

BRITISH **Go** JOURNAL



Adam Atkinson teaching Go to Omweso champion Hudson Kyabaga on the BGA stand at the MSO in Cambridge. [photo: Charles Matthews]

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EDITORIAL

Summer is a time for leisurely pursuits and while tournaments may be thin on the ground, the Journal has plenty to interest players of all strengths. In addition to the regular features, Matthew Macfadyen provides a commentary on the deciding game of the Challengers' League and there is a 13 x 13 game commentary by Ger Hungerink.

Tony Atkins' series, *In the Dark?*, this time describes the various rule sets that are in use around the world. More details of each rule set can be found in the book *Go Player's Almanac 2001*, available from BGA Books price £20. This issue also carries the first of a new series from Tony: *Get Strong at Scoring*. In future Journals, this will be looking at some of the other counting methods in use, but the series concentrates on the familiar Japanese rules.

Also beginning in this Journal is a new series called *The Way to Go* which features reminiscences from players, recalling how they came to the game of Go: how they encountered it; what attracted them; early experiences and so on. I hope that the pieces in this issue will inspire many more readers to jot down their recollections and submit them for inclusion in future issues. Please send your contributions to the Editor. Contact details can be found on page 42.

Sadly, this issue marks the death of John Rickard who enlivened the Go scene in this country for many years. Charles Matthews looks back at John's life and Go career on page 19.

Finally, I would like to take this opportunity to remind readers that this is your Journal. If you have suggestions for new features or improvements, please let me know. And please send in your contributions. Whether they are about the game itself or more about your personal experiences, write and share them with us.

UK NEWS AND TOURNAMENTS

Tony Atkins

The Team with No Name

The Trigantius was held at the University Centre in Cambridge, as usual, on 3rd March and had 79 entrants. Sponsorship again by the local branch of HITACHI meant that the top prize was £100. As before the winner was former Cambridge resident Seong-June Kim (6 dan CLGC). The best kyu player prize of forty pounds was won by Simon Rosenblatt (1 kyu) who normally plays in Paris. Winning wine or chocolates prizes for winning all three games were Alison Bexfield (2 dan Letchworth), Erwin Bonsma (8 kyu Ipswich), Andrew Gardner (17 kyu Cambridge), Paul Taylor (4 kyu Cambridge) and Simon Rosenblatt. The continuous 13x13 was won by local school boy William Brooks (8 kyu). The team with no name won the team prize, and the organiser disposed of the list of names, and so they shall remain nameless. There were five participants in the beginners' tournament, which was played as a round-robin on 13x13 boards with handicaps. Three of the players won 3/4 so the first place was shared between Bernd Schmidt, Oscar John and George Matthews.

Young Guns Go For It

The reigning holders of the Castledine Trophy invited the British Youth Go Championships to their school for January, but it was put back to 10th March to avoid the Kisei event. Anyway Bloxham turned out to be a pleasant Oxfordshire village not far from Banbury and you had to turn off the main road through a stone archway to reach the school itself. However being on home ground did not help as Bloxham School lost the Castledine Trophy to the team from Cambridge Junior Chess and Go Club, which consisted of William Brooks, Oscar John and Ben Hill-Tout. 24 young guns took part this year in the competition split into age groups by Simon Goss and his patent

system. Overall and Under-18 Champion was Jimmy Mao (1 dan) from Bristol and runner up in these categories was Tom Blockley from Worcester. Under-16 winner was Shawn Hearn from Bracknell, ahead of local player Matthew Smith. Title winner in the Under-14 section was William Brooks from Cambridge, ahead of Ian McAnally from Manchester. Paul Blockley made sure his family got one title by winning Under-12 ahead of Cambridge's Oscar John. There was nobody in the Under-10s, but Ken Dackombe from London won the Under-8s section. As usual prizes were awarded for handicap games and Jimmy Mao, William Brooks and Jonathan Englefield (from High Wycombe) won one for 4/5. The ever popular Go puzzles competition was won by Nathan Harwood of Bloxham, Ben Hill-Tout and Tom Robinson of Norwich.

Under the Seat

The British Go Congress returned north of the border to Edinburgh from 22nd to 24th March. Pollock Halls was the selected venue as it is conveniently under Arthur's Seat and a familiar venue. The Scottish Open, which was laid aside for the British, has been held there and it turned out that the South Hall, used for the British Open, was in the same complex of buildings used for the European in 1983. The British Lightning was held as usual on the Friday evening and 24 players assembled in the common room in Lee House to do battle. It looked like Tony Atkins was cruising to an easy win, when in round 4 he lost on time instead of passing. That just left young Shawn Hearn (8 kyu Bracknell) unbeaten and he held on in the last game to win the British Lightning title. Mike Nash and Roger Daniel, both from London, each won 4/5.

48 players took part in the British Open. Winner was Piers Shepperson (5 dan) who won all 6 games. Second on 5/6 was Francis Roads (4 dan) and third T Mark Hall (4 dan) on 4/6. Jim Cook (3 kyu Edinburgh) was the

best local with 5 wins. Andrew Marshall (14 kyu Isle of Man) and Richard Thompson (5 kyu Leicester) got prizes for 4/6 and Claas Roeber (5 kyu Newcastle) for 4/5. Continuous lightning 13x13 winner was Jonathan Chin (1 dan Cambridge) and the Nippon Club Cup for best team was retained by Wanstead. The Stacey Trophy was re-presented to Francis Roads for the most top group wins of the year; he declined to carry it back home by train after bringing it so and found a friendly car to carry it. In the other Grand Prix, the WKD (for the two dan with most losses in the year) neither the trophy nor winner was present; anyway Alan Thornton's retention and win for the third time ended the competition with him keeping the trophy.



Photo: AJAX

Stones of a different kind at the Edinburgh venue of the British Go Congress



The British Open, held at Pollock Halls, Edinburgh

The Annual General Meeting of the BGA was of course held on the Saturday evening, before adjourning to the Pollock Halls bar. Unfortunately there were no Scottish members at the meeting, maybe they had all gone to the SGA's AGM instead was the suggestion. With Arthur's Seat nearby and the fire alarm sounding in Turner House where the Go players' camp was on the fifth floor, there was plenty of chance to exercise the body as well as the brain. Exercising the stomach on the Sunday night after the prize-giving was a trip to an Indian on the Royal Mile near the cathedral, followed by another trip to the college bar. Thanks must go to Donald MacLeod and the other Edinburgh players for having the BGA to visit.

April Fools

The Thames Valley Team Tournament was held again on Easter Monday, 1st April, in Bracknell. It turned out the dan players from the local club were no April Fools as the

Bracknell Drunk was the best of the six teams. Locals Clive Hendrie and Ian Marsh were the only undefeated players (as Jim Clare and Reading failed to turn up). Special guest Tim Hunt won the continuous 10x10, ahead of Francis Roads, and went away with one of the traditional Easter egg prizes.

Oddfellows

The Candidates' Tournament moved out of London and took up residence at the Georgian house that is the Oddfellows Hall in Leamington, on the 6th and 7th of April. Seong-June Kim (6 dan) was playing for the first time and won 4 out of 4 as expected. On 3 wins in order (after applying sos tie-break) were Alex Rix, Alistair Wall, David Ward, Mike Charles and Piers Shepperson. Piers had the worst sos tie-break through missing round 1 by suffering from a clock with jet lag. 18 players took part, not unreasonable considering the distance from London, and most stayed locally taking

advantage of Matthew Macfadyen's open house (and island) on the Saturday night. The first five named above then had a month to prepare for the next Challenger's League stage in Cambridge where they would join pre-qualified players Matthew Cocke, Des Cann and Young Kim.

Spring Boards

The Coventry Tournament on 7th April moved towns to Leamington and was held on a beautiful sunny spring day. Wandering in the park at lunchtime and indulging in an icecream will become a regular treat if the venue is repeated, but it was not clear if anyone braved the local spa water or the Oddfellows' swimming pool. This year the event was a four-round rapid played at the Oddfellows Hall alongside the Candidates'. Matthew Macfadyen stuck to organising the 28 players, so it gave a chance for Des Cann (4 dan Coventry) to be the winner, ahead of Tony Atkins who won two and got a presidents' jigo. Prizewinners on 3/4 were Tristan Jones (1 kyu Chester), John Lowe (2 kyu Coventry), Roger Daniel (2 kyu London), Chris Kirkham (2 kyu Manchester), Claas Roever (5 kyu Newcastle), Phil Ward-Ackland (6 kyu Barmouth) and Jonathan Englefield (25 kyu High Wycombe). Matthew Macfadyen and Des Cann gave game analysis lectures, using material from Candidates' games, and it is hoped this successful format will get a second run next year.

International Match

The first of the twice-yearly London International Team Matches was held at the Nippon Club, near Piccadilly on Sunday 28th April. It was one of those friendship events where everybody gets a prize and a Japanese bento lunch box for their money. Best prizes went to Cambridge headed by former club member Seong-June Kim. They retained the trophy with 15 wins, ahead of Wanstead's 14, Nippon Club's 12, Reading's



Photo: AJAx

Matthew Macfadyen lecturing at Leamington

10 and Central London's 9. On 4/4 were Roger Daniel and Seong-June Kim. On 3/4 were James Aspden, Itsuo Ishikawa, Kiyohiko Tanaka, Simon Goss, Nick Mandache, David Ward, Andrew Grant and Bill Streeten.

The Cambridge Eight

Like the Candidates', the Challenger's League was held out of London. Cambridge were the host to the eight players who (in qualification order) were Young Kim (5 dan CLGC), Des Cann (4 dan Leamington), Matthew Cocke (5 dan Norwich), Seong-June Kim (6 dan CLGC), Alex Rix (4 dan London), Alistair Wall (4 dan Wanstead), David Ward (4 dan Cambridge) and Mike Charles (2 dan St Albans).

The League started off on the Friday in the University Centre and then moved to the Cambridge MSO alongside the other events. It was the afternoons that saw the crunch games or games that did not go with grade. In Round 2, Mike got a surprising win against Young and Matthew beat Seong-June. In Round 4, the upset was Alex beating Seong-June and the crunch game was Young beating Des. In Round 6, two important wins were Matthew beating Young to win the League with an uncatchable 6, and David beating Des to make it look interesting for third place. The final round on the Monday

morning saw Des regaining form to be the only person to beat the winner and Mike forcing Alistair to settle for seven losses. So Matthew became the new challenger to play Matthew Macfadyen for the British Championship. Seong-June Kim took second with 5 wins, but there were three players on four wins: Des, Young and David. The top two of these by qualification order should have played off in the afternoon to see who stays in the next League, but Young elected to take David to the airport instead, which meant Des was the lucky one to stay in.

	MC	SJK	YK	DC	DW	AR	MC	AW	Tot
Matthew Cocke	-	1	1	0	1	1	1	1	6
Seong-June Kim	0	-	1	1	1	0	1	1	5
Young Kim	0	0	-	1	1	1	0	1	4
Des Cann	1	0	0	-	0	1	1	1	4
David Ward	0	0	0	1	-	1	1	1	4
Alex Rix	0	1	0	0	0	-	1	1	3
Mike Charles	0	0	1	0	0	0	-	1	2
Alistair Wall	0	0	0	0	0	0	0	-	0

Games Galore

The second Cambridge Mind Sports Olympiad was a bigger event than the first with 465 players and more than 25 games. It only went ahead because of sponsorship and personal financial backing from four local games players (including Go players). The venue was centrally located Parkside Community College, near the bus station and Parker's Piece field, but also conveniently having on-site parking. The BGA was there three days in the form of the last three days of the Challenger's League and a teaching stand ably manned by Adam Atkinson. The first day was very busy for Adam with lots of junior Chess players to teach. Also the two-day British Shogi Championships were on, plus many other games. On Sunday 5th May, 26 kyu players (including a dan level ghost) played the Barlow. Winner was Edward Blockley (2 kyu Worcester) by two clear MacMahon points from a group lead

by Mike Nash on three wins. 14 of the 1 kyu to 17 kyu players were local so it was not that surprising that Cambridge players picked up three prizes: on 5/5 was Andrew Gardner (14 kyu) and on 4/5 were Andrew Walkingshaw (11 kyu) and Phil Hand (10 kyu). On the Bank Holiday Monday, the 9-player Junior event was won by local lad William Brooks (8 kyu) who actually was the best games player of the weekend winning the Grantamind title. Second in the Grantamind was Ugandan Omweso champion Hudson Kyagaba and third was Go player Pier Shepperson. The 10-player Dan's Go event, also held on the Monday, was won by Jon Diamond (6 dan) on 5/5 and second was Peter Smith (2 dan Cambridge) on 4/5; Alex Selby, Natasha Regan and Phil Beck all won three.

The event much encouraged people to deviate from their normal game. Shogi professionals Miyata (7 dan) and Tamura (5 dan) were often seen playing small board Go and Tamura played Go with Charles Matthews' son George (16 kyu and winner of the Junior Grantamind). Hudson Kyabaga was also seen learning Go and Go players



Photo: Charles Matthews

Professional Shogi players relaxing at the MSO in Cambridge.

themselves were often seen playing other games such as Maldoo, Settlers of Catan, Mamba and draughts. Paul Smith was second at Omweso and Seong-June Kim proved he could play Scrabble (despite trying a few Korean words). The Games & Puzzles shop did a good trade too, especially in selling the RushHour puzzle to Go players!

Your Flexible Friend

50 players coped with the fact that the Bracknell Tournament on 12th May was again in Wokingham (at Woosehill Community Centre) but was not on Cup Final Day, nor on a Saturday. It is not known if any one played Pooh Sticks again this year, but the lovely sunshine encouraged many to sit outside between rounds. Winner was Seong-June Kim (6 dan). He beat Xiao-Dong Wu (5 dan) from St. Albans, T.Mark Hall (4 dan) and a Chinese student visiting Bournemouth known as Tracy (5 dan). Winners of 3 games were Steve Bailey (3 kyu West Surrey), Phillippe Bourrez (4 kyu West Surrey), Shawn Hearn (7 kyu Brakenhale) and Simon Cozens (13 kyu Oxford). Nicola Hurden (10 kyu Bracknell) won the 13x13 and Jim Clare (3 dan Reading) won the flexigon Go puzzle set by organiser Ian Marsh.

Ambidextrous

Tony Atkins ran the twelfth Pair Go Championships at the same venue as the last two, the Foxcombe Lodge Hotel at Boars Hill near Oxford. In his usual efficient style he organised a quiz where all the answers were pairs, managed to award everyone a prize of some kind (all in pairs of course) and acted as the ghost in the handicap section (playing alternately left and right handed). The top group was as hard fought as ever. In a repeat of the previous final Kirsty Healey and Matthew Macfadyen came out on top against Natasha Regan and Matthew Cocke to retain the 'Pair Go Champion in England' trophies. Sue Paterson and Granville Wright from Brighton and Helen and Martin Harvey from Manchester were the other pairs on two wins, the Harvey's two putting them on top of the table of World Pairs qualifying points. Winning the three pair handicap section were Nicola Hurden (10 kyu) and Shawn Hearn (7 kyu) from Bracknell. Annie Hall (32 kyu) and Jonathan Englefield (23 kyu) won the novices prize. Alison and Simon Bexfield won the best-dressed pair prize and Emma Marchant and Simon Goss won the quiz.



IN THE DARK?

New Zealand Rules

The New Zealand players, being on the edge of the Go universe, devised their own set of rules which are very short with some explicitly recursive definitions. They are area-counting rules, but instead

of rearranging stones and territories to count the score as in Chinese rules, players count the score point by point without any rearranging.

Tony Atkins

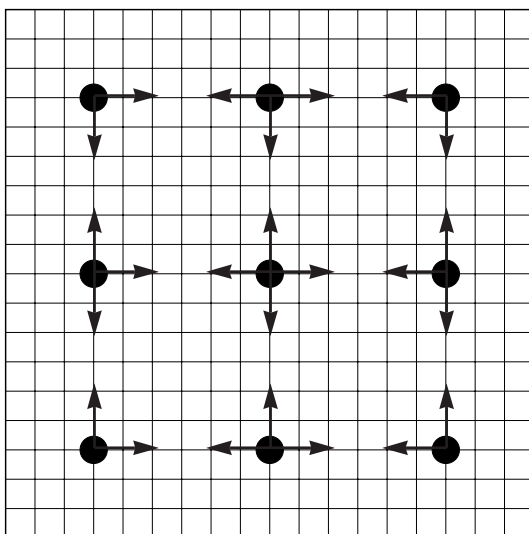
How to Use Handicap Stones

“Handicap stones do not seem to help, they only get in the way.” “Why aren’t they put on the third line where they would be more useful?” “I prefer playing even games with a large komi – that’s easier.”

These are real quotes from people who have trouble winning with handicaps. They reflect the frustration some players face every time they are given nine stones. They know that the handicap stones are supposed to give them an advantage but they just cannot find the way to use them. Learning how best to use handicap stones is likely to improve your Go overall.

Let’s establish first how it is the handicap stones do help you. Bearing in mind the slogan about the third line being the line of territory and the fourth line the line of influence, look at the positioning of the handicap stones with fresh eyes. Eight lie on the fourth line. The other one is in the centre. Black begins the game with influence right across the board.

Diagram 1 represents the starting position in a nine stone game in graphic terms. The arrows are supposed to represent influence or power radiating outward. Behold, what do you see? Not nine separate weak groups waiting for White to kill them but a powerful network of stones that control most of the board. It is important that you understand the effect of influence. So take away some of the stones and see how the network becomes less powerful. Remove a corner stone and the influence disappears completely in that area. Experiment with weakening a side, the centre.



□ 1

If the influence is maintained and the network kept in being during the game, Black will win. It comes to the same to say that Black can win by controlling the game by means of the handicap stones.

Now look from White’s point of view. White has to disrupt or destroy Black’s network to win. In the absence of overall control by Black, White can cause fights which should favour the stronger player.

Diagram 2 shows the common opening move White 1. You have probably met it. What does it do? It is the beginning of White’s attempt to break up Black’s network. Suppose White manages to play also on the other side of the handicap stone already approached. Then it will in effect have been cut off from the network. Black’s position on the whole board will suffer.

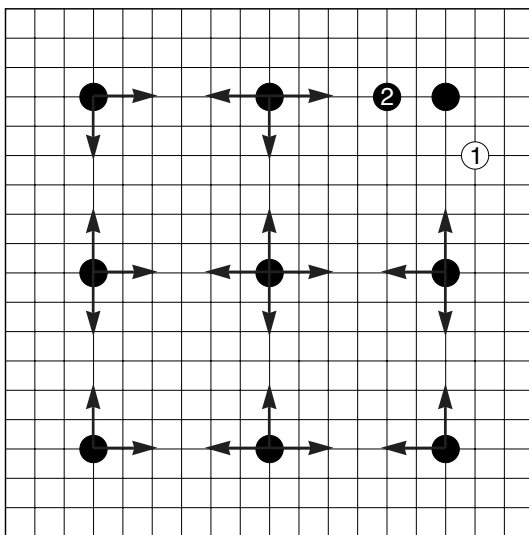
Black has time to prevent this happening, and plays 2 in Diagram 2. Why? Because this move reinforces the link between the corner and side stones, maintaining the network and aiming to attack the White stone later.

If Black 2 is played lower, on the third line, it does not aid the rest of the network as much and it does not aim to attack the White stone so severely. Black 2 is not played mid-way between the handicap stones because it is the corner that is under attack, and the corner is more important than the side.

Why not attack immediately? A sequence such as that shown in Diagram 3 only forces White into making eyes and becoming secure. It can be better to wait and attack later.

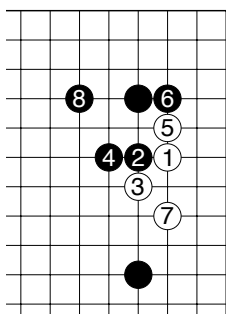
Save up your potential and it may pay dividends when it is added together.

What happens next? Something like Diagram 4. White 9 cuts the side stone from the network, and Black must rescue it sooner or later. However you need not do this immediately, letting White put you on the defensive, where at the beginning you had control of the board. Instead, take this opportunity to attack. Offensive action works best where you have a huge advantage. On the right side of the board White has three stones working together in a rather shaky way and Black has five stones plus the next move for a 2 to 1 advantage. Upper left, Black has three stones plus the next move for an even better 4 to 1 advantage; and the lower

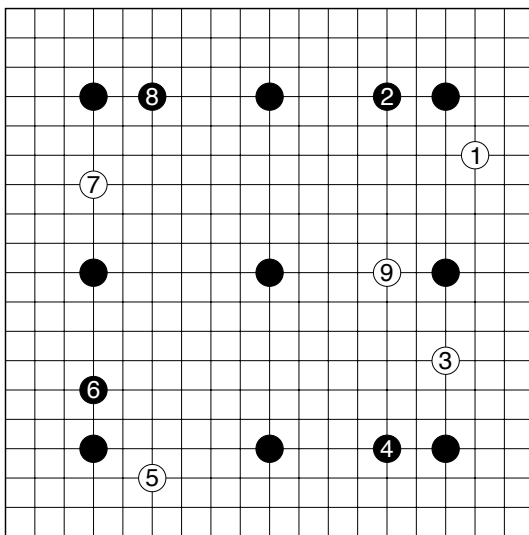


□ 2

left is the same. The choice is between those two areas. The White stone in the upper left is on the fourth line and is very 'flexible', making attack difficult, while in the lower left the White stone is on the third line and attack is much easier.



□ 3



□ 4

Now, having decided where to attack, how do you attack?

Blocking the corner with 1 of Diagram 5 is a good start, since life and territory is best found there.

White is forced to answer at 2. The next best place for life or territory is the side, so the best thing now is to consider that direction. Black 3 is most effective, and the only escape for White is by running into the centre. Please look at Black 1 and 3 in the light that they are direct threats to White's life.

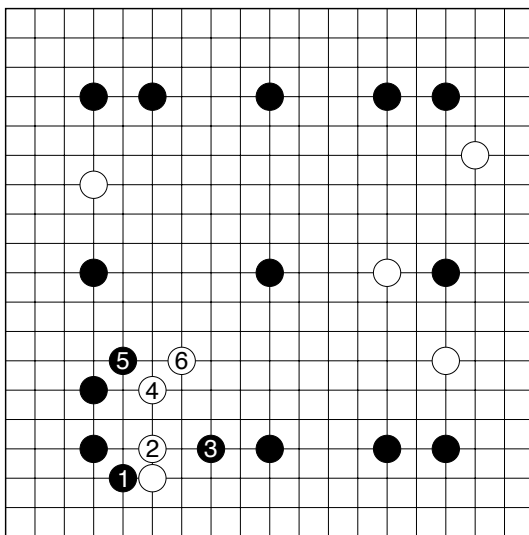
Having forced the White group into the centre you can push it about at will. Needless to say, you should do this to your advantage. White is not above being forced into killing a Black group, or destroying Black territory. So be warned, plan before pushing, not afterwards.

An attack on White should go something like Diagram 6. Don't try to learn these move by rote. Appreciate the chase: what Black threatens, why White is constrained in answering. Most of all notice how the Black stones are working together, while the White stones seem to be occupying neutral points.

The sequence in Diagram 6 is quite complicated. Here are a couple of diagrams to answer some questions. Diagram 7 – if White pushes in between the Black stones, Black can defend by playing at 2.

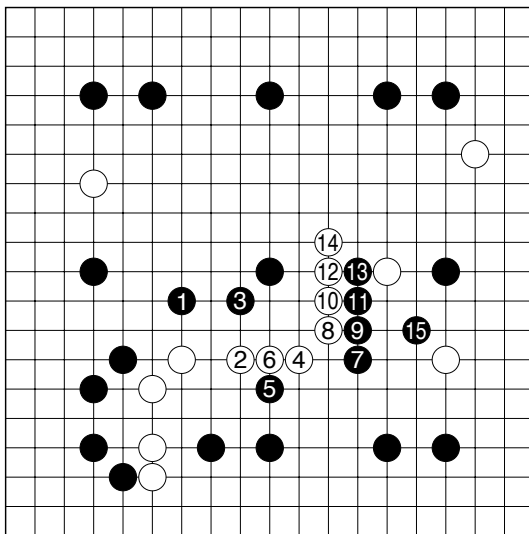
Diagram 8 – if White attempts to cut the Black stones on the side off from the corner, we see the value of the peeping move 5 of Diagram 6.

The message then is to attack, attack and attack again. White starts at a disadvantage. It is White who has weaknesses to exploit, so



□ 5

exploit them. Don't let White's bluffs force you onto the defensive. Attack effectively, from a secure base. Make sure the odds are in your favour. And make it hurt.



□ 6

Cover your weaknesses as you go. Having to make a defensive move at the end of an attack isn't efficient. The attack should end with the attacker having the initiative. This and other aspects of attacking properly have to be learned by sheer practice, so persevere.

This explanation has been aimed at the first of the quotes at the start of this section. The attitude in the other quotes can be criticised. Do you want to improve? Don't you want to learn how to use those handicap stones? Isn't there something in the idea that if the nine stones are really worth 100 points, then you should find out why?

A Demonstration Game

This game with a nine stone handicap was played by players who were close in strength, around amateur 1 dan, as an experiment.

Figure 1

Black chose the immediate attack with the diagonal attachment of 2. As a pendant to the previous section, we can see what difference it makes. White aims for some confusion, and this game is representative of realistic handicap Go.

To begin with, try to understand that Black did not play 2 solely in order to grab a large corner territory. This move does not guarantee Black the corner. However it goes, Black can't count any points in the corner yet.

After Black 4 in the game White can make some sort of base with 5 at 6. However White preferred to play the capping attack, which was one of the examples at the end of the last article.

Black, conscious of White's intentions, plays at 6 rather than 8. This move combines attack and defence.

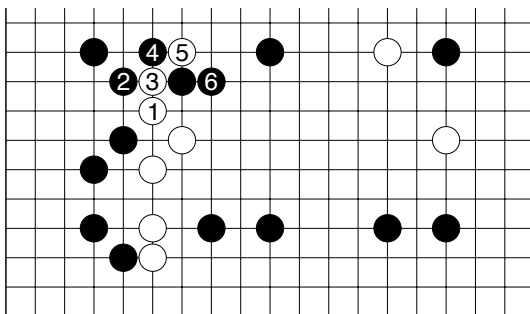


Figure 7

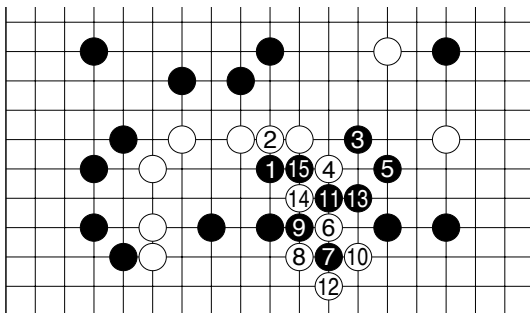


Figure 8

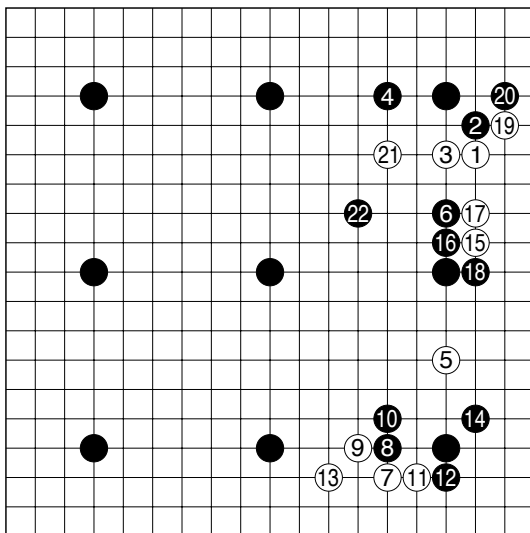


Figure 9

It stops White's capping plan in its tracks (and it has other effects which could be detailed as a study in the sector lines of the last issue).

It is now hard to see Black being even semi shut in on the right. Further, it is on the point White wanted for a base.

While 6 looks like a good move, Black has to handle the second approach move at 7. He chose the contact play at 8 to build strong shape up to 14. This final move protects against the cut. It is crucial for Black not to have the corner stone shut in. Coming out into the centre automatically separates White too. That much is in accord with the teaching in the first section of the chapter, even though this game is going its own way.

After that White takes steps to settle the group at the top, and Black naturally continues to attack. One can question whether Black 22 was the ideal way to do this. It appears to be from the stronger side and Black reinforcing the top instead is more like common sense. However this kind of mistake is much less important in a handicap game than a failure to attack at all.

Close Fighting in Handicap Games

- Don't start contact fights. Let White start them. The handicap stones are on Black's side, fighting strength on White's.
- When White does make a contact move, don't ignore it. Answer it and continue to answer until both sides are stable.
- Remember that contact fights end up strengthening both sides, and that strength is what White lacks.
- Dead stones are 'stable', don't need extra plays. If you try to save small enclosed weak or eyeless groups, you take a great risk. Whatever happens, White will develop outside strength. You may have a weak group outside which then falls under serious attack. You may fail to live after handing White all that help. Learn to sacrifice while the group is still small.
- Don't just try to kill stones. Be really ambitious and try to make some territory too! That should steady you if you are tempted to overplay in going after a group.
- Letting White live and taking thickness on the outside is the way to avoid complications and still win.

RATINGS ~ A PERSONAL VIEW

Francis Roads

There has been much recent correspondence about ratings, especially those of kyu players, which together with Franco Pratesi's no doubt rigorous mathematical approach to the matter has prompted me to offer these thoughts. They have no mathematical basis at all, but are based on impressions gained over 30-odd years of Go playing and a certain amount of globe-trotting.

There is no doubt that British kyu grades are weak by European standards. In the short term we are probably right to want to correct

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this difference, and the method suggested by Martin Harvey is probably the right one; namely that kyu players who care about this matter should enter tournaments at their European grades (easily found from the BGA website) and shame the remaining kyu players into adjusting their own grades.

But in the long term, I question whether we should be supporting the deflated European grades. I play Go regularly in the USA, and I have done a Go crawl of Australasia. Usually I find it assumed that I wish to enter

tournaments at 5 dan. In vain do I plead that I am a weakish British 4 dan, and that in any case even British dan grades are on the weak side on a European scale. There is a perception in those countries that European grades are a stone stronger than their own, and my impression is that that is more or less the case. The average grades of amateur players from Japan also seems closer to the American than the European level.

Now, whose grades are better? It seems to me that for some decades certain European national Go associations have been engaged in a macho our-grades-are-stronger-than-your-grades rivalry, which has deflated the currency. If one were able to take an average of amateur ratings on a world, rather than on a local European scale, it would become

clear that it is Europe that is out of step, not the rest of the world.

I realise that there are difficulties in establishing a world system. Data on tournament games between players from different continents is not plentiful. But is any attempt being made to collect and analyse such data? I believe that if this were done, the world amateur ratings would be found to be not so very different from the current British level; if anything, I think our ratings would be on the strong side.

So perhaps it is time for us British to overcome our natural modesty and put forward the suggestion that the rest of Europe should come into line with our ratings, rather than vice versa.



THE BOOK OF GO BY WILLIAM COBB

Review by Matthew Macfadyen

This beginners' book provides a new variation on an old theme by including a miniature Go set which fits into a pocket bound into the book. The stones are a bit on the small side, but quite good enough to enable the beginner to play through the examples.

Bill Cobb's text draws on the 1996 version of the Nihon Kiin instructor's course I had attended the year before, and he seems to have been as impressed as Frank Janssen and I were by the methods of Yasuda Yasutoshi, who introduces the game via the simplified 'Atari Go' in which the first side to capture a stone wins.

Having decided to start with atari Go, there is a question of how to introduce territory.

Bill leans on his background in Philosophy and strains to avoid introducing any unnecessary extra rules. By forbidding players from passing, the need for territory appears when you reach the end of a game in which neither side has succeeded in making a capture.

The result is a very elegant presentation of the game, but some established Go players may be a bit alarmed by the discussion of live and dead shapes, which are very different in first capture Go. However, this is a nicely produced package, whose size and price should attract those looking for a Christmas present for a non Go player.

The Book of Go is published by Sterling Publishing, New York.

GET STRONG AT SCORING

Tony Atkins

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As the complete book reviewed on 1st April 2001 and described in BGJ 123 is never going to be stocked by the BGA Book Distributor, the BGJ is proud to bring to you its chapters in serial form, edited by Tony Atkins.

Foreword

Resigning is a losing move! Everybody knows that and it is the polite thing to do when you are being thrashed and there is no hope left. However resigning not only means you miss out on practising yose (end game moves), it means you miss out on my favourite part of the game – the scoring. So often you see the score being counted in a reckless, inelegant, sometimes inaccurate way. This book hopes to put right those sins and is dedicated to all of you who fail to perceive that the real beauty of the game of Go is its end.

Chapter One ~ Starting to Score

Knowing when a game is over is one of the hardest parts of Go. We will assume the natural end of the game has been reached and like most British tournaments we are playing Japanese rules. We will ignore the debates about pass stones, how many passes are needed and the restarting rules. The players can correctly tell what is alive and what is dead and what is seki. Some, none or all of the dame have been filled during play and we do not intend to look at which of those is correct. Anyway the clocks are stopped and play is finished.

Firstly, before removing any dead stones from the board, we must check all the dame have been filled in. We will assume all kos were fought already but, if not, any left could be connected as dame anyway. Dame are best played in the order of sente dame, reverse sente dame (connections and captures), strong dame and boring dame.

The thing to note here is that the game is over, so rip-off moves are not allowed. Play in turn, starting with whoever passed first, and make sure the opponent gets themselves out of atari and defends correctly as necessary in response to your sente. If you are out of sente moves, make a reverse sente connection, such as connecting at a bamboo joint, or capture some cutting stones, and allow the opponent to play the rest of their sente against you. Then play strong dame – those that look like they strengthen your wall, but in fact do nothing. Lastly play those common-or-garden boring dame.

If something strange turns up during dame filling, resolve it in a gentlemanly way by allowing an extra defence move or alteration of defence. Restarting the game is unsporting and usually unheard of. Only when the natural end had not been reached and the game was stopped in error, is restarting at all common and reasonably experienced players virtually always do reach the natural end (in a restart, the player demanding the restart plays second). Care must be taken to ensure all the dame are filled; the referee had to be called at the British Lightning in 1991 after a dame point was found at the end of rearranging and the result was within 1 point (it was judged a draw).

Okay, so dame are all filled. The next important thing is to place unplayed stones (especially overtime stones) back in the bowl so as not to confuse them with prisoners. Next place your lid of prisoners in front of you (care of prisoners is discussed in a later chapter). Two reasons for this. First to remind you which colour you are counting; second to make sure you put extra removed captures safely in your lid and do not throw them into the bowl. Do not mock, this can happen (Atkins - Bexfield Northern 1982) and in a one-

pointer too! Now without rearranging anything, remove the extra captures to add to your lid; the opponent adds your losses to their lid. When this is done we are ready for the filling stage.

Firstly it is important to remember you are counting your opponents score and they yours. It is very annoying for kibitzers to watch both players counting the same side and tempting for them to join in by counting the other colour (more on kibitzers in a later chapter). Take your time at this stage and watch out for hand clashes that might cause a drop and rearrangement at the crucial stage. This is especially a problem with the extra hands when a pair is playing (Atkins v Hurden/Hearn, Pair Go 2002 – result jigo or 1 point).

Take the captives from the lid and fill in the same number of empty spaces in your opponent's territory (if possible). Start with odd single or double points. Of course filling in the last eyes of a group is allowed as no capture can take place at the counting stage. Then move on to larger areas, trying to square them up or resize to a multiple of 5 or 10. Remember there are no points in a seki in Japanese rules, so never fill in what looks like territory in a seki (the only points that can be gained in a seki are prisoners that can and should be captured during play).

Filling complete, you are allowed to rearrange. Best aim is to make the areas multiples of 5 or 10. It is advisable for beginners to never disturb boundary stones or move any stones of your own colour – leave that sort of thing to advanced counters. You may, however, move opponent's stones between their areas to improve the squareness or size of the empty space. When both players have finished rearranging, count the opponent's score and declare it. You may of course check your score after it has been declared. Any prisoners that could not be filled in are added on to the other player's score (one player scoring zero).

Do not forget to add on the komi (compensation points) to the white player's score if such points are being given. Announce "26 plus komi gives 32 and a half", say. Never take komi as prisoners at the beginning – otherwise the komi may get taken twice by mistake, and there are very few BGA half-point stones around! Congratulate the winner or accept their praise of you. Thank the opponent and the game is done, apart from, that is, packing your stones away into your bowl and replacing the lid (and reporting the result if a tournament game).

In the next chapter we shall look at more advanced rearranging techniques, including the well-known 10-shapes and other useful shapes and quick counting methods.

IN THE DARK?

Japanese Rules

Japanese rules are the most commonly used in the west and are normally used in all BGA events (subject to their interpretation by the referee). They were formalised in 1949 and have periodic revisions (such as that in 1989). They are territory rules where only empty spaces and prisoners count towards the score.

They are defined in three parts: rules, commentary and examples. The examples contain judgements on many strange and unusual positions such as triple kos and round-robin kos.

Tony Atkins

BEGINNERS FEATURE ~ A 13 X 13 GAME

Ger Hungerink

The following game is one between two beginners. It is rather awkward to comment on a game like this; not so much because it is hard to tell whether moves are good or less good, as because the motivations for many moves can barely be retraced. Everyone who has played more than three games, will wonder once in a while with what incomprehensible plan some moves are executed. Continuously there are dead groups on the board, without the players seeming to realise. It can therefore be understood that when confronted with the comments, they wished to remain anonymous.

Figure 1 (1 – 13)

1 By occupying the ‘three–three’ point, one stakes out the corner with one move. It is hard to attack this stone because it screens off the corner for stones that come close. The great disadvantage of a move like this however is that the opponent can play at ‘four–four’, screening Black off from the centre on both sides in the process.

Black may then have a bit of territory, but his corner doesn’t have much of an influence on events elsewhere on the board. In this manner one hands over the initiative to the opponent. Experience teaches that advantages and disadvantages cancel here, and consequently Black 1 is acceptable.

3 The opposite result is achieved by this move, so far out of the corner. White can approach this corner very simply by playing at A. In this case, Black can make sure White is screened off from the centre by playing at B. Screening off the centre as mentioned at 1 and 3 is called playing for influence. True, in that way one doesn’t make any territory as yet, but the influence one acquires all over the board

provides so many possibilities for initiative, that in the middle game the territories seem to rise by themselves, as the tide of battle goes out. By themselves: if that initiative is applied correctly!

- 5 Strategic error. White can play 7 as an answer to this move, and after Black plays 6 White comes along over the fourth line, while Black has to remain on the third line. The higher White’s wall becomes, the more he likes it. Combined with his stone at 4 he gets so much influence on the lower side and in the centre that it is bound to bring him a sizeable area of territory somewhere.
- 6 Wrong side. The wall that now comes into being doesn’t cooperate with the stone at 4. A comfort still is that the Black stone at 1 is tightly in the corner, and doesn’t nullify the influence of White’s wall.
- 11 If Black has to enlarge his group in order to come to life anyhow, then it might as well be in the direction where White is already threatening to get territory. Because of that: better at 22.

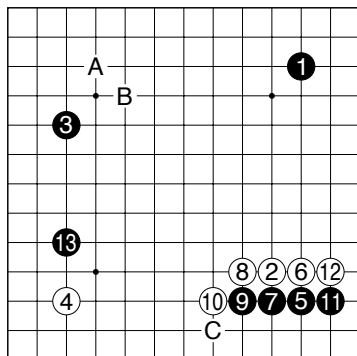


Figure 1 (1 – 13)

13 Black must have thought that his group had grown large enough to live. What a shame. White can kill Black's corner by playing at 23. Check this for yourself!

Figure 2 (14 – 60)

14 Played on the wrong side of 13. Black walks into White's sphere of influence by playing 17 and 19.

15 At 17 right away.

16 At 17. White is then left with something.

18 An unnecessary weakening. Better at D.

20 Apparently White hadn't seen yet either that the Black corner could be killed, and may have played this move in order to defend against the cut above 10. If this was the reason, a direct defense move at the cutting point itself would have been better.

21 Prevents White from connecting underneath with 73.

22 'Forces' Black to bring his dead group to life.

23 Black now is as good as alive. An analysis would take us too far; anyone interested can look up the result in the book of corners: *Life and Death* by James Davies (a mannen ko, eternal ko, comes into being).

26 White has to make his group large enough to come to life. It is therefore better to play 27 for some more room.

29 If Black wants to claim his territory here, he had better play at 53 first. This move is as if it were for free, for if White then doesn't answer with 73, all of his group dies. (B 53, W elsewhere, B b4, W a4, B a5, W a6, B a8 and in the white corner only one eye is not right.)

30 Has to be at 31, for...

31 Black's influence at the top grows so large that White won't be able to live there any more as it is.

35 Black has his premonitions.

36 through 42. Play elsewhere only once, and White makes kindling out of Black's big area.

43 If Black feared White's cutting chances in his wall (21, ..., 3). Then E is better. Now he forces White to play...

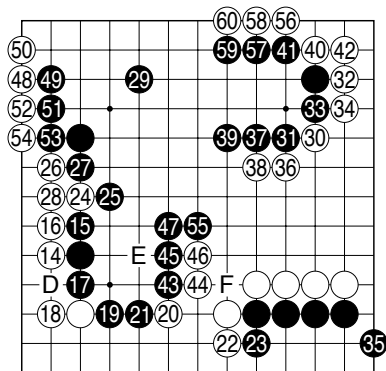


Figure 2 (14 – 60)

44 and defend against the cut at F.

48 Especially risky. True, White can connect this stone to 26, but Black then gets the chance to create a false eye at a8. See what follows.

55 Black could have made the left side white group a ko with the following well known trick: Black at D, W a4, B a5, W a6, B c2, W b2, B bl (!!), W d2, B dl, W e2, B f2, White captures the ko.

57 Good. Don't play at 58!

59 Exaggerated. Now there is no danger any more in playing at 60.

Figure 3 (61 – 104)

63 Certainly a very unusual way to defend 61.

69 Two dishes with the same sauce.

70 Still the white group is ko: B b4, W a4, B a5, W a6, B a8, W a7, B c2, W b2, B bl, W d2, B dl, W e2, B a2 (!!) and White must win the ko at cl.

81 Black didn't understand sacrificing 79 himself; instead of 81 he should play 96. If White then defends, Black plays 82 and White loses either (36, 38) or 78.

83 A single point only. 88 brings more.

87 Necessary. Otherwise White plays 87, Black 12, White 11, Black m2 and the corner is a ko. After White 87 black can't play at m2. Why? How does Black live if White starts not at 87 but at 11?

89 Because of the many cuts, it's hard to see whether 90 is possible.

96 Unnecessary defending move.

97 At 98 this brings more.

99 At 100 would have kept the initiative.

103 Giving atari at 104 first is a point more. That it loses the initiative is not important any more: the game is over.

Black has 3 points more on the board, but because he has to give 5 komi as compensation for first move, he loses by 2 points.

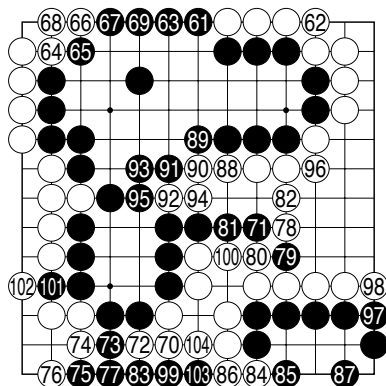


Figure 3 (61 – 104)



THE WAY TO GO

I was one of a generation of Go players that heard of the game through an article in New Scientist in the weekly Free Energy column in February 1965. It was by the mathematician Dr. Good of Trinity College, Oxford, and explained enough of the rules to get you started. At the time I was a fairly keen chess player, and had represented my college during an Asian flu epidemic. I had just started being put off chess by those players who beat you by memory of openings rather than skill, so I was very receptive to Go. My friend and I sent off for one of the cardboard and plastic

Ariel sets and played with a few others in my college's Junior Common Room. I remember groups of 50 or more stones with two or three liberties being chased around the board, so the standard of play was not high.

This was five months before my finals, but I'm not blaming Go for missing out on a first. Really. The following year I studied in London, and played regularly with John Barrs and other strong players at the twice-weekly (CLGC please note) London Go Club. I advanced to 2 kyu within a couple of years, and was hooked.

Francis Roads

JOHN RICKARD

Charles Matthews

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I first encountered John Rickard some 20 years ago when he corrected from the audience some off-the-cuff mental arithmetic on a Fermat prime I did in a lecture. He was of course in the right. It was a little while later, I think, that he started attending the Cambridge Go club in company with his Trinity College friend Richard Borchers.

They both came up to about 1 kyu level within a year, something which wouldn't much have surprised their contemporaries. Richard was attending no lectures, as he later recorded in *Scientific American* (he's now a mathematician of great eminence), while John had the reputation of the ultimate Tripos athlete, who could knock down the stiffest exam questions like ninepins. The Cambridge club was smaller then, with our Thursday meetings fitting comfortably in someone's rooms. I well remember having to blarney my way past a suspicious Trinity College porter to get to John's set across Great Court, on the evening of a flying visit by Prince Charles (literally so, in a helicopter parked on the Backs).

After three years graduate work in knot theory John made a career as a C programmer in a number of Cambridge companies, starting out at Torus and working at the last at Virata. While these were often fragile start-ups, he never seemed to have a problem finding work in the area. In parallel he moved smartly to the top level of British Go. He became 1 dan in 1982, and from that point on one can track his progress in the pages of the BGJ. He was 2 dan the year after, with a place in the Challenger's League – at this point I decided I had little more to teach him – and 3 dan too came later on in 1983. He was promoted to 4 dan in 1989 and the next year challenged Matthew Macfadyen for the British Championship (BGJ 81, 82). He was a top



John Rickard

player throughout the next dozen years, representing the UK in the WAGC, traveling successfully to the US Open and Milan, and winning many British events.

John's Go was distinguished by very accurate reading of local situations, but, less obviously, by overall counting. I once worked over a 13x13 game he'd played against Paul Smith in a club competition, and was impressed by the feeling that John's opening strategy was a winning plan in a purely numerical way.

A most gentle soul in person, his games tended towards uninhibited fighting. He was also one of the few players at his level consistently to take game records, something for which I was grateful every year in putting together the Cambridge tournament booklet. With better health he would surely have become 5 dan. Very sadly Trigantius 2002 was to be his last competition.

His other interests can in part be gleaned from newsgroup postings: maths and puzzles, programming. He went in for mental arithmetic and Decamentathlon (problem-solving) events in the London Mind Sports Olympiad; he had friends in the Othello community and took part in it at the 2001 Cambridge MSO. He early looked into the application of game theory to Go endgames, though he published nothing. Another area I believe he disposed of, after Bill Hartston brought it up: chess with just two kings, no repetition of position allowed, is a first player win from any start (i.e. the second player is eventually forced to make the kings kiss).

Although laconic, John wasn't short of a sense of humour. He was well read in

Woody Allen. On one occasion in the club Tony Warburton accused me of trying to drag him into a sordid ko fight; I replied that ko fights were only sordid if you did them properly. It was John who was first to the allusion. I remember him too at Cambridge Go Dinners, in less middle-aged days, standing behind his chair to recite one of those "A is for 'Orses" comic alphabets. Despite the manifold stresses of the occasion he normally made it through to the end.

After a liver transplant operation in 2000, John was back at work in not much more than a month, and in competition at the Ipswich British Congress. He won Three Peaks later that year. Complications struck him down in March 2002, when we had all hoped he had come through the worst.



TEN YEARS AGO

Tony Atkins

Matthew Macfadyen won his local tournament, Coventry, held for the first time at the Midlands Sports Centre. The Challengers' League was also held nearby at Des Cann's house. T.Mark Hall was not there as he was abroad, despite winning the Candidates' with a perfect six ahead of Jim Barty and Alex Rix on 5. Edmund Shaw won to become the Challenger, with Des and Alex placed second. Also in the same area, the Women's World Qualifier was held at Leamington, won by Alison Cross. Overseas visitors did well: Ulf Olsson (4 dan) of Sweden visited Bracknell and won; Leicester was won by John Power the Australian from Tokyo; the first London International Teams was won by Japan. Edinburgh opened up their annual club tournament. Colin Adams (3 kyu) was the best visitor and Dave Keeble the best local.

The European Go and Cultural Centre (EGCC) opened its doors on 9th May in Amstelveen, Amsterdam. The great

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Iwamoto, as founder of the Centre, played a game with a director of the main sponsor, Obayashi. The first Obayashi Cup was held there and won by Zhang Shutai, beating Guo Juan in the final. Shutai also won the Grand Prix events at Milan and Helsinki. Guo took Hamburg and Warsaw; Shen Guangji won Amsterdam, also held at the EGCC. Matthew Macfadyen won the Russian Grand Prix event, the Volga Boat Trip.

Matthew Macfadyen also took part for the UK at the World Amateur held at a convention centre near Tokyo's Disneyland. He was fifth immediately behind Laurent Heiser. Winner was Kikuchi of Japan. Cho Chikun defended his Honinbo title against Kobayashi Koichi, making it four in a row. In the second Ing Cup, the strongest woman player Rui Naiwei got to the semi-finals to play Otake Hideo, winner of the 5th Fujitsu Cup. The other semi-final was Cho Chikun verses Seo Bongsoo.

KISEI GAME 5

Nick Wedd

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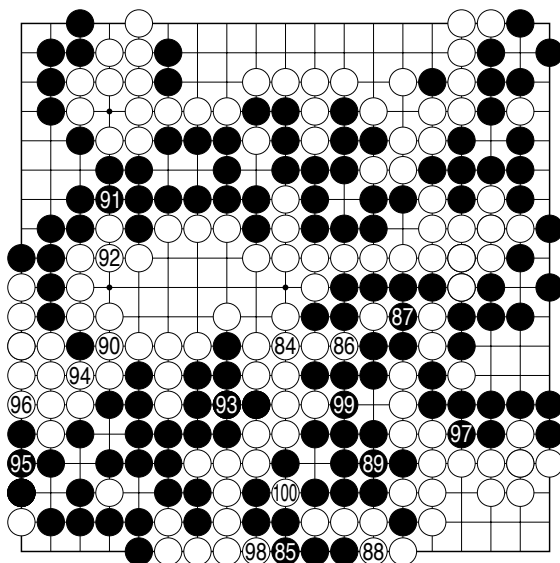
The previous issue of this Journal has an article by Tim Hunt describing the first game of the seven-game Kisei title match, played in London. In this game, the reigning Kisei, O Rissei (who was born in Taiwan) defeated the challenger Ryu Shikun (born in Korea).

Later in the same issue, under “News from Japan”, Tony Atkins mentioned briefly “Ryu Shikun won games 2 and 3..., but O Rissei pulled back to 3–2 by winning game 4 by 4.5 points and game 5 by resignation after a dame rip-off.” (After that issue went to press, O won the sixth game and the match.)

You may have wondered what a ‘dame rip-off’ is, at the highest level of play. In this article I aim to give the facts about it. It has already been discussed in the usenet newsgroup rec.games.go, where opinions, some rather heated, have also been given. I have no strong opinions on it, and shall try to stick to the facts.

The diagram shows the position after Black (Ryu’s) move 283. There is nothing interesting left to happen, just a few obvious one-point moves. Black is 3.5 points ahead.

285 O later claimed that Ryu did *matta*, that is, played a stone and then moved it to a different point. O did not protest at the time, so this cannot be relevant, except perhaps in explaining O’s state of mind. Michael Redmond, who was watching, thought that this was probably at move 285. (Exercise for the reader: if Black does not play 285, White can throw in there, eventually capturing two stones. What is this move worth?)



Kisei game 5 (284 – 300)

293 After this move, Ryu claims that he said something like, “It’s finished, isn’t it?”. O, who suffers from tinnitus, claims that he never heard this. The video footage of the game does not show O as making any acknowledgement of Ryu’s statement.

After this move Ryu began filling the dame, without waiting for O to play alternate moves.

299 This move leaves six black stones in atari.

O interrupted the game here. He asked the game recorder for advice, and he then asked for the referee, Ishida Yoshio, to be called. Ishida considered his decision for over an hour, and finally ruled that there had been no agreement that the game was over and so the game should continue with White to play move 300.

300 This move captures six stones, putting White ahead. After some discussion with the game recorder, Ryu resigned.

Go World no. 94 has an account of this game and its conclusion by John Power.

COUNCIL HOUSE ~ THE SECRETARY'S ROLE

Tim Hunt

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At the last AGM, I took over from Tony Atkins as BGA Secretary. As a newcomer to the post, I thought it would be a good idea to write a Council House article about what I think my role is. However, becoming Secretary, and thinking about what that entailed, made me realise quite how many different people contribute to the BGA. So, before I describe what my role is, I want to tell you a bit about what other people do.

First, there are several large jobs that in other organisations might fall upon the secretary, but from which I am saved: The membership secretary, Kathleen Timmins, does an excellent job of keeping the membership list up to date and reminding people when they need to rejoin; David Woodnutt produces this Journal each quarter – a huge undertaking but effort well spent because the Journal always comes out looking beautiful and full of interesting articles; and Jil Segerman produces six newsletters a year – another big job – especially when you remember that it includes getting together all the right tournament entry forms to send with each issue.

Picking out three people by name because what they do makes my life easier is dangerous, because I risk offending the other 20 odd officials listed at the back of this Journal. They make large contributions towards the success of the BGA too but there just isn't space to list them all individually. And then there are the people who run some fifty local Go clubs; who run roughly twenty five local tournaments each year; or who write articles for the Journal. These are yet more important contributions. All together, a significant fraction of the membership is helping to spread Go in the UK, even allowing for the fact that many people do more than one job.

With all these people contributing to Go, is there anything left for the Secretary to do? Well, the post of Secretary is defined in the constitution:

The Secretary maintains the day-to-day communications of the Council and keeps minutes of all meetings, General and Council.

(Of course, these are just the things that the secretary must do, not the only things that the secretary is permitted to do.) 'Keeping minutes' is easy to understand.

'Maintaining the communications of Council' is slightly less clear. Certainly, it involves replying to e-mails from the IGF asking, "who is the British representative for this year's World Amateur Go Championship?" or from the EGF saying "do you have any motions for this year's AGM?" but more importantly, I think, it involves communication within the BGA. I have already said how impressed I am with all the different contributions that people make. Naturally, there are times when these contributors can benefit from the centralised resources that the BGA has to offer. I think that my main job as Secretary is to make sure that all the people doing the front-line work get the support they deserve. This includes situations where someone doing something Go-related is unsure whether the BGA is able to help. My advice is: if in doubt, get in touch.

An alternative to contacting me directly has appeared recently, namely the BGA policy discussion list. This is an e-mail discussion list for people who (want to) take a more active part in how Go is organised in this country. It lets Council canvas the views of other members before taking certain

decisions, and it is also a forum people can turn to for help and advice when they are trying to organise something involving Go. To join this list, visit the web page:

two.pairlist.net/mailman/listinfo/bga-policy

Another way I hope to make other people's lives easier is to update the BGA Organiser's Handbook. The existing version was originally a printed booklet but is now available on the BGA web site at:

www.britgo.org/covers/handbook.html

It contains much excellent advice, but is over 10 years old now and starting to show its age. For example it makes no mention of the Internet, although that is now an important publicity tool.

I did say that if you want something from the BGA you should contact me, but this is not always accurate. Once again other people make my life easier by providing many of the more standard services to clubs and tournaments. So to finish this article I will list the situations where you should ignore my previous advice, and contact someone else instead of me.

For clubs

The membership secretary can provide a list of Go players in your area.

All clubs in the UK are listed in the Journal and on the web site:

www.britgo.org/clublist/clublist.html

The Journal gets its information from the web site, so to update your details contact Allan Crossman, the webmaster.

The BGA has posters and an introductory leaflet that you can use to help your outreach. You can get them from me, and I try to take a supply to the tournaments that I attend.

For tournaments

The tournament coordinator (me with another hat on) tries to ensure that two tournaments don't happen on the same day.

Tournaments are listed in the Newsletter, in the Journal and on the web site at:

www.britgo.org/tournaments

Your tournament entry form will be sent out to all members with the newsletter if you send a copy to Jil Segerman before the copy date. Nick Wedd will create an online version of your entry form on the web site if you ask him nicely.

The BGA provides clocks and sets for tournaments. Contact Tony Atkins to arrange this.

The bookshop may want to be at your event. Ask Gerry Mills, the bookseller.

You can ask the publicity officer for advice on getting your tournament into your local newspaper.

You can use the program Godraw, written by Geoff Kaniuk to do the draw. The BGA can lend you a laptop and printer to run it on, ask Tony Atkins.

Send the results of your event to Geoff Kaniuk, kyu grading, and they will be included in the European ratings system; send them to Allan Crossman and they will appear on the BGA web site. Jim Clare, the chair of the grading committee, will get the results from the web site, so you do not need to worry about that.

Tony Atkins will write something about your event for the Newsletter, Journal and web site.

CHALLENGER'S LEAGUE ~ THE DECIDING GAME

Matthew Macfadyen

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Black: Seong-June Kim 6 dan
White: Matthew Cocke 5 dan
Komi: 6.5

Figure 1 (1 – 50)

Matthew starts by building influence on the left side of the board, and continues single mindedly with 24. An alternative would be to play 24 on the right side leading to a more fragmented game.

Black 27 and 29 invite White to build the left side. Seong June might have had an easier time playing Diagram 1, which gives up a corner in exchange for access to the centre.

Black 45 is either very calm or very slack, depending on what was happening in his mind at the time. Most players would want to pull out the cutting stone and fight in the centre. If Black can lead the game into a simple contest of territories without fighting then that may be better.

Figure 2 (51 – 100)

Black 59 is the point at which Black is expected to produce his master play, probably around n15, and claim to be winning the endgame. If he can't do that, then it was not so clever to settle the centre area so completely.

The sequence from 59 to 92 is a bit of a disaster for Black. He has lost 30 points in the corner and reduced the centre by not much more than 10.

Figure 3 (101 – 150)

Up to 110 the lower area is completely played out (actually both sides should have ignored this area for several moves). The game seems

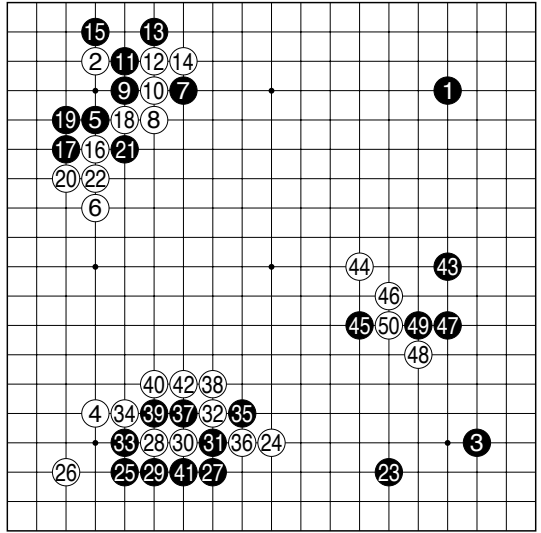
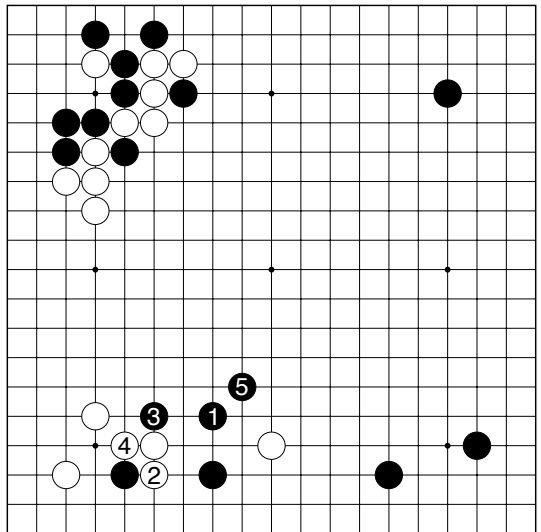


Figure 1 (1 – 50)



□ 1

to be settling down into a 20 point win for White, and it is time for Seong June to come up with some reason why that centre is smaller than it looks.

His sequence from 111 to 115 shows more appreciation for what is needed than what is possible. Black is going to need a successful deep invasion of the centre, and he might as well take a big endgame move on the left to make it enough if he succeeds.

But Matthew plays calmly at 116. Now Black has to invade, but even if he succeeds the upper right corner will stop being Black territory and the game will be close.

Black starts his miraculous invasion with the crosscut at 129, and up to 155 establishes a more or less living shape, but his corner stone is now weak and isolated.

Figure 4 (151 – 200)

White 158 is meant to be a threat on both sides, but Seong June again calls Matthew's bluff. White 160 expects to kill.

White 176 at 183 would probably have worked, but somehow the group survives. Black lives at 187 and the game is close.

Black seems to get slightly the better of the small endgame moves, but it is not enough. White wins by 2.5 points.

Matthew Cocke showed plenty of boldness and imagination in building up his position early on in this game, but perhaps more importantly he kept calm and played a reasonable endgame after suffering a huge disaster.

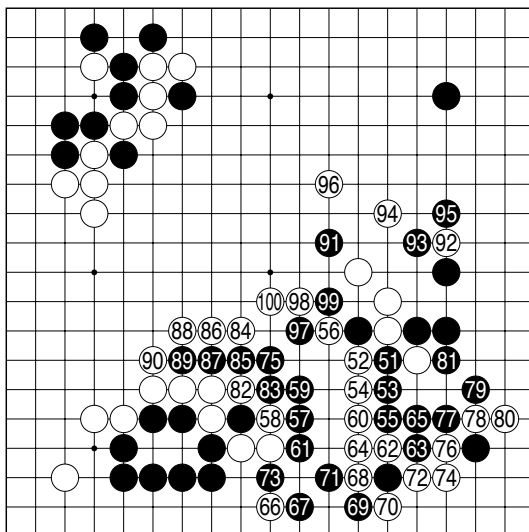


Figure 2 (51 – 100)

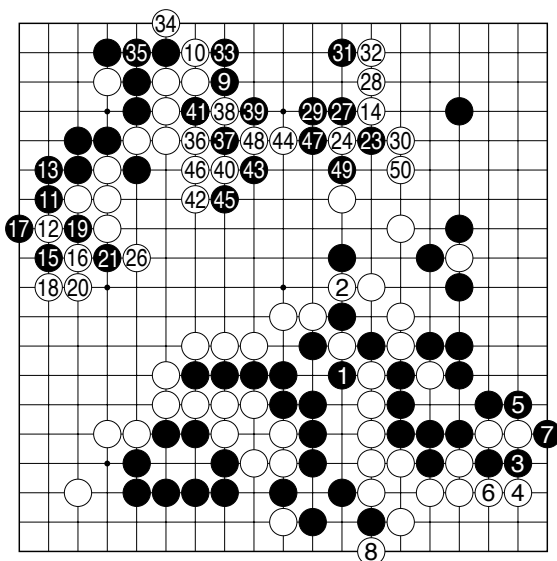


Figure 3 (101 – 150) 122 @ 112, 125 @ 119

IN THE DARK?

Ing Rules

The Ing SST Rules of Goe were derived in 1975 by Mr Ing Chang-Ki, president of a large computer company. They have been officially used in Taiwan since 1977 and are used in various Ing-sponsored events around the world. A fund was set up to promote the rules world wide which continues to support Goe in Europe and America.

The principle is area counting (SST is Stones and Spaces are Territory) but play uses exactly 180 stones of each colour held in special Ing measuring bowls. If you can fill in your own territory at the end with unplayed stones and have some space left over, then you have won.

Unfortunately the rules have very complicated (or badly described) ko rules to avoid special positions.

Tony Atkins

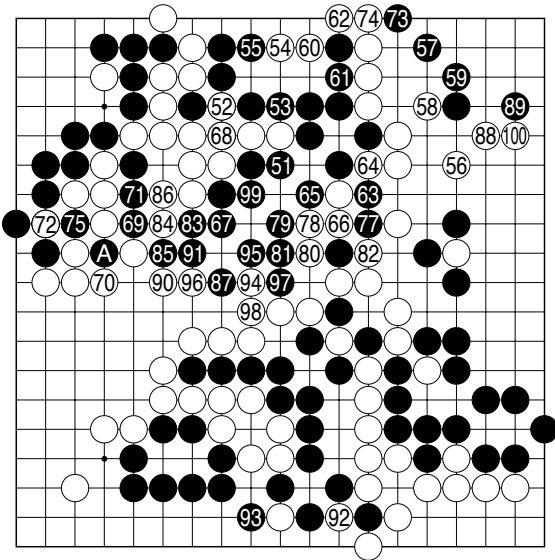


Figure 4 (151 – 200)

176 @ A

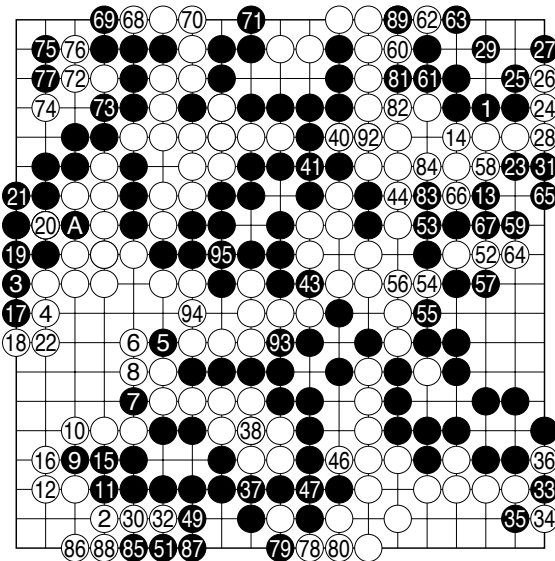


Figure 5 (201 – 295)

239, 245 @ 233
 242, 248 @ 236
 250 @ 233
 290 @ A 291 @ 262

MONKEY JUMP WORKSHOP BY RICHARD HUNTER

Review by Simon Goss

simon@gosoft.demon.co.uk

When was the last time you (a) played a monkey jump and it was cut off and killed? (b) played a monkey jump and ended in gote? (c) answered a monkey jump the wrong way and saw 20 points knocked off your territory? (d) thought that a monkey jump was the answer to a life and death problem and then turned the page and learned that it could be refuted? (e) thought that a monkey jump wasn't the answer to a life and death problem and then found that it was? Monkey Jumps are among the most common things to occur in actual games, and most of us have experienced these frustrations several times in our Go careers.

Richard Hunter's *Monkey Jump Workshop* is a comprehensive study of the monkey jump as both an endgame and a life-and-death tesuji. In part, it's a reprint of the series Richard wrote for this Journal during the 1990s, but greatly expanded with the addition of new text, more problems, and a large collection of professional games.

The book has 144 pages. Slightly more than half of it deals with endgame sequences. It begins by establishing the most common sequence as a reference point, explaining the meaning of each move. It then goes on to show how the arrangement of the surrounding stones can affect matters and how to choose the most appropriate line in each case. On the way, there are several warnings about errors elsewhere in the literature.

Among the reasons why one sequence can be better than another is when they are worth a different number of points, so it would be impossible to deal with this subject without counting the values of the moves. Richard has taken great care to do this in a way that will be accessible to most readers. Anyone who has read the counting chapters in *Basic Techniques of Go* or *The Endgame* will have no trouble at all. In fact, I suspect that many

people who have not read anything like that will cope quite easily and may find Richard's approach to be a useful introduction to the subject.

The treatment of life-and-death situations is shorter. It deals with: spotting when a monkey jump may be a killing move; a standard technique for defending against it (different from the sequences used to block an incursion into territory); and how to choose between attacking a group with the large and small knight's moves.

The book includes 16 endgame problems and 39 life and death problems, ranging in difficulty from basic review of the ideas introduced through to the challenge that Takemiya faced when he wanted to kill a big group of Sakata's. It concludes with a collection of 19 uncommented games played by top-ranking Japanese professionals over the last 40 years.

Monkey Jump Workshop is published by Slate & Shell.

IN THE DARK?

Korean Rules

Korean rules are territory rules like Japan, but are formulated differently and are not usually described in listings of rule sets.

Tony Atkins

NAKADE AND ISHI-NO-SHITA ~

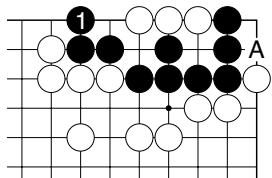
PART EIGHT: ANTICIPATING THE ISHI-NO-SHITA

Richard Hunter

The previous article in this series ended with two problems. The first reviewed some of the ideas presented in that article.

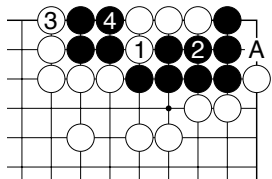
Answer to problem 1

Diagram 1: Black must start by widening his eye-space with 1.



❑ 1 Widen the eyespace

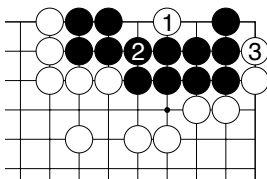
Instead, if he makes an eye in the corner with A, White plays at 1 and connects out. Next, White cuts at 1 in Diagram 1a. If White plays 1 in the corner (at A) to break the eye there, Black 1 makes a seki.



❑ 1a White cuts ...

With 4, Black captures four white stones. But a bent four does not necessarily give Black a live eye-space because there is a weakness in Black's wall.

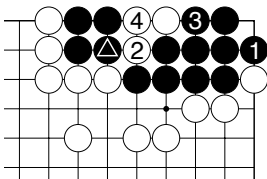
White's placement at 1 in Diagram 1b looks deadly.



❑ 1b Mistake by Black

It threatens to capture black's stones in a snapback. If Black connects at 2, White 3 breaks the eye in the corner and Black dies.

Instead, Black should ignore the snapback and make the eye in the corner with 1 in Diagram 1c. White duly captures the black stones, but this is a square four.

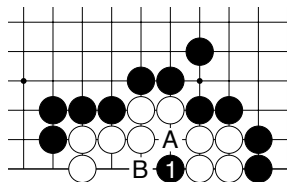


❑ 1c Black lives

Black plays back under the stones at the marked point and makes a second eye. (This is just like Diagram 3b in the last part.) The key to this problem is to realise that White's threat to capture a square four is an empty threat, because Black can still make an eye there by playing back under the stones.

Diagram 2: Let's look at a simplified position. Black's

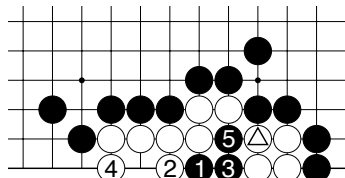
hunter@gol.com



❑ 2 The atari is wrong

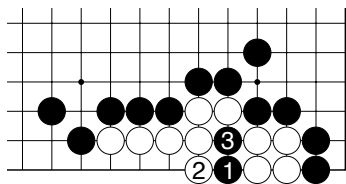
atari at 1 is a mistake. Black is expecting White to answer this atari by connecting at A, whereupon he will extend to B. But that's 'katte yomi'. Instead, White will play 2 at B, making an eye on the left and a second one on the right by means of ishi-no-shita. Instead of the atari, Black should play 1 at B; that kills the white stones.

Diagram 3: Here, the position is slightly different.

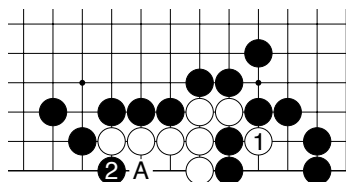


❑ 3 White lives

Black 1 fails to kill White. After Black 5, White makes a second eye by cutting under the stones. So is White safe here? No, not at all. In this position the atari at 1 in Diagram 3a is correct. Although White plays back under the stones with 1 in Diagram 3b, Black's hane at 2 is deadly.



❑ 3a The atari works



❑ 3b Liberty shortage

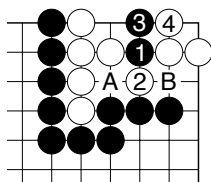
White's cut under the stones does indeed make an eye by capturing two black stones, but White's liberty shortage prevents him from getting a second eye on the left.

Please study the difference between Diagrams 2 and 3 carefully.

Once you've learned to play the ishi-no-shita yourself, you must also learn to spot when your opponent can play one too. If you spot it in time, you may be able to avoid it before it's too late. Problem 2 in the last article was a slightly harder introduction to this theme.

Answer to problem 2

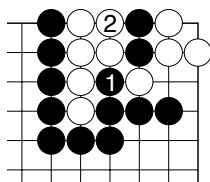
Diagram 4: Black wedges in at 1 and extends to 3. White makes one eye in the



❑ 4 Which cut?

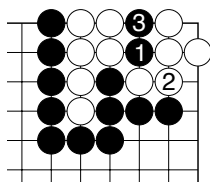
corner with 4. Black's next move is the key. Which side should he cut? At A or B? You might think it makes no difference, but it does.

If Black cuts at 1 in Diagram 4a, White captures



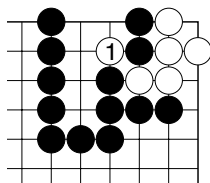
❑ 4a Wrong cut

at 2. Next, Black throws in at 1 in Diagram 4b, but instead of capturing at 3, White connects at 2, allowing Black to capture six stones with 3. These six



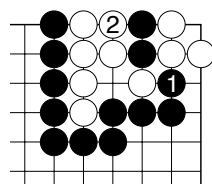
❑ 4b White lives

stones are essentially a square four with two irrelevant extra stones. White can play under the stones with 1 in Diagram 4c and make a second eye.



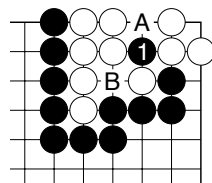
❑ 4c Ishi-no-shita

The key to this problem, and the theme of this part, is to



❑ 4d Cut here

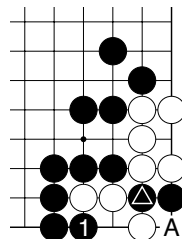
spot the ishi-no-shita before it's too late and choose a better course that avoids it. Black must cut the other side, with 1 in Diagram 4d. White captures with 2. Next, Black's throw-in at 1 in Diagram 4e kills the white group. White B leaves White



❑ 4e White dies

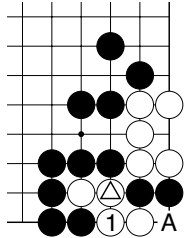
in atari, so that's hopeless. But White A is answered by Black B, which makes the eye false. This time there is no way for White to live. Study Diagram 4 carefully and try and read out the continuations in your head. The two cuts lead to quite different results.

Diagram 5: Black 1 is a mistake. It's no good



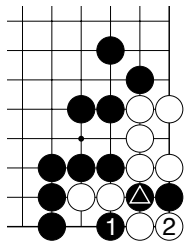
❑ 5 No good

expecting White to capture at A, allowing Black to throw in at the marked stone, breaking the eye. Black has failed to spot that White has a good move.



□ 5a Ishi-no-shita

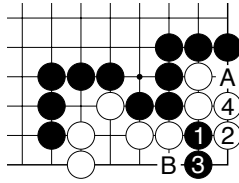
White connects at 1 in Diagram 5a. Too late, Black realises what is happening. If he captures the white dogleg four with A, White will play under the stones at Δ and live.



□ 5b Tesuji

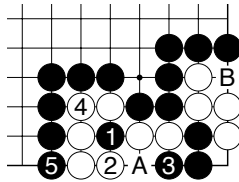
Black must play atari at 1 in Diagram 5b. This is the vital point that White took in Diagram 5a. Black must stop White from playing there and making a dogleg shape. After 1, if White captures with 2, Black throws in at the marked point, killing the white stones.

Diagram 6: Black's cut at the 2-2 point is a move that



□ 6 What next?

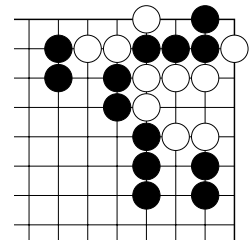
often arises in problems and also actual play. White must play atari at 2 not at 3. After White 4, Black must be careful. Playing atari at A would let White reply at B, as I hope you have already spotted. Instead Black spurns White's sacrifice and



□ 6a White dies

plays 1 in Diagram 6a and then turns at 3. If White plays 4 at A to capture the three black stones in the corner, he will end up with only one eye. But after 5, White is caught in a liberty shortage; he has no move. Next, when Black ataris at B, White A is self-atari, so he can't set up an ishi-no-shita.

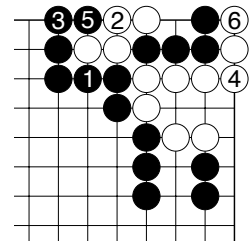
Diagram 7: Black to play. Black has three liberties, including the approach move that White needs to make. White's stones on the left also have three liberties. If Black focuses too narrowly on the capturing race and doesn't consider



□ 7 Black to play

which White liberty to fill, he'll come to grief.

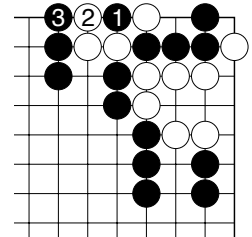
Black 1 in Diagram 7a does indeed capture the cutting stones, but it's still no good.



□ 7a Careless

White connects at 2, making a dogleg four. After Black captures these stones, White can play back under them and capture Black's stones.

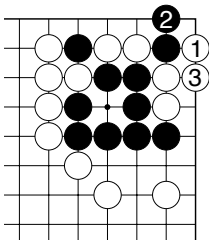
Black must start with 1 in Diagram 7b. This is the vital point. Now, White is helpless. It takes too long to approach from the right. This position is taken from



□ 7b Correct

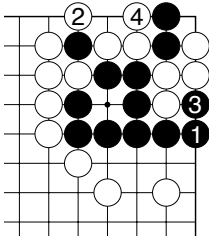
a book of problems, but I saw a similar position in a professional game on TV. The cutting stones were involved in a large-scale capturing race. The commentator pointed out the danger of the ishi-no-shita and the need to play the throw-in at 1 in Diagram 7b. Sure enough, Kobayashi Koichi played correctly to avoid the ishi-no-shita. Would you have done so too? If not, I hope you'll get it right next time.

Diagram 8: White has just played 1 and 3, making a dogleg four. Black to play. Beware of the ishi-no-shita.



□ 8 Is Black dead?

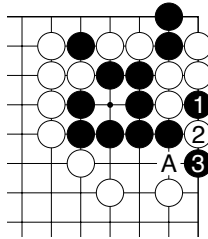
Black 1 in Diagram 8a blunders straight into the pitfall. After White 4, Black cannot make two eyes. If he captures the white dogleg, White cuts under the stones and captures three black



□ 8a This dies

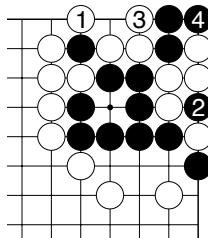
stones, which stops Black from getting an eye here.

If Black spots the ishi-no-shita in time, he can come up with a better plan. Black 1 in Diagram 8b is an exquisite move. After 3, White should cut at A, and the correct result is ko.



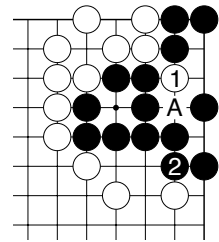
□ 8b Exquisite

If White tries for the same ishi-no-shita as in Diagram 8a instead of fighting the ko, he'll find things are slightly different. After Black captures with 4 in Diagram 8c ...



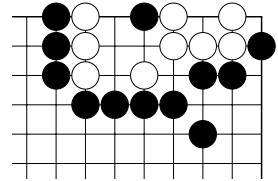
□ 8c Ishi-no-shita?

White's cut at 1 in Diagram 8d fails to stop Black making a second eye. White A is self-atari, so Black lives unconditionally. This is a beautiful example of anticipating the ishi-no-shita and skillfully sidestepping it.



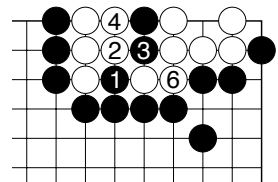
□ 8d Black lives

Diagram 9: Black to play.



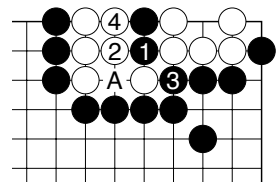
□ 9 Black to play

Black 1 in Diagram 9a rushes headlong into an ishi-no-shita. When Black throws in with 5 at 3, White connects at 6. I hope you spotted that.



□ 9a 5 at 3 No good

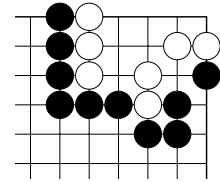
Instead, Black should play 1 in Diagram 9b. If White plays 2 at A, Black cuts at 3, making a temporary seki, which kills White because Black can fill the liberties in



□ 9b 5 at 1 White dies

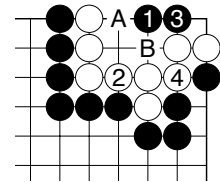
the corner and put White in atari. So White plays atari with 2. But this time Black gets the vital point of 3. Black's throw-in with 5 at 1 stops White getting an eye here.

Diagram 10: Black to play.



10 Black to play

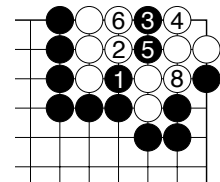
This position looks familiar, but be careful. Can you read it out all the way to the end?



10a No good

Diagram 10a: The placement at 1 doesn't work. White connects at 2. If Black 3, White 4 leaves A and B as miai to live in seki. Black 3 at B is answered by White 4, leaving A and 3 as miai.

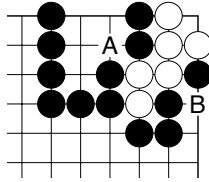
Black should push at 1 in Diagram 10b and then make



10b Ishi-no-shita? 7 at 5

the placement at 3. After Black 7 at 5, White gets the vital connection at 8. This looks as if it will lead to an ishi-no-shita for White, but there's an important difference this time.

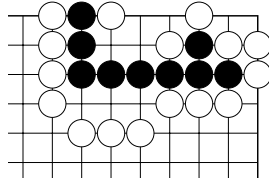
When Black captures the sacrificial white stones in Diagram 10c, he puts White



10c Atari!

in atari. White has no time to cut at A, so he dies. If White plays B next, Black can defend at A.

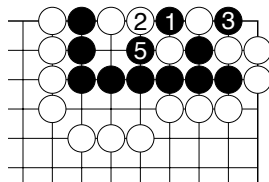
Diagram 11: Black to play.



11 Black to play

Beware of the ishi-no-shita. This time it's a nakade-type placement under the stones, rather than a cut.

Black 1 in Diagram 11a is wrong. You might think that

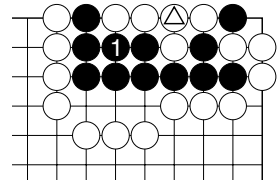


11a Status? 4 at 1

after 5, White is caught in a 'connect and die' sequence, but in fact Black is already dead as it stands at this stage. Instead of playing on the 1-1 point to capture the black stone, White simply plays elsewhere.

If Black does nothing, White can fill all the outside liberties and put Black into atari.

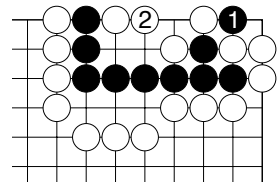
If Black captures the five white stones, with 1 in Diagram 11b, White can



11b Black dies

play back under the stones at A, threatening to extend in either direction. Starting with 1 at 5 in Diagram 11a will lead to the same result.

Black must start with the throw-in at 1 in Diagram 11c. If White drops back to 2, Black must fight the ko;

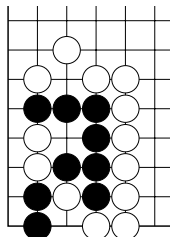


11c Ko is correct

he can't play the atari below 2, because White will just connect. White can also play 2 one point to the right,

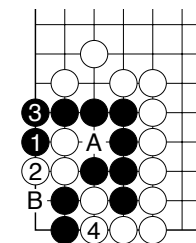
connecting. Then Black throws in at 2, and the result is still ko.

Diagram 12: What is the status of the Black group?



12 Status?

Black 1 in Diagram 12a is the most promising looking move. Other moves are easily refuted. But White 4 is deadly. It stops Black from playing B next. However, if Black plays A, you should have no trouble seeing that White B builds a dogleg four. Even if Black captures this, he dies by



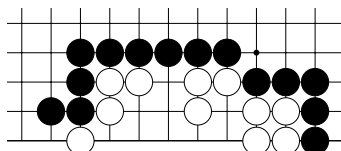
12a Black is dead

ishi-no-shita. So the answer to the status question is that the black group in Diagram 12 is dead. Both players should play elsewhere.

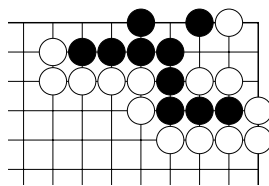
Playing out a sequence that fails is a waste. If Black spots the ishi-no-shita in time, he can at least save himself some ko threats for later and sometimes dead stones can affect the surrounding wall or come back to life if other stones appear nearby later in the game.

Problems

As usual, I'll end with two problems for you to study before the next part. Both are Black to play. Problem 1 reviews some ideas covered in this part while Problem 2 introduces the theme of the next part.



Problem 1 Black to play



Problem 2 Black to play

IN THE DARK?

Chinese Rules

Chinese rules, because of the game's origin, are the oldest; they are area-counting rules. That is stones and territory are counted and you simply need over half the board. Prisoners are not needed and are thrown back in to the supply of unplayed stones. Seki is scored, with neutral points shared.

Counting is usually done by rearranging stones and territories. Originally under Chinese rules it was the person who could legally put the most stones on the board who won, but not filling each group's two eyes was effectively a group tax.

Tony Atkins

THE WAY TO GO

I first saw the game of Go on British television in the early 1960s. There was a programme called *The Man in Room 17* with Richard Vernon. The titles and advertising breaks showed positions from Go and the two protagonists appeared also to play the game. They were meant to be problem solvers for some secret Government department and of course playing Go would show how intelligent they were.

Later, I saw an article in the Observer magazine about games, which also mentioned Go (I learned later that Eva Wilson had been instrumental in getting the mention of Go). I must have seemed like a true country bumpkin because when I asked the Observer where I could get the game and they referred me to Hamleys, I had to ask what Hamleys was.

Hamleys were at that time selling the Ariel set (cardboard board with a purple colour, pill shaped plastic pieces) which I bought, sight unseen. The rules booklet had the address of the British Go Association, which at that time had the encouraging policy of 'join and we'll tell you where you can play'. I was a reasonable Chess player at that time (the only man at the club where I played who was stronger than

me was the West of England Champion) but I found the space inherent in Go more attractive and I joined and found that the nearest club was in Bristol, 21 miles away and they met just once a week. My mother made the comment, which she has never lived down, that 'It won't last a week'. I suppose, like many young men I was picking up enthusiasms fairly regularly and dropping them just as quickly.

Strangely enough, the Bristol club were at about that time moving to new premises and they actually got onto a west country TV news program to publicise the game and their move. One thing that was missed, though, was that no-one actually said where it was they were moving to! However the limited club list from the BGA gave me a contact name and number and I started playing immediately. Shortly afterwards the chance came to move to London and one of the attractions (the other was to get overseas travel and even to go to Japan!) was that in London there were actually dan players that I could meet and even play! Then my office did send me to Japan, but that is another story.

T Mark Hall

PRESIDENT'S REPORT

Simon Goss

simon@gosoft.demon.co.uk

The AGM

At the annual general meeting during the British Congress in Edinburgh. T Mark Hall and I were re-elected to our current posts, Tim Hunt was elected as BGA Secretary and Steve Bailey, Jackie Chai, Les Bock and Bill Streeten were elected to Council. Natasha Regan has since been co-opted to Council. Tony Atkins stood down from Council and was elected as a vice-president.

The motion to increase the subscription rates, notified in an attachment to the February newsletter, was approved and takes effect from 1st July 2002. The effect of this is that member services and tournament expenditure can in future be covered by subscription and tournament income, freeing us to use revenue from BGA Books for more numerous and ambitious outreach and player development projects in future.

BGA Policy e-mail List

As a result of interest shown in last year's questionnaire, we have now set up an e-mail list for BGA members to discuss matters concerning the running of the BGA and our projects. It's called the *BGA Policy List*, but its scope is not restricted to questions of policy. Anything that helps us do more, or do it better, or just understand the views of the membership better, is welcome for discussion there.

To join the list, you should go to the web page:

two.pairlist.net/mailman/listinfo/bga-policy

where you'll find some general information and a form for you to supply your e-mail address and choose your password. When you have done that, click the 'subscribe' button and leave the page. Very soon you will receive an e-mail asking you to confirm your subscription request (the purpose of this

is to stop other people from subscribing you against your will). Reply to this e-mail according to the instructions. Some time later you'll receive another e-mail, confirming your subscription and giving you details of how to use the list. When you receive this, you can start using the list.

Outreach

Last year was a good one for outreach. In addition to the Mind Sports Olympiads in London and Cambridge, at both of which Adam Atkinson generously ran teaching stands, several valuable opportunities for public exposure were taken at the many Matsuri festivals throughout the country as part of Japan 2001.

There were also two exceptional happenings in the field of schools Go, both of them under the auspices of Japan 2001. One of them was a theme day on Japanese culture run at Tatton Park near Manchester for talented children from five Oldham schools. The Manchester Go club was there teaching Go to 150 children in huge (and very noisy) groups. Teachers from all five schools took away leaflets, starter sets and contact details to help them use Go in their schools. Many of the children bought starter sets for themselves.

Last, but definitely not least, is the Hampshire Go project, set up by Peter Wendes under the auspices of Japan 2001. In this project, Peter will visit eighty schools and special-needs units in Hampshire and the neighbouring counties, teaching Go, providing starter sets and giving each school a copy of volume 1 of Janice Kim's *Learn To Play Go* series of books. Funding for this project has been obtained by means of an Ing grant from the EGF.

Even though Japan 2001 is now over, I hope that we shall be able to continue such activi-

ties at the same high level, and am delighted that Paul Smith managed to gain interest from a number of schools at the recent Cambridge Mind Sports Olympiad. Peter Wendes, the BGA schools liaison officer, is a retired special needs teacher and knows, more than we ever have previously, how to make the right contact with the right people to do this sort of thing. I hope that the Hampshire Go project will become the model for similar activities in other parts of the country. If you feel you could help to make this happen in your area, please discuss it with Peter. His contact details are given elsewhere in this Journal.

During the year we'll also be looking for ways to promote Go to segments of the population other than schools. Suggestions will be welcome – either e-mail them to me or raise them on the policy e-mail list.

The Body Count

Some of the activities I hope we shall be embarking on this year, especially outreach, require a lot of time and effort. I'm less

concerned about finances. We can't hope for an Ing grant every year, but revenue from BGA Books can be applied to new projects as soon as the effect of the subscription increase begins to bite, and we can start some projects even sooner than that, thanks to an extremely generous anonymous donation received recently.

However, I am worried about how many people we can call upon. The well-known active people really are very busy, and it's unrealistic to expect that big new projects can succeed unless we can identify who will make them happen. So now is the time to repeat the call for volunteers. If anyone out there has some time and skills that they are willing to offer to the BGA, please tell me so. I think some people shy away from putting themselves forward because they are afraid of what they can't do. I sometimes get told something like "I'm not really a committee person" or "I wouldn't know how to make a web page". It doesn't matter – we can fill such gaps. What we want to know is what you can and would like to do.



LETTER TO THE EDITOR

Four game tournaments are beginning to appear. I get the impression that many kyu players are in favour of this format. But looking to the future, I would like everyone to consider 2 day 8 game tournaments.

Here I will try to make plain some of the advantages of such a way:

- 1 There would be less waiting between games if there are 4 a day.
- 2 More games to be graded if they are found acceptable for grading with shorter time limits.
- 3 A greater test of endurance and strength which a 3 game tournament does not allow for.
- 4 If needed we could have a smaller number of tournaments overall and a greater

number of games for grading overall.

- 5 If Go players decided to go to less tournaments, they would still submit a greater number of games for grading – do the arithmetic – almost 3 times.
- 6 Since there would be a smaller number of tournaments, the total amount of money that players spend will not increase greatly (except for accommodation).
- 7 I understand two day tournaments are not uncommon abroad and so experience shows that it is practical.
- 8 The opportunity to play a greater number of players.
- 9 The possibility of attracting players from abroad.

Roger Daniel

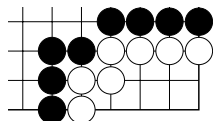
WHAT THE BOOKS DON'T TELL YOU ~ PART VII

Simon Goss

simon@gosoft.demon.co.uk

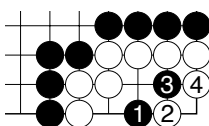
Reading out of order – I

In this and the next article, we're going to look at a trick that can sometimes be used to help solve life and death problems quickly. This article describes the basic idea, and the next one will look at an extension of it. It's Black to play in all the problems. We'll be concentrating not so much on the solution itself as on how you go about finding it.



□ Problem 1

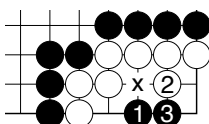
Problem 1 is quite tough if you don't already know it. If you don't and it comes up in play, how do you tackle it? Does anyone out there really consider all 7 Black first moves, and all 6 White replies to each, and all 5 Black continuations for each of those, and so on? That's already 210 variations just for the first 3 moves and, in some of them, 3 moves won't be enough to get at the truth. It seems most sensible to look first at those points that our instincts suggest to us. Black 1 in Diagram 1a looks like a promising candidate, doesn't it? White 2 threatens two eyes, so Black must play at 3, and



□ 1a

now White 4 makes a direct ko. If White captures Black 3, he has three eyes. If Black captures White 2 and then connects, he kills by nakade.

Can White do better than the direct ko in Diagram 1a? White 2 in Diagram 1b also



□ 1b

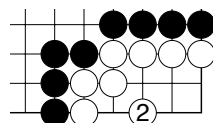
threatens two eyes, so Black needs to reply at 3. Then we have a mannen ko – either side can start a ko by throwing in, but whoever is going to win it has to play the approach move at x, so both sides will wait in the hope that the other side will shoulder that burden. Black has an option to take seki instead, but usually he's in no hurry, because White has no way to get anything but ko.

Black 1 is beginning to look like a bit of a headache, and many of us would probably be tempted to suspend reading it at this point and go off looking for other, perhaps more decisive ways

for Black to start. This is where we waste time. In this position, there's no point considering any other attack than Black 1, and you can discover this fact with hardly any reading.

The trick is to figure that any killing sequence must begin with moves numbered Black 1, White 2, Black 3. Now, which White 2 is Black most worried about?

Consider Diagram 1c, which shows a White 2.



□ 1c

What Black 1 and 3 did we need in order to kill? A quick examination should convince you that there aren't any. The conclusion is that whatever Black plays on move 1 must make it impossible for White to play White 2 in Diagram 1c. The only way for Black to achieve this is to play there himself at move 1.

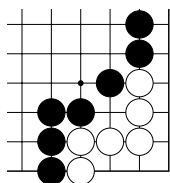
Diagrams 1a and 1b are the only sensible possibilities, as you may check by reading out the other possible replies to Black 1.

In the rest of this article, I'll call a point like White 2 in Diagram 1c a 'critical point'. The value of finding

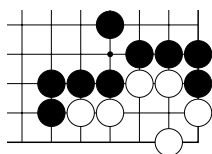
a critical point is that it saves you a lot of worthless reading. Note carefully that attacking on a critical point isn't guaranteed to work, and you still have to read out the succeeding moves.

Practice problems

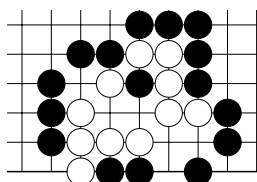
The remaining problems are given for you to practice using this idea. In every case, it's Black to play. See if you can spot the critical point and then read out whether it works. It's only fair to warn you that at least one of the problems doesn't have any solution.



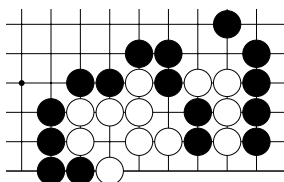
□ Problem 2



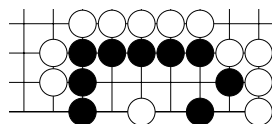
□ Problem 3



□ Problem 4



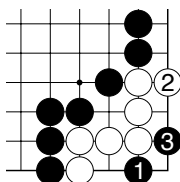
□ Problem 5



□ Problem 6

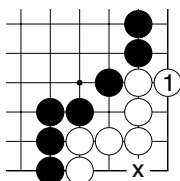
Answers and further ideas

Diagram 2a: Black 1 is at the critical point, and it works. After Black 3 it's not seki – White is dead by bent 4 in the corner.



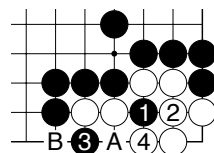
□ 2a

Diagram 2b: If White played first, he should usually live like this, not by playing at x. This way of living leaves Black a ko threat at x, but if White plays at x to avoid this he loses points by leaving



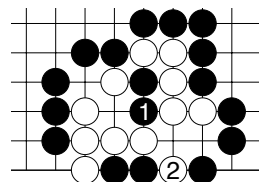
□ 2b

Black an endgame point at 1. The point x is 'critical' because Black can't let White play it, not because White necessarily has to play it. That's why I haven't used the term 'vital point' for it.



□ 3a

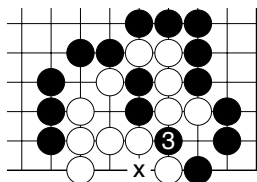
Diagram 3a: Black 1 is the critical point, but it doesn't work, because Black can't play at A after White 4. If Black had a stone at B, though, then this attack would work.



□ 4a

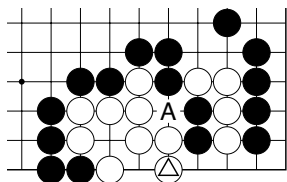
Diagram 4a: If White gets to play at 1 he has two eyes, however many moves Black plays after that, so Black can only begin there. It looks as if it's no good, since White seems to make a second eye by capturing with White 2, but ...

Diagram 4b: ... Black 3 threatens five White stones with a snapback. If White saves them by capturing two Black stones, Black x takes away the second eye.



□ 4b

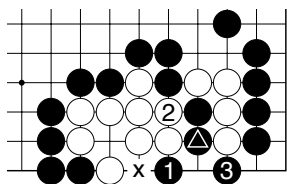
Diagram 5a: Some people describe critical points by saying something like “If White plays here, Black has no ko threats”. That captures the general idea, but it can be a little misleading, as this diagram shows.



□ 5a

The marked White stone is on the critical point for the life of the main group, but Black A is a ko threat to capture the four marked stones on the right.

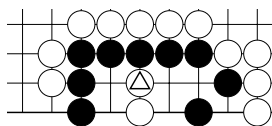
Diagram 5b: Black plays the critical point and then ignores the atari to connect underneath at 3. Now if White captures two stones, Black recaptures one where the marked stone is, so White can't make two eyes.



□ 5b

Note that this works only because the main White group is short of liberties. If it had an extra one, White could play move 4 at point x and Black's play would fail.

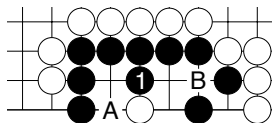
Diagram 6a: The idea of critical points seems to work more often when looking for killing moves,



□ 6a

but it sometimes works for living moves too. This problem is an example. If White gets to play the marked stone, Black can't live with two moves in a row.

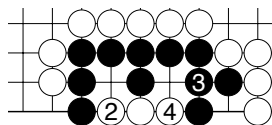
Diagram 6b: So Black plays there, and now we find one more fact about critical points. White, looking for a



□ 6b

way to kill Black, finds that A and B are both critical points (check this!). Since White can't play both of them in one move, Black is alive as it stands.

Diagram 6c: White can't kill, but he can still get this gote seki. After White 2, Black had to be careful.



□ 6c

Had he played at 4 instead of 3, White 3 would have killed him. As I said, critical points can help you dispense with unnecessary reading, but you can't avoid the necessary stuff.

IN THE DARK?

AGA Rules

The American Go Association (AGA) adopted its own rules in 1991. They are designed so that area counting and territory counting give exactly the same result (except in a few special positions); players can choose which way to count. To this end white must play last, pass stones are given and territory is counted in seki.

Tony Atkins

WORLD GO NEWS

Tony Atkins

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European Pair Go Championships

This year the European Pairs returned to Cannes for the weekend of 1st to 3rd March. This coincided with the regular International Games Festival and play took part in the prestigious Palais des Festivals. Last year's British Pairs runners-up were selected to be our representatives and Natasha Regan and Matthew Cocke, together with supporter Matthew Selby, are reported to have had a good time. There are reports of a boat trip, a French dinner and informative game commentaries of every round by Fan Hui who is living in France. Best of the ten pairs was the local French team of Myrtille Cristiani and Paul Drouot; they won on

tiebreak from Germany's Daniela Trinks and Lutz Franke and Romania's Irina Suciuc and Mihai Petre Bisca. Natasha and Matthew were fourth having lost to Romania and Germany but beating France, Netherlands and Italy.

Irish Open

Following on from last year's successful European Go Congress, it seemed strange to be back at the Teacher's Clubs without the hoards of Go players of the summer. As a reward for work in the summer anyone with an organisers' green shirt got free entry. The weekend was back to its normal number of days with the Irish Rapid on the evening of Friday 8th March. Tony Atkins (2 dan)



Natasha Regan and Matthew Cocke playing the French team of Myrtille Cristiani and Paul Drouot, who went on to win the European Pair Go Championship.

skillfully returned late from a day trip to Antrim to gain a half point bye, which after three wins gave him the advantage over Germany's Michael Marz (3 dan) who was second. Third equal were Colin Adams (1 kyu) and Toby Manning (3 dan). 20 players took part in this event that was played on handicap plus one. The main Irish Open is played over two days and 24 players competed for the new trophy donated by two-times winner Gerry Mills. Toby Manning (3 dan) held his grade to cruise home to an easy win. Second was Michael Marz. In third place Stephen Flinter (1 dan) became the highest placed Irishman for a good few years. Gerry failed to win his own trophy, coming a creditable fourth. Frenchman Frederic Mircovic (8 kyu) won 4 out of 4. After the prize giving on the Sunday it was off to the Old Stand pub for the traditional drink (Guinness) and then, due to a power cut, off to the second choice of Chinese restaurant for the Irish Go Dinner. Guests of honour were the Korean ambassador and the head of Fujitsu-Siemens Ireland (who was the EGC sponsor). Other guests included representatives of the Japanese and Chinese embassies, members of Irish-Oriental friendship societies and of course the Go players. A small number of these Go players survived the night with a desire to play more Go on the Monday. They took part in the Irish Handicap event, which produced a win for a local. Cian Synnott (9 kyu) was the winner ahead of Colin Adams and Michael Marz. Our thanks go to John Gibson and the others for making BGA members so welcome as usual.

Ing Cup

The Ing Cup every second year is away from the European Go Centre. So this year it was from 8th to 10th March in St Petersburg. It was held in the large modern Hotel St Petersburg and contestants were treated to Russian caviar and champagne. This year the 24 qualified players were from 12 countries

and graded from 4 to 7 dan. Winner was the Russian Alexandr Dinerstein (Dinerchtein) with a perfect six. Second was Guo Juan (7 dan) who lost to Christian Pop of Romania. Third was the Korean from Russia, Lee Hyuk. Britain's Matthew Macfadyen was equal sixth (with Florescu) on 4 wins out of 6. He lost to Csaba Mero (6 dan Hungary) placed fourth and fifth placed Dmitri Surin (6 dan Russia); he beat 11 year old Ilja Shikshin (brother of Russian Svetlana Shikshina), Leszek Soldan (Poland), Geert Groenen (Netherlands) and Dmitriy Bogackij (Bogatskiy) (Ukraine). Having solved the problem of visas to get to the event, an unexpected twist was not being allowed to take your prize money away with you, thanks to Russian currency laws, but everyone got their money eventually.

European Youth Goe Championships

This year the EYGC was held at the Hotel Krystal in Prague, capital of the Czech Republic from 14th to 17th March. This year the event was naturally attended by many Czech children and kids from countries further east. Organisation went well apart from the hitch at the start of round one where both groups of players were numbered starting from the single Board One. Lots of fun events were arranged, such as Pair Go, explanations of the Ing Goe rules, and games against and commentaries by professional Yuki Shigeno. Pal Balogh (5 dan Hungary) won the 109-player under-18 section. Second was Timur Dugin (3 dan Russia) and third was Oleg Mezhev (4 dan Russia). All three won 5 out of 6. Best of the 88-player under-12 group were Andrej Kravec (2 kyu Ukraine) and Andrej Kashaev (5 kyu Russia), also both on 5 out of 6. The lucky youngsters selected by lot from the top places who will be going to Phuket in Thailand for the World Youth Goe Championships in August were Balogh, Dugin, Antoine Fenech (France), Kravec, Kashaev and Konstantin Lopatjuk (Ukraine).

Paris Toyota Tour Finals

As usual Paris was held at Easter starting on Saturday 30th March. Different from normal was the venue; it was a very elegant town hall, with chandeliers and a high arched ceiling, on the Place d'Italie. 229 players took part including six from the UK. Quentin Mills, Natasha Regan and Richard Mullens all won 3 out of 6. Winner of the 1000 Euro first prize was Fan Hui, the local Chinese, winning all 6. On 5 wins, to take the next places, were Du Jingyu, Guo Juan and Miyakawa Wataru, Orientals from Germany, Netherlands and France respectively. As it was the Toyota Tour Finals, extra points were at stake but they did not affect the outcome. Winner of the second Toyota European Go Tour was Tibor Pocsai of Hungary who scored the maximum 100 points over 10 events. Guo Juan was second with 87 points from 4 events. Csaba Mero was third with 72.73. The rest of the top ten places went to Vladimir Danek, Gabor Szabics, Victor Bogdanov, Ion Florescu, Du Jingyu, Pal Balogh and Radek Nechanicky. Top British resident was Seong-June Kim; he was equal 17th with his 18 points from the London Open.

Bled

60 players went to the first Toyota Tour of the new season in Slovenia on the weekend of 19th April. Thanks to joint sponsorship from IGS-Pandanet, prize money for the third tour has been set back to the level of the first Tour. Czech players dominated this event, finishing the top three in rating order. Radek Nechanicky won on sos tiebreak from Vladimir Danek, who had beaten him but had lost to local 5 dan Eduard Ekart. Jan Hora was third with 4 out of 6.

Amsterdam

The 31st Amsterdam Tournament was the second Toyota Tour event of the season and attracted 109 players to the European Go Centre on the Ascension holiday weekend

(starting 10th May). Orientals living in Europe dominated. Winner on 6 out of 6 was Fan Hui. Guo Juan and Du Jingyu both lost to the winner to end on 5 wins.

Hamburg

The Hamburg Affensprung (monkey jump) was the following weekend from Amsterdam and as the third Toyota Tour event attracted 118 players. Venue was the CVJM-Haus in An der Alster in the middle of town. This time Guo Juan did not falter as she won a perfect 6. German resident Du Jingyu was second with 5. Germany's own Christoph Gerlach headed the group on 4 wins to be third.

International

In the Kisei Title match, started in London, O Rissei beat Ryu Shikun by two and a half points to retain the title in Omachi on 6th and 7th March. A shock in the first round of the Toyota-Denso Oza in Tokyo on 19th March saw Fernando Aguilar of Argentina beating professional 9 dan Hasegawa Sunao by three and a half points. The European qualifier Alexandr Dinerstein lost to Yu Bin by resignation. The seventh LG Cup kicked off with European professional Catalin Taranu (5 dan) losing to 14 year old Korean Yun Jun-Sang after only 159 moves. The lad went out to China's Zhou Heyang in the second round. Earlier in April Yoo Chang-Hyuk beat fellow Korean Cho Hun-Hyun to win the sixth LG Cup. Hans Pietsch, the other European professional (4 dan), lost in the first round of the 4th Chunlan Cup in China on 18th May to Zhao Junxun of China. American Michael Redmond also lost to Luo Xihe.

Late News

Li Fu of chin won the World Amateur with a perfect 8. Korea was second. The UK's Matthew Cocke was 22nd with 5/8.

FORTHCOMING EVENTS

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

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

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

Please e-mail your contribution to:

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or post to:

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HR5 3EL

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£100 per page and pro rata (b/w). Contact the Editor for colour cover rate. Privately placed small ads, not for profit, are free. Discounts available for a series.

BGA Tournament Phone 07951 140433

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

Susan Barnes Trust

The Susan Barnes Trust acknowledges receipt of a generous anonymous donation.

Web addresses

When quoted in the Journal, these are generally given without the leading <http://>, which can be assumed.

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ccspnc@bath.ac.uk Meets at The Rising Sun
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- BIRMINGHAM:** Michael Vidler 0121 246 1756
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- BRACKNELL:** Clive Hendrie 01344 422 502
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- BRADFORD:** Kunio Kashiwagi 01422 846 634
kashiwag@aol.com Meets at Prune Park
Tavern, Thornton Weds 7.30pm.
- BRIGHTON:** Granville Wright 01444 410 229
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granville.wright@services.fujitsu.com Meets
at The Queen's Head, opposite Brighton
Station, Tues 8pm.
- BRISTOL:** Paul Atwell 0117 949 0924
bob@hitchens10.freemove.co.uk
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Paul's Road, Clifton, Bristol, Tues 7.30pm.
- CAMBRIDGE CHESS & GO CLUB:** Paul Smith
andrepaul@andrea-paul.freemove.co.uk
01223 563 932 Meets Victoria Road
Community Centre, Victoria Road, Fri 7.30pm
(term). Caters for beginners and children.
- CAMBRIDGE UNIVERSITY & CITY:**
Charles Matthews 01223 350 096
charles@sabaki.demon.co.uk Meets at The
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7.30pm (term); Coffee Lounge, 3rd floor, The
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- CARDIFF** Paul Brennan 029 206 25955
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davesamega@fsnet.co.uk Meets at Olde
Custom House, Watergate St, Weds 8.00pm.
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tomwid@mcmail.com Meets Tues at 7.45pm
Exeter Community Centre, St. David's Hill.
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noel@ovation.ie Mons and Weds 9:00pm
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Mons 7:30 except bank holidays.
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- HIGH WYCOMBE:** Paul Clarke 01494 438 917
paul.clarke@eu.citrix.com Meets Tues 8.00pm.
- HP (BRISTOL):** Andy Seaborne 0117 950 7390
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- HUDDERSFIELD:** Alan Starkey 01484 852 420
Meets Huddersfield Sports Centre, Tues 7pm.
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- LEAMINGTON: Matthew Macfadyen
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- MANCHESTER: Chris Kirkham 0161 903 9023
chris@cs.man.ac.uk Meets at the Square
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Meets Miners & Mechanics Social Club, St.
Agnes Thurs 6:00pm.
- MIDDLESBOROUGH: Gary Quinn 01642 384303
g.quinn@tees.ac.uk Meets at the University
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- NOTTINGHAM: Mat McVeagh 0115 877 2410
matmcv@hotmail.com Meets second and
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- OPEN UNIVERSITY & MILTON KEYNES:
Tim Hunt timhunt@timhunt.freeserve.co.uk
01908 695 778 Meets 1st Mon of month at
O.U. (CMR 3) other Mons at Wetherspoons,
Midsummer Boulevard Central MK, 7.30pm.
- OXFORD CITY: Richard Helyer
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Check with Richard that Freud's is available.
- OXFORD UNIVERSITY: Niall Cardin
niall.cardin@ccc.ox.ac.uk Meets at the
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- PENZANCE: John Culmer 01326 573 167
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Lannoweth Road, Penzance Thurs 8.00pm.
- PURBROOK: Peter Wendes 02392 267648
pwendes@hotmail.com Meets most Weds
evenings at Peter's house, ring and check.
- READING: Jim Clare 0118 377 5219 (w)
jim@jaclare.demon.co.uk Meets at the
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- ST ALBANS: Alan Thornton 01442 261 945
or Richard Mullens 01707 323 629 Meets at
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Non-regular visitors should ring to confirm a
meeting.
- SWANSEA: Francesco Reale franreale@libero.it
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- SHERBOURNE & YEOVIL J Andrew Evans
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TWICKENHAM: Roland Halliwell

020 8977 5750 (h) Meets irregularly at
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WANSTEAD & EAST LONDON: Jeremy Hawdon

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

Up to date information on UK Go clubs
is maintained on the BGA Web Site at:

www.britgo.org/clublist/clubsmap.html

Please send corrections and all new or
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See page 44 for all BGA contact details.

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GLOSSARY OF GO TERMS

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