

IMPRESSIONS OF A KISEI TITLE MATCH

Tim Hunt

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The last time a game from a professional tournament was held in this country more than a decade ago, before I had even heard of Go. There have, of course, been title match games in Paris and Amsterdam since then, but I never quite stirred up the energy to go and watch. So when, at a BGA council meeting, I heard that a game from the Kisei title was going to take place in London, I was very excited, and immediately resolved to watch the entire event.

Most of the activities took place in the Montcalm Hotel, a very smart hotel owned by Japan Airlines, one of the sponsors of the Kisei (the other main sponsor is the Asahi Shimbun newspaper). It seems to be a hotel aimed squarely at Japanese business people on expense accounts, or at least at people who are a lot richer than me. Single room £250 per night: ouch! However, if someone else was footing the bill, I can see the attraction of staying there.

The game was scheduled for Thursday and Friday, but the related activities started on Wednesday evening with a reception at the Montcalm Hotel. The downstairs room at the Montcalm was pleasantly full with an assortment of Japanese, BGA members and invited guests representing other mind sports. It was a unique opportunity to see certain BGA members wearing a tie. The buffet was excellent, an interesting mixture of English and Japanese, with chicken drumsticks on one plate and sushi on the next. The sushi was wonderful, and I didn't bother with the chicken since I can get that any day of the week. There was also a very dramatic-looking plate of lobster but, disappointingly, there was no way to get at the edible bits. A few words were spoken at the start of the evening, including a speech by Simon Goss. Thanks to the good offices of Virgin Trains I missed these, but I am told that Ryu said this

was a childhood dream fulfilled, that he was still sleepy after the trip, but that he was strong and would do his best. O said this was the best place and atmosphere for him so he was happy, but he was not fully fit. Still, he would try to do his best.

The match itself started at 9 o'clock on Thursday morning in a nice quiet room upstairs at the Montcalm. The spectators were in the downstairs room where the reception had taken place. At one end of this room was an improvised television studio, or at least three cameras pointing at a temporary stage. When I arrived, Michael Redmond (9 dan pro) was on stage (wearing an extremely blue suit that he later said was only for television) with co-presenter Inaba Yoshiko ready to broadcast the first move live to Japan. Our view of the action was via two large television monitors in the middle of the room, the one of the left showing a view of the playing area, and the one on the right showing a clear view of the position on the board from a camera mounted in the ceiling.

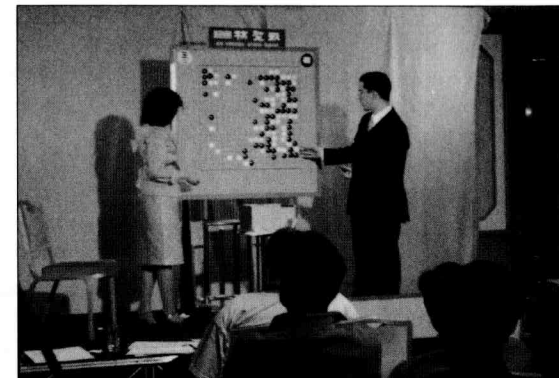
Have you seen the arrangements for a title match game? There are pictures in some of the English books, and there is a nice photograph of the type of room used on the cover of Basic Techniques of Go. The floor is covered in tatami (straw) mats. In the middle of the room is a goban, with two large cushions on each side for the players to sit on. Behind, near the back wall, is a long low table, with the game recorder and other officials kneeling (on floor cushions) behind it. The defending champion, O Rissei, arrived early and is sitting there collecting his thoughts when Ryu Shikun arrives just in time for the start.

For the start of the game the space behind the game recorder's table is packed: both game recorders, the referee, observers for the

sponsors and Matthew Macfadyen as a BGA observer. O Rissei takes a huge handful of stones for nigiri, and Ryu Shikun correctly guesses the parity and so gets to play black. He confidently picks up a black stone and plays it on the 4-4 point. Then retrieves the stone and plays it again for the benefit of the press photographers who missed it the first time round. After only a few moves have been played the room empties. The photographers are ushered out and all the observers depart, leaving the game recorder alone with the two players.

Throughout both days there were about ten to twenty people watching, with that number rising sharply to about double that towards the end of each day as people finished work. The original plan was to have teaching games against the professionals during the afternoon, but when the time came they offered instead to go through the game with us. With only 15 or so people we did not need to use the demonstration board, but could all sit, or stand, round a normal go board, watching Kato Masao (Thursday) or Kudo Norio (Friday) replaying the game and commenting on it via the able translation of Yuki Shigeno. I found this much more fun than sitting in an audience watching someone standing in front of a demo board, it is a much more interactive experience.

The television did not broadcast all day, just at the start and end of play. The 9:00am start works out nicely at 6:00pm in Japan, but I can't imagine many Japanese



TV commentary by Inaba and Redmond



Kudo Norio with Yuki Shigeno, Toby Manning, Christian Scarff and Alex Selby



Ishida's Kisei commentary

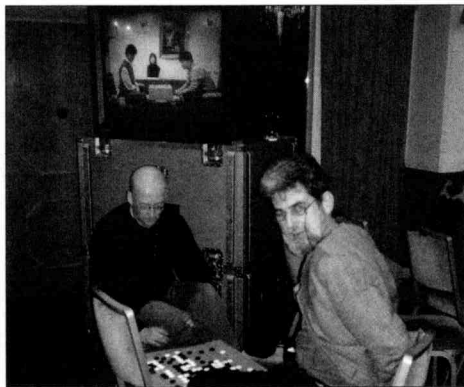
staying up for the 5:00pm (2:00am) finish. I suppose that is what videos are for. After the broadcasts Michael Redmond would come off stage and repeat his main comments in English for us. This struck me as far above and beyond the call of duty and we were all very grateful.

On the Thursday evening we had only reached about move 50, play was still progressing slowly, and so the television people interviewed a number of significant BGA members like Natasha Regan, Francis Roads and Peter Wendes. They were all asked (among other things) where they thought that the sealed move would be played. I'm glad that I did not have to do that live on Japanese TV. Actually, Natasha, who went first, picked one move, and then almost everyone who followed said the same thing except for a few brave souls like Rowan Wendes (Peter's daughter) who dared to be different. Meanwhile Michael Redmond had some different ideas about where the sealed move should be with some

clever reading to back it up. Next morning we were pleased to discover that Natasha had been basically right (although the sealed move was actually a forcing move, then O Rissei played where Natasha said he should). The match reached its exciting conclusion at about 6:00pm on the second day, right in the middle of the live television broadcast, what good management!

The next day, Saturday, all the professionals except the loser (a pro dan count of 40!) went to the CLGC meeting and this time they were giving teaching games, lots and lots of them. Mind you I would rather forget my game against Michael Redmond: a short, sharp and painful experience. I was able to watch O Rissei play through the game again showing yet more possible variations (hadn't I had enough by then?) The CLGC meets in a very nice venue, and were excellent hosts. Next time I have a spare Saturday afternoon in London I will certainly return.

To finish up with many of us went on from the CLGC meeting to take Michael Redmond and Yuki Shigeno out to dinner to thank them for all their teaching. There was also a youth tournament on the Sunday which I did not go to and so cannot tell you about. Altogether it was a very enjoyable few days. I hope that we do not have to wait another 10 years for the next event like this.



Kisei game on TV (Francis Roads distracted from his game)

Photo: Tony Atkins

IN THE DARK?

Stacey Grand Prix

Terry Stacey was 5 dan and was British Champion in 1986 and 1987. He died the following year as the result of a motorcycle accident and in his memory it was decided to present a trophy to the player winning most "above the bar" games in UK tournaments each year. A Stacey point is collected for each such game won. The trophy was made with a Stowe estate yew base and a white polished marble go stone top. It has been won, up to 2001, by Francis Roads (six times), Harold Lee (twice), Matthew Macfadyen, John Rickard, Alistair Wall and Des Cann (once each).

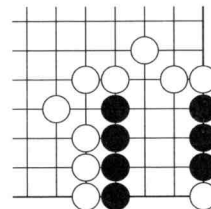
Tony Atkins

KISEI PROBLEMS

Tim Hunt

On the Saturday after the Kisei title match, about 40 dans worth of professionals visited the Central London Go Club, including the victorious O Rissei who showed me this tsumego problem:

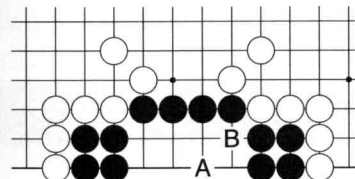
Problem 1: White to play and kill, no kos.



Problem 1

On Friday morning, whilst Ryu Shikun was thinking for 2 1/2 hours about move 63, some of us watching the game took to challenging each other with life-and-death problems.

Problem 2: from Seong-June Kim.

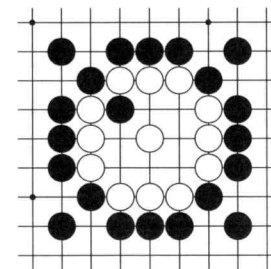


Problem 2

Black to play and live. Actually, this is not such a good problem because there are several moves that work. It becomes a better problem if you assume that black starts at A, and white replies at B, which are both correct moves. Then black to play and live.

Problem answers appear on page 42

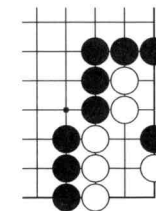
Problem 3: Black to play and kill. From Andrew Grant.



Problem 3

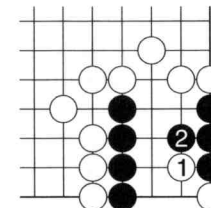
Problem 4: Black to play and kill.

I forget who set this one, but they set it in the hope of catching me out.



Problem 4

Kisei Problem 1 Hint



Hint

White 1 and Black 2 are the correct way to start. Any other White 1 allows Black to live with at least a ko and/or in seki. What happens next? Black can put up a surprisingly strong resistance. The real point of this problem is to discover that resistance even though it is ultimately futile. If your correct answer sequence lasts fewer than 10 moves then you still have not fully appreciated this problem.

LETTERS TO THE EDITOR

Two kyu, or not two kyu?

That is the question:

Whether 'tis nobler in the mind to suffer
The sente and aji of outrageous fortune,
Or to take a handicap against a sea of tesuji
And by opposing end them? To die: to sleep:
No more; and by a sleep to say we end
The heartache and the thousand unnatural
rip-offs.

But more seriously folks (and with apologies to the Bard), how should we best choose the grade at which we enter a tournament? This is a question which has interested me for some time. And not just me, judging by the reported feedback to the BGA's recent well-timed questionnaire on this and other issues.

I welcome Toby's letter in the last Journal. It draws timely publicity to the BGA Kyu Ratings List:

www.britgo.org/rating/list.html

updated monthly. I respect Toby not only for organising an annually-enjoyable tournament (Three Peaks) but also taking a healthy interest in the goings-on down at kyu grades.

It's long been the case that BGA members, especially kyu players, fare poorly in European tournaments. I can personally vouch for that in my case. I entered the Marseille European Congress in '97 at my (then) UK grade of 2 kyu. It was a hugely enjoyable fortnight, but I scraped a mere 2 wins out of 10, and learned that it's best to reduce your grade for Europe.

But that wasn't good enough! I exercised the same caution for last year's Dublin EGF Congress. Again, a very pleasant fortnight but, even as a 3 kyu, I managed just 1 win from my first 6 games. Admittedly after that I won my last 4 games, but against weaker opponents of course.

So, my conclusion was that I was a European 4 kyu. This was supported by the

first BGA Kyu Ratings list, which assessed me as a 4.2 kyu. Not to worry – it was nice being a 'well known 2 kyu' but I sleep better with the label of 'correctly graded player'. Since then, I have entered tournaments as 4 kyu and then 3 kyu. My results have been mixed. I've lost to a correctly-graded 5 kyu, but picked up 2 prizes. Since the list has upped me to 3.2 kyu, I've been entering tournaments as 3 kyu. Should I feel guilty at winning any prize? Instead, I would ask other players if they are sure they are playing at their own proper grades.

Now, should we have one system for Europe and a different one for the BGA? I reject the insular view. The EGF conscientiously records all tournament results, to provide a level playing field. So I fully support the BGA initiative to ease BGA grades into line with Europe. I feel that, given time and publicity, it will help players to obtain closer games at tournaments. I commend it to readers.

If anybody has similar or opposing views to mine, I would welcome further discussion via e-mail.

Martin Harvey
jhgothgo@aol.com

IN THE DARK?

Nippon Club Cup

Presented by the Go section of the Nippon Club in London, this trophy has been awarded at every British Go Congress since 1986. It goes to the team from a BGA recognised club with the highest percentage of wins in the British Open. Twelve clubs had won it up to the end of 2001, Bristol, Wanstead, Furze Platt and Brakenhale winning it twice each.

Tony Atkins

Unbiased grading information

I am delighted to see that some of our stronger players are taking an interest in the grading problems faced by kyu players (Making the Grade? BGJ 125).

I would like to point out that the European Grading list has been operational since 1997, but it is only following the BGA questionnaire and the publication of the derived UK Grading list that we are seeing signs of genuine interest among kyu players.

The list is relatively new; there will be initial wobbles in assessed grade; and it will take time for grade adjustments to filter through the entire population.

The European rating system however adjusts fairly rapidly to individual changes in grade. A player who may have demoted too far will start to win more games and so their measured strength will rise to a more realistic level and a well earned promotion.

Rather than a case of a formal procedure over-ruling common sense, what we have here for the first time, is real information that we can use to judge our strength with a high degree of impartiality and consistency over the whole country. There is no formality about this however – players are free to use the information as they see fit. It is therefore very gratifying indeed to see that players are now beginning to use this information in a sensible way.

Geoff Kaniuk

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True lies

In the last journal, Toby Manning, writing about the Three Peaks Tournament, refers to "two well known 2 kyus" who "entered at their European grades of 4 kyu" and went on to win 4 out of 5 games. As one of the two 4 kyus who won 4 out of 5, I am flattered by Toby's description since I have never entered any tournament at higher than 3 kyu – and never really established myself at 3 kyu either!

Nevertheless, I agree with Toby's conclusion that the other 4 kyu entrant and I were probably under-graded compared with most other 2, 3, and 4 kyus who entered. But maybe that's because the others are over-grading themselves? I'm more inclined to trust the BGA Rating list, which is based on actual tournament results, rather than people's subjective assessment of themselves. Based on the Feb 7th, 2002 list, here is a table showing the percentages of players who over-grade themselves and who under-grade themselves, on the assumption that the BGA grade is their 'true' grade. (I've taken, say, 3 kyu to encompass a BGA strength in the range 2.6–3.5.)

	Over-graders	Under-graders
2 kyu	39%	13%
3 kyu	60%	0%
4 kyu	50%	17%
5 kyu	61%	0%
6 kyu	57%	0%
7 kyu	80%	20%

Apologies to those people who are rapidly improving and really are playing above their BGA strength but I suspect they are a minority.

For me, the problem is psychological! Somehow my subconscious is frightened of being at the dizzy heights of 3 kyu. So, if I enter a tournament at the comfortable grade of 4 kyu, I perform as a 3 kyu – including beating 3 kyus. But, if I enter at 3 kyu, I perform as a 4 kyu including losing to 4 kyus. Heaven knows what will happen if I ever get anywhere near shodan!

Ron Bell

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Turning the European screw

Concerning the European Grading list why should English players not use this for English tournaments?

I believe English kyu grades are over-graded in comparison to the European grades and I

am sure a review of European results will show this to be of the order of 1 or 2 kyu.

The only way to bring our grades in line will be to start using the European grades and drive the over-graded players up. If this means European graded players winning a few tournaments then so be it.

Wayne Walters

English 3 kyu European 5 kyu

Online Games

Readers may be interested to know that the games of Go featured in the British Go Journal are now being placed in electronic format on the web at:

www.britgo.org/bgj/recent.html

Hopefully this will allow those readers who are online to run through the games in a more convenient way (without disturbing that correspondence game on your goban).

It's a bit of a shame that providing electronic games isn't standard practice for Go books, but one useful resource if you're looking for a game played in some obscure Japanese tournament 50 years ago is Jan van der Steen's site, at gobase.org

Free registration is required, but you'll find literally thousands of games here, complete with a search engine.

Allan Crossman

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TEN YEARS AGO

Tony Atkins

In 1992 the Wanstead Tournament was held in February and proved to be won on tie-break by Des Cann from Francis Roads and Edmund Shaw. The first of the two varsity events was Oxford at University College; it was won by Alex Rix. The second was the Cambridge Trigantius held at Great Shelford; Edmund Shaw won it. Sam Beaton (1 kyu) won the British Youth Go Championships held at Stowe School. A family-favoured event at the Midland Sports Centre in Coventry was won by a local, Matthew Macfadyen and T. Mark Hall won the Candidates' with 6/6. Jim Barty and Alex Rix both won 5/6.

The British Go Congress returned to Nottingham University after a 10 year gap. Derby Hall was the venue for the 25th Congress and it was attended by 100 players. Making a first showing were Ulf Olsson's

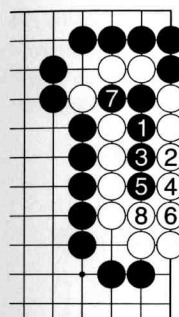
new triplets, though they were too young to do more than lie about and cry a little. T. Mark Hall won the British Lightning and Mark Willems from the Netherlands won the Open with 5/6. Alex Rix went to the polls, like John Major did two days earlier, and gained his mandate as President. Francis Roads was presented with the Terry Stacey Trophy, which compensated for not winning a seat for the Greens in the General Election. Eight London players spent Easter in Paris. This event saw 314 players from 198 countries. Top Londoner was Zhang Shutai who won the tournament despite losing to third placed Shen. Guo Juan took second to complete the Chinese domination.

In Japan the Kisei was won for the seventh time in a row by Kobayashi Koichi, beating Yamashita Hiroshi 4-3.

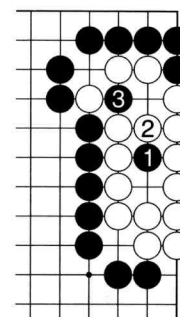
ANSWER TO REVIEW PROBLEM

Richard Hunter

Black starts with the atari at 1 in Diagram 1 and continues up to 5. Then the key move is to wedge into White's weakness with 7. White must capture with 8. Then Black plays under the stones with 1 in the continuation. This is a technique we have studied before. Even if White spots this coming, he can't back off and play 2 in Answer 1 at 3 because that doesn't leave him any way to make two eyes.



Answer □ 1



Continuation

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IN THE DARK?

Japan Points

More correctly called world amateur qualification points (once the event was in China), Japan Points are earned in the Challenger's League and the British Championship title match. Places 1 to 8 in the League get assigned points 8 to 1 (shared if there is a tied position). The champion gets 9 points and a defeated champion gets 5 points (was 4). Points get spent when the World Amateur is attended, but otherwise do not decrease. Usually about 25 points are needed to go, which fits in with the requirement of no

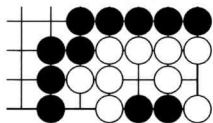
player attending more than once in three years and also gives those who take the middle League positions a chance to go occasionally. Council uses the points as a guide as to which current active player to select, but a new champion would normally take precedence. Since they were introduced in 1985 eleven players have attended (the points retrospectively would have accurately selected the players who attended earlier). Other systems exist for Pair Go Points and Women's Points.

Tony Atkins

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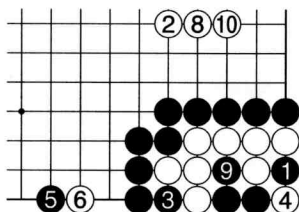
Diagram 1 is an example of a 1-move approach ko. If Black plays here, he can't just take and then win it; he must also find time to play the outside liberty. So this ko is harder for Black to win than a direct ko.



□ 1

If you ask very strong players how much an approach ko is worth, they will probably mutter something about watching the balance of ko threats, but you won't usually be able to persuade them to tell you a number. If you read the previous article in this series, you may be able to guess one of the reasons: this ko is hyperactive – its value really does depend on the balance of ko threats. An even better reason, perhaps, is that there are a lot of conceivable ways to play it, and there's no value in knowing the numbers unless you can distinguish the right ones from the wrong. So we'll concentrate mostly on identifying the correct sequences this time. If Black has two more primary ko threats than White, he can win the ko as

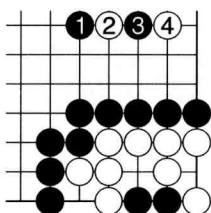
shown in diagram 2. This diagram uses a convention we'll follow throughout this article: ko threats and their answers are shown to the left of the problem and big moves elsewhere are shown above it. In this case, Black uses three moves to get 18 points. Had White played first, he could have lived with 5 points in one move. The difference of 23 points in 4 net moves gives a temperature of $5\frac{3}{4}$ and a count of $3\frac{1}{4}$ points to Black in diagram 1.



□ 2

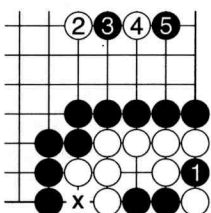
The $5\frac{3}{4}$ temperature is a useful number. It's equivalent to $11\frac{1}{2}$ points in gote. Not as big as it looks, is it? And you don't have to use up any ko threats to take $11\frac{1}{2}$ points in gote. It's worth remembering that killing with a 1-move approach ko is worth only about half as much as a clean kill involving the same number of points. The more approach moves there are, the less the ko is worth. If Black doesn't have any

more ko threats than White, he cannot win the ko. In that case, one idea is for him to ignore it altogether. Diagram 3 shows how he gets the best of each pair of moves elsewhere by doing so. The only trouble is that he gets no compensation at all for losing the ko. Eventually, White must capture the two stones to get 5 points, but Black's move elsewhere is worth nothing if it's only a dame point.



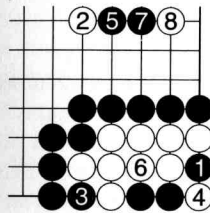
□ 3

Let's see if Black can do any better than that. In diagram 4, he tries taking the ko once and then ignoring it, but it's no good. The only difference from diagram 3 is that Black has given White the first move elsewhere in exchange for the second.



□ 4

Diagrams 3 and 4 prove that there's only any point in Black taking the ko if he intends to follow up with the approach move if White answers with a tenuki (as opposed to a ko threat – it's OK for Black to answer one of those). Diagram 5 shows Black following this more sensible strategy, but it's still hopeless. White can take the ko back and then win it. This is worse than diagram 3 in that the order of the first two moves elsewhere has been unfavourably reversed.

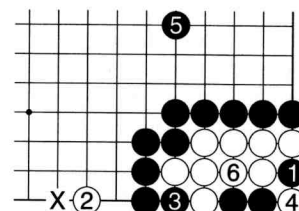


□ 5

The fact is, if you haven't got more ko threats than your opponent in an unfavourable approach ko, it's better not to play it at all. Save it up in case you can swing the balance of ko threats, or to use as ko threats in another ko. The temperature in this case is zero, and the count is 5 points to White. When we looked at diagram 2, you may have noticed that we said that Black needed two ko threats, but only saw him using one of them. So, what if Black has just one ko threat more than White?

Diagram 2 is possible in this case too, but White also has another option to consider now: he might try erasing Black's ko threat instead of playing a simple tenuki. With direct kos, erasing your opponent's ko threats is at best worth nothing and at worst is a waste of a move. But with approach kos it's different.

Diagram 6 shows White 2 erasing Black's ko threat at X at the right time, after Black takes the ko and before he makes the approach move. It's only worth doing this if White intends to carry on and win the ko; if he's planning to lose it, he should take the most moves elsewhere by following diagram 2.



□ 6

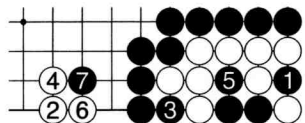
(In diagram 6, it seems that Black could also have played tenuki at move 3, but then White would reply with a tenuki at move 4. Black is going to lose this ko, so he should force White to take a move to win it as soon as possible. Thus, Black 3 in diagram 6 is the correct way to play). Now, how does White

decide whether to win the ko or to give it up in exchange for lots of moves elsewhere? Diagram 2 gives a score of $18-3t$ points, while diagram 6 gives $t-5$, so the break-even point is when the temperature of the best moves elsewhere is $5\frac{3}{4}$. If the tenukis are bigger than this, White wants them, so he plays diagram 2. If they are smaller, White wants the ko, so he plays diagram 6.

Finally, we're in a position to understand diagram 1 when Black has one erasable ko threat. White, playing first, makes $5-t$ points, but he knows that he can make at least this many even if Black plays first, by following diagram 6. So White would like to wait until things elsewhere are as small as possible. In fact, he won't play here until Black does. Black wants to play it when the temperature of moves elsewhere is as close as possible to $5\frac{3}{4}$. If he does, then he can get a score of $3\frac{1}{4}$ points in an even number of moves. If things elsewhere are bigger or smaller than this, White can do better than that using whichever is better of diagram 2 or diagram 6. One last point about this ko: you sometimes read statements to the effect that Black has to ignore two White ko threats to win it. This, of course, means ignoring White's secondary

ko threats when Black has no primary ones. Even then, you may have noticed that what actually happens is diagram 7; Black ignores two White secondary threats in order to win the ko, but White only gets to carry out one of the threats, because Black then answers the other.

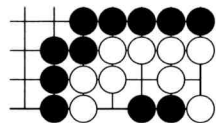
If you find yourself in the position of White in diagram 7, don't worry. What you've gained from your second ko threat is not the execution of the threat, but sente. In diagram 7, White executes one threat and ends in sente. In a direct ko, the side that executes a threat ends in gote.



□ 7

Summary of ko ideas

I hope that this and my previous two articles have helped to show you at least some of the intriguing effects that ko positions can have on the game. There are several more things about ko that you can investigate by yourself if you're so minded, including mannen ko (an example is diagram 8, which is like an approach ko unfavourable to both



□ 8

sides, with a seki option for Black – a most unpleasant animal) and lots of pathological positions. But this is where I tenuki. Let's briefly summarise the most important points we've looked at:

Ko fights tend to be worth less than fights over the same number of points not involving ko, because there's more difference in the number of moves between winning and losing them. The more indirect a ko is, the less it's likely to be worth.

Delay fighting kos that you can be sure of winning. Fight kos that you're going to lose so as to get the best free moves elsewhere that you can.

Positions where one or both sides have alternative options, either to make a ko or to do something else (e.g. make seki) don't have a fixed temperature – it depends on the balance of ko threats (hyperactive).

If you have much less to lose than your opponent, it may be worth while to make a ko and lose it (hanami ko) even if there is an alternative that doesn't entail a sacrifice. You need to take care to do this at the right

time. In the examples we looked at, this was when moves elsewhere were at about the same temperature as the ko you chose to lose.

Approach kos are always complicated, but are smaller than they look and often not urgent. As a rule of thumb, don't play in an unfavourable one unless you have at least as many excess ko threats as there are approach moves. Don't play in a favourable one unless your opponent has an excess of ko threats greater than the number of approach moves.

A ko threat and it's execution is equivalent to two consecutive tenukis. This fact can help you work out how big ko threat needs to be in order to force an answer (primary threat).

If playing a primary ko threat, play the smallest one available to you; but you may want to give higher priority to a real sente than to a 'sente dame'.

Ko threats that lose points decrease the value of the ko to you and increase it for your opponent. Think twice before playing them.

Double ko threats don't exist with correct play. Play all the primary ones before capturing in ko. Play out a long ko threat (see BGJ 122) in one go.

1001 LIFE-AND-DEATH PROBLEMS BY RICHARD BOZULICH

Review by Richard Hunter

hunter@gol.com

When you ask professionals how to get stronger, they often recommend studying tsumego, especially easy ones. The more the better. This book gives you a vast number of problems with minimal answers. They are set eight or nine to a page, and overleaf are an equal number of answer diagrams, so that's one answer diagram per problem. They are grouped into one-, three- and five-move problems. The one-move problems only require you to spot the vital point, but even here, there are some tricky ones mixed in amongst them. Sometimes the obvious move fails. This reflects actual play, where you can easily stop reading out a position too early because you assume the tesuji-like move must work. The problems focus on technique and reading, not on standard corner positions. If you like detailed explanations of every variation and wrong move, then this is not a book for you. If your answer differs from the book, it's up to you to work out why your move fails. I think this book should appeal to a very wide range of players. The level is like Graded Go Problems no. 3 and 4. The style is like Get Strong at Tesuji, which is not surprising as it's taken from a similar Japanese source. This is New Bessatsu Igo Club no. 28. In the original book, the first 400 (one-move) problems have no text at all for the answer diagrams. I rather liked the elegant simplicity of that and enjoyed working out why my occasional wrong answers failed. Bozulich has added comments and also some letters to the diagrams, which should help weaker players. Some merely state the obvious, "Black 1 is the only way to live", but most are quite useful, "After Black 1, A and B are miai". I read the Japanese book twice and I also solved all of the problems again while checking a draft of this book. Even dan players should find it excellent practice for accurate speed-reading. It's one of my

favourite books and I suggested it to Bozulich. My only complaint is that he rushed it to the printer without letting me check the implementation of my corrections. In recent years, I have tried hard to stamp out persistent mistranslations of the term nakade, but unfortunately a few slipped through here. So we see: "After 1, Black can create a dead five-point eye space by playing A" when Black A will clearly make a bulky five nakade shape inside White's six-point eye space. If you can overlook these minor flaws, then this really is a superb book that you should enjoy reading several times. Many of the problems involve nakade and seki, so it is a good exercise book to accompany my current BGJ series. I carefully avoided taking any examples from this book, but I have since noticed that a few I got from other sources are in this one too. But the repetition is valuable practice. In conclusion, I think this book should be an essential buy for most British players.

1001 Life-and-Death Problems is published by Kiseido.

REMEMBER YOUR FIRST GAME?

Peter Wendes

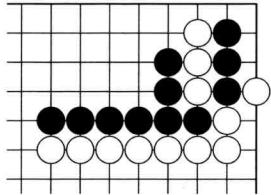
pwendes@hotmail.com

I am preparing a research proposal concerning peoples' very first experiences of Go – circumstances, feelings, problems etc, and would be very grateful at this early stage if any readers would be prepared to share their reminiscences. No names or personal details are required – I am trying to understand the factors which determine whether someone takes to the game or not.

A POINT HERE, A POINT THERE... ~ PART 3

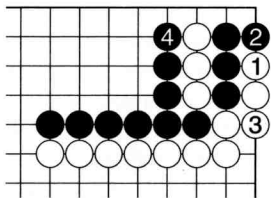
Andrew Grant

In Diagram 1, it's White to play in the corner.



□ 1

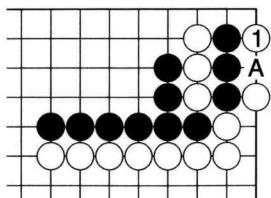
White's three stones are dead, so there seems to be nothing better to do than play 1 and 3.



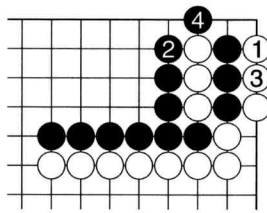
□ 2

Since Black has to answer at 4, White is probably happy with this. But he shouldn't be - he could have done better.

White should play 1 in Diagram 3. Black obviously can't block at A.



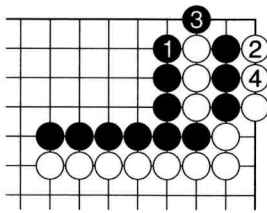
□ 3



□ 4

Black has no option but to play 2 and 4 (in either order). Compare this with Diagram 2; White has reduced Black's territory by three points - two points in the corner, plus another one because in Diagram 4 Black has had to take the three white stones off the board.

What if it's Black to play? Well, it's silly to play 1 in Diagram 5. White plays 2



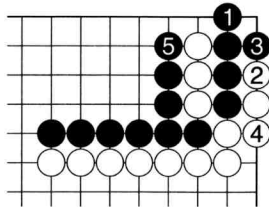
□ 5

and we end up with the same result as in Diagram 4.

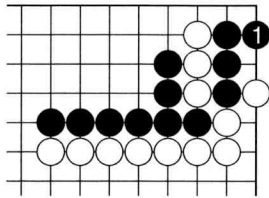
Black 1 in Diagram 6 is better - it's two points better than Diagram 5 - but still not good enough.

Black 1 in Diagram 7 isn't the sort of move that immediately springs to mind, what with the empty triangle it creates, but in

a-grant2@talk21.com

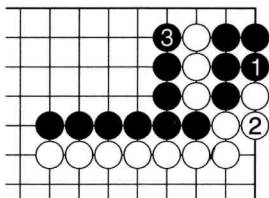


□ 6



□ 7

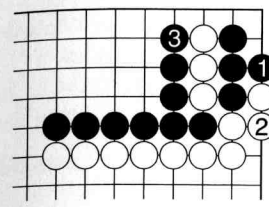
fact it's the right move. It was White's correct move in Diagram 3; your opponent's best move is your own. With this one move, the corner is completely played out.



□ 8

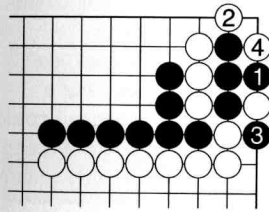
At the end of the game, the exchange of 1 for 2 is dame, after which Black has to play 3. Black has held on to all three points in the corner.

One last thing. If Black could play the moves here, he could get yet another



□ 9

point in the corner. But expecting White to play 2 is a prime example of *katte yomi*. (You remember *katte yomi*? Looking for good moves for yourself but assuming your opponent will always play the most obvious response. It was in the *Journal* recently).



□ 10

White will play 2 and 4, and Black is caught in a disastrous ko.

Black 1 was a step too far.

I'm a Toe

I play Go

I'm a nick nack in the know

With a knic knac paddy whack give a dog a stone

This old board is going home.

A Go stone here

A Go stone there

I've got nic nac in my hair

When I spot my dragon dancing in the fair

I see Go stones in the air.

On a Tower

Goes a flower

The city is a Go board lit by power

With a nick nack stone whack intersection bower

All Go games should take one hour.

Roger Daniel

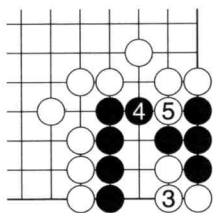
IN THE DARK?

Youth Grand Prix

Simon Rudd launched the Youth Grand Prix in 1992 and at that time it ran congress to congress. Young under-18 players earn points by attending tournaments and winning at them. Forty percent of the points for an event are for just turning up. The British Youth Go Championships counts double. Originally getting promoted scored points as well. Players of 1 kyu and 23 kyu are just as likely to win the trophies for first, second and third. Other prizes are often awarded too. Currently the year is the calendar year and the prizes are presented at the British Youth Go Championships.

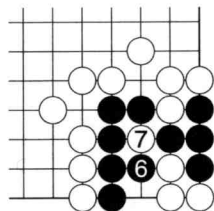
Tony Atkins

Tim Hunt



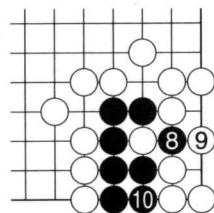
Solution 1.1

Solution 1.1: Continuing from the hint, White connects, Black expands his eye-space to the maximum then white triumphantly plays atari thinking it is all over.



Solution 1.2

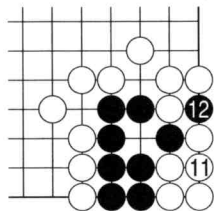
Solution 1.2: However Black has a surprise up his sleeve in 6. White captures



Solution 1.3

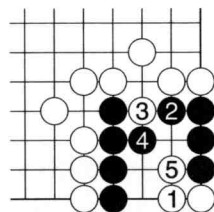
Solution 1.3: Black recaptures and White attempts to connect underneath. But isn't White short of liberties

after the Black atari at 10? Remember, a ko is a success for Black.



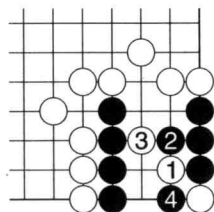
Solution 1.4

Solution 1.4: Not at all, White hands out a surprise of his own with the connection of 11 and when Black 12 captures, White 13 on the same spot as 11 finishes the job.



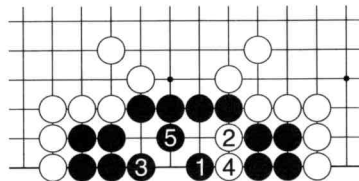
Failure 1.1

Failure 1.1: An example of an incorrect White 1. Black can get a ko. If Black wins the ko he will live in seki.



Failure 1.2

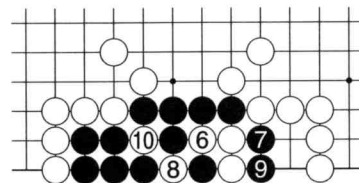
Failure 1.2: This was my failure. The atari at White 3 looks good until Black (O Rissei) captures the stone in the corner, then White (me) feels a bit foolish.



Solution 2.1

Solution 2.1: Of course, with those clumps of 4 stones on either side, you just know it is going to be an under-the-stones problem; but before you start complaining that a position this contrived could never arise in a real game, let me assure you that it can happen.

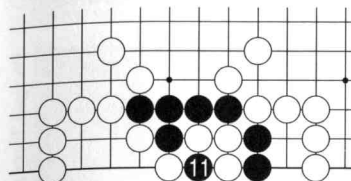
The correct answer is the empty triangle at Black 3. Along the way lots, ...



Solution 2.2

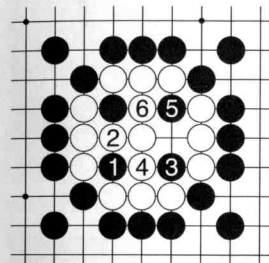
Solution 2.2: and lots of stones get captured, but in the end ...

Solution 2.3: Black gets two eyes.



Solution 2.3

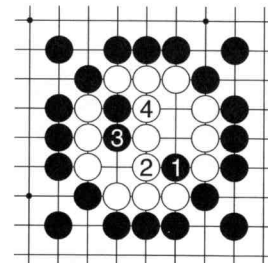
Failure 3: The first thing you notice about this problem is that Black can



Failure 3

easily capture three stones by setting up a double atari. However White is not too upset about losing three stones if the rest of the group lives.

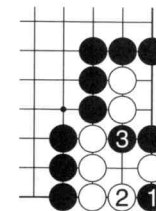
Solution 3: So Black should play like this. Of course one more move, Black 5, is required to finish White off. This last move is the key so I am going to make you find it on your own if you have not done so already.



Solution 3

These are the only moves to kill, but don't take my word for it, Black's various failed attempts make worthwhile 'White to play and live' problems.

Solution 4: The throw-in at the 1-1 point is the key.



Solution 4

Capturing at 2 is futile, White dies from a shortage of liberties. Any other White 2 is easy to refute.

IN THE DARK?

Castledine Trust

Brian Castledine was 3 dan and president of the BGA. He died whilst walking near cliffs near Brighton in 1979. In his memory a trust was set up to promote Go among young people. It supported the first British Schools' Championship in 1980 at Northampton, where the Castledine Trophy was first presented. It has been won by Leeds Grammar (4 times), Furze Platt (9 times), Brakenhale (8 times) and Bloxham (1 time), up to end 2001. Queries and donations should be directed to Toby Manning.

Susan Barnes Trust

Sue Barnes of Epsom Club was one of the few women players of the 1970s and reached the dizzy heights of 1 kyu. She died as the result of a car accident in Zimbabwe in 1983. In her memory a trust was set up to give awards for travel or equipment to young players. There have been plans to merge with the Castledine Trust. Queries and donations should be directed to Francis Roads.

Tony Atkins

Fujitsu Cup Amsterdam

The annual Fujitsu Cup finals took place as usual in the European Go and Cultural Centre, Amsterdam, between 6th and 8th December. 24 top Europeans qualify to take part by results in qualifying tournaments and the European Go Congress, their ratings, Grand Prix positions or results in previous Fujitsu Cup finals. Britain's Matthew Macfadyen (6 dan) qualified and was seeded into round 2 as he was a semi-finalist last year. He beat Germany's Franz-Josef Dickhut in that round, but lost to young Russian Svetlana Shikshina who studies Go in Korea. The first semi-final was all Dutch and the other all Russian; it was possible to have an all woman final. However previous winner Guo Juan lost to Rob van Ziejst who was over from Japan, and Svetlana lost to Alexandr Dinerchtein who is also studying in Korea. The Sunday afternoon final was exciting, it being analysed by Japanese lady professionals Hane Shigeiko and Shoji Kazuko aided by Guo and Macfadyen. The Dutch 7 dan was the winner and so Rob gets to play in the first round of the Fujitsu Cup proper. At the same time the second Fujitsu Training took part. Countries without top players could send a student Go teacher along to improve their technique; Ireland sent John Gibson. The students were enlightened by the pros, by Matthew and his Coventry problem, and by recording one of the Cup games, analysing it with the loser and then teaching it to a group of Dutch amateurs as part of the Dutch National Training. The EGCC Supervisory Board meeting also took place



Matthew Macfadyen playing Svetlana Shikshina, above and training with John Gibson, below, at the Fujitsu Cup 2001



with Tony Atkins having to chair it as EGF President; this did mean Matthew had a supporter from the UK.

Italian MSO

The Italian Mind Sports Olympiad was repeated in Milan, with the Go event from the 7th to 9th December being a Fujitsu Qualifier this year. 71 players took part and the winner was Frederick Donzet (5 dan)

Photos: Tony Atkins

from France. He beat all of the next placed players: Victor Bogdanov (6 dan), Dejan Stankovic (5 dan) and Yuki Shigeno (pro 2 dan). Mrs Hane and Mrs Shoji from Japan played simultaneous displays.

Toyota & Denso European Go Oza

Between the 7th and 10th February the winter Olympics started, there was a Dutch royal wedding and at the European Go and Cultural Centre, in Amstelveen district of Amsterdam, there was a prestigious new Go event. Toyota and Denso companies have come together to sponsor a new world championship and the new event formed the European qualification for that. It was the first time a European event carried a Japanese title, "Oza" meaning throne. The sponsors wanted a big European event and with 318 players from 29 countries they should not be disappointed. 74 top European players, high rated players and representatives of each country, took part in the main Oza. The played four rounds seeded by grade, so in round one David Ward had to play Matthew Macfadyen and Ireland's Noel Mitchell had to play Guo Juan. Five players won all 4. Matthew Macfadyen lost to Vladimir Danek had had to play off against Emil Nijhuis to get to the knockout stage. Britain's other players did not make the cut, though T.Mark Hall won 2, Des Cann won 1 and David Ward ended in the bottom group with the Irish, Italian, Turkish and Slovakian players. Surprisingly also Guo Juan had to play off (against Bogdanov). In round 1 of the knockout, Germany's Franz-Josef Dickhut got his revenge from Fujitsu by putting Macfadyen out. Fujitsu winner Rob van Zeijst also lost to Ion Florescu. Csaba Mero (6 dan Hungary) was one of two players doing surprisingly well as he beat Heiser and Pocsai to reach the semi-final where he went out to Dinerchtein. The other surprise was Dragos Bajenaru (6 dan Romania) who eliminated Cristian Pop, Guo Juan (by half a point) and then Dickhut in

his semi-final. However he was no match for the Russian Alexandr Dinerchtein who completed his victory with an eighth straight win. Dinerchtein then gets to play with the professionals in the east in the World Oza.

The other events of the weekend were marketed as a family event. The Family Go Oza had 178 players, including those eliminated from the main event. 64 of them played in a knockout section on the Sunday. Both Du Jingyu and Fan Hui won their first nine games and met for an exciting final, a half-point victory to Fan Hui, the Chinese pro 2 dan living in Paris. Baron Allday joined the UK team in this event, with T.Mark again getting 2 wins. Other events were the 20-pair Pair Go Oza won by Raffaella Giardino (1 dan Italy) and Cornel Burzo (5 dan Romania) and the Children's Go Oza with 26 children from 6 to 12 years taking part.

Barcelona

Byung Min Kim (7 dan Korea) won the 20th Barcelona Tournament on the 23rd and 24th February with 5/5. Csaba Mero (6 dan Hungary) was second and Hyo Jung Kim (7 dan Korea) was third. 62 players took part in the Toyota Tour event.

News from Japan

Professionals who visited England in the last few years have been in the news. Former Women's Honinbo, Inori Yoku, regained a title by winning the RICOH Cup for Pair Go with well-known partner Cho Chikun. Her travelling companion Umezawa Yukari won the best-dressed prize with her partner Takemiya Masaki. In January Yukari also made the headlines by marrying the goalkeeper for Kawasaki Frontare. The Kisei match continued in various cities around Japan. Ryu Shikun won games 2 and 3 by half a point and two and a half, but O Rissei pulled back to 3-2 by winning game 4 by 4.5 and game 5 by resignation after a dame rip off, at the end of February.

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Please send contributions for the Summer Journal as soon as possible and in any case by 31st May.

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

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

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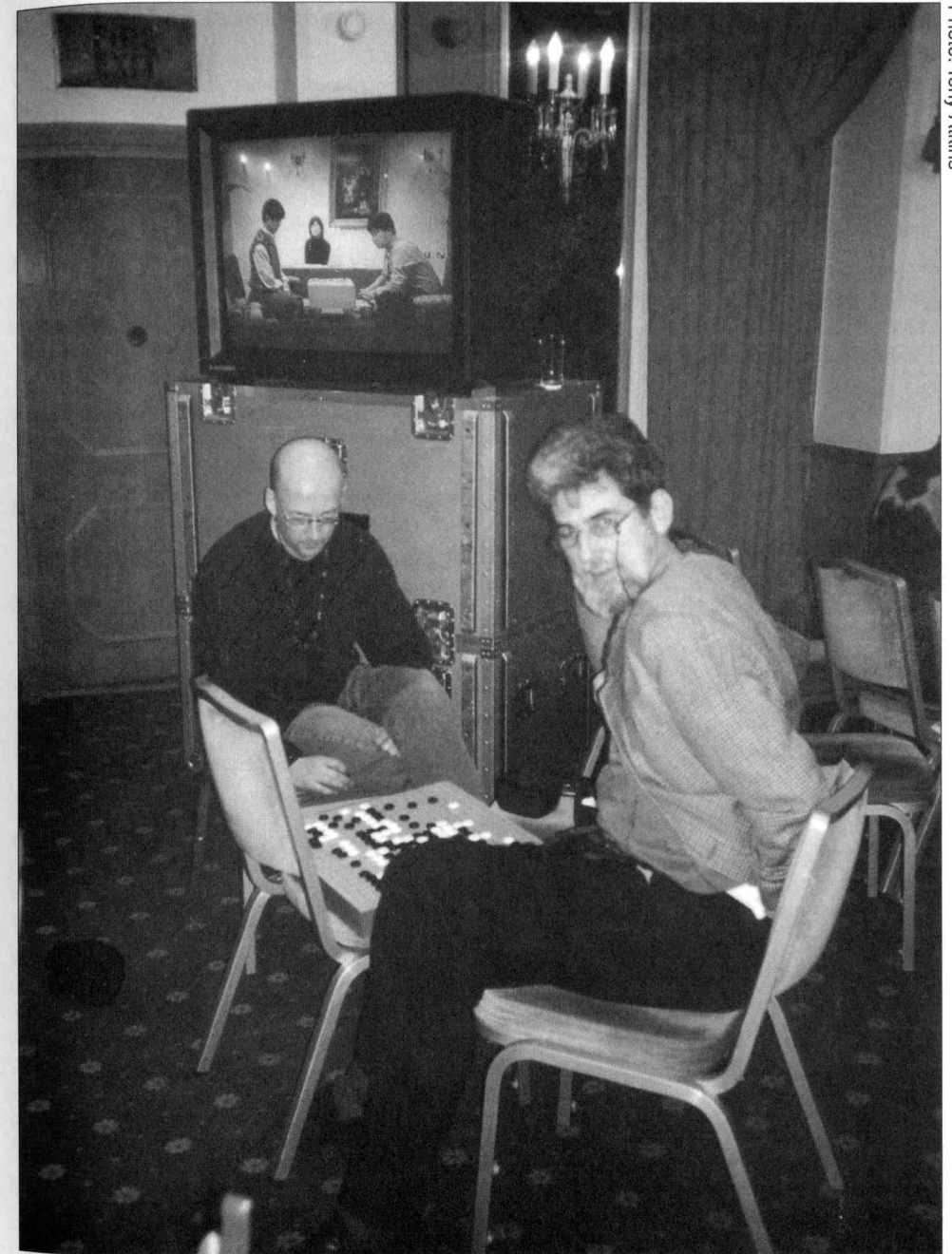
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As the professionals do battle above, Francis Roads shares a moment with the camera. A scene from the Kisei Title Match, held in London in January.

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Meets at The Queen's Head, opposite Brighton
Station, Tues 8pm.
- BRISTOL:** Antonio Moreno 0117 942 2276
Meets at Polish Ex-servicemen's Club, 50 St
Paul's Road, Clifton, Bristol, Tues 7.30pm.
- CAMBRIDGE CHESS & GO CLUB:** Paul Smith
andreapaul@andrea-paul.freeserve.co.uk 01223
563 932 Meets Victoria Road Community
Centre, Victoria Road, Fris 7.30pm (term).
Caters for beginners and children.
- CAMBRIDGE UNIVERSITY & CITY:**
Charles Matthews 01223 350 096
soc-cugos-contacts@lists.cam.ac.uk Meets at
Kingston Arms, Kingston St Mon 7.30pm; the
Erasmus Room, Queens' College Tues 7.30pm
(term); Coffee Lounge, 3rd floor, The
University Centre, Mill Lane Thurs 7.30pm;
CB1 (café), 32 Mill Road Fri 7.00 to 9pm
- CANTERBURY:** James Collier 01227 721 269
skylarkjames@hotmail.com The Watermill,
Littlebourne, Canterbury Kent CT3 1Q
- CHELTENHAM:** David Killen 01242 576 524 (h)
Meets various places, Tues 7.30pm.
- CHESTER:** Dave Kelly 01244 544 770
davesamega@fsnet.co.uk Meets at Olde
Custom House, Watergate St, Weds 8.00pm.
- DEVON:** Tom Widdecombe 01364 661 470
tomwid@mcmill.com Meets Thursdays at
7.30pm Royal Seven Stars Hotel, Totnes (at
the bottom of the High St). Ring to confirm.
- DUNDEE:** Bruce Primrose 01382 669 564
Meets weekly.
- DURHAM UNIVERSITY:** Paul Callaghan
0191 374 7034 p.c.callaghan@durham.ac.uk
- EASTBOURNE & HASTINGS:** Patrick Donovan
01323 640552 Meets by arrangement
- EDINBURGH:** Howard Manning 0131 667 5260
howard@manning2353.freeserve.co.uk
Meets at Guildford Arms, West Register St.,
Weds 7.30pm.
- EPSOM DOWNS:** Paul Margetts 01372 723 268
paul@yuhong.demon.co.uk Meets at 7 Ripley
Way, Epsom, Surrey KT19 7DB but check
with Paul first. Tues 7.30 to 11pm.
- GLASGOW:** John O'Donnell 0141 330 5458
jtod@dcs.gla.ac.uk Meets term time at
Research Club, Hetherington House,
13 University Gardens, Weds. 8pm.
- HIGH WYCOMBE:** Paul Clarke 01494 438 917
paul.clarke@eu.citrix.com Meets Weds 8.00pm.
- HP (BRISTOL):** Andy Seaborne 01179 507 390
afs@hplb.hpl.hp.com Meets Wed & Fri noon.
Please ring in advance to ensure that players
are available.
- HUDDERSFIELD:** Alan Starkey 01484 852 420
Meets Huddersfield Sports Centre, Tues 7pm.
- HULL:** Mark Collinson 01482 341 179
mark@collinson.karoo.co.uk
Meets alternate Weds 7.30pm.
- IPSWICH:** Vince Suttle 01473 625 111
v.suttle@btinternet.com Meets Thurs.
evenings in the Brewery Tap, Cliff Road.
- ISLE OF MAN:** David Phillips 01624 612 294
Meets Mon 7.30pm.

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

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

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

LINCOLN: No longer meets

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

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

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

MONMOUTH: Gerry Mills 01600 712 934
Meets by arrangement.

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

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

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

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

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

OXFORD UNIVERSITY: Niall Cardin
niall.cardin@ccc.ox.ac.uk Meets The Seminar
Room, Corpus Christi Coll Weds 7.30pm (term).

PURBROOK: Peter Wendes 02392 267648
pwendes@hotmail.com Meets most Weds eves
at Peter's house, ring and check.

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

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

ST ALBANS: Alan Thornton 01442 261 945 or
Richard Mullens 01707 323 629 Meets at
The White Lion, 91 Sopwell Lane, St. Albans.
Non-regular visitors should ring to confirm a
meeting.

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

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

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

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

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

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

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

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

LONDON CLUBS

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

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

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

YOUTH GO CLUBS

youthgolist@dcs.rhbnc.ac.uk

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

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

BRAKENHALE SCHOOL:
Emma Marchant 01344 481 908

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

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

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

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

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

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