
British Go Journal

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Front cover: Liu Yajie. (Photograph by Charles Matthews.) See *Tournament News*.

Tournament Calendar

International Teams: 21 March. Simon Bexfield, 0171-4825797.

Irish Open: Dublin, 19-22 March. See page 26.

Coventry: 28th March. Mike Lynn, 01675-442753.

Bournemouth: April.

British Go Congress: Abingdon, 9-11 April. Steve Bailey, 01483-533748.

Devon: 18th April. See page 27.

Barlow: Cambridge, 2 May. Kyu players only. Tim Hunt, 01223-500769.

Bracknell: 8 May. Clive Hendrie, 01344-472741

Pair Go: 23 May. France Ellul, 01494-452047.

Scottish Open: 29-30 May. John O'Donnell, 0141-3305458.

Challenger's: May. By qualification.

Leicester: 12 June. Peter Fisher, 0116-2761287.

Anglo-Japanese: June. By invitation.

Barmouth: 26-27 June. Jo Hampton, 01341-281336.

Youth Pairs: July.

Norwich: August 2000 (biennial).

Isle of Man: 22-27 August. Leo & David Phillips, 01624-612294.

Northern Go Congress: Manchester, September.

Milton Keynes: September.

Shrewsbury: 3 October.

International Teams Trophy: October.

Wessex: Marlborough, October.

Three Peaks: Thornton in Lonsdale, November.

Swindon: November.

West Surrey Handicap: December.

Anglo-Japanese: December. By invitation only.

Dec/January: London Open, Youth Championships, Furze Platt, School Teams

February: Oxford

March: Triganthus, Candidates'

Tournament Organisers: Please supply information for the Calendar to the editors of the Journal and the Newsletter as early as possible

Editorial

The response to the introduction of pointers on stones to indicate the next move in diagrams displaying many moves has been very favourable. Over a dozen readers have taken the trouble to write or e-mail to say that it is an excellent idea; one e-mail correspondent was lukewarm; nobody wrote to say that they disliked the innovation.

Many thanks are due to Ian Sharpe for his work creating this facility.

Notices on page 67

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British Championship

Game 3

by Toby Manning

The following commentary is based on post match discussions with Matthew and Edmund. This game was played at the Open University on October 10th during the Milton Keynes Tournament. Time limits were 3 hours each.

Black: Matthew Macfadyen
White: Edmund Shaw
Komi: 5½ points

The game started slowly and steadily. Matthew composed himself and took half a minute over his first move; a parallel fuseki then developed. It proceeded unremarkably, but slowly—the first 10 moves took 10 minutes—until Matthew invaded Edmund's corner with 17.

Although 18 may seem obvious, it took Edmund a long time to conclude that it was better than a play at the 3-3 point, and the next surprise was White 24.

Throughout this fight, both players are considering the consequence of a Black play at *A*. Diagram 1 shows one result if it is played instead of 23; White seems to be winning the fight in Diagram 1, but it is difficult to read out.

However, Edmund tried to wrest the initiative after Black 23 by playing at 24. Black ignored it to play at

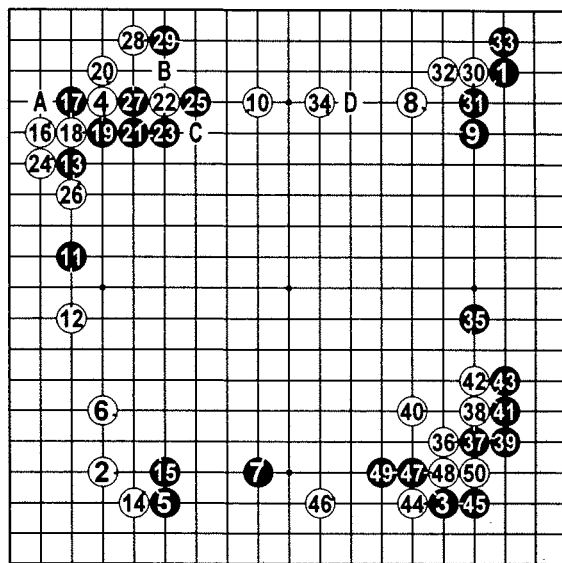


Figure 1 (1—50)

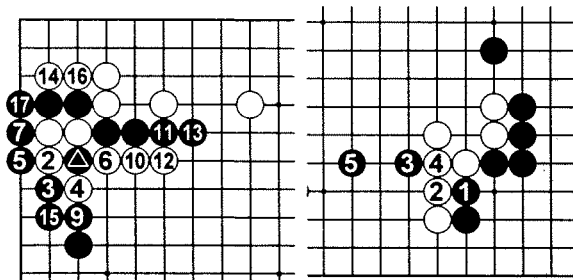


Diagram 1
8 at Δ

Diagram 2

25, and the sequence up to 29 results in an exchange. Note in particular Black 29; how many readers would have taken off 22, leaving the possibility of a later White play to the right of 29?

White 26 at *B* would have left cutting aji at *C*, which might have proved

useful later. The sequence as played seems to leave 10 too close to Black's thickness.

Moves 1—20 took 9 minutes, but 21—30 took 28 minutes in total, an average of 3 minutes per move.

After 29 Edmund needs to strengthen his group with 30—34 (an invasion at

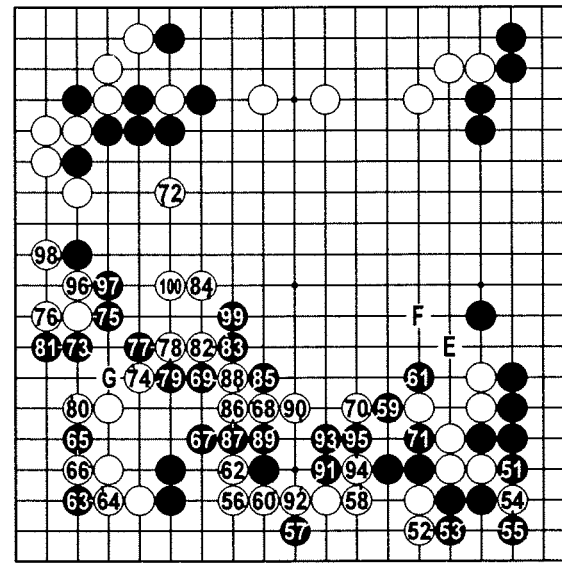


Figure 2 (51—100)

D, or thereabouts, would be difficult to counter).

Edmund then chose to erase the lower right hand corner rather than to invade it, but he cannot have been happy with the result. Black 45 was unnecessary, and could have been at 48 to give White a heavy group which Black would have enjoyed attacking—see Diagram 2. White 46 did not seem to work well.

After 50 let us review the position. White has 15 points of secure territory in the top left, and 15 in the bottom left (there is a hole at the 3-3 point). He has 10 in the top right, and will struggle to make 10 in the lower right—a total of 55 with komi.

Black has 5 points in the top left, and 5 on the lower side. With 15 in the upper right corner and 20 in the lower right, this comes to a total of 45. Black therefore seems to be behind on pure territory, but has compensation with his potential on the right hand side, and a weak White group to attack in the lower right. The game therefore seems to depend on:

- a) who gets first move in the lower left corner
 - b) what happens to 47, 49
 - c) can White successfully invade Black's right side?
 - d) can White enlarge the left hand side?
- 56: was an attempt to find out Black's intentions with the group on the lower side before

playing at 58 to rescue 44, 52 and attack 47, 49; 57 is a vigorous response. With 58 a crucial fight starts; if White can capture 47, 49 he will be in a strong position, if Black can save these stones then the White groups on both sides look vulnerable. Black will not be too concerned about his group on the lower left as he can always invade at the 3-3 point in the lower left corner.

Matthew captures 6 white stones with 61. They have no realistic hope of escape (*E* is countered by the geta at *F*), and hence they do not have much aji, thereby enlarging the lower right corner to 40 points. Compared with our previous count, Black now has 65 points and White's total is virtually unchanged. In addition the Black moyo in the centre right side is considerably larger.

With 62 Edmund used half his allotted 3 hours; 63 was the expected invasion at the 3-3 point.

Matthew played 65 relatively quickly, then thought long and hard after White's obvious response at 66.

White should have played atari below 53 before playing 70—a mistake that was to become significant later.

72: is a move worthy of examination. It is a multi-purpose move with a number of aims:— it weakens the group 19,21 etc.,

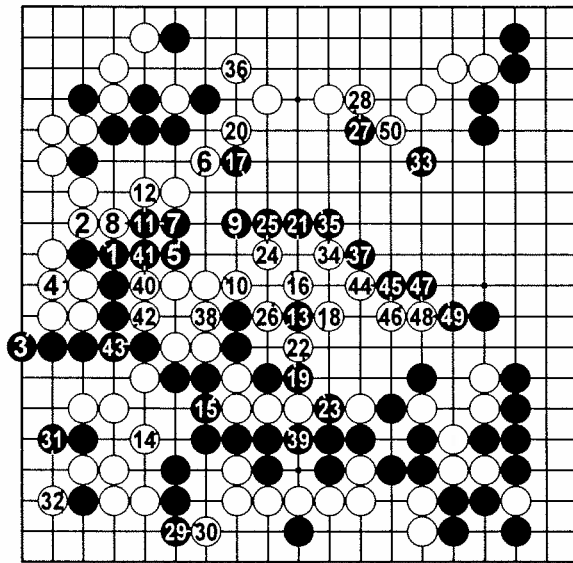


Figure 3 (101—150)

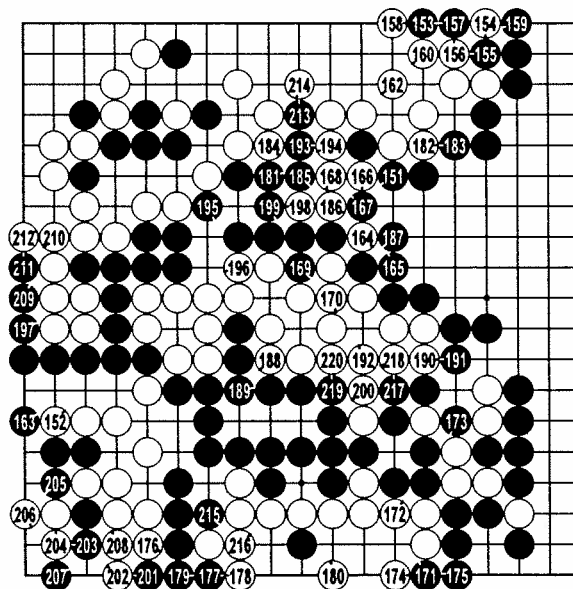


Figure 4 (151—220)
161 at 154

it seeks to capture 11 on a large scale by playing at 100,

it aims, albeit indirectly, at an invasion of Black's right hand side it indirectly attacks 5, 15 etc.

73—77: is an awesomely complex fight, with both sides striving for maximum effect. Black is seeking to cut off and capture either 6 and 74, or 12 and 76; White is trying to hang onto both groups, while at the same time preventing 69 and 77 from connecting.

After 80 Matthew had the ko shown in Diagram 3 to connect his stones together; should Edmund have played kishashi at G to forestall it?

White 80 is essential; if Black plays there then White will collapse.

81: threatens to capture two stones, but it loses a tempo by giving White first move in the centre.

Black should answer White 86; this connects out to the centre and leaves White with all the problems.

Matthew spent a long time over move 109. He would like to capture the white bamboo joint 78, 82, 84, 100, which will save his stones and kill all White's centre stones. White must save his bamboo joint, and either kill the two stones 83, 99, or the Black group in the upper left: this looks unlikely, but less so after 106.

114: was a poor move; it did little to strengthen his group, and Black 115 took a valuable liberty away from the White stones.

When Matthew played 129 he was under the delusion that it would kill either the corner, or the White group on the lower side.

After 132 neither of the two groups in the centre is unequivocally alive,

hence Matthew had 3 options with 133:

- to play at 133
 - to save his upper left group
 - to attack the white centre group.
- Matthew thought that playing at 133 would save his group and sufficiently enlarge the right hand side to give him an easy win.

An alternative to 136 would be to play at 137. Does this threaten to kill the Black group? The fight is too difficult for me to read out! With the risk that a play at 137 would be ignored, Edmund took the money and killed the Black group with 136 after playing kishashi at 134 to strengthen his centre

Although both White 152 and Black 153 are sente, the cost to White of ignoring 153 is much greater than the cost to Black of ignoring 152, and hence 152 should be at 154.

200: was Edmund's last chance to win the game; it is 2 points gote, whereas Black 205 is 2 points in sente.

With 220 the game is over; Black (Matthew) wins by half a point.

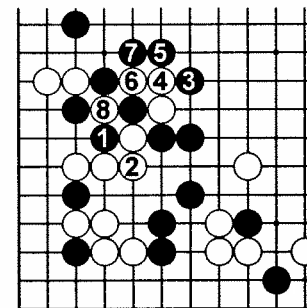


Diagram 3

My Trip to Japan

by Helen Harvey, 1 kyu

I was honoured to be chosen to represent the UK in Tokyo last November. Most years, as many of you will know, Japan or Korea hosts a World Women's Amateur Go Championship. The UK entrant is the lady who has the most qualifying points. These accumulate over the years, and are gained at one particular annual tournament. In actual fact it was Alison Jones who had most points, but she was unable to attend.

In 1998 the tournament was held in Yokohama, on the outskirts of Tokyo. Yokohama is a large, vibrant port town, comprising much housing as well as underground and overground shopping areas.

My husband Martin paid for his flights and accommodation upgrade to be with me, as this was our first ever trip to the Far East. We both thoroughly enjoyed our visit.



Martin and Helen proudly sitting in the Nihon Ki-in main playing room where Meijin titles etc. are decided

Before the tournament itself we were grateful to be put up at a local house for 4 days. This was with Richard Hunter and Louise Bremner, who are ex-pat translators who've lived in Japan for some years. They gave us an invaluable insight into Eastern culture, and kindly took us on a trip. This was to Mount Mitake, a forested mountain where we took a long walk and visited its Shinto shrine.



Aysegul Aytac (Turkey), Yamashita Chifumi, Helen Harvey. With them is a 9 dan professional going through Helen's first round game

Martin and I also took a long day trip to the Mount Fuji region and sailed on Lake Ashi nearby.

From Richard and Louise's we moved on to the tournament hotel, the brand new (and very posh!) Sheraton Yokohama Bay Hotel. This afforded good panoramic views of the area.

On the first day, all contestants visited the Mayor of Yokohama at the City Hall and in the evening we attended the Opening Ceremony, with a buffet banquet. All players wore National costume for this special occasion. It was very grand indeed. I dressed as a morris dancer, with bells on my shoes. We all looked a picture, but mostly we had fun.

From the hotel we were taken by coach each day to the playing venue. The 7th Yokohama Sotetsu Cup World Women's Amateur Go Championship was held at the Sotetsu Bank's cultural centre, about half an hour's drive away.

There was a participant from each of 22 different countries, with grades ranging from 6 kyu to 5 dan. The tournament was based on a 6-round Swiss system with no handicapped games.

In the first round I was drawn against

Yamashita Chifumi, Japan, 5 dan. I naturally lost, but by a respectable 28.5 points. There were professional go players who kindly went through our games, giving us most helpful advice.

Martin and I were very honoured to be taken out to dinner one day by James Davies and his wife. James was one of the two Nihon Ki-in translators assigned to the tournament (all of you have probably read one of his Elementary Go Series books). The other eminent translator, John Power, also joined us.

Out of my six games I won three (Italy, Turkey and Finland) and also lost against Russia and Germany, so coming 12th overall. I was quite satisfied with that outcome.

The winner was Yamashita Chifumi (Japan), 2nd was Jo Sae Byol (D.P.R. Korea) and 3rd was Kim Se Young (Korea). All were graded 5 dan, and all won 5 games out of 6, but the Japanese lady had the best SOS. All twenty-two contestants were presented with trophies and

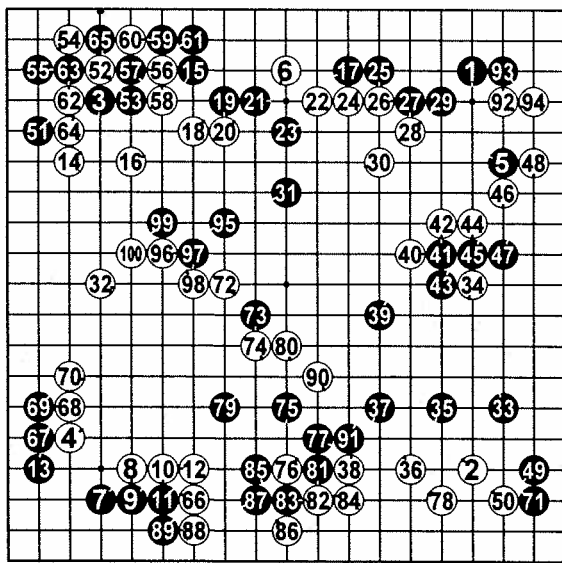


Figure 1 (1—100)

prizes at the Closing Ceremony. At the end-of-day banquet, we were shown some clips of the tournament which were going out on the local TV.

Most players flew home the next day, but Martin and I had two more days so we visited the Great Buddha temple at Kamakura, south of Yokohama. We also played go at the Yokohama Go Club, and visited the Nihon Ki-in (Japanese Go Association) headquarters in Tokyo. Here, we were very kindly shown round by their Overseas Director, Kawamoto.

In summary, we spent a very enjoyable twelve days in Japan, and the different culture and food (and sake!) all enriched the experience. We were very impressed by the friendliness of all the contestants, and the pomp and ceremony associated with the event, and with the detail of the organising, down to the individual countries' flags which adorned each playing table.

We both learned a lot more about go, and if only we had had time to learn a little Japanese it would have been even better.

• And the game? Selected by the Editor from several that Helen sent in.

Black: Helen Harvey, 1 kyu (UK)
White: Sari Kohonen, 3 kyu (Finland)
White resigned.

Helen remarked that Sari had previously beaten two strong players, so she was expecting a difficult game.

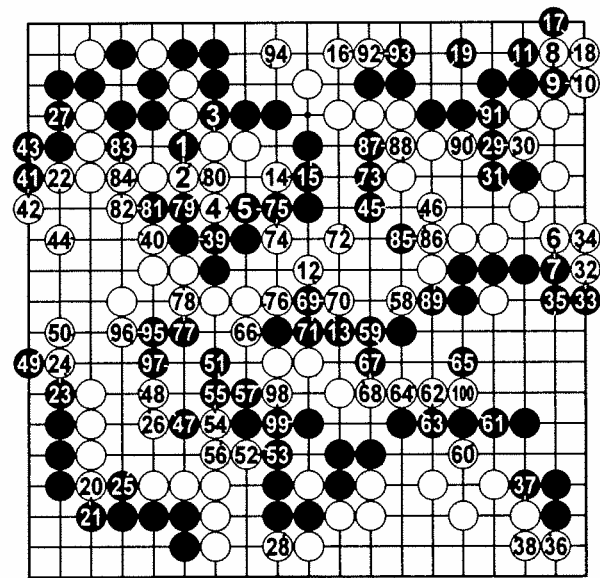


Figure 2 (101—200)

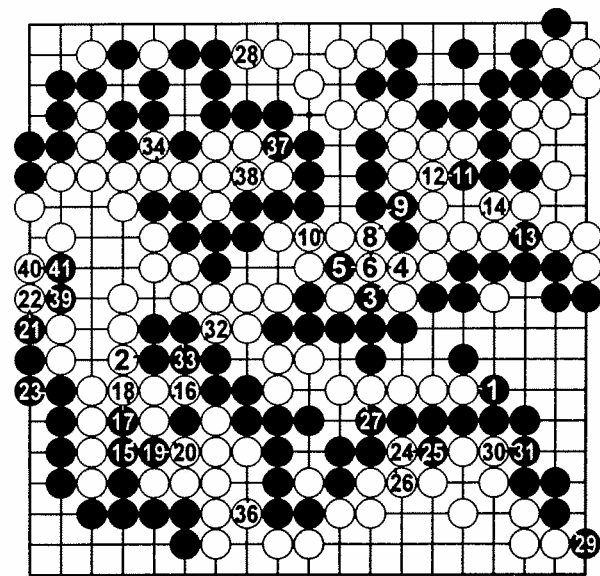


Figure 3 (201—241)
207 at 170, 235 at 58

The 1998 Ing Computer Goe Cup

by Charles Matthews and Nick Wedd

[Note: Mr Ing preferred the spelling 'goe'. —Editor]

When Many Faces of Go was declared winner, it challenged the three inseis to nine-stone games. (An insei is a newly-qualified professional, around amateur 5-dan in strength.) The inseis all beat it convincingly. Here is its game against Hsia Da-Ming, with comments by Charles Matthews. A record of this game may be downloaded from: <http://www.britgo.demon.co.uk/results/computer/ing98/boyl1.go> or boyl1.sgf.

Nick Wedd

White: Hsia Da-Ming
 Black: Many Faces of Go
 Date: 22.11.98
 Hendon College, London
 Handicap: 9 stones
 Time limit: 60 minutes

2: The game was under a nine-stone handicap but with free placing so that White passed eight times before playing.

45: The first thirty moves of the game proper have the pro-

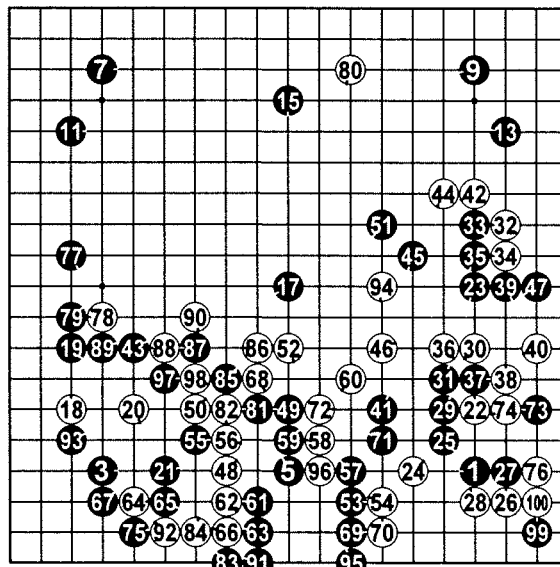


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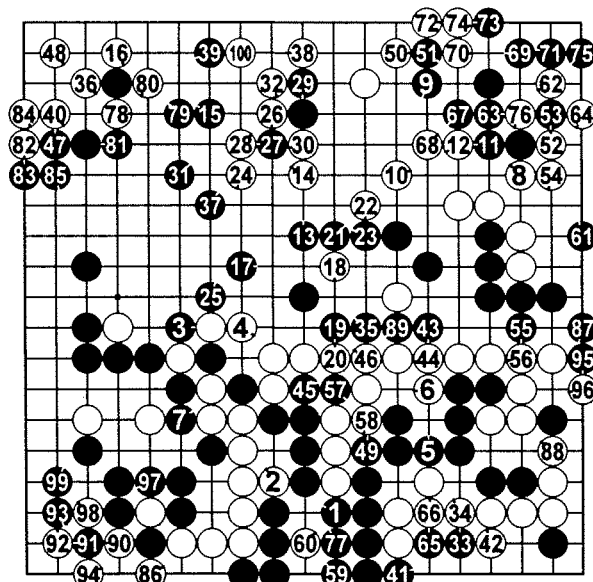


Figure 2 (101—200)

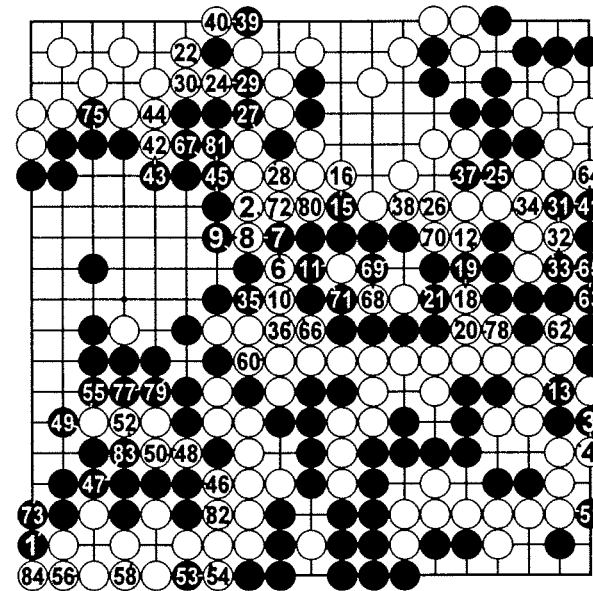


Figure 3 (201—284)

205 at 75, 214 at 196, 217 at 64, 223 at 73, 257 at 191, 259 at 198, 261 at 88, 274 at 253, 276 at 55

gram playing well.

47: This is aggressive.

50: Now Black has a corner shut in. A first test of the program's perception.

51: Misses the direction. From now on Black starts to drift.

55: No good unless Black cuts immediately.

62: Humans make this sort of exchange too; but it weakens Black's corner to the left.

73: Misses the need to form a second eye for this group.

76: Now the danger to the right hand group is very serious. White stands to make 80 points by capturing it.

88: White is aiming at the key cutting stone, 85. Once it is secured White can coast for the rest of the game.

150: From here onwards: White can expect to milk further profit by playing a better endgame.

163: Oops! Black's corner is now ready to die.

221: Hsia Da-Ming now looked really disappointed at this black group's failure to die. (Nick Wedd)

285: Pass

286: Pass

White wins by 115 points.

Many Faces of Go plays many significant-looking

moves. However on the strength of this game you'd have to say it ignores its opponent too often and also attaches too much importance to the centre.

Computers and Go

by Nick Wedd

Background

In 1997 Gary Kasparov, the world chess champion, lost a chess match to the computer Deep Blue. Computer go programs are nowhere near as strong as this. The strongest program is perhaps 8 kyu in strength.

There is considerable interest in computer go programming, partly because it is not susceptible to the 'brute-force' techniques which work well for chess. The most obvious reason for computers playing go worse than they play chess is the larger number of possible moves to be considered in a go position. However this may not be as significant as the difficulty of providing a good evaluation function: it is not much use being able to read out all the variations from a position if you do not know whether you are achieving a good result at the end of each

line. So go programming may be better done, not by brute force searches, but by more innovative methods, some of which are labelled 'artificial intelligence'.

Each year there are several computer go tournaments, including two international ones with significant prize money. One of these is the FOST Cup, which is always held in Japan. The other is the Ing Cup, sponsored by the Ing Chang-Ki Weiqi Educational Foundation. This is held in a different country each year.

The Ing Foundation provides prizes totalling about £5,000 for the winners of the computer go competition, and contributes to the air fares of the leading competitors. It also arranges for the winning program each year to play against some inseis. In 1997 the program Handtalk beat two of three inseis while receiving 11 handicap stones, and won a prize for this. The next target is for a program that can beat two of the three inseis while receiving nine handicap stones—the prize for this is about £10,000. There is a further series of such prizes, with the top one being about £750,000 for beating the inseis in even games.

Hendon 1998

It was agreed in 1997 that the 1998 Ing Cup would be



Hsia Da-Ming, Lin Yu-Hsiang, Hsiao Cheng-Hao, Mr Yang
Background: Nick Wedd, Francis Roads

held in Britain, hosted by the British Go Association. I was asked to organise it. Hendon College very kindly offered their facilities for the event, which was held on the weekend of November 21st/22nd. I would like to express my gratitude to Hendon College, not only for allowing us to use their room full of new, fast PCs, but also for the enthusiasm which their staff showed for the event, coming in over the weekend to help and to watch, and providing all the incidental facilities which we needed. Thanks are also due to Nicholas Fortescue, Kirsty Healey, David Keeble, Francis Roads, Martin Smith and Bill Streeten for their valuable help.

The proceedings started with a dinner in a Chinese restaurant

in Hendon. This was attended by many of the entrants, by Mr Yang who represents the Ing Foundation and who was looking after the inseis as well as providing the prize money, and by the inseis themselves. The restaurant charged customers by height—those under 1.38 metres pay half-price. Two of the three inseis thereby qualified for half-price dinners, the oldest, at 14, was just over 1.38 metres.

Hendon College is near to Colindale underground station, and I had expected participants to find their way there easily. However, London Transport chose that weekend to close the entire Northern Line north of Golders Green, and provide a bus service instead. Despite this, all the participants man-

aged to arrive on time, except for one who overslept.

Results

The tournament was run as a Swiss, with the number of rounds to be determined by what could be fitted in to the timetable. Four rounds were completed on the Saturday, and some programs managed to complete their fifth-round games, scheduled for Sunday morning, before the close of play on Saturday. At this point David Fotland's Many Faces of Go had five wins and no losses, and was assured of first place if only two rounds were scheduled for the Sunday.

On Sunday morning, we decided that there would be time to hold a seventh round. As we waited for the playing room to open, there was some discussion about whether to stop after six rounds as previously agreed, or to fit in a seventh. David Fotland naturally favoured the six-round option which would guarantee him first prize. However, he eventually decided to agree to a seventh round.

Unfortunately for David, Many Faces of Go lost its next game to Go Intellect. He must have been regretting his decision to agree to a seventh round at this point. He may have been regretting it even more during the seventh round,

when his program appeared to be losing a further game to Jimmy; but he sounded confident in his claim that Many Faces would outplay Jimmy in the endgame. He was right about this, and it won the first place with six wins and one loss.

The version of Many Faces of Go which won is stronger than the version which is currently available for Windows systems.

In second place, also on six wins but a lower sum of opponents' scores, was Wulu, written by a team of four from China. Two of these four are programmers, two are strong players. One, Chen Guobao, is the daughter of Professor Chen Zhixing, the author of Handtalk and of Goemate.

In third place was Michael Reiss's Go4++. A weaker version of this is available for PCs, with the name Go Professional.

Chen Zhixing's Goemate did disappointingly, losing both to Many Faces and to Go4++. It is a rewritten version of Handtalk, but has a less aggressive style than Handtalk, which seems less successful, at least against computer opponents.

Footnote

The organising of this tournament became complicated when one of the applicants

made allegations of plagiarism against two of the others.

I put these allegations to those accused. In one case, the accused authors denied any plagiarism, refused me permission to send their program to an expert for assessment of the allegations, and withdrew it from the event for technical reasons. In the other case, it proved very difficult to contact those accused for reasons beyond their control, and I have still had no direct communication from them. Eventually I disqualified their program because I had not received it before the deadline which I imposed on all entrants.

Because of the problem of alleged plagiarism, there is a danger that there may be no more serious computer go tournaments with prize money. A sponsor (FOST, Ing Foundation, or any other) has a choice between setting aside large sums of money to pay for programming experts and legal fees, or giving itself the power to disqualify entrants arbitrarily. I would not be surprised if instead they prefer to withdraw from the field altogether.

● For full table of computer go results see page 19.

Charting a Course in the Middle Game

by Cho Chikun, Honinbo

Translated by Bob Terry from Kido,
June 1984

Part 12

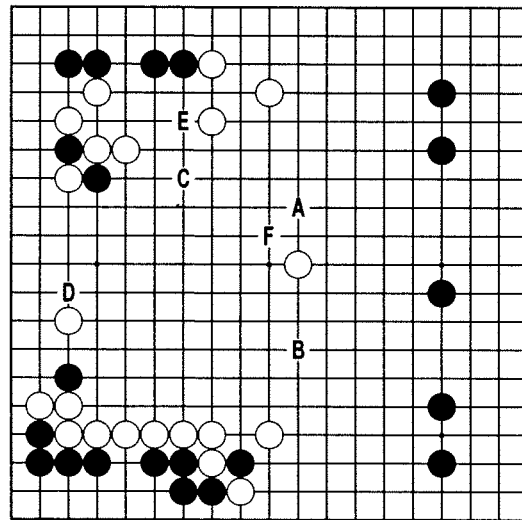
Techniques for Connecting Positions above and below Continually Evaluating the Whole Situation

The Model Diagram is from a game between amateur 3 dan go players. It is Black's turn to move, but, confronted by White's large moyo, he suddenly came to an impasse. He did not know what was the right move to play next.

"They say that you can't win when you only control one area, but it seems that if White can consolidate his whole moyo then it will be really big. Even if Black takes the whole left side, it doesn't seem big enough to win. But I wonder what the best way to reduce White's moyo is."

This was a fundamental error by Black. It is far from reasonable to expect that White can consolidate this whole moyo. This is a billowing, massive moyo, and one must immediately dismiss the psychological fear of entering it.

Generally, when faced with a moyo, there are two fighting methods: one can invade it or erase it. In this board position, if one invades at



Model Diagram

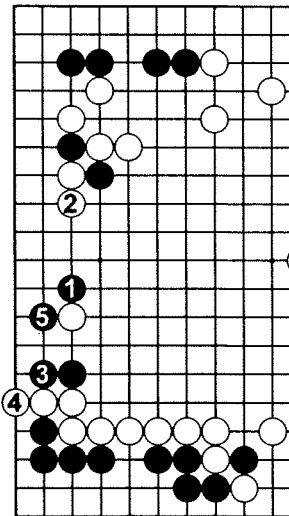


Diagram 1

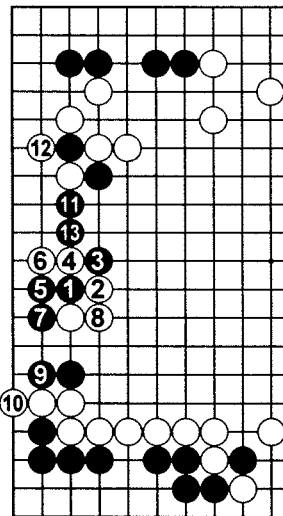


Diagram 2

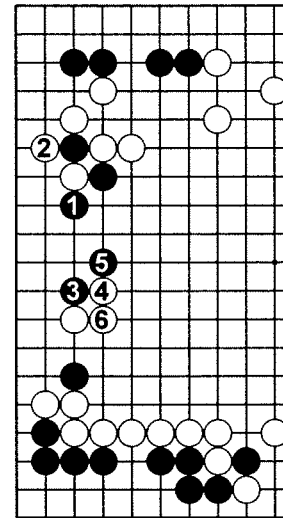


Diagram 3

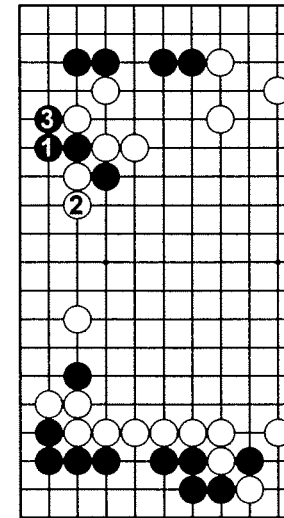


Diagram 4

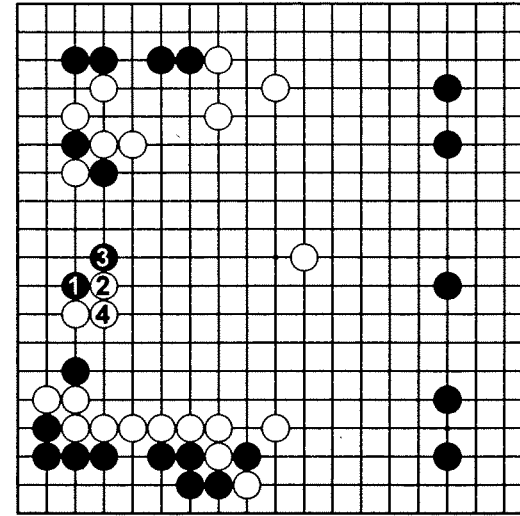


Diagram 5

the vital point, one is absolutely assured of living, and if one erases at an appropriate place, the moyo will, without fail, be reduced. However, it is not a situation where one can say that simply invading is good or simply erasing is good. One must cleverly mesh the two techniques in this middle game. In the Model Diagram, the four points at A, B, C and D strike one's eye. It is true that just discovering these four points doesn't make it any easier but... You might say that A and B are shallow invasions (erasures), while C and D are deep ones. A play at C aims at the jumping attachment at E and the further advance to the area around F, so this is one vital point. A play at D is an attachment to tide the situation over with sabaki, and, as the go proverb says, it is a refined technique "to make sabaki by leaning on the opponent's stone." The simple attachment at D would test the opponent's reaction. Since it will not in any way incur a loss, this is popularly known as a 'tax-free gift'.

When one attaches as in Diagram 1, White has a hard time answering. If White 2, Black lives easily with 3 and 5.

White 2 and 4 in Diagram 2 make a strong response, but...? Since Black 9 and 11 force a response, with 13 Black likewise achieves an easy life. Living here, *with no matter how small a shape*, is possible, so Black might use 7 to make single erasing move in the centre.

Diagram 3 is given as a warning. The forcing move of Black 1 lets White capture at 2 and is, in the local

context, a loss, so one must always pay careful attention to the proper timing to play it.

That is because Black also has the option of Diagram 4 available.

In response to Black 1 and 3 in diagram 5, White will almost surely connect at 4. It is a move that says,

“If you expected a snug life here, forget it! Let me see how you can live!”

Well then, this poses a problem. If one gets caught up in the local situation, one may be faced with no choice but to engineer life for one’s group. And there is the possibility of dying a drawn-out, painful death after struggling fitfully. One may indeed succeed in living, but this cannot be applauded as a wise policy.

Let’s try to modify our thinking a little bit. Is it necessary to be fixated on the idea of having the marked black stones in diagram 6 make life independently? Our original purpose was to reduce White’s moyo (if possible, by a large amount). Keeping that in mind, it should be possible to broaden our vision. Let’s try playing at the vital point of Black 1. This was C in the Model Diagram. If White 2, Black 3 and 5 make shape. In answer to White 6, Black 7 gives the group structure. This is still not stable life, but it becomes clear that the marked stones played earlier will play a role. Black’s moves from 1 to 7 are working in unison with the marked black stones. It is not a wise technique to feel that if one starts playing at point A one must only play at point A. Of course, in a pitched battle or a direct confrontation, one must not play elsewhere. It must be stated that one cannot avoid matching the opponent move for move until a lull is reached. However, in the case of the Model Diagram, the question was how to best reduce the moyo, and

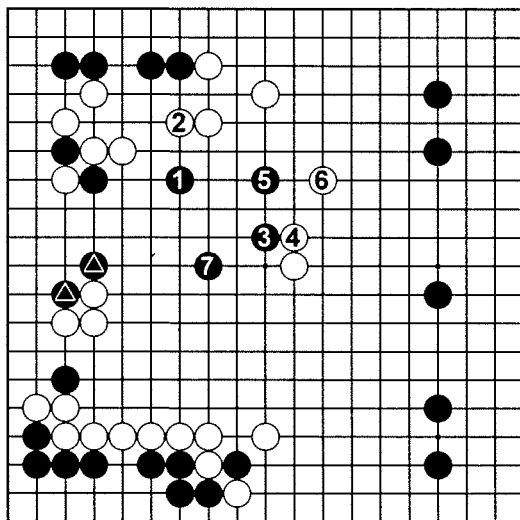


Diagram 6

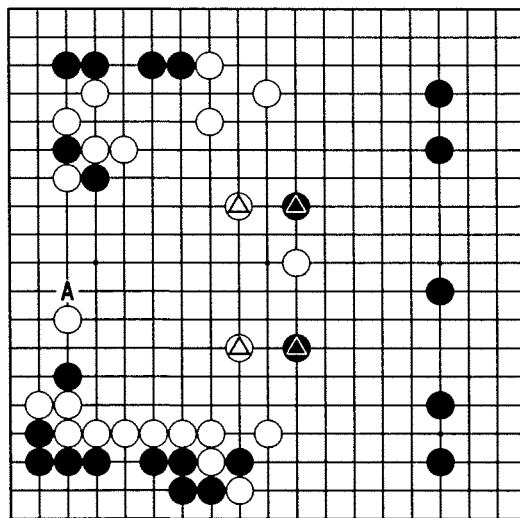


Diagram 7

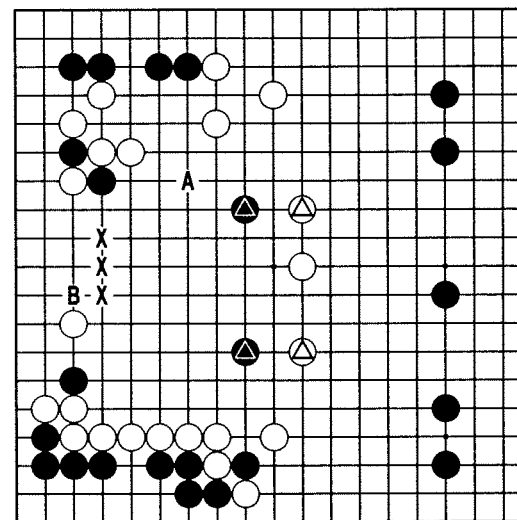


Diagram 8

with white stones on the fourth line at the points marked X, the previously played marked black stones turn into giveaway sacrifices. It becomes obvious that first playing the attachment of Black B is the most effective technique.

(This concludes *Charting a Course in the Middle Game.*)

there was no reason to insist on a single point to consider.

With the marked black and white stones in Diagram 7 added, if Black plays at A, White will probably not allow him to live. It would be too convenient for Black to be able to reduce from above then live below.

Let’s consider what would happen if Black’s marked stones in Diagram 8 were sealed in by White’s marked stones. This is the same thing that would happen if Black first invaded at the point of A. With the reinforcements of the marked black stones, Black could play at B and not fear being killed. However, then White would probably decide to let a stone in the area of B live, but on a small scale. If White can seal Black in

Why do we make Bad Moves?

by Denis Feldmann

translated by Brian Timmins
(first published in *Revue Française de Go*)

The bad moves that I propose to study here range from the blunder to the obviously feeble move, which we wonder how we could possibly make, either at once, or on going over the game with a cool head. It is well known that we are two or three stones stronger when commenting than when playing, so can’t we hope that an elimination of our psychological failings may be no less useful than just studying our shortcomings in the theory of go?

Part 1: Youthful Errors

In this part we are going to study the bad moves most typical of beginners. Don’t think however that more experienced players are proof against blunders (for them) belonging to this category. In fact, from a player’s first games onwards he contracts certain false ideas and bad reflexes that can only be got rid of by serious study of theory, but which to a certain

extent will survive at a subconscious level where they continue to manifest themselves in the form of temptations (hence the importance in many cases of not thinking too long) and of lapses (hence the importance of not playing precipitately).

What Use is Theory?

Such is the nature of go that many natural and simple ideas prove false, and more than in other games, it is the main role of theory to serve as a life-line for beginners. But precisely because theory is not 'natural', it is necessary at first to apply it with blind trust, and that is why the typical mistake of the earnest beginner is to forget the theoretical move:

"You don't cut tobi!"

"Yes, I do know that, but I thought it worked..."

(Variant: "Yes, I shouldn't have played a defensive move, but I was afraid...")

In fact, the *only* way to progress with this sort of mistake is to play systematically following the theory that you know, when there is no *reason* (and not intuition) to do otherwise, and carry on thus until the theory in question is assimilated, that is, you have progressed beyond it. (Generally a new and more sophisticated theory then appears, studying former 'exceptions'.)

On the other hand, certain bad plays are not evidently so (for the weak player), even when they are penalised. A typical example is the attempt to cut a kosumi (see Diagram 1). In fact, if the opponent answers, the fact that he is now reinforced passes unnoticed by the beginner, who will sometimes even congratulate himself for having taken sente, as if he did not have it already! Occasionally the opponent will forget to answer, and the incident will be marked upon the subconscious memory mentioned above as a triumphant success credited to the move.

To complete the picture, there is also a sort of

temptation connected with these plays which concerns in particular the strong player. To illustrate this article, a fairly strong French player (who would be far stronger if he eliminated his countless blunders, which have made him legendary) has agreed to examine certain errors, on condition that he remain anonymous, so he will be referred to here as F.

"This play is normally bad. What a remarkable coup it would be to play it and make it turn out to be good! That is well worth thinking about..." (F's preconsciousness.)

You can guess the outcome: nine times out of ten, the play is bad, F. is convinced of this and does not play it; once out of a hundred, it is a good move, F plays it and has some success (at least, in the short term) which will remain, alas, imprinted on his memory; the rest of the time (nine times out of a hundred) F. 'hallucinates', that is, he persuades himself that 'it works' and is punished, but blames his difficulties on bad luck, lack of sleep, or the weakness of his opponents.

Lastly there are certain players who, through pride—which I will deal with in the next section—look for something other than the theoretically sound play ("That's my style"). A praiseworthy attitude, but it can be pushed too far and lead to systematic eccentricity. A certain humility is necessary towards fundamental theory, and you must master theory in order to progress beyond it.

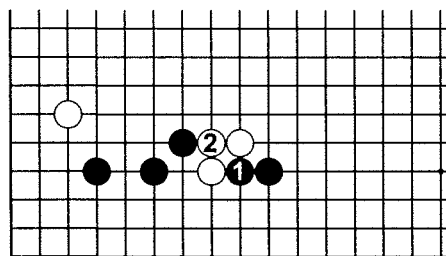


Diagram 1

The 1998 Ing Computer Goe Cup Results

SoDos=sum of difference of opponent's scores

Round results: w=win, L=loss, numeral= opponent's number in Position column

Name	Program	Country	Pos	Rd1	Rd2	Rd3	Rd4	Rd5	Rd6	Rd7	Won	SoDos
David Fotland	Many Faces of Go	USA	1	9w	3w	2w	4w	6w	5L	7w	6	27
Lu, Jinqiang + team	Wulu	China	2	15w	11w	1L	10w	7w	3w	5w	6	21
Michael Reiss	Go4++	UK	3	7w	1L	5w	14w	4w	2L	11w	5	18
Chen, Zhixing	Goemate (HandTalk)	China	4	8w	5w	6w	1L	3L	11w	13w	5	17½
Ken Chen	Go Intellect	USA	5	14w	4L	3L	12w	13w	1w	2L	4	14½
Tristan Cazenave	Gogol	France	6	13w	10w	4L	11w	1L	7L	12w	4	12
Yan-Shi, Jim	Jimmy	Taiwan	7	3L	bye	17w	8w	2L	6w	1L	3½	8
Park, Yong-Goo	FunGo	S. Korea	8	4L	14L	16w	7L	bye	17w	10w	3½	5
Huang, Yung-Jye	Keeping Awkward I	Taiwan	9	1L	15L	bye	17w	14w	10L	16w	3½	4½
Bruno Bouzy	Indigo	France	10	12w	6L	15w	2L	11L	9w	8L	3	9
Arnoud van der Loeff	TurboGo	NL	11	16w	2L	12w	6L	10w	4L	3L	3	7½
Wu, Jyh Horng	Hwa Hsia no 1	Taiwan	12	10L	16w	11L	5L	15w	14w	6L	3	6½
Martin Müller	Explorer	Austria	13	6L	17w	14L	15w	5L	16w	4L	3	4½
Jee, Wonho	GoMaster	S. Korea	14	5L	8w	13w	3L	9L	12L	bye	2½	6½
Gary Boos	TeamGo	UK	15	2L	9w	10L	13L	12L	bye	17w	2½	4
Arkadij K. Frolov	Alpha-1.1	Russia	16	11L	12L	8L	bye	17w	13L	9L	1½	½
David Skidmore	361	UK	17	bye	13L	7L	9L	16L	8L	15L	½	0

Two Games from the Northern Go Congress

by Des Cann

Game 1

Black: Fred Holroyd, 2 kyu
White: Mike Nash, 1 kyu

11: A pincer would make best use of all the black stones played so far.

14: This leaves a major weakness at 148.

15: Could be at 148 immediately but this is ok. Leaves 148 and 64 as miai.

16: Not urgent. Because 9 was a slow move 8 can be treated lightly. 17, 64 or 30 are alternatives.

22: This is a shape point but something of an overplay. The 18-19 exchange has allowed Black to extend to 21 putting pressure on the top white group so this is the wrong time to form a second group so close.

24: This is not consistent with the tight move of 22. I would want to play at 25 instead which works with 22 for example aiming at just above 73.

29: The fighting on the right and top is more urgent. The point above 64 looks attractive, replying to 69 with 74 or otherwise extending to 147. Black is doing well so he has no need to rush to the left. It would take four white moves to remove all the invasion points on the left side.

32: This primarily aims at defending a territory which is open at the other side (Black can play a knight's move

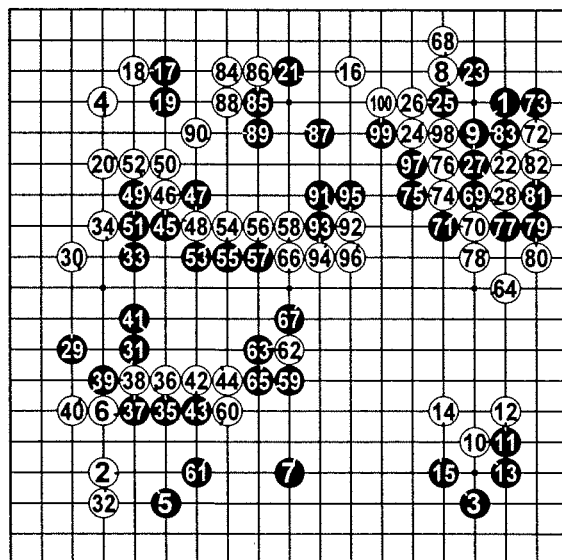


Figure 1 (1—100)

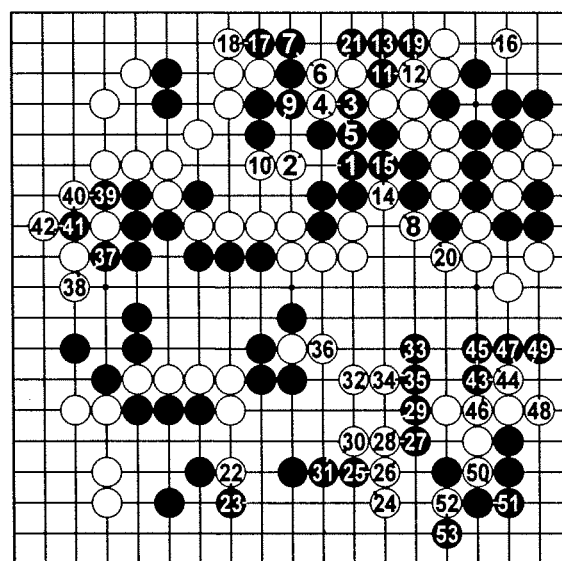


Figure 2 (101—153)

from 29). Probably just coming out at 35 is best.

36: This is much too aggressive. If Black gets to the 64 area first White could find himself with three weak groups. This move could be a fourth weak group.

37: Bad shape; when White responds with 38 he gets a hane at the head of two stones. Instead Black 38, white 37, Black 43 would be ideal.

40: White is glad to have a reason to play this move.

41: Must be at 43.

42: At 43 would be much more severe, punishing 41.

45: A little slack.

46-48: This is something to think about later when the 36 group is more stable. White should take the opportunity to run with the group below.

49-52: This exchange costs Black the equivalent of a whole move. If instead Black immediately plays 55-58 followed by a knight's move to the right of tengen then the 47 stone acts as aji in the White position preventing White from launching a meaningful attack with 84. The best White could do at the top then would be to grip 47 with an atari, giving Black a chance to defend with 88. Even then 47 would have aji left.

55-58: This is natural, swallowing the stones, below but the position at the top is frightening.

59: Too close; Black should aim to capture them on a larger scale. If the fighting spreads to the right hand side that would be good for Black.

64: Still very big.

65: Much too slow: 64 has stabilised all the white stones on the right, and 36 etc. have been sacrificed for the time being. White is thick in the centre top thanks to 51-52 which all adds up to playing 88 now to be essential; it would keep Black a little ahead.

68: Good.

73: This defends a territory open on the other side. Much better would be 75, staying strong in the centre, which would help the group on the top side.

74-83: This capture was worth about 12 points of territory to Black, but White becomes very thick which is more important.

84: This is now very severe. Most of the top side, which is now 7 lines deep and 14 lines wide, should become White territory. White is now ahead.

I shan't analyse the fight in detail but Black actually lives on a large scale leaving him well ahead.

Nothing major goes wrong up to the end of the recording (153). A deep invasion of the bottom is compensated by a capture on the right. At 153 Black is still twenty points ahead with a flower-viewing

ko available (starting with a cut from 141) to look forward to. White managed to narrow the deficit to three points by the end.

Game 2

Black: Fred Holroyd, 2 kyu
White: Peter Yim, 1 kyu

2-8: White initiates the avalanche joseki.

12: Mistake; the reply at 13 is too good. White should play 13 himself, which is the common sense move regardless of joseki.

14: Sacrificing an extra stone is not particularly useful here.

15: Good, stronger than 16.

16: Whoops!

19: Better is 20, to which White would have to tenuki as capturing 13 would be gote.

21: Black has a large lead nevertheless.

32-34: Not good style.

43: Defends wrong cutting point; 1 and 35 have become light. Should be at 44 or to the left of 46.

46: Better at 72. The 46-49 sequence gives Black too much on the right.

51: This aims at living on the edge which is not interesting, particularly as the position is undercut by 42. Better to come out with 92.

52: Better to play 55 encour-

aging Black to live here, White will gain thickness.

65: At 71 would seem to capture the three stones; a reply at 72 would be answered above 72.

71: This ponnuki still ensures Black has a good lead.

83: Better at 88.

86-87: Poor exchange.

88-90: Good.

91: A good squeeze, but...

92: A mistake; 91 was not sente.

93: Not needed; White cannot come out here as he can't afford to lose two liberties.

95-97: Submissive. Black is very strong in this area of the board. A reply such as 114 would be much better, demonstrating 94 was an overplay.

100: Another overplay.

101: Very submissive. Black should be attacking this group. 114 would capture three stones.

108: Must be at 109.

109: Again, at 114 would capture.

117: Despite all the overplay White has achieved nothing here.

118: Good, White must attack here to have any hope.

122: Why not 158?

124: A bit close to Black thickness; 155 is probably better.

125: A contact play at 154 expecting to crosscut would be the normal idea.

126-128: A push up at 169 followed by 126 is stronger.

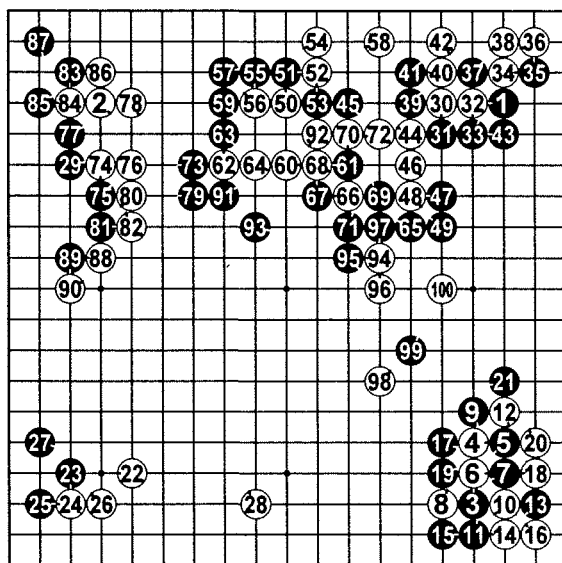


Figure 1 (1—100)

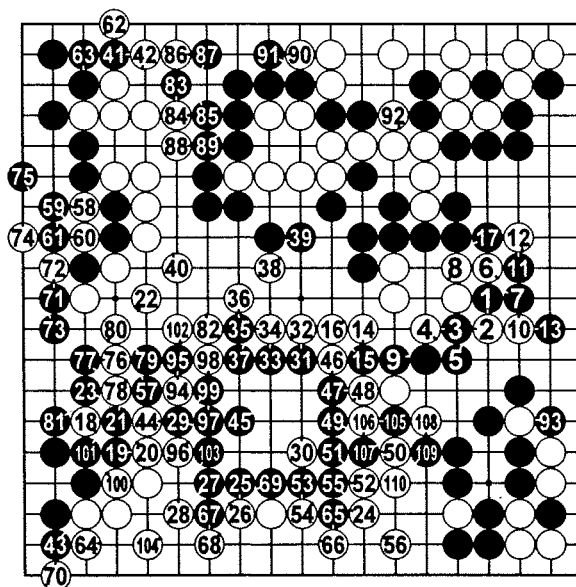


Figure 2 (101—210)

129: Too slow; a good attack on the centre group is called for now with 131 or 133.

130: Good. This helps the centre group.

137: A double hane would be an overplay, thanks to 130, but 182 would give White problems.

139: Not needed. The cut doesn't work, and White will lose the centre group if he goes through with it. This makes the game close.

140: Bigger to remove the aji of this peep by playing 158.

142: Better at 183 as this is a double sente point.

151: Stronger at 207; White would have to play 206 to save his stones.

152: Doesn't fully work; Stone 207 would capture two stones.

155: Mistake. Black could play the big point of 161.

156: Big, as it defends 148 and partner, as well as making edge territory.

170: Small.

171-173: Better to just play 172.

181: Not needed.

192 Game losing move?

193 This has been the biggest move on the board since at least move 138.

A life and death problem: what is the status of the White group in the bottom right corner?

Black manages to hang on for a two point win.

Teach Yourself Go

Published by Hodder & Stoughton in the well known Teach Yourself series, *Teach Yourself Go*, by Charles Matthews, appeared too late for a review in this issue of the journal but will certainly be reviewed in the next. As that is three months away, it seemed worth while in the meantime to give a purely descriptive account.

Following the Teach Yourself series principle of beginning from absolute basics, the book deals comprehensively with the rules of go. It also tackles the principles of territory, cutting and connecting, counting, reading, good shape, extensions, knight's moves, throw-ins, ladders, snapbacks, thickness and much more.

Charles still finds space for two full games, problems and solutions, a short history of go, go in literature and film, and computer go. With an eye to practical requirements, he gives information about books, magazines and equipment, useful addresses and internet resources.

Teach Yourself Go is available from the BGA bookseller, price £5.50.

Brian Timmins

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London Open: Guo versus Lee

• *Comments on this game of ding-dong fighting are based on those of Lee Hyuk some days afterwards. Scribe was Charles Matthews.*

Guo Juan is Chinese but lives in the Netherlands. Lee Hyuk is Korean but now working in an economics institute in Russia. This pairing would currently be considered the top one in Europe, since Guo and Lee are locked together at the top of the ratings, and have clashed in successive European Congresses to dispute who is European Champion.

Asked for his views on European players generally, Lee made the interesting remark that they should pay more attention to joseki and life-and-death, which they seemed not to understand profoundly. As it happens this game features a less-than-bookish joseki in the top left, and also some hardcore life-and-death in the shape of a Carpenter's Square variant in the bottom right. Three decades ago the pioneer Europeans studied all the joseki information they could, and found life-and-death books the easiest to access. Perhaps the pendu-

lum needs to swing back a little in that direction in these days, when the literature in English is so much broader.

*Black: Guo Juan, 7 dan
White: Lee Hyuk, 7 dan
London Open, round 5*

11: Guo's positive style. A normal play after the hanging connection, 9.

16: Instead of playing the common diagonal move at 43, White aims to make use of the stone already in place on the top side.

19,21: There is an order of moves question here. White 20 might sometimes be played at 21 to build influence (see Reference Diagram).

There are two problems with

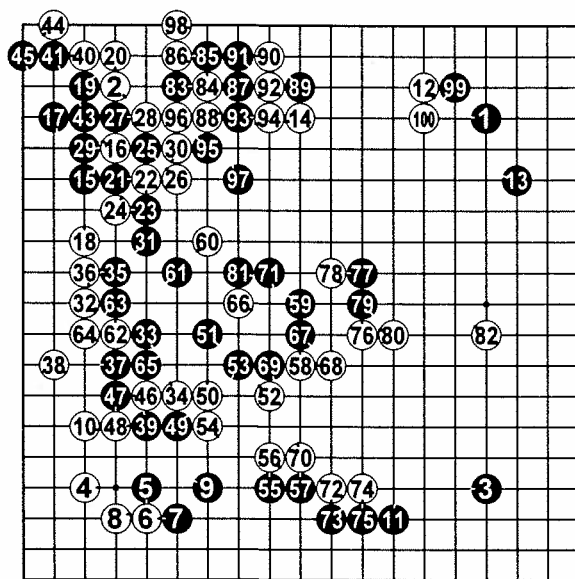
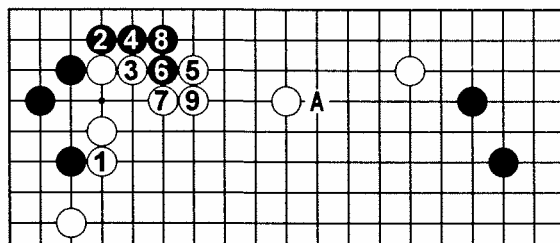


Figure 1 (1—100)
42 at 16



Reference Diagram

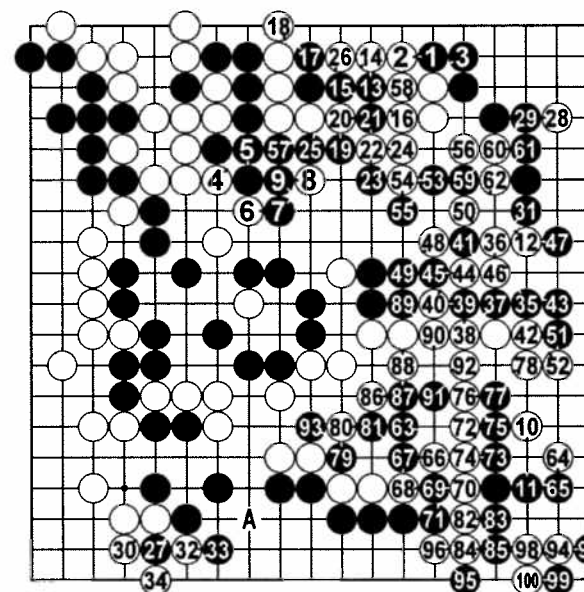


Figure 2 (101—200)

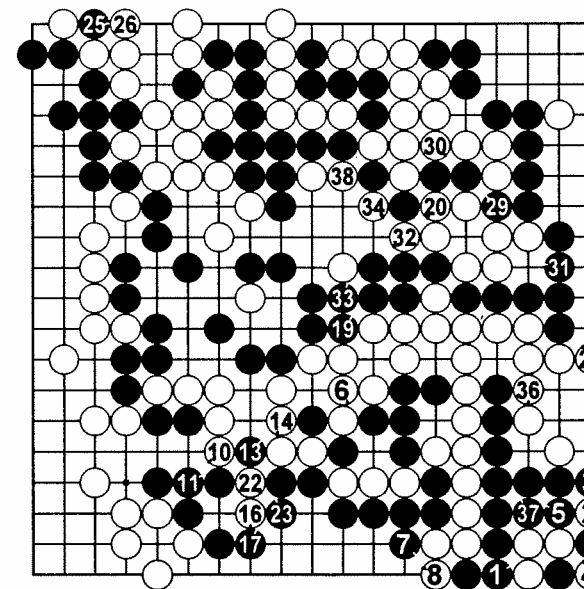


Figure 3 (201—238)
Ko (202): 209, 212, 215, 218, 221, 224, 227.
235 takes ko at 204

that variation. It is a little soft on Black. And it would leave the White stone in the middle of the top side misplaced (would be better at A).

34 etc.: Lee commented that it would suit Guo's style just fine to connect through the centre to the lower edge unchallenged, forming a large framework.

38: Black can't currently cut across this loose-looking connection.

54 etc.: White has played to leave an invasion point for Black to worry about (see 216). Classic bad aji.

61: Now that connection really is threatened, and White must act.

80: White has slipped up with 78. When Black swallows 66 with 81 the lead in the game, marginally with White before, changes hands to being with Black.

83: A good probe. White starts to feel uncomfortable.

90: The position has become fairly tough for White. This is quite a radical measure.

101: White would have treated a play directly at 103 as sente against the group on the top side.

104: Immediately at 106 is better, from the point of view of shape.

113 onwards: This game isn't going to subside quietly into the endgame. Black wants value for money for having taken gote earlier with 103.

116: Some very hard reading required to understand that this is the only option.

127: Supposed to force White and partially cover the bad aji round here at A.

128: But White counterpunches

with this cunning placement, which has a crucial effect on the game later on.

132: Lee wasn't sure whether ignoring 131 was a good idea. Both players had little time left.

156: How is White going to connect out in the centre? There are lots of exciting things to try that founder on the rock of Black's play at 157 (which White has to answer or lose the capturing race).

162: White connects thanks to the earlier play at 128.

163: In overtime Guo goes for broke. Lee considered that she didn't need to.

164-165 exchange: The timing of this isn't warranted (Lee was playing over the game from memory a week later, which is quite a feat when you come to think of it).

185 etc.: Guo has a serious bash at depriving the White group of eyes.

194: Hands up anyone who knows the status of the Carpenter's Square plus hane plus three outside liberties off the top of their head!

205: The corner has become a ko, describe it as you will.

219: Perhaps a bit greedy? If White lives, stealing the eye doesn't indicate.

228: This as a ko threat perhaps turns the corner for White. In the end Black lives as does White. What has happened on the rest of the board has left White ahead. After 238 the endgame proceeded along conventional lines. White won by one point on the board, 7.5 points with komi.

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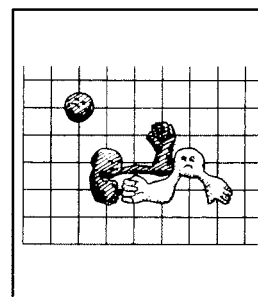
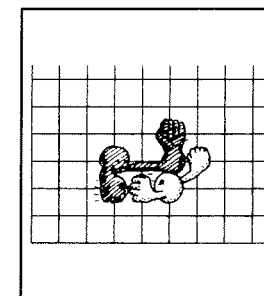
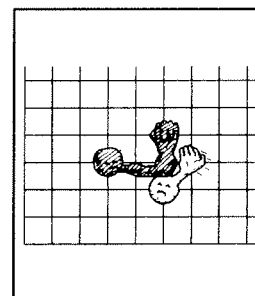
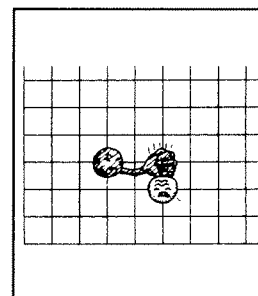
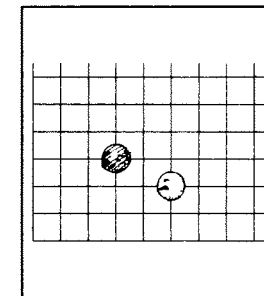
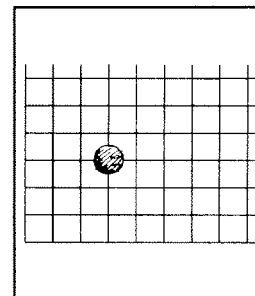
The Secret Lives of Go Stones

...the side of them that we don't see in real life, though we keep *talking* about it

by Henry Segerman

Episode 2

Attach & Extend



The Fifth Devon Go Tournament

Sunday, 18th April – The Three Crowns, Plymouth

A change of venue for this year as the tournament moves to the historic Barbican in Plymouth.

Entries To Michael Davis by telephone on 01752 217 431
or email at mdavis@pcfe.plymouth.ac.uk
An accommodation list is available

Nirensai

by Charles Matthews

Part 4

Time in this series to move on to possibilities for White that break the monotony with a 4-3 point, in opposition to Black's nirensai (twin 4-4 points). Typically this involves quite a change in the character of White's strategy to something rather methodical. The variation shown in Diagram 1, taken from a game of top amateurs, perhaps errs a little too much in that direction at White 20, but is representative. By the time White plays 22 to break up Black's side, the other half of the board has fairly much been played out.

Black does not follow through with the joseki in the top left, but transfers attention to 9. Behind the scenes of an adventurous idea such as this can lie concealed considerable stage machinery.

There are two other plans for Black that ought to be mentioned:

- (a) launch into the avalanche opening when White plays 6 (specialist knowledge required);
- (b) build a group straightforwardly on the left side.

Reference has to be made to plan (b) if you want to understand the give and take.

Conventional thinking is represented by Diagrams 2 and 3. If Black makes the hanging connection of 9 in Diagram 2, White has a good play at 12, which implies the subsequent invasion at A. Therefore Black mostly defends at 13. The solid connection of 9 in Diagram 3 expects the fourth line extension to 11, and the chance to exchange 13 for 14 if White plays away to deal with the right hand side. Black has

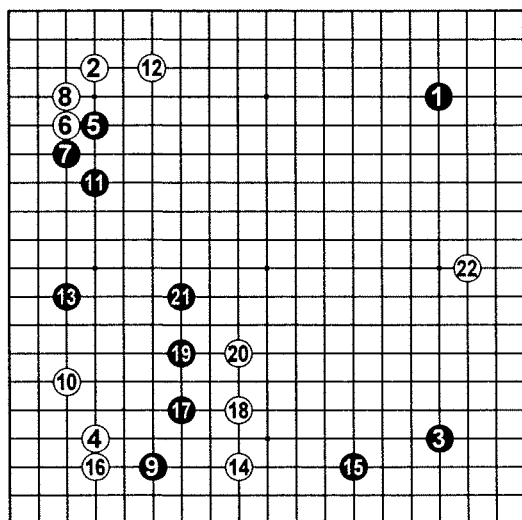


Diagram 1

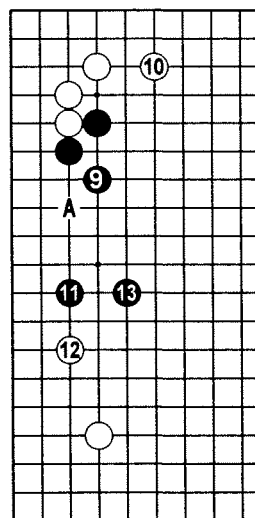


Diagram 2

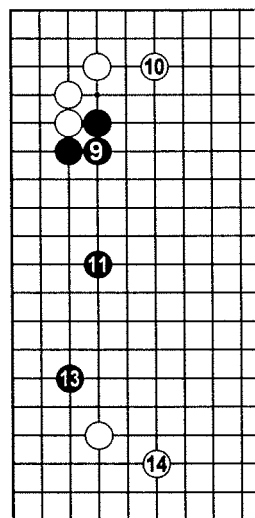


Diagram 3
12 elsewhere

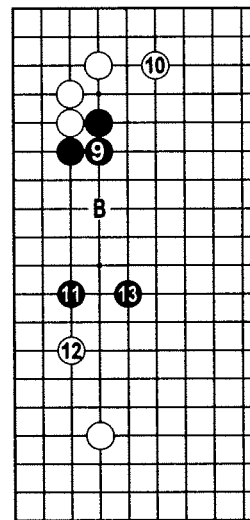


Diagram 4

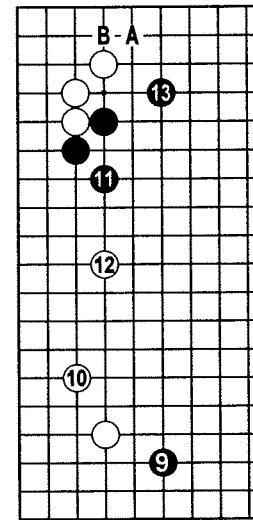


Diagram 5

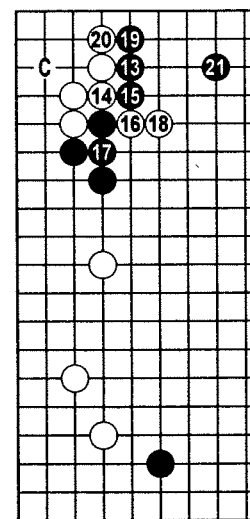


Diagram 6

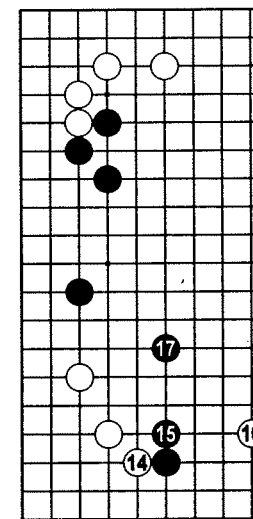


Diagram 7

a good formation, which isn't on any account to be confused with secure territory. White has a choice of possible later invasions. Further, White has installed outward-facing stones on the third line with 10 and 14, consistent with a long-haul strategy of preventing Black's conversion of the 4-4 stones on the right into major framework or thickness.

Progressive ideology is represented by Diagram 4. Black connects solidly, then extends to 11, one line further than in any responsible textbook. The thinking is that the exchange shown of 12 for 13 would leave Black with a result superior to Diagram 2. The invasion point A there isn't now a feature. White therefore presumably holds back from 12, waiting for a later chance to start a fight at B. By the way, I've seen a game in which Sonoda tried 11 at 13 straight away. This is in his super-cosmic style: Amon Düül II to Take-miya's Pink Floyd, for those up with German rock bands of the late 1960's.

Back to the main Diagram 1. What transpires there is similar to Diagram 2, but up to 13 Black feels less threatened with invasion, since White 10 is one line further south than 12 in Diagram 2.

Perhaps too many such nuances together are indigestible (as in the mathematical case-by-case proof technique of 'reductio ad nauseam'). More likely to set the amateur pulse racing is for White to take up the challenge. For example in Diagram 5, White sets out to cramp Black's style with 12. In reply Black has the pleasant professional play at 13. It looks forward to the forcing exchange of A for B, sealing the top edge. In contrast strong amateur thinking probably runs only as far as Diagram 6, which is joseki but a hard fight for Black, who has to rely

on a cunning placement at *C* to develop the lower group. There are certainly many other fighting-type lines implicit in this opening; a thorough exploration by professionals hasn't shown how White can get an advantage.

There is a special meaning to 14 of Diagram 1. Since White 10 was played low the standard attack with the diagonal attachment of Diagram 7 seems to be less than exciting. The three point low pincer of Diagram 8 is another way to attack, but in this case Black gets settled with the slide into the corner.

Therefore the fighting will take another course. There is nothing particularly definitive about what is shown, but it happens to exemplify a calm approach by White. What I described earlier as a methodical attitude is perhaps what the Ishida Dictionary terms 'painstaking', and certainly implies a willingness to pit territory against thickness right into the endgame, rather than try to win on fighting alone.

For a complete contrast here's the start of the London Open game between Alex Selby 3 dan (White) and the French 5 dan Audouard (Diagram 9). Comments are derived from Lee Hyuk and Kim Seong-June.

White 6 isn't a taboo move in pro go, but on the other hand it leads the game off into a quite different direction from the sober inside contact play of Diagram 1. Black 11 seems very early to be fixing the aji in this corner, and in particular to play 13 now gives up the alternative, the cross-cut at 17 for an effect on the upper side rather than in the corner. White 20 is good; White 22 is perhaps his first mistake. I know Alex of old. The pair of plays shown in Diagrams 10 and 11 are the sort of thing that preys on his mind, resem-

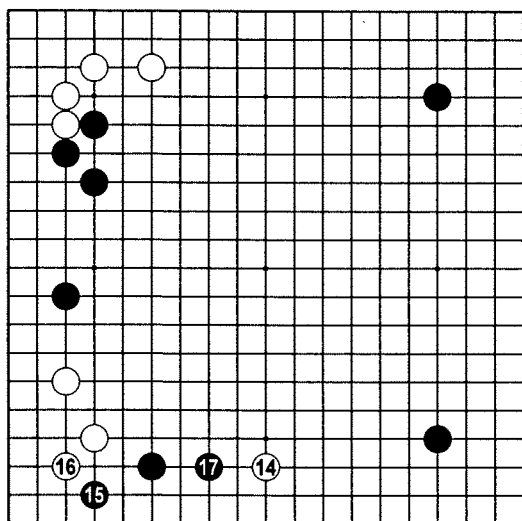


Diagram 8

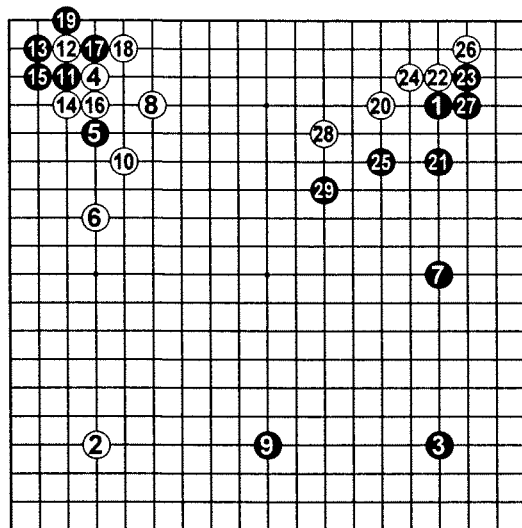


Diagram 9

bling as they do a double sente endgame play that either player makes to advantage.

However the Korean panel were unconvinced about this. They felt that White should just jump with 22 at 25. Diagram 11 isn't really so rosy for Black. The corner isn't truly secure, while looking at the balance of White's formation across the upper side it seems that Black may have done White a favour in strengthening it this way.

Black's play at 25 rather than 26 isn't to be imitated lightly, but is an idea from professional go that is apposite here, consistent with Black's large scale view of the game.

The final pair of diagrams relate to White's efforts to deal with the Black framework. In Diagram 12, from the game, the White slide to 7 is flawed, and Black took the key point 8 at once. After Black 12 White's cut at *A* is problematic, while the option to live in the corner leaves Black thick on the outside. Lee was clear that the light way of Diagram 13 would have been superior. White has the useful possibility of forcing with White *B*, Black *C*; and wouldn't mind fighting a ko here if it came to that.

Alex fought on, losing at last by 2.5 points. Overall the players seem here keen to illustrate Kim's comment I relayed on another occasion, to the effect that 3, 4 and 5 dans try too hard.

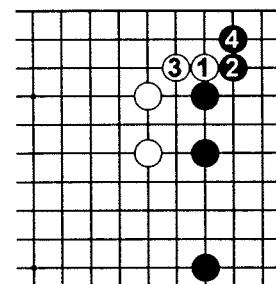


Diagram 10

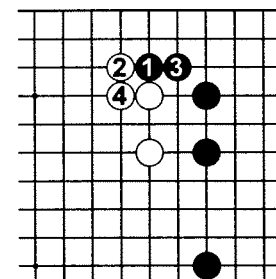


Diagram 11

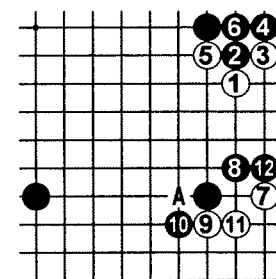


Diagram 12

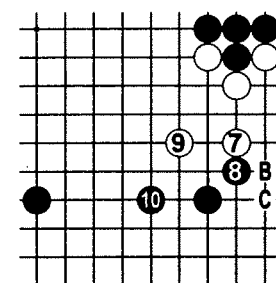


Diagram 13

AGM

The Annual General Meeting of the British Go Association will be held at 20:00 on Saturday 11th April during the British Go Congress at Abingdon School.

- 1) Appointment of Tellers
- 2) Minutes of 1998 AGM and EGM of 12/9/98
- 3) Matters arising
- 4) Reports
 - a) President
 - b) Secretary
 - c) Membership Secretary
 - d) Treasurer
 - e) Auditor and acceptance of accounts
- 5) Elections
 - a) President
 - b) Treasurer
 - c) Secretary
 - d) Five Council Members
 - e) Auditor
- 6) Proposal to raise subscriptions for 2000 to £12 (UK), £5 (UK Concessions), £14 (Europe), £17 (World and Family)
- 7) Previously Notified and Accepted Proposals from Members
- 8) Any other business

And My Trip to Japan

by Tony Atkins

I too was honoured to be a representative in Tokyo last November. I was acting as European Captain at the World Amateur Pair Go Championships. There was much in common between my trip and the Harveys'; indeed my first port of call was Yokohama to meet Helen and Martin. Helen's tournament had just finished and I arranged to meet them in the go club and shared in their last night dinner. Whilst in Yokohama I had time to ascend the Marine Tower with its exotic bird collection and take a trip down the coast to Kamakura.

My next stay was in Sakura, east of Tokyo out near Narita Airport. Whilst in Santa Fe, I had seen photographs of children's clubs run by a Mr Ao. Kindly he and his wife invited me to stay and I was delighted to find their home was an old traditional house in a small country village. The first afternoon we went to the local junior school. Before go club I watched some lessons and decided I could actually do the reading and writing exercises of the eight year olds. At the club I gave their best player six stones on a thirteen board: a skilful win by only two points.



Mr Ao at the local junior school



Special guest at kindergartern

The next day jet lag finally caught up with me and I woke in time for brunch and a hurried trip to the local art collection before the afternoon kindergarten club. Here I was honoured guest with a bunch and a garland of paper flowers and a handshake from the 3 and 4 year olds in their smart blue uniforms. We played capture go and running about capture games, though wearing the garland was definitely a handicap in these. A few minutes later we were at the nearby community centre with a club for 5 and 6 year olds—also capture go but with a problem session first. The children in each club are used to foreigners visiting, as they now are part of the overseas go teachers' programme and had recently met a German and a Turk.

I also stayed with Richard and Louise and went hiking up a different mountain. This was in the company of Des Cann who arrived in Tokyo just before me, and who later in the week moved to Hakone and the area around Mount Fuji. The other half of the British Pair, Sue Paterson, could only get one week off work, but managed to fit a short stay with Richard and Louise and a trip to Nikko before we all met up at the Hotel Edmont in Iidabashi district. I had moved in to the hotel five days early and spent time in parks and museums, getting the Nihon

Ki-in tour, taking a trip also to the shrines and temples of Nikko and practising pair go.

My partner was Mrs Seki who lived near London four years ago and was now living near Tokyo Disneyland. We were allowed to play in the Special Handicap with countries who lost in round one and special guests. Our opponents included the Ukraine, the ten year old son of O Rissei, playing with his cousin, and Dr Sonoyama of Hitachi playing with a former in-sei. We scored two losses including a political loss against the latter opponents!

Des and Sue did no better. They lost as expected to a strong Japanese pair in round one, that was held on the Sunday evening, and also lost two in the Special Handicap section. Three European teams (Norway, Finland and Russia) survived to the next round because of lucky draws and the Americans only lost by five points. As the Chinese team also lost in round one, it was Korean and many Japanese pairs that dominated the score board; winners were the Korean pair that included the ten year old girl. Simultaneous with this on the Monday was some 200 pairs playing in three handicap sections.

My official duties mostly involved making sure all the European pairs got up in time and having to appear on stage for the speeches, just as the food turned up usually. The Monday evening ended with a prize giving and a raffle that was even longer than that at the Brakenhale Christmas Party. I gave my raffle prize to Mrs Redmond, as she missed out on a prize and the head scarf was not actually my colour. Mrs Seki won a food mixer and the Canadians were wondering whether it was worth trying to get their video player prize home after winning the Special Handicap. Various professionals were around. Rin Kaiho helped judge the best dressed prize, Mr and Mrs Okada organised the raffle and Kobayashi Satoru and others put in appearances. I was able to practise my Japanese over



Pair go: Des and Sue

lunch with Shigeno Yuki, and Catalin Taranu was part of the group treated to dinner in Shinjuku by friend of European go, Mr Kai. He had been partnered with Zhao Pei who was in Germany until recently.

The final session for the overseas players was a lunch and feed back session, where lots of polite and fitting acclamation of pair go was made and we were all signed up as Pair Go Promotion Partners. After this Mr Yasuda (9 dan) showed a video of his teaching methods for children and told his go teaching testimony. This was very much like a Billy Graham rally, especially when he got on to saving the world and lame men walking. As John Power and James Davies had been given the day off, a girl was translating and she started to lose it when it got technical; we were lucky Michael Redmond was on hand to rescue the situation. Then we sadly had to say our goodbyes to our new pair go friends from the corners of the world and the British Team all flew back together the following day.

In summary I'd like to stress the kindness showed to us as visitors and to underline the very congenial atmosphere of the tournament caused by the luxurious surroundings and by half the competitors being female. I can hardly wait to go again!

British Go Association

* Indicates new information

School clubs are listed separately

Bath: Paul Christie, 8 Gordon Rd, Widcombe, Bath BA2 4NH. 01225-428995. Meets at The Rummer, near Pulteney Bridge, Wed 7.30pm.

Billericay: Guy Footring, 01277-623305. Meets Mon.

Birmingham: Kevin Roger, Flat 5, Nelson Ct, 70 Trafalgar Rd, Moseley, Birmingham B13 8BU. 0121-4494181. Meets various places.

Bolton: Stephen Gratton, 525 Tottington Rd, Bury BL8 1UB. 01617613465. Meets Mon 7.30pm.

Bournemouth: Neil Cleverly, 6 Swift Close, Creekmoor, Poole, Dorset, BH17 7UZ. 01202-659653. Meets at 24 Cowper Rd, Moordown, Tues 8pm.

Bracknell: Clive Hendrie, ICL, Lovelace Road, Bracknell, RG12 4SN. 01344-472741. Meets at Duke's Head, Wokingham, Tues.

Bradford: Kunio Kashiwagi, Danehurst, Hurst Road, Hebden Bridge, W. Yorks HX7 8HU. Meets at Prune Park Tavern, Thornton, Wed 7pm.

* **Brighton:** Steve Newport, 70 Northcourt Rd, Worthing BN14 7DT. 01903-237767. Meets at The Queen's Head (opposite Brighton Station), Tues 8pm.

Bristol: Antonio Moreno, 21 Sefton Park Rd, St Andrew's, Bristol BS7 9AN. 0117-9422276. Meets at Polish Ex-servicemen's Club, 50 St Paul's Road, Clifton, Bristol, Tues 7.30pm.

Cambridge Chess & Go Club: Paul Smith, 2 Townsend Close, Milton, Cambridge CB4 6DN. 01223 563932. Meets Victoria Road Community Centre, Victoria

Club List

Road, Fri 6.15 to 7:45pm. Caters for beginners and children.

* **Cambridge University & City:** Charles Matthews, 60 Glisson Rd, Cambridge CB1 2HF. 01223-350096. Meets in The Erasmus Room, Queens' College, Tues 7.30pm (term); coffee lounge, 3rd floor, the University Centre, Mill Lane, Thurs 7.30pm; CB1 (café), 32 Mill Road, Fridays 7-8.30pm; Alexandra Arms, Mon 7.30pm.

Cheltenham: David Killen, 33 Broad Oak Way, Up Hatherley, Cheltenham, Gloucestershire GL51 5LG. 01242-576524 (h). Meets various places Thurs 7.30pm.

Chester: Dave Kelly, Mount View, Knowle Lane, Buckley, Clwyd CH7 3JA. 01244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

Dundee: Bruce Primrose, 01382-669564. Meets weekly.

Durham University: Paul Callaghan, Dept of Computer Science, South Rd, Durham DH1 3LE.

Edinburgh: Stephen Tweedie, 10 Upper Grove Place, Edinburgh EH3 8AU. 0131-228-3170. Meets at Postgrad Students' Union, 22 Buccleugh Place, Wed 7pm.

Epsom Downs: Paul Margetts, 157 Ruden Way, Epsom Downs, Surrey KT17 3LW. 01737-362354. Meets Tuesdays 7.30.

Glasgow: John O'Donnell, Computing Science Dept, Glasgow University, Glasgow G12 8QQ. 0141-3305458. Meets term time at Research Club, Hetherington House, 13 University Gardens, Thurs 7pm.

Harwell: Charles Clement, 15 Witton Way, Wantage OX12 9EU. 01235-772262 (h). Meets at AERE Social Club, Tuesday lunchtimes.

March 1999

High Wycombe: Jim Edwards, 16 Strawberry Close, Prestwood, Gt. Missenden, Bucks. HP16 0SG. 01494-866107. Meets Wed.

HP (Bristol): Andy Seaborne, 17 Shipley Road, Westbury-on-Trym, Bristol BS9 3HR. 0117-9507390. Meets Wed & Fri noon. Please ring in advance for security clearance.

Huddersfield: Deric Giles, 83 Ashdene Drive, Crofton, Wakefield, WF4 1HF. Meets at the Huddersfield Sports Centre, Tues, 7pm.

Hull: Mark Collinson, 12 Fitzroy St, Beverley Rd, Hull HU5 1LL. 01482-341179. Meets Sat 7.30pm.

Isle of Man: David Phillips, 4 Ivydene Ave, Onchan IM3 3HD. 01624-612294. Meets Mon 7.30pm

Lancaster: Adrian Abrahams, 1 Ainsdale Close, Lancaster LA1 2SF. 01524-34656. Meets Wed. Gregson Community Centre, 33 Moorgate.

Leamington: Matthew Macfadyen, 29 Milverton Crescent, Leamington CV32 5NJ. 01926-337919. Meets Thurs 7.30pm.

Leicester: Eddie Smithers, 1 Tweed Dr, Melton Mowbray, LE13 0UZ. 01664-857154. Meets Thurs from 7.45pm at Richard Thompson's house. For details ring Eddie, or ring Richard on 0116-2761287.

LONDON

Central London: Geoff Kaniuk, 35 Clonmore St, London, SW18 5EU. 0181-8747362. Meets in Daiwa Foundation, Japan House, 13-14 Cornwall Tce, NW1, Sat 2pm. Please press doorbell marked 'Go' and wait 3 minutes.

* **Docklands:** Mark Graves, 0171-888-1306 (work).

March 1999

***Nippon Club:** K. Tanaka, 8 Dovercourt Rd, SE22 8UW. 0181-6937782. Meets in Samuel House, 6 St Albans St, SW1. (near Piccadilly Circus tube station) Fri 6pm-10.30pm.

North London: Martin Smith, 84 Rydal Cres, Perivale, Middlesex, UB6 8EG. 0181-991-5039. Meets in the Gregory Room, back of Parish Church, Church Row, Hampstead (near Hampstead tube station) Tues 7.30pm.

North West London: Keith Rappley, Lisheen, Wynnswick Rd, Seer Green, Bucks HP9 2XW. 01494-675066 (h), 0181-562-6614 (w). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

South London: Jonathan Chetwynd, 29 Crimsworth Rd, London SW8 4RJ (0171-978-1764).

* **Wanstead & East London:** Jeremy Hawdon, 22 West Grove, Woodford Green, Essex IG8 7NS. 0181-5056547. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

Maidenhead: Iain Attwell, Norhurst, Westmorland Rd, Maidenhead. SL6 4HB. 01628-676792. Meets various places, Fri 8pm.

Manchester: Chris Kirkham, 201 Kentmere Rd, Timperley, Altrincham WA15 7NT. 0161-903-9023. Meets at the Square Albert in Albert Square, Thurs 7.30pm.

Monmouth: Jeff Cross, 'Lamorna', Machen Rd, Broadwell, Coleford, Glos. GL16 7BU. 01594-832221. Meets various places.

Newcastle: John Hall, 10 Avondale Court, Rectory Rd, Gosforth, Newcastle NE3 1XQ. 0191-285-6786. Meets various places, Wed.

Club List

Norwich & Norfolk: Tony Lyall, 01603-613698.

Open University & Milton Keynes: Fred Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes MK12 5DL. 01908-315342. Meets Mon 7.30pm, alternately in O.U. Common Room and at Wetherpoons, Midsummer Boulevard.

Oxford City: Richard Helyer, The House by the Green, Rope Way, Southrop, Hook Norton, Oxon. 01608 737594. Meets at Freud's Café, Walton Sreet, Tues 6pm. If shut, at Philanderer and Firkin nearby.

* **Oxford University:** Henry Segerman, St John's College. Meets in Besse 1.1, St Edmund Hall (term only) Wed 7.30-10pm.

* **Plymouth:** Michael Davis, 3 Chedworth Street, North Hill, Plymouth, PL4 8NT. 01752-217431. Meets at the Caffeine Club, Tues from 8pm and most Sats pm.

Portsmouth: Neil Moffatt, 28 Lowcay Rd, Southsea, Portsmouth PO5 2QA. 01705-643843. Meets various places, Sun 1pm.

Reading: Jim Clare, 32-28 Granville Rd, Reading, RG30 3QE. 01189-507319 (h), 01344-472972 (w). Meets at The Brewery Tap, Castle St, Reading, Tues 6.30pm.

Shrewsbury: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shrops. 01630-685292.

South Cotswold: Michael Lock, 37 High St, Wickwar GL12 8NP. 01454-294461. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

St Albans: Alan Thornton, 63 Hillfield Rd, Hemel Hempstead, Herts. HP2 4AB. 01442-261945, or Richard Mullens 01707-352343. Meets at The Mermaid, Wed 8pm.

British Go Association

Swindon: David King, 21 Windsor Rd, Swindon. 01793-521625. Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Wed 7.30pm.

Taunton: David Wickham, Trowell Farm, Chipstable, Taunton TA4 2PU. 01984-623519. Meets Tues, various places.

Teesside: Gary Quinn, 26 King's Rd, Linthorpe, Middlesbrough TS5 5AL. 01642-384303 (w). Meets at University of Teesside, Wed, 4pm.

* **Twickenham:** Neil Hankey, 432 Staines Road, Twickenham TW2 5JD. 0181 894 1066 (home), 0181 954 2311 (work). Meets Sunday evenings

West Cornwall: John Culmer, Rose-in-Vale, Gweek, Cornwall TR12 7AD. 01326-573167. Meets Flat 4, 25 Lenoweth Rd, Penzance, Thurs 7.30pm..

West Wales: Jo Hampton, 1 Glany-Don, High Street, Barmouth LL42 1DW. 01341-281336. Meets regularly.

West Surrey: Pauline Bailey, 27, Dagley Farm, Shalford, Guildford GU4 8DE. 01483-561027. Meets in Guildford on Mondays 7.30-10pm.

Winchester: Mike Cobbett, 24 Hazel Close, Hiltlingbury, Hants SO53 5RF. 01703-266710 (h), 01962-816770 (w). Meets mostly at Black Boy, Wharf Hill, Bar End, Wed 7pm. Check with M. Cobbett.

Worcester & Malvern: Edward Blockley, 27 Laugherne Rd, Worcester WR2 5LP. 01905-420908. Wed 7.30pm.

Go Clubs on the Web

The BGA club list is at:
<http://www.britgo.demon.co.uk/clublist/clubsmap.html>

Counting Liberties: Game Examples

by Richard Hunter
hunter@gol.com

Part 3: Cho vs. Yoda

Here is another exceptional game that ends in a large-scale capturing race. It provides good examples of why capturing races occur, how to choose the type of fight, and how to maximise your liberties. It also gives you the chance to practise how well you can count liberties in the natural state, rather than in the cleaned-up examples I deliberately chose for introducing the basic principles.

In contrast to the previous two examples, which were lightning games, this is a major tournament game. It's game 3 of the 22nd Kisei title match played in February 1998. There is a commentary in *Go World* 83, but it's rather brief and only has one variation diagram. I thought it was a very interesting game and there was an excellent live TV commentary by Yuki Satoshi 9-dan with assistance from Tsukuda Akiko 2-dan. The time limits in the Kisei are 8 hours each with one-minute byoyomi. For this two-day match, NHK

showed live coverage for an hour each morning from the start of the day's play at 9 o'clock, then one hour in the evening on the first day and two hours in the evening on the second day. This article is based on a videotape of the final live commentary on the second day from 4 to 6 pm. At the start of the program, Cho (Black) is thinking about move 59. He has 45 minutes of time remaining while Yoda has 1 hour 45 minutes. The game has proceeded at a very slow pace, with only 25 moves being played on the first day. It wouldn't be unusual to reach move 59 by 4 pm on the first day rather than on the second day. Yuki quickly backtracks to discuss Black 57 in Figure

1, which is quite an extraordinary move. The usual one-point jump, one line above (at 58) would let White escape easily, but 57 seems too loose to shut him in. White 58 is natural. For 59, Black has a choice of the extension that he plays and a hane one line above. Black 59 is the stronger move, as the hane seems to fail. Yuki gives the sequence in Diagram 1. After 22 it's a capturing race that looks good for White. After 3 in diagram 1 White must not cut at 1 in Diagram 2 since after 4, Black has a choice of either *A* or *B*.

While Black is thinking about move 59, Yuki reads ahead. He correctly predicts the moves up to 65 (with a slightly different move-order).

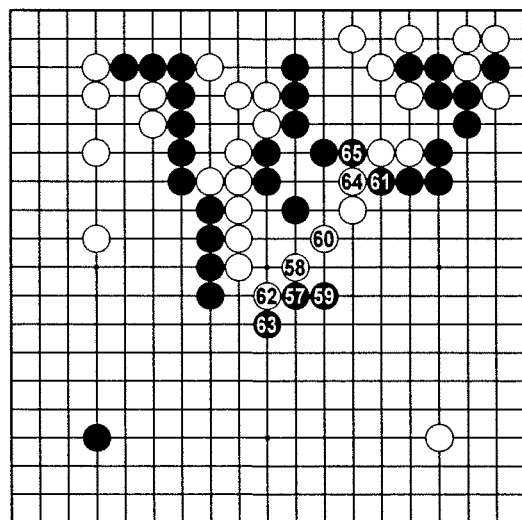


Figure 1 (57—65)

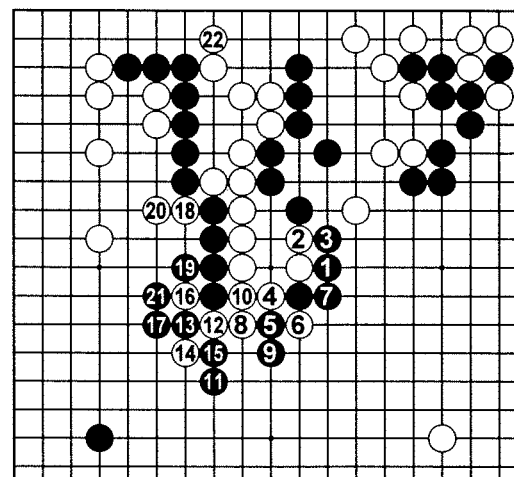


Diagram 1

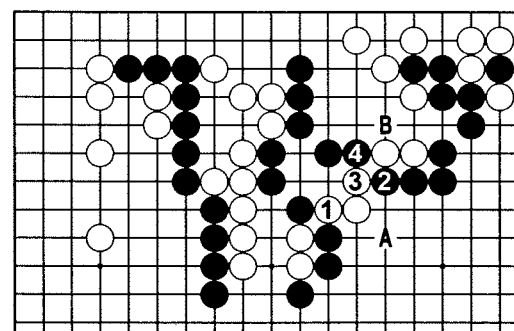


Diagram 2

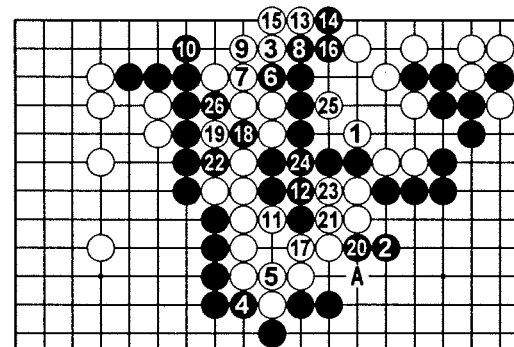


Diagram 3
27 at 18

It seems to be a capturing race. "It looks good for White doesn't it?" says Yuki. "But we'd better play it out. Let's just try ordinary moves first." He gives the moves in Diagram 3. Black 2 is the vital point. This is the tesuji that shuts White in and precipitates a capturing race. Without this move, Black's strategy with 57, would collapse. You might think that White can escape into the centre with a diagonal move at *A*, but Black will wedge in at 20 and either cut him off or capture the two white stones with 21 and get out himself. At first, Yuki tries Black 2 at 3 followed by White 9 and Black 6, but he changes his mind when Tsukuda answers with White 10, which threatens to connect out; Black can't afford to block in gote, since that would allow White to escape in the centre. After White connects at 27 in Diagram 3, Yuki says, "Black has three liberties and White has six, since Black needs to make an approach move at the top. Oh, you can't even call that a semeai. The usual proverb is: if the difference in liberties is two or more, it's not a semeai." This proverb, which Francis Roads omitted from his selection, tells us that a capturing race is always between groups with almost the same number of liberties. Otherwise it's not a fight at all, but a walkover. Weak players often lament losing a capturing race by only one liberty, as if that were somehow just bad luck. Yuki tries some other lines, but White seems to win by one or more moves whatever Black does. He concludes that Black will lose the fight and is playing a sacrifice strategy to gain outside thickness. However, a count of the resulting posi-

tion shows Black needing to make more territory from his thickness than seems possible.

Black could probably live by playing 61 one point above 65, but that would be a grovelling way to play. White would gain outside thickness and threaten the black group in the top right. Black plays 63 immediately in response to White 62. He's not interested in connecting at 64 and letting White out in the centre. Next, White has to cut at 64. White 66 (in Figure 2) is a critical decision. Playing 1 in Diagram 3 takes a liberty off Black, but if White actually is well ahead in the capturing race, then he can afford to give up one liberty. In that case, White 66 captures on a bigger scale, making more territory. Alternatively, if White is planning to back off from the capturing race and let Black connect out, as in Diagram 4, playing 1 instead of 70 in Figure 2, then White 66 weakens the black group on the right, by preventing it making an eye around here. While Yoda is out of the room, Cho mutters to himself, "Am I in trouble?" He thinks for a long time over 67.

White 68: Yoda thinks for a long time. He's not thinking where to play next; he's reading out the entire position. The only alternative to 68 is a bamboo joint at 81, which would take a liberty off the black stones, but would allow Black to capture at 68, eliminating his weakness in the centre. This is unthinkable and 68 is really the only move because it leaves a cutting point below 67 as a future aim. Yoda seems to have spotted something he overlooked earlier. The timekeeper tells Yoda that he has one hour left. Although Yoda played 66 with apparent confidence he's getting flustered now and grumbling

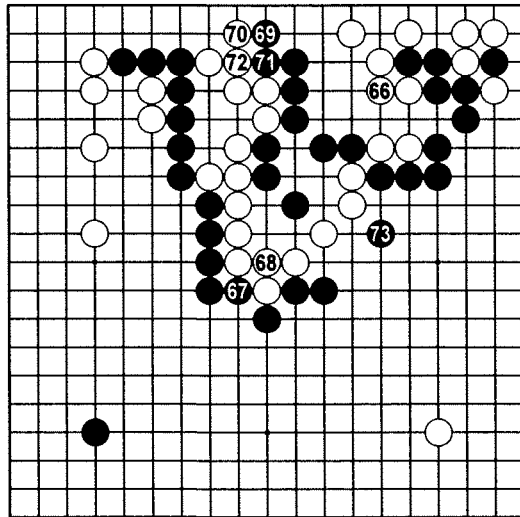


Figure 2 (66—73)

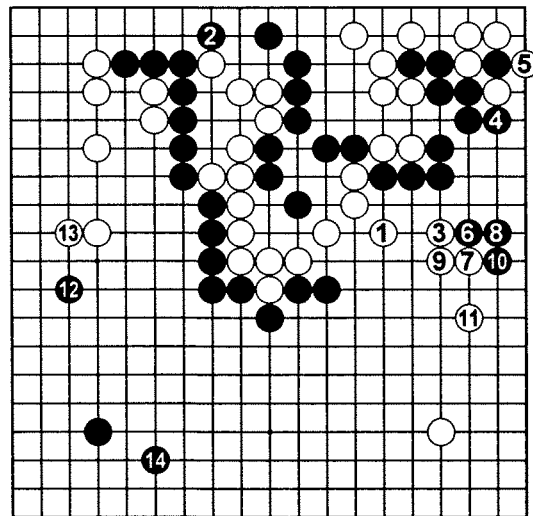


Diagram 4

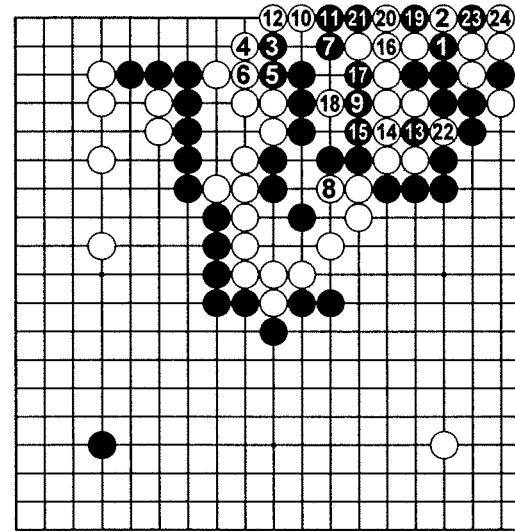


Diagram 5
25 takes ko at 13

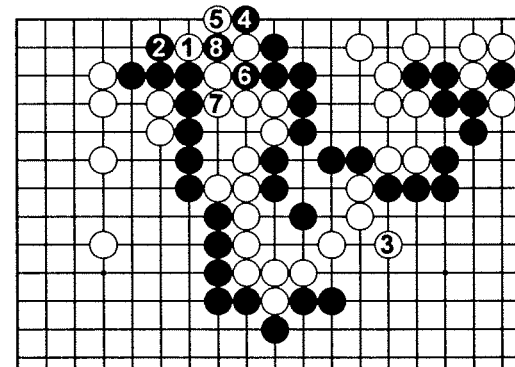


Diagram 6

out loud, "Whoops! That's a surprise."

"How much time have I got left?" he asks. "58 minutes" replies the timekeeper. Four minutes later he asks again, and then again at 47 minutes. Cho is calmly sitting squeezing

his rubber exercise rings.

What has Yoda seen?

Yuki takes another look at the position. "He really should have thought more before playing 66. Maybe he's regretting it now. Does Black have a good move?"

Yuki runs through some variations. "Maybe Black can live; there's some bad aji in the corner." He plays 1 to 7 in Diagram 5. Next, if White 8 takes away the eye in the centre, Black can threaten to make two eyes. If White plays 18 to stop him, the throw-in at 19 leads to a ko for a connect-and-die tesuji. One technique for reading out positions is to try ordinary moves first and then try to do better. Often the ordinary sequence will reveal the vital points. Here, White can kill Black cleanly by playing 8 at 18, leaving a choice of 8 or 10 next to prevent Black from getting two eyes.

White can still opt out of the capturing race. White 1 in Diagram 4 allows Black to connect out at the top with 2. Then White can pressure the black group in the top right. The sequence to 11 seems fine for White, and playing this way is consistent with 66, but it lets Black live and the game will drag on for a long time. Although Yoda has more time left than Cho, this is Yoda's first two-day title match, while Cho is highly experienced at playing in byoyomi. Moreover, Yoda has already lost both the first two games, so he may have decided he needs to end this one quickly.

While Yoda is still thinking about move 68, Yuki goes through several variations. He correctly predicts moves 68-73 and looks at the capturing race that results. By now, he's realised that Black can play 69 and 71. If White plays 72 at 1 in Diagram 6, Black can block at 2. Then, if White plays in the centre at 3, Black can make a ko to connect out. White can't avoid this ko. Connecting at 5 in Diagram 7 leaves White trapped in a shortage of liberties.

Diagram 9 shows Yuki's first variation with 74 at 1. Yuki says the hane at 3 is a key move. Black's throw-in at 6 is a standard tesuji. If White can connect at 6 he gains liberties. At 12, Black has a choice. Connecting at 12 lets White make an eye at 13. When the liberties are filled it becomes clear that White is one move ahead. Note that since White has an eye, Black must fill the inside liberties. Instead of 12, Black could try 1 in Diagram 10. Since this prevents White from getting an eye, White should throw in at 2, unlike Diagram 9 where he should not throw in. Again, White wins by one move. Since the hane at the top is a key move for White, what happens if Black prevents it instead? Diagram 11 shows a long and fascinating sequence. With 6 and 8, White captures a Black stone. This time White can come out into the centre with 12. Black can try and net him with 13, but when White hacks through and plays double atari at 20, it all looks over. However, there's more to it than that. Black 21 reveals that White is in a terrible shortage of liberties. When Black attacks the back end of the white group with 25, White can't connect. With 29, Black captures the tail of White's group, but White 30 strongly attacks the black group on the right. This sequence seems playable for White. Note

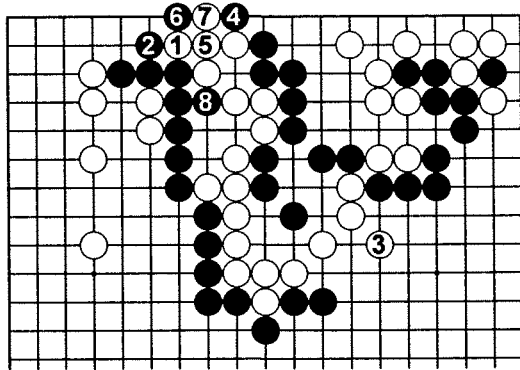


Diagram 7

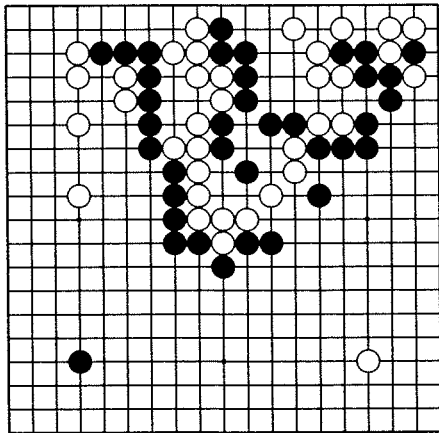


Diagram 8

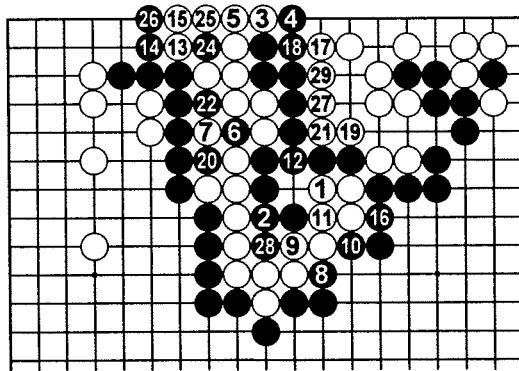


Diagram 9 (23 at 6)

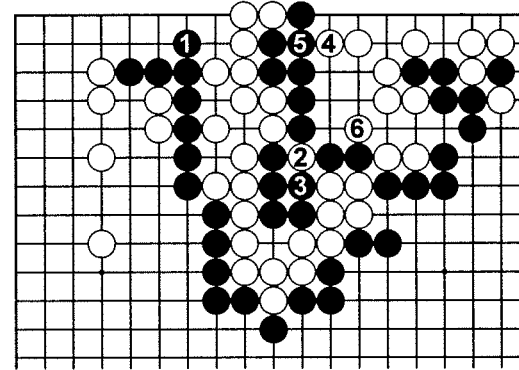


Diagram 10

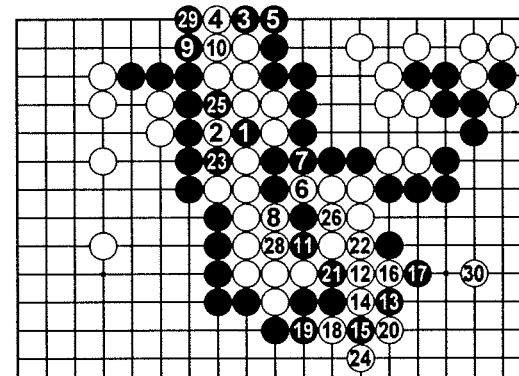


Diagram 11
27 at 1

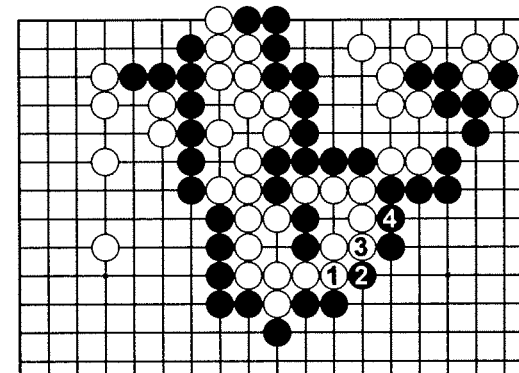


Diagram 12

White can't play 12 in Diagram 11 at 1 in Diagram 12; This becomes a simple capturing race that White loses. Finally, Yuki tries one more line. Although he reckons 74 should be at 1 in Diagram 9, as an alternative, he looks at playing the hane at the top immediately. As Diagram 13 shows, White is a move ahead. Note that White must not play 25 at A, or Black will simply atari from the centre below 9.

White 70 (and 72). This is the point of no return. White can only block here if he wins the capturing race; otherwise he has to give way as in Diagram 4. Time is running out. The TV broadcast ends with move 72, but Black 73 is inevitable as the next move. Yuki confidently predicts that White will win the capturing race, which will give him a clear lead, but a long difficult game ahead. Yoda has less than 30 minutes left, while Cho has eight. The position after move 73 is shown in Diagram 8. What do you think will happen?

NHK showed a 15-minute summary program late that night, but I missed it and had to wait until the weekly Igo/Shogi news programme on Saturday. The result was quite a surprise: White resigned after move 93. Cho had somehow won! Yamashiro Hiroshi 9-dan explained what happened.

White 74 was a mistake. It seems Yoda overlooked Black 77. Yamashiro played through the capturing race all the way to the end, but I omit it here as you should be able to work it out for yourself. White is one move behind. If White had played 66 at 1 in Diagram 3, of course, he would still have won the capturing race despite losing a liberty with 74. Yamashiro guessed that Yoda expected to win the fight when he played 74, expecting Black 77 at 81. The point about 77 is that it takes away the advantage of White's eye by reducing the number of inside liberties in the fight. After Black 93, it is clear that White 74 has been played on an inside liberty in the fight. If it were on an outside liberty (say below 88), then White would have won.

What should have happened? The variation Yamashiro gave (Diagram 14) was slightly different from the one shown in *Go World* and the ones given by Yuki, but the same in essence. In retrospect, the vital point seems to have been the hane at the top.

- It takes two to fight.
- If the liberty difference is greater than one, it's not a capturing race.
- Whether or not to throw in (e.g., at 77 here) depends on the type of fight.
- Don't change horses in mid-stream.

The game Cho v Yoda can be accessed at: <http://www.britgo.demon.co.uk/bgj/11436.sgf> and <http://www.britgo.demon.co.uk/bgj/11436.go>

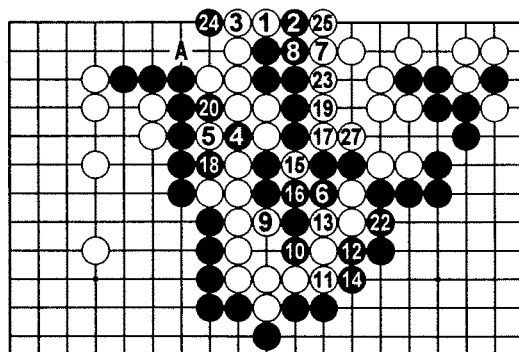


Diagram 13 (21 at 4, 26 at 15)

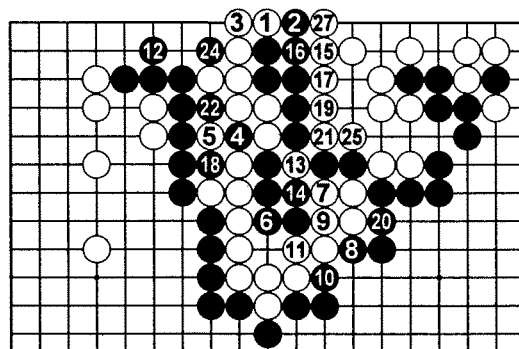


Diagram 14 (23 at 4, 26 at 13)

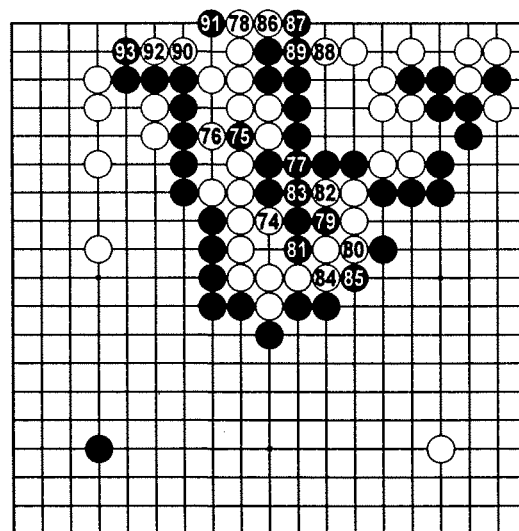


Figure 3 (74—93)

Go Isle of Man

Sunday 22nd to Friday 27th August

It is time to book yourself in for the fifth biennial festival of go. The venue is once more the Cherry Orchard Hotel in Port Erin.

The Congress will be in its usual format, designed so that you can create a mix and match holiday with as much (or as little) go and/or sight-seeing as you want or your family will allow!

The five-round Main Tournament is in the mornings, which allows non-go-playing family members to have a lie-in or a paddle at Port Erin beach, and leaves afternoons free for exploring the island with the family.

For go players there is a three-round Afternoon Tournament and a six-round Handicap Tournament. In the evenings there will be Team Handicap, Rengo and 13x13 tournaments, with plenty of opportunities for informal playing and study. As in previous years there will be a Musical Evening, with the opportunity to play and sing go songs, and anything else that people bring along.

The Cherry Orchard Hotel has organised a comprehensive range of travel and accommodation packages to suit most pockets and preferences, making booking for the Congress much easier.

Below are extracts from an article written by Dominique Fournier, who came to the 1997 Congress from France.

"Isle of Man— Find a better congress if you can."

This is the chorus of the song written by Francis Roads at the occasion of the one week congress in 1997.

Tournaments, musical evening, various games, barbecues on the beach, outings in a boat with visits to bathing places for those with the courage to face not very warm water... the only thing which I truly did not appreciate, a

lightning game with a 25 kyu with 9 stones and 91 points komi!

The atmosphere was particularly friendly, so in two years time, if you have a longing for nature and the sea, you won't find a better congress.

So if you haven't yet picked up a leaflet, please contact:

David & Leo Phillips,
4 Ivydene Avenue,
Onchan,
Isle of Man IM3 3HD.

Tel:01624-612294

E-mail: ldphillips@advsys.co.uk

IMPORTANT NOTE

Please book as early as you can to ensure that you get the flights or ferry sailings that you want.

Congress week is the same week as Practice Week for the Manx Grand Prix, and the competitors will be arriving at the same time as the go players, together with some enthusiastic motorcyclists who wish to watch the practising as well as the races. They tend to book early, so please book earlier! If you book one of the Cherry Orchard packages, you only have to pay a £50 deposit for your travel and accommodation at the time of booking, with the balance payable six weeks before the Congress (and the Congress fee by 31st May to avoid the late entry fee.)

Please note that *the Manx Grand Prix is a very much smaller event than the TT*, the racers are amateurs, not the big names, and the spectators are mainly quiet, middle aged motorcycling enthusiasts. The practices are scheduled to cause the minimum disruption, and are at the crack of dawn and at teatime, which means that down in Port Erin we will not even notice them. (Most people did not notice the bikes when the Congress was in Douglas.)

Years Ago

by Tony Atkins

Ten Years Ago

The 1988 Wessex was won by Piers Shepperson. He beat Matthew Macfadyen despite losing the 1988 Championship to Matthew. Five of Nottingham's secretaries made up a team at this event and were providing the venue for the next. John Rickard came away from Nottingham with first place and a pot plant. John also won the RTP Handicap in Farnham.

Players totalled 158 at the New Year at Covent Garden. Yoo Jong-su, the Korean from Germany, won. Rob van Zeijst was second followed by Furiyama and Macfadyen. Rob van Zeijst also won the Lightning beating Jim Barty into second. A record 110 attended the Wanstead; Piers Shepperson was the winner.

Macfadyen's title of Games Person of the Month bestowed by Games Monthly magazine was justified by his second place (to Schlemper) in the Fujitsu Qualifying Tournament in Amsterdam, a second place at Prague and wins at Oxford and Cambridge.

In Japan, Cho Chi-kun won the 1988 Tengen over Sonoda and held the Judan, beating Rin. Kobayashi Koichi won the

fourth in his long run of Kisei titles beating Takemiya 4-1 and held the Gosei against Imamura. Mrs Kusunoki held the Women's Honinbo, again beating Ogawa Tomoko in the final. In Korea the reign of Cho Hun-hyun was coming to an end as 13-year old Lee Chang-ho started winning titles.

Twenty Years Ago

The 1979 London Open was held at the Inter-Varsity Club in Covent Garden. Miss Kung, Mr Wu and Mr Huang, all of professional level from China, played giving handicaps in the tournament. Macfadyen was the only person to beat one of them, forcing a resignation against Huang. Jim Bates was the Division 1 winner to get his name on the trophy.

Matthew Macfadyen beat Brian Castledine to take the British Championship, won the 1978 National Knockout and won Woodford and Cambridge; he was in his centre opening period. Unfortunately Brian Castledine was killed in a cliff accident whilst walking near Sussex University at the end of February. He was BGA President at the time and will be remembered as being responsible for the birth of the go song.

The first World Amateur was held from 13th to 17th March at the Nihon Ki-in in

Tokyo. A five round knockout saw Britain's Jon Diamond going out in round one to Imamura, the Nihon Ki-in Amateur Champion. Nieh from China was the winner.

Kato won the 1978 Tengen by beating Shuko 3-1 and the 1979 Judan, beating Hashimoto Shoji by the same margin. Cho won the Gosei, taking it back for one year from Otake. Shuko won the third in a six year run of Kisei titles by beating Ishida. In Korea, Cho Hun-hyun was continuing to win all the titles.

Thirty Years Ago

The second British Go Congress was held in 1969 at Bristol University. Winner with six wins was Mr McAndrew from Seattle, USA. The next placed players were all from Cambridge: Goddard, Han and Tilly. The Annual General Meeting was held at Churchill Hall. John Barrs was president, Bob Hitchens Treasurer and Derek Hunter Secretary. The BGA constitution was changed, there was a discussion on the Congress system and a decision was taken to revert to Japanese-style dan and kyu grades from the European class scale (where 16 and 17 are 2 dan). British Go Journal number 8 was published—the first in booklet form (half foolscap).

In February the tenth New

Jersey Championships were organised by Dr Lee McMahon. Takao Matsuda was the best of the 35 players.

In Japan the Judan at the end of 1968 was won by Sakata who beat Fujisawa Shuko 3-1. However Shuko held on to the Oza in 1969 and won both television tournaments, the NHK Cup and the new event on Channel 12. In the 1968 Ladies Honinbo Kitani Reiko beat Kodama Sachiko, the first new female professional for 13 years. Meanwhile Rin Kaiho was busy getting engaged.

• And only weeks ago, the following promotions:

1 dan: Paul Clarke, Henry Segerman, Christian Scarff, Kirsty Healey, Simon Bexfield.

2 dan: Nicolae Mandache.

Correction to Mind Sports Solution (BGJ 113, page 38)

Several players have noticed an order-of-moves problem with the solution to number 2 of the Mind Sports posers. Black 3 and 5 should come the other way round. (As setter I had only to supply Black 1... careless though.)

Charles Matthews

GO Tutor

• *Go Tutor was a BGA publication in 12 parts, designed to help the novice player. It presented a complete view of the game of Go, for levels 20 kyu to 10 kyu. It is being recycled in the British Go Journal in a new form, edited into chapters. Chapter 1 is based on articles by Nick Webber, Toby Manning and David Jones. Editing by Charles Matthews.*

Chapter 1 The Life & Death of Stones

Section 2: Live and Dead Shapes

During most games of go, groups of stones become cut off and surrounded by enemy stones. If none of the encircling enemy stones can be captured, the way for the group to avoid capture is to make two eyes (this is the only way, not counting seki, which is discussed at the end of the chapter).

For example consider Diagrams 13 and 14. The eight Black stones in Diagram 13 are surrounded by White stones, and have one eye at A. White may capture the black stones immediately by filling the last liberty at A. Note that this

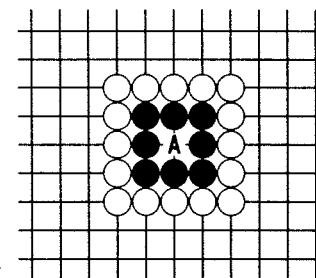


Diagram 13

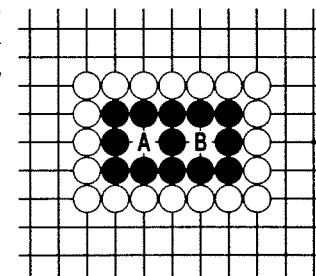


Diagram 14

move is possible only because it completes the capture and the Black stones are at once removed from the board. The Black stones in Diagram 14 have two eyes, at A and B, and are safe from capture. A White play at A doesn't complete the capture because of the liberty at B, and vice versa.

What about the Black group in Diagram 15? Black to play goes at A, and forms two eyes as in Diagram 14. Equally White to play goes at A. Black can then not avoid ultimate capture, having just one eye. White can fill in liberties inside, though this would not be necessary during a game unless the outside White pieces were

in danger. Diagram 16 is very similar— if Black plays *A* the group is alive, if White plays *A* the group dies.

Many of the most important

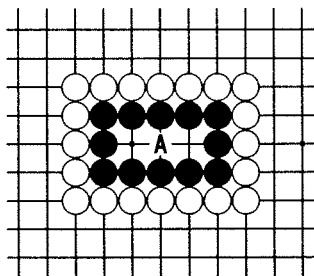


Diagram 15

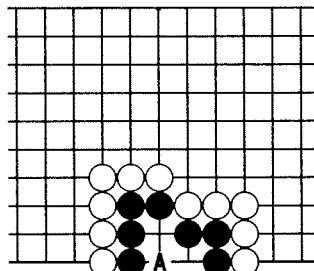


Diagram 16

patterns in 'life and death' take just this form— there is a key point to occupy which ensures life for the defender and which is lethal in the hands of the at-

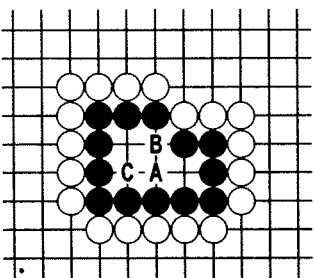


Diagram 17

tacker. A first more complicated example is seen in Diagram 17. If Black plays at *A* the group has two eyes; but if White plays *A* then Black is dead. To form two eyes after White *A*, Black would need both the points *B* and *C*. If Black occupies one of them White will surely take the other.

Extracting a principle from these examples, what matters is the shape of the empty area available for eyes. The points marked *A* are the only ones where a single Black move divides the shape into two disjoint parts for eyes. A White play on that point denies Black the chance to do that, and is the only way.

• In the next issue the rest of this section will deal more systematically in covering shapes.

BGA Bookstall

Gerry Mills will be at Coventry, Dublin, British Go Congress, Bracknell and Scots Open.

He and Alison Jones are prepared to accept membership fees at tournaments that the Membership Secretary does not attend.

British Youth Championships 1999

by Paul Smith

Here are three games from the British Youth Championships, played at Brakenhale School on 17th January. I have written brief comments. These tend to be descriptive rather than analytical as I rarely feel that I know exactly what move should have been played! Komi in all three games is 6 points.

Game 1

Black: Theo Elliott, 20-kyu
White: Shawn Hearn, 20-kyu

Our first game is the key match in the under-14 section, between two players from Brakenhale School. Whoever won would become the under-14 champion. This game was very exciting to watch. Some junior go players seem a bit afraid to invade areas which their opponent has sketched out, but this certainly doesn't apply to Theo and Shawn.

The game starts off with Shawn mapping out an area at the top and Theo doing the same in the bottom half of the board. At this stage the area mapped out by Shawn looks bigger. One move which looks

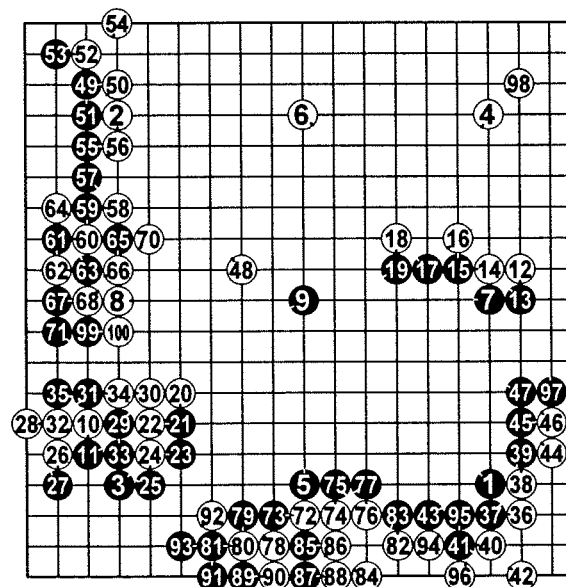


Figure 1 (1—100)
69 at 60

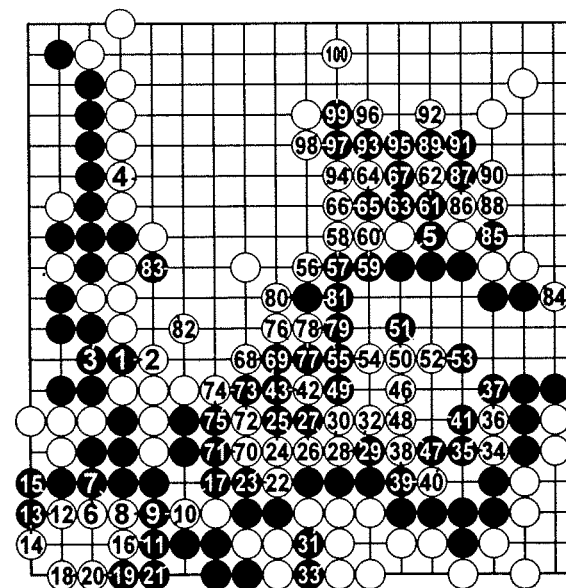


Figure 2 (101—200)
144 at 78, 145 at 90

odd is 18, since it leaves a gap which Black may be able to push through later.

Theo's move 29 is a bit tricky to reply to, and 30 is not the best answer, so up to 35 Theo captures some white stones.

At 36 Shawn invades in the bottom right corner, and at 49 Theo invades the top left corner. Theo gets the better deal here, especially when Shawn's move 64 doesn't defend against the atari of 63. At this point I thought that the game was starting to go Theo's way, but then Shawn got away with two rather cheeky invasions! The white invasion on the bottom side which started with 72 could have been killed if Theo had played 85 at 86. And with 106 Shawn launched another invasion— this one definitely should not live in such a small corner, but at 117 Theo missed his last chance to kill it when he should have played 118.

Now Shawn was definitely ahead, so he could have played to try to defend his area at the top and limit how much Theo could push into it. Instead he tried, starting with 122, to fight in the part of the board where the black stones are strongest. This wasn't a good idea and his group died.

At 161, Theo starts to push in to the white area in the top half of the board. In a position like this, it is often difficult to see how to defend and you can see a big territorial framework reduced to almost nothing. One thing worth remembering is that it is not always a good defence to play right next to some strong enemy stones. For example, 192 and 196 might have been better if each was one point nearer the top

of the board (on the third line). With a few interruptions, Theo kept reducing Shawn's area up to move 237 by which time the game was very close.

After this there were a couple of small mistakes. At 278 Shawn should have answered Theo's atari, and at 291 Theo should have defended instead of passing. When the game was counted, Theo had won by 1 point!

Game 2

Black: Philip Tedder, 6-kyu
White: Emma Marchant, 8-kyu

This is the decisive game in the under-18 section. Philip Tedder is from London, and Emma Marchant from Brakenhale.

I thought that both players played well at the start of the game. But Philip gained a big advantage with the sequence in the lower left which started from his invasion at 27. The moves to 31 leave both sides with a weak group and then Emma lives on a small scale on the side. I think that it would have been better for Emma to play on the 3-3 point with 28 and be prepared to give up the stone 8, rather than play this sequence. Moves like 34-40 do nothing except make a small live group; meanwhile the black stones are getting stronger and Philip gets the chance to make a ponnuki by capturing the stone 28.

Up to 59 Philip has skilfully sketched out a large potential territory and it looks as if he is heading for a big win. So at this stage Emma needs to find some way of complicating things. And she successfully does this

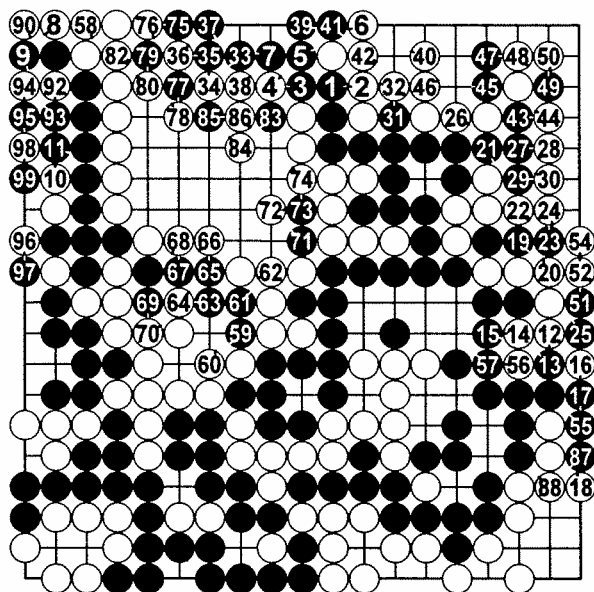


Figure 3 (201—299)
253 at 216, 281 at 236, 289 pass, 291 pass

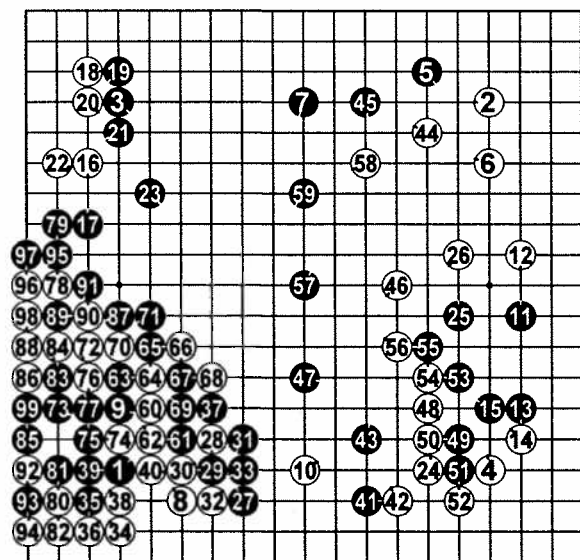


Figure 1 (1—100)
100 at 92

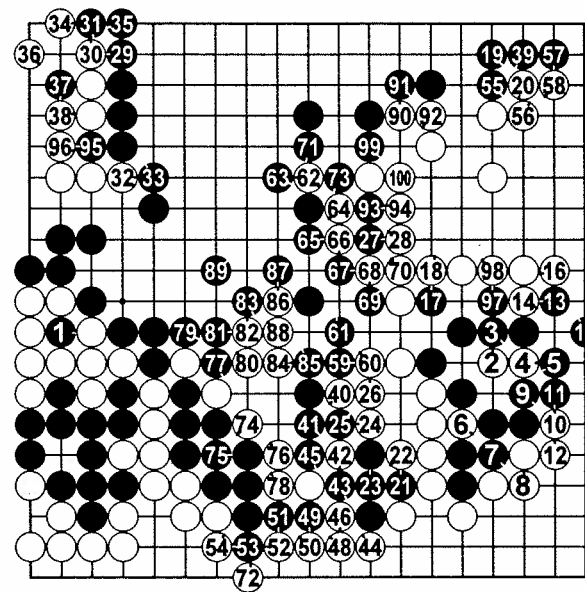


Figure 2 (101—200)
147 at 142

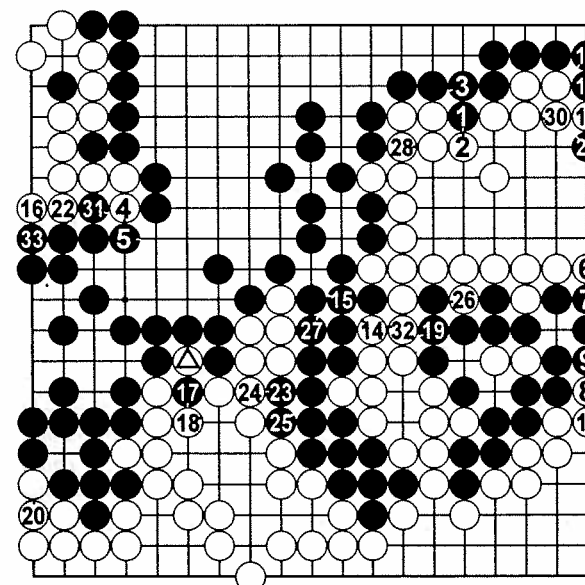


Figure 3 (201—235)
221 at Δ, 234 at 166,
235 at 164

by starting a fight in the lower left when she cuts with 70 and extends to 72. These stones are now fighting against the black stones near the corner which they have cut off. While I was watching the game I could not work out who should win this fight.

However, Emma's move 76 is a mistake—it is bad shape. She should play at 83 instead, threatening a snapback and Philip would still have to defend at 77. I think Emma is losing the fight after this, but it isn't easy to read out. At 86, it looks as if there ought to be a good move for White, but if so I can't find it. The eye in Philip's group is worth several liberties and in the end he won the fight by one move. This consolidated Philip's lead, and again it looked as if he would win by a large margin, especially when he got to play the large move 119.

Emma certainly didn't give up. 142 is a tricky move to answer, and when Philip played 143 he got squeezed and Emma made a big gain by playing 144 and 146.

Then, a little while later, Emma played the harmless-looking move 172 on the lower edge. I have to confess that while I was recording the game I didn't notice what it was threatening. Philip didn't notice either, and he ignored it. In fact, it sets up a marvellous snapback which Philip didn't see until Emma played 176. If now Philip captures by playing 178, his stones would still be in atari and Emma would play back in at 176 to capture them.

After this incident the game is a lot closer. Emma realised that she was

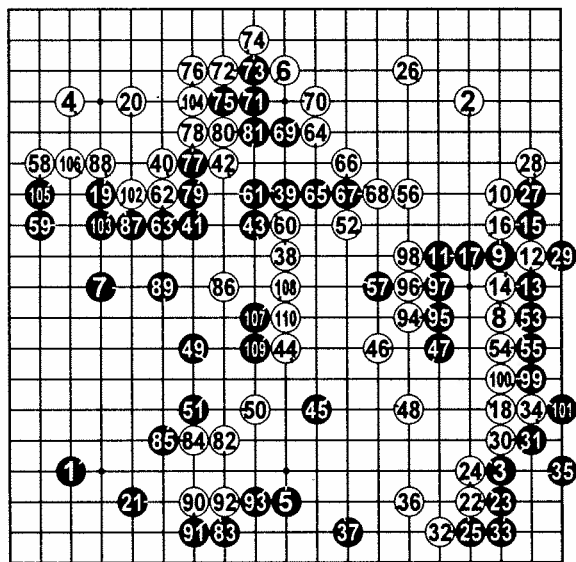


Figure 1 (1—110)

still a few points behind, but there was no more chance to catch up and in the end Philip won by 8 points.

Game 3

Black: Adam Eckersley-Waites, 13-kyu

White: Tom Eckersley-Waites, 12-kyu

This is the third year in a row that twins Tom and Adam Eckersley-Waites have had to play each other for one of the titles at the Youth Championships. In 1997 Adam beat Tom to win the under-10 section; he also went on to win all of his handicap games as well to fin-

ish the tournament with a perfect record. In 1998, Tom got his revenge over his brother and became the under-12 champion. This year, they were again the main contenders for the under-12 title.

The game was actually recorded by Adam. How he manages to play a game on a 25-minute time limit and at the same time record the first 110 moves legibly without making any mistakes is completely beyond me!

In the opening part of the game there are just two things that I would criticise. Firstly, the sequence 12,14,16 which Tom plays just doesn't work, and he ends up getting cut in

half. It would be better to leave out these three moves and play straight away at 18. Also, I thought that at move 26 it was a funny time to play away from the lower right corner. The reason is that it makes a big difference who plays there next. If Tom plays the next move in this corner, as in the game with move 30, then Adam's corner group gets shut in. But if Adam played here first, at the point one to the left of 30, then he could split the white group into two bits and Tom would be in trouble.

Up to 36 I felt that Adam in particular had played very well. I thought he was definitely leading and that Tom would have to do something about the black framework in the lower left. Perhaps playing 38 at the point one to the left of 85 would be a good way to try to limit the amount of territory which Adam will get around here. Similarly if Adam played on that point it would be hard for Tom to break up his framework.

I'm not really sure what is going on in the centre with the moves from 38 onwards. On the one hand Tom avoids making a heavy group which could be severely attacked, but on the other hand Adam seems to be solidifying a lot of territory in the lower left.

After 110, it appears that Adam can play one point be-

low 44, cutting off 50 and the other four white stones in the lower left. If he does this I think he would still be ahead, but otherwise Tom would take the lead. Unfortunately the game record stops at this point so we will never know!

What we do know is that in the end Tom won by 2 points and retained the under-12 trophy.

• To finish with, here are pictures of several of the winners. Unfortunately they do not include the Under Sixteen Champion and Youth Champion, Tom Blockley.

British Youth Championships

Photographs by Paul Smith



Philip Tedder
Under Eighteen Champion



Francis Weaver
Over-all Runner-up



Emma Marchant
Under Eighteen Runner-up



Theo Elliot
Under Fourteen Champion



Luise Wolf
Under Eight Champion

Francis in Australasia

by Francis Roads

Dunedin

The coach journey to Dunedin is only a morning. My host and hostess in Dunedin are Graeme and Shona Parmenter. Graeme is a go player who was active in Britain from 1984-87. Graeme has the largest plot of land for his house yet; it must be getting on for an acre. He is trying to convert it back to native New Zealand bush, by rooting out all the introduced plants. This is the sort of thing that the environmentally aware New Zealanders like to do. I hope he has fun ridding himself of all the convulvulus.

I took to Dunedin. It has retained more of its Victorian buildings than elsewhere. There is a central octagon, rather than a square, which is a refreshingly original way of laying out a city. When I breezed into Tourist Information, I found as many concerts on offer as in Auckland, despite there being only a tenth the population. The place was founded by Scottish Presbyterians. The English soon took over, but some of the Scottish respect for education and culture has lingered on.

During the time that I was there, Graeme played me four games of go. Scoreline: NZ 4, GB 0. I played against Barry Phese who also seemed pretty strong. All the sadder that the Dunedin Go Club is resting for the time being. These two stalwarts have run out of steam, trying to keep the club afloat. One knows how they feel. Many British players have had the experience of trying to run a club when people keep on deciding that they've got something more important to do on go night, and expecting someone else to do all the organising. It can get you down. Let's hope that fresh blood soon appears

in Dunedin. It's a lively place, and of all the cities in New Zealand it deserves a go club.

Something else that is sadly resting is their go journal, *Kiwi Go*. Like our BGI, it is an A5 pamphlet. This is an excellent publication, and Graeme kindly gave me a few back numbers. I know of no other country with such a small population producing anything as good. Unfortunately they have no editor at present. As we know from our own experience, a regular and well produced journal is a strong factor in motivating people to join the Association, so once again, I hope they find someone soon.

On the Monday, which was some kind of public holiday in New Zealand, I met Karen Margetts, Paul's sister. Quite by chance her daughter is in the same class at school as Graeme's. She took me out to the Otago peninsula, and we took a boat trip to see the breeding colony of royal albatrosses. Two of them obliged by taking off and flying over us, as the boat rolled about in the harbour mouth. There is also a colony of the rare Stewart Island shags - yet another variety of cormorant. Even rarer are yellow eyed penguins. There are only about 3000 left in the wild. Amid some windswept sand dunes a hide has been constructed near their breeding site, and we were lucky enough to see one tortuously climbing from the sea up to the top of the cliff, no doubt to a nest.

I have a little time to myself on the Tuesday, after my host and hostess had returned to work, as the Christchurch train starts at Invercargill in the extreme south. It is rather convenient, being able to check your luggage in early, so time for another wander around the city. The cathedral is an odd building. The chancel and apse were added many years after the body of the cathedral, for the usual reason, money shortage. So while the nave is traditional in style, the later bit is modern concrete-and-glass. I suppose you can get used to anything, but to my untutored eye it doesn't work.

Christchurch again

The trip to Christchurch is quite slow, once again because of the nature of the terrain through which the train passes. I suppose I had become spoilt by all the Southern Alpine scenery, but this trip was beginning to seem tame. Still, New Zealand trains are certainly comfortable, and the time soon passed. Bill Taylor, my contact in Christchurch, was another friend I had made purely through email, so to make sure I recognised him at Addington Station, he carried a small go board.

Tuesday was go night. The Christchurch Go Club is struggling to survive, with the same difficulties as in Dunedin, but surviving it is, owing to Bill's determination. A number of Chinese players have been encouraged to come and meet me. Here, unlike Dunedin, I am able to rule the roost, and beat off most opposition.

On Wednesday I was able to explore Christchurch, and yes, you've guessed it, cathedral and botanic gardens were first on my list. And yes, you've guessed it again, on that one evening choral evensong had been cancelled to make way for some women's service. I fingered my beard and considered the possibilities. No, it was too bad. Particularly frustrating, as Christchurch is the one cathedral in New Zealand with a choir school and professional choir that sings every day. Nearly every day. I consoled myself by buying a cassette in the cathedral shop.

In the afternoon I took a bus trip to Lyttelton, Christchurch's harbour. It's a small place, cut off from the main city by hills - you reach it through a road tunnel. For many years the only tunnel was the railway one, the first to be built in New Zealand, in the 1860's, and until quite recently commuter trains ran. The place seemed to be full of rusty Russian trawlers under arrest for illegal fishing. I'd have arrested 'em for unseaworthiness, by all appearances.



Graeme Parmenter

Later back in Christchurch in the Canterbury Museum (Canterbury is a district, not a city), ten minutes before closing time, on my last afternoon in New Zealand, came a tantalising clue to the possibility of some West Gallery music. In a display case was a "clarionette, belonging to George May, who used it to accompany the singing at the Wesleyan church in Lyttelton." If George brought any music with him from England, it is probably what I was looking for. Where is it now? Alas, too late to start looking!

My plane for Perth did not leave until the Thursday afternoon, and Bill kindly took time off to drive me around during the morning. Like Wellington and Dunedin, Christchurch has some surrounding hills, and we went up to admire the view, which included another look at

Lyttelton. There was also a chance to stroll through some bushland. As in Australia, near the cities bits of it have been left uncleared just to remind people what it used to be like everywhere.

Perth again

The journey to Perth was quite a marathon. It's seven hours' flying time, with hour long waits at Sydney and Adelaide. Didn't that get me to Perth rather late? No it didn't, because you cross four time zones, and summer time makes the time difference add up to five hours. You don't realise in Europe just how vast Australasian distances are. Perth is further from Sydney than Christchurch. Charles and Mary were there to greet me.

By now I had become quite tired. The constant crossing of time zones coupled with the difficulty I had had in disciplining myself to take time off had taken their toll. So I decided to take things easy for my last week, and not to try to cram in as many activities as possible, "in case I never have a chance again." By now I had found one or two addresses of go players. As I suspected, there were native Australian go players in Western Australia, but they don't seem to attend the club in Fremantle. So by ringing round, I drummed up a few players who were willing, indeed keen to drive to Nedlands to give me a few games. Why didn't you tell us you were here before, they said? I expected to meet you at the club, or at the Championships in Sydney, I answered.

As I remarked earlier, gradings and standards are not easy for the Australasians to maintain. Maybe because of variations in my own form, maybe because of local variations in grading, I can divide my performance by city. I did quite well in Perth, Adelaide, Canberra, Wellington, and Christchurch, and got a good working over in Sydney, Auckland and Dunedin.

I spent more time by the river and in the gardens looking out for birds, and at last, at last... on the Sunday I got to hear a good old conventional choral evensong at St George's. It was well sung by the amateur choir under Simon Lawford, whose previous organist's post had been at Hampstead Parish Church. Once again there were refreshments after the service. I chatted up the dean again, who seemed pleased that I had thought fit to return. He asked me to take greetings to his friend the sub-dean at Westminster Abbey, which I have since done.

Mary drove us out to Cottesloe, a nearby beach, twice to swim. The Indian Ocean was a good deal warmer than the Tasman Sea had been six weeks previously. Swimming in the ocean is quite different from swimming in a sea. The waves are huge. You just relax and float up with them. Or not. You really do have to be careful about the Australian sun. It can start burning you after only a few minutes. The Australasians have been the first to suffer from our profligate use of CFC's and the depletion of the ozone layer. Perhaps that is one reason why they seem to be more environmentally aware than we do.

And I had one more visit to one of those underwater aquariums, my third, after Sydney and Auckland. Here you watch a scuba diver feeding the rays, sharks etc. Most of the fish get hand fed, but the sharks get theirs from a spike. By Thursday I was ready to return. My body told me that in its own way; I woke up with a touch of conjunctivitis. Mary rightly persuaded me to go and see an Australian doctor. That was an experience in itself. I am used to having to make appointments, and with a plane to catch in the afternoon I wondered how I would fit it in. No, we're very quiet this morning, said the receptionist. I was second patient in, and having turned up on the off chance at 8.50 am, I was out and down at the pharmacy by 9.25. You pay the doctor on the spot a not unreasonable sum,

about £17, and claim much of it back under Medicare, or in my case travel insurance. Once again, privatisation has its pros and cons. You can't visit the doctor in Australia without paying at least some cash out of your own pocket, unless you're really on the breadline. But you get seen quickly.

Home again

Goodbye Perth, and off to the airport, driven as usual by the redoubtable Mary. No, neither of us believes in long farewells, so off she goes, and in I go. "Flight QF31 to Bangkok has been cancelled" I read on the VDU's. Well, that's jolly. So how do I get home? No worry, I have been rebooked with BA via Singapore. But the flight leaves an hour earlier than I was expecting, which shows why it can pay to turn up in good time at the airport.

On the way to Singapore the purser announces, "I have been flying for 25 years, but I have never seen a sunset like the one you can see now on the left side." I take my turn, and there are indeed bands of colour which it would take a very fine artist indeed to capture.

After a tedious hour at Singapore airport there follow a somewhat more tedious fourteen hours in the plane back to Heathrow. It's weird to see the little hand go right round your watch, and there you are still, in the same tube of metal, with the same hundreds of passengers.

Of course I hardly scratched the surface of the vast continent of Australia. Even the more manageable sized New Zealand has still far more to show me. I am full of admiration for the go players. If the only go clubs in Europe were, say, in Dublin, London, Paris, Amsterdam, Hamburg and Budapest, what sort of organisation would we have? The Australians and New Zealanders look with envy on our rich go life in Britain and Europe. I reckon that taking into account distances and population they're doing as

well or better than we are. And they've certainly got some strong players, as I found to my cost.

And I like both countries and their inhabitants immensely. Why go to Australia and New Zealand? To meet friendly people, and to see the natural beauty. In that order.

• *Apologies to Francis for not managing to fit this into the last issue.* — Editor

Youth Go Clubs

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Brakenhale School, Bracknell: France Ellul, 35 Sunnycroft, Downley, High Wycombe, HP13 5UQ; tel 01494 452047

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Fitzharry's School, Abingdon: Nick Wedd, 37 North Hinksey Village, Oxford, OX2 0NA; tel 01865 247403 (home)

St Ninian's High School, Isle of Man: Steve Watt, St Ninian's High School, Douglas, Isle of Man

Eveline Lowe Primary School, London SE1: Mr C O'Neill-McAleenan, Flat 23, Walker House, Odessa St, Rotherhithe, London, SE16 1HD; tel 0171 2520945

The Dragon School, Oxford: Jonathan Reece, The Dragon School, Woodstock, Oxford; tel 01869 331515 (home), jon.reece@zetnet.co.uk

St Ives School, Cornwall: Ms Alex Maund, St Ives School, Higher Treganna, St Ives, Cornwall, TR26 2BB; tel 01736 788914 (home); alex@st-ives.cornwall.sch.uk

Miniature under the Microscope

by Charles Matthews

Part 2

A second helping of generously-proportioned analysis of a game Paul Barnard (1 dan, Black) against Tim Hunt (1 kyu). This time we get as far as move 16 (Diagram 1). I have to thank Seong-June Kim for his analyses, which will come in time to dominate the proceedings.

White chose the outside contact play as 8. I'm not sure what it is about this sort of move that is the big attraction. For example in the Candidates' one year I saw Mark Wainwright (1 dan) play it against Edmund Shaw (5 dan) in the sort of position in Diagram 2. This struck me as unwise for all sorts of reasons, two of those (not involving personalities) being the sheer complexity of the variations (ladder? what ladder?) and the looming presence of the marked Black stone.

I think this play, presented unadorned in Diagram 3, is outside my feeling for tesuji. It is certainly affected in a major way by Black pincer stones at any of the 'x' points. And I've not sorted out how, to my own satisfaction. The game variation presents a nice case for this study.

I have the teeniest suspicion that the pincer-free joseki of Diagram 4 looms a little too large in the minds of some who have put in the hours with a Joseki Dictionary. Now I somewhat take issue with Matthew Macfadyen, in his review of the (useful) book *Essential Joseki* by Rui 9 dan in BGI 113. He is quite right, in my view, to say

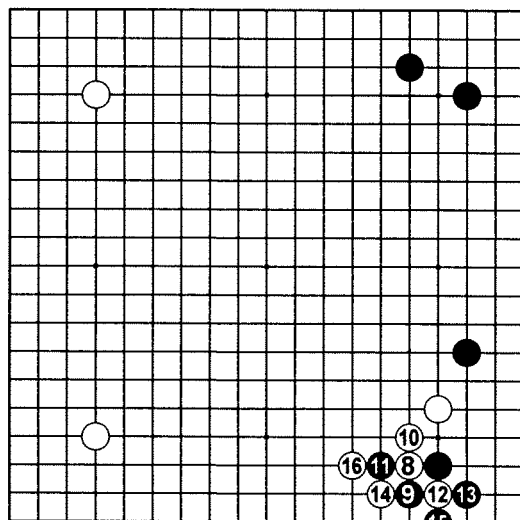


Diagram 1

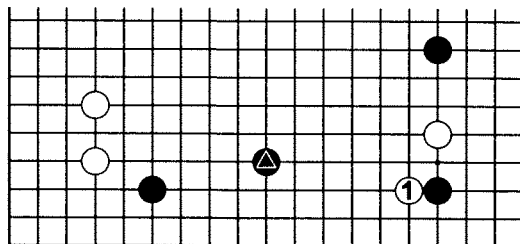


Diagram 2

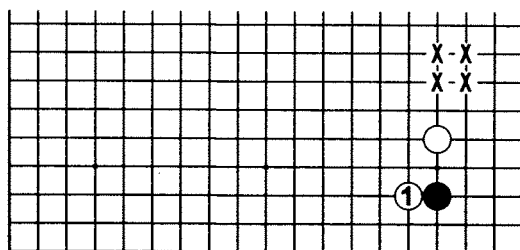


Diagram 3

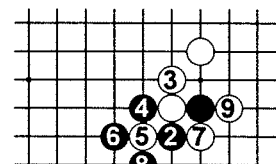


Diagram 4

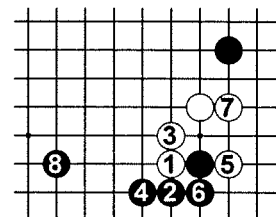
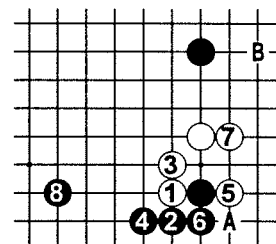


Diagram 5



Reference Diagram

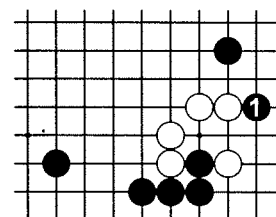


Diagram 6

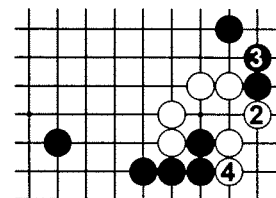


Diagram 7

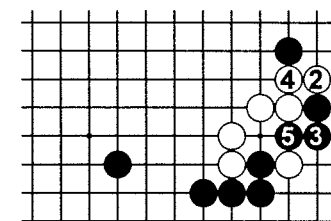


Diagram 8

that swotting up joseki misses the point except in a narrow band of grades (I'd say 4 kyu for introduction into the diet, and start weaning off at 1 or 2 dan). That range is a good fit to the profile of the classic keen and improving tournament player; who can do worse than spend some evenings at it.

What I'd like to say is that the joseki of Diagram 4 is typical of how joseki study can mislead. Many players reading joseki books must get that "aha!" feeling when seeing Diagram 4: "now this I can understand". And what's more, White could have cut on the other side with 5, and with correct play ends up strong on the outside (as with 12 etc. in the game) instead.

It is in fact a 'Sakata special', a favourite of the technically outstanding player Sakata Eio 9 dan, still top title taker ever in Japan (Cho Chikun is coming up fast on the inside). Anatomising what makes a Sakata-favoured joseki looks like another article. Suffice it to say that his style banishes the diffuse and fixes the game into a problem to be solved. If you can read like Sakata, fine. Pack your bags, take a taxi to Heathrow, and you'll make a fortune as a top pro. Otherwise closing down the future game options too early can lead to sclerotic play: rigid shapes and inflexible plans.

For what follows the comparison with the Reference Diagram

is useful. It is a joseki, with the play 7 being good style and setting up either White A or White B.

Back to the game after this scene-setting digression. The pincer isn't on the fourth line as in the Reference Diagram, but on the third line, and one closer to boot.

It seems that Black could usefully have played 11 at 14. If play continues by analogy with the Reference Diagram, as in Diagram 5, White doesn't get as good a result.

The reason is the tesuji of Black 1 in Diagram 6, perfectly backed up by the pincer stone. This is a sledgehammer blow. It is feeble for White to play for one eye in the corner in gote as in Diagram 7. That's an L-group shape, so White's second eye is presumably supposed to arise somewhere in the arid centre of the board. Rather you than me. But on the other hand if White blocks the other way (Diagram 8), Black takes a big corner before White has made anything.

Black can in fact wait before springing this on White. Consider Diagram 9. White takes

what looks like the key point in the corner with 1. But this is no help at all in comparison with Diagram 8. White 1 in Diagram 9 is almost 100% a wasted play. White would have to transpose back to Diagram 7, and trek out into the middle.

Further analysis in Diagrams 10 and 11 merely reinforces the idea that the fundamental problem with White 8 of Diagram 1 is that it makes the pincer play Black already has in position seem particularly well placed. Diagram 10 is a variation of the Reference Diagram that is deprecated because with 2 Black occupies a key point of White's shape. But if White tries this out in the context of Diagram 11, the result is if anything a heavier White group, almost stillborn as far as shape goes.

The conclusion of all of this is that Black could have taken early advantage of White by extending at 14 in Diagram 1 instead of following the 'stock' shape of Diagram 4.

Now turning to consideration of White 12 in the real game, we have had sight of the two ways for White to cut and sacrifice, in Diagrams 1 and 4. There is a 'third way' too, to please Mr Blair.

The cut on the outside leading to Diagrams 12 to 15 would have been reasonable for White. It gains in attractiveness because it leaves Black's pincer stone badly placed.

The effect seen in Diagram 13 has the marked Black stone on a good point. White would hate to play White A, Black B, White connects passively at C. But that was White taking a wrong turning. Correct

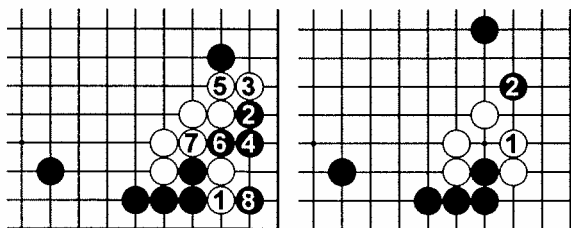


Diagram 9

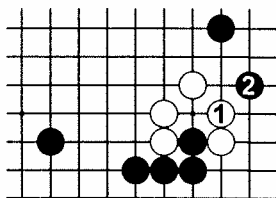


Diagram 11

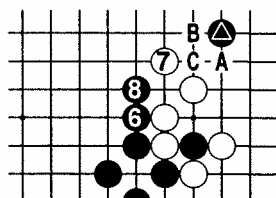


Diagram 13

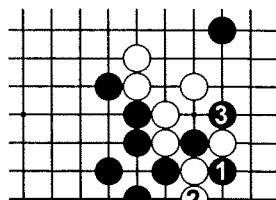


Diagram 15

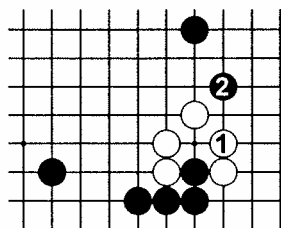


Diagram 10

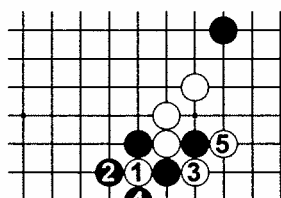


Diagram 12

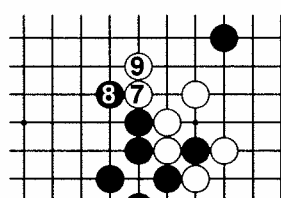


Diagram 14

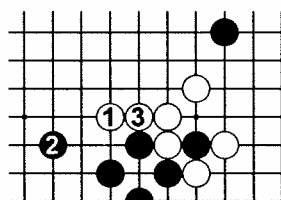


Diagram 16

shape for White 7 is as in Diagram 14. White will find this acceptable, since the prospects of invading further up in the right hand side look rosy. There is a standard aji problem in the corner, as shown in Diagram 15. If Black doesn't push up, White can play as in Diagram 16 to become thick.

In fact Kim's recommendation is to bear in mind the line of Diagram 17. The local point is that Black will suffer a loss in comparison with Diagram 12 if 4 is now played at 6.

An early fight starts. Looking at the whole board, White has played 4-4 points on the left, so should welcome this sort of action.

*Fujisawa Shuko's opponent in the game given in Part 1 was Ohira 9 dan.

Visiting 5-Dan Trounces All Comers!

by Richard Helyer

The picture below was taken at Freud's Café in early January. It shows Victor Chow, a 5-dan from South Africa, playing simultaneous games against (mainly) various members of the Oxford Go Club. The appropriately named Victor won all the games, though in mitigation it *could* be mentioned that most players did not take their full complement of handicap stones, in order to enjoy a better game.

Victor had been at the Fujitsu Grand Prix Tournament in London some days earlier. We were very glad to receive his visit, and we thank Jose Santiago, from Milton Keynes, for bringing Victor along. We hope some day for another opportunity to play like this— maybe after the next London Grand Prix.



Victor Chow in action

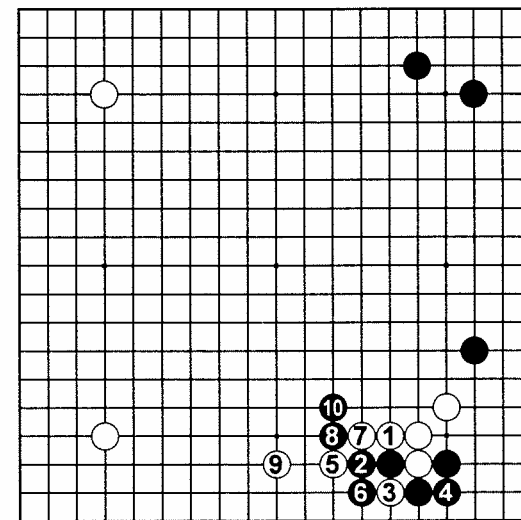


Diagram 17

Tournament News

by Tony Atkins

Falling Over

The first weekend in November is now the time for the pilgrimage to the Three Peaks area of Yorkshire for the tournament of the same name. The organisers, Toby Manning and Sue Pitchford, had a record entry of 44. The prizes were presented by Colin Elsdon of the Marton Arms, the venue for the event.

Colin said that the fund to buy cutting equipment for the fire service had achieved its objective, but that funds are continuing to be raised for the Ingleton Ambulance Station. All proceeds from the tournament went to this fund, still in memory of Tim Hazelden.

Many of the prizes were bottles of Riggwelter, which is a strong North Yorkshire beer. A riggwelter is also a sheep that has fallen on its side. Apparently this is a serious matter for a sheep, as they can't get

up again without help, unlike the go players who partook of the Marton Arms's fine fare. The trophy, however, is a miniature go ban donated by Graham Telfer. The winner on 5/5 was Francis Roads (4 dan Wanstead) and the runner-up on 4/5 was Toby Manning (3 dan Leamington). Alison Ewens (10 kyu Open University) won all her games.

Those losing just one were Tom Joldersma (4 kyu Lytham St Annes), Paul Kersay (6 kyu York) and Gary Beman (13 kyu Leamington). A souvenir spoon (not wooden) was awarded to Paul Cannock for making all his opponents happy.

Kirsty Healey was also awarded a prize because she won 3 of her first four rounds, but in the fifth her result proved too difficult to determine, since her neighbour had been using her prisoners to play on the next board and nobody thought of counting the game Chinese style.

Busy Month

November was a busy month with the British Small Board Championships held in Cambridge (reported in Journal 113) and the Ing Computer Championships in Hendon. Paul Barnard arrived back from Thailand just in time to run the Swindon Tournament (held the second day of the Ing) and he went back to Thailand just a week later. Seventy-nine players attended the new venue of the fairly new and comfortable Even Swindon Community Centre. This is located near to the famous Designer Outlet Village, where females can spend happy hours looking at clothes in the remains of the old Great Western Railway workshops. The winner was Matthew Macfadyen (6 dan Leamington) as expected. Others on 3/3 were Dan Gilder (2 dan Manchester), Nicolae Mandache (1 dan Bristol), Roger Murby (20 kyu Bristol) and Phil White (30 kyu Plymouth). David Woodnutt (1 dan Open University) and Dan Micsa (1 dan Reading) man-

aged to get a jigo to go with their two wins. The same weekend was the Amateur Pair Go where Des Cann and Sue Paterson, for Britain, lost in round one and won 2/4 in the special handicap. Norway, Finland and Russia all survived round one, but China did not. Winners were the Korean pair of Sung-Kyun Park and Miss Se-sil Kim (aged 10). Canadian son and mother pair, Philip and Jean Waldron, won the special handicap.

Code Breakers

Thirty-one pupils and six teachers assembled at Burpham Village Hall for four hour-long sessions on various topics. This year saw the event's strongest ever teacher and also its youngest. Yajie Liu analysed some of the pupils' games. Des Cann studied some professional games, Tony Atkins studied some openings, Tom Blockley and Paul Margetts taught some life and death, Simon Goss analysed some middle game positions, and many other aspects of the game were studied in a relaxed friendly atmosphere during the day.

Fifty-eight players took part in the Handicap Tournament and it is always interesting to see if the pupils and teachers from the day before do well. Certainly some of the teachers were amongst the winners and Tony Atkins (2 dan Reading) was the tournament winner, beating four shodans including finalist Marcus Bennett. Also winning 4/4 were France Ellul (3 kyu High Wycombe), Graham Horsley (12 kyu West Surrey) and Elizabeth Wayte (32 kyu Brakenhale). Three clubs dominated those on 3/4: Epsom Downs' Rolland Halliwell (16 kyu), Philip Tedder (7 kyu), David Pemberton (3 kyu) and Paul Margetts (1 dan); Worcester's Tom Blockley (4 kyu) and Ed Blockley (2 kyu); Bournemouth's Neil Cleverley (5 kyu), Kevin Drake (1 kyu) and Marcus Bennett (1 dan). Also on 3/4 were Geoff Kaniuk (1 kyu CLGC), Dave Cohen (5 kyu

Winchester), Roger Daniel (4 kyu Hampstead), Shawn Hearn (23 kyu Brakenhale), Nigel Peters (30 kyu unattached) and Lucie Elliott (30 kyu Brakenhale). In the event's continuous 13x13 the highest number of wins (12) were scored by Steve Ashing, the best percentage (5/5) by Theo Elliott and for persistence (110) Aaron Dixon. Winners in the code breaking quiz were Alex Bruckner and 3.19.3.4 (Tony Atkins) who correctly substituted numbers for letters and recognised that the quote was by Matthew Macfadyen.

Three Strong Women

No sooner had the Four Strong Women article appeared in Journal 113 than one of the four announced that she needed a rest and would not be at the 25th London Open. That was Shigeno Yuki, and looking at the number of places she visited in Europe in the autumn one would not be surprised. However the other three were there: Guo Juan, the former Chinese professional 5 dan and former winner of the event, Liu Yajie, the Chinese professional in the middle of her three month stay in Britain, and Nam Chihyoung, the Korean Professional on a week stay to research for her book on Western Go. Yajie and Chihyoung were able to analyse games during the three and two days they were present and



Liu Yajie at Youth Tournament

four lucky players got to play simultaneous with them when opponents failed to turn up on New Year's Morning. Having professionals present certainly added an extra sparkle to this top tournament.

The London Open was again sponsored by HITACHI and attended by 150 players at the usual venue the Highbury Round House community centre. Sixty-eight players were from overseas and claiming 15 nationalities covering Europe, the far east and this time South Africa. The top group of players was quite strong. After six rounds the European GP points were awarded to Lee Hyuk (15), Guo Juan (12), Felix von Arnim (10), Victor Chow (8), Jonas Finke and Matthew Cocke (5.5), Emil Nijhuis (4), Zhang Shutai (3), Matthew Macfadyen (2), and John Rickard (1).

Lee, Guo, Zhang and von Arnim made the cut into the finals. Guo beat von Arnim and Hyuk beat Zhang to lead to a final between the 7 dan living in the Netherlands and the 6 dan living in Moscow. Guo proved her strength by beating her earlier vanquisher Lee in an exciting final. Yajie was able to analyse the game on a demonstration board to fill the time up to prize giving. So the prize money places went to: 1 Guo, 2 Lee, 3 von Arnim (5 dan Germany), 4 Nijhuis (5 dan Netherlands), 5 Chow (5 dan South Africa).

Players on 7/8 were Theo Elliott (24 kyu UK) and P-E. Martin (3 kyu Sweden). On 6/8: Shawn Hearn (23 kyu UK), William Wandel (4 kyu Netherlands), G. Kreutz (4 kyu Germany), D. Mechtenberg (3 kyu Germany), David Woodnutt (1 dan UK). On 5/6 was Darren Fairbrother (20 kyu UK). All players on 5/8 got a certificate: S. Kim (6 dan Korea), M. Macfadyen (6 dan UK), M. Cocke (5 dan UK), J. Finke (4 dan Germany), D. Hilbert (3 dan Austria), M. Charles (2 dan UK), M. Cumper (2 dan Belgium), J. Fairbairn (2 dan UK), D. Artus (1 dan UK), M. Sconfield (1 kyu France), B. Maison (2 kyu Belgium), J. Tappe (2 kyu Germany), M. Wood-

craft (2 kyu UK), C-M, Heyer (3 kyu Germany), M. Huys (3 kyu Belgium), A. Knippel (3 kyu France), N. Fortescue (4 kyu UK), K. Balduin (5 kyu Germany), P. Marshall (8 kyu IOM), D. Wickham (9 kyu UK), J. Pearson (12 kyu Sweden) and L. Elliott (28 kyu UK).

The Lightning Tournament was held over two evenings under the auspices of T. Mark Hall. It was won by South Africa's Vincent Chow (5 dan) and second was last winner Emil Nijhuis (5 dan Netherlands), who beat Nick Fortescue and Philip Marshall in the semi-finals.

The Continuous 9x9 was run by Emma Marchant and her winners were Kai Gogl (90 percent), Jonathan Chetwynd (24 wins), Tim Hunt (22/38) and Shawn Hearn (Under 13 winner with 16/25).

As usual Nikki, helped by her father Bill Streeten and her husband, was thanked for running the refreshments. Thanks also went to HITACHI, and all the London and BGA members who helped the organiser Geoff Kaniuk. It will be interesting to see what effect comments on the survey taken will have on the knockout stage and the one stone first period of overtime. Thanks also went to Francis Roads and Matthew Macfadyen for coming to all 25 Opens.

Not So Young

Seventy-eight players attended this year's HITACHI sponsored Furze Platt Tournament, held as usual in Hitachi's plush European headquarters in Maidenhead. The organisers are now not so young as they used to be: Furze Platt School Club is no more, but the former pupils and local Maidenhead members ran a good event as usual. Their only mistake was forgetting to arrange any small boards.

Winner this year was C.S. 'Charlie' Park (4 dan Wanstead), a Korean businessman spending three months in London. He beat London Ko-



Miss Nam and Miss Liu

rean Y. Kim in the last round. Winners of 3/3 were Damir Nola (3 kyu CLGC), Graham Lamont (4 kyu Portsmouth), Malcolm Hagan (8 kyu Portsmouth), Rolland Halliwell (14 kyu Epsom Downs), Si Chan (22 kyu Furze Platt) and Ian McAnally (28 kyu Manchester).

Bottles of wine went to all on 2 wins: Y. Kim (5 dan CLGC), Piers Shepperson (5 dan CLGC), T. Mark Hall (4 dan Bristol), Andrew Jones (3 dan Wanstead), Michael Zhang (3 dan CLGC), Mike Charles (2 dan St. Albans), Tony Atkins (2 dan Reading), Jo Hampton (2 dan Barmouth), Alan Thornton (2 dan St. Albans), Dave Artus (1 dan CLGC), Dan Micsa (1 dan Reading), Marcus Bennett (1 dan Bournemouth), Simon Bexfield (1 dan CLGC), Gerry Mills (1 dan Monmouth), David Woodnutt (1 dan Open University), Mathias Kegelmann (1 kyu Birmingham), Barry Chandler (2 kyu Reading), Sue Paterson (2 kyu CLGC), Jiri Keller (2 kyu CLGC), Brian Brunswick (3 kyu Epsom Downs), David Pemberton (3 kyu Epsom Downs), Nick Rogers (4 kyu Open University), Hiroshi Sakata (5 kyu Japan), Iain Attwell (5 kyu Maidenhead), Ron Bell (5 kyu Reading), Pauline Bailey (11 kyu West Surrey), Neil Mofatt (12 kyu Portsmouth) and Graham Brooks (12 kyu Swindon). Not surprising from the list of winners the best club team were Portsmouth, and Aaron Dixon (21 kyu Brakenhale) won the

continuous 9x9; each was seen taking possession of a very large cookie.

Unchallenged

Yet again Brakenhale School in Bracknell were unchallenged as School Champions and get to keep the Castledine Trophy again. Maybe it was because the others had heard about their Go Club Christmas Party. 28 kids battled on 13x13 boards, solved problems, ate and enjoyed this time's raffle.

Tournament winners were Claire May (promoted to 30 kyu), Theo Elliott (promoted to 24 kyu) and Lucie Elliott (promoted to 28 kyu). Quiz winners were Elizabeth Wayte and her 8 year old sister Laura. However this did not stop a total of 35 children attending Brakenhale School for the 1999 British Youth Go Championships on 17th January. Attending for the first time were Bloxham School; teacher Hugh Alexander accepted a special prize box of sweets on their behalf.

Professional Liu Yajie was there to give teaching games to players receiving byes. France Ellul, Simon Goss, Tony Atkins and Paul Smith were the main organisers, the latter producing a very popular set of 18 go problems which were solved best by Emma Marchant (8 kyu 16/18) and by best beginner Nicholas Calvello (34 kyu).

The top games went with form again, but some of the deciding games in the lower age groups were very close indeed. As usual elimination from the championship meant a player switching to handicap games. The Youth Champion was Tom Blockley again, with runner up Francis Weaver. The complete list of age group winners and runners up is as follows:

U18 Philip Tedder (6 kyu Epsom Downs) Emma Marchant (8 kyu Brakenhale) U16 Tom Blockley (4 kyu Worcester) Francis Weaver (6 kyu Brakenhale) U14 Theo Elliott (20 kyu



Book stall or... Gerry Mills (right) taking time off to play Clive Wright at the London Open

Brakenhale) Shawn Hearn (20 kyu Brakenhale) U12 Tom Eckersley-Waites (12 kyu Cambridge) Adam Eckersley-Waites (12 kyu Cambridge) U10 William Brooks (13 kyu Cambridge) Paul Blockley (32 kyu Worcester) U8 Luise Wolf (35 kyu London) Alex Cherry (35 kyu Bracknell) Prizes for 4/5: Darren Fairbrother (20 kyu Brakenhale), James Donald (20 kyu Cambridge), Nick Calvello (34 kyu Brakenhale), Lucie Elliott (24 kyu Brakenhale), Lizzy Wayte (31 kyu Brakenhale), Francis Weaver, Tom Blockley, Luise Wolf, William Brooks and Theo Elliott; 3/5: Shawn Hearn, Adam and Tom Eckersley-Waites.

Late News

The results of the World Amateur held in June in Tokyo have not been reported here yet. For the first time ever Korea won. Kim Chan Woo won all eight and avoided the common tie-break problem. Hiraoka of Japan lost one to be second. The next five players all lost two games: Zhao of China, Chou of Taiwan, Mun of DPR Korea, Wang of Hong Kong and Frank Janssen of the Netherlands. The eighth place was taken by Thomas Hsiang of the USA, being the best of the five wins group. As T. Mark Hall reported

last time the UK was 24th with 4-4. Ireland's Chris Rafferty was 47th with two wins. 50 countries took part.

Mad dogs

Only 362 people attended the 42nd European Go Congress in Mamaia Romania and a report of the activities from Steve Bailey appeared in the last Journal, though he skipped the story of the mad dog that attacked some of the players. [Steve says he had not heard about it.— Editor] Winner of the main event was Lee Hyuk, the Korean from Moscow, who scored 10/10. On 8/10 were Robert Mateescu (Romania) who is the European Champion now and Franz-Josef Dickhut (Germany). Next placed on 7/10 were Sumikura, Gerlach, Khmyrov and Janssen. The Weekend event was also won by Lee Hyuk on tie-break from Sumikura Yasuyuki. Lee Hyuk's win here put him at fourth place in the 1997-1998 Grand Prix table with 57 points. Matthew Macfadyen's final position was 12th and Shutai Zhang was 15th. The top four were unchanged by the European Congress results: 1 Viktor Bogdanov (86), 2 Vladimir Danek (81), 3 Guo Juan (76), 4 Csaba Meroe (69)

Lack of Air

Three Brits attended the 14th US Go Congress in Santa Fe, New Mexico. A full report appears elsewhere. High altitude meant dry heat to accompany the beautiful views, but the lack of air did not dampen the Brit's results. Tony Atkins won the 2 dan section, Francis Roads came 3rd in the 4 dan section and Jim Clare came 3rd in the 5 dan section, despite being British 3 dan. Britain organised and won the Team Tournament beating Canada in the final. Francis Roads was second in the lightning from Jie Li (China). Li also won the Open, ahead of Martin Mueller. No less than 16 professionals

were present. Francis Roads also won first prize in the Bob High Memorial Song contest. America's Joanne Phipps won the World Amateur Women's Championship place and also won the Pair Go with husband Ned.

Autumn in Europe

The Obayashi Cup was held as usual in Amsterdam during the first weekend in September. Shutai Zhang, the Chinese living in London, was second this year behind France's Farid Ben Malek. Copenhagen was won by Vesa Laatikainen (5 dan Finland) and second was Vladimir Danek (6 dan Czech). Bucharest was won by Dragos Bajenaru (5 dan Romania) and Second was Ion Florescu (6 dan Romania). Brussels was attended by a huge 99 players this year. The top three players had to be split by tie-break after they all lost to one of the others. Winner was Geert Groenen (5 dan Netherlands), ahead of Vladimir Danek (6 dan Czech) and Frans-Joseph Dickhut (6 dan Germany), and fourth placed Guo Juan (7 dan Netherlands). Best of the four British there was T.Mark Hall (4 dan London) who only came twelfth this year because of the tougher competition.

Gothenburg was won by Frans-Joseph Dickhut (Germany) ahead of Emil Nijhuis (Netherlands) and Ulf Olsson (Sweden). Kiev was won by Dmitry Jatsenko, second was Dmitry Bogatskiy and third was his father Arkadiy Bogatskiy (all Ukraine). The Fujitsu Cup in Amsterdam was attended as usual by the top players of European nationality including the professionals. It was won by Guo Juan (7 dan) who beat Catalin Taranu (3 dan pro) in the final. Losing semi-finalists were Christoph Gerlach (5 dan) and Hans Pietsch (2 dan pro). There were several Japanese pros on hand to help the analysis sessions including Miyamoto Naoki (9 dan pro) and Shigeno Yuki (2 dan pro).

January 1999

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Glossary

Aji: latent possibilities left behind in a position.

Aji-keshi: a move which destroys one's own aji (and is therefore bad).

Atari: the state of having only one liberty left.

Byo yomi: shortage of time.

Dame: a neutral point, of no value to either player.

Damezumari: shortage of liberties.

Furikawari: a trade of territory or groups.

Fuseki: the opening phase of the game.

Geta: (or 'net'), a technique that captures stone(s) locally, 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.

Hasami: pincer attack.

Hoshi: one of the nine marked points on the board.

Ikken-tobi: a one-space jump.

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.

Keima: a knight's move jump.

Kikashi: a move which creates aji while forcing a submissive reply.

Komi: a points allowance given to White to compensate for Black having the first move.

Kosumi: a diagonal play.

Miai: two points related such that if one player takes one of them, the opponent will take the other one.

Moyo: a potential territory.

Ponnuki: the diamond shape left behind after a single stone has been captured.

Sabaki: a sequence which produces a light shape

Sagari: a descent towards the edge of the board.

Sanren-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 ladder.

Shimari: a corner enclosure of two stones.

Shodan: one-dan level.

Tengen: centre point of board.

Tenuki: to abandon the local position and play elsewhere.

Tesuji: a skilful move in a local fight.

Tsuke: a contact play.

Yose: the endgame.

Notices

BGJ Index

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