BRITISH GO JOURNAL NO 134 SUMMER 2004 ~ CONTENTS

Welcome to the Summer 2004 British Go Journal. First of all, I would like to thank you for your support and enthusiastic response to the last issue. The Journal has received a great deal of positive feedback and many of your ideas will be incorporated over the next two issues. In particular, the idea of a theme was very popular and therefore I am planning to expand upon this in the future, while also developing regular features for the Journal.

Over the past few months, people have been encouraging me to play more Go. As I live 30 miles away from the nearest Go club this has, at times, been something of a challenge. Following prompting from Ian Davis, I have started to explore Internet Go. I can now often be found in the British room on KGS using the handle Editor. Where I have been taking part in the first BGA online tournament. This has enabled me to talk with many of the Journal's readers and has even helped to improve my Go a little. My next adventure will be to attend the Isle of Man tournament in August.

Just prior to writing this, I returned from a very exciting weekend in Manchester, where I attended the first UK Go Challenge Final. This was a superb event and a great success. The Journal was happy to provide two copies of Go++, "the strongest Go program in the world" (www.goplusplus.com), as prizes for the best scoring schools. Planning ahead, I recorded several of the games which will feature, along with a full event write up, in the Autumn issue.

Features

This issue starts to explore the relationship between technology and Go, taking Internet Go as a central theme. The youth and schools section continues to develop with several articles about introducing Go.

After the last issue, there was a lot of interest in Sheila Wendes article, "Go – A Tool For Learning". This has subsequently been reprinted in the American Go Journal and George, the boy featured, has also come back with some comments of his own.

Following popular demand, this issue sees the return of the Letters Section. In previous years this encouraged discussion of events and articles. I hope that it will be a friendly route for first time writers, as well an interesting outlet for the journal's faithful contributors.

I am also happy to announce the addition of a Go Puzzle Section Editor to the Journal team. The British Youth Champion, William Brooks, has taken up this challenging task. Its aim is to provide material to stimulate Go players of all abilities. The section will become a regular feature, starting in the next issue with the topic, "Ladder and Loose Ladder Problems".

To encourage contributions there will be a prize for the best puzzle in every issue. Next issue this will be a £10 BGA book voucher. The puzzles will be judged taking into account

the grade of the contributor and the quality of the problem. Remember that a problem does not have to be difficult to be interesting.

House Keeping

Although there are few visible changes to the Journal in this issue, a great deal of work has been done behind the scenes. This has involved examining Journal advertising, devising methods of encouraging new contributors and, as always, finding ways to increase the overall quality of the journal. In particular, I would like to thank Barry Chandler who is assisting in the production of guidelines for writers and proof readers.

Next Issue

The next issue's theme will be small board Go. This was inspired by the UK Go Challenge, which was played on 13x13 boards and will include articles suitable for all levels of players.

The contributions deadline for the next issue is 10th September 2004. As always all your suggestions, articles, reviews, stories, games, problems and poems will be gratefully received. This is your journal based on your contributions, ideas and feedback. I look forward to hearing from you.

Andy Brixey

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Safety Match

On 1st February there were two Go events taking place. The first, as reported in BGJ 133, was the Youth Championships in Aston, where William Brooks was the champion and Antony Keen (30 kyu High Wycombe) won the puzzle competition. The other involved William's home club; Cambridge beating Oxford 11-5 in the 2004 Varsity Match, an event reported as having been first held in 1967.

Cheshire Cheese

The 7th Cheshire Tournament was held as usual during the Crewe Chess Congress, on 7th February 2004. Again it was held at Bentley Motors Works Restaurant in Crewe and attracted 24 players from the North West and further away. The weather was warmer than expected, but the film crew, who wanted to make a documentary, were not allowed to film there. As usual it was split into two sections. Winner of the open section was Andrew Morris (1 dan Lancaster); second was Baron Allday (1 dan West Wales). Winner of the handicap section was Ed Blockley (2 kyu Worcester) with a perfect 5. On 4/5 were Steve Bailey (3 kyu West Surrey) and John Nicholas (8 kyu Manchester). Paul Blockley (13 kyu Worcester) was best youth player with 3/5. The 10x10 winner was Richard Newman-Thomson (9 kyu Lancaster) with 6 out of 6.

Games Shop

70 players from 5 dan to 15 kyu attended the Oxford Tournament on 14th February, held at its regular venue of St. Edmund Hall. Prizes were sponsored by Hoyles Games Shop who had a sales table in the lobby. As usual the dining room and common room were used as playing areas, and student lunch was available if the delights of Oxford did not tempt you outside at lunchtime. This year the event was very ably run by Daisy Wan who seemed to stay cool, even in a crisis. Winner of the tournament was a new name in Wenhao Li (5 dan), a Chinese player from Cardiff. He beat two 5 dans, Young Kim and J.K. Shim, and then Alistair Wall in the last round. Players on 3/3 were Niall Cardin (1 dan Oxford), David M King (1 kyu Swindon), Elinor Brooks (6 kyu Swindon), and Richard Scholefield (14 kyu Milton Keynes). William Brooks (2 kyu Cambridge) won the 9x9 side event with 3/4.

Cresta Run

87 players from 5 dan to 15 kyu attended the Cambridge Trigantius on Leap Day, 29th February. Only one car failed to arrive despite the snowy start that made the M11 like the Cresta Run. The event was held as usual in the University Centre on Mill Lane, and the spring-like day quickly melted the snow. Last year's winner, Young Kim (5 dan London), lost in the last round to Li Shen (5 dan London). This won the 12-year-old £100 and the Trigantius title. Best Kyu player was local Paul Taylor (1 kyu). The others winning all three were Jonathan Chin (1 dan Cambridge), Brian Brunswick (1 dan Epsom), Matthew Woodcraft (1 kyu Cambridge), Roger Peck (4 kyu Milton Keynes), Paul Russell (4 kyu Cambridge), Chris Goldsmith (6 kyu Cambridge), Tony Pitchford (7 kyu Cambridge), Garry Sturley (10 Kyu Cambridge) and Richard Scholefield (13 kyu Milton Keynes). Nobody played in the continuous 13x13, but "CB1A" from Cambridge won the team prize. Paul Smith also ran a successful

Novices' Tournament in a crowded upstairs room. It is hoped that the loss of a purse and some money did not spoil the day too much for those involved.

Comfort Inn

The Candidates' Tournament was played in Leamington Spa on 20th and 21st March. Joined on the Sunday by the Leamington Tournament, the event took part again in the comfortable surroundings of the Oddfellows' Club, though the weather was not as pleasant as the previous year. 20 players from 2 kyu to 5 dan qualified and played. It was good to see British Youth Champion William Brooks taking part with a 2 kyu (soon to be 1 kyu) grade. Piers Shepperson (5 dan), Alex Rix (4 dan), Min Yang (4 dan), Tim Hunt (3 dan) and John Hobson (2 dan) qualified for the Challenger's League. They would join Matthew Cocke, Dave Ward and Des Cann in the League, but subsequently it was discovered that John Hobson and Min Yang were unable to take part, so 3 dans Andrew Jones and Alex Selby were invited to play (having the same score as John but lower tie-break making them reserves). 31 players took part in the third four round rapid play Leamington Tournament. Winner yet again was Des Cann (4 dan Milton Keynes). Second and third with three wins were Paul Barnard (1 dan Swindon) and Nick Wedd (2 kyu Oxford). Both Nadeem Rahim (11 kyu) and Neil Dowse (16 kyu) won four games for Aston School. Others on three wins were: Chris Kirkham (2 kyu Manchester), Ron Bell (4 kyu Reading), Peter Fisher (4 kyu Leicester), Nicola Hurden (11 kyu Bracknell), Ewart Shaw (14 kyu Leamington) and Zac Tsai (14 kyu Birmingham). Between rounds, some games from the Candidates' were commented on by Matthew Macfadyen and Des Cann.

Concrete Cows

Milton Keynes, home of concrete cows, was the venue from The British Go Congress from 2nd to 4th April. Tim Hunt, Andrew Grant, Roger Peck and Fred Holroyd ran the 37th Congress in the very comfortable Holiday Inn, handily placed for the surprisingly attractive city centre. As usual the weekend featured the British Lightning, British Open, and the BGA AGM on the Saturday night. The Friday night Lightning had a mere 19 players. None of them managed to score 5 of 5. Scoring 4 wins were Steve Bailey (3 kyu West Surrey), Michael Charles (2 dan St Albans), Jonathan Chin (1 dan Cambridge) and David M King (1 kyu Swindon). David won the event on the "CUSP" tie-break. The British Open also had a lower than expected entry at 67 players. T Mark Hall (4 dan London) won it for the second year running with five wins out of six. Second, topping a group with 4/6, on tie-break was Dan Gilder (3 dan Manchester). On 5/6 was Frederic Smadja (13 kyu London). Martin Li (5 dan Borlange (Sweden)) and Fred Holroyd (4 kyu Milton Keynes) won 4/5. There were 14 people with 4/6 who all won Easter Eggs. They were: Andy Price (12 kyu Leamington), Jonathan Englefield (9 kyu Maidenhead), Anna Griffiths (7 kyu Epsom), Peter Fisher (5 kyu Leicester), Tom Widdecombe (2 kyu Devon), Helen Harvey (1 kyu Manchester), William Brooks (1 kyu Cambridge), Phil Beck (1 dan Cambridge), Gerry Mills (1 dan Monmouth), Jonathan Chin (1 dan Cambridge), Michael Charles (2 dan St Albans), Ulf Olsson (4 dan Gothenburg (Sweden)) and Young Kim (5 dan London). Azan Aziz Marwah (10 kyu London) scored 3/3. William Brooks won the MK Map Tournament with a perfect score of 5 and the Currency Quiz was won by the Pauline and Steve Bailey who identified more than 40 out of 50 foreign currencies. The Nippon Club Team Trophy was won by the Central London team of

Piers Shepperson (5 dan), Mike Nash (1 kyu), Frederic Smadja, Mark Todkill (7 kyu) and Azan Aziz Marwah, by a narrow margin. They scored 16 wins out of 27 (59.26%). Second was Cambridge with 20 wins out of 34 (58.82%). The Stacey Trophy for most top group wins during the year went for the first time to Young Kim with 26 wins, one more than veteran winner Francis Roads. The day before the tournament BBC Three Counties Radio interviewed Andrew Grant for 5 minutes, hopefully giving the local Go club a boost.

Egg Citing

The Thames Valley Team Tournament, usually known as the "T's", was held at Burpham near Guildford on 12th April. Six teams competed for the Broken Go Stone Trophy and a handmade chocolate egg by Annie Hall, appropriate for Easter Monday. Swindon's Christian Scarff (2 dan), Paul Barnard (1 dan) and Matthew Griffiths (11 kyu) won, aided by Paul and Matthew winning all 3 games. Also on 3 were Alistair Wall (4 dan Royal Standard) and Jong Ug Kim (2 kyu Epsom). Bill Streeten and David Hall won the 10x10.

Anniversary

The first Durham Go Tournament was held to celebrate 10 years of Durham Go Club. The event was played on the 17th and 18th April in the Riverside Cafe of Dunelm House, the student union building. 38 players attended the event well run by the locals led by Jenny Radcliffe and Edwin Brady. Appropriately, the club's founder Simon Shiu (4 dan Bristol) was the winner, with a perfect 6. Second was Gang Xiong (2 dan Durham) with 4/6. Also on four wins were Alan Thornton (2 dan St Albans), Paul Taylor (1 dan Cambridge), Daniel Gilder (3 dan Manchester), William Brooks (1 kyu Cambridge), Claas Roever (3 kyu Dublin), Chris Morris (6 kyu Durham),

Celia Marshall (11 kyu Isle of Man), Russell Haswell (15 kyu Newcastle) and James Liu (21 kyu Durham). The 13x13 tournament was won by Peter Nuttall (19 kyu Durham) with 4 wins, on a tie break from William Brooks. The self-paired lightning tournament was won by Matthew Holton (2 dan Teesside) with 3 wins. Durham Go Club also took the opportunity to publicly express their gratitude for a bequest of Go equipment and books they received earlier this year after the sad death of Brian Wilson, a keen local Go player.

Talk of the Town

Four teams of six players each attended the Nippon Club in Piccadilly for the spring London International Match on 25th April. The Out of Town team, headed by David Ward (4 dan Cambridge) and Jim Clare (3 dan Reading) won the match, beating the Wanstead, Central London and Oriental teams.

Olympiad

The Cambridge Mind Sports Olympiad (MSO) was reduced to two days this year, which seemed to concentrate activity and was very successful. Most popular game was Tantrix. A large group, including many players from the continent, played this loop-making tile game in a well-run competition, unusual in not being on the Internet. As usual there were lots of kids playing Chess, groups playing Scrabble, Backgammon, Othello, Oware and the British Shogi Championship, sadly only attended by six kyu-grade players. As for Go, the Challenger's League played the middle two days there, starting and ending in Trinity College, and the Barlow was there on the second day 2nd May. 30 kyu players (including a 1 dan ghost) played the Barlow. Winner was Jong Ug Kim (1 kyu Epsom) with 5 wins. Matthew Woodcraft (1 dan Cambridge), scored 4/5 as might be

expected only losing to the winner. A large group of 9 players who started above the 6 kyu bar won 3/5 to come third. Best junior player was Kay Dackombe (18 kyu Bromley) who won 3 games. Also winning 3 and beating two 4 kyus was Alena Pieterova (7 kyu), a Czech student from London.

In League

In the Challenger's League, played from 30th April to 3rd May in Cambridge, the 8 players between 3 dan and 5 dan were quite evenly matched. Four of the highest grade players lost games early on: Des Cann (4 dan) and Piers Shepperson (5 dan) lost in round 1 (the latter against Alex Selby (3 dan)), and Matthew Cocke (5 dan) and David Ward (4 dan) lost in round 2. In fact it was Alex Rix (4 dan) who took an early lead, winning his first 5 games before losing to David Ward who was also doing well. Matthew Cocke beat David Ward in Round 5, but lost to Tim Hunt (3 dan) in round 6. In the last round Alex Rix lost to Matthew Cocke by half a point and David Ward won on time against Andrew Jones (3 dan), who had previously beaten Des Cann. This left three players on 5 wins. Matthew Cocke and David Ward had to play off for first place, selected ahead of Alex Rix on qualifying order. Piers Shepperson won 4, Alex Selby and Des Cann won 3, Tim Hunt won 2 and Andrew Jones won 1. In an exciting play off David Ward won by half a point against Matthew Cocke, so becoming the new challenger to Matthew Macfadyen.

Classic

The Bracknell Tournament on 9th May stayed again at the Woosehill Community Centre in Wokingham. Unfortunately the Sunday date saw travel problems as the local trains were all buses and the ferry from the station was in fact a car. Nevertheless 53 players turned up, almost

exactly the same number as the previous year. Also the same as the previous year was the winner in Jon Diamond (5 dan Kent) who beat Piers Shepperson (5 dan London) in the last round. Winners of 3 games were William Brooks (1 kyu Cambridge), Matthew Selby (3 kyu Epsom) and Nicola Hurden (10 kyu Bracknell). William Brooks also won the 13x13. A puzzle sheet set by Ian Marsh had a Go Problems section, mostly solved by Jim Clare (3 dan Reading), and a side with classic coin problems that equally could be done with Go stones. The photo for the caption competition showed three players crouched around a go board outside which led to many lines based on Macbeth, but Tony Atkins won the prize by spotting that the mutant shopping trolley in the background was about to make off with T Mark's Coke can.

Pairs

The Pair Go Championships were held on 23rd May at the now regular venue of the Foxcombe Lodge Hotel at Boars Hill near Oxford. As usual the hotel made the players very welcome and put on a huge buffet at lunchtime. Also as usual the weather was fine, and maybe even too hot to play serious Go outside. In the Championship group, Kirsty Healey and Matthew Macfadyen won to retain the Pair Go Championship for a fourth year. They beat Natasha Regan and Matthew Cocke in the final. Third were Sue Paterson and Jim Sadler, Jackie Chai and Francis Roads, also on two wins. Helen and Martin Harvey won the fighting spirit prize this year. In the 5-pair handicap group the Guildford mother and son, Pauline and Steve Bailey, were runaway winners with 4/4. The best-dressed pair was judged by a member of public as Natasha and Matthew. By connecting cities to states and counties on a list, geography quiz winners were Anna

Griffiths and Tony Atkins; Pair Go photo spot the year quiz winners were Elinor Brooks and Erik Hall.

Photograph shows Jackie Chai with the Pair Go Championships organiser Francis Roads. Suppied by Kirsty Healey.

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STYLES OF PLAY

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I have selected three sample games from the GoGoD database, one from the Castle Games played in 1801, and two from the mid 1930s. The latter two were played in the Oteai, which was the main tournament at the time and used to set player's ranks. They sprang to mind because I am at the moment recording games from both the Castle Game series and those played by Hashimoto Utaro.

I would suggest you look at the diagrams or play the moves out on a board. To make the situation simpler, I have included only the first 20 moves of each game. What I want to highlight is that there is an obvious stylistic difference between one of the games and the other two. One game is obviously taken from the Shin-Fuseki (New Fuseki) period following the publication of the book "the New Fuseki Method" by Yasunaga Hajime, in collaboration with Kitani Minoru and Go Seigen, in 1934. However, the other two games are not particularly different and I challenge anyone to specify which is the earlier and which the later game, even though they are separated by about 130 years.
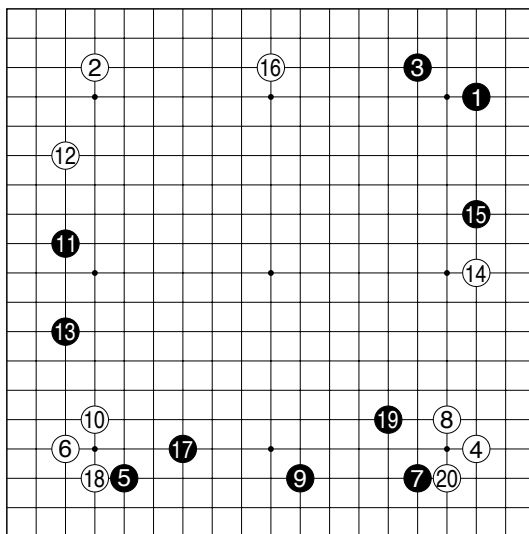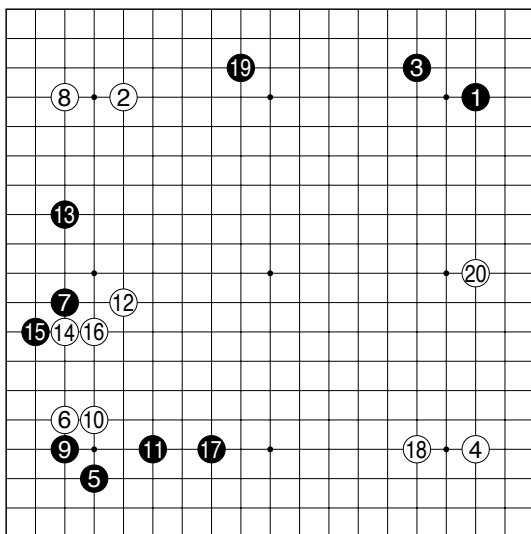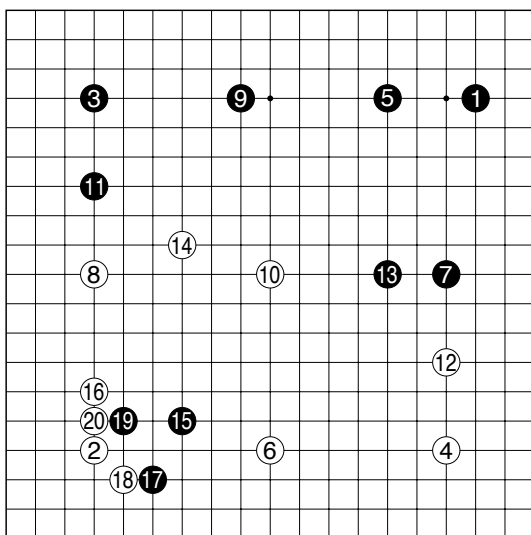

☐ **Example 1**

What interested me in this was that probably most players now take the New Fuseki ideas for granted, since they have been there for all the time that we have played, in the games of Takagawa, Takemiya and Go Seigen himself. But put yourself in the mind of someone like Kitani; one of his teachers was Suzuki Tamejiro, who had been taught by Iwasaki Kenzo, who was one of the star pupils of the Yasui house in the days before the Meiji revolution. Despite all the changes that had happened in Japan and the Go world, the way of play typified by these two games had an enormous weight of tradition behind them of hundreds of years and an equal number of players. Who were they to say that there was a better way to play? Kitani and Go were both potentially great players at the time, but both had gone into slumps after their promotions to 5 dan (Kitani 1930, Go 1932); Kitani had in fact lost all his games in the Oteai in 1932 and Go was having to cope with playing most of his games with White. How could they now turn round and say that all they had learned needed to be revised and that there was a better way to play?

The fact is that they did and we are the ultimate beneficiaries.

John Fairbairn raises an interesting point about the New Fuseki. At the same time, in the Chess world, there was the introduction of the Ultra-Modern style (of which I know nothing, having given up Chess when I found Go, almost 40 years ago). But he asks why both should appear at the same time, one in Asia and one in Europe, to revitalise the way of playing for both.

Example 2

Example 3

INTRODUCING GO TO SCHOOLS

Toby Manning

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Richard Thompson and I, of Leicester Go Club, have recently visited two schools to introduce Go. The first school was an initial visit, the second a follow-up to a visit by Peter Wendes 8 months earlier. Both schools were primary schools. This article discusses the approach we adopted.

For equipment we had a 9x9 demonstration board and twenty small 9x9 sets sold by Payday Games. These are cheap, and ideal for schools. I am convinced that 9x9 is a sensible board size; it is not worth going to 13x13 or (heaven forefend) 19x19 until the 9x9 board has been mastered (which I define as being able to win taking a 3 stone handicap against a dan player).

Complete Newcomers

For the complete newcomers, Richard and I started off by playing a game on the 9x9 demonstration board, giving a commentary and explanation as we went. An early crosscut enabled us to rapidly demonstrate the rule of capture, within the context of a complete game.

This took about 10 minutes. We then handed out the 9x9 sets and asked the children to play each other, aiming for the first capture. The children were asked to put their hand up whenever they managed to capture a stone. We walked around the room, checking that any capture was correct and otherwise offering help. In fact a lot of the children didn't stop the game after securing the first capture, but went on to play for territory. We even had several requests for help with counting.

An issue found in several games concerned groups with no liberties that the children had NOT identified as being captured. But then this has occasionally been seen in games between strong players.

After about 10 minutes of individual play, I then set up a number of very simple problems on the demonstration board, such as shown in Figure 1. We asked the children questions about each position. Can Black kill? How? And then encouraged them to come up and show us. We emphasised that after playing the stone that captured a group, the captured stones should be removed from the board.
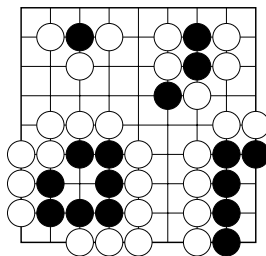
Figure 1

A further time for individual play was followed by a second set of problems on the demonstration board. This left time for a final short period of individual play before it was time to pack up.

We did not teach the rule of ko, nor explain some of the more esoteric issues such as seki. We concentrated on first capture so did not really say much about counting.

Some of the children seemed to pick up the principles very quickly; others were slower (as would be expected). Several children came up afterwards to say they liked the game and to thank us for introducing it.

A Second Session

At the second school we again found an enthusiastic (and well behaved) group of youngsters.

We started by putting three simple problems on the 9x9 demonstration board (see Figure 2) to see how good the children were; we asked them for answers (Where should Black play? Why?) Some of the children could solve them, some not. We went through the problems, showing the correct solutions.

We then played some games. They had been using 13x13 boards, but 9x9 seemed more appropriate for their level. Again, we sometimes had to explain that some groups had no liberties and should be removed.

I then gave a short talk on the "second line problem" (Figure 3). Having discussed this problem with Black to play, we asked the children what would happen if it was White's turn to play.
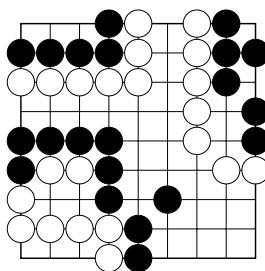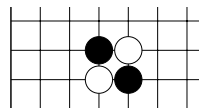
☐ **Figure 2**   ☐ **Figure 3**

There was then enough time for a little more play before it was time to finish.

Our Observations

We learned the following lessons from the two visits:

Use 9x9 boards

An hour is not a long time - you cannot teach much in that time (and expect it to stick)

Don't overestimate the children's ability. Be pleased if they go faster than you had expected, not annoyed if they go more slowly.

Remember Go should be fun: it is better for people to enjoy playing badly than to be miserable playing well.

IN THE LIGHT

Buon Giorno from Milano   www.pandanet.co.jp/ English/members/shigeno

Yuki Shigeno has changed her web site and is now sponsored by IGS-Pandanet. She now provides training services as well as the chatty monthly stories. The August 2003 page details her teaching visit to schools in Hampshire and Sussex with Peter Wendes.

Tony Atkins

TEACHING 200 CHILDREN TO PLAY GO

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On Thursday 20th May I taught 200 children to play Go. No, not all at once. Balgowan Primary School in Beckenham, SE London, wanted all their Year 5 and Year 6 pupils to learn Go, in preparation for selecting a team for the UK Go Challenge. That was six classes of 30+ children aged 9-11.

The driving force behind this initiative was Janet Bell, not a teacher at the school, but a governor and parent. "I used to see people playing Go at university, though I didn't get involved myself at the time," she said. I might have guessed that she was at Cambridge. She had persuaded the school to buy enough Payday Games 9x9 sets for a whole class to play at once. She had also stocked up on literature; the cartoon booklet, the BGA pamphlet, and the "Asia and the Game of Go" leaflet produced by the EGCC. The latter went down very well with the class teachers.

Crossing London in the rush-hour, especially if carrying a demonstration board, is a pain. I had to leave at 7.30 to be sure of arriving at 9.30, for a 9.45 start. I'd just about woken up by then, and was confronted by my first class of mixed-ability, mixed-attitude, 9 and 10 year olds. As a retired teacher, who has spent a lot of my career in primary schools, I know what you have to do to keep interest, but it's hard going. I taught capture Go in about five minutes; first to capture a stone wins the game. Then off they went into their first game.

Janet, the class teacher, and I patrolled about keeping people happy. The main problem was coming upon a board with one or more zero-liberty stones or groups, but that's the idea of capture Go, to teach the concept of capture. A minor problem with capture Go, is that the children don't always see the need to remove the captured group, even when they do spot it. Since one of them has now won the game anyway, they tend to just clear all the stones away and start again. This led to misunderstandings when I later introduced territory Go.

Another thing we had to watch out for was children who had turned the board over and were trying to play 13x13 Go. Even at this level, you can suffer from "strong players use larger boards so if I use one I'll be stronger" syndrome.

Whatever the age group that you are teaching, it's good practice to keep explanations to the minimum. I guess that a good three quarters of my six 40 minute sessions were spent actually playing Go. But children don't have long attention spans, so I stopped them a couple of times for further talk. During these I gave a brief introduction to the suicide rule, but without mentioning what happens when an apparently suicidal move actually makes a capture; an illustration of why stones near the edge tend to be vulnerable; and an explanation of handicapping. For the latter I simply said that each time a player won three games in a row, the opponent was allowed one extra move at the start of the game.

This approach seemed to work. Maybe the children were left with only the haziest idea of the game that we play at our clubs, but they pretty well all seemed to remain on task and to be enjoying it.

I returned eight days later for a follow up visit, to teach territory Go, i.e. the pukka game. The classes were supposed to have practised capture Go during my absence. Some had; others had been "rather busy, I'm afraid, Dr. Roads". (They seemed to enjoy using my academic title.) One's immediate reaction is to think, "Well, why not call me in at a less busy time, when you can make better use of my (voluntary) services?" But the timing was constrained by the UK Go Challenge, and in any case you always have to keep relations sweet. So you take it on the chin.

This time I had the support of Jay Rastall, an experienced player who lives locally. I introduced territory Go, with the advice that those children who preferred to continue with capture Go were welcome to do so.

The trouble with teaching a mixed-ability group is that you are constantly allowing for the needs of those at the bottom of the ability range, and this constrains what can be done. But it's when you don't allow for them that behaviour problems start.

During the sessions I explained the full version of the suicide rule, the ko rule, and ending the game by passing. And that was all. No two eyes, no grab the corner first, etc. They now had all they needed, and they know where to find more information. Jay has volunteered to remain a local contact and advisor. The school looked after me well; I was given lunch, expenses and a lift to and from the station. I wish them well, and look forward to hearing how well their team does at Manchester. But my goodness, it was hard work!

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ENIGMA VARIATION: A GO EVENT AT BLETCHLEY PARK

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On the 22nd May, Sheila and I were privileged to have the opportunity of running an introduction to Go for the National Academy for Gifted and Talented Youth (NAGTY) at Bletchley Park, the WWII code-breaking centre also known as 'Station X'.

NAGTY had suggested Bletchley Park (BP) as a venue some months before, but the link had not been made between Alan Turing, Enigma and Go, since to non-players this would have been rather obscure. Now that the BP education department realise the significance of this, they have asked us back to run a family learning event on Go in November.

Twenty-nine children aged between eleven and fifteen from across the UK took part, and four had attended some of my earlier NAGTY events. Tony Atkins and Mike Harvey joined us. They had very kindly offered to come along to provide some real

expertise. A highlight was a 9x9 demonstration game between them, with their reflections on the developments being received by a rapt audience.

The setting, the old Library, was very atmospheric, and we felt that we could not have had a more relevant venue. The group was highly motivated. Most took Go sets at lunchtime into the old NAAFI to continue their games, carefully carrying them with stones in situ down the panelled hallway of the old house.

In the afternoon we decided to run some 19x19 games, and these were very popular, with one pair Go game lasting most of the afternoon. Of the many comments, perhaps this one speaks for them all:

'This game is scary and confusing, but good for keeping you entertained!'

An additional guest was Roberta (shown in photograph above), who is the prototype manifestation of Mike Harvey's Lego Go-playing robot. In her current form she picks up and replaces a stone with great elegance, tipping it forward and holding it in a very authentic way!

In the closing half hour of the session we were delighted to welcome some visiting American students. None of whom had ever seen Go before, though our participants were happy to explain what they had learnt during the day. The event finished at 15.30 and then we were invited to join the last tour of the day, a very moving and thought-provoking experience, and highly recommended for any Go player who can make it to Milton Keynes.

Mike and Tony playing a demonstration game.

Roberta quickly became the centre of attention.
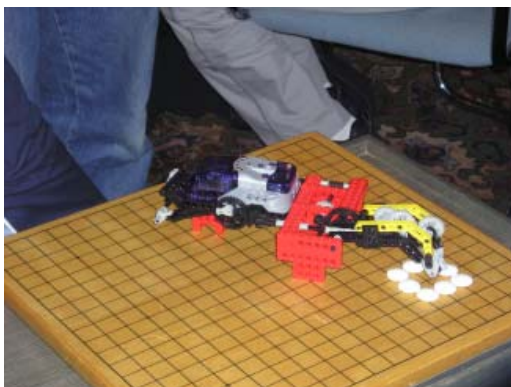
Roberta expertly placing a stone.
All photographs supplied by Peter Wendes.

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GO - A TOOL FOR LEARNING - GEORGE'S VIEW

Sheila Wendes   swendes@yahoo.com

George's foster parents took a well-earned holiday during the Spring-time. The authorities could not find another foster home and so he was sent, at the last minute, hundreds of miles away to a children's home. He managed his behaviour well for six weeks (this is a record) before things deteriorated into violence.

So we have just started back together again recently. George is pleased to be home. We settled down in the sitting room with his Go set and he beat me with four stones! He realises that using his advantage is more sensible than attacking me.

Here are some of his observations on Go. *My comments are in italics.*

Basically the good thing about it is that it teaches you strategy. And it's like chess – well, only a bit like chess – and not too complicated to learn. *He was thoughtful when comparing Go and chess then shook his head and added, 'Well, only a bit ...'*

Most people can learn it from seven onwards because you don't want little titchy ones to learn it, do you? *He has two younger siblings who don't have his problems with literacy and I think this is in order for him to keep something special, which he feels good at, his own.*

It's about taking territory, and taking people's stones. You could win if you got one more point than your opponent, or even half a point. *When I told him that the European Youth Go Championship had been won by one and a half points he immediately wanted to know all about komi, which we hadn't yet covered.*

Bob *(foster father)* didn't do so well. He needs to learn a bit more. He doesn't play much now. *For the first time he has succeeded in doing something better than Bob. And he's kindly and encouraging despite his foster father abandoning the challenge. When George wasn't keen on reading, people were not so understanding with him.*

The stones look like Milky Way buttons. You play on the edges of lines. If you played on the middle of squares you wouldn't get so many stones on. I like playing on the big board better, because you've got more space and more choice about where to play.

Go is like real life. If you go out with your mates and get into trouble, that's like being too adventurous on the board. But if you stay indoors and let everyone do things for you, you never get anywhere. That's playing too safe. *George is not in the habit of making these links. I think this is an important one for him.*

If you want to play well, not too safe and not too adventurous, make spaces in your stones. Stones need space like humans need space to breathe.

The BGA has recently produced a Go introduction certificate (www.britgo.org/covers/workshopcert.pdf), which George was pleased to receive.

His final observation – 'That's mostly it. And it's FUN!'

PRESIDENT'S REPORT, 2003

Simon Goss   president@britgo.org

Member Services

During 2003, we made memberships available to schools in the form of full and basic school memberships. The main differences from personal full and concessionary memberships are: a facility to change the contact details at will (because teachers may change jobs or responsibilities and some do not want personal BGA membership); and to receive the quarterly Youth Newsletter. Basic schools members do not receive the Journal.

During the year, there have been some handovers of key member services: David Woodnutt stood down as Journal Editor and Andy Brixey has taken over; Allan Crossman notified his intention to stand down as Webmaster, but generously agreed to continue until the 2004 AGM to give us time to get a new one in place (Tim Hunt will take this role after standing down as secretary); Tim Hunt stepped down as Championships Organiser and Toby Manning has taken over; Alison Bexfield stepped down as Youth Newsletter Editor and Emma Marchant has taken over. Thanks to the outgoing officials for the high standards they have maintained, to the new officials for undertaking to provide these vital services and also to the many others who have done so much throughout the year.

It took us a while to find a successor for the Journal editor, and unfortunately it was not possible to produce a Winter issue of the Journal. Issue 133 was the Spring 2004 issue. Council actually received a proposal to reduce the number of issues per year to three or even two, because the job is so onerous. However, with Andy's support, we intend to keep it at four per year at present but to keep the feasibility of this under review.

During the year, Council devised a new system for awarding BGA dan certificates, based on the EGF ratings. The new system is now in operation and is documented on the BGA web site. Since the new system is simpler and less labour-intensive than the old one, it can be operated directly by Council. Accordingly, the dan grading committee has been disbanded. Council thanks Jim Clare, and all those who have been members of the grading committee over the years, for their dedicated work in monitoring individual players' tournament results and making promotion recommendations to Council.

As noted at the 2002 AGM, the increase in the number of Go books published, the consequent increase in the amount and variety of stock needing to be stored and managed, and the amount of mail order business were making BGA Books Ltd too large to manage on a voluntary basis. In order to solve this problem, at the end of June, BGA Books Ltd was sold to Payday Games Ltd, and the BGA Bookseller function was reinstated in its previous form. Gerry Mills continues to provide this service. The terms of the sale require the BGA not to sell go-related products to non-members for three years, but that disadvantage is offset by the fact that Payday Games Ltd has undertaken to give a discount of at least 25% on all sales to schools.

At the end of 2003, the number of recipients of the email version of the BGA Newsletter was approximately 160, compared to 57 at the end of 2002. It is still growing.

During the year, we bought twelve new boards and inexpensive sets of stones for tournament use, to replace some ageing equipment. The old boards and new stones are for lending to clubs to help them start up or grow.

Player Development

A seminar for dan and high-kyu players was held in Milton Keynes in June and attended by 17 players, including presenters Matthew Macfadyen, Matthew Cocke, David Ward and Charles Matthews.

The teaching day that regularly takes place on the day before the West Surrey Handicap was attended this year by about 20 people plus 4 teachers.

Outreach

In 2003 we announced the UK Go Challenge, a nation-wide event for schools. This has a first round consisting of an internal tournament at each school that enters, run by the school itself, and a national final that will take place in Manchester in July. The UK Go Challenge is an initiative by Paul Smith, who modelled it on the successful UK Chess Challenge and achieved wide publicity (to some 2000 schools) through its newsletter.

One element of the UK Go Challenge is that interested schools may ask us to send a volunteer to give an introduction to the game. A list of such volunteers has been set up and is maintained by Jon Diamond.

The high rate of Go introductions in schools and elsewhere in 2002 has again slightly increased in 2003 through the continuing efforts of Peter Wendes, Matthew Holton, Paul Smith, Adam Atkinson, and many clubs. Increasingly often, we talk to local education authorities with a view to providing Go introductions for teachers, for example at INSET days.

The GoZone programme, launched at the beginning of the year, generated some sponsorship to support outreach, but less than we were seeking in order to sustain a project the size of the Hampshire Go Project. This is now less of an issue, because Peter Wendes' presentations to schools have achieved such a good reputation that schools are willing to pay for them. The BGA has sufficient funds to sustain our other outreach activities at their current level and indeed to increase them.

This year a translation and slight adaptation of Andreas Fecke's cartoon booklet *Go - An Introduction* was placed on the web site and 5000 copies printed, for use in the UK Go Challenge and for general use in outreach activities. Supplies are available from the BGA secretary.

Finances

The BGA's finances remain very healthy, enabling the association to undertake and underwrite ambitious projects like the UK Go Challenge and the 2005 European Pair Go Championship with confidence.

The reserve is higher than necessary, but there are two reasons for caution: almost all of this year's profit was generated by the sale of BGA Books Ltd; and there were three instead of the usual four issues of the Journal. It is not clear that a similar result will be achieved in 2004, and a loss this year is quite possible.

The risk of a loss in 2004 is acceptable in view of the state of the reserve, and accordingly Council recommends no change to the subscriptions this year, except to correct an error on my part in producing a leaflet advertising schools basic membership at £6.50 when the intention was to set it at the same level as concessionary membership, which is in fact £6. I apologise for this error. Council proposes to change the basic schools rate to £6 this year in order to rectify it.

Future Plans

Major projects planned by Council for this year and next are:

To complete the 2004 UK Go Challenge and to run it again in 2005.

To host the 2005 European Pair Go Championship.

To organise a suitable event to celebrate the half-centenary of the BGA. (It has proved impossible to establish the exact date of formation of the BGA, but it was almost certainly in the 1950s and we would like to celebrate it in some way.)

Council also plans further work on: revising the Organisers' Handbook; documenting financial policies; reviewing the procedures for appointing youth workers to make the most appropriate use of facilities now available to voluntary organisations to support child protection; revising and reprinting the BGA booklet.

IN THE LIGHT

Go in the Media   www.britgo.org/history/media.html

If you cannot remember the date of that magazine article on Go, or which newspaper carried that story on the small Chinese boy, then this is the page for you. Many references to Go from British press, television and radio are recorded here. If you know any more, then let us know.

Tony Atkins

TEN YEARS AGO

Tony Atkins   ajaxgo@yahoo.co.uk

There were two tied tournaments in the early spring of 1994. Wanstead, held at a Quaker meeting house, was won by Nick Webber on tie-break. Oxford at Somerville College was just won by William Connolley, but the Cambridge Trigantius at Great Shelford was jointly won by T.Mark Hall and John Rickard. The new South London event at Clapham was won by Alistair Wall. The homeless British Go Congress found a good home at Warwick University where Matthew Macfadyen was the best of the 114 players winning both the Open and the Lightning. Trophies also went to Wanstead for best team and to Francis Roads and David King (the Stacey and Youth Grand Prix trophies). The BGA AGM instigated family membership.

In May the Candidates' Tournament was held at Covent Garden over a bustling Bank Holiday; Matthew Cocke was best player. The Challenger's League at Leamington proved an easy win for the host, so Matthew Macfadyen was to challenge Shutai Zhang again. Edinburgh was the same weekend and was won by Alistair Wall. 80 players attended Bracknell on Cup Final day and Francis Roads won. Leicester was won by Simon Shiu and on the same day a women's world selection event was won by Alison Cross. The Welsh Open stretched to two days, which just gave Matthew Macfadyen two more easy wins and one of the coveted cuddly sheep.

In team events the Anglos beat the Japanese 35-25 in a Chinese restaurant near Farringdon underground station. The Thames Valley League turned into a one-day event won by Epsom Downs, a team

looking suspiciously like the Wanstead team that won the Pink Stone in East Anglia.

A large UK team went to the St Patrick's Weekend Irish Open to stop Gerry Mills winning. They need not have bothered as Tony Goddard led a party from Belfast, taking the top place himself. In Milan, Guo Juan won the Ing Cup, ahead of Rob Van Zeijst and Victor Bogdanov, and she also won the late-running tournament in Paris. Amsterdam was won by Shutai Zhang and another Chinese, Shen Guangji, won Hamburg.

In Japan, the World Amateur was held in Kyoto and was won by home player, Hiraoka Satoshi. Next placed were Taiwan, China, USA and Romania (Robert Mateescu). UK's Des Cann was 21st, just ahead of Jim Bates (now Australia) and 14 places above John Gibson playing for Ireland. Otake held the Judan against Kobayashi Koichi. Cho Chikun won his sixth Honinbo beating Kataoka. An all Korean Fujitsu Cup final saw Cho Hun-Hyun beating Yoo Chang-Hyeok.

GET STRONG AT SCORING: CHAPTER 6 CHINESE COUNTING

Tony Atkins

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Back on April 1st 2001 we received a review of the book Get Strong at Scoring (See BGJ 123). We were able to publish summaries of chapter 1 (BGJ 127) and Chapter 2 (BGJ 128), but publication stopped due to legal reasons. Now we are able to continue with the following summary of Chapter 6.

If you are the type of player who cannot wait to sweep away the positions on the board, in order to forget, then Chinese counting is for you. If you visit China, or a country with Chinese influence such as Singapore, then you will need to know how the Chinese system works. However unless you are well practiced you may wish to leave the mechanics to the experts. In fact if a Chinese player shows up at your Go club you may get faced with the prospect of Chinese counting even sooner. You will know it is what the visitor expects when they throw captured stones back into your bowl. In order to save your embarrassment at not knowing how to count it is advised to play for the resignation, one way or the other! Other places you may find Chinese counting are on the Internet or a computer program, of course.

Chinese counting includes the stones on the board as well as the spaces they surround. This sounds so vastly different from Japanese that it might change the game or its result, but if equal numbers of black and white stones have been played then the result of the game is usually no different from that with Japanese counting. There are a few special positions, usually involving throw-in moves, that do end in a different result, but these are quite rare. In an even game you simply have to control more than half of the board, effectively the same aim

as Japanese without the number of moves played netted off. So to win you need 181 points on a full board. In a komi game then black must get more; 184 if the komi is 3 or Japanese style 6. As Chinese komi is half Japanese in size it often involves a quarter point. For example 3.25 is the same as 6.5 Japanese. In a handicap game Black potentially scores a point for each handicap stone he plays and so has to win by scoring 181 plus the size of the handicap.

Anyway the game is played as normal until the dame filling (neutral points). This is apart from not having to keep control of prisoners, as these are not needed for counting. In China, when games are played in communal locations such as in parks, the stones are all just in one big heap ready for play and keeping control of prisoners would be impossible; this method of counting best suits such surroundings. In fact even in the west it has been known for adjacent boards to mix up prisoners during play, forcing a Chinese count to resolve each game.

It is important that the dame points are played strictly in turn. Every dame point is worth a point so they must be shared. Note also that once all dame points have been played, playing inside your own area does not change the score. However doing so before the dame are played does cost a point as the opponent will be able to claim two points in a row elsewhere. After the dame points are played, the next stage is to remove all dead stones from the board as normal. If there is a dispute over the status of stones, they can be surrounded by extra moves and captured at no cost in terms of the score, unlike in Japanese counting. These prisoners are again discarded.

Now one side is chosen for counting, the one with fewer points is easiest, but there is probably etiquette for which to count. The first thing to count is the empty areas surrounded by that colour. This is done by rearranging all the areas into multiples of ten. This can be done by moving, adding to or removing stones from the board. None of this changes the score in any way. Note that empty surrounded points in a seki count as score, but the unplayable points are shared. So count the number of tens and remember it. Next rearrange all the stones of the counting colour into bunches of ten, which do not even have to be on intersections any more (we just need to know how many there are). You cannot add or remove stones at this stage so there will be usually a bunch of less than ten left over. Add the left over stones, the bunched tens and the empty tens together to get the score for that colour. Compare with the target to see who has won and by how much. Double the difference from the target to see the winning margin under Japanese counting. As the position has been destroyed it is almost impossible to recheck the score, which could lead to dispute, but millions of Chinese seem to cope with it.

So next time the prisoners are mixed up give it a try, and get ready for when you meet that visiting Chinese person.

IN THE LIGHT

Jan van der Steen's Site   gobase.org

Jan van der Steen has long been a collector of pages and links on Go. He has recently reorganised his pages and launched them as gobase.org. This site contains lots of oriental Go news, a daily problem, articles and game records. To get some of the features you have to register as a user.

Tony Atkins

THRILLING SEMEAI GAMES - PART THREE

Richard Hunter

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This game was played in the 51st NHK cup in 2003. Black was Kobayashi Satoru 9 dan and White was Morita Michihiro 9 dan. The commentary was by Kataoka Satoshi 9 dan. I chose this game because the semeai is very practical. A similar position might easily occur in one of your own games, so it's worth studying.

After Black connects with 1 in Figure 1, White wants to play in two places: the top left corner and the top right corner. He chooses to make life for his group in the top right, which would die fairly easily if Black gets first move there. Whatever happens, White can't afford to lose such a large group so easily. But there is a danger that Black can save his stone in the top left. While Kobayashi uses one of his thinking minutes, Kataoka considers the fight. He predicts the moves in Figure 2. Next, White has a choice of A or B.
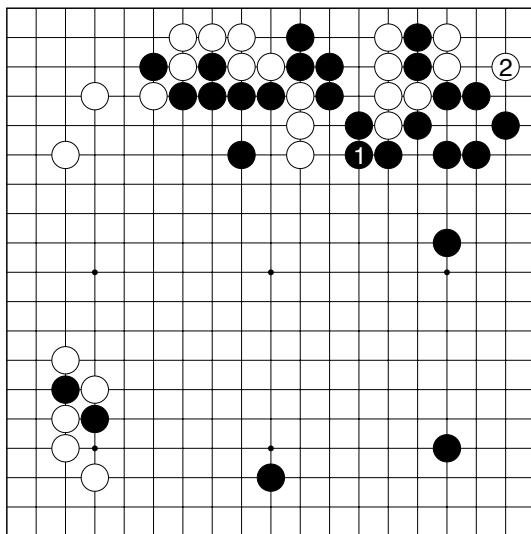
◻ **Figure 1**
1-2 (moves 53-54 in the game)

Diagram 1 shows Kataoka's continuation of Figure 2. After Black 6, White can play either A or B. Instead of 6, Black can simply block at 1 in Diagram 2. This captures the white stones at the top.
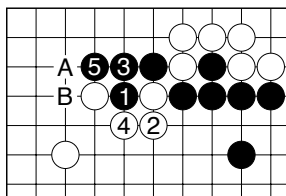
◻ **Figure 2**
1-5 (moves 55-59)
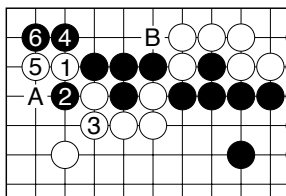
◻ **Diagram 1**
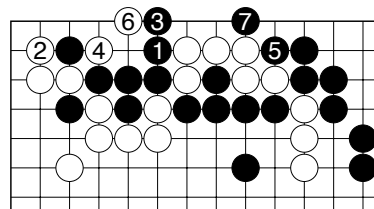
◻ **Diagram 2**

Back in the game, play reaches 3 in Figure 2. Instead of blocking at 4 in Figure 2, can White play 1 in Diagram 3? If Black answers at 2, then White 3 is a strong move that captures the three black stones. However, White 1 is not sente against the black group. Black will answer in the corner with 2 in Diagram 4. White 3 is the threatened followup, but Black 4 is a good move. White 3 in Diagram 5 doesn't work either. White needs to connect at 9, but that leaves Black with either A or B, so he looks safe.
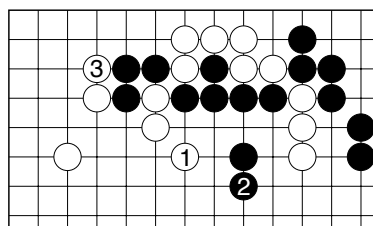
In the game, White hanes at 1 in Figure 3. Kataoka reckons this leads fairly straightforwardly to White being captured. Would 1 at 3 have been any better?
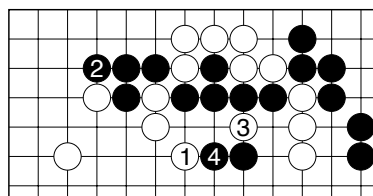
Kataoka returns to the line in Diagram 1 and wonders whether Black 6 is possible. If White continues with White A, then Black B seems to capture the stones at the top in a manner similar to Diagram 2. So how about 7 at B in Diagram 1?
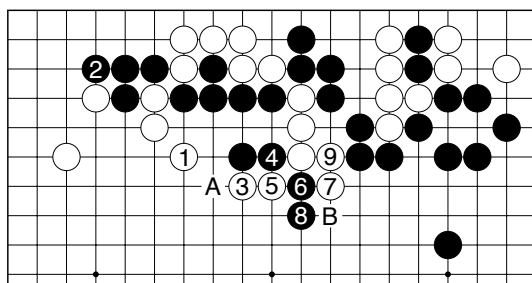
This is shown in Diagram 6. After White 9, what is the result? Kataoka adds a few more moves to clarify matters. After 12, Black seems to be a move ahead.
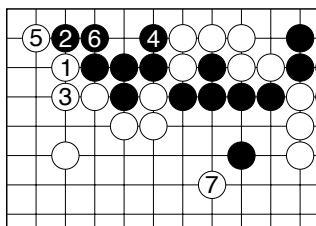

Diagram 3

Diagram 4

Diagram 5
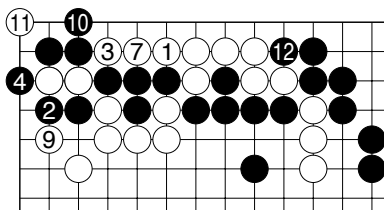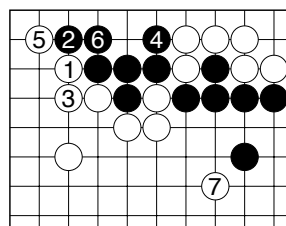

Figure 3
1-7 (moves 60-66)

Diagram 6
5, 6 and 8 inside

In the game, Black simply hanes at 2 in Figure 3 without cutting and White connects at 3. Black 4 wins the fight. Kataoka now spots that Black can answer White 5 with 6, which indeed is what happens. He shows Diagram 7 to prove that Black wins. He remarks that it is unusual for a professional to lose a group without getting suitable compensation such as an outside squeeze. White continues with 7 in Figure 3, but the local result is a definite loss for White. The game continues for another 120 moves or so, but Black holds onto his lead. There is a risky stage later when Black lets some stones get cut off; Kataoka expected Black to choose a safer line. However, Black lives and White eventually gives up.

Note: Parts 1 and 2 of this series can be found in BGJ issues 131 and 132.

☐ Figure 3
1-7 (moves 60-66)
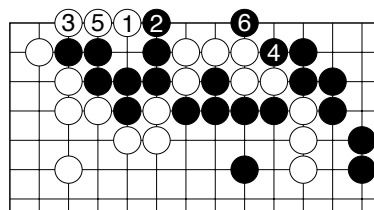
☐ Diagram 7

○

A TESUJI NOT ALL KYU PLAYERS KNOW - PART 1

Steve Bailey

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In a game against Simon Goss at the Milton Keynes BGC lightning event, a situation very similar to dia 1 occurred and I, as Black, failed to kill the three white stones in the corner.

This particular pattern is the one used as *Elementary problem 1* in Liping Huang's new book of problems. Having seen the result from the game against Simon, I was able to answer this one. But as with all problems in books, more can be got out of it by extending it. Typical extensions include, "What is the best move if the other player goes first?" and "If *that* is the correct anawer, refute all the other answers".
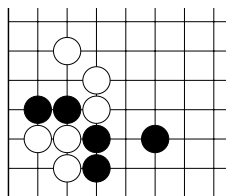
☐ Diagram 1

If you don't know the answer to this problem, do try to solve it before turning to page 66 - you will get far more out of this article that way.

The Value of Komi

Toby Manning

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Komi is the points given to white as compensation for playing second.

Until 1980 the value of komi was 5 or 5½ points. This followed the value used regularly in Japan at the time. In 1980 David Goto made a statistical analysis of the results of some 1800 professional games and showed that komi should be 6½ or even 7 points. His analysis was published in BGJ #47.

As a result, the BGA increased the value of komi to 6½ points; in Japan now some events use 6½, some still use 5½.

In this year's Challenger's League there were a total of 29 games (28 in the League proper, and a play-off game). Of these, black won 19 (66 %). Although the results are not statistically significant, this suggests that komi should be more than 6 ½ points.

Three games were won by ½ point, one by black and two by white. Hence if komi had been 7 ½ points, then black would have won 62% of games.

What is more interesting is how the results would have changed if komi had been different. The League was very close, and with komi of 6 ½ points there was a three-way tie break; David Ward won the resulting playoff game to become the Challenger. However, if komi had been 6 points or less then the Challenger would have been Alex Rix; if it had been 7 points or more then Matthew Cocke would have won through.

Never neglect the komi: it could be important.

In the Light

European Championships
www.european-go.org/executive/topevents.html

If you are not too sure what the Ing Cup is all about, or the European Cup, or the rules for the European Pair Go Championship, then this page lists all the top events that countries can run on behalf of the European Go Federation. A description is provided of the system of each event, the sponsors, any special rules or conditions and so on.

European Tournaments
www.go-tournaments.org

If you want to know the date of a European tournament then this site is the new self-posting site where organisers of events or the Go organisation in a country can post details of forthcoming events. The service is very new so not many events are listed yet. All official EGF events are also listed on the main EGF web site (www.european-go.org).

Tony Atkins

ON SPECULATIVE CONVERSATIONS AND WHERE THEY MAY LEAD

Mike Harvey   m8harvey@yahoo.com

I'm not sure how the idea came about, but I recall snippets of conversations that took place at the Purbrook Go Club. It was around the time that David Bofinger was visiting from Australia and someone, perhaps the Bof himself, had the idea of pointing a camera at a Go board and using a computer to record the game. The conversation went something (but probably not very much) like this:

Wouldn't it be good if you could point a webcam at a go board and it would record the game for you?

Do you mean to make a video of the game or to record just the moves?

You could write an SGF file.

Hmm, Computer Vision is not easy.

Yes, I think it is non-trivial.

Think how useful it would be - It could automatically record all your games.

How would it cope with stones that are half way between two points?

How would a person do it? You accept it within certain limits, but if a move is halfway between two points the program would complain.

Ok, how will it know when someone has moved?

Well, you could press a key to record the position, but I suppose the program could constantly monitor the board and record the position when it changes.

What about when someone's hand is over the board?

Then the program detects an error and does not record anything.

You know where this would be useful?

When you play a game on the internet you could play your moves on a real board.

You would still have to play your opponents moves yourself.

...unless you had a robot to play them for you.

But robots are very expensive – I expect if you could borrow an industrial robot you could make it play Go, but how could you make one that was affordable?

Maybe you could do it with a Lego robotics set.

How would you pick up and put down the stones? I bet you couldn't do that using Lego!

Hmmm. Perhaps you could do it with suction.

Or maybe you would have to make some special parts for handling the stones – fingers for a claw – and make the rest out of Lego.

And so on…

Problem: How to pick up and put down stones? Is there a way to do so when the stone is surrounded?

And so I acquired my first Lego Mindstorms Robotic Invention System™. I thought it would be nice to make a robotic arm but, to keep things simple, I decided that I would start with a kind of gantry crane. The difficult part was how to pick up and put down stones. There is not much space around a Go stone when it is surrounded. Eventually I made a hand that would fit into the spaces between stones, and pick up or put down a stone without disturbing those around it. I attached this to a test bed and it (she?) quickly became known as Roberta.

The Go Robot, capable of replaying a whole game, is still a long way off. The gantry and its track are nearly ready, but the hand is not attached to it and I haven't even started to look at how to deliver stones to and from the hand. Still, I am having a lot of fun and Roberta is a real crowd pleaser.

The original problem - using a camera and a computer to automatically record games - has been set aside, but there are Lego cameras that can be built into Lego Robots…

Over the last few months my Lego collection has grown considerably. I have discovered a whole virtual world of Lego Robotics. Occasional weird contraptions emerge into the light of day. Some remain. Others are recycled into even more bizarre contraptions. Parcels arrive from Denmark or from e-bay. The internet is searched for parts and software. Friends worry that I am becoming obsessive but the creative juices are flowing and nothing must stand in the way!
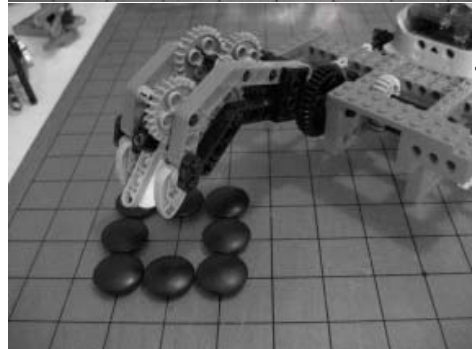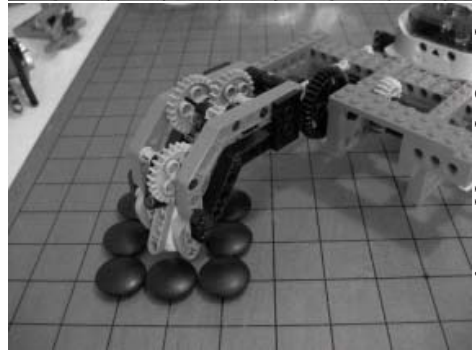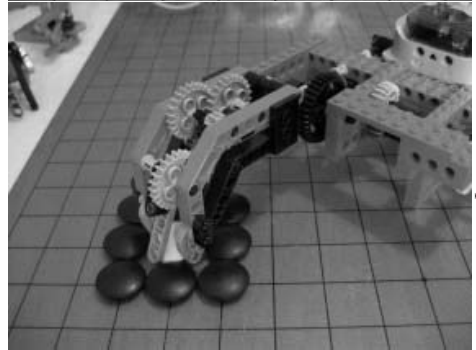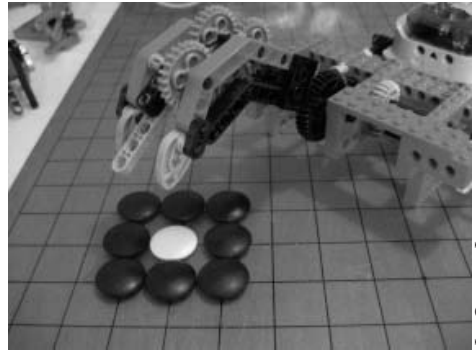
One Solution: Roberta picking up a Go stone like a professional. All photographs supplied by Mike Harvey.

Internet Go Servers

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This article discusses some aspects of the many different Go Servers available on the Internet. It is primarily aimed at those who have never used a Go server.

Rather than giving details of each server, I discuss a number of issues that relate to one's choice of server, and use specific servers only as examples. My aim is to explain what features are available on Go servers, and tell you what issues to consider in choosing a server. If you want information about specific servers, you should be able to find it on the BGA web site, at www.britgo.org/gopcres/play.html.

Speed of Play

Any good Go server allows the players to choose the time settings for their game. However there is a big difference between "real-time" Go Servers and "turn play" Go servers. With the former, you connect, find an opponent, and play, as you would at a Go club, either with no time limits or with limits that are normally anywhere between five seconds a move and five minutes a move. If you find you have to adjourn the game you can probably do so, but this is not normal.

With the latter, however, once the game has started, you connect, make a move, and disconnect. If you set time limits they will typically be one move per day, or slower. You might well be playing many games at once at such a server; so your routine might be to connect, find that it is your move in nine of the twelve games you are playing, move in eight of them, and leave one for further consideration.

The only turn play servers I am familiar with are LittleGolem and DragonGoServer. All other servers mentioned below are real-time.

Method of Connection

Most servers require a client program, running on your computer, to connect to them.

Exceptions are LittleGolem and DragonGoServer. These require nothing more than an Internet browser. This has big advantages. You can use them from an Internet cafe without needing to download and install anything, and you can use them in a place such as a school, where a firewall may prevent the use of anything other than html. Unfortunately the slow pace of play, which they almost enforce, makes them unsuitable for most children.

There is no technical reason why there can't be a real-time Go server with a pure html interface. Developing one, or adding a pure html interface to an existing server, is not trivial, but should be possible. Unfortunately no one has done so yet.

Some servers use a Java applet as a client program. For this to work you must have Java installed on your computer. Then, you don't need to go through the business of downloading and installing a client program. You just use a browser to visit the server's website, the Java client applet then downloads itself onto your computer automatically. The snag with this method is that the downloading the applet can take a significant time, which you have to wait for it every time you connect. Servers which

work like this include Kurnik and Yahoo. KGS can work this way, but also offers the option of explicitly downloading a client, as described in the next paragraph.

All other servers require you to download and install a client program that works with that server. Once you have done this, the client program stays on your computer, ready for you to use whenever you connect. In most cases, the client works only with the server for which it was written. Examples are Dashn (also known as DashBaduk) and the Microsoft Zone.

There is a small group of servers, including IGS-PandaNet, NNGS, Aurora, and Wing, which can all be used from the same client program. There are over a dozen client programs you can choose from to connect to these servers. Some of the client programs work equally well with any of this group of servers, while others work best, or only, with a particular server. You can obtain these clients from www.britgo.org/gopcres/playz.html. My own preference is for IGC2000; however this is shareware, while many of the others are free.

Number of Users

There are Go servers with no users, servers with ten users, and with 100, 1,000, and 10,000 users. If you want to experiment without risk of doing something embarrassing in public, you may prefer one with no users. If you want to learn your way around with a few friendly people that you can ask for help, you may prefer one with a small number of users. If you want the best chance of finding an opponent of a certain strength who is willing to play with certain time limits, then the more users the better.

I am sometimes asked, "which Go server

has most users?" The answer is probably one of the big Chinese servers, maybe Ourgame (which usually has over 20,000 Go-players connected), or Eweiqi, or Sinago. However, if you can't read Chinese you will find it very hard to connect to them. If instead you ask "which server with an English-language interface and English-speaking users has most users?" - The answer is IGS-PandaNet. It typically has between 1,000 and 2,000 users, though this tends to drop sharply when it is night in East Asia. Another question is "which server has most English-speaking users?" - This is KGS, which in the European evening tends to have around 800 users, most of them English-speaking.

Language

There are two issues to consider here, the language of the interface, and the language of the users.

Most of the servers mentioned in this article have English as their interface primary language. One, Dashn, has Korean as its primary language but offers a good English-language interface.

If you decide to use a server whose language you don't understand, it will be easier if this language is one you can at least write down (such as Polish), rather than one that uses unfamiliar symbols.

Most Go servers in most countries allow anyone to use them. Many Korean Go servers, however, will not let you connect until you have provided a Korean citizen number.

It is pleasant to be able to greet your opponent with a word or two in their language. Again, if you don't know the

language, this is easier if you at least understand the alphabet. It is easy enough to say "Cze" to a Polish opponent; it may be hard to work out what combination of keystrokes will have the same effect for a Japanese opponent.

Different nations tend to play using different styles. Your moyo is much more likely to develop into territory with an English or Japanese opponent, than with a Korean opponent of the same strength. You may wish to use a Korean server to experience a different style of play.

Sandbaggers and Escapers

These terms describe two forms of antisocial behaviour that you may encounter on a Go server.

A sandbagger is someone whose rating is deliberately well below his playing strength. He does this so that he can play people who think he is the same strength as them, and beat them easily. I do not understand the motivation for this, but it happens. It is much harder to sandbag on a server where the server's rating system sets people's ratings, than on one where ratings can be self-assigned; but apparently this is not sufficient to prevent it.

An escaper is someone who disconnects when he sees that he is losing. Escapers are usually people whose objective is to climb in the server's rating system. Good servers have ways of discouraging escaping.

Other Games

Some Go servers support only Go. Some support other games. Those that support only Go generally do a better job of supporting Go than do the ones which spread their efforts. However, if you want to play skat, or dots-and-boxes, for a change

from time to time, you may prefer a server that supports it.

Cost of using a Server

Almost all Go servers can be used for free. LittleGolem invites a contribution to help cover its costs, but those who don't pay this get the same service as those who do. Dashn has some features which only work for "Premier members" who have paid a subscription. Most Japanese users have to pay to use IGS-PandaNet, but it is free for all others. The Microsoft Zone supports itself by carrying a lot of flashing advertisements, which are a strong disincentive to playing there.

Multiple Games of Go

Some servers only allow you to be involved in one game at a time, either as a player or as a spectator. Most only allow you to play one game at a time, but to watch as many as you like at the same time. Some have support for formal simultaneous play, but do not allow you to start a new game when you are already playing one.

If this is an issue for you, and you actually want to play several games at the same time, there is a way round it. You can have accounts on half-a-dozen different servers, connect to them all at once, and play a game on each of them. This may sound a surprising thing to want to do, but it happens.

Talking

People sometimes ask me if it is possible to talk to one's opponent while playing on a Go server. There is scope for misunderstanding here. On almost all servers, it is possible and normal to "chat" to your opponent by typing. It is conventional to start with "Hi", or perhaps "onegaishimasu"; sometimes a conversation

then develops, more often it does not.

However, if you actually want to be able to use voice to talk, it is more difficult. Each player will need to have a microphone, and I don't have one, so I have not looked into this. But I believe that there is a Korean server that supports exchange of audio between players.

Account Names

The custom, on most Go servers, is to use a "handle" rather than your own name. I am "maproom" on most servers. I am aware that this is off-putting to many people, particularly those who aren't used to it, as it smacks of freemasonry or the like. However, there is usually no secrecy involved.

Most servers allow users to enter their biographical details, and to look at the details of other users; so if you look at maproom's details you find that maproom is Nick Wedd; and if you look at breakfast's, you find that he is Alexandre Dinerchtein, and is willing to sell you Go lessons via the server. A minority of players, however, do choose to remain anonymous, known only by their handle.

It is fairly common for one person to have several accounts on the same server. One reason for doing this is that you sometimes play fast games, and sometimes slow, and you want them to be separately rated. Or you may play sober with one account and after a few drinks with another.

A Brief Talk About the BGA KGS Tournament

Ian Davis

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When you have no local Go club, the best thing you can do is to turn to the Internet. Initially, some people can show great scepticism toward this medium, perhaps understandably, feeling that it is inferior to the real thing. However once you start online, you soon realise that all you will miss is scrunching Go stones. Go servers provide all the facilities you need to teach and to be taught. The available plethora of players to compete with and observe is immediately evident. It is my contention that the beast called Internet Go is by no means inferior at all; but I digress.

It all started when I read through an archived post from the email lists talking about arranging an online inter-university league. Of course like so many ideas it never came to fruition. Then inspiration came as I looked around my Go Server (Kiseido - KGS). The French Room had its

own teaching ladder, the Polish Room its own tournaments, The Germans where playing the Dutch whilst organising an internal inter-city competition, while Britain had nothing. It was then I decided to venture the idea of a tournament - People felt it was a good idea, and actually hassled me into organising its reality (for which I must thank them).

What will it achieve? Well, a Tournament gives excellent opportunity for people to mix, play and then discuss their games in groups or in private. I hope that it will also introduce the BGA to the many Brits who are currently non-members, and the few who left because they felt the BGA didn't care about online players. What I hope will result, is the creation of a real online presence to develop our Go (Oh, and don't forget the holy grail of equating server and European grades).

The BGA KGS Go Tournament - A report

Nick Wedd

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In June and July this year, a Go Tournament took place on the Kiseido Go server (KGS), which was described as the first official BGA Go Tournament. I would like to discuss this. This issue of the Journal may carry another report of the event; my purpose is not so much to report on this specific tournament, but more to discuss online Go tournaments in general.

I have come across the view that online Go, played on servers, is a "bad thing", as it distracts Go players from playing "real Go", as played over physical boards. I consider that view absurd. I play Go for pleasure, and feel no obligation to leave my house and trek to a physical Go club for the benefit of players who don't have an internet connection, or, or won't use it to play Go. Fortunately, that view is rare now, and is certainly not countenanced by the BGA.

I am also aware of the view, among BGA members who play mainly or entirely on-line, that the BGA does not do enough for online Go, despite collecting subscriptions from them as from over-the-board players. However, it is hard to suggest what the BGA might do for those who play online.

The most obvious thing that the BGA does for over-the-board Go players is to assist in organising "real" Go tournaments. I think that this fact led to the idea "let's have a server Go tournament, and see if the BGA will help us with it". I think there was an initial expectation that the decision to hold an online Go tournament on KGS would cause the BGA to appoint someone to run it, and to write the publicity material. Of course, this is not how the BGA operates:

people run their own tournaments and write their own publicity material, while the BGA provides sets and clocks, and distributes the publicity material. Eventually Ian Davis realised, as he puts it, "that in order to get anything done sometimes you just have to do it yourself", and set about organising the BGA KGS online tournament.

He did a good job of this. No one, so far as I know, had organised such a thing for British players before. He had quite a number of decisions to make, which I discuss below; and the result has been an enjoyable and successful tournament.

Compromises

First, what should the format of an on-line tournament be? The over-the-board tournaments familiar to many of us start with registration. Then when registration has closed, the organiser does a draw and tells everyone who to play. This is unlikely to work online. One problem is that you will tell two people to play each other, but they will fail to find a time that suits them both. Another is that after it has started, more people will appear and want to be allowed to join in, saying that they have only just learned about it. I think Ian did well in choosing to make this a self-paired tournament, and to leave the entry open until halfway through.

Once you have decided to have a self-paired tournament, an important question is how to decide the winner. One extreme and unworkable method is to choose the player with the best win-loss ratio. This gives players who have not yet lost a game a disincentive to play again, and leads to a dull tournament with few games being

played. The other extreme view (popular with side-events for over-the board tournaments) is to disregard the win-loss ratio in favour of counting the number of games played. This results in the prize going to whoever is most persistent in persuading others to play him; usually William Brooks. Ian did well in choosing a formula (wins-sqrt(wins))/(total games) which provides a good compromise, rewarding both wins and persistence. I see no reason why it should not be used for over-the-board side events too.

Another issue is whether to use handicaps. If all games are played even, the strongest player will win, and the tournament will be dull for all those who are not within a grade or two of him. But if you use normal handicaps, the likely winner is likely to be the most under-rated player, an even worse outcome. Again, Ian chose a sensible compromise by using "handicap minus two", so that when, for instance, a 1-kyu plays a 9-kyu, they use only six handicap stones. Again, this seems to have worked well. Of course there is a need to decide what kind of rating to use. Ian decided to use BGA-recommended ratings for those players who had them, and to assign, to the best of his ability, comparable ratings to the others.

The time limits chosen were 30 minutes each, plus five 30 second byo-yomi periods. This suited me well; it is slower than I usually play on-line, but faster than traditional BGA tournaments.

Why an Online Tournament?

I am still unsure what the point is of holding an online Go tournament. If I want to play Go online, I never have any difficulty in finding an opponent. So what does an on-line tournament offer that

normal on-line play does not?

There are obvious differences between the way I play on-line and the way I play in over-the-board tournaments. When I play in a "real" tournament, I am always trying to win, am always sober, and never have to resign so as to be able to deal with a domestic emergency. So you might think that I travel to "real" tournaments so as to achieve these conditions.

But I am capable of playing on-line like this. I can create a special on-line account that I use only for serious play, and try to earn as high a rating as possible for it. If it bothers me, I can even specify in my game challenges that I prefer sober opponents who will be doing their best to win.

So I am unable to explain the appeal of an online tournament. But there must be some appeal. This one was successful, with 46 registered players who have played at least one game, and (at the time of writing, with two weeks still to go) 223 games played. That's more games that at any British over-the-board tournament except for the London Open.

To find out more about the BGA KGS Go tournament go to:

www.britgo.org/tournaments/2004/kgs/
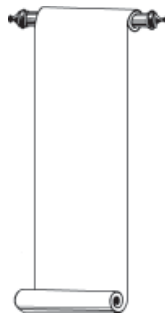
What do you think about Internet Go?

Why not send a letter into the journal and say?

You could even win the best letter prize, see page 60 for more information.

DIARY OF A GO PLONKER ~ FOR HE'S A JOLLY GOOD CHI

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By chi, I don't mean the ch'i in wei ch'i, nor the letter of the Greek alphabet, nor am I writing about half a well-known, passionless, panda from 1958.

Chi also occurs in my Chambers Dictionary, but you will need to go via "chai" and then "chal" to find the definition. It is the Romany word for person.

To me CHI also stands for Computer/Human Interface. The standard acronym HCI (Human/Computer Interface) is all about a user interfacing with a computer and as is well known this can be very user-unfriendly. CHI is all about being on the end of other people's computer generated output and can be equally "receiver unfriendly".

You don't have to own a computer to be affected by CHI. I had a colleague who failed to get money out of an ATM (Hole in the wall) cash dispenser, only to be told by the bank clerk that the ATM couldn't be at fault as they had only just that minute installed a new computer program.

To be fair, you don't need computers to be 'receiver unfriendly'. One of my favourite true stories is of the foreign student newly arrived in this country, getting onto an already crowded bus, only to be told by the conductor "Come on, get off".

It is the fact that computers are impersonal machines that aggravates the problem when they get involved. [The fact that computers are impersonal machines aggravates the problem when they get involved.]

You can (try to) get a computer to do whatever you like and it won't take offence (the story about the computer transmitting 1000 volts on the voice activated command "Execute Debugger" is not true). Furthermore you are interacting with a machine and your anonymity seems to be preserved. That is, we treat computers as the machines they are.

A major reason why computer communications, such as E-Mails, can be misinterpreted is because the computer throws away body language, voice intonation, and other valuable communication clues, that helps avoid misunderstandings. Any message transmitted via computer needs to be written and read with that in mind.

Computers are also limited to their programming, and it is not unknown for that to go wrong. Like the computer Go playing program that accidentally made a live two-headed dragon group, and then declared those stones dead.

People writing Go or Chess programs will tell you how users expect instant response times, and all sorts of other concessions from a machine that nobody would dream of asking for if playing against another person. Of course nowadays computers can be used for many other Go related tasks (visit the Computer Section of the BGA web site if you want to know more).

So why is CHI important. It is because some of these Go related tasks go beyond the machine, and end up interfacing with a fellow Go Player.

For instance, a minority of Internet players (in reality a very small number, so don't let me put you off Internet Go) do some things that you would not do face to face. Computer communications do breakdown from time to time so be tolerant; but be suspicious of the person whose machine consistently breaks only when they are losing, so the game is abandoned and their rating is preserved.

I won't go into all the computer Go dos and don'ts, but suggest you read the Netiquette (as opposed to Etiquette which is also worth reading) entries as found in the BGA Web site index.

If you read Nick Wedd's excellent write-ups of Computer Go games in the BGJ, then you will realize that resolving end game issues, when two computer-go programs disagree, can be troublesome. If they leave a situation unresolved, have they at least agreed on what is alive and what is dead?

It may not even possible to get them to play the game out, particularly if their life and death assessment is wrong. I wonder how many computer Go programs do allow the resolution of disputed life and death situations by playing them out (as should happen in disputed 'human' games), and whether they can change their assessment if for some reason their 'logic' proves wrong?

As Peter Wendes pointed out in a recent Go journal, Go is not just a game; it is a social event with a cultural background. It requires players to interact. One reason why Go is such a good training aid for disadvantaged groups. I am not suggesting everyone becomes Japanese, but let us preserve the good things in Go culture as well as the game itself.

When you are next on the computer remember CHI, and that like looking up the word in Chambers, no matter how complex the interfaces you go through, you will end up with a person.

THE CATHERINE WHEEL

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This charming problem was composed by Bernd Gramlich. This present form on a 9x9 board was suggested by Robert Pauli.

Both sides have passed. No prisoners have been captured and there is no komi.

1. Who wins?
2. Was Black right to pass?
3. Was White right to pass?

The solution is given on page 67.
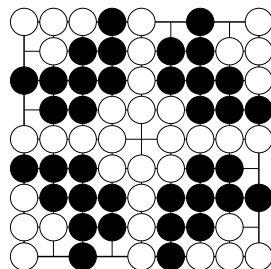
9x9 Problem

GO IN SINGAPORE

Tony Atkins ajaxgo@yahoo.co.uk

Singapore's main island is just a bit bigger than the Isle of Wight. It's the same shape too; Singapore city is Shanklin and Changi Airport is at Ryde. Where they differ is that Singapore has more than twenty times the population (over 3 million) and has its own Go association. With 75 percent of Singapore's population originating in China, you may expect a large Go community. In fact when the Singapore Weiqi Association (SWA) was founded there were just a handful of players. There was a Japanese businessmen's club, a group at the home of Wu Tuo and a group at Nanyang University. An invitation to the 4th World Amateur caused the formation of the SWA in autumn of 1981 and a 12 player tournament picked their first representative. Finding meeting places and equipment were their early problems, so they tended to meet in community centres and made their own stones. Professionals came and classes were started, and the numbers of players started to grow, especially among students.and school children. Mr Ing from Taiwan visited for the World Youth Goe Championship in 1989 and as a consequence bought them a permanent clubhouse in the city. In 1995, with government backing, an Intellectual Games Centre was opened in a suburban community centre with clubhouses for Go, Chess, Chinese Chess and Bridge.

The city centre clubhouse (situated at 116 Middle Street near to Bugis underground station) is situated on the third floor of a multiuse building. The entrance, when you get out of the lift, is very impressive with large wooden doors, a Chinese inscription to its donation by Mr Ing and a display case with boards, books, posters and a fan. Inside are two playing rooms, a classroom, an office and the nice feature of a parent's waiting room: a total of 340 square metres of air conditioned space. Unfortunately now the clubhouse is only open for classes and tournaments. The evening I visited a young teacher was taking three young women though some simple life and death problems.

A game in progress at the SWA city clubhouse.

Photographs supplied by Tony Atkins.

The other clubroom is at the community centre in Bishan, a northern suburb, and conveniently across the road from the underground and bus stations. Accessed up a flight of steps and a less impressive entrance, this clubroom is the one to visit to play Go. There is again an office, a classroom and a playing room, total size 160 square metres. A glass case in the playing room again showed off trophies and equipment that could be bought. The standard playing equipment was Ing sets, but normal Chinese rules were played and of course English spoken.

The first time I visited, late on a Sunday afternoon, there were only half a dozen players there. Three other rooms at the centre were full of a children's chess event. I got some games against two boys graded about one dan on various sizes of boards. I was recommended to visit on a Saturday, which I did. The place was more bustling with folk of all ages and a large group of teenage boys who were very keen to play me, all about 1 dan except for perhaps the eldest who was about 5 dan. A lesson for children was on in the classroom, but I was too busy playing to see any of it.

So more than 20 years on the SWA continues to grow with an estimated 20000 Go players. Their regular classes for all levels and ages seem a good thing, though the cessation of city centre playing seems to be bad. It seems that the attraction of playing on the Internet has discouraged board play and not everyone can live near the clubhouse. It is not known how much Goe is played outside the clubhouse, but their continued work with the young ensures the SWA has a bright future.

Further details at: www.weiqi.org.sg

Singapore is also well supplied with Chinese art, and the Asian Civilisations Museum contains porcelain collections featuring vases with typical Go playing scenes. The part at Empress Place had, in its recent acquisitions section, a double sided Go and Chinese Chess board and pieces, about 100 years old.

2004 CHALLENGER'S TOURNAMENT

Toby Manning   toby.manning@ntlworld.com

The Challenger's Tournament is an all-play-all 8 player league to decide who should challenge the British Champion in the Title match which will take place later in the year. The 2004 Tournament took place in the beautiful city Cambridge at the end of April, to decide who will take on Matthew Macfadyen.

In the first round Des Cann and David Ward played a classical fuseki: each took half the board, then David invaded Des' half and lived, followed by Des invading David's half. However, Des could only live with ko and ended up losing the game. In the afternoon David Ward could not follow up this victory, losing a group against Piers Shepperson early in the game.

Alex Selby was seeking the slow player award: he played 28 moves in 74 minutes but lost out to David Ward who played 27 moves in 83 minutes (Time limits were 105 minutes plus 15 moves in 5 minutes overtime). For some time both Alex and Piers thought they were winning their game, then Piers realised that the group he thought he had killed was actually alive in seki, and promptly resigned.

Andrew Jones lost to Matthew Cocke, despite (or perhaps because of) killing a corner group with ko.

At the start the favourite was probably Matthew Cocke (who had won the Tournament in the two previous years), with Des Cann , Alex Rix, Piers Shepperson and David Ward expected to mount a strong challenge. However, Matthew faltered in the second game; losing to Des by ½ point.

Alex Rix had an easy first day, killing large groups early in each game. By evening, he and Alex Selby were the only players on 2/2. Alex's opponents though were probably two of the weaker players in the tournament graded at 3 dan. It was all to play for.

On the second day, Matthew continued having games with narrow margins by beating Piers by 3 ½ points. Overall, Matthew was to have 3 games with a margin of ½ point, and 2 with margins of 3 ½.

Des spent his time making weak groups live, but lost both games: in the morning to Alex Rix, and in the afternoon to Andrew Jones. He was probably preoccupied by his forthcoming marriage.

At the end of day 2 it was still all to play for; Alex Rix was still in front with 4/4, with David Ward and Matthew Cocke closely behind on 3/4.

On day 3 Alex Rix started well, beating Alex Selby, to retain his perfect record. However, his two hardest games were to come and he lost to both Matthew Cocke (by ½ point) and David Ward to end with 5/7.

David Ward lost his 5th game to Matthew Cocke then defeated Alex Rix and Andrew Jones to also end on 5/7.

Matthew Cocke beat David and Alex Rix, but lost to Tim Hunt (by 3 ½ points), in what was probably the upset of the tournament, to join Alex Rix and David

Ward on 5/7. A playoff was therefore necessary between the two players who had ended highest in the previous year's British Championship, namely Matthew Cocke and David Ward. They played a close game, but Matthew made a small mistake and lost by ½ point. He afterwards confessed that he "fell asleep".

David Ward, who confessed himself "surprised" at the overall result, will therefore challenge Matthew Macfadyen for the British Championship.

7ᵀᴴ EUROPEAN PAIR GO TOURNAMENT

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Six British players had a great time at the 7th European Pair Go tournament, held this year in Drobeta-Turnu Severin, in Romania. This year was the first when extra pairs could attend from the same country, so Britain's 3 pairs set the first record, out of the 11 countries represented! (Perhaps the "furthest-travelled" one, too – esp. if you add on our own leg from Manchester). Congratulations to Natasha Regan and Matthew Cocke who came fourth out of 40 pairs, with 4 wins out of 5 games. They lost only to the overall (Czech) winners. Helen and I - honoured to be the official and sponsored UK pair this year - came 11th, with Anna Griffiths and Tony Atkins 15th.

The UK team built up good spirits - Anna had helped persuade the 3 pairs to travel, and Natasha booked us all onto the same flights. We were looked after well by the Romanian go fraternity, who arranged for about 15 of us to be met at Bucharest, then taken West to Turnu by mini-bus. This 7-hour journey passed with much Brit-led go banter. Despite the late arrival at the hotel, there was still free local hospitality to enjoy – thanks Mihai. Even the cooks and waiters worked late to feed us – with other friendly locals (Betty and Christian) acting as interpreters – not so much for Anna though, who enjoyed using her phrase book from Heathrow.

Given the time, and our hunger and thirst, orders needed to be quick. This was made easier by the wine list showing the most expensive as £3 – so I ordered a couple of those, to be going on with! But as inexpensive as the refreshments and food were, they were fine. Few of us had any Romanian 'lei', so we paid in Euros, which were happily accepted everywhere, throughout our stay.

Got to bed at about 1:30. All our rooms were very adequate, comprising mixtures of en-suite, lovely views over the Danube, fridges of varying noise levels, curtains (in most rooms!) and Sky TV (got to see Tim Henman - more than you'd get in England).

Next day (Saturday) we were up at 7 with the sun, still quite tired. Breakfast was tea, bread roll, butter, marmalade and choice of omelette or frankfurters. Servings were modest, but sufficient - especially as we shared out Helen's frankfurters. Inability to ask the waitresses questions was fun. We spent most of the energy gained on the day's 3 rounds, but saved some for an early evening wander around the locality, down by the Danube, where you could see Serbia / Montenegro just across the water. We walked up to the Tower of Severus and through town as far as a very ornate water tower (now a roundabout). We noted the amusing-looking taxis, but also the lack of

investment – buildings were left half-built, the occasional gypsy begged, and in the pleasant park many couples of all ages just sat about, enjoying the fabulous weather. It was 24 degrees – unseasonably high for March - and stayed sunny for the whole 4 days (even though the forecast was threatening showers). We were even concerned about possible sunburn at times.

On the Sat. night the hotel provided some free food and unlimited beer, which many of us took into the playing room, to avoid the loud music and dancing. Now, the free beer prompted the European president's pair-go partner to remark afterwards that she'd never seen him so drunk. [He was later to deny this vehemently, assuring me that if she knew him better she'd have seen him MUCH, MUCH more drunk – maybe you readers have the experience to rule on this argument!]   Anyway, he wasn't alone – we were all highly entertained and in high spirits. We Brits spent a long time playing team-pits - many of us had not played this before, and took some getting used to it. The boys won the battle of the sexes... Then Tony decamped to the Germans and Poles for some liar dice while we turned to tensies - another new game. Bed around 1:30 again – even more tired!

Sunday: noticeably fewer people down for breakfast; bacon and eggs - yummy. Last 2 rounds (4+5), then prize-giving. The MC – George – spoke in Romanian, and Tony's speech benefited from the very impressive translator. She later interviewed us Brits, on film for local TV. We gave a pretty positive response, and well deserved I thought - we'd had a great time. All the foreigners received prizes – nice ones too – posh medals in presentation cases. We took many photos. It was particularly nice to see all the top Romanian children receiving their Diploma certificates – duly signed by the EGF president. The youngsters were so cheerful – and numerous as they constituted about half the total pairs.

Then 12 of us (4 Germans, 2 Poles and 6 Brits) went for late lunch - pizza and beers each - the total bill for 12 was a mere £28!!! After packing, the same group reconvened for "for a quick drink" in the evening, with Betty and Christian as guides - clearly a recipe for an all-nighter if ever there was one. So, tempted as Tony and Anna were, they opted not to go out, but to be sensible and get an early night. So the main group were taken to eat at a restaurant with a very, very loud local rock band – but 50p got you pancakes and 2 drinks. From there, we went to a really nice pub, and chatted and drank rather a lot. It was late when 2 taxis whisked us back to the hotel – or rather 1 did – the other driver saw fit to hop out and help his colleagues settle an altercation in another pub – en route!

Once safely back at the hotel, Helen and I were persuaded (ok – it didn't take too much) - but against our better judgement – to try out the south-easterners' theory for making best use of time. Rather than get a couple or so hours' sleep – oh no – far better, they said, to have the optimal 45 minutes' sleep! And so it was – courtesy of our game Germans, Benjamin and Lisa – that Matthew, Natasha, Helen and I duly stayed up in their room, playing pits for six players and tensies until 04:45! Then up at 05:30 for the bus home. Strangely enough, I slept nearly all the way, oblivious to the many potholes and our driver's purportedly slightly losing his way!

Our overall impression of the long weekend was that we'd had a brilliant time. Lots of fun and friendly people. Very well organised (the late draws didn't bother us.) A Relatively pleasant location. Hotel was very good - having the tournament in the hotel was a good idea. Good to see so many people. A very interesting cultural experience, although certain aspects of Blighty were more appreciated on return. We would go back. But, more importantly, we'll all be keen to attend future EPG tournaments anywhere – although next year's one is in the UK -I believe Anna's co-organising it – see her separate notification. We would strongly recommend all UK pairs, no matter what your age or strength, to come along – it's really good fun.

Full results:

www.european-go.org/pairgo/epgc/epgc2004.htm

Tournament sponsor:

www.pairgo.or.jp/

The BGA has agreed to host the European Pair Go Championships in 2005 in the UK. Anna Griffiths is organising this for the weekend 23rd / 24th April. The venue is still to be confirmed but it is likely to be in either Brighton or Maidenhead. As well as the main tournament, there will be side events to introduce more people to the joys of Pair Go. We are also planning to celebrate the BGA's 50th birthday during the weekend.

Photograph taken by the Romanian TV cameraman, showing (left to right):

Natasha, TV interviewer (interpreter), Matthew, Tony, Anna, Helen, Martin and George (MC at the tournament prize giving). In the background is the hotel reception, with the banner advertising the event & the Romanian Go Federation.

LI SHEN VS MACFADYEN

Commented by Matthew Macfadyen   matthew@jklmn.demon.co.uk

Black: Li Shen
White: Matthew Macfadyen
No komi

Figure 1 (1 - 50)

5: Makes things a little too easy for White.

12: Black's 5-4 stone is looking very slightly misplaced.

21: Definitely the right area to play. Black is being very aggressive.

27: Strange. Black should have settled the group quickly. Better to have played at 30, even after White A, Black B, the right side is not yet territory for white and black is happily settled.

31: White gets a big corner in sente and the Black stones are still not settled.

33: Again black chooses the most aggressive line.

45: Li wants to grab some territory as well as look after his weak group.

Figure 2: (51 - 100)

52: Not properly read through. See Diagram 2a for another way.
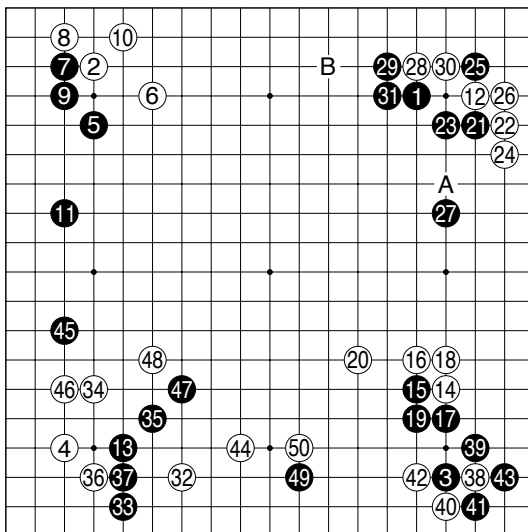
Figure 1 (1 - 50)
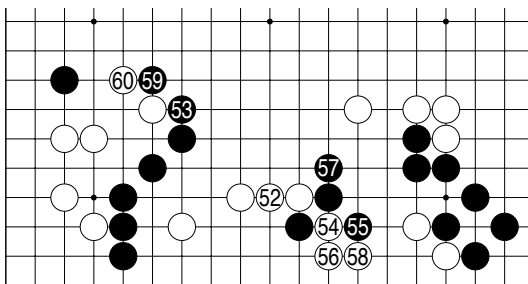
Diagram 2a A reasonable fight for both

58: Wrong order of moves, see diagram 2b.

60: Playing at 66 would be too late now, see diagram 2c, as black has a stronger position at the bottom.

68: Not best. The variation shown in diagram 2d (next page) lives with better aji.

75: This is much better than trying to kill the stones immediately (see diagram 2e on the next page).

79: Missed a trick. This should be one point to the left.

82: The centre group still does not need to be saved, indeed it has no purpose in existing unless it can attack Black on one side or other.

83: A clever move which aims to capture both of the white groups at the bottom, but the left side is probably bigger.

88: Enormous, now Black's left side has become white, and even if he kills both groups at the bottom Black may be behind.

93: Captures the lower centre group.

98: Trying to create some aji to give the attack at the top momentum.
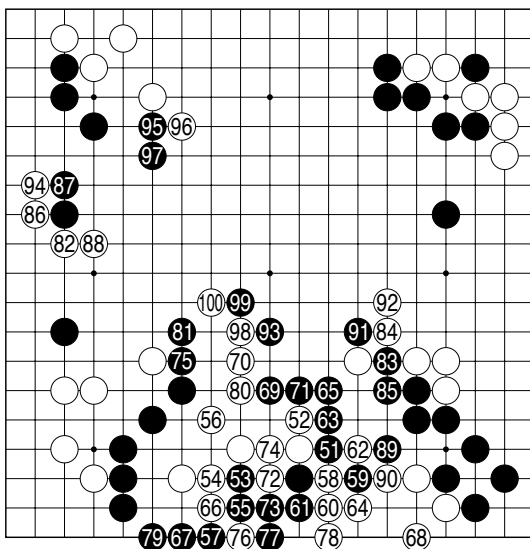
Figure 2 (51 - 100)
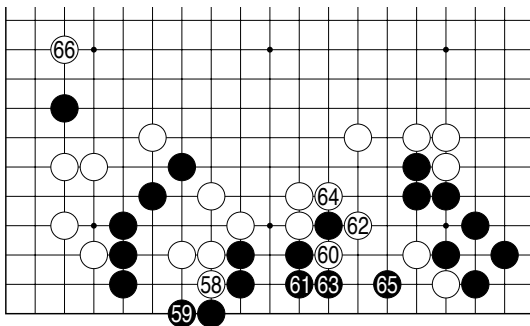
Diagram 2b White has an easier game
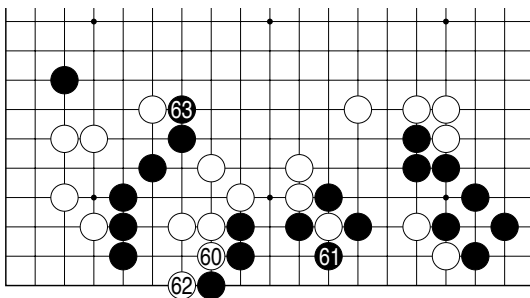
Diagram 2c Black is stronger
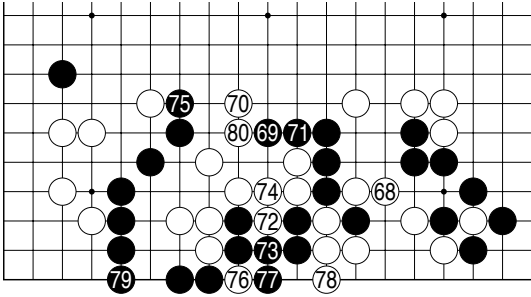
Diagram 2d

Now White is alive at the bottom and has chances to cut the 5 centre stones off.

Diagram 2d (Variation at move 68)
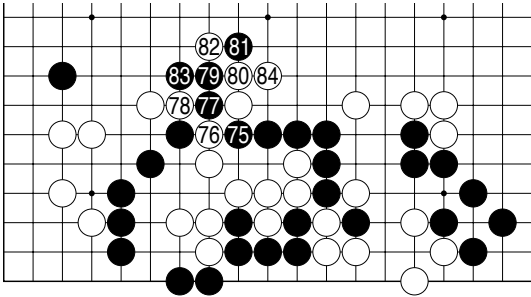
Diagram 2e

This way Black has to worry:

Are the central cutting stones safe?

Can White break into the left side?

Is the capturing race at the bottom definitely good for Black?

Even if so, has White moves to strengthen the lower left corner in sente?

Diagram 2e (Variation at move 75)

Figure 3 (101 - 150)

114: A bit too laid back. Better to hang on to the cutting stones (see diagram 3a) and see what Black comes up with.

117: Captures the cutting stones.

142: This cannot be right. If White wants to fill a liberty it should be the one above 115. I was not reading properly.

148: Challenges Black to find a way to live.
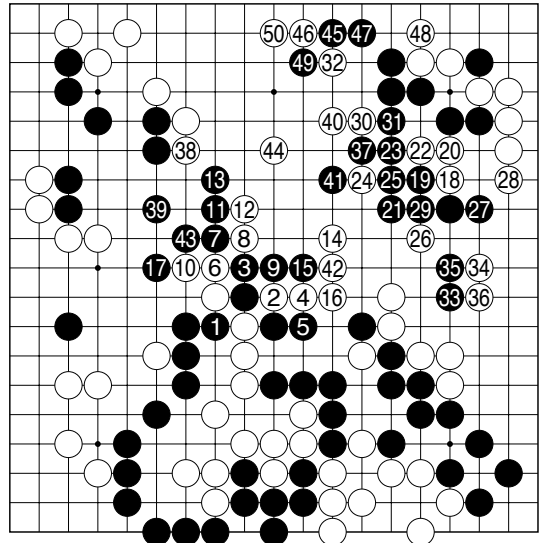
Figure 3 (101 - 150)
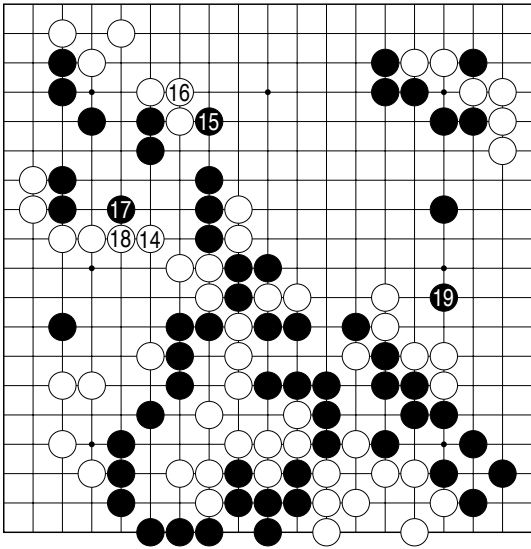
Diagram 3a

Black has a lot of work to do to compensate for the left side, and he still has weaknesses.

☐ Diagram 3a (Variation at move 114)

Figure 4 (151 - 200)

152: It is very hard to kill the Black stones (see diagram 4a).

172: White cannot cut, and the lower group dies without a move.

173: Very sharp. This threatens to kill the centre group while covering his weakness. White would like to play a big point such as C, but if he omits either 174 or 176, black kills the centre group with D.

180: The left, C, may look bigger, but after black 80, white A, black B, the white group is dead and black wins.

183: His first error for a long time. If Black plans to attack the lower group, better omit this move.
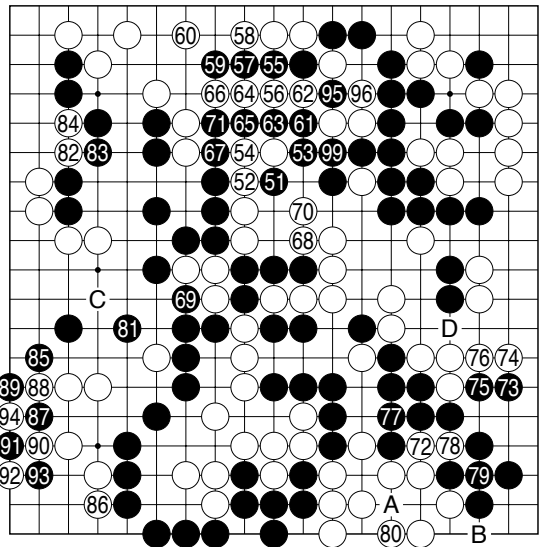
☐ Figure 4 (151 – 200)
197 ko at 191
198 connects at 195
200 fills ko at 194
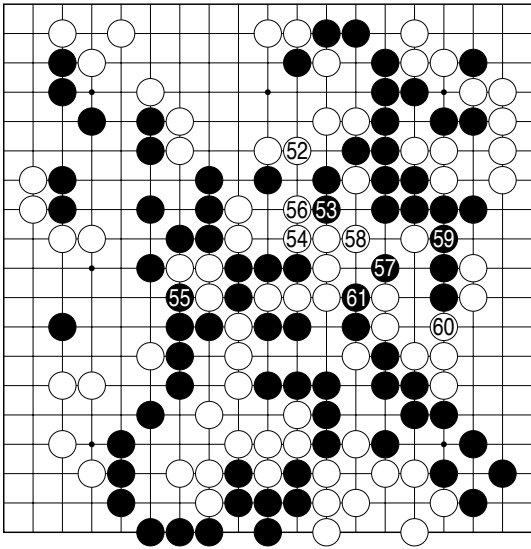
Diagram 4a Hard to kill

Diagram 4b
White could have lived

190: Allows black to start a ko for the life of the group, 191 would have been better (see diagram 4b).

192: Better at 193, which makes eye shape and prevents the ko for life.

195: A Small error, better to play at 199 which gains one point and a ko threat.

Figure 5 (201 - 250)

208: White returns the favour. This loses 2 points compared with connecting at A.

232: Game losing. White must play at 237 (see diagram 5a).

Figure 5 (201 - 250)
206 at white tri(angle)
209 at black tri, 212 at white tri
215 at black tri, 218 at white tri
240 at white square, 243 at 203
246 at white square, 249 at 203
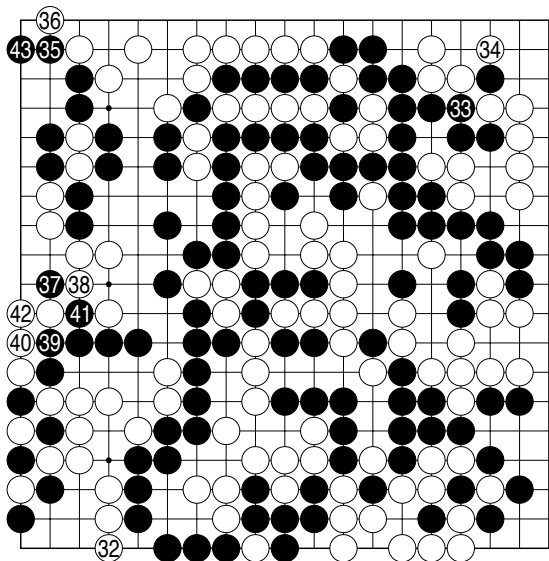
Diagram 5a

This result looks better for white.

Diagram 5a (Variation on move 232)

Figure 6 (251 - 300)

262: It is important for white to play here; otherwise black gets 3 good ko threats which also gain points.
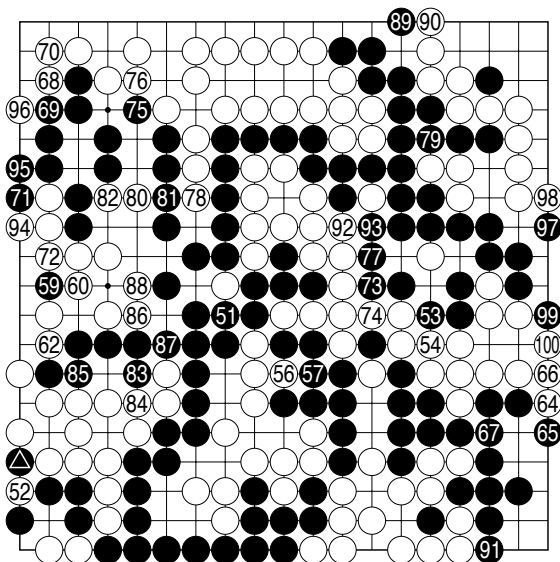
Figure 6 (251 - 300)
255 at black triangle, 258 at 252
261 at black triangle, 263 at 252
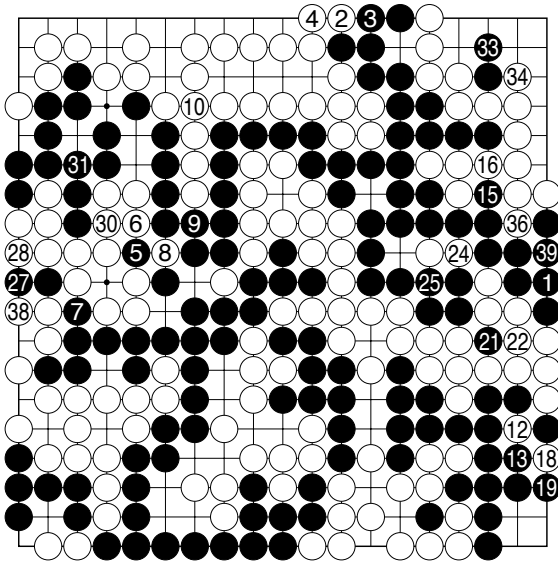
Figure 7 (301 - 339)
311 at 305, 314 at 308
317 at 305, 320 at 308
323 at 305, 326 at 308
329 at 305, 332 at 308
335 at 305, 337 at 308

Figure 7 (301 - 339)

306: A small error, but Black is
winning anyway. Better to play at
330.

334: Starting at 335 would leave
white 1 point better off (see diagram
7a).

339: Black wins by 3 points.
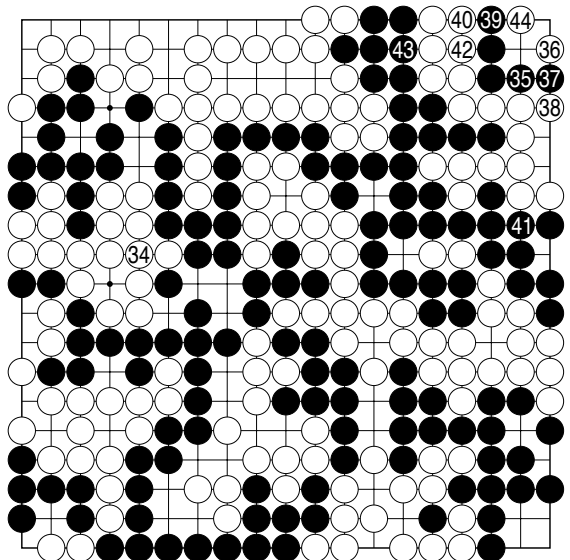
Diagram 7a (Variation on move 334)

Chinese Whirlwind Hits South Wales

Paul Brennan brennanp@cardiff.ac.uk

For the first six weeks of 2004, the Cardiff Go Club had the privilege to host Mr Li Wen Hao. WenHao came to the UK to join his wife for the Chinese Spring Festival. As a Chinese 5 dan, he significantly increased the strength of our go club. As well as regularly beating us during simultaneous handicap games, he also talked us through his games from the London Open. I prompted him to submit one of his games for publication in the British Go Journal, so that perhaps the rest of the UK could get a glimpse of the lessons Wen Hao gave our club during his visit.

I would like to thank the clubs at Bath and Bristol that we visited. Paul Atwell in Bath put together an excellent spread and Paul Christie at Bath managed the only win against Wen Hao in the South West of England and Wales. Wen Hao lost the game by a point. He was surprised and they replayed the game so that he could do Chinese counting but the result stood, much to his chagrin.

The game chosen by Wen Hao to analyze was one that he lost with a mistake in the end game. It makes the important point of never giving up until the end. If players like Wen Hao can make a mistake and lose in the end game then it gives hope to all us kyu players. I would like to take this opportunity to thank Wen Hao for the time he spent at our club and the lessons he generously gave.

From left to the right: Li Ning, Li Wen Hao, Emil and Radek (who were placed 5th, 1st, 2nd and 3rd respectively in the London Open). Photograph supplied by Wen Hao.

A GAME FROM THE LONDON OPEN

Commented by Li Wen Hao

White: Emil Nijhuis 6d

Black: Li Wen Hao 5d

Komi: 6.5 points

Figure 1 (1 - 50)

5: I am thinking that white will respond with 16, 40 or 43, then I can play 6 which combines well with the right side.

18 is questionable. As black is very solid on the left side, white should just jump out to 24. See diagram 1 for typical continuation.

22 is not as efficient as A or B at disconnecting black. Diagram 2 shows some variations that are better for white.
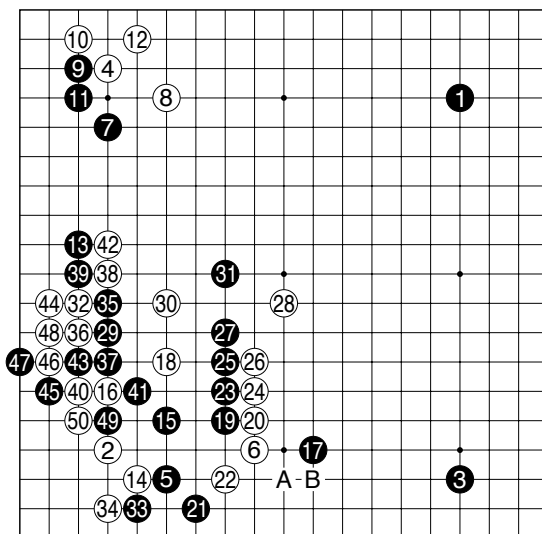
Figure 1 (1 - 50)
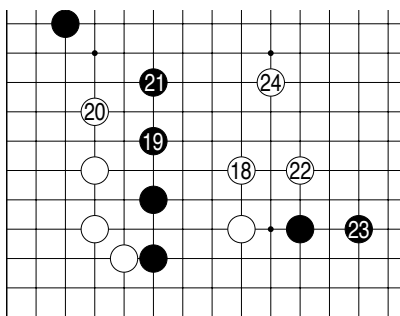
Diagram 1

The more common move goes like this. White jumps out with 18, then after exchanging 20 for 21 and 22 for 23, continues out with 24.
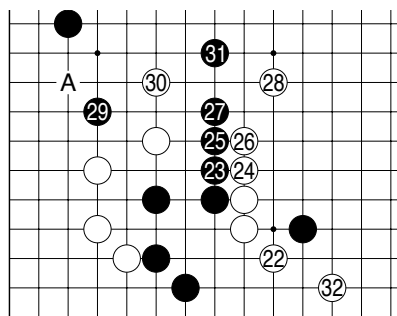
Diagram 2

A better variation for white. 28 at A is also a good alternative.

31: With the exchange 29 for 30, black jumps out. This is a good sequence, without this exchange, white could live comfortably.

32 is a slight overplay, 35 is a good answer to punish it.

Figure 2 (51 - 100)

57: There are some variations, but black can kill either the 5 stones on left side or the corner. Both results seem favourable to black who now takes the lead.

63 is not as simple as 99. Alternatively 73 attacks this group.

74-76 are the way for white to make two eyes, but he falls even further behind.

85 is solid, but maybe C is better to surround the territory. If White cuts here, sacrifice 73 by playing D then E to surround the right side. See diagram 4 for a variation sequence.
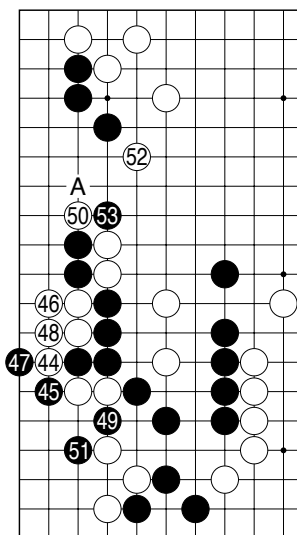
Diagram 3:

After 53 white cannot kill all the stones in the upper-left side, and black, who gets the whole lower-left corner, is in a favourable position (53 could also be at A).
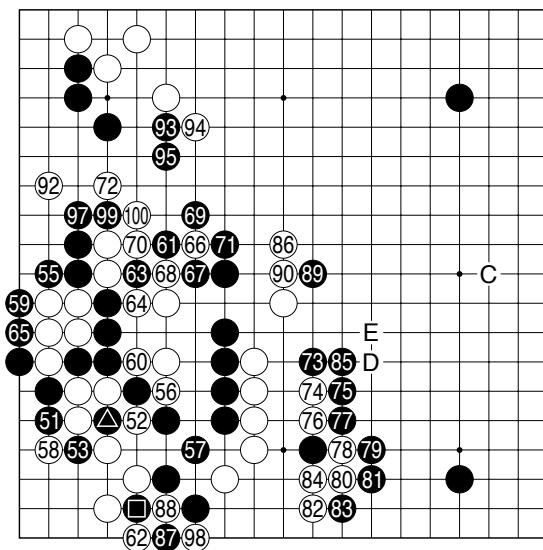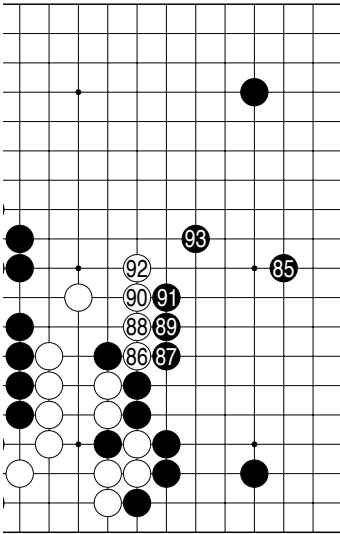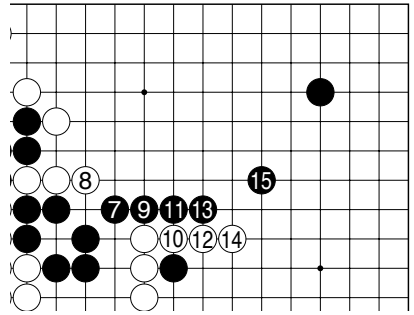

Diagram 3

Figure 2 (51 - 100)
54 at black triangle
91 at black square - ko
96 at 88 - ko

Diagram 4

Diagram 5

Diagram 4 (left):

If white plays softly like 85, if white cuts, the sequence 86 to 93 is to be expected.

Diagram 5 (above):

If black play at 107 and follows the sequence to 113, A and B will be miai, it is also good for black and quite simple.

Figure 3 (101 - 150)

107 should be at 110 - to have one extra liberty feels better for the left side, see Diagram 5.

143 is not as good as F, which makes the right corner big. F also weakens the white group at the bottom.

128, 132, 136, 150, 154 and 156 are all good moves to try to narrow the difference on the board. We can see from these moves that Emil is a very strong player with a cool mind.
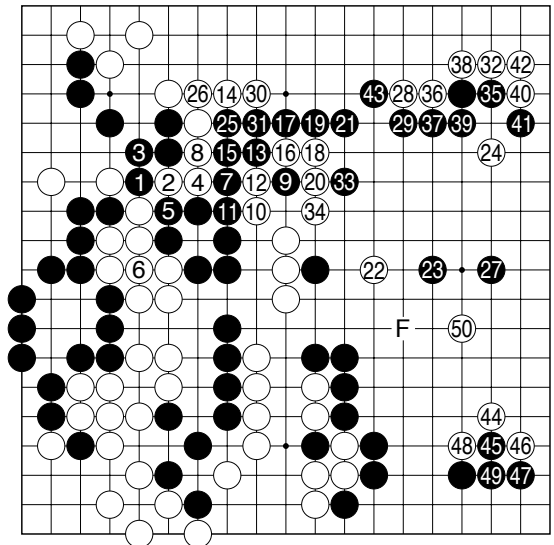
Figure 3 (101 - 150)

Figure 4 (151 - 200)

169: Black plays very solidly now because he is leading. But white tries every way to complicate the game.

191 lets white live, however black's territory remains enough.

Moves 194 - 202 are white's privilege. However white does not gain a lot if black plays 207 at the good point of 208 instead of the bad point 207.
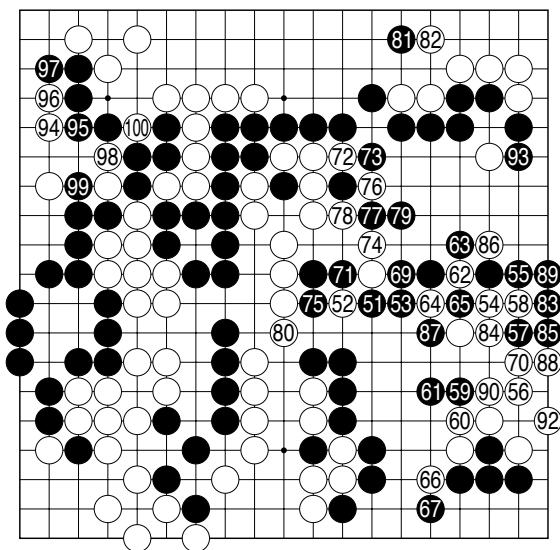

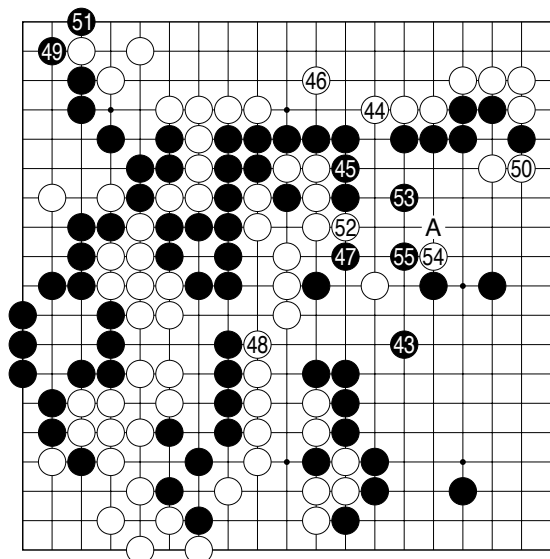**Figure 4 (151 - 200)**
168 at 162 - ko
191 at 165

Diagram 6:

If Black plays 143 as in diagram 6, the continuation to 147 follows and white has to connect with 148. If White were to answer 149 in the upper right corner, then Black would get the big play at 150 instead. By 153 (which might also be at A) if black can retain the lower right corner then white is far behind in territory.

Diagram 6

Figure 5 (201 - 268)

233: Black has a real problem dealing with the ko (at 230) he has created.

247: If this move is played at 248 black will win easily. 247 is a silly mistake but it really happened in my game. This is the losing move!

Final comments:

Looking back over the game, Black plays quite well in the beginning, but white wins by his perseverance and eventually black makes some deadly mistakes.

I played 8 games at the London Open, a very well organised tournament, and managed 6 wins. I was very lucky to get the championship since I lost two games. The game I won with Shen Li was a terrible game for me; I won just because of his mistakes. So Go is also round like football, every thing would happen.

I also visited Bath, Cambridge, Cardiff and some other places besides London. I found people here are very nice, modest and gentle. I found Cambridge a very ancient university town and Cardiff a very green city with lots of amusements. The Go players in Cardiff are very helpful, especially Paul, Neil and Frank. Bath amazed me with its landscape, as I could not find a modern building there.
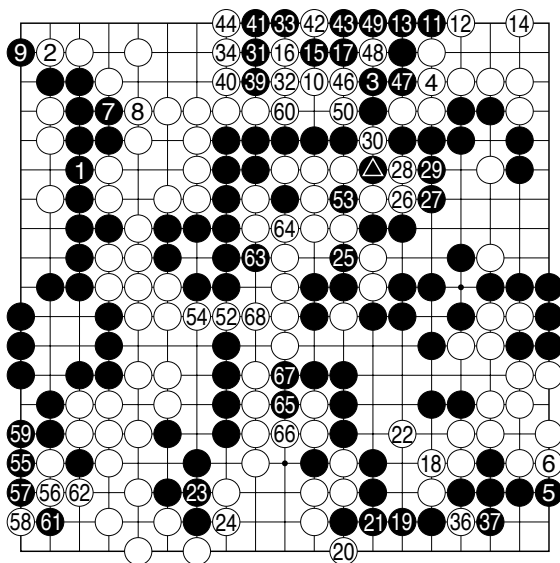
Figure 5 (201 - 268)
235 at black triangle
238 at 230, 245 at 242
251 at black triangle

YOUR MOST INTERESTING GAME COMPETITION

Recording and studying your own games is one of the best ways to improve your Go.

To encourage more people to have a try, the Journal will be running a regular competition to find interesting games for future issues.

Although you do not have to comment on the game yourself, you will stand a better chance of winning, if you add some thoughts of your own.

Games can be sent to the journal either electronically as .sgf files (preferred) or recorded on paper. Please make sure that the players' names, their grades and the venue are all shown clearly.

Next issue there will be two prizes: The Best Game Prize is a special copy of Bruce Willcox's Sector Fights AND Contact Fights; and the second place prize a £15 BGA book voucher.

The BGA Bookshop

Gerry Miles

rgm@ilovepayday.com

Because of the increasing demands made by the BGA Bookshop, I no longer sell books and equipment to non-members. The service given to members remains the same (or better), and the range of books and equipment available is steadily increasing.

I attend about 15 BGA tournaments each year with the full BGA Bookshop, and several tournaments run a BGA bookstall (without equipment) by proxy. If I can be of help to you then please call me on 01600 712934.

New Books Available:

SL20 "200 Tesuji Problems"
(Slate and Shell - £12.00)

Following up the well-liked "200 Endgame Problems", this book is aimed at the mid-kyu player and includes a wide range of positions that commonly occur in everyday games. However, dan players should be familiar with most of the material, and so I would grade the book as Intermediate.

SL27 "The Best Play"
(Slate and Shell - £7.00)

This booklet analyses two games between strong amateur dan players in some detail, and so it reminds me of another excellent book from the same publisher - "Understanding How To Play Go". Both these books will interest upper kyu and dan players, although again the book is Intermediate grade.

SL35 "Go Problems For Kyu Level Players Vol 5: Tesuji Challenges"
(Slate and Shell - £3.50)

This pocket-sized booklet is handy to carry about, and contains some useful material for the mid-kyu player. My first reaction was that the problems seemed quite easy, but after looking at some of the solutions I became more interested.

Elementary Grade:

SL26 "Let's Play Go"
(Slate and Shell - £6.50)

This is another attempt to write a book that will appeal to younger children, which is difficult in the computer age. The book to beat in this category is of course "Learn To Play Go" which is twice the price and is aimed at rather older children. And there is the attractive little booklet "Go - an Introduction" available free from the BGA.

The layout of "Let's Play Go" is good but the pace is slow. As a result the book doesn't get very far, and so it is not particularly good value for money. But if it appeals to your child then go for it!

Yutopian Books

Several new books are expected shortly from this publisher.

Price Changes

Note that free copies of "Teach Yourself Go" are no longer provided with the PGT2 and PGT3 sets.

Goods Direct

The BGA bookshop, with a wide range of books, equipment and other items, will certainly be at the Milton Keynes and Wessex tournaments. A limited bookshop may be at several other venues during the late summer and early autumn. Note that there is no BGA Bookshop at the MSO.

REVIEW OF GO DOJO: SECTOR FIGHTS

Nick Wedd

nick@maproom.co.uk

In the previous issue of this Journal, I reviewed Go Dojo: Contact Fights. Go Dojo: Sector Fights is another module of the same training program by Bruce Wilcox.

The structure of the program

The structure of Go Dojo: Sector Fights is identical to that of Go Dojo: Contact Fights. Like that module, it is easy to install and run, and uses hypertext links in a non-standard way that takes some getting used to. If you already have a copy of the Contact Fights module, you will find it easy to use. It is larger than the Contact Fights module, with 1905 pages. It only runs on Windows.

Sector lines and Sector fights

The concept of "sector lines" was invented by Wilcox in the 1970s when he began working on computer Go, and described in his 1993 book "Instant Go Volume 1".

To quote from the program: "A sector line is an imaginary line running between two stones of the same color, anywhere on the board. The line must not pass through any stones or links. The sector line is a generalization of a link, but longer. The property of a link is that it creates a boundary that cannot be crossed by the opponent in a connected manner. The property of a sector line is that it foreshadows a potential link boundary."

Sector Fights are fights about whose sector lines will predominate, containing either territory or weak groups. The early stages of a Go game can be regarded as a succession of sector fights, alternating with contact fights.

The content of the program

The program is divided into four sections, "elementary", "novice", "intermediate" and "advanced".

The elementary section defines terms, including "sector line" itself, "moyo", and "grouse" (a grouse is a GROUp enclosed within a SEctor: an appropriate name, because the owner of the sector will hunt the weak group while it will try to fly away).

The novice section covers simple applications of these concepts, and begins to show how they relate to one another.

The intermediate section takes this further, and assumes some reading ability, three or four moves.

The advanced section goes still further. It is aimed at stronger players, with the ability to read up to ten moves, and exercise judgement about other Go concepts. It ends by introducing the "Great Wall" concept, in which you start the game with a line of large knight's moves up the middle of the board. This idea is not Wilcox's, he found it in an article from the 1920s, but he gave it the name "Great Wall", and did a lot to popularise it in the West.

Each section has tests for the reader, to ensure that the material is being understood. I did rather badly on these, though really they were easy enough for anyone who had read the material properly: I blame the need to work through thousands of pages of material in time to meet this Journal's press

date. Each section ends with a few games that illustrate the points covered.

I like the way that Wilcox writes. I get the impression that many Go books nowadays are like many cookery books: they are not really intended to instruct, but rather to titillate, providing the reader with chat about, and pictures of, his or her favourite topic. This is not Wilcox's aim at all. He wants to convey concepts, ensure that they are correctly grasped, and show how to apply them. He does this patiently, with plenty of examples and tests.

Here is an example of his writing. "When you attack you expect him to defend. This will neutralize the attacking value of your move. So the value of your move is what else it did in sente. You particularly need that value if he does NOT respond. Rarely is it the case that you can kill him with your follow-up move, so if your move had no other value you just lost a turn." What this says is clear, and even, maybe, obvious. But it certainly wasn't obvious to me before I read it.

Conclusion

Like Go Dojo: Contact Fights, Go Dojo: Sector Fights is good teaching material, and with over 1900 pages, compares very well in value with any book. Unlike Go Dojo: Contact Fights, it contains plenty of material which is original with this author, and available nowhere else. I definitely recommend it.

How to buy it

Go Dojo is available by email from brucewilcox@bigfoot.com (pay US $35 or £20 or 30 Euros by paypal); or by post from Bruce Wilcox, 2138 Buhne St, Eureka, CA 95501-3110, CA 93401, USA (pay US $35 by dollar cheque, dollar IMO or by cash).

How to win a copy

This issue sees the introduction of various competitions to the journal. There is a full copy of Go Dojo: Contact Fights and Sector Fights up for grabs in the Interesting Game Competition. Go to page 54 for more information.

IN THE LIGHT

### American Go Association   www.usgo.org

The AGA web site features a weekly Go problem and a weekly Go picture on its front page. Of course it features listings for clubs and events in the USA and much more beyond. From there is a link to an archive of their popular weekly E-Journals, the Member's Edition of which is now available to BGA members free of charge.

Tony Atkins

A further 'optical' experiment

In the last journal Nick Wedd discussed the problem in the diagram below, where a black stone was incorrectly given at point 'A'.
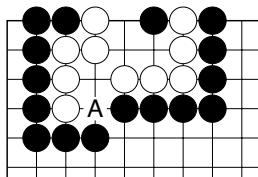
Go is about pattern recognition, and it is a well-known principle (to magicians) that people will usually see what they are told, or want, to see. I am not surprised that people often mistake similar looking situations.

Nick proposed that the stone should be white.

In a side competition at the Bracknell Go Tournament, I experimented by setting a further variation of the problem where point 'A' is unoccupied. What is the status of the stones now? For the solution go to page 60.

Ian Marsh

Go and the MSO

In the previous issue of the Journal, I wrote about the relationship between the BGA and the Mind Sports Olympiad, suggesting that the MSO was elitist and that we should cease cooperation unless they changed their approach.

This led to an extremely vigorous debate at the BGA AGM. While there was significant support for my views, there was also a strong feeling that the MSO was a good thing and that we should not seek to dictate to them.

Francis Roads and myself (as sponsors of the motion) felt that the debate had been very positive and had explored all the issues. There was clearly some polarisation amongst the BGA memebrs, and our initial proposal, if passed, would have been divisive as far as the membership was concerned. We did not want this to be the outcome.

Accordingly, we withdrew our motion without putting it to a vote. We are confident that the new Council, having listened carefully to the debate, will negotiate with the MSO in the best interests of the Association.

Toby Manning

Strange game counting

While playing in the British Open at Milton Keynes I had a shock towards the end of one game. After capturing a stone I started to put it in the lid with my other prisoners when I saw, to my great surprise, that the lid was completely empty. After a few moments of amazement I realised that my neighbours, who had finished their game and left some time ago, must have swept my prisoners away while clearing up. Unfortunately neither I, nor my opponent, knew how many stones had been in the lid.

We looked for an organiser and found Tim Hunt, who soon took control of the situation. The answer he provided lay in using a scoring system similar to the Ing scoring used at the European Congress - Chinese or area scoring. As we had not started out with an identical number of stones Ing was not possible but the method was to count all the stones and territory on the board belonging to black and to white. In this scheme all the prisoners are returned to their bowls so the fact that they were missing was not a problem. This method contrasts with the usual territory plus prisoners count. In area counting, the difference between the total areas shows the winner.

No problem!

What happened on the other board? Did black unwittingly acquire a significant haul of foreign prisoners or were they just tidied away into the bowls? Nobody knows and the question was never asked. I have not heard of this happening before but, thinking about it, it is quite surprising that it does not occur more often.

Pauline Bailey

Congratulations!

Recently the number of single male dan players in the BGA has been reduced by two, as two venerable players have got hitched.

On 7 May, Des Cann (4 dan) married Wendy Adams on a glorious summer's day at Goring on Thames. The picture shows the happy couple. Des met Wendy through his other great hobby, acting: it is understood that Wendy does not (yet) play Go.

Des has represented Britain twice at the World Amateur Go Championships, and once (playing with Sue Paterson) in the International Amateur Pair-Go Championships.

On 4 June, Matthew Macfadyen (6 dan) and Kirsty Healey (1 dan) got married quietly in Warwick; the only guests were daughters Jennifer and Lydia. Matthew and Kirsty have been an "item" for over 15 years, and will need little introduction to readers. Matthew has been the British representative at innumerable international Go events; Kirsty has twice represented Britain at the Women's World Amateur Go Championships, and the two have played in the International Pair Go Championships three times.

Toby Manning

Solution to a further 'optical' experiment

The status is Black can kill, but White can live without resorting to seki.

As expected, several people, remembering the Journal article, played white 1 at white 3 below which leads to the seki as given in the last journal.
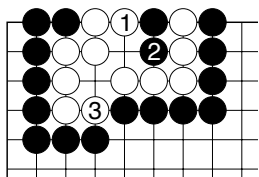
The correct sequence is given above. White 1 at 2 is also a variation.

Ian Marsh

LETTER OF THE SEASON COMPETITION

"You disagree with so and so because ..."
"Whatever happened to ..."

Write to the editor and have your say!

To encourage new contributors, starting next issue, there will be a regular competition for the best letter received and featured.

Next issue the prize will be a £10 BGA

IBM Go programming competition

You may be interested to know that Peter Wendes, the BGA Education Officer, has been invited to give a talk on Go at IBM's Research Centre at Hursley Park near Winchester.

As part of the same event I invited workers at Hursley to take part in a Go Programming Challenge, to write a program to play 9x9 Capture Go. A tournament for the programs will be run during the week of Pete's talk.

Here is an extract from the invitation I sent out.

"The game of Go has superseded Chess as the ultimate game programming challenge. Go is a simple game, but the number of possibilities in Go means that a brute force search approach is unlikely ever to match human play. Despite 30 years of serious effort, no computer program can beat even a moderately strong human player, in contrast to other full-information games such as Chess and Chequers. IBM has a long history of involvement in computer game playing, from Arthur Samuel's Chequer Program which ran on (and indeed influenced the design of) IBM's first programmable computer to Deep Blue."

This seems to have provoked a few responses. About 3000 people work at Hursley, so we hope these events will stimulate a lot of interest in Go.

Mike Harvey

Richard Hobson

With several slices of luck, and I don't only mean the three-way nigiri at the end, along with some help from my opponents I managed to qualify for this year's challengers league. Although I think there was another reason why I did so well. The previous week I had been to visit my brother in Newcastle who was terminally ill with cancer. This seemed to have the effect of emptying my mind of a lot of rubbish and as a result I was unusually clear thinking and focussed when I got to the candidate's tournament.

When I arrived home in Wiltshire on the Sunday evening it was to hear that he had become much worse. I drove overnight to Newcastle and was with him the following day when he died. He even asked me how I had done and seemed genuinely pleased when I said very well. Go is only a game and not too important in the scheme of things. Still, qualifying for the challenger's league is quite an achievement, especially for a 2nd dan. So I would like to dedicate this one to my brother, Richard Hobson. He is quite a well-known artist in the North East of England, as well as Conservator of Paintings at the Bowes Museum, check him out if you ever get the chance.

John Hobson

Dan Gostelow

Eddie Smithers has written and asked me to post the following. I'd like to express my own sadness too. A goban made by Dan is one of my treasures.

Simon Goss

I am sorry to announce the death of Dan Gostelow. He passed away peacefully after a long illness on Saturday 8th May 2004.

For many years Dan was an active member of the Leicester Go Club and was well known to many go players for the boards that he made. A cabinetmaker by trade, the go boards were a useful sideline for him. Dan and his wife Sylvia used to help run the Leicester Tournament when it was held at the 66 Club.

In later years he came to enjoy playing computer games and became a handy C++ programmer. And especially, he was devoted to Sylvia and his grandchildren.

I first met him when I moved to Melton Mowbray in 1974 and started playing go at Leicester. He was a good friend for 30 years and I will miss him a lot.

Eddie Smithers

A SHORT INTRODUCTION TO EXPLOITATION

Roger J.N. Daniel

At first, you must contemplate the possibility of Exploitation from a distance. You must either see it coming or you must create/exploit possibilities when they occur. Obviously it helps if you know how to do Exploit in advance; and also, when not to do it. Therefore:

i)   There must be a reason for it.

ii)   There must be a method of creation or an idea.

iii)   There must be a clear perception of the feasibility.

iv)   There must be preparation for your opponent's play up to and subsequently.

Therefore, both Opportunity and Exploitation do not always go hand in hand. The relationship between Exploitation and Implementation is there. Flexibility and Dynamics, interplay and spanning must therefore take place in the short, medium and long term.

Your Opponent's play is the context and may change your optimum choice in the course of events. You must have a reason for Exploitation and an idea of what is to come subsequently. It is important not lose sight of the fact that in your own position there may be weaknesses or features that can be, in turn, Exploited by your Opponent.

It is also important to consider this: "What is Exploitation?" Some people's objectives are; Damage or Destruction and other's objectives are Support and Construction.

There are structures and the resources from which structures are built. There are Material resources and Spatial resources. Sometimes it is necessary to attempt to gain in Space or Material.

Space and Material, and Time and Material are connected in different ways in Go. Therefore, in a more sophisticated view, this consists of Efficiency and Balance, in Time. You can consider that deployment of your means is the activity that you are always concerned with and that the Scale, large or small, of interlocking events and structures is the basis for your evaluation.

The transience of your mind; the fleetingness of your thought's, the ephemeral nature of one's imaginings make our task seem unreal. What we **know** with our mind and **see** with our eyes is the foundation upon which our plan can take shape.

For small investment, you hope for a larger return. This is the way we are moved to Exploit. If this were not the case there would be no push of conviction. We would, therefore, lose the certainty of conception and we would be left to travel along other pathways in search of other possible plays.

At the base is shape of context; one course of action leads to inconsequential profit, but the other course of action leads to greater profits. A choice presents itself, or at least alternatives, by reason of the features surrounding your position. Therefore you can make a decision as to whether to make an immediate or longer term gain.

This is the foundation of Exploitation, but situations may be present where choosing to gain here leads to a loss there. The mere fact that you initiate a manoeuvre leading to a gain, in its simplest terms results in you having taken advantage: but your objectives must include an accomplishment that is lasting, otherwise there would be no meaning of worth to the idea of Exploitation.

Tony Atkins   ajaxgo@yahoo.co.uk

Toyota Denso Oza

The second Toyota Denso Oza was again held at the European Go and Cultural Centre in Amsterdam, from 6th to 8th February. The same two-stage system was run as in the first event in 2002 which allowed 78 top players from 25 European countries to take part. Britain's hopes were with Matthew Cocke and David Ward, who both creditably won two games in the 4-round qualifying stage, as Matthew Macfadyen had flight problems and did not arrive. The 20 players on 3 and the 5 on 4 wins progressed to the knockout, the top 7 being seeded to the second round. Despite losing a qualifying game to Bajenaru, the winner of the throne (Oza) title was the 2001 European Champion, Andre Kulkov from Russia. He beat fellow Russian Alexandre Dinerchtein in the final. Frank Janssen of the Netherlands beat Romania's Ion Florescu in the play-off for third place. The top three qualified for the World Oza in Japan later in the year. 206 players took part in various side events at the weekend, 36 more than in at the first Oza.

Barcelona

This year the Barcelona Tournament was part of the Toyota-Pandanet European Go Tour Tournament on the 14th and 15th February. As usual several Japanese professionals took part. Nakano Yasuhiro (8 dan) was the winner on with a perfect 5. Second was Setoo (5 dan) equal with Kurahashi (9 dan) on 4/5. Then Yanagida (4 dan), Guo Juan (Netherlands) and Jeff Seailles (France) topped the group on 3/5. 96 players took part.

Irish Open

The 16th Irish Open was held from 5th to 7th March at the familiar venue of the Teachers' Club in Dublin. It was attended by 26 players from 13 countries and for the first time included players from all 4 Irish provinces. Different this year was the dropping of the Handicap Tournament, recently played on the Monday. Winner of the 13-player Irish Rapid on the Friday night was Dan Gilder (3 dan Manchester) with 5 wins. Second was Colin Adams (1 kyu Lancaster) with 4 wins and top local player was Stephen Flinter (1 dan) in third with 3 wins. In the Irish Open, Toshio Nishimura a visitor from Japan won with 5/5. Second on 3/5 was Stephen Flinter (1 dan Ireland) on tie-break from David Ward (4 dan Cambridge), Noel Mitchell (2 dan Dublin) and Dan Gilder (3 kyu Manchester), all on 3/5. Claas Roever (4 kyu Dublin) won 5/5. Most players went away with some sort of prize, and much enjoyment from the games, meals out and friendly atmosphere. Retiring from tournament organising, John Gibson must be thanked for running all the Irish events so far held.

Ing Memorial

24 of Europe's top players travelled to picturesque Czech spa town Karlovy Vary (Karlsbad) for the Ing Chang-Ki Memorial Cup, held from 4th March to 7th March in the Hotel Imperial. The top four players (all professionals) ended on 5 wins and were sorted by tie-break. First was Catalin Taranu (5 dan pro), second was Alexandre Dinerchtein (1 dan pro), third Guo Juan and fourth Svetlana Shikshina. The group on 4 wins was Andre Kulkov, Geert Groenen, Cristian Pop and Csaba Mero. Representing

the UK, 12 year old Li Shen (5 dan) won 2 games to place 16th; he beat Csaba Mero (6 dan) and Ruslan Saifullin (5 dan), but lost to Svetlana Shikshina (1 dan pro), Emil Nijhuis (6 dan), Bernard Helmstetter (5 dan) and Felix von Arnim (5 dan). A 56 player side event was won by Pei Zhao (6 dan Germany) on 5/5, with Jan Hora (5 dan Czechia) in second with 4/5.

European Pair Go Championships

The European Pair Go Championships in Drobeta - Turnu Severin, in south-west Romania, was held on 20th and 21st March. A total of 40 pairs took part from 11 countries and including about 20 pairs of Romanian children in a handicap group. Four teams ended up on 4 wins, so the championship was decided by tie-break. Winners were Czechia's Klara Zaloudkova and Zbynek Dach (average 2 dan). Equal second were Rita and Tibor Pocsai from Hungary (average 5 dan) and Lisa Ente and Benjamin Teuber from Germany (average 4 dan). Not helped by beating the French who had a very low score, but only losing to the winners, Britain's Natasha Regan and Matthew Cocke (average 3 dan) came coming 4th, having the lowest SOS. They equalled their previous highest place but in a larger event. The other UK players were 11th (Helen and Martin Harvey) and 15th (Anna Griffiths and Tony Atkins). A noteworthy result was Croatia's pair of Tea Robotic and Mladen Smud who won their first four games at average of 4 kyu.

Paris

The finals of the Toyota-Pandanet European Go Tour are held every year held in Paris at the traditional Easter weekend tournament. This year it was run from 10th to 12th April at the now normal venue of the town hall at the Place D'Italie. No less than 323 players took part, but only 19 players of 5 dan and above. There were 7 players from the UK;

Cambridge CB1 club were there in force with their new team shirts. Matthew Cocke, David Ward and Frank Visser all won 3/6. Tournament winner yet again was Fan Hui (8 dan China) with a perfect 6. Next placed on 4/6 were Jeff Seailles, Motoki Noguchi, Csaba Mero, Diana Koszegi and David Wu. In 7th was Marco Firnhaber; the others picking up Tour points were Silt, Burzo, Nechanicky, Colmez and Gerlach. More points are awarded to the final than normal tour events. Tour winner for the second year running was Radek Nechanicky, scoring over 100 points. Second was Dragos Bajenaru who was some 30 points behind the winner. Emil Nijhuis, Du Yingyo and Diana Koszegi were all about 30 points behind that, Diana's high place ensured by her good result at Paris. Before the start Yuki Shigeno was on hand to give a lecture, there was a lightning on Saturday night and a party on Sunday, so it was a fun-packed weekend.

Bled

The new TOYOTA - IGS-PANDANET European Go Tour started in Slovenia on 23rd and 24th. 53 players attended the 16th Lado Omejc Memorial in Bled. Scoring 6/6 and so taking an early lead in the Tour points table was Tibor Pocsai (6 dan Hungary). Ondrej Silt (5 dan Czechia) won 5/6 and on 4/6 were Radek Nechanicky and Vladimir Danek (both 6 dan Czechia) and Diana Koszegi (6 dan Hungary).

European Youth Go Championships

The European Youth Championships were held in Cologne, German, from 30th April to 2nd May. A whole youth hostel was taken over with overflow accommodation in another, but in the end a large number of cancellations led to unused rooms. 93 under-12 players and 184 under-18 players took part and more would have been there if the large Ukrainian party had got their visa.

UK's William Brooks (1 kyu) was 29th with 3/6 and Paul Blockley (13 kyu) also scored 3/6, both in the Under 18. Under 12 winner was Rafael Samakaev (6 kyu Russia) on 6/6, second was Thomas Debarre (3 kyu France) on 5/6 and Amir Fragman (3 kyu Israel) was third with 4/6. The top two will go to the WYGC in Vancouver, Canada. Under 18 winner was Ondrej Silt (5 dan Czechia) on tie-break from Ilia Chikchine (5 dan Russia) both with 5/6. Top of the group on 4/6 was Igor Nemliy (3 dan Russia). The top 2 and Thomas Hubert (3 dan France) and Floris Barthel (1 dan Netherlands) will go to the WYGC. Special guest representing guest representing the Ing Fund was Mr Yang, a Taiwanese Pro, and from Japan came Mr Abe (9 dan), with Yuki Shigeno (2 dan) from Italy. Those who were there say it was the best run EYGC so far, with great activities arranged for the kids and the adult coaches and helpers alike.

Zagreb Tournament

33 players took part in the Tour event in Croatia on the weekend of 15th May. Tibor Pocsai (6 dan Hungary), a former European Champion, was the winner. Next placed were the Czechs Radek Nechanicky (6 dan) and Ondrej Silt (5 dan), and Diana Koszegi (6 dan Hungary). Best local was Zoran Mutabzija who was fifth.

Amsterdam Tournament

Always a major in the TOYOTA - IGS-PANDANET European Go Tour, Amsterdam always attracts visitors to the Go Centre. 119 players took part this year from 20th to 23rd May, including one from Latvia and UK's Piers Shepperson (5 dan) who was 13th with 3 out of 6. The winner was the professional player Catalin Taranu, who is currently back living in Romania. Local lady Guo Juan was second with 5/6. The European Youth Champion, Ondrej Silt (5 dan Czechia), was third topping the group on 4 wins.

A Tesuji not all Kyu Players Know - Part 2

Steve Bailey   SGBailey@compuserve.com
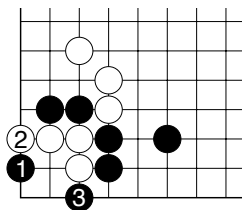
□ **Diagram 2**
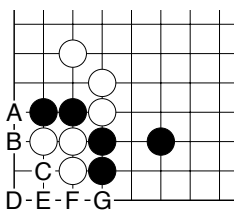
□ **Diagram 3**
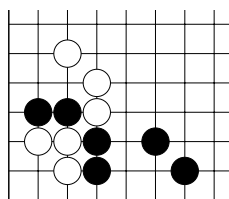
□ **Diagram 4**

The problem book gives the answer as move 1 (a tesuji that not all kyu players know) and continues with the followup of 2 and 3 in dia 2. I leave the reader to mull over, later, what Black should do in response to other White 2s, some seem quite tricky - this is another extension to the original problem.

Instead I want to pose two extended questions for this problem.

One - refute the black 1s that are not the answer (A thru G in dia 3).

Two - answer the original question in the revised situation of dia 4 where an extra black stone has been added on the right.

Again do think about this before turning to page 69, if you take this seriously it would not surprise me if it takes you several *hours*. It took me about a fortnight to work all this out at around ten minutes a day - with help from other players when I got *stuck* down blind alleys.

CALLING ALL ARTISTS

Following on from the Go inspired artwork from Venezuela featured in Journal #133, this competition aims to make the Journal look more interesting. There are two categories in this competition, cover art and section art.

Cover Art - Submissions should be A4 sized and suitable for scanning. The winner's design will be printed on the cover of the winter issue (#135) and will receive a £15 BGA shop voucher. The runners-ups' designs will be printed inside the journal, in black and white.

Section Art - These submissions can be any shape or size but should not be larger than A4 and should relate to regular Journal content. Upon submission they will be scanned and reduced in size. They will be printed in black and white, so you may want to take this into account when designing them. The artists responsible for the best two designs will each receive a £10 BGA shop voucher.

The closing date for enties is 1st November 2004. Entries should be sent to the Journal Editor at 91 Kilnhouse Lane, Lytham St. Annes, Lancashire FY8 3AB.

ANSWER TO THE CATHERINE WHEEL

Simon Goss

simon@gosoft.demon.co.uk

The four black groups and the central white one each have just one eye, so this is a semeai. Let's begin by seeing what either side could have done by playing on instead of passing.

Diagram 1: Black would like to capture the central white group. To do so he must occupy all of its four outside liberties before he can occupy the eye. Playing on any of these immediately is self-atari, so he cannot do it until he captures on the inside to make liberties. He does this four times, and each time White plays back inside to prevent the black groups from gaining two eyes.

Diagram 2: Now Black starts taking White's liberties, but when White plays move 14 on the triangled point, it's clear that White has three liberties and Black has only two. The central white group lives and all the black stones die. You might like to check diagram 1 to make it clear that Black had no better way of playing. As soon as Black played his first move in diagram 1, White could capture everything. This means that the central white group is alive, but it doesn't mean that the four black groups are dead. They are dead only if White can capture them. Let's see ...
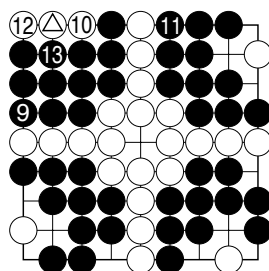
Diagram 3: White takes a black liberty and then plays inside to keep black down to one eye. Next, Black goes around capturing each block of four white stones, and each time before the last, White plays inside again. After Black 8 ...

☐ **9x9 Problem**

☐ **Diagram 1**
2 at A, 4 at B,
6 at C, 8 at D
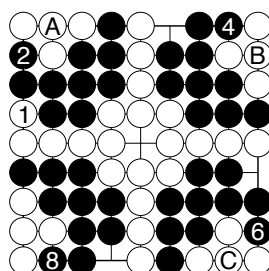
☐ **Diagram 2**

☐ **Diagram 3**
3 at A, 5 at B, 7 at C

67

Diagram 4: White would like to play like this, but if he does, Black plays at 10. Now each black group has at least four effective liberties while White has only three. Now it is White who dies.
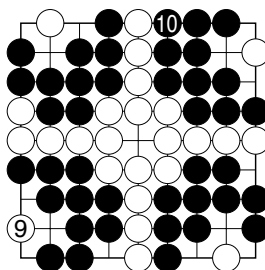
Diagram 5: Instead, White must take a liberty of one of the other black groups, allowing Black to live by playing at 10. The truth is that White can capture three of the black groups, but not all four.
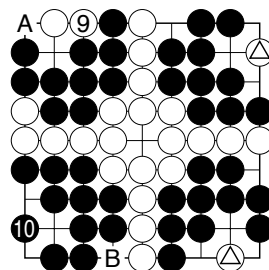
□ **Diagram 4**   □ **Diagram 5**

Now comes the difficult part: what is the status of the black groups? You may be tempted to think that they are all dead, because White can point to each in turn and truthfully say, "I can capture this one". Or you may be tempted to say that three are dead and one is alive, but we don't know which is which.

Both are wrong. Once both sides have passed, the Japanese rule says, "Stones are said to be *alive* if they cannot be captured by the opponent, or if capturing them would enable a new stone to be played that the opponent could not capture. Stones which are not alive are said to be *dead*."

So, if White points to the black group in the upper left, for example, and claims it to be dead because he can capture it, Black can reply, "Yes, you can, but by doing so you enable me to play a new stone that you can't capture on either B10 or on one of the triangled points." That is enough to prove the upper left black group alive, and the other three black groups are alive in the same way.

Now we can answer the three questions:

1. Nobody wins; it's jigo. This is a whole-board seki.

2. Black was right to pass. Any move he had played would have resulted in the capture of all his stones.

3. White was wrong to pass. He should have played on as in diagram 5 and then played at A before filling the dame at B. He can't kill everything, but it's still a big win for him.

IN THE LIGHT

Beginner's Cartoon Go Booklet   www.britgo.org/cartoons/cartoonc1.html

The BGA has recently published a small booklet for beginners featuring the cartoons of Andreas Fecke. Originally published in German, this cartoon features the Go Stones teaching the Chess Queen how to play Go. If you cannot get hold of the free booklet, then you can print the pages from the website.

Tony Atkins

# A Tesuji not all Kyu Players Know - Part 3

**Steve Bailey**   SGBailey@compuserve.com
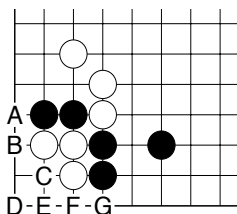
**Diagram 3
(revisited)**

In refuting moves A thru G, one fact that must be constantly borne in mind is that, should white manage to play both 2-1 points, he can almost certainly get a two eyed corner group. If that occurs then the two Black stones on the left will die - yet another extension to the problem is to confirm that Black cannot escape up the left side. For example if Black gets to play A, show that a backwards monkey jump fails to get his stones to safety. Dia 5 shows one such possibility. Thus Black's reponse to a White 2-1 play is very limited which eases the analysis of the situations greatly.
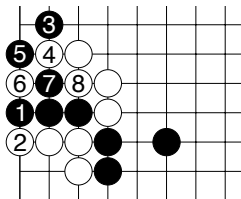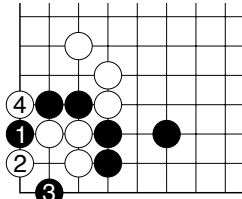
Diagram 5   **Diagram 6**

So, to refute the moves - **B** first since it is easiest. After 4 in dia 6 white has 3 liberties to only 2 for the left pair of black stones.

D, **E** and **G** are refuted in the same way (only **E** is shown here, dia 7). None remove a liberty from the white group, so it remains 3 all with White to move.

By the way, in the *correct* answer in dia 2, black 1 also fails to remove a white liberty, but in that case it doesn't help white - why?
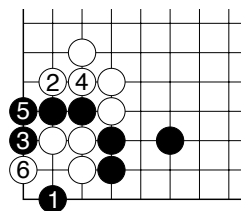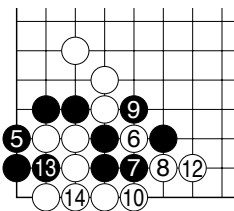
Diagram 7

F is much more involved and relies on a weakness in the black stones on the right to allow White to worm out from the corner along the bottom edge. See Dias 8 and 9.
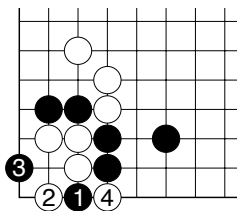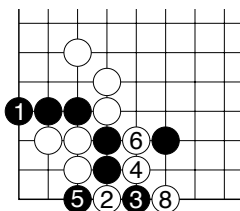
Diagram 8   **Diagram 9**
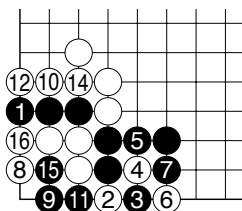   11 at 6

Should Black choose to play 5 on the right, White still captures the two left black stones with a sequence more akin to dias 13 and 14. A bit more for the reader...

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Then there is **A** and things get harder, this turns out to rely on the same escape route as **F**.

Firstly Black might try to contain white in the corner. White 4 leads to a simple capture in dia 10 or a more complex one in dia 11, but White is happy in both variations.
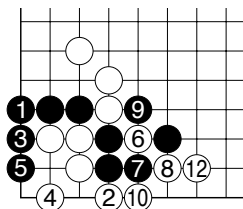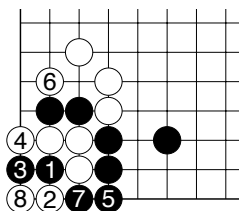

□ Diagram 10
7 at 2

□ Diagram 11
13 at 3

Secondly Black can try to capture white from the left. He fails with white escaping to the right.

□ Diagram 12
11 at 6

C turned out to be surprisingly hard. The reason is that white has to be satisfied with living with his corner stones by capturing the two black stones on the left. In the process of doing this white must sacrifice two other stones and allow black an eye in the corner. Trying to prevent that capture

and eye reduces the liberties on White's group by one and his entire corner dies.

□ Diagram 13
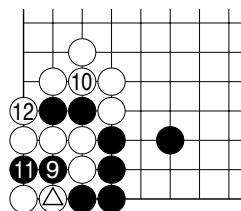
□ Diagram 14
13 at triangle

And finally the variation where there is an extra stone at black triangle. This has the effect of stopping the sequence of dia 11 working - as shown in dia 15. Therefore in this situation, as distinct from that of Dia 1, the descent to the edge is correct and better than the 1-2 point *tesuji* answer. Black's territory is now slightly bigger and is better 'edged'.
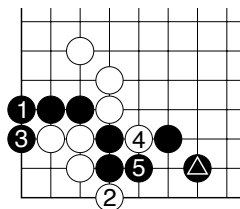
□ Diagram 15

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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 eye-space to prevent it from making two eyes

OVERTIME: in tournament play, having to play a number of stones in a certain time e.g. 20 stones in five minutes

OIOTOSHI: 'connect and die', capturing by a cascade of ataris, often involving throw-ins. If the stones connect up to escape, they all get caught.

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

SABAKI: a sequence that produces a light, resilient shape

SAGARI: a descent – extending towards the edge of the board

SAN REN SEI: an opening which consists of playing on the three hoshi points along one side of the board

SEKI: a local stalemate between two or more groups dependent on the same liberties for survival

SEMEAI: a race to capture between two adjacent groups that cannot both live

SENTE: gaining the initiative; a move that requires a reply

SHICHO: a capturing sequence shaped like a ladder

SHIMARI: a corner enclosure of two stones

SHODAN: one dan level

TENGEN: centre point of the board

TENUKI: to abandon the local position and play elsewhere

TESUJI: a skillful and efficient move in a local fight

TSUKE: a contact play

YOSE: the end game