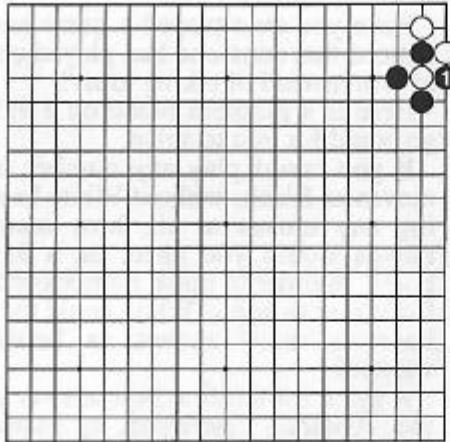


Junior Pull-out

*

Please pull out and pass on

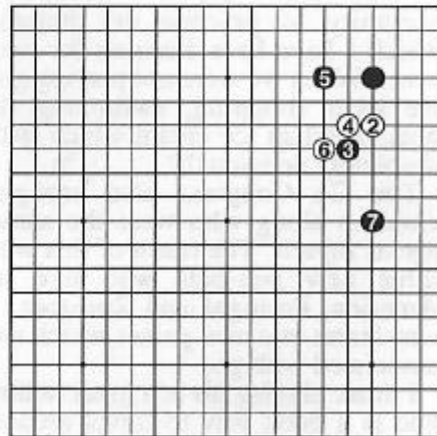
☺ Save the Day: Solution



Meteoric Rise

Young Korean Lee, professional 9 dan, continues his meteoric rise through the ranks, beating Kobayashi Satoshi in the first LG/Goldstar World Cup to enter the semi-finals.

He plays with an extreme freedom. Have you seen this joseki from that game? Lee is Black.



Go Crazy

All you ever wanted to know about go
but were forced to find out!

Issue 1, Winter 1996

Editor's Spot

This is our first issue and we are fortunate to have many fine articles, drawings and reviews. Please keep sending them in to me at:

29 Crimsworth Road,
London SW8 4RJ
(tel: 0171-978-1764).

All entries will be acknowledged. Starred items receive a book, tokens, or a small prize.

Jonathan Chetwynd.

implements, I don't understand some of these words, so to improve the book I would make the words simpler, so a bigger range of ages would understand.

The rules and the diagrams are simply explained, but the amount of writing should be decreased, as the diagrams are quite self-explanatory without all of the writing.

Score: 8/10. Level: 30 kyu to 5 kyu, for secondary school students only.

Price: approx. £20. This book has only been available in the UK recently.

Book Reviews

The First Book of Go by Milton N. Bradley

* Reviewed by Laura Coe,
aged 13 years (13 kyu)

The language in this book is quite advanced for young children. It uses words like integrates, feasible and

"1612"

by Korean Baduk Association

* Reviewed by Francis Weaver,
aged 13 years (8 kyu)

The problems in this book are especially good for beginners. As you go through the book, the questions become more challenging. The only problem is, it is written in Korean, but I can tell you that in every problem Black is first to play.

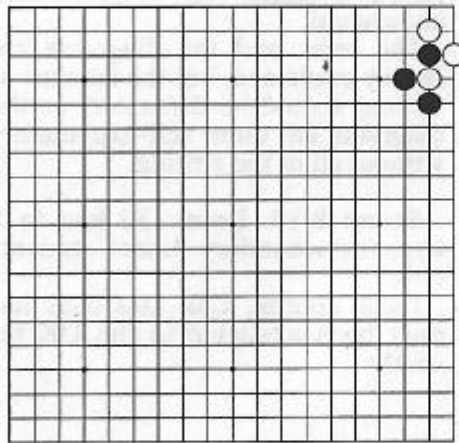
Score: 9/10. Level: 30 kyu to 1 dan.
Price: Approx. £10 for 1,612 problems.

● All the books are available from the BGA bookseller, or soon will be.

Black to Play

⊕ **Can you Save the Day?**

by Neil Ings and David Grimster



Solution on back page

Why Go?

* by Anna Griffiths,
aged 16 years (9 kyu)

None of my non go-playing friends are remotely interested in learning about the wonders of the world of

go. On the rare occasions that I find myself with the opportunity of teaching somebody the game they get bored very quickly.

People do not realise that there is so much more to playing go than just sitting down, in silence, placing Minstrals and Imperial Mints on the cross sections of the grid. (Except for the odd cough, here and there, designed especially to put off the opponent, and even this takes a lot of practice to perfect.)

Apart from the mental stimulation it provides, it is also a brilliant way to meet people and make new friends. I, for one, have a vastly improved social life due to go.

Tournaments do not have to involve cut-throat competitiveness, [don't they? — Editor] they are fun. You are sure to find a local tournament, because they are spread throughout Britain, and they provide the chance for you to visit a place you perhaps would not have gone to were it not for go.

If you consider the prizes available, then you will see that there are many good reasons to play go regularly.

So next time somebody tries to teach you about go, don't turn your nose up; after all, what have you got to lose— except your sanity of course!



To Travel the World

by Emma Marchant,
aged 14 years (8 kyu)

ON the 21st July 1996, over 600 players met in a four star hotel in Abano Terme, Italy, for the 40th European Go Congress. I was one of eight British school students who, along with their teacher, travelled to Italy to play for the whole two weeks.

There were 10 rounds in the main tournament, one game every day. There was also a weekend tournament consisting of 5 rounds.

The main advantage of going is that I was able to play players from all over the continent, and I was helped when I wanted a dan player to comment on my game.

Being in Italy also gave me the opportunity to practise my Italian, which I have been learning for two years. When we were not playing go, we went shopping, swimming or bought Italian ice cream which was absolutely delicious!!!

The Go Congress also brought children along who were the same age as myself. The result of this was three new pen-pals who live in America, Portugal and Romania. I also learnt two new games which are associated with go.

I think playing go is a great hobby and is a good way to travel around the UK and the world. Maybe I'll see you at a future tournament, where you will always make friends.

How Many Stones?

Have you ever played a game and noticed that someone had played out of turn instead of taking turns?

Here is a problem based on a 9x9 go board for you to solve.

If you could play any number of moves as Black, without White having any moves at all, how many moves would you need, on a 9x9 board, in order to make it impossible for White to win if White could then have as many moves as he/she wanted?

A prize for the first best answer to me, Jonathan Chetwynd, by March 30th 1997. My solution will be in the summer issue.



Tee Shirt Design
by Ralph Freeman