

BRITISH **Go** JOURNAL



Simon Goss, who was elected as the new President of the British Go Association at the British Go Congress in April. You can read his introductory remarks on page 18.

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EDITORIAL

Once a year seems about right for a word from the Editor. Simon Goss, in his Address as the new President of the BGA (page 18), points out just how many members work tirelessly on behalf of all Go players. I don't know whether his calculation includes them but I'd like to take this opportunity to thank the many contributors whose hard work makes my job possible and ensures that we all look forward to each issue of the Journal with eager anticipation.

In this issue, Charles Matthews begins a new series, *Contrasts*, which examines the transition to the middlegame; Tony Atkins' series *In the Dark* departs from its original oriental theme to answer common questions about how Go tournaments work and Richard Hunter continues to help us all get stronger.

The Journal is by the membership and for the membership. If I have one complaint, it is that I don't hear enough from readers about their views. Newsgroups and e-mail seem to be taking over from the printed word as a way of discussing ideas. Although it appears only four times a year, a letter to the Editor is still a good way to air your thoughts; whether about the contents of the Journal or about other issues. Perhaps not the place for a lively debate but certainly a way of reaching the entire membership.

My only other gripe is the lack of good photographs to liven up these pages. A recent appeal on ukgolist brought a good crop but it would be nice if more people accepted the challenge of making interesting pictures and submitted them for publication. Go playing is not a particularly photogenic activity but that shouldn't deter people who regularly attempt the impossible on the Go board.

The only negative comments I've received about the content of the Journal have been expressed as a desire to see more games. If you have a record of an interesting game, find a strong player to comment on it and submit it for publication. And now... enjoy!

UK TOURNAMENT RESULTS

Tony Atkins ajaxgo@yahoo.co.uk

Inspector Morse

90 players took part in Oxford on 17th Feb. at St. Edmund Hall as usual. Again the entry form advised against eating packed lunches outside in February, but again spring-like sun warmed the dreaming spires of Inspector Morse's old patch. The Oxford Heritage bookshop and BGA Computer turned up on time, but the Go sets had been stashed by a still-asleep student, causing a minor panic. Winner was Seong-June Kim (6 dan) with 3/3, claiming to be from Oxford Club though he had not then visited it. Also on 3/3 and receiving book prizes were: Tony Atkins (2 dan Bracknell), Dave Artus (1 dan London), Phil Beck (1 kyu Cambridge), Wenbo Mao (1 kyu Bristol), Tom Cooper (8 kyu Worcester), Mogens Jakobsen (14 kyu Epsom) and Chris Pooley (18 kyu Oxford).

University Challenge

The 77-player 25th Trigantius in Cambridge on 4th March was again sponsored by **Hitachi** and had returned to the University Centre. Again Charles Matthews and Seong-June Kim produced a book of games and positions from the event, so the Cambridge University challenge was to be extra careful where you played your stones. However this did not help Seong-June as he lost in the last round to winner Des Cann (4 dan Leamington). Prizes went to Mike Charles (2 dan St. Albans), Matthew Selby (4 kyu Epsom), Erwin Bonsma (10 kyu Ipswich) for 3/3 and to Andrew Spray (9 kyu Cambridge) for 2.5/3. Best kyu player prize was shared by Phil Beck (1 kyu Cambridge) and Mike Cockburn (1 kyu St. Albans). Young William Brooks (Cambridge) won the continuous 13x13 and the best team was Epsom Downs. Paul Smith organised 8 players in the Beginners' Tournament: best junior was Matthew Burstein (28 kyu Cambridge), best adult was Paul Taylor (22 kyu Cambridge).

The Weakest Link

18 of those who qualified took part in the first stage of the 2001 British Championship, the Candidates' Tournament, at the Daiwa Foundation in London on 17th and 18th March. Unbeaten winner was T. Mark Hall (4 dan); also qualifying on 3/4 were Quentin Mills (3 dan), David Ward (3 dan), Tim Hunt (2 dan) and Charles Matthews (3 dan). John Rickard (4 dan) also scored 3/4 to be first reserve. David's only loss was when he failed to show on the Sunday morning, as he had woken up to find he had been burgled. This year the weakest links were Simon Goss and Tony Atkins, who lost all their games, and even proved too weak to help move the hired tables up and down stairs. Sharing the CLGC venue on the Saturday afternoon allowed some spectators. Also spectating was Natasha Regan who acted as ghost but did not get to play this year.

Alive and Kicking

Matthew Macfadyen went back to his winning ways to win his own tournament again, the Coventry Tournament at Tile Hill Sports Centre. He was also part of the winning Leamington Beards team, who squeezed fellow chins by 3% with 67. Best of the other 76 players were Eddie Smithers (1 dan, Leicester), Ivan Watling (10 kyu Bradford), Pauline Bailey (14 kyu West Surrey), Lasse Jakobsen (21 kyu Epsom) and Oscar John (30 kyu Cambridge) all with 3/3, and Niall Cardin (2 kyu Oxford Uni) with 2.5. Nicola Hurden (Berkshire Youth) won the 13x13. Highlight of this event as always was Matthew's lunch talk, analysing the problem on the entry form using the theory: play the vital point and then play from the outside. Matthew soon proved this method stopped the group from being alive and kicking.

EastEnders

8 teams from the tideless Thames Valley met at St. Paul's Bracknell to take part in the

Thames Valley Team Tournament on Easter Monday 16th April. This event is often known by a large numbers of letter Ts, but this year due to T-shortage there were only 14. Winners were secret East Enders the Royal Standard (Beaconsfield), beating Bracknell in the final. Second was Reading, 3rd High Wycombe, 4th Berks Boys, 5th Bracknell. Players on 3/3 were Clive Hendrie, Paul Clarke, Shawn Hearn and Tony Atkins. On the 10x10 board, Continuous winners were Tony Atkins with 9/14, Shawn Hearn with 6/9 and Theo Elliott with 4/5.

Top Gear

73 players took part in the 34th British Go Congress at the Chapter Arts Centre in Cardiff between 20th and 22nd April. Gerry Mills and Jeff Cross were the main organisers, as third organiser Paul Brennan had to



Photo: Tony Atkins

Matthew Macfadyen lecturing at Coventry

work abroad. Paul's design 'The Chinese Dragon meets the Welsh Dragon' was very well received and the tee-shirts on which it was printed were really top gear. The Congress made a return to the type at Chester a few years ago where the players had to stay off site at hotels. A list of hotels was provided, some with locations alongside the River Taff, one right opposite the Millennium Stadium. It was this stadium that attracted the most visitors to Cardiff that weekend; on the Sunday was the LDV Vans football final between Port Vale and Brentford. That event caused some traffic chaos on the way home from the Congress and caused the hotels not to offer their discounted weekend rates.

40 players took part in the British Lightning, held as usual on the Friday evening. Jeff attempted the playing card system with all 40 players in one division. Luckily the system's originator turned up to help sort out how it worked, though it was still a surprise when the player with the 5 of Clubs claimed a prize. In the fifth round final, Matthew Macfadyen (6 dan Leamington) beat Simon Goss (2 dan Bracknell) but the player drawn down in round five also won, so there were still two unbeaten players. As one of them had not had the chance to hold the Ace of Hearts, it was agreed to have a second final. In the play-off Matthew beat Michael Charles (2 dan St. Albans). So the trophy went to Matthew for 6/6; prizes went to Mike Charles for 5/6 and for 4/5 to Simon Goss, Phil Beck (1 kyu Cambridge), Simon Shiu (4 dan Bristol), Jim Clare (3 dan Reading) and Francis Roads (4 dan Wanstead).

The Chapter Arts Centre is located in an old school. The bar (with its Belgian beers) and the restaurant proved popular throughout the weekend, though there were chances to pop



Photo: Tony Atkins

Eyes down for the analysis: Matthew Macfadyen reviews the Lightning Final with Mike Charles at the British Congress in Cardiff

out to sample a local curry or Chinese in Canton. An upstairs room provided a room for the short but useful Annual General Meeting and the Go took place in the old gymnasium, a separate building across the front yard. The weather provided contrasts with almost constant sun on the Saturday and almost constant rain on the Sunday. This changeability did not disturb Matthew Macfadyen's play as he won the British Open with an unbeaten 6/6. Second prize went to T. Mark Hall (4 dan) for 5/6 and third to Des Cann (4 dan) for 4/6. These were cash prizes provided by the sponsors of the event **Target Group plc** and **Payday Group Ltd**, to whom we are very grateful. Fourth was Dan Micsa (2 dan Reading) with a very good 4.5/6, surely the pinnacle of his stay in England (he was leaving for the USA in May). Fifth place was taken by Alistair Wall (4 dan Wanstead), though 3.5 was not enough for a prize. Roger Daniels (3 kyu London) was the outstanding kyu player with 5/6; the same score was achieved by Bill Streeten (4 kyu Wanstead) and Ian McAnally (10 kyu Manchester). Youth

Champion, Jimmy Mao, won 4/6 playing at 1 kyu, so is starting to look like one of our next promotions to dan level.

The Nippon Club Cup for the best club percentage went to Wanstead with 66, ahead of Leamington on 62. Nobody did well enough in the 13x13 to get a prize. Winners of Mars bars for the various non-Go side events commissioned from Steve Bailey were as follows. In the name the US states and their capitals quiz, first was Bill Streeten (a former US resident), second Toby Manning and third Bob Bagot. In the two letter word contest, Pauline Bailey named 43 but had 3 disqualified and Barry Chandler named 58 with 17 off to win by 1 point.

At Dots and Boxes game Steve Bailey scored 18 and his mother, Pauline Bailey, 11.

The annual Grand Prix events end at the British. The Terry Stacey GP was won by Francis Roads (2.5 points ahead of John Rickard, then Seong-June Kim). The Weak Knee Dan trophy was won by Alan Thornton (30 points) but previous winner Simon Goss's weak brain meant he did not get it until the next weekend. Mike Charles was second with 22.

Home and Away

Seven teams of six players took part in the London International Teams on 29th April. Home side the Nippon Club had to borrow players, despite their monthly tournaments continuing to raise awareness of the club. This time the event was five rounds lightning (with overtime) organised as a McMahon with a top bar and a shodan bottom bar. The away winners, on 19, were Reading (actually a team from Reading and sister club Bracknell). Second was the CLGC (Central London Go Club) with 17. Third equal were Korea and Samkox on 16 (work out which three clubs that represents). Cambridge got a disappointing 13, Wanstead 13 and Nippon Club 11. Players on 4/5

winning the best bottles of wine were Dan Micsa (2 dan), Alex Rix (4 dan), John Fairbairn (3 dan), Seong-June Kim (6 dan), Jaehyun Yen (4 dan), Xiang Dong Wang (4 dan, who beat Seong-June Kim), Mike Charles (2 dan) and Henry Segerman (1 dan).

Movers and Shakers

Over 100 people took part in the Cambridge MSO (Mind Sports Olympiad), which included the Barlow on 6th May and British Shogi Championships. Seong-June Kim won 3/3 at 4 kyu in the latter, but was too strong to play the Barlow which is only for kyu players. Les Blackstock won the British Shogi, on tie-break from Marc Theeuwien



Photo: Tony Atkins

There was plenty to distract all the family at the Cambridge MSO in May.

and Stephen Lamb. Cambridge's Matthew Reid and Matthew Woodcraft also played Shogi, all watched by pros Aono, Maeda and Miss Ajiki. Other movers and shakers were playing Chess, Omweso (Owari), Scrabble, Chinese Chess and others. Young local Go player William Brooks got a prize for best result in several events. 28 players took part in the Barlow. Winner was Mike Cockburn (1 kyu St. Albans) on 5/5. Second were Natasha Regan (1 kyu London) and Rob Jack (3 kyu London) on 3.5/5. Prizes for 4/5 went to Lene Jakobsen (22 kyu Epsom) and Lasse Jakobsen (19 kyu Epsom).

The League of Gentlemen

The Challenger's League was held from Friday 4th May until Monday 7th. The venue, as last year, was the Friends Meeting House at Walthamstow. Tim Hunt (2 dan) posted the results every night, and so people were kept excited by the upsets that occurred and the early lead developed by Young Kim (5 dan). He lead from Round 2 as Des Cann (4 dan) lost to Quentin Mills (3 dan), but he lost to David Ward (3 dan). The crunch game against Des in round 5 was one of the 6 games analysed on the Bank Holiday Monday by Seong-June Kim for 13 kyu/dan visitors and some of the players at a teaching day. Young won and held on to be the best of the gentlemen and become the new Challenger to Matthew Macfadyen's title. Second was Des Cann and third Matthew Cocke (5 dan) who lost to Des and Young and had some half point wins against the lower graded players; both scored 5/7 and retain places in next years League. Unfortunately, T. Mark Hall (4 dan) bothered the referee, Alex Rix, by having to withdraw from round 7 because of illness. Actually this did Charles Matthews (3 dan) a favour as he was jetting off to Korea that night as our representative at a Go symposium. Fourth placed was David and fifth Charles (4/7), sixth was Quentin (2/7). T. Mark was seventh on tie-break and Tim eighth.

Neighbours

Only 45 people got to play the Bracknell on 12th May this year, held confusingly like the last two years in Wokingham. The rumour was that this was caused by Toby Manning choosing the same day to get married (see photo on page 54). However the really sunny weather, football final and other Spring attractions may have kept others away. Even near neighbours to the event, like your reporter at four miles distant, declined to play, attending a Spring Fair in the morning instead. Compared with hard



Photo: Tony Atkins

Young Kim, here seen playing Tim Hunt in the Challenger's League, emerged as this year's contender in the battle for the title of British Champion.

work of the previous weekend, it was easy going for Young Kim (5 dan) as the Korean from London won for the second time with an easy three wins. Also winning 3/3 were London's Roger Daniel (3 kyu), local girl Nicola Hurden (11 kyu Berks Youth) and young Lasse Jakobsen (18 kyu Epsom). Lasse also won a tie-breaker to win the Continuous 13x13 prize (slyly selecting a bottle of wine). The paper folding and Go problems contest set by Ian Marsh (see the article on page 44) was won by Brian Brunswick (1 kyu Epsom), who managed a neater solution than Steve Bailey; junior winner was Ian McAnally.



Photo: Tony Atkins

Kathleen Timmins playing at Crewe

FRIENDS OF THE LONDON OPEN

Geoff Kaniuk

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You have no doubt heard by now that this year the London Open is being held at a new venue - the International Students House

<http://www.ish.org.uk>

which is near to Regent's Park and the West End of London. In all the years that I have been involved in the London Open this looks like the best site yet and it has, in my view, the potential for being one of the premier sites in Europe.

The venue has many attractions including a bar, restaurant and a large well-lit theatre which can easily seat more than 150 players. In addition to all this, there is a substantial array of accommodation on site, ranging from single rooms to multi-bedded dormitories, and the latter at a cost of just £12 per night. [Please accept my apologies if you have seen earlier publicity quoting £10; this was last years price which has been stable for 7 years and ISH, being a charity, have been forced to increase this] For further information on the tournament please see

<http://www.britgo.org/tournaments/london>

We are hoping that this low-cost accommodation will attract European and youth players to attend, who would not otherwise be able to afford the high rates in London. For some players however, even this rate would be beyond reach. In order to open up the tournament to as many players as possible, the organisers of the London Open Go Congress have set up a fund – Friends of the London Open – designed to help meet the accommodation costs of youth players and those from abroad.

The aim is for UK Go players to contribute to the fund (£48 pays for accommodation for one person). The proceeds are used only for accommodation purposes and not for any administrative or prize money support. European Go Associations have been invited

to provide suitable candidates. The fund is seeded with an initial amount of £100, covering accommodation for two people.

At the end of the tournament, if the fund has not been fully used, it will be carried over to next year. Contributors to the fund will receive a summary of the fund accounts and its effectiveness. Names of contributors and beneficiaries will not be listed.

If you would like to become a Friend of the London Open, please send a cheque (for whatever amount you choose), made payable to the London Open Go Congress.

Send the cheque to:

Bill Streeten
Friends of the London Open
3 Wellington Court
Wellington Road
London E11 2AT

I thank you in advance for your support in helping to make this one of the finest London Opens ever!

IN THE DARK?

What is a McMahon Tournament?

This is a pairing system developed in the UK to match contestants against others of the same McMahon score as far as possible. A player's McMahon score starts at their entry grade and gets better by one point for each game won.

A 4 kyu with two wins has the same McMahon score as a 2 kyu with no wins. The player with the best McMahon score at the end of the tournament is the winner.

Tony Atkins

Edited by Charles Matthews

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To conclude this discussion on openings, we look at the start of an amateur game.

Figure 1 shows the opening 22 plays. It can be seen that Black has a reasonably large development on the right, and that White has built influence in the hope of a territorial framework across the centre. How did the players come to this position?

The first four moves are fairly simple. If White 2 were played in the upper left or lower right then Black could choose either a parallel opening (two corners on a side) or a diagonal one (NE and SW corners). After White 4 Black can enclose the corner in the top right or lower right. The choice of an enclosing play to form a shimari was covered in an earlier article. In the game Black played 5 for influence on the right side. What would have happened if Black had gone for the enclosure in the lower right? Diagram 1 shows that Black's shimari has little effect on the top right corner, while the White 4-4 stone in the top left does combine with the approach move 6.

In the game, when White approaches with 6 Black pincers with 7 hoping for results such as are shown in Diagrams 2, 3 and 4. Each of these would be a reasonable outcome for Black. In Diagram 2, Black develops the area in front of the shimari and has a stable group on the lower edge. In Diagram 3, the solid black wall faces the shimari and the spacing on the side is reasonable; Black can be happy with the prospects for territory. Diagram 4 is a little more complicated. When White plays 13 there, a certain ladder must be good for White (imagine Black 14 at 16).

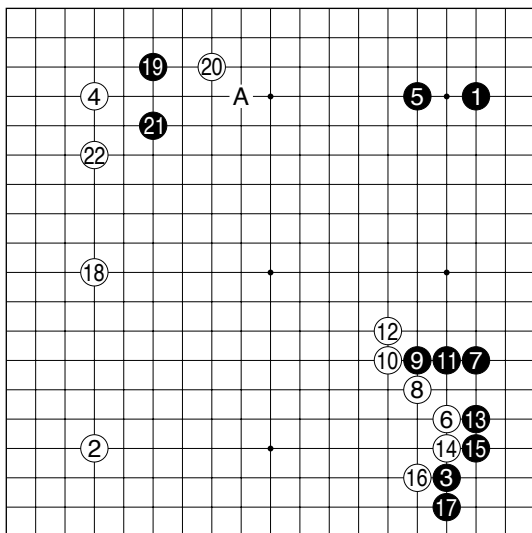
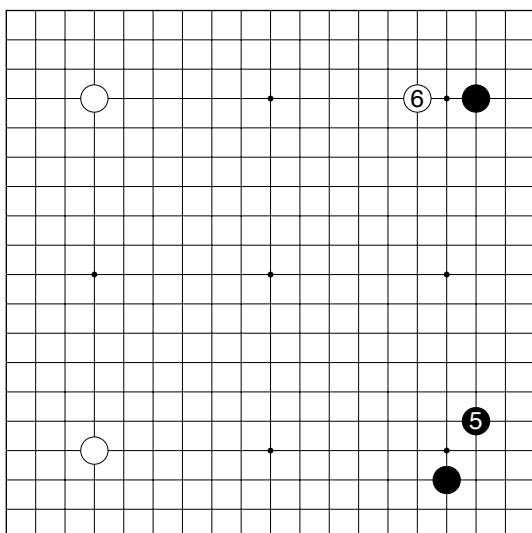
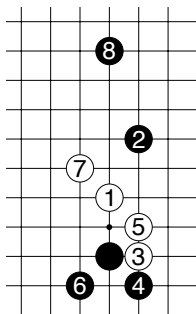


Figure 1

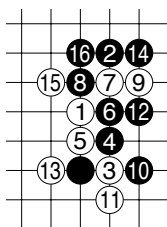
An amateur opening



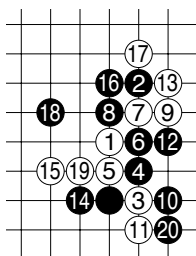
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□ 2

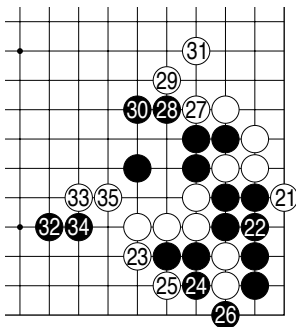


□ 3



□ 4

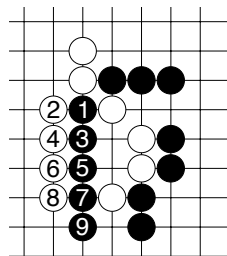
White relies on the presence of the 4-4 stone in the top left to break the ladder. The end result is a running fight, one variation being shown in Diagram 5. White appears to have disliked the outcome (which is the line expected here at professional level). Not liking any of these sequences, White plays out at 8 in Figure 1. Tactically



□ 5

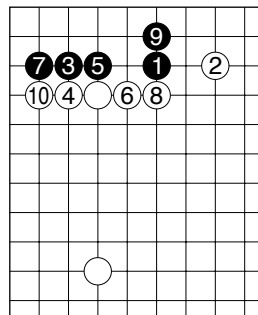
this prevents an immediate Black connection at 13. Black now plays 9 to leave White with a cutting-point weakness. White plays at 12 to deny Black a huge framework on the right. Connecting below 10 instead would be short-sighted; Black could play 12 safe in the knowledge that, when attacked, the corner stones could connect at 13 or extend along the bottom side.

After White 12 to Black 17 the corner is secure but White has built influence in sente. The play at 18 builds a framework on a large scale. Please put these first 18 moves on a board and look at what White is trying to do. Put yourself in White's shoes. You cannot hope to make all of this area into territory. Are you worried about the cut below 10? If Black does cut now, White should just push down as in Diagram 6, giving up four stones and creating an even stronger outside wall.



□ 6

White made a mistake with 20, hoping for the continuation of Diagram 7 and a further enlargement of the framework.



□ 7

Black avoids this, skipping out to 21. Now 20 is weak and subject to attack on the top side. White should have played the high pincer at A in Figure 1. This decision, taking the upper right corner into account, is like those mentioned in the earlier article on pincers.

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

OUTGOING PRESIDENT'S REPORT

Alison Bexfield

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After two years as BGA President I am standing down because my new family commitments, together with my move to Luxembourg, mean that I no longer have the time, or an appropriate geographical location, to continue. I have not been able to spend as much time on BGA activities as I would have liked in the last part of this year and so I am very grateful to the rest of Council for covering for me in this time.

Communication

In my two years as President I have worked in particular to improve the communication of the Association; to keep members informed of the priorities of Council and how their membership fees are spent.

Money

The accounts for 2000 show a healthy financial position. In fact the surplus shown is misleadingly healthy. Expenditure on player development was far less than budget as there were no major professional visits to the UK and no masterclass was run in the year. The BGA also benefited significantly from the support of the Mind Sports Organisation in sponsoring the British Championship title match and consequently outreach and tournament expenditure were lower than expected.

Promoting Go

This is the hardest part of the BGA's activities. I would like to thank Kathleen Timmins for the good work she is doing in growing the membership. This is in no small part due to her efficiency.

But to make big strides in developing Go in the UK, as opposed to creeping progress, we need to be more ambitious and creative in our activities. This means trying out new ways of advertising Go to the non Go playing community. The Matsuri festival in

the UK in 2001 provides us with such an opportunity, as did the Mind Sports Olympiad in 2000. But to be successful we need volunteers on the ground to match the financial resources the BGA can supply.

We should not be scared of failure. Without trying new things we cannot discover what will be successful. For example, the MSO in 2000 took up a large amount of BGA time. This did not translate directly into many new BGA members, at least not in the short term. But the event obtained massive coverage of Go as a game (through national newspapers and Radio 4's Today programme).

Because of the media interest in Xingwen Liao and the efforts of the BGA, there are now many more people in the UK who have heard of Go and who may be interested in trying it out the next time they encounter it. The long term benefits are unquantifiable but, in my opinion, justify the effort.

As an organisation the BGA has the financial resources to be more active in outreach activities but continues to suffer from a lack of resources in terms of people. This remains a challenge for the future.

Where now?

I believe that the BGA has a choice in its future activities. It can concentrate on delivering a quality service to existing Go fans, keeping membership fees low and maintaining a 'steady state', with minimal effort on other activities. Or it can be more ambitious and, in addition to the member services, it can devote a part of the membership fee to promoting the game on a larger scale to the non Go playing community.

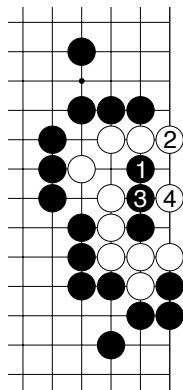
It is the latter vision that I believe the BGA has been, and should be, aiming for. I hope that members and the new BGA President share this vision.

Richard Hunter

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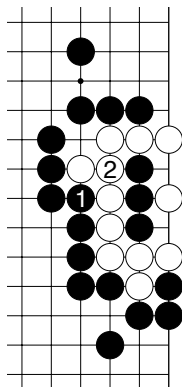
Problem Discussion

The previous article in this series ended with two problems. The first one reviewed some of the ideas presented in that article.

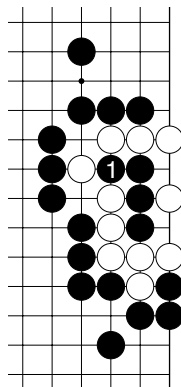


1 Correct

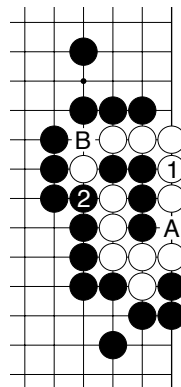
Black 1 in Diagram 1 is the vital point in this position, which was Problem 1 in BGJ 122. If Black plays hane at 2 instead, White 1 makes the group alive.



1a Seki



1b Wedge in



1c Next

White's descent at 2 is the strongest reply to Black 1. A hane one point below would let Black atari at 4 and make a pyramid four. White 2 maximises the eye-space. After Black 3, White 4 takes the vital point.

The next move is critical. If Black plays from the outside with 1 in Diagram 1a, White connects and lives in seki. The key move is Black 1 in Diagram 1b.

Wedging into White's defect is a technique we studied in the last part. White is running out of liberties, so has to play 1 in Diagram 1c. Then Black cuts at 2, which is atari. Can you read out the continuation?

Although White can capture a bent-four group of black stones with A, his position has a weak wall. After Black B he cannot make two eyes.

IN THE DARK?

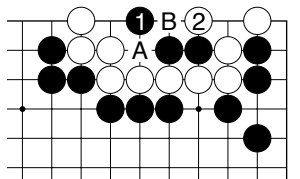
Why might I have to play handicap games at tournaments?

A McMahon draw attempts to maximise the number of even games played. Often there are insufficient players in the lower part of the draw to give any even games. A handicap of 'no komi' is given if the McMahon score difference is two. Handicap stones are given if the differ-

ence is three or more. These handicaps are one less than the McMahon score difference. For example, a 20 kyu on zero wins will play an 18 kyu on two wins with a three stone handicap. No handicap games are played above the Bar.

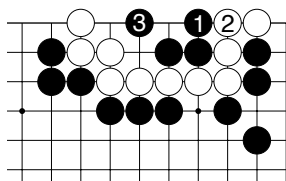
Tony Atkins

The second problem in the last article introduces the theme of this part. Black 1 in Diagram 2 looks like the vital point, but White plays 2.



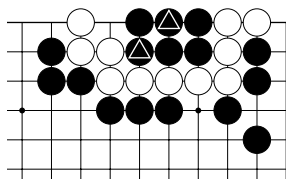
❑ 2 Failure

Next, Black A makes a bent four, and White can't play at B. However, there's nothing stopping White from playing atari from the other side (to the left of 1). White isn't short of liberties. Therefore, Black's best move for 3 is B. I'll leave you to work out the result by yourself, but it doesn't kill White unconditionally. The correct answer is to play first at 1 in Diagram 2a. Then, if White replies with 2, Black plays 3.



❑ 2a Correct

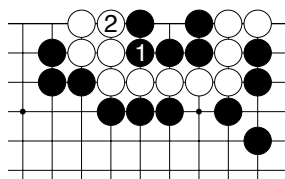
Now White is unconditionally dead. The problem here is to understand why. Based on what we have studied so far, it would seem that White should be alive. He has a seven-point eye-space and Black cannot make a six-point nakade shape. For example, adding two stones as in Diagram 2b would let White capture them and live. The key is to make an eye.



❑ 2b Alive

Make an Eye

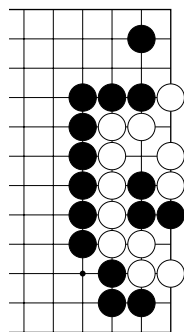
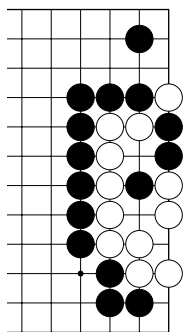
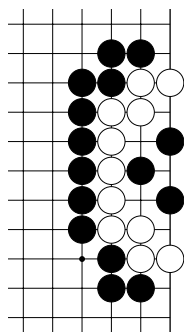
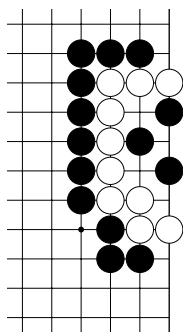
Rushing to make an eye with 1 in Diagram 2c is not the answer. In my previous series Counting Liberties,



❑ 2c Alive

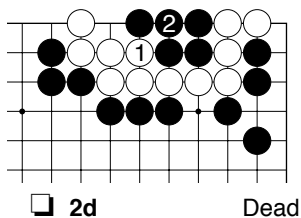
I tried to dispel the myth that 'one eye beats no eye'. and in the last journal, Nick Wedd reinforced the message with his own advice. An eye can indeed be useful but here White simply plays atari with 2 and then captures the five black stones, which makes him alive. Let's consider Diagram 2a from White's point of view. What can White do? Well, nothing actually. If he plays any move inside his own eye-space, for example 1 in

Status Check Positions I – IV

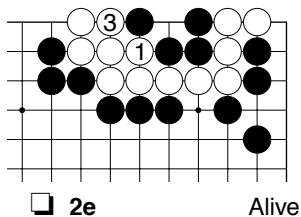


Are these groups dead, alive, or unsettled?
The answers are discussed later in this article.

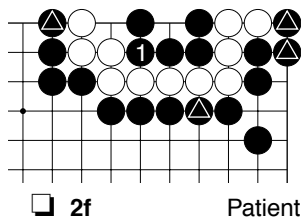
Diagram 2d, Black connects at 2 making a bulky five.



Black's connection is necessary. If he plays elsewhere instead, White lives with 3 in Diagram 2e. In this position it's illegal



for Black to connect, since that would leave him without any liberties. Since White has no good move after 3 in Diagram 2a,



there's nothing to stop Black from first filling all the outside liberties and then making an eye with 1 in Diagram 2f. Now the side with the eye really does win. Note that Black doesn't need to actually play the moves in Diagram 2f. They're shown just as proof. Look back at

Diagram 2a and convince yourself that White really is dead already. Even though Black's eye isn't perfect, it's suicidal for White to play so as to make it into a false eye. This type of position occurs quite often in real games, so it's well worth making sure you understand it thoroughly.

Diagram 3: What's the status of the black group? The answer is discussed on the next page.

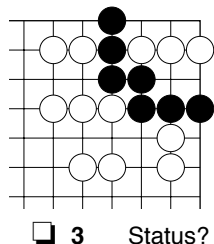
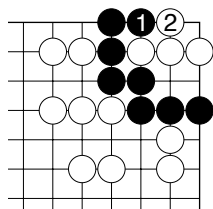


Photo: Louise Brenner

A sight to inspire us. Some of the 640 contestants at the 38th Women's Amateur Igo Town (Team) Tournament, held in Nagasaki on 31st October and 1st November 2000.

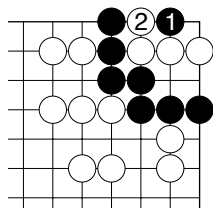
Pushing at 1 in Diagram 3a is hopeless. White blocks at 2, making an eye at the 1-1 point. Although Black has



❑ 3a Hopeless

enough liberties to win the capturing race, it does him no good. The white stones are a pyramid four, which is a nakade shape. If Black captures them, White can play back at the vital point (2-2) and kill him. After White 2, Black is dead.

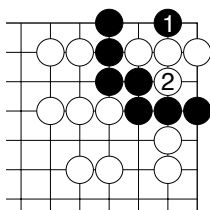
Diagram 3b: How about playing 1 here? This was certainly the vital point for White in the last diagram.



❑ 3b Better

White 2, however, is a mistake. Black has enough liberties to capture the white stones and they do not make a nakade shape, so Black will live. In fact, after White 2, Black can play elsewhere and still live.

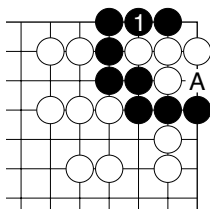
White 2 in Diagram 3c is the vital point. This is a bit



❑ 3c Dead

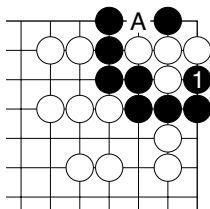
of a blind-spot. It's very tempting to play 2 in the previous diagram. White 2 here makes a nakade shape, so it's no use Black trying to capture the white stones.

If Black plays 1 in Diagram 3d, there is nothing to stop White from playing A,



❑ 3d Dead in gote

making a bulky five, but there's no hurry to play it. Black has died in gote. How about Black 1 in Diagram 3e?

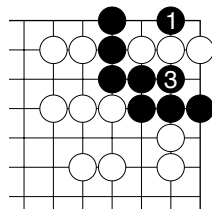


❑ 3e No good

Again, Black dies in gote. Black has no follow-up; playing A just rushes toward capturing a nakade shape.

So there is nothing Black can do to stop White from filling all the outside liberties and then capturing eight black stones with A.

Diagram 3f: If White plays elsewhere after Black 1 in Diagram 3b, then Black can live with 3 here. Do you see



❑ 3f Seki

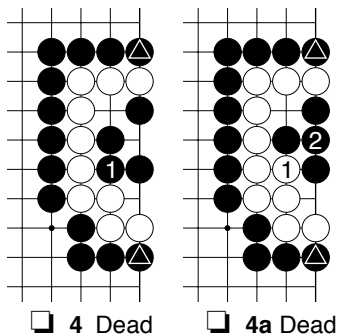
why? Once Black has taken the vital point of 3, he can connect to the left of 1, making a seki. White cannot stop this; if he blocks, Black wins the capturing race and lives with territory.

In conclusion, in Diagram 3, Black is dead. Adding 1 and 2 in Diagram 3c makes it easier to see that the position is settled. The best Black can achieve is to die by five-point nakade.

Status Check Answers

I: White is dead.

If Black plays 1 in Diagram 4, he makes a partial eye. There is nothing White can do to stop Black completing it, which puts White in atari. On the other hand, if White adds a stone with 1 in Diagram 4a, Black can eventually connect at 2, making a pyramid four. Later, Black will be able to

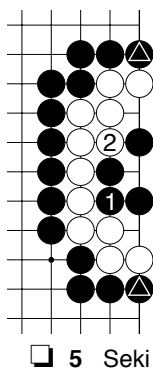


add one more stone to make a bulky five that leaves only one vacant liberty.

II: White is alive in seki.

This position is easy to get confused. You might think, by extension from the previous position, that the extra inside liberty in this fight belongs to Black because he has an eye.

However, what's important here is shape. If Black plays 1 in Diagram 5, White is not constrained by a liberty shortage this time, so he can play 2. The result is seki.

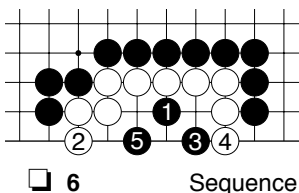


This can be a blind-spot even for dan players. If Black connects to make a bulky five, there are two

vacant liberties. White has a 7-point eye-space. The only way Black can almost fill it leaving only one vacant liberty is to make a non-nakade six.

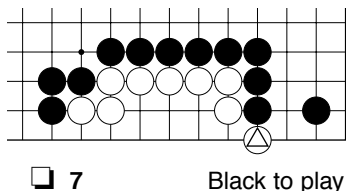
The technique of threatening to make an eye arises in many practical positions. Two basic shapes that are particularly rich in examples are their many variations are 'Three-space notchers' and the 'Carpenter's square'.

Diagram 6 shows a classic member of the three-space notcher family with the killing sequence given in *Life and Death* by James Davies.

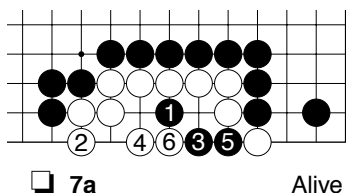


The order of 3 and 5 is essential. If Black 3 at 5, White plays 4 at 3, making a seki. Davies mentions that the order of 1 and 3 can be reversed. However, this rather off-hand statement might cause readers to overlook a crucial nuance.

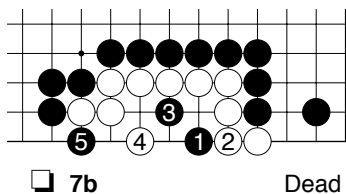
In Diagram 7, White has a hane on the first line. Whereas both 1 and 3 worked as the first move in Diagram 6, only one of them does here. Which do



you think is correct? This position was among the top ten life-and-death problems chosen by professionals in terms of best exemplifying the basic principles. (See *Go World* 77)

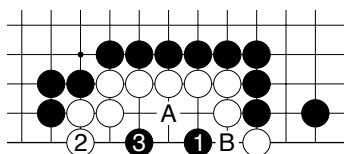


Black 1 in Diagram 7a fails when there is a hane on the first line. The sequence here results in the position shown in Status Check III. The hane proves effective, and White is alive. If Black plays 3 at 4, then White 3 leads to the position shown in Status Check IV, which is also alive. The only killing move is 1 in Diagram 7b.



If White connects at 2, Black begins constructing his partial eye with 3, leaving 4 and 5 as miai.

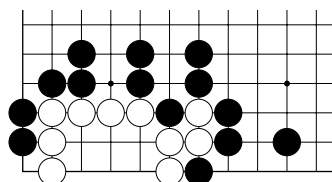
White 2 in Diagram 7c is slightly tricky. Black 3 at A would be a mistake that would let White live by reverting to Diagram 7a.



7c Dead

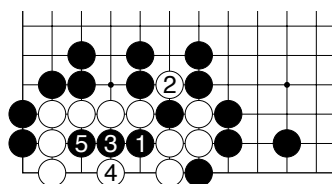
Black must play 3 here on the first line, leaving A and B as miai.

Diagram 8



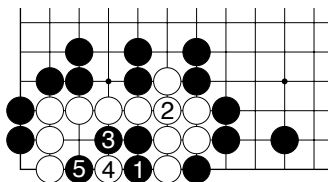
8 Black to play

The atari at 1 in Diagram 8a looks good, but after Black extends to 3, White lives with 4. Black can only make a seki in gote.



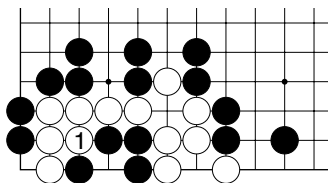
8a Seki

Squeezing with 1 in Diagram 8b is often a deadly technique but in this position White can play a counter-tesuji.



8b Squeeze?

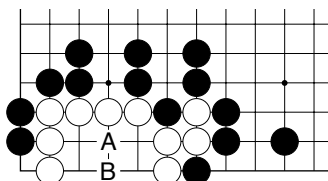
The throw-in at 4 is the key. If Black captures with 5...



8c Can't connect

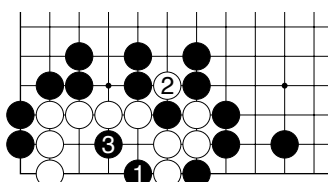
White traps him in a liberty shortage with 1 in Diagram 8c. It's illegal for Black to connect.

Diagram 8d: starting at A or B looks unlikely to work.



8d Unpromising

Whichever one Black plays, White plays the other. Black 1 in Diagram 8e is the correct answer.

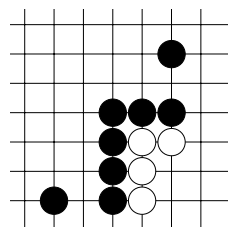


8e Vital points

If White captures with 2, then Black 3 kills the group. Playing 2 above 1 wouldn't work. This just reduces White's eye-space; Black extends to the left of 1 and White will die by nakade.

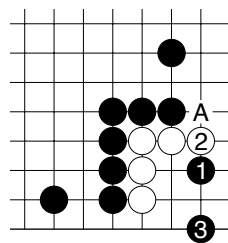
Look again at Diagram 8e. Do you recognise that White is dead? If not, study it further by yourself. The principle is the same as in Diagrams 1a – f. Black is threatening to fill the outside liberties and make an eye.

Diagram 9



9 Black to play

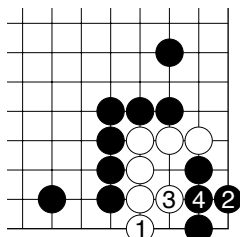
If Black extends at A in Diagram 9a, White can answer at 2, making a Carpenter's Square, which lives or dies in ko.



9a Correct

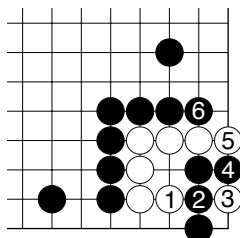
Black 1 and 3 kill the corner unconditionally. Next, if White stops Black's

connection out with 1 in Diagram 9b, Black takes the vital point with 2, threatening to play 3 next and make two eyes.



□ 9b Dead

White 3 stops this, but with 4, Black makes a pyramid four with an eye. Even if White captures these stones, he will only make a killable eye-space. White 1 in Diagram 9c looks more promising. If Black blocks at 2, White gets the vital point of 3.



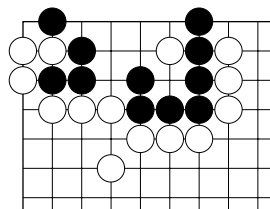
□ 9c Dead

Now when Black makes an eye with 4, the four black stones are not a killing shape. If White can capture them he will be alive. However, the inside liberties belong to Black in this fight and it turns out that White is one liberty behind in the capturing race, so he dies.

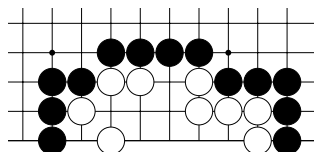
Problems

Here are two problems for you to study before the next part. The first is Black to play and live. The second is Black to play and kill. There are many variations, especially in Problem 2.

Try to consider them all. They review many of the ideas discussed in this series to date. The answers will be discussed in the next part.



Problem 1 Black to live



Problem 2 Black to kill

Postscript

Diagram 8 was one of the problems presented on the NHK Sunday Go program on Japanese TV by Michael Redmond, who was the lecturer for six months from April 2000. It's an interesting variation of the 'Three-space notcher' that I hadn't encountered before in books. Redmond is quite popular on Japanese TV as a game commentator. He gives detailed and easy-to-understand explanations and is one of the regular commentators for the big title matches covered by NHK (Kisei and Meijin). At the beginning of the game, when there are few moves to discuss, he takes the opportunity to give a thorough analysis of the fuseki pattern. Several of these have been written up and published in English in an ongoing series in *Go World*. Being selected to give the Sunday lecture is another high-profile mark of recognition because the program has a large nationwide audience. His series finished in September just before his promotion to 9 dan, but he was introduced to the public as 9 dan shortly afterwards for a Meijin commentary.

FROM THE NEW PRESIDENT

Simon Goss

simon@gosoft.demon.co.uk

I'd like to thank the BGA for electing me as President, and my friends who encouraged me to stand. It is a great privilege, and I'll do my best to do a good job.

Francis Roads said to me, the next time we met after he learned that I was standing for the presidency, that there would be no shortage of people wanting to give advice. I think he meant it as a warning but I shall take it as a promise of help. If you think there's something I ought to be doing, please tell me while there's time to do something about it. It will always be welcome.

Unless advised otherwise, you won't find me trying to make any radical changes because, thanks to the diligence of several people for many years past, I believe the BGA to be in extremely good health. Here's why.

What makes the BGA tick

Clause 2 of our constitution says 'The objects of the BGA shall be to promote interest in and the playing of the game of Go, particularly in the United Kingdom.' Just some of the things that members do to help the BGA achieve these aims are:

- run a club; find a venue, publicise a meeting time, get Go sets there...
- organise a tournament
- get sets, clocks, the computer and (new last week) the camera to tournaments
- produce and distribute the publications; journal, newsletter, web site...
- run the bookshop

...and more. There are over 100 BGA members, which is about 15% of our membership, who do the things on just this list, not merely once, but time after time. In a national association, that's a large percentage. I think the BGA is in excellent shape precisely because so many of the members are willing to take on these big jobs.

The Role of Council

A dispersed organisation like the BGA needs a certain amount of central management. The finances have to be managed. As the recognised national Go association, we need to liaise consistently with other organisations such as the European and International Go Federations, the Pair Go Association, etc. We have some assets such as equipment for tournaments, brochures for outreach purposes and so on, which need logistical management. Such centralised functions are what the Council is for.

However, the earlier list of things that make the BGA tick should convince you that it isn't Council's role to do, or even coordinate, everything the BGA does. Not only are we not the whole orchestra - we're not even the conductor. There isn't one. On matters outside the scope of BGA-wide policy, everyone should play their own tune.

That will probably be pretty obvious to most of you, but I wanted to say it because I sometimes feel that, as an organisation, we are better at having ideas than implementing them. In a few instances, it has seemed to me that good ideas have fallen by the wayside because, once the idea had been raised, people expected Council to carry it forward. That way of working isn't feasible, even if it were desirable. Ideas are, of course, needed. But offers to do things are even more valuable.

That said, we will help to the best of our ability. If you need the use of BGA assets, we'll try and arrange for them to be delivered to you and returned afterwards. That's what our assets are for. Or, if you want to run some event but are afraid the turn-out may be too low to cover costs, we might be able to underwrite your risk if the event furthers the objectives of the BGA. That's not a promise, of course, but we are financially healthy and it does no harm to ask.

Policy making

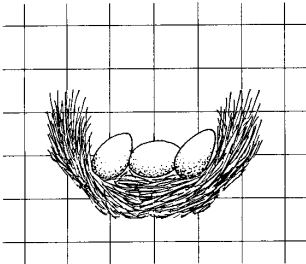
Making policy decisions is a function of Council, subject to any resolutions at general meetings. To me, that only means that the final decision is made by Council; it doesn't mean that nobody else gets a say. I hope that in the next year or two we will get better at communicating policy questions, receiving new ideas and finding out what people's views are.

With the June newsletter you will receive a questionnaire, which I urge you to complete and send back. Putting together a questionnaire and analysing the responses is a large task that we won't be able to repeat very frequently. The internet offers us ways to conduct public debate more effectively than

before. Council is presently examining a way, probably using an e-mail list, whereby members can suggest ways to go, Council members can ask for views on things, and everyone who wants to can air the issues. This (unlike ukgoalist) will be open to BGA members only. If and when it goes live, I hope you will join in. I hope that members without access to e-mail will not feel excluded from such debate. I and other members of Council are always keen to hear your suggestions and comments.

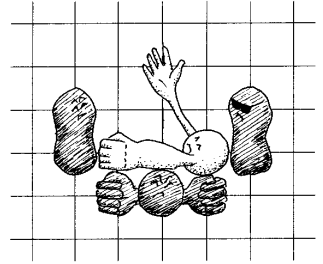
Welcome

I'm delighted to announce that Jackie Chai has agreed to join Council and has duly been co-opted. Welcome, Jackie.

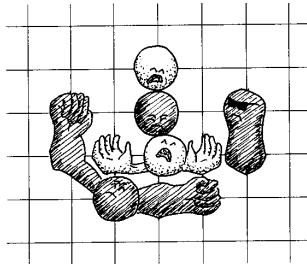


I

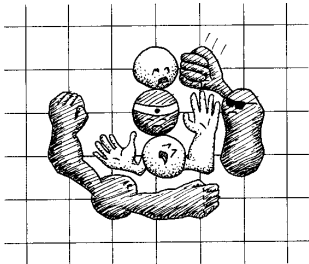
THE CRANE'S NEST Henry Segerman



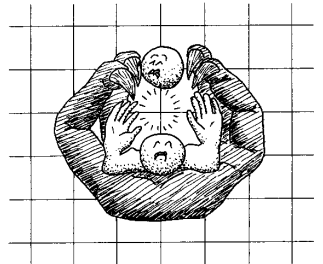
II



III



IV



V

Seong-June Kim

I've been looking at games from the Candidates' Tournament, the first part of the British Championship, which this year had 18 entrants and took place over four rounds at the Daiwa Foundation by Regent's Park. I'm going to give most attention to the game between Tim Hunt, 2 dan and Jim Clare, 3 dan. Unlike many of the others, this game isn't dominated by all-out fighting.

White: Jim Clare 3 dan

Black: Tim Hunt 2 dan

Komi: 5.5

Figure 1 1 – 100

The start of this game is very good by both players. I think 44 is OK, neglecting the lower left but reinforcing here on the right where Black could invade, but 45 misses the order of plays associated with this peep. Diagram 1 shows the way. First Black 1 still threatens the invasion at A, which could link either to the centre, or to the corner by means of B. Then it is hard for White to do other than answer 3 at 4, because of Black B to follow.

Black 47 is big, but not necessarily correct. There are three important areas: lower left corner, left centre, right centre. Black ought to be able to get two of these. It seems that actually White 48 takes the most urgent of these points. The direction of Black 49 is odd. After peeping below, Black should recognise that this loses some of its force.

White 50 is amateurish, really. It is not that the centre isn't important in this game; it is. White had earlier many good plays to work with on the upper side. Now these possibilities have

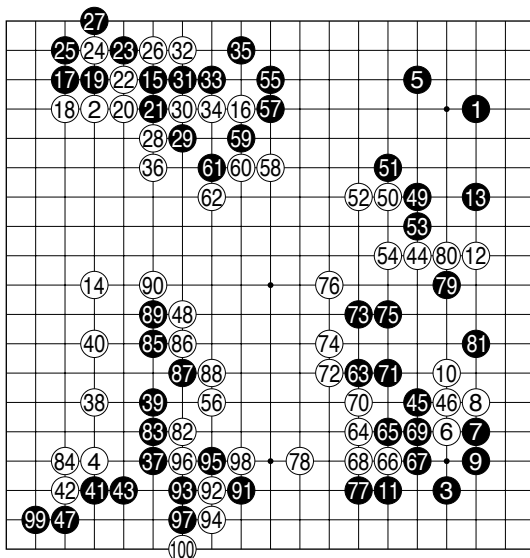
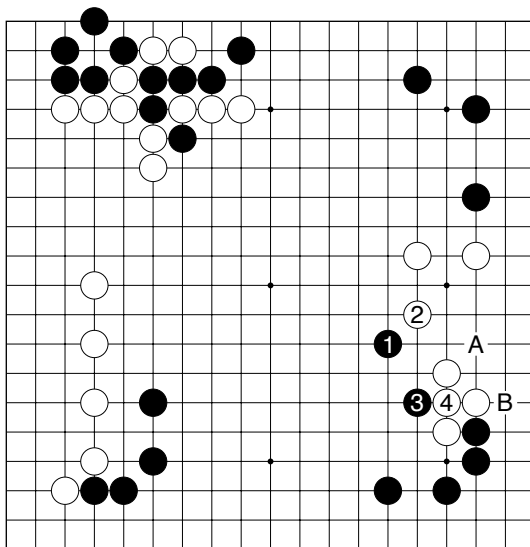


Figure 1 1 – 100



□ 1

largely been lost: White can't put them together in the same way.

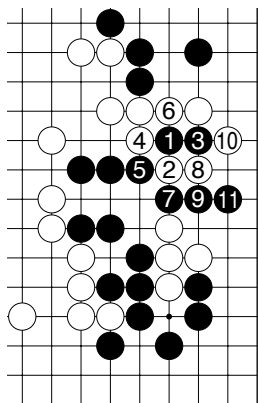
Black 55 is a good play. The lower side, however, is also important. Black could be making sixth-line territory there. Even after White 56, it would be reasonable for Black to answer and take fourth-line territory.

Black 61 isn't correct style. This should be played one line higher for a clean capture of three stones, keeping alive numerous possibilities here.

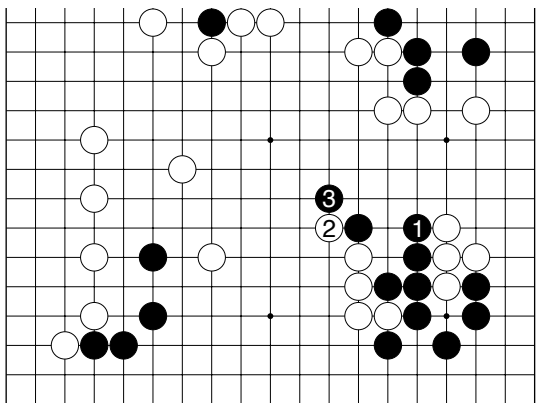
Correct shape for Black 63 is one point lower. White 64 is sharp. However White 66 is another slip in style. This exchange for Black 67 is redundant. By White 70 the group is looking heavy.

Black 71 is timid. Black should follow Diagram 2, piling on the pressure. White's overall position would start to look distinctly shaky for the fighting to come. As it is, Black is doing fine up to 73. White's plan relies on a single large territory. This is well known to cause problems, because defending it may become the only game in town. I don't understand why Black was so restrained with 75.

White 80 is a mistake in shape. This should be one point below 79 instead, in which case White won't have to lose so much, probably sacrificing on a smaller scale (Diagram 3).



□ 3



□ 2

Is 91 big? No, the big point in this area is to play into the corner with 99. Black has to do that shortly, after a bad experience, which loses quite a few points. Still, Black must be ahead at 100.

Figure 2 101 – 195 (1 – 95)

There is nothing so remarkable about the endgame. Finally Black won by the small margin of 1.5 points. I'd just like to comment on 44, which is a possible location

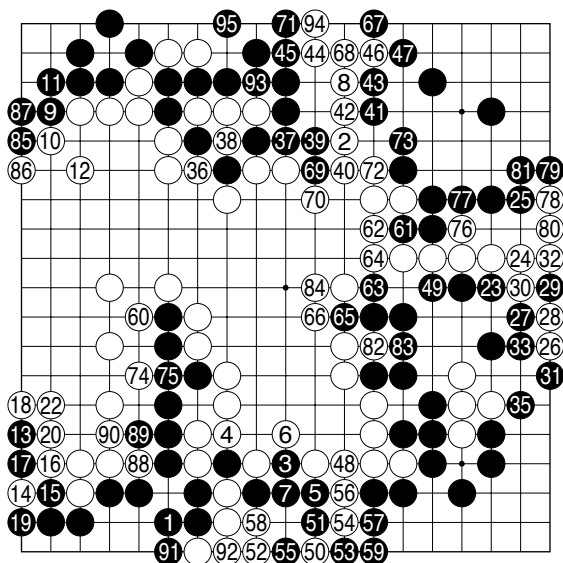


Figure 2 101 – 195 (1 – 95) 21 at 14, 34 at 29

for tactical tricks based on the sting of the remaining two white stones, a few lines to the left. White could have chanced his arm with 44 one further to the right (see Diagram 4). Black (if alert) will not fall for this, answering 3 at 6, and then the danger passes.

This win helped Tim Hunt qualify for the Challenger's League, an excellent feat for a 2 dan.

Commenting as an outsider, I think the BGA misunderstands the use of leagues in Far Eastern newspaper tournaments; a Swiss would be better here; it can be disappointing for the top player's final game to be against a tail ender.

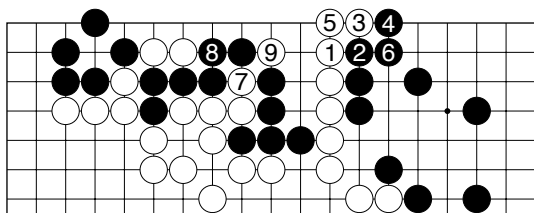
The other qualifiers were Mark Hall 4 dan, who was the only player to win 4/4, Quentin Mills, David Ward and Charles Matthews on 3/4 (all 3 dan).

I want to look also at parts of two other games, both involving John Rickard, 4 dan, who won 3/4 too, coming sixth on tie-break. In each of them I found something amiss in the opening, and a later failure of technique. Perhaps these are representative weaknesses amongst the better British players.

White: John Rickard 4 dan
Black: Simon Goss 2 dan
Komi: 5.5

Figure 3 1 - 72

In the game Goss-Rickard there is an early difficulty at 11. Not because Black's idea of leaving the lower right for the moment is wrong in itself, the problem is that Black 11, the diagonal play, has no really severe follow-up in the top right. That makes it quite easy for White to cut with 12, a large move. If Black wishes to follow this sort of plan, he should play 11 as a pincer, or conceivably a two-point extension down the right side. As it is, the



□ 4

Tactical tricks

classical virtues of the diagonal play aren't seen to good advantage in this position.

I think Black 25 is a possible idea, but Black 27 is quite wrong both for direction and technique. It must be played from the other side, at 30. As it is, White's earlier play at 20 ends up on a good point, rather than withering away. I disagree with 28 too. Just playing at 34 is better in this shape. In fact I'd quarrel with this whole sequence, if allowed to! For example, at 38 White has a typical choice of which side to cut. For me, the three black stones in the corner are big – if White captures them, he gains stability in what was Black's enclosed corner. Therefore Black will try to retain them though thick

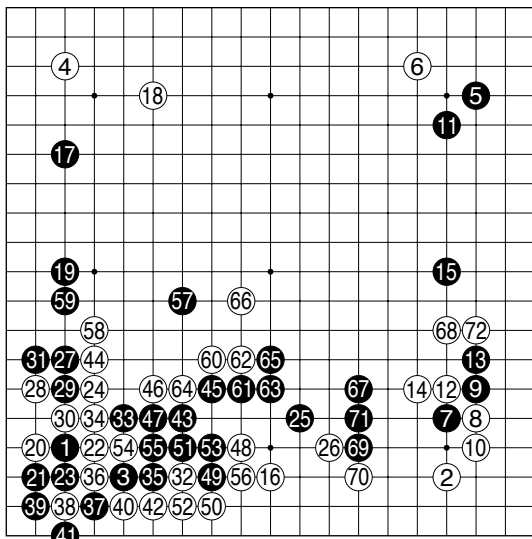
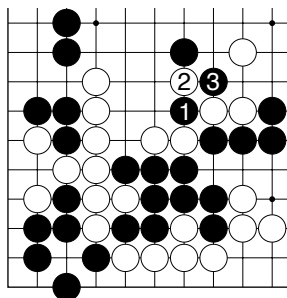


Figure 3 1 – 72

and thin. White 38 played at 40 is harder to answer; if you think about it, Black's replies at 39 and 41 both have something wrong with them.

I find White 56 a bit odd. As it turns out Black 57 isn't on quite the right point to enclose White, but it is surprising that White felt there was time to play this non-urgent move, whatever the implications for shape.

I think White 66 is actually wrong, and should have been played one to the left (see Diagram 5). The combination of Black 1 and 3 there looks like a decisive blow.



□ 5 Decisive

Figure 4 73 – 152 (1 – 80)

In the rest of the game shown here, Black aims at a breakthrough on the lower side, White's most strongly fortified area - this doesn't look so promising. In the end White won.

As for the game Rickard-Wall, just some comments on the very early stages.

White: Alistair Wall 4 dan

Black: John Rickard 4 dan

Komi: 5.5

Figure 5 1 – 30

My problems start with White 12. I don't see the need for this pincer, as against the normal idea of playing the one-point jump at 14 straight away.

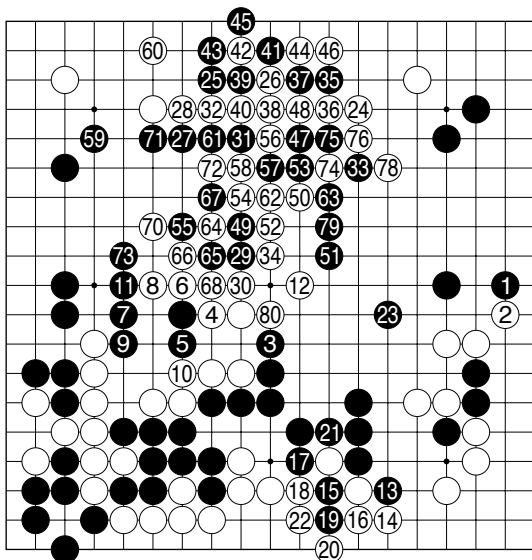


Figure 4 73 – 152 (1 – 80)

Sure, Black could then extend back and make a framework on the upper side. There is however no way for Black to make the whole top side into territory with a single play. And look at the position of White 6.

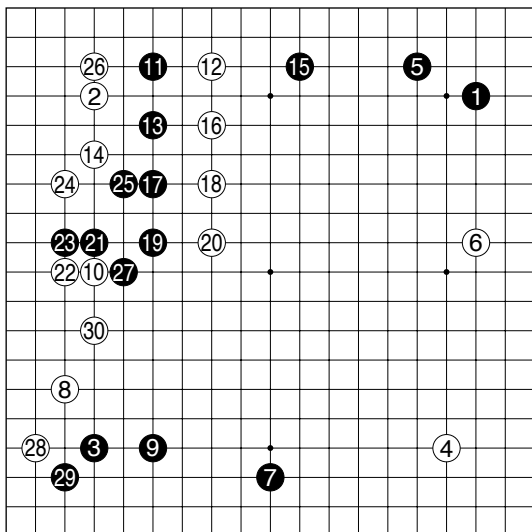


Figure 5 1 – 30

If Black stresses the upper side, it starts to look really well placed.

Following on from that comment, I feel that Black 13 is the wrong idea. In this case Black can just invade the corner. The normal result would leave the black enclosure looking well placed itself. The presence of White 6 on the right side ought to deter Black from thinking of attacking White on the top side. Both players here seemed to be straining for some advantage that isn't apparent to me.

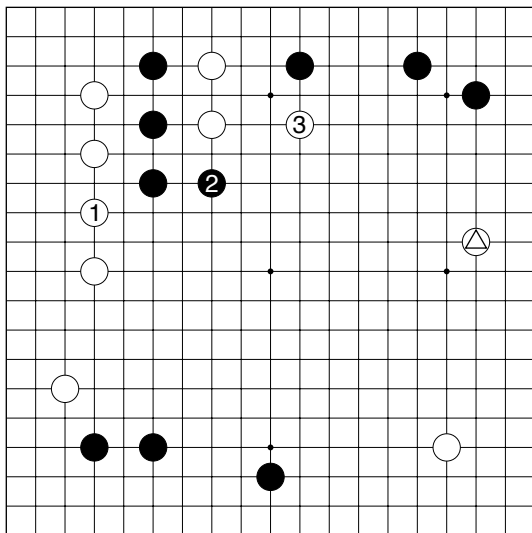
Same comment about White 18, really. White should follow Diagram 6. White should follow Diagram 6. That's all very natural, with White 1 there taking territory. It is also a lighter way to play than the game. Reason as follows: White 1 takes territory, White 3 might allow Black some ways to cut. But since White has already profited on the left, White isn't under pressure to save everything; and the marked white stone on the right side will still look as if it's on a good point.

Final comments are about Black 21, and its sequel. This should be one point higher, so as not to play contact in a fighting area. What happens is peculiar, I think. Black 25 before playing 27 I don't understand. As it is, White's result is much better than expected...

Figure 6 101 – 201 (1 – 101)

...and he went on to win, though I'm told this game had the spectators amazed before it was all over.

Although I qualified to take part in 2001 for the first time, I have had to give priority to my work. I'll be providing analysis at the Challenger's too, so perhaps this won't be my last word on this year's Championship.



□ 6

Lighter

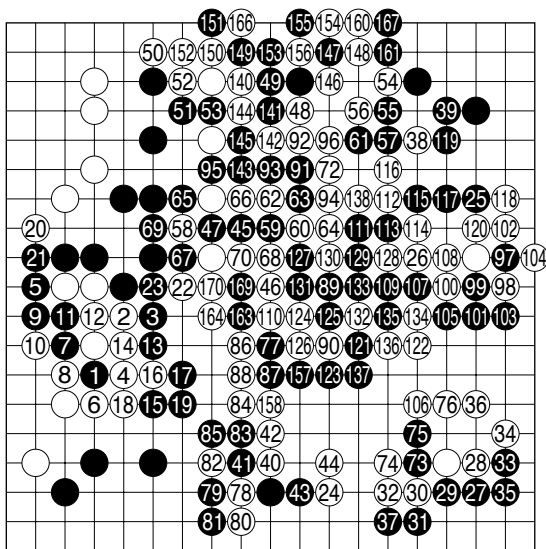


Figure 6 31 – 201 (1 – 171)

189, 195, 201 at 147; 192, 198 at 156

REFINEMENTS TO A NEW SYSTEM OF GO NOTATION

Dr Tristan Jones

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The system of recording games outlined in the BGJ 122 has the virtues of economy and simplicity. However, I found upon conducting a few 'test runs' that economy and simplicity do not always equal convenience.

Firstly, I tended to mix up horizontal and vertical co-ordinates; secondly, I sometimes got negative and positive values the wrong way round. Unfortunately, since both 'longitude' and 'latitude' are both notated using numbers only, any slips in the recording of horizontal and vertical co-ordinates can make for real problems. In addition, it's not always easy to remember in the heat of battle which side of the board is negative, and which is positive.

Therefore, I would like to offer refinements to Tengen Notation which should deal with the drawbacks discussed above. As before, all moves are recorded with reference to the central point of the board (Tengen). Now, however, co-ordinates are given on the principle that all lines above Tengen are North, those below are South, those to the right are East, and those to the left are West. The 'Equators' are notated using the symbol 'Q'. Thus, 'N6E6' indicates the top right star point, whilst 'S6Q' is the star point directly below Tengen, and 'QQ' (or, if you feel artistic, a little picture of a star) denotes a play on Tengen itself.

As you will realise, this method makes it virtually impossible to confuse horizontal and vertical co-ordinates, since any co-ordinate marked 'N' or 'S' would obviously refer to a 'latitude', whilst anything marked 'E' or 'W' would be a longitude. Again, it should prove easier to remember cardinal directions rather than plusses and minuses. As with the original Tengen Notation, it does not matter that the players see the board from opposite perspectives: if both keep an accurate record, their scores should have

transpose 'N' for 'S', and 'E' for 'W' – this will not cause anybody any difficulty when playing over the game.

I feel that I ought to stress the value of creating an economical method of making game records with paper and pen. Although the use of palmtop computers is becoming widespread, and is admittedly a very handy way of making and storing game records, I can foresee a time when the use of such machines may be forbidden in tournaments. At the moment, these computers are not very powerful and cannot offer much by way of analysis; however, within a few years there will surely be quite powerful machines and playing programs available which a player might use to resolve life and death problems, or to look up josekis, in the course of a game. When this occurs, tournament directors might prohibit the use of these machines to prevent cheating (although it is hard to imagine a true Go devotee cheating). If this comes to pass, paper and pen will have to be used once more.

I would like to thank those readers who kindly sent me suggestions for improving Tengen notation and again I invite your comments.

IN THE DARK?

Why do I play White against stronger opponents?

The McMahon draw endeavours to give a player a balance between playing as Black and White. If the balance is even, a random choice is made to determine Black and White, even if one player is lower graded or has been drawn up.

Tony Atkins

COUNCIL HOUSE ~ AGM OF THE BRITISH GO ASSOCIATION

Recent Council activity has been dominated by the preparation, execution and follow up for the Annual General Meeting.

The minutes are printed below. If you want a paper copy of the complete set of reports then let Tony Atkins know. The current plan is to hold an EGM at Milton Keynes in September to consider the Auditor's report on the annual accounts for 2000.

Council has a few changes in its membership, the most obvious being Simon Goss taking over from Alison Bexfield as President. You will find his introductory remarks on page 18.

Annual General Meeting of the British Go Association

Held on 21st April 2001 at the Chapter Arts Centre, Cardiff during the 34th British Go Congress, starting at 20:05

1. Appointment of tellers

On behalf of the 25 members present, Kirsty Healey and Fred Holroyd were willingly appointed as tellers. Anyone too young to sign the attendance sheet was asked just to make a squiggle. Charlotte Bexfield said "waaaaaaah"

2. Minutes of last AGM

The minutes of the 2000 AGM were read and were approved without objection.

3. Matters arising

John Rickard asked whether the BGC attendance was up this year; it was (73 from 59).

4. Reports:

President

Alison Bexfield had already circulated her president's report but emphasised that the healthy financial figures were inflated by an accounting adjustment, but also by cost of youth work being absorbed by those involved and that there had been no Master Class in 2000. She again appealed for more volunteers.

Secretary

Tony Atkins' secretary's report had already been circulated, but he confirmed that having a baby and being stuck at Watford Junction was two excuses. Kirsty Healey thanked Tony for work done to help tournaments such as that provided at Coventry.

Membership

Kathleen Timmins had apologised for absence but had provided a membership report, which showed the membership to have grown to 659 last year. Often her or a council member collects fees at a tournament. Steve Bailey asked how to justify joining the BGA to sceptics, to which the reply was that it supports the UK Go infrastructure. Nick Wedd was thanked for the excellent web work, as web contact brings in most new members. It was noted that Kath's job was larger than before as there is no club membership. Mike Charles requested that Council would look into the use of standing orders to collect subscriptions.

Financial

The accounts and T. Mark Hall's same-as-before treasurer's report had already been circulated. As a result of the President not being able to type e-mail addresses correctly, Toby Manning had not audited the accounts and so an EGM would have to be held to approve them. The definition of PGPP was queried (Pair Go Promotion Partners). It was thought that both income and expenditure on the MSO should be shown even though the balance was zero. Also the level of sponsorship for tournaments was queried, but this goes direct to the clubs and not the BGA; normally levy is received unless waived or a guarantee is provided. It was stressed there was no financial involvement with the European Go Congress in Dublin, apart from providing stock for the bookshop. It was suggested we should list sponsors of British Go on the web site.

Gerry Mills had also circulated BGA Books Ltd accounts. He commented stock was down because equipment stocks were now held by Payday Games. He was having to increase prices because of the strength of the dollar and was aiming at prices 20 percent less than in shops. Les Bock had performed the physical audit but the report was not yet complete. Gerry was thanked for all the other work he does, including producing monthly reports. Concern was raised over his lifting of stock boxes and whether a hydraulic aid could be provided.

5. Elections of Officers, Council Members and Auditors

There were no contended nominations. The following were appointed: President Simon Goss, Secretary Tony Atkins, Treasurer T.Mark Hall, Council: Steve Bailey, Tim Hunt, Bill Streeten, and Auditor Toby Manning. This meant two council places were not filled. A vote of thanks was raised on departing council member Chris Dawson and on departing President Alison Bexfield, who looked like a rose between two thorns.

6. Motions Notified

None

7. Council Activities for 2001–2002

Simon Goss introduced this new agenda item, thinking it was Alison's plan to make the new President look foolish. However it proved a very valuable way of introducing new initiatives to those present. He mentioned the questionnaire to be issued in the next newsletter covering topics such as grading, electronic and other services and tournaments. The Organisers' Handbook and the Go leaflet were being updated and a digital camera for publicity was being purchased. An Archives Database is to be set up. London Open's new venue is being supported. Minor championship rule changes will be considered. Training and kyu player development will be encouraged. Under outreach the system of trainers will be

extended, Japan 2001 Matsuri will be attended and a scheme for Go in prisons is being developed. Opportunities for school visits will continue to be sought. We will also be offering to host a Korean title match game.

Kirsty Healey suggested activity holidays and retirement courses should be pursued, such as the Marlborough course that Matthew Macfadyen described to the meeting. The WEA, University of the Third Age and SAGA were mentioned. It was pointed out that the demand for evening Go clubs may be replaced by afternoon ones as the BGA Go population ages.

8. Any other business

A vote of thanks was raised on Gerry Mills for running the congress.

Pauline Bailey commented that trophies should be returned ready cleaned.

David Woodnutt was thanked for the excellent Journal and a vote of thanks was raised on him and former Editor Brian Timmins, and on Jil Segerman and Eddie Smithers for the Newsletter.

Geoff Kaniuk waved the tournaments mobile and the meeting closed at 21:05

IN THE DARK?

What is drawing up and drawing down?

This is when you play someone whose McMahon score is different from yours. This usually happens when there is an odd number of players on the same McMahon score. The number of drawn up and drawn games you play is normally minimised.

Tony Atkins

LETTERS TO THE EDITOR

Attractive figures

I greatly liked Tristan Jones' system of Go notation (BGJ 122 page 33) because it has the same symmetry as a Go board. Aesthetically this is neat and natural. Pragmatically it's interesting because similar-looking positions have similar numbers, which makes them easy to recognise.

For example, in Tristan's notation the eight 3-4 points are: (6, 7) (7, 6) (-6, 7) (-7, 6) (-6, -7) (-7 -6) (6, -7) and (7, -6).

By comparison, in traditional notation these are: 16R, 17Q, 17D, 16C, 3D, 4C, 3Q and 4R which gives no hint at all of their similarity on the board.

The similarity doesn't stop at individual stones but follows through to complete joseki and other patterns. For example, a small-knight approach to a stone on the 3-4, will always give (6, 7), (7, 5) or one of the 7 possible transformations obtainable by application one or more of the following:

Change the sign of the first number for every stone

Change the sign of the second number for every stone

Swap the order of numbers for every stone

Once you get used to these transformations, common patterns should become readily recognisable.

My only quibble with Tristan is that he writes up-numbers before across-numbers, which goes against convention. In maths, X comes before Y, and in National Grid References, Eastings before Northings.

It would be interesting to give the notation a try and see if these ideas actually work in practice. Could someone write the necessary translation software, so that people using the 'old' and 'new' notations can talk to one another?

Jil Segerman

Lies, dan lies or...

Dan players don't lie, as Nick Wedd (BGJ 122) seems to imply. If a simple statement about Go is true 90% of the time then you are on to a good thing; there are always exceptions that need explanation.

When learning Go however, you cannot expect to understand everything at once. To take the situation Nick described: eyes and semeais. There is no doubt in my mind that every Go player should know that 'One eye is better than no eyes'. This is a fundamental fact; when you have learned it you know something.

Then you discover, probably the hard way, that there are exceptions. Sometimes it is better not to make an eye but instead to 'fill the liberties from the outside', another truth that you will be told by dan players. When you know this you have learned a second fact. You cannot learn this second fact until you know the first fact.

Eventually, perhaps by reading Richard Hunter's *Counting Liberties* article on exactly this point (BGJ 109 page 32), you will understand that in some situations the key question is 'Do I make an eye or fill from the outside?'. You will know that the advantage of having an eye is that the inside liberties belong to you. That lets you answer the question in the most efficient way.

In almost every area of Go you have to acquire knowledge progressively like this. Don't be afraid to concentrate on the fundamentals at first, to the exclusion of the exceptions. Just be aware that you are only learning part of the truth and that you will have to come back and study the exceptions as you get stronger. I suppose I'm saying that if you don't try to run before you can walk, you will end up running swiftly and confidently.

Tim Hunt

(a relatively honest 2 dan)

BOOK REVIEWS

Matthew Macfadyen

Go books appear at such a rate nowadays that the habits of the 1970's, when most of the keener players read all the books as a matter of course, are hard to maintain. But a recent browse through Gerry's stock produced some interesting ones.

Jungsuk in our Time

Seo Bong-soo & Jung Dong-sik
Published by Hankook Kiwon

We are often told that Korea is the place where Go has taken the most complete hold, and it is good to see some original material from there.

This is a basic joseki book which brings a lot of the standard joseki material within 10 years of up to date, but it also serves as the beginnings of an attempt to wean the western Go public away from the Japanese words we have been used to and on to their Korean equivalents.

This effort is unlikely to be very successful, I found the above paragraph hard to write without using 'joseki' rather than the Korean 'Jungsuk'.

Perhaps the best which can be hoped for here is that we will be made aware of technical terms which do not need to be transliterated at all, and develop an effective English Go vocabulary. In the meantime there is no harm in learning a few words of Korean; *Dansoo* is atari, *Pae* is Ko, *Maek* is tesuji.

Understanding How to Play Go

Yuan Zhou, Slate & Shell press

The vast bulk of Go books are written for players between about 5 kyu and shodan. This collection of game commentaries seems to me to be one of the best efforts around to reach the players around 10 kyu for whom 'obvious' things are not quite so obvious.

The games are all played by the author and the commentaries spend a lot of time

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explaining tactical details. I expect that there are a number of the type of western players who want to know exactly what is happening and why who will enjoy this book a lot.

It would be interesting to hear from any BGJ readers of around 10 kyu whether this applies to them.

A way of play for the 21st Century

Go Seigen, Whole board press.

This collection of essays is based on a series of TV lectures given by Go Seigen during 1996 and 1997. It should be regarded as indispensable reading for anyone who wants to understand the opening phase of the game of Go. The explanations are relatively simple, but the conclusions which seem so obvious afterwards have only been accepted by the community of professionals in the last few years. My only complaint is that the diagrams have an annoying combination of grey background and white rings round the letters, so the marked spots look like white stones. But this is the best Go book I have read for some years.



IN THE DARK?

What's the Bar?

The top dan players all start on the same McMahon score. In a three round tournament the number starting on the Bar should be no higher than eight, so that there can be a unique winner. Lower ranked players can meet players above the Bar if they win sufficient games.

Tony Atkins

THE GO RANKING SYSTEM OF ROBERT RYDER

Franco Pratesi

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In the last issue we have seen that the system of the European Official Ratings, as adopted by the EGF, uses handicap-stone ranking together with Elo interval ratings. From a practical point of view, the system has the extraordinary merit of having found an acknowledgement at an international level, for all of Europe. Something similar had occurred more than thirty years ago in the USA, with a different version of the Elo system. However, using Elo ratings adapted to stone-handicap ranks unavoidably leads to compromise, and to confusion, because the corresponding intervals are not linearly correlated - contrary to current assumptions. (In the last issue we saw that a logarithmic function better fits existing data.)

A first problem is at once encountered in defining playing strength, the basis of any ranking. If we define it according to winning probability, as common in any game and sport, we should strictly hold on the Elo procedure and its own ranks. In so far as we instead keep the old Go tradition of stone handicaps, we are using a unit of measurement for playing strength which varies, being larger for stronger players and increasingly smaller for weaker ones.

Nevertheless, fact is that stone handicaps are almost everywhere used for ranking Go players, even where a numerical rating has been assigned to each player – usually the rating intervals are forced to fit the existing ranks. The result is more or less arbitrary and requires an agreement among players for accepting ratings. In principle, we might even adopt an independent rating system, where any player has his individual rating number, without care for any associated rank.

The need felt by Go players seems however to be for a suitable sectioning within the traditional ranks, which might be simply by

two as in the ‘European’ scale, or ten, or one hundred (seemingly the most frequent case), or any other value agreed upon.

Of course, it will be better if any division within the traditional ranks has a physical meaning, in addition to a numerical form. In the direction mentioned, particularly interesting appear to be Go ranking systems where actual game scores can be used for distinguishing player strength. Taking points of game scores as units of measurement, we can measure playing strength with a resolution about ten times greater than using handicap stones; moreover, other properties and relations may be highlighted.

In Go tournaments, winning by one stone generally has the same effect as winning by three hundred, but the actual scores in points may be analysed and correlated to player strength. Practical problems will be found in most actual games, showing either ‘wrong’ scores, because the losing player made trick moves in an effort to save his game, or no point score at all, due to a resignation.

However, we can imagine a situation in which everybody plays correctly, records the score, never resigns – and maybe game scores are submitted to a suitable statistical analysis. In any case, ranking systems have been suggested, which allow game scores to be both predicted and taken into account. Let us review a few cases, in chronological order.

After having dealt with the situation in this new Millennium, including the present European Official Ratings, we have now to come back to Robert Ryder (1915–1994) and his proposal of 1960. By profession, Robert Ryder worked for many years as a researcher at the renowned Bell Labs, with fundamental contributions to radar, transistor and other advanced technologies. Ryder was a strong American player, reportedly the first player

outside Asia (and not of Asian provenance) to receive a 5 dan rank from the Nihon Ki-in. He was for several years an officer of the AGA, first Secretary, then President, and for some years also – what here may be his most relevant office – in charge of the ratings.

The AGA ratings used in the second half of the 1960s consisted of an Elo system with 1 dan at 3001–3100 and 100 point intervals between subsequent ranks – thus, 5 kyu at 2501–2600, 5d at 3401–3500, and so on. The AGA system was modified in the following years but we can disregard the detail because in examining the recent European Official Ratings we have already discussed the critical points of any mixed system of this kind. Let us instead examine a ranking system proposed by the same Robert Ryder as early as October 1960. The original draft of three typewritten pages has been kept in the AGA library and listed in the AGA bibliography by Craig Hutchinson. Stimulated by the title, *System for Rating Players of the Game of Go*, I asked him for a photocopy.

Here, ranking follows traditional dan and kyu grades, with numerical values associated. In particular, rating numbers increase by ten for each of the traditional kyu–dan ranks; they apparently begin with 0 set at 20 kyu, and increase up to 190–200 at 1k, 200–210 at 1d, and so on. This might hardly be worth mentioning, were it not for an additional property of these rating numbers – they are linked to game scores, either recorded or expected.

Games for rating purposes must be distinguished as handicap or even games, even if both can eventually be inserted together in the computation, each with its specific rule. For every game a ‘par’ is defined as the strength a player should have to make a

draw. Only Black can use handicap games for rating purposes and par is White’s rating plus five points for first move less 10 multiplied by each handicap stone. In even games par for Black is White’s rating less five points (komi); par for White is Black’s rating plus five points.

Threshold conditions are set on the use of actual scores, so that results greater than 20 points – and games resigned – are scored 20, the upper limit considered. The same limit value is kept in varying the rating: any game cannot increase the rating of the winner or decrease the rating of the loser by more than 20. On the other hand, a lower zero limit also exists – in no case can the rating of a player be reduced by the result of a game which he wins, or increased if he loses.

The average score of ten games provides the rating. After ten further games a new average gives the updated rating, but this can be done for any number of additional games, always assigning a weight of ten games to previous rating for averaging purposes.

We must be aware that in this case – different from major systems – we have examined an isolated proposal; in particular, I do not know of any real application of this system. Supposedly, it soon became outdated with the success of Elo systems, adapted to Go from Chess applications. Even the fact that Ryder became Secretary, President and charged of the AGA ratings could not change matters. We might forget about it entirely, as soon as we find an earlier system that associates to traditional ranks a rating number directly linked to game scores. The basic idea of relating game scores to playing strength – introduced by Ryder, to my knowledge, in a pioneering way – did however find some supporters later on, as we will hopefully see in the next issue.

CONTRASTS ~ PART 1

Charles Matthews

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I want to write a travelogue for the early middlegame. I find that the openings yield up some of their secrets when one can collate enough examples of the right quality. Moving along to the point at which each game takes on an individual character is likely to require a fresh departure in method, well away from intellectual package tours.

I spent time in my youth learning to skim stones, to the annoyance of the grayling and trout in the river at the bottom of the hill. Choosing your stone is all in ducks-and-drakes, yet flat ones come in many types. Their symmetry and density, thickness, rounded or ragged qualities become intensely practical matters as they lie in the hand. I suppose I want to capture something comparable and anticipatory, but about the plan and the moment before the fighting really begins on the Go board.

I hope to set up some practical contrasts, to serve as a background. One side of a starting point isn't hard to find.

'Slash-and-burn' Go must be generally familiar: the theory that by far the safest plan is to invade all your opponent's territory before the paint is dry on it. To say it more accurately, in the middlegame your opponent is to have no uncontested frameworks. A game of small groups struggling against influence may often result.

The question is not whether this is always wrong - it is more like a relic of how ancient Go was played - but how to formulate the alternative. Think of the catch phrase 'first-mover advantage', as it might apply in Go. Black plays first; but has different possible ways to exploit the privilege of starting. One is to play constructively for a framework on a scale larger than White can manage.

The other general plan is to outpace White with a thin but pervasive presence in all parts of the board. At some point these strategies fall over into the middlegame. In its pure form the large-scale building effort will see Black always put another brick in the wall - expand the framework to the utmost extent - and leave to White the tense business of choosing a time and place to invade.

Summing up, two extreme views are:

I shouldn't concede a moment to my opponent in which to solidify framework into territory;

I shouldn't have to take detailed account of the state of my opponent's framework if mine is more extensive.

These correspond respectively to predetermined pro-active and reactive views on starting the middlegame. Normality returns at some intermediate position or mixed

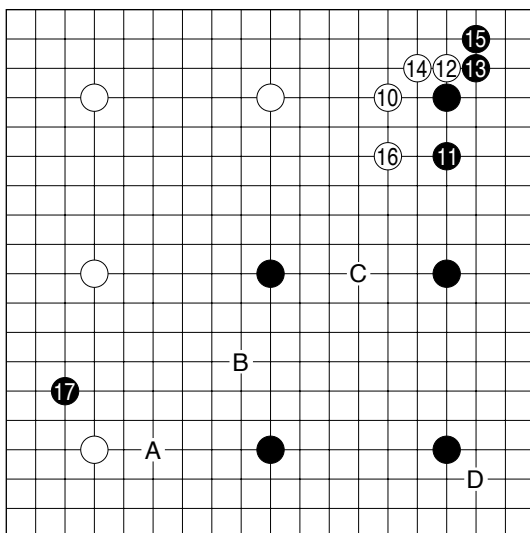


Figure 1 1 - 17

The All Stars Opening

strategy, and a more reasonable view that who starts the middlegame will depend on how the opening develops. In this article, however, I'm going to discuss the most instantly recognisable framework game of all, the All Stars opening of Figure 1 (that's a Japanese name, by the way).

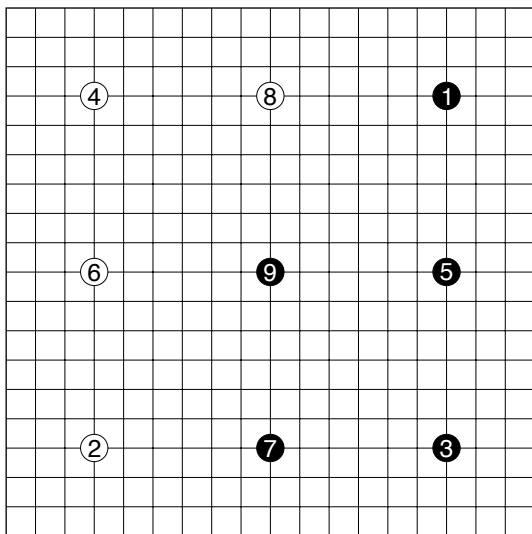
Figure 1 1 – 17

This opening was suddenly back in fashion in the autumn of 1988, having first been seen in the 1930s when there was no komi awarded to White. The verdict at that time appears to have been that Black 9 in Diagram 1 was too good to allow, so that White would instead use 6 or 8 to approach a black corner stone.

Kato Masao, a player not short of self-belief, introduced the modern idea for White of allowing Black 9 and building up a strong position on the side with 10 to 16. In five games Takemiya as Black has chosen next each of A to D, and 17 at which we'll look. That came up in the 1991 Judan match game 4, with Cho Chikun as White. Black this time takes the road less travelled of an invasion backed up with influence, rather than paying attention to the framework expanding out from the lower right.

Figure 2 17 – 26

After the expected plays to 20 Black simply jumps out to 21. This type of plain move isn't always easy to see coming. Here it declares that the middlegame is officially open, with the intended double sense that fighting is inevitable and that the centre of the board will become busy. White takes against being confined to the corner and gears up to cut on the outside.



□ 1

Too good for Black?

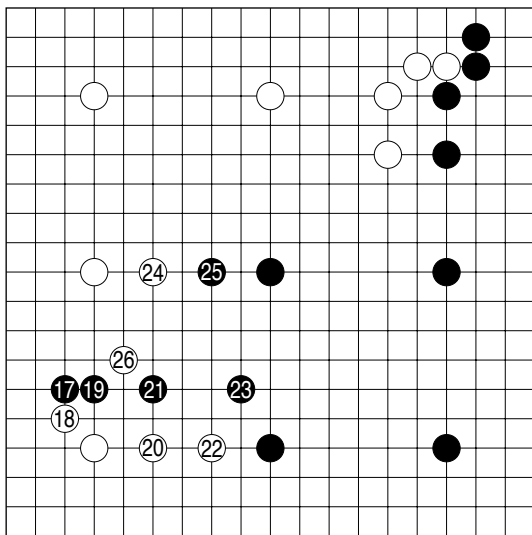


Figure 2 17 – 26

Figure 3 27 – 56

The sequence up to 51 in Figure 3 rolls out smoothly for Black after his initial resistance to White's peeping play (marked stone). Black gives up points on the lower side yet they seem to reappear in the centre. With the deep invasion of 56 White hoped to dent Black's big framework, but only managed a ko for life.

This game was won by Black since in the end White required more in the top left than was to be held onto.

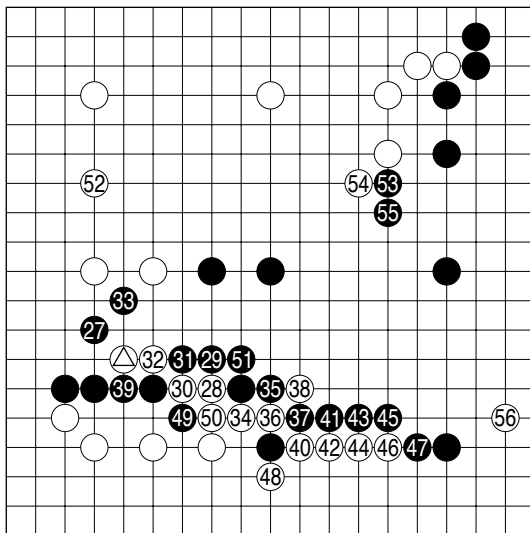


Figure 3 27 – 56

IN THE DARK?

Are there computer programs for the draw?

There are two draw programs in common use in Europe. One is that produced by Germany's Christoph Gerlach and the other is **Godraw** produced by our own Geoff Kaniuk. The latter is the program used in the UK and has been successfully used at the European Go Congress. The big advantage for an organiser of using a computer is that they do not have to spend lots of time writing symbols and numbers on draw cards. Any recent problems encountered in using computers have usually happened because of organisers being unfamiliar with the system.

Tony Atkins

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THE LIES THAT STRONG PLAYERS TELL YOU ~ 2

Nick Wedd

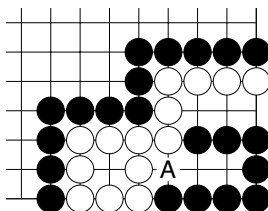
In the previous issue of this Journal, I dealt with the proverb 'one eye beats no eyes'. This applies to semeais, and is often taken to mean that the one-eyed group kills the no-eyed group by some magic process. In fact, it merely means that the mutual liberties, if any, count only to the one-eyed group.

This article is about another, related proverb: 'big eye beats small eye'.

This also applies in semeais. The naïve take it to mean that the group with the bigger eye wins the semeai by magic; this is wrong, as I explained in my previous article. What the proverb means is that all the mutual liberties count to the group

with the big eye and not to the group with the small eye, just as in the one-eye no-eye case.

So where should Black play in this position?



□ 1

If you trust the proverb, you may believe that Black should play at A, making a two-point eye. White has only a one-point eye, and there are three mutual liberties. So, according to the proverb, Black should

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win the semeai, making this move worth over 30 points.

In fact, a move for Black at A is almost worthless; all it does is remove a White ko threat. The position is already seki. Black should tenuki, making a worthwhile move elsewhere on the board.

The strong players who are so free with the advice 'big eye beats small eye' generally omit the peculiar definition of 'big' that goes with it. Here it is: 'seven is bigger than six is bigger than five is bigger than four is bigger than three is equal to two is equal to one is bigger than zero'. So, a two-point eye is no better than a one-point eye, and Black has no reason to play at A.



FROM OUR RAVING REPORTER

On the Sunday morning of the Irish Open our honoured Book Distributor turned up raving about a new book. He had just received a review copy and agreed to pass it round as long as he had it back by 12:00.

Get Strong at Scoring is the ultimate in Go books. If you thought that *Get Strong at Dango* was heavy, *Get Strong at Self-Atari* was old hat and *Get Strong at Using the Clock* was too basic, this is the book for you.

Of course the book starts with basic material about how to fill dame, remove prisoners, fill in the captives and rearrange territories. It then gives advice on how to make ten-shapes and lists all shapes that are multiples of ten in size. A later chapter of course lists

all the shapes that look like tens, but are not. Another explains how to fit two prisoners on one intersection. A particularly fascinating chapter covers bonus prisoners, such as those hidden in your bowl or acquired from a neighbouring board. There is a chapter on Chinese rules and one on Ing rules. The final chapter is the really advanced stuff for the six dans: how to make all your territories multiples of ten during the play.

Unfortunately the Book Distributor will not be stocking this book. It is rumoured he puts his recent tournament successes down to having read this book, while everyone else has not!

Tony Atkins

GETTING ONE MOVE'S WORTH EVERY TIME

Matthew Macfadyen

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It is sometimes surprisingly hard to hang on to the basic economics of the game. If you are going to play a move which does not need answering locally, then you need to get something worthwhile for it. If your move expects an answer, then you are claiming that the exchange of your move for theirs is not a loss for you, but you need not expect any huge benefit. In this game from the 2001 London Open, the players sometimes kept in touch with these arguments.

Black: Andrew Grant 3 dan

White: John Rickard 4 dan

Komi: 6.5

Figure 1 1 – 100

Black 13 and 15 spend a move but it is worth a move having a strong position where your opponent wants to develop. Later on Black can use the strong stone at 15 as support for invasions of White's positions above and below.

White 22 does not require an answer but if White expects his play to be ignored it might be better to push along the third line, filling in one of Black's liberties so that White's follow up move becomes more dangerous.

Black 23 and 25 expect answers, so Black is content to take a small plus towards his large scale plans on the left.

The 28–29 and 27–30 exchanges are hard to evaluate. Both players are allowing the other to secure their side positions in return for extra fighting stones in the centre.

White 32 seems very expensive. He could cut at 34 and have something to attack. But Andrew refuses the invitation and John gets to cut anyway.

With the 36–37 exchange White accepts that the left side is going to be Black territory.

This seems very modest with the possibility of pushing through and cutting to the left of 32 available. White should simply capture the cutting stones by playing atari between 23 and 25.

White 38 is certainly big, but he will need to survive the fight at the top. In terms of economics, White is claiming that, since neither side can capture the other on a big scale in the centre there is no play there worth a whole move. Most players would feel happier capturing the black cutting stones cleanly and then looking for a way to reduce the left side.

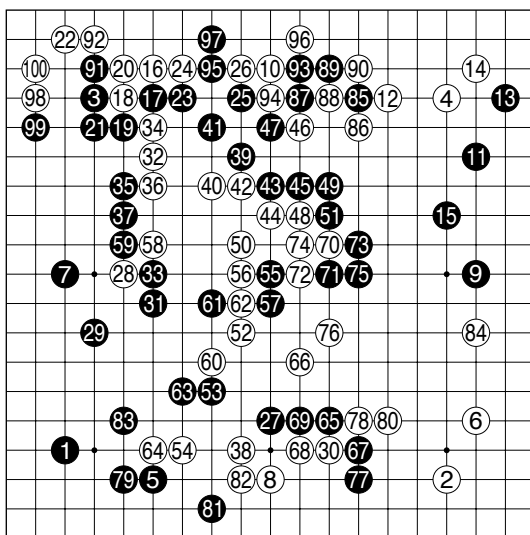


Figure 1 1 – 100

Up to 53, White's plan is going reasonably well. His centre group is probably alive and Black has only added 5 points or so to the already strong position in the upper right.

Black 61 loses the thread. There were several ways to threaten the cut here and no obvious way for White to make eyes quickly if Black did nothing. Black is not likely to

kill the centre group but he has decent chances to secure his lower left area and also to invade White's lower side. With 64, White is ready to break into the lower left corner. This definitely challenges Black to find something in the centre.

Black 65 is just right. White will have to live in the centre somehow and Black can then break in to the bottom. Black could also try to kill the centre group, but Andrew will have been well aware that John loves wriggling with eyeless stones, and usually wins by doing so.

But Black 77 is very strange. Black is going to spend one move in this area ensuring that he can break into the side, and White will probably respond by capturing the loose stone in the lower left (that is big in territory even if it is not necessary to live). So Black has no business pretending to attack the White stones at the bottom, and he must just connect, one point to the right of 78 would be normal.

At 78, White should probably just play 79, taking the money and leaving the cutting point as Black's problem.

Black 79 is big, but if he wanted to play here then just doing it instead of 77 would be far better. White gets his side back with interest.

White 84 looks like the last big point before starting the endgame but Black can count and realises that endgame is not an option for him. Black 85 is a good try.

White 86 and 88 look like a clever way to hang on to everything, but Black 91 punishes John for not taking that point at move 22 and 95 threatens a big ko fight. John cannot possibly fight a ko, since the two black stones on the lower side can thrash around for ages threatening to live (possibly they can actually make eyes, exercise for the reader). So John backs off at 96, which offers Andrew a won game but with 97 he refuses to take it. Black has to

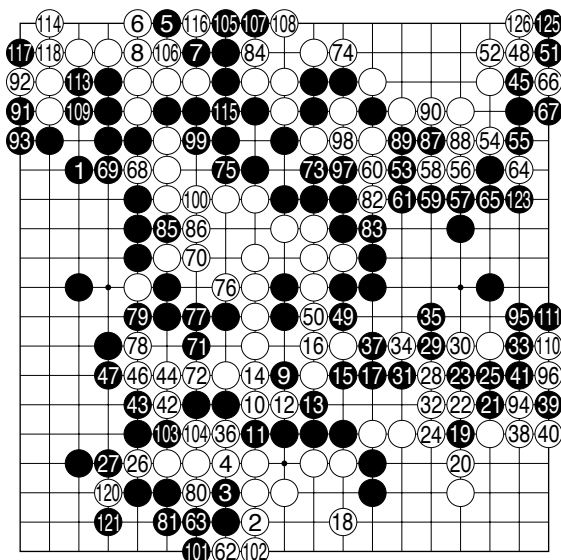


Figure 2 101 – 227 (1 – 127) 112 at 39
119, 124 at 5, 122 at 116

break through here in sente by playing atari to the right and then hane to the left.

Black 101 compounds the error by finishing in gote. Suddenly White is leading again. Black has spent a move on the upper side achieving almost nothing – he broke in at the top but White got the endgame point on the left and captured three stones.

White 102 is not obviously very big but he is aware that the two black stones cut off at the bottom have enough room to cause trouble. Black 109 cleverly rescues three stones while aiming at the group below. White defends again at 118 and now the two stones really are dead. The sequence up to 125 is a success for Black, the game is becoming close again.

White 136 is a bit crude. He has the right to choose between playing here and at 137 and it would be more stylish to play 142 first. In the game, Black can give way at 143 without risking more than two stones.

White 144 does not threaten anything. Black gets the last big endgame point at 145 but it is not quite big enough, White wins by 2.5.

WHAT THE BOOKS DON'T TELL YOU ~ PART 3

Simon Goss

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Read an Even Number of Moves

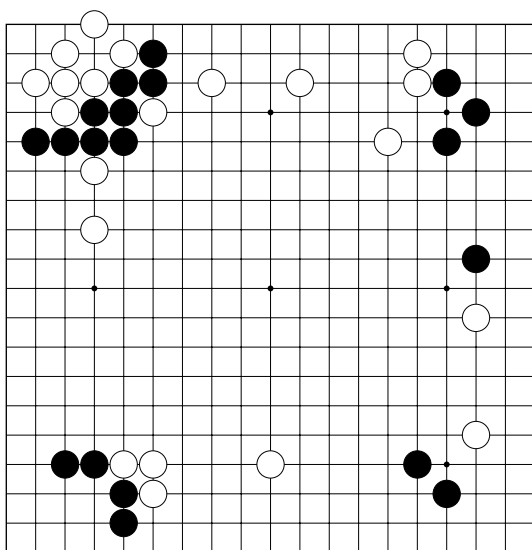
We'll come back to look at the question of how big a ko threat needs to be, and various other questions about ko, in the next article. Before we can look seriously at those things, there's something rather fundamental we must understand.

Problem 1 is from a game of Go Sei Gen (then 4 dan) playing Black against Miyasaka Shinji 6 dan, in 1932. Black to play. It would be good to go systematically round the corners and sides and see how many big issues you can identify. Are any of them clearly bigger than all the others?

Diagram 1 shows what was actually played, and you might be surprised at Black 1. Being on the second line, isn't it the sort of move you only play in the endgame or when you need it to make your group live? But the Black group was already clearly alive, and this is the early middle game.

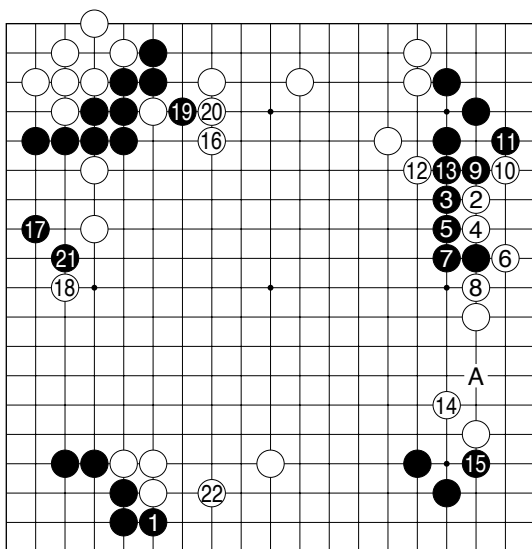
There seem to be some big fighting issues around in the problem diagram. It looks as if it could make quite a difference who plays first on the right side (White 2 versus, perhaps, Black A in diagram 1) and in the upper left, where White has a pair of weak stone on the left side while Black has an eyeless group that might be attacked to help the white ones and to expand White's upper side moyo.

How come Black 1 is big enough? It only takes a few points directly, but it threatens something big: to play somewhere like 22 and set White's group floating. If White answers that threat, it's Black's move again and he can get on with the next big thing.



Problem 1

Black to play



□ 1

In the game, White didn't answer the threat straight away. He went for the two fighting issues we've already noted, dealing with both in sente, with 2-13 on the right and 16-21 in the upper left (White 14 and Black 15 are big territorial points).

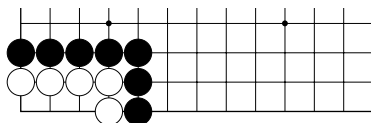
Finally White played 22 in gote, answering the threat of Black 1. Now the key point is that an even number of moves has been played; Black had sente before Black 1 and he has sente again after White 22. The question when evaluating this whole sequence is whether Black is better off after White 22 than he was before Black 1, or the other way round. If Black is no worse off after White 22 than he was before Black 1, then Black 1 is enough to stay level. If Black is even a tenth of a point better off, then Black has made progress. (In a komi game Black needs to make some progress over an even number of moves, but this was a no-komi game).

That is the fundamental idea that we must understand, for present purposes. Much of what we read about in books is about how to do big, heroic things like killing groups, building giant moyos, making sabaki in tight circumstances and so on. But, if the opponent is awake, big heroic deeds can only be done in gote. Then it's the opponent's move, and the question is simply: can he do an even bigger and more heroic deed or not? If he does something bigger than you just did, even in gote, then you fall behind. It's what happens in an even number of moves that matters.

This principle applies all through the game, even right at the beginning. But, from now on, we're going to look at much simpler positions. That, by and large, means endgame positions. I'm afraid this may disappoint some people. If you have read much about the endgame, you'll have seen a lot of stuff about how to calculate the value of a move to some fraction of a point. It's usually rather difficult and for most of us it's rather boring too.

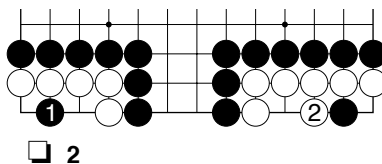
But please don't let that become a reason for not studying endgame positions at all. It's perfectly all right to ignore the fractional points. In fact it's probably best to ignore them at least some of the time, since they can too easily distract you from the more important purpose, which is to understand how to handle the dual goals of managing sente and getting the big moves. Problem 1 is difficult. By looking at simpler positions we can highlight some principles more clearly.

Problem 2: at what stage of the game would either side play in this position, assuming the outside black stones are already alive? Please try to apply the principle of considering what happens in an even number of moves.



Problem 2

There isn't a way to play Problem 2 in an even number of moves but consider diagram 2. As Black, you'd be rather upset to play Black 1 only to see White play at 2, since White 2 is obviously bigger.



2

So isn't the answer to Problem 2 simply to play there when it's the biggest move on the board? Well, sure - if you can say what 'biggest' means. Diagram 2 is easy because both moves are terminally gote and we can count the points exactly. But how do you compare Problem 2 with things like big moves with small follow-ups, small moves with big follow-ups, kos, and so on? It's not comparing like with like. We need a way to

compare moves that involve different degrees of sente and gote. The principle of considering even numbers of moves is what shows us how to do this.

The way to see how Problem 2 fits into a sequence of an even number of moves is to realise that, whoever plays there, the other side will play tenuki and that tenuki will have a value. If Black plays first in Problem 2, the score in an even number of moves will be $12 - t$, meaning 12 points for Black and a tenuki for White. (We always count things for Black with positive numbers and things for White with negative numbers.) If White plays first in Problem 2, the score in an even number of moves will be $t - 2$, meaning that White gets 2 points and Black gets a tenuki.

Let's try a few values on this. If the value of a tenuki is 8 points, then Black playing first in Problem 2 will lead to a score of $12 - t = 4$ in an even number of moves, while White playing first will lead to a score of $t - 2 = 6$ in an even number of moves. Remember that positive scores favour Black, so at this stage each side clearly prefers to have the tenuki for himself, leaving Problem 2 to his opponent.

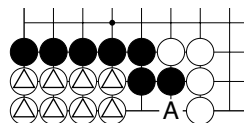
But if the value of a tenuki is 6 points, Black playing first leads to a score of $12 - t = 6$ and White playing first leads to a score of $t - 2 = 4$. This time, both sides are keen to play in Problem 2 and are willing to let the opponent have the tenuki.

The break-even point is when the value of the tenuki is 7. In that case, $12 - t = 5$ and $t - 2 = 5$, so at this stage it doesn't matter who plays in Problem 2 and who gets the tenuki. This break-even value of 7 for the tenuki is called the *temperature* of Problem 2. It tells you at what stage of the game it begins to be worth playing in this position. The value of 5 is called the *count* of Problem 2. It tells you how many points to count for Black in this position when it is too small to play it just yet.

(The term 'temperature' comes from mathematics but I like it. Like a cat on a hot tin roof, the hotter it is, the more eager you are to move.)

You may have noticed that Problem 2 is 14 points in gote and its temperature of 7 is exactly half of the gote value. Perhaps you also noticed that the final score is either 12 or -2 (i.e. 2 for White) and the count of 5 is the average of these. There is no coincidence in these facts. The same happens for all positions in which the first play is gote for either side.

Problem 3: assume that the unmarked stones are unconditionally alive. What are the temperature and count for this position?



Problem 3

Would Black prefer to play at A here or to kill in Problem 2?

You can't solve this problem by working out how many points are at stake and dividing by 2. That works for double gote positions, but this one is White's one-sided sente and the answer is different.

If Black plays first in Problem 3 he gets 17 points. Then there is nothing for White to do, so White takes a tenuki. The score in an even number of moves is $17 - t$. But if White plays first at A, Black will answer. That is already an even number of moves, so we don't add in a tenuki. The score after an even number of moves is 16. So the break-even point is when $17 - t = 16$, which happens when $t = 1$. The temperature of Problem 3 is 1 and the count is 16.

Black's plays in problems 2 and 3 are both gote. The simple rule of thumb for such positions is to play the one with the highest temperature. So Black prefers to play in Problem 2. (Note: in endgame problem

books, you will find examples where this rule of thumb is not the best answer. They are usually small-board problems that have been specially constructed. In normal play these situations aren't very common, and to spot them you have to read out the macro-endgame rather thoroughly. There is no mathematical shortcut - even the mathematical game theorists don't know how to solve the general problem for temperatures greater than 1. The simple rule of thumb is a very good one.)

In Problem 3, White A is 1 point in sente, Black A is 1 point in reverse sente and the temperature is 1. The count of 16 is the same as the score if White plays his sente move and it is answered. This is the rule for counting one-sided sente positions: assume the sente will be played and answered, and that gives you the count. The temperature is the same as the conventional value of the reverse-sente move, because if Black does manage to play it, he shifts the count by <temperature> points.

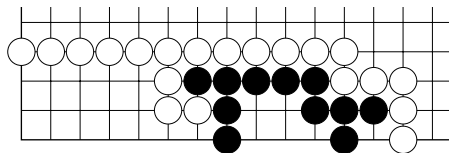
But usually Black won't be able to play it unless White makes a mistake. The point is that the temperature of a play at A is 1, but when White plays it he leaves a 16-point gote position whose temperature is 8. When the value of a move elsewhere is somewhere between 1 and 8, White can play at A and Black will answer, just because the answer is the biggest move on the board.

Problem 3 contains a very important lesson for the 'sente freaks', as I like to call them. You know, the pushy ones who think that sente is the only thing to play for. Such people are sometimes so afraid of being pushed around that they will do anything to steal your sente from you. Be glad when they do. If such an opponent plays Black A in Problem 3 against you and steals the point that belonged to you there, take the 20-point gote on the other side and rejoice! You have just gained 19 points in an even number of moves. At the end of the game

we count how many points each side has collected, not how many sente moves they have played.

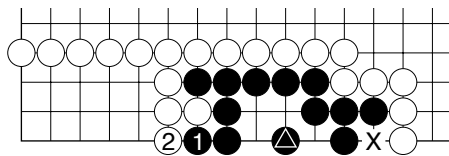
You've bravely sweated through some dull calculations. Thank you for your patience. One of the pay-offs is that you'll never have to count the endgame value of life and death problems the hard way again. Take a final look at Problem 2 and suppose you're playing with Ing rules. If White lives, then at the end of the game under Ing rules he fills in his eyes and has 8 stones on the board. That number is called White's 'area score'. Subtract 1 from the defender's area score and you have the temperature of the life and death problem; in this case, $8 - 1 = 7$. That always works with unconditional life and death situations.

Problem 4: what is the temperature and the x-points-in-gote value? Don't do any arithmetic more complicated than counting and subtracting 1.



Problem 4

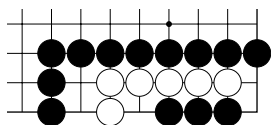
Diagram 4: If Black lives with the marked stone, he can later exchange Black 1 for White 2 in sente. When he fills in his eyes at the end of an Ing-rules game, he will have 17 stones on the board for sure, and a 50% chance of the dame point at X (count half a stone for that).



□ 4

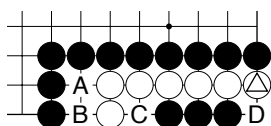
$17\frac{1}{2}$ Ing stones if he lives means a temperature of $16\frac{1}{2}$, or a conventional value of 33 points in gote.

Problem 5: what is the temperature and the x-points-in-gote value?



Problem 5

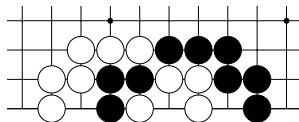
Diagram 5: the same method works when the defender lives in seki. When White lives with the marked stone, he has 7 stones on the board. In the dame stage he gets one of



5

A and B and during the Ing fill-in stage he gets one of C and D. That gives him an area score of 9, so the temperature is 8 and the conventional value is 16 points in gote.

Problem 6: a challenge. Can you see how to work out the temperature and count of this ko position? This will be the starting point for the next article.



Problem 6

Erratum to article in BGJ 122

Charles Matthews points out that *Teach Yourself Go* does mention double ko threats, so my title of *What The Books Don't Tell You* is only half true in this case (I still don't know of long ko threats being mentioned in any book). In fact, TYG has a lot of things in it that aren't covered well elsewhere. It's worth a read.

10 YEARS AGO

Tony Atkins

The Candidates' at the IVC was won by Edmund Shaw; Francis Roads, Bill Brakes, Klaus Pulverer and Jim Barty were the other qualifiers. Edmund went on to win all seven games in the Challenger's League, to get to play Matthew Macfadyen for the title. John Rickard, the 1990 Challenger, was away being 27th in the World Amateur; that was won by Imamura of Japan.

Mark Cumper (2 dan) won the tournament run by Thames Valley League winners Bracknell. Leicester moved to a new church hall venue and their new trophy went to Des Cann, winning on tie-break from Harold Lee. Furze Platt won the Schools' Championship, but Youth Champion was Mark Simmons of Leeds.

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Japan won the annual match in Battersea Park. The first Isle of Man Go Congress, held at the Sefton Hotel in Douglas, was a tie between John Smith and Thomas Derz. Christian Wolfarth won the Lightning and Fast events and Jim Clare won in the afternoon.

Overseas, Shutai Zhang was playing at Budapest, Helsinki and Warsaw, which he won. He also became European Open Champion by winning 9/10 in Namur, Belgium. He also won the Fujitsu Grand Prix as a consequence. Alexei Lazarev of Russia was European Champion. A group of Brits attended the US Go Congress in Rochester, New York where Paul Margetts won the 4 kyu section.

START SPREADING THE NEWS ~ WITH A GO SCREEN SAVER

Tim Hunt

Imagine that you have just started a new job. Your first priority is, of course, to let your new colleagues know that you play Go; to ensure that they know what the game is; and then, if possible, to teach them how to play. How to achieve this without scaring people off? That was the challenge that faced me when I started work last year.

A good start is to get a copy of the BGA poster, write the meeting details for your local club on it, and stick in on a prominent notice board. Somehow I never quite managed this simple step. I had slightly more luck more or less by accident. From time to time I take a book of Go problems in with me to do at lunch time (what? me, obsessed?). This turns out to be quite a good way to start a conversation. Or at least you are liable to get people asking you what on earth you are doing, especially if it is a Japanese problem book.

But it seems that the best way to excite people's interest is to use Arnoud van der Loeff's Go Screen Saver. This presupposes that you work in an office with a computer on your desk, running windows, and that you are permitted to install random pieces of software on it. If you can then this is a lovely program. It is a screensaver that plays through professional games at whatever speed you choose. It has two modes, one which shows the board and a helpful column of text about Go and how to find out more, but the mode I prefer just shows the board. This is much more puzzling for people who don't know what is going on because then you just have this grid with black and white circles appearing on it.

You can get yourself a copy from the BGA web site:

<http://www.britgo.org/gopcres/gopcres1.html>

My experience was that this installed and ran with no trouble at all. The same page carries

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a link to IgoWin. This is a free 9 x 9 version of *Many Faces of Go*, which includes an explanation of the rules. I think that this program is an excellent way to introduce new people to the game. They can start actually playing Go very quickly with no other help.

The screen saver comes with six games built in, and it will play through these in a random order. You also have the option of providing other game records for it to play through. It was only when I got tired of the six standard games and downloaded a few Korean professional games from the web that I discovered that considerable care had gone into the choice of the original six games. The Korean games are amazing, enormous blood-thirsty fights, but then, suddenly the action stops, the screen blanks, and it starts replaying another game. Then you realise: 'Ah! I suppose that Black just resigned.' This can be a bit confusing. In contrast the six standard games last all the way to the end of the endgame which provides a much better picture of how a game of Go works.

Finally, I should warn you that this can be quite distracting when you are not working on your computer. You are trying to concentrate on something else but this thrilling game of Go is taking place in the corner of your eye. Self discipline is required. Also be aware that when I say that this is a good way to spread Go, what I mean is that perhaps a dozen people have chatted to me about Go, I have given the address of IgoWin to a few of them, and perhaps a couple of them have actually got around to downloading it. This is more than I would have expected. It is only a drop in the ocean, but little by little it raises awareness of the game, and once the screensaver is installed it is no effort at all. Why not give it a try, it can't hurt.

THE PERILS OF POSING PUZZLES

Ian Marsh

Each year at the Bracknell tournament we like to have a side competition, which consists partly of Go problems, and partly a non-Go problem. The problems are taken from various sources, and this year's competition is shown below.

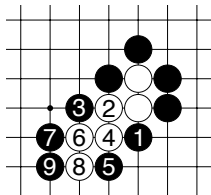
As always, some of the Go Problems resulted in more discussion than the others. This year it was C, E, G & H and the hidden theme was the placement of seemingly ancillary stones.

When producing a puzzle, part of the art is to create the required position with the minimum number of stones, and given the complexity that can arise from certain positions, it is not surprising that occasionally the puzzle gets cooked (unforeseen alternatives that ruin the problem).

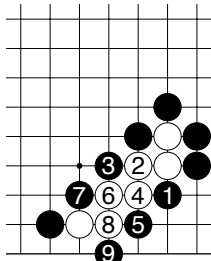
There are other reasons for cooked puzzles. Sometimes puzzles get wrongly transcribed (as appears to be the case in G), sometimes the problem gets modified from the original (as in H, and was considered for E), and sometimes the solver tries to solve a different, but related problem (as could happen in C).

We will work through the problems. Problems A and B are simple ladders, with no or limited variations, aimed

at any beginners who wanted to enter the competition.

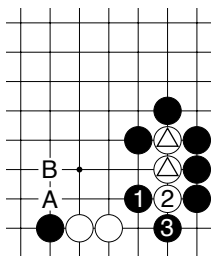


Problem A



Problem B

For C the expected solution was 1 as in the diagram. The three other stones are not needed for a solution.

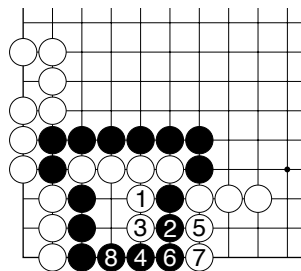


Problem C

However points A and B now become candidates to consider, although I was not

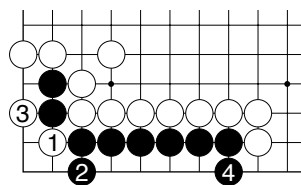
present if, or when, any analysis occurred. Has the problem been cooked? The analysis of this must be left to a later edition of the Journal.

Problem D is an interesting Seki, again without too many variations.



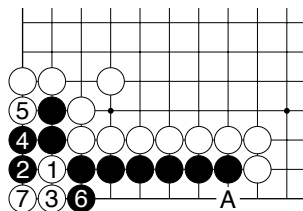
Problem D

In Problem E Black is alive and there are deliberately two solutions to help decide tied entries.



Problem E (I)

The key point is White 1. The simple solution is to sacrifice the two black stones (E I), allowing Black to live on the edge. The better solution is to use the 'under the stones' technique (E II). Also 4 at 6 is not considered a good play, as



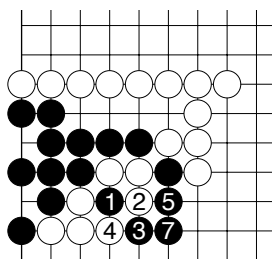
Problem E (II) 8 above 1

White can keep doing the throw in, removing the eye in the corner, making A a killing play.

The suggestion was whether the problem could be improved by reducing the number of black stones on the second line to five thus preventing the simple solution. I had thought about this when setting the problem, but had rejected it.

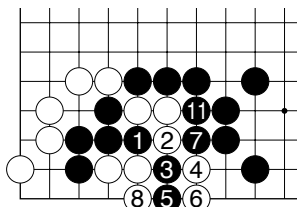
Whilst writing this article, I have begun to wonder whether there is a better solution for Black to that in Diagram E (II), in terms of points gained. Again answer in next Journal.

Problem F is again limited in its variations. If 4 at 5 then 5 at 4.



Problem F 6 at 1

Problem G held the most interest. The expected line is as in the Diagram. However it was pointed out by Steve Bailey that 1 at 3 also worked.

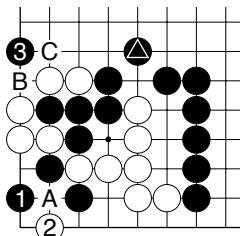


Problem G 6 at 1
9 at 3, 10 at 5

If 2 as in the Diagram then 3 at 1 resumes the sequence. If 2 at 1, then 3 at 8 seems to work. Considerable analysis didn't refute this.

Young Kim did however point out that this sequence could be refuted with an interesting repositioning of one of the ancillary stones. I have most probably made a transcription error. I will leave you to consider what is the best way to un-cook the problem, answer in the next Journal.

In problem H the answer is to play 1 as in the Diagram.



Problem H

If White plays 2 to stop Black living in the corner, then 3 is a superb tesuji. If White now plays A then Black B captures the three White stones in snapback. Whatever White does, Black wins the fight.

The triangled stone was added to the original problem to simplify the sequence where White tries to refute 3 with C. In this case Black can capture White with straight ataris, the triangled stone acting as a ladder breaker for a ladder that would otherwise continue off the diagram.

The tesuji at 3 proved very difficult for people who had never seen the problem before.

After Black 1, the best White can do is to let Black live in the corner and to play to save the five White stones.

The moral of this article is that if you wish to set a Go problem, then take great care.

The lesson of this article is that when you are playing a game and you recognise a situation, watch out for those ancillary stones. I am sure, like me, at some time you have had a live group killed by ignoring a seemingly innocuous approach stone.

WANSTEAD WANDERINGS ~ CASTLE GO IN LUXEMBOURG

Francis Roads

francis@jfroards.demon.co.uk

When it comes to artificial cows, Luxembourg definitely has the jump on Milton Keynes. The latter may have its cluster of concrete cows gracing a field but Luxembourg benefits from the presence of no fewer than 103 fibreglass cows on its streets. Each has been decorated in bright colours by a local artist. These cows were of special interest to BGA members Charlotte Bexfield (6 months) and Rebecca Margetts (10 months). Also making up the Wanstead raiding party were Rebecca's parents Paul and Yvonne, Charlotte's parents Simon and Alison, who are temporarily resident in Luxembourg and Alistair Wall.

Luxembourg's last Go tournament was some 20 years ago. We were assured that the revival of the tournament this year (5th/6th May) and the arrival of the Bexfields was pure coincidence and this appeared to be the case. Simon used Geoff Kaniuk's programme to do the draw but on the whole the slick administration was by Luxembourgers.

All except Alistair were there a day early, so we had a chance to look around the city. The old part is surrounded on three sides by spectacular river gorges, making it highly defensible, and therefore prone to appear in history books. The inhabitants put us Brits to shame linguistically, usually being fluent in French, German, English and Letzebuergesch.

The tournament was held in Hollenfells Castle, some 20 Km outside the city. It is typical of the prosperous feel to this country that the organisers were able to use it free of charge. The castle turned out to be more the Schloss/Chateau type of building than the sort we used to build to keep the Welsh in order but it's a pleasant place, set amid wooded hills.

Following the usual Continental pattern, there are three rounds on Saturday, starting at lunch time and going on into

the evening, and then just two on Sunday. There were 47 players, including substantial Dutch and German contingents. Other babies and toddlers were much in evidence, all helping to dispel the notion that Go is an activity only for anorak wearing bachelors. Not surprisingly the two Dutch six-dans Guo Juan and Frank Janssen brushed aside all challenges and came first and second. Your correspondent came a respectable fifth, but Alistair does not wish his position to become public knowledge.

On Sunday evening news started to filter through about the developing Challenger's League. Alistair and myself agreed that we were rather enjoying not taking part this year. There was time for more sightseeing on Monday, when we drove out into the Luxembourg countryside and visited the small town of Diekirch. It would have been highly successful but for the fact that many things (e.g. restaurants) close on a Monday; the Luxembourgers seem to have moved Sunday forward a day.

If the Luxembourgers organise this tournament every year, I hope they get a good British turn-out; it may be a small country, but it's well worth a visit.

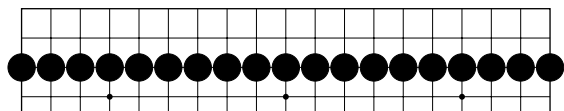


Photo: Nora Braunch

A relaxed midlegame in the changing room

THE EEL'S BED ~ A PROBLEM BY TAKESHIRO YOSHIKAWA

Presented by Nick Wedd



The Eel's Bed

White to live

Rules

On each move, White plays two stones. Thus White will play two stones, Black will play one stone, White two stones, etc. White is to make a living group.

For hints, see page 55. The solution will be given in the next issue.



THAI GO HERO

Go is prospering among children in Thailand. This is largely due to a comic series, translated from Japanese into Thai and called *Hikaru no Go*.

There is a web site about the series, in English, at www.narutohouse.com/hikaru/hikarunogo.html

Here's a summary of the plot.

Shindoh Hikaru, a 6th grader, finds an old Go table in the attic of his grandfather's house. He sees some blood stains on the Go table and tries to wipe them off... when a ghost dressed in Heian period clothes pops out and takes over his body.



Fujiwara no Sai (Sai)

The ghost is that of Fujiwara no Sai, a strong Go player

from the Heian period. Because their souls are connected, Sai and Hikaru can communicate. Sai still loves Go so he tries to interest Hikaru in the game. Hikaru allows Sai to occupy his body to play Go. After Hikaru beats Toya Akira son of Meijin Toya (with Sai's help), he starts to love Go and his adventures begin.

Sai, who as a ghost possesses Hikaru, was one of the Go tutors of the Emperor. But his rival sets him up and he is exiled. Out of shame, Sai throws himself into the river but his spirit wanders on Earth because of his unfulfilled dream...

IN THE DARK?

What do the columns on the results sheet mean?

After name, club and grade, the middle columns give the player number of each opponent followed by '+' for a win, '-' for a loss and '=' for a jigo. Then come various columns of scores and tie breaks, with abbreviated headings. 'WIN' is fairly obviously the number of games won; 'MMS' is the McMahon score, the main ordering for the list; 'SOS' is sum of opponents' MMS; 'SODOS' is sum of defeated opponents' MMS; 'CUSP' and 'CUSS' are cumulative sum of points and scores (add the number of wins/MMS after each round); 'WINS' can be printed as well as 'WIN' if this is used for a tie-break.

Tony Atkins

DIAGONAL OPENINGS ~ PART 6

Charles Matthews

charles@sabaki.demon.co.uk

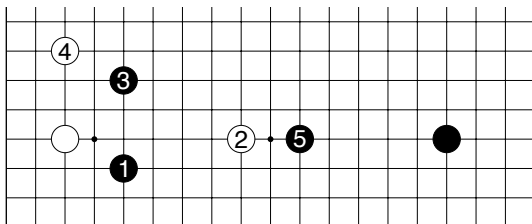
For this final part in this series, I'll be covering a way of playing that isn't specific to any of the diagonal openings, but is seen often in them, and infrequently in parallel openings. That's the counter pincer pattern of Diagram 1.

If you compare it with the rival pattern of Diagram 2, in which Black approaches on the fourth line, it isn't really a question of right and wrong for this single side. There's just a feeling that Diagram 2 has Black taking a more spacious view of the board, and might work better with a black stone in the upper right corner. By the way, White rarely plays 2 as a pincer in Diagram 2, a tribute to Black's 4-4 point to the right.

Going back to Diagram 1, the three-point pincer White 2 has become standard in the days since the Ishida Joseki Dictionary was first compiled, so that it would look to be useful to cover it. In fact these are quite deep waters. There are a number of issues to be handled, some of which might be imponderable. There are different choices of how to make good shape. There are timing issues with genuine depth. For example, is Black 5 in fact premature, without some preparation? Joseki dictionaries are for optimists, who believe answers to this sort of query will be found, and sooner rather than later.

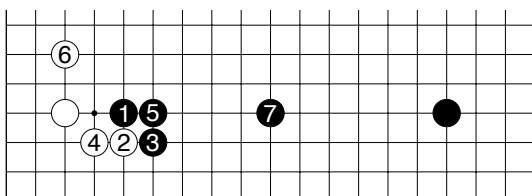
Setting aside scepticism for the moment, a main variation is shown in Diagram 3. If the game gets this far, it is up to White to make decent shape for the group capped by Black 10.

Diagram 4 is a tidy way to do this (and has been played by Cho Chikun). White avoids contact plays that would tend to make Black



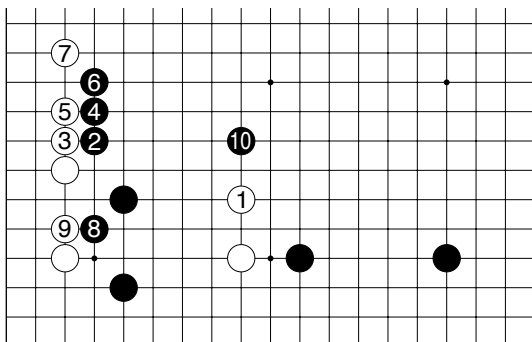
□ 1

Counter pincer



□ 2

Too good for Black?

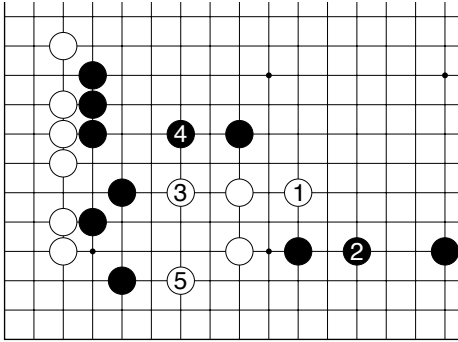


□ 3

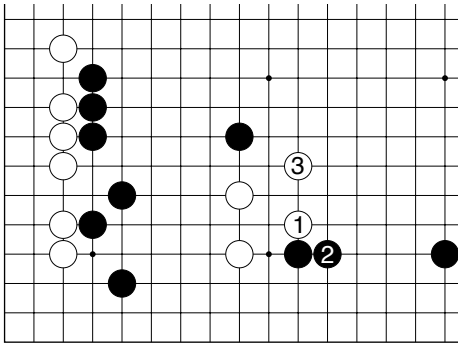
Variation

even stronger, adding to influence that is already considerable.

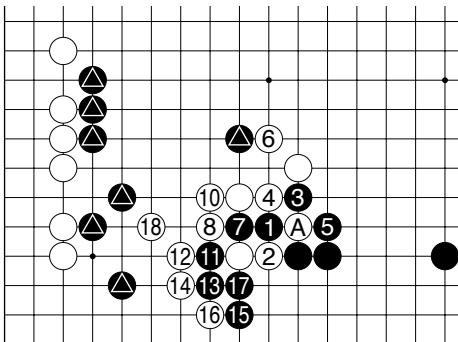
Playing the contact play 1 in Diagram 5 is another option seen in professional play. White heads out to the centre quickly with 3. Black can continue the attack, naturally. But shouldn't follow Diagram 6, included because there's always someone at the back of the class who still thinks the game is mostly about capturing stones.



□ 4 Making shape



□ 5 Contact play

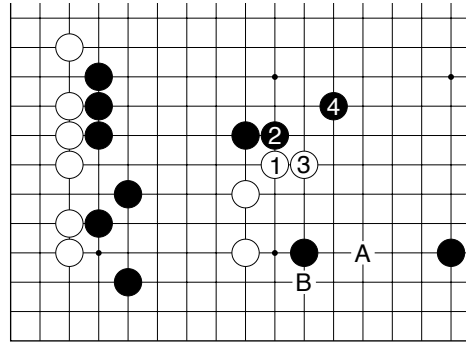


□ 6 Bad for Black

What happens in Diagram 6 (in which Black 9 is the connection one point to the right of Black 1)? Black manages to capture two white stones by a tremendous effort.

In the meantime White is developing excellent shape, and all the marked black stones have been weakened to the point at which defending them becomes a full-time occupation.

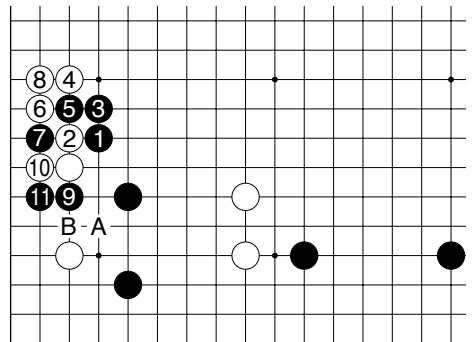
There is yet a third way for White to play here, one which I would probably not find in a game. White 1 in Diagram 7 may appear to be a comparatively shapeless play.



□ 7

Its justification would come when White next invades at A. Subsequent tactics are hard to read out; White's objective will be to settle the weak group one way or another, for example using the contact play at B.

Turning now to timing questions, the modern history of this pattern seems to start with the 'press before peep' slogan. Diagram 8 shows the key variation.

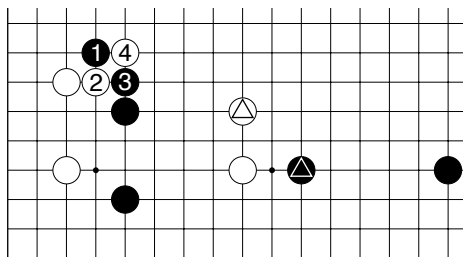


□ 8

Press

Going right back to the context of Diagram 3, there is an excellent reason for Black to press at 1 of Diagram 8 first, before playing A for White B. If White boldly jumps with 4, there is an immediate two-cuts-on-the-second-line tactic with Black 5 and 7. In the variation shown White loses the corner; if White 8 is at 10 Black has a ladder to capture White 4. Therefore it is regarded as compulsory for White to play 4 at 5, submitting to crawling once more before jumping. In professional games the exchange of A for B is often delayed as long as possible (and sometimes more), in line with the idea that superfluous plays are bad; but that's a delicate balance to maintain, with Black's two-point jump into the centre being quite fragile. One further comment about this: the interest of the 3–3 point in the corner is lessened for Black when White plays B, a loss of flexibility

The other major issue on timing comes up with the cutting sequence White 2 and 4 of Diagram 9 played against Black's press.

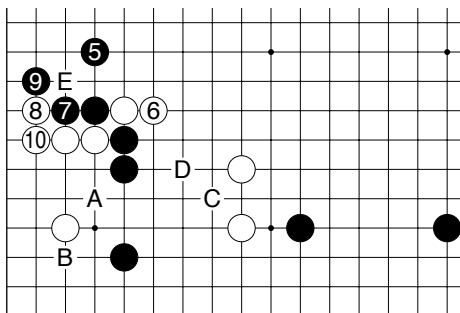


□ 9

Cut

White is more likely to play this after the exchange of the marked stones. Black could instead play 1 at 4, avoiding the sharp fight to come.

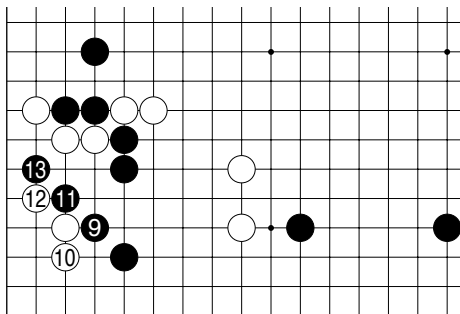
The continuation of Diagram 10 has been worked over in many top-level games. Black 5 is a standard idea for making good shape. However after White 10 Black's possible forcing plays have become problematic.



□ 10

Continuation

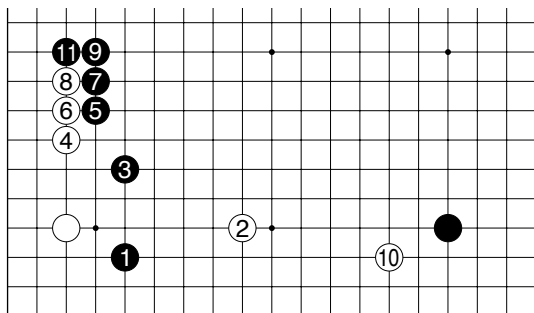
Black A can be answered by White B. The peep Black C is met by White D, a very interesting tactic that invites Black to make an unfavourable trade. Since the cut at E remains, White needn't be nervous about all-out fighting in the corner area. For a fuller treatment, see *Jungsuk in Our Time*, the new book from Korea. Diagram 11 is taken from there.



□ 11

The suggestion is that Black needs to get busy immediately with plays aiming at shape in the corner. Either that, or Black revises the whole counter-pincer timing from Diagram 1, holding back 5 there until after the press.

Diagram 12 deals with that possibility. If Black presses first before the counter-pincer, White is quite likely to ignore Black 9 and secure a base on the lower side with a play



□ 12

such as 10. Then Black must follow through with 11, and assessment of the resulting position will depend on the precise state of the upper left corner. This brings us back to where we came in: diagonal openings. For if White already has the

top left occupied, Black will have a hard job convincing anyone that the influence created by 9 and 11 is worth the clear loss on the lower side. If Black has the upper left occupied at the 4-4 point, this is a reasonable framework plan. If at the 4-3 point, that might be even better, since White would have no clear invasion route.

That brings to an end this series on diagonal openings, an area often unduly pushed to the margins. I have found it enjoyable and instructive to get involved with, and I hope others have found something of the same here too.



This interesting photograph of a decorated plate depicting a Go playing scene was submitted by Vincent West and was the winning entry in the photo competition set last year. Without detracting in the least from Vincent's achievement, it is a pity that his was the only entry.

WORLD GO NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

Barcelona 17/02/01 – 18/02/01

Winner of the 63 player Barcelona Fujitsu qualifier was Miyakawa Wataru (6 dan) who lost to fourth placed Mikaki Masaru. Close second was the 1 dan pro from Korea, Kim. Heading the group on 3/5, in third was the Czech Vladimir Danek. Also in the 3/5 group were British players David Ward and Alistair Wall.

European Youth 01/03/01 – 04/03/01

A huge number of children plus their teachers and families went to Ustron in south-west Poland for the European Youth Go Championships, so many the organiser had to apply for extra Ing Fund sponsorship and book rooms in a second hotel. 65 took part in the under-12 section. Ilie Chikchine (2 dan Russia) was the winner on 6/6. Second was Jan Prokop (4 dan Czechia) on 5/6 and third was Mykola Gluschenko (1 dan Ukraine). Under-18 (76 players) winner was Pal Bologh (4 dan Hungary). Second by a small tie-break score was Diana Koszegi (5 dan Hungary), also on 5/6. Ondrej Silt (4 dan Czechia) topped the list of 4/6 winners. A tour party from Japan lost a match against the kids.

Ing Cup 09/03/01 – 11/03/01

24 of the top European players were selected to take part in the Ing Cup at the Go Centre in Amsterdam. No player was unbeaten but the winner on tie-break was Alexander Dinerstein (7 dan Russia). Losing the tie were Guo Juan (7 dan NL), Laurent Heiser (6 dan Lux) and Christian Pop (6 dan Romania). Best of the 57 players in the open event was Geert Groenen (6 dan) ahead of Filip van der Stappen (5 dan) and Wijnand Hijkoop (1 dan) all from the Netherlands.

Velden 24/03/01 – 25/03/01

The Austrian Toyota Tour event was attended by 54. Joint winners on 4/5 were

6 dans Victor Bogdanov and Vladimir Danek. Third by SOS was Radek Nechanicky and fourth was Gabor Szabics. London's Austrian student Christian Nentwich scored 2/5.

Irish Open 31/03/01 – 01/04/01

The 12th Irish Open was held in Dublin as usual, but the side events were deferred until the European Go Congress in the summer. This year the Open was attended by only 16 players, as most folk are saving their once a year Ireland visit until the summer. The country list was still quite international with Ireland, Wales, England, Germany, Mexico, Czechia and Switzerland being listed. Winner for the second time was Gerry Mills, 1 dan Wales. He won 4/5 and had a better SOS tie-break than Noel Mitchell (2 dan Ireland) who was 2nd. Third was Alistair Wall (4 dan England), one of Gerry's victims, and Tony Atkins (2 dan England), who was the only player to beat Gerry. In usual creative style host John Gibson gave prizes for losing four nigiris (to Natasha Regan and to Tony Atkins) and to Joerg Abendroth (10 kyu) for getting a theoretical European Grand Prix Point. As usual much practice and Liar Dice and Guinness drinking was done to get the attendees in practice for the summer.

European Pairs 06/04/01 – 08/04/01

Seven Pairs, mostly from east Europe took part in this year's European Pairs. Hosts this year were Bosnia and a very posh hotel in Banja Luka was used. Actually Boy George was staying there at the time and the British Party managed to get to see him, but failed to get to teach him Go. European Pairs Champions this year were Martina Simonkova (2 dan) and Jan Hora (4 dan) from Czechia (5/5). Second were Liliana Iacob (3 kyu) and Iulian Toma (3 dan) from Romania (3/4). Third were Ann (8 kyu) and Jan Lubos (4 dan) from Poland (3/5). Fourth

were Natasha Regan (1 kyu) and Alex Selby (3 dan) of the UK with 2/4 beating two 5 dan – 5 kyu pairs, Bosnia and Croatia. The UK were welcomed as the only non East European country, the rest maybe put off unjustifiably by Bosnia's war-torn past.

Paris 14/04/01 – 16/04/01

204 players from 7 dan to 20 kyu took part in the last event of the first Toyota Go Tour, the Paris Finals. Double Grand Prix Points were on offer and travel grants to the leading players helping to keep this one of the biggest events of the European calendar. First was a new name in China's Hui Fan (7 dan) with 6/6. Second was Du Jingyu on 5/6 and third Miyakawa Wataru (both 7 dan) on 5/6. On 4/6 were Koji Watanabe, Jean-Francois Seailles, Diana Koszegi, Jean Michel, Victor Bogdanov, Frank Janssen, Gabor Szabics and Julien Roubertie.



Paul, Yvonne and Rebecca Margetts enjoying a moment of fame in Luxembourg where a tournament was held in May this year.

Photo: Francis Roads

Toyota Tour Placings 2000 – 2001

First was Victor Bogdanov with 103.83 from 7 events. Second was Vladimir Danek with 100.16 from 9 events. Others in the top ten were Du Jingu (78), Diana Koszegi (60.5), Guo Juan (58), Matthew Macfadyen (40), Fang Hui (38), Miyawaka Wataru (30), Radek Nechanicky (29) and Geert Groenen (28.56). Seong-June Kim was 14th with 24. Other UK places: Shepperson 46, Wang 48, Rix 51, Hall 52.

Milan 21/04/01 – 22/04/01

57 players took part in the 7th Mauro Brambilla Memorial, this year a Fujitsu Qualifier. Winner was Czech 6 dan Vladimir Danek with 5/5, Russia's Victor Bogdanov scored 4/5 and Dejan Stankovic (5 dan Yugoslavia) was third with 3/5.

Bled 28/04/01 – 29/04/01

62 players (10 graded 5 dan or over) took part in the top Slovenian event, also a Fujitsu Qualifier. Winner was Czech 6 dan Radek Nechanicky with 6/6, second was Danek on 5 and third Bogdanov with 4.



IN THE DARK?

Why do I sometimes play someone from my own club?

The draw tries to keep players from the same club apart, to avoid someone travelling 100 miles only to play the people travelled with. However, often there are insufficient players on a particular score who are not from the same club, so same-club games cannot be avoided. Sometimes clubs are ignored when pairing players above the Bar.

Tony Atkins

NOTICES

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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 Autumn Journal as soon as possible and in any case by 17th August.

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:

dimension@btinternet.com

or post to:

David Woodnutt
3 Back Drive
Lillingstone Dayrell
Buckingham
MK18 5AL



Celebrating the marriage of Felicity and Toby Manning on the 12th May.
Left to right: Matthew Macfadyen, Kirsty Healey, (half hidden) Paul Prescott,
Mike Lynn, Francis Roads, Des Cann, Paul Plumptre, John Lowe and Nick Webber

FORTHCOMING EVENTS

July

Saturday 7th – Sunday 8th July:

Scottish Open 5 round MacMahon tournament. 60 minute time limits. There will also be a lightning tournament. Contact Donald Macleod, 0131 445 4489.

Friday 6th – Sunday 8th July:

European Go Team Championship Moscow. Contact Solovjev Valery, solovjev@mi.ru

Saturday 21st – Sunday 29th July:

US Open York, Pennsylvania. Contact Keith Arnold, 001 410 788 3520.

Saturday 21st July – Saturday 4th August:

The European Go Congress The Teachers' Club, Parnell Square, Dublin. Sponsored by Fujitsu Siemens Computers. Contact John Gibson, john@mhg.ie

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

August

Saturday 18th - Monday 27th August:

5th Mind Sports Olympiad The future of this event is in doubt. We hope it will go ahead but the venue is not yet known.

September

Saturday 1st – Sunday 2nd September:

Northern Manchester. Contact John Smith 0161 445 5012 (h), 0161 275 4756 (w).

Sunday 9th September:

International Autumn Match

Gunnersbury, London. The organisers will invite clubs to enter a team. Contact Geoff Kaniuk, geoff@kaniuk.demon.co.uk

Date not decided:

Penzance Contact John Culmer, john_culmer@talk21.com

Sunday 16th September:

Milton Keynes The Open University, Walton Hall, Milton Keynes. Contact Andrew Grant, 01908 669883

THE EEL'S BED ~ HINTS.

The easiest place to make eyes is in a corner.

The concept of miai is powerful when you can play two stones each move. If you make two threats, you know that you will be able to carry out one of them.

REMEMBER

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for general and discussion broadcast:

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UK CLUB LIST

☛ Indicates new information

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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.

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 0117 942 2276
Meets at Polish Ex-servicemen's Club, 50 St
Paul's Road, Clifton, Bristol, Tues 7.30pm.

CAMBRIDGE CHESS & GO CLUB: Paul Smith
andreapaul@andrea-paul.freeserve.co.uk
01223 563 932 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
davesamega@fsnet.co.uk Meets at Olde
Custom House, Watergate St, 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

☛ **EASTBOURNE & HASTINGS:** Patrick Donovan
01323 640552 Meets by arrangement

EDINBURGH: Howard Manning 0131 667 5260
howard@manning2353.freeserve.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 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 xenafan@btinternet.com
Meets 7.30pm Thurs. Please contact Tristan
for further details.

• LIVERPOOL: Roger Morris 0151 734 1110
rogerconga@aol.com Meets Maranto's Wine
Bar, Lark Lane Weds 8pm.

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.freeserve.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
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.freeserve.co.uk
Baron Allday 01341 280 365 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 56 for all BGA contact details.

LONDON CLUBS

☛ CENTRAL LONDON: Geoff Kaniuk
020 8874 7362 geoff@kaniuk.demon.co.uk
Meets in Daiwa Foundation, Japan House,
13-14 Cornwall Terrace, NW1 Sat 2pm. until
14th July. Check venue with Geoff after that.
Please press bell marked 'Go' and wait 3 mins.

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: Roland Halliwell
020 8977 5750 (h) Meets irregularly at
Popes Grotto Hotel Sun eves.
Always ring to confirm.

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.freereserve.co.uk

THE DRAGON SCHOOL Woodstock:
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WHITEHAVEN SCHOOL: Keith Hudson
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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 eye-space 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
- OIOTOSHI:** '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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All wooden Go board – 13 x 13 and 9 x 9 £4.00 This new line is in stock and is proving very popular. It is made of plywood and is of reasonable quality, with one board size on each side.

The Go Player's Almanac 2001 G40 £17.50 This should be available in a completely revised and expanded form, making it the most comprehensive reference work on Go ever written.

Go World

Issue 91 of *Go World* £4.50 is now in stock. However, I hope you will want to start taking this excellent magazine on a regular basis, and if so please send me your subscription for this and the next three issues at the new rate of £18.00 post paid (Inland Britain and Channel Isles). And don't forget that I carry a wide selection of back numbers of *Go World*.

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Cross-cut Workshop and Monkey Jump Workshop by Richard Hunter

Special request

Will the purchaser of *The Middle Game of Go* at the Oxford Tournament please contact me.

Price Changes

There are a lot of price increases in Yutopian books due to the continuing strength of the dollar, mainly from £10 to £11. For details see the BGA web site or contact me. Also:

Leatherette Go Board B2 reduced to £1.50 *Jungsuk in our Time* HK01 increased to £12.50 *Understand How To Play Go* SS01 increased to £12.50.

Goods Direct

The BGA bookshop, with a wide range of books, equipment and other items, will certainly be at the Scottish and Northern tournaments. I shall also be running the bookshop throughout the Dublin European tournament in July. For details, please see the BGA website or contact me.

Ordering information

A full price list is available on request.

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

Please note that credit card facilities are not available.

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

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