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BRITISH GO JOURNAL



Number 124

Autumn 2001

Price £2.50

The Cover

Tony Atkins, who was recently elected as President of the European Go Federation, the body that co-ordinates and promotes Go at a European level. Tony learned to play Go from 'The Doc' – Chemistry teacher David Mascord – whilst at Huish's, Taunton. He came second in the second Schools' Championship whilst 10 kyu in 1981.

Tony's involvement in the development of Go began as Nottingham Club Secretary for his entire three years as a student, organising the 1982 British Go Congress with Toby Manning. He joined Reading Club in 1984 when starting work with ICL. Talent spotted by Mike Harvey, he was elected as BGA secretary in 1985 after the famous Council water tank bust up. November will see his 100th Council meeting as Secretary.

Tony founded the Thames Valley Go League (later the Team Tournament). He was promoted to 1 dan in 1987 and reached his current rank of 2 dan in 1989.

He organised his first European Go Congress at Canterbury in 1992. He was elected as Vice-President of the EGF in 2000 and President in 2001. Tony was joint organiser of the 2001 EGC in Dublin.

Apart from his enormous contribution to Go in Britain as an organiser, Tony is the main chronicler of Go in this country. His contributions to the Journal are invaluable, keeping us up to date about events both at home and abroad.

Titles include South Coast Handicap Champion, West Surrey Handicap Champion, Devon Champion 1999, Cornwall Champion 2000, European Joker Go 2001.

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UK TOURNAMENT RESULTS

Tony Atkins ajaxgo@yahoo.co.uk

Two of a Kind

The eleventh British Pair Go Tournament was held in the Foxcombe Lodge Hotel, Boar's Hill near Oxford, on Sunday June 3rd 2001. Play took place on a bright day and it was easy to step out of the playing room on to the terrace to enjoy the air between games. As usual a high standard of dress was adopted by most of the players. Clear winners in the best-dressed competition were Simon Goss in a smart lounge suit and his partner Emma Marchant in evening dress. Young Lasse Jakobsen was awarded a special prize for his dragon motif red trousers. Clothes also featured in the Two of a Kind competition for pairs of original, interesting or beautiful objects. Matthew and Kirsty's oriental costumes won a prize, as did the pair of pairs of furry rabbit ears from Melissa Hearn.

The tournament was divided into two sections as usual. The strongest eight pairs played in a tournament for which British World Amateur Pair Go Qualification Points were allocated; the other pairs played in a

handicap tournament. Because of the way opponents were selected by drawing playing cards the top group were known as Clubs (willing to bash the other teams for the serious prizes) and the other group as Hearts (playing for the love of the game). The reigning champions, Emma Marchant and Simon Goss, were keen to repeat their extraordinary feat from the previous year, but competition was harder this year with Kirsty Healey and Matthew Macfadyen back together and Natasha Regan having traded in her partner for a better one. Natasha played with 3 dan Alex Selby in 2000 and at the European Pairs, but this year selected 5 dan, Matthew Cocke. Alison and Simon Bexfield were not there because of their new baby and Luxembourg location. Francis Roads could not make it, so Jackie Chai was able to play with her husband. Sue Paterson elected to play with Granville Wright, both now from Brighton club. Anyway as the results show Sue and Granville picked up two wins as did stalwarts Helen and Martin Harvey. A very exciting final between the top teams showed Pair Go at its best. Natasha showed she was not afraid of Macfadyen's moves and fought bravely as the game developed, often on two fronts (the two Matthews



Photo: Tony Atkins

Participants in the 2001 British Pair Go Tournament held at Boar's Hill, Oxford in June

having one battle and the two ladies another). Anyway the weaker team's flag fell as yet another late middle game fight started, thus allowing Kirsty and Matthew to be champions again. It is expected they will represent the BGA at the World Amateur Pair Go Championships in Tokyo.

Winners of the Hearts section were Nicola Hurden and Shawn Hearn of Berks Youth, as last winners Fiona Campbell and Jim Edwards from Aylesbury lost a high handicap game in round 2. Lene and Mogens Jakobsen, the Danish couple from Croydon, were second with two wins. Their son Lasse Jakobsen, playing with Bracknell's Melissa Hearn achieved the same score to win the Youth Champions title.

Epsom Derby

45 players entered Leicester on 9th June, a rather lower number than usual. The event was held at its now regular church hall venue. Tournament winner was Simon Shiu (4 dan Bristol) with 2 wins out of 3 with SOS tie-break score of 11. The joint second placed players with 2/3 and SOS of 10 were Young Kim (5 dan London) and David Ward (3 dan Cambridge). Prize winners for 3/3 were Gerry Mills (1 dan Monmouth), Phil Beck (1 kyu Cambridge), Frank Englemann (16 kyu IGS player from Germany) and Paul Blockley (22 kyu Worcester). The team prize went to Epsom with 50 percent. The 13x13 Continuous Tournament's maximum wins prize went to young Lasse Jakobsen (15 kyu Epsom Downs) and its prize for maximum games played went jointly to 16 kyus Frank Englemann and Claudio Bartolini (Bristol).

Match of the Day

The last Anglo-Japanese match to be held at the Daiwa Foundation by Regent's Park on 17th June attracted a total of 16 players. It should properly be called this time an 'Oriental' versus 'Western' match, as the 'Japanese' side had a mixture of Koreans and Chinese and only one Japanese.

Also some Westerners were loaned to the Oriental team. There were 4 rounds with results per round being: Oriental: 6, 5, 4, 3; Western: 1, 2, 4, 5. So the Oriental team won 18 to 12. Only Wang Xiang Dong achieved 4/4. Players on 3/4 were Tanaka Kiyohiko, Michael Zhang, Alex Rix and Bill Streeten (who floated between the Oriental and Western teams).

Seaside Special

43 players enjoyed the Barmouth seaside sunshine and extraordinarily hot weather for the Welsh Open on 23rd and 24th June. There were, however, 45 entries on the list; two players fitted in extra games as the tournament director, Jo Hampton, went to quite extraordinary lengths to avoid having to play the byes. Jil Segerman won a prize for stamina for her extra game. Matthew Macfadyen continued his dominance of the event with five straight wins. He received a bottle of single malt and a soapstone paperweight. Second on 4/5 was David Ward (3 dan Cambridge) ahead of Francis Roads (4 dan Wanstead), Bob Bagot (2 dan Devon) and Alistair Wall (4 dan Wanstead). Tom Widdecombe (3 kyu Devon) was the only other player unbeaten. Peter Fisher (4 kyu Leicester), Ron Bell (4 kyu Reading), Shawn Hearn (9 kyu Berks Youth) and Mogens Jakobsen (10 kyu Epsom) all won 4/5. Those on 4 or 5 wins received soapstone paperweights too. In the lightning side tournament, prizes went to Shawn Hearn and Roger Daniel and the 9x9 prize went to Garry White. The team prize was won, as ever, by Leamington club. The tournament director believes they have to be handicapped in future. Ruby Hampton and Lydia Macfadyen took home a beanie baby each in recognition of service in the kitchen.

Open All Hours

In 2001, the Scottish Open was held in the same venue as last year – Pollock Halls in Edinburgh – on 8th and 9th July. This is picturesquely situated in the shadow of

Arthur's Seat. One almost magical moment came when the sound of distant bagpipes proved that it really was Scotland to those who had travelled up from London, Wales or the north of England. The result this year was a three-way tie (on 4 wins out of five) between John Rickard (4 dan Cambridge), Quentin Mills (3 dan Wanstead) and Dan Micsa (2 dan Reading). Quentin was declared the winner because his opponents had won more games, and he thus retained the Scottish Open title for a second year.

Dan was second and John was third. Of the kyu players, Jim Taylor (3 kyu), Roger Daniel (3 kyu London) and Gordon Reid (8 kyu) also scored 4 out of 5. Jim was adjudged the best kyu player by SOS tiebreak. Unfortunately, there were not enough prizes to go round, so it looked like John Rickard would be denied a bottle of wine. Disappointment must have fired him up, however, as he won the subsequent 10-player Lightning Tournament with a perfect 3, capturing the alcohol after all.

WHOLE BOARD THINKING AND LOW MAINTENANCE GO

David Ward

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It was always my aim to attain what Matthew Macfadyen put to me once as...

...a target that, with a bit of basic understanding, someone who works at the game can reasonably hope to achieve

namely 4 dan. It took me about 5 years to get to shodan which I believe is still about the norm. From there the upward path was quite difficult.

I always feel that of all the British grades the 2 dans can punch beyond their weight and for a number of years it was a real struggle to make much progress. It appeared that just slugging it out was not winning more than 50 percent of my games so relying on reading and struggle was leading nowhere.

Where I was very lucky was having two excellent teachers first in Shutai Zhang and more recently Seong-June Kim. I can only put my improvement down to the drip, drip effect over the last eight years. What I believe both Shutai and Seong-June showed me in their different ways is that Go is a very big game. Although local reading is important and I imagine increasingly so to improve to the higher dan grades, most players would do better putting the emphasis

on other aspects. Put simply you are not making best use of your time trying to read out positions, certainly if you put importance on results in Tournament Go.

There are big overheads involved in reading. You can easily lose whole board balance; you can lose a lot of time on the clock; you can be forced into making moves which "must work". You can be fooled into thinking that because you have out-read your opponent in one fight you will win all fights.

I can think of two good questions for those intent on reading. Firstly where are you reading to? And secondly what happens if I tenuki and get to play 2 moves elsewhere. Many is the time when, locked in concentration, I looked over the board searching for the ultimate move and suddenly, in a flash of inspiration, I would be flicking through the compendium of trick plays in my mind's eye. Where you "remember" what the right move should be, you confidently play your move and wait, only to see your opponent looking somewhat bemused at a 40 point group that has just presented itself. Of course the position was similar but not the same, a very big difference. Shutai felt that for the majority of players deep reading is

only really necessary at most a couple of times in a game and only when looking at life and death. My point is that I made the mistake because I was under more pressure than you need to be; I lost balance. I notice particularly with players around the 1 kyu /1 dan levels that concentration is incredibly intense and difficult to maintain.

Whole board balance is difficult to define but I think a key is the ability to sacrifice stones. Note, sacrifice as a positive strategy, where the stones are efficiently given up, as opposed to those key cutting stones being taken and kidding yourself that you really intended to give them up.

Sacrificing gives plenty of relatively low risk options. Stronger players try to win games without fighting as there is much lower risk involved. There is a Korean saying: find 3 tesujis and you lose the game; something to think about. I believe that it is the low maintenance pragmatic approach that will win out most times. Improving at Go, as in most games, is a matter of making your bad moves better rather than searching for the genius 'ear reddening' moves. This does not limit the game; rather it expands the possibilities. I think that if you adopt a more open approach you realise that many of the give and take choices do not lead to significant advantages. In fact sometimes the result is much the same whatever line you pick. The problems tend to be that increasingly it is difficult to find a line of play as the exchange of territory and influence appear similar, but I believe this is a better problem to have than searching for the one perfect line of play.

What I have noticed about my new regime is that I speed up. I am certainly not in the T Mark Hall class but I don't feel the clock is such a dangerous weapon to be used against me. Invariably if I am in time trouble then something has already gone wrong. I even won the West Surrey Handicap (sudden death !!) a couple of years ago.

Shutai once told me that his teacher (who taught Nie Wei Ping) had said that in Go you have to be so flexible that you should be prepared to sacrifice any and every stone on the board. This is whole board thinking and something I believe that many British players don't really comprehend.

I don't want to suggest that you should dumb down your attitude to Go, its beauty is that there are many different ways to play. The only reason I make my suggestions is that sometimes it staggers me to see my own incompetence and lack of understanding in some of the basics but with my low maintenance Go I must be doing something right.

Special thanks to Seong-June Kim who was kind enough to play many, many teaching games while he was in Cambridge.

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Edited by Charles Matthews

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During the opening stage of the game both sides sketch out potential territories. As often as not such a territory can be invaded; it is so loosely sketched out that the opponent can place a stone inside it which lives or escapes. In that case the potential territory has a weakness. The attack and defence of such weaknesses is an important feature of the middlegame of Go.

It is usually easy to stop an invading stone making eyes immediately. The group it creates must then escape, for example attempting to connect to another group which has eyes. While the invading group is still eyeless and unconnected it is weak. The attack and defence of weak groups is a second feature of the middlegame.

We'll look at an example, a position occurring after 25 moves in a professional game (Figure 1). White is to play. Accept for the moment that the moves to be shown work at a tactical level. The discussion is supposed to be about the strategic aspects. Why are the invasions made? The attacks? The object is to illustrate whole board perception in the middlegame, building on the discussion of the opening; and to show that moves are played with a definite purpose.

Subsequent play will depend on the strengths and weaknesses of all the groups of stones on the board. Firstly we look at safe territory with the help of Diagram 1. The marked area in the top right is safe Black territory. White has some safe territory in the bottom right corner and also a few points in the bottom left corner. Because Black could invade at A we don't count more in the lower left for White. The rest of

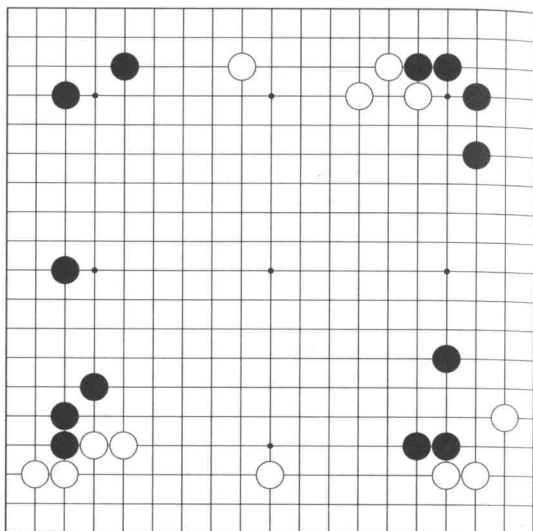


Figure 1 A professional opening

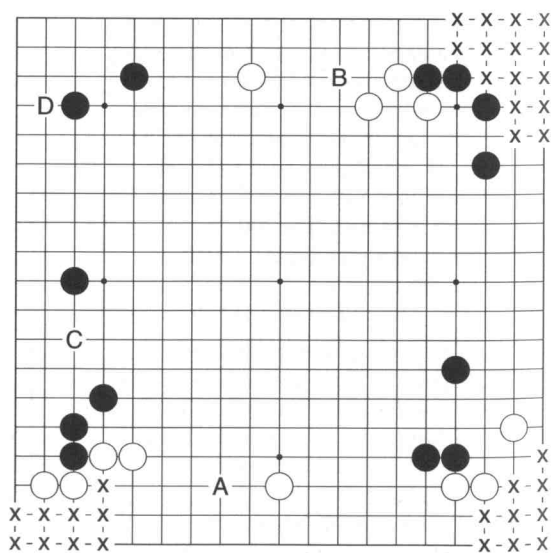


Diagram 1 Safe territory

this area is only a potential territory. The White group at the top also maps out a potential territory because Black could invade at B.

All the Black stones on the left side are working together to form a very large potential territory. If you can't see just how, take a couple of paces away from the board and look again. There, you see, they look almost connected! White can invade the left side. The points C and D are important in working out how to do it. The Black stones in the bottom right neither surround territory, nor are they particularly weak. White has no reasonable attack on this group.

White decides it is time to reduce Black's enormous potential on the left. To do so the chosen play is D of Diagram 1. Suppose White had chosen C there instead. Something like Diagram 2 might have resulted. White has lived with a handful of points of territory but only at the expense of solidifying Black, who may now make more from the potential than was on the cards before. White has to take into account endgame profit and loss here. Before invading, Black's territory was open at the bottom so the reduction in Black's area isn't all it may seem to be. All in all Diagram 2 is a disaster for White, showing that such invasions should not be made just because they are there.

The game continued as in Figure 2. In reply to White 26 we get Black 27. Black 31 aims, amongst other things, at invading the bottom side on the left. Such an invasion may produce a weak White group in this area; the centre White stone on the bottom side may become cut off. Because of the weak group already in the upper left, White decides to keep the game simple by defending at 32.

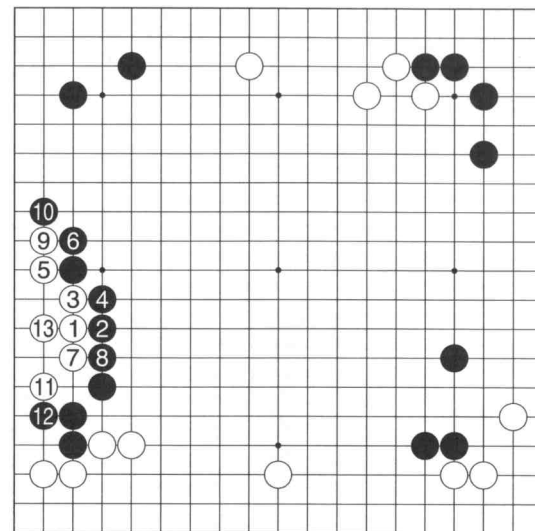


Diagram 2 Invasion at C

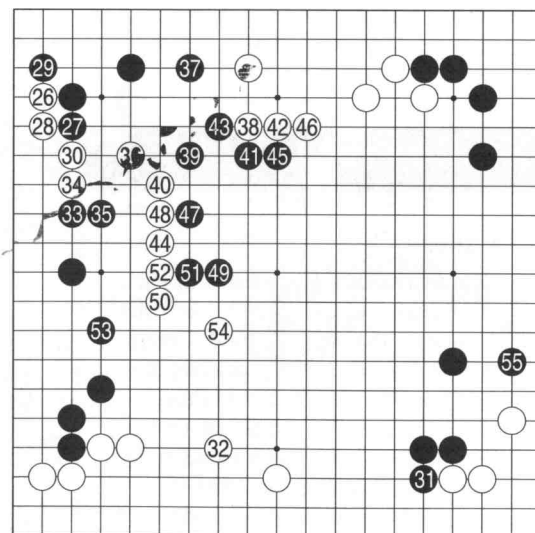


Figure 2 (26 - 55)

Now Black returns to attack that group. The sequence from Black 33 to White 54 sees Black chasing the White stones until they are almost connected to the lower left

White stones. Black 37, 41 and 45 all aim at the weak point B of Diagram 1. White answers each of these moves by defending appropriately, keeping the weak stones connected.

At Black 55 one can begin to see why Black attacked White's weak group in that way, and why Black 31 came first. White's plays 40, 44, 48 and 50 are all effectively on neutral points. They do not surround anything and have no attacking force. In comparison, Black has defended the left side with 53 (covering the point C of Diagram 1), and has played some stones in the centre, exerting influence over the right side. Black 55 makes the right side a large potential territory. Black 31 also shuts White into the lower right corner. In Go, to isolate is to weaken which is eventually to gain points. White can still invade the right side but such an invasion is made more difficult by the central Black stones, which reduce the

number of directions in which a weak White group could run. If you can't see these stones in relation to the right side, step back a couple of paces...

To summarise, Black's play in Figure 2 was not a random series of useful looking points but was consistent with a thought-out strategy using the strengths and weaknesses of all the groups on the board. Please play through these moves a few times and try to understand this. In your own games, think before you attack or invade. Try to imagine the consequences in terms of the whole board. You will have to do this sooner or later in your Go career, so the sooner you start the better.

Go Tutor is based on articles written by Andrew Grant, David Jones and Nick Webber.

IN THE DARK?

Fujitsu Cup

This tournament has been held each December since 1993 at the European Go and Cultural Centre, Amsterdam. Previously qualification was from the Fujitsu Grand Prix, but now is earned by places at certain Fujitsu Qualifying tournaments or by rating and seeding. In 2000 it was expanded from a 16-player knock out to 20 players. Winners have been Rob van Zeijst, Guo Juan and Catalin Taranu, who then got to play in the World Fujitsu Cup against professional players.

Tony Atkins

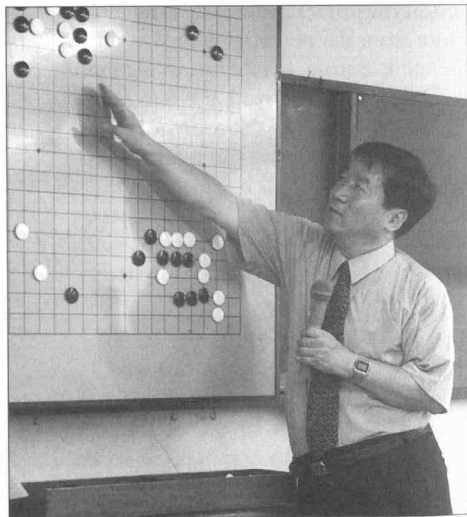


Photo: Louise Brenner

Rin Kaiho commentating on the game he played against Komatsu Hideki in the 26th Meijin league, taken in the Nihon Ki-in on 15 August 2001

NAKADE & ISHI-NO-SHITA ~ PART V: NAKADE PROBLEMS

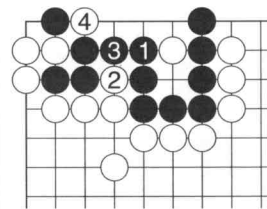
Richard Hunter

hunter@gol.com

Problem Discussion

The previous article in this series ended with two problems.

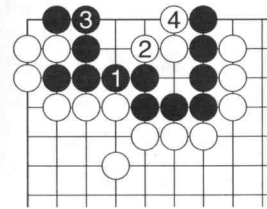
Playing inside with Black 1 in Diagram 1 is hopeless.



□ 1 Hopeless

White 2 and 4 quickly reduce Black's eye-space and kill the group.

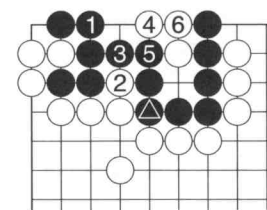
Expanding the eye-space with 1 in Diagram 1a looks more promising, but after White 2 and 4, Black is dead. White will either



□ 1a Dead

make an eye or a nakade shape. We saw several examples of this type of position in the last part.

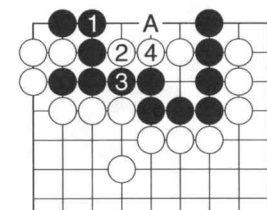
The correct answer is to connect at 1 in Diagram 1b, preventing White from throwing a stone in there. White naturally pushes in with 2, and when Black blocks, White's diagonal



□ 1b Correct

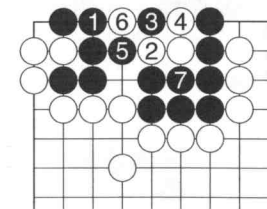
move at 4 seems to be clever (White 4 at 5 is easily refuted by Black 4). However, Black can live in seki because his wall has no defect. In previous similar examples, the marked stone was white rather than black.

White 2 and 4 in Diagram 1c only make a gote seki. Later, Black must add a stone at A.



□ 1c Gote seki

White 2 in Diagram 1d doesn't work. Black 3 is the vital point for making a seki



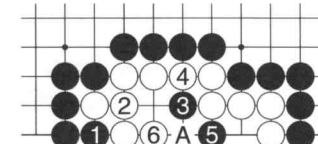
□ 1d Alive

and if White tries to prevent that by playing 4, Black squeezes and lives with

territory. After 7, it's illegal for White to connect.

Problem 2

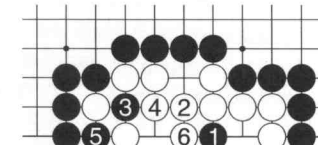
Playing from the outside with 1 in Diagram 2 doesn't work. White 6 is the vital point that prevents a nakade



□ 2 Wrong

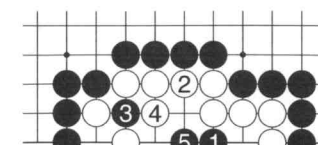
shape. If Black connects at A to make a bent three, there are two inside liberties, so he only makes a seki in gote. This is a very common basic shape that you should recognise instantly and understand thoroughly.

The correct answer is shown in Diagram 2a. Black 1 is



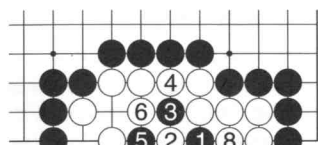
□ 2a Correct

the vital point. White 2 is the best reply. Black has to throw in at 3 and win the ko to kill White. If White plays 2 in Diagram 2b, he dies.



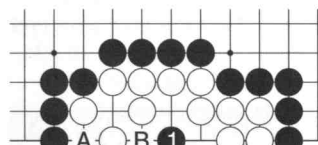
□ 2b Variation

White 2 in Diagram 2c is tempting. It looks as if this enables White to live unconditionally, but in fact he dies unconditionally.



□ 2c 7 at 2

Did you read it out all the way to the end? After 6, Black connects and lets White capture a pyramid four. This might seem to make White alive, since he appears to have a second eye on the left, but...



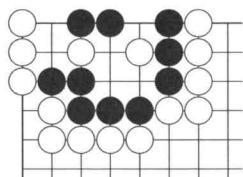
□ 2d Nakade

the nakade of Black 1 in Diagram 2d undercuts this second potential eye (if White A, Black B), so White dies. This position is equivalent to one of the positions used in the Nihon Ki-in's dictionary of Go terms (which removes the redundant white stones on the right for simplicity) to define nakade as a move played inside an eye space.

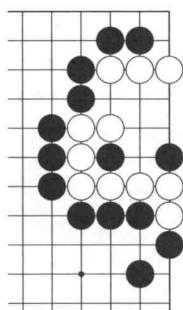
Nakade Problems

Here are some problems to challenge you. They are roughly divided into three levels of difficulty: easy, medium, and hard, indicated by stars. All are Black to play.

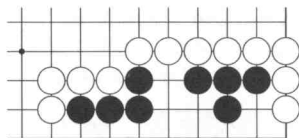
The answers are given on page 27.



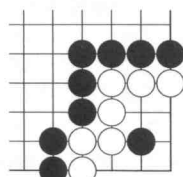
Problem 1 *



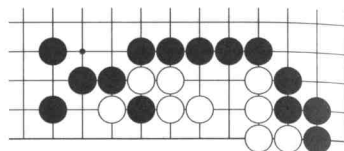
Problem 2 *



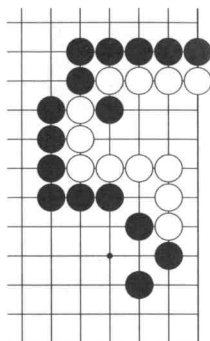
Problem 3 *



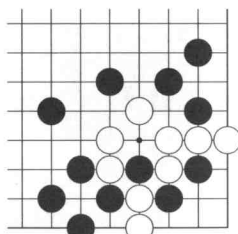
Problem 4 *



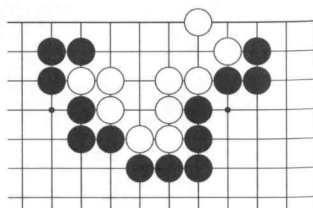
Problem 5 **



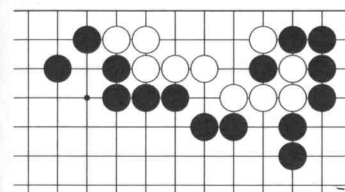
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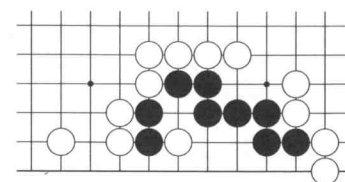
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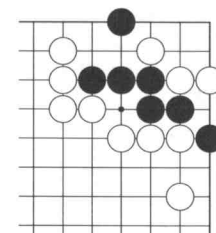
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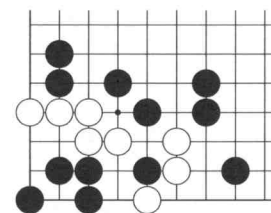
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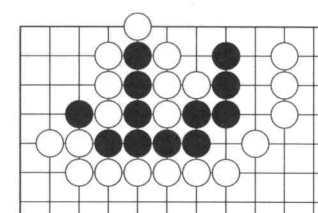
Problem 10 ***



Problem 11 ***



Problem 12 ***



Problem 13 ***

COUNCIL HOUSE ~ THE EUROPEAN GO FEDERATION

Tony Atkins

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The BGA Council continues to be busy over the Summer. This year there is the questionnaire to analyse, Japan 2001 events to attend, the Mind Sports Olympiad Go events to organise and so on. However Summer is the time when the holiday season broadens horizons and focus is turned to the European Go Federation (EGF).

AGM

The Annual General Meeting of the EGF is held during the European Go Congress. Each of the 32 member nations can send a delegate or two. This year in Dublin, twenty countries were able to provide victims for the five and a half hour torture that was the meeting.

Election

The meeting was broken in two, with a different chairman before and after the election for President. I chaired the second half after winning said election 12 votes to 6. Previous president, Zoran Mutabzija, chaired

the first half. My promotion from Vice-President enables Zoran to concentrate on running the next Congress in Zagreb (Croatia), whilst continuing on the executive as Vice-President. Continuing a tradition of German Treasurers, Hans Kostka was appointed to this position. Thomas Pfaff stepped down after many years as Treasurer and has been appointed European Captain at the World Pair Go Championships in recognition of his long work for the EGF. I have also become nominated as a Director of the International Go Federation on behalf of Europe and T Mark Hall continues as an EGF auditor.

As well as elections there were the usual meeting things of minutes, reports and accounts to consider. The meeting approved Prague as the venue of the 2005 congress. 2003 will probably now be in Moscow and 2004 is a return to Tuchola in Poland. The meeting re-confirmed 2006 in Rome, despite division in Italy. In fact most of the time of

the meeting was spent discussing Italian problems and proposals, though most of their 12 proposals with sub-proposals were withdrawn after written answers had been provided.

Financial matters concerned the dubious investment of the EGF reserves in shares and the view that more money should be spent from this reserve. There was discussion of the state of the Toyota Tour and the European tournament calendar and location of such events as the European Youth and Pairs. A long term aim of the EGF is to raise the level of Go in Europe to a level comparable with an Olympic sport, and a commission is looking at how a new constitution can promote that.

EGCC Programme

Additionally, on another evening, the European Go and Cultural Centre (EGCC) held a somewhat shorter meeting reporting on reaching the tenth anniversary of their foundation. As the centre has been in use for 9 years, their kitchen is currently being refurbished. Their promotional material, paid for from profits made from hiring rooms to non-Go groups, is now nearly complete in every major European language. This material

has been used on all the other continents too, except in oriental Asia. They are also continuing their teacher training program sponsored by Fujitsu. A presentation of the entries for the EGCC Award showed a very diverse collection of promotion projects had been submitted. These ranged from Charles Matthews' Trigantius Tournament books through to schemes for beginners and children. Joint second place went to the Czech children's grand prix and the German activity boxes for schools scheme. Winner of 600 euros first prize was the French multimedia Strasbourg Rules for children. See their web site for further details

www.xs4all.nl/~egcc

If you are worried that my new position in Europe will impact on BGA Council activities, then don't be. Tim Hunt has already started running the agenda and minutes for meetings, in a new format suggested by Simon Goss. My hundredth BGA Council meeting is scheduled for November; I may disgrace myself so much at the party afterwards that I will have to resign and let Tim take over. Anyhow I hope my European jobs will not mean too many trips abroad and we will continue to meet at UK events as before.

IN THE DARK?

Yearbooks

The *Ranka* yearbook is published by the International Go Federation for the purposes of spreading international Go. It was first published, in English, in 1985 and includes reports on world amateur tournaments (including games) and reports and information from each country. The *Kido Yearbook* has for some years been properly known as the *Nihon Ki-in Yearbook*, since the *Kido* magazine

stopped. It contains lists of professional players, clubs and results from Japan. There are also photographs of winners and most importantly several hundred Japanese game records from professional and top amateur competitions. Similar publications are available for Korean Baduk and Chinese Wei qi years, in appropriate languages.

Tony Atkins

FIRST INTERNATIONAL BADUK CONFERENCE ~ KOREA MAY 11 – 16

Charles Matthews

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South Korea is a country where your taxi driver's conversation runs to the thought that, while many think that the way to improve from 3 dan is to study *jungsuk* (joseki) and *poseok* (fuseki), that's quite wrong and much better is to work on your counting and positional judgement. And then recommends a book. In a word, since Korean players came to the fore on the world stage a dozen years ago, the whole place has gone *baduk* (Go) crazy.

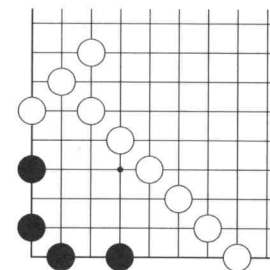
One outward sign of this change was the founding four years ago of the Department of Baduk Studies on the Yongin campus of Myongji University, not far from Seoul. It now has around 100 students, both conventional undergraduates and those taking a second degree, who take a course which is just

becoming full-length. They range in playing strength from about BGA 2 kyu up to very close to pro level, and are for the most part expecting to earn their living not as professional players, but as baduk teachers. Head of the Department is the impressive Professor Jeong Soo-Hyun, a name familiar to many from its appearance on the Learn to Play Go series. He is that rare thing, a 9 dan pro who writes books and speaks virtually perfect English, and he is perhaps the leading charismatic intellectual in the game. The Department has two other full professors, and many other pro and strong amateur instructors lending a hand; and is the only such university department in the world offering a complete degree course.

Day 1

I arrive on Tuesday May 8, hotfoot from the Challenger's League of the British Championship, at the brand new Incheon International airport, open just over a month,

to find I'm not the first. That honour goes to Alexei Lazarev, who has been playing games on a magnetic set with the stunning Lee Seung-Hyun while they waited. She has a storage problem many would envy: what to do with three gobans, prizes for winning three amateur championships. Lazarev, from Petrozavodsk in Russia, 6 dan and sometime European Champion, has been losing.



Problem White to kill
(Answer in next issue)

Installed at a hotel in Yongin, we go up to the Department, on the side of a hill as much of Korea is – flat ground is only 20% of the land area. In a classroom a youthful pro is challenging all-comers with a problem of his own devise. Alexei gets his teeth into it, I look around. From below, Korean traditional drumming, a festival in progress. I'm told

they have a festival every two weeks, which sounds like a good system.

Alexandre Dinerchtein (his spelling), 7 dan and European Champion in 1999, turns up as we wait for dinner. He and another Russian, the slight, fair, Svetlana Shikshina, have been in Korea for four years. Universally known to the locals as Sasha and Sveta, they can now earn a little as online teachers in the growing Internet baduk market.

We're introduced to Professor Hahn Sang-Dae, of the Korean Language Department, who with his wife and a team of around ten students provides the tireless organisational backbone of this ambitious event ICOB (International Conference on Baduk – Koreans have a weakness for acronyms).

We go for dinner, invited by Chun Pung-Jo pro 7 dan to *galbi*, a beef dish. I'm seated next to Lee Seung-Hyun (on the floor, as this is a traditional Korean place); when I ask her to tell me about herself she goes a salmon-

pink colour. Professor Hahn, for 20 years the driving force in Australian baduk, isn't fazed by culture clashes, and explains that I'm a 'foreign devil' but not to worry about it. I get onto a neutral subject, the difference between courgettes and marrows (with passing reference to zucchini), inspired by the food in front of us.

If I can interpolate about Korean food, which I found excellent, I think the books are misleading. All meals (including breakfast, which I took Western-style) are supposed to comprise soup, rice and vegetables, with a main dish cooked in a myriad different ways. The characteristic vegetable side dishes will inevitably feature *kimchi*, in its most common form a type of cabbage pickle. One has to understand it as a condiment, and indeed it has a clean taste, a bit like a French mustard without the oily component, but far from acrid or metallic as raw cabbage can be, and crisp in texture. I take to the stuff from the start, and the cuisine as whole is tasty and low in fat. Apart from the occasional main dish (mudsnails with bean paste was one, a hot soup) the level of spice is not such as to worry anyone used to an odd curry, and tends to be localised in the side dishes.

The evening ends as Alexei and I are invited back to the Hahn's place. We meet Mrs. Hahn, a long-suffering baduk widow who nonetheless is ubiquitous at the conference, and see Sasha play a casual game against top student Kim Chon-Min, losing by 4.5 points (*dum* or *komi* being 6.5 here). See Figure 1 for the start of it, with Black fixing shapes rather early. Kim Chon-Min is 2 *gup* (kyu) on the departmental scale, making it offset by around eight stones from BGA grades, and I think one can assume that 1 *gup* players there are as near as dammit to pros.

Day 2

After a morning at the Faculty, where I compare notes with Sasha on the Macfadyen 6-3 point opening, it's off to the Hanwha resort hotel (on the side of a hill) which is our base for the next few days. Mrs. Hahn presses for singing in the car, a compulsory Korean custom for the start of any enterprise. It should be done 'very passionately'. The Russians claim not to remember the words to anything, I (forewarned by background reading) oblige with 'Amazing Grace'. I choose to share rooms with Jan van der Steen, webmaster extraordinaire - smoking before breakfast turns out to be by far his worst habit. One large room is set up for playing, which goes on late (though not in my case), to 3 am nightly or later. Sasha shows a trick play in the Magic Sword, which others investigate by process of elimination, something I avoid as dulling the intuition. After some hours a solution is found, said to be superior to Lee Hyuk's. Professor Hahn gets over 100 mobile phone calls during the day, as the student team covering the airport report in news of

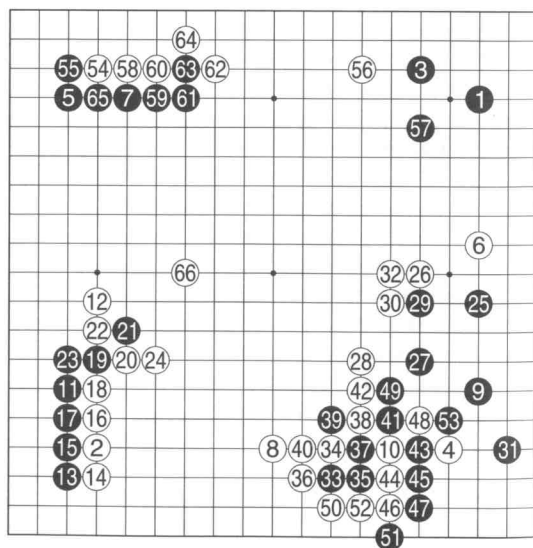


Figure 1 White: Kim Black: Dinerchtein

missing travellers. Korea has even more mobiles per head than Finland, and after a while one wonders how they managed here before, since plans are nothing if not flexible, sometimes from a low initial base of admin.

Day 3

A slow day at the hotel as participants drift in: bad weather over central Europe has caused havoc with travel. Professor Kim Jeong-Woo arrives with a carload of female students to binge us up. I have the rare experience on this trip of winning successive games. After lunch a walk degenerates into a traditional Korean pastime, 'volleyball' played with the feet on a tennis court.

Day 4

Day 1 of the conference, I put on a tie in honour of the occasion. We're in the Bangmok Memorial Centre, a well appointed modern seminar room. The conference programme consists of the most disparate talks, each given 30 minutes, in English and

oriental languages. There is a proceedings volume to refer to, but it has to be said that the going is arduous, and few talks fit into the time provided. On the bright side, the conference has its own stamp issued. The building also has an exhibition of photos collected by the unstoppable Lee Seung-Woo (always Mr. Lee), a writer who visited the Canterbury EGC in 1992. And there to prove it, alongside the ancient Go artefacts, is Geoff Kaniuk of Central London smoking a pipe during an outdoor game.

In the afternoon a couple of new faces, who turn out to be an American documentary team. Everything is filmed anyway - I'm in the front row and sit up as well as I can, conscious of the camera, and avoid yawning if possible.

The final talk of the afternoon is Nam Chi-Hyung pro 1 dan, of the Korean Baduk Association, in a haute couture red dress, giving what might have been a keynote talk about the development of Go in the West. A lively discussion develops about Olympic



Participants at the International Conference on Baduk at Myongji University near Seoul

status for Go; all the Eastern Europeans clearly think this would transform government attitudes.

We are marched over to the Faculty to play a friendship match against a women's team, said to be of students but with three pros on the top boards just to be on the safe side. Board 6 where I find myself doesn't therefore afford much shelter. Lee Seung-Hyun, on Board 5, leans over to point out that my opponent Lee See-Jung is attractive, a point not lost on me. A first year student and said to be about European 5 dan, she gets some stern criticisms on missed vital points from An Joong-Woong, an instructor and amateur 7 dan after the game, which she wins. We are given a digital clock each, to make up for losing 14-5. Well, we weren't chosen for strength alone.

At dinner in the cafeteria I take my life in my hands and set out on a teasing expedition targeted on my opponent in the company of her girl friends. Koreans set great store by teasing and ribbing of all kinds. Plagued by me and the others on her English, she eventually spits out 'I am a student of baduk, not a student of English'. This is accounted a hilarious success and good time had by all.

Day 5

The morning of the second day of the conference features some of the most impassioned talks, on teaching. In very different way Iulian Toma (Romania), talking about capture Go, and Mr. Yang of the Ing Foundation (Taiwan) with a host of fresh ideas and stories, bring home life on the front line. My own talk, on problems of translation, gets fitted into 20 spare minutes before lunch; it goes down well, with two Korean businessmen very interested; and no one is more relieved than I to get it over.

Another friendship match early evening, against the male students. They are made of sterner stuff, and we lose 17-2. Plenty of noise outside tonight too, said to be music accompanying a sort of demo. Only Mr.

Yang seems 'friendly' enough for this sort of thing. In fact my game against Lee Seung-Keun, with a western-style haircut and attitude and probably also 5 dan though claiming 3, is good for me at move 40 (and then I invade too deep); we get comments from Lee Ki-Bong, amateur 6 dan. I return to these interesting games and instruction in the Contrasts article in this issue. By the way, Korean amateur 6 dan means winner of a national championship, amateur 7 dan means winner of three such; the latter take Black against pros, or even give a small komi, and are not many. Only about 50, I'm told! Presents are a deep life and death book signed by pro Kim Sang-Rae 3 dan who is there as an instructor, and Baduk magazine.

To a banquet thrown by Mr. Lee. Jan and I talk to the slightly dazed documentary team of Ronald Levaco and Im Hyun-Ock. Then off to the north edge of Seoul, arriving at 11.30 pm at Academy House hotel, on the side of a hill.

Day 6

Up early, I notice mysterious banners outside the hotel, touting 'Broiled Croaker' and 'Fried Rice with Grilled Skewer Stuff'. The official menu offers 'Broth for Hangover', a common Korean affliction and possible consequence of too many 'Melon Scarecrows' (*midori* with milk) at the cocktail bar on the top floor. I take a conventional breakfast.

Sightseeing in North Seoul: the Royal Palace, where I pounce on the first postcards I've seen, Nandaemon street market for everyday necessities. The weather is glorious – the Korean rainy season comes in June.

With sunglasses on I fail to notice an eighteen-inch-high concrete bollard defending the curb against parking, and go flying over, an encounter well up to friendship match standards. Lunch in the Lotte Department store, parceling up rice with red beans in assorted leaves. Then the genuine Korean lift experience. Normally very slow in the vertical direction and distinctly

previous in shutting the doors on you, they redeem themselves by enforcing a low weight limit with audible protests, becoming a source of innocent mirth when a bulkier member of the party has to step out again to stop the bell ringing. Let loose for some free time shopping, I scoot covertly out of the shop, quite adequate in itself as a source of designer toiletries, and find a Digimon book for my daughter. Some rather aimless tramping then shows us a squad of riot police, and minutes later the demo (students protesting about the educational system) on what appears to be a deliberately non-intersecting path.

We are then taken to Insa-dong, the celebrated 'antiques market', really more like an arts and crafts quarter, with the Left Bankish claim to have writers and artists hanging there of an evening. Naturally I head for a proper book shop, with more luck than I really deserve hitting the vast Chongno Book Centre less than a mile from where we are supposed to be. To a banquet with traditional Korean singing, which is good, followed by the Great Film Themes (Titanic, Sting) played by a trio, less so. Brief chance to talk with Nam Chi-Hyung. Back at the hotel I apply a bandage to my mangled shin under the motherly eye of Mrs. Hahn, an occasion for a good chat. This hotel has cable TV so we can watch Channel 46, round-the-clock baduk interspersed only with some dodgy ads.

Day 7

Off to the Hanguk Kiwon, or Korean Baduk Association as it styles itself. The building a contrast to the Nihon Ki-in at Ichigaya: very much a working environment. Ground floor has a TV studio and control room (the latter, surprisingly but presumably just against dust a traditional shoes-off place). We tiptoe around a New Faces tournament in progress:



Charles Matthews playing in the Friendship match against Myongji students

two dozen pros, about half appearing to be secondary school age, and one third female. Upstairs more games are in progress. Jujo Jiang 9 dan comes out to greet us, we peer in at Cho Hun-Hyun and Seo Pong-Su. More interesting to me is the Baduk magazine office, where my name tag gets me a brief conversation about Seong-June Kim, sadly in Korean. The monthly Baduk is the only publication left in Korea, other more ambitious ones having folded in recent hard times (everyone there believes the financial corner has been turned this year, by the way). We inspect the Yeongusaeng training room on the top floor for those aspiring to become pros by the toughest route in the world. It's 50 gobans, 100 cushions on the floor and really little different from the Nihon Ki-in's Chiba place. Then we play pros. I lose on six stones against Kim Sang-Rae, but if I'd finished the key ko fight immediately...

After lunch we shop at the KBA shop in the lobby, where the most helpful assistant pulls older yearbooks out of the back room for me. We are introduced to Cho Hun-Hyun, and then whisked off to the Huh Jang-Hoi Academy. Run by a pro 8 dan, this hothouse was founded 10 years ago and has produced

15 professionals so far. My heart is already in my boots facing the eleven-year-old Hong Seong-Min and taking two stones, when Sasha adds to my woes by pointing out that my opponent is close in strength to him. Shall I just say I lost? Actually Sasha ranks 25 in the club there, Mr. Hong only 35 (perhaps good BGA 6 dan); there are 60 students but there must be 20 or so extra strong players at the top of that list. In fact it's a 20-0 whitewash, Jan doing best to get within three points with Black. The academy has a library most of us can just dream of (collected games of Sakata, Hashimoto Utago, yearbooks from all over). It is like an oven door opening on you simply to be in such a place, as someone once said about the curtain going up on Duke Ellington. Later that evening the girl (16?) on their top board is on the cable channel playing another chap who was too strong to be on the team.

Off to a delightful temple to recuperate, chance to talk to Prof. Jeong. Then a banquet thrown for us by a very highly-placed but absent politician. Time for party pieces, another Korean relentless custom. I lead off with a burst of piano, followed by Ernest Brown (USA) likewise, but more hampered than I by some wayward tuning in the octave above middle C. The Russians have remembered the words to 'Katyusha' and the Pole helps them out, various national anthems are heard, Italy is dragged to the rostrum but ducks out, we have a Serb drinking song from Zoran Jankovic (Yugoslavia) who's been at the soju (Korean vodka). To cap it all Jujo Jiang gives us a verse of 'Katyusha' in Chinese. Presents of yearbooks and fans. I'm not yet ready to forget the afternoon's drubbing, so I play lots more piano until the party breaks up, and then head for the norae bang (singing room - that's karaoke to you lot). We are treated once more by Chun 7 dan, no mean performer at a ballad, and the evening ends (passing over an Abba number in silence) with my rather convincing rendition of the Rolling Stones' *Satisfaction*.

Day 8

I'm detained in the morning by an interview for the documentary team, where I spout about Daoism. Then by taxi across Seoul to the hotel where the others are watching the two Lees, Chang-Ho and Se-Tol, battle it out in game 3 of the LG Cup final. There appear to be four reporters doing online commentary in the press room. The analysis room for junior pros is packed; Sveta is trying to follow the difficult middlegame fighting with one of them. There are other rooms, one for senior pros, another with VIPs in smart suits. We are introduced to Yu Chang-Hyeok, who signs autographs. Then onto the Hanil Kiwon, a top flight equipment shop and club; I spot Kim Su-Young, pro 7 dan, reading the paper, and also get a quote for magnetic sets for the BGA. Then off to the Jasmi club, 450 boards (and it's not even the largest branch) on one floor of an office building, about 500 people in the room, mostly retired. We are to play a final match, but I sneak off briefly to phone home, having managed to get a phone card earlier in the day. Korean phones are superb, straight through to Cambridge at 8 am. Back at the board I coast to an easy win, and for once the overall score, 10-10 against a supposedly random selection of players from the club, isn't painful to recount.

One of the students gives me a gilt pig, explaining that in her country a pig means happiness. I have to reveal that in my country a pig means 'eats a lot', which seems appropriate enough since we have dined royally. We go to a Chinese meal, with Yang Jae-Ho 9 dan, then back to the hotel for Mr. Lee's slide show, which finishes 11.15 pm.

Day 9

Everyone gets bussed to the central City Airport, many farewells, some of them proving temporary since three participants bound for Eastern Europe are caught out by very strict check-in regulations. It's a party

of six, then, including Zoran, Iulian and ratings maestro Ales Cieply, who end up in a small hotel two stops away on the subway. Lunch is mudfish soup, better than it sounds: they are little whiskery critters that are ground up for a summer pick-me-up, which is just in time. I'm able to explore Seoul on my own in the afternoon. In the giant Coex Mall I head for Bandi and Luni's (great name), another vast bookshop, and get books on jangki (Korean chess) for Paul Smith. The others want to spend the evening back at the Hanil Kiwon, I wander around only getting lost once and manage to order dinner on my own (roast chicken with Pepsi; did ask for 'cider' i.e. lemonade but none in the cooler).

Day 10

Free time for me to see Seoul with Im Hyun-Ock. The documentary isn't her main project, it turns out; with a background in film studies and Korean studies, and being Korean but brought up in the USA, she works currently on Korean films.

It's a modern city of 12.5 million. Counting the 'satellite cities' (new towns) well over a third of the population of 40 million lives in the area, which is also important for manufacturing. The Han River, crossed by a number of bridges and broad enough for water-skiing, divides North Seoul from the newer South. Which is where we start, looking at the Lotte World indoor theme park, then by the modern and simple subway back to Insa-dong. Hyun-Ock knows all the alleys and finds lunch, a tea-house and (later) a coffee place built on the site of the home of the artist who designed the national flag, all very fluently.

Highlight of a fascinating last day for me for me is finding the big Suzuki Joseki Dictionary in Korean translation (three very large volumes in a box, a treat to browse in like the OED) in the hole-in-the-wall bookshops near Tongdaemon for the ridiculous price of 40000 won (under £30). Final dinner with the Hahns and the stalwart student team

(down to three strong blokes, Kwon Hong-Jik, Lee In-Chul and Ko Weun-Yeong)); the visitors treat them to Starbucks to satisfy honour. Zoran reveals an interest in heavy metal music, which I pass over quickly, and also science fiction; so I give him the David Brin trilogy I've hardly glanced at while here, to alleviate my book glut and I suppose other matters.

Day 11

And finally home on the plane, dozing all the way through a 12 hour flight in the absence of light reading, but with a wealth of impressions to set in order. The young people, constantly changing circumstances, how the game seems in fact to match the country and its folk. Two last things. The taxi driver's advice was good. I do count, but often I seem to be trying to boil an egg aided only by a dandelion clock. And yes, I did see Harry Potter books in Korean.

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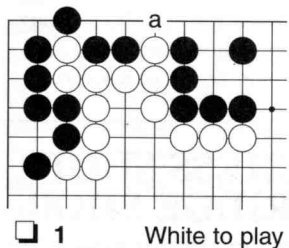
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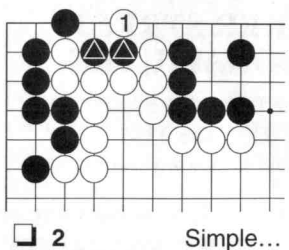
A POINT HERE, A POINT THERE... ~ PART I

Andrew Grant

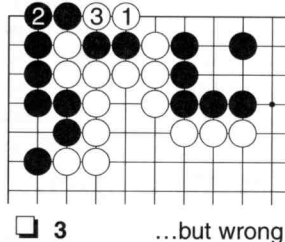
This is the first in a series of articles about proper endgame play. A number of commonplace endgame situations are routinely misplayed. Most of these only lose a point or two compared with the correct moves, but a point is a point, after all, and you can't afford to let points go begging. Anyone who's ever lost a game by one point will appreciate this.



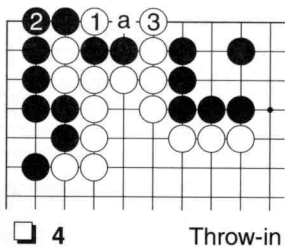
In Diagram 1, Black is threatening to connect his stones along the edge by playing **a**. It's White's turn; what should he do here?



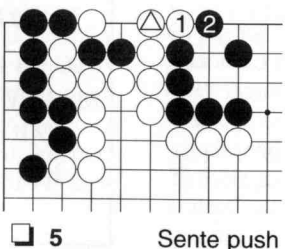
White 1 in Diagram 2 is the most obvious answer. The triangled black stones cannot escape.



So Black connects at 2, and White captures two stones with 3. Simple! Except that it's wrong.

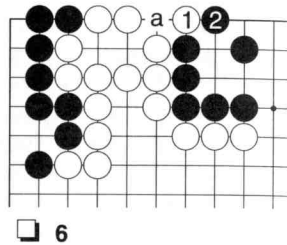


The correct move for White is to throw in with 1 here. If Black connects at 2, White can descend at 3 and catch him in a snap-back. Now the two black stones are dead as they stand, and since White doesn't have to play at **a** to capture them, he gets five points here instead of only four.

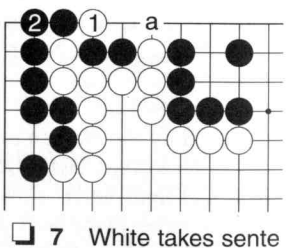


a-grant2@talk21.com

What's more, because White has the triangled stone in place, he can later play 1 in sente.

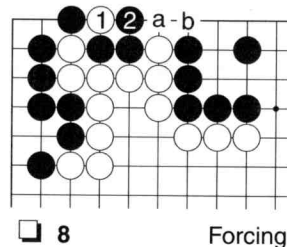


Compare that with the position here after the wrong move where, if White plays 1, he either has to connect at **a** in gote or leave the position as a ko. So Diagram 4 is the best sequence, yes? Well, not quite. White may be happy but Black can do better.

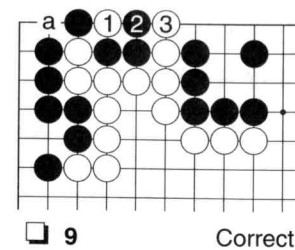


From Black's point of view, the connection at 2 has the disadvantage that White might not answer at all. You might ask, why does White play 1 if he doesn't follow it up? Well, the 1-2 exchange has prevented Black from connecting underneath at **a**,

so White has gained something from playing it even if he now plays elsewhere. White **a** is gote, so if there's a larger move somewhere else, he can leave the position in Diagram 7 as it is, and maybe come back and play at **a** later.



Black does better to force the issue by capturing at 2. Black doesn't lose anything by playing here – if White plays at **a**, catching three stones, his eventual profit is exactly the same as in Diagram 4, namely five points (three points of territory plus three black prisoners minus one white prisoner) plus the sente push at **b**. The difference is that if White plays elsewhere after 2, Black still has the possibility of connecting along the edge at **a**, in which case White's throw-in at 1 has gained him nothing.



By capturing at 2, then, Black induces White to continue at 3. Black can now take sente to play somewhere else. Eventually, Black will connect at **a** and White will capture the three stones. Diagram 9 is the best sequence for both sides.

IN THE DARK?

Ing Cup

The Ing Cup was first held in 1990 and since the death of its instigator is known as the Ing Chang-Ki Memorial Tournament. It is a six round Swiss for 24 top European or Europe-based Asian players, selected by strength, past performance and a country's results in the European Championship. Held in March, alternate years have tended to be held at the European Go and Cultural Centre; in between it has visited several different countries including France and Finland.

Tony Atkins



Nakayama Noriyuki playing simulms at the Teachers' Club in Dublin on the occasion of the European Go Congress 2001

Photo: Louise Brenner

PRESIDENT'S REPORT

Simon Goss

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Members' Questionnaire

Many, many ideas emerged in the replies you gave to the members' questionnaire and Council is going to be busy for quite some time considering them all and putting them into motion. News will come out 'as and when'. For now, let's take a brief canter through some of the key findings.

Key Findings

There were 136 replies. One of the most striking things is that, out of all of these, only 3 do not have e-mail and only 4 never access the world wide web. That tells us that we can afford to use the internet more for some of our operations – an opportunity, I think, to improve efficiency in some areas.

But that doesn't mean that we're going to provide less for those members who aren't on the internet, or for those who are on it but prefer to receive things like the newsletter on paper. Those services will continue, and will be increased whenever we can. In fact, despite widespread access to the internet, the most popular way to receive the newsletter is on paper. An e-mail based alternative is popular enough that we shall provide it but those who prefer it on paper will continue to get it on paper.

ukgolist

To the question: *Are you subscribed to ukgolist?* the most popular response was 'I wasn't aware it existed' and there were some comments along the lines of 'I tried to subscribe but it didn't work'. Let's dispose of these. ukgolist is an e-mail list open to everybody, not just BGA members. It is used, rather sporadically, for discussions of current BGA events, technical discussions, tournament announcements and so on. To subscribe, you send an e-mail to:

listserv@dcs.rhbc.ac.uk

The subject line of your e-mail should be left blank (or, if your e-mail software doesn't let you do that, the subject can be just a single space). The text of your message should be

sub ukgolist Joe Bloggs

replacing 'Joe Bloggs' with your own name – one given name and your family name. That's all you have to do. You will then receive an automatic e-mail telling you how to use the facilities and how to cancel your subscription if you ever want to.

Tournament Conditions

The questions on tournament conditions showed that most people like what they get: 60 minutes on the clock, with overtime. The most common type of response was wedge shaped, with 60 minutes rated very good and ratings tailing off either side of this. This pattern emerged at all grades. The most popular way of entering tournaments, by far, is e-mail.

If anyone organising a tournament would like more detail of the replies about tournament conditions, please e-mail me and I'll supply them.

Policy e-mail List

The proposal to form an e-mail list for discussion of BGA policy (and strategy and tactics, of course) got 36 'very likely to join' and 48 'fairly likely' replies. That's enough to make it worth doing, and Steve Bailey is busy setting it up now.

Championship

The invitation to comment on the Championship system got a huge response, divided about 50-50 between those who are happy with the present system and want the arguments to stop, and those who are unhappy with it. The main reason given by those who are dissatisfied is that they

consider the qualification rules too stringent. Unfortunately, the comments don't indicate a clear way to go, so the only thing I can say at the moment is that Council will review all the comments and say more in future.

Kyu Grading

But the topic dearest to people's hearts is grading. Very few clubs have any kind of grading officer and almost all kyu players decide their own tournament entry grade. Most people are aware of the European rating list. The most popular view of it is to consult it out of interest – very few use it to influence their own choice of tournament entry grade. The most popular influences on this decision are tournament results and even games at the club.

The level of concern at the disparity between the UK and Europe was fairly low: 8% very concerned, 42% slightly concerned, 38% not concerned and 12% no reply. However, Geoff Kaniuk's proposal to provide a web page giving UK ratings based on the European ratings was widely welcomed. 58 kyu players said it would be welcome, 3 said it would be unwelcome and 34 gave no opinion. There is also a high degree of willingness to use it to help decide entry grade.

Therefore we shall implement it, but there is a strong caveat. There were a number of comments saying that people should follow the list slavishly, even to the extent of wanting to impose sanctions such as refusing to accept entries at the 'wrong' grade, or high-handedly altering them, or not giving prizes to people who don't conform to the list. This is wrong.

One reply came from somebody who had been on an improving streak and whose Euro rating had not caught up with this. He had therefore entered tournaments at a higher grade than indicated by his Euro rating. He was right to do so and indeed his decision

was vindicated by his results in the tournaments when he did it. It would be wrong if anyone had pressured him to do otherwise.

The set of circumstances just described is one of a few where ratings statistics can be misleading. Most people will do well enough if they follow the list, but people must be free to make intelligent judgements without coming under pressure. If it appears that people are using the list as an excuse for pressuring others then, sadly, we shall have to review it.

When we implement the kyu ratings page, there will be a Frequently Asked Questions section that will try to guide people in using it effectively. But it won't be able to cover every case. If you want to take other advice on your tournament entry grade, just ask. Good people to ask include: a regular tournament attendee in your club (good choice, as this person knows you), Geoff Kaniuk, any member of the BGA Grading Committee, or any member of Council. But you can consult anyone you like, or nobody – the final decision is yours.

Thanks

Some people will remember a nice little booklet on Go Proverbs, written by David Mitchell and published by a partnership of British Go players called the Go Press. This book has now been republished by the Slate and Shell Company, and the Go Press have donated the royalties to the BGA. Thanks are due to them. The royalties will go into the Friends of Go fund, which is used for promotion of Go.

Thanks also to Charles Matthews, who has donated a copy of the Proceedings of the International Conference On Baduk, which he attended in Korea earlier this year, to the BGA Archive. We are developing a way to publish the contents of the Archive so that members can borrow items, so you'll be able to see this in due course.

A GAME FROM DUBLIN

Tim Hunt

The European Go Congress in Dublin this summer was a very enjoyable two weeks. Not the most restful summer holiday I have ever had, but one of the most enjoyable: lots of Go, lots of Guinness, and lots of nice people (just not quite enough sleep).

This game is from round 8 of the main tournament, between Martin Harvey, 3 kyu, who was on 2 wins out of 7 before this game and Marlies Tittelbach, 3k from Germany, who was on 3 out of 7. Martin played Black and it was Ing rules, so 8 komi.

I am just going to talk about the opening of this game, treating it as a kind of applied example of the principles explained in books like *In The Beginning* and *Opening Theory Made Easy*. These principles are mostly easy to understand, and I would recommend either of these books to players anywhere vaguely in the region of 10 kyu.

What is slightly more difficult is to know which principle applies in which situation. This can be quite important, especially when two seemingly contradictory principles apply. My favourite pair of contradictory proverbs are 'If you have taken all four corners, resign' and 'If you have lost all four corners, resign'. If, however, you consistently apply the right principle to the right situation then that is all you need to play the opening like a 1 dan. How do you learn what is important in which situation? In a word: experience. The best way to gain experience is to go over your games with a stronger player, or to study problems like those in *Get Strong at the Opening*.

Figure 1 1 – 8

Black gets off to a good start with 1, 3 and 5. This is recognised as a good formation. According to traditional opening theory, it is bad to let

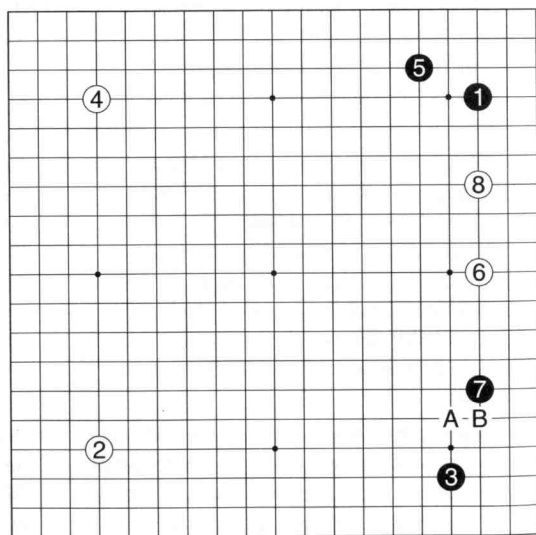


Figure 1 1 – 8

timhunt@timhunt.freemove.co.uk

the opponent make two corner enclosures, so White normally plays 6 as an approach move at A in this sort of formation. Black 7 can then be a pincer move, which would also be an extension from the corner enclosure above – a dual-purpose move, and we are told to look out for dual-purpose moves. Even so, White 6 at A is correct and White has ways to handle the various pincers. I do not want to go into the details here. I would like to mention that that White 6 at B is a mistake, Black will certainly pincer and White will have problems getting a favourable result.

But White 6 plays in the middle of the side instead. Black leaps at the chance to make his second enclosure with 7 and White prudently extends to turn his single stone into a stable group.

It is quite instructive to put just these first 8 moves on the board and look at it. The point is that the right side of the board is completely played out for now; there are no

more opening moves to play there. Black has two settled corners and White has one settled group in the middle.

My feeling is that already Black has done slightly better, even allowing for the fact that Black has played two more moves. The white group looks like about 5 points, whilst each black corner is worth at least 10 points. This is quite adequate for 2 extra moves, and then there is the fact that Black has more potential for expansion in the future. However I am forced to admit that any Black advantage is tiny.

Figure 2 9 – 16

Black 9 extends along the bottom, which is good. Extensions in front of corner enclosures are big. Then White 10 makes a san ren sei, also good. Black 11 is the third good move in a row.

Black could also consider playing 11 at C. Black C would be 'almost sente', a useful phrase I learned from Seong-June Kim. If White wants to continue with his san ren sei moyo strategy then he needs to answer around D; if White plays elsewhere then Black is happy to play a double approach move against the bottom left corner. In other words, Black can play C assuming it is sente, and if it is ignored Black is satisfied with his follow-up move. However if this had been Black's plan then it would have been natural to play 9 at E. As I said, there is nothing wrong with Black 11.

White 14 is the first real mistake of the game. White has played san ren sei on the left. The aim of the san ren sei is to make a moyo. So when Black invades at 13, White must block at 15 and build a wall facing down the left side. After blocking at 14 the joseki up to Black 21 is what one would expect, and then White 10 is sitting on a slightly silly point.

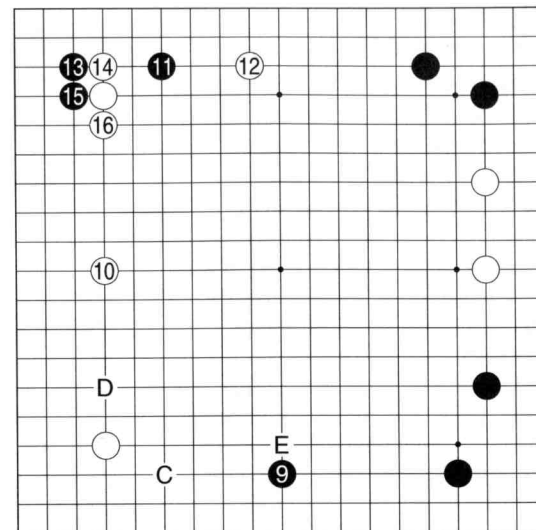


Figure 2 9 – 16

The Black stones in the corner are strong. In particular Black 21 is a strong stone. White 10 now looks like an extension towards a strong stone, and we are told not to make moves like that.

Now that we know that a Black 3-3 invasion is going to be answered at 15, we can also criticise White 12. The reason is that after playing out the joseki in Diagram 1 White has no move to turn the marked stone into an extension of his wall. If we compare this to the more conventional pincer in Diagram 2 then it should be clear that Diagram 2 leads to a more satisfactory result for White.

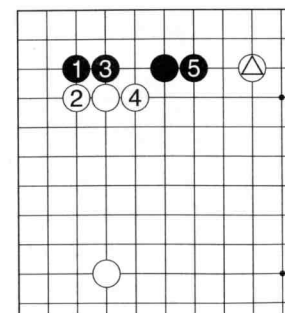


Diagram 1

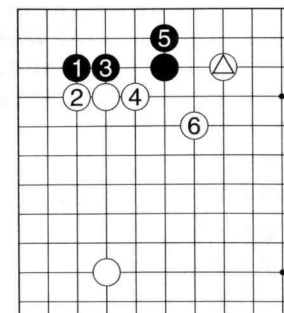


Diagram 2

Figure 3 17 – 29

White 22 is a forcing move and Black is correct to answer at 23. Otherwise White will play at 23 which Black has to answer at F which is pretty miserable.

White 24 seems peculiar to me. It is just concerned with limiting Black's territory. A move like H would also limit Black's territory (though less dramatically) but would expand White's territory at the same time. However, at this time the biggest move would be White G. White has a fine wall at the top left, and extending to G is the way to get full value from it. Furthermore, even though I said earlier that Black's stones in the top right is settled. That could change. White G would just start applying the pressure. Black's group is still fine, but the balance of power in that part of the board is starting to shift in White's favour. If things continue that way then eventually Black will have to worry. In other words, White G is a move that could eventually lead to something interesting, it is a move with some future.

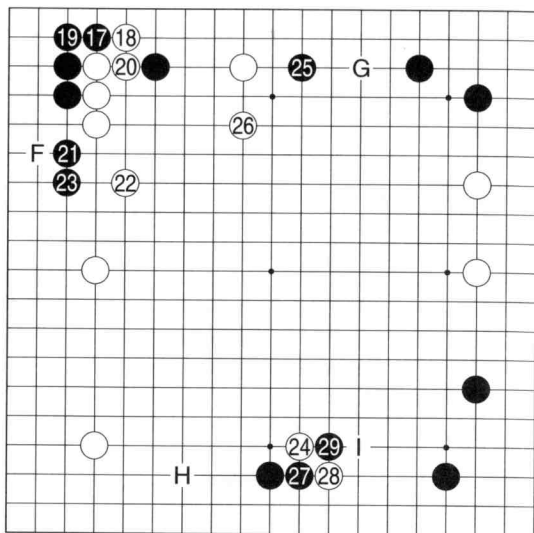
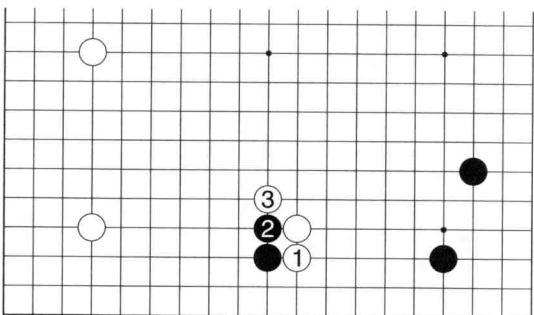


Figure 3 17 – 29



□ 3

complicated, but it is a fight that White can be happy with and which Black has to be worried about.

Finally, the hane at White 28 is a slip-up. After the cut at Black 29, it is now a fight where Black has the stronger shape and White has to worry. A better move for 28 is the one-point jump to I. But now the fighting, and hence the middle game, has started, and we are going to leave the game.

You will be pleased to know that Martin went on to win this game, and his next two, to finish the tournament on 5/10.

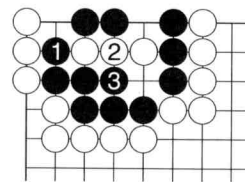
So Black 25 is a good move because it limits the use that White can make of his wall. But now is certainly not the time to play it. Shoulder hit moves like White 24 just should not be ignored. So White really lets Black off the hook with 26.

White should immediately push down as in Diagram 3 then after Black 2, White can play hane at the head of two stones with 3 and White has good fighting shape and Black has problems. Of course the fighting is probably going to get

Nakade Answers

Problem 1

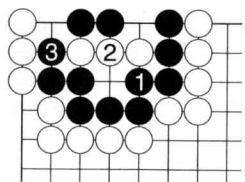
Diagram 1: Black 1 threatens to play 2 and make eyes. After White 2, Black takes the vital point with 3.



□ 1 Correct

This prevents White from making a nakade shape, so Black lives in seki. White cannot play on the 2-1 point without putting himself into atari. The result was given as one of the status checks in Diagram 18 in Part I (BGJ 120), so I hope you found this problem easy.

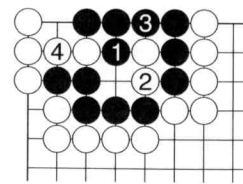
Black 1 in Diagram 1a also forces White 2, but even if he continues with 3, Black is dead.



□ 1a Dead

White will be able to almost fill his eye-space with a pyramid four. Black 1 misses the vital point.

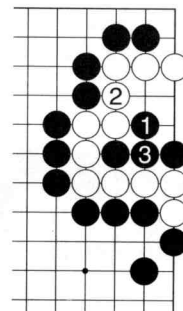
Black 1 in Diagram 1b doesn't work either.



□ 1b Dead

Problem 2

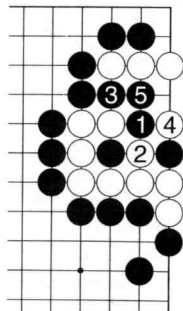
Diagram 2: Black 1 is the vital point. If White



□ 2 Correct

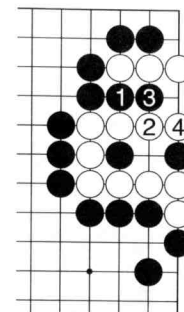
connects at 2, then Black 3 kills the white group. Black is threatening to make either a partial eye or a nakade shape. I hope you can recognise this easily now.

If White plays 2 in Diagram 2a, Black 3 is atari, so Black gets to connect at 5. White only has one eye.



□ 2a Variation

Playing 1 in Diagram 2b is a mistake. White lives with 2 and 4.

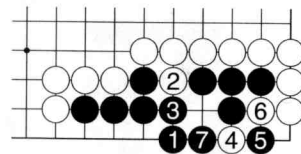


□ 2b Alive

Black cannot legally connect his two stones in White's eye, so he can't make a nakade shape. Black can capture three white stones but the main group gets two eyes.

Problem 3

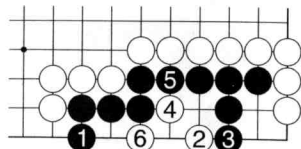
Diagram 3: Black must play the vital point inside at 1.



□ 3 Correct

White cannot break the eye on the right, so Black gets two eyes.

Widening his eye-space with 1 in Diagram 3a is a greedy mistake for Black.

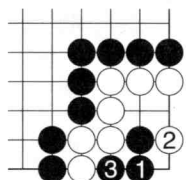


□ 3a Dead

White 2 threatens to play 3 next. But if Black blocks at 3, White follows up with 4 and 6. The result is a shape we have seen before. Black is dead.

Problem 4

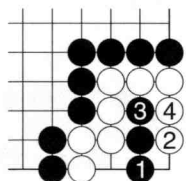
Diagram 4: Black 1 is fairly obvious, and so is White 2,



□ 4 Correct

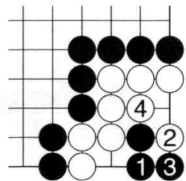
but Black 3 may be a bit of a blind spot. It's a slow patient move to which White has no answer.

Thoughtlessly playing 3 in Diagram 4a lets White make a seki with 4. And if Black



□ 4a Seki

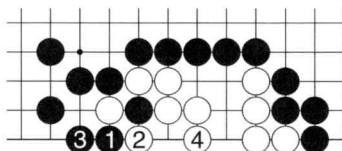
plays atari with 3 in Diagram 4b, White will not connect and die in gote – that's *katte yomi* – he'll play 4 and fight a ko.



□ 4b Ko

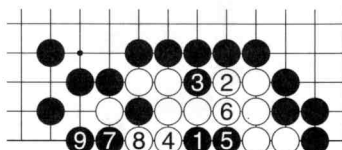
Problem 5

Diagram 5: Black 1 and 3 break the eye on the left, but White can still make two eyes with 4.



□ 5 Wrong

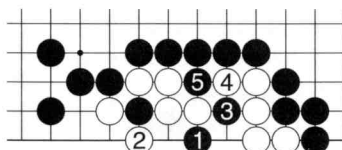
The correct answer is to take the vital point first with 1 in Diagram 5a.



□ 5a Correct

If White tries to widen his eye-space with 2, Black 3 threatens a snapback.

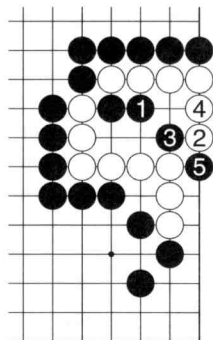
Then he can break the eye on the left with 7 and 9. If White answers at 2 in Diagram 5b, Black springs his snapback.



□ 5b Variation

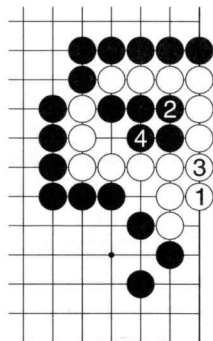
Problem 6

Diagram 6: Black starts with 1. White 2 is the only move. Black 3, threatening a snapback, is a good move that forces White to connect. Then Black throws in with 5.



□ 6 Correct

White must capture with 1 in Diagram 6a. Then Black plays 2 and 4, making a bulky five.

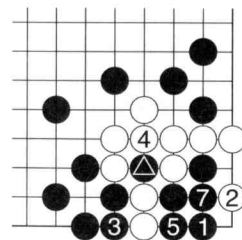


□ 6a Continuation

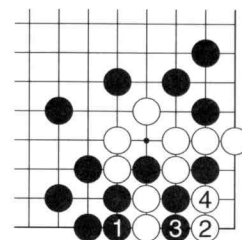
If Black fails to make the throw-in and plays atari at 2 instead, White can make a second eye on the side.

Problem 7

Black must start with 1 in Diagram 7. This vital point must be played immediately. White 2 stops Black making an eye but he plays atari and squeezes with 3 and 5. When Black connects with 7, forming a bulky five, White is dead.



□ 7 Correct 6 at Δ



□ 7a Wrong

Don't get lured by the atari at 1 in Diagram 7a. White will not capture the single Black stone on the third line but will sacrifice two stones and live. With 2, White takes the vital point. Black 3 at 4 would result in a non-nakade shape.

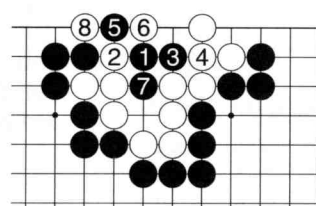
Problem 8

Diagram 8. Black 1 and 3 are fairly obvious moves. The key to this problem is the descent at 5. If White blocks at 6, Black 7 kills him.



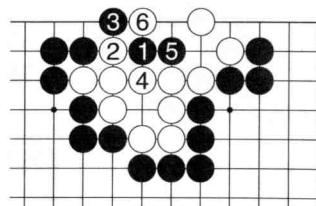
□ 8 Correct

Connecting underneath with 5 in Diagram 8a is a mistake. White's throw-in at 6 takes the vital point. After 8, White is alive in seki.



□ 8a Seki

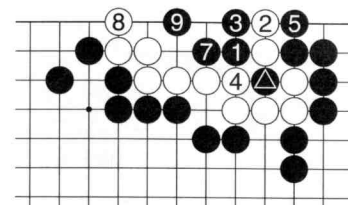
Playing under immediately at 3 in Diagram 8b also fails. White 4 makes one eye in the middle and another at the top.



□ 8b Alive

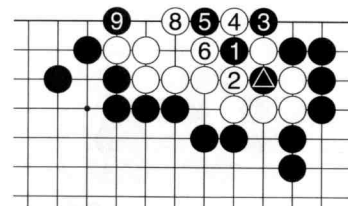
Problem 9

Diagram 9: Black's clamp at 1 is the way to start. Next, White 2 makes it too easy for Black. After squeezing with 3 and 5, Black



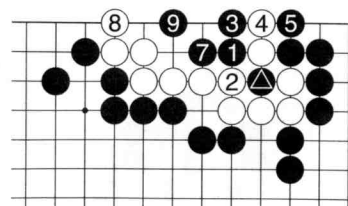
□ 9 Too simple 6 at Δ

extends at 7. White is dead. For example, if White 8, Black 9 creates the shape we studied in detail in Diagram 2a in the last Journal. White 2 in Diagram 9a offers Black more opportunity to make a mistake.



□ 9a Ko 7 at Δ

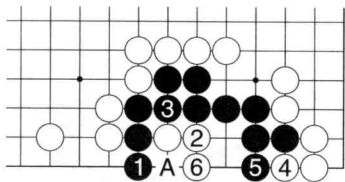
Black 3 may seem to work, but White's throw-in at 4 is a tesuji and the result is ko. Black must play 3 in Diagram 9b. This forces the position to revert to Diagram 9.



□ 9b Correct 6 at Δ

Problem 10

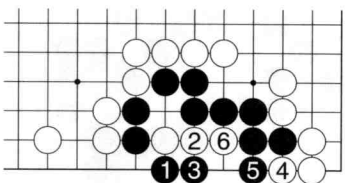
Diagram 10. Black 1 doesn't work. After White extends at 2, Black will die.



❑ 10 Wrong

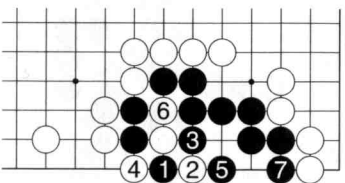
For example, if Black connects at 3, White can either play 4 at A (making a familiar shape) or push at 4 and then play 6. Note that after the 4-5 exchange, 6 at A would let White throw in and squeeze.

The hane of Black 1 in Diagram 10a is the correct way to live. If White extends at 2, Black takes



❑ 10a Seki

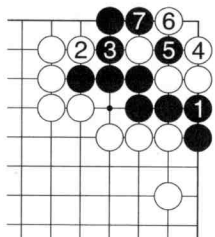
the vital point of 3 and lives in seki. White 2 in Diagram 10b requires a calm response. Next, it's no good connecting at 4. Black must cut at 3 and sacrifice two stones in order to live with the rest of his stones.



❑ 10b Correct

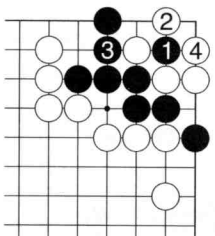
Problem 11

Diagram 11. Connecting at 1 is no good. White makes a nakade shape. If Black captures, White plays back at the 2-2 point and Black only gets one eye.



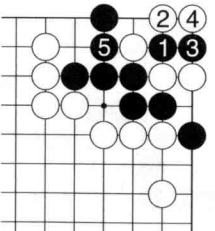
❑ 11 Wrong

The cut at 1 in Diagram 11a is correct, but Black 3 is the wrong follow-up. After White 4, Black is dead.



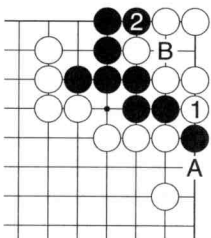
❑ 11a Dead

The correct answer is to sacrifice two stones by playing 3 in Diagram 11b. This ruins White's



❑ 11b Correct

shape and saves Black from dying by nakade. Next, it's essential to play 2 in Diagram 11c, not the throw-in at B, which is a common tesuji in a different situation.

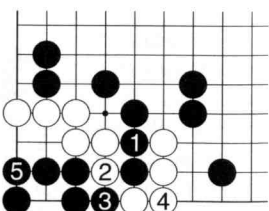


❑ 11c Continuation

Black 2 leaves White in a liberty shortage and, after White A Black B, his tail will drop off in two separate pieces, giving Black two eyes.

Problem 12

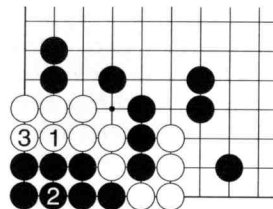
Diagram 12. This problem is rather difficult. It's from the Hatsuyoron, one of the classic Go books. The hard part is finding a path that leads anywhere useful. Nothing seems to offer any hope of working. Black 1 to 5 are obvious moves, but they don't seem to have any



❑ 12 Correct

continuation. Even though Black makes one eye, White has plenty of liberties, so he can win the capturing race.

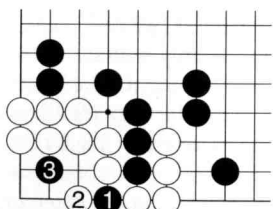
The brilliancy is for Black to fill in his own eye with 2 in Diagram 12a.



❑ 12a Continuation

He must do this immediately since it would be illegal after White 3.

Diagram 12b makes everything clear. This is a simple, well known position we have seen before. The trick is to spot it in advance and work towards it.

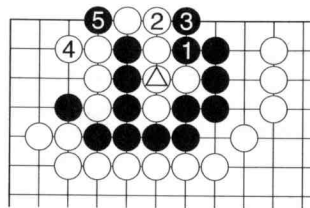


❑ 12b Nakade

This is quite a beautiful problem. It was posted on rec.games.go last year but those pesky ASCII diagrams are so hard to read, I usually skip them and perhaps other people do too.

Problem 13

Diagram 13. Another rather difficult but exquisite problem. It looks as though the straightforward atari at 1 is good enough. If White

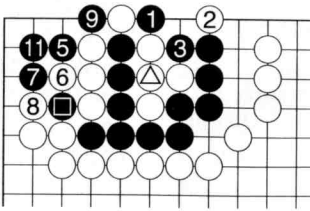


❑ 13 Wrong

plays 4 at 5, it's all over. But White doesn't connect in response to the atari at 3. Instead, he turns at 4 and suddenly Black realises that he's going to die.

The capture at 5 leaves a weakness in the hane and White kills him by playing back inside at the marked point. Try to visualise this as essentially a pyramid four, rather than a six-stone shape; the two white stones on the first line can be discounted due to the weakness in Black's hane.

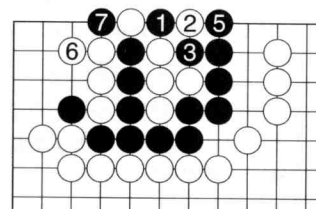
Instead, Black must start with the throw-in of 1 in Diagram 13a. This ruins White's nakade shape.



❑ 13a Correct 4 at Δ 10 at □

White 2 takes away the second eye on the side. But when White plays nakade with 4 at Δ, Black 5 is a superb move that squeezes White and extracts a second eye in the corner. Black lives.

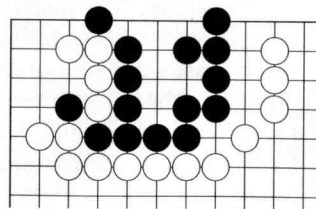
Capturing at 2 in Diagram 13b also fails. Black 3 to 7 follows the sequence in Diagram 13 but the result is quite different.



❑ 13b Variation 4 at 1

The throw-in at 1 is the key move that gives Black a living shape.

The final result is shown in Diagram 13c. This time, Black is unkillable.



❑ 13c Alive

LETTERS TO THE EDITOR

Congress Credits

The Irish Go Association would like to express thanks to the members of the BGA who contributed so much to the recent European Championships in Dublin.

Without their trojan work it would not have been possible to run the event.

Particular thanks to:

Tony Atkins, Geoff Kaniuk, Francis Roads,
Gerry Mills, Colin Adams, Tim Hunt,
Anna Griffiths, Matthew Macfadyen,
Nick Wedd, Bob Bagot, Fred Holroyd,
T Mark Hall, Helen Harvey,
Martin Harvey, Bill Streeten, Phil Beck.

I hope we can return the help at a future EGC in Britain

Regards,

John Gibson

Hon Sec Irish Go Association

Mind Games

I would like to make one correction to the report on MSO Cambridge in BGJ 123. The report (on page 5) has a list of other games played at the event, and it mentions 'Omneso (Owari)'. I would just like to say that Omneso and Owari (usually spelled Oware these days) are two different games; Omneso is the only one we had at the event.

I hope you don't mind me pointing that out. I always find it a bit disheartening when people refer to Go as a type of draughts or a sort of Othello, so I am keen to avoid making similar mistakes when referring to other games.

Anyway, that nitpicking comment aside I thought that it was a really enjoyable Journal with a great mix of articles, all very well presented. Keep up the good work!

Paul Smith

andreapaul@andrea-paul.freemove.co.uk

Rules for Beginners

I have a wide interest in games and I am doing research on 'small print rules' and rules that cover unusual situations. This kind of research does have practical applications. In many games, situations can arise that would only be likely to be reached by novice players, but for which the rules do not provide adequate guidance. Even if, from the point of view of a higher understanding of the game, these players are wasting their time, this does not necessarily excuse the lack of guidance.

When players first become acquainted with Go, they normally learn certain conventions as part of the same package as the rules. To some extent this can obscure the underlying mechanics of the game and curb the kind of trial and error that could give one a quicker grasp of these.

Here are my questions about the rules of Go. Most versions of the rules I have read specify a finite supply of stones (181 black and 180 white) whereas the BGA rules says 'an effectively unlimited supply'. Is 361 just regarded as an adequate supply for normal play or as a strict limit?

If it were a mere convention players could obviously exceed this supply without breaking the rules and indeed, if they were self taught players, would be very likely to do so while in the 'experimental' stage of learning the game. But perhaps ambiguities like this put people off learning the game in this fashion.

The other thing that interests me is the lack of absolute precision regarding surrounding territory. Place one stone on the board and you could already argue that the rest of the board is surrounded territory. When does the balance swing from being surrounded to surrounding?

Andrew Perkis

perkis64@omserver.com

The Editor Replies

First the question of the supply of stones. Under Japanese rules, the players keep prisoners until the end of the game, hence the need for an 'effectively unlimited supply'. The use of this phrase simply makes it clear that the number of stones available is not part of the game. I believe the BGA adopted Japanese rules largely because early Western exposure to the game was through travellers to Japan and the books that they published.

Some rule sets do not require players to keep track of prisoners. Personally, I find Chinese rules the most expressive of the essence of the game; in a no-komi game, the winner is the player who has the greater sum of stones plus territory on the board. Often, in China, the stones are not kept in bowls but in an unsorted heap at the side of the board, swept there after the previous game.

If prisoners are returned to the opponent, there is no need for more than 361 stones in total. In particular, the Ing rules specify 180 stones of each colour. A special dispenser is provided to ensure the correct number. This is to do with the way the game is counted. For a full explanation, you can find details of the Ing rules at:

www.snafu.de/~jasiek/rules.html

I agree that the way the rules are expressed can make a big difference in whether people are attracted to the game. I favour a simple rule set for beginners, which is the approach we adopted in the BGA Booklet.

What is territory?

Your second point concerning territory goes to the heart of what makes Go both interesting and difficult to learn. In many other games it is relatively easy for a beginner to grasp the aims of the game even if the strategic or tactical complexities of reaching the goals are bewildering. In Go, the vital question of what constitutes territory is only answered in the course of play. It is not decided by the rules but by the skill of the

players. A game of Go is essentially a debate in which the players dispute the answer to that question. What is territory is only 'known' at the end of the game. Even then, 'known' only means agreed between the players.

A player's strength may be characterised by his or her ability to estimate what is territory. This ability rests on an understanding of life and death and many other issues. An amateur 2 dan may think he knows what is territory until he comes up against a professional.

Until one is proficient at playing, one is largely incapable of estimating what is, or will become, territory; reasoned debate is impossible and one can only practice tactical arguments. This leaves beginners in a very difficult position. They have to bootstrap themselves to a point where a useful idea of what is territory can take shape. Until they reach that point, they play without even having a clear notion of when the game is over.

Two beginners, learning together, are in for a hard time as I know from my own experience. Learning Go requires a leap of faith. Beginners must accept that, with practice, the fog of bewilderment will disperse. They may have to play many games to reach that point. Meanwhile they can only learn techniques, gradually acquiring the basic skills that underpin an understanding of what is territory.

I think this dogged approach has a lot in common with the way other Eastern disciplines are learned. The same problems occur in learning to write oriental languages. It's not just a matter of learning to recognise and form a few letters. I think this may explain why relatively few people take up the game outside those countries where it is part of the cultural heritage. Perhaps 'westerners' are generally not prepared to put such faith in their teachers. Perhaps it is the difference between a synthetic approach and an analytical approach to learning.

Editor

THE BGA BOOKSHOP ~ AN APPEAL FOR A DEPUTY

Gerry Mills

The main function of the BGA bookshop is to facilitate the purchase of books and equipment by members. Because it is run on a voluntary basis, lower than retail prices can be charged, and an average discount to retail of 20% is currently targeted. There are two principal means of providing this service: mail order and attendance at tournaments.

Books and equipment are also sold to non-members in the UK, mainly by mail order but also at special events like the Mind sports Olympiad. The BGA website is extremely useful in attracting non-members as mail order customers, and I am grateful to Nick Wedd for all the hard work he does for the bookshop.

In planning for 2002, I ought to attend the following tournaments:

- London Open (4 days) *
- Maidenhead *
- Cheshire
- Cambridge * (2 days due to distance)
- Irish (3 days for me due to distance)
- Coventry
- Congress (2 days)
- Bracknell *
- Leicester
- Scottish (3 days for me due to distance)
- Barmouth (2 days)
- MSO 2002 * (support only, 1 day)
- Isle of Man (1 week)
- Northern (2 days)
- Milton Keynes *
- Wessex
- Swindon
- West Surrey * (2 days)

This makes a total of 36 days. There also may be tournaments at Norwich *, Penzance, Shrewsbury and Wanstead * and other events may need support.

I am therefore appealing for a deputy book seller to attend and sell books and equipment at most of the tournaments in the South East

(those marked with *). In addition, the deputy would keep a small stock of books and equipment (enough for the next tournament only) and would account to me for sales at each tournament. His stock would be topped up from the main BGA stock between tournaments.

The London Open would be a joint operation – I expect to attend and play as hitherto but help would be useful! I would also go to the Congress even if it is in the South East.

The tournament side of running the bookshop is the most enjoyable part of the job and the deputy would also have the satisfaction of improving the service given to members, as he would enable more tournaments to benefit from the bookshop facility.

If you would like to discuss this with me please call:

Gerry Mills on 01600 712934

IN THE DARK?

Toyota Tour

The Toyota Tour or Toyota European Go Tour is a grand prix circuit of 12 events. It started in 1999, replacing the Fujitsu Grand Prix of Europe. Each year there are five regular major events and other events join in with a two or three year rotation. Prize money is provided to each event and points are earned towards the grand prix prizes, which are awarded after the final event, which is the Paris Tournament. Leaders in the points can get subsidy to attend the finals, especially if they are from Eastern Europe or are juniors.

Tony Atkins

THE EEL'S BED ~ A PROBLEM BY TAKESHIRO YOSHIKAWA

Presented by Nick Wedd

In the last issue of BGJ (p 51), I presented this problem by Takeshiro Yoshikawa and said that the solution would appear in this issue.

White, playing two stones with each move, is to build a living group.

Unfortunately, Mr. Yoshikawa has not yet provided the complete solution. I therefore present here only as much as he has provided.

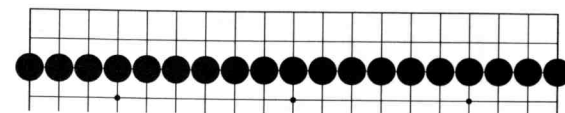
Black 2 in Diagram 1 is a mistake, allowing White to live easily.

Diagram 2: Black 2 here is better. However if Black follows it up with 6 in Diagram 3, White lives.

In Diagram 4, this Black 2 is better; but White still lives.

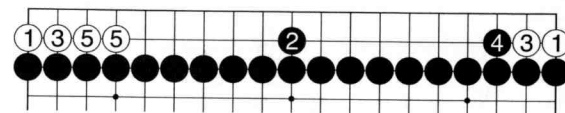
Black 2 in Diagram 5 may also be good but further analysis is needed.

In any event, you should congratulate yourself if you found White 1 as your first move.

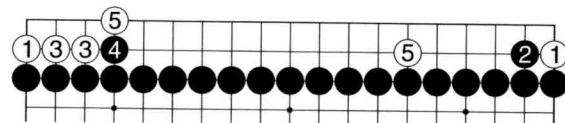


The Eel's Bed

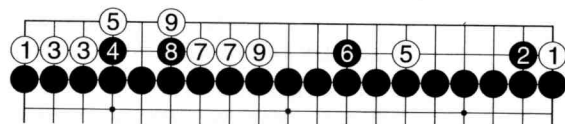
White to live



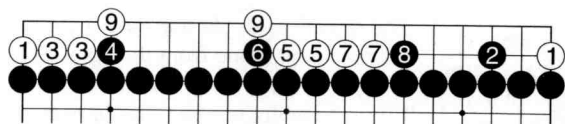
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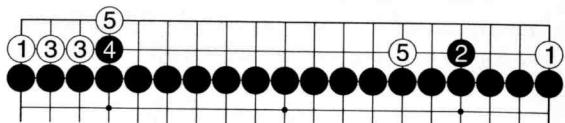
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