

or

01522 519 413



NOTICES

Advertisements

£100 per page and pro rata. Privately placed small ads, not for profit, are free. Discounts available for a series.

BGA Tournament Phone 07951 140433

The BGA has a mobile phone so that people can contact tournament organisers on the day of the event (for example in case of break down or other problems). Please note that not all tournaments make use of this phone.

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Journal Contributions

Please send contributions for the Summer Journal as soon as possible and in any case by 16th May.

Copy sent via e-mail is especially welcome. Please supply plain text as all formatting information will be discarded.

Diagrams can be supplied as mgt or sgf files from any recent Go editing program.

Please e-mail your contribution to:

journal@britgo.org

or post to:

David Woodnutt
3 Back Drive
Lillingstone Dayrell
Buckingham
MK18 5AL

FORTHCOMING EVENTS

April

Saturday-Sunday 31st March to 1st April:

Irish Open 5 round MacMahon tournament. 60 minute time limits; overtime of 15 moves in 5 minutes; komi 5.5. Entries to John Gibson. john@mhg.ie

Sunday 8th:

Coventry 3 round McMahan tournament at Midland Sports Centre, Tile Hill, Coventry. Contact Mike Lynn, 01675 442 753, or e-mail: mikelynn@barston.freereserve.co.uk

Bournemouth date not fixed. Contact Marcus Elves. zima@tesco.net

Friday-Sunday 13th-15th:

Paris The final of the 2000-2001 Toyota Tour. See <http://paris2001.jeudego.org>.

Monday 16th:

St Pauls, Bracknell A friendly team event organised by Tony Atkins. See page 60 for contact details.

Friday 20th - Sunday 22nd:

The British Go Congress at the Chapter Arts Centre, Cardiff. Contact Gerry Mills, tel. 01600 712934 or Paul Brennan paul@brennanlab.net

- British Lightning Go Championship.
- British Open.
- British Go Association AGM

Sunday 29th:

International Spring Match at the Nippon Club, London. By invitation only. Contact Geoff Kaniuk geoff@kaniuk.co.uk

May

Friday-Monday 4th-7th:

The Challengers' League Entrants must qualify from the Candidates tournament, those who qualify will receive an invitation. An 8 player all-play-all to decide who will challenge the reigning champion, Matthew Macfadyen in the British Championship final. Contact Tim Hunt. See page 60 for contact details.

Sunday 6th:

Barlow in the University Centre, Cambridge. Kyu players only. 5 round McMahan. 35 minutes time limit. This is part of a Mind Sports Weekend that is taking place in Cambridge over the bank holiday. Contact Konrad Scheffler. khs22@eng.cma.ac.uk

Saturday 12th:

Bracknell Contact Clive Hendrie, 01344 422 502.

Pair Go, date not fixed. Contact France Ellul, tel. 01494 452 047.

June

Saturday 9th June:

Leicester at the Church of all the Martyrs, off Narborough Road, Leicester. A 3 round McMahan Tournament. 60 minutes time limit with 30 stones in 5 minutes overtime. Contact Peter Fisher, tel. 0116 2871 362.

Women's Training Weekend, date not fixed. All female BGA members welcome.

Sunday 17th:

Anglo-Japanese Summer Match
By invitation. Contact Geoff Kaniuk.

Saturday-Sunday 23rd-24th:

Barmouth Contact Jo Hampton by phone 01341 281336 or at doofy@clara.co.uk

For the most up to date information on future events, visit the BGA web site at:
www.britgo.org/tournaments

BGA OFFICIALS

☛ indicates member of BGA Council

☛ PRESIDENT: Alison Bexfield
alison@bexfield.com

☛ TREASURER: T. Mark Hall
47 Cedars Rd, Clapham, London SW4 0PN
(020 7627 0856) tmark@gogod.demon.co.uk

☛ SECRETARY: Tony Atkins
37 Courts Rd, Earley, Reading RG6 7DJ
(0118 926 8143) ajaxgo@yahoo.co.uk

MEMBERSHIP SECRETARY: Kathleen Timmins
The Hollies, Wollerton, Market Drayton,
Shropshire TF9 3LY
(01630 685292) mem@britgo.demon.co.uk

JOURNAL EDITOR: David Woodnutt 3 Back Drive,
Lillingstone Dayrell, Buckingham MK18 5AL
(01280 860 624) journal@britgo.org

BOOK DISTRIBUTOR: Gerry Mills
10 Vine Acre, Monmouth, Gwent NP25 3HW
(01600 712 934) bgabooks@btinternet.com

☛ CHAMPIONSHIPS ORGANISER & TOURNAMENTS
Tim Hunt 208f North Row, Central Milton
Keynes, MK9 3LQ (01908 695 778)
timhunt@timhunt.freeserve.co.uk

☛ YOUTH COORDINATOR: Simon Goss
4 Butler Road, Crowthorne, Berks, RG45 6QY
(01344 777 963) simon@gosoft.demon.co.uk

WEBMASTER: Nick Wedd
37 North Hinksey Village, Oxford OX2 0NA
(01865 247 403) nick@maproom.co.uk

PUBLICITY OFFICER: Phil Beck
41 Kingston Street, Cambridge, CB1 2NU
(01223 367 022) pbeck@pbeck.screaming.net

NEWSLETTER EDITOR: Jill Segerman
20 Ivygreen Road, Chorlton-cum-Hardy,
Manchester M21 9ET
(0161 861 8467) jilseg@email.com

ANALYSIS SERVICE: Des Cann
402 Holyhead Road Coventry CV5 8LJ
(01932 788 426) des@cann.demon.co.uk

ARCHIVIST: Harry Fearnley
38 Henley Street, Oxford, OX4 1ES
(01865 248 775) archivist@goban.demon.co.uk

GRADING COMMITTEE CHAIRMAN: Jim Clare
32-28 Granville Rd, Reading RG30 3QE
(0118 950 7319) jim@jaclare.demon.co.uk

☛ JOURNAL BACK NUMBERS: Steve Bailey
49 Stocton Road, Guildford, Surrey GU1 1HD
(01483 533 748) sgbailey@iee.org

☛ Bill Streeten 3 Wellington Court, Wellington
Road, London E11 2AT (020 8926 6923)

☛ Chris Dawson
21 Eltham Avenue, Cippenham, Slough, SL1 5TQ
(01753 676 095) chris_dawson@bigfoot.com

GODRAW PROGRAM/CLGC: Geoff Kaniuk
35 Clonmore St, London SW18 8EL
(020 8874 7362) geoff@kaniuk.demon.co.uk

NATIONAL TRAINER: Matthew Macfadyen
22 Keytes Lane, Barford, Warks. CV35 8EP
(01926 624 445) matthew@jklmn.demon.co.uk

AUDITOR: Toby Manning
7 Oak Tree Close, Leamington Spa CV32 5YT
(01926 888 739) toby@ptmfa.freeserve.co.uk

Useful e-mail and web addresses

e-mail for general BGA enquiries

bga@britgo.demon.co.uk

BGA Web site

<http://www.britgo.org>

BGA e-mail lists

see web site for details of how to enlist

for general and discussion broadcast:

ukgolist@dcs.rhbnc.ac.uk

for youth discussion broadcast:

youthgolist@dcs.rhbnc.ac.uk

UK CLUB LIST

☛ Indicates new information

- BATH:** Paul Christie 01225 428 995
p.christie@bath.ac.uk Meets at The Rising Sun near Pulteney Bridge, Wed 7.30pm.
- BILLERICAY:** Guy Footring 01277 623 305
guy@Footring.demon.co.uk Meets Mon.
- BIRMINGHAM:** Kevin Roger 01214 494 181
kevin_roger@europe.notes.pw.com
Meets various places.
- BOLTON:** Stephen Gratton 01617 613 465
Meets Mon 7.30pm.
- BOURNEMOUTH:** Neil Cleverly 01202 659 653
cleverlyn@poole.siemens.co.uk Meets at 24 Cowper Rd, Moordown, Tues 8pm.
- BRACKNELL:** Clive Hendrie 01344 422 502
clive.hendrie@freenet.co.uk Meets at Duke's Head, Wokingham, Tues 8.30pm.
- BRADFORD:** Kunio Kashiwagi 01422 846 634
kashiwag@aol.com Meets at Prune Park Tavern, Thornton Wed 7.30pm.
- ☛ **BRIGHTON:** Granville Wright 01444 410 229
01273 898 319 (w) granville.wright@icl.com
Meets at The Queen's Head, opposite Brighton Station, Tues 8pm.
- BRISTOL:** Antonio Moreno 01179 422 276
Meets at Polish Ex-servicemen's Club, 50 St Paul's Road, Clifton, Bristol, Tues 7.30pm.
- CAMBRIDGE CHESS & GO CLUB:**
Paul Smith 01223 563 932
andreapaul@andrea-paul.freereserve.co.uk
Meets Victoria Road Community Centre, Victoria Road, Fri 6.15 to 7:45pm.
Caters for beginners and children.
- ☛ **CAMBRIDGE UNIVERSITY & CITY:**
Charles Matthews 01223 350 096
soc-cugos-contacts@lists.cam.ac.uk Meets at Alexandra Arms Mon 9pm; the Chetwynd Room, King's College Weds 7.30pm (term); Coffee Lounge, 3rd floor, The University Centre, Mill Lane Thurs 7.30pm; CB1 (café), 32 Mill Road Fri 7.00 to 9pm
- CHELTENHAM:** David Killen 01242 576 524 (h)
Meets various places, Wed 7.30pm.
- CHESTER:** Dave Kelly 01244 544 770
davekelly@free4all.co.uk
Meets at Olde Custom House, Watergate St, Chester, Weds 8.00pm.
- DEVON:** Bob Bagot 01548 810 692
Baigles@hotmail.com or Tom Widdecombe 01364 661 470 Meets Thursdays at 7.30pm Royal Seven Stars Hotel, Totnes (at the bottom of the High St). Ring to confirm.
- DUNDEE:** Bruce Primrose 01382 669 564
Meets weekly.
- ☛ **DURHAM UNIVERSITY:** Paul Callaghan
0191 374 7034 p.c.callaghan@durham.ac.uk
- ☛ **EDINBURGH:** Howard Manning 0131 667 5260
howard@manning2353.freereserve.co.uk
Meets at Guildford Arms, West Register St., Weds 7.30pm.
- EPSOM DOWNS:** Paul Margetts 01372 723 268
paul@yuhong.demon.co.uk Meets at 7 Ripley Way, Epsom, Surrey KT19 7DB but check with Paul first. Tues 7.30 to 11pm.
- ☛ **GLASGOW:** John O'Donnell 0141 330 5458
jtod@dcs.gla.ac.uk Meets term time at Research Club, Hetherington House, 13 University Gardens, Weds. 8pm.
- HIGH WYCOMBE:** Paul Clarke 01494 438 917
paul.clarke@eu.citrix.com Meets Weds 8.00pm.
- HP (BRISTOL):** Andy Seaborne 01179 507 390
afs@hplb.hpl.hp.com Meets Wed & Fri noon.
Please ring in advance to ensure that players are available.
- HUDDERSFIELD:** Alan Starkey 01484 852 420
Meets at the Huddersfield Sports Centre, Tues 7pm.
- HULL:** Mark Collinson 01482 341 179
mark@collinson.karoo.co.uk
Meets alternate Weds 7.30pm.
- IPSWICH:** Vince Suttle 01473 625 111
v.suttle@btinternet.com Meets Thurs.
evenings in the Brewery Tap, Cliff Road.
- ISLE OF MAN:** David Phillips 01624 612 294
Meets Mon 7.30pm.

LANCASTER: Adrian Abrahams 01524 34656
adrian_abr@lineone.net Meets Weds.
7.30pm Gregson Community Centre,
33 Moorgate.

LEAMINGTON: Matthew Macfadyen
01926 624 445 Meets Thurs 7.30pm.

LEICESTER: Richard Thompson 0116 276 1287
jrt@cix.co.uk Meets at 5 Barbara Avenue,
LE5 2AD, Thurs 7:45pm.

• LINCOLN: Tristan Jones 07752 681 042 or
01522 519 413 Meets 7.30pm Thurs. Please
contact Tristan for further details.

MAIDENHEAD: Iain Attwell 01628 676 792
Meets various places Fri 8pm.

MANCHESTER: Chris Kirkham 01619 039 023
chris@cs.man.ac.uk Meets at the Square
Albert in Albert Square, Thurs 7.30pm.

MONMOUTH: Gerry Mills 01600 712 934
bgabooks@btinternet.com
Meets by arrangement.

NEWCASTLE: John Hall 01912 856 786
jfhall@avondale.demon.co.uk
Meets various places, Weds.

NORWICH: Keith Osborne 01603 487 433
Meets first, third & fifth Weds of month.

• OPEN UNIVERSITY & MILTON KEYNES:
Tim Hunt timhunt@timhunt.freemove.co.uk
01908 695 778 Meets 1st Mon of month at
O.U. (CMR 3) other Mons at Wetherspoons,
Midsummer Boulevard Central MK, 7.30pm.

OXFORD CITY: Richard Helyer
01608 737 594 Meets at Freud's Café,
Walton Street, Tues & Thurs 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) Weds 7.30 to 11pm.

PORTSMOUTH: Kevin Cole 02392 820 700
kevjcole@yahoo.com
Meets various places, Sun 1pm.

READING: Jim Clare 01189 507 319 (h)
01344 472 972 (w) jim@jaclare.demon.co.uk
Meets at the Brewery Tap, Castle St,
Mon 6.30 pm.

S. E. WALES: Paul Brennan 02920 625 955
brennanp@uk2.net Meets Chapter Arts
Centre, Market Street, Cardiff. Tues 7:30pm,

ST ALBANS: Alan Thornton 01442 261 945 or
Richard Mullens 01707 352 343
Meets at The Mermaid Wed 8pm.

SWINDON: David King 01793 521 625
Meets at Prince of Wales, Coped Hall
Roundabout, Wootton Bassett, Wed 7.30pm.

TAUNTON: David Wickham 01984 623 519
Meets Tues various places.

TEESSIDE: Gary Quinn 01642 384 303 (w)
g.quinn@tees.ac.uk
Meets at University of Teesside Wed 4pm.

• WEST CORNWALL: John Culmer
01326 573 167 john_culmer@talk21.com
Meets Acorn Theatre, Parade Street,
Penzance, Tues 8.15pm.

WEST WALES: Jo Hampton 01341 281 336
jo@barmouthbay.freemove.co.uk
Baron Allday 01341 280 066 Llys Mynach,
Llanaber Rd, Barmouth LL42 1RN.

WEST SURREY: Pauline Bailey 01483 561 027
pab27@compuserve.com
Meets in Guildford, Mon 7.30 to 10pm.

WINCHESTER: Mike Cobbett 02380 266 710 (h)
01962 816 770 (w) mcobbett@bigfoot.com
Meets mostly at Black Boy, Wharf Hill, Bar
End, Wed 7pm. Check with Mike Cobbett.

WORCESTER & MALVERN:
Edward Blockley 01905 420 908 Meets
Weds 7.30pm.

Up to date information on UK Go clubs
is maintained on the BGA Web Site at:

www.britgo.org/clublist/clubsmap.html

Please send any corrections and all new
or amended information to Nick Wedd,
the BGA Webmaster.

See page 60 for all BGA contact details.

LONDON CLUBS

CENTRAL LONDON: Geoff Kaniuk
020 8874 7362 Meets in Daiwa Foundation,
Japan House, 13-14 Cornwall Terrace, NW1,
Sat 2pm. Please press doorbell marked 'Go'
and wait 3 minutes.

☛ **NIPPON CLUB IGO KAI:** K. Tanaka
020 8693 7782 gokichi@tanaka.co.uk Meets
at Nippon Club, Samuel House, 6 St Albans
St, SW1. (near Piccadilly Circus tube)
Sun 12 to 6pm. (Entry to building until
9pm). £4 Board Fee All players welcome.

NORTH LONDON: Martin Smith
020 8991 5039 martins@dcs.qmw.ac.uk
Meets in the Gregory Room, Parish Church,
Church Row, Hampstead Tues 7.30pm.

NORTH WEST LONDON: Keith Rapley
01494 675 066 (h) 020 8562 6614 (w)
Meets at Greenford Community Centre,
Oldfield Lane (south of A40), Greenford
Thurs 7pm.

TWICKENHAM: Neil Hankey 020 8894 1066 (h)
Meets Sunday evenings.

WANSTEAD & EAST LONDON: Jeremy Hawdon
020 8505 6547 Meets at Wanstead House,
21 The Green, Wanstead E11, Thurs 7.15pm.

YOUTH GO CLUBS

youthgolist@dcs.rhbnc.ac.uk

BERKSHIRE YOUTH: Simon Goss 01344 777 963
simon@gosoft.demon.co.uk
Meets at St Paul's Church Hall,
Harmanswater Mon 4pm to 7pm.

BLOXHAM SCHOOL Oxfordshire: Hugh
Alexander 01295 721 043
hughalexander@talk21.com

BRAKENHALE SCHOOL:
Emma Marchant 01344 481 908

CAMBRIDGE JUNIORS: Paul Smith
01223 563 932 (h) 01908 844 469 (w)
paul@mpaul.cix.co.uk

☛ **CUMNOR HOUSE SCHOOL:** Croydon
Lene Jakobsen meets Weds 4 - 5pm
lene@PampisfordRoad.freemove.co.uk

THE DRAGON SCHOOL Woodstock:
Jonathan Reece 01869 331 515 (h)
jon.reece@zetnet.co.uk

EVELINE LOWE PRIMARY SCHOOL London SE1:
Charles O'Neill-McAleenan 0207 252 0945

FITZHARRY'S SCHOOL Abingdon: Nick Wedd
01865 247 403 (h)

HAZEL GROVE HIGH SCHOOL Stockport:
John Kilmartin 01663 762 433 (h)

LONGWELL GREEN PRIMARY SCHOOL Bristol:
Bob Hitchens 01761 453 496
bob@hitchens10.freemove.co.uk

☛ **QUEEN ANNE HIGH SCHOOL Dunfermline:**
Greg Reid greid@reidg9.fsnet.co.uk
01383 730 083 (h) 01383 312 620 (w)

ST IVES SCHOOL Cornwall: Ms Alex Maund
01736 788 914 (h)
alex@st-ives.cornwall.sch.uk

ST NINIAN'S HIGH SCHOOL, Douglas, I.O.M.
Steve Watt

ST PAUL'S SCHOOL Cambridge:
Charles Matthews 01223 350 096 (h)
charles@sabaki.demon.co.uk

STOWE SCHOOL Buckingham: Alex Eve
01280 812 979 alex@figleaf.demon.co.uk

☛ **WHITEHAVEN SCHOOL:** Keith Hudson
019467 21952 keith.jill@lineone.net

GLOSSARY OF GO TERMS

- AJI:** latent possibilities left in a position
- AJI KESHI:** a move which destroys one's own aji (and is therefore bad)
- ATARI:** having only one liberty left; stones are said to be 'in atari' when liable to capture on the next move
- BYO YOMI:** shortage of time; having to make a move in a given time. Overtime is now more widely used in tournament play
- DAME:** a neutral point; a point of no value to either player
- DAME ZUMARI:** shortage of liberties
- DANGO:** a solid, inefficient mass of stones
- FURIKAWARI:** a trade of territory or groups
- FUSEKI:** the opening phase of the game
- GETA:** a technique that captures one or more stones in a 'net', leaving them with two or more liberties but unable to escape
- GOTE:** losing the initiative
- HANE:** a move that 'bends round' an enemy stone, leaving a cutting point behind
- Hamete:** a move that complicates the situation but is basically unsound
- HASAMI:** pincer attack
- HOSHI:** one of the nine marked points on the Go board
- IKKEN TOBI:** a one-space jump
- ISHI NO SHITA:** playing in the space left after some stones have been captured
- JIGO:** a drawn game
- JOSEKI:** a standardised sequence of moves, usually in a corner
- KAKARI:** a move made against a single enemy stone in a corner
- KATTE YOMI:** self-centred play; expecting uninspired answers to 'good' moves
- KEIMA:** a knight's move jump
- KIKASHI:** a move which creates aji while forcing a submissive reply
- KOMI:** a points allowance given to compensate White for playing second
- KOSUMI:** a diagonal play
- MIAI:** two points related such that if one player takes one of them, the opponent will take the other one
- MOYO:** a potential territory, a framework
- NAKADE:** a move played inside an enemy group at the vital point of the principal eyespace to prevent it from making two eyes
- OVERTIME:** in tournament play, having to play a number of stones in a certain time e.g. 20 stones in five minutes
- OYOITSHI:** 'connect and die', capturing by a cascade of ataris, often involving throw-ins. If the stones connect up to escape, they all get caught.
- PONNUKI:** the diamond shape left behind after a single stone has been captured
- SABAKI:** a sequence that produces a light, resilient shape
- SAGARI:** a descent – extending towards the edge of the board
- SAN REN SEI:** an opening which consists of playing on the three hoshi points along one side of the board
- SEKI:** a local stalemate between two or more groups dependent on the same liberties for survival
- SEMEAI:** a race to capture between two adjacent groups that cannot both live
- SENTE:** gaining the initiative; a move that requires a reply
- SHICHO:** a capturing sequence shaped like a ladder
- SHIMARI:** a corner enclosure of two stones
- SHODAN:** one dan level
- TENGEN:** centre point of the board
- TENUKI:** to abandon the local position and play elsewhere
- TESUJI:** a skillful and efficient move in a local fight
- TSUKE:** a contact play
- YOSE:** the endgame

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