

The Referee's Song

Francis Roads

"Dives and Lazarus",
English traditional melody

1. A— go player came to the tour-na-ment; a— very rude play-er was he,
He talked, he smoked and he rattled his stones, so they sent for the re - fer - ee.
The re - fer - ee came strid - ing in, a— clipboard by— his side,
He— found the play-er and said, "This con- duct we can- not a - bid e."

- "If you cannot play properly", the referee did say,
"I'll take your clock, and adjust the time, and take half of it away".
"Oh, I don't care for your penalty", the rude Go player then said,
"I can play as well with half the time, so go and bury your head".
- "If you cannot behave yourself", the referee's answer came,
"I'll go to the results sheet, and write zero by your name".
The player said, "Oh, I don't care at all for a zero score,
For win or lose is one to me, so your threat I will ignore".
- The referee said, "In that case if the rules you won't obey,
I'll take your name from the draw, and no more games of Go you'll play".
The player answered, "I don't care, there's plenty else to do,
I'll visit Dublin's sights, and have as merry a time as you".
- The referee then sadly said, "I've no alternative,
But report you to the Rules and Ratings Commission of the EGF".
"Oh, I don't care for the EGF", the rude man then did boast,
"They can't touch me, and if they try I'll have them all on toast".
- The referee said, "There's one sanction left at my command,
If you refuse to behave, then I will give a reprimand".
The player turned white, and he said, "The rules I'll promise to obey,
For a reprimand I cannot bear, so I'll do whatever you say".
- Japanese rules, Chinese and European the referee knows of course,
But it's no good knowing the rules, if you've no means them to enforce.
So all you brave young referees, pray listen to my song,
If you practice giving reprimands, you scarcely can go wrong.

BRITISH CHAMPIONSHIP 2001 ~ THE CHALLENGER'S LEAGUE

Seong-June Kim

I was in Walthamstow on the fourth and last day of this year's Challenger's League, for a teaching session. I had quite a number of game records to comment for an audience of 15 or more, mostly dan level players. In general the questions asked were about matters of reading and positional judgement. Here I'd like to spend time mainly on direction of play and turning points in the three games chosen. Komi for these games was 5.5.

White: Young Kim

Black: Des Cann

This was effectively the decider, played in Round 6, at which point Des had lost once, to Quentin Mills in Round 1, and Young in Round 5 to David Ward.

Figure 1 1 - 100

Black 21 is an aggressive play in Des' style - I think it's OK. But Black 27 is a bad mistake, potentially game-losing. Black 25 or 27 must be played at 30. Perhaps this needs explanation.

There are quite a few reasons. Black spends the next hundred moves working very hard to catch up. Black's position after 32 is busy. The top right corner becomes a questionable life and death issue. Black 21 is clearly misplaced and if White 34 had been at 60 Black's attack below would have been hard to manage.

At the very least, Black 31 should be at 32 to prevent White's solid connection, which seems to leave Black a move behind on the board.

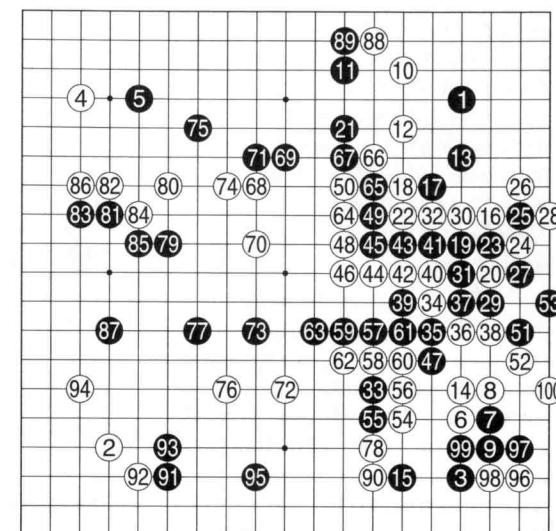
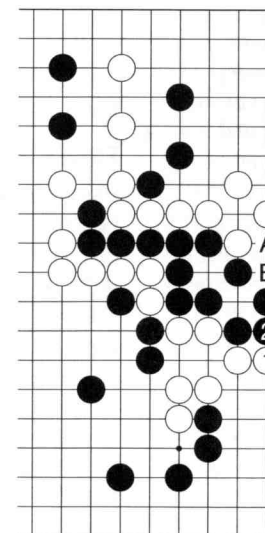


Figure 1 1 - 100

Kim - Cann



□ 1

White 40 and so on are good for Black. Normally it is disadvantageous to suffer driving plays like these. The problem is actually with White 38. This is a heavy play. White should be prepared to sacrifice these stones, playing 38 at 39 for outside influence. Black would have trouble capturing them because of the peeping play one to the left of 99. Therefore the *aji* left behind would be serious.

Fencing in Black with 50 is good. Now there is a difficult *ko* question in the game. My feeling about it is that White should play it early. Diagram 1 shows White playing down to the edge, and Black's answer which is compulsory.

After Diagram 1, Black has no reason to start a ko with A: White could finish it by capturing three stones, which is likely to be far too good. White has the option to start the ko with B, and would need a major threat somewhere in the fighting. Black has local ko threats but capturing the three stones would be a good answer, with a big effect on the upper and lower right corners.

Up to 79 White is doing well, though probably some chances to start the ko have gone by. White 88 is regrettable: wrong technique for this occasion, as becomes clear later. Perhaps White was a little complacent about the position, wanting to wind up the game. White 90 is extremely big, since the ko on the edge has implications in Black's corner.

Figure 2 101 – 249

White takes profit from the brief ko fight at 106 but then matters become complex. Since 111 threatens to connect out, it is clear that the 88 – 89 exchange has become bad for White. The sequence following is a very difficult piece of life and death. It seems to me that 116 should be at 121. In the end it's a capturing race in which Black has an eye and White doesn't after 125.

It now might not be enough for White to capture Black on the lower side. This should be possible, though Black's various forcing moves complicate the issue. I think 150 is wrong. What about just playing 152? When Black lives, White's position should be hopeless.

White found a way to create a ko on the upper side, which finally changed the status of the top right. The game then went through some large scale exchanges, but remained favourable for White at the end (record stops at 249). A lucky win.

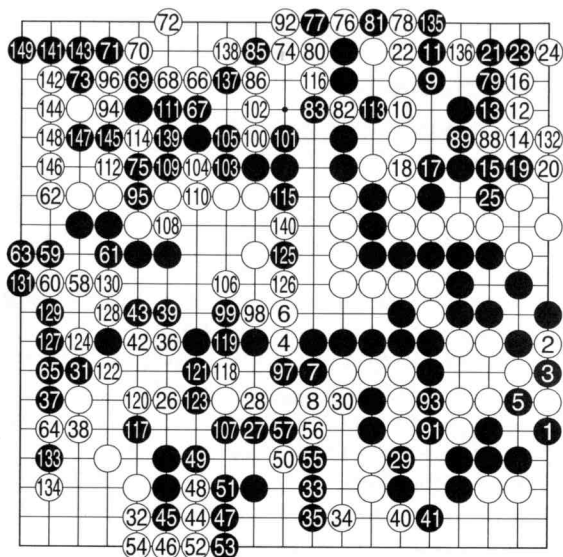


Figure 2 101 – 249 (1 – 149) Kim – Cann
84, 90 at 76 87 at 81

White: David Ward
Black: Charles Matthews

The clash of the Cambridge 3 dans (I'm glad to say David has recently been promoted to 4 dan after a good run in tournaments). I know both players well. This game was decided by the handling of the upper and lower sides.

Figure 3 1 – 100 (next page)

First comment is about White 34. This could be omitted. White played 32 on the fourth line, so that a play at 34 isn't going to be sente for Black. In that case making Black play at 35 looks like aji keshi.

I think the 38 – 39 exchange is a key point in this game, though the players perhaps didn't realise it. White's order of play is wrong here and Black really must take advantage. The way to do that is by jumping out at 147 – see Diagram 2. This is an option whenever White tries to force Black with the play at 38. In this game, if Black resisted and jumped out, the exchange 36 – 37

becomes bad for White; so I think Black ought to play that way and leave White 36 looking misplaced.

With the natural continuation in Diagram 2 the exchange of the triangle stones is all wrong for White. Charles made a number of slow plays in this game, of which 39 is the first.

White 40 is certainly a good play but before it, White must fix up the upper left with a further play at 66. Is this a forcing play? Black might in practice ignore it, but then White has an important follow-up sequence here (in sente). You can call such plays 'almost sente'.

Black 49 is a typical piece of sabaki technique. White's answer at 50 isn't good, and Black has an easy time of it. Black 59 adds to a stable group, at the cost of a play in the centre – Black should omit it. If Black simply jumped out in the centre first, White could play contact on the right, one below 59; but if Black reacted solidly by playing one to the right of 5, he would retain the initiative.

With 62, White still has a playable game. After 64 it is clear how important the top left area will be. Black 65 guarantees the blocking play to the right of 56, and also further possibilities; but perhaps Black should have given up this stone.

Black 71 is a little slow.

White 74 is the wrong direction; it should be at 125 to tie up the central stones. White 78 is heavy and should be at or near that point too. Black 79 should jump out further to 124.

When White takes territory with 84, that isn't good. The centre is going to get busy.

Black 95 is better left unplayed. If Black thought these central stones needed some help, there is a peeping play available to the right.

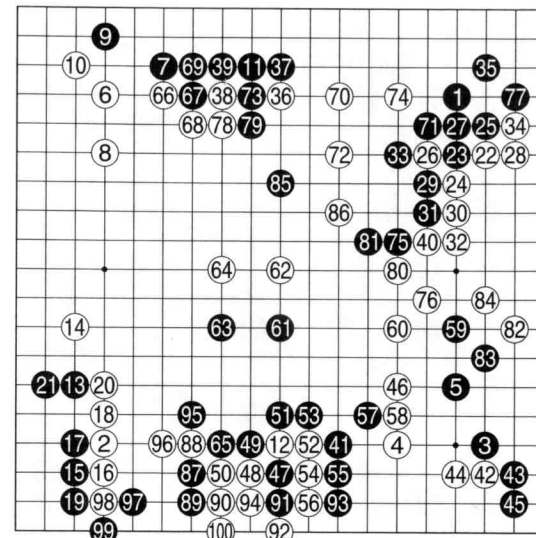


Figure 3 1 – 100 Ward – Matthews

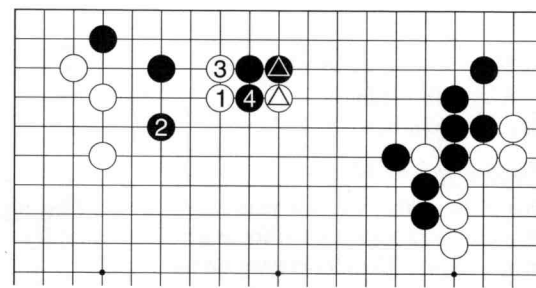


Figure 4 101 – 153 (overleaf)

The result up to 115 is certainly OK for Black, with White having to go back to 116 to defend. In fact 115 could be at 134, an empty triangle but good for profit and still leaving White with over-stretched shape. Black 129 should be one to the left.

Black does well after 139. White has little territory, so Black only has to take some profit. Black 147 isn't the best way: push into the corner and then come back to peep at 149 is recommended. With 153, however, Black has done enough to win (record ends). In the end it was 11.5 points to Black.

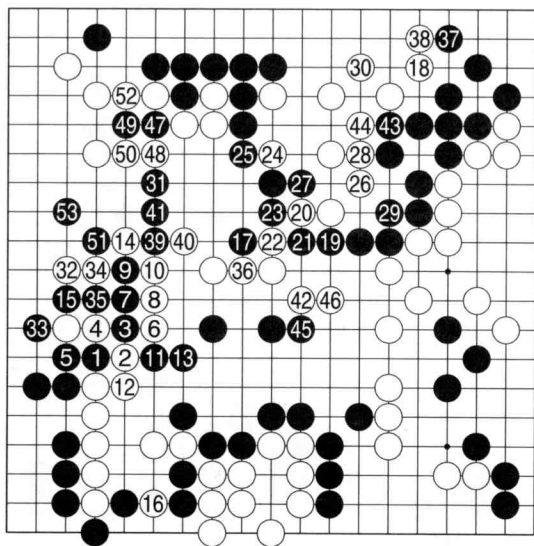


Figure 4 101 – 153 (1 – 53) Ward – Matthews

replies at 69 make either a solid connection, or a hanging connection for a ko shape. Black would have worries about the corner group and a ko wouldn't be frightening for White.

White 62 is incorrect shape here, must be at 68. I've observed this mistake quite often.

White 70 is stylish, but White 76 is aji keshi and should be omitted. White 80 looks like an automatic play; it is important to resist, playing this one below 73. The centre will be important eventually.

At this point the game is quite close. In fact there is a weakness for Black at the point of 92, so it should be easier for White.

With 82 in place, one expects 84 at 85 to take one stone – then 82 is still on a reasonable point.

The exchange from 90 on is probably the turning point in the game. White ends in gote at a bad time.

White: Tim Hunt
Black: Matthew Cocke

Figure 5 1 – 100

White 20: is this the only play here? Because the result is good for Black, White should consider cutting on the outside. White 22 one point higher would be normal, staying a safer distance from Black's influence. White 24 at 36 is likely to build better shape; eventually 24 would be better one lower or higher. You could say White 26 does good work reducing Black's influence.

At White 42 I prefer the play at 43. This would leave Black weak above and below, not quite knowing where to defend.

White 52 is a comprehensible way to invade. But I question White 56. It looks good for White to try to settle now with a play at 68; after Black

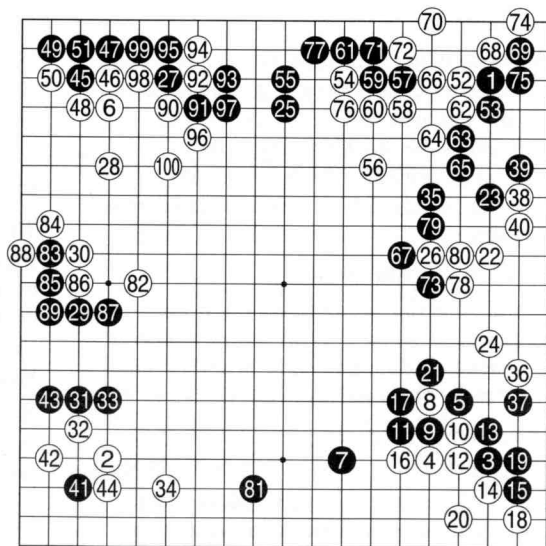


Figure 5 1 – 100 Hunt – Cocke

In detail, 90 and 91 (both should be 92) are incorrect. Diagrams 3 and 4 show variations. White 94 at 95 is the interesting way to play here; at 96 White has run out of tactics. Still it is important to play 98 one line lower, to avoid shortage of liberties, and set up a later play at 99.

Figure 6 101 – 222

To 115 is clear gain for Black. White really needed sente in this area to force on the lower edge. Through to 131 Black has taken all the big points. I don't understand 138. White has unfinished business on the lower side.

Comments end here, rather than deal with the fighting that broke out in the centre. In the end Black won by 0.5, which was a fortunate result.

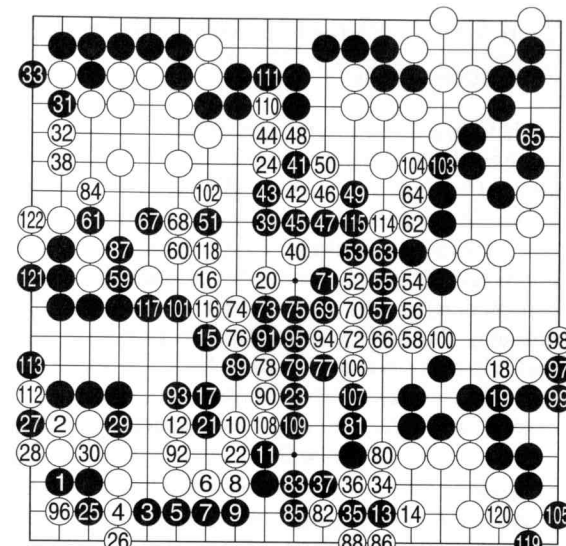


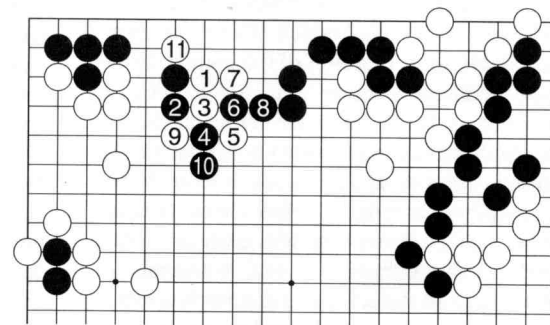
Figure 6 101 – 222 (1 – 122) Hunt – Cocke

IN THE DARK?

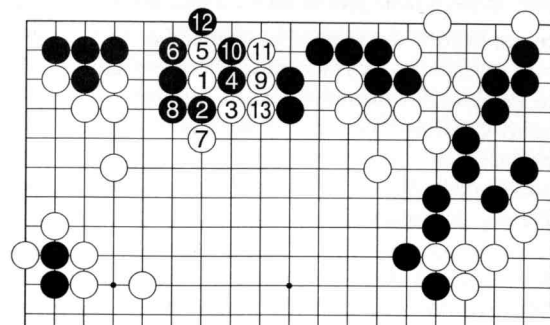
Japanese Magazines

Go Weekly is a weekly newspaper available on news stands on railway stations and elsewhere in Japan. It is published from an office at the main Nihon Ki-in building in Tokyo. Titles of monthly magazines have included *Kido* and *Igo Club*. Current titles include publications of varying standard from the Nihon Ki-in, NHK Television and others. *Monthly Go World* is a Japanese language magazine that should not be confused with the quarterly English language magazine with a similar title *Go World*.

Tony Atkins



3



4

THE GO RANKING SYSTEM OF WALTHER SCHMIDT

Franco Pratesi

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We have examined several systems and another couple will soon be described, selected because they suggest original methods for ranking Go players. All of them find a common obstacle in... the ancient tradition of the game, which often is strong enough to reject any scientific approach of nowadays. To begin with the top, it is hardly useful to find a scientific method for correctly ranking all the 9p masters into several sub ranks, before they are prepared to accept any such method!

We have limited our attention to ranking systems, but the conclusion would not be very different if we had examined other aspects and even the fundamental rules of the game. In the last years, several experts have brought useful contributions to a scientific approach to Go, which often requires a more rigorous definition of the game rules – just because any scientific treatment needs a solid basis. It is hard to use our scientific methods, for instance, when tradition states that, in cases of dubious issues, either the older player is right by definition or a player older than both contestants is searched out and charged with the decision. A general discussion of the scientific approach to Go and its basic rules would lead too far – let us better continue within the limits of the seemingly simple goal of ranking the players. In our historical review of particular Go ranking systems, we have now to come back to 1968. In this memorable year – among many certainly more central and renowned events! – an article of 10 pages was published by Walther Schmidt (*Deutsche Go Zeitung*, Section 8.1). The author, a Doctor in chemistry, lived then in Timișoara, Romania. His contribution to Go was not limited to theoretical study: in the 1960s, nothing less than a chapter of the Nihon Ki-in was present in Timișoara, formed by a small

group of Go players headed by Walther Schmidt and his brother. (I am not aware of any connection with the remarkable success obtained by Romanian players of today.)

In the article mentioned, Schmidt performed a statistical analysis on two representative sets: 45 games of Japanese pros, with strength 4–9p; 40 games from the 1962 and 1963 European championships, most by 1–2d players. Attention was given to evaluating the correct komi, found to be 4.5, a value that would appear too low by the standards of today. However, we are interested in another suggestion, a kind of side-product of the study, indicated there in a concise way.

Schmidt realised that the dispersion of game scores decreases with increasing player strength. (It is natural to suppose that others had remarked this earlier, but I did not find indication of this.) From his study, he could derive two values for the mean square deviation, 4.8 for the Japanese masters and 14.7 for the European top players. In addition to these experimental values, he proposed a third value, 0.5, as the estimated deviation in games among perfect players, considering the lowest possible score of one point. The most stimulating part of Schmidt's suggestion is that an absolute ranking system can be built on the basis of these mean deviations of game scores. The ranks thus obtained would allow correct comparison of strength among groups of players, even if belonging to different places and times.

The system was proposed by Schmidt for groups of Go players; nevertheless, it should not be too difficult to extend it to single players. If you meet a perfect Go player, then the dispersion of a few game scores against him automatically provides your correct rank. As often occurs in passing from theory to practice, it may be less complex to

search for a more complex situation: for instance, studying the dispersion behaviour among selected pairs of players, so that their strength is approximately the same within the pair but decreases stepwise among pairs.

By selecting a suitable unit, a new scale for playing strength can be defined, apparently different from both the Elo and the handicap stone systems. The new scale is no longer an interval scale, but an absolute ratio scale, the best that one can use for measuring any physical property, as we find for instance in the case of temperature when passing from Celsius or Fahrenheit degrees to Kelvin.

I do not know why Schmidt only suggested the new absolute scale without completing his proposal with the unit of the scale and its upper limit, the mean square deviation for complete beginners. I can imagine that he found difficulties; to begin with a rigorous definition of the game rules – about them he wrote a couple of unpublished papers. Left as such, the suggestion by Schmidt is only an indication for a new rating system, without yet any indication on ranks, which can only be defined after a suitable unit is applied to the scale.

Nevertheless, the idea of an absolute scale for measuring player strength looks very promising. Elo himself has discussed this basic question in his 1978 book, particularly on pages 138–143 and 148–149; more difficult is to find (my thanks are due to Theo van Ees) his fundamental article on the same topic, privately published in 1966, thus before the contribution by Schmidt described here.

Elo concludes that a ratio absolute scale can currently be used instead of his 'open ended floating' interval scale. For chess and similar games, using ratios would lead to so great numbers that one should better introduce a logarithmic scale. In particular, Elo suggests using the square root of 10 as the basis of the ratio scale, and substituting the normal distribution with the logistic one. Thus, the

correspondence between Elo's interval and absolute scale – using decimal logarithms for the latter – should be as follows:

0 = 0, 400 = 1, 800 = 2, 1200 = 3, 1600 = 4, 2000 = 5, 2400 = 6, 2800 = 7, 3200 = 8, 3600 = 9, 4000 = 10.

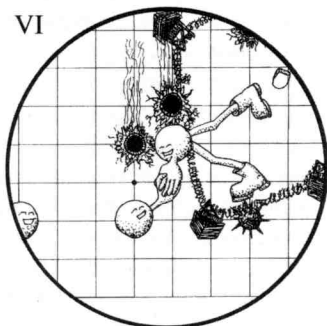
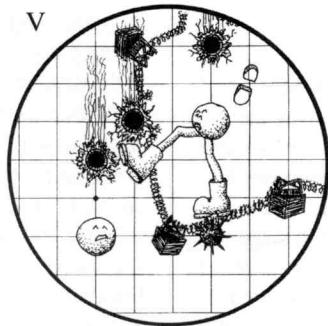
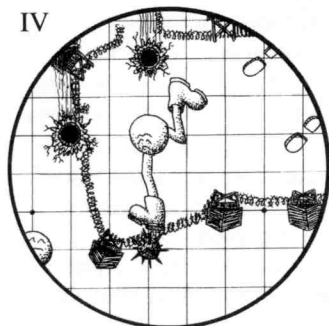
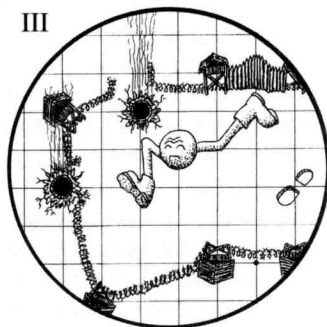
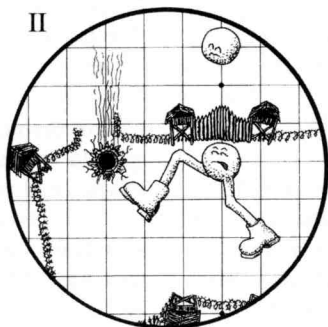
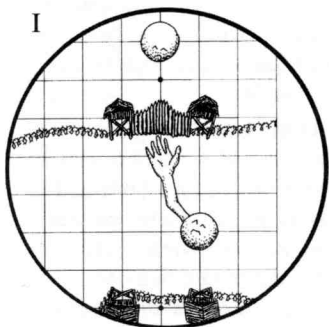
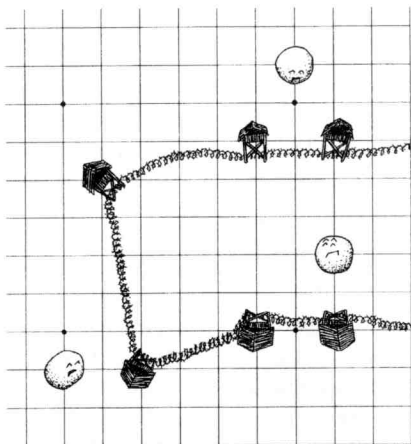
However, unlike the 'open ended floating' interval scale, the absolute scale must be anchored. In Elo systems, it is natural to increase its values from zero at the complete beginner up to the strongest players. Actually, it would be hard to use this absolute scale beyond the strongest players in existence, as we do not have information on the ranks separating them from the theoretical perfect player. On the contrary, the scale section for weak players would be rather simple, owing to the logarithmic relation with handicap stone rankings; with only two or three Elo ratio ranks one can already reach an average kyu strength, thus reducing the uncertainties found with stone handicaps for consistently distinguishing players ranked from about 20k up to 35k and higher, or at 50 or 60 or 80 of the European scale.

Unfortunately, I do not know any game or sport in which absolute Elo scales have been adopted and in Go the tradition established is stronger than in other games. Thus, we shall soon come back to the framework of the ranking systems typical of Go, with its handicaps. Let us however note an essential difference in the two kinds of absolute scales suggested: if we use dispersion of game scores, or similar properties, it becomes obvious to apply the scale upside-down, fixing namely its zero at the perfect player and increasing its values with the dispersion of game scores, that is, with player weakness.

An approach that eventually completes the proposal by Schmidt – and may solve the problem of providing the scale with a suitable unit of measurement – was suggested a few years later by Prof. Klaus Heine and will be described, if possible, in the next issue.

RUNNING AWAY

Henry Segerman



CONTRASTS ~ PART II

Charles Matthews

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Anyone who isn't a lifestyle journalist can eventually figure out the advantage of a string vest over aerobics. When it comes to keeping warm, there are ways of doing it without being so busy.

It isn't really far-fetched to see a similar distinction at work in Go. How does one keep hot on the trail of victory, without being frantic? This turns out to be a major issue related to good style. But also to do with the role played by 'gaps'.

In fact, broadening the perspective somewhat, much about good play in general can be brought under the unexpected heading of 'open texture'. Not indeed all – sometimes constraining the opponent by closing down avenues is important too – but the nature of the game is often better reflected by allowing the other guy some latitude to play.

You can do that by playing lightly, that is, by leaving cutting points and possibilities in weak groups that don't endanger the bulk of the formation. You can do that also by countering a framework strategy not by direct invasion, but initially by building up outside strength that makes the gaps (plural) more significant.

This article is about a third such way, namely playing developing moves at an early middlegame cusp when an invasion is also on the cards. The topic returns to the discussion in Part I, moving it along to positions that are somewhat more played out than I envisaged there. Perhaps I risk being over explicit by saying that this course of action typically leads to looser, framework based situations with both sides having scope to fight.

I'm taking examples from my recent Korean trip. In Figure 1, I had White and should simply have made the most of my

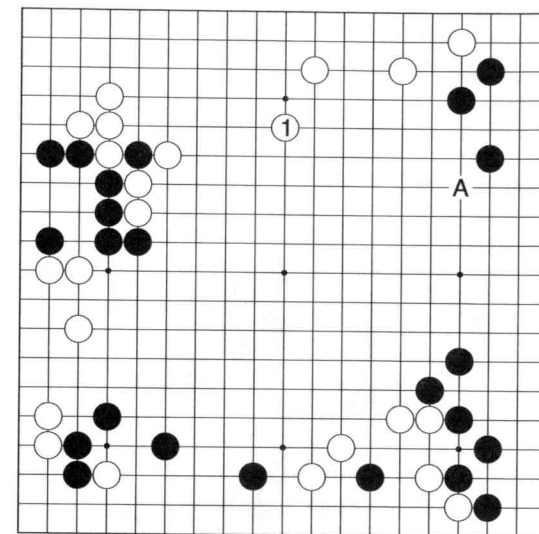
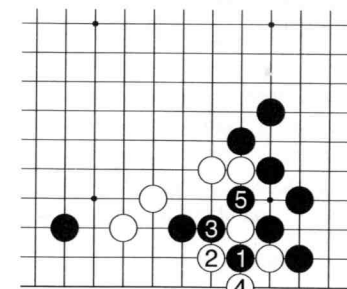


Figure 1

framework on the top side with a play like 1 as shown. Instead I went for my opponent's prospects with a play at A, and got into trouble.

This is a position with all the corners played out. Attention should be paid to the lower right. White is a little thin there, having earlier taken sente to play elsewhere.

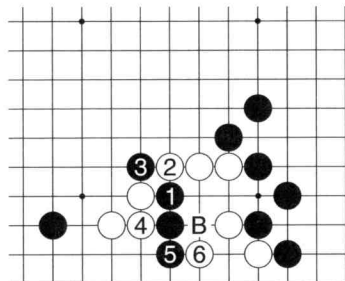
In the post-game analysis we were shown Diagram 1 as Black's natural attack here, likely to lead to a big ko.



□ 1

A natural attack

What actually happened next in the game is in Diagram 2. Black 1 there is the wrong idea, probably leading with best play to a worse type of ko; and then White 6 is incorrect shape (should be at B).



□ 2

From the point of view of direction, however, White's hands are full round here, and the last thing White needs is a second fight on the right side impinging on this area.

In the second game I want to exhibit, seen in Figure 2, I had White once more. After an orthodox start, which happily I understood as well as my opposite number, some odd plays on the right side by Black meant I was able to settle both groups there. The last two plays being the white and black marked stones on the top side, it was my turn; and Lee Kee-Bong (6d) was clear that I should have played 1 as shown, or possibly at C. In any case White is good in the position.

In the game I chanced my arm with the deep invasion shown in Diagram 3. This is pushing it a bit. For one thing White has done well enough making life elsewhere, and shouldn't have to work this hard. For another, Black has strength in various directions. White 1 is on a standard point all right, but my

opponent began to show his strength with 6, and wrested control of the game from me. Pushing out from behind with 15 and so on is poor for White. At least White should have played 1 of Diagram 4 instead. This is the appropriate tesuji to sort out White's position, resulting in a net in the variation shown, eye space on the edge in others.

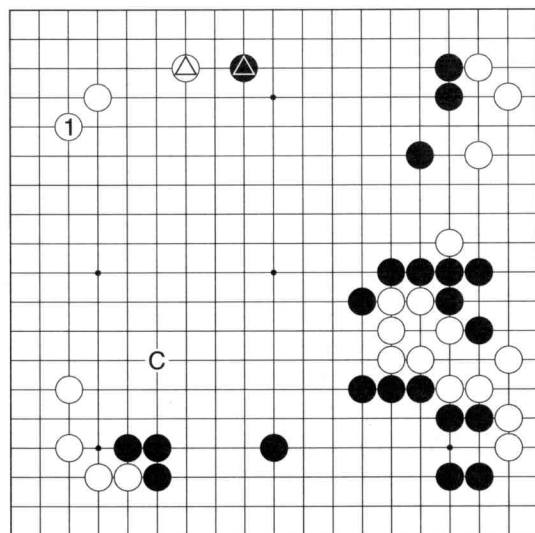
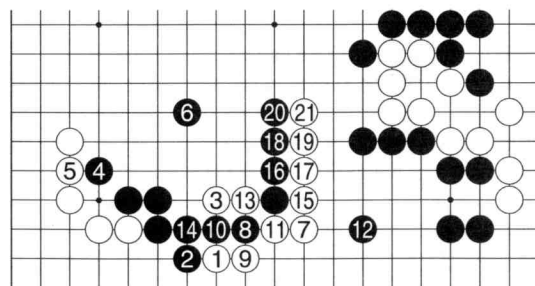


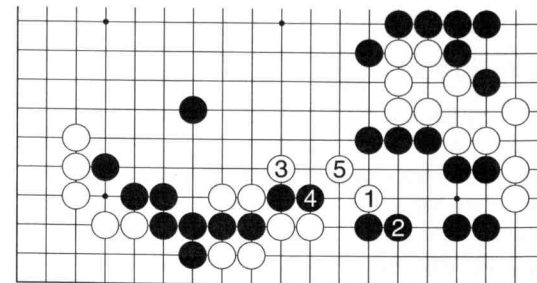
Figure 2



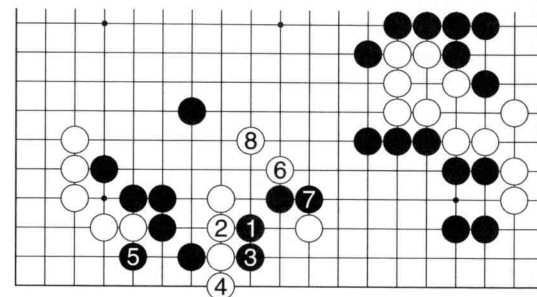
□ 3

Going back, White should have connected when Black peeped with 1 of Diagram 5. This is the way to keep Black weak on the left. White 4 threatens a connection along the edge, so that White is able to make shape with the plays at 6 and 8.

My student opponents have on their syllabus a set of 10,000 life and death problems; one way of making Go a teachable subject. To balance that, there is plenty to learn about that moves one away from an intense focus on close fighting.



□ 4



□ 5

10 YEARS AGO

Tony Atkins

The Red Rose Trophy was won at the 1991 Northern by Matthew Cocke, 2 dan, a local Manchester student. Alison Jones (now Bexfield) won the British Ladies' event, but Kirsty Healey got to go to the Women's World Amateur in Yokohama coming twentieth. The first ever British Pair Go qualifier was held in Hyde Park during the Japanese Festival matsuri. At that time the players had a board each and those who mirrored correctly and well were Sue Paterson and Jim Barty who went to Japan to take part in the World Pair Go championships. The Milton Keynes Tournament moved to a new intersection of the board-like road grid, to the Open University; winner was Edmund Shaw from Oxford. Shrewsbury Tournament was won by Matthew Macfadyen. None of the top players attended the Wessex and so

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Alex Rix, 3 dan, was the winner. Alex was then the acting BGA President, after Norman Tobin's resignation, and was about to be promoted to 4 dan. Also promoted to 4 dan was Tokyo resident Richard Hunter. Matthew Cocke and Klaus Pulverer went up to 3 dan, Graham Clemow to 2 dan and Alison Jones and Simon Shiu to 2 dan.

In Europe, problems in the former Yugoslavia meant that Belgrade lost its GP status. However some Romanians did get there and Catalin Taranu was the winner. 111 attended Brussels, the first event to use the new CUSS tiebreak. Shen Guang-Ji won ahead of Guo Juan, Frank Janssen and Zhang Shutai. Britain's Matthew Macfadyen won Gothenburg despite losing a game to Victor Bogdanov.

COMPUTER GO IN DUBLIN

Nick Wedd

The 2001 European Go Congress included a Computer Go event, sponsored by Fujitsu-Siemens. This was held in Fujitsu-Siemens premises, a few miles to the west of central Dublin.

None of the world's strongest programs entered the event; the prize money of IRE100 was too small to attract them, and some of them had competed the previous week in the American Go Association's annual Computer Go event in Pennsylvania (won by Mick Reiss's Go4++). However there were six enthusiastic entrants.

You may wonder why computer Go programs, and their programmers, need to gather together in one place to have a Computer Go Tournament. It would be possible for them to compete by having their programs play over the internet; or they could all send their programs to a trusted referee, who would simply play them against one another on two computers.

In fact, I think, the programmers greatly enjoy the opportunity to get together at these events. Programming a computer Go program must be a bit like snail-racing: you spend a year training your snail, and then take it along to exhibit it, and watch bemusedly as it crawls slowly in the wrong direction.

The atmosphere of a computer Go event is quite unlike that of a normal Go tournament. Computer programs are not disturbed, or helped, by people commenting on their moves. If you watch weak players in a normal tournament, it can be very tempting to say "what a stupid move", or "why doesn't Black cut there?". In a computer Go tournament, you actually can make remarks like that, and nobody minds. While the programs are competing, the programmers wander about watching the various games, and commenting on the strengths and

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weaknesses of their own and each others' programs.

The Results

The event was structured as an all-play-all and the results are summarised below:

| Program | Programmer | Nationality | Wins |
|----------|-------------------------------------|-------------|------|
| GoAhead | Peter Woitke | DE | 6 |
| GnuGo | (Tanguy Urvoy) | | 5 |
| Dariusz | Frédéric Boissac / Eric Marchand | FR | 4 |
| TurboGo | Arnoud v. der Loeff | NL | 3 |
| TS-Go | Ivo Tonkes | NL | 2 |
| GoSymier | Wojciech Wieczorek | PL | 1 |
| Augos | Joachim Pimiskerm | DE | 0 |

Dariusz is co-authored by Frédéric Boissac and Eric Marchand. It was operated by Frédéric.

GnuGo is an international program, licensed under the GPL (GNU General Public License). This means that anyone may enhance the program but if they distribute their enhancements they must also distribute the source code, also under the GPL. This system is attractive to many Go programmers, who are able to make valuable contributions to GnuGo, but do not wish (and indeed may not have the skills) to write a complete Go-playing program. GnuGo has, at the time of writing, twenty authors; and sixteen other people, including Tim Hunt, have made contributions. Its ability to accept enhancements from many different programmers may help to account for its recent rapid improvement. It also means that it could compete in Dublin, operated by Tanguy Urvoy, soon after competing in Pennsylvania operated by Daniel Bump (there it beat Wulu, one of the world's leading programs, and winner of the recent Computer Go event in Guiyang).

A Swindle

I would like to give a flavour of computer Go by showing the kind of thing that can happen in a game between two programs. I apologise for the length of the example; but programs are capable of making blunders so extensive that they cannot be squeezed into one move.

Black, *TurboGo*, is to play. White is *TS-Go*. White is clearly ahead by about 30 points. Before reading on, try to imagine how Black is going to win.

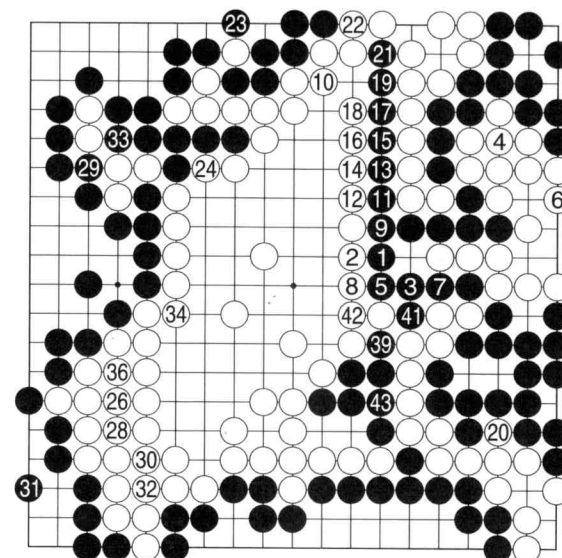
Here is what happened. To make the move sequence below easier to follow, I have omitted a completely pointless ko in the upper left corner. Black made four more (unnecessary defensive) moves in this ko than White did: At 25, 27, 35 and 37, Black wasted a move in ko. White passed at 38 and 40.

It is tempting to think that with 1 - 21, Black is trying to mislead White into believing that its intended swindle is near the top of the board.

White 26 shows traces of sanity; but with 28, 30, 32, and 36, White has no idea what it is doing. If it is going to fill in its own territory, it should at least remove some dead black stones in the process.

With 39, Black at last sets its trap. Maybe White's recent play has convinced it that the time is at last right?

With 41, Black springs the trap. In fact White can still save the game with M5, but it prefers to answer the atari and let its lower right group die.



1

25, 27, 35, 37: ko

38, 40: pass

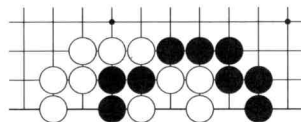


Photo: Joachim Pimiskerm

Competitors at the Computer Go tournament held at the EGC in Dublin this Summer

Direct Ko Basics

Problem 1



Problem 1 Black to play

The previous article in this series ended by challenging you to work out the temperature and count of this ko position. Did you solve it?

To summarise the approach introduced in the previous article: the 'count' of a position is how many points you should count in that position when it's too early to play there; the 'temperature' of a position is the amount by which a move there affects the count; to work out these values, consider an even number of moves – where necessary, add in a tenuki worth t points; count positive for points to Black and negative for points to White. A rule of thumb (imperfect, but can only be improved on by detailed whole-board reading) is to play in the position that has the highest temperature.

In problem 1, it seems that you might have to know the balance of ko threats before you can find out the answer, so let's consider the cases one at a time.

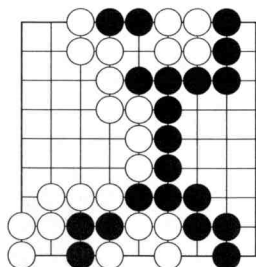
First, if there are no ko threats for either side, the possible outcomes in an even number of moves are:

(a) White wins the ko while Black gets a tenuki, giving a score of $t - 7$;

(b) Black takes and then wins the ko while White gets two tenukis, giving a score of $8 - 2t$, meaning 8 points to Black and two tenukis to White.

Just for a moment, suppose that all the tenukis in these two outcomes are worth the same amount. Then we find that the break-even point between the two outcomes happens when $t - 7 = 8 - 2t$, which is when $t = 5$. In that case, the temperature of the ko would be 5. But before we attach too much importance to that number, perhaps we should look at:

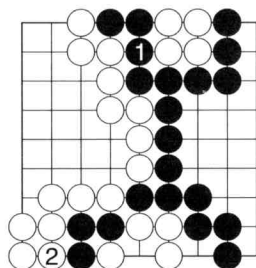
Problem 2



Problem 2 Black to play

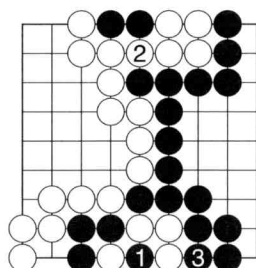
There are only two things to do in problem 2: capture at the top (12 points in gote, temperature = 6) and the ko

at the bottom (alleged temperature = 5). Diagram 2a shows Black believing the temperature argument, taking the big play at the top, and losing by 2 points.



2a

In Diagram 2b, on the other hand, he plays the ko and wins by 1 point.



2b

In games on a 19x19 board, it would be unusual indeed to find a ko as large as this with hardly any other things to do on the board.

Problem 2 is one of those constructed problems that are deliberately abnormal. The temperature in problem 1 really is 5. Problem 2

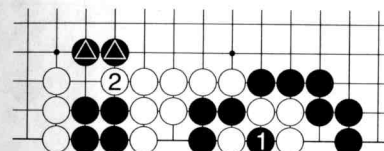
doesn't prove otherwise, it only shows that temperature is an abstract idea and that concrete reading is better when you can do it. As I've said before, temperature isn't the whole truth, but it is an excellent guideline.

The count for problem 1 is -2, i.e. 2 points to White. To see this, just notice that White can make it 7 points by winning the ko but he has to use a move to do it, so you subtract the temperature from that 7. We can use this procedure to get the count for all the four positions relevant to the ko:

| Position | Count |
|-------------------|-------|
| After White wins | -7 |
| As problem 1 | -2 |
| After Black takes | +3 |
| After Black win | +8 |

All moves are worth the same in a direct ko.

How big does a ko threat need to be?



Problem 3

Assume that there are plenty of other things on the board with a temperature of around 5, that the marked Black stones are unconditionally alive and there are no ko threats other than (perhaps) in the problem diagram. Black takes the ko and White plays 2, threatening four stones. Should Black answer this threat or win the ko?

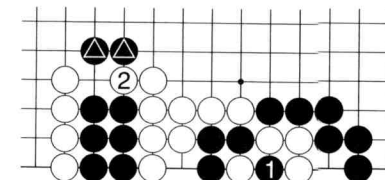
If Black answers the threat, White retakes the ko, Black tenuki, White wins the ko. Now we have seen an even number of moves and the score is $t - 7$ (White won the ko while Black took a tenuki). If tenuki is worth around 5 points, this is 2 points to White.

If Black ignores the threat and wins the ko, White captures the four stones and again we have seen an even number of moves. This

time, the score is 8 points to Black where the ko was, and 8 to White where he captures, for a net result of zero points.

So Black does better to ignore the threat and win the ko.

Problem 4: same assumptions as problem 3. Should Black answer the threat this time?



Problem 4

If Black answers the threat, White retakes the ko, Black tenuki, White wins the ko. Now we have seen an even number of moves and the score is $t - 7$ (White won the ko while Black took a tenuki). If tenukis are worth around 5 points, this is 2 points to White, just as with problem 3.

This time, if Black ignores the threat and wins the ko, White captures six stones and again we have seen an even number of moves. Now the score is 8 points to Black where the ko was, and 12 to White where he captured, for a net result of 4 points to White. So, in problem 4, Black should answer the threat.

If you set up another problem like problems 3 and 4 but with White threatening to capture 5 stones, you'll find that it makes no difference whether Black answers the threat or not.

The truth of the matter is that the temperature of a direct ko is the same regardless of who holds the balance of ko threats. Having an advantage in ko threats lets you decide who wins the ko and who gets the tenukis, but not how much the ko itself is worth.

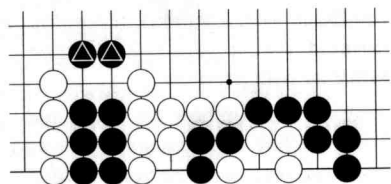
The temperature of a direct ko is one-third of the number of points disputed in the ko and a ko threat generally needs to be twice this temperature to command an answer. A ko

threat as big as this is called a 'primary ko threat'. A threat that is too small, like the one in problem 3, is called a 'secondary ko threat'. Secondary ko threats don't command an answer, but there is a way to benefit from them, as we shall see shortly.

When to fight a ko

So far, we've just been getting a feel for how big a ko is, but now we come to a fundamental strategic principle. Even if you don't study the numbers much, you may want to take note of this bit.

Problem 5: We answered the questions 'What's the temperature?' and 'Is the ko threat big enough?' in problem 4. This time the question is: 'how should each side play considering the whole board?' Assume there are no primary ko threats other than the one shown.



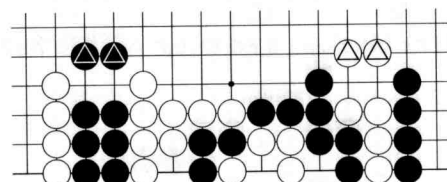
Problem 5

It's possibly a common view that, since White can win this ko, he should do so when the temperature of things elsewhere is around 5, and that Black should not bother at all - why fight in order to lose the fight? But this view is inconsistent. If Black isn't going to bother fighting the ko at all, why should White take time out to win it while there are 5 point moves elsewhere?

The correct view is exactly the opposite of the one in the previous paragraph. The important thing here is not the ko, but the tenuki(s) that the loser of the ko will play. White, the ko winner, would like Black's tenuki to be as small as possible, so White should leave the ko alone, safe in the knowledge that he can win it when he needs to, and get busy playing the biggest points on the board.

Black, on the other hand, should take the ko while there are still useful tenukis for him to take as compensation for losing the ko. Black shouldn't take too soon, of course, or White may not bother to fight the ko at all, but take the bigger moves elsewhere instead. But if Black takes the ko as soon as it's the biggest thing, White will make his threat. Then Black answers, White retakes ko, Black tenuki and now White has used up his ko threat and must win the ko, so Black gets the next tenuki too. How much that's worth depends on how soon Black does it and on what is left, but it's never a loss and almost always a gain.

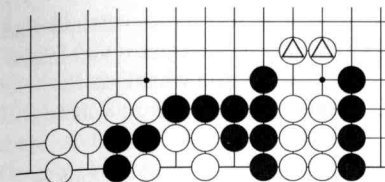
Diagram 5 is like problem 5 except that we've given Black a secondary ko threat. What difference does this make?



5

Black's best play is still to take the ko and then give it up in order to get an extra tenuki worth 5 points. The difference is that the secondary ko threat affords him some protection if he can't find a time to fight the ko when tenukis are worth 5, because when the value of tenukis drops below 4, two tenukis aren't as good as Black's ko threat any more. This means that Black's 'secondary' ko threat has now become primary, so that White has to get on and win the ko if he wants to. Black's secondary ko threat guarantees that he will get at least 8 points as compensation for losing the ko.

Problem 6 (next page): how should both sides play this time, regarding the whole board? This time, the question of who wins the ko depends on whose move it is when the ko becomes the biggest thing on the



Problem 6

board. If it's White's move at that stage, he should win the ko straight away, while he can.

If it's Black's move when the ko becomes the biggest thing on the board, it's more interesting. Correct play is as follows:

- Black takes ko - necessary to stop White winning it
- White elsewhere - no ko threat
- Black elsewhere - doesn't need to hurry the ko now
- White retakes ko - to make Black use up his threat
- Black plays threat
- White answers threat
- Black takes ko
- White elsewhere
- Black wins ko - as he has no more ko threats now
- White elsewhere

In an even number of moves, Black plays two moves more than White to win the ko, while White gets two more tenukis than Black to gain compensation.

Ko threat priorities

Problem 7: You are White fighting a ko that you expect to win. Here are four of your primary ko threats. In which order do you play them?

B and C are both the same type of animal - 'sente dame'. C is a more powerful threat than B, so is more likely to be useful in another ko later if you can keep hold of it. So if B is enough to get an answer, you choose

B before C. This is the usual principle with direct ko: play the primary threats from the smallest up. (But only the primary ones. Don't hope to win the ko if you carelessly play a secondary threat).

A is more powerful than B, so maybe you should play B before A. Maybe, but there is another consideration now. White A is not a 'sente dame' but a real 1-point sente.

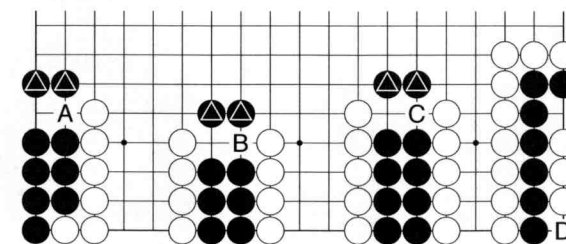
Usually, White would get it anyway, and playing it doesn't add anything to White's score (one-sided sente moves never do, remember), but there is a tiny risk that Black may find time to play the reverse sente move at A, gaining a point. If White uses A as a ko threat, he forestalls that risk. This is a difficult question, but I would certainly consider playing A before B.

A should definitely be played before C being the less powerful threat and also forestalling the reverse sente.

There may be situations in which it is right to play White D as a ko threat, but it's the sort of thing you should feel sick as a parrot to do. If nobody plays there, it's seki. If White plays D and Black answers, Black has 8 points. Black can add those 8 points to his winnings if he wins the ko or to his compensation if he loses it. Don't play ko threats like this unless you're very clear that you have to.

Conclusions

- Ko fights are often worth less than they seem. X points in direct ko is only two thirds as good as X points in gote.



Problem 7

- As a rule of thumb, primary ko threats for a direct ko need to threaten 2/3 as many points as are at stake in the ko.
- The loser of a ko fight should fight it as soon as it becomes the biggest thing on the board; the winner of the fight should do what is necessary to stop the opponent winning it, but should delay actually winning it for as long as he can.
- Play primary ko threats bottom-up; but maybe give some extra priority to real sente as opposed to 'sente dame'.
- Avoid playing points-losing ko threats unless it's essential.

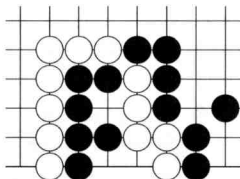
I've omitted some points in this article because they are already covered in Francis Roads' article on Go Proverbs in BGJ 106. To round out the picture, for example with

regard to internal ko threats, you should read that article. While you're about it you might like to see if you can find what Francis neglected to mention in Diagram 8 there (tut tut, Francis!)

Next time we'll take a less serious look at some of the more wild and woolly aspects of ko, more for fun than anything else. To prepare for that, here's a challenge:

Problem 8

What is the status of this semeai?
What is the count and the temperature?
Does it depend on the balance of ko threats this time?



Problem 8

MATSURI MAGIC

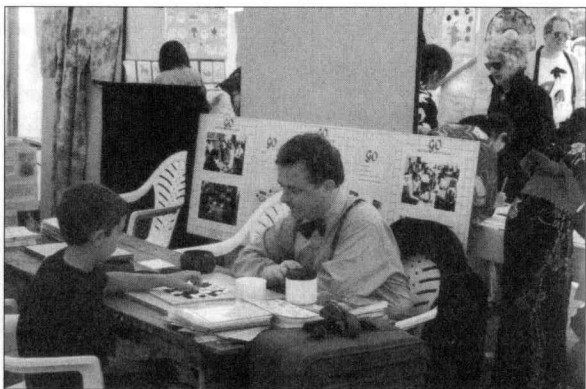
Tony Atkins

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Japanese festivals, known as matsuri, are lively, fun, noisy occasions. They are especially noisy if you are less than twenty feet from one of those very large *taiko* drums. Also you may have Condom Man (named after his head-dress) and Shrieking Princess Lady (with impersonal amplification) to contend with. These were two characters in the processional part of the act of a group from Japan called U-Stage. However sometimes more pleasant noises such as *koto* musicians and *bon odori* dancing can be heard. Festivals often also feature quieter pursuits such as bonsai, calligraphy, tea ceremony and flower arranging, and of course Go.

Part of Japan 2001, the festival season started with a huge two-day affair in Hyde Park. It was obviously too grand for the likes of

the BGA as the organisers failed to accommodate us. Sitting on the grass with a Go board attracted some comment from a Japanese television producer, but it was better just to enjoy the atmosphere and watch the horse back archery.



Adam Atkinson, teaching at the Matsuri event in Canterbury

Photo: Tony Atkins

A week later your BGA matsuri team of Tony Atkins and Adam Atkinson (no relation) was in a town centre square in Brighton. The drums and Condom Man were there, and also there were some of the local Go players hoping to recruit for their club. Next it was Oxford. This was held at Headington Hall, part of Brookes University. The BGA stand was on the veranda, which almost provided cover when it rained. Harry, Henry and some other locals turned up to support. With a huge sigh of relief the drums were very small.

On the same weekend Jeff Cross and the guys from Cardiff were doing the same thing at St. Fagans. A week later the scene shifted to Cambridge, where Charles Matthews and Simon Frankau from the local club manned a stall. They sold more copies of Charles' book than at an average freshers' fair, and luckily they were inside blocking out the drums.

Canterbury invited the BGA down for two days. It was organised by Chaucer College

(a Japanese college) and the first day was at their modern, oriental-feeling buildings by the university. This was a day for junior school children. After a quiet start maybe 100 kids as young as 5 or 6 were taught the capturing rule. The following day in the Dane John Park in the city centre, the BGA team was in a tent and regretting a little not being in the sun. This event had the best atmosphere and moreover you know who were not there. Several good contacts were made helping James Collier to start a new Canterbury club.

Spending a Saturday in July sitting in the rain in a playing field in Acton does not seem very attractive, especially as they were there too. But by the time the Scottish bagpipes arrived the sun was out and the day turned out to be another rewarding day of teaching Go to the young, the old, Japanese, policemen and the like. More BGA attendance of matsuri is planned for the autumn, and the really good news is our favourite group will be back in Japan by then.



The scene of the Canterbury Matsuri Festival at Dane John Park

Photo: Tony Atkins

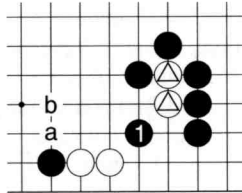
THE PERILS OF POSING PUZZLES ~ PART II

Ian Marsh

In Part I (BGJ 123) we discussed some problems set as a side competition at the Bracknell tournament.

There were three problems, C, E and G that we left with unanswered questions. In particular were the puzzles cooked (unforeseen alternatives that ruin the problem)?

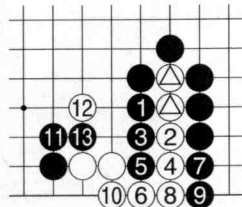
Problem C was to capture the two marked stones and the expected solution is shown in Diagram C 1.



□ C 1

The three other stones are not needed for a solution, but do affect the ladder. The question was whether correct points a and b are equally valid answers to the problem. Was the problem cooked?

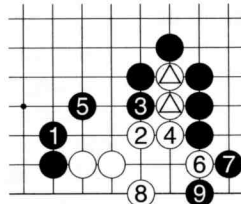
The problem was cooked, as in Diagram C 2. This simple line was ignored for some time, maybe because of



□ C 2

tunnel vision on the part of the setter and the solvers. Go is a game of pattern recognition and it is all too easy to limit yourself to those situations for which you recognise the pattern.

For points a and b my analysis has not found an escape route for the marked stones although some sequences are a near run thing, see Diagram C 3.



□ C 3

Having three solutions to the problem with no guidelines to choose between them is unsatisfactory. All I can say is "that the Judge's decision was final".

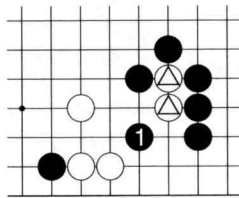
What is the best way to correct the problem?

All the stones except the solitary black stone are needed. Variations based on the sequence shown in Diagram C 2 show that both the white stones acting as a ladder breaker are needed.

The intention was to provide a problem that fitted between Puzzle B and Puzzle D in complexity. Removing the solitary black stone would be an answer.

However the black stone was added to make the reading of the ladder more interesting for anyone investigating that option. Unfortunately this cooked the problem.

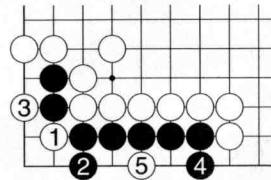
Adding the extra white stone as in Diagram C 4 makes the puzzle as intended.



□ C 4

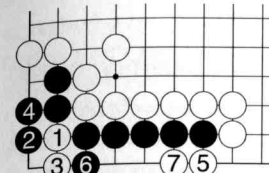
Problem E deliberately had two solutions to help decide tied entries.

One suggestion was that the problem could be improved as shown in Diagram E 1, by reducing the number of black stones on the second line to five thus preventing the simple solution.

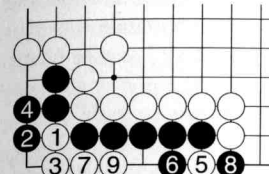


□ E 1

I'd thought about this when setting the problem but rejected it because of the shortage of liberties shown in Diagrams E 2 and E 3.

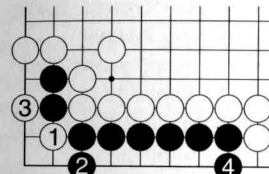


□ E 2

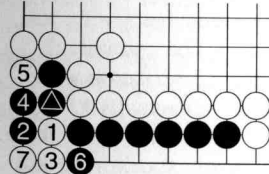


□ E 3

When setting the problem, I was expecting an answer as in Diagram E 4 or E 5.

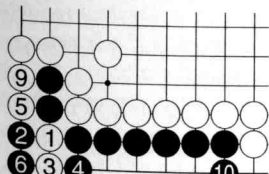


□ E 4



□ E 5 8 at Δ 9 at 4
10 at 2

I have since realised that the variation in Diagram E 6 was overlooked (it seems to

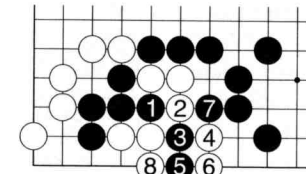


□ E 6 7 at 1 8 at 3

be worth at least a point more, with Black still having to live in gote). The source of the puzzle had suggested that E 6 was not a good line as White can prevent Black getting an eye this way, but the question of worth was not discussed.

To truly understand a Go position the properties of the rejected lines also need to be understood.

To remind you, Problem G was definitely cooked. The expected answer is given in Diagram G 1 and the cooked answer is given by the combination of 1 and 2 as in Diagrams G 2 to G 5.



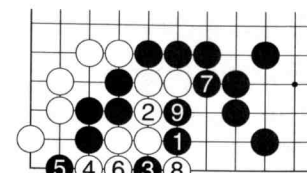
□ G 1 9 at 3, 10 at 5

After the exchange 1 and 2 it would appear that Black is losing the liberty race. At this point it is tempting to reject the Black sequence as untenable. The unexpected is often a symptom of cooked problems.

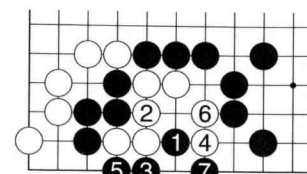
The way Young Kim uncooked the problem is given in Diagram G 6. Spot the difference.

...and, oh yes, in case you haven't realised, Problem E could have been uncooked (See Diagram E 7).

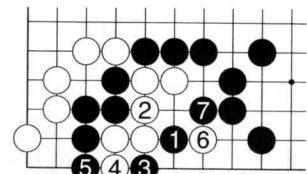
It's the stones you don't think about that get you!



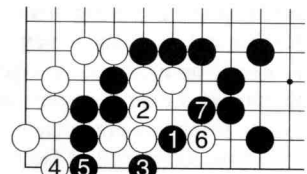
□ G 2



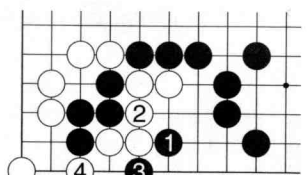
□ G 3



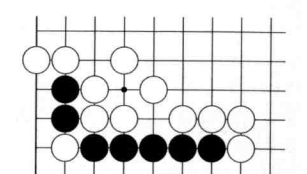
□ G 4



□ G 5



□ G 6 Uncooked



□ E 7 Uncooked

VIEW FROM THE TOUCHLINE

Francis Roads

I have been playing Go more than usually badly in recent months, so volunteering to be referee at the European Go Congress in Dublin seemed to offer an honourable way of avoiding further embarrassment. John Gibson and his IGA associates had commandeered the whole of the Teachers Centre in Parnell Square for the Congress; you will know it if you have ever been to the annual Irish Open Championship. It has the advantage of being in the centre of Dublin, close to the many fine restaurants and places of entertainment. The disadvantage is that there is no garden or anywhere for alfresco Go, or running around screaming. Yes, there was a goodly attendance from that age group.

This was a joint BGA/IGA venture, with practical assistance from some German Go players. Our Irish friends were responsible for all domestic matters and accommodation, while BGA people organised the Go. Geoff Kaniuk did the draw, which appeared promptly on every day except the first, and then handed over to myself to get things going. Have you any idea how difficult it is to get six rooms full of Go players to sit down, stop nattering and start their clocks? The fact that we were using Ing electronic timers didn't help, as many people had never seen one before.

At 11.00 am came the least pleasant task of the day, awarding wins by default to those players whose opponents had not had the courtesy to turn up for their game. In some cases we subsequently received explanations and apologies, and such players were usually re-admitted to the draw. But several players disappeared from the tournament completely without warning, explanation or apology. This happens every year, and I hope that the newly elected president of the European Go Federation, our own Tony Atkins, will think it time that some sort of action was taken against these defaulters.

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Noel Mitchell, John Gibson's right hand man, had told me that my function as referee was to "strut about looking important". In order to achieve this I always held a clipboard in my hand as I patrolled about the playing rooms. Little of importance was ever written upon it, but whenever I saw or heard anything untoward, such as a player without an opponent, or a person whose mobile phone had rung, I would make a note. This seemed to work. My main functions seemed to be to remind people not to start discussing their game in a room where other people were still playing, to answer questions (the same questions over and over again) about counting under Ing rules, and, very occasionally, to settle a disagreement. In the latter case my decisions were always accepted, even when they were wrong, and the appeals committee had nothing to do. The whole tournament was played in a very sporting and gentlemanly atmosphere.

My duties ended when the last game finished, as I had offered to referee only the main tournament, the side events being refereed by their own organisers. You might think that refereeing as I have described it was something of a doddle, but actually I found it quite tiring. I would be on duty for 6 to 7 hours continuously, mostly standing up and walking about, and never knowing when I would suddenly be called up or down three flights of stairs to sort out some difficulty. One Irish chess player who was present expressed amazement that a single referee could keep order while 250 people were playing Go; apparently an equivalent number of chess players need about half a dozen, who would have to be paid a professional rate. Well, that tells you what you need to know about chess players.

So I didn't actually play a lot of Go. But there were plenty of other things to occupy one in the evening. John Gibson had

organised some sort of social activity more or less every evening of the tournament, including visits to the Mansion House as guests of the mayor of Dublin, to the Japanese Embassy as guests of the ambassador, to the Chester Beatty Library as guests of I'm not sure who, but the wine was flowing, and all manner of in-house musical entertainment.

On the first Sunday an excellent Irish folk band entertained us, and there was another later in the week. But John may have slightly overdone the musical side of things, as not all his events were so well supported. We had a good attendance for the traditional song night on the last Friday. I do admire the pride that the Irish take in their traditional music. In my B & B we had Irish music to accompany breakfast. Where can you find English traditional music in one of our guest houses, instead of the usual Radio 2 pap?

There were the usual excursions on offer on the two Wednesdays, but I preferred to organise my own trips; I needed a little space. On the first day I booked trip around the Wicklow mountains. One of Dublin's many charms is that, unlike London, half an hour's drive takes you into wild unspoilt countryside. On the second Wednesday one could opt for a course on refereeing, organised by members of the EGF Rules and Ratings Commission, consisting of three three-hour sessions. Yes, nine hours in all. Can you believe that I opted instead for a trip to an archeological site, where you can walk into enormous neolithic tombs which are older than the pyramids? Ireland has a fascinating pre-history which we don't seem to hear much about this side of the Irish Sea.

I'm not going to tell you who won what in all the events; that information is available elsewhere.

But I will tell you about Mafia. As you know, we British have our own style of apres-Go; pits, liar dice and Mornington Crescent are our main activities. But the Germans have their own style, and there was a substantial German attendance this year; enough to play Mafia. About 24 Germans sit around in a circle and pretend to go to sleep. Each has a playing card, and those with black cards are the Mafia. When the leader (Germans always have a leader) gives the word, the Mafiosi wake up and (symbolically) assassinate somebody, who then takes no further part in the game. Later all wake up and try to decide by discussion who are mafiosi and who are good guys. What happens next wasn't quite clear to me, but after several rounds of this game, which can last for hours, it becomes clear whether the Mafiosi or the Good Guys have won. Then you start again. I have a feeling that British players will stick to their traditional games. Like all European Congresses, this one had its own style. We may not have been able to match the slick organisation of last year's congress in Strausberg; that was a difficult act to follow; but being in a centre of culture like Dublin compensated for any other drawbacks. I am told that the IGA has nine members; so, not a bad effort, I think.



Parnell Square in the centre of Dublin; the setting for this year's European Congress.

Photo: Tony Atkins

WORLD GO NEWS

Tony Atkins

Budapest 12/05/01 – 13/05/01

69 players played in Budapest, the first Toyota Tour event of the new cycle. Winner of a tie for first was Czech Vladimir Danek ahead of Pop, Florescu and Pocsai all on 4 wins out of 5.

Zagreb 19/05/01 – 20/05/01

The Croatian Open Championship was also a Toyota Tour event. The top 3 places went to Hungarians. First Tibor Pocsai (5 dan) with 4/5, and joint second was Gabor Szabics and young Pal Balogh. Fourth was top Croatian player, Zoran Mutabzija, and Russian Viktor Bogdanov was fifth. 46 players took part.

Amsterdam 24/05/01 – 27/05/01

As expected Guo Juan (7 dan) won her local Toyota Tour event at the European Go and Cultural Centre with a clean 6/6. Fellow Dutch with 5/6 were Michael Eijkhout and Emil Nijhuis. UK's Piers Shepperson (5 dan) won 3/6. 121 players took part.

Hamburg 02/06/01 – 04/06/01

Guo Juan (7 dan) won the Affensprung (Monkey Jump) Tournament with 6/6. 144 took part in the top German and Toyota Tour event. Second was Du Jingyu and third was Christoph Gerlach, both with 5/6.

World Amateur 10/06/01 – 15/06/01

Des Cann travelled to Kyuga in Kyushu, Japan, to represent the UK in the World Amateur Go Championships. He won 3/8 to take 39th. He lost to Mihai Bisca of Romania, beat Peru (Alberto Kohatsu), lost to Harry Taari of Sweden and lost to Vesa Laatikainen of Finland in Round 4. Round 5 he beat Hatame Araki of Morocco. Round 6 was lost against Leonid Entin of Israel, but in round 7 he beat Fernando Manrique Ochoa of Columbia. Round 8 was a loss to Radek Nechanicky (Czechia).

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Brian Gallagher of Ireland also won 3 to take 47th but beat Jose Teles de Menezes of Portugal, Mandish Singh of India and also Ochoa of Columbia.

Top clash in round 6 was Japan v China. China survived and Dai Chun Li won the championship with a straight 8. Kanazawa of Japan ended second on 7/8. The next seven players all won 6/8. Third was Liu of Australia, 4 was Ko of Korea, 5 was Lazarev of Russia, 6 Yu of Canada, 7 Wang of Hong Kong, 8 Lin of Taiwan and 9 Fernando Aguilar of Argentina. The countries on 5/8 were in order Luxembourg (Heiser), Czechia (Nechanicky), USA (Kim), France (Roche), Hungary (Koszegi), Netherlands (Eijkhout), Ukraine (Yatsenko), Austria (Huettler), Germany (Dickhut), Romania (Bisca) and Poland (Giedrojcz).

Warsaw 23/06/01 – 24/06/01

Danek was again the winner of a TT event, this time in Poland. Second was Gheorge Cornel Burzo (5 dan Romania) and third was Tibor Pocsai (5 dan Hungary). Piers Shepperson was 10th out of 80 players.

Helsinki 30/06/01 – 01/07/01

Matti Siivola, European Secretary and local organiser, won the Finnish Toyota Tour event, including a win over second placed Viktor Bogdanov. There were only 22 players in what must be the smallest Tour event so far.

CEMSO 01/07/01 – 08/07/01

The Central European Mind Sports Olympiad was a new event held this year in Prague. Most of the players of course were Czech, but there was present the odd Romanian, Hungarian, Slovakian, French or Pole. Martin Gomilshak and Gert Schneider of Austria played in other events

and won in Shogi, Gifp and Entropy. Tibor Pocsai won the 62-player main event. Fellow Hungarian Gabor Szabics won the Lightning. Julian Toma of Romania won the Handicap (group A) and Radek Nechanicky won the Czech-only Championship. Pair Go Champions were Kamila Holecikova and Martin Valek, and Petr Nechanicky won the two small board events.

European Team Championship 06/07/01 – 08/07/01

Eight teams from five countries, plus a scratch Asian team, took part in the infrequently fought European Teams. This time it was in Moscow, Russia. First was the Russia-2 team from Tatarstan (Dinerstein, Shikshina, Sajfullin, Kulkov, Solovjev) with 9 points out of 10. Second was Russia-1 (Lazarev, Bogdanov, Surin, Khmyrov, Ezhov). Third was Ukraine, fourth was United Asia, fifth was Germany, then the Russian Juniors, Slovakia and lastly Finland.

US Go Congress 22/07/01 – 29/07/01

The seventeenth US Go Congress was held in York, Pennsylvania. The American Go E-Journal reported that 255 players entered the main tournament from American and around the world. Also 14 professionals were there to provide teaching and there were many side events of course. The Congress Champion was Yongfei Ge; Ke Huang won the American Ing Cup. Thomas Hsiang and Debbie Siemon won the Pair Go and Eric Lui the Junior Handicap. A party of Russian and Ukrainian players attended on their way to the World Youth Go Championships in Hawaii.

Viktor Bogdanov was third in the 6 dan section of the Championships and Sergej Ouspenskij, Dina Burdakova, Ilja Chikchine and Mykhalo Koslov all one at least one prize (Dina won the 3 dan group and Ilja the 2 dan).

European Go Congress 21/07/01 – 04/08/01

The 45th European Go Congress was run jointly by the Irish Go Association and the British Go Association at the Teacher's Club in Parnell Square, Dublin. 16 professionals and around 400 players enjoyed up to two weeks of Go, fun, eating and drinking, and also easy sight seeing from the city location. The record number of 132 boards was ten percent over record set in Canterbury in 1992. 325 players from 26 countries took part in the main event. Matthew Macfadyen (6 dan) was fifth and Dan Gilder (2 dan) also won 7/10. Matthew Cocke was fourth and Macfadyen fifth in the Weekend Tournament. Further coverage of the Congress can be found elsewhere in this Journal.



Professional Yuki Shigeno meeting EGC sponsor Brendan Supple at Chester Beatty Library in Dublin.

Photo: Tony Atkins

BGA E-MAIL ADDRESSES

The BGA maintains several e-mail addresses for use in publications and promotional material. These accounts usually forward incoming mail to the appropriate BGA official.

The BGA e-mail server has recently been moved and the addresses rationalised. If you need to communicate with a BGA official, use of the appropriate address below will ensure that your mail is sent to the relevant person.

president@britgo.org
secretary@britgo.org
mem@britgo.org – membership
webmaster@britgo.org
journal@britgo.org
tournaments@britgo.org
championship@britgo.org
publicity@britgo.org

JUNIOR NEWS REVIVAL

Alison Bexfield has restarted the Junior Newsletter of the BGA. This is a colourful publication aimed at junior players in the UK. It includes news and reports of events, features on players and clubs as well as problems and competitions. If you would like to receive a copy of this as a junior player, a junior club contact or parent with potential junior players, please contact Alison to ensure you are on the distribution list.

Contact details

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NOTICES

Journal Contributions

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

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

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

Please e-mail your contribution to:

journal@britgo.org

or post to:

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Buckingham
MK18 5AL

Advertisements

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

BGA Tournament Phone 07951 140433

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

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Views expressed are not necessarily those of the BGA or of the Editor.

FORTHCOMING EVENTS

October

Saturday 6th

Wanstead 4 round McMahon. 40 minutes time limit, overtime of 30 stones in 3 minutes. 6 points komi.

Contact Bill Streeten 020 8926 6923.

Sunday 14th

National Small Board Championship

Played on 13x13 boards. 9 rounds (at least). 15 minutes sudden death. Even games to decide the ultimate champion, handicap games for those knocked out.

Contact Paul Smith 01223 563932.

Sunday-Thursday 21st-25th

Go Friendship Matches A team of Japanese players will be visiting the UK and playing friendship matches against various teams. Teams will consist of strong kyu and dan players. If you are interested in taking part then contact the respective club secretary. See Club pages for contact details. Spectators are welcome.

Sunday 21st London Nippon Club

Monday 22nd Cambridge

Tuesday 23rd Bristol

Thursday 25th Oxford

Sunday 28th

Wessex 4 round McMahon. 50 minutes time limit plus 30, then 60 stones in 5 minutes

Contact Simon Shiu 0117 962 8907

(before 9:30pm please).

November

Saturday-Sunday 10th-11th

Three Peaks

Contact Toby Manning 01926 888 739

Sunday 25th (provisional)

Swindon Contact David King 01793 521625

December

Saturday 1st

West Surrey Teach-in

Contact Pauline Bailey 01483 561 027

Sunday 2nd

West Surrey Handicap

Contact Pauline Bailey 01483 561 027.

Sunday 9th

Anglo-Japanese Winter Match

By invitation. Contact Geoff Kaniuk.

Friday-Monday 28th-31st

London Open 8 round MacMahon tournament. 90 minutes time limit with 20 stones in 5 minutes overtime. 6.5 komi. Part of the Toyota European Go Tour. Sponsored by **Toyota**. Organised by the Central London Go Club. Supported by the British Go Association. Contact Geoff Kaniuk.

For the most up to date information on future events, visit the BGA web site at:

www.britgo.org/tournaments

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BGA Web site

<http://www.britgo.org>

BGA e-mail lists

see web site for details of how to enlist
for general and discussion broadcast:

ukgolist@cs.rhul.ac.uk

for youth discussion broadcast:

youthgolist@cs.rhul.ac.uk

BGA Tournament Phone: 07951 140 433

UK CLUB LIST

☛ Indicates new information

- BATH: Paul Christie 01225 428 995
p.christie@bath.ac.uk Meets at The Rising
Sun near Pulteney Bridge, Wed 7.30pm.
- BILLERICAY: Guy Footring 01277 623 305
guy@Footring.demon.co.uk Meets Mon.
- ☛ BIRMINGHAM: Eike Ritter 0121 244 0982
E.Ritter@cs.bham.ac.uk Meets various places.
- BOURNEMOUTH: Neil Cleverly 01202 659 653
cleverlyn@poole.siemens.co.uk Meets at 24
Cowper Rd, Moordown, Tues 8pm.
- BRACKNELL: Clive Hendrie 01344 422 502
clive.hendrie@freenet.co.uk Meets at Duke's
Head, Wokingham, Tues 8.30pm.
- BRADFORD: Kunio Kashiwagi 01422 846 634
kashiwag@aol.com Meets at Prune Park
Tavern, Thornton Wed 7.30pm.
- BRIGHTON: Granville Wright 01444 410 229
01273 898 319 (w) granville.wright@icl.com
Meets at The Queen's Head, opposite Brighton
Station, Tues 8pm.
- BRISTOL: Antonio Moreno 0117 942 2276
Meets at Polish Ex-servicemen's Club, 50 St
Paul's Road, Clifton, Bristol, Tues 7.30pm.
- CAMBRIDGE CHESS & GO CLUB: Paul Smith
andreapaul@andrea-paul.freeserve.co.uk
01223 563 932 Meets Victoria Road
Community Centre, Victoria Road, Fri 6.15 to
7.45pm. Caters for beginners and children.
- CAMBRIDGE UNIVERSITY & CITY:
Charles Matthews 01223 350 096
soc-cugos-contacts@lists.cam.ac.uk Meets at
Alexandra Arms Mon 9pm; the Chetwynd
Room, King's College Weds 7.30pm (term);
Coffee Lounge, 3rd floor, The University
Centre, Mill Lane Thurs 7.30pm; CB1 (café),
32 Mill Road Fri 7.00 to 9pm
- CANTERBURY: James Collier 01227 721 269
skylarkjames@hotmail.com The Watermill,
Littlebourne, Canterbury Kent CT3 1Q
- CHELTHENHAM: David Killen 01242 576 524 (h)
Meets various places, Wed 7.30pm.
- CHESTER: Dave Kelly 01244 544 770
davesamega@fsnet.co.uk Meets at Olde
Custom House, Watergate St, Weds 8.00pm.
- ☛ DEVON: Tom Widdecombe 01364 661 470
tomwid@mcm.com Meets Thursdays at
7.30pm Royal Seven Stars Hotel, Totnes (at
the bottom of the High St). Ring to confirm.
- DUNDEE: Bruce Primrose 01382 669 564
Meets weekly.
- DURHAM UNIVERSITY: Paul Callaghan
0191 374 7034 p.c.callaghan@durham.ac.uk
- EASTBOURNE & HASTINGS: Patrick Donovan
01323 640552 Meets by arrangement
- EDINBURGH: Howard Manning 0131 667 5260
howard@manning2353.freeserve.co.uk
Meets at Guildford Arms, West Register St.,
Weds 7.30pm.
- EPSOM DOWNS: Paul Margetts 01372 723 268
paul@yuhong.demon.co.uk Meets at 7 Ripley
Way, Epsom, Surrey KT19 7DB but check
with Paul first. Tues 7.30 to 11pm.
- GLASGOW: John O'Donnell 0141 330 5458
jtod@dcs.gla.ac.uk Meets term time at
Research Club, Hetherington House,
13 University Gardens, Weds. 8pm.
- ☛ HIGH WYCOMBE: Paul Clarke 01494 438 917
paul.clarke@eu.citrix.com Meets Weds 8.00pm.
- HP (BRISTOL): Andy Seaborne 01179 507 390
afs@hplb.hpl.hp.com Meets Wed & Fri noon.
Please ring in advance to ensure that players
are available.
- HUDDERSFIELD: Alan Starkey 01484 852 420
Meets Huddersfield Sports Centre, Tues 7pm.
- HULL: Mark Collinson 01482 341 179
mark@collinson.karoo.co.uk
Meets alternate Weds 7.30pm.
- IPSWICH: Vince Suttle 01473 625 111
v.suttle@btinternet.com Meets Thurs.
evenings in the Brewery Tap, Cliff Road.
- ISLE OF MAN: David Phillips 01624 612 294
Meets Mon 7.30pm.

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

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

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

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

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

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

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

MONMOUTH: Gerry Mills 01600 712 934
Meets by arrangement.

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

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

NOTTINGHAM: Mat McVeagh 0115 877
2410 matmcv@hotmail.com Meets second
and fourth Sunday of every month. The
Newcastle Arms, 68 North Sherwood Street,
Nottingham, 2.00pm.

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

OXFORD CITY: Richard Helyer
01608 737 594 Meets at Freud's Café,
Walton Street, Tues & Thurs 6pm. Check
with Richard that Freud's is available.

OXFORD UNIVERSITY: Henry Segerman
henry.segerman@st-johns.oxford.ac.uk
Meets in Besse 1.1, St Edmund Hall
(term only) Weds 7.30 to 11pm.

READING: Jim Clare
jim@jaclare.demon.co.uk Meets at the
Brewery Tap, Castle St, Mon 6.30 pm.

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

ST ALBANS: Alan Thornton 01442 261 945 or
Richard Mullens 01707 352 343 Meets at
The White Lion, 91 Sopwell Lane, St. Albans.
Non-regular visitors should ring to confirm a
meeting.

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

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

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

WEST CORNWALL: John Culmer
01326 573 167 john_culmer@talk21.com
Meets Flat 4, 25 Lannoweth Road, Penzance,
Weds 8.00pm.

WEST WALES: Jo Hampton 01341 281 336
jo@barmouthbay.freeserve.co.uk
Baron Allday 01341 280 365 Llys Mynach,
Llanaber Rd, Barmouth LL42 1RN.

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

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

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

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

www.britgo.org/clublist/clubsmap.html

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

See page 64 for all BGA contact details.

LONDON CLUBS

CENTRAL LONDON: Geoff Kaniuk
020 8874 7362 geoff@kaniuk.demon.co.uk
Saturday 12:00 to 19:00 sharp (except when
the Friday or Monday is a bank holiday) at
the Crosse Keys pub, 9 Gracechurch Street,
London EC3, First-time visitors play free,
others pay.

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

NORTH LONDON: Martin Smith
020 8991 5039 martins@dcs.qmw.ac.uk
Meets in the Gregory Room, Parish Church,
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NORTH WEST LONDON: Keith Rapley
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Meets at Greenford Community Centre,
Oldfield Lane (south of A40), Greenford
Thurs 7pm.

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

WANSTEAD & EAST LONDON: Jeremy Hawdon
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21 The Green, Wanstead E11, Thurs 7.15pm.

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GLOSSARY OF GO TERMS

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