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UK NEWS AND TOURNAMENTS

Tony Atkins

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Upstairs and Downstairs

Like last time two events were held side by side at Leamington. More accurately they were upstairs and downstairs. Upstairs on the Sunday, 23rd March, 41 players took part in the second four round rapid play event.

Again held at the Oddfellows in Leamington, again the weather was nice enough at lunch time to seek an ice cream in the park. Tournament winner was Des Cann (4 dan Milton Keynes). Second and third with three wins were Alan Thornton (2 dan St Albans) and Niall Cardin (1 dan Oxford). Both Ben Swann (7 kyu Manchester) and Tim Lamont-Smith (18 kyu Worcester) won all four games. Others on three wins were: Kyeong Yun Jeong (1 kyu Leicester), Matthew Piatkus (3 kyu Oxford), Malcolm Walker (7 kyu Worcester), Emma Marchant (8 kyu Bracknell) and Alex Beman (25 kyu Leamington). Between games National Trainer a now beardless Matthew Macfadyen analysed games from the Candidates (Hunt v Hall and Hobson v Cockburn), but the third commentary before prizes was cancelled as everyone was feeling a little tired.

Downstairs over both days of the weekend 16 players of grade 1 dan to 4 dan took part in the first stage of the British Championship. Winner of all four games was Quentin Mills (3 dan London) who beat Alex Rix in the fourth round. Players with three wins were Alistair Wall (4 dan Wanstead), Alex Rix (4 dan London), David Ward (4 dan Cambridge) and Andrew Jones (3 dan Wanstead). Because Seong-June Kim will not be playing the championship this year as he is back in Korea, there were six places available in the next stage. The Challenger's League

would hence have the above five, joined by Des Cann and Matthew Cocke (pre-qualified), and by John Hobson (2 dan Bath), who won the nigiri against Tim Hunt (3 dan Milton Keynes) to decide the best player on two wins.

Tropical and Topical

The British Go Congress, from 4th to 6th April, was this year held in the far south-west at Penzance. John Culmer and the West Cornwall Go Club welcomed 50 players to a very sunny weekend of seaside and Go playing at the Queen's Hotel, the only large hotel on the Promenade. Situated a few blocks down from the usual Yacht venue, the



Photo: Charles Matthews

David Ward concentrating during the Challenger's League, held at MSO Cambridge

hotel offered players grand views of the bay and was also handily placed for the tropical gardens. The weekend featured the British Lightning, British Open and the topical discussions of the Annual General Meeting. A good local contingent took part as well as players from London, Thames Valley, Midlands and Manchester, but only one lad from Cambridge who bravely travelled down on his own.

The British Lightning had 34 players and was dominated much of the way by Bracknell Club; they had 3 out of 4 semi-finalists. It turned out, however, that nobody could beat several times winner T.Mark Hall, 4 dan from London, and he took the title on 5 wins. Those on 4 wins were Tony Atkins (3 dan Bracknell), Toby Manning (3 dan Leicester), Clive Hendrie (1 dan Bracknell), William Brooks (6 kyu Cambridge) and Francis Roads (4 dan Wanstead).

The British Open had 50 players and was dominated for much of the way by related Go players. A pair of Harveys and Mills were unbeaten after the first day, but again none could beat T.Mark Hall (4 dan) who convincingly won the British Open with a straight 6. Quentin Mills (3 dan London) won 5 to come second (ahead of Francis Roads). Fourth was 1 kyu player, David M. King from Swindon with 5 wins. Others on 5 were Martin Harvey (4 kyu Manchester), James Collier (4 kyu Devon), Bill Streeten (5 kyu Wanstead) and William Brooks (6 kyu Cambridge). The local junior player Jake Finnis (17 kyu) won all 6 games. Best of six teams for the third year running was Wanstead winning two thirds of their games. Tim Hunt collected for the first time the Terry Stacey Trophy for most wins in the last year (27.5), ahead of David Ward (27) and Francis Roads (25).

Locals and Internationals

The first of two team events took place as usual on Easter Monday 21st April. This was the Thames Valley Team Tournament,

otherwise known by a long acronym spelt entirely with "T's. This time six teams met at Burpham near Guildford and competed for the Broken Go Stone Trophy and a handmade chocolate egg made by Annie Hall. High Wycombe's Paul Clarke (1 dan), David Denholm (5 kyu) and Jonathan Englefield (11 kyu) won aided by David winning 3/3. Also on 3/3 were Andre Cockburn (7 kyu Bracknell) and Alistair Wall (4 dan Royal Standard of England). Tony Atkins (3 dan Reading) won the Continuous 10x10 and Emma Marchant solved the word quiz.

Six days later four 'International' teams met up at the Nippon Club in Piccadilly for the twice yearly team event. Unfortunately regular winners Cambridge could not attend this time, allowing new winners. Wanstead won 5 games, London and Reading 10, but winners with 11 points were the Oriental team which contained players of 5 nationalities. As usual all got Japanese lunch and a prize, but the best prizes went to those on 3 wins namely Quentin Mills, Stuart Barthropp, Geoff Kaniuk, Young Kim and Li Shen.

Games and Go

The second Cambridge Mind Sports Olympiad weekend was held, like the last, at Parkside Community College. This year it was sponsored by Hitachi Europe and Games and Puzzles shop and ran for three days up to the May 5th holiday. It was organised by Charles Matthews, Paul Smith and others from Cambridge Go Club, together with local Chess organiser Patrick Ribbands. As usual there was a good selection of games: word games, card games, board games and traditional ones. No Go players took part in the British Shogi Championships, but were seen playing Tiddlywinks (Alan Dean), Tridge card game (John McLeod), Omweso (Paul Smith), Settlers (Piers Shepperson). Local lad William Brooks showed his versatility by

trying his hand at most games and other Go players had a try at Paul Smith's extremely hard logic and games puzzle sheet. There was a chance also to teach Go to other games players, especially the large numbers of junior chess players and especially this year the large party of keen games players from Uganda, who were over for the Mancala-type games.

On the Sunday 32 kyu players (plus a ghost) played in the Barlow. Winner was Paul Taylor (1 kyu Cambridge) with 5 out of 5. Last year's winner, Edward Blockley (2 kyu Worcester), was second with 4 wins. Also on 5 out of 5 was Hoi-Ping Mok (12 kyu Cambridge), and on 4 out of 5 was Thomas Ford (14 kyu Cambridge). On the Monday the 5-player junior event was won again by William Brooks (Cambridge). The 6-player Dan's event was won by its organiser, Alex Selby (3 dan Cambridge) on 5 out of 5 and second was Francis Roads (4 dan Wanstead) on 4/5. All of these players had a chance to watch the players in the Challenger's League which had started on the Friday at St. Paul's Church and had continued throughout the weekend at the MSO. The first two days saw the field split in half, as on the first day four players won all their games. After the second day Matthew Cocke was on 4, Des Cann and David Ward were on 3 and Quentin Mills was on 4 but having the top 3 others to play. After the seven rounds the ordering was sorted so that every player had lost to every player placed above him. This was partly thanks to Des 'Houdini' Cann escaping from an impossible ko fight against Alex Rix. Matthew Cocke (5 dan Norwich) won all 7 to become the new British Championship Challenger. Des won 6 and David Ward 5. Quentin won 4, Andrew Jones 3, Alex Rix 2, Alistair Wall 1 and John Hobson 0. The top 3 retain places in next year's league.

Cakes and Quizzes

The 25th Bracknell Tournament was celebrated with a Go cake. Made by tourna-

ment organiser and Bracknell club pudding expert, Ian Marsh, the Go Board and stones iced sponge was cut after round two. Jim Clare had the honour of wielding the knife having been three time winner of the Tournament. 52 players attended the event on 11th May, again held slightly confusingly in Wokingham at the Wooshill Community Centre. The showers held off most of the day and folk could be seen outside between games walking the baby, smoking a pipe or playing a game of 13x13 (T.Mark Hall, Natasha Regan and Oscar Selby, but not necessarily in that order). It was nice to see former British Champion John Diamond back at the tournament and he went on to win beating T.Mark Hall (4 dan), Alan Thornton (2 dan) and Piers Shepperson (5 dan). Other winners of 3 games were Harry Fearnley (2 dan Oxford), Clive Hendrie (1 dan Bracknell), Steve Bailey (3 kyu West Surrey), Alec Edgington (5 kyu Wanstead) and Erwin Bonsma (6 kyu Ipswich). Natasha Regan (1 dan Epsom) won the 13x13, as she had plenty of baby minders and was not playing the tournament. Jil Segerman won the 25th anniversary Go quiz and puzzles, and Jonathan Englefield won the photo caption competition.

Pineapples and Pairs

The 13th British Pair Go Championships was held on 25th May at Foxcombe Lodge Hotel, Boars Hill near Oxford. This was the fourth time that Roger and Jill had hosted the event and the food was as excellent as usual, both for the competitors at lunch time as for the koi carp in the pond in the garden. This year neatly there were four handicap teams and eight teams in the open section. Thanks to continuing support of the Japan Pair Go Committee and the British Pair Go Promotion Partners, everyone won a half of a pair of prizes such as a pair of pineapples. However looking at the group photograph of everyone with their prizes, it would seem that Natasha had won a baby, though

Matthew had not! Organiser Francis Roads produced an extremely hard quiz where first and second names of famous people had to be re-paired; Jil Segerman and Tony Pitchford were the best at this scoring 17 out of 20. Steve Hefford was there supporting members of the Bracknell Club and got to choose the best dressed pair. This was Alison and Simon Bexfield for the second year running.

Leamington's Kirsty Healey (1 dan) and Matthew Macfadyen (6 dan) were persuaded to play at short notice and won the championship for the third year in a row. This time they had a hard struggle as they only beat Natasha Regan (1 dan Epsom) and Matthew Cocke (5 dan Norwich) by 2.5 points in round 2, and Letchworth's Alison Bexfield

(2dan) and Simon Bexfield (1 dan) by half a point in the final. Taking third place behind the Bexfields were Natasha and Matthew; fourth were Jackie Chan (1 kyu Bournemouth) and Francis Roads (4 dan Wanstead) (splitting the tie of those on 2 wins by CuSS). In the handicap Shawn Hearn (6 kyu Sleaford) and Nicola Hurden (10 kyu Bracknell) were on for a third win in a row, but lost to Swindon's Elinor Brooks (6 kyu) and Erik Hall (2 kyu). Despite Elinor and Erik then losing to Annie Hall (27 kyu Bracknell) and Jonathan Englefield (11 kyu High Wycombe), the CuSS tie-break made the Swindon pair the winners. Young Nicola and Shawn took second and Annie and young Jonathan took third, all with 2 wins.



AN ETHICAL PROBLEM?

Ian Marsh

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Below is a situation that occurred in a club game. I would expect dan and low kyu players to have no problems reading the status of the three second line black stones. I hope higher kyu players will find it an interesting challenge.

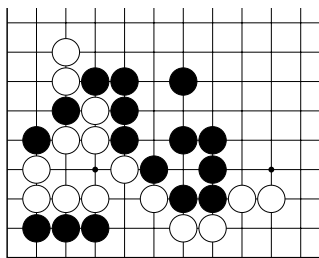
Secondary questions are:

Would you try and play the black position in a normal game in which you were losing?

– a lightning game?

How far into the sequence would you play?

A discussion of this position is on page 21.



An Ethical Problem?

Clue for weaker players

Black has noticed that the five-two point threatens a double atari and is wondering whether five-in-a-row in the corner works in this case.

GO TUTOR ~ COUNTING: THE WHOLE BOARD

Most amateur players count badly, if at all. On the other hand all top players count, some of them incessantly. You can ask what this habit of seriousness does for your play. More importantly you could actually try it in your games.

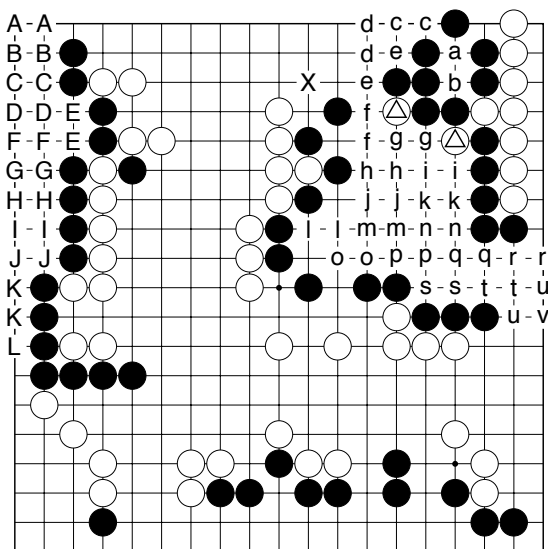
Why does counting matter?

- You must look at the whole board, area by area, to reckon the score. This provides an antidote to the limited vision characteristic of the pursuit of a local fight.
- You will detect big plays when you count, in the process of trying to assess the final results in each part of the board.
- You have to plan according to your count of the game. If you are 15 or 20 points ahead at the end of the middlegame, you should think of winding the game up, as simply and safely as possible. If you are down by the same margin, throw safety to the winds. Complicate, invade, look for kos. You have nothing to lose but the game.
- You may believe abstractly in the best move, the one move you should seek to play. The truth is that even professionals – especially professionals – play according to the state of the game.

Practical Counting

How should you count? One common method is to count pairs of points. You count a pair for a dead stone still on the board and the point under it, and a pair for a vacant point from which a prisoner has been removed. Structure the count into separate territories, so that a change in one does not entail a total recount.

Diagram 1 is taken from a game in BGJ 43 (between Hasibeder and Rebatu, both amateur 5 dan). A precise count cannot be



□ 1

obtained yet. But the upper left can be estimated as 23. The Black region on the right is a little harder to reckon. There is a big play at X for Black, one to the right of it for White. It seems reasonable to count it at about 47. The marked White stones are counted as pairs. Pairs 'a' and 'b' take account of captives. Try estimating other areas yourself.

Tips for counting

- Make use of your opponent's thinking time to count. But use some of your own time too if required.
- Count when observing games, for practice. Try to guess first, then count to corroborate, to sharpen your intuition.
- Don't worry about being seen to count. Endgame expert Kano 9 dan counts with a shake of the head for each point.

Next time, we'll look at counting in the areas where boundaries are not yet fully defined – endgame counting.

COUNCIL HOUSE

Tim Hunt

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The AGM

The AGM took place on the evening of Saturday 5th April, as part of the British Go Congress in Penzance (a most enjoyable event – many thanks to the West Cornwall Go Club).

Both reports of the past year, and plans for the future were full of the GoZone project www.britgo.org/gozone. Peter Wendes has now visited over 80 schools (and a variety of other organisations) in Hampshire and the surrounding area to introduce Go.

Matthew Holton is starting similar activities in the North-East. I believe that Simon Goss has been talking to some others who are interested in getting involved too. This is the most exciting outreach activity we have had for a number of years, and it is our main priority for the coming year.

The proposal to amend the constitution was passed. This adds a new section with one clause, designed to make it much harder for someone to force the winding up of the association simply to get their hands on our assets.

Winding-up and Dissolution

51. Upon the winding-up or dissolution of the Association, if, after the satisfaction of all debts and liabilities, there remains any property whatsoever, that property shall be donated to the European Go Cultural Centre, or, if that is not possible, to some charitable body. Nothing shall be paid out or distributed to the Association's members.

Other items from the AGM more naturally fall under the headings below.

Who does what

At the AGM, all of Council was re-elected except for Natasha Regan, who steps down following the birth of her son Oscar. Anna

Griffiths, previously co-opted, was elected onto Council.

Alison Bexfield was elected Auditor at the AGM. This was at the suggestion of the previous auditor, Toby Manning. Alison is an accountant by profession, and for the last few years she has produced the BGA's annual accounts. Therefore, she is the ideal person to audit the accounts. Thanks to Toby for his years of auditing.

At the council meeting following the AGM, there were a few changes to the long list of people who contribute to the BGA (www.britgo.org/officers/).

Hopefully you have had a chance to see the BGA resources CD. We decided to recognise the work that Jon Diamond had put into this by creating the role of CD Editor and appointing Jon to it.

Toby Manning has kindly volunteered to take over from me as Championships Organiser. I am very grateful for this, being Secretary consumes enough of my time.

For some time, Adam Atkinson has been the person who, more often than not, runs the BGA stand at events like the MSO where we have needed to run a stand. To demonstrate our thanks, he is now 'Exhibitions'.

Emma Marchant has taken over from Alison Bexfield as Youth Newsletter Editor. I believe that Emma has produced her first youth newsletter, but annoyingly, I am not eligible to receive a copy. Does anyone know a reliable rejuvenation treatment?

BGA Books

The work of running BGA books continues to increase and is reaching the limit of what one person can do on a voluntary basis. Actually, if the BGA bookseller was not someone as wonderfully dedicated as Gerry

Mills, we would long since have passed the limit of what one person could manage.

Most of the book-seller's work-load now comprises selling book by mail-order, particularly to people who are not BGA members. On the other hand, the most valuable part of the book-seller's job is taking the books to tournaments, so that we can have a look at them, and make an informed decision about which ones to buy. Fortunately this is the part of the job that Gerry finds most rewarding.

So to reduce the bookseller's workload, we will sell BGA books, the company, to Payday Games at book value, and return to the situation where the BGA only sells books and equipment to its members. Payday games is a small company partially owned by Gerry Mills which specialises in selling board games. For example you may have seen the very smart boxed go sets that they have produced, and which the BGA bookshop sells.

This was announced at the AGM, where several important points were raised. For example, it is important that we can sell introductory books and equipment to all-comers when we run an outreach stand. This is possible because, for instance, the person running the stand could sell books and equipment as an agent of Payday Games.

Council has scrutinised the terms of this deal very carefully, and we are satisfied that it is the right solution for the BGA.

Selecting representatives for international tournaments

For many years, we have run a points system to select who represents the UK in the World Amateur Go Championship. You can see the workings of the system on the web page:

www.britgo.org/rep/wamateur.html.

This has worked very well, sharing out the trips to Japan between those who might reasonably expect to go in a fair and trans-

parent manner. We have similar systems for the World Amateur Pair Go and Women's tournaments.

Until now, we have not had anything similar for the European tournaments where the BGA is asked to nominate a representative. When we are asked to nominate someone (which is not always the case, for example the Fujitsu Cup entrants are picked by the event's organisers) Council makes a selection. Obviously, we try to be as fair as possible, but even though we are not intentionally secretive about it, at the moment it is not quite as transparent as the 'World' selection systems alluded to above. We decided to do something about this.

For the European Pair-go, we will use the same system as for the world, but with a separate tally of points - see

www.britgo.org/rep/epairgo.html.

Since different pairs represent us and have their points reset to zero in different years, the two systems should nominate different pairs for each event each year.

For this individual events we were unable to come up with a satisfactory points system. Paradoxically, the standard at the European events is higher than at the world events. At the World amateur there are participants from whose strengths range from 8 dan to 5 kyu, whereas at the European Ing cup, a 4 dan might find it difficult to win any games at all. So the invitations to European events get shared out between a very small pool of players, and a points system is not very good at doing this.

So we decided to stick with the current method where Council chooses who receives the invitations. However, we do want to allocate places fairly, and we would like everybody to see that the allocation is fair, so we have created web pages for each event listing who has received invitations. They are all accessible from

www.britgo.org/rep

The policy email list

At the AGM it became clear that not enough people had heard about the bga-policy list. This is an e-mail discussion list open to all members of the BGA. It is a way for all interested members to discuss how the BGA is run; what opportunities it should be taking advantage of; and what its policies should be. It is also very useful for Council, helping us to be more aware of members' views when we make decisions.

We strongly encourage anyone interested in how the BGA is run, or who feels that they might have something to contribute, to join the list. To subscribe, visit the web page: two.pairlist.net/mailman/listinfo/bga-policy and follow the instructions.

I may just have made my usual mistake of assuming that everyone else has as much experience of computers as me. Perhaps I should provide a little more explanation. Once you have 'subscribed' to the policy list, you will be able to send e-mails to bga-policy@britgo.org. Any e-mail you send to this address will be forwarded to all of the list subscribers. Similarly, any message that anybody else sends to bga-policy@britgo.org will be forwarded to you. This enables those people who have joined the list hold discussions via e-mail as a group.

We have tried to make joining the list as simple as possible, but if you can't work the system out, please do e-mail me, and I will be happy to provide assistance.

BGJ 130 PROBLEM

Tim Hunt

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It seems that I messed up the problem on page 19 of the Spring Journal. Or at least, not the problem, but the solution (p39).

In Diagram 1, the failure, White does better to play 3 at 4. Still, the correct answer in Diagram 2 is better than this.

I must have made an error in simplifying the position, but I can't work out what (I only have the simplified position written down). The statements in the text about how well the various moves work was correct when talking about the position in the game, even if they are wrong when talking about the problem position.

Credit to Jonathan Chin, Chris Goldsmith and Duncan Macdonald for pointing out the error of my ways. It is nice to know that so many people read their journal so assiduously, within a few days of receiving it.

IN THE LIGHT

In the Dark is replaced by a new series describing useful or interesting web pages that, once read, mean you will no longer be in the dark but in the light. If you know web pages that you particularly like or find useful, please send a review in less than 60 words to ajaxgo@yahoo.co.uk for future inclusion in this series.

Go News

www.britgo.org/news/index.html

If you can't wait until the next newsletter and need to know the latest news, then go to this page. Beneath it are five pages of news: UK tournament results, overseas results, news, diary and small ads. Tournament reports appear as soon as possible after the event, with links to the full results tables when available.

Tony Atkins

LG CUP UPSET

Alexandre Dinerchtein

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This is the game I played in the first round of the 8th LG World Championship on 17th June 2003. My opponent is O Rissei, 9 dan.

Black: O Rissei 9 dan

White: Alexandre Dinerchtein 1 dan

Komi: 6.5

Figure 1 1 – 50

- 4 If, instead, I take the empty corner, O Rissei, 9 dan, will play his favourite territory-oriented opening at 11. So I avoid it.
- 6 The correct choice. It is also possible to take the corner at A.
- 9 The only move.
- 12 A joseki.
- 17 O Rissei's style. Ikken tobi at B is the usual answer.
- 22 It is not easy to find the correct way to invade this moyo. San san is not the best choice, Black's position would be too powerful.

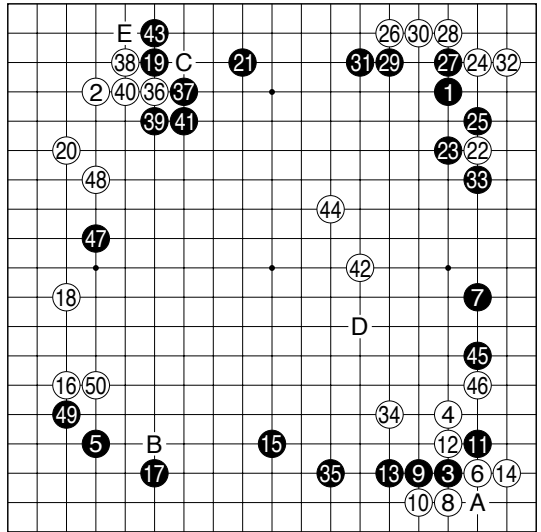
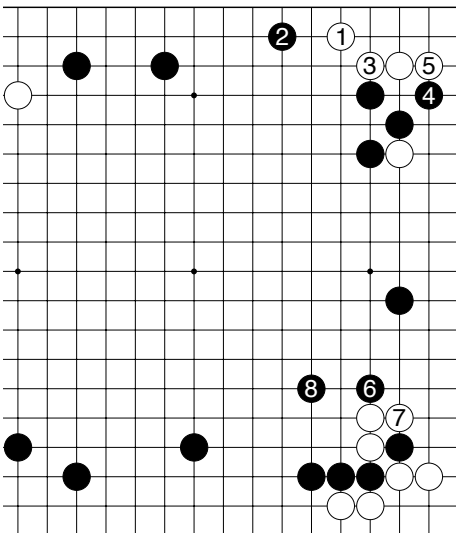
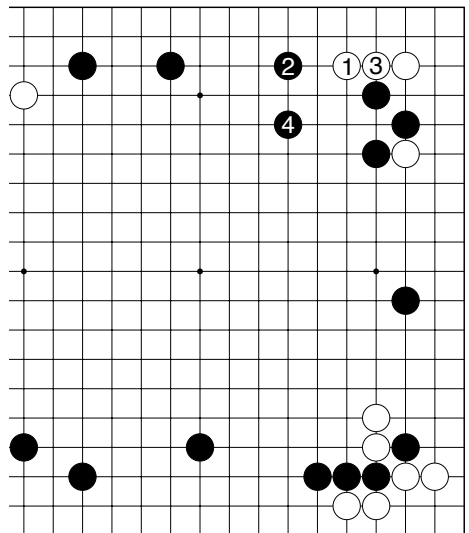


Figure 1 1 – 50



❑ 1

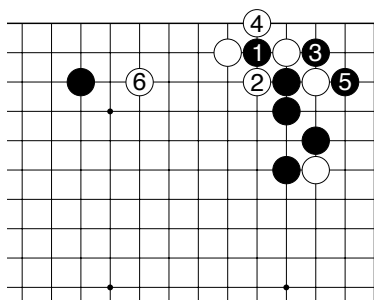
Bad for White



❑ 2

Black's position would be too strong

- 23 A good answer.
- 24 This is a new move.
- 25 The right direction.
- 26 The correct shape. Not long ago Lee Changho, 9 dan, played this move against Hane Naoki, 9 dan. Diagram 1 or Diagram 2 would both be bad for White.
- 29 A good move – see Diagram 3



□ 3 The corner is small

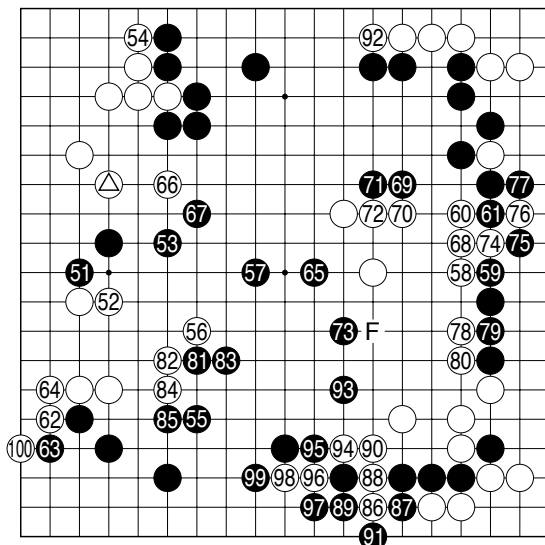
- 32 A solid answer.
- 34 This exchange is necessary. Without it Black's moyo would become really deep.
- 36 A greedy move. It would be better to invade the moyo immediately.
- 42 Now White has no choice. If White cuts at C and Black plays at D, the moyo would be huge.
- 43 A big move. Now the exchange of 36 - 37 and 40 - 41 is bad for White.
- 48 The wrong answer. It would have been better to defend the corner directly at E.

Figure 2 51 – 100

- 54 Now the triangled stone (48) is almost useless.
- 55 A passive move; the largest part of the board is at 64 in the bottom left.
- 61 Another passive move, but O Rissei, 9 dan, thought he was ahead.



Alexandre Dinerchtein playing in the first round of the 2003 LG Cup



□ 2 Figure 2 51 – 100

- 68 The correct shape; if White played at F it would be difficult to save the marked stone.
- 76 A probe.
- 80 White is happy to save the central group without any damage.

Figure 3 101 – 150 (1 – 50)

- 101 The correct answer. Black cannot block in the corner.
- 115 A dubious move. It would be more solid to defend at G
- 122 A probe.
- 136 Because of the 22 – 23 exchange this combination is sente for White.
- 137 A mistake. Better to defend at 41.
- 144 Now the game is close, but Black is still leading by 2 or 3 points.

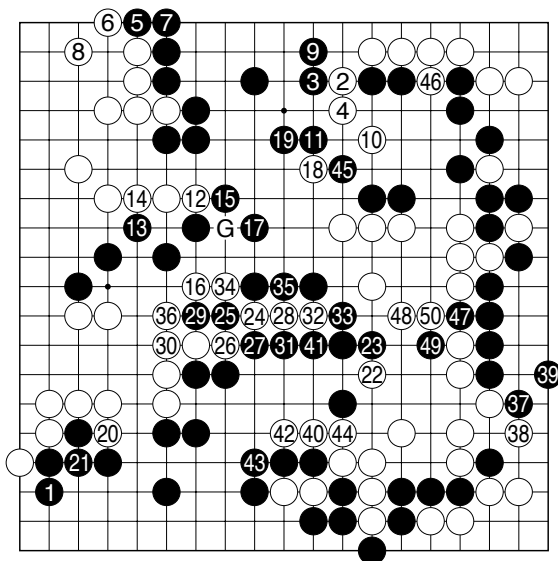


Figure 3 101 – 150 (1 – 50)

Figure 4 151 – 270 (1 - 120)

- 5 Another mistake. Black loses about one move here. Better to capture at 16.
- 16 O Rissei, 9 dan, overlooked this move.
- 20 The group is alive. Now White is ahead.

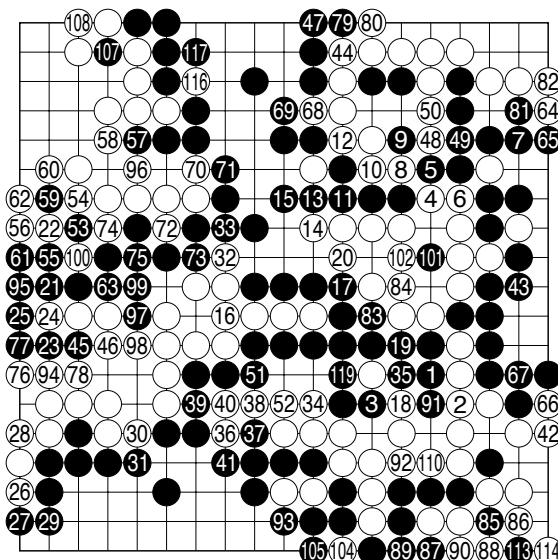


Figure 4 151 - 270 (1 – 120)

Source:
www.go4go.net

500 commented games a year, including 5 commented professional games covering major Go events every week, 5 commented top-level amateur games played on KGS every week, and occasional special topics about European and American Go tournaments.

IMPRESSIONS OF PENZANCE

Francis Roads

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“Why are they holding the British Go Congress in such a distant location this year?” was asked by more than one voice. But the offer by the West Cornwall Go Club to host the Congress was the best one that Council had received. Anyone who prefers more central locations is free to offer to run such a Congress. Personally I think it is an excellent idea to explore such a distant venue; firstly to make it easier for people in the area to attend, and secondly perhaps to encourage more people to attend the annual tournament held in the West Country.

I use that rather vague term, because the annual event seems to have migrated; having started in Devon, it has moved steadily westward, and unless the Scilly Isles are under consideration must have reached its home. I don't think I have ever played in the British Congress at a more attractive location. To look up from one's game and view the sunlit waves in Mount's Bay was very pleasant.

I arrived a day early on the Thursday, to find Tim Hunt already in residence. We visited the WCGC in the evening. They meet in a member's flat, wrongly addressed on their website, but we found it. They have a couple of junior members who attend from 8-9 pm, which is an encouraging sign.

Coastal scenery is Cornwall's strong point, and Tim continued his strenuous programme of cliff footpath walks on the Friday, while I preferred the art galleries of St. Ives. The art community seems to have spread outwards; there's art on view and for sale in almost every West Cornwall town now.

Friday evening brought the usual Lightning Tournament. I had my doubts when it was billed as a computer drawn handicap Swiss, but Tony Atkins seemed to keep the BGA computer under control, and it went very smoothly. Predictably, bruiser T Mark Hall swept all before him.

You will have gathered that the venue, the Queen's Hotel, is on the sea front. It must have quite a lot of stars, and although they offered a rate reduction for go players, it was not a cheap place to stay. Fortunately Penzance is replete with cheaper hotels and guest houses. The atmosphere was very similar to playing in the Sefton Hotel in Douglas, before the IOM tournament moved to Port Erin.

The main tournament went very smoothly; no annoying delays, with Tony and Tim keeping the computer on its mettle. I felt that a slightly sour note was struck on Saturday evening, when the AGM was delayed through being inquorate. There were people in the hotel who were politely asked to make up the numbers, but refused. Eventually a sufficient number of arms were twisted, but I do feel that being unwilling to give up an hour of one's time to support our hardworking and dedicated Council smacks of selfishness. The business went through expeditiously under the quiet but firm chairmanship of our President.

On the Sunday the main tournament ended early, with T Mark once again in first place with an unbeaten record. It was a pity that many of the stronger players were not there this year to give him a harder time, though I think he might have won anyway, as he seemed on top form.

On the Monday morning I took the opportunity to visit an award-winning Pilchard Museum. I couldn't help wondering what the competition had been. There was a sting in the tail for me in the afternoon. The weekend weather had been fine, but waiting for over two hours for a delayed train on a windswept platform with no waiting room or left luggage facility made the 'Welcome to Penzance' sign on the station seem rather hollow. Still, it was a good weekend all round, and I hope to be back.

DIARY OF A GO PLONKER ~

WHERE HAVE ALL THE BLACK STONES GONE

Ian Marsh

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I have spent the last few minutes on my hands and knees searching for a missing black stone.

Why is it always the black stones that escape thus (a casual examination of most club's Go sets seems to confirm this theory)? It leaves me wondering if the manufacturers of the cheaper types of Go stone make more black stones than white, or whether a worldwide preponderance of white stones is inevitable.

There are some exotic theories for the inequality of the different colour stones found in sets¹. One is that stones rubbing together can naturally change colour in the dark. The evidence quoted for this is the occasional appearance of a wrong coloured stone in a bowl of otherwise correctly coloured stones.

The sci-fi wormhole theory is used to explain those stones that turn up unexpectedly, often seeming to materialise in the middle of your game at an intersection you could have sworn was empty. This is where all those dropped stones disappear too.

The missing black stone is however definitely my fault. I was holding my next stone to be played in my hand, rather than leaving it in the bowl until needed, when I dropped it. This is a bad habit I need to cure. Not only is the stone droppable but also there is an overwhelming urge to play the next stone immediately. Slowing down and taking that little bit longer is a good way to reduce silly mistakes.

I suppose names could be given to the various ways people handle their stones. I would be a Butterfingers, whereas a Shaman would be someone who grabs large handfuls of stones and rattle them in some form of invocation. The Drill-Sergeant takes stones

from the bowl, and lays them out in ever changing patterns before sending them into battle. The Tsunami resigns their game by pushing the stones in a wave at you. The Magician is someone who produces prisoners from strange and random places at the end of a game. The Klutz Magician finds his prisoners have disappeared at the end of the game (to where?) nobody knows, including the person who happens to be packing away the adjacent game.

The only safe place for stones seem to be the bowls, and for prisoners the upside-down lid of the bowl.

Anyone who has attended a tournament using Canadian overtime (where after the flag has dropped on your clock, you have to play a specified number of stones in a specified time) will tell you this is a good idea. There is room to count out the required number of overtime stones and, by putting the lid upside-down on your bowl; you prevent yourself from messing up your overtime by accidentally playing stones from out of the bowl.

Experience has also taught most Go players to place any drinks well away from the Go bowl. Other players tend to find it amusing to watch someone, who is staring intently at the board, reaching out for a stone and ending up finding out all about the temperature of the coffee. On a more cataclysmic scale this can lead to liquid over the board or a bowl full of stones going flying across the floor.

Assuming you survive major disasters, and have not been topping up your bowl with someone else's prisoners, what can you do if you run out of stones (I will hazard that you are playing Black) and a supply of extra stones is not readily to hand. First you can

exchange prisoners, a point being worth a point. Secondly excess prisoners can be exchanged for komi. Thirdly as a desperation measure if both players can agree that an area of the board is played out, then any potential prisoners therein can be removed prematurely.

The player with stones left can fill in dame but you will still need stones to fill in any sente dame.

There is no rule as to when komi stones should be given, although taking komi at the start and again at the end of a game is to be frowned upon. Because of the hazard of running out of stones I prefer to adjust for komi in the counting up, rather than handing stones over at the start of the game.

Cultural differences also affect the handling of stones. All Go players get taught that there is a right way to hold the stones, that they should be played assertively, and it is alright to slide a stone into awkward positions. You should not let go of a stone until it is in position. To oriental players assertively means boldly to produce a noise, whilst western players tend to play stones more quietly.

For nigriri² it is common to place one or two stones on the board to indicate odd or even. In some cultural situations it is assumed the player will place one stone, so this is the safest thing to do if in doubt.

Stopping the clock and-or placing multiple stones on the board is a good way to resign when there is a language barrier.

Just be prepared for, and tolerant about, cultural differences.

Finally what do you do about that stone that materializes next to the board at the end of the game, but whose origin is uncertain. Time honoured tradition has it that you ask, "Where did that stone come from?" when the real question is "Where is that stone going too?" If the answer is not obvious and you cannot agree, and that one point decides

the game³, then it comes down to common sense in a friendly game (a draw or voided game perhaps) or in competitions such decisions are left to the tournament director.

Anyway, that is enough about stones. Particularly as I still have a missing stone to find, assuming it has not already dematerialised.

Notes:

1 Before Go equipment was readily available in this country there was also the danger of Go stones being eaten.

2 A way of determining who is Black in even games. One player grabs a handful of white stones whilst the opponent guesses whether it is odd or even in number.

3 If all that is affected is the size of the win, who cares about that odd point?

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NAKADE AND ISHI-NO-SHITA

PART TWELVE: ONE, TWO, THREE: ISHI-NO-SHITA

Richard Hunter

hunter@gol.com

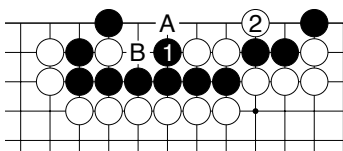
The previous article in this series ended with two problems.

Answer to problem 1

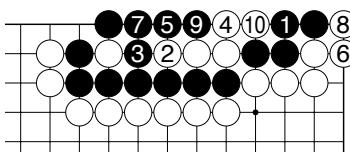
Diagram 1. Blocking at 1 is no good. With 2, White captures the black stones in the corner. Next, Black needs to play both A and B in order to make two eyes. Black must get more mileage out of his sacrifice stones.

How about making a dogleg with 1 in Diagram 1a? This doesn't work either. When White captures it with 10, the shape left behind in Diagram 1b has no cutting point. Not all doglegs are equal. The orientation of this one makes it useless.

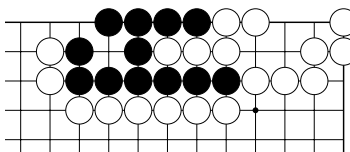
The key move is the hane at 1 in Diagram 1c. If White throws in at 2, then Black makes a dogleg with 3. This is the way to get all the required forcing moves in time. Black 5 is atari, so White captures with 6 at 2. Can you visualise the shape under the stones? This time the dogleg does indeed have a cutting point, so Black 1 in Diagram 1d is sente. After White connects at 2, Black has time to play 3, which makes two eyes.



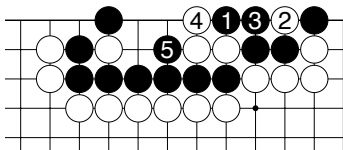
1 No good



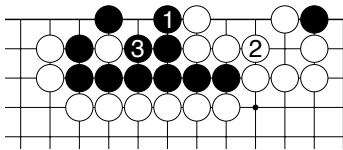
1a Wrong



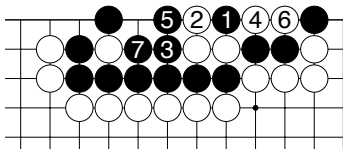
1b No cutting point



1c Hane 6 at 2



1d Sente



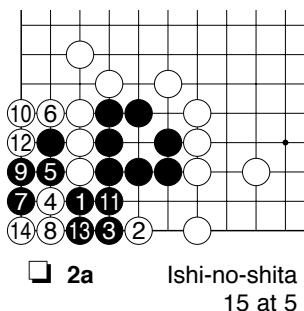
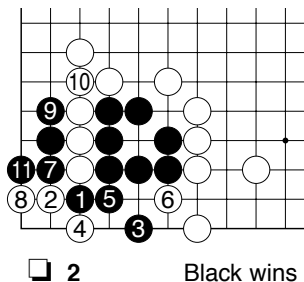
1e Black lives

White can block at 2 in Diagram 1e instead of Diagram 1c. Once again 3 and 5 are sente, so Black can live with 7. See how the exchange of Black 1 for White 2 gains a move compared with Diagram 1. This is the essence of skilful sacrifice.

Answer to problem 2

Diagram 2: Black must hane at 1 in order to widen his eyespace. Next, White 2 fails. Black 3 is the vital point at the center of three stones and it defends against White 4 at 5. With 4 and 6, White prevents Black from getting a second eye on the side here, but Black cuts at 7. The atari of Black 9 puts Black ahead in this capturing race.

Diagram 2a: White 2 is a strong move. It's the vital point for both sides in this shape. It threatens to cut at 11, so Black can't extend with 3 at 4. Black 3 is best. Playing 3 at 11 is no good: White can turn at 5 and Black cannot make an eye in the corner. So White plays 4 and Black cuts at 5. Can you see how this will end up? White 6 prevents Black from increasing his liberties by playing atari there, but with 7 and 9 Black constructs a dogleg in

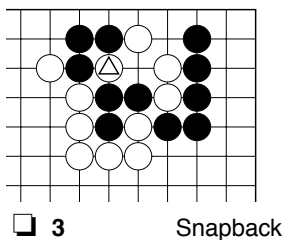


the corner. After White captures it with 14, Black can play back inside with 15 at 5, which gives him his second eye.

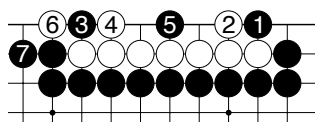
Ishi-no-shita shapes often involve four or more stones. The most common types are squares and doglegs, which we have studied in some detail already. The original Go Player's Almanac defined ishi-no-shita as the sacrifice of four or more stones, but many Japanese go books use this term for three-stone sacrifices too. The 2001 Almanac now omits this limitation. Seeing under the shape left by a three-stone capture can also be difficult. Even visualizing the position after two stones have been removed can be a high-level task.

'One, two, three...'

Let's start with a quick look at one-stone captures. The snapback has been described as a brilliant dawn tesuji. It's one of the first glimpses of the beauty of go that beginners encounter. I still remember how stimulated I was by dying in a snapback in my very first game of go. Snapback problems are introduced in Graded Go Problems vol. 1. It's a very simple concept, but most go players have experienced the horror of discovering one they overlooked slightly deeper into a fight once they were past the point of no return. Diagram 3 shows a simple example. White is threaten-



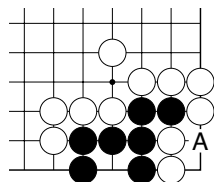
ing to capture three black stones. But if Black captures the marked white stone, he plays himself into a liberty shortage. White can play back at the marked point, capturing four stones. Diagram 4. White has seven stones on the second line. There is a proverb that says 'eight live, six die'. Seven is the unsettled case in between these. If it's Black's turn to play, he can



4 Hane

kill White. The hane at 1 reduces White's eye-space and 5 is a nakade. It does White no good to capture one stone with 6. This only makes a false eye. Black turns at 7 and prevents White from escaping.

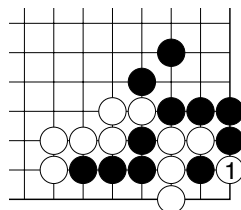
Diagram 5 Black to play. The vital point is A. If White connects there, it's all



5 Black to play

over and Black is dead. If Black throws in at A, White can capture this stone, but it's a snapback. Black retakes and lives.

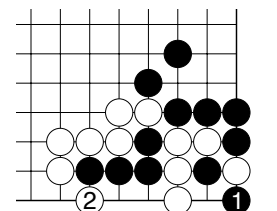
Diagram 6: White has just thrown in at 1, threatening to capture the black stone in the corner and make two eyes. Black to play.



6 Black to play

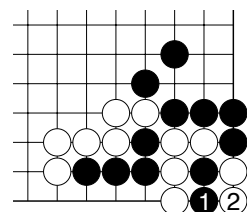
Your first thought might be to take this stone with 1 in

Diagram 6a, but White 2 wins the capturing race. It's suicidal for Black to play atari from either side.



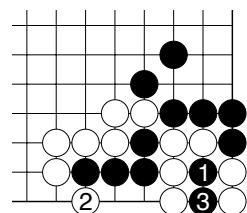
6a White wins

Black should extend at 1 in Diagram 6b. This is a skilful sacrifice.



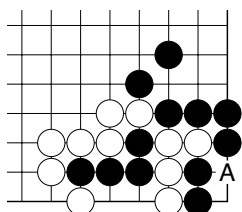
6b Extend

White captures two stones with 2. Next, Black plays back inside at 1 in Diagram



6c Play back inside

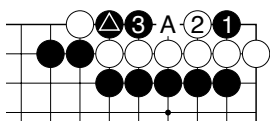
6c. Next, White fills a liberty with 2 and Black captures two stones with 3. Can you visualise the shape under the stones?



6d Snapback is too slow

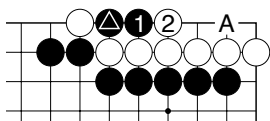
Diagram 6d: There is indeed a snapback at A, just as in Diagram 5, but it's too slow. White's four stones have only one liberty, so instead of capturing White's throw-in stone, Black can capture the four white stones. This type of sacrifice in the corner occurs quite often in games. It's well worth studying carefully.

Diagram 7: The placement at 1 is the correct way to kill this White group.



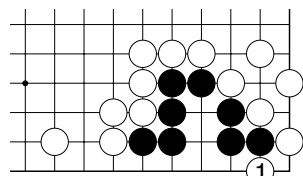
7 False eye

If White plays 2, then Black 3 prevents White from getting a second eye. Black can afford to sacrifice two stones: if White plays A to capture them, Black throws in at the marked point to make this a false eye for White. Starting with 1 in Diagram 7a is a mistake.



7a Mistake by Black

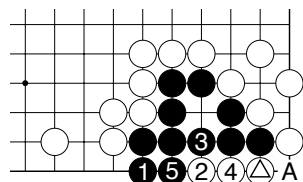
After White captures two stones with 2, Black can indeed break the eye on the left by throwing in at the marked point, but White can make two eyes by playing A. The two-stone sacrifice only creates a false eye in gote.



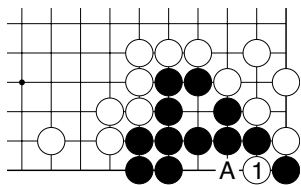
8 How can Black live?

Diagram 8: The hane of White 1 is a mistake. Black to play and live.

Diagram 8a: Black 1, widening the eye space, is correct. Blocking with Black 1 at 4 is no good. White will just hane at 1. After Black 1, White 2 is forced. Next, Black makes one eye with 3 and threatens to make another one, so White must connect with 4. Black 5 is atari on three stones, but if White connects, he just loses more stones. In Diagram 7, the two-stone sacrifice left a possible false eye; here, when Black captures three

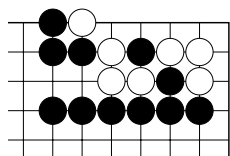


8a Capture three stones



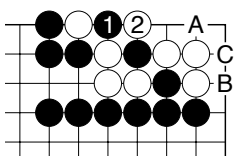
8b Enough space

stones, White cannot stop him from making an eye. White retakes with 1 in Diagram 8b, but Black has enough space to make an eye with A.



9 Black to play

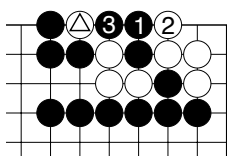
Diagram 9: Black to play. Capturing the white stone on the side with 1 in Diagram 9a is sub-optimal. White captures with 2. Next, if Black connects with 3 (left of 1), White can live



9a Not best

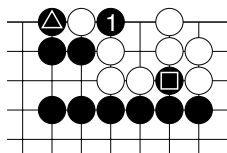
with A. But if Black plays 3 at B, White can block at C and then fight a ko for a second eye.

Extending at 1 in Diagram 9b is a rather surprising move, but it's a clever sacrifice. It's suicidal for White to connect and play atari from the left with 2 at



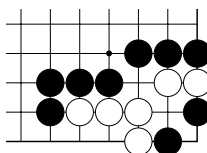
9b Sacrifice three stones

3, so White plays atari from the right with 2. With 3, Black captures one white stone, but he leaves himself in atari, so White can capture the three black stones by retaking at the marked point. Doesn't a three-stone capture give White an eye here? Try and visualise what happens next. Black can recapture the white stone with 1 in Diagram 9c. This is possible because of the presence of the triangled black stone.

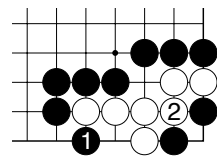


9c False eye

As a result, Black 1 and Black square form an eye-stealing combination that ensure White only gets a false eye here. Be careful, even a three-stone capture may not result in an eye.



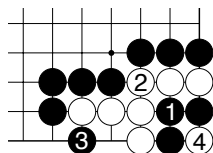
10 Black to play



10a White lives '...Ishi-no-shita'

Diagram 10a. Breaking the eye on the left is no good. With 2, White immobilizes the two black stones. Black would like to connect at the 1-1 point in order to make a nakade shape but that's illegal, so White will get two eyes when he captures there.

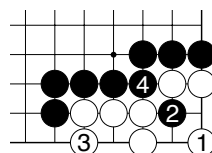
Black 1 in Diagram 10b is the vital point for both sides.



10b Vital point 5 at 1

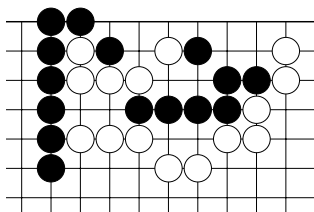
If White connects at 2, Black 3 steals the eye on the side and this time the three-stone shape does lead to nakade. Black plays 5 at 1.

If White captures the three black stones with 1 in Diagram 10c, then Black plays back inside with 2. Next, 3 and 4 are miai. White 4, Black 3 leaves White with only one eye, the same as in Diagram 10b.



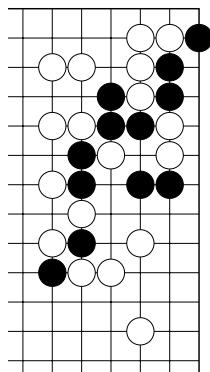
10c Connect and die

So what happens if White plays 3 and makes an eye on the side. Doesn't this give him two eyes? Black 4 catches White in a beautiful 'connect and die' tesuji. This is an example of what can happen 'under the stones' in the case of a three-stone sacrifice. We'll look at some more examples next time.



□ Problem 1

I'll leave you with two problems to think about. Both are Black to play.



□ Problem 2



EDITORIAL

An apology is due for the late publication of this edition of the Journal, which is due to increasing demands on my time. Unfortunately, this situation will not soon improve and it is with regret that I am obliged to step down as Editor; the Autumn issue will be the last that I will produce.

I have enjoyed my time as Editor. Whoever takes my place will have the opportunity to develop a publication that reaches out to the whole of the Go playing community in this country.

We need to appoint a new Editor as soon as possible so that he or she has a chance to pick up the traces before producing an issue unaided. I will be very happy to provide whatever help is required to ensure a smooth transition.

Please contact myself or a member of Council if you would like to discuss the possibility of taking on the job of Editor. Contact details are on page 40.

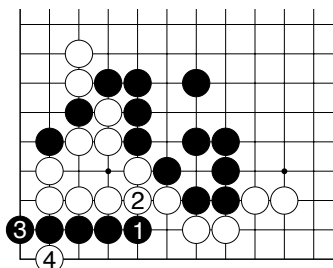
AN ETHICAL SOLUTION

Ian Marsh

ian.marsh@services.fujitsu.com

Diagram 1

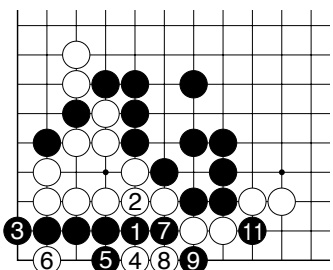
1 in Diagram 1 is the obvious first move, threatening double atari. 3 attempts a five-in-a-row in the corner, but thanks to the white stones on the second line 4 kills the stones.



□ 1

Diagram 2

Note that playing 4 as in Diagram 2 does not work.



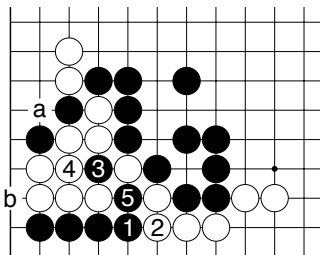
□ 2

10 at 8

Diagram 3

For those that read the sequence in the Diagram 3, then White cannot answer the atari made by 5 as Black would then play at A and win the capturing race. In fact White must answer the atari by playing A, as otherwise Black would win the ko fight using internal ko threats A then B.

As to the secondary question as to what Black should play in a normal game or a



□ 3

10 at 8

lightning game, the (admittedly small) number of low dans I asked this question of all came up with the same answer.

Firstly, everyone commented that ethical questions like this are tricky. Certainly playing nuisance stones for no other purpose but to try and make your opponents clock drop is unethical.

Given that you have read the black stones as dead, and you realise that they are a good source of ko threats, then the first thing to do is to try and create an advantageous ko elsewhere on the board during the game.

If however the rest of the game is played out and you are still losing, what is the correct thing to do? In all cases the same answer was given whether the game was a normal game or a lightning game. Given my comment above about unethical moves, this is surely what you would expect.

Everyone thought that playing as far as 3 in the first diagram was legitimate, to prove that the opponent had read and understood the corner. Some thought about the atari on the three white stones first, as being integral to the sequence, whilst others preferred to leave the atari as a potential trap for White should they play that particular line.

Whether stronger dan players would consider these moves frivolous is a moot point.

HYDE'S ASSISTANTS ~ BOTH INADEQUATE

Franco Pratesi

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In a previous issue (BGJ 130, p. 26) we have seen that in his book of 1694 Thomas Hyde came near to first describing Go to European readers, with enough detail to let them play it. This he did with the help of two persons, who unfortunately were not expert enough. Let us try and expand the bit of information provided by Hyde about them.

William Gifford

Thomas Hyde wrote that he owned a Go playing set, brought to him by Mr. Gifford, who had been a merchant active in Asia, where he had also been Governor of Fort St George, in Madras.

Fort Saint George is an exact reference; the place is Madras, now Chennai, one of the first British colonies in India. The fort was built on 23rd April (Saint George's day) 1639 by the East India Company that had obtained a piece of land from the local king.

Around the fort, the colony of George Town developed as the place of white people, whereas the rest of the colony was named 'Black Town'. The trading centre that grew here was open to merchants coming from several countries of Europe and Asia, including China.

Madras was the sort of place where anything could be found or ordered, but at the same time it's difficult to imagine people there wasting their time, playing a difficult game of pure skill, with no gambling involved.

The political situation was far from quiet at the time. Local traditional authority was divided among several groups, which fought each other. The various European nations involved (especially Portuguese, Dutch, English, and soon afterwards French too) were each trying to displace the local trade conquests of the others.

The 'official' members of the East India Company were competing for their trade with independent interlopers, working individually or as unofficial groups or companies. Moreover, it may be surprising to know that hard internal battles were fought among the leaders of the East India Company themselves.

In the specific case of Governor Gifford, we obtain the general impression of a Governor more honest and dynamic than average. Some information indicates positive activity by him to improve the local conditions for trade. For instance, we have indications that early on he founded a bank in Madras.

IN THE LIGHT

Go in the Movies

www.european-go.org/archives/filmography.html

Gionata Soletti from Italy has collected together details of all known films that feature Go in them. Many are oriental, but a few are western blockbuster movies such as *Pi* and *A Beautiful Mind*. Some just feature a Go board in a scene and others an actual game. TV Drama's such as *Ally McBeal* and Animations are included.

Tony Atkins

Further information on the main events and the personages involved can be found in reference works. Let us summarise from one of them (Burgess James, *The Chronology of Modern India*. Edinburgh: Grant, 1913), keeping its chronological format.

In 1681 the Court of Directors orders the dismissal of Streynsham Moster, Governor of Fort St. George, and on July 3 he is succeeded by Mr. William Gyfford, till July 25, 1687. In 1683, Mr Gyfford Governor of Madras, is directed to control Bengal also, and he is there from August 8, 1684 till Jan. 26, 1685, Mr. Elihu Yale acting for him at Madras. In 1684, Mr Gyfford, Governor of Fort St. George is made President of the Coromandel and Bengal settlements. In 1686, Apr. 12, King James II by Charter grants permission to build a mint at Madras. In 1687, July 25, Mr Elihu Yale succeeds Mr. Gyfford (dismissed) as Governor of Madras till Oct. 3, 1692.

It is easier to find information on this Elihu Yale, because one of the most renowned universities of the USA was named after him; a whole book has been devoted to his life: (Bingham Hiram, *Elihu Yale: the American Nabob of Queen Square*. New York: Dodd, Mead & Co., 1939).

Obviously, we often find Governor Gifford quoted in the part of book devoted to Yale's stay in Madras. The relationship between Governor Gifford and member of staff Yale appears to have been fine. On the other hand, Gifford's later stay in Madras was comfortable enough, thanks to Yale, the new Governor.

Of course, we can only partially reconstruct the life of William Gifford. However, it must be acknowledged that the single event that is of interest for us is a hardly noticeable one in his life. We cannot hope to find a history of Madras, or of the East India Company, in which information is provided on the Go set that Gifford offered to Thomas Hyde!

Whatever the detail, the Governor eventually was able to present a game set to Hyde, but

it is evident that his knowledge did not include the corresponding software.

Shen Fuzong

Hyde's main information had been provided by a Chinese native. His name – Shin Fozung according to Hyde – is differently written, with Shen Fuzong or Fu-zong as the commonest version.

It seems that there is no record about him in Chinese history books, all the information about him originates from Europe (Ding Guoru, Personal communication, 2002). Considering his life, this is not too surprising because he came to Europe as a young man, together with Jesuit Philippe Couplet, and died only ten years later, during his travel back home.

In Europe, however, the visit of the converted Chinese was not unnoticed. He especially left traces in England, where he was welcome at the King's court and was the first to make a catalogue of the Oriental archives in the Bodleian Library. During his stay in Oxford, opportunities to explain the elements of Go to Hyde were of course frequent.

This Chinese converted to Christianity was also the subject of a painting by Sir Godfrey Kneller (see the front cover), which was kept among the preferred art works by the King and is still part of the Royal collections.

The sitter (Michael Alphonsus Shen Fu-Tsung) was born of Chinese Christian parents and came to Europe at the instigation of Father Philip Couplet, Procurator of the China Jesuits in Rome. After leaving Macao in 1681 they travelled together in Italy, France and England. Shen Fu-Tsung left England in 1688 for Lisbon where he entered the Society of Jesus. He died near Mozambique on his way back to China in 1691.

Shen Fu-Tsung seems to have been a well-known figure at the English court and his portrait was painted for James II. The first reference to the work is by the

naval surgeon, James Yonge, who saw Shen Fu-Tsung at Windsor Castle in July 1687, describing him as ‘a young, palefaced fellow who had travelled from his country and become a papist (his picture being done very well like him in one of the King’s lodgings)’.

When James II visited Oxford in September 1687, Shen Fu-Tsung was the subject of conversation at the Bodleian Library, where the sitter had apparently helped to catalogue the Chinese manuscripts. On that occasion James II remarked that ‘he had his picture to the life hanging in his room next to the bed chamber’.

The painting can be categorized either as a religious picture or as a portrait. The composition succeeds on the basis of the unaffected sense of design and the direct-

ness of the characterization. The fact that the sitter looks upwards and away from the viewer suggests divine inspiration. According to Horace Walpole, ‘Of all his works, Sir Godfrey was most proud of the converted Chinese.’

www.artcyclopedia.com/art42day/art0808.shtml

This renowned painting may be ‘read’ from our point of view too. In the portrait we see a young Chinese who had taken the cowl. How could he be an expert in Go? Probably his education had other priorities, works on mercy, heaven’s inhabitants, and so on.

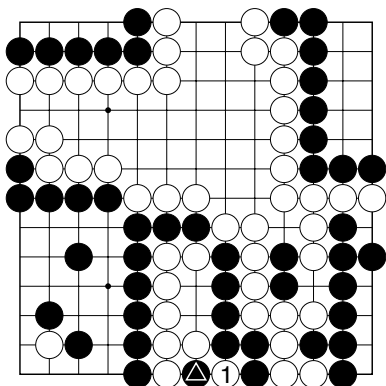
At most he could have heard about it or avail himself of short descriptions of the game kept in the Bodleian Chinese archives that he was indexing. Unfortunately, it is evident – from the information communicated – that he never played a Go game with Thomas Hyde.



A 13 X 13 PROBLEM

Simon Goss

White has just played 1 and captured the marked stone. There are no other prisoners and no komi. Black to play and win. This isn’t an endgame counting problem; it’s a reading problem. Solution on page 26.



□ 13 x 13 problem

IN THE LIGHT

Hall of Fame

www.britgo.org/hof/past.html

If you have often wondered who the reigning South Coast Handicap Champion is, then this is the site for you. Every known winner of every UK and Ireland public tournament is listed. Earliest records date back to the first British Go Championship. Sister page [../hof/current.html](http://www.britgo.org/hof/current.html) just lists current champions and the titles they have.

Tony Atkins

THOUGHTS ON READING THE SPRING JOURNAL

Matthew James

mangelhouse@btinternet.com

I am currently researching and writing a six to eight thousand words paper of 'Working Memory and Go'. Which is about using the game of Go as a prop to reveal the evidence, of hemispheric modes of and models of, short term thoughts and awareness.

On reading the spring 2003 BGA Journal in early May, I noted that Tony McFadden asked if any one had thoughts on how one could play an infinite game of Go. I was considering the evolution of Go as something to discuss at the end of my paper, for what advances can still be made if one had the opportunity to explore these possibilities; and if people were to be inclined to accept a mutation.

I imagined a spherical board, that has the usual number of lines as a contour grid. But there is no perimeter, which would make the implications of board play to seem as an infinite board when empty. Now of course this would mean a big rupture in traditional efficient area capturing methods; and possibly cause multiple ko situations – which only lends itself further to the vastness of infinity.

I have not yet played on such a board; but can anyone say what other implications or debasing effects it would have on the rules of Go as they stands today?

The practicality of making such a board, would need some form of gyroscopic contraption holding the spheroid board in the air, and to rotate it so as to view as much of the game as is needed; and some new method other than gravity would be needed to keep the stones on the intersections. This perhaps in itself, may inspire a lens shaped board, which would have an altogether different effect.

Ian Marsh's lively writing in the Spring 2003 issue mentioned in his notes: "In this case perhaps the proverb should be 'In the land of the blind the one eyed man is dead'". In reference to observing a blind eye situation, by both players, of a dual atari shared liberty (ko) once the game had ended.

Another apt reworking of the original statement, which lends itself to this closed game ko observation would be: 'In the country of the blind the one-eyed man is lucky to escape with his life.' Celia Green, *The Decline and Fall of Science*, 1976, p.171 ISBN: 0 900076 06 2.

There has been a TV show that was repeated recently called *Monkey* or *Monkey's Magic* (children's 70s, 80s comedy show). This featured a game between Monkey and his sensei, using the art of distraction to take his sensei's hand made mystical sweets, during a game of Go that the sensei was playing on his own until monkey turned up. It made me wonder how many times Go was featured in this long running show.

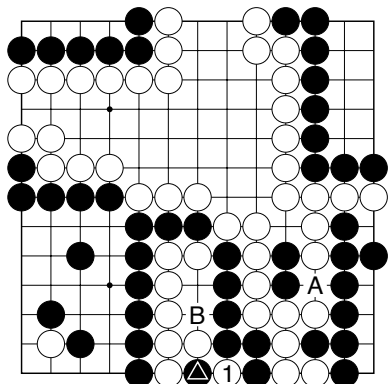
For those not of a high enough standard of memory to produces the 9x9 mind board suggested by Tony Atkins in the Spring 2003 issue, another game can easily take it's place; the game of Noughts and Crosses. To help you or your children develop perceptual reasoning skills and a good spatial awareness capacity. One for long journeys with a back seat full of kids. For those that have better memory recall, 3D cubed Noughts and Crosses, with three sets of nine boxes – or twenty seven spaces.

ANSWER TO 13X13 PROBLEM

Simon Goss

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All there seems to be in the problem is the 5-point gote at A in Diagram 1 and the ko that White has just captured.

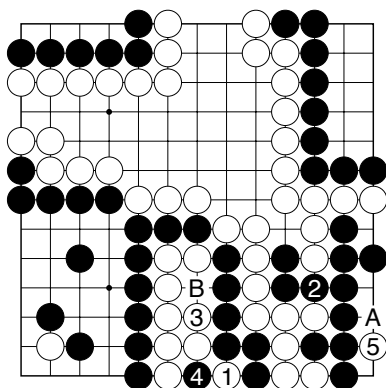


□ 1

If either side connects the ko, it's a seki. If either side plays at B, there is no seki any more – one side must be captured. It's hard to play at B, though, because when you do, the opponent will capture the ko, putting you in atari, and you have to find the first ko threat. Hence each player would rather the opponent shouldered the burden of playing B. For this reason, such kos often get left as they are for a long time. This explains the name *mannen ko*, which means 10,000-year ko in Japanese.

Books and articles often say that a *mannen ko* is usually left till very late in the game, when one or other side will normally connect to make it seki. If Black believes that this is the whole story, he may play at A, expecting White to connect the ko. If this happens, Black wins by 9 points.

But what White will actually do is shown in Diagram 2. After Black takes the 5-point move at 2, White makes the approach move at 3 (atari). Black recaptures the ko, but White's ko threat at 5 is big. If Black



□ 2

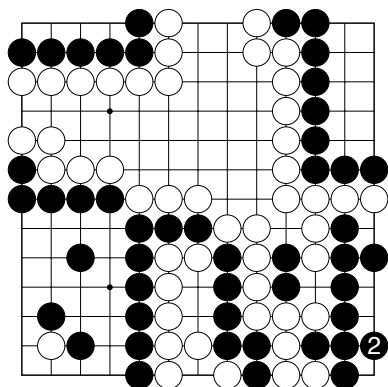
answers it at A, White can recapture the ko, and Black has no ko threats. All he can do is pass, leaving White to capture the six Black stones. White wins by 4 points.

Alternatively, Black could ignore the ko threat and capture eight White stones at B. But then White A kills Black in the lower right corner, and again wins by 4 points.

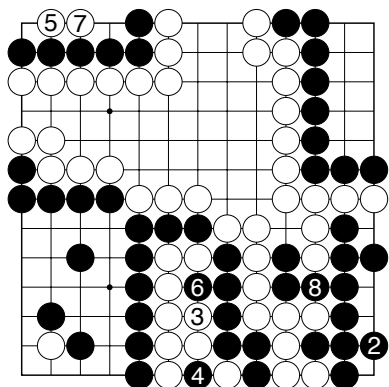
Look again at Diagram 1. The way Black should have thought about this problem is to ask himself who needs to do what in order to win. Black has 40 points of territory. White has 30 plus the prisoner from the ko capture. The seki isn't enough for White even if he gets the 5-point endgame move at A as well. White has to capture something to stand any chance. So Black must assume that White is going to play the approach move at B and use the ko to try to capture something. But what can Black do about it?

The answer is Black 2 in Diagram 3, filling in a point of his own territory, but also erasing White's biggest ko threat. White now has two possible ways of playing:

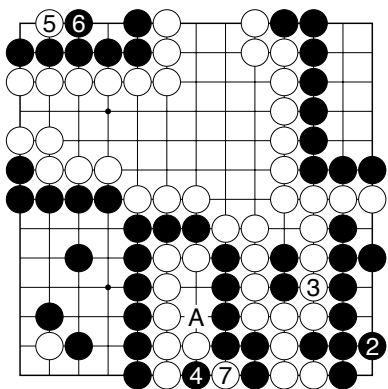
One way is to take the endgame point first and then keep on fighting the ko, as in



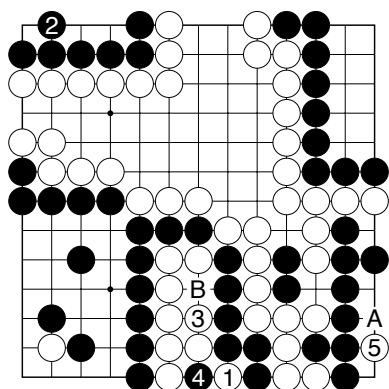
3



5



4



6

Diagram 4. But when White eventually recaptures at 7, Black passes! Now White can't afford to play the atari at A. If he does, Black recaptures the ko, and White has no more ko threats, so it is Black who captures him.

White's other try is to approach the ko immediately at White 3 in Diagram 5. This way, White's ko threat at 5 ensures that White will capture something. But Black still wins the game by ignoring the ko threat to win the ko by capturing White.

(He can also win by answering the ko threat and letting White capture him at the bottom, as you can check for yourself.)

It's important for Black to erase White's biggest ko threat. If he erases the other one, with Black 2 in Diagram 6, he loses after White approaches the ko and then plays the big ko threat at White 5. Now Black can choose whether to answer it at A and let White win the ko, or to capture at B and let White kill him by playing at A, but he loses by 5 points either way.

THE LONG GOODBYE

Roger Peck

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It was a day like any other day, 24 hours long and ending in a “why”, only this day was different. Murder was in the air and murder’s my business. The perfect crime they called it. A trail as cold as a liquid nitrogen bath after a long hot sauna and not a lead in sight. Whoever orchestrated this little masterpiece was clearly a heavyweight in the head department. For once in my life I had to admit that I was completely stumped. Solving this one was going to be one tough assignment. \$25 a day plus expenses. I really needed to get out of this racket.

It was a long shot but I had nothing else to go on. August 2000 was the date. There was talk of a big gathering of brains down in London town at the Alexandra Palace – Ali-Pali as it is known in the underworld. The event was the Mind Sports Olympiad, and being something of a wood pusher myself I thought I would take the opportunity to catch up with a few old acquaintances and see if I couldn’t pick up a lead or two. The grand halls of the Palace were teeming with Masters, Grandmasters, Dans, Kyus, Sharks, Memory Men (and women), mathematical gymnasts, anagram aficionados, crossword champions and general enthusiasts alike.

Here was an atmosphere you could cut with a knife; one that I recognized and one that I grew up with having first tasted it at some tender age lost in the mists of time when I played my first ever game of chess against the old man. The smell of competition. My old man may have been a soft touch at always giving me a head start - a queen, a rook, a knight - but he always played to win. Here, surely, among this mass of grey matter was someone with the capability of perpetrating the crime that had so far defeated the best detectives The Yard had to offer.

By the time I arrived at the Palace many tournaments were already under way: Go,

Chess, Bridge, Oware, Scrabble, Poker, Crosswords, Othello.. the list was as long as a long thing. Not being particularly up for playing myself - my chess being rusty and my Go green - and needing, in any case, to mingle, I contented myself with a leisurely saunter around the various rooms, observing the different ways devised to test the human nerve, will and intellect. Someone, somewhere, must know something. There was a lot of questions that needed to be asked and I was the man to ask them.

The first people to tap for info, I figured, were those manning the various promotional stalls on display. As well as hosting their own tournaments the various associations and federations (the ‘families’) represented at the Palace generally had their own stalls set up to push their particular racket, and it was to one of these that my enquiries led me. This particular stall was promoting a game called Gipf and, feigning idle curiosity, I sidled up to the stall, sat down at the seat available, and started asking questions about how the game was played. Gipf proved to be quite an intriguing invention involving two players moving alternately, placing white and black discs on the intersections of lines on a board. A strange idea for a game I’ll grant you - but there you are. The man at the stall referred me to some web site address where I could find out more about it - <http://www.gipf.com> - but being an old-style Dick myself a few scribbled notes in my little black book was all I needed. Before long I soon found myself locked deep in thought in a strange new world of shuffling discs and non-orthogonal intersecting lines, doing battle against the bundle of synapses sitting opposite me. Needless to say the game ended fairly quickly with me being taken for the Gipf-smuck that I was; but what struck me most about the encounter

was the overpowering enthusiasm that my adversary displayed throughout. In a rare moment of intuition I asked the man who I had been doing battle with whether Gipf might in fact be his brainchild and the broad grin and puffed out chest that greeted my enquiry assured me that he was. Indeed, Gipf was just one of a number of scams that this dark horse of a man had dreamt up.

Here then was the kind of man I was looking for. A man with real vision. A man in search of the perfect game. Could not the man in search of the perfect game also be the author of the perfect crime? I stared across the board and pondered the nature of the person staring back at me as he held my gaze easily, casually and completely unruffled. There was no doubting, this was one tough cookie and I determined then and there to find out more about him. Smiling, I stood up and reached out a hand which he clasped firmly and securely. I thanked him for the lesson and assured him that our next game would not be so easy. He nodded his appreciation and then, as I turned to take my leave, he made an observation that completely stopped me in my tracks. “You’re a Go player aren’t you?”

My heart missed a beat. Alarm bells went off in my head. How did he know? What had given it away? I racked my brain for an

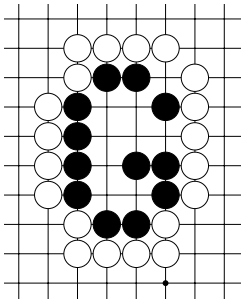
explanation. Was it something in the way I had played his beloved Gipf that had betrayed me? Had I been subconsciously making shape or surrounding territory? No, I quickly dismissed this as a possibility. I rarely did either of those two things even when playing Go. That couldn’t be it. Was I wearing a British Go Championship T-Shirt? No – that couldn’t be it either. All my Go T-shirts having long since faded, shrunk and developed tell tale dark patches under the arms. No, there must be some other explanation, but what could it be? Was there some particular look that all go-players shared? Did Go players all have long beards, or wear glasses? Did they all carry themselves in a particular way? No, try as I might and calling to mind every go player I had ever known I could discern no common traits. As I began to run out of all possible natural explanations I started to wonder what arcane powers this man possessed that enabled him to read a man’s soul and penetrate his innermost thoughts and I realized that I could not now part company with this man without first finding out. “Tell me”, I said, with a certain trepidation in my voice, “how did you know?”. “Oh”, he replied, “only Go players hold the discs between their forefinger and big finger the way you did”.



‘Go’ PROBLEMS

Tim Hunt

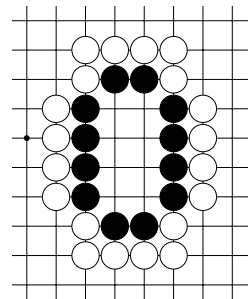
tim@timhunt.me.uk



□ **Problem 1**

Here are two problems I created for my teaching at the West Surrey Teach-in. They are status problems. You have to determine what will happen to these groups. Perhaps they are alive, in which case the correct move for both players is to do nothing until the endgame. Or perhaps if White goes first she can kill, and if Black goes first he can live. Or perhaps the correct answer involves a ko.

The answers are on page 36.



□ **Problem 2**

THE BGA BOOKSELLER

Gerry Mills

bga-books@britgo.org

From 1st July 2003 this job is being simplified. Non-members will no longer be able to purchase books and equipment from the BGA, but instead will be diverted to commercial suppliers. This will mean that the BGA will not need to operate the bookselling function through a separate limited company - BGA Books Ltd.

As far as members are concerned there will be no change in the service provided, which at present includes:

- holding stocks of all books on Go currently available in English
- holding stocks of a range of equipment to meet the demands of most members and clubs as well as the BGA itself
- where possible holding stocks of out-of-print books, occasionally including second-hand books
- an 'all new books' subscription service
- a Go World subscription service
- holding stocks of old Go Worlds where possible
- holding stocks of Go stones to supply in small quantities as replacements following loss or damage
- attending all major tournaments supported by the BGA throughout the British Isles, and attending minor tournaments or supplying them with books for resale (on request)
- the provision of Book Tokens for BGA-supplied books on Go
- and finally, offering useful advice by telephone or e-mail on what books are appropriate to members' needs

The reason for this simplification is the continuing growth in the complexity of the bookseller's job. Previous simplifications included the abandonment of the sales to shops operation (there were also VAT

problems), and the transfer to Steve Bailey of the sales of back numbers of BGJs.

A comparison with 1995 is illuminating:

- The number of books in English in the BGA Price List has trebled;
- The number of equipment products stocked has doubled.
- The number of different issues of Go World stocked has increased by 50%.
- The value of sales has almost doubled, while prices have hardly changed

There are some restrictions on the service provided to overseas members. Books are offered at standard prices to both UK and European members, but elsewhere a supplement to cover additional postage costs may be required. Outside the UK such a supplement is always required for equipment, which usually makes the price absurdly high: eg the postage and insurance on a PGT3 Go set to be sent to Greece is over £30.

Cash payments are accepted in sterling, euros or dollars, while cheque payments are accepted in sterling or euros, using the current rate of exchange. Credit card payments are not accepted.

One problem area is the supply to members of books in oriental languages. Kido Year Books have been supplied to special order for several years, but requests have been received but not accepted, for many other books. It would be an advantage if another bookseller, preferably with a knowledge of oriental languages, could be appointed to source these books and so give an enhanced service to members.

If you would like any further information about any of the services provided or to obtain an up-to-date Price List contact the BGA Bookseller - for details see BGA Officials in this BGJ.

Semeai is the Japanese word for a capturing race. This is going to be an irregular series. I don't promise to meet the deadline for every issue of the journal. My aim is to present some leftover material that didn't make it into my recent book *Counting Liberties and Winning Capturing Races* due to space limitations.

We'll start with an NHK Cup game broadcast in November 2002. Black is Cho Sonjin 9 dan and White is Hane Yasumasa 9 dan. The commentary is by O Meien 9 dan.

Figure 1. Moves 1 to 5 show a local sequence. Actually Black peeped at 1 and extended to 3 slightly earlier in the game. After White 4, play shifted to the right-center for ten moves. Now Black has returned to the position on the left side and extended to 5. Should White connect at A or extend at B?

If White extends at 1 in Diagram 1, Black cuts at 2. This captures the corner. It's a simple capturing race with no clever moves for gaining or reducing liberties. Black is ahead 5 to 4.

On the other hand, if White connects at 1 in Diagram 2, then Black comes out with 2. If

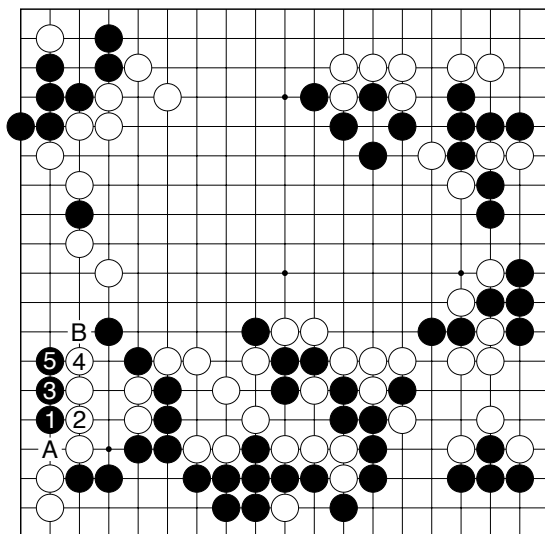
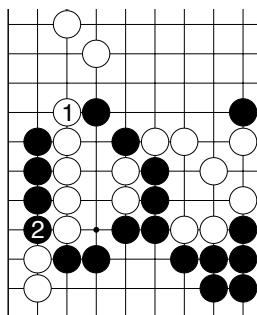
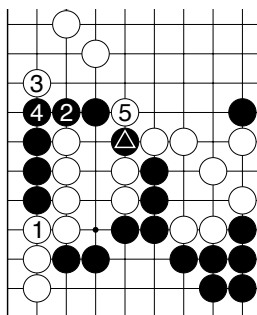


Figure 1

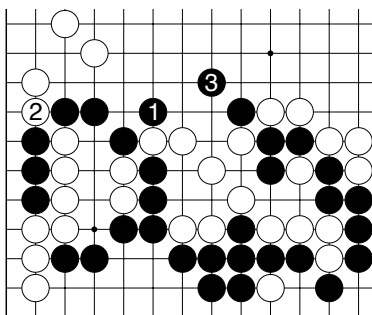
Black answers White's peep at 3 with 4, then White 5 wins. O did not give the continuation, but Black will lose the capturing race if he connects up the marked stone. But if he doesn't connect and lets White capture it, the capturing race vanishes and Black is left with a weak group. However, Black may not connect at 4. Instead, he may hane at 1 in Diagram 3. White can cut at 2, but after



1



2



3

Black 3, the white stones on the right are captured.

O expects White to give way and play Diagram 1. He is quite surprised when White connects at 1 in Figure 2. Black blocks at 2 and White peeps at 3. Next, O is sure that Black cannot connect with 4 at 8. Diagram 3 is good for Black.

O reads out the moves to 9 in Figure 2, but what is the status of the capturing race? At best, it's risky. The game proceeds with 4 to 7. Surely Black must escape with 8 at 9. To O's disbelief, Black connects at 8. "This semeai is frightening," says O. "It will probably become ko." After White blocks at 9, there is no avoiding a capturing race. What do you think will happen?

Black starts by playing 1 in Figure 3 (move 131). Is this best? O isn't sure, but it does make the position easy to read (well maybe not quite so easy). "I don't think one would want to be Black in this position," he says.

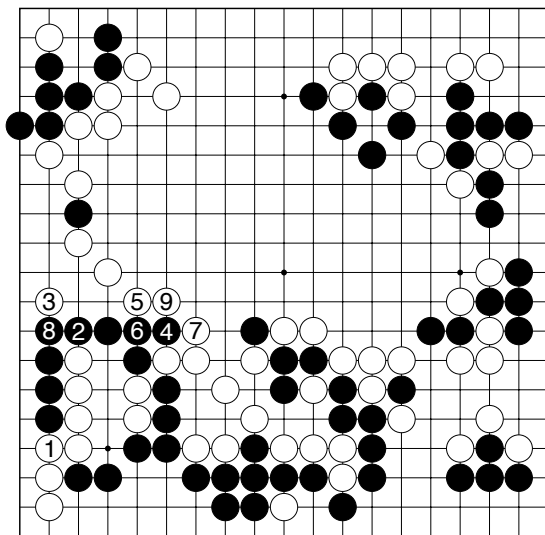


Figure 2

White 2 and 3 are fairly predictable. Next, White should descend at either 4 or 7. White chooses 4, so the hane at 7 is a key move. O predicts all the moves in Figure 3 and adds the continuation in Diagram 4. Black plays 3 on the inside liberty because it belongs exclusively to White in this type of fight. White 4 is atari, so Black takes the ko with 5, but this does not put White in atari. Black needs to add one more move (inside White's eye). White cannot avoid fighting the ko. Connecting at A and

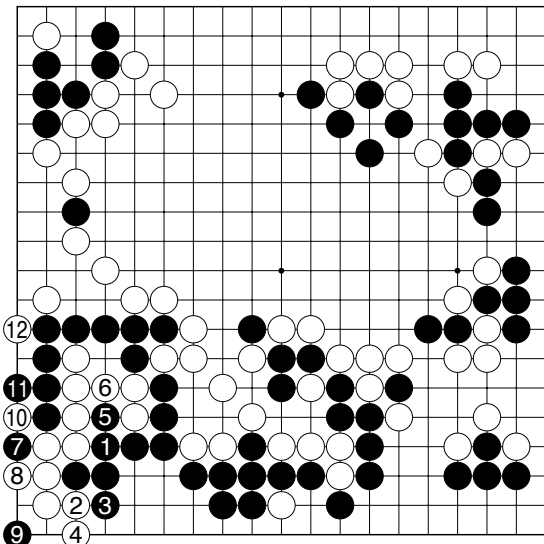
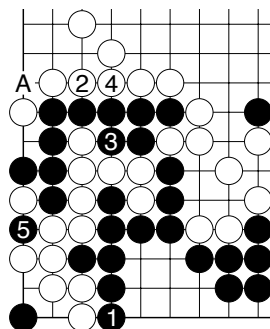


Figure 3



4

approaching from the rear is too slow. The result is a favourable one-move approach ko for White. For White, it's a direct ko. When he takes it, he puts Black in atari, so White can win by ignoring one black ko threat. On the other hand, Black must make an approach move. The drawback of this is that if White wins the fight, this extra move becomes just another prisoner. Black decides not to fight the ko at this point in the game. After 12 in Figure 3, he plays elsewhere (move 143). Perhaps later he will have some better ko threats. O regards this result as a failure for Black's plan.

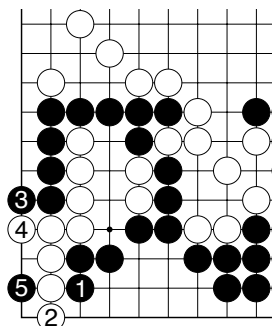
Later in the game (move 156), White adds a move in the bottom left corner (he connects the ko) to resolve the fight unconditionally. This gives Black his second sente move elsewhere as compensation for losing the capturing race, but it's not enough. The game continues for a while, but Black resigns after W 172.

If you need a more detailed explanation of the basic principles of counting liberties and winning capturing races, then please read my new book. I have expanded on the material published in the Journal (BGJ 102–120) with a chapter of entirely new material discussing capturing races involving

ko, including approach-move kos.

There is little time left in the TV program for the post-game analysis, only a few minutes, so the professionals focus on the fight in the bottom left. O wonders whether the result should have been a direct ko for Black.

Diagram 5. Cho tries out Black 1 here instead of 1 in Figure 3. He's dissatisfied with the outcome in the game. Is this move better?

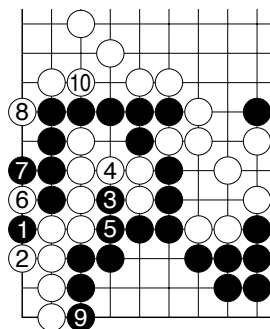


□ 5

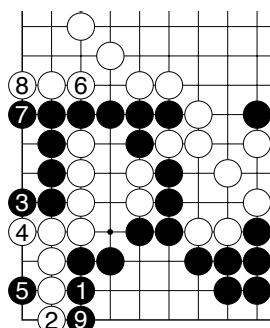
Cho tries descending at 3 instead of playing hane, but the players conclude that it doesn't capture White: the result seems to be seki.

If Black wants to try and kill White, then the hane at 1 in Diagram 6 seems to be the only move. This ends up equivalent to the actual game. It seems that Black cannot expect to kill White.

Hane expected Diagram 7, which is a seki in gote for Black. The professionals switch a few stones around



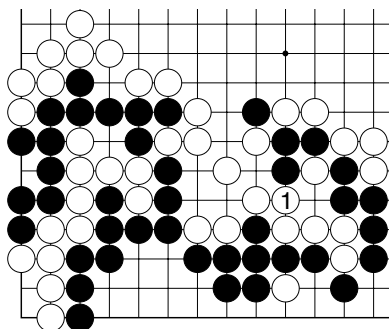
□ 6



□ 7

(Diagram 8) and produce a more realistic seki with optimal move order (not shown) and White uses his sente to play 1. Cho thinks that White is ahead in this position, but Hane says he was not confident of winning.

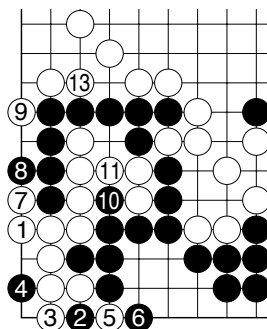
Just at the end, Hane points out that he should have descended on the other side, at 1 in Diagram 9. White 4 in Figure 3 was a terrible mistake he says. O plays through it with him to discover the difference. Diagram 9 leaves Black with no way to win the fight.



□ 8

The conclusion is that, after Figure 2, the best that Black can get is the gote seki of Diagram 8 (similar to Diagram 7).

This was an exciting fight. The short time limits meant that both players made mistakes. It's reassuring that even professionals are not perfect. Moreover, the



□ 9 12 takes the ko

commentator was guessing a bit at the result of the capturing race. He didn't have time to read it all out correctly either. I think you will find it worthwhile playing through the moves either on a real board or on a computer. An sgf file can be downloaded from the BGA website.



TEN YEARS AGO

Tony Atkins

The first Welsh Open at Barmouth was a sunny one day event in May 1993; it was won by Matthew Macfadyen. The new Brighton club and the local kids dominated the prize list at Bracknell, but Monmouth's Quentin Mills was the winner. Shutai Zhang proved unbeatable as expected at the Challenger's League in Leamington. Second was Edmund Shaw and third Alex Rix. The other Bank Holiday event was the revitalised Scottish Open. This was won by Francis Roads who was celebrating his 50th birthday the same month. Francis also dominated the second Isle of Man Go Week in Douglas. He won the main, afternoon and 13x13. Des Cann won Leicester in June.

Piers Shepperson was at the World Amateur in Fukuoka in Japan. China won the championship on SOS from Korea. On the European Grand Prix circuit the Russians

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Lazarev and Bogdanov were doing well, and so too were the local Orientals Shen, Guo and Wataru. However our own Piers Shepperson also did quite well with fourth places in Milan and Helsinki. The Russian event was held again on a boat on the Volga. Fen Yun, the Chinese professional, was back in England for two months before Prague. She visited London, Cambridge and the M4 Corridor. Prague was host to a successful European Go Congress. It was won by Rob van Zeijst, with Matthew Macfadyen in eighth. There were many side events, much music, trips out to the home of Budweiser beer and the traditional pork and dumplings.

In Japan, Cho Chikun won the Honinbo for the fifth time in a row, earning him the title of Honorary Honinbo. Kobayashi Koichi won the Gosei, whilst in China a new 9x9 event was won by Ma.

THE PHASES OF GO

Roger Daniel

Beginners need eventually to come to a clear understanding of what constitute the phases of the game of Go.

You need to recognise these transitions. This is because you need to change your thinking at such points and take stock of your situation.

The three phases are:

- 1 Opening (fuseki)
- 2 Middlegame
- 3 Endgame (yose)

Of course everything has a beginning, a middle and an end and so do each of the phases.

Yose begins strictly when there are only 4 point plays left on the board. You might be led into thinking that a few 7, 6 & 5 pointers could be included but although these are completely calculable, these are really part of the late middle game – the part where you prepare for the endgame and in the endgame amounts are what counts. The fact that it can be calculated is not the phase.

Planning for the endgame is important and a fine art. Learning that this is so is the key to progress. You may be going to win or lose the game by one point so the end of the yose can make or break you.

If you have a clear idea of what the opening and endgame is then you are in a position to spot the transitions to and from the middlegame.

The beginning of fuseki consists of the first eight moves or so – four of yours and four of your opponents's. These moves determine the course and opportunities in the fuseki.

There may be joseki in the fuseki. That is sequential lines emerging, of forced plays that set up solid blocks of structure. But, in general, it is good to remember that each isolated stone is a potential group that has to

live. And so the fuseki is really characterised and defined by the idea of the initial distribution of isolated and partially isolated stones and their arrangement across the board.

What are called the josekis are in the fuseki really just a rude interruption of this procession to deployment. Just often an interruption to peace by contention or fighting.

So what is the middlegame? Well, survival is a very important activity in life and that comes first. In other words – safety and urgency. Secondly, obtaining position by structure that you can convert into possession and control of Area. These two activities are always the concern of the middlegame.

So, given these phases, recognition of the importance of what is going on allows you to orientate your mind and get your bearings – so to speak!

IN THE LIGHT

UK Professional Visits

www.britgo.org/history/pros.html

Covering all known visits by professional Go players to the UK and Ireland since 1974, this page will tell you who came where and when and some of the places they have been. Most frequent visitor is Yuki Shigeno who has been based in Italy for some five years already and expected again in July.

Tony Atkins

'Go' PROBLEMS ~ SOLUTIONS

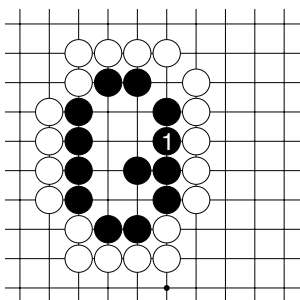
Tim Hunt

tim@timhunt.me.uk

The answer to both problems is that the group is unsettled. Black can live, and White can kill.

G Problem

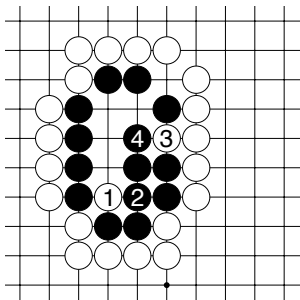
In the G problem, Black can live with 1 in Diagram G1.



□ G1

Since this move makes the most territory, it is the only correct answer, although other moves may make two eyes.

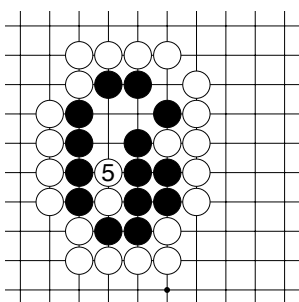
To kill, White needs to start with the atari at 1 in Diagram G2. If Black lets the two stones get captured, there is not enough space to



□ G2

make two eyes, so 2 is forced, then White should push in from the outside with 3. After Black blocks with 4 we reach the most interesting point. If you have not done so already, stop and think about where white should play next. Make sure you read out every possibility.

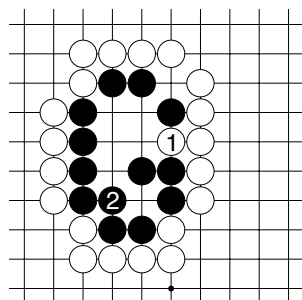
White 5 in Diagram G3 is the only move. Please convince yourself of this.



□ G3

Having to spot this move 5 from the problem position seems to make this quite a hard problem.

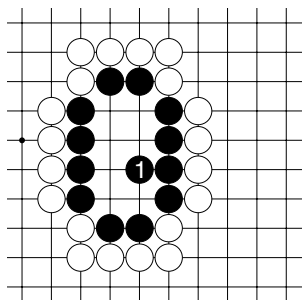
Going back to the start, starting with the push in does not work because Black can immediately make two eyes as shown in Diagram G4.



□ G4

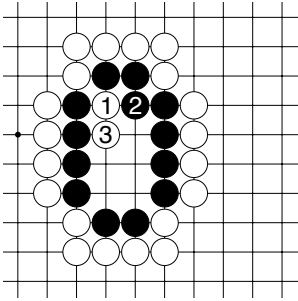
O Problem

In the O problem, Black can live by making the same shape as before, as in Diagram O1. The other possible black move also works, and perfectionists will want to think about which leaves fewer ko threats.



□ O1

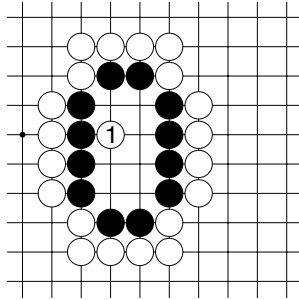
For White to kill, only the atari works, as in Diagram O2. Black's shortage of liberties is fatal.



□ O2

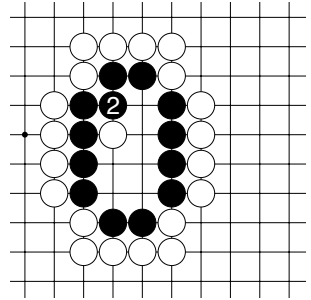
You may, at first, think that White 1 in Diagram O3 also works, but it does not. 'Black to play and live'

after Diagram O3 is an interesting follow-up problem.



□ O3

Black 2 in Diagram O4 is the only move. I leave you to confirm this on your own.



□ O4



Photo: David Woodnutt

Having played through a professional game late one evening, imagine my surprise next morning, when I discovered that an overnight visitor had taken a particular interest in what I thought was a very straightforward forcing move.

European Ing Cup

The European Ing Cup (Ing Chang-Ki Memorial) was held at the Go Centre in Amsterdam, the first weekend in March. Britain was represented among the 24 strong players by T.Mark Hall, the top UK player at the last European Go Congress. Four players ended on 5 out of 6 namely Netherland's Guo Juan, Romania's Cristian Pop and Catalin Taranu (professional) and Hungary's Csaba Mero. The other two professionals playing, Russia's Alexandr Dinerchtein and Svetlana Shikshina, only scored 4 as did Lee Hyuk, the Korean from Russia, and Germany's Christoph Gerlach. However the weekend was marred by Victor Bogdanov (6 dan Russia) being taken ill during play on the Sunday and being rushed to hospital with bleeding on the brain. He is now starting a long recovery following surgery.

Irish Open

The 15th Irish Open was this time an event in the Toyota-PandaNet European Go Tour. 27 players from a dozen nations attended the usual venue of the Teachers' Club in Dublin, for a weekend of Go and other fun. The Irish Rapid started off on the evening of Friday 7th March. 15 players took part. Marco Firnhaber (5 dan Berlin) won the title with a straight 5 wins. Played with handicap and ever speeding time limits, anyone can do well and so John Leuner (9kyu South Africa) and Dan Gilder (3 dan Manchester) took second place with 4 wins. The Saturday and Sunday saw the Tournament proper, with players battling for Tour points as well as a large selection of prizes. The top place was likely to go to one of two visitors who had been all over Europe after tour points. In the end it was Marco Firnhaber who came out winner, with in second Vladimir Danek (6 dan Czechia), who only lost to the winner.

Third was Dan Gilder (3 dan Manchester) and fourth was Chen Mingyou (3 dan China); both scored 3 out of 5 and shared the Tour points for those places. Sharing the Tour points for places 5 to 8 were Tony Atkins (3 dan Bracknell), Toby Manning (3 dan Leicester), Gerry Mills (1 dan Monmouth) and Paul Lecomte (1 kyu Netherlands). John Leuner won 4.5, Aude Friren (3 kyu France) won 4 and Dave Horan (14 kyu Chester) won 3.5. Saturday night's distractions included the first Giant's Causeway Go game, played on an upturned Go ban where the 'squares' were all different heights; Noel Mitchell and Paul Lecomte beat John Leuner and John Gibson. Sunday night was the Irish Go dinner at the Japanese noodle restaurant, complete with parlour games. Top of the 9 players in the Irish Handicap on the Monday was Roger Daniel (2 kyu London). Second was Colin Adams (1 kyu Lancaster) and third Dan Gilder and fourth John Leuner.

European Youth Goe Championships

The Youth Championships were held in Cannes, France, as part of the huge festival of games, during the third weekend in March. Yet again a record number of players from a large number of European countries took part. Of 83 players in the Under-12 category, three players ended on 4 out of 5 to take the top places: Ihor Zaytsev (4 kyu Ukraine), Artem Kachanovskyy (4 kyu Ukraine) and Mirolsav Sos (8 kyu Czechia). At under-18 four of the 193 players took the honours with 4 out of 5: Iliia Shikshina (5 dan Russia), Timor Douguine (4 dan Russia), Antoine Fenech (3 dan France) and Martin Jurek (3 dan Czechia). Apart from the strong players there were vast numbers of double figure kyu players, which is good for Go's future if they keep playing.

Velden Tournament

The Austrian Toyota-PandaNet European Go Tour event was held over the third weekend of the busy month of March. It was won by Czech 6 dan Radek Nechanicky. Second was Diana Koszegi (5 dan Hungary). Locals Franz Huetler and Gert Schnider were third. 44 players took part, but sadly there were no players below 10 kyu.

European Pair Go Championships

The European Pair Go Championships were held in Wodzislaw in Poland on the first weekend in April. 14 official pairs took part in the top championship group; apart from France, Germany and Netherlands all were from the east of Europe. Unbeaten winners were Rita and Tibor Pocsai from Hungary. Second was Russia (Natalia Kovaleva and Alexei Lazarev) and third was Poland A (Alexandra Lubos and Leszek Soldan). They were the best of a group on 4 wins that also included Germany (Lisa Ente and Benjamin Teuber) and France (Anne Tombarello and Denis Hanotin). 15 local pairs also played in a handicap group.

Paris Toyota-PandaNet European Go Tour Final

275 players took part in the traditional Easter weekend festival of Go in Paris. Again the elegant town hall at the Place D'Italie was the venue. The entry included a remarkable 30 players of 5 dan and above, and a dozen from the UK and Ireland. Wuge Briscoe, David Ward, Martin Harvey and Richard Mullens won 3 out of 6. Winner again on a perfect 6 was Fan Hui (7 dan China) who is living in France. On 5 wins were Csaba Mero (Hungary) and Asai Hideki (Japan). On 4 were Guo Juan (Netherlands), Ion Florescu (Romania) and Radek Neckanicky (Czechia). Top Frenchman was Jean-Francois Seailles (5 dan) with 5 wins in 7th place. Professional Yuki Shigeno provided commentaries and a Lightning Tournament and party were held on the Sunday evening.

Toyota-PandaNet European Go Tour Final Rankings

The final rankings of the tour are decided at Paris, which scores extra points. Winner of the 2002-2003 Tour with 113.73 points from 7 events was Radek Nechanicky. Second with 104 from 5 events was Guo Juan. Third with 94.04 from 9 events was Marco Firnhaber. Vladimir Danek had 65.9 and Fan Hui 62. Then came Oleg Mezhov, Csaba Mero, Ion Florescu, Du Jingyu and Dragos Bajaneru in 10th. Top UK player was Dan Gilder in 25th with 14 points.

IN THE LIGHT

Computer Programs

www.britgo.org/gopgres./gopgres.html

Over the years the BGA has collected information on as many Go computer programs and Go Servers as possible. As well as historical information on servers, there is information on every Go server available. Also there are listings of available Go software, whether recording or playing, free or paid for, complete with links to be able to acquire the software.

Japanese Professional News

www.nihonkiin.or.jp/index-e.htm

Go to the Nihon Ki-in site in Japan to get the latest news on the professional scene in English. Updated usually weekly by John Power in Tokyo, the pages give the latest tournament results, promotions and so on, with a special section dedicated to Western Pros in Japan. There is a link to brand new news and links to older history.

Tony Atkins

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phone to check.

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Albert in Albert Square Thurs 7.30pm.

MID CORNWALL: Iyan Harris 01872 540 529
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Agnes Thurs 6:00pm.

MIDDLESBOROUGH: Gary Quinn 01642 384303
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Cellar Bar other Mons at Secklow 100,
Midsummer Boulevard Central MK, 7.30pm.

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pwendes@hotmail.com Meets most Thurs
evenings at Peter's house, ring and check.

READING: Jim Clare 0118 377 5219 (w)
jim@jaclare.demon.co.uk Meets at the
Brewery Tap, Castle St, Mon 6.30pm.

SHEFFIELD: Will Segerman 0777 370 6305
willseg@email.com Meets Red Lion, Charles
St, Suns 7pm.

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 ring to confirm.

SWANSEA: Meets at JC's, a pub on the univer-
sity campus Suns 3.30.

SHERBOURNE & YEOVIL Julian Davies 01935
423 046 julian.davies@screwfix.com Meets
Brewers Arms, St James St, South Petherton
Weds 7.30pm.

SWINDON: David King 01793 521 625
info@swindongoclub.org.uk Meets at Prince
of Wales, Coped Hall Roundabout, Wootton
Bassett, Weds 7.30pm.

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

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 Mons 7:30 except bank holidays.

WINCHESTER: Alan Cameron 07768 422 082
alan.cameron@iname.com Meets at The
Black Boy Pub, 1 Wharf Hill, Bar End,
Winchester Weds 7pm.

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

LONDON CLUBS

CENTRAL LONDON: Keith Rapley 01494 675
066 rapleykeith@hotmail.com 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, Board fee £2.00

NORTH LONDON: Martin Smith
020 8991 5039 nlgc@talk21.com
Meets in the Gregory Room, Parish Church,
Church Row, Hampstead Tues 7.30pm.

NORTH WEST LONDON: David Artus
020 8841 4595 artusd@uk.ibm.com
Meets at Greenford Community Centre,
Oldfield Lane (south of A40) Thurs 7pm.

SOUTH WOODFORD: Francis Roads
020 8505 4381 froads@demon.co.uk Meets
at Waitrose Coffee Bar Tues 10.30am

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

WANSTEAD & EAST LONDON: Alistair Wall 020
8556 4232 alistair@ajwall.demon.co.uk
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 corrections and all new or
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the BGA Webmaster.

See page 36 for all BGA contact details.

NOTICES

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Diagrams can be supplied as mgt or sgf files
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GLOSSARY OF GO TERMS

- AJI:** latent possibilities left in a position
- AJI KESHI:** a move which destroys one's own aji (and is therefore bad)
- ATARI:** having only one liberty left; stones are said to be 'in atari' when liable to capture on the next move
- BYO YOMI:** shortage of time; having to make a move in a given time. Overtime is now more widely used in tournament play
- DAME:** a neutral point; a point of no value to either player
- DAME ZUMARI:** shortage of liberties
- DANGO:** a solid, inefficient mass of stones
- FURIKAWARI:** a trade of territory or groups
- FUSEKI:** the opening phase of the game
- GETA:** a technique that captures one or more stones in a 'net', leaving them with two or more liberties but unable to escape
- GOTE:** losing the initiative
- HANE:** a move that 'bends round' an enemy stone, leaving a cutting point behind
- Hamete:** a move that complicates the situation but is basically unsound
- HASAMI:** pincer attack
- HOSHI:** one of the nine marked points on the Go board
- IKKEN TOBI:** a one-space jump
- ISHI NO SHITA:** playing in the space left after some stones have been captured
- JIGO:** a drawn game
- JOSEKI:** a standardised sequence of moves, usually in a corner
- KAKARI:** a move made against a single enemy stone in a corner
- KATTE YOMI:** self-centred play; expecting uninspired answers to 'good' moves
- KEIMA:** a knight's move jump
- KIKASHI:** a move which creates aji while forcing a submissive reply
- KOMI:** a points allowance given to compensate White for playing second
- KOSUMI:** a diagonal play
- MAI:** 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