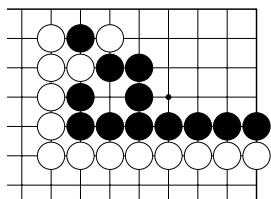


A POINT HERE, A POINT THERE... ~ PART II

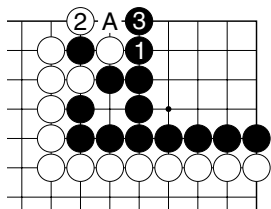
Andrew Grant

a-grant2@talk21.com



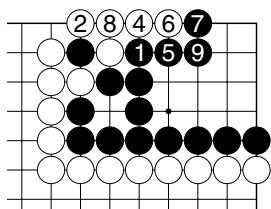
□ 1

In Diagram 1, Black wants to seal off the territory on the right.



□ 2

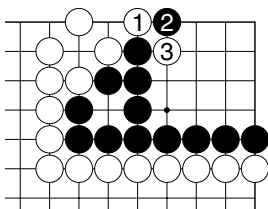
So he plays 1 and White answers at 2. Obvious, but Black 1 is wrong. Black needs to put in another move at 3, so he ends in gote, since White is unlikely to answer 3 at a until the very end of the game.



□ 3 3 elsewhere

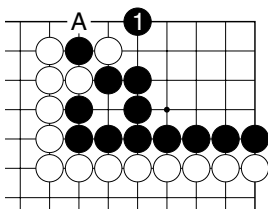
But if Black plays elsewhere as in Diagram 2, White can hane at 4 in

Diagram 3 and make a big dent in Black's territory, and in sente too.



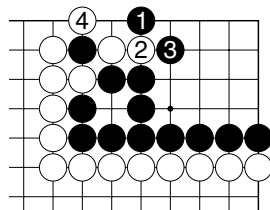
□ 4

Playing atari at 2 in Diagram 4 is usually a blunder. If White were to docilely connect his stone it wouldn't be too bad, though Black would still have to defend and end up in gote – but the real danger is that if White has enough ko threats he can start a ko in which Black risks losing lots of territory whereas White risks next to nothing.



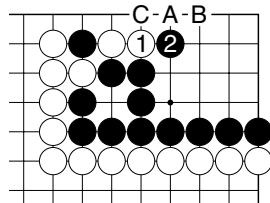
□ 5 Correct

Returning to the original position, jumping to the edge with 1 in Diagram 5 is the correct move. Black is threatening to pull out at A, saving his stone and killing White's.



□ 6

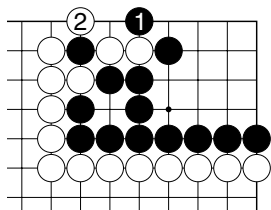
The best White can do about this threat is to push at 2 and capture at 4 in Diagram 6. Black takes sente and his territory ends up only two points smaller than in Diagram 2. The advantages are that, unlike Diagram 2, Black doesn't end in gote - unlike Diagram 3, he doesn't have to fall back - unlike Diagram 4, there's no risk of a ko.



□ 7

Now let's turn the position around and look at it from White's point of view. If it's White to play, 1 in Diagram 7 looks obvious, but after Black 2 you can't go any further. White A will be answered by Black B and White will be unable to connect; while White C is worth a measly one point in

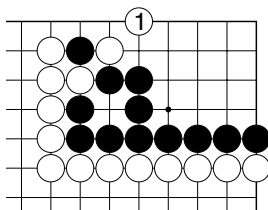
gote. Black will block at A and White will have to capture the black stone.



□ 8

Rather than take gote, White will play elsewhere and Black will eventually exchange 1 for 2. Notice that this leaves exactly the same position as Diagram 6.

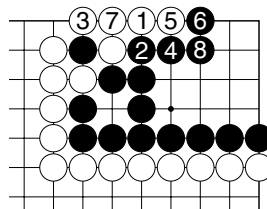
White has wasted sente completely – he might as well have let Black play first on this edge if he’s going to get exactly the same result.



□ 9

White 1 in Diagram 9 is a surprising move. Players who would see Black 1 in

Diagram 5 straight away might miss this one. But it’s correct. As the proverb says, your opponent’s key point is your own.



□ 10

The sequence to 8 is forced. If Black plays 4 at 5, White cuts at 4 and starts the ko as in Diagram 4.



IN THE DARK?

Magari Reiki

Magari sensei was born 13 November 1924 in Mie Prefecture (southern Japan). He was a disciple and later great friend of the late Iwamoto (founder of the London and European Go Centres). He became professional in 1942 and reached 9 dan in 1974. Five times he played in the Honinbo League and was noted for his aggressive style, which clashes with his current placid temperament. He travelled with Iwamoto to London for the opening of the Go Centre and also to Bristol in 1975. Nowadays he often travels abroad on Go promotion trips like that to the UK in October 2001.

Shigeno Yuki

Yuki was born on 18 December 1965 on Saito Island off the north coast of Japan’s main island. Her family moved to Nagoya so that she could study Go, where she became a disciple of Shimamura 9 dan. She became shodan in 1986 and 2 dan in 1994. For five years she has lived in Milan and in 2000 married her Italian husband, Ivan Vigano. Her speciality in recent years has been touring western countries teaching children using the Yasuda method of capture Go. She has visited the UK several times.

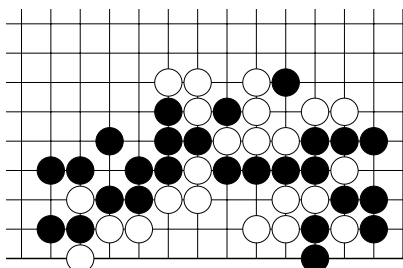
Tony Atkins

NAKADE & ISHI-NO-SHITA ~ PART SIX: NAKADE GAME EXAMPLES

Richard Hunter

hunter@gol.com

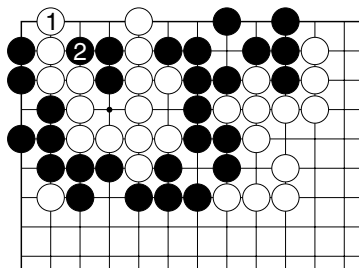
Problem 1



□ Problem 1 Status?

What is the status of the white group? Can White play elsewhere or does he need to defend? What happens if Black plays first here? This position, which came up in a professional game, is discussed later in this article.

It's fairly difficult so either stop and think about it or, if you prefer, just read on and follow the discussion.

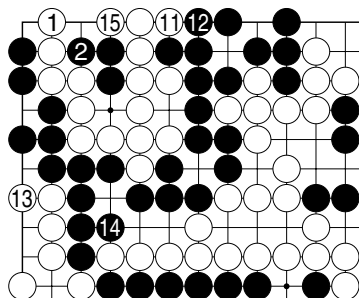


□ 1 Status?

Diagram 1: White's group is under attack. With 1, White widened his eye-space and Black answered at 2. What is the status of the White group now? I hope that readers who have been following this series on nakade recognise the status at a glance, or can work it out very quickly.

That position is from a game between two kyū players that we were watching online on

the Kiseido Go Server. After Black 2, the action shifted to the bottom left corner.



□ 1a Seki (3 – 10 elsewhere)

With 11, White returned to the top left. This kind of play is quite nerve-wracking for spectators. It's a good thing it's possible to talk and comment about online games without the players hearing. If this were a real-live club game, it would be difficult to remain silent.

White 11 was sente because it threatened to win the capturing race. With 12, Black safely made two eyes. What do you think White 13 and Black 14 do?

Finally, White settled the position with 15. This made the top left corner into a seki. A black move at the same point would make a pyramid four, which Black could then increase to a bulky five leading to death by nakade.

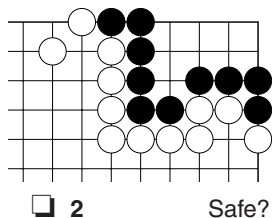
You might like to count how many opportunities each side had to play a decisive move in this unsettled position. I hope this never happens in your own games.

The players continued the game to the end and counted up. White won, but he was lucky to get credit for it. The automatic scoring system failed to recognise the top left as being seki and counted the white stones as dead.

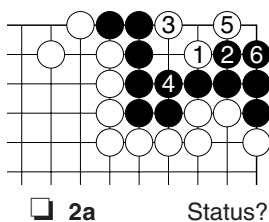
Be sure you check carefully before clicking the ‘Done’ button in confirmation.

Well, I make blunders too. I’m sure we all do.

Here’s an example from one of my games. In Diagram 2, I’m White.



Black has just connected on the first line in the late endgame. I hope you have alarm bells ringing in your head when you see a position like this. When all the liberties are filled, there’s almost certain to be some danger of a liberty shortage. I played 1 in Diagram 2a, expecting to get a seki at the minimum.

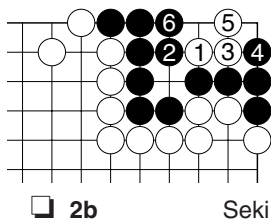


After White 5, I pointed out to my opponent that he needed to add a move at 6 to avoid a ko in the corner. This was a friendly social game and I was giving him a three-stone handicap. Later, near the end of the game, a kibitzer commented

how sad it was that the black corner was dead. “It’s not dead, it’s seki,” I said. But after a while, I realised he was right. The black group really is dead. I told my opponent that since we had agreed that the status of the corner was seki, that status would stand at the end of the game. My hallucination was to think that White has no move after Black 6 in Diagram 2a.

Neither atari looks useful, but I overlooked the fact that White can fill in the partial eye to make a pyramid four and then increase it to a bulky five. I really should have known better and I hope to avoid such misconceptions in future. I hope you will too.

What is really galling is that not long afterwards I found this exact position in a book – and one that I had read before too. Black 2, the move I actually expected, was given as a failure because of the ko at 6. And it specifically mentioned Black 6 as being suicidal, because after 6 in Diagram 2a, Black is unconditionally dead. The correct reply is 2 in Diagram 2b. White 5 threatens to start a ko, so



Black must add a move at 6 to make a seki. White 5 in Diagram 2c gives an equivalent result.

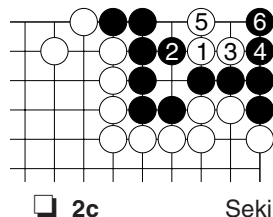
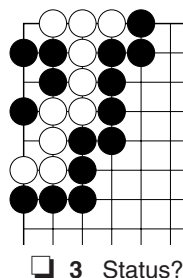
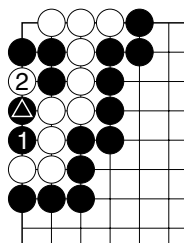


Diagram 3 shows a position from another game I watched on KGS. At the end of the game, the top left corner was a source of dispute.



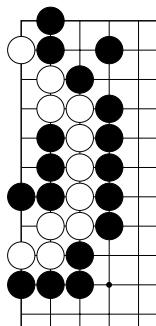
You should recognise this position from Part IV (BGJ 123) as being seki. If Black fills in his partial eye on the 1–3 point, he makes a bulky five with two inside liberties, so he can only put White into atari by making a non-nakade shape. What Black did in the game was to play atari at 1 in Diagram 3a, White captured two stones with 2, and Black recaptured the white stone with a move at Δ. This reverts to the starting position. Black claimed that this meant White was dead. White, on



□ 3a 3 at Δ

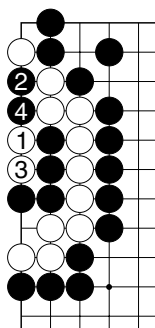
the other hand, asserted that she was alive in seki. After some discussion, Black disconnected and did not return.

Perhaps Black was getting confused with the position in Diagram 4. Can you work out the status here?



□ 4 Status?

Black has the advantage. White must play 1 in Diagram 4a, because if Black plays there and makes an eye, White dies as a result of a liberty shortage. With 2, Black threatens to follow up with 3 and make a bulky five, so White 3 is forced. Black captures two stones with 4 and White must recapture at 1. White is now threatening to live, so Black must throw in at 2



□ 4a Eternal life

and the position repeats endlessly. This is known as 'Eternal Life' – *chosei*. Under Japanese rules, the game ends with no result, unless one of the players is willing to concede and let his stones be captured. For example, if Black were sufficiently far ahead on territory, he might choose to give way and let White live.

Please satisfy yourself that Diagram 4 is completely different from Diagram 3.

Figure 5 shows a position from an NHK game between Takemiya Masaki (Black) and Kobayashi Satoru (White). White played sente endgame moves against the top left corner with 1 and 3. When White continued with 5, the commentator, Ishida Yoshio, pointed out that this is also sente. If Black doesn't answer, White will start with the atari at 1 in Diagram 5a. Then the peep at 3 looks like an obvious attack, but Black has a good move at 6 after White 5, so nothing seems to come of White's attack. But White has a stronger move, as Ishida explained.

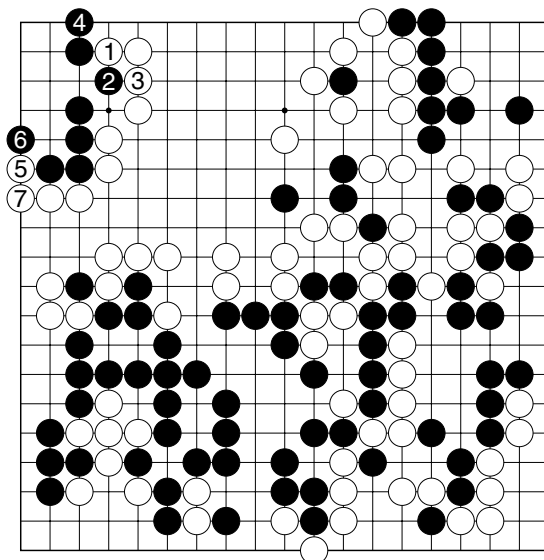
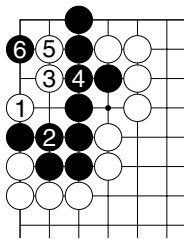


Figure 5



❑ 5a Failure

After 7 in Figure 5, Black played elsewhere (Figure 5b), to Ishida's surprise. Had he missed the danger? When he got the chance, White attacked, playing 4 and 6 without hesitation.

Playing from the outside with 6 is correct. After 10, Black needs to add a move (at 11) to avoid having to fight a ko. Having made a seki in sente, White continued the endgame with 12 and won by a comfortable margin.

Afterwards, Takemiya said he knew there was some danger in the corner, but he was behind on territory and initially planned to fight the ko.

Figure 6 shows a position in an NHK game between Mimura Tomoyasu (Black) and Ishida Yoshio (White). Black's placement inside White's group at the top was rather alarming. Was White safe? Not only did Ishida determine the life-and-death status, he also worked out the endgame values and the timing for when to add moves. As a result, he won this semi-final game by half a point and went on to win the final.

With 1 and 3 in Figure 6a (overleaf), Black formed a partial eye inside the white group.

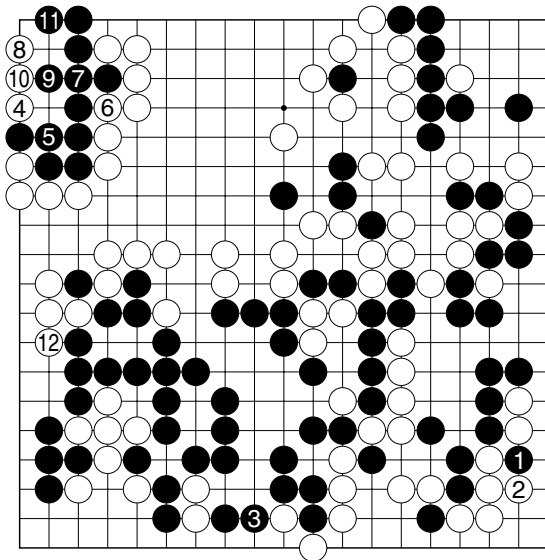


Figure 5b

Success

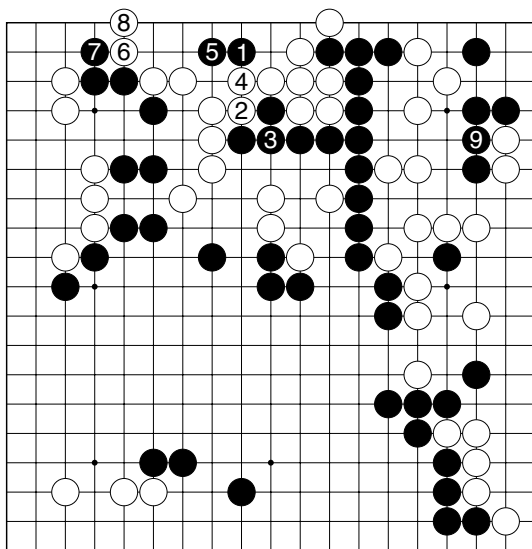


Figure 6

White had plenty of liberties at that point so he could win the capturing race if Black perfected his eye, which would give him possession of all the inside liberties. Later on, however, when some of his outside liberties get filled, White needs to be careful to add a move to prevent Black from winning the capturing race. Black, on the other hand, must be careful not to let White make an eye in the middle, which would destroy the seki and give White a large amount of territory.

When Black filled an outside liberty with 1 in Figure 6b, White answered at 2. This ensures a seki. If White waits any longer, he'll have to give up the marked stone to avoid running out of liberties.

Figure 6c shows the final position. White won the final ko and connected at 1 (move 322) to win by half a point.

Figure 7 shows the sequence leading up to Problem 1 at the beginning of this article. It's an NHK game between Kojima Takaho (Black) and Ishida Yoshio (White). The commentary was by Abe Yoshiteru with assistance from Umezawa Yukari. White 1 is a good move. Jumping further, to 2, would be dangerous. Black could wedge in at 1 and then cut through the knight's move to the left. Black 2 was sente; White will not defend peacefully by adding a move inside, but will counter-attack. Black played it

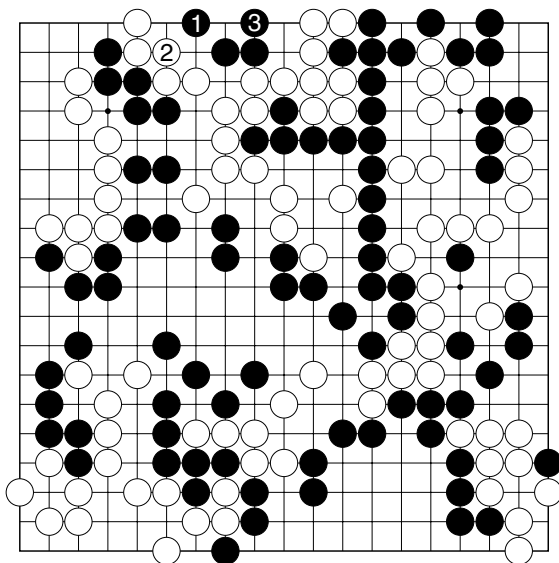


Figure 6a

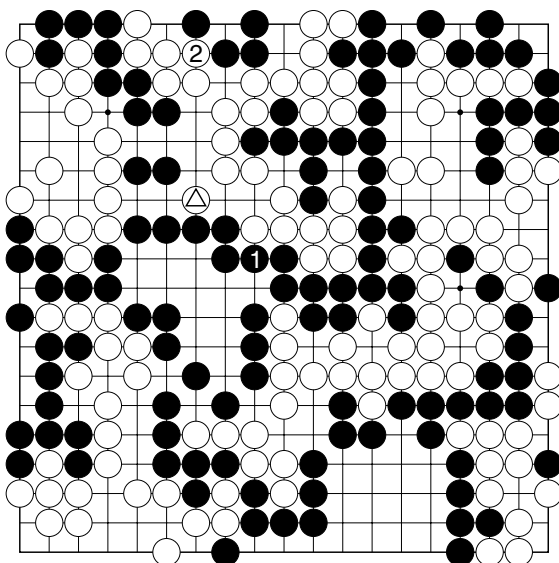


Figure 6b

and Abe called it a severe move. White 3 was predictable. Next, Black had the difficult choice of descending at 8 or connecting at 9. Black had used up his penultimate minute of thinking time so he

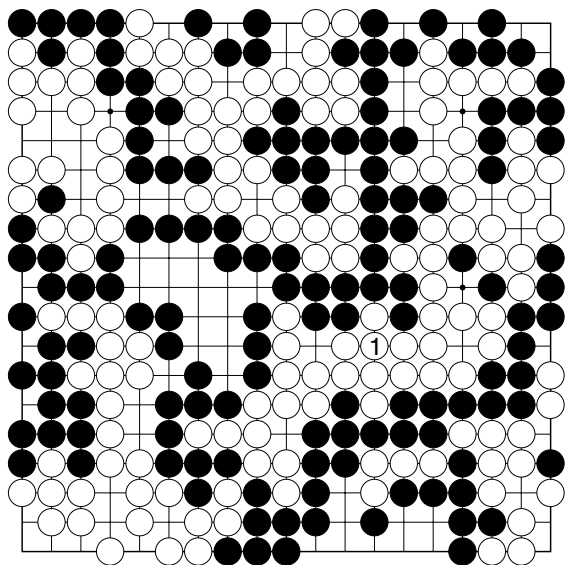


Figure 6c

to 14, and the players played 9 to 16 very fast. Can White now play elsewhere and safely leave his group? Abe reckoned so. White pushed again with 17 and Black answered patiently. Black now had one minute of time left; White had none, so he had to play every move within 30 seconds. Ishida was muttering unhappily.

Abe: "He's alive. I can't see any move that works to kill White". "Is there anything?" Finally, White played 19 at the top.

Abe: "Tenuki. Just a minute. Is he really ok?" Abe quickly looked at a few lines. "Black 1 (in Diagram 7a) is the vital point, forcing 2.

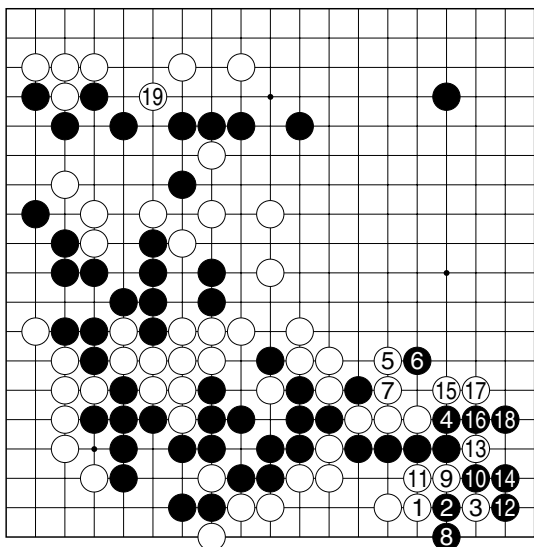
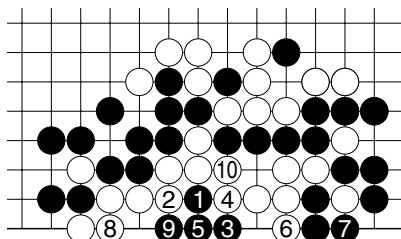


Figure 7

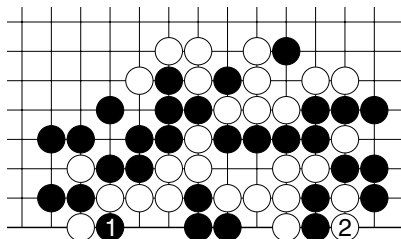
played 4 and 6 to gain time. Finally, he decided to descend at 8. White 9 is essential. If White does nothing here, a defensive play like Black 10 solidifies the corner territory in sente. Abe predicted the moves



7a

Alive

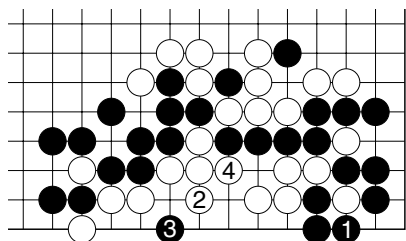
Next, how about the diagonal move at 3?" Umezawa played the White stones 4 to 8. "Ah, it doesn't work. But maybe 6 isn't sente." He tried the throw-in at 1 in Diagram 7b, but Umezawa refuted that too.



7b

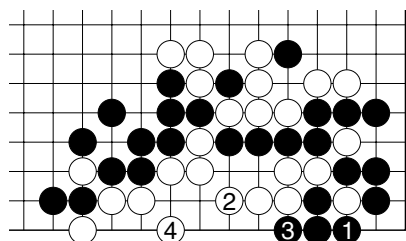
Alive

“How about starting by capturing?” Abe tried 1 in Diagram 7c, but couldn’t find a convincing line. Even White 2 in Diagram 7d looked good.



7c

Alive



7d

Alive

The game continued. After using up his last minute of thinking time, Black attacked with 1 in Figure 7e. “Ha. He’s going for it,” said Abe. White 2 is the only move, but Ishida hesitated and thought as long as possible before playing. He was muttering again. Black instantly extended at 3. “White’s alive,” said Abe. White 4 is the only move, but Black instantly smacked down 5. Abe: “Eh? Does that work? I didn’t read that out. Oh, it does work. That’s a blockbuster. White is dead.” White had only 30 seconds per move. He decided to play at the top with 6. Black jumped lightly back to 7. Abe: “With a big capture like that, Black can afford to give way and play safe”. With 10, White attacked the black group at the top.

Ishida kept on fighting right up to the end of the game at move 294, but Black won by 2.5 points.

Unfortunately, there was no time left for a post-game discussion with the players. The write-up in the monthly NHK magazine conjectured that Ishida was aware that the group was killable (with correct play), but couldn’t afford to take gote to defend it. It offered the line: Instead of playing at the top (marked stone), White could have defended at the bottom with 1 in Figure 7e, Black would defend at 9, then White would approach the top right corner at A. It quoted Ishida as agreeing that living was proper.

This was an exciting game to watch and a fine win for Kojima, who held onto his lead despite everything that Ishida threw at him. A nice example of real-game life and death.

The professional games discussed in this article can be downloaded from the BGA web site. Look under ‘What’s new’.

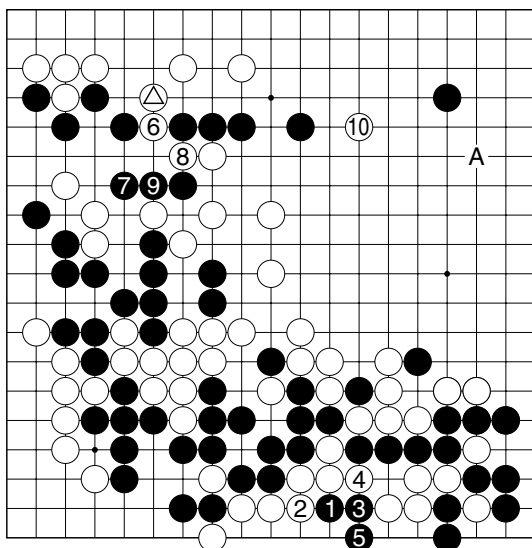


Figure 7e

Dead

12TH PAIRGO INTERNATIONAL

Matthew Macfadyen

matthew@jklmn.demon.co.uk

We are fond of describing Go as the (second) oldest game in the world, which implies no great appetite for sudden change, but there seems to be something of a corner in new developments now that IGS is associated with the Japanese Pairgo association.

In some ways this drags in opposite directions – Internet Go is a rather faceless activity compared with meeting your opponent, while the International Pairs events in Tokyo stretch the human aspects of the game – meeting people, partying, reading what is in your partner's mind, not just the moves on the board.

As to the actual event, recent innovations include a switch to a Swiss system, which makes the whole event more inclusive, and the deferment of the final rounds of the Japanese selection tournaments so that the International event includes a good range of Japanese teams, some of which proved to be within range of the best of the West.

Kirsty and I were somewhat surprised to find that this meant us. After beating Turkey in round one, and losing to South Korea (the losing finalists) in round 2, we scored a win and a loss against Japanese pairs and then scrambled through against the Canadians to finish 12th out of the 32 entrants, behind China, North and South Korea and eight of the Japanese teams. Meanwhile, the Chinese teenagers proved too strong for everyone else, and the German and Russian teams also scored 3/5.

The really special feature of this event comes on the evening after the first round, when teams are asked to dress in their national costumes. This is coming to be taken quite seriously, several of the European teams had

been at the 18th century sections of their local theatrical costumiers. We decided to lean on our Celtic ancestry and do the Jocks in frocks bit, which went down well. The next part after the dressing up is to draw lots for partners in the friendship game. Kirsty picked the long straw here, and made short work of a pair of 5 dans with the help of Michael Redmond.

There are no doubt further surprises and innovations in store from Panda Net, as the sponsoring organisation is now known. Facilities for playing Internet Pairgo in 4 corners of the world at once are already installed, and this most sociable of Go events is working well at fixing itself as a major landmark in the calendar.



Jocks in Frocks at the Pairgo International in Korea

THE GO RANKING SYSTEM OF KLAUS HEINE

Franco Pratesi

pratesi@dmti.unifi.it

Here is another contribution to my recent articles about Go ranking systems. Let me call attention to the fact that the whole series results from a personal approach to the topic, aiming to show the most promising features of systems adopted or just proposed, and the theoretical prerequisites for a correct ranking of Go players. In particular, I selected and examined past proposals in view of their possible application... to future systems – without caring, for instance, whether a given system had been adopted by a national association.

Now, after the absolute scale of playing strength proposed by Walther Schmidt, discussed in the previous issue, the next contribution to take into account is that by Klaus Heine. He is a Doctor in Physics and has taken advantage of his scientific education in approaching several aspects of Go theory.

The question of player strength and ranking, which is the subject of this series, was thus only one of the many scientific aspects touched by his investigation. As Schmidt and other scientists, he was forced to study a better definition of the basic rules.

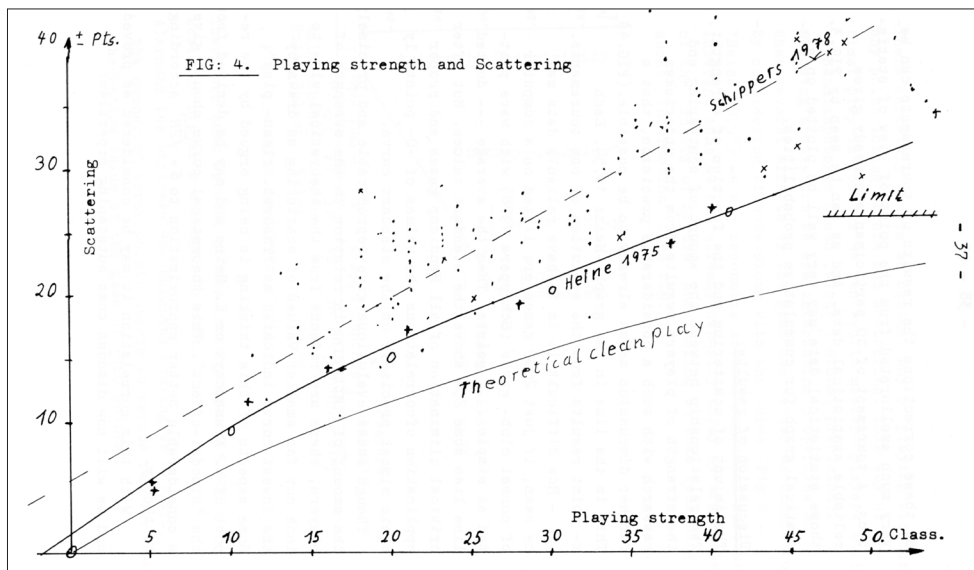
Moreover, he studied the values of moves, komi and handicaps. Other aspects were considered by him, such as the learning process, leading him to postulate a possible use of Go as a model for fundamental studies of pedagogy and psychology.

Heine not only offered his own contribution but assisted the necessary exchange of information among interested experts and scholars, stimulating the two worlds of Go players and professional scientists to work together toward a theoretical approach to the game. To this aim he organised, in particular, two seminars at the European Go Congresses of 1975 and 1979, where several scientists from Europe and the USA took part actively.

Only an unpublished summary has been kept for the former congress, but we have a whole book for the latter: *Proceedings of 2nd Seminar of Scientific Go-Theory* (K. Heine, Ed.), Mülheim a.d.Ruhr, 1980, 126 pp.

What is here of specific interest is the attention that Heine devoted to the scores of Go games. In Go - different from most other games - the amount of a win can be determined and this fact induced Heine to conclude that Go may be the best candidate for a quantitative investigation of game features and correlations. In particular, he performed some statistical analysis, and used similar analyses by other researchers, in order to find the correspondence between game score and player strength. The diagram in the Figure – reproduced from the Proceedings – shows the relation between the scattering of the results of Go games and the strength of the players.

For measuring player strength, Heine systematically adopted the ‘European’ system, which we have already seen in the first article of this series. It had been introduced by Bruno Rüter in 1922 (and revised in 1944), as a derivation from the Japanese handicap-stone ranking system. Among other features, it has the advantage of using a single, continuous scale. After WW2, this system was further modified and in practice the interval of one-half stone between adjacent ranks was eventually applied to the full scale. The limit for weakest players was set at 60 or even higher – ranks around 75 can be found in the lists of German Go players of the 1960s. The limit for strongest players was considered by Heine to be better 0 than 1, in agreement both with ranking systems once in use for chess, such as the INGO one, and with absolute scales based on ratios instead of intervals.



Scattering in the scores of games plotted against the strength of the players. Playing strength is measured using Bruno Rürger's European system.

Heine indeed considers the 0–80 (or 100) European scale as an absolute ratio scale of playing strength - one should however further investigate whether using any scale based on handicap stones is really suitable for measuring playing strength, as discussed in previous parts of this series.

At the same time, Heine regards the final score of a Go game as the accumulation of the mistakes of both players. A comparison is suggested with the theory of information, mistakes acting as noise on a signal. Without mistakes, perfect play can exist. Passing to weaker players the number of mistakes increases with their weakness. Actually, the process does not correspond to a gradual increase of the same kind of small mistakes made by both players; rather, it is the magnitude of each mistake that increases for weaker players, and this may require functions different from the normal distribution for a statistical analysis of the scores.

The study of a few selected tournaments was considered to support the basic hypotheses;

nevertheless, Heine clearly stated more than once that his scientific approach needs more data gathering for a statistical confirmation. Unfortunately, Go players did not contribute enough to this topic and in the years after the Seminars, until now, Heine got very little co-operation, if any. Players usually show little interest in the progress of the scientific theories of Go, and in particular are far from inclined to have the 'correct' scores of their games recorded, especially for lost ones.

Any reader interested in analysis of game scores and their relation with playing strength – in the framework of a more general scientific approach to Go – should contact Prof. Klaus Heine in person, through his e-mail address (klgeheine@t-online.de) or web pages:

<http://home.t-online.de/home/klgeheine/>

Subsequently, other ranking methods have been proposed and adopted. An interesting proposal dated 1994, I intend to describe in the next issue.

CONTRASTS ~ PART III

Charles Matthews

charles@sabaki.demon.co.uk

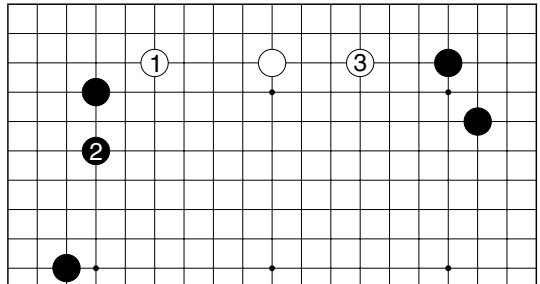
Start a fight (any fight). This is an approach to handicap Go for White. Needless to say, if it carried over to even games the whole purpose of this series studying the transition to the middlegame would collapse.

What does form a basis for even game play, if I'm going to hold it up as a contrast to crude hacking? There is a witty French saying about Go, runs like this. You can play just about anything, but the point is not to play just anything. Even game thinking relies on discrimination. One criterion is something like 'you'd only play that in a handicap game'.

Now I'm not one of those who feels that playing teaching games is in itself detrimental; in fact experience round my club suggests otherwise. Taking the white stones in a handicap game doesn't allow one to practice the full range of the art, but some of the rapier rather than bludgeon skills can certainly be deployed.

I want to focus in this piece on one strand of handicap game thinking and pose questions about its presence in even game positions. I don't have answers in all cases. The general setting is the assumption that a weakish group can be treated as having influence. The particular setting is approach plays 'round the other side' of a 4-4 point.

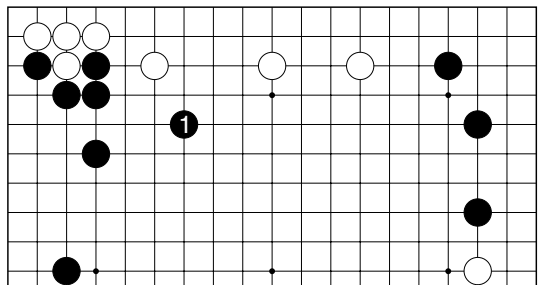
Here are contrasting examples from my experiences when up against 6 dans. In Diagram 1 White (Geert Groenen) calmly played 1 and then 3. White then has a good formation on the top side. You could call it a 'double extension', that is, two extensions joined at the hip.



□ 1

I have never seen any theoretical discussion of double extensions in general. They are the simplest sorts of frameworks that aren't based on a corner. There are many types, when you consider that the extensions may be of various lengths, and on the third or fourth lines.

A little later in the game White had invaded the top left corner, giving Black sente. According to professional advice from Kitano 5 dan after the game, Black 1 of Diagram 2 is the point to play around here. I failed entirely to think in those terms.



□ 2

What I did, and what was not a good idea, was to treat White's framework as an occasion to invade. Black 1 of Diagram 3 sits on a typical weak point of a double extension; but whenever I have tried such a play it has been against a stronger player, and a bad result has ensued. Here Black gets chewed up in the top right corner, and a perilous ko fight arose.

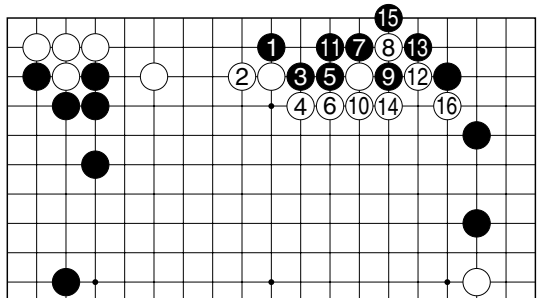
In the similar position of Diagram 4 Matthew Macfadyen (Black) came in at 1, in order to bring the marked white stone under attack. In return I played 2, in order to close down on Black's marked stone, which initially had clear extensions to both A and B. Black 3 – how to answer?

Diagram 5 is how I now wish I'd played it with White. The simple play with 6 makes a substantial and secure corner. If Black carries on with 7, that may not be any bigger than White 8 making another good corner formation.

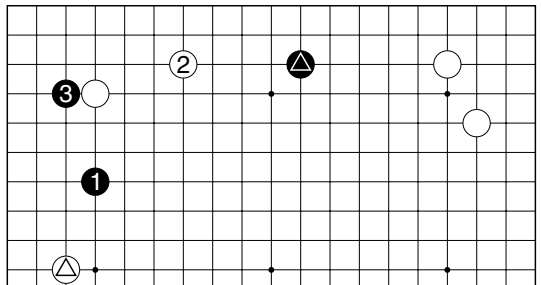
Well, White 4 in diagram 6 looks like it is spoiling for a fight, and duly got one. After Black 5, in the words of many a post-game excuse, 'things got complicated'. A repeated theme in comments I've had is that fights on the side may be smaller than they appear (for example less interesting than taking both corners). This is one that bears some quantitative thinking: start a fight on the side, how much are you fighting over, compared say with giving up one side stone?

My third example is less easy to evaluate. It's a pattern Francis Roads (4 dan) has employed often in recent years as White. With 1 in Diagram 7 (overleaf) White prevents the Chinese-style formation by Black; this has been seen in pro play, but is a rare visitor. White 3 is to slow the game right down, but must be smaller than taking a vacant corner, and as far as I can tell isn't a professional move.

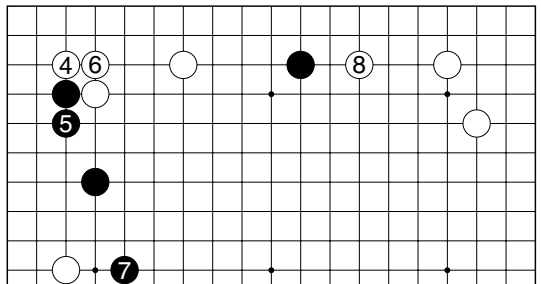
With 5 'round the other side' White demonstrates his conviction that the existing white group on the top side can take care of itself; Francis thereby would award himself a



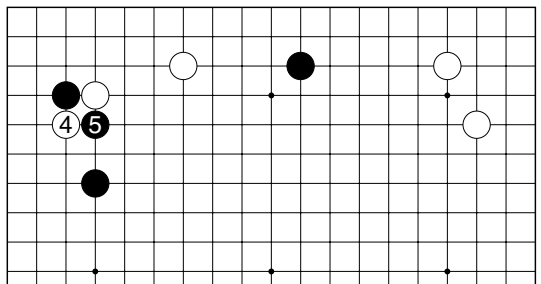
3



4



5



6

framework (bottom left, as we are looking at the board: why not assume a white 4–4 stone there, a black 4–4 stone in the other corner) while having denied Black.

Well, with Black 6 probably the sanest answer available to Black, the white group is either a bit thin, or is light, depending on how you look at it.

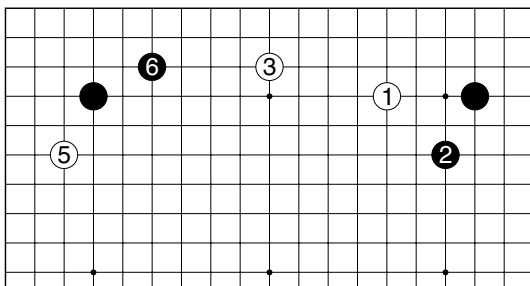
How I would like to look at it is in terms of White's other choices.

Diagram 8 is one way to make a double extension framework.

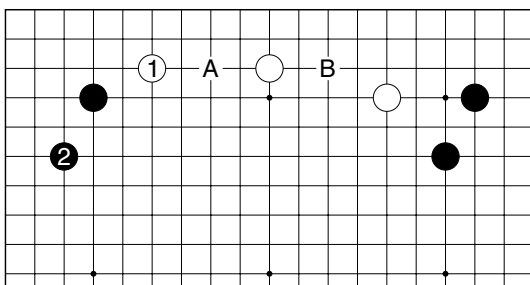
White's position has two gaps in it, at A and B. For the present it doesn't count as territory, therefore. With one more play it might become quite substantial, though.

There is another plan available to White. White 1 in Diagram 9 is a tighter extension, to balance the vaguer relation to its right of White's initial plays. White could play this area now for territory with 3 and 5 as shown. This is a different idea from Diagram 8, where White would next build out into the centre.

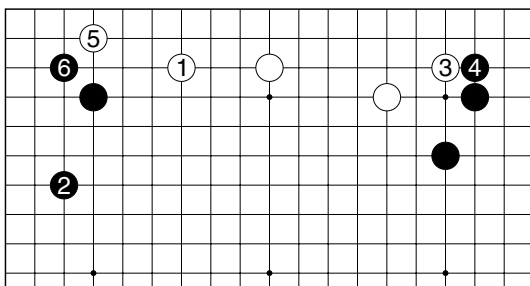
What I take away from this is a primary need to understand more about double extensions. In fact I shall put the Contrasts articles on temporary hold, while I edify myself on those.



□ 7



□ 8



□ 9

IN THE DARK?

O Rissei

O sensei was born in Taiwan, where he is known as Wang Licheng, on 7 November 1958. He moved to Japan in 1971 and became a professional there in 1972. He reached 9 dan in 1988. He has four time won the Oza, was second in the Fujitsu

Cup in 1992 and in the LG Cup in 1998 (both World Championships). He beat Cho Chikun to become Kisei in 2000 and kept the title in 2001 by beating Cho Sonjin.

Tony Atkins

BRITISH CHAMPIONSHIP 2001

Matthew Macfadyen

matthew@jklmn.demon.co.uk

Game 1

Played on 20 August 2001 at South Bank University. Komi for the Championship games was 5.5.

Black: Kim Young 5 dan

White: Matthew Macfadyen 6 dan

At 12 White can choose from a whole range of ideas. But note that White's two corners are relatively solid, while Black's can both be invaded locally. The move chosen for white 12 attempts to leave the corner invasions for later and contest the power in the centre.

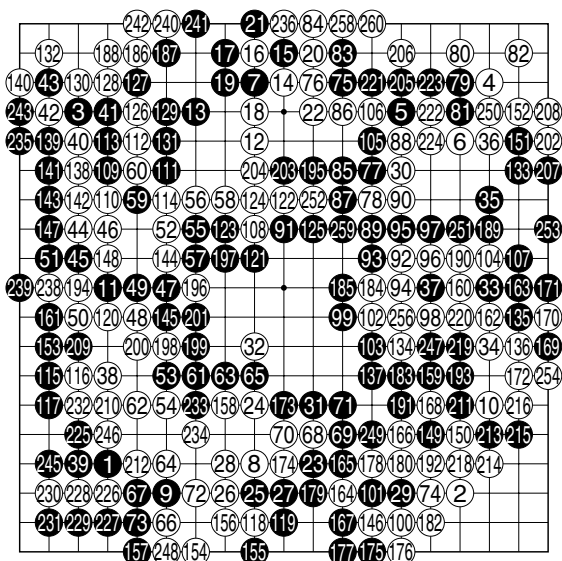
Black's invasion at 23 looks a bit odd – most players would pull out the stone in the upper right and 23 is likely to end in gote locally. I felt that the game was going well after White 30.

With 38 – 43 Black finds time to convert both of his corners into territory, but this territory is not enough. Next there will be a difficult argument as to which of the central groups needs defending.

Black 53 is severe, attacking the whole formation in the lower left area. I spent quite a lot of time looking for a satisfactory answer.

During the following fight, Young Kim tried to damage the shape of the upper group with 59, but this backfired a little, White 60 helps my shape.

Black 65 changes the balance of power in the centre completely, but this seemed better than letting my group get cut in half. I managed to live in sente up to 73 and survived to seal off the lower right corner with 74.



Championship Game 1 181 @ 164, 217 @ 149
237 @ 16, 244 @ 43, 255 @ 170, 257 @ 168

I felt that I had done enough to be well ahead, but white 86 is terribly complacent. This move has to be at 87, followed by a serious attempt to kill all the black stones in this area.

At 109 Black has another try at finding a useful forcing move in the upper left, but this proved to be a fatal decision, the position has a bomb in it after 114.

Black 129 can just capture one stone, but then White would gain points in sente. rather than taking an unconditional loss Young Kim prefers to take sente.

After White lives in the top left corner it seems that komi is big enough.

Game 2

21 August 2001

Black: Matthew Macfadyen 6 dan

White: Kim Young 5 dan

Black's opening with 1, 3 and 5 (overleaf) is a pattern I have been trying this year. White's immediate invasion at 6 had not been tried against me before, and the players have to invent their own joseki.

White 24 is very vigorous. Invading for a second time early on means that White can expect to be defending for some time.

White 30 and 33, pushing Black along the fourth line towards an open area, are frowned upon by most strong players, but White does get to attack in the centre right area.

Black 41 refuses to defend. I was pretty confident that my group on the side would live, but the cutting stones in the centre will only be worthwhile if I can counterattack something.

White has a go at the group on the right, but it makes eyes, and the running fight in the centre flows nicely for Black.

White 72 was a big surprise. This seems to give up a bit too much territory on the side for the rather speculative attack in the centre.

With 85 I am trying to close the game down quickly by forcing White to try to kill me in the centre.

Perhaps White 90 would have done better by cutting off the two loose stones in the lower centre and trying to catch up on territory slowly. Black is able to connect everything together and live at the same time.

Black 229 may not be necessary, but it is sufficient. Black wins by 9.5 points.

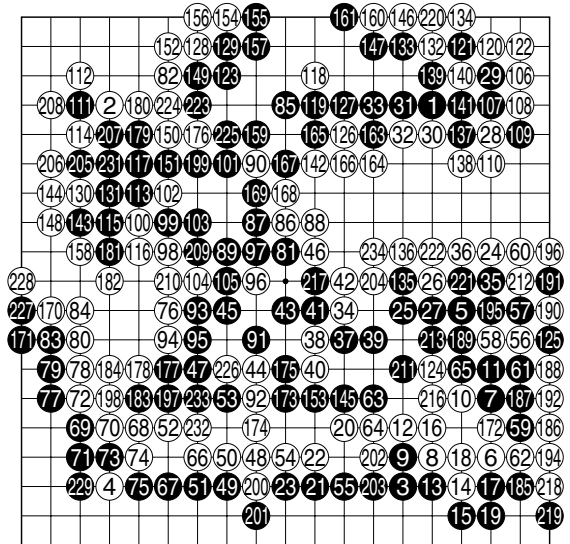
Game 3

25 August 2001

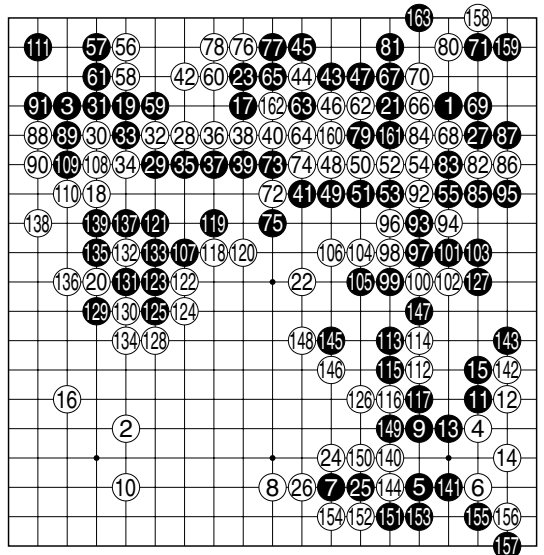
Black: Kim Young 5 dan

White: Matthew Macfadyen 6 dan

The players had a break for a three days before resuming the match. Kim Young started patiently and then fought accurately.



Championship Game 2 162 @ 121, 193 @ 125
214 @ 190, 215 @ 56



Championship Game 3

White 28 was rather ambitious. Up to that point, the black areas are smaller but more solid, while White has almost surrounded a 120 point corner. If Black answers 28 passively he might lose control.

I did not believe that the attack with 29 and so on would kill me, but Black continued to attack very precisely, and after 87 my chances of making eyes have all disappeared. however there are still some weaknesses in the surrounding wall. Black 113 shows Kim's strength. It would be very easy at this stage for Black to feel complacent having killed the big group, and to go into a defensive shell. But just hanging on to minimal life with all of his groups is not enough.

The white territory ends up worth more than 100 points, but Black's extra gains on the right side mean he is comfortably ahead.

White resigns at 163.

Game 4

26 August 2001

Black: Matthew Macfadyen 6 dan

White: Kim Young 5 dan

This game started with the same moves as the second one, but with a few refinements to the new joseki we had invented there.

White 16 is definitely an improvement on game 2, but Kim still finds it necessary to play the questionable forcing moves at 30 and 32.

The first big difference comes at 35. In the second game I kept wanting to play this point and failing to find a good time for it. The result is that the white group in the upper right is weaker, but Black cannot cut in the centre so easily.

In the second game those central cutting stones had become a bit of a liability.

White 46 is a rather crude cut. The rest of the game is an argument about whether this is unreasonable or not.

White 74 expected to end up killing one lot of cutting stones in the centre.

Black 103 completes a large area on the upper side, and the white stones on the right still need to make eyes.

White 108 boldly sacrifices another group in order to have something interesting to do.

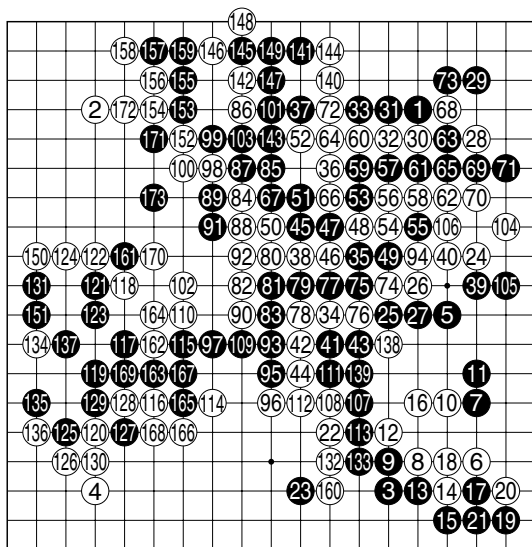
At 115 it is tempting to abandon the centre group. Black has two 60 point territories already. I decided to hang on.

Black 137 makes two eyes. Now, the game is effectively over.

White 160 has a shot at surrounding a second large territory. If White hangs on to everything he has surrounded, the game may still become close.

But the top territory has too many gaps in it. There is no answer to 173, White resigns.

Kim Young showed a good combination of patient, solid play and accurate fighting in these games. With a little more of each of these I would have had an even harder time.



Championship Game 4

LETTERS TO THE EDITOR

Don't knock it

An off-hand remark about chess players in the last Journal, undoubtedly meant light-heartedly, prompts me to write about the BGA policy of non-denigration of chess. This was put in place in 1997 at the suggestion of Adam Atkinson.

It may well be the case that recent converts to Go are most at risk of assuming that, because Go suits them, others need only to have the superiority of Go pointed out in order for them to drop chess (or anything else). Experience does however show that running down other games isn't good for business; and even if it was I'm not sure I would be comfortable with it. Those new to the game may be surprised at how many dan players are county-level chess players, active or less so. I hope that players who get a great deal out of playing Go, advertise the game to best advantage by their own enthusiasm; there shouldn't be any need to explain to potential players that they must be getting less out of other activities.

To show that the said policy is more than well-meaning talk, some examples. At one point the BGA debated the message: *Go – the most challenging board game* on the front of its booklet in the light of it. It stayed, because it is recognisably a sales slogan, and avoids the negative. I was asked to advise on a Journal article, by the Editor of the time, and suggested that a Go/chess comparison should be cut out to avoid unintentional offence. When writing for the Mind Sports web site I found my editor was a chess GM; when working on national newspaper publicity for Go my success depended on a couple of strong chess players; as an organiser of MSO Cambridge I'm in co-operation with local chess players, who are also involved in my local junior club. I really wouldn't want to be on the record with any derogatory comments about chess or other games.

I would therefore urge anyone who is involved in Go, and actually wants to do some good for the game, to tone down any remarks that float up which are pro-Go at the cost of being anti-chess. In particular treat Kasparov v Deep Blue with great caution as a topic. Go players are quite thin-skinned, I find – perhaps we should recognise that others, with whom we have something in common, may be so too.

Charles Matthews

Making the grade?

Recently the European Grading list has been produced and players are being 'encouraged' to enter tournaments at their European Grade.

At the recent Three Peaks tournament, two well known 2 kyus entered at their European grades of 4 kyu. Both won prizes, with 4 out of 5.

Could this be a case of a formal procedure over-ruling common sense?

Toby Manning

Korean Go

I presume references to Korean Go always refer to South Korea, unless a rapprochement has been reached with the North by the Go world.

We never hear about Go in the North. One would expect the usual reaction from a regime of that nature – defection of strong players to the South; subsidy to potential world-class players; the formation of state-run Go schools and so on, just as happened in the USSR with chess, and in other communist regimes with sports activities.

The emergence of South Korea as the strongest Go nation cannot have passed unnoticed north of the border - what is going on there?

C Southern

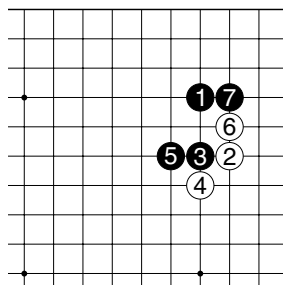
Go Notation Revisited

I was interested in Tristan Jones' articles on Go notation as I find the normal diagrammatic method of recording games to be fiddly and very distracting. However his system of using coordinates from the centre is unnatural for a Go player. I was inspired to develop a new system of notation which combines brevity with ease of use.

The key is to divide the board into four quarters or sectors, conventionally labelled 'a' to 'd', clockwise from the top left. Then each point has a coordinate in its sector measured from the corner, with the distance from the side (the x coordinate) written before the y coordinate. As the highest coordinate value is 10, there is no need for any separator between the x and y values.

When recording a game, I use double columns with the Black move written on the left. When a move is in the same sector as the previous one, then the sector value can be omitted. So an attach-and-extend joseki in the top right, as shown in Diagram 1, would be written as:

b44	36
46	47
56	35
34	



□ 1

As a notation, this can't get any briefer and yet the coordinates are natural – the 3–4 points are either 34 or 43.

Since trying this notation out in club games, I have added one refinement; a qualifier can be added after a move – 'a' for atari, 'b' for block, 'c' for capture and so on. This acts as a cross check when going through the game afterwards and makes it easier to correct the inevitable recording errors.

My first efforts with this notation were full of incorrect and illegible moves, but after just a little practice, I find that I can record games sufficiently accurately that they can be reconstructed with little effort.

Neil Masson

Neil.Masson@iname.com

DID IT HAPPEN TO YOU?

Harumi Takeshi

It happened to me when I was gazing at the board after my opponent's 38th move. It was the 7th round of the European Go Congress in Dublin. I was a bit tired after all those events, you know. My mind started roaming out of the game.

It was then I noticed that all 38 stones were floating, with the board floor deep. I could move eyeballs to see whole scenery. It was another world of Go!

I don't know the trick of those three dimensional pictures, but I wouldn't be surprised if it is there on a Go board where all kinds of tricks exist.

I tried several times since then, especially after 38th move. First the grain of wood sinks and the grid settles on it with all stones floating. Can this happen only in Ireland, where you can go to another world by passing through a dolmen? I must try when I get back to Japan...

Life and Death

Like the rules of nature,
There is nothing to it,
Total freedom,
But only the strong survive,
And so the tiny creatures grow;
Electric, abstract, and beautiful.

Patterns evolve,
Black and white budding,
And tangling themselves over,
This magical yellow land,
Some fade out, some glow brighter,
And another web is divided.

The distant players memorized,
Patterns in paperbacks,
And their pursuit of the perfect,
Continued.

Time passed by them,
(As this is one rule)
And in the very last game,
They burnt the board,
And scattered those stones.
That imprisoned them.
And the dust settled.

But the concept remained,
Imprinted on their minds.
And so their last hope was that
Something purer
Could play this game.
But it does.

Rowan Wendes

CHAMPIONSHIP RULES

Tim Hunt

The BGA council has agreed some minor revisions to the rules governing the British Go Championship. The current set of rules have been in force since the start of 2000. Based on two year's experience there were a number of small changes that we felt were desirable. The meaning of some of the old rules was unclear, so the wording of those rules was tidied up. In particular the rules governing residency requirements. Actual changes to the rules are:

- Komi has changed from 5.5 to 6.5, following the trend that appears to be starting in the Far East.
- The exact 8 player all-play-all draw used in the Challenger's has been changed to a more elegant one. That is what you get for putting a mathematician in charge.
- In the Candidates', there used to be a rule: 'Colours will be decided at the start of each game by nigiri'. This rule has been deleted.

Full details of all the changes made, including complete text of the old and new rules, is available on the BGA web site at: www.britgo.org/bchamp/index.html#rules

BGA PRESS AND PUBLICITY

Phil Beck pbeck@ntlword.com

About a year ago, I took on the task of BGA Press and Publicity Officer, which had been vacant for some time. My role is to promote Go and the British Go Association to the media. As Press Officer, I'm here to assist you in getting publicity for your tournament or articles about Go. In the past the BGA has been successful in getting articles published in weekend leisure sections of the national press. If anyone wishes to write such an article, I can assist with contacting the various people on the BGA press file and provide copies of previous published articles.

Another important role is in helping to get publicity for local tournaments. Local papers look for something that will be of interest to their readership. The BGA now has a digital camera, which provides an excellent opportunity to take some shots of local children or other photogenic players playing in a tournament. Of course the press release needs to be current news as well. If you are looking for your tournament to feature in the local newspaper, please send me the results immediately together with any digital pictures, and anything newsworthy to mention and I'll do a press release.

IN THE DARK?

Ryu Shikun

Ryu sensei was born in Korea (where he is known as Yu Shihoon) on 8 December 1971. He moved to Japan and it was there he became a professional in 1988. He is currently only 7 dan, because he has not won many games in the rating tournament (the Oteai), in spite of being a top

player in Japan with a string of titles to his name. He has won the Oza and the Tengen four times (last in 2000). He also beat Cho Chikun in the play-off to challenge O Rissei for the 2002 Kisei.

Tony Atkins

JOURNAL PRODUCTION ~ A CALL FOR HELP

Production of the Journal is a very time consuming task. Contributions arrive by various means and in various forms; diagrams have to be converted and checked. With increasing demands on my time I am hoping to recruit an assistant who will share some of the work. I would also like to take this opportunity to ask contributors for their help in reducing the burden by following a few simple guidelines. Obviously some contributors do not have access to computers – typed or even handwritten contributions are still welcome!

Production Assistant required

This job requires a Go player who has reasonable computer skills and enjoys meticulous work, access to a PC running Windows and e-mail. There are about 100 diagrams and figures in a typical issue of the Journal and I'm looking for someone to take on the task of conversion and proofing.

Briefly, the work involves taking receipt of the diagrams in their original format, getting them into sgf format (if not already sgf) and finally converting them to PostScript and cropping them. I have written a utility that does the conversion from sgf to PostScript but some editing must still be done by hand.

If you think you would like to take on this task, please contact me. Details on page 56.

Contributions ~ Text Submission

The best way that contributors can make production quicker is to provide text and diagrams electronically and in a common format. The best format for text is a plain text file. Using Word files, or any attempt to format the text (e.g. using all caps or multiple tabs and spaces), only makes more work as all formatting must be stripped from the file before the text can be used. Guidelines for submission of material can be found at:

www.britgo.org/guidelines.html

Diagram Submission

Diagrams should be supplied as well formed sgf or mgt files. This means using a reliable editor, such as WinMGT, and sticking to standard methods when constructing the initial board position and adding subsequent numbered moves. Each diagram should be supplied as a separate file; it is not easy to extract or manipulate variations. Providing diagrams in any other form means they have to be reconstructed as sgf files before they can be used. Finally, when submitting games it is very helpful to provide a list of the moves that are played in ko or on other previously occupied points. Checking these takes considerable time.

The Editor

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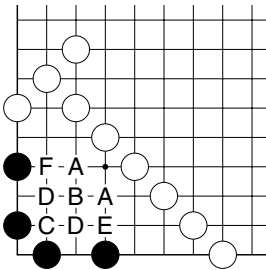
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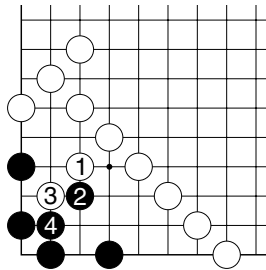
KOREAN PROBLEM SOLUTION

Charles Matthews

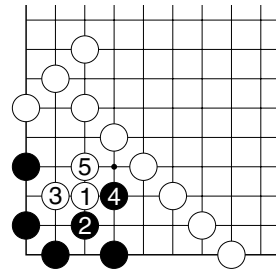
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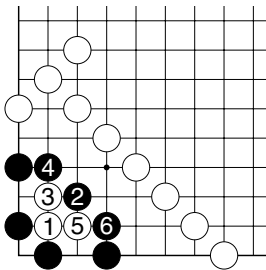
□ 1 Correct is White E



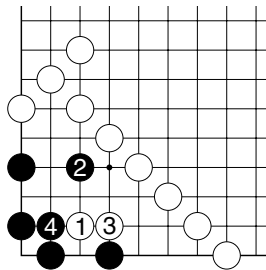
□ 2 White A fails. Black has two eyes after 4.



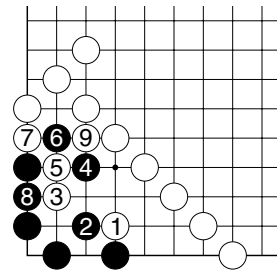
□ 3 White at B comes to no good.



□ 4 White C is also a failure, as here.



□ 5 White D is no good either.



□ 6 White E succeeds by using the stone on the first line, while starting on the other side. Black has just one eye. The equivalent play at F cannot be followed up in the same way.

IN THE DARK?

Haruyama Isamu

Haruyama sensei was born 29 May 1946 in Gifu Prefecture (central Honshu). He was a disciple of Isogawa 8 dan and entered the Kitani Go School in 1956. He turned professional in 1960 and reached 9 dan in 1974. He is famous in the west as

co-author of early English Go book “Basic Techniques of Go” (with Nagahara). He has made several promotion tours overseas; his first to the UK was that in October 2001.

Tony Atkins

COUNCIL HOUSE ~ 16 YEARS OF CHANGE

Tony Atkins

ajaxgo@yahoo.co.uk

On Saturday 21st November 2001 I attended my 100th regular BGA Council Meeting. This is based on six per year, every year, since I joined in Spring 1985. This ignores extra short meetings held during tournaments and European Go Congress planning meetings, and is a recent record. T. Mark Hall would be ahead because of a spell on Council in the 1970s, but he missed several meetings due to working overseas, sickness or lack of trains.

In the more than 16 years of being on Council I have had four Presidents, yet so far there have only ever been four BGA Secretaries. Three of the four have been Reading players (Norman Tobin being the exception). The original Secretary was Derek Hunter who in the early 1970s seem to do everything but as the workload increased, various jobs, such as membership and book sales, were split off. Eventually he passed the Secretary job on to Matthew Macfadyen and kept just the Membership Secretary role. I too have found the job expand and have had responsibility for tournament equipment, news provision, international representation and keeping the tally in the WKD grand prix. In fact production of the Council Minutes has been delegated in two periods, to Charles Matthews and currently to Tim Hunt, to ease the burden.

Originally all correspondence was hand written, including the minutes which were then photocopied and posted. Nowadays all is electronic, so agendas, drafts of minutes, reports and discussion documents are all speedily circulated without resort to a visit to the Post Office. A lot of discussion nowadays takes place by email between meetings, whereas before, the only place for discussion in between was over coffee at a tournament. Originally the meetings were

organised as a huge 'matters arising' section, which had ever changing item numbers that referred back to previous numbered sections, for example 4.12 (5.15) and previously 5.15 (6.1) and so on. When Charles Matthews joined Council he pointed out quite rightly that this format had seen its day and it was time for a change. So I introduced an agenda split into the five categories of Council activity (Administration, Tournaments, Player Development, Membership Services and Outreach). You will have seen various references to these sections in previous editions of Council House and President's Letter. When Simon Goss became President he tackled the criticism of the five section format leading to too much time spent on early items, such as administration, and not

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enough time on the later ones; he adopted the current meeting format of splitting items by the state of the project. So reports, active projects, new projects and back burner projects now take appropriate shares of the meeting time.

The September 2001 meeting lasted a little over three hours and looked at the results of the BGA questionnaire, tightening up the British Championship rules and many other issues. I know the BGA President has been tackling the really big items of important business. His recent big projects have been analysing the questionnaire results, improving the server pages of the BGA web site, organising the professional visit of October, the forthcoming Kisei Title Match

events and preparing the celebratory lunch at my 100th meeting. I try to reassure him the BGA isn't normally so occupied with such large projects, but maybe it's the bright new future.

It seems a long, long time ago that Council met to sample the wonderful soup of France Ellul in High Wycombe, quite a long time since we used to meet in Uxbridge, usually, to the annoyance of tennis fan and President Norman Tobin, during the Wimbledon final, and even a long time since the BGA last organised the European Go Congress.

As I pull back from BGA organising to concentrate on my responsibilities as President of Europe, I wonder what the next 16 years will bring for the BGA Council.

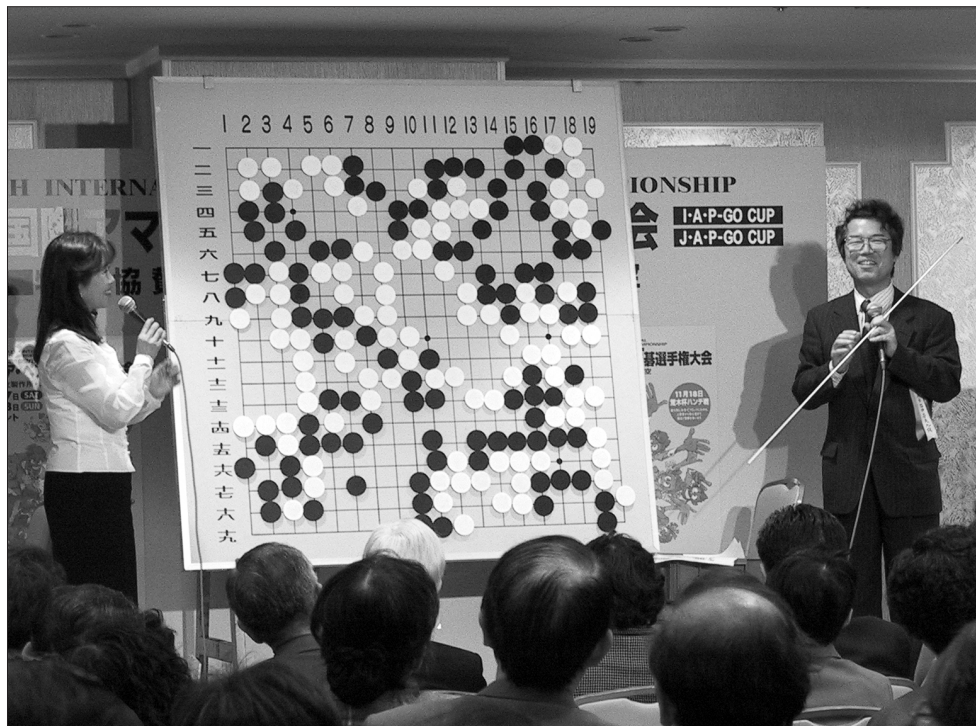


Photo: Louise Bremner

Ogawa Tomoko and Ishida Yoshio towards the end of their commentary on the final game, between China and South Korea, in the twelfth Pairogo International Championship.

THREE PEAKS TOURNAMENT ~ MY PART IN TIM HUNT'S SUCCESS

Francis Roads

francis@jfroards.demon.co.uk

Environmentally conscious Go players face certain challenges in reaching the Three Peaks Tournament by public transport. Two years ago I tried the cross-country rail line from Leeds to Bentham, followed by a four mile walk. Never have I felt so unsafe on a train; the carriages lurch about like a fairground ride. So this year I tried the two-hourly bus service from Lancaster to Ingleton. Spanking new bus station Lancaster may have, but coordination with arrival times of trains? Not on your privatised Nelly! And when the bus reaches the end of its 55 minute journey, there's still the half mile walk along dark country lanes to Thornton-in-Lonsdale.

But it's worth the effort. The Marton Arms is a very special pub. For one thing, it used to be part owned and managed by 2-dan Go player Tim Hazelden, who died tragically in a road accident in 1995. His partner Colin Elsdon keeps the tradition of the tournament alive, although his own interest is vintage buses rather than Go.

Secondly, it has fifteen real ales always on draught, as well as a three-figure assortment of whisk(e)ys. (Some mathematically minded players started working out how long it would take...) The food and accommodation are excellent, and it is a popular centre for cavers and walkers.

Which points to the third reason why it is special; it is set in some of Yorkshire's most attractive countryside. I turned up on the Friday evening for informal games and Liar Dice, but the first organised activity is the Saturday morning walk, led by Tournament Director Toby Manning. This year we walked to look at the Ribblehead Viaduct on the Settle/Carlisle railway.

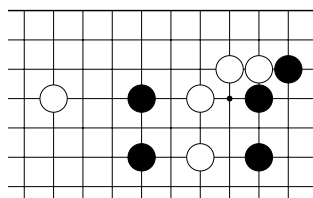
The tournament begins after lunch; three games are fitted in to the rest of the day. After Round 3 Ruud Stoelman (2-dan,

Bradford) had the yellow jersey, all the three and four dans having dropped a game by then (see below). There's still time for more socialising at the end of the evening.

Following continental practice, there are only two games on the Sunday, to give everyone a sporting chance of getting home the same day. (There are no buses at all on Sunday; in theory there are trains, but Arriva have suspended the service owing to lack of competence in running a train service.) Tim Hunt (2-dan, Milton Keynes) has taken over the lead from his fellow 2-dan with 4/5; no stronger player was able to manage more than 3/5. Tim collects his bottle of whisky and most people depart, but some make it a long weekend.

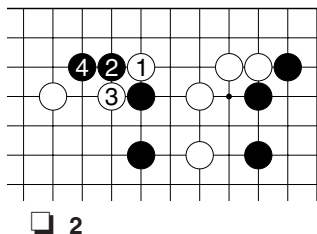
In the two remaining hours of daylight I walk off along the road towards Dent (where one of the 15 ales is brewed) and am rewarded by a wonderful display of shepherding. In the course of driving part of a flock from one water-meadow into another, eight sheep have other ideas, and run off up the hill and over a ridge. The two sheepdogs round them up and return them while out of sight of the shepherd; pretty impressive.

On Monday the buses operate, so to Lancaster and home. Now to how I helped Tim Hunt. Diagram 1 shows position shows a position where I needed to make some shape for my group.



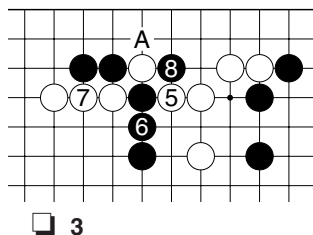
□ 1

I played the cross-cut sequence shown in Diagram 2, after which Tim correctly observed the proverb ‘Extend a stone from a cross-cut’, with his 4.



What should I do next? And what do you think I actually did?

Diagram 3 shows the depths of incompetence to which 4 dans can sink. I ignored Andrew Grant’s advice in a recent article to avoid the atari disease and played 5.



After 6, I could still make some sort of shape by descending to A, but I preferred to fill a liberty at 7. Tim then captured my cutting stone at 8, so that my attempt to settle my group had landed me with two weak groups where before I had only one. If, instead of 5, I play the other atari at 6, I get the shape I need.

So please be encouraged; we all make unbelievably stupid blunders. But a worse blunder would have been not to have entered the tournament at all.

IN THE DARK?

Inori Yoko

Yoko was born near Tokyo on 14 June 1974. She was a pupil of Kobayashi Koichi and became professional in 1996, qualifying in the open section. She reached 5 dan in 2000. She beat reigning champion Chinen Kaori to win the Women’s Honinbo title in November 2000, but lost to her teacher’s daughter Kobayashi Izumi (3–1) in November 2001. She is a great friend of Umezawa Yukari and visited the UK with her in September 1999.

Umezawa Yukari

Yukari was born 4 October 1973 in Tokyo. She studied at University winning the amateur Pair Go in 1994. She was a pupil of Kato Masao and became a professional in 1996 and reached 4 dan in 2000. She is famous in Japan through television commentaries and advertising. She is Go adviser on the cartoon series “Hikaru no Go” and has her own popular web site. She visited the UK with Inori Yoko in September 1999.

Tony Atkins

MATCH REPORT ~ CAMBRIDGE V LONDON KOREANS

Charles Matthews

charles@sabaki.demon.co.uk

The Cambridge club issued a challenge on eight boards to the Korean club recently set up in London by the flamboyant Pak Sae-young (who learned Go here five years ago from our own Paul Margetts), and a match took place on 3 November in the University Centre, Cambridge. The Korean side were missing Kim Young 5 dan, and his place was taken by a Japanese ringer, the top woman player on Hokkaido, Nakamura Taeko 6 dan. Cambridge drew a team from as far away as Norwich and Milton Keynes, as well as contributing Ryoo Sang-cheol from the Economics Department to the visitors.

The first round gave the Koreans the black stones, and went very badly for the home side, who won only the last game to finish and that by a single point. Cambridge did come back in Round 2, which had an extra board as stragglers turned up. In the end Mr. Pak's club were convincing winners 11 to 6.

Match Results

Round 1

Kim Seong-june 1 Matthew Cocke 0
Yeon Jae-hoon 1 John Rickard 0
Nakamura Taeko 1 David Ward 0
Seo Dong-hyun 1 Charles Matthews 0
Lee Yong-sung. 0 Alex Selby 1
Ryoo Sang-cheol 1 Peter Smith 0
Lee Jung-nam 1 Lin Nan 0
Pak Sae-young 1 Jonathan Chin 0

Round 2

Kim Seong-june 0 John Rickard 1
Yeon Jae-hoon 0 Matthew Cocke 1
Nakamura Taeko 1 Charles Matthews 0
Seo Dong-hyun 1 David Ward 0
Lee Yong-sung. 1 Zou Bing 0
Ryoo Sang-cheol 1 Victor Jin Yang 0
Lee Jung-nam 0 Jonathan Chin 1
Pak Sae-young 0 Lin Nan 1
Kim Bong-cheol 0 Peter Smith 1



Photo: Charles Matthews

Players meeting in Cambridge for the match against London Koreans.

Game Commentary

Here is the first round game between Mr. Pak and Jonathan Chin 1 dan. Comments by Jonathan (JC), Matthew Cocke 5 dan (MC), and myself (CRM).

Figure 1 1 – 50

10 (JC) I had no particular plan in the opening. (CRM) The capping play that White eventually makes with 74 is surely a key point in this large-scale opening. The focal point at 63 is very good for both sides.

Perhaps White should play 63 aiming at 74 very soon. White 10 as played is hardly a bad move, though. It doesn't however get a response, and soon White is involved in fighting for 'his' side of the board.

21 (JC) This felt a bit unreasonable but I didn't know how to respond. (CRM) A White answer at 25 looks normal here. It is all very well being flexible (generally a virtue in Go) but here White's plays 12, 18 and 20 will only work properly if Black's right-side group comes under attack. 29 (JC) This felt wrong too. (CRM) I think White expects too much from cutting here.

A close-quarters attack on the black group can't be the right global direction of play.

38 (JC) This play just fills in White's liberties; perhaps pushing along at 40 immediately would be better.

45 (CRM) Black too has his problems with seeing the whole board. At this stage Black should leave any weaknesses here for later use. Building out from the lower left towards the centre looks right to me.

48 (JC) Totally misread by White.

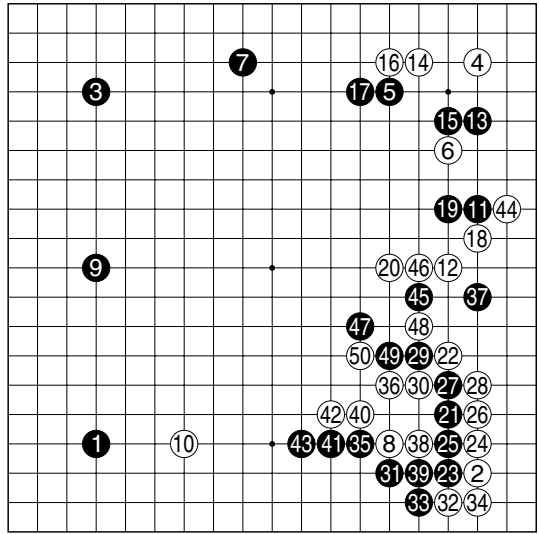


Figure 1 1 – 50



Photo: Charles Matthews

Nakamura Taeko, 6 dan from Japan, playing for the Koreans in the match against Cambridge

Figure 2 51 – 100

58 (JC) This move is probably too small, but the response made it worthwhile.

(CRM) At this point I'd want to cap at 74, and then if I was answered invade the left side before it becomes too late.

66 (JC) White still has no plan.

74 (JC) OK, the plan is to cut off and harass the Black group upper right.

83 (CRM) Taking off the stone is almost always better technique, unless you're strapped for eyes.

86 (JC) ...Black obliges.

88 (MC) Playing 88 at 94 would give White a better result.

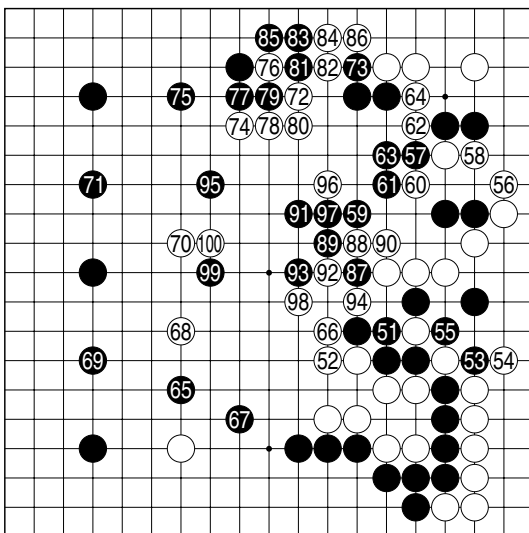


Figure 2 51 – 100

Figure 3 101 – 200

110 (MC) 109 doesn't merit a response, especially not at 110.

121 (MC): With a couple of moves around 127, White can cut off the central Black group across the two-point jump with J7. (JC) I had entirely forgotten about this weakness and was just trying to break into the left side, after which I intended to live in at least one of the corners.

123 (MC) From the point of view of that weakness, I suggest playing a squeeze at 128 in response to this cut by Black.

136 (JC) Not the best point to play. (MC) I suggest attaching at 137, then if Black plays on the outside with 183, cross-cut at 182.

143 (MC) White could reply to this with the cut on the other side (at 183).

After that, Black could no longer simply reply to 144 with the block at 145, without incurring a loss because of excess cutting points.

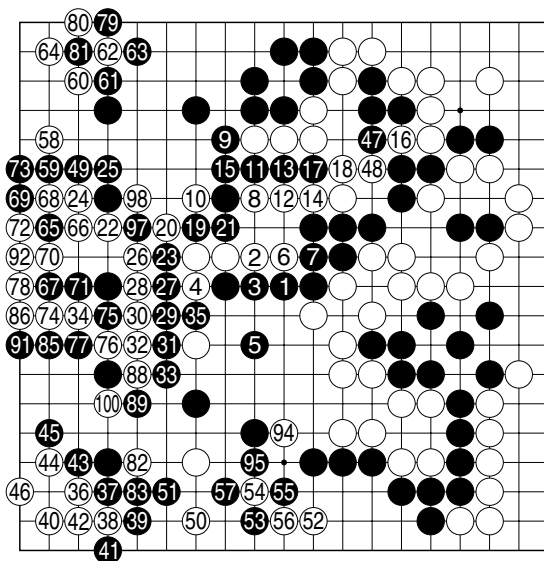


Figure 3 101 – 200

184, 190, 196 at 162

187, 193, 199 at 181

150 (JC) This is silly: the cut at 183 still works...!

152 (JC) This is White just thrashing around.

Figure 4 201 – 254

208 (JC) Perhaps this is the losing move? Black cannot actually save the two stones, so playing here and giving up 209 is a big loss for White.

215 (JC) The biggest point on the board must be capturing/saving the White stones in the centre that are suffering from lack of liberties below the bamboo joint, not futzing about making one or two points more territory on the board.

224 (JC) Probably unreasonable, since Black looks to have many more ko threats.

Black wins by 9, komi being 6 points. Some light relief was caused: Black had thought he got the komi and was noisily surprised. It didn't make any difference in the end.

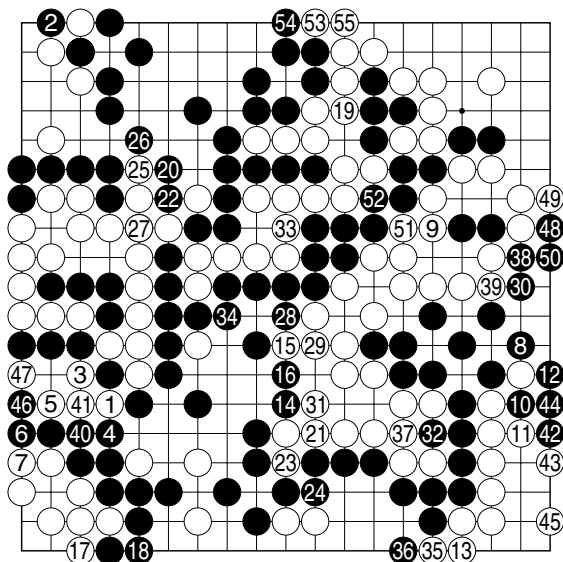


Figure 4 201 – 254



BOOK REVIEW ~ CROSS-CUT WORKSHOP BY RICHARD HUNTER

Brian Timmins

Somewhere around 12 kyu I discovered that if I was in trouble against a weaker opponent then one retaliation, where possible, was make a cross-cut. This immediately created four adjacent groups and led to complications from which I sometimes sneaked a victory, sometimes not, and never with any clear strategy. Consequently I read Richard Hunter's analysis of the cross-cut with much interest when it appeared in instalments in the Journal, and with no less interest now that it is available as a book.

The well known proverb says, 'Cross-cut? Extend!' but Richard shows that this

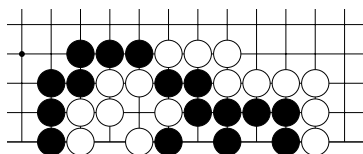
is by no means the only advisable response. Using the recommendations of Kiyonari and Ishigura as a starting point, he takes us through a large number of variations, often of course depending on the position of stones near the cross-cut. There is a useful summary of basic patterns, and there are many problems for the reader to tackle.

The book is published by Slate & Shell (www.slateandshell.com), an American company, but is available from the BGA book distributor, price £7.50. Concise and clear, it is well worth reading and re-reading.

Ko - the badlands

Ko positions more complicated than basic direct ko have strange and entertaining properties. Some of them are more curiosities than anything else, but two or three ideas are important. We'll look at them in this article and the next.

Multi-step ko



□ 1

Diagram 1 used to be called a 2-stage ko. The accepted term now is 2-step ko. (What used to be called 2-step ko is now called 1-move approach ko or, to use the Japanese term, 1-move *yose ko*). But never mind the terminology – what are the count and the temperature, and what are the ko threat requirements? Here, whoever wins the ko must play two consecutive moves locally. Don't get distracted by recaptures after ko threats. For example, if the play from Diagram 1 is [Black takes ko; White makes threat; Black answers threat; White retakes ko], then the local position is back where it was in zero net moves. Ko threats tell you who can win any ko,

but they don't change the net move count in this case.

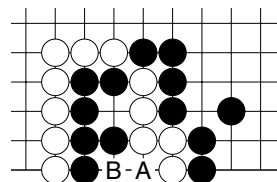
So, in Diagram 1, either Black spends 2 moves to get 16 points or White spends 2 moves to get 20 points. The difference is 36 points in 4 net moves, so the temperature is 9.

Since Black has to make two 9-point moves to get 16 points or White has to make two 9-point moves to get 20 points, the count for Diagram 1 is 2 points to White.

To find the value of a primary ko threat, consider the sequence [Black takes ko; White makes threat; Black wins ko; White carries out threat]. In an even number of moves, Black has gained 18 points locally. That's a gain for Black if White's threat took less than 18 points, and a loss if it took more. So a primary ko threat for this ko is one that threatens at least twice the temperature of the ko itself.

This analysis works for multi-step kos with more steps, too. The temperature of an N-step ko is the number of points at stake divided by $(N + 2)$, and a primary ko threat must threaten at least double the temperature. This is just like a direct ko, which can be considered as a 1-step ko for these purposes.

Hyperactive!



□ 2

Diagram 2 is the challenge I left you with problem 8 in the previous article, asking what are the count and temperature and whether it depends on the balance of ko threats.

In this case too, it takes Black 2 moves to capture White and it takes White 2 moves to capture Black, so it's tempting to apply the idea in the previous section: count the points difference and divide by 4.

But that's wrong in this position. It worked in diagram 1 because, in that case, neither side had any local option but to make a ko capture. In diagram 2, instead of playing A to make ko, Black could play B to make seki, and White also has two similar options. In this position, you have to consider which is each side's best option, and that depends on the balance of ko threats.

If Black is ahead in ko threats, he can throw in and win the ko, ending up with

11 points in 2 moves.

If White wants to save his stones, he must play A and take the seki in one move.

11 points difference in 3 moves means a temperature of $11/3 = 3 \frac{2}{3}$. If it takes White 1 move worth $3 \frac{2}{3}$ points to get a count of 0, then the count of diagram 2 when Black is ahead in ko threats is $3 \frac{2}{3}$ points to Black.

If White is ahead in ko threats, he can get 13 points in 2 moves, or else Black can make it 0 points in 1 move. So the temperature is $13/3 = 4 \frac{1}{3}$ and the count is that number of points to White.

If the balance of ko threats is equal, neither side can throw in and win, so the only available option for either side is seki. However, neither player is going to use up a move making the seki when the other player can't do anything anyway, so the count and temperature are both 0.

So, in diagram 2, the temperature and count depend on the balance of ko threats. But consider this! As the game progresses, the balance of ko threats will change as the players use their sente, play reverse sente, create and destroy aji, and so forth. This means that diagram 2 can have different counts and temperatures at different points in the game, even if neither

side plays there. It doesn't have fixed count and temperature independent of the rest of the board!

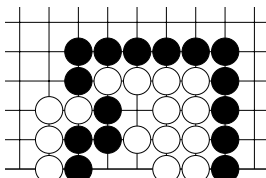
Such positions are called 'hyperactive', perhaps because you can never be quite sure how they are going to behave a couple of minutes from now.

Positions where either or both sides have a choice between making a ko or doing something else are, as far as I know, always hyperactive.

Hanami ko

The Japanese term 'hanami ko' is sometimes translated as 'flower-viewing ko' and sometimes as 'picnic ko'.

The general idea is that one side can gain a great deal from winning it but will lose much less by losing it, implying that the side with less to lose can make it with a light heart. Now, that's very easy to say, but how does Black decide whether to throw in in a position like diagram 3?

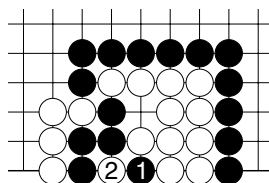


□ 3

If we analyse diagram 3 in the same way as diagram 2, we'd come to these conclusions, which you can check for yourself:

- Black ahead in ko threats: count = $7 \frac{2}{3}$; temperature = $7 \frac{2}{3}$
- Equal ko threats: count = 0; temperature = 0
- White ahead in ko threats: count = -3; temperature = 3

Look at diagram 3a, where Black throws in and White takes – an even number of moves.



□ 3a

This is a ko with a stake of 33 points, so its temperature is 11. But White needs another move to get 10 points, so the count after White 2 in diagram 3a is 1 point to Black. This is better than either of the counts 0 and -3 above, so it's an improvement for Black in an even number of moves.

What this means is that Black's ko-losing throw-in is good if Black isn't ahead in ko threats, and that the best time to do it is when the temperature of the biggest moves elsewhere is 11. (Note that this optimum 'ambient temperature' is equal to the temperature of the ko that Black creates with his throw-in.)

If Black does it sooner than that, White will ignore the throw-in, sacrificing the ko for two moves elsewhere. If those moves are each worth 12 points, White will get 24 points while Black only gets 23, for a net score of -1. This is still profitable for Black if White is ahead in ko threats, but is a loss if the ko threats were equal. If White's moves elsewhere are worth more than 13 points each, Black loses out regardless of the ko threat situation.

If Black throws in too late, White will win the ko and Black's extra move elsewhere won't give him enough compensation. For example, if Black's extra tenuki is worth 8 points, the net score will be -2. Once more, this is a gain for Black if White is ahead in ko threats, but a loss if ko threats are equal. If Black's extra tenuki is worth less than 7 points, he loses out regardless of ko threats.

Let's go back to the case where the temperature of things elsewhere is 11 and see if White can do anything to stop Black's gain. Throwing in is no good for White, as Black takes and has then, in effect, made his throw-in without having to use a move to do it. Making a seki is no good for White either, because Black just

plays an 11-point move elsewhere for a net score of 11.

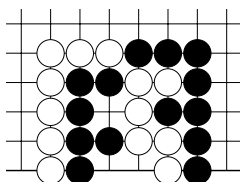
It seems rather strange, perhaps, that Black must do his throw-in when there are big things to do elsewhere, even though White has no way to stop him. The reason is that Black's throw-in is a sacrifice in order to get an extra move elsewhere, so he wants to do it when that move elsewhere is going to be worth plenty.

You can read more about hanami ko on the internet at:

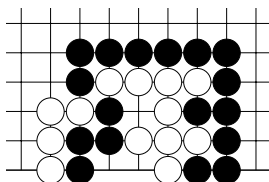
<http://senseis.xmp.net/>
LopsidedKos

Practice problems

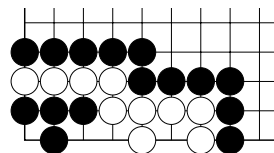
These problems give other examples of these themes. In each case, the questions are: is it hyperactive? what are the counts and temperatures? when, if ever, is a ko-losing throw-in profitable?



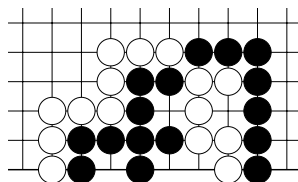
Problem 1



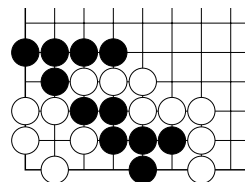
Problem 2



Problem 3



Problem 4



Problem 5

Answer to problem 1

Because both sides have the same number of stones, the temperatures when either side has more ko threats are the same ($4 \frac{1}{3}$), but the counts are different ($4 \frac{1}{3}$ or $-4 \frac{1}{3}$), and when the balance of ko threats is equal, the count and temperature are 0. So even this very balanced position is hyperactive. Ko-losing throw-ins are no good for either side.

Answer to problem 2

Hyperactive, with values:

- Black ahead in ko threats: count = $6 \frac{1}{3}$; temperature = $6 \frac{1}{3}$

- Ko threats even:
count = 0;
temperature = 0
- White ahead in ko threats: count = -3;
temperature = 3.

The best time for Black to make a ko-losing throw-in is when moves elsewhere are worth $9 \frac{2}{3}$. Then, if White captures the throw-in, it leaves a count of $\frac{1}{3}$ to White. This is good for Black if White is ahead in ko threats, but bad for him if the ko threats are even.

Answer to problem 3

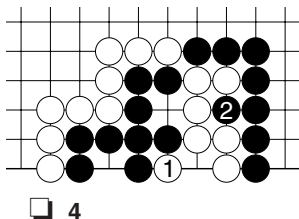
In spite of the eyes, this semeai behaves like the ones we've been looking at already. Given the balance of ko threats, either side can throw in and capture in two moves. Lacking the balance of ko threats, either side can make seki in one move. So:

- Black ahead in ko threats: count = $7 \frac{1}{3}$;
temperature = $7 \frac{1}{3}$
- Ko threats even:
count = 0;
temperature = 0
- White ahead in ko threats: count = $-3 \frac{1}{3}$;
temperature = $3 \frac{1}{3}$

If Black throws-in and White captures, the temperature of the ko will be 11 and the count will be 1 to Black. So, if Black is not ahead in ko threats, this is a good ko-losing throw-in at temperature 11.

Answer to problem 4

Not hyperactive; not hanami ko; not ko at all. White is dead. White might try to con Black into a ko with White 1 in Diagram 4, but Black 2 keeps him dead.



□ 4

This problem was just meant to remind you that you have to read the variations before you can work out the temperatures.

Answer to problem 5

In this position, White can kill Black in one move by playing on the 3-1 point, making 16 points. If Black wants to resist, he can throw in on the same point. This makes a 3-step ko which ends either with Black making 11 points in 4 net moves (including the throw-in) or White making 16 points in 1 net move (his ko capture cancels the throw-in, and then his final capture takes 1 move). A stake of 27 points in 5 moves gives a temperature of $5 \frac{2}{5}$ and the count of the position in problem 5 is $9 \frac{3}{5}$ points to White.

This position isn't hyperactive, because neither side

has any options about how to play the position at any stage. However, the ko threat situation does affect White's timing. If Black can win the ko, White is keen to make the kill when the temperature of things elsewhere drops to $5 \frac{2}{5}$ or below. But if White can win the ko, he's in no hurry to spend a move making the kill. Instead, he plays elsewhere for as long as possible, so that Black's compensation for losing the semeai will be as small as possible.

Black is much less bothered by the ko threat situation - he's keen to throw in anyway. If he wins the ko he wins the semeai; if he loses the ko he makes White use up a ko threat and gets a move's compensation while a move is still worth something.

The only thing for Black to fear is throwing in too soon and losing out if White ignores it. This position may look big because it's a semeai over many stones. But the difference in the number of moves is important too. The temperature of $5 \frac{2}{5}$ makes this position slightly less important than an 11-point double gote, and quite a lot less important than, for example, a monkey jump or a 'double sente' hane-connect on the edge.

A GAME FROM THE NORTHERN

David Ward

This game was played in the fourth round of this year's Northern Tournament in Manchester. Liu Yajie has kindly provided a commentary on the game.

White: David Ward 4 dan

Black: Piers Shepperson 5 dan

Figure 1 1 – 50

DW: White 6: a doubtful move?

Y: Why?

DW: I felt at the time that this was a bit of an emergency joseki.

Y: 19: I think the small knight's move is more common in top professionals' games. What do you think?

DW: 20: Doubtful move?

Y: Yes. For both White and Black, to build territory in right side has no good prospect. 33 is much bigger (see Diagram 1). White 20 is one of the serious mistakes which causes White a lack of territory.

DW: 38: I felt this was necessary but I think White has fallen behind.

Y: I feel that White at 40 is bigger. If Black invades as in Diagram 2, White is not bad. 38 is another problem which causes White a lack of territory.

Figure 2 51 – 127

DW: 52: Bad move?

Y: It's ok.

DW: 58: White's strategy is flawed, it is difficult to see what benefit can be had from attacking this group.

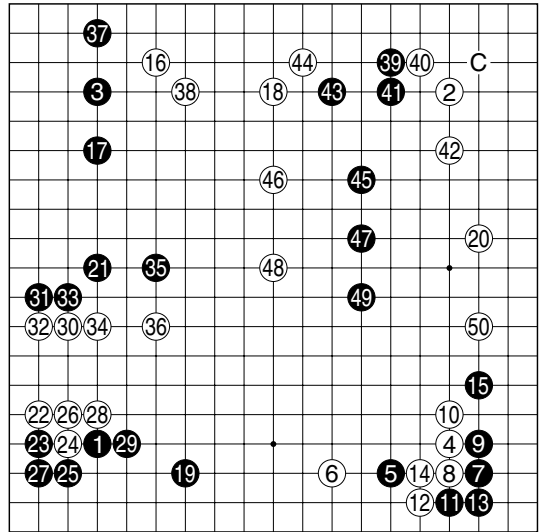
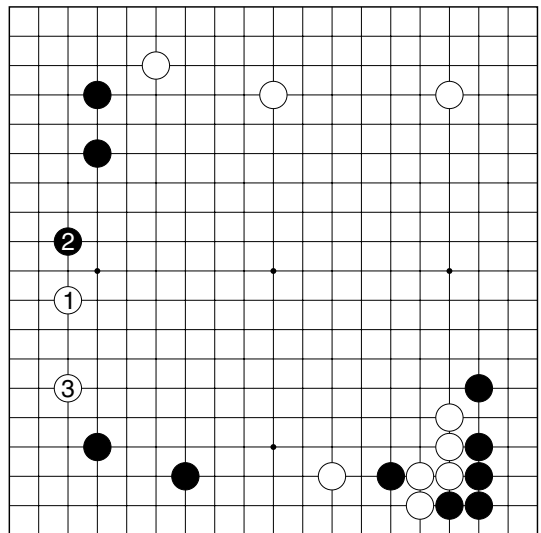


Figure 1 1 – 50



□ 1

Y: You are right. If you can't see what benefit can be had from attacking this group, play at A and then at 80 (they are both sente) then White 84. This is more practical.

DW: 67: Very painful for White.

Y: Yes. I agree.

DW: 74: Disaster to allow Black to connect in sente.

Y: 68: playing directly at 69 is better.

DW: 75: Black clearly ahead.

Y: Why Black didn't invade the corner at A? isn't it big?

DW: Finally Piers has been criticised!!

DW: 81: Bit slow? Is there some ko aji in the corner?

Y: 81 is necessary. There is a ko: White at B then C, D, 81, E.

DW: 85: Mistake?

Y: No, it's quite big. but I feel after White got chance to play 82 and 84, White's territory is getting close.

DW: I felt I was still behind but that there was not much in it.

DW: 87: Overplay?

Y: I can't say 87 is an overplay. because the White group in centre is still not strong.

DW: 104: Mistake. I thought I could cut!! But I don't know what the best moves should be.

Y: You both played very strong in the fighting, I'm impressed. Since Black is comparatively stronger than White everywhere, the fighting should be easier for Black. For example, if White fought the ko, Black could find more ko threats.

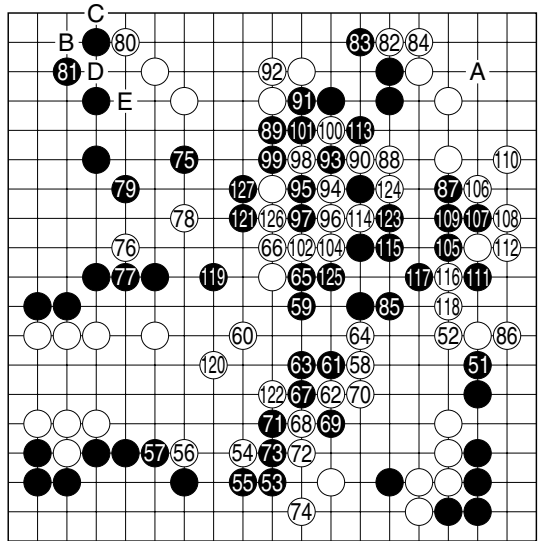
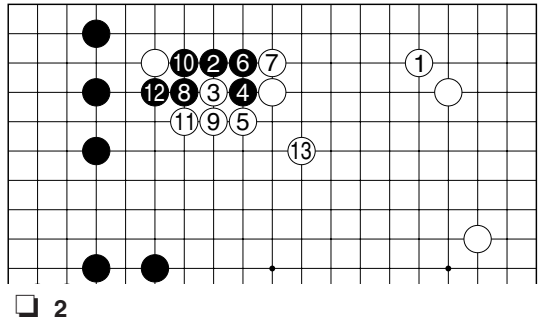


Figure 2 51 – 127

DW: 120: Overplay, but Black is ahead anyway.

DW: 124: Black lives very easily.

Y: 125: It's difficult for White to win the game now.

DW: 127: White resigns a few moves later.

DW: It looks as if White played some slow moves in the beginning and then was struggling to catch up for the rest of the game. Piers for his part played well and didn't give anything away, unlike his next game where he played himself into atari!

WORLD GO NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

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

The 45th European Go Congress was held in Dublin as was reported last time. For the records here are the highlights of the results, starting with a list of UK prize winners. Colin Adams was second in the Rengo in team Him-Her-It (with Tamiko Kawamura and Shuya Fujii). Tony Atkins won the Joker Go and was second in the Liar Dice. Paul Blockley won the Juniors and Under 12 section of the same and won five straight in the main (at 22 kyu). Simon Butler got a special prize in the Pits cards (for being so bad). Matthew Cocke won 4/5 in the second week and was fourth in the Weekend. Dan Gilder won 7/10 in the Main. Anna Griffiths was second in the Pits. Tim Hunt won the Mornington Crescent. Matthew Macfadyen was sixth in the Main, fifth in the Weekend, won the first Journal quiz and a fair play prize (the other such going to Germany's Georg Ehlers).

The Main Championship event was won by Andrei Kulkov (5 dan Russia) on 9/10, who would have earned you a good return if you had backed him at the start. On 8/10 were Kiyoshi Fujita (6 dan Japan) and Christoph Gerlach (6 dan Germany), on 7/10 were Emil Nijhuis (5 dan Netherlands), Matthew Macfadyen (6 dan UK), Rudi Verhagen (5 dan Netherlands), Geert Groenen (6 dan Netherlands) and on 6/10 Bela Nagy (5 dan Romania), Cornel Burzo (5 dan Romania) and Takehiko Hayashi (5 dan Japan). The weekend was won by Ishida Kazuma (6 dan Japan), second was Takao Yashida (6 dan Japan), and third Andrei Kulkov (5 dan

Russia). The Irish Rapid was won by Cornel Burzo, from Andrei Tchechabourakov (4 dan Russia), Andrei Kulkov and Bela Nagy. The Irish Handicap was won by Yoshiyuki Uemura (3 dan Japan) from Wojciech Wieczorek (3 dan Poland). Group 2 winner was Jana Reuten-Budde (12 kyu Germany). Tchechabourakov won the Lightning, Emil Nijhuis the 9x9, Christoph Gerlach the 13x13 and Renee Frehe (4 dan Netherlands). Die Hard's 1 was won by Robert Jasiek and 2 by Marco Firnhaber (both 5 dan Germany). The Team's was won by Cheburashka (Kulkov, Gavrilov and Tchechabourakov), Rengo by Steady Tol Oink (Nijhuis, Wandell, Choi), Team Lightning by Dracula (Burzo, Nagy, Suci, Troini) and Pair Go by Annemarie Hovingh and Niek van Diepen. Kriegspiel Rengo by Michael Marz and Guido Tautorat, Liar Dice Jochen Tappe, Pits Matti Siivola and Shogi by Shigehiko Uno.

World Youth Goe Championships

The World Youth Goe Championships, sponsored by the Ing Foundation, was this August held in Maui, Hawaii. The kids who were there were seldom distracted by the beautiful tropical beaches and spent most time playing or studying Go. Korea won both sections: Under-18 winner was Kim Hyung-Hwan and under-12 was Kwon Hyung-Jin, both unbeaten. Russia's Ilia Shikshine was third under-12 and 8 year old Curtis Tang of the USA was fourth but otherwise Orientals dominated as usual, despite the unfortunate Chinese not getting Visas. Next year the event will be in Thailand.

Prague 14/09/01-16/09/01

The 32nd Prague was the Czech Republic's Toyota Tour event as usual, but was this year at a new venue near the castle. 114 players took part. Joint winners on 5/6 Ion Florescu (6 dan Romania) and Radek Nechanicky (6 dan Czech). Third was Tibor Pocsai (6 dan Hungary). UK's Harry Fearnley (2 dan) was 36th

Bratislava 05/10/01-07/10/01

59 players took part in this year's Slovakian Toyota Tour event. Those not playing Go were dragged away from the Casino-Cafe venue for a boat trip on the Danube. Best of those left playing were joint winners Vladimir Danek (6 dan Czech) and Csaba Mero (6 dan Hungary). Third was Victor Bogdanov (6 dan Russia).

Belgrade 19/10/01-21/10/01

The Yugoslavian Toyota Tour event was attended by 45 players. The winner was Csaba Mero (6 dan Hungary) on 5/6, ahead of Tibor Pocsai (6 dan Hungary) also on 5/6.

Moscow 26/10/01-28/10/01

74 players were at the last Fujitsu qualifier of 2000-2001 season in Moscow, rescheduled from the summer because of the European Teams. The winner was Alexei Lazarev (6 dan Russia) on 6/6, and second was Dmitrij Surin (6 dan Russia) on 5/6.

Brussels 10/11/01-11/11/01

Guo Juan (7 dan Netherlands) was not put off her stride by the recent death of her husband, Wiet Bouma, after a long illness. She was easily the best of the 76 players at the annual Belgian event winning all 5 games. Second and third were two 5 dans, Paul Drouot (France) and Filip Vanderstappen (Netherlands), who finished ahead of three six dans but avoided playing Guo. T.Mark Hall was tenth, Mark Cumper who is still living in Antwerp was 18th and David Hall was there from the UK too.

ENGLISH GO TERMS

Alan Starkey

alan_starkey@lineone.net

At a recent club meeting in Huddersfield, Deric Giles and I were playing when inspiration came upon me and I thought of some English terms for moves in Go.

They are:-

The McEnroe move – You cannot be serious

The Meldrew move – I DON'T believe it

The Laurel and Hardy move – Another fine mess you've got me into

Perhaps readers can come up with more?

IN THE DARK?

Michael Redmond

Michael was born in Santa Barbara in California on 25 May 1963. His American father was a keen Go player and his English mother, None, does not play but is a keen promoter of kid's Go in the US. During a professional visit his talent was spotted and he was invited to Japan for two summers, moving permanently to Japan at the age of 16.

He became professional in 1981 and was the first westerner to make 9 dan in 2000, a year in which he also won a best commentator award. He is married to Niu Xian Xian, a Chinese pro, and has daughters Yumi and Emi (now 15 kyu). His best results have been getting to the quarterfinals in two world championships.

Tony Atkins

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Journal Contributions

Please send contributions for the Spring Journal as soon as possible and in any case by 28th February.

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 reliable Go editing program.

Please e-mail your contribution to:

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or post to:

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BGA Tournament Phone 07951 140433

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

FORTHCOMING EVENTS

January

Thursday-Friday 10th-11th January

Kisei Title Match Game 1 London.

The first game in the final of one of the top Japanese tournaments (so you won't, of course, be able to compete!). Spectators will be welcome, and professionals, hopefully including Michael Redmond and Yuki Shigeno, will be giving commentaries on the game on Thursday and Friday evening. There will also be some sort of event hosted by the CLGC on Saturday 12th. Sponsored by the Japanese newspaper Yomiuri Shimbun. The BGA would like to thank them and the Nihon-Kiin for holding this game in London, and for giving us the opportunity to participate.

Sunday 13th January

Kisei Youth Nippon Club, London.

This youth tournament is one of the events associated with Game 1 of the Kisei Title Match. Sponsored by the Japanese newspaper Yomiuri Shimbun.

Saturday 19th January

Furze Platt Hitachi Headquarters, Lower Cookham Road, Maidenhead. 3 round McMahon tournament. 60 minutes time limit plus 30 stones in 5 minutes overtime. Sponsored by Hitachi Europe Ltd.

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

www.britgo.org/tournaments

February

Saturday 9th February

Cheshire Open Rolls-Royce & Bentley Motors Works Restaurant, Pyms Lane, Crewe, Cheshire In parallel with the Crewe Chess Congress. The eight strongest players play a three-round Swiss to determine the Cheshire Open Champion. The remaining players take part in a five-round rapid-play handicapped tournament.

Contact Tony Atkins ajaxgo@yahoo.co.uk

Saturday 16th February

Oxford Contact Niall Cardin

niall.cardin@corpus-christi.oxford.ac.uk

March

Sunday 3rd March

Trigantius University Centre, Mill Lane, Cambridge. Contact Alex Selby

Sunday 10th March

The British Youth Go Championships Bloxham School, near Banbury, Oxfordshire. Contact the BGA youth co-ordinator Simon Goss on 01344 777963.

Friday-Sunday 8th-11th March

Irish Open Irish rapid play on Friday; Irish Open Saturday and Sunday and Irish Handicap on Monday. Entries to John Gibson

Friday-Sunday 22nd-24th March

British Go Congress Edinburgh. Contact Donald Macleod, 01383 410 405

BGA OFFICIALS

☛ PRESIDENT & YOUTH COORDINATOR:

Simon Goss 4 Butler Rd, Crowthorne, Berks
RG45 6QY 01344 777963
simon@gosoft.demon.co.uk

☛ TREASURER: T. Mark Hall

47 Cedars Rd, Clapham, London SW4 0PN
020 7627 0856 tmark@gogod.demon.co.uk

☛ SECRETARY: Tony Atkins

37 Courts Rd, Earley, Reading RG6 7DJ
0118 926 8143 ajaxgo@yahoo.co.uk

MEMBERSHIP SECRETARY: Kathleen Timmins

The Hollies, Wollerton, Market Drayton,
Shropshire TF9 3LY
01630 685292 mem@britgo.demon.co.uk

JOURNAL EDITOR: David Woodnutt

Hergest Mill, Kington, Herefordshire HR5 3EL
01544 231887 journal@britgo.org

BOOK DISTRIBUTOR: Gerry Mills

10 Vine Acre, Monmouth, Gwent NP25 3HW
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☛ CHAMPIONSHIPS ORGANISER & TOURNAMENTS

Tim Hunt 208f North Row, Central Milton
Keynes, MK9 3LQ 01908 695 778
timhunt@timhunt.freereserve.co.uk

WEBMASTER: Nick Wedd

37 North Hinksey Village, Oxford OX2 0NA
01865 247 403 nick@maproom.co.uk

PUBLICITY OFFICER: Phil Beck

41 Kingston Street, Cambridge, CB1 2NU
01223 367 022 pbeck@ntlworld.com

NEWSLETTER EDITOR: Jil Segerman

20 Ivygreen Road, Chorlton-cum-Hardy,
Manchester M21 9ET 0161 861 8467
jil@segerman.fsnet.co.uk

ANALYSIS SERVICE: Des Cann

402 Holyhead Road, Coventry CV5 8LJ
01784 887 018 des@cann.demon.co.uk

ARCHIVIST: Harry Fearnley

38 Henley Street, Oxford, OX4 1ES
01865 248 775 archivist@goban.demon.co.uk

☛ indicates member of BGA Council

YOUTH NEWS: Alison Bexfield

20a Bd Emmanuel Servais Limpertsberg
Luxembourg L-2535 00352 26203520
alison@bexfield.com

GRADING COMMITTEE CHAIRMAN: Jim Clare

32–28 Granville Rd, Reading RG30 3QE
jim@jaclare.demon.co.uk

☛ JOURNAL BACK NUMBERS: Steve Bailey

49 Stocton Road, Guildford, Surrey GU1 1HD
01483 533 748 sgbailey@icee.org

☛ Bill Streeten 3 Wellington Court, Wellington

Road, London E11 2AT 020 8926 6923
william.streeten@ntlworld.com

☛ Jackie Chai 14 Durdells Avenue, Kinson,

Bournemouth BH11 9EH 01202 578 981
jackiechai@dorset-ha.swest.nhs.uk

GODRAW PROGRAM/CLGC: Geoff Kaniuk

35 Clonmore St, London SW18 5EU
020 8874 7362 geoff@kaniuk.demon.co.uk

NATIONAL TRAINER: Matthew Macfadyen

22 Keytes Lane, Barford, Warks. CV35 8EP
01926 624 445 matthew@jklmn.demon.co.uk

AUDITOR: Toby Manning

7 Oak Tree Close, Leamington Spa CV32 5YT
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Useful e-mail and web addresses

e-mail for general BGA enquiries

bga@britgo.demon.co.uk

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p.christie@bath.ac.uk Meets at The Rising Sun near Pulteney Bridge, Wed 7.30pm.
- BILLERICAY:** Guy Footring 01277 623 305
guy@Footring.demon.co.uk Meets Mon.
- BIRMINGHAM:** Eike Ritter 0121 244 0982
E.Ritter@cs.bham.ac.uk Meets various places.
- BOURNEMOUTH:** Neil Cleverly 01202 659 653
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- BRACKNELL:** Clive Hendrie 01344 422 502
clive.hendrie@freenet.co.uk Meets at Duke's Head, Wokingham, Tues 8.30pm.
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kashiwag@aol.com Meets at Prune Park Tavern, Thornton Wed 7.30pm.
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01273 898 319 (w) granville.wright@icl.com
Meets at The Queen's Head, opposite Brighton Station, Tues 8pm.
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- ☛ **CAMBRIDGE CHESS & GO CLUB:** Paul Smith
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- ☛ **CAMBRIDGE UNIVERSITY & CITY:**
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pwendes@hotmail.com Meets most Weds eves
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Meets at Prince of Wales, Coped Hall
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Meets Tues various places.

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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,
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WEST WALES: Jo Hampton 01341 281 336
jo@barmouthbay.freemove.co.uk
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pab27@compuserve.com
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Meets mostly at Black Boy, Wharf Hill, Bar
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Meets at St Paul's Church Hall, Harmanswater Mon 4pm to 7pm.

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hughalexander@talk21.com

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01223 563 932 (h) 01908 844 469 (w)
paul@mpaul.cix.co.uk

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Lene Jakobsen meets Weds 4 - 5pm
lene@PampisfordRoad.freemove.co.uk

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Jonathan Reece 01869 331 515 (h)
jon.reece@zetnet.co.uk

EVELINE LOWE PRIMARY SCHOOL London SE1:

Charles O'Neill-McAleenan 0207 252 0945

FITZHARRY'S SCHOOL Abingdon: Nick Wedd

01865 247 403 (h)

NORTH WEST LONDON: Keith Rapley

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

TWICKENHAM: Roland Halliwell

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

WANSTEAD & EAST LONDON: Jeremy Hawdon

020 8505 6547 Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

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.

HAZEL GROVE HIGH SCHOOL Stockport:

John Kilmartin 01663 762 433 (h)

LONGWELL GREEN PRIMARY SCHOOL Bristol:

Bob Hitchens 01761 453 496
bob@hitchens10.freemove.co.uk

QUEEN ANNE HIGH SCHOOL Dunfermline:

Greg Reid greid@reid9.fsnet.co.uk
01383 730 083 (h) 01383 312 620 (w)

ST IVES SCHOOL Cornwall: Ms Alex Maund

01736 788 914 (h)
alex@st-ives.cornwall.sch.uk

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

Steve Watt

ST PAUL'S SCHOOL Cambridge:

Charles Matthews 01223 350 096 (h)
charles@sabaki.demon.co.uk

STOWE SCHOOL Buckingham: Alex Eve

01280 812 979 alex@figleaf.demon.co.uk

WHITEHAVEN SCHOOL: Keith Hudson

019467 21952 keith.jill@lineone.net

GLOSSARY OF GO TERMS

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

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

Please note that credit card facilities are not available.

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

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